

Awesome Encounters



Volume I:
Dungeon Levels 1-3



INTRODUCTION

This supplement will help you create fun and memorable dungeon encounters – encounters that your players will love! There is lots of great advice in the *Dungeon Masters Guide*, but it can take hours to understand and apply it all. We have done all of the hard work for you by pre-generating 300 separate monster encounters, all categorized by level and encounter difficulty, as well as creating dozens of treasure assortments.

We've also provided many tables to "spice up" your encounters, covering things such as dungeon architecture, monster actions and general dungeon dressing. In total, there are over 30 tables!

Using this supplement, you will be able to stock a dungeon with awesome encounters in just a few minutes.

This is an essential resource for both novice and experienced Dungeon Masters!

GREAT ENCOUNTERS

Creating a great encounter takes just four steps –

1. Create a Space
2. Choose a Foe
3. Add some Action
4. Dress it Up

1. CREATE A SPACE

Your awesome encounter needs a space – most often a room. But not just any room - with a few rolls of the dice we can add a great deal of interest and color.

Purpose

Most of the dungeons your players explore will be inhabited by at least some intelligent creatures, and the dungeon rooms will then

likely have specific purposes. Use the following table -

- | | |
|------------------|----------------|
| 1. Armory | 2. Barracks |
| 3. Bathroom | 4. Chapel |
| 5. Bed Chamber | 6. Library |
| 7. Common Room | 8. Guard Post |
| 9. Kitchen | 10. Larder |
| 11. Latrine | 12. Mess Hall |
| 13. Nursery | 14. Prison |
| 15. Workshop | 16. Store Room |
| 17. Torture Room | 18. Kennel |
| 19. Treasury | 20. Cistern |

The room purpose will suggest additional features. For example, a kitchen will probably have an oven or a spit. Just by defining the purpose of the room, you are already bringing it to life.

Special Features

Sometimes your room has special architecture or other features, and these can create interesting opportunities for combat, exploration and roleplay. Following are some examples –

- | | |
|-----------------|-----------------------|
| 1. Altar | 2. Bridge |
| 3. Cage | 4. Chasm |
| 5. Flooded | 6. Forge |
| 7. Fountain | 8. Full of vegetation |
| 9. Hole | 10. Ledge |
| 11. Muddy floor | 12. Pillars |
| 13. Platform | 14. Pool |
| 15. Shaft | 16. Shrine |
| 17. Statue | 18. Sunken area |
| 19. Trapdoor | 20. Well |

Some special features readily tie-in with a room purpose – for example, you would expect to find a shrine in a chapel. Unusual

combinations, however, can quickly flesh out some interesting background for your location. For example, if there is a shrine in a barracks, you need to figure out why it is there. Perhaps it is a barracks for trainee monster priests, or perhaps one of the monsters is just especially devout. Maybe the room used to be a chapel, and the monsters are just using it as a barracks. All of these possibilities can lead to new encounter and adventure threads.

2. CHOOSE A FOE

Choosing a monster is the one essential part of every encounter design. The DMG provides a very good, but laborious, method for calculating encounter strength. We have done the hard work for you, and pre-calculated 300 monster encounters.

Level and Difficulty

You need to first determine the average level of your party, and then decide how difficult you want the encounter to be – easy, medium or hard.

Monster Encounter tables have been provided in the following chapter for party levels 1, 2 and 3, and for each difficulty rating. The number of monsters to include in the encounter is shown in parentheses. Sometimes this will be a range.

Dungeon Theme

You could simply roll for the monster type on the encounter tables (and numbers are provided for that purpose). However, dungeons are much more plausible when they follow a consistent theme – for example, a goblin lair.

At the end of this supplement is the **Monster Affiliation** table. This shows monsters that *tend* to be found in the same dungeon. These should not be treated too prescriptively. Vermin can be found in any dungeon, for example.

Scaling the Encounter

The calculated encounters assume the party consists of four characters. If you have more than four characters, the easiest way to scale the encounter is to add one monster per encounter that has a CR of $\frac{1}{4}$ the average party level.

For example, if the average party level is 2 and you have 5 characters, you would scale the encounter by adding a monster of CR $\frac{1}{2}$.

If you have less than 4 characters in the party, we recommend you bolster the party numbers with hirelings.

Include Treasure

Use the **Treasure Assortment** tables to determine what treasure the PCs find. Most encounters should use the Standard table, but major encounters (such as boss fights) should use the Hoard table.

3. ADD SOME ACTION

Rooms are not static. Things happen in them – they shift and change. In this step, we'll determine what is happening in your location.

Monster Actions

Monsters don't sit around waiting for adventurers to show up - they pass the time in a large variety of ways. You can bring your monsters to life by having them engage in an activity when the party comes across them.

