

# Monster & Treasure

## Level Three Assortment

Designed by Bill Barsh



*The door crashes open and you find yourself in a dark room. The dim torch light casts shadows over the hulking form of a large monster which stands before an iron chest bursting with gold! With a blood-chilling howl, the creature rushes forward...*

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 third level dungeon crawl. Still need more? A **complete** third 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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### 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.

DA3 is the third 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. 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
9. One character teleported to any room; this level
10. Two characters teleported to any room, this level
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 1d8 damage
2. Poison needle trap, save at +4 or die
3. Poison dart trap, 4 darts (1 HD) + save or take 1d6
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 1d8 damage
8. Javelins; 1d2 / character, Att. as 3 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 (2d4) AC 6; HD 1; Hp 8, 7, 6, 6, 4, 4, 3, 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.
2. Troglodyte (1d4) AC 5; HD 2; Hp 14, 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 (4d6) AC 7; HD 1/2; Hp 3 each; #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 (2d4) 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 (1d8) AC 9; HD 1/2; Hp 4, 3, 2, 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 (1d3) AC 3; HD 2; Hp 12, 10, 8; #AT 1; Dmg 1-4; SA Blood drain; SD None; MV 3"; AL N; Thaco 18; EXP 105+2 per hp. MM.
10. Stirge (2d4) AC 8; HD 1+1; Hp 8, 7, 6, 6, 5, 4, 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 (2d4) AC 5; HD 2; Hp 15, 12, 11, 10, 9, 8, 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 (3d4) AC 7; HD 1+1; Hp 4 each; #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.



# Monsters

14. Hobgoblin (2d4) AC 5; HD 1+1; Hp 9, 8, 6, 6, 5, 4, 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 (4d4) AC 6; HD 1-1; Hp 4 each; #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, 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.
17. Zombie (2d4) AC 8; HD 2; Hp 15, 13, 12, 11, 10, 9, 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 (3d4) AC 7; HD 1; Hp 4 each; #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 2+2; Hp 17, 14, 12, 11, 10; #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 (1d6) AC 3; HD 2; Hp 13, 12, 12, 10, 8, 7; #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.
22. Ghoul (1d4) AC 6; HD 2; Hp 13, 11, 9, 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.
23. Berserkers (2d4) AC 7; HD 1; Hp 8, 7, 6, 6, 5, 4, 4, 3; #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. 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.
25. Ogrillon (1d4) AC 6; HD 2; Hp 14, 12, 11, 9; #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.
26. Land Lamprey (1d6) AC 7; HD 1+2; Hp 10, 8, 6, 5, 4, 3; #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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27. Snake, Constrictor (1d2) AC 6; HD 3+2; Hp 24, 17; #AT 2; Dmg 1 bite / 1d3 constriction; SA Constriction; SD None; MV 9"; AL N; Thaco 15; EXP 85+4 per hp. MM2.
28. Gnome Illusionist/thief (1) AC 7; HD 3; Hp 15 #AT 1; Dmg dagger 1d4; SA Spells; SD Spells; MV 6"; AL NE; Thaco 20; EXP 95+2 per hp. Carries a **+1 dagger**. 3rd level thief abilities. Three spells. S9 I17 W10 D17 C16 CH10.
29. 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.
30. 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.
31. Bugbear (1d4) AC 5; HD 3+1; Hp 17, 15, 12, 9; #AT 1; Dmg 2d4; SA None; SD None; MV 9"; AL N; Thaco 16; EXP 135+4 per hp. MM.
32. 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.
33. Ghast (1) AC 4; HD 4; Hp 19; #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.
34. Troglodyte (1d4) AC 5; HD 2; Hp 15, 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.
35. 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.
36. 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.
37. 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.
38. Hyena (1d2) 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.
39. Human Cleric (1) AC 5; HD 4; Hp 24; #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.
40. Lizard, Giant (1) AC 5; HD 3+1; Hp 18; #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.
41. Lizard Man (1d6) AC 5; HD 2+1; Hp 16, 12, 10, 9, 8, 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.
42. Ogre (1) AC 5; HD 4+1; Hp 25; #AT 1; Dmg 1d10; SA None; SD None; MV 9"; AL CE; Thaco 15; EXP 90 +4 per hp. MM.
43. 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.
44. 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.
45. 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*.
46. Firebat (2d4) AC 8; HD 4; Hp 7 each; #AT 1; Dmg 2d4 bite with fire; SD Immune to fire; MV 20"; AL NE; Thaco 17; EXP 28 +2 per hp. MM2
47. Taer (1d2) AC 4; HD 3+6; Hp 22, 19; #AT 3; Dmg 1d6 bite / 1d4 bite / 1d4 bite; SA stench; SD immune to cold; MV 18"; AL NE; Thaco 16; EXP 150 +4 per hp. MM2.

