

Monster & Treasure

Level Four 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 dark form of a wraith 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 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 fourth level dungeon crawl.

Still need more? A complete fourth 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

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 fourth 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.

DA4 is the fourth 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

Designer: Bill Barsh

Illustrator: Alexander Cook, Luigi Castelani

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 1d12)

1. Pit Trap, Open; 1d6 damage from fall
2. Pit Trap, Covered; 1d6 damage from fall
3. Pit Trap, Covered; 1d2 spikes for 1d4 damage
4. Pressure Plate, Spears; 1d3 spears at 4 HD; 1d6 dam.
5. Pressure Plate, Gas; Paralyze and chime alerts area
6. Pressure Plate, Slicing Blade for 1d8 damage
7. Trip Wire, darts; 1d4 darts at 4 HD; 1d3 damage
8. Trip Wire, Blade; Slices at front row for 1d8 damage
9. One character teleported to any room; this level
10. Entire party teleported to separate rooms
11. Ceiling collapse; 1d6 damage; blocks hallway
12. Chute sends PCs to next level down; any room

Treasure Container (roll 1d12)

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

Treasure Traps (roll 1d12)

1. Poison needle trap; save or suffer 1d8 damage
2. Poison needle trap, save at +3 or die
3. Poison dart trap, 4 darts (4 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, 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 (3d4) AC 6; HD 1; Hp 5 each; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 19; EXP 10+1 per hp. Carry long sword 1d8 and/or spear 1d6. MM.
2. Troglodyte (1d6) AC 5; HD 2; Hp 15, 14, 11, 9, 8, 7; #AT 3 or 1; 1d3 claw/1d3 claw/1d4+1 bite or by weapon; SA revulsion stench; SD None; MV 12"; AL CE; Thaco 16; EXP 36+2 per hp. Carry stone battle axe 1d8. MM.
3. Minotaur (1) AC 6; HD 6+3; Hp 42; #AT 1; Dmg 2d4 gore or 1d4 bite or by weapon; SA None; SD Surprised on a 1; MV 12"; AL CE; Size L; Thaco 13; EXP 400+8 per hp. MM.
4. Carrion Crawler (1d3) AC 3/7; HD 3+1; Hp 17, 14, 12; #AT 8; Dmg none; SA Paralyzation; SD None; MV 12"; AL N; Size L; Thaco 16; EXP 580+4 per hp. MM.
5. Spider, Huge (1d4) AC 6; HD 2+2; Hp 16, 12, 11, 10; #AT 1; Dmg 1d6; SA Poison; SD None; MV 6"; AL N; Thaco 16; EXP 145+3 per hp. MM.
6. Gnoll (3d4) AC 5; HD 2; Hp 15, 12x2, 11x3, 10, 9x4, 8, 7x3, 6; #AT 1; Dmg 2d4 or by weapon; SA None; SD None; MV 9"; AL CE; Size L; Thaco 18; EXP 28+2 per hp. Carry morning star 2d4. MM.
7. Shrieker (1d3) AC 7; HD 3; Hp 18, 13, 10; #AT 0; Dmg 0; SA Noise; SD None; MV 1"; AL N; Thaco N/A; EXP 5+1 per hp. MM.
8. Skeleton (3d6) 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.
9. Hobgoblin (3d4) AC 5; HD 1+1; Hp 9, 6x4, 5x3, 4x3, 4; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. Carry long sword 1d8 and/or long bow 1d6. MM.
10. Zombie (3d4) AC 8; HD 2; Hp 15, 13, 12x3, 11, 10, 9x3, 8, 7; #AT 1; Dmg 1d8; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. Always lose initiative. MM.
11. Dwarf (1d6+1) AC 4; HD 2+2; Hp 17, 15, 14, 12, 11, 10, 9; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 6"; AL NE; Thaco 18; EXP 20+1 per hp. Carry battle axe 1d8. MM.
12. Dwarf Fighter (1) AC 2; HD 4+8; Hp 34; #AT 1; Dmg 1d8+2 or by weapon; SA +1 to hit and +2 to damage due to strength (thaco adjusted); SD None; MV 6"; AL NE; Thaco 15; EXP 165+5 per hp. Carries a battle axe 1d8. MM.
13. Ant, Giant (2d4) AC 3; HD 2; Hp 15, 12x4, 10, 8, 7; #AT 1; Dmg 1d6; SA None; SD None; MV 2"; AL N; Thaco 18; EXP 20+2 per hp. MM.
14. Jackalwere (1d3) AC 4; HD 4; Hp 25, 21, 17; #AT 1; Dmg 2d4 bite; SA Gaze causes sleep (per spell); SD Iron or +1 weapon to hit; MV 12"; AL CE; Thaco 15; EXP 205+5 per hp. MM.
15. Beetle, Water (1d2) AC 3; HD 4; Hp 25, 22; #AT 1; Dmg 3d6; SA None; SD None; MV 3"/12"; AL N; Size L; Thaco 15; EXP 85+4 per hp. MM.
16. Carnivorous Ape (1d2) AC 6; HD 5; Hp 30, 27; #AT 3; Dmg 1d4 claw / 1d4 claw / 1d8 bite; SA Rend for 1d8 if both claws hit; SD Only surprised on a 1; MV 12"; AL N; Size L; Thaco 15; EXP 170+5 per hp. MM.
17. Gargoyle (1d2) AC 5; HD 4+4; Hp 30, 25; #AT 4; Dmg 1d3 claw / 1d3 claw / 1d6 horn / 1d4 bite; SA None; SD +1 weapon to hit; MV 9" / 15"; AL LE; Thaco 15; EXP 165+5 per hp. MM.
18. Ghoul (1d6) AC 6; HD 2; Hp 15, 13, 11, 9, 8, 7; #AT 3; Dmg 1d3 claw / 1d3 claw / 1d6 bite; SA Paralyzation; SD Undead; MV 9"; AL CE; Thaco 18; EXP 65+2 per hp. MM.
19. Berserkers (2d4) AC 7; HD 1; Hp 8, 7, 6, 6, 5, 4, 4, 3; #AT 1; Dmg 1d8 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.
20. Bullywug (3d4) AC 6; HD 1; Hp 8, 6x4, 4x4, 3x2, 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.
21. Ogrillon (1d6) AC 6; HD 2; Hp 16, 14, 12, 11, 9, 8; #AT 2; Dmg 1d6+1 fist / 1d6+1 fist; SA None; SD None; MV 12"; AL CE; Size L; Thaco 16; EXP 28+2 per hp. FF.

