**LEVEL-3 DUNGEON MONSTERS**

A level-3 dungeon is one where the encounters are set at 4d6 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 7per creature if it is a solitary monster or 4d8 per creature if it is in a group. This should be suitable for 4-5 level 3 PC’s. . For completing an adventure session in a level-2 dungeon, each PC should be awarded 500xp in addition to XP equaling his share of treasure taken.

**1—Small Earth Elemental** (1), AC 18, HD 4d12 (hp 30), Sz S, Mv 25, AL N, Sv 16, Mor XX, Smash +4/2d6 1 extra d6 to targets touching Earth, Invulnerable, affected by Sacred Water.

**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—Bronze Statues** (x3), AC 15, HD 4d6 (20hp each), Sz M, Mv 25, AL N, Sv 16, Mor XX, Weapon +4/2d6, Construct Immunities, Immune to Small weapons, Sweep (can attack all if in contact with 4 or more)

**4—Berserker of Valhalla** (x4), AC 15, HD 3d12+3 (Hp 16, 31, 31, 28), Sz M, Mv 30, AL N, Sv 17, Mor XX, Sword +3/1d6+2 (=2 more for rage), Rampage, Berserk Rage, 25% spell resistance.2

**5—Corybantis** (1), AC 16, HD 4d12+4 (hp 34), Sz M, Mv 30, AL N, Sv 16, Mor 14, Sword: +4/1d6+2, Invulnerable, 25% spell resistance, Rampage.

**6—Hell Hound** (1), AC 16, HD 5d12, (hp 32), 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—Centipedes, Large** (x4), AC 10, HD 3d8 (hp11,14,7,9), Sz L, Mv 40, AL N, Sv 17, Mor 12, Bite: +3/1d8 plus posion (+2 save).

**8—Gargoyle** (x4), AC 15, HD 4d6, (hp 11,1o,14,17) Sz M, Mv20, Fly 40, AL C, Sv 16, Mor 14, claws(4), 1d4, Stealth,Invuln.

**9— Skeleton** (x8) AC 11, HD 1d12, (Hp 7 each), SZ M, Mv 30, AL C, Sv 19, Mor XX, Wpn+1, Dmg 1d6, Undead Immunities, ½ damage from arrows and crossbow bolts.

**10—Wraith** (1), AC 17, HD 4d12 (hp 28), Sz M, Mv30, Fly 60, AL C, Sv 16, Mor 14, Touch +4/1d6+1, drain 1 level, Invulnerable, Aff. By Holy Water, Undead Immunities

**11— Zombie** (x5)AC 10, HD 2d12, (Hp13, 9,10,19,17), SZ M, Mv 15, AL C, Sv 18, Mor XX, Claw+2, Dmg 1d8, Undead Immunity

**12—Wight** (x3), AC 15, HD 3d12 (hp30, 29, 24), Sz M, Mv 20, AL C, Sv 17, Mor 11, Claw +3/drain 1 level, Silver, affected by holy water, undead immunities.

**13— Ghoul** (x4) AC 13, HD 2d12, (Hp 7,6,8,5), SZ M, Mv 30, AL C, Sv 18, Mor 11, c/c/b+2, Dmg 1d4, save or paralysis, Undead Immunities.

**14—Beetles, Large, acid** (x3), AC 17, HD 3d8 (hp 22,14, 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** (x3), AC 15, HD 4d6 (20 hp each), 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— Red Goo** (1) AC 15, HD 5d8 (hp 21), 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.

**17— Minor Evil Spirits** (x14) AC 13, HD 1d6, (Hp 4 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.

**18—Skeleton Warrior** (x4), AC 14, HD 3d12 (hp 25, 22,23,29), Sz M, Mv30, AL C, Sv 17, Mor XX, Sword +3/1d6+1, Sliver, Undead Immunities, ½ damage from arrows and bolts,

**19— Small Air Elemental** (1), AC 18, HD 4d12 (hp 30), Sz S, Mv 60, AL N, Sv 16, Mor XX, Blast +4/2d6, +1d6 vs flying; whirlwind 8’ wide x 16’ high, sweeps away all HD 2 or less with it. Invulnerable, affected by Sacred Water.

