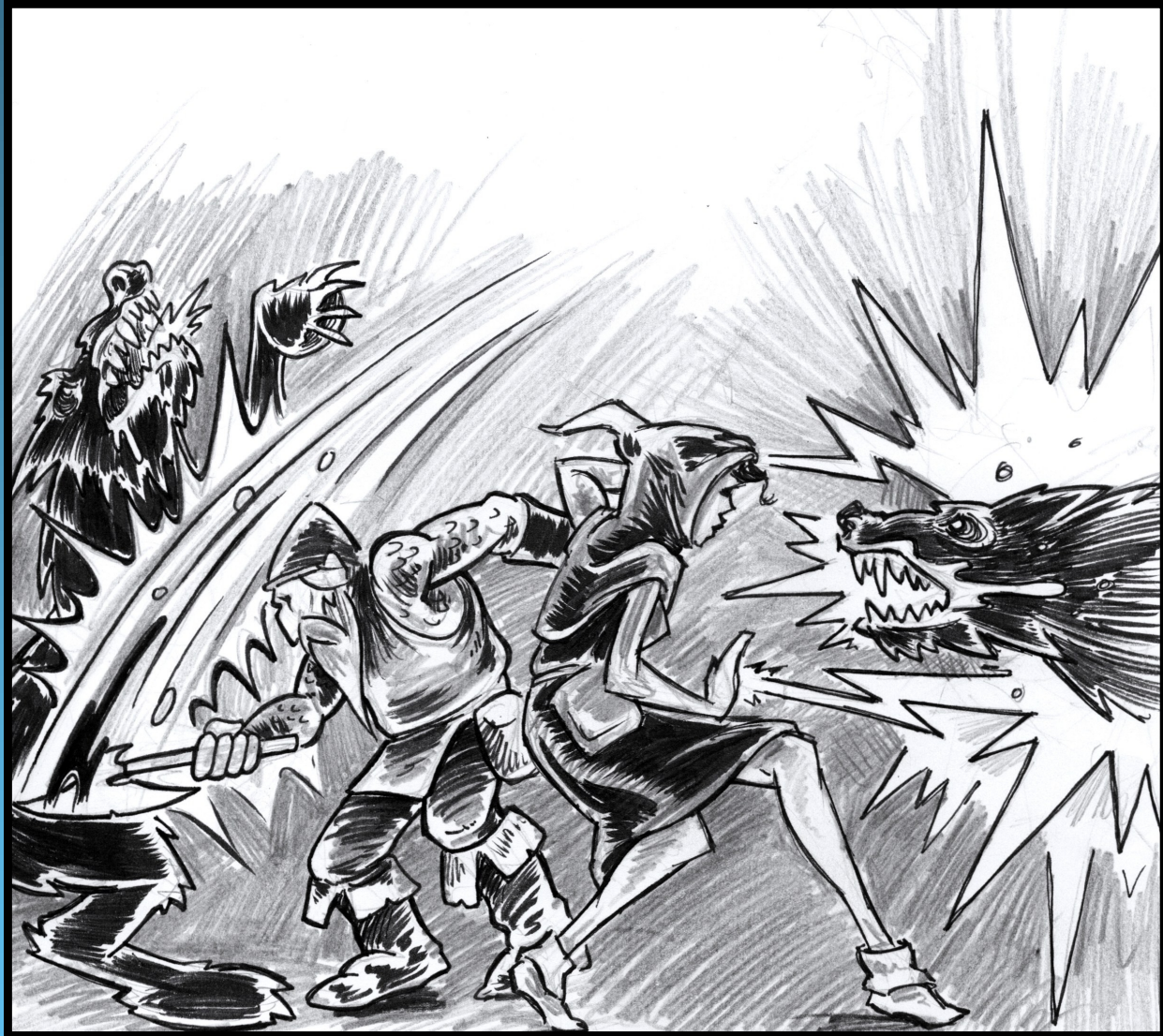


Monster & Treasure

Level Five Assortment

Designed by Bill Barsh



The door crashes open and you find yourself in a dark room. Dim torch light casts shadows over the dark form of a wraith standing before an iron chest bursting with gold! With a blood-chilling hiss, the creature flies forward...

In its most basic form, the dungeon crawl is a list of monsters and treasures. Throw in a map and you have all the ingredients necessary to play for hours. This product gives you the tools to easily and quickly build a fifth level dungeon crawl.

Still need more? A **complete** fifth level dungeon crawl is included with a keyed map filled with encounters.

Here is your chance to relive the golden age of gaming.



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Monster & Treasure

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Author's Notes

At the heart of any fantasy RPG game there are two critical elements: a monster and a treasure. Veterans of the golden age recall game sessions filled with generic maps, stocked with an unending series of corridors and chambers. Each filled with deadly hazards in the form of monsters and traps. And with each victory a cache of treasure awaited. The stories wrote themselves.

While this may seem simplistic by today's RPG standards, this form of gaming would often fill hours upon hours of late night game sessions. Most players and DMs crave complex and detailed adventures filled with intrigue, danger, mystery and glory. Yet, there is something uniquely satisfying about the basic dungeon crawl. After more than 30 years of RPG gaming and endless products, the dungeon crawl still holds its grasp on many DMs and players.

So why do dungeons loaded with monsters and treasures hold fascination for even the most veteran gamer? Because any RPG player can tell you that an encounter with the most basic monster can lead to an experience that will be talked about for years to come.

This accessory provides a complete array of fifth level monsters and varied treasures to fill your dungeon. Use it in advance of your gaming session or while you play. Take yourself back to the early days of dungeon-making and enjoy the game in its most basic form.

DA5 is the fifth supplement in a nine-part series of dungeon crawl accessories. In all, the series will cover levels one through nine. Each accessory includes a dungeon crawl complete with map and keyed encounters. Better yet, each dungeon crawl connects to the next level and forms a nine-level mega-dungeon!

Credits

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Encounters

To use this accessory, all the DM needs is a map and some dice. Once the map is drawn, the DM need only roll on the following charts to determine the contents of each room. Alternatively, you can use the map on page 10.

On some occasions the results may be in direct conflict with the location. This is your chance to get creative or, at worst, re-roll and get a different result.

Chamber Contents (roll 1d12)

1. Trap
2. Monster w/ one treasure
3. Monster w/ no treasure
4. Monster w/ one treasure
5. Monster w/ two treasures
6. Monster w/ one treasure
7. Empty Chamber
8. Monster w/ one treasure
9. Monster w/ three treasures
10. Treasure w/ trap
11. Trap w/ no treasure
12. Treasure

Corridor or Room Traps (roll 1d12)

1. Pit Trap, Open; 1d6 damage from fall
2. Pit Trap, Covered; 1d6 damage from fall
3. Pit Trap, Covered; 1d2 spikes for 1d4 damage
4. Pressure Plate, Spears; 1d3 spears at 5 HD; 1d6 dam.
5. Pressure Plate, Gas; Paralyze and chime alerts area
6. Pressure Plate, Slicing Blade for 2d6 damage
7. Trip Wire, darts; 1d4 darts at 5 HD; 1d4 damage
8. Trip Wire, Blade; Slices at front row for 2d6 damage
9. One character teleported to any room; this level
10. Entire party teleported to separate rooms
11. Ceiling collapse; 1d6 damage; blocks hallway
12. Chute sends PCs to next level down; any room

Treasure Container (roll 1d12)

1. Chest, no trap
2. Chest, no trap, locked
3. Chest, trapped
4. Chest, trapped, locked
5. Sack
6. Footlocker, locked
7. Secret compartment in floor
8. Secret compartment in wall
9. Secret compartment in wall, trapped
10. Loose on floor or table
11. Hidden inside an urn
12. Hidden inside pottery

Treasure Traps (roll 1d12)

1. Poison needle trap; save or suffer 1d12 damage
2. Poison needle trap, save at +2 or die
3. Poison dart trap, 4 darts (5 HD) + save or take 1d8
4. Poison gas trap, all save in 10' area or be paralyzed
5. Electric shock for 3d4 damage; save for 1/2 damage
6. Fire trap for 3d4 damage 10' area; save for 1/2 dam.
7. Slicing blade over treasure for 2d6 damage
8. Javelins; 1d3 / character, 5 HD, 1d6 damage
9. Pit (10x10x10) opens under treasure; 1d6 damage
10. Block falls from ceiling; 2d6 damage
11. Monster teleported into room; roll on monster chart
12. One character teleported to random room; this level

Monster Situation (roll 1d8)

1. Monster is new to area. Intelligent monsters will attempt to talk to party to gain advantage.
2. Monster is simply passing through chamber and investigating area.
3. Monster is attempting to ambush party or other monsters in area.
4. Monster has taken up residence in chamber. Used as base of operations and lair. May have alliance with neighboring monsters. Chamber will be "furnished" if appropriate.
5. Monster has taken up residence in chamber. Used as base of operations and lair. May have alliance with neighboring monsters. Chamber will be "furnished" if appropriate.
6. Monster is aggressively attempting to gain new lair or steal from others. Very aggressive.
7. Monster is looking for ally to attack an enemy. May join forces with party to accomplish task.
8. Monster attempts to ambush party.