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48. Flind (1d6) AC 5; HD 2+3; Hp 17, 14, 12, 11, 9; #AT 1; Dmg 1d6; SA None; SD None; MV 9"; AL CE; Thaco 16; EXP 35 +3 per hp. MM.
49. Stun Jelly (1) AC 8; HD 4; Hp 24; #AT 1; Dmg 2d4; SA paralyzation; SD None; MV 3"; AL N; Thaco 15; EXP 125+4 per hp. FF.
50. Kobold (4d6) AC 7; HD 1/2; Hp 3 each; #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.
51. 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.
52. 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.
53. Gnoll (2d4) AC 5; HD 2; Hp 15, 12, 11, 10, 9, 8, 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.
54. 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.
55. Skeleton (3d4) AC 7; HD 1+1; Hp 4 each; #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 (2d4) AC 5; HD 1+1; Hp 9, 8, 6, 6, 5, 4, 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. Zombie (2d4) AC 8; HD 2; Hp 15, 13, 12, 11, 10, 9, 8, 7; #AT 1; Dmg 1-8; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. MM.
58. Bandit (3d4) AC 7; HD 1; Hp 4 each; #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.
59. 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.
60. 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.
61. Orc (2d4) AC 6; HD 1; Hp 8, 7, 6, 6, 4, 4, 3, 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.
62. Troglodyte (1d4) AC 5; HD 2; Hp 14, 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.
63. Dwarf (1d4+1) AC 4; HD 2+2; Hp 17, 14, 12, 11, 10; #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.
64. Ant, Giant (1d6) AC 3; HD 2; Hp 13, 12, 12, 10, 8, 7; #AT 1; Dmg 1d6; SA None; SD None; MV 2"; AL N; Thaco 18; EXP 20+2 per hp. MM.
65. 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.
66. Ghoul (1d4) AC 6; HD 2; Hp 13, 11, 9, 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.
67. Berserkers (2d4) AC 7; HD 1; Hp 8, 7, 6, 6, 5, 4, 4, 3; #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.
68. 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.

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69. Taer (1d2) AC 4; HD 3+6; Hp 22, 19; #AT 3; Dmg 1d6 bite / 1d4 bite / 1d4 bite; SA stench; SD immune to cold; MV 18"; AL NE; Thaco 16; EXP 150 +4 per hp. MM2.
70. Ogrillon (1d4) AC 6; HD 2; Hp 14, 12, 11, 9; #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.
71. Land Lamprey (1d6) AC 7; HD 1+2; Hp 10, 8, 6, 5, 4, 3; #AT 1; Dmg 1; SA Blood drain; SD None; MV 12"; AL N; Thaco 18; EXP 36+2 per hp. MM2.
72. Snake, Constrictor (1d2) AC 6; HD 3+2; Hp 24, 17; #AT 2; Dmg 1 bite / 1d3 constriction; SA Constriction; SD None; MV 9"; AL N; Thaco 15; EXP 85+4 per hp. MM2.
73. 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.
74. Bugbear (1d4) AC 5; HD 3+1; Hp 17, 15, 12, 9; #AT 1; Dmg 2d4; SA None; SD None; MV 9"; AL N; Thaco 16; EXP 135+4 per hp. MM.
75. Ghast (1) AC 4; HD 4; Hp 19; #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.
76. 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.
77. 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.
78. 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.
79. Gnoll (2d4) AC 5; HD 2; Hp 15, 12, 11, 10, 9, 8, 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. Ogre (1) AC 5; HD 4+1; Hp 25; #AT 1; Dmg 1d10; SA None; SD None; MV 9"; AL CE; Thaco 15; EXP 90 +4 per hp. MM.
81. 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.
82. 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.
83. Firebat (2d4) AC 8; HD 4; Hp 7 each; #AT 1; Dmg 2d4 bite with fire; SD Immune to fire; MV 20"; AL NE; Thaco 17; EXP 28 +2 per hp. MM2.
84. Ant, Giant (1d6) AC 3; HD 2; Hp 13, 12, 12, 10, 8, 7; #AT 1; Dmg 1d6; SA None; SD None; MV 2"; AL N; Thaco 18; EXP 20+2 per hp. MM.
85. 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.
86. 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.
87. Bugbear (1d4) AC 5; HD 3+1; Hp 17, 15, 12, 9; #AT 1; Dmg 2d4; SA None; SD None; MV 9"; AL N; Thaco 16; EXP 135+4 per hp. MM.
88. Zombie (2d4) AC 8; HD 2; Hp 15, 13, 12, 11, 10, 9, 8, 7; #AT 1; Dmg 1-8; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. MM.
89. Hobgoblin (2d4) AC 5; HD 1+1; Hp 9, 8, 6, 6, 5, 4, 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.



