

DA1

First Level  
Dungeon Accessory

# Monster & Treasure

## Level One Assortment

Designed by Bill Barsh



Nothing beats a tough monster and loaded treasure chest. In its most basic form, the dungeon crawl is simply 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 first level dungeon crawl. Still need more? A complete first 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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4001  
First Printing, September 2011

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# Monster & Treasure

## Level One Assortment

### Author's Notes

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At the heart of any D&D 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.

While this may seem simplistic and boring 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 first level monsters and relevant treasure 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 at its most basic form.

DA1 is the first in a nine-part series of dungeon crawl accessories. In all, the series will cover levels 1-9. 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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Designer: Bill Barsh

Illustrator: Alexander Cook

# 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. 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 1d6)

1. Pit Trap, Open; 1d6 damage from fall
2. Pit Trap, Covered; 1d6 damage from fall
3. Pressure Plate, Spears; 1d6 damage - Att. at 3 HD
4. Pressure Plate, Gas; Paralyze and chime alerts area
5. Trip Wire, darts; 1d4 darts at 3 HD
6. Trip Wire, Blade; Slices at front row for 1d8 damage

## 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 1d6)

1. Poison needle trap; save or suffer 1d8 damage
2. Poison needle trap, save at +4 or die
3. Poison dart trap, 4 darts (1 HD) + save or take 1d4
4. Poison gas trap, all save in 10' area or be paralyzed
5. Electric shock for 2d4 damage; save for 1/2 damage
6. Fire trap for 2d4 damage 10' area; save for 1/2 dam.

## 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 (1d4) AC 6; HD 1; Hp 8, 6, 4, 3; #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 (1d2) AC 5; HD 2; Hp 11, 8; #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. Kobold (3d4) AC 7; HD 1/2; Hp 4, 4, 4, 3, 3, 3, 3, 3, 2, 2, 2; #AT 1; Dmg 1d4 or by weapon; SA None; SD None; MV 6"; AL LE; Thaco 20; EXP 5+1 per hp. Carry javelins (2d4) 1d6. MM.
4. Centipede, Giant (1d4) AC ; HD 1/4; Hp 2, 2, 2, 1; #AT 1; Dmg none; SA Poison; SD None; MV 15"; AL N; Thaco 20; EXP 30+1 per hp. MM.
5. Centipede, Black (1d4) AC 9; HD 1/2; Hp 3, 2, 1, 1; #AT 1; Dmg 1 point bite; SA Poison; SD None; MV 15"; AL N; Thaco 20; EXP 45+1 per hp. MMM
6. Carrion Crawler (1) AC 3/7; HD 3+1; Hp 17; #AT 8; Dmg none; SA Paralyzation; SD None; MV 12"; AL N; Thaco 16; EXP 580+4 per hp. MM.
7. Spider, Large (1d4) AC 7; HD 1+1; Hp 8, 6, 5, 4; #AT 1; Dmg 1; SA Poison; SD None; MV 6"; AL N; Thaco 18; EXP 65+2 per hp. MM.
8. Spider, Small Hunting (1d4) AC 8; HD 1-1; Hp 7, 5, 4, 2; #AT 1; Dmg 1-3; SA Poison; SD None; MV 6"; AL N; Thaco 19; EXP 50+1 per hp. MMM.
9. Tick, Giant (1) AC 3; HD 2; Hp 12; #AT 1; Dmg 1-4; SA Blood drain; SD None; MV 3"; AL N; Thaco 18; EXP 105+2 per hp. MM.
10. Stirge (1d4) AC 8; HD 1+1; Hp 8, 7, 5, 3; #AT 1; Dmg 1-3; SA Blood Drain; SD None; MV 3"/18"; AL N; Thaco 18; EXP 36+2 per hp. MM.
11. Gnoll (1d4) AC 5; HD 2; Hp 12, 11, 10, 7; #AT 1; Dmg 2d4 or by weapon; SA None; SD None; MV 9"; AL CE; Thaco 18; EXP 28+2 per hp. Carry morning star 2d4. MM.
12. Shrieker (1d2) AC 7; HD 3; Hp 18, 13; #AT 0; Dmg 0; SA Noise; SD None; MV 1"; AL N; Thaco N/A; EXP 5+1 per hp. MM.
13. Skeleton (1d6) AC 7; HD 1+1; Hp 6, 4, 4, 3, 2, 1; #AT 1d6; Dmg 1; SA None; SD 1/2 damage from edged weapons; MV 12"; AL N; Thaco 19; EXP 14+1 per hp. MM.
14. Hobgoblin (1d4) AC 5; HD 1+1; Hp 8, 6, 6, 4; #AT 1; Dmg 1-8 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.
15. Goblin (2d4) AC 6; HD 1-1; Hp 7, 6, 5, 4, 3, 3, 2, 2; #AT 1; Dmg 1d6 or by weapon; SA None; SD None; MV 6"; AL LE; Thaco 20; EXP 10+1 per hp. Carry short sword 1d6 and/or crossbow 1d4. MM.
16. Rat, Giant (3d4) AC 7; HD 1/2; Hp 4, 4, 4, 3, 3, 3, 3, 3, 2, 2, 2; #AT 1; Dmg 1d3; SA Disease; SD None; MV 12"; AL N; Thaco 20; EXP 7+1 per hp. MM.
17. Zombie (1d4) AC 8; HD 2; Hp 15, 13, 11, 8; #AT 1; Dmg 1-8; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. MM.
18. Bandit (1d4+1) AC 7; HD 1; Hp 8, 7, 6, 4, 3; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL CE; Thaco 19; EXP 10+1 per hp. Carry long sword 1d8 and/or spear 1d6. MM.
19. Dwarf (1d4+1) AC 4; HD 1+1; Hp 8, 8, 7, 6, 5; #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.
20. Ant, Giant (1d2) AC 3; HD 2; Hp 13, 10; #AT 1; Dmg 1d6; SA None; SD None; MV 2"; AL N; Thaco 18; EXP 20+2 per hp. MM.
21. Beetle, Fire (1d3+1) AC 7; HD 1+2; Hp 9, 7, 5, 4; #AT 1; Dmg 2d4; SA None; SD None; MV 12"; AL N; Thaco 18; EXP 20+2 per hp. MM.

