

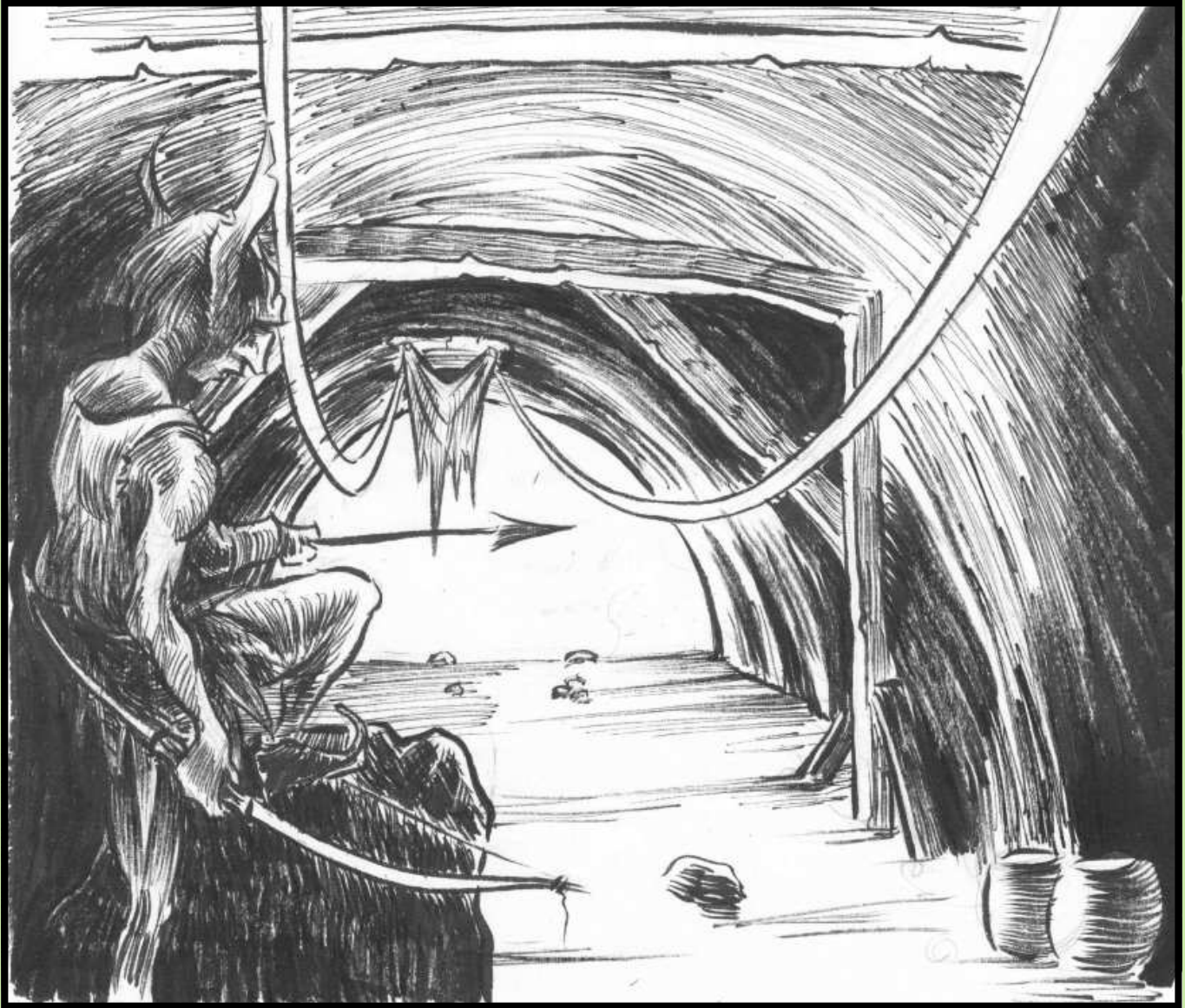
DA2

Second Level  
Dungeon Accessory

# Monster & Treasure

## Level Two Assortment

Designed by Bill Barsh



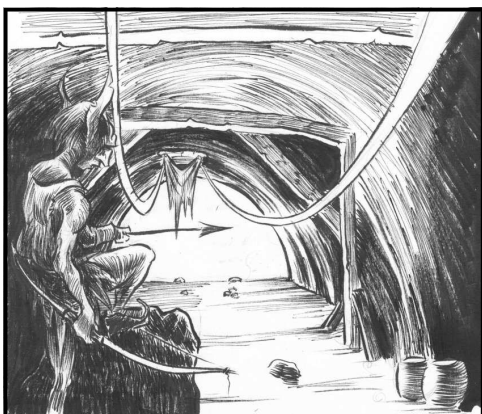
Nothing beats a tough monster and loaded treasure chest. In its most basic form, the dungeon crawl is simply a list of monsters and treasures. Throw in a map and you have all the ingredients necessary to play for hours. This product gives you the tools to easily and quickly build a second level dungeon crawl. Still need more? A **complete** second 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

## Level Two Assortment

### Author's Notes

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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.

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 second 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.

DA2 is the second 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

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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. 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 1d8)

1. Pit Trap, Open; 1d6 damage from fall
2. Pit Trap, Covered; 1d6 damage from fall
3. Pit Trap, Covered; 1d2 spikes 1d4 damage
4. Pressure Plate, Spears; 1d6 damage - Att. at 3 HD
5. Pressure Plate, Gas; Paralyze and chime alerts area
6. Pressure Plate, Slicing Blade for 1d6 damage
7. Trip Wire, darts; 1d4 darts at 3 HD
8. 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.
7. Slicing blade over treasure for 1d6 damage
8. Javelins; 1d2 / character, Att. as 2 HD, 1d6 damage