Animals and insects will typically be doing one of the following –

1. Sleeping
2. Building a nest
3. Eating & drinking
4. Foraging/Hunting
5. Grooming
6. Mating

Intelligent monsters (usually humanoids) can be doing a multitude of things. Following is just a sample -

- | | |
|----------------------|----------------------|
| 1. Cleaning a weapon | 2. Cooking a meal |
| 3. Counting treasure | 4. Dozing |
| 5. Drawing | 6. Eating & drinking |
| 7. Fetching water | 8. Fighting |
| 9. Gambling | 10. Praying |
| 11. Reading | 12. Sharing jokes |
| 13. Honing a dagger | 14. Singing a tune |
| 15. Sleeping | 16. Smoking |
| 17. Starting a fire | 18. Talking |
| 19. Tormenting | 20. Washing |

Location Events

Sometimes the room itself does something unusual. The following ideas should be used sparingly – perhaps just one per dungeon.

1. A fire starts
2. A magical force field appears
3. A magical silence descends
4. A monster suddenly polymorphs into something different
5. A net drops from the ceiling
6. Gravity begins behaving strangely
7. Vegetation suddenly fills the room
8. Fissures appear in the floor
9. Half the floor drops 20', revealing a secret tunnel
10. An illusion falls away, revealing something startling
11. Magical darkness covers the room
12. Room begins to spin
13. Room fills with smoke
14. Something explodes

15. The ceiling begins to collapse
16. The doors close and lock
17. The room begins flooding
18. The room fills with gas
19. There is an earthquake
20. A wall collapses, revealing another room

4. DRESS IT UP

You can add a lot of color and interest to your encounter by including a few small details. This is sometimes called “Dungeon dressing”. Don’t overdo it – one or two items per encounter is plenty.

Sounds

Most dungeons are noisy places, and describing sounds can really spice up an encounter. Because you often hear things before you see them in a dungeon, sounds can also foreshadow the action to come, and provide the players with interesting choices. Following are some typical dungeon sounds –

- | | |
|---------------|-----------------|
| 1. Clanking | 2. Clicking |
| 3. Dripping | 4. Footsteps |
| 5. Giggling | 6. Grating |
| 7. Hissing | 8. Jingling |
| 9. Moaning | 10. Music |
| 11. Roaring | 12. Screaming |
| 13. Snapping | 14. Sobbing |
| 15. Splashing | 16. Splintering |
| 17. Squealing | 18. Thudding |
| 19. Thumping | 20. Whispering |

Of course, having selected a sound, you need to create an explanation for it. If the party hears sobbing, perhaps it’s because the monsters have a prisoner chained up.

Smells

Dungeons are very smelly places. Once more, a strong smell can be used to foreshadow the action to come. The following smells are often present in dungeons –

- | | |
|-------------------|------------------------|
| 1. Ashes | 2. Body odor |
| 3. Burnt out fire | 4. Cured leather |
| 5. Decaying meat | 6. Dust |
| 7. Fresh soil | 8. Fresh vegetation |
| 9. Manure | 10. Oil |
| 11. Old straw | 12. Terrible mold |
| 13. Ozone | 14. Roasting meat |
| 15. Rotting trash | 16. Rotting vegetation |
| 17. Smoke | 18. Stale beer |
| 19. Sulfur | 20. Wet animal fur |

Once more, you will need to determine a source for the smell.

Furniture

Intelligent monsters don't sit around on a bare floor. Following are some typical furnishings found in a dungeon –

- | | |
|---------------|---------------|
| 1. Barrel | 2. Basin |
| 3. Bed | 4. Bench |
| 5. Blanket | 6. Bucket |
| 7. Box | 8. Cask |
| 9. Chest | 10. Cushion |
| 11. Fireplace | 12. Mat |
| 13. Pail | 14. Pallet |
| 15. Rug | 16. Stool |
| 17. Table | 18. Tub |
| 19. Urn | 20. Workbench |

Including one or two items to a room adds a realism and character.

Bric-a-brac

Dungeons are full of small, worthless bits and pieces. Including one of these items will make a location feel “lived in” –

- | | |
|---------------------|-----------------------|
| 1. Blood stain | 2. Broken bottle |
| 3. Broken pole | 4. Broken sword blade |
| 5. Dagger hilt | 6. Dented helmet |
| 7. Empty bottle | 8. Frayed rope |
| 9. Old iron bar | 10. Pile of bones |
| 11. Pile of dung | 12. Pile of straw |
| 13. Puddle of water | 14. Rusted spike |
| 15. Rusty chain | 16. Some ashes |
| 17. Wax drippings | 18. Splintered club |
| 19. Torch stub | 20. Torn sack |

AN EXAMPLE

Let's look at how we might apply these options in real life. Consider the following encounter –

Player: We take the north passageway.

DM: After about 50' you enter a room that is 30' square, with a door in the north wall. There are 3 goblins in the room. What do you do?

Player: Attack.

DM: They grab their swords. Roll initiative.

Ok, let's spice it up a bit using some of the principles we looked at above –

Player: We take the north passageway.

DM: After about 20' you smell smoke, and see the glow of a fire ahead. It looks like it's coming from a room.

Player: Ok, we quickly extinguish our torches. Everyone stay still – can I hear anything?

DM: You can hear a couple of goblin voices – they appear to be arguing. You can also smell roasting meat now.

Player: We can only hear a couple of voices?

DM: Yes.

Player 2: We can handle a couple of goblins.