# Monsters

22. Ghoul (1) AC 6; HD 2; Hp 13; #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.
23. Berserkers (1d4) AC 7; HD 1; Hp 7, 6, 6, 4; #AT 1; Dmg 1-8 or by weapon; SA +2 to hit; SD None; MV 12"; AL NE; Thaco 19; EXP 15+1 per hp. Carry long sword 1d8. MM.
24. Bat, Giant (3d4) AC 7; HD 1/2; Hp 4, 4, 4, 3, 3, 3, 3, 3, 2, 2, 2; #AT 1; Dmg 1d2; SA None; SD None; MV 15"; AL N; Thaco 20; EXP 5+1 per hp. FF.
25. Bullywug (1d6) AC 6; HD 1; Hp 8, 6, 4, 3; #AT 1; Dmg 1d3 claw / 1d3 claw / 1d4+1 bite or by weapon; SA Jump; SD Camouflage; MV 9"; AL LE; Thaco 19; EXP 18+1 per hp. Carry spear 1d6. FF.
26. Dark Creeper (1) AC 0 or 8; HD 1; Hp 7; #AT 1; Dmg 1d4; SA None; SD Darkness, 4th level thief abilities; MV 9"; AL CN; Thaco 19; EXP 110+2 per hp. Carry dagger and possible magic items. FF.
27. Ogrillon (1) AC 6; HD 2; Hp 14; #AT 2; Dmg 1d6+1 fist / 1d6+1 fist; SA None; SD None; MV 12"; AL CE; Thaco 16; EXP 28+2 per hp. FF.
28. Land Lamprey (1d2) AC 7; HD 1+2; Hp 8, 6; #AT 1; Dmg 1; SA Blood drain; SD None; MV 12"; AL N; Thaco 18; EXP 36+2 per hp. MM2.
29. Snake, Constrictor (1) AC 6; HD 3+2; Hp 19; #AT 2; Dmg 1 bite / 1d3 constriction; SA Constriction; SD None; MV 9"; AL N; Thaco 15; EXP 85+4 per hp. MM2.
30. Orc (1d4) AC 6; HD 1; Hp 8, 6, 4, 3; #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.
31. Zombie (1d4) AC 8; HD 2; Hp 15, 13, 11, 8; #AT 1; Dmg 1-8; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. MM.
32. Rat, Giant (3d4) AC 7; HD 1/2; Hp 4, 4, 4, 3, 3, 3, 3, 3, 2, 2, 2; #AT 1; Dmg 1d3; SA Disease; SD None; MV 12"; AL N; Thaco 20; EXP 7+1 per hp. MM.
33. Kobold (3d4) AC 7; HD 1/2; Hp 4, 4, 4, 3, 3, 3, 3, 3, 2, 2, 2; #AT 1; Dmg 1d4 or by weapon; SA None; SD None; MV 6"; AL LE; Thaco 20; EXP 5+1 per hp. Carry javelins (2d4) 1d6. MM.
34. Beetle, Fire (1d3+1) AC 7; HD 1+2; Hp 9, 7, 5, 4; #AT 1; Dmg 2d4; SA None; SD None; MV 12"; AL N; Thaco 18; EXP 20+2 per hp. MM.
35. Goblin (2d4) AC 6; HD 1-1; Hp 7, 6, 5, 4, 3, 3, 2, 2; #AT 1; Dmg 1d6 or by weapon; SA None; SD None; MV 6"; AL LE; Thaco 20; EXP 10+1 per hp. Carry short sword 1d6 and/or crossbow 1d4. MM.
36. Spider, Large (1d4) AC 7; HD 1+1; Hp 8, 6, 5, 4; #AT 1; Dmg 1; SA Poison; SD None; MV 6"; AL N; Thaco 18; EXP 65+2 per hp. MM.
37. Bandit (1d4+1) AC 7; HD 1; Hp 8, 6, 4, 3; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL CE; Thaco 19; EXP 10+1 per hp. Carry long sword 1d8 and/or spear 1d6. MM.
38. Berserker (1d4) AC 7; HD 1; Hp 7, 6, 6, 4; #AT 1; Dmg 1-8 or by weapon; SA +2 to hit; SD None; MV 12"; AL NE; Thaco 19; EXP 15+1 per hp. Carry long sword 1d8. MM.
39. Hobgoblin (1d4) AC 5; HD 1+1; Hp 8, 6, 6, 4; #AT 1; Dmg 1-8 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.
40. Dwarf (1d4+1) AC 4; HD 1+1; Hp 8, 7, 6, 5; #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.
41. Bullywug (1d6) AC 6; HD 1; Hp 8, 6, 4, 3, 3, 2; #AT 1; Dmg 1d3 claw / 1d3 claw / 1d4+1 bite or by weapon; SA Jump; SD Camouflage; MV 9"; AL LE; Thaco 19; EXP 18+1 per hp. Carry spear 1d6. FF.
42. Ghoul (1) AC 6; HD 2; Hp 13; #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.

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43. Skeleton (1d6) AC 7; HD 1+1; Hp 6, 4, 4, 3, 2, 1; #AT 1d6; Dmg 1; SA None; SD 1/2 damage from edged weapons; MV 12"; AL N; Thaco 19; EXP 14+1 per hp. MM.
44. Tick, Giant (1) AC 3; HD 2; Hp 12; #AT 1; Dmg 1-4; SA Blood drain; SD None; MV 3"; AL N; Thaco 18; EXP 105+2 per hp. MM.
45. Gnoll (1d4) AC 5; HD 2; Hp 12, 11, 10, 7; #AT 1; Dmg 2d4 or by weapon; SA None; SD None; MV 9"; AL CE; Thaco 18; EXP 28+2 per hp. Carry morning star 2d4. MM.
46. Hobgoblin (1d4) AC 5; HD 1+1; Hp 8, 6, 6, 4; #AT 1; Dmg 1-8 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.
47. Elf (1d4) AC 5; HD 1; Hp 8, 6, 5, 4; #AT 1; Dmg 1-8 or by weapon; SA None; SD None; MV 12"; AL NE; Thaco 19; EXP 10+2 per hp. Carry long sword 1d8 and/or long bow 1d6. MM.
48. Stirge (1d4) AC 8; HD 1+1; Hp 8, 7, 5, 3; #AT 1; Dmg 1-3; SA Blood Drain; SD None; MV 3"/18"; AL N; Thaco 18; EXP 36+2 per hp. MM.
49. Orcs (1d4) AC 6; HD 1; Hp 8, 6, 4, 3; #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.
50. Spider, Small Hunting (1d4) AC 8; HD 1-1; Hp 7, 5, 4, 2; #AT 1; Dmg 1-3; SA Poison; SD None; MV 6"; AL N; Thaco 19; EXP 50+1 per hp. MMM.
51. Shrieker (1d2) AC 7; HD 3; Hp 18, 13; #AT 0; Dmg 0; SA Noise; SD None; MV 1"; AL N; Thaco N/A; EXP 5+1 per hp. MM.
52. Goblin (2d4) AC 6; HD 1-1; Hp 7, 6, 5, 4, 3, 3, 2, 2; #AT 1; Dmg 1d6 or by weapon; SA None; SD None; MV 6"; AL LE; Thaco 20; EXP 10+1 per hp. Carry short sword 1d6 and/or crossbow 1d4. MM.
53. Carrion Crawler (1) AC 3/7; HD 3+1; Hp 17; #AT 8; Dmg none; SA Paralyzation; SD None; MV 12"; AL N; Thaco 16; EXP 580+4 per hp. MM.
54. Bandit (1d4+1) AC 7; HD 1; Hp 8, 6, 4, 3, 2; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL CE; Thaco 19; EXP 10+1 per hp. Carry long sword 1d8 and/or spear 1d6. MM.
55. Beetle, Fire (1d3+1) AC 7; HD 1+2; Hp 9, 7, 5, 4; #AT 1; Dmg 2d4; SA None; SD None; MV 12"; AL N; Thaco 18; EXP 20+2 per hp. MM.
56. Ogrillon (1) AC 6; HD 2; Hp 14; #AT 2; Dmg 1d6+1 fist / 1d6+1 fist; SA None; SD None; MV 12"; AL CE; Thaco 16; EXP 28+2 per hp. FF.
57. Bat, Giant (3d4) AC 7; HD 1/2; Hp 4, 4, 4, 3, 3, 3, 3, 3, 2, 2, 2; #AT 1; Dmg 1d2; SA None; SD None; MV 15"; AL N; Thaco 20; EXP 5+1 per hp. FF.
58. Orc Shaman (1) AC 6; HD 3; Hp 14; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 6"; AL LE; Thaco 16; EXP 105+3 per hp. Carries a staff 1d6. MM. Has powers of a third level cleric.
59. Dwarf (1d4+1) AC 4; HD 1+1; Hp 8, 7, 6, 5; #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.
60. Snake, Constrictor (1) AC 6; HD 3+2; Hp 19; #AT 2; Dmg 1 bite / 1d3 constriction; SA Constriction; SD None; MV 9"; AL N; Thaco 15; EXP 85+4 per hp. MM2.
61. Orcs (1d4) AC 6; HD 1; Hp 8, 6, 4, 3; #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.
62. Ant, Giant (1d2) AC 3; HD 2; Hp 13, 10; #AT 1; Dmg 1d6; SA None; SD None; MV 2"; AL N; Thaco 18; EXP 20+2 per hp. MM.
63. Land Lamprey (1d2) AC 7; HD 1+2; Hp 8, 6; #AT 1; Dmg 1; SA Blood drain; SD None; MV 12"; AL N; Thaco 18; EXP 36+2 per hp. MM2.