## 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 (1d6) AC 6; HD 1; Hp 8, 6, 6, 4, 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 (1d3) AC 5; HD 2; Hp 11, 9, 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 (4d4) AC 7; HD 1/2; Hp 4, 4, 4, 4, 4, 3, 3, 3, 3, 3, 2, 2, 2, 1, 1; #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 (1d6) AC ; HD 1/4; Hp 2, 2, 2, 2, 1, 1, 1, 1; #AT 1; Dmg none; SA Poison; SD None; MV 15"; AL N; Thaco 20; EXP 30+1 per hp. MM.
5. Centipede, Black (1d6) AC 9; HD 1/2; Hp 3, 2, 2, 1, 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 (1d2) AC 3/7; HD 3+1; Hp 17, 14; #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 (1d6) AC 8; HD 1-1; Hp 7, 6, 5, 4, 3, 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 (1d2) AC 3; HD 2; Hp 12, 10; #AT 1; Dmg 1-4; SA Blood drain; SD None; MV 3"; AL N; Thaco 18; EXP 105+2 per hp. MM.
10. Stirge (1d6) AC 8; HD 1+1; Hp 8, 7, 6, 5, 4, 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 (1d6) AC 5; HD 2; Hp 12, 11, 10, 9, 7, 6; #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 (1d8) AC 7; HD 1+1; Hp 6, 5, 4, 4, 3, 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 (1d6) AC 5; HD 1+1; Hp 8, 6, 6, 5, 4, 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 (3d4) AC 6; HD 1-1; Hp 7, 6, 5, 5, 4, 3, 3, 3, 2, 2, 2, 1; #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 (4d4) AC 7; HD 1/2; Hp 4, 4, 4, 4, 4, 3, 3, 3, 3, 3, 2, 2, 2, 2, 2, 1; #AT 1; Dmg 1d3; SA Disease; SD None; MV 12"; AL N; Thaco 20; EXP 7+1 per hp. MM.
17. Zombie (1d6) AC 8; HD 2; Hp 15, 13, 11, 10, 8, 7; #AT 1; Dmg 1-8; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. MM.
18. Bandit (1d6+1) AC 7; HD 1; Hp 8, 7, 6, 5, 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.
19. Dwarf (1d6+1) AC 4; HD 1+1; Hp 9, 8, 8, 7, 6, 5, 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 (1d3) AC 3; HD 2; Hp 13, 12, 10; #AT 1; Dmg 1d6; SA None; SD None; MV 2"; AL N; Thaco 18; EXP 20+2 per hp. MM.
21. Beetle, Fire (1d4+1) AC 7; HD 1+2; Hp 9, 7, 5, 4, 3; #AT 1; Dmg 2d4; SA None; SD None; MV 12"; AL N; Thaco 18; EXP 20+2 per hp. MM.

# Monsters

22. Ghoul (1d2) AC 6; HD 2; Hp 13, 11; #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 (1d6) AC 7; HD 1; Hp 8, 7, 6, 6, 4, 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 (4d4) AC 7; HD 1/2; Hp 4, 4, 4, 3, 3, 3, 3, 3, 2, 2, 2, 2, 1, 1; #AT 1; Dmg 1d2; SA None; SD None; MV 15"; AL N; Thaco 20; EXP 5+1 per hp. FF.
25. Bullywug (2d4) AC 6; HD 1; Hp 8, 6, 6, 4, 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.
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 (1d2) AC 6; HD 2; Hp 14, 12; #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 (1d3) AC 7; HD 1+2; Hp 8, 6, 5; #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 23; #AT 2; Dmg 1 bite / 1d3 constriction; SA Constriction; SD None; MV 9"; AL N; Thaco 15; EXP 85+4 per hp. MM2.
30. Gnome Illusionist/thief (1) AC 7; HD 2; Hp 7 #AT 1; Dmg dagger 1d4; SA Spells; SD Spells; MV 6"; AL NG; Thaco 20; EXP 95+2 per hp. Carries a dagger. 1st level thief abilities. Two spells. S9 I17 W10 D17 C11 CH10.
31. Skeleton (1d8) AC 7; HD 1+1; Hp 6, 5, 4, 4, 3, 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.
32. Hobgoblin (1d6) AC 5; HD 1+1; Hp 8, 6, 6, 5, 4, 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.
33. Ant, Giant (1d3) AC 3; HD 2; Hp 13, 12, 10; #AT 1; Dmg 1d6; SA None; SD None; MV 2"; AL N; Thaco 18; EXP 20+2 per hp. MM.
34. Human Paladin (1) AC 5; HD 3; Hp 22; #AT 1; Dmg 1d8 +2 by long sword; SA None; SD Prot. from evil; MV 9"; AL LG; Thaco 20; EXP 95+3 per hp. Carries +1 long sword, chainmail armor. S17 I14 W15 D14 C15 CH17.
35. 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.
36. Beetle, Fire (1d4+1) AC 7; HD 1+2; Hp 9, 7, 5, 4, 3; #AT 1; Dmg 2d4; SA None; SD None; MV 12"; AL N; Thaco 18; EXP 20+2 per hp. MM.
37. Berserkers (1d6) AC 7; HD 1; Hp 8, 7, 6, 6, 4, 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.
38. Tick, Giant (1d2) AC 3; HD 2; Hp 12, 10; #AT 1; Dmg 1-4; SA Blood drain; SD None; MV 3"; AL N; Thaco 18; EXP 105+2 per hp. MM.
39. Stirge (1d6) AC 8; HD 1+1; Hp 8, 7, 6, 5, 4, 3; #AT 1; Dmg 1-3; SA Blood Drain; SD None; MV 3"/18"; AL N; Thaco 18; EXP 36+2 per hp. MM.
40. Gnoll (1d6) AC 5; HD 2; Hp 12, 11, 10, 9, 7, 6; #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.
41. Axe Beak (1) AC 6; HD 3; Hp 14; #AT 3; Dmg 1d4 claw/1d4 claw /2d4 bite; SA None; SD None; MV 18"; AL N; Thaco 16; EXP 35+3 per hp. MM.
42. Goblin (3d4) AC 6; HD 1-1; Hp 7, 6, 5, 5, 4, 3, 3, 3, 2, 2, 2, 1; #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.

