

Monster & Treasure

Level Six Assortment

Designed by Bill Barsh



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

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

Still need more? A complete sixth 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 sixth level monsters and varied treasures to fill your dungeon. Use it in advance of your gaming session or while you play. Take yourself back to the early days of dungeon-making and enjoy the game in its most basic form.

DA6 is the sixth supplement in a nine-part series of dungeon crawl accessories. In all, the series will cover levels one through nine. Each accessory includes a dungeon crawl complete with map and keyed encounters. Better yet, each dungeon crawl connects to the next level and forms a nine-level mega-dungeon!

Credits

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Encounters

To use this accessory, all the DM needs is a map and some dice. Once the map is drawn, the DM need only roll on the following charts to determine the contents of each room. Alternatively, you can use the map on page 11.

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

Treasure Container (roll 1d12)

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

Treasure Traps (roll 1d12)

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

Monster Situation (roll 1d8)

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

Monsters

1. Orc (5d4) AC 6; HD 1; Hp 5 each; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 19; EXP 10+1 per hp. Carry long sword 1d8 and/or spear 1d6. MM.
2. Troglodyte (1d10) AC 5; HD 2; Hp 16, 15, 14, 11x3, 9, 8, 7, 6; #AT 3 or 1; 1d3 claw/1d3 claw/1d4+1 bite or by weapon; SA Revulsion stench; SD None; MV 12"; AL CE; Thaco 16; EXP 36+2 per hp. Carry stone battle axe 1d8. MM.
3. Minotaur (1) AC 6; HD 6+3; Hp 48; #AT 1; Dmg 2d4 gore or 1d4 bite or by weapon; SA None; SD Surprised on a 1; MV 12"; AL CE; Size L; Thaco 13; EXP 400+8 per hp. MM.
4. Spider, Giant (1d2) AC 4; HD 4+4; Hp 21, 19; #AT 1; Dmg 2d4; SA Poison; SD None; MV 6"; AL N; Thaco 15; EXP 315+5 per hp. MM.
5. Dwarf (2d4) AC 4; HD 2+2; Hp 17, 15, 14, 12, 11, 11, 10, 10, 9; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 6"; AL NE; Thaco 18; EXP 20+1 per hp. Carry battle axe 1d8. MM.
6. Dwarf Fighter (1) AC 2; HD 6+18; Hp 53; #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 350+8 per hp. Carries a battle axe 1d8. MM.
7. Jackalwere (1d4) AC 4; HD 4; Hp 25, 21, 17, 16; #AT 1; Dmg 2d4 bite; SA Gaze causes sleep (per spell); SD Iron or +1 weapon to hit; MV 12"; AL CE; Thaco 15; EXP 205+5 per hp. MM.
8. Beetle, Water (1d3) AC 3; HD 4; Hp 25, 22, 19; #AT 1; Dmg 3d6; SA None; SD None; MV 3"/12"; AL N; Size L; Thaco 15; EXP 85+4 per hp. MM.
9. Carnivorous Ape (1d4+1) AC 6; HD 5; Hp 30, 27, 25, 21, 19; #AT 3; Dmg 1d4 claw / 1d4 claw / 1d8 bite; SA Rend for 1d8 if both claws hit; SD Only surprised on a 1; MV 12"; AL N; Size L; Thaco 15; EXP 170+5 per hp. MM.
10. Gargoyle (1d4) AC 5; HD 4+4; Hp 30, 25, 2, 18 #AT 4; Dmg 1d3 claw / 1d3 claw / 1d6 horn / 1d4 bite; SA None; SD +1 weapon to hit; MV 9" / 15"; AL LE; Thaco 15; EXP 165+5 per hp. MM.
11. Ghoul (1d8+1) AC 6; HD 2; Hp 15, 13x3, 11, 9, 8, 7x2; #AT 3; Dmg 1d3 claw / 1d3 claw / 1d6 bite; SA Paralyzation; SD Undead; MV 9"; AL CE; Thaco 18; EXP 65+2 per hp. MM.
12. Gnome Illusionist (1) AC 4; HD 6; Hp 23 #AT 1; Dmg dagger 1d4+1; SA Spells; SD Spells; MV 6"; AL NG; Thaco 20; EXP 500+8 per hp. Carries a **+1 dagger, +2 ring of protection**. S9 I17 W10 D18 C15 CH10. Spells: *hypnotism, phantasmal force, wall of fog, color spray, blindness, fog cloud, hypnotic pattern, spectral force*.
13. Bugbear (1d8+1) AC 5; HD 3+1; Hp 20, 17x3, 15, 14, 12, 9, 8; #AT 1; Dmg 2d4; SA None; SD None; MV 9"; AL N; Size L; Thaco 16; EXP 135+4 per hp. MM.
14. Algoid (1d4) AC 5; HD 5; Hp 32, 25, 21, 17; #AT 2; Dmg 1d10 fist; SA None; SD Immune to edged weapons unless +2 or better (half damage); MV 6"; AL CN; Thaco 15; EXP 280+5 per hp. FF.
15. Ghast (2d4) AC 4; HD 4; Hp 22, 19x3, 15, 13, 11x2; #AT 3; Dmg 1d4 claw / 1d4 claw / 1d8 bite; SA Paralyzation, stench; SD Undead; MV 15"; AL CE; Thaco 15; EXP 190+4 per hp. MM.
16. Magman (3d4) AC 6; HD 2; Hp 16, 12x3, 10x3, 8, 7x4; #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.
17. Hell Hound (1d4) AC 4; HD 6; Hp 36, 30, 28, 24; #AT 1; Dmg 1d10; SA breath fire for 5 damage; SD None; MV 12"; AL N; Thaco 15; EXP 275+6 per hp. MM.
18. Human Cleric (1) AC 3; HD 6; Hp 33; #AT 1; Dmg 1d6 +2 by *flail +1*; SA Spells; SD Spells; MV 9"; AL CE; Thaco 18; EXP 275+6 per hp. Carries **+1 flail**, plate armor. S11 I13 W17 D10 C10 CH12. Spells: *cause light wounds, cure light wounds x2, darkness, command, augury, hold person, resist fire, silence 15' radius, spiritual hammer x2, animate dead, dispel magic, cure disease*
19. Ogre (1d4+1) AC 5; HD 4+1; Hp 25, 21, 19, 17, 15; #AT 1; Dmg 1d10; SA None; SD None; MV 9"; AL CE; Size L; Thaco 15; EXP 90+4 per hp. MM.
20. 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.

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21. Gnoll (2d6+2) AC 5; HD 2; Hp 15, 12x2, 11x3, 10x3, 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.
22. Hobgoblin (4d4) AC 5; HD 1+1; Hp 6 each; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. Carry long sword 1d8 and/or long bow 1d6. MM.
23. Wight (1) AC 5; HD 4+3; Hp 24; #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.
24. 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*
25. Taer (1d4) AC 4; HD 3+6; Hp 26, 23, 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.
26. Stun Jelly (1d3) AC 8; HD 4; Hp 24, 20, 14; #AT 1; Dmg 2d4; SA Paralyzation; SD None; MV 3"; AL N; Thaco 15; EXP 125+4 per hp. FF.
27. Magic-User (1) AC 5; HD 6; Hp 19; #AT 1; Dmg 1d4+1 w/ **+1 dagger**; SA Spells; SD Spells; MV 12"; AL NE; Thaco 19; EXP 275 +6 per hp. S12 I17 W11 D16 C9 CH14. His spells are: *sleep, burning hands, shield, invisibility, web, lightning bolt* and *haste*. He carries a **+1 dagger** and wears *bracers of AC 7*.
28. Hydra (1) AC 5; HD 8; Hp 8 per head (8 heads); #AT 5; Dmg 1d6 bite; SA None; SD None; MV 9"; AL N; Thaco 12; 650+10 per hp. MM.
29. Werewolf (1d3+1) AC 5; HD 4+3; Hp 31, 27, 21, 19; #AT 1; Dmg 2d4 bite; SA Lycanthropy by bite; SD Silver or +1 weapon to hit; MV 15"; AL CE; Thaco 15; EXP 205+5 per hp. MM.