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64. Bandit (1d4+1) AC 7; HD 1; Hp 8, 6, 4, 3, 2; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL CE; Thaco 19; EXP 10+1 per hp. Carry long sword 1d8 and/or spear 1d6. MM.
65. Berserkers (1d4) AC 7; HD 1; Hp 7, 6, 6, 4; #AT 1; Dmg 1-8 or by weapon; SA +2 to hit; SD None; MV 12"; AL NE; Thaco 19; EXP 15+1 per hp. Carry long sword 1d8. MM.
66. Dark Creeper (1) AC 0 or 8; HD 1; Hp 7; #AT 1; Dmg 1d4; SA None; SD Darkness, 4th level thief abilities; MV 9"; AL CN; Thaco 19; EXP 110+2 per hp. Carry dagger and possible magic items. FF.
67. Gnoll (1d4) AC 5; HD 2; Hp 12, 11, 10, 7; #AT 1; Dmg 2d4 or by weapon; SA None; SD None; MV 9"; AL CE; Thaco 18; EXP 28+2 per hp. Carry morning star 2d4. MM.
68. Stirge (1d4) AC 8; HD 1+1; Hp 8, 7, 5, 3; #AT 1; Dmg 1-3; SA Blood Drain; SD None; MV 3"/18"; AL N; Thaco 18; EXP 36+2 per hp. MM.
69. Gnome Illusionist/thief (1) AC 7; HD 1; Hp 4 (1); #AT 1; Dmg dagger 1d4; SA Spells; SD Spells; MV 6"; AL NG; Thaco 20; EXP 65+1 per hp. Carries a dagger. 1st level thief abilities. S9 I17 W10 D17 C11 CH10.
70. Zombie (1d3) AC 8; HD 2; Hp 15, 13, 11, 8; #AT 1; Dmg 1-8; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. MM.
71. Hobgoblin (1d4) AC 5; HD 1+1; Hp 8, 6, 6, 4; #AT 1; Dmg 1-8 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.
72. Bullywug (1d6) AC 6; HD 1; Hp 8, 6, 4, 3, 3, 2; #AT 1; Dmg 1d3 claw / 1d3 claw / 1d4+1 bite or by weapon; SA Jump; SD Camouflage; MV 9"; AL LE; Thaco 19; EXP 18+1 per hp. Carry spear 1d6. FF.
73. Skeleton (1d6) AC 7; HD 1+1; Hp 6, 4, 4, 3, 2, 1; #AT 1d6; Dmg 1; SA None; SD 1/2 damage from edged weapons; MV 12"; AL N; Thaco 19; EXP 14+1 per hp. MM.
74. Ghoul (1) AC 6; HD 2; Hp 13; #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.
75. Human Paladin (1) AC 5; HD 2; Hp 17; #AT 1; Dmg 1d8 +2 by long sword; SA None; SD Prot. from evil; MV 9"; AL LG; Thaco 20; EXP 65+2 per hp. Carries +1 long sword, chainmail armor. S17 I14 W15 D14 C15 CH17.
76. Bat, Giant (3d4) AC 7; HD 1/2; Hp 4, 4, 4, 3, 3, 3, 3, 3, 2, 2, 2; #AT 1; Dmg 1d2; SA None; SD None; MV 15"; AL N; Thaco 20; EXP 5+1 per hp. FF.
77. Elves (1d4) AC 5; HD 1; Hp 8, 6, 5, 4; #AT 1; Dmg 1-8 or by weapon; SA None; SD None; MV 12"; AL NE; Thaco 19; EXP 10+2 per hp. Carry long sword 1d8 and/or long bow 1d6. MM.
78. Rat, Giant (3d4) AC 7; HD 1/2; Hp 4, 4, 4, 3, 3, 3, 3, 3, 2, 2, 2; #AT 1; Dmg 1d3; SA Disease; SD None; MV 12"; AL N; Thaco 20; EXP 7+1 per hp. MM.
79. Orcs (1d4) AC 6; HD 1; Hp 8, 6, 4, 3; #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.
80. Kobolds (3d4) AC 7; HD 1/2; Hp 4, 4, 4, 3, 3, 3, 3, 3, 2, 2, 2; #AT 1; Dmg 1d4 or by weapon; SA None; SD None; MV 6"; AL LE; Thaco 20; EXP 5+1 per hp. Carry javelins (2d4) 1d6. MM.
81. Troglodyte (1d2) AC 5; HD 2; Hp 11, 8; #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.
82. Snake, Constrictor (1) AC 6; HD 3+2; Hp 19; #AT 2; Dmg 1 bite / 1d3 constriction; SA Constriction; SD None; MV 9"; AL N; Thaco 15; EXP 85+4 per hp. MM2.
83. Goblin (2d4) AC 6; HD 1-1; Hp 7, 6, 5, 4, 3, 3, 2, 2; #AT 1; Dmg 1d6 or by weapon; SA None; SD None; MV 6"; AL LE; Thaco 20; EXP 10+1 per hp. Carry short sword 1d6 and/or crossbow 1d4. MM.
84. Land Lamprey (1d2) AC 7; HD 1+2; Hp 8, 6; #AT 1; Dmg 1; SA Blood drain; SD None; MV 12"; AL N; Thaco 18; EXP 36+2 per hp. MM2.