# Monsters

90. 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.
91. Flind (1d6) AC 5; HD 2+3; Hp 17, 14, 12, 11, 9; #AT 1; Dmg 1d6; SA None; SD None; MV 9"; AL CE; Thaco 16; EXP 35 +3 per hp. MM.
92. Lizard, Giant (1) AC 5; HD 3+1; Hp 18; #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.
93. Stun Jelly (1) AC 8; HD 4; Hp 24; #AT 1; Dmg 2d4; SA paralyzation; SD None; MV 3"; AL N; Thaco 15; EXP 125+4 per hp. FF.
94. Dwarf (1d4+1) AC 4; HD 2+2; Hp 17, 14, 12, 11, 10; #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.
95. Hyena (1d2) 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.
96. Ghast (1) AC 4; HD 4; Hp 19; #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.
97. Skeleton (3d4) AC 7; HD 1+1; Hp 4 each; #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.
98. Hobgoblin (2d4) AC 5; HD 1+1; Hp 9, 8, 6, 6, 5, 4, 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.
99. Magic-User (1) AC 8; HD 4; Hp 14; #AT 1; Dmg 1d4 by dagger; SA Spells; SD Spells; MV 12"; AL NE; Thaco 20; EXP 150 +4 per hp. S12 I17 W11 D16 C9 CH14. His spells are: *sleep, burning hands, shield, invisibility and web*.
100. 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.