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30. Ochre Jelly (1d3) AC 8; HD 6; Hp 36, 28, 24; #AT 1; Dmg 3d4 touch; SA None; SD Immune to lightning; MV 3"; AL N; Thaco 13; EXP 150+6 per hp. MM.
31. Shadow (2d4) AC 7; HD 3+3; Hp 21, 19, 18, 13x3, 12, 10; #AT 1; Dmg 1d4+1 touch; SA Touch causes -1 strength, 90% undetectable; SD +1 weapon to hit; MV 12"; AL CE; Thaco 16; EXP 255+4 per hp. MM.
32. Storoper (1) AC 0; HD 6; Hp 35; #AT 1/6; Dmg 1d10 bite; SA Six tentacles cause loss of strength and/or paralyzation (no save); charm poison; SD Immune to normal missile weapons; MV 1"; AL CE; Size L; Thaco 16; EXP 500+6 per hp. MM2.
33. Blindheim (2d4) AC 1; HD 4+2; Hp 30, 25, 19x3, 18, 16, 14; #AT 1; Dmg 1d8 bite; SA Cause blindness range 30'; SD None; MV 9"; AL CE; Thaco 15; EXP 130+5 per hp. FF.
34. Hook Horror (1d4+1) AC 3; HD 5; Hp 31, 29, 22, 19x2; #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.
35. Wraith (1) AC 4; HD 5+3; Hp 34; #AT 1; Dmg 1d6; SA Energy drain; SD Magic or silver weapons to hit; MV 12"/24"; AL LE; Thaco 15; EXP 575+6 per hp. MM.
36. Pyrohydra (1) AC 5; HD 6; Hp 8 per head (6 heads); #AT 5; Dmg 1d6 bite; SA breath 2x per day per head (8 damage); SD None; MV 9"; AL N; Thaco 13; EXP 950 +6 per hp. MM.
37. Thief, human (1) AC 2; HD 7; Hp 26; #AT 1; Dmg 1d6+1 w/ *stealth blade**; SA Thief abilities; SD None; MV 12"; AL CE; Thaco 19; EXP 725 +8 per hp. S10 I12 W10 D18 C10 CH10. Thief Abilities: PP 70%, OL 67%, FT 55%, MS 64%, HS 53%, HN 25%, CW 94%, RL 35%. He carries a *stealth blade*, *ring of protection* +2, leather armor, two daggers.
*see new magic items (**DA5 Monster & Treasure Assortment: Level Five**)
38. Automaton (Minotaur) AC 3; HD 7; Hp 40; #AT 2 or 1; Dmg 1d8 axe/ 1d8 axe or fire breath; SA breath weapon 2d8 fire; SD +2 magic weapon to hit; MV 6"; AL N; Size L; Thaco 13; EXP 575+8 per hp. MMM (see new monster section).
39. Sandling (1d4) AC 3; HD 4; Hp 28, 19, 18, 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
40. Cyclopskin (1d4) AC 3; HD 5; Hp 35, 28, 26, 22; #AT 1; Dmg by weapon +2 for strength; SA +2 damage due to strength; SD None; MV 12"; AL CE; Size L; Thaco 15; EXP 90+5 per hp. MM2.
41. Basilisk (1) AC 4; HD 6+1; 31; #AT 1; Dmg 1d10 bite; SA gaze petrifies; SD None; MV 6"; AL N; Size L; Thaco 13; EXP 400 +8 per hp. MM.
42. Hill Giant (1d2) AC 4; HD 8+1d2; Hp 48, 39; #AT 1; Dmg 2d8 club or boulder for 2d8; SA throw boulders; SD None; MV 12"; AL CE; Size L; Thaco 12; EXP 900 +14 per hp. MM.
43. Harpy (1d8) AC 7; HD 3; Hp 22, 20, 18x3, 15, 13, 11; #AT 3; Dmg 1d3 claw / 1d3 claw / 1d6 bite; SA mass charm person; SD None; MV 12"; AL CE; Size M; Thaco 16; EXP 90 +3 per hp. MM.
44. Fighter, human (1) AC 1; HD 6+6; Hp 51; #AT 1; Dmg 1d10 +2 w/ two handed sword; SA None; SD None; MV 9"; AL CG; Thaco 16 (14 w/sword); EXP 225 +6 per hp. PHB. Carries a **+1 two handed sword**, wears chain mail. *Potion of speed*. S17 I9 W9 D11 C15 CH9.
45. Manticore (1d2) AC 4; HD 6+3; Hp 40, 30; #AT 3; Dmg 1d8 bite / 1d3 claw / 1d3 claw; SA tail spikes 6 per round for 1d6 each; SD None; MV 12"/18"; AL LE; Size L; Thaco 13; EXP 400 +8 per hp. MM.
46. Medusa (1) AC 5; HD 6; Hp 27; #AT 1; Dmg 1d4 bite; SA gaze petrifies; SD None; MV 9"; AL LE; Size L; Thaco 13; EXP 400 +8 per hp. MM.
47. Mimic (1) AC 7; HD 7; Hp 29; #AT 1; Dmg 3d4 punch; SA None; SD Camouflage; MV 3"; AL N; Thaco 13; EXP 350 +8 per hp. MM.
48. Boalisk (1d2) AC 5; HD 5+1; Hp 24, 22; #AT 2; Dmg 1d3 bite / 1d6+1 constriction ; SA gaze attack (causes disease per mummy); SD None; MV 12"; AL N; Thaco 13; EXP 360 +6 per hp. MM2.

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49. Piscodaemon (1d2) AC -1; HD 6; Hp 36, 29; #AT 2; Dmg 2d8 claw / 2d8 claw; SA tentacle bite poison; SD magic or silver weapons to hit; MR 60% vs. 1st level spells (-5% per level above 1st); MV 6" / 18"; AL NE; Thaco 13; EXP 455 +6 per hp. MM2.
50. Red Abaishai, Lesser Devil (1d3) AC 1; HD 4+2; Hp 30, 25, 20; #AT 3; Dmg 1d4+1 claw / 1d4+1 claw / 1d2 tail; SA spell-like powers; SD magic or silver weapons to hit; MR 40%; MV 6" / 18"; AL NE; Thaco 15; EXP 320 +5 per hp. MM2.
51. Drelb (1) AC 2; HD 5+3; Hp 27; #AT 1; Dmg 3d4 chill touch; SA chill touch; false movement; SD +1 or better to hit; MV 6"; AL NE; Thaco 15; EXP 800 +6 per hp. MM2. Appears as a wraith.
52. Margoyle (1d3) AC 2; HD 6; Hp 35, 26, 19; #AT 4; Dmg 1d6 claw / 1d6 claw / 2d4 bite / 2d4 gore; SA None; SD +1 or better to hit; MV 6" / 12"; AL CE; Thaco 13; EXP 350 +6 per hp. MM2.
53. Shadow Mastiff (1d4) AC 6; HD 4; Hp 24, 21, 18, 16; #AT 1; Dmg 2d4 bite; SA attack from shadows, baying causes fear; SD hide in shadows; MV 18"; AL NE; Thaco 15; EXP 185 +4 per hp. MM2.
54. Magma, Para-elemental (1) AC 3; HD 8; Hp 41; #AT 1; Dmg 4d6 strike; SA heat metal (per druid spell) within 20'; SD +1 or better to hit; MV 6"; AL N; SZ L; Thaco 12; EXP 1,200 +10 per hp. MM2.
55. Smoke, Para-elemental (1) AC 3; HD 8; Hp 37; #AT 1*; Dmg 2d8 strike; SA *attacks all targets within 10', all within 10' save vs. poison or suffer -2 to hit; SD +1 or better to hit; MV 6"; AL N; SZ L; Thaco 12; EXP 1,200 +10 per hp. MM2.
56. Tunnel Worm (1) AC 4; HD 9+3; Hp 53; #AT 1; Dmg 2d8 bite; SA seize with bite, +2 to hit all targets; SD None; MV 6"; AL N; SZ L; Thaco 10 (8); EXP 1,350 +14 per hp. MM2.
57. Fire Drake (1d3) AC 5; HD 4; Hp 21, 17, 15; #AT 1; Dmg 2d4 bite; SA breath weapon - fire - 2d8 damage; SD None; MV 6" / 18"; AL N; SZ S; Thaco 15; EXP 125 +4 per hp. FF. Blood can be used to create flaming weapons.
58. Fire Toad (1d3) AC 10; HD 4+1; Hp 26, 20, 19; #AT 1; Dmg fireball; SA breathes small fireballs, range 3", damage equals current hp of toad; SD None; MV 6"; AL CN; Thaco N/A; EXP 165 +5 per hp. FF.
59. Fire Elemental (1) AC 2; HD 8; Hp 40; #AT 1; Dmg 3d8 strike; SA None; SD +2 or better to hit; MV 12"; AL N; SZ L; Thaco 12; EXP 925 +10 per hp. MM.
60. Ettin (1) AC 3; HD 10; Hp 50; #AT 2; Dmg 2d8 club / 3d6 club; SA None; SD None; MV 12"; AL CE; SZ L; Thaco 10; EXP 1,950 +14 per hp. MM.
61. Lurker Above (1) AC 6; HD 10; Hp 46; #AT 1*; Dmg 1d6 constriction; SA *attacks all within its 20' enveloped area, smother those caught in attack area - 20'; SD None; MV 12"; AL N; SZ L; Thaco 10; EXP 1,500 +14 per hp. MM.
62. Mummy (1) AC 3; HD 6+3; Hp 30; #AT 1; Dmg 1d12 strike; SA cause disease with touch, cause fear aura; SD +1 or better to hit, half damage from all weapons, undead; MV 6"; AL LE; Thaco 13; EXP 1,150 +8 per hp. MM.
63. Owl Bear (1d2) AC 5; HD 5+2; Hp 27, 23; #AT 3; Dmg 1d6 claw / 1d6 claw / 2d6 bite; SA hug for 1d8 if hits with claw on a roll of 18+; SD none; MV 12"; AL N; SZ L; Thaco 14; EXP 225 +8 per hp. MM.
64. Salamander (1d2) AC 5/3; HD 7+7; Hp 47, 38; #AT 2; Dmg 1d6* spear / 2d6 tail; SA *add 1d6 heat damage if spear hits; SD +1 or better to hit; MV 9"; AL CE; SZ L; Thaco 13; EXP 825 +10 per hp. MM.
65. Troll (1d2) AC 4; HD 6+6; Hp 40, 32; #AT 3; Dmg 1d4 +4 claw / 1d4 +4 claw / 2d6 bite; SA None; SD regenerate 3 hp per round, only destroyed by fire/acid; MV 12"; AL CE; SZ L; Thaco 13; EXP 525 +8 per hp. MM.
66. Orc (5d4) AC 6; HD 1; Hp 5 each; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 19; EXP 10+1 per hp. Carry long sword 1d8 and/or spear 1d6. MM.
67. Troglodyte (1d10) AC 5; HD 2; Hp 16, 15, 14, 11x3, 9, 8, 7, 6; #AT 3 or 1; 1d3 claw/1d3 claw/1d4+1 bite or by weapon; SA Revulsion stench; SD None; MV 12"; AL CE; Thaco 16; EXP 36+2 per hp. Carry stone battle axe 1d8. MM.
68. Minotaur (1) AC 6; HD 6+3; Hp 48; #AT 1; Dmg 2d4 gore or 1d4 bite or by weapon; SA None; SD Surprised on a 1; MV 12"; AL CE; Size L; Thaco 13; EXP 400+8 per hp. MM.