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85. Orcs (1d4) AC 6; HD 1; Hp 8, 6, 4, 3; #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.
86. Shrieker (1d2) AC 7; HD 3; Hp 18, 13; #AT 0; Dmg 0; SA Noise; SD None; MV 1"; AL N; Thaco N/A; EXP 5+1 per hp. MM.
87. Goblin (2d4) AC 6; HD 1-1; Hp 7, 6, 5, 4, 3, 3, 2, 2; #AT 1; Dmg 1d6 or by weapon; SA None; SD None; MV 6"; AL LE; Thaco 20; EXP 10+1 per hp. Carry short sword 1d6 and/or crossbow 1d4. MM.
88. Zombie (1d4) AC 8; HD 2; Hp 15, 13, 11, 8; #AT 1; Dmg 1-8; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. MM.
89. Centipede, Black (1d4) AC 9; HD 1/2; Hp 3, 2, 1, 1; #AT 1; Dmg 1 point bite; SA Poison; SD None; MV 15"; AL N; Thaco 20; EXP 45+1 per hp. MMM
90. Bullywug (1d6) AC 6; HD 1; Hp 8, 6, 4, 3, 3, 2; #AT 1; Dmg 1d3 claw / 1d3 claw / 1d4+1 bite or by weapon; SA Jump; SD Camouflage; MV 9"; AL LE; Thaco 19; EXP 18+1 per hp. Carry spear 1d6. FF.
91. Skeleton (1d6) AC 7; HD 1+1; Hp 6, 4, 4, 3, 2, 1; #AT 1d6; Dmg 1; SA None; SD 1/2 damage from edged weapons; MV 12"; AL N; Thaco 19; EXP 14+1 per hp. MM.
92. Bandit (1d4+1) AC 7; HD 1; Hp 8, 6, 4, 3, 2; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL CE; Thaco 19; EXP 10+1 per hp. Carry long sword 1d8 and/or spear 1d6. MM.
93. Ogrillon (1) AC 6; HD 2; Hp 14; #AT 2; Dmg 1d6+1 fist / 1d6+1 fist; SA None; SD None; MV 12"; AL CE; Thaco 16; EXP 28+2 per hp. FF.
94. Rat, Giant (3d4) AC 7; HD 1/2; Hp 4, 4, 4, 3, 3, 3, 3, 3, 2, 2, 2; #AT 1; Dmg 1d3; SA Disease; SD None; MV 12"; AL N; Thaco 20; EXP 7+1 per hp. MM.
95. Carrion Crawler (1) AC 3/7; HD 3+1; Hp 17; #AT 8; Dmg none; SA Paralyzation; SD None; MV 12"; AL N; Thaco 16; EXP 580+4 per hp. MM.
96. Beserkers (1d4) AC 7; HD 1; Hp 7, 6, 6, 4; #AT 1; Dmg 1-8 or by weapon; SA +2 to hit; SD None; MV 12"; AL NE; Thaco 19; EXP 15+1 per hp. Carry long sword 1d8. MM.
97. Kobolds (3d4) AC 7; HD 1/2; Hp 4, 4, 4, 3, 3, 3, 3, 3, 2, 2, 2; #AT 1; Dmg 1d4 or by weapon; SA None; SD None; MV 6"; AL LE; Thaco 20; EXP 5+1 per hp. Carry javelins (2d4) 1d6. MM.
98. Shrieker (1d2) AC 7; HD 3; Hp 18, 13; #AT 0; Dmg 0; SA Noise; SD None; MV 1"; AL N; Thaco N/A; EXP 5+1 per hp. MM.
99. Troglodyte (1d2) AC 5; HD 2; Hp 11, 8; #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.
100. Skeleton (1d6) AC 7; HD 1+1; Hp 6, 4, 4, 3, 2, 1; #AT 1d6; Dmg 1; SA None; SD 1/2 damage from edged weapons; MV 12"; AL N; Thaco 19; EXP 14+1 per hp. MM.

## Abbreviations

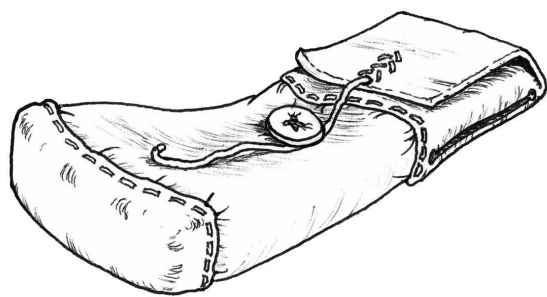
AC = Armor Class  
 HD = Hit Dice (d8)  
 Hp = Hit Points  
 #AT = Number of Attacks  
 Dmg = Damage per attack  
 SA = Special Attacks  
 SD = Special Defenses  
 MV = Movement Rate  
 AL = Alignment  
 Thaco = To Hit Armor Class Zero (0)

EXP = Experience value of each creature  
 MM = Monster Manual, TSR  
 MM2 = Monster Manual II, TSR  
 MMM = Men, Monsters & Magic, Pacesetter Games  
 FF = Fiend Folio