Player: Ok, how far away is the room?

DM: About 30'.

Player: We charge in and attack any goblins we see.

DM: You rush in. The room is about 30' square - it appears to be a guard room. There's a closed door in the north wall.

There are several straw pallets on the floor, as well as some old blankets and a few upturned wooden boxes. The floor is also littered with ashes and straw, and there is a reeking pile of dung in one corner.

There are three goblins in the room. One of them is roasting a rat over an open fire, and the other two are arguing over a game of dice.

They look momentarily stunned as you charge into the room, but quickly grab their swords and leap to their feet. Roll initiative.

I hope you agree that the second encounter has much more depth, and hence is much

more interesting and entertaining. And the “dungeon dressing” options such as smells and sounds actually gave the players more things to think about, and more options.

DUNGEON NOTES

A final word before we get to the monster lists. You might be concerned that creating encounters like this will require you to write hundreds of words for each room in your dungeon, like in some professional products.

This is not the case. You can actually include all of the detail you need in a few abbreviated notes, which you can then expand off the cuff during actual play. For example, assume the above example encounter is in room #15 of your dungeon. You might have the following notes for it –

Smell cooking, smoke. Hear arguing.

Room #15 - Guard post. Pallets, blankets, boxes, fire. Floor => ashes, straw, dung. Goblins (3) => cooking/gambling mm166

The prefix “mm” is here used to indicate what page of the Monster Manual the monsters can be found on. There is a master index at the end of this supplement with these numbers, for easy reference.

Using a notation like the above, it is very possible to detail an entire adventure on a single sheet of paper. After a few goes you will come up with a notation that suits yourself.

LEVEL 1 MONSTER ENCOUNTERS

Easy

- | | |
|---------------------------------|-----------------------------|
| 1. Bullywugs (1-2) | 2. Cockatrice (1) |
| 3. Crawling Claws (2-7) | 4. Darkmantle (1) |
| 5. Flying Snakes (1-3) | 6. Giant Fire Beetles (2-7) |
| 7. Giant Poisonous Snakes (1-2) | 8. Goblin (1) & Wolf (1) |
| 9. Goblins (1-2) | 10. Gray Ooze (1) |
| 11. Homunculus (2-7) | 12. Kobolds (1-3) |
| 13. Mastiffs (1-3) | 14. Piercer (1) |
| 15. Poisonous Snakes (1-3) | 16. Rust Monster (1) |
| 17. Shriekers (5) | 18. Swarm of Bats (1) |
| 19. Swarm of Insects (1) | 20. Warhorse Skeleton (1) |

Medium

- | | |
|-------------------------------|---|
| 1. Bugbear (1) | 2. Bullywugs (2) & Flying Snake (1) |
| 3. Crawling Claws (8-10) | 4. Death Dog (1) |
| 5. Dire Wolf (1) | 6. Drow (1) & Mastiffs (2) |
| 7. Fire Snake (1) | 8. Flying Snakes (3) & Kobold (1) |
| 9. Flying Snakes (4-5) | 10. Ghoul (1) |
| 11. Giant Fire Beetles (8-10) | 12. Giant Poisonous Snake (1) & Flying Snakes (3) |
| 13. Giant Rats (4-5) | 14. Giant Spider (1) |
| 15. Giant Toad (1) | 16. Goblin (1) & Mastiffs (2) |
| 17. Goblin (1) & Worg (1) | 18. Goblin Boss (1) |
| 19. Half-ogre (1) | 20. Hobgoblin (1) & Wolf (1) |
-
- | | |
|--|---|
| 1. Imp (1) | 2. Kobold (1) & Giant Lizards (2) |
| 3. Kobolds (2) & Giant Poisonous Snake (1) | 4. Kobolds (2-3) & Giant Lizard (1) |
| 5. Kobolds (4-5) | 6. Kuo-toa Whip (1) |
| 7. Lizardfolk (1) & Giant Lizard (1) | 8. Maness (4-5) |
| 9. Mastiffs (4-5) | 10. Myconid Adult (1) & Myconid Sprouts (2-4) |
| 11. Myconid Sprouts (8-10) | 12. Orc (1) & Wolf (1) |
| 13. Quasit (1) | 14. Skeleton (1) & Crawling Claws (2-3) |