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22. 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.
23. Snake, Constrictor (1d2) AC 6; HD 3+2; Hp 23, 17; #AT 2; Dmg 1 bite / 1d3 constriction; SA Constriction; SD None; MV 9"; AL N; Thaco 15; EXP 85+4 per hp. MM2.
24. Gnome Illusionist/thief (1) AC 7; HD 4; Hp 14 #AT 1; Dmg dagger 1d4+1; SA Spells; SD Spells; MV 6"; AL NG; Thaco 20; EXP 95+2 per hp. Carries a **+1 dagger**. 4th level thief abilities. Five spells 3/2. S9 I17 W10 D17 C11 CH10.
25. Human Paladin (1) AC 5; HD 4; Hp 29; #AT 1; Dmg 1d8 +2 by long sword; SA None; SD Prot. from evil; MV 9"; AL LG; Thaco 18; EXP 145+4 per hp. Carries **+1 long sword**, chainmail armor. S17 I14 W15 D14 C15 CH17.
26. Axe Beak (1d3) AC 6; HD 3; Hp 14, 11, 10; #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.
27. Bugbear (1d6) AC 5; HD 3+1; Hp 17, 15, 14, 12, 9, 8; #AT 1; Dmg 2d4; SA None; SD None; MV 9"; AL N; Thaco 16; EXP 135+4 per hp. MM.
28. Algoid (1d2) AC 5; HD 5; Hp 32, 25; #AT 2; Dmg 1d10 fist; SA None; SD Immune to edged weapons unless +2 or better (half damage); MV 6"; AL CN; Thaco 15; EXP 280+5 per hp. FF.
29. Crab, Giant (1d3) AC 3; HD 3; Hp 16, 14, 10; #AT 2; Dmg 2d4 claw / 2d4 claw; SA None; SD None; MV 9"; AL N; Thaco 16; EXP 35+3 per hp. MM.
30. Ghast (1d3) AC 4; HD 4; Hp 19, 15, 13; #AT 3; Dmg 1d4 claw / 1d4 claw / 1d8 bite; SA Paralyzation, stench; SD Undead; MV 15"; AL CE; Thaco 15; EXP 190+4 per hp. MM.
31. Troglodyte (2d4) AC 5; HD 2; Hp 15, 11x3, 9, 8x3; #AT 3 or 1; 1d3 claw/1d3 claw/1d4+1 bite or by weapon; SA revulsion stench; SD None; MV 12"; AL CE; Thaco 16; EXP 36+2 per hp. Carry stone battle axe 1d8. MM.
32. Gelatinous Cube (1) AC 8; HD 4; Hp 30 #AT 1; Dmg 2d4; SA Paralyzation; SD None; MV 6"; AL LE; Size L; Thaco 15; EXP 150 +4 per hp. MM.
33. Water Weird (1d2) AC 4; HD 3+3; Hp 23, 19; #AT 1; Dmg None; SA Attack as 6 HD, save vs. paralyzation or start drowning; SD Edge weapons only inflict 1 damage; MV 12"; AL CE; Size L; Thaco 16; EXP 370+4 per hp. MM.
34. Cyclopskin (1d2) AC 3; HD 5; Hp 35, 28; #AT 1; Dmg by weapon +2 for strength; SA +2 damage due to strength; SD None; MV 12"; AL CE; Size ; Thaco 15; EXP 90+5 per hp. MM2.
35. Magman (1d4) AC 6; HD 2; Hp 16, 12, 10, 8; #AT 1; Dmg 3d8 touch; SA Combustion touch; SD +1 weapon to hit, immune to fire, melt weapons that hit them; MV 9"; AL CN; Thaco 16; EXP 97+2 per hp. MM2.
36. Sandling (1d2) AC 3; HD 4; Hp 19, 15; #AT 1; Dmg 2d8 slash; SA None; SD Immune to sleep, charm, hold and mind attacks; MV 12"; AL N; Size L; Thaco 15; EXP 85+4 per hp. MM2.
37. 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.
38. Hell Hound (1d2) AC 4; HD 4; Hp 27, 21; #AT 1; Dmg 1d10; SA breath fire for 4 damage; SD None; MV 12"; AL N; Thaco 15; EXP 250 +4 per hp. MM.
39. Hyena (1d4) AC 7; HD 3; Hp 16, 12, 9, 8; #AT 1; Dmg 2d4; SA None; SD None; MV 9"; AL N Thaco 16; EXP 35+3 per hp. MM.
40. Human Cleric (1) AC 3; HD 5; Hp 29; #AT 1; Dmg 1d6 +2 by **flail** +1; SA Spells; SD Spells; MV 9"; AL CE; Thaco 18; EXP 150 +3 per hp. Carries **+1 flail**, plate armor. S11 I13 W17 D10 C10 CH12.
41. Lizard, Giant (1d3) AC 5; HD 3+1; Hp 18, 14, 12; #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.
42. Lizard Man (2d4) AC 5; HD 2+1; Hp 16, 12x2, 10, 9x3, 8; #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.

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43. Ogre (1d2) AC 5; HD 4+1; Hp 25, 21; #AT 1; Dmg 1d10; SA None; SD None; MV 9"; AL CE; Thaco 15; EXP 90 +4 per hp. MM.
44. Cockatrice (1) AC 6; HD 5; Hp 31; #AT 1; Dmg 1d3 beak; SA Petrification by touch; SD None; MV 6" / 18"; AL N; Thaco 15; EXP 315+5 per hp. MM.
45. Rust Monster (1d2) AC 2; HD 5; Hp 24, 20; #AT 2; Dmg 0; SA Touch causes rust; SD None; MV 18"; AL CE; Thaco 15; EXP 185 +4 per hp. MM.
46. Wasp, Giant (1d3) AC 4; HD 4; Hp 19, 17, 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.
48. 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.
49. 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*.
50. 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
51. 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; Size L; Thaco 16; EXP 150 +4 per hp. MM2.
52. Flind (1d6) AC 5; HD 2+3; Hp 17, 15, 14, 12, 11, 9; #AT 1; Dmg 1d6; SA None; SD None; MV 9"; AL CE; Size L; Thaco 16; EXP 35 +3 per hp. MM.
53. 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.
54. Zombie (3d4) AC 8; HD 2; Hp 15, 13x3, 12, 11, 10x3, 9, 8, 7; #AT 1; Dmg 1d8; SA None; SD Undead; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. MM.
55. Magic-User (1) AC 5; HD 5; Hp 17; #AT 1; Dmg 1d4+1 w/ **+1 dagger**; SA Spells; SD Spells; MV 12"; AL NE; Thaco 20; EXP 225 +5 per hp. S12 I17 W11 D16 C9 CH14. His spells are: *sleep, burning hands, shield, invisibility, web and lightning bolt*. He carries a **+1 dagger** and wears *bracers of AC 7*.
56. Carnivorous Ape (1d2) AC 6; HD 5; Hp 30, 27; #AT 3; Dmg 1d4 claw / 1d4 claw / 1d8 bite; SA Rend for 1d8 if both claws hit; SD Only surprised on a 1; MV 12"; AL N; Size L; Thaco 15; EXP 170+5 per hp. MM.
57. Gargoyle (1d2) AC 5; HD 4+4; Hp 30, 25; #AT 4; Dmg 1d3 claw / 1d3 claw / 1d6 horn / 1d4 bite; SA None; SD +1 weapon to hit; MV 9" / 15"; AL LE; Thaco 15; EXP 165+5 per hp. MM.
58. Hydra (1) AC 5; HD 5; Hp 8 per head (5 heads); #AT 5; Dmg 1d6 bite; SA None; SD None; MV 9"; AL N; Thaco 15; EXP 165+5 per hp. MM.
59. Werewolf (1d2) AC 5; HD 4+3; Hp 31, 27; #AT 1; Dmg 2d4 bite; SA Lycanthropy by bite; SD Silver or +1 weapon to hit; MV 15"; AL CE; Thaco 15; EXP 205+5 per hp. MM.
60. Ochre Jelly (1) AC 8; HD 6; Hp 36; #AT 1; Dmg 3d4 touch; SA None; SD Immune to lightning; MV 3"; AL N; Thaco 13; EXP 150+6 per hp. MM.
61. Shadow (1d3) AC 7; HD 3+3; Hp 21, 18, 13; #AT 1; Dmg 1d4+1 touch; SA Touch causes -1 strength, 90% undetectable; SD +1 weapon to hit; MV 12"; AL CE; Thaco 16; EXP 255+4 per hp. MM.
62. Water Weird (1d2) AC 4; HD 3+3; Hp 23, 19; #AT 1; Dmg None; SA Attack as 6 HD, save vs. paralyzation or start drowning; SD Edge weapons only inflict 1 damage; MV 12"; AL CE; Size L; Thaco 16; EXP 370+4 per hp. MM.
63. Cyclopskin (1d2) AC 3; HD 5; Hp 35, 28; #AT 1; Dmg by weapon +2 for strength; SA +2 damage due to strength; SD None; MV 12"; AL CE; Size ; Thaco 15; EXP 90+5 per hp. MM2.
64. Magman (1d4) AC 6; HD 2; Hp 16, 12, 10, 8; #AT 1; Dmg 3d8 touch; SA Combustion touch; SD +1 weapon to hit, immune to fire, melt weapons that hit them; MV 9"; AL CN; Thaco 16; EXP 97+2 per hp. MM2.