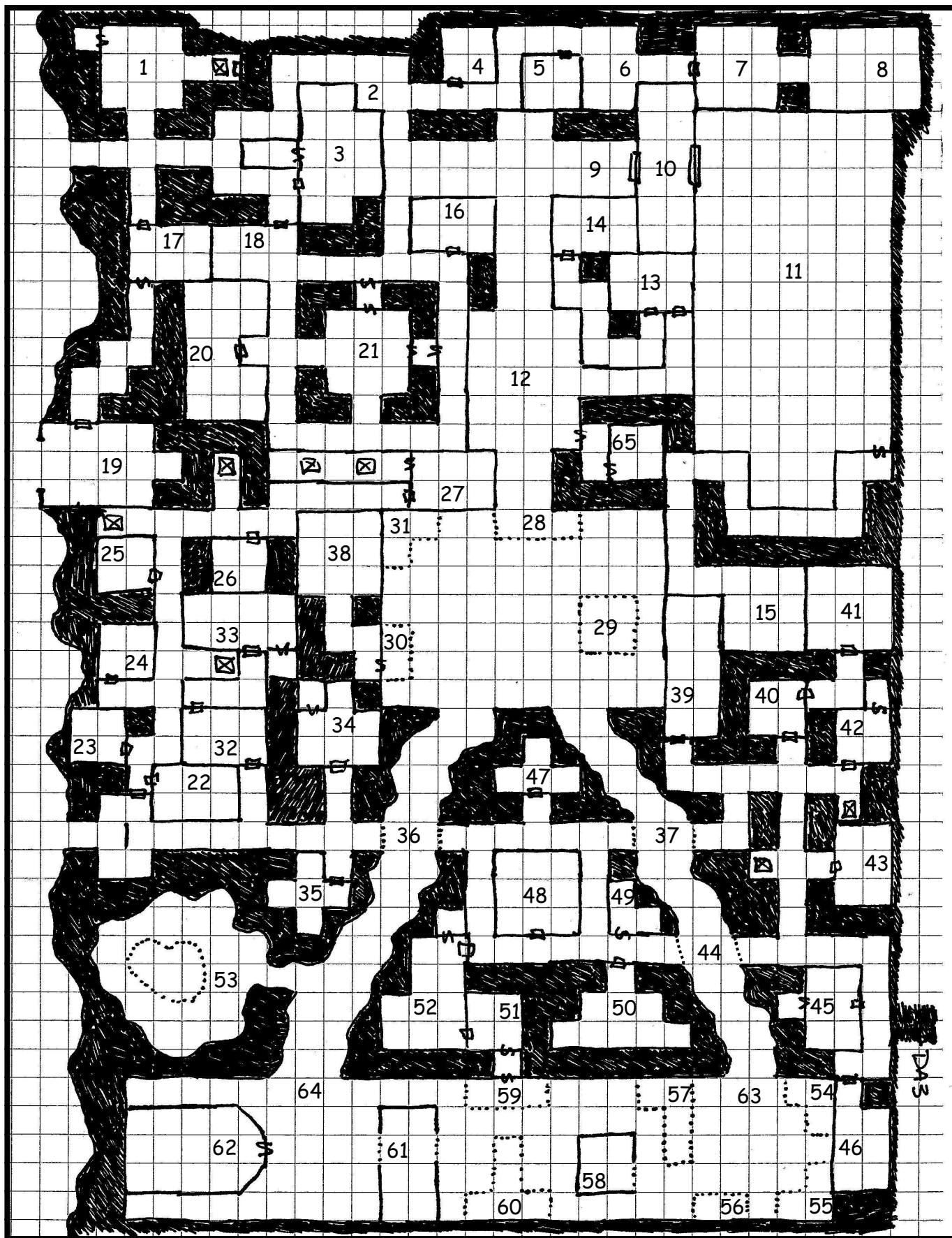


# Treasure

1. 82 gp
2. 380 sp
3. 950 cp
4. 118 ep
5. 24 pp
6. 10 gems: 10 gp each
7. Gold ring (150 gp)
8. Six small pearls: 40 gp each
9. **+1 short sword**
10. 190 gp
11. 900 sp
12. 336 ep
13. **Scroll: sleep and hold portal**
14. **+1 sword** (DM's choice)
15. Silver necklace (200 gp)
16. 840 cp
17. **+2 shield**
18. **Potion of healing**
19. 29 pp
20. 81 gp
21. **20 +1 bolts**
22. 250 gp
23. **Potion of Giant Strength (Frost)**
24. 2,160 cp
25. 1,200 sp
26. Eight small emeralds: 75 gp each
27. 59 gp
28. 300 sp
29. 115 pp
30. **Wand of fear** (3)
31. 14 sp
32. 10 gp
33. **+1 staff (+3 vs undead)**
34. Gold brooch inset with sapphires: 950 gp
35. 180 cp
36. 180 sp
37. 9 gp
38. One small diamond: 600 gp
39. Vial of holy water
40. **Cloak of protection +2**
41. 140 gp
42. 42 gp
43. 335 ep
44. 875 cp
45. 50 sp
46. 72 gp
47. **+1 chain armor** (DM to determine size)
48. 92 gp
49. 2 cp
50. 1 pp
51. Three small rubies: 100 gp each
52. **Potion of extra healing**
53. 78 sp
54. 44 ep
55. Gold bracelet: 150 gp
56. **Scroll: Light, Hold Person (Cleric)**
57. 36 gp
58. 22 sp
59. 80 cp
60. 721 gp
61. 87 pp
62. 17 small pieces of ivory: 10 gp each
63. **Helm of Infravision (wearer gains infravision)**
64. **+1 cursed plate armor** (DM determine size; destroyed if hit)
65. 32 ep
66. 150 gp
67. 590 cp
68. 80 sp
69. 12 pp
70. **Ring of water walking (cursed; fails after 20 feet travelled)**
71. **Potion of poison**
72. 22 gp
73. 4,800 sp
74. 9,000 cp
75. 412 ep
76. 27 pp
77. **Scroll: fireball (Magic-User)**
78. Platinum ring: 300 gp
79. **+2 hammer**
80. 10 gp
81. 2 pp
82. Six pieces of jade: 75 gp each
83. **Scroll: cure disease, neutralize poison (Cleric)**
84. 38 gp
85. 91 ep
86. 241 sp
87. 1,000 cp
88. **+5 arrow (1 use only)**
89. **Scroll (Cursed): Protection from Evil (opposite for 1 turn)**
90. 123 gp
91. 35 pp
92. 6 sp
93. 190 ep
94. Two small sapphires: 200 gp each
95. Gold necklace inset with small rubies: 950 gp
96. 81 gp
97. 11 ep
98. **+2 broad sword**
99. 92 pp
100. **Boots of speed (limited to 10 rounds per day)**



# Sample Map - Dungeon Level Two



# Sample Dungeon

This sample dungeon is designed for a party of third 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 second and fourth level are in rooms 12 and 39.

1. Three bugbears use this room to trap unwary adventurers. The bugbears hide in the small secret room and wait for intruders to set off the pit trap. A false door, when opened, will trigger a covered pit (marked on map) to open. PCs falling into the pit suffer 1d6 damage. The bugbears will then emerge from their secret room and attack. The bugbears have a lair at location 17. Bugbear (3) AC 5; HD 3+1; Hp 17, 15, 9; #AT 1; Dmg 2d4; SA None; SD None; MV 9"; AL N; Thaco 16; EXP 135+4 per hp. MM. The largest bugbear has a key to unlock the door at location 17.
2. A dozen pikes are set into the floor of this room. The skeletal heads of various humanoids and demi-humans hang from the pikes. A banner hangs from the ceiling. The symbol of a red crescent moon is set against a deep blue field.
3. A heavy iron door is the only entrance to this room. It is generally closed and locked. The room is home to a large group of kobolds who offer their services to many of the ore intelligent denizens of the dungeon. The kobolds are not aggressive and will offer labor services but they will not engage in mercenary work. They have a chest hidden in the secret