**20—Spiny Jerk Demons** (x5) HD 2d12 (hp 17,9,16,16,7), Sz S, Mv 30, AL C, Sv 18, Mor 11, Morning Star +2/1d8, Quills at 2nd target, +2/1d4, 30’; 25% spell resistance, Invulnerable, Aff by Holy Water.

**21—Great Blood Imps** (x18), AC 14, HD 1d6 (3 each), Sz M, Mv 30, AL C, Sv 19, Mor 13, Bite +1/1d6, Immune to Blunt weapons, 2x damage from piercing, can grow or split when drink blood.

**22—Cave Pumas** (x4), AC 13, HD 3d6 (hp 6,25,9, 11) Sz M, Mv 35, AL N, Sv 17, Mor 14, c/c/b +3 1d6 each,

**23—Crab People** (x3), AC 20, HD 4d6 (hp 8,10,13), Sz M, Mv 25, AL N, Sv 16, Mor 14, Claw x2 +4/1d8

**24—Ant, warrior** (x8) AC 16, HD 2d6 (hp 8,7,3, 6, 7,6,10,8), Sz M, Mv 45, AL N, Sv18, Mor 8, Bite +2, 1d6

**25—Orc Raiders** J-1 (x16), AC 14, HD 1d6 (hp 4 each), Sz M, Mv 30, AL C, Sv 19, Mor 11, Axe +0/1d6, Darts +0/1d4**,** Militia Trained, Stab and Run, Cache, Buster, Hear Noise

**26—Hobgoblin Crossbowmen** F-2, (x8), AC 14, HD 2d6+2 (hp7,10,7,8,9,10,6,11), Sz M, Mv 25, AL C, Sv 18, Mor13, Hvy Xbow, +1/2d4)--short range +3/+1d4, Short Sword +1/1d6, Training: Split-Fire, Aim, Over Watch, Quick Draw, Hear Noise

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

**28—Big Skunk** (x6) AC 13, HD 3d6 (hp 10,7,9,10, 10,9), Sz M, Mv 25’, AL N, Sv17, Mor 7, Bite +3, Dmg 1d6, stink spray

**29—Hobgoblin Spearmen** F2(x7), AC 17, HD 2d6+2 (hp 6, 8,10,6,10,13, 7,) Sz M, Mv 25, AL C, Sv 18, Mor 15, Spear +1/1d6, dagger +1/1d4; Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice, Hear Noise

**30—Scorpion, Large** (x4), AC 17, HD 4d8 (hp 13, 21,14,17), Sz L, Mv 30, AL N, Sv 16, Mor 13, c/c/s +4, 1d6 pois sting

**31—Dungeon Hog** (x3) AC 13, HD 3d6, (Hp11,9,16), SZ M, Mv35, AL N, Sv 17, Mor 14, Tusk+3/2d4, Berserk, K.F.

**32—Tentabug** (x5), AC 16, HD 3d8 (hp 19,12,16,9,19), Sz L, Mv 30, AL N, Sv 17, Mor 13, Tentacles +6/paralysis, save or 1 hour

**33—Hobgoblin Sorcerer-Swordsman** (1), F/MU-6: AC 15, HD 6d6+6 (hp 32), Sz M, Mv 30, AL C, Sv 14, Mor 13, Sword +3/1d6+2, Training Unarmored Comb x5, Tactical Reposition, Rampage, Quick Draw; Hear Noise, Spells: Air Shield, Sleep, Detect Magic, Read Magic, Invisibility, Charm Person, Earth Shift, Lighting Bolt.