Monsters

1. Orc (5d4) AC 6; HD 1; Hp 5 each; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 19; EXP 10+1 per hp. Carry long sword 1d8 and/or spear 1d6. MM.
2. Troglodyte (1d8) AC 5; HD 2; Hp 16, 15, 14, 11, 9, 8, 7, 6; #AT 3 or 1; 1d3 claw/1d3 claw/1d4+1 bite or by weapon; SA Revulsion stench; SD None; MV 12"; AL CE; Thaco 16; EXP 36+2 per hp. Carry stone battle axe 1d8. MM.
3. Minotaur (1) AC 6; HD 6+3; Hp 48; #AT 1; Dmg 2d4 gore or 1d4 bite or by weapon; SA None; SD Surprised on a 1; MV 12"; AL CE; Size L; Thaco 13; EXP 400+8 per hp. MM.
4. Spider, Giant (1) AC 4; HD 4+4; Hp 21; #AT 1; Dmg 2d4; SA Poison; SD None; MV 6"; AL N; Thaco 15; EXP 315+5 per hp. MM.
5. Dwarf (2d4) AC 4; HD 2+2; Hp 17, 15, 14, 12, 11, 11, 10, 10, 9; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 6"; AL NE; Thaco 18; EXP 20+1 per hp. Carry battle axe 1d8. MM.
6. Dwarf Fighter (1) AC 2; HD 5+15; Hp 45; #AT 1; Dmg 1d8+2 or by weapon; SA +1 to hit and +2 to damage due to strength (thaco adjusted); SD None; MV 6"; AL NE; Thaco 15; EXP 225+6 per hp. Carries a battle axe 1d8. MM.
7. Jackalwere (1d3) AC 4; HD 4; Hp 25, 21, 17; #AT 1; Dmg 2d4 bite; SA Gaze causes sleep (per spell); SD Iron or +1 weapon to hit; MV 12"; AL CE; Thaco 15; EXP 205+5 per hp. MM.
8. Beetle, Water (1d2) AC 3; HD 4; Hp 25, 22; #AT 1; Dmg 3d6; SA None; SD None; MV 3"/12"; AL N; Size L; Thaco 15; EXP 85+4 per hp. MM.
9. Carnivorous Ape (1d3+1) AC 6; HD 5; Hp 30, 27, 25, 19; #AT 3; Dmg 1d4 claw / 1d4 claw / 1d8 bite; SA Rend for 1d8 if both claws hit; SD Only surprised on a 1; MV 12"; AL N; Size L; Thaco 15; EXP 170+5 per hp. MM.
10. Gargoyle (1d4) AC 5; HD 4+4; Hp 30, 25; #AT 4; Dmg 1d3 claw / 1d3 claw / 1d6 horn / 1d4 bite; SA None; SD +1 weapon to hit; MV 9" / 15"; AL LE; Thaco 15; EXP 165+5 per hp. MM.
11. Ghoul (1d6+1) AC 6; HD 2; Hp 15, 13, 11, 9, 8, 7; #AT 3; Dmg 1d3 claw / 1d3 claw / 1d6 bite; SA Paralyzation; SD Undead; MV 9"; AL CE; Thaco 18; EXP 65+2 per hp. MM.
12. Gnome Illusionist (1) AC 4; HD 5; Hp 20 #AT 1; Dmg dagger 1d4+1; SA Spells; SD Spells; MV 6"; AL NG; Thaco 20; EXP 275+6 per hp. Carries a **+1 dagger**, **+2 ring of protection**. S9 I17 W10 D18 C15 CH10. Spells: *hypnotism, phantasmal force, wall of fog, color spray, fog cloud, hypnotic pattern, spectral force*.
13. Bugbear (1d6+1) AC 5; HD 3+1; Hp 20, 17, 15, 14, 12, 9, 8; #AT 1; Dmg 2d4; SA None; SD None; MV 9"; AL N; Size L; Thaco 16; EXP 135+4 per hp. MM.
14. Algid (1d3) AC 5; HD 5; Hp 32, 25, 21; #AT 2; Dmg 1d10 fist; SA None; SD Immune to edged weapons unless +2 or better (half damage); MV 6"; AL CN; Thaco 15; EXP 280+5 per hp. FF.
15. Ghast (1d3+1) AC 4; HD 4; Hp 22, 19, 15, 13; #AT 3; Dmg 1d4 claw / 1d4 claw / 1d8 bite; SA Paralyzation, stench; SD Undead; MV 15"; AL CE; Thaco 15; EXP 190+4 per hp. MM.
16. Troglodyte (2d4) AC 5; HD 2; Hp 15, 11x3, 9, 8x3; #AT 3 or 1; 1d3 claw/1d3 claw/1d4+1 bite or by weapon; SA revulsion stench; SD None; MV 12"; AL CE; Thaco 16; EXP 36+2 per hp. Carry stone battle axe 1d8. MM.
17. Magman (2d4) AC 6; HD 2; Hp 16, 12, 10, 8; #AT 1; Dmg 3d8 touch; SA Combustion touch; SD +1 weapon to hit, immune to fire, melt weapons that hit them; MV 9"; AL CN; Thaco 16; EXP 97+2 per hp. MM2.
18. Hell Hound (1d2) AC 4; HD 5; Hp 30, 28, 24; #AT 1; Dmg 1d10; SA breath fire for 5 damage; SD None; MV 12"; AL N; Thaco 15; EXP 350 +5 per hp. MM.
19. Human Cleric (1) AC 3; HD 5; Hp 29; #AT 1; Dmg 1d6 +2 by **flail +1**; SA Spells; SD Spells; MV 9"; AL CE; Thaco 18; EXP 150 +3 per hp. Carries **+1 flail**, plate armor. S11 I13 W17 D10 C10 CH12. Spells: *cause light wounds, cure light wounds, darkness, bless, command, augury, hold person, resist fire, silence 15' radius, spiritual hammer x2, animate dead, dispel magic*
20. Ogre (1d4) AC 5; HD 4+1; Hp 25, 21, 19, 15; #AT 1; Dmg 1d10; SA None; SD None; MV 9"; AL CE; Size L; Thaco 15; EXP 90 +4 per hp. MM.
21. Cockatrice (1) AC 6; HD 5; Hp 31; #AT 1; Dmg 1d3 beak; SA Petrification by touch; SD None; MV 6" / 18"; AL N; Thaco 15; EXP 315+5 per hp. MM.