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65. Sandling (1d2) AC 3; HD 4; Hp 19,15; #AT 1; Dmg 2d8 slash; SA None; SD Immune to sleep, charm, hold and mind attacks; MV 12"; AL N; Size L; Thaco 15; EXP 85+4 per hp. MM2.
66. Storoper (1) AC 0; HD 6; Hp 35; #AT 1/6; Dmg 1d10 bite; SA 6 tentacles cause loss of strength and/or paralyzation (no save); charm poison; SD Immune to normal missile weapons; MV 1"; AL CE; Thaco 16; EXP 500+6 per hp. MM2.
67. Blindheim (1d3) AC 1; HD 4+2; Hp 30, 25, 19; #AT 1; Dmg 1d8 bite; SA Cause blindness range 30'; SD None; MV 9"; AL CE; Thaco 15; EXP 130+5 per hp. FF.
68. Hook Horror (1d3) AC 3; HD 5; Hp 31, 22, 19; #AT 2; Dmg 1d8 claw / 1d8 claw; SA None; SD None; MV 9"; AL N; Size L; Thaco 13; EXP 90+5 per hp. MM.
69. Ogre (1d2) AC 5; HD 4+1; Hp 25, 21; #AT 1; Dmg 1d10; SA None; SD None; MV 9"; AL CE; Size L; Thaco 15; EXP 90 +4 per hp. MM.
70. Cockatrice (1) AC 6; HD 5; Hp 31; #AT 1; Dmg 1d3 beak; SA Petrification by touch; SD None; MV 6" / 18"; AL N; Thaco 15; EXP 315+5 per hp. MM.
71. Rust Monster (1d2) AC 2; HD 5; Hp 24, 20; #AT 2; Dmg 0; SA Touch causes rust; SD None; MV 18"; AL CE; Thaco 15; EXP 185 +4 per hp. MM.
72. Wasp, Giant (1d3) AC 4; HD 4; Hp 19, 17, 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.
73. 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
74. 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.
75. 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.
76. 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.
77. Orc (3d4) AC 6; HD 1; Hp 5 each; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 19; EXP 10+1 per hp. Carry long sword 1d8 and/or spear 1d6. MM.
78. Troglodyte (1d6) AC 5; HD 2; Hp 15, 14, 11, 9, 8, 7; #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.
79. Minotaur (1) AC 6; HD 6+3; Hp 42; #AT 1; Dmg 2d4 gore or 1d4 bite or by weapon; SA None; SD Surprised on a 1; MV 12"; AL CE; Thaco 13; EXP 400+8 per hp. MM.
80. Carrion Crawler (1d3) AC 3/7; HD 3+1; Hp 17, 14, 12; #AT 8; Dmg none; SA Paralyzation; SD None; MV 12"; AL N; Thaco 16; EXP 580+4 per hp. MM.
81. Crab, Giant (1d3) AC 3; HD 3; Hp 16, 14, 10; #AT 2; Dmg 2d4 claw / 2d4 claw; SA None; SD None; MV 9"; AL N; Thaco 16; EXP 35+3 per hp. MM.
82. Ghast (1d3) AC 4; HD 4; Hp 19, 15, 13; #AT 3; Dmg 1d4 claw / 1d4 claw / 1d8 bite; SA Paralyzation, stench; SD Undead; MV 15"; AL CE; Thaco 15; EXP 190+4 per hp. MM.
83. Ant, Giant (2d4) AC 3; HD 2; Hp 15, 12x4, 10, 8, 7; #AT 1; Dmg 1d6; SA None; SD None; MV 2"; AL N; Thaco 18; EXP 20+2 per hp. MM.
84. Jackalwere (1d4) AC 4; HD 4; Hp 25, 21, 17, 15; #AT 1; Dmg 2d4 bite; SA Gaze causes sleep (per spell); SD Iron or +1 weapon to hit; MV 12"; AL CE; Thaco 15; EXP 205+5 per hp. MM.
85. Beetle, Water (1d2) AC 3; HD 4; Hp 25, 22; #AT 1; Dmg 3d6; SA None; SD None; MV 3"/12"; AL N; Size L; Thaco 15; EXP 85+4 per hp. MM.

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86. Ochre Jelly (1) AC 8; HD 6; Hp 36; #AT 1; Dmg 3d4 touch; SA None; SD Immune to lightning; MV 3"; AL N; Thaco 13; EXP 150+6 per hp. MM.
87. 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.
88. Blindheim (1d3) AC 1; HD 4+2; Hp 30, 25, 19; #AT 1; Dmg 1d8 bite; SA Cause blindness range 30'; SD None; MV 9"; AL CE; Thaco 15; EXP 130+5 per hp. FF.
89. Hydra (1) AC 5; HD 5; Hp 8 per head (5 heads); #AT 5; Dmg 1d6 bite; SA None; SD None; MV 9"; AL N; Thaco 15; EXP 165+5 per hp. MM.
90. Hobgoblin (3d4) AC 5; HD 1+1; Hp 9, 6x4, 5x3, 4x3, 4; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. Carry long sword 1d8 and/or long bow 1d6. MM.
91. Ghoul (1d6) AC 6; HD 2; Hp 15, 13, 11, 9, 8, 7; #AT 3; Dmg 1d3 claw / 1d3 claw / 1d6 bite; SA Paralyzation; SD Undead; MV 9"; AL CE; Thaco 18; EXP 65+2 per hp. MM.
92. Ogrillon (1d6) AC 6; HD 2; Hp 16, 14, 12, 11, 9, 8; #AT 2; Dmg 1d6+1 fist / 1d6+1 fist; SA None; SD None; MV 12"; AL CE; Size L; Thaco 16; EXP 28+2 per hp. FF.
93. Berserkers (2d4) AC 7; HD 1; Hp 8, 7, 6, 6, 5, 4, 4, 3; #AT 1; Dmg 1d8 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.
94. Minotaur (1) AC 6; HD 6+3; Hp 42; #AT 1; Dmg 2d4 gore or 1d4 bite or by weapon; SA None; SD Surprised on a 1; MV 12"; AL CE; Size L; Thaco 13; EXP 400+8 per hp. MM.
95. Sandling (1d2) AC 3; HD 4; Hp 19, 15; #AT 1; Dmg 2d8 slash; SA None; SD Immune to sleep, charm, hold and mind attacks; MV 12"; AL N; Size L; Thaco 15; EXP 85+4 per hp. MM2.
96. Flind (1d6) AC 5; HD 2+3; Hp 17, 14, 12, 11, 9, 8; #AT 1; Dmg 1d6; SA None; SD None; MV 9"; AL CE; Thaco 16; EXP 35 +3 per hp. MM.
97. Spider, Huge (1d4) AC 6; HD 2+2; Hp 16, 15, 12, 10; #AT 1; Dmg 1d6; SA Poison; SD None; MV 6"; AL N; Thaco 16; EXP 145+3 per hp. MM.
98. Ghast (1d3) AC 4; HD 4; Hp 19, 15, 13; #AT 3; Dmg 1d4 claw / 1d4 claw / 1d8 bite; SA Paralyzation, stench; SD Undead; MV 15"; AL CE; Thaco 15; EXP 190+4 per hp. MM.
99. Cyclopskin (1d2) AC 3; HD 5; Hp 35, 28; #AT 1; Dmg by weapon +2 for strength; SA +2 damage due to strength; SD None; MV 12"; AL CE; Size ; Thaco 15; EXP 90+5 per hp. MM2.
100. Cockatrice (1) AC 6; HD 5; Hp 31; #AT 1; Dmg 1d3 beak; SA Petrification by touch; SD None; MV 6" / 18"; AL N; Thaco 15; EXP 315+5 per hp. MM.