# Monsters

43. Centipede, Giant (1d6) AC ; HD 1/4; Hp 2, 2, 2, 2, 1, 1, 1, 1; #AT 1; Dmg none; SA Poison; SD None; MV 15"; AL N; Thaco 20; EXP 30+1 per hp. MM.
44. Orc (1d6) AC 6; HD 1; Hp 8, 6, 6, 4, 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.
45. Centipede, Black (1d6) AC 9; HD 1/2; Hp 3, 2, 2, 1, 1, 1; #AT 1; Dmg 1 point bite; SA Poison; SD None; MV 15"; AL N; Thaco 20; EXP 45+1 per hp. MMM
46. Carrion Crawler (1d2) AC 3/7; HD 3+1; Hp 17, 14; #AT 8; Dmg none; SA Paralyzation; SD None; MV 12"; AL N; Thaco 16; EXP 580+4 per hp. MM.
47. 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.
48. Spider, Small Hunting (1d6) AC 8; HD 1-1; Hp 7, 6, 5, 4, 3, 2; #AT 1; Dmg 1-3; SA Poison; SD None; MV 6"; AL N; Thaco 19; EXP 50+1 per hp. MMM.
49. Tick, Giant (1d2) AC 3; HD 2; Hp 12, 10; #AT 1; Dmg 1-4; SA Blood drain; SD None; MV 3"; AL N; Thaco 18; EXP 105+2 per hp. MM.
50. Stirge (1d6) AC 8; HD 1+1; Hp 8, 7, 6, 5, 4, 3; #AT 1; Dmg 1-3; SA Blood Drain; SD None; MV 3"/18"; AL N; Thaco 18; EXP 36+2 per hp. MM.
51. Bugbear (1d2) AC 5; HD 3+1; Hp 14, 12; #AT 1; Dmg 2d4; SA None; SD None; MV 9"; AL N; Thaco 16; EXP 135+4 per hp. MM.
52. Bat, Giant (4d4) AC 7; HD 1/2; Hp 4, 4, 4, 3, 3, 3, 3, 3, 2, 2, 2, 2, 1, 1; #AT 1; Dmg 1d2; SA None; SD None; MV 15"; AL N; Thaco 20; EXP 5+1 per hp. FF.
53. Bullywug (2d4) AC 6; HD 1; Hp 8, 6, 6, 4, 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.
54. Crab, Giant (1) AC 3; HD 3; Hp 16; #AT 2; Dmg 2d4 claw / 2d4 claw; SA None; SD None; MV 9"; AL N; Thaco 16; EXP 35+3 per hp. MM.
55. Skeleton (1d8) AC 7; HD 1+1; Hp 6, 5, 4, 4, 3, 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.
56. Hobgoblin (1d6) AC 5; HD 1+1; Hp 8, 6, 6, 5, 4, 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.
57. Ghast (1) AC 4; HD 4; Hp 16; #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.
58. Ogrillon (1d2) AC 6; HD 2; Hp 14, 12; #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.
59. Land Lamprey (1d3) AC 7; HD 1+2; Hp 8, 6, 5; #AT 1; Dmg 1; SA Blood drain; SD None; MV 12"; AL N; Thaco 18; EXP 36+2 per hp. MM2.
60. Orc (1d6) AC 6; HD 1; Hp 8, 6, 6, 4, 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.
61. Troglodyte (1d3) AC 5; HD 2; Hp 11, 9, 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.
62. Kobold (4d4) AC 7; HD 1/2; Hp 4, 4, 4, 4, 3, 3, 3, 3, 3, 2, 2, 2, 1, 1; #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.
63. Goblin (3d4) AC 6; HD 1-1; Hp 7, 6, 5, 5, 4, 3, 3, 3, 2, 2, 2, 1; #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.

# Monsters

64. Rat, Giant (4d4) AC 7; HD 1/2; Hp 4, 4, 4, 4, 3, 3, 3, 3, 3, 2, 2, 2, 2, 1; #AT 1; Dmg 1d3; SA Disease; SD None; MV 12"; AL N; Thaco 20; EXP 7+1 per hp. MM.
65. Zombie (1d6) AC 8; HD 2; Hp 15, 13, 11, 10, 8, 7; #AT 1; Dmg 1-8; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. MM.
66. Bandit (1d6+1) AC 7; HD 1; Hp 8, 7, 6, 5, 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.
67. Dwarf (1d6+1) AC 4; HD 1+1; Hp 9, 8, 8, 7, 6, 5, 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.
68. Gelatinous Cube (1) AC 8; HD 4; Hp 15 #AT 1; Dmg 2d4; SA Paralyzation; SD None; MV 6"; AL LE; Thaco 15; EXP 150 +4 per hp. MM.
69. Gnome Illusionist (1) AC 7; HD 2; Hp 6 #AT 1; Dmg dagger 1d4; SA Spells; SD Spells; MV 6"; AL NE; Thaco 20; EXP 95+2 per hp. Carries a dagger. Two spells. S9 I17 W10 D17 C11 CH10.
70. Bugbear (1d2) AC 5; HD 3+1; Hp 14, 12; #AT 1; Dmg 2d4; SA None; SD None; MV 9"; AL N; Thaco 16; EXP 135+4 per hp. MM.
71. Bat, Giant (4d4) AC 7; HD 1/2; Hp 4, 4, 4, 3, 3, 3, 3, 3, 2, 2, 2, 2, 2, 1, 1; #AT 1; Dmg 1d2; SA None; SD None; MV 15"; AL N; Thaco 20; EXP 5+1 per hp. FF.
72. Green Slime (1) AC 9; HD 2; Hp 8; #AT 0; Dmg 0; SA Slime attack; SD Immune to weapons, most spells; MV 9"; AL N; Thaco 16; EXP 610 +2 per hp. MM.
73. Skeleton (1d8) AC 7; HD 1+1; Hp 6, 5, 4, 4, 3, 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. Hobgoblin (1d6) AC 5; HD 1+1; Hp 8, 6, 6, 5, 4, 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.
75. Ant, Giant (1d3) AC 3; HD 2; Hp 13, 12, 10; #AT 1; Dmg 1d6; SA None; SD None; MV 2"; AL N; Thaco 18; EXP 20+2 per hp. MM.
76. Hell Hound (1) AC 4; HD 4; Hp 17; #AT 1; Dmg 1d10; SA breath fire for 4 damage; SD None; MV 12"; AL N; Thaco 15; EXP 250 +4 per hp. MM.
77. Rat, Giant (4d4) AC 7; HD 1/2; Hp 4, 4, 4, 4, 3, 3, 3, 3, 3, 2, 2, 2, 2, 2, 1; #AT 1; Dmg 1d3; SA Disease; SD None; MV 12"; AL N; Thaco 20; EXP 7+1 per hp. MM.
78. Zombie (1d6) AC 8; HD 2; Hp 15, 13, 11, 10, 8, 7; #AT 1; Dmg 1-8; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. MM.
79. Gnoll (1d6) AC 5; HD 2; Hp 12, 11, 10, 9, 7, 6; #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.
80. 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.
81. Hyena (12) AC 7; HD 3; Hp 12, 9; #AT 1; Dmg 2d4; SA None; SD None; MV 9"; AL N Thaco 16; EXP 35+3 per hp. MM.
82. Bugbear (1d2) AC 5; HD 3+1; Hp 14, 12; #AT 1; Dmg 2d4; SA None; SD None; MV 9"; AL N; Thaco 16; EXP 135+4 per hp. MM.
83. Orc (1d6) AC 6; HD 1; Hp 8, 6, 6, 4, 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.
84. Centipede, Black (1d6) AC 9; HD 1/2; Hp 3, 2, 2, 1, 1, 1; #AT 1; Dmg 1 point bite; SA Poison; SD None; MV 15"; AL N; Thaco 20; EXP 45+1 per hp. MMM