Monsters

22. Gnoll (3d4) AC 5; HD 2; Hp 15, 12x2, 11x3, 10, 9x4, 8, 7x3, 6; #AT 1; Dmg 2d4 or by weapon; SA None; SD None; MV 9"; AL CE; Size L, Thaco 18; EXP 28+2 per hp. Carry morning star 2d4. MM.
23. Hobgoblin (4d4) AC 5; HD 1+1; Hp 6 each; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. Carry long sword 1d8 and/or long bow 1d6. MM.
24. Wight (1) AC 5; HD 4+3; Hp 21; #AT 1; Dmg 1d4; SA Energy drain; SD Undead, only hit by magical weapons; MV 12"; AL CE; Thaco 15; EXP 540+5 per hp. MM.
25. Orc Shaman (1) AC 5; HD 3; Hp 15; #AT 1; Dmg 1d6; SA Spells; SD Spells; MV 9"; AL CE; Thaco 16; EXP 105+3 per hp. MM. Spells: *cause light wounds, command, silence 15' radius*
26. Taer (1d3) AC 4; HD 3+6; Hp 26, 22, 19; #AT 3; Dmg 1d6 bite / 1d4 bite / 1d4 bite; SA Stench; SD Immune to cold; MV 18"; AL NE; Size L; Thaco 16; EXP 150 +4 per hp. MM2.
27. Stun Jelly (1d3) AC 8; HD 4; Hp 24, 20, 14; #AT 1; Dmg 2d4; SA Paralyzation; SD None; MV 3"; AL N; Thaco 15; EXP 125+4 per hp. FF.
28. Magic-User (1) AC 5; HD 5; Hp 17; #AT 1; Dmg 1d4+1 w/ **+1 dagger**; SA Spells; SD Spells; MV 12"; AL NE; Thaco 20; EXP 225 +5 per hp. S12 I17 W11 D16 C9 CH14. His spells are: *sleep, burning hands, shield, invisibility, web and lightning bolt*. He carries a **+1 dagger** and wears **bracers of AC 7**.
29. Hydra (1) AC 5; HD 7; Hp 8 per head (7 heads); #AT 5; Dmg 1d6 bite; SA None; SD None; MV 9"; AL N; Thaco 13; EXP 400+8 per hp. MM.
30. Werewolf (1d3) AC 5; HD 4+3; Hp 31, 27, 19; #AT 1; Dmg 2d4 bite; SA Lycanthropy by bite; SD Silver or +1 weapon to hit; MV 15"; AL CE; Thaco 15; EXP 205+5 per hp. MM.
31. Ochre Jelly (1d2) AC 8; HD 6; Hp 36, 24; #AT 1; Dmg 3d4 touch; SA None; SD Immune to lightning; MV 3"; AL N; Thaco 13; EXP 150+6 per hp. MM.
32. Shadow (1d6) AC 7; HD 3+3; Hp 21, 19, 18, 13, 12, 10; #AT 1; Dmg 1d4+1 touch; SA Touch causes -1 strength, 90% undetectable; SD +1 weapon to hit; MV 12"; AL CE; Thaco 16; EXP 255+4 per hp. MM.
33. Storooper (1) AC 0; HD 6; Hp 35; #AT 1/6; Dmg 1d10 bite; SA Six tentacles cause loss of strength and/or paralyzation (no save); charm poison; SD Immune to normal missile weapons; MV 1"; AL CE; Size L; Thaco 16; EXP 500+6 per hp. MM2.
34. Blindheim (1d6) AC 1; HD 4+2; Hp 30, 25, 19, 18, 16, 14; #AT 1; Dmg 1d8 bite; SA Cause blindness range 30'; SD None; MV 9"; AL CE; Thaco 15; EXP 130+5 per hp. FF.
35. Hook Horror (1d4) AC 3; HD 5; Hp 31, 29, 22, 19; #AT 2; Dmg 1d8 claw / 1d8 claw; SA None; SD None; MV 9"; AL N; Size L; Thaco 13; EXP 90+5 per hp. MM.
36. Wraith (1) AC 4; HD 5+3; Hp 30; #AT 1; Dmg 1d6; SA Energy drain; SD Magic or silver weapons to hit; MV 12"/24"; AL LE; Thaco 15; EXP 575+6 per hp. MM.
37. Pyrohydra (1) AC 5; HD 5; Hp 8 per head (5 heads); #AT 5; Dmg 1d6 bite; SA breath 2x per day per head (8 damage); SD None; MV 9"; AL N; Thaco 14; EXP 750 +5 per hp. MM.
38. Thief, human (1) AC 2; HD 6; Hp 22; #AT 1; Dmg 1d6+1 w/ **stealth blade***; SA Thief abilities; SD None; MV 12"; AL CE; Thaco 19; EXP 525 +6 per hp. S10 I12 W10 D18 C10 CH10. Thief Abilities: PP 65%, OL 62%, FT 50%, MS 57%, HS 47%, HN 20%, CW 92%, RL 30%. He carries a **stealth blade, ring of protection +2**, leather armor, two daggers. **see new magic items*
39. Automaton (Minotaur) AC 3; HD 7; Hp 40; #AT 2 or 1; Dmg 1d8 axe/ 1d8 axe or fire breath; SA breath weapon 2d8 fire; SD +2 magic weapon to hit; MV 6"; AL N; Size L; Thaco 13; EXP 575+8 per hp. MMM (*see new monster section*).
40. Orc (5d4) AC 6; HD 1; Hp 5 each; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 19; EXP 10+1 per hp. Carry long sword 1d8 and/or spear 1d6. MM.
41. Troglodyte (1d8) AC 5; HD 2; Hp 16, 15, 14, 11, 9, 8, 7, 6; #AT 3 or 1; 1d3 claw/1d3 claw/1d4+1 bite or by weapon; SA Revulsion stench; SD None; MV 12"; AL CE; Thaco 16; EXP 36+2 per hp. Carry stone battle axe 1d8. MM.

Monsters

42. Minotaur (1) AC 6; HD 6+3; Hp 48; #AT 1; Dmg 2d4 gore or 1d4 bite or by weapon; SA None; SD Surprised on a 1; MV 12"; AL CE; Size L; Thaco 13; EXP 400+8 per hp. MM.
43. Spider, Giant (1) AC 4; HD 4+4; Hp 21; #AT 1; Dmg 2d4; SA Poison; SD None; MV 6"; AL N; Thaco 15; EXP 315+5 per hp. MM.
44. Gnoll (3d4) AC 5; HD 2; Hp 15, 12x2, 11x3, 10, 9x4, 8, 7x3, 6; #AT 1; Dmg 2d4 or by weapon; SA None; SD None; MV 9"; AL CE; Size L, Thaco 18; EXP 28+2 per hp. Carry morning star 2d4. MM.
45. Hobgoblin (4d4) AC 5; HD 1+1; Hp 6 each; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. Carry long sword 1d8 and/or long bow 1d6. MM.
46. Jackalwere (1d3) AC 4; HD 4; Hp 25, 21, 17; #AT 1; Dmg 2d4 bite; SA Gaze causes sleep (per spell); SD Iron or +1 weapon to hit; MV 12"; AL CE; Thaco 15; EXP 205+5 per hp. MM.
47. Beetle, Water (1d2) AC 3; HD 4; Hp 25, 22; #AT 1; Dmg 3d6; SA None; SD None; MV 3"/12"; AL N; Size L; Thaco 15; EXP 85+4 per hp. MM.
48. Carnivorous Ape (1d3+1) AC 6; HD 5; Hp 30, 27, 25, 19; #AT 3; Dmg 1d4 claw / 1d4 claw / 1d8 bite; SA Rend for 1d8 if both claws hit; SD Only surprised on a 1; MV 12"; AL N; Size L; Thaco 15; EXP 170+5 per hp. MM.
49. Gargoyle (1d4) AC 5; HD 4+4; Hp 30, 25; #AT 4; Dmg 1d3 claw / 1d3 claw / 1d6 horn / 1d4 bite; SA None; SD +1 weapon to hit; MV 9" / 15"; AL LE; Thaco 15; EXP 165+5 per hp. MM.
50. Taer (1d3) AC 4; HD 3+6; Hp 26, 22, 19; #AT 3; Dmg 1d6 bite / 1d4 bite / 1d4 bite; SA Stench; SD Immune to cold; MV 18"; AL NE; Size L; Thaco 16; EXP 150 +4 per hp. MM2.
51. Stun Jelly (1d3) AC 8; HD 4; Hp 24, 20, 14; #AT 1; Dmg 2d4; SA Paralyzation; SD None; MV 3"; AL N; Thaco 15; EXP 125+4 per hp. FF.
52. Ogre (1d4) AC 5; HD 4+1; Hp 25, 21, 19, 15; #AT 1; Dmg 1d10; SA None; SD None; MV 9"; AL CE; Size L; Thaco 15; EXP 90 +4 per hp. MM.
53. Bugbear (1d6+1) AC 5; HD 3+1; Hp 20, 17, 15, 14, 12, 9, 8; #AT 1; Dmg 2d4; SA None; SD None; MV 9"; AL N; Size L; Thaco 16; EXP 135+4 per hp. MM.
54. Algid (1d3) AC 5; HD 5; Hp 32, 25, 21; #AT 2; Dmg 1d10 fist; SA None; SD Immune to edged weapons unless +2 or better (half damage); MV 6"; AL CN; Thaco 15; EXP 280+5 per hp. FF.
55. Ghast (1d3+1) AC 4; HD 4; Hp 22, 19, 15, 13; #AT 3; Dmg 1d4 claw / 1d4 claw / 1d8 bite; SA Paralyzation, stench; SD Undead; MV 15"; AL CE; Thaco 15; EXP 190+4 per hp. MM.
56. Troglodyte (2d4) AC 5; HD 2; Hp 15, 11x3, 9, 8x3; #AT 3 or 1; 1d3 claw/1d3 claw/1d4+1 bite or by weapon; SA re-vulsion stench; SD None; MV 12"; AL CE; Thaco 16; EXP 36+2 per hp. Carry stone battle axe 1d8. MM.
57. Magman (2d4) AC 6; HD 2; Hp 16, 12, 10, 8; #AT 1; Dmg 3d8 touch; SA Combustion touch; SD +1 weapon to hit, immune to fire, melt weapons that hit them; MV 9"; AL CN; Thaco 16; EXP 97+2 per hp. MM2.
58. Hell Hound (1d2) AC 4; HD 5; Hp 30, 28, 24; #AT 1; Dmg 1d10; SA breath fire for 5 damage; SD None; MV 12"; AL N; Thaco 15; EXP 350Werewolf (1d3) AC 5; HD 4+3; Hp 31, 27, 19; #AT 1; Dmg 2d4 bite; SA Lycanthropy by bite; SD Silver or +1 weapon to hit; MV 15"; AL CE; Thaco 15; EXP 205+5 per hp. MM.
59. Ochre Jelly (1d2) AC 8; HD 6; Hp 36, 24; #AT 1; Dmg 3d4 touch; SA None; SD Immune to lightning; MV 3"; AL N; Thaco 13; EXP 150+6 per hp. MM.
60. Shadow (1d6) AC 7; HD 3+3; Hp 21, 19, 18, 13, 12, 10; #AT 1; Dmg 1d4+1 touch; SA Touch causes -1 strength, 90% undetectable; SD +1 weapon to hit; MV 12"; AL CE; Thaco 16; EXP 255+4 per hp. MM.
61. Blindheim (1d6) AC 1; HD 4+2; Hp 30, 25, 19, 18, 16, 14; #AT 1; Dmg 1d8 bite; SA Cause blindness range 30'; SD None; MV 9"; AL CE; Thaco 15; EXP 130+5 per hp. FF.
62. Hook Horror (1d4) AC 3; HD 5; Hp 31, 29, 22, 19; #AT 2; Dmg 1d8 claw / 1d8 claw; SA None; SD None; MV 9"; AL N; Size L; Thaco 13; EXP 90+5 per hp. MM.