Abbreviations

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

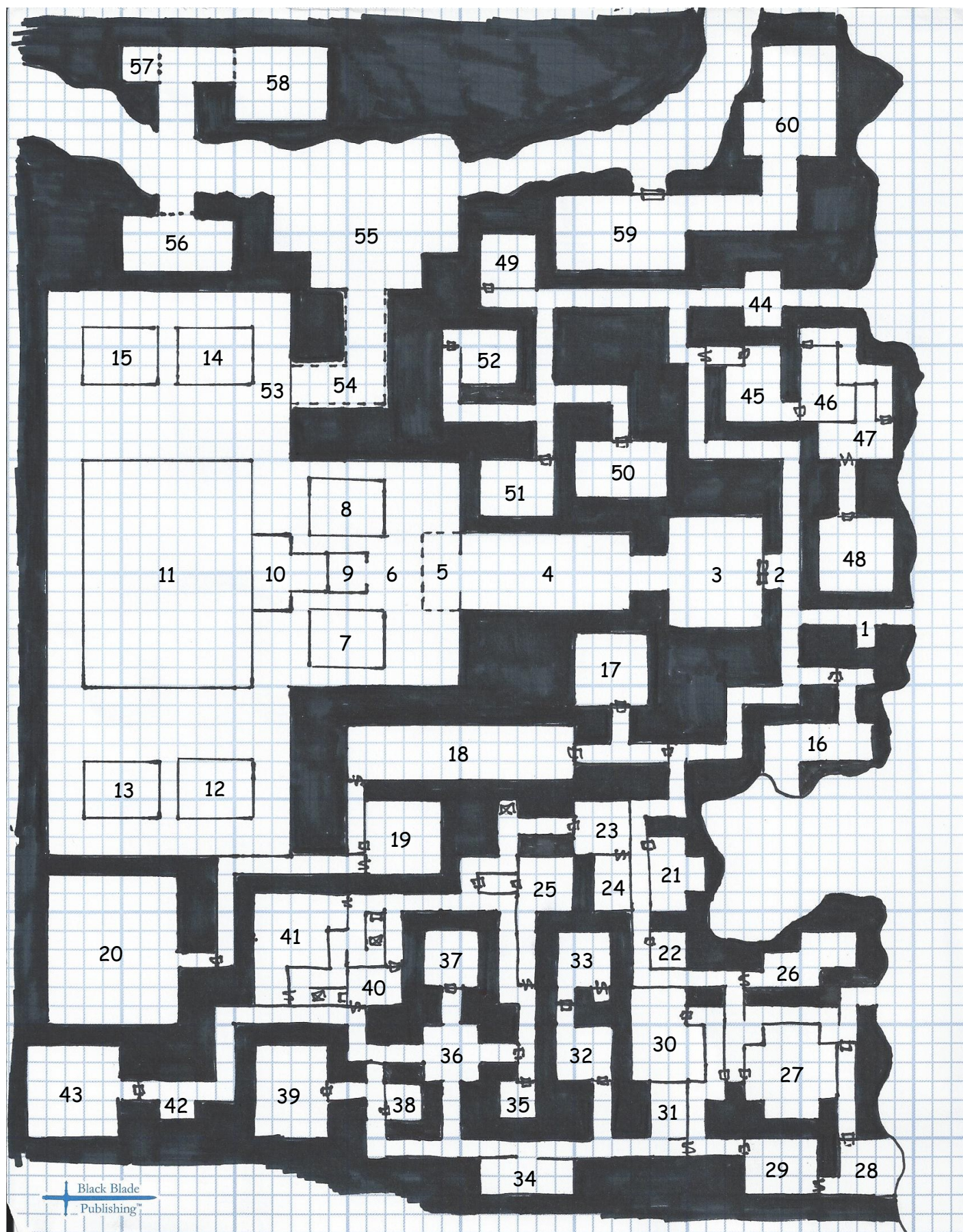
EXP = Experience value of each creature
 MM = Monster Manual, TSR
 MM2 = Monster Manual II, TSR
 MMM = Men, Monsters & Magic, Pacesetter Games
 FF = Fiend Folio

Treasure

1. 92 gp
2. 180 sp
3. 750 cp
4. 178 ep
5. 34 pp
6. 15 gems: 10 gp each
7. Gold ring (200 gp)
8. Eight small pearls: 40 gp each
9. **+1 long bow**
10. 290 gp
11. 800 sp
12. 316 ep
13. **Scroll: jump, water breathing**
14. **+1 sword** (DM's choice)
15. Silver necklace (300 gp)
16. 740 cp
17. Six **+2 darts**
18. **Potion of extra healing**
19. 49 pp
20. 91 gp
21. **20 +1 arrows**
22. 250 gp
23. **Potion of Giant Strength (Fire)**
24. 3,160 cp
25. 2,200 sp
26. 12 small emeralds: 75 gp each
27. 69 gp
28. 100 sp
29. 175 pp
30. **Wand of paralyzation (2)**
31. 14 sp
32. 12 gp
33. **+1 hand axe**
34. Gold brooch inset with sapphires: 950 gp
35. 190 cp
36. 190 sp
37. 4 gp
38. One small diamond: 700 gp
39. **Vial of holy water cursed** (grants undead +2 on damage)
40. **Cloak of Levitation (five rounds per day; per spell)**
41. 160 gp
42. 42 gp
43. 444 ep
44. 175 cp
45. 40 sp
46. 82 gp
47. **+1 chain armor of cold resistance (per spell)**
48. 72 gp
49. 2 cp
50. 1 pp
51. Three small rubies: 300 gp each
52. **Potion of delusion**
53. 88 sp
54. 66 ep
55. Gold bracelet: 350 gp
56. **Scroll: cure serious wounds, remove curse**
57. 46 gp
58. 23 sp
59. 81 cp
60. 951 gp
61. 107 pp
62. 19 small pieces of ivory: 15 gp each
63. **Helm of Clairaudience (same as spell once per day)**
64. **+1 cursed plate armor (take extra point of damage per hit)**
65. 34 ep
66. 180 gp
67. 520 cp
68. 70 sp
69. 18 pp
70. **Ring of flying (five rounds per day; per spell)**
71. **Potion of speed**
72. 52 gp
73. 6,800 sp
74. 11,000 cp
75. 492 ep
76. 47 pp
77. **Scroll: summon monster I**
78. Platinum ring: 500 gp
79. **+2 battle axe**
80. 10 gp
81. 2 pp
82. Nine pieces of jade: 75 gp each
83. **Scroll: find traps, dispel magic (cleric)**
84. 98 gp
85. 122 ep
86. 357 sp
87. 1,000 cp
88. **+5 bolt of damage (inflicts double damage; one use)**
89. **Scroll (Cursed): Protection from Evil (opposite for 1 turn)**
90. 456 gp
91. 53 pp
92. 6 sp
93. 590 ep
94. Four small sapphires: 200 gp each
95. Gold necklace inset with small rubies: 1,250 gp
96. 55 gp
97. 66 ep
98. **+2 Flail**
99. 144 pp
100. **Bag of Holding (5,000 gp weight)**



Sample Map - Dungeon Level Four



Sample Dungeon

This sample dungeon is designed for a party of fourth level characters. All the rooms are keyed - filled with monsters or a short description. There is no specific storyline behind this dungeon crawl other than it is the fourth level of a massive underground complex. Who built it and why has been lost through the passage of time. The center section of the dungeon is an area controlled by a group of lizard men and their shaman. They guard a massive chamber that contains the crypts of some long dead lizard man kings.

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 third and fifth level are in rooms 36 and 51.