**34—Hornets, medium** (x4) AC 13, HD 3d6 (hp 15,11,8, 9), Sz M, Mv 10, Fly 50, AL N, Sv 17, Mor 11, Sting +3/1d8+ poison with a +4 save

**35— Wereserpent** (x3), AC 14, HD 4d6 (hp 15,14,13), Sz M, Mv 20, AL C, Sv 16, Mor17, Bite +4/1d6+poison, lycanthropy, silver, affected by Sacred water and wolfsbane

**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—Ogre Smashers** F3 (x3), AC 15, HD 3d8+3 (hp 13,16,14), Sz L, Mv 25, AL C, Sv 17, Mor 15. Great Ax: +3/1d8+1, Train: Smash ‘Em Down, Kick ‘Em When they’re Down, Pimp Slap, Stand and Fight, Flurry of Blows

**38—Red Dragon, young** (1), AC 17, HD 6d6 (hp 22), Sz M, Mv 30. Fly 60, AL C, Sv 14, Mor 13, Claw x2, +5/1d4 each, Bite +5/2d6; Breath 30x80, Fire, 22 damage, save for half, Rampage

**39—Bugbear Billmen,** F-3 (x4), AC 13, HD 3d8+3 (hp 14,15,15,11), Sz L, Mv 35, AL C, Sv 17, Mor 13, halberd +2/1d8+1, Train: Spear-Fighting, Reach for It, Stand and Fight, Brawler, Sweep Low, Move Silently

**40—Fire Elemental, small,** (1)AC 18, HD4d12 (24hp), 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—Hoborg Assassins** J-3 (x4) AC 13, HD 3d6 (12,10,10,8), Sz M, Mv 30, AL C, Sv 17, Mor 12, Dagger +0/1d4, Skills (1d6):Disguise, Cache, Swapper, Dagger Surprise, Stab and Run, Double Dagger, Ambush 3, Salt in the Eyes,

**42—Cockatrice** (1), AC 14, HD 5d4 (hp16), Sz S, Mv 20, Fly 45, AL N, Sv 15, Mor12, Peck +5/1d4+petrify

**43— Medusa** (1), AC 12, HD 4d6 (17hp), Sz M, Mov 30, AL C, Sv 16, Mor 11, Bite +4/poison, Gaze: Petrify

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

**45— Bugbear Scavengers** J-3 (x5), AC 12, HD 3d8 (hp 13,7,13,13,18), Sz L, Mv 35, AL C, Sv 17, Mor 7, Club +0/1d6, Skills:Searcher, Cache, Hear Noise, Abject Flight, Buster, Stab and Run, Tracking, Move Silently

**46—Porcusquid (1)** AC 16, HD 6d8 (hp40), 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—Crabs, large** (x3), AC 18, HD 4d8 (hp23, 21, 16), Sz L, Mv 20, AL N, Sv 16, Mor 13, Claw x2 +4/1d8

**48—Stirges** (x7), AC 12, HD 2d4 (hp 3,3,6,7,5, 6,9) Sz S, Mv 5, Fly 40, AL N, Sv 18, Mor 10, Stab +2/1d3, 1d4 drain

**49—Kobold Muggers** J-4 (x2), AC 12, HD 4d4 (hp 10,7), Sz S, Mv 25, AL C, Sv 16, Mor 8, Blackjack +1/1d4

Skills: Move Silently, Hide in Shadows, Pick Pockets, Blackjack, Abject Flight, Searcher, Cache, Distracting Banter, Disguise, Swapper, Searcher

**50—Werewolf** (x3), AC 15, HD 4d6 (hp 15,11,16,1r), Sz M, Mv30, AL C, Sv 16, Mor 14, Bite +4/2d4, Rampage, Knockdown, Silver, Lycanthropy, Affected by Sacred Water and Wolfsbane

**51—Flying Skulls** (x20), AC 15, HD 1d6 (3 each), Sz S, Fly 35, AL 35, Sv 20, Mor XX, Bite +0/1d4; Disheartening cackle, Undead Immunities, half damage from arrows and bolts

**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 12, Long Bow: +1/1d6; Sword +1/1d6, Split-Fire, Aim, Over Watch, Quick Draw, Observer, +2 vs Enchantment