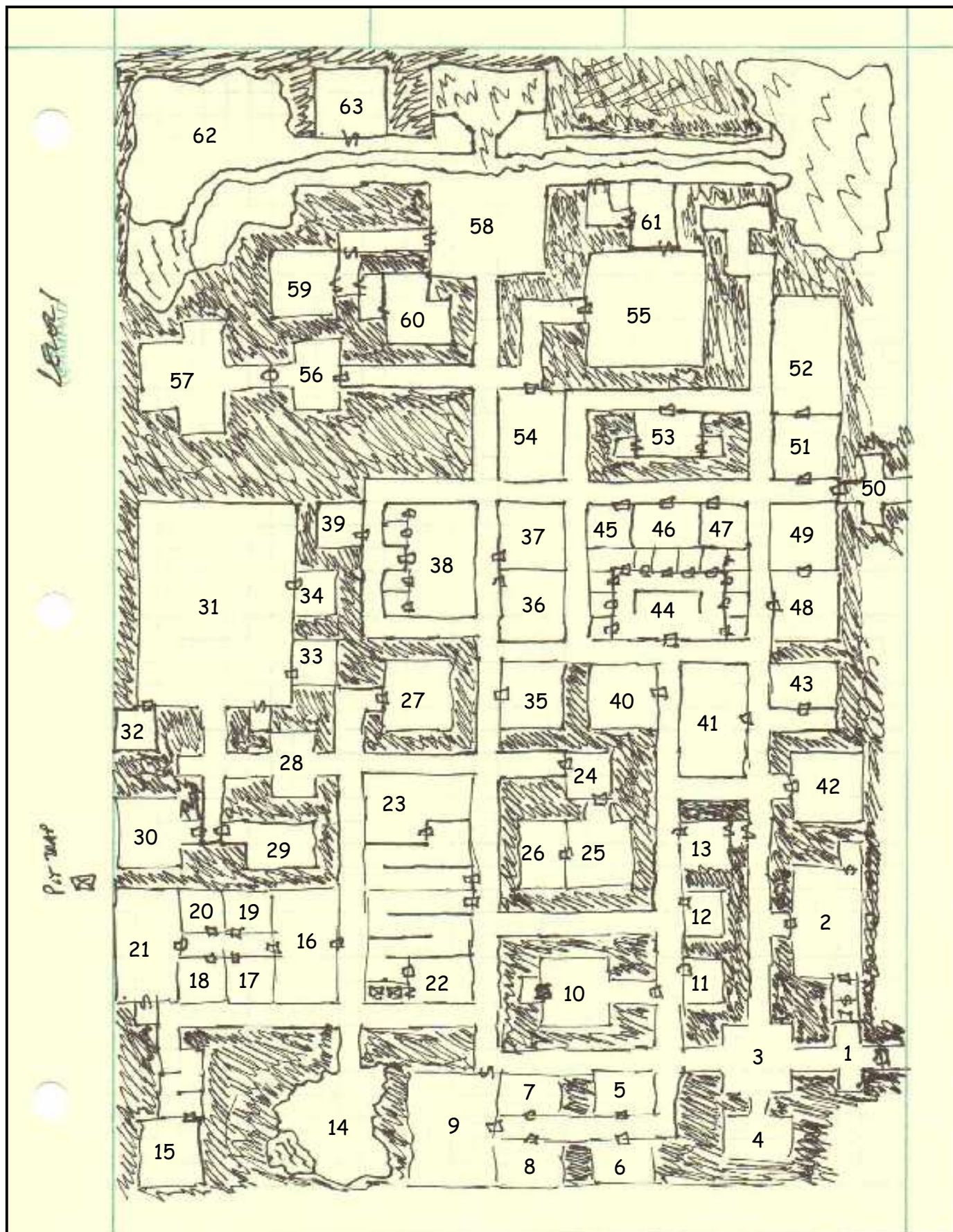


# Treasure

1. 42 gp
2. 180 sp
3. 450 cp
4. 88 ep
5. 14 pp
6. 3 gems: 10 gp each
7. Gold ring (100 gp)
8. 4 small pearls: 20 gp each
9. +1 dagger
10. 140 gp
11. 800 sp
12. 76 ep
13. Scroll: *Jump and Burning Hands*
14. +1 sword (DM's Choice)
15. Silver necklace (80 gp)
16. 740 cp
17. +1 shield
18. Potion of healing
19. 22 pp
20. 65 gp
21. Ten +1 arrows
22. 230 gp
23. 180 ep
24. 450 cp
25. 300 sp
26. Six small emeralds: 50 gp each
27. 39 gp
28. 800 sp
29. 8 pp
30. Wand of missiles (9)
31. 640 sp
32. 300 gp
33. +1 flail
34. Gold brooch inset with diamonds: 450 gp
35. 780 cp
36. 220 sp
37. 112 gp
38. One small diamond: 150 gp
39. Vial of holy water
40. Cloak of protection +1
41. 80 gp
42. 76 sp
43. 312 ep
44. 600 cp
45. 900 sp
46. 94 gp
47. +1 Chainmail (DM to determine size)
48. 90 gp
49. 32 cp
50. 41 pp
51. Two small rubies: 35 gp each
52. Potion of hill giant strength
53. 78 sp
54. 166 ep
55. Silver bracelet: 75 gp
56. Scroll: *Cure Light Wounds* (x3)
57. 78 gp
58. 45 sp
59. 780 cp
60. 44 gp
61. 11 pp
62. 21 small pieces of jade: 15 gp each
63. Javelin of lightning
64. +1 leather armor (DM to determine size)
65. 412 ep
66. 250 gp
67. 890 cp
68. 780 sp
69. 30 pp
70. Ring of fire resistance
71. Potion of speed
72. 53 gp
73. 1,200 sp
74. 3,000 cp
75. 212 ep
76. 9 pp
77. Scroll: *Levitation*
78. Platinum ring: 180 gp
79. +1 staff
80. 200 gp
81. 29 pp
82. 3 pieces of ivory: 25 gp each
83. Rope of climbing
84. 73 gp
85. 88 ep
86. 34 sp
87. 600 cp
88. +1 spear
89. Scroll: *sleep, unseen servant, read magic*
90. 12 gp
91. 4 pp
92. 80 sp
93. 76 ep
94. Two small sapphires: 30 gp each
95. Gold necklace inset with small rubies: 450 gp
96. 55 gp
97. 84 ep
98. Ring of protection +1
99. 34 pp
100. 200 gp



# Sample Map



# Sample Dungeon

This sample dungeon is designed for a party of first 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 first level of a massive underground complex. Who built it and why has been lost through the passage of time. It is now inhabited by various monsters that vie for control of small sections of the dungeon. There are some shaky alliances and ongoing feuds.

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 next level are in rooms 12 and 46.