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69. Spider, Giant (1d2) AC 4; HD 4+4; Hp 21; #AT 1; Dmg 2d4; SA Poison; SD None; MV 6"; AL N; Thaco 15; EXP 315+5 per hp. MM.

70. Jackalwere (1d4) AC 4; HD 4; Hp 25, 21, 17, 16; #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.

71. Beetle, Water (1d3) AC 3; HD 4; Hp 25, 22, 19; #AT 1; Dmg 3d6; SA None; SD None; MV 3"/12"; AL N; Size L; Thaco 15; EXP 85+4 per hp. MM.

72. Carnivorous Ape (1d4+1) AC 6; HD 5; Hp 30, 27, 25, 21, 19; #AT 3; Dmg 1d4 claw / 1d4 claw / 1d8 bite; SA Rend for 1d8 if both claws hit; SD Only surprised on a 1; MV 12"; AL N; Size L; Thaco 15; EXP 170+5 per hp. MM.

73. Gargoyle (1d4) AC 5; HD 4+4; Hp 30, 25, 21, 18 #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.

74. Ghoul (1d8+1) AC 6; HD 2; Hp 15, 13x3, 11, 9, 8, 7x2; #AT 3; Dmg 1d3 claw / 1d3 claw / 1d6 bite; SA Paralyzation; SD Undead; MV 9"; AL CE; Thaco 18; EXP 65+2 per hp. MM.

75. Bugbear (1d8+1) AC 5; HD 3+1; Hp 20, 17x3, 15, 14, 12, 9, 8; #AT 1; Dmg 2d4; SA None; SD None; MV 9"; AL N; Size L; Thaco 16; EXP 135+4 per hp. MM.

76. Algoid (1d4) AC 5; HD 5; Hp 32, 25, 21, 17; #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.

77. Ghast (2d4) AC 4; HD 4; Hp 22, 19x3, 15, 13, 11x2; #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.

78. Magman (3d4) AC 6; HD 2; Hp 16, 12x3, 10x3, 8, 7x4; #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.

79. Hell Hound (1d4) AC 4; HD 6; Hp 36, 30, 28, 24; #AT 1; Dmg 1d10; SA breath fire for 5 damage; SD None; MV 12"; AL N; Thaco 15; EXP 275 +6 per hp. MM.

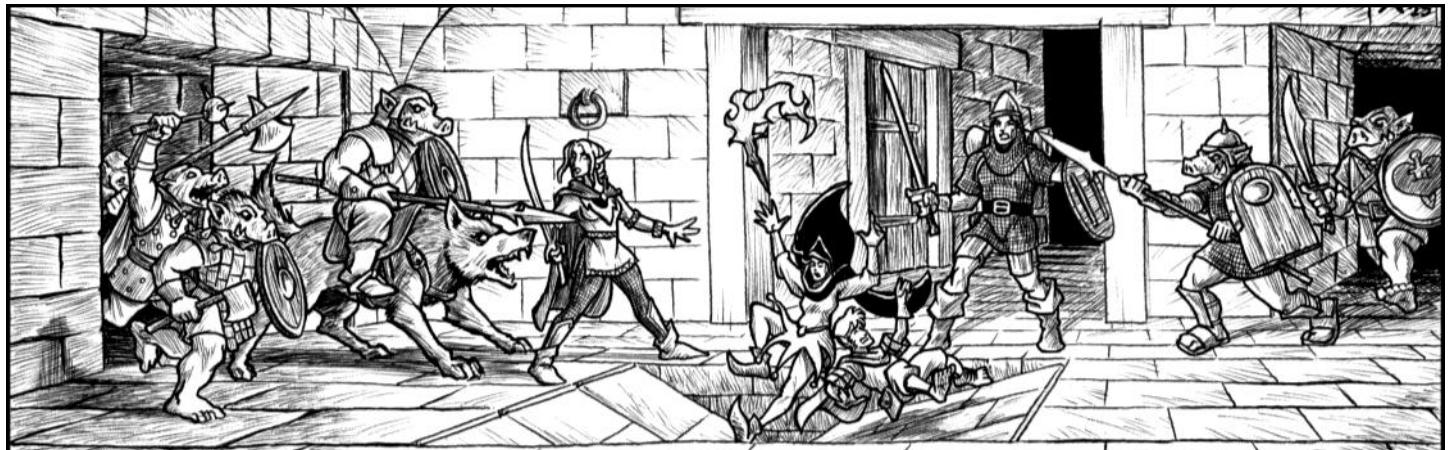
80. Ogre (1d4+1) AC 5; HD 4+1; Hp 25, 21, 19, 17, 15; #AT 1; Dmg 1d10; SA None; SD None; MV 9"; AL CE; Size L; Thaco 15; EXP 90 +4 per hp. MM.

81. Gnoll (2d6+2) AC 5; HD 2; Hp 15, 12x2, 11x3, 10x3, 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.

82. Hobgoblin (4d4) AC 5; HD 1+1; Hp 6 each; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. Carry long sword 1d8 and/or long bow 1d6. MM.