Monsters

63. Gnoll (3d4) AC 5; HD 2; Hp 15, 12x2, 11x3, 10, 9x4, 8, 7x3, 6; #AT 1; Dmg 2d4 or by weapon; SA None; SD None; MV 9"; AL CE; Size L, Thaco 18; EXP 28+2 per hp. Carry morning star 2d4. MM.
64. Hobgoblin (4d4) AC 5; HD 1+1; Hp 6 each; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. Carry long sword 1d8 and/or long bow 1d6. MM.
65. Wight (1) AC 5; HD 4+3; Hp 21; #AT 1; Dmg 1d4; SA Energy drain; SD Undead, only hit by magical weapons; MV 12"; AL CE; Thaco 15; EXP 540+5 per hp. MM.
66. Minotaur (1) AC 6; HD 6+3; Hp 42; #AT 1; Dmg 2d4 gore or 1d4 bite or by weapon; SA None; SD Surprised on a 1; MV 12"; AL CE; Size L; Thaco 13; EXP 400+8 per hp. MM.
67. Sandling (1d3) AC 3; HD 4; Hp 28, 19, 15; #AT 1; Dmg 2d8 slash; SA None; SD Immune to sleep, charm, hold and mind attacks; MV 12"; AL N; Size L; Thaco 15; EXP 85+4 per hp. MM2
68. Cyclopskin (1d4) AC 3; HD 5; Hp 35, 28, 21, 19; #AT 1; Dmg by weapon +2 for strength; SA +2 damage due to strength; SD None; MV 12"; AL CE; Size L; Thaco 15; EXP 90+5 per hp. MM2.
69. Stun Jelly (1d3) AC 8; HD 4; Hp 24, 20, 14; #AT 1; Dmg 2d4; SA Paralyzation; SD None; MV 3"; AL N; Thaco 15; EXP 125+4 per hp. FF.
70. Ogre (1d4) AC 5; HD 4+1; Hp 25, 21, 19, 15; #AT 1; Dmg 1d10; SA None; SD None; MV 9"; AL CE; Size L; Thaco 15; EXP 90 +4 per hp. MM.
71. Bugbear (1d6+1) AC 5; HD 3+1; Hp 20, 17, 15, 14, 12, 9, 8; #AT 1; Dmg 2d4; SA None; SD None; MV 9"; AL N; Size L; Thaco 16; EXP 135+4 per hp. MM.
72. Algid (1d3) AC 5; HD 5; Hp 32, 25, 21; #AT 2; Dmg 1d10 fist; SA None; SD Immune to edged weapons unless +2 or better (half damage); MV 6"; AL CN; Thaco 15; EXP 280+5 per hp. FF.
73. Basilisk (1) AC 4; HD 6+1; Hp 26; #AT 1; Dmg 1d10 bite; SA gaze petrifies; SD None; MV 6"; AL N; Size L; Thaco 13; EXP 400 +8 per hp. MM.
74. Hill Giant (1d2) AC 4; HD 8+1d2; Hp 40, 35; #AT 1; Dmg 2d8 club or boulder for 2d8; SA throw boulders; SD None; MV 12"; AL CE; Size L; Thaco 12; EXP 900 +14 per hp. MM.
75. Harpy (1d6) AC 7; HD 3; Hp 22, 20, 18, 15, 13, 11; #AT 3; Dmg 1d3 claw / 1d3 claw / 1d6 bite; SA mass charm person; SD None; MV 12"; AL CE; Size M; Thaco 16; EXP 90 +3 per hp. MM.
76. Ochre Jelly (1d2) AC 8; HD 6; Hp 36, 24; #AT 1; Dmg 3d4 touch; SA None; SD Immune to lightning; MV 3"; AL N; Thaco 13; EXP 150+6 per hp. MM.
77. Shadow (1d6) AC 7; HD 3+3; Hp 21, 19, 18, 13, 12, 10; #AT 1; Dmg 1d4+1 touch; SA Touch causes -1 strength, 90% undetectable; SD +1 weapon to hit; MV 12"; AL CE; Thaco 16; EXP 255+4 per hp. MM.
78. Blindheim (1d6) AC 1; HD 4+2; Hp 30, 25, 19, 18, 16, 14; #AT 1; Dmg 1d8 bite; SA Cause blindness range 30'; SD None; MV 9"; AL CE; Thaco 15; EXP 130+5 per hp. FF.
79. Fighter, human (1) AC 1; HD 4+4; Hp 35; #AT 1; Dmg 1d10 +1 w/ two handed sword; SA None; SD None; MV 9"; AL CG; Thaco 16 (15 w/sword); EXP 90 +5 per hp. PHB. Carries a two handed sword, wears chain mail. *Potion of speed*. S17 I9 W9 D11 C15 CH9.
80. Gnoll (3d4) AC 5; HD 2; Hp 15, 12x2, 11x3, 10, 9x4, 8, 7x3, 6; #AT 1; Dmg 2d4 or by weapon; SA None; SD None; MV 9"; AL CE; Size L, Thaco 18; EXP 28+2 per hp. Carry morning star 2d4. MM.
81. Hobgoblin (4d4) AC 5; HD 1+1; Hp 6 each; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. Carry long sword 1d8 and/or long bow 1d6. MM.
82. Orc (5d4) AC 6; HD 1; Hp 5 each; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 19; EXP 10+1 per hp. Carry long sword 1d8 and/or spear 1d6. MM.
83. Troglodyte (1d8) AC 5; HD 2; Hp 16, 15, 14, 11, 9, 8, 7, 6; #AT 3 or 1; 1d3 claw/1d3 claw/1d4+1 bite or by weapon; SA Revulsion stench; SD None; MV 12"; AL CE; Thaco 16; EXP 36+2 per hp. Carry stone battle axe 1d8. MM.

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84. Spider, Giant (1) AC 4; HD 4+4; Hp 21; #AT 1; Dmg 2d4; SA Poison; SD None; MV 6"; AL N; Thaco 15; EXP 315+5 per hp. MM.
85. Gargoyle (1d4) AC 5; HD 4+4; Hp 30, 25; #AT 4; Dmg 1d3 claw / 1d3 claw / 1d6 horn / 1d4 bite; SA None; SD +1 weapon to hit; MV 9" / 15"; AL LE; Thaco 15; EXP 165+5 per hp. MM.
86. Taer (1d3) AC 4; HD 3+6; Hp 26, 22, 19; #AT 3; Dmg 1d6 bite / 1d4 bite / 1d4 bite; SA Stench; SD Immune to cold; MV 18"; AL NE; Size L; Thaco 16; EXP 150 +4 per hp. MM2.
87. Stun Jelly (1d3) AC 8; HD 4; Hp 24, 20, 14; #AT 1; Dmg 2d4; SA Paralyzation; SD None; MV 3"; AL N; Thaco 15; EXP 125+4 per hp. FF.
88. Manticore (1) AC 4; HD 6+3; Hp 36; #AT 3; Dmg 1d8 bite / 1d3 claw / 1d3 claw; SA tail spikes 6 per round for 1d6 each; SD None; MV 12"/18"; AL LE; Size L; Thaco 13; EXP 400 +8 per hp. MM.
89. Gnoll (3d4) AC 5; HD 2; Hp 15, 12x2, 11x3, 10, 9x4, 8, 7x3, 6; #AT 1; Dmg 2d4 or by weapon; SA None; SD None; MV 9"; AL CE; Size L, Thaco 18; EXP 28+2 per hp. Carry morning star 2d4. MM.
90. Medusa (1) AC 5; HD 6; Hp 27; #AT 1; Dmg 1d4 bite; SA gaze petrifies; SD None; MV 9"; AL LE; Size L; Thaco 13; EXP 400 +8 per hp. MM.
91. Gargoyle (1d4) AC 5; HD 4+4; Hp 30, 25; #AT 4; Dmg 1d3 claw / 1d3 claw / 1d6 horn / 1d4 bite; SA None; SD +1 weapon to hit; MV 9" / 15"; AL LE; Thaco 15; EXP 165+5 per hp. MM.
92. Minotaur (1) AC 6; HD 6+3; Hp 48; #AT 1; Dmg 2d4 gore or 1d4 bite or by weapon; SA None; SD Surprised on a 1; MV 12"; AL CE; Size L; Thaco 13; EXP 400+8 per hp. MM.
93. Ogre (1d4) AC 5; HD 4+1; Hp 25, 21, 19, 15; #AT 1; Dmg 1d10; SA None; SD None; MV 9"; AL CE; Size L; Thaco 15; EXP 90 +4 per hp. MM.
94. Ghoul (1d6+1) AC 6; HD 2; Hp 15, 13, 11, 9, 8, 7; #AT 3; Dmg 1d3 claw / 1d3 claw / 1d6 bite; SA Paralyzation; SD Undead; MV 9"; AL CE; Thaco 18; EXP 65+2 per hp. MM.
95. Ochre Jelly (1d2) AC 8; HD 6; Hp 36, 24; #AT 1; Dmg 3d4 touch; SA None; SD Immune to lightning; MV 3"; AL N; Thaco 13; EXP 150+6 per hp. MM.
96. Mimic (1) AC 7; HD 7; Hp 29; #AT 1; Dmg 3d4 punch; SA None; SD Camouflage; MV 3"; AL N; Thaco 13; EXP 350 +8 per hp. MM.
97. Troglodyte (2d4) AC 5; HD 2; Hp 15, 11x3, 9, 8x3; #AT 3 or 1; 1d3 claw/1d3 claw/1d4+1 bite or by weapon; SA Re-vulsion stench; SD None; MV 12"; AL CE; Thaco 16; EXP 36+2 per hp. Carry stone battle axe 1d8. MM.
98. Algid (1d3) AC 5; HD 5; Hp 32, 25, 21; #AT 2; Dmg 1d10 fist; SA None; SD Immune to edged weapons unless +2 or better (half damage); MV 6"; AL CN; Thaco 15; EXP 280+5 per hp. FF.
99. Orc (5d4) AC 6; HD 1; Hp 5 each; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 19; EXP 10+1 per hp. Carry long sword 1d8 and/or spear 1d6. MM.
100. Shadow (1d6) AC 7; HD 3+3; Hp 21, 19, 18, 13, 12, 10; #AT 1; Dmg 1d4+1 touch; SA Touch causes -1 strength, 90% undetectable; SD +1 weapon to hit; MV 12"; AL CE; Thaco 16; EXP 255+4 per hp. MM.