1. Dungeon Entrance. Bandit (2) AC 7; HD 1; Hp 6, 4; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL CE; Thaco 19; EXP 10+1 per hp. Carry long sword 1d8 and/or spear 1d6. MM. These two bandits will try and force the PCs to pay a toll to enter the dungeon. Both are very dim-witted and greedy. They have 32 cp between them.
2. Skeleton (3) AC 7; HD 1+1; Hp 6, 3, 2; #AT 1d6; Dmg 1; SA None; SD 1/2 damage from edged weapons; MV 12"; AL N; Thaco 19; EXP 14+1 per hp. MM. A sack in the corner of the room holds 72 ep.
3. Berserkers (3) AC 7; HD 1; Hp 6, 6, 4; #AT 1; Dmg 1-8 or by weapon; SA +2 to hit; SD None; MV 12"; AL NE; Thaco 19; EXP 15+1 per hp. Carry long sword 1d8. MM. These crazed men are lost and will attack anyone on sight. They carry a small chest containing 90 gp.
4. Tick, Giant (1) AC 3; HD 2; Hp 12; #AT 1; Dmg 1-4; SA Blood drain; SD None; MV 3"; AL N; Thaco 18; EXP 105+2 per hp. MM. The ceiling of this room has cracked and buckled requiring numerous wooden supports to hold it in place. The tick lives on top of some of the rafters and it will jump on any character that it can reach. A pouch hidden in the rafters holds four small pearls worth 20 gp each. The corpse of a Halfling lies in the corner of the room - he was killed when hiding the pouch and surprised by the tick.
5. Goblin (4) AC 6; HD 1-1; Hp 5, 4, 3, 3; #AT 1; Dmg 1d6 or by weapon; SA None; SD None; MV 6"; AL LE; Thaco 20; EXP 10+1 per hp. Carry short sword 1d6 and/or crossbow 1d4. MM. These goblins work for the hobgoblins in location 9. They have their treasure locked in small footlocker: 450 cp.
6. This room is empty.
7. Goblin (6) AC 6; HD 1-1; Hp 5, 4, 3, 3, 2, 2; #AT 1; Dmg 1d6 or by weapon; SA None; SD None; MV 6"; AL LE; Thaco 20; EXP 10+1 per hp. Carry short sword 1d6 and/or crossbow 1d4. MM. These goblins work for the hobgoblins in location 9. They have their treasure on a table in the middle of the room and are busy separating into shares when the PCs arrive. There is a total of 88 ep and 76 sp on the table.
8. Shrieker (1) AC 7; HD 3; Hp 13; #AT 0; Dmg 0; SA Noise; SD None; MV 1"; AL N; Thaco N/A; EXP 5+1 per hp. MM. The hobgoblins from location 9 have put this creature in this room as an early warning device. If the door to this room is opened, the shrieker will erupt in noise which will alert all the creatures within 100'. The hobgoblins and goblins will immediately rush to attack the intruders. There is no treasure in this room.
9. Hobgoblin (2) AC 5; HD 1+1; Hp 8, 6; #AT 1; Dmg 1-8 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. These two hobgoblins stumbled into some treasure and have hired a group of goblins to help them carve out a section of the dungeon for themselves. They are currently planning an attack on ... The hobgoblins have a locked and trapped chest (poison needle) which contains 1,200 sp and 112 gp. The key is hidden behind a loose stone in the east wall. The hobgoblins are aware of the secret door and keep it locked.
10. Human Paladin (1) AC 5; HD 2; Hp 17; #AT 1; Dmg 1d8 +2 by long sword; SA None; SD Prot. from evil; MV 9"; AL LG; Thaco 20; EXP 65+2 per hp. Carries +1 long sword, chain-mail armor. S17 I14 W15 D14 C15 CH17. This paladin (Treylerin Sunshield) is currently stalking the dungeon in search of evil to slay. He is resting in this room. He has not found the secret door. The room behind the secret door holds an unlocked chest filled with 250 gp and a *Scroll: sleep, unseen servant, read magic*.
11. Centipede, Black (2) AC 9; HD 1/2; Hp 3, 1; #AT 1; Dmg 1 point bite; SA Poison; SD None; MV 15"; AL N; Thaco 20; EXP 45+1 per hp. MMM. The centipedes are hiding under a pile of rotting goblin corpses. No treasure.
12. Orc (1) AC 6; HD 1; Hp 6 (2); #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. He has no treasure. This orc became separated from his gang which occupies rooms 16—21. He has been injured. A stone stair leads from this room the second level of the dungeon (DA2 - Room 15).
13. This room contains a few scattered bones (human-like) and nothing else. The evil elves that live in Room 42 know of the secret doors and they visit at night to catch unsuspecting creatures that might use this chamber as a resting spot.
14. Ogrillon (1) AC 6; HD 2; Hp 14; #AT 2; Dmg 1d6+1 fist / 1d6+1 fist; SA None; SD None; MV 12"; AL CE; Thaco 16; EXP 28+2 per hp. FF. This creature lives in this cave and hides its treasure in the water: 4 pearls worth 20 gp each.

# Sample Dungeon

15. Gnoll (3) AC 5; HD 2; Hp 11, 10, 7; #AT 1; Dmg 2d4 or by weapon; SA None; SD None; MV 9"; AL CE; Thaco 18; EXP 28+2 per hp. Carry morning star 2d4. MM. These gnolls operate as mercenaries in the dungeon. They hire themselves out to any that can pay for their service. They charge 15 gp per day. They are allied with the ogrillon in Room 14 and will not attack him. Each gnoll has an unlocked footlocker. #1: 166 ep; #2: 9 pp; #3: 45 sp and a potion of healing.

*Rooms 16 - 21 are occupied by a small group of orcs. They are led by a shaman that lives in Room 21. The orcs trying to grow their number so they can move down to the second level and attack a rival group of orcs (See DA2 Room 33-38).*

16. Orcs (3) AC 6; HD 1; Hp 8, 4, 3; #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. These orcs recently returned from a trip to Room 58 to secure some water. Along the way they were attacked by the brigands who live in Room 54. One of the orcs was cut-off and fled into the dungeon (see Room 12). These orcs are deciding how to approach the shaman in Room 21 with the news. All four orcs have beds in Room 17. This room is the central meeting chamber for the gang and has several tables and a combat training area. A weapon rack holds an assortment of swords, one of which is a **+1 broadsword** (not known by the orcs!).
17. This room holds four straw beds and some generic camp supplies. There is nothing of value in this room.
18. Orcs (4) AC 6; HD 1; Hp 8, 6, 4, 3; #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. There are four orcs sleeping in this room. They will wake if there is a disturbance in any of the nearby rooms. It will take the orcs one round to gather weapons and move forward. A sack under one of the straw beds holds 3 pieces of ivory worth 25 gp each.
19. The door to this room is locked. The key is held by the shaman in Room 21. The room is filled with crates that hold mostly food and general supplies. There is nothing of value in this room.
20. Stirge (2) AC 8; HD 1+1; Hp 7, 5; #AT 1; Dmg 1-3; SA Blood Drain; SD None; MV 3"/18"; AL N; Thaco 18; EXP 36+2 per hp. MM. The orcs recently captured these creatures and have placed them in this empty room as a trap. The stirges are anxious to escape and will attack any that open the door. The blood-drained corpse of a human bandit lies on the floor of the room. He was captured a week ago and thrown into this room to feed the stirges. There is no treasure in this room.
21. Orc Shaman (1) AC 6; HD 3; Hp 14; #AT 1; Dmg 1d8 or y weapon; SA None; SD None; MV 6"; AL LE; Thaco 16; EXP 105+3 per hp. Carries a staff 1d6. MM. Has powers of a third level cleric. He has the spells *darkness*, *cause light*

wounds and *silence 15' radius*. The shaman has constructed an alter of bone and it is adorned by several red candles. Behind a skull on the alter is the following treasure: 76 ep, 9 pp, and six small emeralds worth 50 gp each.