15. Specter (1)

17. Violet Fungus (1) & Shriekers (5-6)

19. Winged Kobold (1) & Kobolds (2-3)

16. Stirges (4-5)

18. Warhorse Skeleton (1) & Skeleton (1)

20. Zombie (1) & Crawling Claws (2-3)

Hard

1. Bullywug (1) & Giant Frogs (2)

3. Dretch (3-4)

5. Giant Bats (3-4)

7. Giant Frogs (3-4)

9. Goblins (3-4)

11. Kobolds (6-7)

13. Mud Mephits (3-4)

15. Steam Mephits (3-4)

17. Violet Fungi (3-4)

19. Wolves (3-4)

2. Cockatrices (2)

4. Dust Mephits (2)

6. Giant Centipedes (3-4)

8. Giant Wolf Spiders (3-4)

10. Grimlocks (3-4)

12. Kuo-toa (2) & Drow (1)

14. Smoke Mephits (3-4)

16. Stirges (6-7)

18. Winged Kobolds (3-4)

20. Zombies (3-4)

1. Bugbear (1) & Goblin (1)

3. Gas Spores (2)

5. Giant Lizards (3-4)

7. Goblin Boss (1) & Goblin (1)

9. Hobgoblins (2)

11. Kuo-toa (3-4)

13. Magma Mephits (2)

15. Myconid Adults (2)

17. Shadows (2)

19. Troglodytes (3-4)

2. Drow (3-4)

4. Ghoul (1) & Zombie (1)

6. Giant Wasps (2)

8. Goblin Boss (1) & Wolf (1)

10. Ice Mephits (2)

12. Lizardfolk (2)

14. Magmins (2)

16. Orcs (2)

18. Skeletons (3-4)

20. Worgs (2)

LEVEL 1 TREASURE ASSORTMENT

Standard

1. 10gp	2. 13sp	3. 11cp	4. 11gp
5. Malachite (10gp)	6. Blue Quartz (11gp)	7. 14gp	8. Turquoise (15gp)
9. 16gp	10. 17sp	11. Obsidian (13gp)	12. 18cp
13. 2sp	14. 17sp	15. 12gp	16. 22cp
17. 4ep	18. 8gp	19. 8gp	20. 8gp

Hoard

- 2800 cp, 1100 sp, 60 gp, Azurite (10 gp), Malachite (10 gp), Moss agate (10 gp), Tiger eye (10 gp), Turquoise (10 gp), 3 x Potion of Climbing, 2 x Potion of Healing
- 2200 cp, 700 sp, 50 gp, Azurite (10 gp), Malachite (10 gp), 3 x Obsidian (10 gp), 2 x Turquoise (10 gp), Spell Scroll (Dancing Lights), Spell Scroll (Resistance), Spell Scroll (Earth Tremor), Driftglobe, Potion of Climbing
- 2100 cp, 1800 sp, 70 gp, Electrum Cloth Ribbon (25 gp), Iron Diadem (25 gp), Leather Boots with Copper Buckles (25 gp), Leather Belt set with Lapis lazuli (25 gp), Polished Stone Coffin (25 gp), Iron Sundial (25 gp), +1 Wand of the War Mage, +1 Weapon
- 2500 cp, 1100 sp, 70 gp, Azurite (10 gp), 2 x Blue quartz (10 gp), 2 x Eye agate (10 gp), Hematite (10 gp), 3 x Moss agate (10 gp), Obsidian (10 gp), Tiger eye (10 gp)
- 2400 cp, 800 sp, 20 gp, Carnelian (50 gp), Chalcedony (50 gp), Jasper (50 gp), Moonstone (50 gp), 3 x Onyx (50 gp), Star Rose Quartz (50 gp), Zircon (50 gp), Spell Scroll (Light), Potion of Greater Healing
- 1700 cp, 1500 sp, 110 gp, 2 x Azurite (10 gp), 2 x Eye agate (10 gp), Lapis lazuli (10 gp), Malachite (10 gp), 2 x Obsidian (10 gp), 3 x Turquoise (10 gp), Potion of Invulnerability
- 1200 cp, 1000 sp, 60 gp, 2 x Bloodstone (50 gp), Carnelian (50 gp), 3 x Citrine (50 gp), 3 x Jasper (50 gp), Moonstone (50 gp), Quartz (50 gp)
- 1800 cp, 1200 sp, 70 gp, Painted Glass Dice (pair) (25 gp), Iron Ring (25 gp), Pewter Diadem (25 gp), Leather Boots with Brass Buckles (25 gp), Painted Glass Miniature (of a Castle) (25 gp), Ceramic Ewer (25 gp), Pewter Bracelet (25 gp), Spell Scroll (Friends), Spell Scroll (Web), Potion of Climbing, 2 x Potion of Healing
- 1900 cp, 1400 sp, 60 gp, 2 x Chrysoprase (50 gp), Jasper (50 gp), Moonstone (50 gp), 2 x Onyx (50 gp), Bag of Holding, Lantern of Revealing, Potion of Animal Friendship, Potion of Greater Healing
- 2100 cp, 1100 sp, 50 gp, Bloodstone (50 gp), 2 x Carnelian (50 gp), Chrysoprase (50 gp), Onyx (50 gp), Quartz (50 gp), Zircon (50 gp), Adamantine Armor (chain mail), Hat of Disguise, Headband of Intellect, Stone of Good Luck

LEVEL 2 MONSTER ENCOUNTERS

Easy

1. Dire Wolf (1)	2. Fire Snake (1)
3. Giant Toad (1)	4. Imp (1)
5. Quasit (1)	6. Specter (1)
7. Giant Rats (4-6)	8. Kobolds (3) & Giant Lizard (1)
9. Maness (4-6)	10. Cockatrices (2)
11. Darkmantles (2)	12. Dretch (3-4)
13. Giant Bats (3-4)	14. Giant Centipedes (3-4)
15. Giant Frogs (3-4)	16. Giant Wolf Spiders (3-4)
17. Piercers (2)	18. Rust Monsters (2)
19. Violet Fungi (3-4)	20. Wolves (3)