- room filled with 300 sp and 590 cp. Kobold (14) AC 7; HD 1/2; Hp 3 each; #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. This room is home to six bandits in the employ of the wizard in location 8. The room contains six cots; each with a footlocker filled with clothes and general equipment. A large iron chest (trapped with a poison needle; save or suffer 1d8 damage) contains six sacks. Each sack contains 56 ep. Bandit (3d4) AC 7; HD 1; Hp 4 each; #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.
  5. This room is home to four bandits in the employ of the wizard in location 8. The room contains four cots; each with a footlocker filled with clothes and general equipment. A large iron chest (trapped with a poison needle; save at +4 or die) contains four sacks. Each sack contains 300 sp. There is also 20 +1 bolts in a quiver.
  6. Chained to the north wall is a young paladin. He was recently captured by the wizard. The wizard has tortured him for information regarding his mission. The paladin is searching out an evil cleric that resides on the fourth level of the dungeon. The paladin's equipment (chain armor, +1 long sword) are in a chest in location 8. Human Paladin (1) AC 5; HD 3; Hp 22 (4); #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. He is currently at 4 hp.
  7. The door to this room is trapped. If opened, a fiery explosion will damage all within 10' (outside the room). The fire will do eight damage or save vs. spell for half damage. The trap is bi-passed if the wizard says "off" in elvish. The room has a desk, small table and several chairs. There is also a couch and bookshelf. During "daytime" hours the wizard will be in the room reading or working on his next plan to raid some other dungeon denizen on the second level. He has a complete map of the second level of the dungeon. If the PCs have set off the fire trap, the wizard will be ready for combat. His main effort will be to escape as he knows he cannot fight an entire party of adventurers. If he can, and they are still alive, he will go to his bandit minions in locations 4 and 5. Otherwise, he will flee. A *scroll of sleep and hold portal* are in the desk. Magic-user (1) AC 8; HD 4; Hp 14; #AT 1; Dmg 1d4 by dagger; SA Spells; SD Spells; MV 12"; AL NE; Thaco 20; EXP 150 +4 per hp. S12 I17 W11 D16 C9 CH14. His spells are: *sleep, burning hands, shield, invisibility and web*.

# Sample Dungeon

8. This is the bed chamber of the evil magic-user. There is a bed and large wall locker. The locker contains clothing and general equipment. A large wooden chest is at the foot of the bed. The chest contains 412 ep, 180 sp and 140 gp.
9. This hallway is heavily coated in thick spider webs. The dried husks of two orcs and a goblin hang from the ceiling. The webs are home to two large spiders. The spiders rarely leave the area to hunt as the undead in locations 10 and 11 often provide them with food. The spiders ignore the undead as they are not a food source. The goblin has a vial of holy water in a pouch. Spider, Large (2) AC 7; HD 1+1; Hp 6, 5; #AT 1; Dmg 1; SA Poison; SD None; MV 6"; AL N; Thaco 18; EXP 65+2 per hp. MM.
10. This room was once used as a lobby for the temple at location 11. Rotting tables and chairs litter the floor and rotted tapestries hang from the walls. The tapestries depict battle scenes of orcs defeating various enemies. The room is home to eight skeletons that serve the wight in location 11. Skeleton (8) AC 7; HD 1+1; Hp 4 each; #AT 1; Dmg 1d6; SA None; SD 1/2 damage from edged weapons; MV 12"; AL N; Thaco 19; EXP 14+1 per hp. MM.
11. This massive chamber was once an orcish temple. Murals throughout depict legions of orcs destroying their various

enemies. The temple was stormed by a group of adventurers many years ago and the orc priests were destroyed. However, the orc high priest cursed his enemies and swore he would come back from the dead. He has come back as a wight and the creature stalks the dungeons in search of adventurers to destroy. The wight will hide behind the altar at the south end of the room. 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.

12. Stairs lead to the second and fourth level.
13. The room appears empty. However, there is a pressure plate in the center of the room. If triggered, the room will be filled with a gas that paralyzes those who fail their save for 2d4 rounds. The gas dissolves after one round. Also, a chime will sound when the trap is triggered. This will alert the dwarves in location 14 who will come to investigate (and attempt to destroy any intruders).
14. Four evil dwarves reside in this room. They are advantageous creatures and constantly seek to increase their wealth. The room contains four beds (bunk style) and four footlockers (contain clothes, etc.) and four iron chests. Each dwarf has a key to his own chest. Chest 1 contains 38 gp and 35 pp. Chest 2 contains 190 gp. Chest 3 contains 59 gp and 10 gems worth 10 gp each. Chest 4 contains 241 sp and three small rubies worth 100 gp each. Dwarf (4) AC 4; HD 2+2; Hp 14, 12, 11, 10; #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.
15. This room was not discovered when the temple was originally defeated. The orc priests used this room to store their treasure. The room contains three wooden chests. Each is unlocked and not trapped. Chest 1: 4,800 sp. Chest 2: 150 gp. Chest 3: 17 pieces of ivory worth 10 gp each, and 92 gp. A loose stone in the floor conceals a secret compartment that holds a gold necklace worth 950 gp.
16. This room is empty.
17. The door to this room is propped open. A stench flows from the room into the hallway. The room is used as a garbage dump by the inhabitants of the dungeon. A group of four black centipedes resides in the room. They will only attack those who enter the room more than 10' past the door. Centipede, Black (4) AC 9; HD 1/2; Hp 4, 3, 2, 2; #AT 1; Dmg 1 point bite; SA Poison; SD None; MV 15"; AL N; Thaco 20; EXP 45+1 per hp. MMM. They have no treasure.