**53—Orc Warpriests** F/CL-3 (x3), AC 17, HD 3d6+3 (hp11,14,7) Sz M, Mv 25, AL C, Sv 15, Mor 12, Spear +2/1d6+1

Trainings; Spear-Fighting, Shield Sacrifice, Reach for It, Tactical Reposition, Stand and Fight, Spells: Detect Law, Stun Blasphemer, Darkness, Heal Wounded

**54—Old Ones Spearmen** F2(x4), AC 15, HD 2d6+2 (hp 5, 13, 10,10) 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—Orc Skirmishers,** F2 (x10), AC 12, HD 2d6+2 (hp 9 each), Sz M, Mv 30, AL C, Sv 18, Mor 11, Javelin +1/1d6, hand axe +1/1d6, Trainings:Skirmisher, Split-Fire, Quick Draw, Rapid Chucker (each carries 2 quivers, 12 javelins)

**56—Crimson Dwarf Infantry** F3 (x4),AC 17, HD 3d6+3, (hp 13, 16, 13, 13) Sz M, Mv 20, 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—Gnoll Berserker,** F-6 (1), AC 13, HD 6d8+6 (hp 30), Sz L, Mv 30, AL C, Sv 14, Mor 18, Great Ax +3/1d8+2,

Trainings: Berserk Rage, Too Stubborn to Die, Rampage, Hack on the Run, Flurry of Blows, Mighty Blow, No So Fast, Mighty War Cry

**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—Snake Men Archers** F-3, (x3), AC 14, HD 3d6+3 (hp 16,15,15), Sz M, Mv20, AL C, Sv 17, Mor 13, Composite Bow +2/1d6+1, Poison Bite +2/1d4+poison, Training:Split-Fire, Aim, Over Watch, Quick Draw, Storm of Arrows

**60—Red Goo** (1) AC 15, HD 5d8 (hp 22), 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— Skeleton Warrior** (x3), AC 14, HD 3d12 (hp 25, 22, 15), Sz M, Mv30, AL C, Sv 17, Mor XX, Sword +3/1d6+1, Sliver, Undead Immunities, ½ damage from arrows and bolts,

**62—Stirges** (x7), AC 12, HD 2d4 (hp 4,2,6,7,5,8,7) Sz S, Mv 5, Fly 40, AL N, Sv 18, Mor 10, Stab +2/1d3, 1d4 drain

**63—War Dogs** (x4), AC 13, HD 2d6 (hp 10,7,7,5), Sz M, Mv 40, AL N, Sv 18, Mor 14, Bite +2/1d6 Track by Scent

**64—Gelatinous Cube** (1)AC 12, HD 4d8 (hp 19), 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—Orc Billmen** F1 (x15), AC 13, HD 1d6+1 (4 each), Sz M, Mv 30, AL C, Sv 19, Mor 11, Bill +1/1d8, Trainings: Spear-Fighting, Reach for It, Stand and Fight, Searcher

**66—Snake Men Spear Sorcerers** F/MU-2 (x4), AC 10, HD 2d6+2 (hp 8, 13, 7, 6), Sz M, Mv 20, Crawl 30, AL C, Sv 18, Mor 13, 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— Hobgoblin Spearmen** F2(x8), AC 17, HD 2d6+2 (hp 7, 6,9,5,12,13, 8,10) Sz M, Mv 25, AL C, Sv 18, Mor 12, Spear +1/1d6, dagger +1/1d4; Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice, Hear Noise

**68—Turtor Smashers**, F3 (x6), AC 16, HD 3d8+3 (hp 13, 12,20,16,14,23), Sz L, Mv 20, AL N, Sv 17, Mor 14, 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—Hobgoblin Grenadiers**, J-3 (x3) AC 15, HD 3d6 (hp 14,6,10), Sz M, Mv 25, AL C, Sv 17, Mor 12, Short sword +0/1d6, Skills**:** Alchemy-B, Swapper, Grenadier, Militia Trained, Stab and Run, Camp Master, Alchemy-A, Each has 1 cling fire, 1 blinding powder, 1 tangler, 1 devil grease, 2 instant fire, 6 military oil