1. Dungeon Entrance. Tucked away in the alcove is a shrieker. It will scream if anything moves along the entry hall. This will alert all the monsters within 100'. The ogrillons at location 2 will move to the northern most part of the hall and fire missile weapons, but they will not move down the hall. Shrieker (1) AC 7; HD 3; Hp 18; #AT 0; Dmg 0; SA Noise; SD None; MV 1"; AL N; Thaco N/A; EXP 5+1 per hp. MM.
2. Six ogrillons guard the entry doors to the pyramid complex. They will investigate disturbances around this area, but they will never move from line of sight of the doors. Ogrillon (6) AC 6; HD 2; Hp 16, 14, 12, 11, 9, 8; #AT 2; Dmg 1d6+1 fist / 1d6+1 fist; SA None; SD None; MV 12"; AL CE; Size L; Thaco 16; EXP 28+2 per hp. FF. The ogrillons have 160 gp between them.
3. This room has a tremendously high level of humidity. So much so, that the walls and ceiling drip with water. Green algae covers all the surfaces. Two algiods occupy the chamber and they will not any pass into the chambers beyond. Algoid (2) AC 5; HD 5; Hp 32, 25; #AT 2; Dmg 1d10 fist; SA None; SD Immune to edged weapons unless +2 or better (half damage); MV 6"; AL CN; Thaco 15; EXP 280+5 per hp. FF. Hidden beneath some algae are nine pieces of jade worth 75 gp each. It will take one turn per piece of jade discovered (check for wandering monsters each turn).
4. Much like location 3, this room is heavy with water and algae. Hanging from the ceiling are eight hammocks. This room is occupied by eight lizard men who will challenge any who enter. If they hear combat at location 3, they will prepare defense by stacking broken crates, barrels, etc., near the entrance from location 3. The lizard men will initially attempt to use missile weapons while using the barricade for protection (bonus of -4 to their AC). If battle goes poorly, they will retreat to location 10. Lizard Man (8) AC 5; HD 2+1; Hp 16, 12x2, 10, 9x3, 8; #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. The lizard men have a total of 180 sp and 52 gp amongst them (in hammocks).
5. This area is a wooden dock set two feet above this water-filled room. The center plank of the dock is trapped and if stepped upon, 3 spears will fire from the west wall. Each spear has a thaco of 15 and will inflict 1d6 damage. Randomly determine targets. The chamber is massive with a ceiling that disappears into darkness (it is 100' high). The water in the chamber is 10' deep. Within the room are six small myan-style pyramids and one massive pyramid. The small pyramids hold the remains of some long-dead lizard man chieftains. The large pyramid contains an artifact of great power that was once used by a reputed lizard man god (really just one of the original lizard man kings). Regardless, this area is sacred to lizard men and it is guarded accordingly. Single braziers burn on each of the smaller pyramids and two burn atop the large pyramid. The illumination is not enough to fully light the chamber and the air is heavy with water which forms a thin fog.
6. The water in the chamber is 10' deep. It is fresh water but not very cold. Three giant crabs live beneath the dock at location 5. They will move to attack anything that enters the water. The lizard men typically leap far from the dock and they can swim faster than the crabs. Crab, Giant (3) AC 3; HD 3; Hp 16, 14, 10; #AT 2; Dmg 2d4 claw / 2d4 claw; SA None; SD None; MV 9"; AL N; Thaco 16; EXP 35+3 per hp. MM. The crabs have no treasure.
7. This pyramid has a single row of steps leading to a 10 x 10 platform at its apex. The pyramid is 30' in height (including the 10' beneath the water). A trap door in the middle of the platform leads into a 20' square chamber. The chamber floor is beneath the water level, but the water has not intruded. A stone sarcophagus rests in the center of the chamber. Lying around the sarcophagus are the skeletons of 10 lizard men. They will animate and attack any who enter. The sarcophagus contains the remains of a long dead lizard man king. The remains rest on a bed of 3,160 cp. Skeleton (10) 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.
8. This pyramid has a single row of steps leading to a 10 x 10 platform at its apex. The pyramid is 30' in height (including the 10' beneath the water). A trap door in the middle of the platform leads into a 20' square chamber. The chamber floor is beneath the water level, but the water has not intruded. A stone sarcophagus rests in the center of the chamber. Lying around the sarcophagus are the partially mummified bodies of eight lizard men. They will animate and attack any who enter. The sarcophagus contains the remains of a long dead lizard man king. The remains rest on a bed of 2,200 sp. Zombie (8) AC 8; HD 2; Hp 15, 13, 11, 10, 9, 9, 8, 7; #AT 1; Dmg 1d8; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. Always lose initiative. MM.

Sample Dungeon

9. This area is a simple wooden dock located just above the water level. One of the planks is trapped. If triggered, a poison gas will cover the dock. The gas will paralyze any who fail their save for 2d6 rounds. Additionally, if the trap is triggered a loud chime will sound alerting all the monsters within the chamber. A set of wooden steps leads to the stone platform at location 10.
10. This stone platform is set six feet above the water level of the chamber. A large brazier burns in the center of the platform. A giant lizard resides on the platform. It has been domesticated by the lizard men, but it will attack any non-lizard men who attempt to climb the pyramid. If combat occurs on the platform, the shaman at location 11 will be alerted. 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; Size L; Thaco 16; EXP 125+4 per hp. MM.
11. This massive pyramid is 70' tall with a single line of stone stairs leading to its apex. Atop the pyramid is a 20' square platform. Two small braziers burn on the pyramid platform. A small hut is home to a lizard man shaman. The hut is decorated with the bones of various small animals and fish (from the water below). The shaman sleeps on a cot.



Under the cot is wooden box that contains his treasure: 69 gp, 53 pp and a *potion of delusion*. If a PC consumes the potion on the pyramid, he will believe that he is the lizard man god and he will attempt to smite the intruders.

A trapdoor beneath the hut leads gives access to a 30' square chamber within the pyramid. The chamber is at the bottom of a 50' deep shaft. A modest stone pedestal is set in the center of the chamber. On the pedestal is a +2 *spear* (+4 vs. *undead*). The pedestal is not trapped.

12. This pyramid has a single row of steps leading to a 10 x 10 platform at its apex. The pyramid is 30' in height (including the 10' beneath the water). A trap door in the middle of the platform leads into a 20' square chamber. The chamber floor is beneath the water level, but the water has not intruded. A stone sarcophagus rests in the center of the chamber. The walls of the chamber are lined with 16 coffin-sized alcoves. A partially mummified corpse lies in each alcove. Three of the corpses are ghosts. They will not animate until a PC enters the chamber. The sarcophagus contains the remains of a long dead lizard man king. Next to the remains is a *helm of clairaudience* (same as spell, one use per day). Ghost (3) AC 4; HD 4; Hp 19, 15, 13; #AT 3; Dmg 1d4 claw / 1d4 claw / 1d8 bite; SA Paralyzation, stench; SD Undead; MV 15"; AL CE; Thaco 15; EXP 190+4 per hp. MM.
13. This pyramid has a single row of steps leading to a 10 x 10 platform at its apex. The pyramid is 30' in height (including the 10' beneath the water). A trap door in the middle of the platform leads into a 20' square chamber. The chamber floor is beneath the water level, but the water has not intruded. A stone sarcophagus rests in the center of the chamber. The walls of the chamber are lined with 16 coffin-sized alcoves. A partially mummified corpse lies in each alcove. The sarcophagus contains the remains of a long dead lizard man king which is now a wight. It will attack if the sarcophagus lid is removed. Inside the sarcophagus is a *ring of flying* (five rounds per day, per spell) and 951 gp. 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.
14. This pyramid has a single row of steps leading to a 10 x 10 platform at its apex. The pyramid is 30' in height (including the 10' beneath the water). A trap door in the middle of the platform leads into a 20' square chamber. The chamber floor is beneath the water level, but the water has not intruded. A stone sarcophagus rests in the center of the chamber. The walls of the chamber are lined with 16 coffin-sized alcoves. A partially mummified corpse lies in each alcove. Six of the corpses are ghouls. They will not animate until a PC enters the chamber. The sarcophagus contains the remains of a long dead lizard man king. Next to the remains are 250 gp. Ghoul (6) AC 6; HD 2; Hp 15, 13, 11, 9, 8, 7; #AT 3; Dmg 1d3 claw / 1d3 claw / 1d6 bite; SA Paralyzation; SD Undead; MV 9"; AL CE; Thaco 18; EXP 65+2 per hp. MM.