83. Wight (1) AC 5; HD 4+3; Hp 24; #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.

84. Taer (1d4) AC 4; HD 3+6; Hp 26, 23, 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.



Monsters

85. Stun Jelly (1d3) AC 8; HD 4; Hp 24, 20, 14; #AT 1; Dmg 2d4; SA Paralyzation; SD None; MV 3"; AL N; Thaco 15; EXP 125+4 per hp. FF.
86. Hydra (1) AC 5; HD 8; Hp 8 per head (8 heads); #AT 5; Dmg 1d6 bite; SA None; SD None; MV 9"; AL N; Thaco 12; 650+10 per hp. MM.
87. Werewolf (1d3+1) AC 5; HD 4+3; Hp 31, 27, 21, 19; #AT 1; Dmg 2d4 bite; SA Lycanthropy by bite; SD Silver or +1 weapon to hit; MV 15"; AL CE; Thaco 15; EXP 205+5 per hp. MM.
88. Ochre Jelly (1d3) AC 8; HD 6; Hp 36, 28, 24; #AT 1; Dmg 3d4 touch; SA None; SD Immune to lightning; MV 3"; AL N; Thaco 13; EXP 150+6 per hp. MM.
89. Shadow (2d4) AC 7; HD 3+3; Hp 21, 19, 18, 13x3, 12, 10; #AT 1; Dmg 1d4+1 touch; SA Touch causes -1 strength, 90% undetectable; SD +1 weapon to hit; MV 12"; AL CE; Thaco 16; EXP 255+4 per hp. MM.
90. Storoper (1) AC 0; HD 6; Hp 35; #AT 1/6; Dmg 1d10 bite; SA Six tentacles cause loss of strength and/or paralyzation (no save); charm poison; SD Immune to normal missile weapons; MV 1"; AL CE; Size L; Thaco 16; EXP 500+6 per hp. MM2.
91. Blindheim (2d4) AC 1; HD 4+2; Hp 30, 25, 19x3, 18, 16, 14; #AT 1; Dmg 1d8 bite; SA Cause blindness range 30'; SD None; MV 9"; AL CE; Thaco 15; EXP 130+5 per hp. FF.
92. Hook Horror (1d4+1) AC 3; HD 5; Hp 31, 29, 22, 19x2; #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.
93. Wraith (1) AC 4; HD 5+3; Hp 34; #AT 1; Dmg 1d6; SA Energy drain; SD Magic or silver weapons to hit; MV 12"/24"; AL LE; Thaco 15; EXP 575+6 per hp. MM.
94. Sandling (1d4) AC 3; HD 4; Hp 28, 19, 18, 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
95. Cyclopskin (1d4) AC 3; HD 5; Hp 35, 28, 26, 22; #AT 1; Dmg by weapon +2 for strength; SA +2 damage due to strength; SD None; MV 12"; AL CE; Size L; Thaco 15; EXP 90+5 per hp. MM2.
96. Owl Bear (1d2) AC 5; HD 5+2; Hp 27, 23; #AT 3; Dmg 1d6 claw / 1d6 claw / 2d6 bite; SA hug for 1d8 if hits with claw on a roll of 18+; SD none; MV 12"; AL N; SZ L; Thaco 14; EXP 225+8 per hp. MM.
97. Salamander (1d2) AC 5/3; HD 7+7; Hp 47, 38; #AT 2; Dmg 1d6* spear / 2d6 tail; SA *add 1d6 heat damage if spear hits; SD +1 or better to hit; MV 9"; AL CE; SZ L; Thaco 13; EXP 825+10 per hp. MM.
98. Troll (1d2) AC 4; HD 6+6; Hp 40, 32; #AT 3; Dmg 1d4 +4 claw / 1d4 +4 claw / 2d6 bite; SA None; SD regenerate 3 hp per round, only destroyed by fire/acid; MV 12"; AL CE; SZ L; Thaco 13; EXP 525+8 per hp. MM.
99. Hill Giant (1d2) AC 4; HD 8+1d2; Hp 48, 39; #AT 1; Dmg 2d8 club or boulder for 2d8; SA throw boulders; SD None; MV 12"; AL CE; Size L; Thaco 12; EXP 900+14 per hp. MM.
100. Bone Hunger (1d6) AC 2; HD 3; Hp 20, 18, 14, 12, 11, 8; #AT 3 or 1; Dmg 1d4 claw / 1d4 claw / 1d6 bite or 1d12 tail; SA breath weapon; SD None; MV 6" / 15"; AL CE; Size M; Thaco 16; EXP 50+3 per hp. MMM and DA6.

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

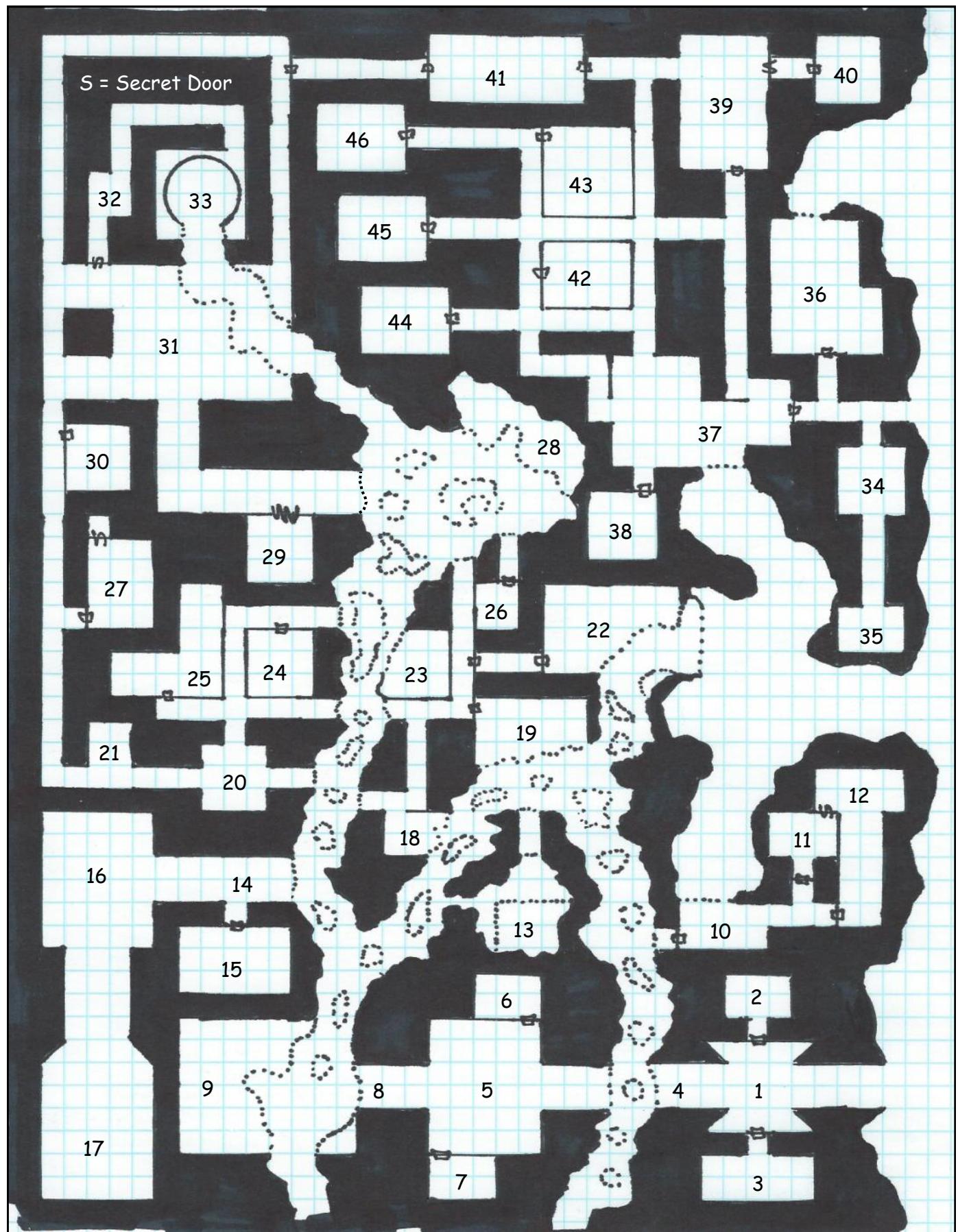
Treasure

1. 118 gp
2. 192 sp
3. 850 cp
4. 238 ep
5. 48 pp
6. 22 gems: 10 gp each
7. Gold ring inset with platinun (350 gp)
8. 15 Chipped diamonds: 20 gp each
9. *Parchment of Karbon**
10. 420 gp
11. 960 sp
12. 516 ep
13. *Scroll: cure serious wounds x2, cure blindness*
14. *Sword +2 (DM's choice)*
15. Silver necklace with gold inlay (500 gp)
16. Gold broach set with rubies (550 gp)
17. *Sword: +1 /+3 vs fire-based creatures*
18. Two Potions of extra healing
19. 82 pp
20. 81 gp
21. *Disk of Deflection**
22. 380 gp
23. *Ring of flame resistance**
24. 3,111 cp
25. 2,280 sp
26. One large emerald (1,000 gp)
27. 89 gp
28. 170 sp
29. 188 pp
30. *Scroll: lightning bolt, slow, tongues*
31. 11 sp
32. 15 gp
33. *Boots of striding and springing*
34. Gold crown inset with jade (1,200 gp)
35. 121 cp
36. 600 gp
37. 6 gp
38. One medium diamond: 2,500 gp
39. *Bag of Holding 1,500 pounds*
40. *Darts +2 (6)*
41. 275 gp
42. 42 gp
43. 676 ep
44. 321 cp
45. 40 sp
46. 75 gp
47. *Scroll: phantasmal force, spectral force*
48. 91 gp
49. Two dragon fangs coated in silver (500 gp each)
50. 1 pp
51. Six small rubies: 100 gp each
52. *Scroll: Protection from Undead (vampires only)*
53. 8 sp
54. 99 ep
55. *Spirit Ring*
56. *Scarab of Enraging Enemies (3)*
57. 96 gp
58. 97 sp
59. *Rod of Reversal (3)**
60. 1,200 gp
61. 400 pp
62. 32 small pieces of ivory: 20 gp each
63. *Moon Armor: Chain Mail +3**
64. *Rod of Resurrection (11)*
65. 14 ep
66. 350 gp
67. *Rykevist's Snowflake**
68. 100 sp
69. 19 pp
70. *Scroll: magic missile, flame arrow, fumble*
71. *Shield of Shattering**
72. 5 gp
73. 7,800 sp
74. 15,000 cp
75. 520 ep
76. 201 pp
77. *Potion of Regeneration*
78. Gold ring (70 gp)
79. *Ioun Stone (+1 protection)*
80. 10 gp
81. 2 pp
82. Platinum circlet (700 gp)
83. *Arrow +4*
84. 18 gp
85. *Flame Blade**
86. 37 sp
87. 1,00 cp
88. *Wand of Fire (2)*
89. *Potion of Super Heroism*
90. 656 gp
91. 83 pp
92. 6 sp
93. 990 ep
94. Electrum necklace (200 gp)
95. 600 gp
96. 85 gp
97. 91 ep
98. *Dagger of Dispeiling**
99. 30 pp
100. *Oil of Armor (4)**

*See New Magic Item section, page 19.