22. Bandit (4) AC 7; HD 1; Hp 8, 7, 4, 3; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL CE; Thaco 19; EXP 10+1 per hp. Carry long sword 1d8 and/or spear 1d6. MM. These bandits are currently in a feud with the orcs in Rooms 16-21. One of their number was captured (and later killed) by the orcs. The bandits attempted to ambush a group of orcs as they went for water in Room 58. The ambush basically failed but one of the orcs became separated (see Room 12). The bandits are now planning their next move against the orcs. There are five beds in this room and a single locked, trapped chest. The chest has five locks and each bandit has a key to one of the locks. The fifth (dead) bandit had a key but it was lost when he was captured by the orcs. The trap is poison gas which will affect anyone within 10' of the chest when triggered. Those failing their save will be paralyzed for three turns. The chest contains 1,200 sp and 450 cp.
23. Dark Creeper (1) AC 0 or 8; HD 1; Hp 7; #AT 1; Dmg 1d4; SA None; SD Darkness, 4th level thief abilities; MV 9"; AL CN; Thaco 19; EXP 110+2 per hp. Carry dagger and possible magic items. FF. This creature uses this room as his base of operations. He stalks through the dungeon looking for an easy target. The dark stalker has some treasure hidden under a loose stone in the floor of this room: wand of missiles (9), and a small diamond worth 150 gp.
24. Skeleton (2) AC 7; HD 1+1; Hp 4, 4; #AT 1d6; Dmg 1; SA None; SD 1/2 damage from edged weapons; MV 12"; AL N; Thaco 19; EXP 14+1 per hp. MM. These two skeletons will attack any intruders but will not follow anyone who leaves (unless they run into Room 25 or 26).
25. Skeleton (3) AC 7; HD 1+1; Hp 4, 3, 2; #AT 1d6; Dmg 1; SA None; SD 1/2 damage from edged weapons; MV 12"; AL N; Thaco 19; EXP 14+1 per hp. MM. These two skeletons will attack any intruders but will not follow anyone who leaves (unless they run into Room 24 or 26).
26. Skeleton (6) AC 7; HD 1+1; Hp 6, 4, 4, 3, 2, 1; #AT 1d6; Dmg 1; SA None; SD 1/2 damage from edged weapons; MV 12"; AL N; Thaco 19; EXP 14+1 per hp. MM. These two skeletons will attack any intruders but will not follow anyone who leaves (unless they run into Room 24 or 25). A stone coffin rests in the center of the room. It will take at least two PCs to remove the cover. Inside is the remains of a priest. All of its armor and weapons have corroded, but a pouch holds a vial of holy water and 4 pp.
27. Beetle, Fire (1d3+1) AC 7; HD 1+2; Hp 9, 7, 5, 4; #AT 1; Dmg 2d4; SA None; SD None; MV 12"; AL N; Thaco 18; EXP 20+2 per hp. MM. The door to this room is not closed and jammed open. Inside are piles of refuse and garbage of all types. Foul



# Sample Dungeon

odors drift through the open door. The room is completely dark but three red, glowing forms can be seen moving about. These are the fire beetles. They will attack any who enter their domain. The inhabitants of the dungeon use this room as a garbage dump. If the PCs search the entire room (12 turns), they will find a *ring of fire resistance* in the debris.

28. Kobold (8) AC 7; HD 1/2; Hp 4, 4, 3, 3, 2, 2, 2; #bAT 1; Dmg 1d4 or y weapon; SA None; SD None; MV 6"; AL LE; Thaco 20; EXP 5+1 per hp. Carry javelins (2d4) 1d6. MM. These kobolds are acting as guards. The kobolds live in Room 29. They carry no treasure. The kobolds work for the gnolls in Room 31.
29. Kobold (4) AC 7; HD 1/2; Hp 4, 4, 3, 3; #bAT 1; Dmg 1d4 or by weapon; SA None; SD None; MV 6"; AL LE; Thaco 20; EXP 5+1 per hp. Carry javelins (2d4) 1d6. MM. There are four kobolds currently sleeping in this room but there are beds for 12. The remaining eight kobolds are in Room 28. The kobolds have a communal treasure held in six pottery jars: each holds 100 cp and 2 gp.
30. This room is a kitchen of sorts. A stone oven and several tables are the only furniture. Crates with unrecognizable food-stuffs line the walls. Otherwise, the room is empty.
31. Gnom (1) AC 5; HD 2; Hp 12; #AT 1; Dmg 2d4 or by weapon; SA None; SD None; MV 9"; AL CE; Thaco 18; EXP 28+2 per hp. Carry morning star 2d4. MM. This is the throne room of a very large gnom, Aagdrip. He has only recently come to the dungeon and recruited a group of kobolds to help him in his mission to gain money and power. Aagdrip is unaware of the secret room. Inside is an unlocked coffer containing 200 gp. Also, a *javelin of lightning* leans against the wall.
32. Gnome Illusionist/thief (1) AC 7; HD 1; Hp 4 (1); #AT 1; Dmg by weapon; SA Spells; SD Spells; MV 6"; AL NG; Thaco 20; EXP 65+1 per hp. Carries a dagger. 1st level thief abilities. Spell is *color spray*. S9 I17 W10 D17 C11 CH10. This gnome was recently captured by Aagdrip's kobolds. He is being held prisoner in this room - the door is locked. The gnome will gladly join with the party if rescued. His equipment is in locked chest in Room 33.
33. The door to this room is locked. Aagdrip has the key (Room 31). There are two chests in this room. Both are very large. Neither chest is locked. One chest contains 73 gp, 900 sp and 600 cp. The second chest holds the belongings of the gnome prisoner in Room 32. The contents are normal adventuring gear including a dagger, thieves' pick tools and spell components.
34. This is Aagdrip's sleeping chamber. A bed of straw is piled against the south wall. There is nothing else of interest in this room.
35. Spider, Small Hunting (1) AC 8; HD 1-1; Hp 7; #AT 1; Dmg 1-3; SA Poison; SD None; MV 6"; AL N; Thaco 19; EXP 50+1 per hp. MMM. This spider was trapped in this room several days ago. The room is filled with broken furniture, buckets, barrels and similar items. The spider is hiding in the debris, but it will quickly attack in order to escape the room. There is no treasure in this room.
36. This room is empty.
37. Rat, Giant (7) AC 7; HD 1/2; Hp 4, 3, 3, 3, 2, 2; #AT 1; Dmg 1d3; SA Disease; SD None; MV 12"; AL N; Thaco 20; EXP 7+1 per hp. MM. The door to this room is broken and missing. The room is piled high with refuse and garbage reaching four feet high across the entire room. A group of giant rats live in this room and they forage throughout the dungeon. There is no treasure in this room.
38. Zombie (4) AC 8; HD 2; Hp 15, 13, 11, 8; #AT 1; Dmg 1-8; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. MM. In the center of this room is a stone sarcophagus. If the sarcophagus is disturbed in any way, the doors to the small rooms will open and a zombie will emerge from each room. The zombies will attack anyone in the room, but they will not leave Room 38. The sarcophagus holds a skeleton adorned in colorful, but tattered clothing. The skeleton wears a platinum ring worth 180 gp. Lying next to the skeleton is a +1 *flail*.
39. This room is empty.
40. A statue of an armored woman is centered in this room. The statue is notable as it appears undamaged by time or trespassers. The woman holds a sword in one hand and her other hand is extended and open. Any "good" character that places a gold piece in the statue's hand will gain 1 hit point permanently. A PC may only do this one time. Any "evil" character that approaches the statue will be struck by an electrical charge and suffer 1d6 damage per round for each round the PC is within 10' of the statue. This room is avoided by all the denizens of the dungeon.
41. Snake, Constrictor (1) AC 6; HD 3+2; Hp 19; #AT 2; Dmg 1 bite / 1d3 constriction; SA Constriction; SD None; MV 9"; AL N; Thaco 15; EXP 85+4 per hp. MM2. The door to this room missing. The snake has decided to rest in this room but it will attack any thing that enters or moves nearby. The snake is simply hunting and has recently come up from the second level of the dungeon. There is no treasure in this room.
42. Elves (4) AC 5; HD 1; Hp 8, 6, 5, 4; #AT 1; Dmg 1-8 or by weapon; SA None; SD None; MV 12"; AL NE; Thaco 19; EXP 10+2 per hp. Carry long sword 1d8 and/or long bow 1d6. MM. These four elves have made this room their temporary home. They are evil to the core and seek wealth any way they can. They tend to avoid most of the dungeon inhabitants but will no hesitate to ambush those who are not careful. The elves have 10 +1 arrows and 55 gp.