Sample Dungeon

15. This pyramid has a single row of steps leading to a 10 x 10 platform at its apex. The pyramid is 30' in height (including the 10' beneath the water). A trap door in the middle of the platform leads into a 20' square chamber. The chamber floor is beneath the water level, but the water has not intruded. A stone sarcophagus rests in the center of the chamber. The walls of the chamber are lined with 16 coffin-sized alcoves. A partially mummified corpse lies in each alcove. The sarcophagus contains the remains of a long dead lizard man king. The sarcophagus is trapped and if opened, 1d3 random characters within the chamber will be teleported to a random room on this level of the dungeon. Roll percentile dice to determine room location (re-roll if result is higher than 60). One or both victims will be teleported to the same location. The sarcophagus holds 520 cp and 492 ep.
16. This room is partially open to the mountainside. A short stone wall acts as a balcony rail. The mountain falls away into a secluded valley several hundred feet below. A pair of gargoyles have made this room their lair as they can come and go at will. The seldom venture into the dungeon as it is much easier to fly down the mountain and seek out farmers or travelers. Beneath a pile of bones in the southeast corner of the room is a gold bracelet worth 350 gp and 70 sp. Gargoyle (2) AC 5; HD 4+4; Hp 30, 25; #AT 4; Dmg 1d3 claw / 1d3 claw / 1d6 horn / 1d4 bite; SA None; SD +1 weapon to hit; MV 9" / 15"; AL LE; Thaco 15; EXP 165+5 per hp. MM.
17. This room is empty. The door is sturdy and has lock, though the key is lost.
18. A small band of orcs have secured this room as their lair. The door to the room is thick wood with iron bands. It has a heavy lock and it is always locked. The key is held by the largest orc (8 hp). The orcs seldom venture into the dungeon but survive by doing odd jobs for several of the more powerful dungeon inhabitants. The often work for the wizard in location 28 as well as the lizard man shaman. In general, they supply food and water and some other basic goods. At one time, the orcs were part of a much larger force, but most were destroyed when more powerful creatures entered this area. The orcs have basic furniture but little else. They have a communal treasure at location 19. The largest orc (8 hp) has the key to the door to that room. Orc (12) AC 6; HD 1; Hp 8, 5x11; #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.
19. The door to this room is heavy wood and banded with iron. A heavy lock is always locked. The largest orc (8 hp) at location 18 has the key. The orcs are not aware of the secret door the leads to location 20. Inside the room is a single iron chest (not locked or trapped) that contains the wealth of the orcs: 190 cp, 40 sp and 316 ep.
20. An ornate silver fountain bubbles with clear water in the center of the room. The figure of a full-size human female stands in the center of a 10' wide circular pool. The woman is armored and holds a sword aloft in one arm and in the other she holds a decanter. Water flows from the decanter into the pool. The water in the fountain is magical. Any PC who drinks the water will gain the benefits of a *cure light wounds* spell. Additionally, the water will cure lycanthropy and give the PC *protection from (all) lycanthropes* for one day. A PC may only gain the effects of the fountain one time per month. If the fountain is damaged in anyway, the PC responsible will instantly become a wererat. The damaged fountain will then crumble to dust. Attempting to move the fountain will damage it.
21. The door to this room is missing. Inside, a rust monster is milling about. It will attack any character in metal armor. The rust monster has no treasure. Rust Monster (1) AC 2; HD 5; Hp 20; #AT 2; Dmg 0; SA Touch causes rust; SD None; MV 18"; AL CE; Thaco 15; EXP 185 +4 per hp. MM.
22. This room is empty. The door is missing.
23. This room is the temporary lair of an evil wizard. The wizard is attempting to gather a party of like-minded individuals in order to plunder the lower levels of the dungeon. He has heard that somewhere in the dungeon is the crypt of a arch-mage! The wizard has a shaky alliance with most of the creatures in this area of the dungeon. In particular has gained the favor of the minotaur. The wizard often hires the orcs to capture young human women, which the minotaur favors for dinner. Currently, the wizard has a captured human female locked in location 24. This room contains little in the way of furniture or decorations. The wizard, if forewarned (i.e. combat takes place with the minotaur), will enter location 24 and prepare for combat. He will lock the secret door. Under a cot, the wizard has a small, trapped chest. The trap is of the poison needle variety (save vs. poison or suffer 2d6 damage). Inside the chest is a *scroll of summon monster I*, 91 gp and a *vial of holy water cursed* (grants undead +2 to hit and damage as well as 1d8 additional hit points). Magic-User (1) AC 5; HD 5; Hp 17; #AT 1; Dmg 1d4+1 by +1 *dagger*; SA Spells; SD Spells; MV 12"; AL NE; Thaco 20; EXP 225 +5 per hp. S12 I17 W11 D16 C9 CH14. His spells are: *sleep*, *burning hands*, *shield*, *invisibility*, *web* and *lightning bolt*. He carries a +1 *dagger* and wears *bracers of AC 7*.
24. Secret Room. This door to this room is locked and the key is held by the wizard in location 23. Inside, the wizard a scantily-clad woman is chained to the east wall. She is not slightly injured. The woman is actually a second level human thief. She was captured by the orcs from location 18 as she was fleeing a nearby town. Her name is Sandra. She will not reveal her true nature unless she believes she can somehow benefit by it. She has no equipment. Thief (1) AC 7; HD 2; Hp 10; #AT 1; Dmg by weapon; SA Backstab; SD per thief; MV 12"; AL N; Thaco 20; EXP 75 +2 per hp. S9 I11 W10 D17 C9 CH13.

Sample Dungeon

25. A very large and cunning minotaur lives in this room. The minotaur has set up a chair near the secret door to his room. He has drilled a tiny peephole so he can watch for intruders coming from location 36—the only way into this area of the dungeon. His favorite maneuver is to let passers-by move past the secret door. He will then exit the secret door behind them and wait for them to trigger the pit trap just outside his room. At that point he will attack those outside the pit. The minotaur's lair is very spartan with a single table, chair and bed made of straw. He also has a keg of ale. He uses a human skull as his mug. The minotaur favors human females as his primary food source. The minotaur is very loyal to the wizard at location 23 as the wizard supplies him with his favorite dinner from time to time. He will come to the aid of the wizard if possible. Under the minotaur's keg is a loose stone. Under the loose stone is a small compartment that holds a small diamond worth 700 gp, 72 gp and a *potion of speed*. Minotaur (1) AC 6; HD 6+3; Hp 42; #AT 1; Dmg 2d4 gore or 1d4 bite or 1d10 by halberd; SA None; SD Surprised on a 1; MV 12"; AL CE; Thaco 13; EXP 400+8 per hp. MM. He carries a halberd.
26. This room is occupied by an evil gnome illusionist/thief. He formerly was head of a band of humanoids, but a party of adventurers put an end to the group. The gnome barely escaped and now he is plotting anew. He has yet to find new allies and he looking for any opportunity. If the PCs do not find this chamber, the gnome will secretly follow the

PCs and look for an opportunity to either gain their confidence or destroy them and gain the confidence of some other dungeon dweller. If confronted, the gnome will immediately attempt to escape. There is no furniture in this room and the gnome has a small camp that includes his sleeping roll, some cooking equipment and a small fire. The gnome has no treasure. Gnome Illusionist/thief (1) AC 7; HD 4; Hp 14 #AT 1; Dmg dagger 1d4+1; SA Spells; SD Spells; MV 6"; AL NG; Thaco 20; EXP 95+2 per hp. Carries a **+1 dagger**. 4th level thief abilities. Five spells 3/2. S9 I17 W10 D17 C11 CH10.

27. A pair of ogres have taken this room for their lair. They are self-appointed guards of the entrance closest to this room. They are greedy and they can be bribed to allow passage. They will suggest that the standard rate of entry is 50 gp per PC. That can be negotiated to 25 gp per PC. The ogres will not tolerate any sort of intimidation and they will attack any who threaten them. The room does not hold any furniture but has two large straw beds, a fire pit and a large kettle. The kettle, sitting near the fire, is filled with a nasty stew-looking substance. Eyeballs and ears float on the surface of the liquid. This is not food for the ogres, but their idea of a good place to hide their loot. At the bottom of the kettle is a sack filled with 180 gp, 178 ep and silver necklace worth 300 gp. Ogre (2) AC 5; HD 4+1; Hp 25, 21; #AT 1; Dmg 1d10; SA None; SD None; MV 9"; AL CE; Size L; Thaco 15; EXP 90 +4 per hp. MM.