Sample Map - Dungeon Level Six



Sample Dungeon

This sample dungeon is designed for a party of sixth 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 sixth level of a massive underground complex. Who built it and why has been lost through the passage of time. The entire dungeon is located within a mostly-dormant volcano. In contrast to other levels of the dungeon, this section has been flooded by lava from the volcano.

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 fifth and seventh level are in rooms 19 and 29.

A large section of this level has been damaged by a small flow of lava. Moving slowly, the lava runs from the south to the north. There are two lava flows; one of which flows out of the dungeon and down the mountainside at location 22. The second flow runs to deep pit at location 33. Within the lava flows are stone platforms (denoted by semi-circular dotted lines). PCs can leap from stone to stone, or to other areas by simply making a dexterity check with a +4 bonus. Failure indicates the PC is splashed with lava which inflicts 1d6 fire damage. A PC that enters the lava fully will suffer 4d6 damage per round.

The entire level is very hot (averaging 90 degrees F). The immediate area near the lava is 110 degrees F. The effect of the heat can be ignored or the PCs must rest more often and consume more water. The monsters in the dungeon are more accustomed to the heat and most have excess stocks of water (often gathered from the upper levels where water is plentiful).

This level has several factions of monsters that vie for more living space and treasure. These groups will react violently to any intrusion on their territory.

1. This area of the dungeon is under the control of an extremely cunning and greedy hill giant. The giant has recruited several humanoids as minions. His ultimate goal is to take over the entire level. His more immediate concern is to raid the fire giant king's barrow (locations 14-17). This area is guarded by a group of orcs. The orcs are quartered at location 3 and their shaman leader at location 2. There are always two orcs on duty here. The remaining orcs will investigate any disturbance or call for help. The orcs are fearful

of the denizens of this level and they are very wary an alert. Orc (2) 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. Each orc has 1d6 gp.

2. A group of 12 orcs reside in this room (two are always at location 1). There are bunk beds and other cobbled together furniture pieces. The orcs carry personal treasure on their person, but they also have an iron chest (unlocked) with 118 gp. Orc (10) 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.
3. An orc shaman uses this room as his lair and altar. The hill giant (location 9) does not particularly like the shaman, but the shaman is quite adept at keeping the orcs organized. The shaman has some basic furniture and a crude altar made of bones. Red candles burn endlessly on the altar. The shaman has six rubies worth 100 gp each hidden in the hollow of one of the bones that make up the altar. 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*
4. A lava flow runs from the south to the north here. The lava has cut through the corridor and flows less than a foot below the floor level. Large rocks project out of the lava and form secure locations that creatures can use to jump across the lava flow. A PC must make a dexterity with a +4 bonus to successfully make the leap. Failure indicates the PCs has been splashed by lava for 1d6 damage.
5. A group of five ogres, who work for the hill giant as enforcers, use this room to cook their meals (mostly victims from raids on the upper levels of the dungeon). The ogres use location 6 to sleep. They use location 7 to house live prisoners. The ogres have several iron kettles of various sizes. A large iron spit hangs over a shallow pit. The ogres gather lava to cook their food. Ogre (5) AC 5; HD 4+1; Hp 25, 21, 19, 17, 15; #AT 1; Dmg 1d10; SA None; SD None; MV 9"; AL CE; Size L; Thaco 15; EXP 90 +4 per hp. MM.



Sample Dungeon

6. Piles of fur cover the floor of this chamber. The ogres from location 5 sleep here. There are five sacks under the furs. Each sack holds 84 gp.
7. The door to this chamber is barred from the outside (from location 5). Lying on the floor of the chamber is a battered human fighter - Niam. He will promise to join the PCs if he is freed. He is in dire need of healing, but his pride will not allow him to ask for such. His possessions are in the treasure horde of the hill giant at location 9. Niam, Fighter, human (1) AC (10) 1; HD 6+6; Hp (5) 51; #AT 1; Dmg 1d10 +2 w/ two handed sword; SA None; SD None; MV 9"; AL CG; Thaco 16 (14 w/sword); EXP 225 +6 per hp. PHB. S17 I9 W9 D11 C15 CH9.
8. The corridor comes to an end at another lava flow. In order to reach location 9, a PC must leap across the lava. See location 4 for detail on crossing the lava. However, the hill giant at location 9 will hurl rocks at anyone attempting to cross the lava.
9. A large hill giant resides in this chamber. He is the leader of the humanoids (locations 1-7). The giant has a pile of large rocks that he will hurl at intruders as they attempt to cross the lava. Additionally, he will take partial cover behind a large stack of water barrels. If a PC stops for more than one round on the rock in the middle of the lava river, the giant will hurl a barrel of water at the rock (AC 10). A successful attack will result in the barrel shattering at the base of rock and water exploding into steam on contact with the lava. Any PCs on the rock will suffer 4d6 heat damage (save vs. dragon breath for half damage). The giant will also attempt this attack if the PCs linger near the edge of the room (location 8). The room has 30 - 50 gallon barrels of water, a a roasted cow (cooked over the lava), a pile of furs, and a wooden chest (locked, giant carries the key). The chest holds 600 gp, 7,800 sp, a platinum circlet (700 gp), a disk of deflection (8), [+1 two handed sword, chain mail. *potion of speed*]*. Hill Giant (1) AC 4; HD 8+1d2; Hp 48, 39; #AT 1; Dmg 2d8 club or boulder for 2d8; SA throw boulders; SD None; MV 12"; AL CE; Size L; Thaco 12; EXP 900 +14 per hp. MM. *These items belong to the Niam (location 7).
10. The door to this room is locked. The lock is very complicated and a thief must take a -15% chance to pick the lock. There is no artificial light in the chamber but natural light does enter from the open wall that leads to the exposed mountain-side. A cockatrice has a nest in this chamber. The beast is a pet of a medusa who lives at location 12. The cockatrice will attack all intruders. Within its nest is a silver necklace with gold inlays (500 gp) and a *scarab of enraging enemies* (3). 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.
11. This chamber is empty. The secret door leading to location 12 cannot be found or opened from this chamber.
12. A young medusa lives in this room. She has managed to sell her services to several powerful creatures on the lower levels of this dungeon. She prefers to live on this level as there are fewer enemies to avoid. The room is well furnished and carpeted. The walls are covered with paintings - all produced by the medusa. Her art is quite good. There are 14 paintings and have a value of 1d100 gp each. Under her bed, the medusa has a long footlocker. Inside she has 275 gp, 201 pp, a *wand of reversal* (3), and two *potions of extra healing*. The medusa typically wears a hood as to not inadvertently turn an ally into stone. She is particularly greedy and always ready to strike a deal that enriches her. She will sell uses of her wand for 1,000 gp. She will also sell her potions for 750 gp each. If attacked, she will initially attempt to use her powers to turn enemies to stone. If damaged, she will use the secret door to flee. She will run to location 19 and use the stairs to reach the lower levels of the dungeon.
13. A white, marble pedestal is sent in the center of this chamber. A long glass cylinder rests atop the pedestal. Floating within the cylinder is a *Rykevist's snowflake* (see **New Magic Items**). If the cylinder is removed a random monster(s) will appear in this chamber. Roll percentile dice to determine which creature (s) appear. The monsters will attack immediately. This is a magical trap and cannot be disarmed by a thief.
14. While the floor in this general area is dust-covered, there are bones, rotting flesh and dried blood lying near the door to location 15.
15. Blood smears cover most of the door to this room. The door does not close properly and hangs loosely on a single hinge. The stench of death escapes the cracked doorway. A pack of six ghosts lair in this room. They hunt throughout the dungeon as well as other levels and return here with their victims. The ghosts are not wary of intruders as most creatures on this level refuse to come to this area as they not only fear the ghosts but the mummy at location 17. The

Sample Dungeon

ghasts will react violently to any intrusion. They have not gathered much treasure; most of what is in this chamber is incidental. Loosely spread around the room is 170 sp, 121 cp, 85 gp, 83 pp, a *spirit ring* (see **New Magic Items**), a bone scroll case containing a *scroll with phantasmal force and spectral force*, and a jar of *oil of armor* (4). Ghast (6) AC 4; HD 4; Hp 22, 19, 15, 13, 11x2; #AT 3; Dmg 1d4 claw / 1d4 claw / 1d8 bite; SA Paralyzation, stench; SD Undead; MV 15"; AL CE; Thaco 15; EXP 190+4 per hp. MM.