**70—Wereboar** (x3), Ac 16, HD 4d8 (hp 8, 12, 15), 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—Monster Wolf** (1), AC 14, HD 6d8 (hp 30), Sz L, Mv 60, AL N, Sv 14, Mor 14, Bite +6/2d6, knockdown, track

**72—Hobgoblin Spearmen** F2(x8), AC 17, HD 2d6+2 (hp 7, 6,9,5,12,13, 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—Ferox** (x6), AC 15, HD 2d8( hp 9,6,5,3,11,12) , Sz L, AL C, Sv 18, Mor 12, Bill +2/1d10

**74— Tentabug** (x3), AC 16, HD 3d8 (hp 18,15,11), Sz L, Mv 30, AL N, Sv 17, Mor 13, Tentacles +6/paralysis, 1 hour

**75— Lizard, large** (x3), AC 15, HD 4d8 (19,21,22), Sz L, Mv35, AL N, Sv 16, Mor 15, bite +4/1d8+disease

**76—Refractacat** (x1), AC 16, HD 6d8, (hp 34), 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—Big Weasel** (x5), AC 14, HD 3d6 (hp 12,16,13,7,10), Sz M, Mv 35, AL N,Sv 17, Mor 11, Bite +3/2d4, blood drain

**78-- Werewolf** (1), AC 15, HD 4d6 (hp 19), Sz M, Mv30, AL C, Sv 16, Mor 14, Bite +4/2d4, Rampage, Knockdown, Silver, Lycanthropy, Affected by Sacred Water and Wolfsbane

**79—Snake, giant** (1), AC 14, HD 5d10 (hp 19), Sz G, Mv 30, AL N, Sv 15, Mor 13, Bite +5/1d10+poison

**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—Ants, Warrior, large** (x5), HD 3d8 (hp 18,17,9,11,12) Sz L, Mv 50, AL N, Sv 17, Mor 15, Bite +3/1d10

**82--Half-Orc Assassins** J-3 (x4), AC 13, HD 3d6 (hp 10,4,9,13), 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

**83—Ferox** (x7), AC 15, HD 2d8 (9,13,2, 6,8,16,10), Sz L, Mv 35, AL C, Sv 18, Mor 15, Halberd +2/1d10

**84—Dungeon Hog** (x3) AC 13, HD 3d6, (Hp10,10,17), SZ M, Mv35, AL N, Sv 17, Mor 12, Tusk+3/2d4, Berserk, K.F.

**85—Big Skunk** (x4), AC 13, HD 3d6 (hp 13, 10,10,9), Sz M, Mv25, AL N, Sv 17, Mor 11, Bite +3/1d6 Spray

**86— Demonic Warrior** (x3), AC 19, HD 3d12+3 (hp 29, 15,14), 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—Garbaggio** (1), AC 17, HD 7d8 (hp 29), Sz L, Mv 20, AL N, Sv 13, Mor 12, Slap/Slap/Bite: 1d8/1d8/1d4+1, Disease, Knockdown, Never Surprised

**88—Medium Weevils** (x5), AC 14, HD 3d6 (hp 13, 7,19,12,14), Sz M, Mv 15, AL N, Sv 17, Mor 11, Bite +3/1d4, Ration Gobble, on a natural 18+ weevil has bitten into pack and gobbled all rations

**89— Crab People** (x4), AC 20, HD 4d6 (hp 13, 7,11,12), Sz M, Mv 25, AL N, Sv 16, Mor 15, Claw x2 +4/1d8

**90—Crocodiles** (x4), AC 15, HD 3d8 (hp 15,20,8, 20), Sz L, Mv 15, Swim 30, AL N, Sv 17, Mor 11, Bite +3/1d12

**91—** **Halfling Rowdies** J-1 (x32), AC 10, HD 1d4 (2 each), Sz S, Mv 25, AL L, Sv 19, Mor 8, baton +0/1d4, sling +2/1d4, : Occupation (farmer), Pack Hauler, Rope Thrower, Abject Flight, Repairman, Mv Silently, Hide in For.