28. The door to this room is wedged shut. Inside, a trio of giant wasps have a nest. The room's south wall is open to the mountainside. They have no treasure. Wasp, Giant (3) AC 4; HD 4; Hp 19, 17, 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.

29. This room is home to a pair of extremely vicious werewolves. These creatures have basically made enemies of all their neighbors. The creatures near this room always take great care to avoid the werewolves. For their part, the werewolves have decided to take their depredations to the third level as the stairs are not far off. The room is fully furnished and a single large wooden chest holds the creatures' treasure. The chest is not locked or trapped. Inside the chest is a sack of 456 gp and a **+1 hand axe**. Werewolf (2) AC 5; HD 4+3; Hp 31, 27; #AT 1; Dmg 2d4 bite; SA Lycanthropy by bite; SD Silver or +1 weapon to hit; MV 15"; AL CE; Thaco 15; EXP 205+5 per hp. MM.

30. This room is a garbage dump for the creatures who live in this area. The garbage piled nearly to the 10' high ceiling. A narrow path leads from door to door. Living in the room is a green slime. It can only be encountered if the PCs dig through the garbage. There is no treasure in this room. 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.



Sample Dungeon

31. This room is empty.
32. This room is occupied by four hyenas. They are trained and loyal to the flinds at location 33. They will bark if anyone enters the hall that leads to this room. Hyena (4) AC 7; HD 3; Hp 16, 12, 9, 8; #AT 1; Dmg 2d4; SA None; SD None; MV 9"; AL N Thaco 16; EXP 35+3 per hp. MM.
33. Five flinds make this room their lair. They generally survive by raiding the upper levels of the dungeon. The room has three sets of bunk beds. The unused bed conceals the flinds' treasure which includes 800 sp, 740 cp, 12 gp and 444 ep. The two largest flinds each wield **+1 short swords**. Flind (5) AC 5; HD 2+3; Hp 17, 14, 12, 11, 9; #AT 1; Dmg 1d6; SA None; SD None; MV 9"; AL CE; Size L; Thaco 16; EXP 35 +3 per hp. MM.
34. This room is used as a latrine by the flinds (location 33) and the berserkers in location 37. A gelatinous cube patrols the halls and often stops here to collect the waste. The cube will attack those that attack it or approach within 10'. Otherwise, the gelatinous cube avoids the creatures in the dungeon. Gelatinous Cube (1) AC 8; HD 4; Hp 30 #AT 1; Dmg 2d4; SA Paralyzation; SD None; MV 6"; AL LE; Size L; Thaco 15; EXP 150 +4 per hp. MM.
35. This room is empty.
36. A set of stairs leads up to the third level and down to the fifth level. Otherwise, the room is empty.
37. A gang of six berserkers have taken control of this room. They are all that is left of a large raiding party that came down from the second level. They have not been able to defeat any of the creatures on this level and pride will not let them return to their brethren without some treasure in hand. They have made of deal to work with the evil cleric at location 43 but have yet to undertake a mission. The berserkers have no treasure. Berserkers (6) AC 7; HD 1; Hp 6, 6, 5, 4, 4, 3; #AT 1; Dmg 1d8 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. A very nasty carnivorous ape occupies this room. It is the pet of the bugbears that live at location 39. The ape will attack anyone that enters or passes by its room. The ape has no treasure. Carnivorous Ape (1) AC 6; HD 5; Hp 30; #AT 3; Dmg 1d4 claw / 1d4 claw / 1d8 bite; SA Rend for 1d8 if both claws hit; SD Only surprised on a 1; MV 12"; AL N; Size L; Thaco 15; EXP 170+5 per hp. MM.
39. This room is home to a squad of six bugbears. These creatures are currently plotting to destroy the werewolves at location 29 as they pose a significant threat. Unfortunately, the bugbears have not gathered enough magic weapons to make an attack. If the carnivorous ape engages the PCs in combat, the bugbears will immediately rush to its aid. However, upon seeing the PCs, the bugbears may call off the ape and strike up a deal with the PCs to defeat the werewolves. The bugbears are willing to give the PCs some of their treasure (not the magic weapons) in return for their aid. The bugbears have their loot in a trapped chest (poison darts; see trap section). The chest holds 590 ep and 144 pp as well as a **+2 flail** and a **+1 broad sword**. Bugbear (6) AC 5; HD 3+1; Hp 17, 15, 14, 12, 9, 8; #AT 1; Dmg 2d4; SA None; SD None; MV 9"; AL N; Thaco 16; EXP 135+4 per hp. MM.
40. This room is trapped. The entire floor is false and covers a pit filled with spikes. A hidden switch on the wall engages the false floor. The dwarves in location 41 installed the pit trap. The dwarves have an alliance with the wizard at location 28 and they will aid him if alarmed. The pit has a 1-3d6 chance of opening per each PC that walks on it. Roll for each PC. Any PCs in the room will fall if the trap is triggered. Each PC will fall onto 1d2 spikes for 1d4 damage each. The load chime will sound if the trap is triggered and the dwarves at location 41. Two of the dwarves will rush to the room and throw oil flasks (one per round) at any PCs caught in the pit. The dwarves will then retreat.
41. A group of evil dwarves operate out of this room. In the event the PCs manage to surprise the dwarves, the dwarves will be very friendly while they gather their wits. The dwarves will claim to be miners who became separated and trapped on this level of the dungeon. Indeed the room is filled with shovels, picks and some other digging tools. The dwarves use these implements to build traps and raid other creatures on this level, of course. The dwarves are led by a strong fighter. They will fight if cornered. If the dwarves are alerted (see location 40), they will arm themselves and attempt to surprise the PCs by jumping out of their secret doors. They will also try and attack from two sides (see secret door location). The dwarves have amassed the following treasure in a brass urn: 100 sp, 82 gp, 66 ep, 34 pp, three small rubies worth 300 gp each and a single **+5 bolt** that inflicts double damage but disappears after one use. Dwarf (7) 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. Dwarf Fighter (1) AC 2; HD 4+8; Hp 34; #AT 1; Dmg 1d8+2 or by weapon; SA +1 to hit and +2 to damage due to strength (thaco adjusted); SD None; MV 6"; AL NE; Thaco 15; EXP 165+5 per hp. Carries a battle axe 1d8. MM.
42. This alcove is shrouded in magical darkness. It was created by the evil cleric at location 43. Hiding in the darkness are two shadows. Unless attacked or exposed, the shadows will wait for the PCs to pass and attack when they enter location 43. Shadow (2) AC 7; HD 3+3; Hp 21, 13; #AT 1; Dmg 1d4+1 touch; SA Touch causes -1 strength, 90% undetectable; SD +1 weapon to hit; MV 12"; AL CE; Thaco 16; EXP 255+4 per hp. MM.
43. An evil priest has set up shop here. He was sent from the deeper levels to set up a temple on this level, but he has yet to find a good location. Additionally, the creatures on this level are more fearsome than he expected. The cleric has set

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up a small altar (made from bones and skulls he gathered on this level). The other furniture is mundane and includes a cot, table, a few chairs and a footlocker. Inside the footlocker, the priest has 92 gp, 49 pp and a *scroll of find traps and dispel magic*. The cleric is not a fool and if presented with a superior force, he will try to bargain his way to freedom. If he does escape, he will attempt to ambush the PCs at a later time - preferably when they are engaged in combat with another monster. Human Cleric (1) AC 3; HD 5; Hp 29; #AT 1; Dmg 1d6 +2 by *flail* +1; SA Spells; SD Spells; MV 9"; AL CE; Thaco 18; EXP 150 +3 per hp. Carries +1 *flail*, plate armor. S11 I13 W17 D10 C10 CH12.