Abbreviations

AC = Armor Class
HD = Hit Dice (d8)
Hp = Hit Points
#AT = Number of Attacks
Dmg = Damage per attack
SA = Special Attacks
SD = Special Defenses
MV = Movement Rate

AL = Alignment
Thaco = To Hit Armor Class Zero (0) / unadjusted
EXP = Experience value of each creature
MM = Monster Manual, TSR
MM2 = Monster Manual II, TSR
MMM = Men, Monsters & Magic, Pacesetter Games
FF = Fiend Folio

Treasure

1. 98 gp
2. 190 sp
3. 750 cp
4. 198 ep
5. 38 pp
6. 18 gems: 10 gp each
7. Gold ring (250 gp)
8. 10 Chipped diamonds: 20 gp each
9. **Javelin of the Vampire**
10. 320 gp
11. 900 sp
12. 416 ep
13. **Scroll: cure light wounds x3, cure disease**
14. **Sword +2 (DM's choice)**
15. Silver necklace (400 gp)
16. Gold broach set with rubies (450 gp)
17. **Sword: +1 /+2 vs enchanted or spell-using creatures**
18. **Potion of extra healing**
19. 52 pp
20. 91 gp
21. **Cloak of Protection +1: Heals 2d8 hp 1x per day**
22. 280 gp
23. **Ring of Free Action**
24. 4,160 cp
25. 3,200 sp
26. Seven medium emeralds: 100 gp each
27. 79 gp
28. 110 sp
29. 175 pp
30. **Scroll: Ice Storm**
31. 14 sp
32. 12 gp
33. **Ring Mail of the Black Dragon**
34. Platinum pin with ivory skull (150 gp)
35. 290 cp
36. 290 sp
37. 4 gp
38. One medium diamond: 9,500 gp
39. **Figurine of Wondrous Power: Onyx Dog**
40. **Arrow +1 (16)**
41. 175 gp
42. 42 gp
43. 555 ep
44. 275 cp
45. 40 sp
46. 55 gp
47. **Scroll: magic missile, unseen servant, pyrotechnics**
48. 92 gp
49. One diamond w/continual light 1,000 gp
50. 1 pp
51. Two small rubies: 400 gp each
52. **Scroll: Protection from Magic**
53. 28 sp
54. 99 ep
55. Copper bracelet inset with a giant sapphire (180 gp)
56. **Eyes of the Eagle**
57. 76 gp
58. 77 sp
59. 71 cp
60. 1200 gp
61. 185 pp
62. 32 small pieces of ivory: 15 gp each
63. **Shadow Armor: Splint Mail +2**
64. **Rod of Smiting (40)**
65. 54 ep
66. 310 gp
67. **Flaming dagger (same as flaming sword)**
68. 100 sp
69. 7 pp
70. **Scroll of Protection: Undead**
71. **Bracers of Ultimate Defense: AC 5**
72. 72 gp
73. 7,800 sp
74. 15,000 cp
75. 792 ep
76. 107 pp
77. **Potion of Frost Giant Strength**
78. Gold ring (50 gp)
79. **Potion of Fire Resistance**
80. 10 gp
81. 2 pp
82. Jade goblet (500 gp)
83. **Libram of Gainful Conjunction (any good alignment)**
84. 18 gp
85. 12 ep
86. 37 sp
87. 1,00 cp
88. **Wand of Fear (3)**
89. **Neclace of Missiles: 1x 7 HD, 2x 5 HD, 4x 3 HD**
90. 656 gp
91. 83 pp
92. 6 sp
93. 990 ep
94. Silver belt (230 gp)
95. Copper crown inset with gold spider (200 gp)
96. 85 gp
97. 91 ep
98. **Scroll: Cursed - Reader screams at top of lungs for one turn**
99. 222 pp
100. **Plate Mail of the Owl: +1**

Javelin of the Vampire: +2 weapon, wielder gains hit points equal to damage applied (cannot exceed normal hit point total).

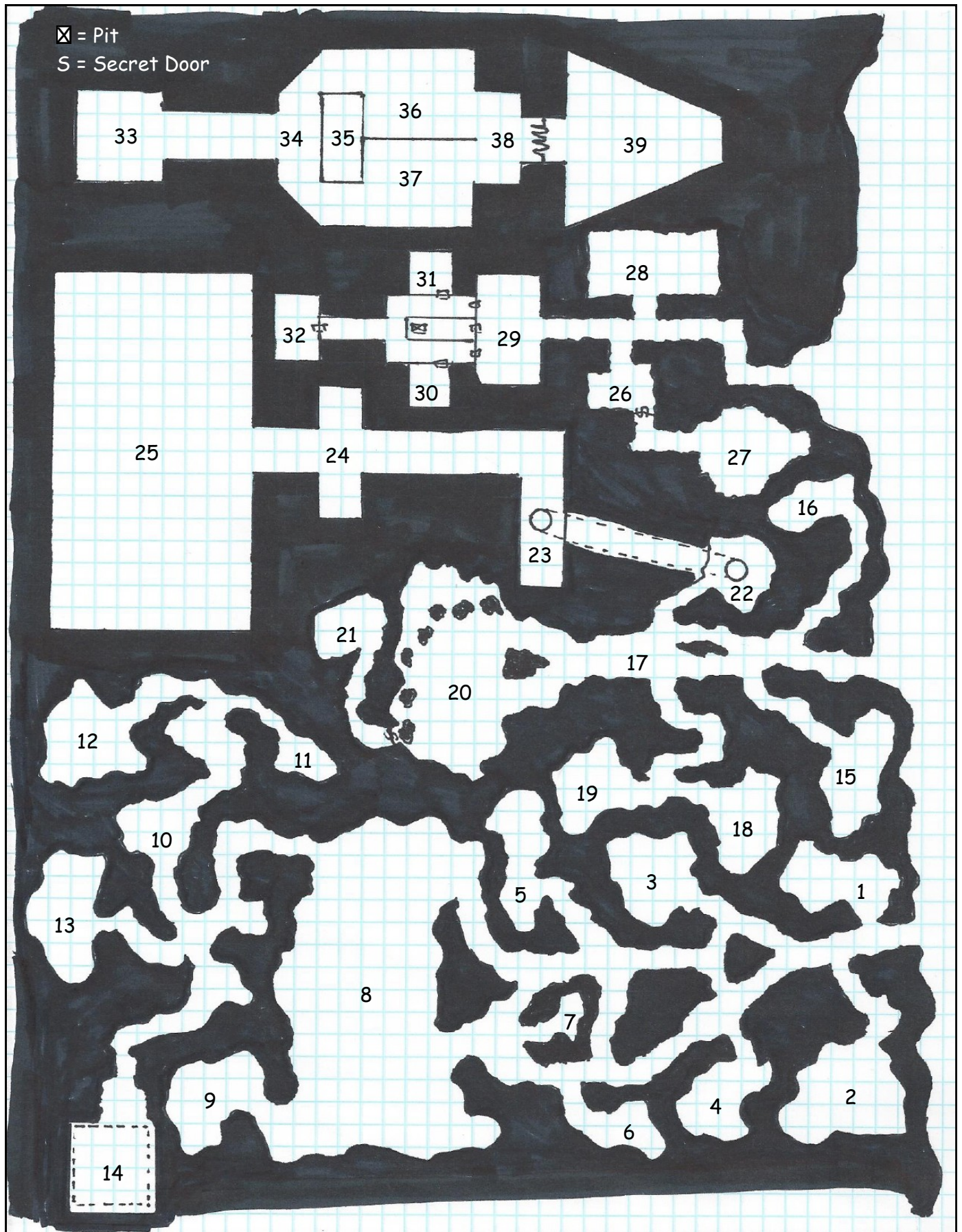
Ring Mail of the Black Dragon: +2 armor, project acid 1x per day for 4d6 damage

Shadow Armor: This armor grants the wearer the ability to hide in shadows as a thief of the same level as the wearer.