**92—Halfling Pumpkin Priests,** CM-4 (x4) AC 17, HD 4d4 (hp 10,12,10,12), Sz S, Mv 20, AL L, Sv 14, Mor 13, Mace +1/1d6; Spells: Prot. From Chaos, Heal Wounded, Stun Blasphemer, Sanctuary, Neutralize Poison

**93—Gnome Dungeoneers,** J-4 (x4), AC 17, HD 4d4 (hp 9,14,11,10), Sz S, Mv 20, AL L, Sv 14, Mor 11, Short Sword +1/1d6, : Stonework, Open Lock, Trap Work, Secret Door Expert, Searcher, Militia Trained, Pack Hauler, Bibliophile, Read Language, Detect Magic 1/day.

**94—Human Knights**, F-4 (x2), AC 18, HD 4d6+4 (hp 11, 24), Sz M, Mv 25, AL L, Sv 16, Mor 13, Arming Sword +2/1d6+1, Spear +2/1d6+1, Training:Horseman, Lancer, Rampage, Hack on the Run, Unhorse, Spear-Fighting, Reach for It.

**95—High Elf Mystics,** MU/CS-4 (x3), AC 10, HD 4d6 (13,16,14), Sz M, Mv 30, AL L, Sv 14, Mor 12, Staff +1/1d6, Observer Skill, Spells:MU: Sleep, Detect Magic, Read Magic, Stone Missile, Dirt Pile, Invisibility Cleric: Protection from Chaos, Heal Wounded, Light/Darkness, Stun Blasphemer, Augury, Hold Person, Neutralize Poison

**96—Dwarf Crossbowmen**, F-2 (x8), AC 15, HD 2d6+2 (hp 9,11,7,10,7,8,9,7), Sz M,, Mv 20, AL L, Sv 18, Mor 13 Heavy Crossbow +1/2d4, Short sword +1/1d6, Training: Split-Fire, Aim, Over Watch, Quick Draw; Stonework

**97—Half-Elf Fancy Lads** J-3 (x4), AC 13, HD 3d6, (hp 12,9,10,11), Sz M, Mv 30, AL L, Sv 17, Mor-11, Short Sword +0/1d6, Hide in Shadows, Cloak Trick, Cloak in Your Face, Distracting Banter, Razzle-Dazzle, Target Guidance, Alchemy-B, Observer

**98—Half Elf Wiseman of the Wilderness** CM/J-5 (1), AC 14, HD 5d6 (hp 21), Sz M, Mv 30, AL N, Sv 13, Mor 13, Staff +1/1d6, Skills: First Aid, Herbalism, Detect/Treat Disease, Detect/Treat Poison, Treat Critical Injury, Make Poison, Forager, Distracting Banter, Razzle-Dazzle, Spells: Heal Wounded, Speak With Animals, Stun Blasphemer, Divine Circle, Hold Person, Augury

**99—Human Trackers** J-3 (x6), Ac 12, HD 3d6 (hp 12,10, 9, 11, 10,8), Sz M, Mv 30, AL L, Sv 17, Mor 11, Short bow +0/1d6, Short Sword 0/1d6, Skills: Hide in the Forest or Shadows, Tracking, Game Hunter, Forager,, Move Silently, Camp Master, Ambush 3, Careful Aim,

**00—Soldier of the Heavenly Host** (x3), AC 17, HD 3d12+3 (hp 22, 13,18), 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 3 DUNGEON TREASURE**