44. A group of hobgoblins have just entered the dungeon (from location 51) in pursuit of a paladin (location 49). The paladin is in pursuit of an orc shaman (location 50). The hobgoblins are in battle frenzy and they will not hesitate to attack intruders. They carry a total of 98 gp between them. Hobgoblin (12) AC 5; HD 1+1; Hp 9, 6x4, 5x3, 4x3, 4; #AT 1; Dmg 1d8 sword; 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.
45. The door to this room is locked. Inside, a pair of axe beaks wander freely. They will screech and attack any intruders. They will not retreat. The axe beaks are the pets of a jackalwere pack at location 47. Any combat in this room will alert the jackalweres and the gnolls (location 46). All will come to investigate. The axe beaks have no treasure. Axe Beak (2)



AC 6; HD 3; Hp 14, 11; #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.

46. This room is home to six gnolls. These creatures work for the jackalweres at location 47. Their job is to guard the area and they will attack any intruders. The gnolls will investigate any combat in location 45. The gnolls have bunk beds and footlockers. Scattered between the footlockers is 122 ep. Gnoll (6) AC 5; HD 2; Hp 15, 10, 9, 8, 7, 6; #AT 1; Dmg 2d4 or by weapon; SA None; SD None; MV 9"; AL CE; Size L, Thaco 18; EXP 28+2 per hp. Carry morning star 2d4. MM.
47. A group of three jackalweres live in this room. The evil creatures seldom venture around this level, but prefer to make raids on the upper levels of the dungeon. They use the stairs at location 51. The jackalweres have modest furniture which includes beds, large table with three chairs, footlockers, and a cabinet that holds general supplies. Their treasure is hidden in location 48. The jackalweres prefer to let their gnolls and axe beaks do the fighting for them, but they will attempt to put some of the PCs to sleep. If the battle goes badly, the jackalweres will attempt to flee. Jackalwere (3) AC 4; HD 4; Hp 25, 21, 17; #AT 1; Dmg 2d4 bite; SA Gaze causes sleep (per spell); SD Iron or +1 weapon to hit; MV 12"; AL CE; Thaco 15; EXP 205+5 per hp. MM.
48. The door to this room is trapped with a slicing blade. If triggered, it will inflict 1d10 damage. Inside the room is a nothing more than a large wooden chest. The chest holds 175 pp inside a *bag of holding* (5,000 gp capacity).
49. A paladin has just entered this room. He is searching for an orc shaman (location 50) that he chased from the third level of the dungeon. The paladin is being pursued by a large group of hobgoblins (location 44) and he slipped into this room to avoid them. The paladin will attempt to determine if the PCs are friendly and he then ask them for help. He will not join them other than to defeat the hobgoblins and the shaman, but he will stay with them until his mission is completed. He has no treasure. Human Paladin (1) AC 5; HD 4; Hp 29; #AT 1; Dmg 1d8 +2 by long sword; SA None; SD Prot. from evil; MV 9"; AL LG; Thaco 18; EXP 145+4 per hp. Carries +1 *long sword*, chainmail armor. S17 I14 W15 D14 C15 CH17.
50. Hiding in this room is an orc shaman. The shaman is trying to reach the orcs at location 18, but he was surprised by the paladin (see location 49) and he has fled to this room. The shaman is aware of the evil priest at location 43 and he will try to use this information as leverage to bargain for his freedom. He will tell the PCs about the shadows hiding at location 42 in exchange for his freedom. The shaman will flee to location 51 and use the stairs to return to the third level. 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.

Sample Dungeon

51. A set of stairs leads up to the third level and down to the fifth level in this chamber. Three blindheim have just come up from the fifth level in search of a meal. They will attack the PCs immediately. They have no treasure. Blindheim (3) AC 1; HD 4+2; Hp 30, 25, 19; #AT 1; Dmg 1d8 bite; SA Cause blindness range 30'; SD None; MV 9"; AL CE; Thaco 15; EXP 130+5 per hp. FF.
52. This room is empty.
53. A large metal grate separates the large chamber from a canal that leads to the underground river at location 55. The grate appears solid, but it is rusted out just below the surface of the water. The canal is 10' deep and a PC must hold his breath to reach location 55 where the water is only two feet deep.
54. This canal is 10' deep and completely submerged. A PC must hold his breath to reach location 55 where the water is only two feet deep. A PC can swim under water at a rate of 30' per round. He can hold his breath for an amount of rounds equal to his constitution divided by three plus one round per point of constitution above 15. Example: a PC with a constitution of 13 can hold his breath for three rounds, but a PC with a constitution of 16 can hold his breath for four rounds. PCs cannot cast spells while underwater (unless they have a magic item that allows it). A PC that runs out of air will suffer 1d6 damage per round until he reaches the safety of either location 52 or location 55.
55. This chamber is filled with water but it is only two feet deep. An underground river slowly flows from north to south. The current is so slow that PCs can walk in the river without fear of being pulled away. The water is generally about two feet deep and the bottom is gravel and sand. A water weird has just entered the area and it will attack a random PC. If the water weird is disrupted it will not reform to attack, but simply leave the area. Water Weird (1) AC 4; HD 3+3; Hp 23; #AT 1; Dmg None; SA Attack as 6 HD, save vs. paralyzation or start drowning; SD Edge weapons only inflict 1 damage; MV 12"; AL CE; Size L; Thaco 16; EXP 370+4 per hp. MM.
56. A trio of hook horrors have taken temporary residence in this room. The room sits just two feet above the water level of the river, but it is a dry area. The horrors are following the river in search of an easy meal. They carry no treasure. Hook Horror (3) AC 3; HD 5; Hp 31, 22, 19; #AT 2; Dmg 1d8 claw / 1d8 claw; SA None; SD None; MV 9"; AL N; Size L; Thaco 13; EXP 90+5 per hp. FF.
57. A storoper calls this small room its lair. It will attack any who enter the area. Inside its stomach the storoper has 12 small emeralds worth 75 gp each. Storoper (1) AC 0; HD 6; Hp 35; #AT 1/6; Dmg 1d10 bite; SA 6 tentacles cause loss of strength and/or paralyzation (no save); charm poison; SD Immune to normal missile weapons; MV 1"; AL CE; Thaco 16; EXP 500+6 per hp. MM2.
58. The floor of this room is covered with sand. A sandling lives here. It will attack any intruders. Under the normal sand lies a **+1 long bow**. Sandling (1) AC 3; HD 4; Hp 19; #AT 1; Dmg 2d8 slash; SA None; SD Immune to sleep, charm, hold and mind attacks; MV 12"; AL N; Size L; Thaco 15; EXP 85+4 per hp. MM2.
59. The massive double doors to this room are shattered and broken. A hydra has just recently entered the room while looking for a place to rest as it travels up the river in search of food. The hydra has not eaten much in several days and it is very hungry. It has no treasure. Hydra (1) AC 5; HD 5; Hp 8 per head (5 heads); #AT 5; Dmg 1d6 bite; SA None; SD None; MV 9"; AL N; Thaco 15; EXP 165+5 per hp. MM.
60. This room is home to a group of huge spiders. Typically, the spiders prowl the river in search of food, but with the arrival of the hydra they have been trapped. They are hungry and they will attack any potential food source (with the exception of a very large hydra!). The room is filled with webs and the skeletal remains of various humanoids and animals hang from the ceiling. Against the west wall is an altar made of bone. A slab of black granite shines in even the dimmest light. Resting atop the altar is small, silver box. The box contains a *potion of giant strength* (fire), a *potion of extra healing*, a gold ring worth 200 gp, a gold necklace inset with rubies worth 1,250 gp, a *wand of paralyzation* (2) charges, and *scroll with the spells jump and water breathing*. However, each time an item is taken, the PC taking the item will be teleported to a random location in the dungeon. Roll percentile dice (re-rolling any location numbered 60 or higher). The PC will have secured the item they selected.

Dungeon Master's Notes

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