16. This room appears to be completely empty. However, a long pressure plate runs across the center of the room (east to west; near the south exit). If the plate is stepped upon, a gas will fill the room. All those inside must save vs. poison. Failure indicates the PC suffers 1d4 damage and be paralyzed, but the paralyzation will not begin for 10 rounds (duration of 1d4 rounds). The PC will not be aware of the delayed paralyzation effects. Otherwise, the room is empty.

17. Faded murals cover the walls of this chamber. The murals are dulled and difficult to discern, but most depict a massive fire giant king destroying his enemies. Four copper pipes rise from the floor to a height of three feet. Flames extend from each of the pipes and nearly reach the 20' tall ceiling. A throne, made of copper, sits against the south wall. The mummified remains of the fire giant king depicted in the murals sits on the throne. The king is a mummy and it will attack all intruders. The mummy will not pursue enemies beyond the lava flow at location 14. The mummy wields a sword (in one hand, but it is a two-handed sword for non-giants). The weapon is a *flame blade* (see **New Magic Items**). The seat of the throne is false and hides a large compartment holding 800 gp, 15 chipped diamonds worth 20 gp each, and an *ioun stone* (+1 protection). Mummy (1) AC 3; HD 6+3; Hp 30; #AT 1; Dmg 1d12 strike; SA cause disease with touch, cause fear aura; SD +1 or better to hit, half damage from all weapons, undead; MV 6"; AL LE; Thaco 13; EXP 1,150+8 per hp. MM.

18. An ochre jelly managed to corner group of dwarves in this room. Four of the dwarves have leapt to safety to a large rock in the lava flow. Before the last dwarf could attempt the leap, he was killed by the ochre jelly who is consuming him at this time. The dwarves are contemplating which way to go when the PCs arrive. The dwarves will offer a reward if the PCs destroy the jelly, but when the PCs attack the ochre jelly, the dwarves will seek to flee. They do not have treasure. If forced, they will lead the PCs to their lair and ambush them at that point. Dwarf (4) AC 4; HD 2+2; Hp 15, 14, 12, 11; #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. 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.

19. Stairs lead to level five and level seven of the dungeon. Otherwise, the room is empty.

20. This room is empty.

21. A man, clad only in a loincloth, lies in this alcove. He is dirty, bruised and has an obvious sword wound. The man is a werewolf. He is a spy in the employ of the vampire on level eight. The werewolf wanders the various levels to learn the strengths of the minor factions within the dungeons. The vampire is seeking to ally himself with the evil NPCs in location 42-46. However, the werewolf was discovered and chased off by the NPCs. The werewolf will tell the PCs that he is an escaped slave from location 46. The werewolf claims to be a man-at-arms for a party of adventurers who were destroyed several weeks ago. He claims that he owes a debt of vengeance upon the evil NPCs and if the PCs will help him, he will reveal the location of hidden treasure acquired by his (fictional) comrades. He can draw the PCs a map of the area 42-46. He will also describe the NPCs and their minions.



Sample Dungeon

The werewolf will accept equipment including armor and weapons. Unlike other werewolves, this creature is neutral in alignment. He was a mercenary prior to being bitten by a werewolf and he has maintained his "sword-for-hire" ideology. Werewolf (1) AC 5; HD 4+3; Hp 31 (24); #AT 1; Dmg 2d4 bite; SA Lycanthropy by bite; SD Silver or +1 weapon to hit; MV 15"; AL N; Thaco 15; EXP 205+5 per hp. MM.

21. A magma para-elemental has taken up residence in this chamber. The room was previously inhabited by a group of gargoyles. The gargoyles fled after one member of the group was destroyed by the para-elemental. The gargoyles fled without their treasure which lies loosely in the northwest corner of the room: 850 cp, 960 sp, 82 pp, a *shield of shattering* (see **New Magic Items**), an *arrow +4*. Magma, Para-elemental (1) AC 3; HD 8; Hp 41; #AT 1; Dmg 4d6 strike; SA heat metal (per druid spell) within 20'; SD +1 or better to hit; MV 6"; AL N; SZ L; Thaco 12; EXP 1,200 +10 per hp. MM2.
22. A group of magman have decided to rest in this chamber. They have been following the lava flow in search of easy targets and locations to create mayhem. Magman (7) AC 6; HD 2; Hp 16, 12x3, 10, 8, 7; #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.
23. A trio of red abaishai lesser devils are in this chamber planning an attack on the piscodaemon at location 25. The devils are hunting the daemon which was a member of a raiding party. The daemon, and its destroyed comrades, were sent by an archmage. When the mission failed the daemon attempted to return to the archmage's tower via a gate to the prime material plane. The mage started to close the gate when he realized the raid had met with failure. The daemon and its pursuers entered the failing gate and materialized on this level of the dungeon. The devils are loyal to their master and they will not let anything stand between themselves and their prey. Any intruders will be attacked. Red Abaishai, Lesser Devil (3) AC 1; HD 4+2; Hp 30, 25, 20; #AT 3; Dmg 1d4+1 claw / 1d4+1 claw / 1d2 tail; SA spell-like powers; SD magic or silver weapons to hit; MR 40%; MV 6" / 18"; AL NE; Thaco 15; EXP 320 +5 per hp. MM2.
24. A piscodaemon has taken refuge in this chamber. The door is barred shut (braced by pieces of rotting furniture [+1 bonus to breaking down door attempts]). The daemon was part of a raiding party that attacked a minor outpost of a devil that is currently at war with the piscodaemon's master. The daemon has attempted to gate in help, but it has failed. If confronted by the PCs (before the devils from location 24 have been encountered by PCs), the daemon will attempt to make a deal. It will agree to assist the PCs on one occasion if they help it defeat its pursuers. Of course, the daemon will seek to betray the PCs. It has no treasure. Piscodaemon AC -1; HD 6; Hp 36; #AT 2; Dmg 2d8 claw / 2d8 claw; SA tentacle bite poison; SD magic or silver weapons to hit; MR 60% vs. 1st level spells (-5% per level above 1st); MV 6" / 18"; AL NE; Thaco 13; EXP 455 +6 per hp. MM2.
25. Four Cyclopskin are resting in this room. They are coming to work for the hill giant (location 9), but have gotten lost in the dungeon. They each have a sack full of treasure: Bag#1 - 238 ep, 11 sp, and a gold ring worth 70 gp; Bag#2 - 96 gp, 100 sp, and an electrum necklace worth 200 gp; Bag#3 - 99 ep, 40 sp, one large emerald worth 1,000 gp; Bag#4 - 192 sp, 89 gp, (6) +2 *darts*. Cyclopskin (4) AC 3; HD 5; Hp 35, 28, 26, 22; #AT 1; Dmg by weapon +2 for strength; SA +2 damage due to strength; SD None; MV 12"; AL CE; Size L; Thaco 15; EXP 90+5 per hp. MM2.
26. The door to this room is locked. A group of dwarves use this room as a base to raid the dungeon. They are led by a very strong and aged dwarf. The dwarves were on a scouting mission when they were ambushed by an ochre jelly at location 18. If the dwarves have already encountered the PCs, they will have fled back to this room, if they survived. Otherwise, the only occupant is the dwarf leader. The room is filled with mismatched furniture, but it is well organized. An iron chest, locked and trapped, holds the accumulated treasure of the dwarves. The dwarf has the key to the chest. The trap is slicing blade over the chest for 2d8 damage. Dwarf Fighter (1) AC 2; HD 6+18; Hp 53; #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 350+8 per hp. Carries a battle axe 1d8. MM.
27. A group of three fire drakes wait in this area to ambush anything using the rocks to traverse the lava flow. The drakes have no treasure as they are simply moving through the area. Fire Drake (3) AC 5; HD 4; Hp 21, 17, 15; #AT 1; Dmg 2d4 bite; SA breath weapon - fire - 2d8 damage; SD None; MV 6" / 18"; AL N; SZ S; Thaco 15; EXP 125 +4 per hp. FF. Blood can be used to create flaming weapons.