Bracers of Ultimate Defense: Subtracts 1d4 damage of any attack that causes physical damage to the wearer.

Plate Mail of the Owl: Wearer cannot be surprised, gains night vision (can see as in daylight at night [only outside])

Sample Map - Dungeon Level Four



Sample Dungeon

This sample dungeon is designed for a party of fifth level characters. All the rooms are keyed - filled with monsters or a short description. There is no specific storyline behind this dungeon crawl other than it is the fourth level of a massive underground complex. Who built it and why has been lost through the passage of time. In contrast to other levels of the dungeon, this section is predominantly a series of caves and tunnels. However, an ancient structure of alien design is set within the caverns

Monsters that are defeated will either retreat out of the dungeon or down to the next level. If the PCs make successive raids, rooms may be restocked or remain empty. Stair locations to the fourth and sixth level are in rooms 18 and 28.

This section of the dungeon (locations 1 - 14) is very hot and a hazy smoke obscures vision of any kind beyond 60'. The heat and smoke emanate from a few lava chutes located in this area. The heat is not enough to cause damage, in general, but it can be very uncomfortable to those in armor.

1. A large pool of bubbling lava spews heat and smoke in the western section of this room. The pool is ringed, roughly in a circle, by uneven stones. 15 skulls sit atop the stones - all looking inward at the pool of lava. Four magman occupy the chamber and guard the entrance to this area. They will attack all intruders. Within each skull is a chipped diamond worth 20 gp each. Magman (4) AC 6; HD 2; Hp 16, 12, 10, 8; #AT 1; Dmg 3d8 touch; SA Combustion touch; SD +1 weapon to hit, immune to fire, melt weapons that hit them; MV 9"; AL CN; Thaco 16; EXP 97+2 per hp. MM2.
2. A pair of large ogres have taken up temporary residence in this chamber. They have been sent by their tribe's shaman to retrieve an egg from the pyrohydra in location 8. However, the hydra is not cooperating and ogres are unsure how to proceed. The ogres have a small brass chest which contains 555 ep. Ogre (2) AC 5; HD 4+1; Hp 25, 21; #AT 1; Dmg 1d10; SA None; SD None; MV 9"; AL CE; Size L; Thaco 15; EXP 90 +4 per hp. MM.
3. This entire room is filled with a bubbling lava pool. Hanging over the center of the lava pool is an iron chest. A 15' long chain suspends the chest from the ceiling. The chain is connected to the lid of the chest at an iron ring. The chest is trapped and if opened it releases a poison gas; all PCs within a 10' area or be paralyzed for 2d4 turns. Any character that falls into the lava pool will suffer 2d10 damage per round. A character that falls into the lava must make a wisdom check to overcome the searing pain of the lava and escape. The chest, which is locked, contains a *necklace of missiles* (1x 7d6, 2x 5d6 and 4x 3d6).
4. This chamber is empty.
5. A pool of lava fills the northern half of the chamber. A pair of hell hounds use the room as their lair. They will attack any who enter. They have no treasure. Hell Hound (2) AC 4; HD 5; Hp 28, 24; #AT 1; Dmg 1d10; SA breath fire for 5 damage; SD None; MV 12"; AL N; Thaco 15; EXP 350 +5 per hp. MM.
6. This chamber is empty.
7. Hiding in this chamber is wounded dwarf warrior. He and his men tangled with the pyrohydra in location 8 and suffered a catastrophic defeat. The dwarf's men were all slain and he retreated into this small chamber - which the pyrohydra is too large to enter and its breath weapon cannot reach the dwarf. The dwarf is thoroughly evil and he was trying to steal the pyrohydra's eggs. The dwarf will try and convince the PCs to attack the pyrohydra (while he steals the eggs). He carries 42 gp and his equipment. Dwarf Fighter (1) AC 2; HD 5+15; Hp 45 (21); #AT 1; Dmg 1d8+2 or by weapon; SA +1 to hit and +2 to damage due to strength (thaco adjusted); SD None; MV 6"; AL NE; Thaco 15; EXP 225+6 per hp. Carries a battle axe 1d8. MM.
8. This large chamber is home to a very intelligent pyrohydra. This creature found this cave many years ago and claimed it as its lair. A large pool of lava covers a 30' radius circle in the center of the room. A 10' circular island is located at the center of the lava pool. A seven foot long black altar rests on the island. A massive black skull inset with two huge rubies in its eye sockets sits atop the altar. The skull faces west. The skull is that of a fire giant. The rubies are worth 400 gp each. However, if the skull is touched or disturbed, the spirit of the fire giant will appear and attack anyone on the island. The spirit takes the form of a wraith [Wraith (1) AC 4; HD 5+3; Hp 30; #AT 1; Dmg 1d6; SA Energy drain; SD Magic or silver weapons to hit; MV 12"/24"; AL LE; Thaco 15; EXP 575+6 per hp. MM.]. The pyrohydra will attack any PCs that enter this chamber. The magmen at location 1 and ogres at location 2 will come to the pyrohydra's aid if combat erupts. Pyrohydra (1) AC 5; HD 5; Hp 8 per head (5 heads); #AT 5; Dmg 1d6 bite; SA breath 2x per day per head (8 damage); SD None; MV 9"; AL N; Thaco 14; EXP 750 +5 per hp. MM.
9. Amongst a pile of bones are three, large, red eggs. These are pyrohydra eggs and they will hatch in 10 days. Lying at the base of bone nest are the bodies of six, charred dwarven warriors. Beneath the eggs is the pyrohydra's treasure of 310 gp, a jade goblet worth 500 gp, and *Plate Mail of the Owl +1*.
10. A tripwire runs across the center of this room. If triggered, the ceiling will collapse, splitting the room in half. Characters in the second rank must make a dexterity check or suffer 1d6 damage from falling debris. Additionally, these characters must choose whether to dive into the north or south section of the room. The front rank will be separated from the party in the north section of the room. The third

Sample Dungeon

(or more) ranks will be in the south section of the room. The sound of the collapse will attract the shadows that reside in location 12. It will take one character eight hours to remove enough rubble to allow passage through the collapsed stone. For each additional character that helps, reduce the total time by one hour. It will take a minimum of two hours regardless of how many PCs help move the rubble.

11. This room appears empty. However, a +2 *long sword* lies under a thin layer of dirt. The sword has the addition power to heal its wielder once per day as per *cure serious wounds*. The sword's healing function can only be triggered if the sword has spilled blood in combat that day.
12. Four very hungry shadows live in this chamber. They will attack any who enter the area. The shadows will investigate if the trap at location 10 is triggered. The shadows have no treasure. Shadow (4) AC 7; HD 3+3; Hp 21, 19, 18, 10; #AT 1; Dmg 1d4+1 touch; SA Touch causes -1 strength, 90% undetectable; SD +1 weapon to hit; MV 12"; AL CE; Thaco 16; EXP 255+4 per hp. MM.
13. Lying face down is a 10' tall statue of a minotaur. The statue is carved from red granite. Carved in common, at the base of the statue, is the name *Tharhill*. The carving cannot be seen unless the statue is either rolled over, or stood up.
14. This room is carved from red granite and it is perfectly square, unlike the tunnels and caves in this area. If any PCs enter the chamber, either by foot or by flying, they will automatically be teleported to location 33. Anything thrown into the chamber will also be teleported to location 33.

This section (15-22) of the dungeon, unlike the previously described area, is not affected by lava tubes. An insane evil cleric (see location 20) commands a group of blood-thirsty humanoids in this area. The cleric uses the humanoids to conduct raids on the upper levels of the dungeon to collect sacrifices for his unholy god. If combat erupts anywhere in this section, all of the inhabitants will come to the aid those under attack. The entire area is illuminated by lanterns hanging at 30' intervals.