A level 3 hoard will have 3d6x100gp (average 1050gp) in value, and a level 3 incidental will have 3d6x10gp in value, an average of 105gp. 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 | Rack | No | No | Silver-headed spear, Pavis | 150 |
| 02 | Cask | Stuck | No | 10 doses of Chaulmoogra oil | 100 |
| 03 | Cask | Stuck | No | 10 doses of Owlbear Punch | 100 |
| 04 | Barrel | Stuck | No | 38 gallons of good ale | 90 |
| 05 | Garbage | No | Disease | 1300sp | 130 |
| 06 | Garbage | No | No | 1 gold ring, burglary tools, tool kit | 140 |
| 07 | Garbage | No | No | 140gp | 140 |
| 08 | Ground | No | No | 8000cp | 80 |
| 09 | Ground | No | No | 1200sp | 120 |
| 10 | Sack | No | Tiny spider | White lotus, 5 doses of tamarind | 150 |
| 11 | Sack | No | No | 60gp | 60 |
| 12 | L sack | Tied | No | 1600sp | 160 |
| 13 | L sack | no | No | 1100sp | 110 |
| 14 | Crate (c1) | Nailed | No | 6 pounds of pepper corns | 72 |
| 15 | Crate (c1) | Nailed | No | 13 lanterns | 130 |
| 16 | Jar | No | No | 110gp | 110 |
| 17 | Jar | Sealed | Poison +2 | Assassin Smoke x2, Inst. Fire x4 | 70 |
| 18 | Amphora | No | No | 1 Gold Ring, 4 silver rings | 140 |
| 19 | Amphora | No | No | 900sp | 90 |
| 20 | Doub Amph | Sealed | No | 1000sp | 100 |

**Treasures 21-40 (Incidentals)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 21 | Sack | No | No | 80gp | 80 |
| 22 | Sack | Tied | No | 70gp | 70 |
| 23 | L sack | No | No | 1600sp | 160 |
| 24 | L sack | No | Tiny snake | 1400sp | 140 |
| 25 | Crate(c1) | Nailed | No | 11 doses of lupin beans | 110 |
| 26 | Crate (c1) | Nailed | No | 12 pounds of salt | 70 |
| 27 | Jar | Sealed | No | 140gp | 140 |
| 28 | Jar | No | No | 90gp | 90 |
| 29 | Amphora | No | Darts | 1200sp | 120 |
| 30 | Amphora | No | No | 12 doses of vermifuge | 120 |
| 31 | Doub Amp | No | No | 11,000cp | 110 |
| 32 | Ground | No | No | 14,000cp | 140 |
| 33 | Ground | No | No | 20 silver arrows | 100 |
| 34 | Garbage | No | No | 2 healing salve | 50 |
| 35 | Garbage | No | Tiny scorpion | 4 grappling hooks | 100 |
| 36 | Garbage | No | No | 100gp | 100 |
| 37 | Barrel | Stuck | No | 20 gallons of average wine | 48 |
| 38 | Cask | Stuck | No | 70 man/days of Iron Rations | 150 |
| 39 | Cask | Stuck | No | 5 portions of Forest Wine | 50 |
| 40 | Rack | No | No | 6 bastard swords | 90 |

**Treasures 41-60 (Incidentals)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 41 | Doub Amph | Sealed | Pit | 12,000cp | 120 |
| 42 | Amphora | No | No | 100gp | 100 |
| 43 | Amphora | No | No | 1600sp | 160 |
| 44 | Jar | No | No | 5 doses common blade venom | 125 |
| 45 | Jar | No | No | 95gp | 95 |
| 46 | Crate (c1) | Nailed | No | 6 25-pound copper ingots | 150 |
| 47 | Crate (c1) | Nailed | No | 15 empty crystal vials | 150 |
| 48 | L sack | Tied | No | 1100sp | 110 |
| 49 | L sack | No | Tiny spider | Mighty Haggis x4 | 60 |
| 50 | Sack | No | No | 120gp | 120 |
| 51 | Sack | No | No | 4 healing salves | 100 |
| 52 | Ground | No | No | 11,000cp | 110 |
| 53 | Ground | No | No | 22 25-pound iron ingots | 110 |
| 54 | Garbage | No | Disease | 170gp | 170 |
| 55 | Garbage | No | No | Sling, pouch, 14 silver bullets, 8gp | 90 |
| 56 | Garbage | No | No | Slightly battered Great Harp | 170 |
| 57 | Barrel | Stuck | No | 10,000cp | 100 |
| 58 | Cask | Stuck | No | 8000cp | 80 |
| 59 | Cask | Stuck | No | 140 doses of perfume | 140 |
| 60 | Rack | No | No | Silver-headed spear, buckler | 130 |