Medium

1. Drow (4-5)	2. Giant Lizards (4-5)
3. Giant Poisonous Snakes (4-5)	4. Goblins (2-3) & Worg (1)
5. Kuo-toa (4-5)	6. Skeletons (4-5)
7. Troglodytes (4-5)	8. Ankheg (1)
9. Azer (1)	10. Black Dragon Wyrmling (1)
11. Carrion Crawler (1)	12. Cave Bear (1)
13. Ettercap (1)	14. Gargoyle (1)
15. Gelatinous Cube (1)	16. Ghast (1)
17. Giant Constrictor Snake (1)	18. Gibbering Mouther (1)
19. Goblin Boss (1) & Worg (1)	20. Green Dragon Wyrmling (1)
1. Grick (1)	2. Intellect Devourer (1)
3. Mimic (1)	4. Myconid Sovereign (1)
5. Nothic (1)	6. Ochre Jelly (1)
7. Ogre Zombie (1)	8. Orc Eye of Gruumsh (1)
9. Orog (1)	10. Quaggoth (1)
11. Specter (poltergeist) (1)	12. Spined Devil (1)
13. Myconid Adults (2) & Myconid Sprouts (1-4)	14. Bullywug (1) & Giant Frogs (3-4)

15. Goblins (4-5)

16. Stirges (7-9)

17. Violet Fungi (3) & Shriekers (4-7)

18. Winged Kobolds (4-5)

19. Bullywugs (2) & Flying Snakes (4-5)

20. Kobolds (7-9)

Hard

1. Drow (6-8)

2. Mud Mephits (6-8)

3. Smoke Mephits (6-8)

4. Grimlocks (6-8)

5. Kuo-toa (4-6) & Drow (2)

6. Steam Mephits (6-8)

7. Zombies (6-8)

8. Bugbear (1) & Goblins (2-4)

9. Bugbears (2)

10. Death Dogs (2)

11. Dust Mephits (3-4)

12. Gas Spores (3-4)

13. Ghouls (2)

14. Giant Spiders (2)

15. Giant Wasps (3-4)

16. Goblins (3) & Wolves (3)

17. Goblin Boss (1) & Dire Wolf (1)

18. Half-ogre (1) & Dire Wolf (1)

19. Hobgoblins (3-4)

20. Ice Mephits (3-4)

1. Lizardfolk (3-4)

2. Magma Mephits (3-4)

3. Magmins (3-4)

4. Myconid Adults (3-4)

5. Orcs (3-4)

6. Shadows (3-4)

7. Warhorse Skeletons (2) & Skeletons (2-4)

8. Worgs (3-4)

9. Winged Kobolds (2) & Giant Lizards (4-5)

10. Winged Kobolds (2) & Kobolds (6-8)

11. Drow (2) & Giant Lizards (4-5)

12. Death Dog (1) & Skeletons (2-4)

13. Ghoul (1) & Skeletons (2-4)

14. Hobgoblins (2) & Wolves (2-4)

15. Lizardfolk (1) & Giant Lizards (4-5)

16. Goblin Boss (1) & Goblins (2-4)

17. Kuo-toa Whip (1) & Kuo-toa (2-4)

18. Minotaur Skeleton (1) & Skeleton (1)

19. Ogre (1) & Wolf (1)

20. Kobolds (4) & Giant Lizards (3-5)

LEVEL 2 TREASURE ASSORTMENT

Standard

1. Moonstone (11gp)	2. 2pp	3. 12sp	4. 4gp
5. Blue Quartz (13gp)	6. 16cp	7. 17cp	8. 21cp
9. 10gp	10. 10cp	11. Topaz (10gp)	12. 9cp
13. 12gp	14. 11ep	15. 20cp	16. 16sp
17. 6gp	18. 5pp	19. Tiger Eye (11gp)	20. 18sp