Sample Dungeon

28. A curtain of chains hang over the entry of this chamber. A set of stairs leads to both the upper and lower levels of the dungeon.
29. This room is empty.
30. A salamander has entered this chamber from the lava flow. It has two hell hounds as pets. The hounds will alert the salamander of the presence of the PCs. The salamander wishes to enter location 33, but it is aware that a powerful undead creature lives within. The salamander will see the PCs as a good alternative to obtain treasure. Salamander (1) AC 5/3; HD 7+7; Hp 47; #AT 2; Dmg 1d6* spear / 2d6 tail; SA *add 1d6 heat damage if spear hits; SD +1 or better to hit; MV 9"; AL CE; SZ L; Thaco 13; EXP 825 +10 per hp. MM. Hell Hound (2) AC 4; HD 6; Hp 30, 28; #AT 1; Dmg 1d10; SA breath fire for 5 damage; SD None; MV 12"; AL N; Thaco 15; EXP 275 +6 per hp. MM.
31. A group of six ghouls lair in this room. They are minions of the wraith in location 33. Amidst a pile of half-eaten corpses the ghouls have gathered 91 gp, 1 pp, a scroll case hold a *scroll of three spells: lightning bolt, slow, tongues*, and a *ring of flame*. 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.
32. A wide pit is at the center of this room. Lava flows from a large hole in the south wall and falls into the pit. Clouds of steam (mostly dissipated) rise from the pit. Hanging over the pit, from brass chains is a brass coffin. A wraith uses this room as its lair. It can easily "leap" from the coffin to the area surrounding the pit. The wraith will investigate any combat in location 32. Within the coffin, the wraith has 1, 200 gp and a *rod of resurrection* (11). Wraith (1) AC 4; HD 5+3; Hp 34; #AT 1; Dmg 1d6; SA Energy drain; SD Magic or silver weapons to hit; MV 12"/24"; AL LE; Thaco 15; EXP 575+6 per hp. MM.
33. A maze of webs cover most of the entry to this chamber from the outer hallway. Two giant spiders use the room as their lair and feeding chamber. They hunt both inside and outside the dungeon, but always return here to consume their prey. The spiders do not bring treasure back with them, however, one of the corpses that hangs in the chamber has a *potion of regeneration* in a pouch. Spider, Giant (2) AC 4; HD 4+4; Hp 21, 19; #AT 1; Dmg 2d4; SA Poison; SD None; MV 6"; AL N; Thaco 15; EXP 315+5 per hp. MM.
34. A drelb guards the remains of its former body. The creature was a magic-user who became separated from his companions and was killed by the giant spiders from location 34. The drelb holds no animosity toward the spiders and considers them unwitting allies in his mission to protect the corpse. The magic user was completely greedy and even in death, the creature wants nothing more than to protect his possessions: a *wand of fire* (3), two sheets of *parchment of karbon* (see **New Magic Items**), and pouch containing 42 gp. Drelb (1) AC 2; HD 5+3; Hp 27; #AT 1; Dmg 3d4 chill touch; SA chill touch; false movement; SD +1 or better to hit; MV 6"; AL NE; Thaco 15; EXP 800 +6 per hp. MM2. Appears as a wraith.
35. The door to this room is difficult to open (inward) as there are piles of bones stacked against the entire south wall of this room. An aerie of bone hunters (see **New Monster** section) have established their lair in this room. They hunt in lands around the mountain, but avoid the dungeons. Lying under the pile of bones is a *suit of +3 moon armor* (chain mail) [see **New Magic Items**]. Bone Hunger (1d6) AC 2; HD 3; Hp 20, 18, 14, 12, 11, 8; #AT 3 or 1; Dmg 1d4 claw / 1d4 claw / 1d6 bite or 1d12 tail; SA breath weapon; SD None; MV 6" / 15"; AL CE; Size M; Thaco 16; EXP 50 +3 per hp. MM.
36. A mimic stands guard in this chamber. It is in the employ of the evil NPCs who live in sections 42-46. The evil NPCs feed the mimic in return for its service as a guard. When the PCs enter the chamber they will see a stone altar (center of the chamber). 12 golden goblets are set on the altar. The mimic is in the form of the altar. It will attack the PCs if they approach. The goblets will fall to the stone floor, spilling the oil they contain. The oil, while barely flammable, is extremely slippery. The oil will cover an area within 10' of the mimic. Those attempting to move on the oil (including combat) must make a dexterity check in order to avoid falling down. A character that falls must spend the rest of the round attempting to stand (second dexterity check with a +4 bonus). The mimic is unaffected by the oil. If the oil is ignited, all those (including the mimic) that are within the area of affect will suffer 1d8 damage (save vs spells for half damage applies). The oil will only burn for one round (thereafter it is gone). A secondary effect of the falling goblets is the noise they will generate. The noise will alert the denizens of area 42-46. The goblets are worth 25 gp each. Mimic (1) AC 7; HD 7; Hp 29; #AT 1; Dmg 3d4 punch; SA None; SD Camouflage; MV 3"; AL N; Thaco 13; EXP 350 +8 per hp. MM.

Sample Dungeon

37. This room is empty
38. A pair of manticores are searching the dungeon for one of their wayward offspring. They entered at location 37 but avoided the mimic as they can detect the scent of their cub (which is being held captive at location 40). The manticores are close to the cub, but they cannot find the secret door. They will violently attack any intruders. They carry no treasure. Manticore (2) AC 4; HD 6+3; Hp 40, 30; #AT 3; Dmg 1d8 bite / 1d3 claw / 1d3 claw; SA tail spikes 6 per round for 1d6 each; SD None; MV 12"/18"; AL LE; Size L; Thaco 13; EXP 400 +8 per hp. MM.
39. A very old, and fairly intelligent, troll has made his lair in this chamber. He recently captured a manticore cub. His plan is to train the cub. However, the cub is currently very wild and feral. It is muzzled and caged (made of bones). The troll wears a golden crown inset with a large emerald with a total value of 1,200 gp. Troll (1) AC 4; HD 6+6; Hp 40; #AT 3; Dmg 1d4 +4 claw / 1d4 +4 claw / 2d6 bite; SA None; SD regenerate 3 hp per round, only destroyed by fire/acid; MV 12"; AL CE; SZ L; Thaco 13; EXP 525 +8 per hp. MM.
40. This room is empty

Locations 42 - 46 is the domain of an evil group of NPCs. They employ a group of seven gnolls (location 43) and a pair of bugbears (location 42). The bugbears have bored small holes in the walls of their chamber so they can observe all avenues of approach to the area. They have a bull horn that they will sound if intruders enter the area. The evil NPCs will first attempt to threaten the PCs with destruction unless a tariff of 500 gp per PC is paid. If the sum is paid, the NPCs will ignore the PCs unless they enter this area again - at which point they will be attacked.

42. Two bugbears occupy this room and use it to observe the corridors that approach the area. The bugbears are extremely alert and they cannot be surprised. The chamber is furnished for the two bugbears and provisioned for at least two weeks. A weapon rack holds 24 spears. A sack hangs from a peg on the east wall. The bugbears are not aware that it is a *bag of holding* (1,500 gp capacity). The bag holds the bugbears' treasure of 380 gp, 19 pp and a *portion of super heroism*. Bugbear (2) AC 5; HD 3+1; Hp 20, 17; #AT 1; Dmg 2d4 or by 1d6 by spear; SA None; SD None; MV 9"; AL N; Size L; Thaco 16; EXP 135+4 per hp. MM.

43. There are seven gnolls in this room. They are fiercely loyal to the evil NPCs as they have earned significant treasure in their employ. The room is plainly furnished. There are seven cots and each has a footlocker (unlocked). The footlockers hold personal items and no treasure. Each gnoll has a sack hidden under their cot. In total the bags contain 520 ep and 48 pp. Gnoll (2d6+2) AC 5; HD 2; Hp 15, 12, 11, 10, 9, 8, 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.

The doors to locations 44-46 are all locked. Each room is well-furnished and carpeted. Lighting is provided by both lanterns and candles. The occupants of each of these locations is an evil NPC and all three are very cunning. While they work well together, each can be self-serving. If the evil group is pressed and defeat is imminent, the NPCs will flee to save their lives. If any one of the NPCs is killed, the remaining two will attempt to escape.