# Sample Dungeon

18. This room is empty.
19. The east wall of this room is open to the mountainside, but the outside wall is steep and provides no exit. A white granite statue of a beautiful female warrior stands in the center of the room facing east. Her hand is outstretched but empty. If a weapon is placed in her hand, the weapon will gain flame power for one week. The weapon gains an additional +1 bonus / +2 vs. undead and inflicts double damage against undead. The statue can only enchant one weapon per week.
20. This room has recently been occupied by a group of orcs. The orcs have come to the dungeon to reclaim their temple (location 11). However, they know they need help. The orcs cannot return to their tribe in failure. If possible, the orcs will attempt to contract the PCs to clean out the temple. They will promise to reward the PCs by giving them the secret treasure in location 15. Of course, the orcs will try to double cross the PCs. Orc (8) AC 6; HD 1; Hp 8, 7, 6, 6, 4, 4, 3, 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.

21. This room is empty.

**Note on Rooms 22–27.** *This complex of rooms are occupied by an organized group led by a gnome illusionist. The group generally raids the other levels of the dungeon as to not make enemies on this level. If an attack is detected, all the creatures of this section will immediately come to the aid of those threatened.*

22. A very large, and somewhat intelligent, ogre lives in this room. He will attack any intruder or sight. His job is to guard this section of rooms and he takes his task seriously. The ogre has a bed made of straw and animal hides. Under one of the animal hides is a sack containing 29 pp, 190 ep and **ring of water walking** (cursed: fails after 20' are travelled). Ogre (1) AC 5; HD 4+1; Hp 25; #AT 1; Dmg 1d10; SA None; SD None; MV 9"; AL CE; Thaco 15; EXP 90 +4 per hp. MM.
23. Four gnolls use this room as their lair. They have bedrolls and single table with four chairs. The table is covered with empty casks of ale. A small chest under the table holds the combined wealth of the gnolls which is a scant 118 ep. Gnoll (4) AC 5; HD 2; Hp 11, 10, 9, 8; #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.
24. A squad of very disciplined hobgoblins occupy this room. They are extremely loyal to the gnome (location 27). The room is very clean and organized. They use cots and each has a footlocker. The footlockers hold personal items. A single, wooden chest (unlocked) holds 72 gp and eight emeralds worth 75 gp each. Hobgoblin (8) AC 5; HD 1+1; Hp 9, 8, 6, 6, 5, 4, 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.
25. Six goblins occupy this room. These creatures are generally used as cheap labor for the gnome. They generally avoid

combat duty. The room is cluttered with junk. They have bunk beds and other furniture. They have hidden their treasure behind a loose stone in the south wall. A sack contains 11 sp, 32 ep and 24 pp. Goblin (6) AC 6; HD 1-1; Hp 4 each; #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.

26. This room is empty.

27. The room is the headquarters of the gnome illusionist who leads the various humanoids in this area. The gnome is very smart and if he is confronted without the aid of his minions he will attempt to escape or buy his way out of trouble. He will reveal the secret door in his room. A large wooden chest at the end of the secret hallway contains his treasure: 900 sp, 115 pp and **helm of infravision** (wearer gains infravision). Gnome Illusionist/thief (1) AC 7; HD 3; Hp 15 #AT 1; Dmg dagger 1d4; SA Spells; SD Spells; MV 6"; AL NE; Thaco 20; EXP 95+2 per hp. Carries a +1 **dagger**. 3rd level thief abilities. Three spells. S9 I17 W10 D17 C16 CH10.

28. This large chamber is filled with water. The areas inside the dotted lines (on map) are elevated three feet above the water. The water is 10' deep throughout the room. Two 20' wide channels exit the room in the south and move toward another massive chamber in the south (see location 63 or 64). A giant crab lives in this room and it will attack any who enter the water. Lying under the water in the center of the room is a +2 **broad sword**. 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.

29. A skeleton lies on this 20' square platform. The skeleton wears a gold ring worth 150 gp. There is a pressure plate on the platform, and if triggered, a monster (roll randomly from level 3 chart) will appear and attack the PC.

30. This platform is set three feet above the water level. The secret door is trapped. If opened, the platform will collapse into the water.

31. This platform is set three feet above the water level. There is nothing of interest on the platform.

32. A hell hound is housed in this room. It has been trained by an evil priest in location 33. It will bark at intruders before attacking. The priest in location 33 will immediately come to investigate. 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.

33. An evil priest has just moved into this room. He lost a power struggle on level four and now plans his revenge. He is not interested in fighting adventurers and he will call off his hell hound if combat has started. The priest does not know much about this level. He does know there is an abandoned orc temple in the northwest. He does know the location of the stairs to the fourth level at 12 and 39. Human Cleric (1) AC 5; HD 4; Hp 24; #AT 1; Dmg 1d6 +2 by **flail +1**; SA Spells; SD



# Sample Dungeon

Spells; MV 9"; AL CE; Thaco 20; EXP 150 +3 per hp. Carries +1 *flail*, chainmail armor. S11 I13 W17 D10 C10 CH12.