Hoard

- 1600 cp, 1300 sp, 60 gp, Banded agate (10 gp), Eye agate (10 gp), 2 x Lapis lazuli (10 gp), Malachite (10 gp), Moss agate (10 gp), Obsidian (10 gp), Dust of Dryness, Potion of Greater Healing, Potion of Hill Giant Strength
- 2400 cp, 1100 sp, 60 gp, 2 x Bloodstone (50 gp), 2 x Chrysoprase (50 gp), Citrine (50 gp), Onyx (50 gp), Sardonyx (50 gp), 2 x Star rose quartz (50 gp), Circlet of Blasting, Headband of Intellect, +1 Weapon (sickle)
- 2400 cp, 1000 sp, 90 gp, Bloodstone (50 gp), 2 x Chrysoprase (50 gp), Citrine (50 gp), Moonstone (50 gp), Onyx (50 gp), 2 x Star rose quartz (50 gp), 2 x Zircon (50 gp)
- 2400 cp, 900 sp, 60 gp, 2 x Citrine (50 gp), Jasper (50 gp), Moonstone (50 gp), 4 x Quartz (50 gp), Zircon (50 gp), Potion of Growth
- 2100 cp, 1300 sp, 120 gp, Citrine (50 gp), Moonstone (50 gp), 2 x Quartz (50 gp), Sardonyx (50 gp), Hat of Disguise
- 2500 cp, 1500 sp, 80 gp, Bloodstone (50 gp), Chalcedony (50 gp), 2 x Chrysoprase (50 gp), 2 x Sardonyx (50 gp), Zircon (50 gp), Potion of Resistance (psychic), Potion of Greater Healing, Potion of Poison
- 2200 cp, 1000 sp, 60 gp, Carnelian (50 gp), Opal (50 gp), 3 x Moonstone (50 gp), Onyx (50 gp), Star rose quartz (50 gp), Zircon (50 gp), Spell Scroll (Shocking Grasp), Spell Scroll (Expeditious Retreat), Spell Scroll (Sanctuary), 2 x Potion of Healing
- 2700 cp, 800 sp, 120 gp, 2 x Onyx (50 gp), Quartz (50 gp), Star rose quartz (50 gp), Spell Scroll (Guiding Bolt), Driftglobe, Potion of Climbing, Potion of Healing
- 1400 cp, 1100 sp, 60 gp, Moonstone (50 gp), Onyx (50 gp), Sardonyx (50 gp), +1 Wand of the War Mage
- 2200 cp, 600 sp, 90 gp, 2 x Chalcedony (50 gp), 2 x Opal (50 gp), Citrine (50 gp), Sardonyx (50 gp), +2 Ammunition (20 crossbow bolts), Spell Scroll (Mordenkainen's Faithful Hound), 2 x Potion of Invulnerability

LEVEL 3 MONSTER ENCOUNTERS

Easy

- | | |
|---------------------------|---------------------------------|
| 1. Gas Spores (2) | 2. Ice Mephits (2) |
| 3. Orcs (2) | 4. Giant Wolf Spiders (3-5) |
| 5. Grimlocks (3-5) | 6. Winged Kobolds (3-5) |
| 7. Gargoyle (1) | 8. Gelatinous Cube (1) |
| 9. Ghast (1) | 10. Giant Constrictor Snake (1) |
| 11. Gibbering Mouter (1) | 12. Green Dragon Wyrmling (1) |
| 13. Grick (1) | 14. Intellect Devourer (1) |
| 15. Mimic (1) | 16. Minotaur Skeleton (1) |
| 17. Myconid Sovereign (1) | 18. Nothic (1) |
| 19. Ochre Jelly (1) | 20. Ogre (1) |

Medium

- | | |
|---------------------------------------|---|
| 1. Magma Mephits (3-4) | 2. Magmins (3-4) |
| 3. Shadows (3-4) | 4. Winged Kobolds (2) & Giant Lizards (4-5) |
| 5. Giant Centipedes (6-7) | 6. Bullywugs (3) & Giant Frogs (3-4) |
| 7. Drow (6-7) | 8. Stirges (10-11) |
| 9. Winged Kobolds (2) & Kobolds (6-8) | 10. Goblins (6-7) |
| 11. Skeletons (6-7) | 12. Giant Lizards (6-7) |
| 13. Troglodytes (6-7) | 14. Basilisk (1) |
| 15. Doppelganger (1) | 16. Giant Scorpion (1) |
| 17. Grell (1) | 18. Hell Hound (1) |
| 19. Hook Horror (1) | 20. Manticore (1) |
-
- | | |
|-------------------------|--------------------------------------|
| 1. Minotaur (1) | 2. Quaggoth Thonot (1) |
| 3. Spectator (1) | 4. Drow (2) & Giant Lizards (4-5) |
| 5. Wight (1) | 6. Kobolds (4) & Giant Lizards (3-5) |
| 7. Kuo-toa (6-7) | 8. Dust Mephits (3-4) |
| 9. Hobgoblins (3-4) | 10. Bugbear (1) & Goblins (2-5) |
| 11. Kobolds (10-12) | 12. Mud Mephits (6-7) |
| 13. Smoke Mephits (6-7) | 14. Steam Mephits (6-7) |