15. A squad of eight gnolls live in this chamber. They have some furniture and bunk beds for each. A single iron chest, unlocked, holds their treasure of 98 gp and 290 sp. Gnoll (8) AC 5; HD 2; Hp 15, 12x2, 10, 9x4; #AT 1; Dmg 2d4 or by weapon; SA None; SD None; MV 9"; AL CE; Size L, Thaco 18; EXP 28+2 per hp. Carry morning star 2d4. MM.
16. A group of four bugbears lair in this cave. They have hung an old rug over the entrance. Each has a bed of furs and straw. Under each bed is the treasure of each bugbear: 38 pp, 91 gp, 7 pp, and 18 gp. Bugbear (4) AC 5; HD 3+1; Hp 20, 17, 15, 14; #AT 1; Dmg 2d4; SA None; SD None; MV 9"; AL N; Size L; Thaco 16; EXP 135+4 per hp. MM.
17. Lying face down is the body of human warrior. His armor is rusting and tarnished. The corpse is decomposing as he has been dead for two weeks. No weapons are evident. If the body is disturbed, a pressure plate will trigger spear

trap. Any characters within five feet of the corpse may be hit by 1d2 spears, thaco 18, dmg 1d6. Also, a gong, hidden in the shadows of the ceiling, will be struck by a spear alerting all the creatures in this section of the dungeon. The corpse has no treasure.

18. A set of stairs leads to the either the fourth level (up) or the fifth level (down).
19. Three ghosts reside in this chamber. They have the task of watching the stairs at location 18. The ghosts will attack any creatures who attempt to exit location 18, but they will not attack those simply using the stairs to move upward or downward. The ghosts are under control of the evil priest at location 20. The ghosts have accumulated the following treasure which lies scattered in their chamber: 280 gp, a *scroll of protection from magic*, and 16 +1 arrows. Ghost (3) AC 4; HD 4; Hp 22, 19, 15; #AT 3; Dmg 1d4 claw / 1d4 claw / 1d8 bite; SA Paralyzation, stench; SD Undead; MV 15"; AL CE; Thaco 15; EXP 190+4 per hp. MM.
20. An insane evil priest has set up this chamber as a temple to his blood-thirsty god. A dozen cages hang from the ceiling by thick, iron chains. The cages are suspended four to eight feet from the floor; the ceiling of this chamber is 20' high. Each cage contains either a dead demi-human or human, or a ghoul that pretends to be dead. A ring of large stones conceal the northern section of this chamber. Hiding behind the ring of stone are 12 orcs. The orcs will engage the PCs with their missile weapons. If the PCs enter the chamber to engage the orcs, the ghouls will exit their cages in hopes of attacking the PCs from behind. The priest will be in location 21 when the PCs arrive. He will come to this chamber if combat erupts. The orcs have bedrolls in the northern section of the room. They have a sack with their combined treasure of 79 gp and 190 sp. One of the cages holding a ghoul has a *ring of free action* lying under some bones. Orc (12) AC 6; HD 1; Hp 5 each; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 19; EXP 10+1 per hp. Carry long sword 1d8 and/or spear 1d6. MM. Ghoul (4) AC 6; HD 2; Hp 15, 13, 11, 9; #AT 3; Dmg 1d3 claw / 1d3 claw / 1d6 bite; SA Paralyzation; SD Undead; MV 9"; AL CE; Thaco 18; EXP 65+2 per hp. MM.
21. This cave is home to an insane, evil priest. The walls of the cave are covered with the bones of humans and demi-humans. He sleeps in a hammock supported by the erect forms of two skeletons. A small altar is also made of various bones and its surface is the skin of several victims which have been stitched together. Black candles burn on the altar and provide the only light in the chamber. A wooden chest under the hammock holds the priest treasure: 72 gp, 83 pp, *scroll of protection from undead*. Human Cleric (1) AC 3; HD 5; Hp 29; #AT 1; Dmg 1d6 +2 by *flail +1*; SA Spells; SD Spells; MV 9"; AL CE; Thaco 18; EXP 150 +3 per hp. Carries +1 *flail*, plate armor. S11 I13 W17 D10 C10 CH12. Spells: *cause light wounds, cure light wounds, darkness, bless, command*,

Sample Dungeon

augury, hold person, resist fire, silence 15' radius, spiritual hammer x2, animate dead, dispel magic

22. This chamber is empty but for a dark pit at its center. The pit is perfectly circular and its walls are carved from a onyx stone. The walls of the pit are slippery to the touch, but no moisture or oil is evident. A thief attempting to climb walls will suffer a -90% penalty. The pit is only 15' deep. A stack of bones (humans and demi-humans) lie at the bottom. A creature falling into the pit will be cushioned by the bone pile and only suffer 1d2 damage. At the bottom of the pit, a short, four foot square tunnel (made of the same material as the pit) leads off to the west. The tunnel ends at a point where another pit drops into a 20' wide hallway. The drop is only 15' to the floor of the hall. However, there are no bones at this location. A PC may hang from the pit and simply drop into the hall without suffering damage.
23. This 20' wide hall is made of an onyx stone that is slippery to the touch. The walls are only 10' high. A hole in the ceiling leads to a tunnel (see location 22 for details). A thief attempting to climb walls suffers a -90% penalty.
24. Two alcoves recede away from the corridor at this location. In the southern alcove, the remains of two elven warriors sit on the floor. The elves are partially mummified. Each wears chain mail armor that is tarnishing, but still serviceable. One of the elves holds a dagger, its blade stained with blood. The elves were dropped into the pit (location 22) by



the insane priest. The elves encountered the carnivorous ape in location 25 and managed to wound the creature before fleeing. The ape, who had never been wounded by other sacrifices, did not pursue the elves and it still fears their corpses as it sees the dagger. The weapon is a **flaming dagger** (same as **flaming sword**).

25. This chamber is filled with large geometric shapes made of the onyx stone. Most of the shapes are cover a ten foot square area; though some are larger. The ceiling height of this chamber is 20'. At the center of the chamber is 20' square structure that is 15' tall. A single, 10' square opening is the only entrance. Inside the square are the bones of many humans and demi-humans. A carnivorous ape has its nest in the structure. Lying among the bones is a pair of **eyes of the eagle**. Carnivorous Ape (1) AC 6; HD 5; Hp 30; #AT 3; Dmg 1d4 claw / 1d4 claw / 1d8 bite; SA Rend for 1d8 if both claws hit; SD Only surprised on a 1; MV 12"; AL N; Size L; Thaco 15; EXP 170+5 per hp. MM.

Locations 26 - 32: This section of the dungeon is the lair of a murderous thief. The man is ruthless and fears nothing. While he occasionally performs independent jobs, he generally works for other unsavory types who require the discretion afforded by hiring this thief. He generally avoids working for those who live in the dungeons; best not offend those who live so close. This area is generally well lit by lanterns. Locations 26 - 28 are rough-hewn chambers with dirt floors. If alarmed, all the occupants of this area will come to the aid of any who are under attack.

26. This chamber appears empty but for an old cloak hanging on a peg along the west wall. The cloak is actually a **cloak of protection +1** (also can heal wearer once per day 2d8 hit points). The cloak was hung on the peg by a group of hobgoblin mercenaries living at location 27. The hobgoblins are unaware of the magical nature of the cloak. The peg is connected to a thin wire. If the cloak is removed, the peg will move slightly and stretch the wire which will ring a bell at location 27, alerting the hobgoblins of intruders.
27. A group of 11 hobgoblin mercenaries reside in this chamber. They work for the thief in location 32. This room has only a large table with 11 mismatched chairs for furniture. The hobgoblins sleep on bedrolls. They have a combined treasure of 656 gp in a sack buried under the table. Hobgoblin (11) AC 5; HD 1+1; Hp 6 each; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. Carry long sword 1d8 and/or long bow 1d6. MM.
28. A set of stairs leads up to the fourth level or down to the sixth level.
29. This room is empty. However, a pair of werewolves monitor activity in this room through peep holes in the doors on the west wall (northern and southern). The middle door is unlocked while the other two are barred from the inside. They are also locked.