34. A ghost uses this room as his base. It is close to the exit and this foul creature prefers to forage outside the dungeon complex. The ghost has hidden his treasure in the small room behind the secret door. Spread loosely on the floor inside the secret room is 840 cp, 2 pp, a platinum ring worth 300 gp and a *scroll of protection from evil* (cursed: evil gains benefit of protection from good for one turn). Ghost (1) AC 4; HD 4; Hp 19; #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.
35. This room is empty.
36. A channel bisects the hallway here. The water is 10' deep and moves very slowly.
37. A channel bisects the hallway here. Lurking in the water are four troglodytes. They will attempt to ambush anyone who enters the water or crosses. Troglodyte (4) AC 5; HD 2; Hp 14, 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.
38. This room is empty.
39. A set of stairs in this room leads to the second level and fourth level of the dungeon.
40. The door to this room is locked and trapped. Inside, along the west wall are eight two foot square cages stacked in two rows. Each cage holds a stirge. The cages doors are linked to a trip wire on the door (south wall). If the door is opened (without the trap being disarmed), the stirges will be freed and they will attack intruders. The stirges are half-starved and they will attack until they are killed. Stirge (8) AC 8; HD 1+1; Hp 8, 7, 6, 6, 5, 4, 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.
41. This room is decorated as a shrine to the orc god. A single cot and footlocker are the only items that are not dedicated to the orc god. The footlocker contains a *potion of healing* and 10 gp. An insane orc shaman lives here. He devised the stirge trap in location 40 as an early warning system. This orc was but a very young acolyte when the orc temple in location 11 was destroyed. He is the lone survivor. He has waited many years for his tribe to return. If he detects the presence of intruders in location 40, he will enter that room. He has a secondary wire at the north door and he can open the stirge cages from there. At the sight of adventurers the orc will fly into uncontrollable rage. 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.
42. A group of seven berserkers have recently occupied this chamber. They are looking for easy treasure, but they have become lost down on this level. They will attack intruders only if they feel they have the upper hand. Otherwise, they will bargain for assistance to exit. They will give up half their treasure for help. The berserkers have 250 gp in a sack. Berserkers (7) AC 7; HD 1; Hp 8, 7, 6, 6, 4, 4, 3; #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.
43. This room is empty.
44. A channel bisects the hallway here. The water is 10' deep and moves very slowly.
45. The door to this room is barred from the inside. The room is empty. The secret hides a small room and a dead adventurer. An elf fighter/magic-user died here from wounds he received while moving through the dungeon. On the elf is a wand of fear (3), a +5 arrow (one use), 91 ep and 27 pp.
46. This room is trapped. Each PC that enters must make a save vs. spells for each round he is in the room. If the PC fail, he is teleported to a random room in the dungeon. To determine which room, roll 1d6. The result is the first digit. Then roll 1d10 to determine the second digit. If the room does not exist (i.e. rooms 66+), roll again. Note, you must roll for each PC separately. If the PC teleports to an occupied room, the PC will gain surprise on the inhabitants of the room. He will have one round to act. On the second round, roll initiative as normal.
47. This room is empty.
48. A rust monster has made its way into this room. It will go after any armored figure immediately. It has no treasure. 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.
49. This room is empty.
50. Eight zombies are standing around the corpse of an evil priest. The cleric, who was first level, had the job of escorting the zombies to location 11 as tribute to the wight. However, the cleric was ambushed and died in this room. The zombies are awaiting his orders. But in his absence they will attack any who enter. The cleric wears chain armor and holds a normal staff. He has a pouch containing 12 pp. Zombie (8) AC 8; HD 2; Hp 15, 13, 12, 11, 10, 9, 8, 7; #AT 1; Dmg 1-8; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. MM.
51. This room is empty.
52. Two ogrillons laired in this room but they were attacked by a roving band of four ghouls only a few hours ago. The ghouls managed to surprise the overconfident ogrillons. The ghouls have not discovered the secret room that holds the ogrillons' treasure: 380 sp, 9,000 cp, +2 *hammer*, *scroll of fireball*. Ghoul (4) AC 6; HD 2; Hp 13, 11, 9, 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.