15. Wolves (6-7)

16. Zombies (6-7)

17. Bullywugs (2) & Giant Frogs (4-5)

18. Dretch (6-7)

19. Giant Frogs (6-7)

20. Violet Fungi (6-7)

Hard

1. Kuo-toa Whip (1) & Kuo-toa (5-8)

2. Drow (5) & Giant Lizards (3-6)

3. Giant Wasps (5-6)

4. Drow (8-10)

5. Giant Centipedes (8-10)

6. Phase Spider (1) & Giant Wolf Spider (1)

7. Wight (1) & Skeleton (1)

8. Hobgoblins (2) & Wolves (5-8)

9. Bullywugs (4) & Giant Frogs (4-7)

10. Hobgoblins (5-6)

11. Worgs (5-6)

12. Hobgoblin Captain (1) & Hobgoblin (1)

13. Death Dogs (2) & Skeletons (1-4)

14. Kuo-toa (5-8) & Giant Toad (1)

15. Hobgoblins (3) & Worgs (2-3)

16. Myconid Adults (5-6)

17. Goblins (4) & Worgs (3-4)

18. Lizardfolk (5-6)

19. Ghoul (1) & Skeletons (5-8)

20. Lizardfolk (2) & Giant Lizards (5-8)

1. Zombies (5) & Skeletons (3-5)

2. Orog (1) & Orcs (2-3)

3. Kobolds (6) & Giant Lizards (6)

4. Kobolds (6) & Giant Lizards (5-7)

5. Quaggoths (2)

6. Specter (poltergeist) (2)

7. Spined Devils (2)

8. Azer (2)

9. Black Dragon Wyrmlings (2)

10. Cave Bears (2)

11. Ankhegs (2)

12. Ettercaps (2)

13. Carrion Crawlers (2)

14. Goblin Boss (1) & Goblins (5-8)

15. Ogre Zombie (1) & Zombies (2-5)

16. Minotaur Skeleton (1) & Skeletons (2-5)

17. Ogre (1) & Wolves (2-5)

18. Orc Eye of Gruumsh (1) & Orcs (2-3)

19. Bugbear (1) & Goblins (5-8)

20. Kuo-toa (7) & Drow (1-3)

LEVEL 3 TREASURE ASSORTMENT

Standard

1. 11gp	2. Pearl (16gp)	3. 11ep	4. 8sp
5. 28cp	6. 14cp	7. 19sp	8. 4pp
9. 19cp	10. Jasper (12gp)	11. 29cp	12. 9sp
13. 15cp	14. 6pp	15. 24cp	16. 16gp
17. 17cp	18. Opal (11gp)	19. 14sp	20. 18sp

Hoard

- 2100 cp, 600 sp, 100 gp, Box of Perfumed Candles (25 gp), Small Bag of Incense (25 gp), Polished Stone Ring (25 gp), Pewter Dice (pair) (25 gp), Silk Pennant trimmed with Fox Fur (25 gp), Rabbit Fur Sash (25 gp), Iron Amulet (25 gp), 2 x +1 Ammunition (20 crossbow bolts), Potion of Greater Healing
- 1400 cp, 900 sp, 60 gp, Chalcedony (50 gp), 2 x Citrine (50 gp), Jasper (50 gp), 2 x Moonstone (50 gp), Sardonyx (50 gp), Star rose quartz (50 gp), Spell Scroll (Chill Touch), Spell Scroll (Prestidigitation), Spell Scroll (Detect Evil and Good), Potion of Climbing
- 2300 cp, 800 sp, 50 gp, Chalcedony (50 gp), 2 x Opal (50 gp), Keoghtom's Ointment
- 2200 cp, 700 sp, 50 gp, Small Bag of Spices (25 gp), Small Silver Mirror (25 gp), Small Vial of Perfume (25 gp), Fine Cloth Gown (25 gp), Ring of Warmth
- 1900 cp, 1600 sp, 60 gp, Feathered Ribbon (25 gp), Silk Gloves trimmed with Ermine (25 gp), Leather Vest (25 gp), Feathered Choker (25 gp), 2 x Wand of Magic Missiles
- 1900 cp, 1400 sp, 70 gp, Small Bag of Incense (25 gp), Feathered Talisman (25 gp), Rabbit Fur Ribbon (25 gp), Iron Scroll Case (25 gp), Dust of Dryness, Goggles of Night
- 1900 cp, 1100 sp, 90 gp, Citrine (50 gp), Quartz (50 gp), Zircon (50 gp), Spell Scroll (Spirit Guardians), Dust of Disappearance, Mithril Armor (scale mail)
- 2500 cp, 1300 sp, 90 gp, Box of Perfumed Candles (25 gp), Small Bag of Incense (25 gp), Painted Glass Ring (25 gp), Feathered bound Book (blank) (25 gp), Iron Sundial (25 gp), Copper Cloth Hunter's Cap (25 gp), Feathered Choker (25 gp)
- 2600 cp, 1400 sp, 110 gp, Silk Sash threaded with Brass (25 gp), Leather bound Book (blank) (25 gp), Iron Flute (25 gp), Bronze Cloth Choker (25 gp), Rabbit Fur Boots (25 gp), Pewter Medallion (25 gp)
- 2400 cp, 1100 sp, 110 gp, Carnelian (50 gp), Opal (50 gp), Citrine (50 gp), Jasper (50 gp), Moonstone (50 gp), Star rose quartz (50 gp), Zircon (50 gp), 2 x Potion of Climbing, Potion of Greater Healing, 3 x Potion of Healing

MONSTER AFFILIATION

The following monsters *tend* to be found together in the same or nearby dungeons.