# Monsters

85. Ant, Giant (1d3) AC 3; HD 2; Hp 13, 12, 10; #AT 1; Dmg 1d6; SA None; SD None; MV 2"; AL N; Thaco 18; EXP 20+2 per hp. MM.
86. Human Cleric (1) AC 5; HD 3; Hp 16; #AT 1; Dmg 1d6 +2 by *flail* +1; SA Spells; SD Spells; MV 9"; AL CE; Thaco 20; EXP 150 +3 per hp. Carries +1 flail, chainmail armor. S11 I13 W17 D10 C10 CH12.
87. 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.
88. Orc (1d6) AC 6; HD 1; Hp 8, 6, 6, 4, 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.
89. Skeleton (1d8) AC 7; HD 1+1; Hp 6, 5, 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.
90. Bandit (1d6+1) AC 7; HD 1; Hp 8, 7, 6, 5, 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.
91. Lizard, Giant (1) AC 5; HD 3+1; Hp 15; #AT 1; Dmg 1d8; SA 2x damage on a "20" attack roll; SD None; MV 15"; AL N; Thaco 16; EXP 125+4 per hp. MM.
92. Lizard Man (1d4) AC 5; HD 2+1; Hp 12, 10, 9, 7; #AT 3; Dmg 1d2 claw / 1d2 claw / 1d8 bite or by weapon; SA None; SD None; MV 12"; AL LE; Thaco 16; EXP 35 +3 per hp. Carry long sword 1d8 and/or spear 1d6. MM.
93. Ogre (1) AC 5; HD 4+1; Hp 19; #AT 1; Dmg 1d10; SA None; SD None; MV 9"; AL CE; Thaco 15; EXP 90 +4 per hp. MM.
94. Land Lamprey (1d3) AC 7; HD 1+2; Hp 8, 6, 5; #AT 1; Dmg 1; SA Blood drain; SD None; MV 12"; AL N; Thaco 18; EXP 36+2 per hp. MM2.
95. 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.
96. Bullywug (2d4) AC 6; HD 1; Hp 8, 6, 6, 4, 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.
97. Rust Monster (1) AC 2; HD 5; Hp 24; #AT 2; Dmg 0; SA Touch causes rust; SD None; MV 18"; AL CE; Thaco 15; EXP 185 +4 per hp. MM.
98. Spider, Huge (1) AC 6; HD 2+2; Hp 14; #AT 1; Dmg 1d6; SA Poison at +1 to save; SD None; MV 18"; AL N; Thaco 17; EXP 145+3 per hp. MM.
99. Beetle, Fire (1d4+1) AC 7; HD 1+2; Hp 9, 7, 5, 4, 3; #AT 1; Dmg 2d4; SA None; SD None; MV 12"; AL N; Thaco 18; EXP 20+2 per hp. MM.
100. Wasp, Giant (1) AC 4; HD 4; Hp 14; #AT 2; Dmg 2d4 bite / 1d4 sting; SA poison sting paralyzes; SD None; MV 21"; AL N; Thaco 15; EXP 320 +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)