# Sample Dungeon

53. This water-filled room surrounds a small island of rock and sand. The island is home to a pair of giant constrictor snakes. Lying amid the rocks is a gold bracelet (150 gp). Snake, Constrictor (2) AC 6; HD 3+2; Hp 24, 17; #AT 2; Dmg 1 bite / 1d3 constriction; SA Constriction; SD None; MV 9"; AL N; Thaco 15; EXP 85+4 per hp. MM2.
54. This platform rises two feet above the water.
55. This platform rises two feet above the water.
56. This platform rises two feet above the water.
57. This platform rises two feet above the water. Directly under the platform (10' below the water line) is the corpse of a human fighter. The fighter is wearing **+1 cursed platemail** (it will disintegrate if hit).
58. This hut is built upon a platform just above the water line. There is no door. A small shrine dedicated to a reptilian god is set against the north wall. A crude mural of the god is drawn above the shrine on the west wall. Two sealed urns rest next to the shrine. Both urns contain 46 pp and both are trapped. The first urn will trigger a 10' square area in the floor to open. Any PCs in the area will fall into the water below. Those in heavy armor will need help to avoid drowning. Also a group of normal leeches live under the hut. Any PCs in the water under the hut will be automatically struck by several small leeches and suffer 1 hp of damage per round until removed. It only takes one round to remove them (after the PC exits the water). The second urn will teleport whoever touches it to location 49.
59. This platform rises two feet above the water.
60. This platform rises two feet above the water.
61. This long hut is occupied by a group of six lizard men. They are on guard duty and sworn to protect the tomb at location 62. Guard duty lasts for one week and then replacements are brought in (from level 4). Lizard Man (6) AC 5; HD 2+1; Hp 16, 12, 10, 9, 8, 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.
62. This stone structure is bare of any markings with exception of a statue of a massive lizard man standing on the roof. The lizard man carries a trident and short sword. They eyes

gleam with a sparkling red light. The eyes are red rubies (200 gp each). If the rubies are touched, any creatures (adventurers) within 40' of the statue will be teleported into the tomb (location 62). This will only happen once per day and only if the rubies remain a part of the statue. Inside the tomb is a stone sarcophagus that is five feet wide and ten feet long. As soon as the tomb is entered (by any means) the lid will slowly slide off and a huge lizard man will emerge. The lizard man is bandaged, much like a mummy. It will attack any intruders and fight to the death. The lizard man is simply an animated construct and has no special abilities but it can only be hit by +1 or better magic weapons. It does carry a +1 trident and +2 short sword. There is 721 gp in the sarcophagus. Lizard Man (Construct) AC 4; HD 5; Hp 32; #AT 2; Dmg 1d8+1 trident / 1d6+2 sword; SA None; SD +1 or better to hit, 100% magic resistant; MV 12"; AL N; Thaco 13 w/ trident, 12 w/sword; EXP 500+5 per hp.

63. The canal empties into this large area. The water remains about 10' deep.
64. The canal empties into this large area. The water remains about 10' deep.
65. This room is empty.



## 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



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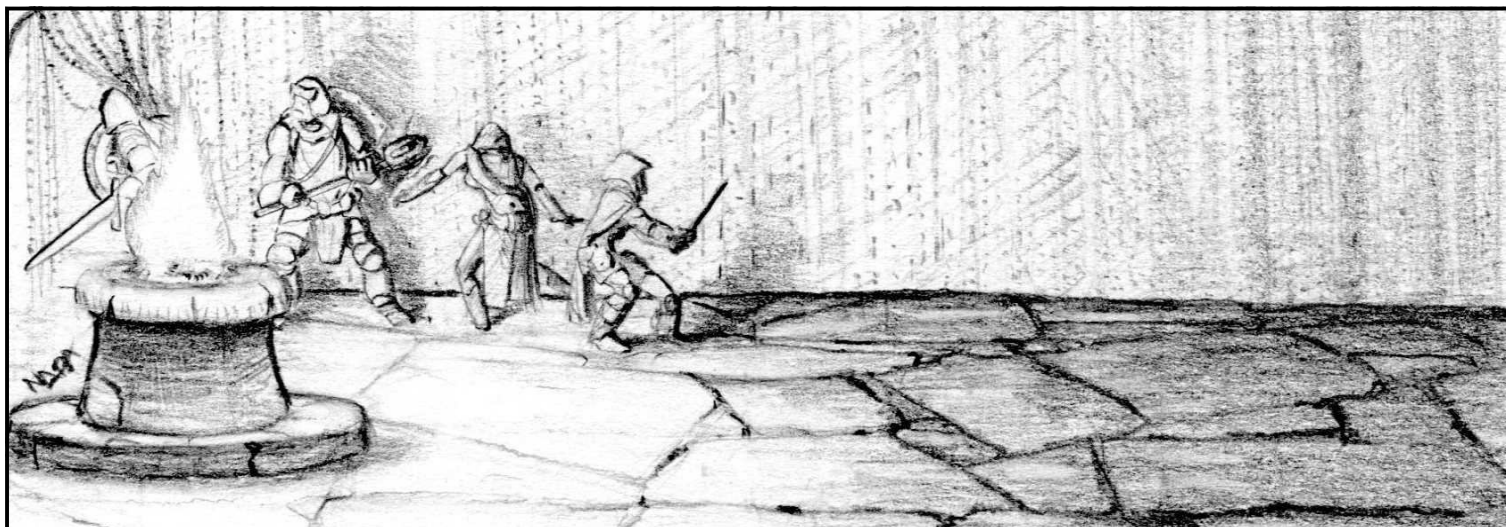
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