Goblinoid

Bugbear, Cave Bear, Dire Wolf, Goblin, Goblin Boss, Half-ogre, Hobgoblin, Hobgoblin Captain, Mastiff, Ogre, Orc, Orc Eye of Gruumsh, Orog, Wolf, Worg,

Reptilian

Black Dragon Wyrmling, Flying Snake, Giant Constrictor Snake, Giant Frog, Giant Lizard, Giant Poisonous Snake, Giant Scorpion, Green Dragon Wyrmling, Kobold, Lizardfolk, Poisonous Snake, Poisonous Snake, Troglodyte, Winged Kobold

Underdark

Ankheg, Bullywug, Drow, Giant Frog, Giant Lizard, Giant Poisonous Snake, Giant Scorpion, Giant Toad, Giant Wolf Spider, Grimlock, Kuo-toa, Kuo-toa Whip, Myconid Adult, Myconid Sovereign, Myconid Sprout, Poisonous Snake, Quaggoth, Quaggoth Thonot

Undead

Crawling Claw, Death Dog, Ghast, Ghoul, Minotaur Skeleton, Ogre Zombie, Shadow, Skeleton, Specter, Specter (poltergeist), Warhorse Skeleton, Wight, Zombie

Fiendish

Death Dog, Dretch, Fire Snake, Giant Fire Beetle, Hell Hound, Homunculus, Imp, Manes, Quasit, Spined Devil

Aberration

Basilisk, Carrion Crawler, Cockatrice, Darkmantle, Doppelganger, Ettercap, Gibbering Moulder, Grell, Grick, Hook Horror, Intellect Devourer, Manticore, Mimic, Minotaur, Nothic, Phase Spider, Piercer, Rust Monster, Spectator

Elemental

Azer, Dust Mephit, Fire Snake, Gargoyle, Ice Mephit, Magma Mephit, Magmin, Mud Mephit, Smoke Mephit, Steam Mephit

Vermin

Flying Snake, Gas Spore, Gelatinous Cube, Giant Bat, Giant Centipede, Giant Constrictor Snake, Giant Fire Beetle, Giant Frog, Giant Lizard, Giant Poisonous Snake, Giant Rat, Giant Scorpion, Giant Spider, Giant Toad, Giant Wasp, Giant Wolf Spider, Gray Ooze, Ochre Jelly, Poisonous Snake, Shrieker, Stirge, Swarm of Bats, Swarm of Insects, Violet Fungus

MONSTER MANUAL PAGE REFERENCE

Ankheg	mm21	Giant Lizard	mm326
Azer	mm22	Giant Poisonous Snake	mm327
Basilisk	mm24	Giant Rat	mm327
Black Dragon Wyrmling	mm88	Giant Scorpion	mm327
Bugbear	mm33	Giant Spider	mm328
Bullywug	mm35	Giant Toad	mm329
Carrion Crawler	mm37	Giant Wasp	mm329
Cave Bear	mm334	Giant Wolf Spider	mm330
Cockatrice	mm42	Gibbering Moucher	mm157
Crawling Claw	mm44	Goblin	mm166
Darkmantle	mm46	Goblin Boss	mm166
Death Dog	mm321	Gray Ooze	mm243
Dire Wolf	mm321	Green Dragon Wyrmling	mm95
Doppelganger	mm82	Grell	mm172
Dretch	mm57	Grick	mm173
Drow	mm128	Grimlock	mm175
Dust Mephit	mm215	Half-ogre	mm238
Ettercap	mm131	Hell Hound	mm182
Fire Snake	mm265	Hobgoblin	mm186
Flying Snake	mm322	Hobgoblin Captain	mm186
Gargoyle	mm140	Homunculus	mm188
Gas Spore	mm138	Hook Horror	mm189
Gelatinous Cube	mm242	Ice Mephit	mm215
Ghast	mm148	Imp	mm76
Ghoul	mm148	Intellect Devourer	mm191
Giant Bat	mm323	Kobold	mm195
Giant Centipede	mm323	Kuo-toa	mm199
Giant Constrictor Snake	mm324	Kuo-toa Whip	mm200
Giant Fire Beetle	mm325	Lizardfolk	mm204
Giant Frog	mm325	Magma Mephit	mm216

Magmin	mm212
Manes	mm60
Manticore	mm213
Mastiff	mm332
Mimic	mm220
Minotaur	mm223
Minotaur Skeleton	mm273
Mud Mephit	mm216
Myconid Adult	mm232
Myconid Sovereign	mm232
Myconid Sprout	mm230
Nothic	mm236
Ochre Jelly	mm243
Ogre	mm237
Ogre Zombie	mm316
Orc	mm246
Orc Eye of Gruumsh	mm247
Orog	mm247
Phase Spider	mm334
Piercer	mm252
Poisonous Snake	mm334
Quaggoth	mm256
Quaggoth Thonot	mm256

Quasit	mm63
Rust Monster	mm262
Shadow	mm269
Shrieker	mm138
Skeleton	mm272
Smoke Mephit	mm217
Spectator	mm30
Specter	mm279
Specter (poltergeist)	mm279
Spined Devil	mm78
Steam Mephit	mm217
Stirge	mm284
Swarm of Bats	mm337
Swarm of Insects	mm338
Troglodyte	mm290
Violet Fungus	mm138
Warhorse Skeleton	mm273
Wight	mm300
Winged Kobold	mm195
Wolf	mm341
Worg	mm341
Zombie	mm316

CREDITS & LEGALS

Design: M.T. Black

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