# Sample Dungeon

43. Bat, Giant (8) AC 7; HD 1/2; Hp 4, 3, 3, 3, 2, 2, 2; #AT 1; Dmg 1d2; SA None; SD None; MV 15"; AL N; Thaco 20; EXP 5+1 per hp. FF. This room is home to a group of giant bats. They can escape the dungeon through a crack in the ceiling. The floor is covered in bat guano. There is no treasure in this room.
44. Goblin (8) AC 6; HD 1-1; Hp 7, 6, 5, 4, 3, 3, 2, 2; #AT 1; Dmg 1d6 or by weapon; SA None; SD None; MV 6"; AL LE; Thaco 20; EXP 10+1 per hp. Carry short sword 1d6 and/or cross-bow 1d4. MM. These goblins have only recently invaded the dungeon. They have taken up residence in this area. They each have their own room, but they mill about most of the day. The goblins have a total treasure of 39 gp and 780 sp.
45. This room is empty
46. The door is missing. A stair leads down to the second level.
47. This room is empty.
48. Dwarf (3) AC 4; HD 1+1; Hp 7, 6, 5; #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. When the PCs enter this room they will see the three dwarves standing near the door to Room 49. The dwarves look as if they are ready for battle. They will greet the PCs and tell them that they have cornered an ogrillon in the next room. The creature has a load of treasure. They will explain they can't wait it out because it has allies in the dungeon and they will come looking for him soon. This is all a lie. The dwarves are evil and allied with the ogrillon. They dwarves seek to lure the PCs into helping them, and then strike from behind as the ogrillon attacks from the front! The dwarves have 412 ep.
49. Ogrillon (1) AC 6; HD 2; Hp 14; #AT 2; Dmg 1d6+1 fist / 1d6+1 fist; SA None; SD None; MV 12"; AL CE; Thaco 16; EXP 28+2 per hp. FF. This ogrillon is working with the dwarves in Room 48. It will attack the PCs on sight. He carries a sack with 34 pp.
50. Dungeon entrance. It is not guarded.
51. The door to this room is locked. A pressure plate is set near the door to Room 52. The trap will launch spears from the south wall. There are dozens and each PC in the room will may be hit. Each PC will be "attacked" by one spear (3 HD monster) and if hit suffers 1d6 damage. This will alert the orcs in Room 52.
52. Orc (4) AC 6; HD 1; Hp 8, 6, 4, 3; #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. These orcs have come up from the second level on a spying mission. They will attack any intruders. They have 88 ep.
53. This room is empty. One of the secret rooms has sack filled with 300 gp. A +1 shield lies on the ground next to the sack.
54. Land Lamprey (2) AC 7; HD 1+2; Hp 8, 6; #AT 1; Dmg 1; SA Blood drain; SD None; MV 12"; AL N; Thaco 18; EXP 36+2 per hp. MM2. The door to this room is missing. The two lampreys are passing through while looking for a meal.
55. Spider, Large (1) AC 7; HD 1+1; Hp 8; #AT 1; Dmg 1; SA Poison; SD None; MV 6"; AL N; Thaco 18; EXP 65+2 per hp. MM. The door to this room is lying in shambles on the floor. Inside, the room is covered with webs. A very large spider lives in this room. It will attack any intruders. A skeleton hanging in the webs still wears +1 leather armor and has a pouch with 30 pp.
56. Skeleton (3) AC 7; HD 1+1; Hp 4, 4, 3; #AT 1d6; Dmg 1; SA None; SD 1/2 damage from edged weapons; MV 12"; AL N; Thaco 19; EXP 14+1 per hp. MM. This room is shrouded in continual darkness. The skeletons will attack any who enter. They have no treasure.
57. Ghoul (1) AC 6; HD 2; Hp 13; #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. This foul creature is the most feared on this level of the dungeon. It roams and hunts at will. The corpses of various humanoids lie throughout the room. The ghoul has collected 780 cp, 800 sp, 250 gp, 41 pp and a Scroll: *Jump* and *Burning Hands*.
58. This room is empty.
59. A brass pedestal is set in the center of the room. It holds a +1 long sword. If a PC secures the sword, he will be teleported to Room 61.
60. A brass chest lies in the center of the room. It is unlocked and contains a +1 cloak of protection. If a PC secures the cloak, he will be teleported to Room 61.
61. This room is empty.
62. Bullywug (6) AC 6; HD 1; Hp 8, 6, 4, 3, 3, 2; #AT 1; Dmg 1d3 claw / 1d3 claw / 1d4+1 bite or by weapon; SA Jump; SD Camouflage; MV 9"; AL LE; Thaco 19; EXP 18+1 per hp. Carry spear 1d6. FF. This room is filled with strange plants and fungi. A group of bullywugs live here. The bullywugs often sell fish and mushrooms to other dungeon inhabitants. They worship their king (a troglodyte) who is in Room 63. The bullywug treasure is with their king.
63. Troglodyte (1) AC 5; HD 2; Hp 11; #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. This foul creature has the bullywugs (Room 62) convinced that he is their god-king. They worship him and keep him well-fed. He will attack all intruders. An unlocked chest contains 65 gp, 300 sp, 166 ep, 14pp, a potion of hill giant strength and a potion of speed.

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