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

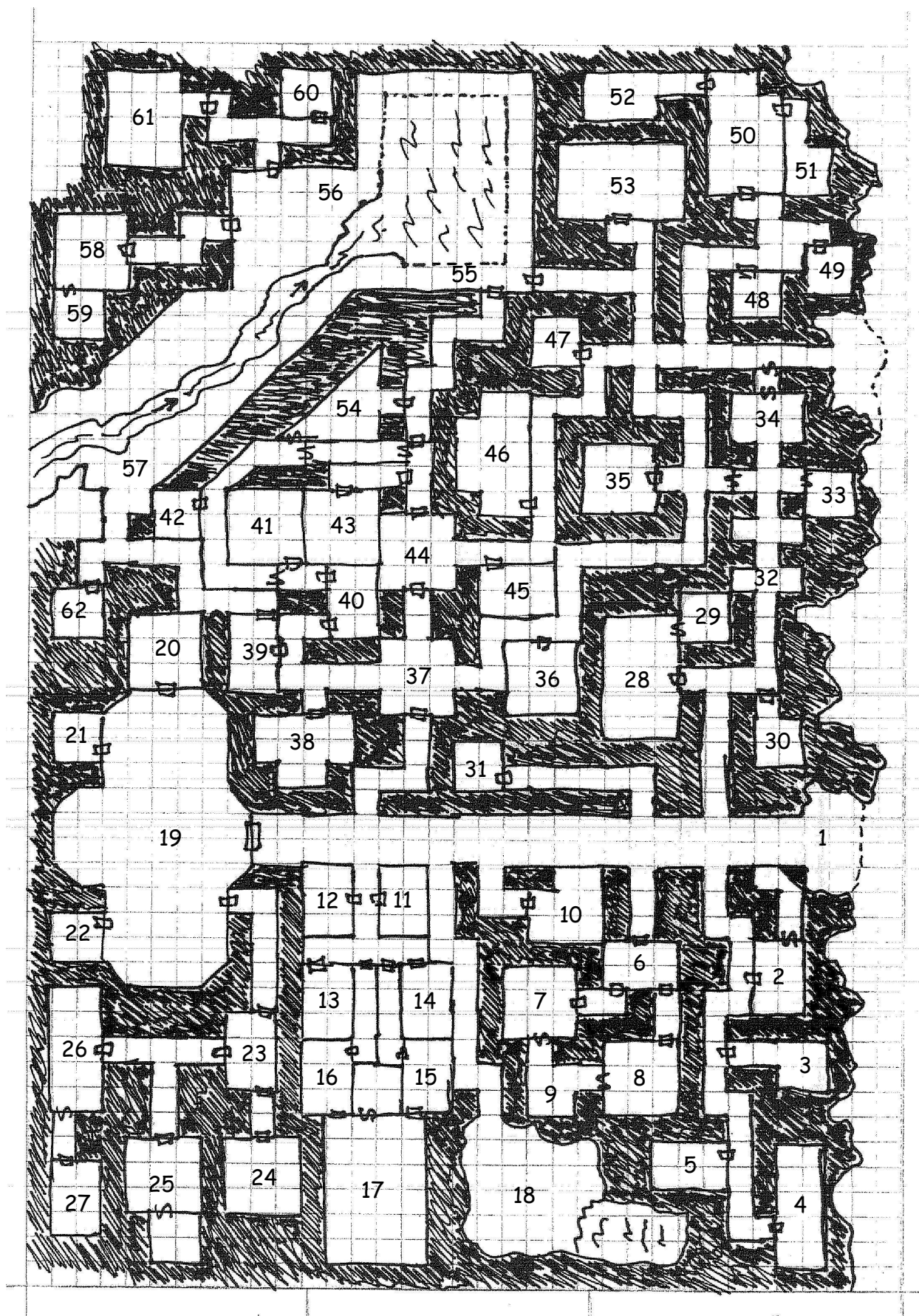


# Treasure

1. 62 gp
2. 280 sp
3. 650 cp
4. 98 ep
5. 18 pp
6. 5 gems: 10 gp each
7. Gold ring (150 gp)
8. Six small pearls: 20 gp each
9. **+1 short sword**
10. 170 gp
11. 900 sp
12. 86 ep
13. **Scroll: sleep and hold portal**
14. **+1 sword** (DM's choice)
15. Silver necklace (90 gp)
16. 840 cp
17. +1 shield
18. **Potion of healing**
19. 27 pp
20. 85 gp
21. 20 +1 bolts
22. 250 gp
23. 280 ep
24. 560 cp
25. 600 sp
26. Eight small emeralds: 50 gp each
27. 59 gp
28. 300 sp
29. 11 pp
30. **Wand of light** (5)
31. 140 sp
32. 100 gp
33. +1 staff
34. Gold brooch inset with sapphires: 750 gp
35. 380 cp
36. 125 sp
37. 12 gp
38. One small diamond: 450 gp
39. Vial of holy water
40. Bracers of AC 5
41. 90 gp
42. 736 sp
43. 212 ep
44. 300 cp
45. 500 sp
46. 44 gp
47. **+1 leather armor** (DM to determine size)
48. 70 gp
49. 42 cp
50. 51 pp
51. Three small rubies: 45 gp each
52. **Potion of fire resistance**
53. 98 sp
54. 66 ep
55. Gold bracelet: 95 gp
56. **Scroll: Cure Light Wounds** (x3)
57. 76 gp
58. 452 sp
59. 80 cp
60. 42 gp
61. 66 pp
62. 21 small pieces of ivory: 5 gp each
63. **Figurine of Wondrous Power: Onyx Dog**
64. **+1 plate armor** (DM to determine size)
65. 12 ep
66. 350 gp
67. 590 cp
68. 80 sp
69. 50 pp
70. **Ring of protection +1**
71. **Potion of levitation**
72. 223 gp
73. 1,800 sp
74. 4,000 cp
75. 312 ep
76. 7 pp
77. **Scroll: locate object**
78. Platinum ring: 280 gp
79. **+2 hand axe**
80. 100 gp
81. 2 pp
82. Four pieces of jade: 55 gp each
83. **Scroll: find traps** (cleric)
84. 88 gp
85. 56 ep
86. 24 sp
87. 100 cp
88. **+1 battle axe**
89. **Scroll: read magic, write, unseen servant**
90. 22 gp
91. 33 pp
92. 60 sp
93. 42 ep
94. Two small sapphires: 100 gp each
95. Gold necklace inset with small rubies: 650 gp
96. 61 gp
97. 114 ep
98. **+1 long sword** (+4 vs. reptiles)
99. 82 pp
100. 300 gp



# Sample Map - Dungeon Level Two



# Sample Dungeon

This sample dungeon is designed for a party of second 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 first and third level are in rooms 3 and 35.