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30. The door to this room is locked. A werewolf in the employ of the thief lives in this location. The room is completely furnished. The room is clean and well-organized. The werewolf guards the door leading to location 29. If it appears that PCs are about to break through the door, he will circle around to the door to the north and, along with the werewolf from location 31, attempt to ambush the PCs from behind. The werewolf has small wooden chest that contains 18 gp, 37 sp, a gold ring worth 50 gp, and a gold brooch inset with rubies worth 450 gp. Werewolf (1) AC 5; HD 4+3; Hp 31; #AT 1; Dmg 2d4 bite; SA Lycanthropy by bite; SD Silver or +1 weapon to hit; MV 15"; AL CE; Thaco 15; EXP 205+5 per hp. MM.
31. The door to this room is locked. A werewolf in the employ of the thief lives in this location. The room is completely furnished. The room is dirty and disorganized. The werewolf guards the door leading to location 29. If it appears that PCs are about to break through the door, he will circle around to the door to the south and, along with the werewolf from location 30, attempt to ambush the PCs from behind. The werewolf has pouch containing 10 gp, 1 pp, a *scroll of ice storm*, and a *potion of extra healing*. Werewolf (1) AC 5; HD 4+3; Hp 31; #AT 1; Dmg 2d4 bite; SA Lycanthropy by bite; SD Silver or +1 weapon to hit; MV 15"; AL CE; Thaco 15; EXP 205+5 per hp. MM.
32. The door to this room is always locked. This location is the home of a devious and ruthless thief. If he detects intruders, he will attempt to help the werewolves. If he does not have the opportunity to help the werewolves, he will drink his potion of invisibility and wait for the PCs to enter his room. He will seek out help from his minions if any have survived the PCs' incursion. If no help is available, he will follow the PCs at a distance and wait for an opportune time to back stab one of the PCs. This chamber is well-appointed with comfortable furniture. The thief has hidden his treasure under a loose stone in the floor. The stone is trapped with an electrical trap (3d4 damage save vs. spells for half damage). The thief has 320 gp, seven emeralds worth 100 gp each, and a silver necklace worth 400 gp. He also has a *potion of invisibility* in a desk drawer. Thief, human (1) AC 2; HD 6; Hp 22; #AT 1; Dmg 1d6+1 w/ *stealth blade**; SA Thief abilities; SD None; MV 12"; AL CE; Thaco 19; EXP 525 +6 per hp. S10 I12 W10 D18 C10 CH10. Thief Abilities: PP 65%, OL 62%, FT 50%, MS 57%, HS 47%, HN 20%, CW 92%, RL 30%. He carries a *stealth blade*, *ring of protection +2*, leather armor, two daggers. *see new magic items
33. This room is the mirror image of location 14. It is magically connected to location 14 and any who enter from the hallway (to the east) will automatically be teleported to location 14. Teleportation is limited to so that any individual or item may only be teleported once every three turns. Therefore, if a PC enters location 14 and is teleported to location 33, the PC cannot teleport back to location 14 until three turns have elapsed. Additionally, the individual or item must actually exit either location 14 or 33 after being teleported for the time clock to start. Any individual or item that remains in either location 14 or 33 for more than two turns plus nine rounds will be transported to the one of the layers of hell (DM's choice).
34. Standing in the center of this area, with its back to the east wall, is a massive nine foot tall steel minotaur. The creature wields a battle axe in each hand. The minotaur, resembles a statue, but it is covered with small plates of steel - not unlike plate mail armor. While the steel is untarnished it does have a slight red hue. This creature is an automaton - although it is currently inactive (see new monster section). The automaton will not move unless it is touched (or physically disturbed in any way). It will also become active if any PC enters location 39. Automaton (Minotaur) AC 3; HD 7; Hp 40; #AT 2 or 1; Dmg 1d8 axe/ 1d8 axe or fire breath; SA breath weapon 2d8 fire; SD +2 magic weapon to hit; MV 6"; AL N; Size L; Thaco 13; EXP 575+8 per hp. MMM (see new monster section).
35. The walls of this chamber are impervious to damage or spells. The only way to enter is via the throne in location 39. The room is illuminated by *continual light* spells on the ceiling. A comfortable wooden throne rests in the north section of the room facing south. The throne is cushioned and unscathed by the passage of time. A burning, red candle sits atop a tall pedestal next to the throne. If the candle is extinguished while a PCs is sitting on the throne, the PC will be teleported to the matching throne at location 39 (see for details). The candle will only light if the candle in location 39 is lit. The candle will not burn down. Opposite the throne is a large, wooden chest resting on a massive pile of coins. Behind the chest is a bookshelf filled with books. The pile of coins include 15,000 cp, 7,800 sp, and 416 ep. The chest contains 320 gp, 175 pp, a *scroll of cure light wounds x3 and cure disease*, a *rod of smiting* (40), and a *potion of frost giant strength*. The bookshelf is filled with books dealing with the history of various local kingdoms. Inside one of the books is a sheet of parchment. The words "burn me" are written on it. If the parchment is burned, a the PC will gain one point of wisdom permanently.
36. This chamber is empty. The wall to the south features an extensive mural featuring a man in red plate mail armor wearing a helmet that resembles a minotaur head. The scenes feature the man fighting humanoids of all types.
37. This chamber is empty. The wall to the north features an extensive mural of a man wearing red robes. He is a human and aged. In one scene, the clear image of a minotaur's head is emblazoned on the man's cloak. Many of the scenes show the man healing children or other infirm people.
38. A curtain of chains covers the entrance to location 39. if the PCs take the time to stand back and observe the curtain, they will make out the faded image of a minotaur's head on the curtain. Any PC attempting to move through the chain

Sample Dungeon

curtain without uttering the name "*Tharhill*" will be attacked by the chains. The chains have a Thaco 15 and inflict 1d6 damage per hit. A PC will be attacked by 1d4 chains per round. If a chain hits a PC by four or more than the number needed to hit, the PC will be entangled. Each chain can sustain 50 points of damage before breaking. Only magic weapons can damage the chains. The chains have a reach of 10' from the middle of the entrance hall. It is not necessary to say the name when exiting location 39.

39. This chamber is completely empty but an ornate wooden throne facing an altar at the east wall. A thin, iron pedestal stands next to the throne holding an unlit red candle. The altar is also made of wood. The head of minotaur rests on the altar. The head appears to made of gold. Lying next to the minotaur head is an upside-down, wooden bowl. If a PC sits on throne and lights the candle, he will be instantly teleported to location 35 (see for details). Underneath the bowl is large diamond that glows with a bright light. The diamond is worth 1,000 gp. The minotaur head is hollow. Its eyes appear to made of glass. If the glowing diamond is placed under the golden head (worth 750 gp), light will spring from the minotaur's eyes and shine on the far wall. The image of a minotaur will form and the PCs will be able to watch a thirty minute "movie" of the minotaur being transformed by a wizard into a young, human male. The man, is equipped (see location 36) and sent forth to murder a young princess. However, the young man appears to fall in love with the princess. The two are married, but she is killed by an incursion of humanoids. The man goes on a campaign of killing every humanoid he can find. Eventually, the man meets an elderly priest who converts him to his faith. The man, now middle-aged, spends the rest of his days helping and healing children and the infirm. Near the end of the "movie" the man turns to face the PCs - as if an apparition is talking to them - the image fades back to the scene where the young man's wife is killed by a group of humanoids. It is the same image the PCs witnessed at the beginning of the story. However, if the PCs concentrate on one corner of the "screen" they will see the clear image of the wizard who originally transformed the man standing in the shadows. The scene fades and old man in red robes again faces the PCs. This time, he sits in the wooden throne and lights the candle. In a flash, the "movie" ends. The man's purpose in leaving the "movie" is to avenge his wife. His intention on showing the throne and candle is give the PCs access to his magic items to help them in the quest. The wizard is located on the ninth level of the dungeon. The man tried to reach the wizard, but he had grown old and lost his ability to fight effectively. Therefore, he created this tomb, with the help of his god.

New Monster

Automaton

Hit Dice: 6-10

Hit Points: varies

Armor Class: 3

Armor: None

of Attacks: 2 or 1

Weapons: varies

Movement: 60

Size: large

Alignment: neutral

THACO: varies

Special Attack: breath weapon, see below

Special Defense: +2 or better weapon to hit

Special Abilities: none

Magic Resistance: nil

EXP: varies

Automatons are constructs that mimic some sort of creature or monster. They are completely made of metal which is typically fashioned in plates, not unlike plate mail armor. Construction of such a creature requires the services of a masterful dwarven blacksmith. When the construct is complete, it must be brought to a temple and priestly rituals are performed to animate the automaton. They are not intelligent but can follow basic orders or procedures.

Automatons are typically linked to either fire, lightning or cold. They can breath the appropriate elemental blast (5' wide by 20' long). Their breath weapon inflicts 2d8 damage with a save for half damage applicable. Automatons can use their breath weapon three times per day.

In combat, these monstrosities use two weapons, or claws. Damage is per weapon or 1d8 by claw. Regardless of what type of creature they mimic, automatons do not have any special abilities of that creature, including movement abilities. They can only be hit by +2 or better magic weapons. They are unaffected by all mind-affecting spells or effects as well illusions.



□

Sample

Automaton (Minotaur) AC 3; HD 7; Hp 40; #AT 2 or 1; Dmg 1d8 axe/ 1d8 axe or fire breath; SA breath weapon 2d8 fire; SD +2 magic weapon to hit; MV 6"; AL N; Size L; Thaco 13; EXP 575+8 per hp. MMM

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At the heart of any fantasy RPG game there are two critical elements: a monster and a treasure. Veterans of the golden age recall game sessions filled with generic maps, stocked with an unending series of corridors and chambers. Each filled with deadly hazards in the form of monsters and traps. And with each victory a cache of treasure awaited. The stories wrote themselves.

This accessory provides a complete array of fifth level monsters and varied treasures to fill your dungeon. Use it in advance of your gaming session or while you play. Take yourself back to the early days of dungeon-making and enjoy the game in its most basic form.

DA5 is the fifth supplement in a nine-part series of dungeon crawl accessories. In all, the series will cover levels one through nine. Each accessory includes a dungeon crawl complete with sample dungeon map and keyed encounters. Yes, you get a complete fifth level dungeon adventure that is ready to play. Better yet, each dungeon crawl connects to the next level and forms a nine-level mega-dungeon!