**Treasures 61-80 (Hoard)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Number | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 61 | Rack | No | No | 3 Sharp Arming Swords, 2 sturdy shields | 1400 |
| 62 | Barrel | Stuck | No | 50 gallons of salt | 1400 |
| 63 | Garbage | No | Disease | 2 ruby rings | 1000 |
| 64 | Pile | No | No | 12,000sp | 1200 |
| 65 | L sack | Tied | No | 800gp | 800 |
| 66 | Amphora | No | No | 700gp | 700 |
| 67 | Doub Amp | Sealed | Needle | 17 doses of Krangor | 1300 |
| 68 | Bookcase | No | No | Metal box with rare book “castle plans of the nations”; *Scrolls (MU): stone missile, polymorph other, phantom killer* | 1100 |
| 69 | Bookcase | No | Stone | Magic-user scroll supplies. 13 levels | 1300 |
| 70 | Coffer (c4) | Yes | needle | 5 gold amulets | 1250 |
| 71 | Wood Chest (c2) | Stuck | No | 7500sp | 750 |
| 72 | Wood Chest (c2) | Yes | Blade | 1000gp; *potions: see in dark, heroism* | 1000 |
| 73 | Iron Bnd Chest (c3) | Yes | No | 7000sp | 700 |
| 74 | Strong Box (c4) | Yes | No | 1000gp | 1000 |
| 75 | Stone Chest (c5) | Yes | Pit | 7 cling fire, 7 seer stones | 600 |
| 76 | Stone Trunk (c5) | Stuck | No | 12000sp | 1200 |
| 77 | Sarcophagus (c5) | Stuck | No | Red dragon scale armor, rowan shield, and gold ring | 700 |
| 78 | Iron Chest (c6) | Yes | Darts | 1500gp | 1500 |
| 79 | Secret | No | No | 1600gp | 1600 |
| 80 | Secret | Yes | No | Emerald ring’ *magic short sword +1* | 800 |

**Treasures 81-00 (Hoard)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 81 | Secret | No | Pit | 1500gp; *Talisman of Stun Blasphemer (31 charges)* | 1500 |
| 82 | Secret | No | No | 6 pots of death sand, 6 white lotus | 1200 |
| 83 | Iron Chest (c6) | Yes | no | 10,000sp | 1000 |
| 84 | Sarcophagus (c5) | Yes | Needle | Hvy warbow, shining shield, MP spear | 1100 |
| 85 | Stone Trunk (c5) | Yes | No | 9000sp | 900 |
| 86 | Stone Chest (c5) | Stuck | Blade | 1000gp | 1000 |
| 87 | Strong Box (c4) | Yes | No | 1200gp; *scroll—Cl: Encourage* | 1200 |
| 88 | Iron Bnd Chest (c3) | Yes | No | 10-pound gold bar | 1000 |
| 89 | Wood Chest (c2) | Stuck | No | 800gp | 800 |
| 90 | Wood Chest (c2) | Yes | Acid | 6000sp; *scrolls MU:* *hold portal, dirt pile* | 600 |
| 91 | Coffer (c4) | Yes | No | 2 ruby rings, 1 gold ring | 1100 |
| 92 | Bookcase | No | No | Cleric scroll supplies, 6 levels | 1200 |
| 93 | Bookcase | No | No | Metal book box, book: “All about trolls” | 600 |
| 94 | Doub Amph | Sealed | Poison +2 | 1400gp | 1400 |
| 95 | Amphora | Sealed | No | 17 pints of Cling Fire, warning! | 1300 |
| 96 | L sack | Tied | No | 1300gp | 1300 |
| 97 | Pile | No | No | 8000sp | 800 |
| 98 | Garbage | No | Rot worms | 3 25-pound silver bars, 1 brigadine | 900 |
| 99 | Barrel | Stuck | No | 24 pots of healing salve | 600 |
| 00 | Rack | No | No | Iron Wood Maces x6; *Magic Arming Sword +2* | 1500 |