1. Dungeon Entrance. Kobold (4) AC 7; HD 1/2; Hp 4, 3, 3, 1; #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. These kobolds are lookouts for the evil priest at room 19. They will generally avoid combat and retreat to room 19 to notify the priest of any activity. They carry a total of 80 cp in pouches.
2. Bugbear (1d2) AC 5; HD 3+1; Hp 14, 12; #AT 1; Dmg 2d4; SA None; SD None; MV 9"; AL N; Thaco 16; EXP 135+4 per hp. MM. This bugbear uses the secret chamber attached to this room to spy on those who enter this level of the dungeon. He also has a spyhole in his door so he can see those coming from the stairs. He sells information to the more powerful denizens of this level. On occasion he will ambush weak intruders. He may sell some information regarding the dungeon. He has 62 gp, 98 sp, and 380 cp in a sack.
3. Stairs. These stairs lead to level one room 12. The stairs continue down to level three.
4. Rat, Giant (7) AC 7; HD 1/2; Hp 4, 4, 3, 3, 3, 2, 1; #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 missing. The room is used as a trash dump for those that dwell in the western area of the dungeon. A group of giant rats has taken up residents. They will ignore those that do not enter more than five feet into the room. Under some trash is a +1 *shield*.
5. This room is empty.
6. 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. This room is empty with the exception of a large 50 gallon barrel in the center of the room. The barrel has no bottom and if moved or lifted, the shrieker will sound its alarm. This will bring those that reside in rooms 7 and 8.
7. Goblin (8) AC 6; HD 1-1; Hp 5, 4, 3, 3, 2, 2, 2, 1; #AT 1; Dmg 1d6 or y 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 work as mercenaries for the priest at room 19. They are closely allied with the orcs in room 8. They have a total of 98 ep. The goblins have not found the secret door to room 9.
8. Orc (4) AC 6; HD 1; Hp 6, 4, 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 work as mercenaries for the evil priest in room 19. They are allied with the goblins in room 7. The orcs have 85 gp in a trapped chest. The orcs are unaware of the secret door.
9. This secret room contains a very dust covered chest. It is trapped. The chest contains 100 gp and a *scroll: read magic*, write and *unseen servant*.
10. This room serves as the armory for the evil priest. The door is locked. Inside there are several weapon racks and crates. There are numerous weapons (DM's choice) in average shape and six boxes of arrows (60 each). None are magical.
11. Kobold (4) AC 7; HD 1/2; Hp 4, 4, 4, 4; #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. These kobolds work directly for the evil priest in room 19. They will be resting unless warned. They have 56 ep in total.
12. Kobold (4d4) AC 7; HD 1/2; Hp 4, 3, 3, 3; #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. These kobolds work directly for the evil priest in room 19. They will be resting unless warned. They have 736 sp in total.
13. Kobold (4d4) AC 7; HD 1/2; Hp 3, 3, 3, 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. These kobolds work directly for the evil priest in room 19. They will be resting unless warned. They have 42 gp in total.
14. Kobold (4) AC 7; HD 1/2; Hp 4, 4, 4, 4; #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. These kobolds work directly for the evil priest in room 19. They will be resting unless warned. They have 300 sp in total.
15. Kobold (4) AC 7; HD 1/2; Hp 3, 3, 3, 3; #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. These kobolds work directly for the evil priest in room 19. They will be resting unless warned. They have 590 cp in total.
16. This room is empty. The kobolds who live here are on guard duty at room 1. These kobolds work directly for the evil priest in room 19. They have 88 gp in total.
17. Gnoll (2) AC 5; HD 2; Hp 11, 9; #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 two gnolls are in charge of the kobolds and they work directly for the evil priest in room 19. They have 90 gp in a sack under a loose stone.

# Sample Dungeon

18. Crab, Giant (1) AC 3; HD 3; Hp 16; #AT 2; Dmg 2d4 claw / 2d4 claw; SA None; SD None; MV 9"; AL N; Thaco 16; EXP 35+3 per hp. MM. The evil priest and his minions use this room to collect fresh water. The giant crab is thrown some scraps and ignores visitors. If not fed, it will attack. There is no treasure in this room.
19. Human Cleric (1) AC 5; HD 3; Hp 16; #AT 1; Dmg 1d6 +2 by *flail* +1; SA Spells; SD Spells; MV 9"; AL CE; Thaco 20; EXP 150 +3 per hp. Carries +1 flail, chainmail armor. S11 I13 W17 D10 C10 CH12. This evil cleric operates a temple to his patron god. He also has recruited many humanoids to help raid towns near the dungeon. He is a very evil man, but also smart. He may attempt to bargain with the PCs (eliminate monsters in the northern section of the dungeon). When the PCs return for their reward he will have an ambush set. If he feels threatened he will call his undead minions from rooms 21 and 22. He will also sound a gong near the altar (west alcove) which will summon aid from rooms 23-25. A trapped chest beneath the altar holds 280 ep, 59 gp, 280cp and eight small emeralds worth 50 gp each.
20. The door to this room is locked. This is the storage room for the temple. At this time it is mostly empty and only some food is stored here.
21. Zombie (6) AC 8; HD 2; Hp 15, 13, 11, 10, 8, 7; #AT 1; Dmg 1-8; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. MM. These zombies obey the commands of the priest in room 19. They have no treasure. They cannot be turned while in the temple area (room 19).
22. 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 skeletons obey the commands of the priest in room 19. They have no treasure. They cannot be turned while in the temple area (room 19).
23. 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 work for the evil cleric in room 19. They are currently eating as this is the kitchen and dining area of the temple. Their chamber is room 24. It will take them two rounds to retrieve their gear and come to the aid the cleric in the temple (room 19).
24. Bandit (2) 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 work for the evil cleric and this is their chamber. There are six beds here (four bandits are in room 23). A large chest is locked (not trapped) and holds their wealth of 86 ep and 44 gp.
25. Centipede, Giant (4) AC ; HD 1/4; Hp 2, 2, 1, 1; #AT 1; Dmg none; SA Poison; SD None; MV 15"; AL N; Thaco 20; EXP 30+1 per hp. MM. This room is littered with broken furniture and debris. The centipedes are trained by the evil priest to attack any who enter but him. The secret door leads to a small room which holds a large chest. The priest uses it to hold his payroll. The chest holds 1,800 sp, 650 cp, 212 ep, 100 gp and 7 pp.
26. The door to this room is locked. This chamber belongs to the evil cleric in room 19. It is ornately decorated, but nothing seems to match. Most of the furniture and decorations were obtained by raiding villages around the dungeon. A locked footlocker holds 12 gp and 18 pp. In a false bottom is *wand of light* (5).
27. This is the main treasure room of the evil cleric. He will also use it as a hiding place if his forces are defeated. There are two chests and both are trapped but not locked. One contains 170 gp and the other holds a gold bracelet worth 95 gp, 50 pp and a *potion of healing*.
28. Beetle, Fire (5) AC 7; HD 1+2; Hp 9, 7, 5, 4, 3; #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 wedged open. The fire beetles have discovered the corpse of a bullywug here and they are feeding. Unless disturbed, they will not attack.
29. This room holds a statue of a human fighter. The statue is made completely of stone but it holds a real *long sword* +1. It will give the sword to any who speak the name of the fighter which is Crestin; see room 31. The name can be found in room 31. The statue cannot be harmed. If a PC attempts to take the sword, the statue will strike out with it as a 4 HD creature. It will only attack once unless the PC persists in trying to take the sword.
30. This room is empty. The door is locked, however.
31. The door to this room is locked. The room is trapped. A painting of a regal warrior hangs on the wall opposite the door. The name "Crestin" is painted below the figure.
32. This hallway is trapped with a pit trap at the first set of alcoves from the east.
33. This secret room is empty. If the PCs decide to rest here, there is not chance of a wandering monster.
34. This room is empty.
35. The door to this room is severely damaged and hangs open at all times. It will not close. A set of stairs leads to the first level (room 46) and to the third level.
36. Gelatinous Cube (1) AC 8; HD 4; Hp 15 #AT 1; Dmg 2d4; SA Paralyzation; SD None; MV 6"; AL LE; Thaco 15; EXP 150 +4 per hp. MM. This creature rarely leaves this room as the inhabitants of the eastern section of the dungeon dump their refuse here. In the northeast corner of the room, in plain sight, is a pile of 80 sp and three rubies—45 gp each.
37. The door to this room is bolted shut by two iron bars on the west side of the door. The door is made of wood, but iron plates cover most of the surface. The evil cleric (room 19)

# Sample Dungeon

had the door and iron bars installed to keep the monsters from the eastern section of the dungeon out of “his” area. The door has several scrapes and dents (east side), but it is sturdy. The room is empty.

38. Hobgoblin (3) AC 5; HD 1+1; Hp 8, 4, 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. These hobgoblins have recently entered the dungeon. They spurned the offer of the evil cleric (room 19). He directed them into this section of the dungeon, then locked them in. they are desperate to escape. They carry 70 gp.
39. Dwarf (4) AC 4; HD 1+1; Hp 8, 6, 5, 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. These dwarves are planning to attack the hobgoblins in room 38. They are greedy and in search of any treasure they can acquire. They will claim that they were tricked by the evil cleric and locked into this section of the dungeon—which is actually true. They carry a total of 27 pp and 42 ep.
40. Axe Beak (1) AC 6; HD 3; Hp 14; #AT 3; Dmg 1d4 claw/1d4 claw /2d4 bite; SA None; SD None; MV 18”; AL N; Thaco 16; EXP 35+3 per hp. MM. This creature has been trained by the berserkers in room 41. It will attack (and screech loudly) anyone who enters (except the berserkers, of course). There is no treasure in this room.
41. Berserkers (6) AC 7; HD 1; Hp 8, 7, 6, 6, 4, 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 evil men have found a home in the dungeon and they conduct raids on the unwary. They have a single wooden chest, unlocked with no trap, that contains 900 sp, 90 gp and four pieces of jade worth 55 gp each. One of the berserkers carries a *potion of fire resistance* (labeled as such).
42. 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. The dark creeper is in league with the evil cleric (room 19). He spies on the monsters in the northern section of the dungeon while also stealing from any he can. He has fashioned a secret compartment in the north wall of the room and it holds his treasure which includes 223 gp, 60 sp and a +2 *hand axe*.
43. Lying amid some destroyed furniture and cots are the remains of six orcs. They were attacked by the ogre that lives in room 55. There is no treasure in this room.
44. This room is empty.
45. Spider, Huge (1) AC 6; HD 2+2; Hp 14; #AT 1; Dmg 1d6; SA Poison at +1 to save; SD None; MV 18”; AL N; Thaco 17; EXP 145+3 per hp. MM. The door to this room is missing. The room is filled with thick spider webs and is home to a huge spider. It will attack any who enter or pass by. A total of 33 pp and a +1 *battle axe* dangle from the webs.
46. Stirge (4) AC 8; HD 1+1; Hp 8, 6, 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. The door to this large room is missing. The room is filled with broken furniture and numerous odds and ends. Four stirges have nests here and they typically fly out of the dungeon to hunt. A damaged desk has a secret drawer that has a *scroll of cure light wounds x3* and a *scroll of locate object*.
47. Ghost (1) AC 4; HD 4; Hp 16; #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. This terrible creature has just arrived in the dungeon. It has staked out this chamber so it can watch for anyone who might enter (or exit) the dungeon. It will attack any who come close or enter its chamber. The ghost wears a gold necklace inset with small rubies worth 650 gp.
48. Goblin (6) AC 6; HD 1-1; Hp 5, 4, 3, 3, 2, 1; #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 worship their “king” who resides in room 52. They will attack anyone who enters this section of the dungeon and watch the corridor vigilantly. This is only a guard room and the door is always open. They carry no treasure.
49. The door to this room is locked. The gnome (room 52) uses this room for storage. It mainly filled with food and wine. There is no treasure here.
50. Goblin (6) AC 6; HD 1-1; Hp 7, 6, 3, 3, 2, 1; #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 are servants of the gnome (room 52). When the PCs arrive the goblins will be eating a meal as this is the dining and meeting chamber of this group. They will attack any who enter or help the goblins from room 48 if an attack occurs. The gnome in room 52 will be alerted and also come forward to help repel invaders.
51. Gnome Illusionist (1) AC 2; HD 2; Hp 6 #AT 1; Dmg dagger 1d4; SA Spells; SD Spells; MV 6”; AL NE; Thaco 20; EXP 95+2 per hp. Carries a dagger. Two spells. S9 I17 W10 D17 C11 CH10. He wears *bracers of AC 5*.  
  
Hell Hound (1) AC 4; HD 4; Hp 17; #AT 1; Dmg 1d10; SA breath fire for 4 damage; SD None; MV 12”; AL N; Thaco 15; EXP 250 +4 per hp. MM.  
  
This gnome has won the respect of a small troop of goblins. Under his rule, the group has not only survived but thrived in the lands around the dungeon. The gnome has a twin brother who may be on this or the first level (monster entry #30). The brother is neutral good and seeks to convince his brother to give up his life of evil. The gnome will attack with his hell hound if he lair is attacked.



# Sample Dungeon

51. This is the barracks of the goblins. There are 12 bunk beds and each has a small footlocker filled with personal items of no value. A single chest holds their wealth and includes 500 sp and 61 gp.
52. The door to this room is locked. The gnome has the key. This chamber is his personal quarters. It is lavishly decorated and tapestries cover the walls. A chest lies at the foot of his bed. It is locked and trapped. The key is carefully hidden in the seam of one of the tapestries. The chest contains 312 ep, 140 sp, 11 pp and a *potion of levitation*.
53. This room is empty.
54. Ogre (1) AC 5; HD 4+1; Hp 19; #AT 1; Dmg 1d10; SA None; SD None; MV 9"; AL CE; Thaco 15; EXP 90 +4 per hp. MM. This ogre is still young, but it has decided to stake out on its own. It recently killed a group of orcs (room 43) and it feels very confident. It will attack the PCs on sight. The ogre has 350 gp in a sack.
55. Lizard Man (2) AC 5; HD 2+1; Hp 10, 9; #AT 3; Dmg 1d2 claw / 1d2 claw / 1d8 bite or by weapon; SA None; SD None; MV 12"; AL LE; Thaco 16; EXP 35 +3 per hp. Carry long sword 1d8 and/or spear 1d6. MM. A fast running underground stream enters this area from the north and feeds a deep pool. The pool has a drain at its center that leads to another underground stream (which flows into dungeon level three). A pair of lizard men have come up from level three in search of their giant lizard pet (room 56). They will call to the giant lizard and attack the PCs if they enter this area. They carry no treasure.
56. Lizard, Giant (1) AC 5; HD 3+1; Hp 15; #AT 1; Dmg 1d8; SA 2x damage on a "20" attack roll; SD None; MV 15"; AL N; Thaco 16; EXP 125+4 per hp. MM. This giant lizard is the pet of a group of lizard men who live on the third level of the dungeon. It has wandered to this level via the underground water system. It will attack the PCs on sight. It will also follow the commands of the lizard men in room 54. It carries no treasure.
57. Bullywug (6) AC 6; HD 1; Hp 8, 6, 6, 4, 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. These bullywugs have followed the underground stream (using small canoes) from their lair on the other side of the mountain. They were sent on a mission to investigate and report back to their king. They carry a total of 21 pieces of ivory worth 5 gp each.
58. This room is empty.
59. The secret door to this room is locked and trapped. A sphere of black marble hovers in the center of this room. The marble is about twice the size of a human head. If a PC touches the marble, he will be teleported to a random location in the dungeon (roll percentile dice and divide by 2, rounding up; rooms 1-50 are possible). Note, only the PC touching the marble will be transported. The destination is random each time a PC touches the marble. There is no treasure in this room.
60. This room is empty.
61. The door to this room is locked and trapped. A black pedestal is located in the center of the room. A miniature onyx statue of a war dog rests on the pedestal. It is a *figurine of wondrous power: onyx dog*. If a PC secures the figurine, he will be teleported to room 59. Any attempts to secure the figurine other than by hand, will result in failure and the PC attempting the action will be struck by electricity for 1d4 damage. The pedestal cannot be harmed.
62. A single gold coin lies in the middle of the floor of this room. Otherwise, it is empty.



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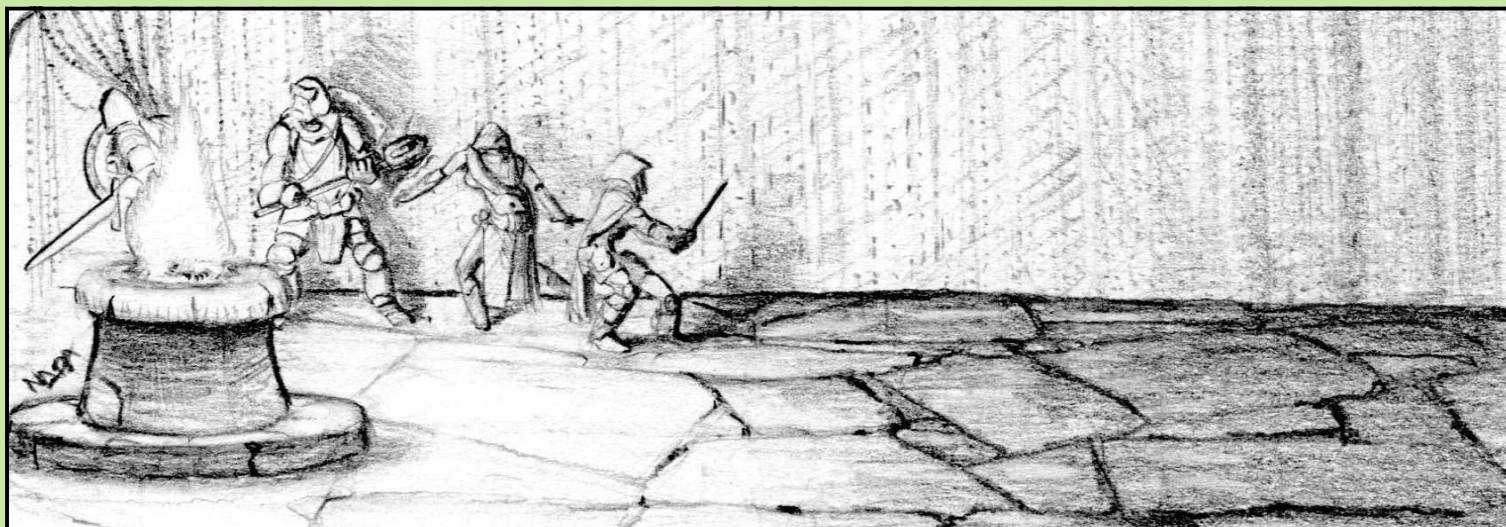
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