44. The evil priest that resides in this room once served the high priest that rules a section of the lowest level of the dungeon. However, the lesser priest failed to complete a mission and he was sentenced to death. The priest managed to escape with the help of a fellow captive (thief in location 46). The pair soon encountered a magic-user who was searching the dungeon for a lair and the three formed an alliance. Their goal is to plunder the dungeons after forming a large enough force. The priest still worships his evil god and he has build a small altar in his chamber. A black skull with two horns rests on the wooden altar. The horns are from a red dragon and they are coated in silver with ornate inscriptions (500 gp each). A wooden box under the altar holds 91 ep and 18 gp. A secret compartment within his desk holds 188 pp and a *scroll with three spells: cure serious wounds x2 and cure disease*. Human Cleric (1) AC 3; HD 6; Hp 33; #AT 1; Dmg 1d6 +2 by *flail +1*; SA Spells; SD Spells; MV 9"; AL CE; Thaco 18; EXP 275 +6 per hp. Carries *+1 flail*, plate armor. S11 I13 W17 D10 C10 CH12. Spells: *cause light wounds, cure light wounds x2, darkness, command, augury, hold person, resist fire, silence 15' radius, spiritual hammer x2, animate dead, dispel magic, cure disease*
45. The magic-user of the group originally came to the dungeons in search of a *staff of power* that is hidden

Sample Dungeon

somewhere in the lower levels. He encountered the priest (location 44) and thief (location 46) as they were running from members of the Red Dragon Cult. The wizard agreed to join the escapees if they agreed to help him find the staff. The wizard has very little treasure, and what he has is in his back pack: 81 gp, gold broach set with rubies (550 gp), and a *scroll with three spells: magic missile, flame arrow and fumble*. Magic-User (1) AC 5; HD 6; Hp 19; #AT 1; Dmg 1d4+1 w/ +1 dagger; SA Spells; SD Spells; MV 12"; AL NE; Thaco 19; EXP 275 +6 per hp. S12 I17 W11 D16 C9 CH14. His spells are: *sleep, burning hands, shield, invisibility, web, lightning bolt and haste*. He carries a +1 dagger and wears *bracers of AC 7*.

46. The leader of the NPCs is a thief. The door to his chamber is locked and trapped (poison dart trap, 4 darts (6 HD) + save or take 1d8). The thief sees the alliance as a tool to gain more treasure. He is not particularly fond of his comrades, but he will aid them if his life is not in serious jeopardy. The thief has placed

all his treasure in a sack (in the event he needs to make a hasty departure): 75 gp, 30 pp, and a diamond worth 2,500 gp. Thief, human (1) AC 2; HD 7; Hp 26; #AT 1; Dmg 1d6+1 w/ *stealth blade**; SA Thief abilities; SD None; MV 12"; AL CE; Thaco 19; EXP 725 +8 per hp. S10 I12 W10 D18 C10 CH10. Thief Abilities: PP 70%, OL 67%, FT 55%, MS 64%, HS 53%, HN 25%, CW 94%, RL 35%. He carries a *stealth blade, ring of protection +2*, leather armor, two daggers. *see new magic items (DA5 Monster & Treasure Assortment: Level Five).



New Magic Items

Parchment of Karbon

Appearing as simple piece of parchment, these sheets can duplicate virtually any scroll of either normal or magical nature. The *Parchment of Karbon* is stacked directly on the document, including a page from a book, that is to be copied and the word "Karbon" is spoken. Any non-magical document may be duplicated as can any scroll that contains a spell, but not scrolls that are not spells (i.e. a scroll of protection from undead, etc.). Scrolls that contain more than one spell are not copied completely; one spell must be selected for duplication. When a Parchment of Karbon is used (to cast a spell), it bursts into flame causing one point of fire damage to its wielder (no save is applicable). Each sheet can only be used a single time.

Value: 200 gp

Disk of Deflection

These three inch diameter metal disks come in three types: copper, silver and gold. Each disk is plain but has a clasp on one side that can be used to attach it to a piece of clothing or armor. Each disk can absorb a random amount of damage based on the a die roll and the number of charges remaining: copper 1d4 (4), silver 1d6 (6), and gold 1d8 (8). Each time the wearer of a disk suffers physical damage, from a spell or otherwise, a charge is automatically used. The appropriate die is rolled, adding the remaining charges, and that amount of damage is reduced from that single attack. For example, a character wearing a copper disk with four charges is struck by a battle axe for eight damage. A charge is used, and a d4 is rolled adding three (the remaining charges) with the result of two. A total of five points of damage is deflected and the wearer only suffers three points of damage.

Value: Copper - 50 gp plus 100 gp per charge, Silver 100 gp plus 150 gp per charge, Gold - 200 gp plus 250 gp per charge.

Ring of Flame Resistance

These brass rings protect their wearers from the effects of fire damage by reducing damage and increasing saving throws with a +2 bonus. Each ring starts with 2d4 charges. Each time the wearer is protected from a fire-based attack, a charge is automatically used. However, the wearer may elect to use any number of additional charges. Each charge reduces the fire damage sustained by 1d4 points. Charges may be allocated after the inflicted damage is announced. The saving throw bonus remains after all charges are expended.

Value: 300 gp plus 200 per charge.

Spirit Ring

These jade rings resemble a coiled serpent. When worn by a human (including half-elves and half-orcs), the wearer is compelled (no saving throw allowed) to travel to the Forbidden City (see module **TM4 Legacy of the Forbidden City**) without delay, but in secrecy. The victim will do everything in his power to make the trek and eliminate anyone attempting to stop them. A *remove curse* spell eliminate the quest-like function of the ring. Otherwise, the ring has the benefit of granting its wearer immunity to poison (including gas) once per day.

Value: 500 gp

Rod of Reversal

These rods will negate the effects of any spell, or spell-like effect. The rod has range of 30'. This device cannot dispel or specifically target a spell that has no duration (i.e. a magic missile, fireball, cure light wounds, etc.).

Value: 400 gp per charge

Moon Armor

This type of armor can come in any form. The armor has a protection bonus of +1d4. Those wearing a suit of this armor are immune to lycanthropy. Additionally, any lycanthrope that strikes a target wearing moon armor, suffers 1d8 damage. Moon armor can generate a burst of white light, once per day, that inflicts 1d12 damage to undead. The light burst targets a single creature.

Value: 1,500 gp per +1 bonus

Shield of Shattering

These shields have a bonus of +1d3. In combat, the shield has a 20% chance of shattering if struck. However, when it shatters, shards will inflict 1d6 damage to all within 30' of the shield.

Value: 100 gp per +1 bonus

Flame Blade

A flame blade may come in the form of any edged weapon. They have a bonus of +1d3. The weapon will inflict a bonus of 1d3 fire damage each time it hits a target. Against undead the damage bonus is +1d6. A flame blade can also launch a flame attack per the spell burning hands (8 hp damage) once per day.

Value: 1,000 gp per +1 bonus

New Magic Items continued on next page.

New Monster

Bone Hunter

Hit Dice: 3

Hit Points: varies

Armor Class: 2

Armor: None

of Attacks: 3 or 1

Damage: 1d4 claw / 1d4 claw / 1d6 bite or 1d12 tail

Weapons: none

Movement: 60 / 150

Size: medium

Alignment: chaotic evil

THAC0: 16

Special Attack: breath weapon

Special Defense: none

Special Abilities: none

Magic Resistance: nil

EXP: 50 +3/hp

These avian creatures resemble gargoyles though they have heads resembling a black dragon and long scaled tails. They are extremely fond of marrow from human bones, although they will consume the marrow from all creatures. Bone hunters have both an internal skeleton and an exoskeleton which serves as significant protection from attacks. They are dark grey to black in color.

Bone hunters have razor sharp claws and teeth which they use to rend the flesh from their victims. In combat they can either attack with both claws and a bite or they attempt to impale a target with their tails. Their tails are scaled but for the last two feet which is pointed bone. A bone hunter can also breath bone shards twice per day (with a minimum of five rounds between uses). The breath attack can only target a single opponent within 20'. The damage is 3d4 and a save vs. dragon breath reduced the damage by 1d4.

Sample

Bone Hunter (1d6) AC 2; HD 3; Hp 20, 18, 14, 12, 11, 8; #AT 3 or 1; Dmg 1d4 claw / 1d4 claw / 1d6 bite or 1d12 tail; SA breath weapon; SD None; MV 6" / 15"; AL CE; Size M; Thaco 16; EXP 50 +3 per hp. MMM and DA6.

New Magic Items

Dagger of Dispelling

These weapons are +1 magic weapons. The wielder of the dagger can use *dispel magic* (per spell) at seventh level one per day.

Value: 2,000 gp

Oil of Armor

This oil is typically found in small vials. Each vial has enough oil to cover one suit of armor. The oil adds a temporary bonus of +1 magical protection for one day. Also, the first three physical attacks that strike the armor are

reduced in severity by 1d4 points of damage.
Value: 250 gp per application

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

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

DA6 is the sixth supplement in a nine-part series of dungeon crawl accessories. In all, the series will cover levels one through nine. Each accessory includes a dungeon crawl complete with sample dungeon map and keyed encounters. Yes, you get a complete sixth level dungeon adventure that is ready to play. Better yet, each dungeon crawl connects to the next level and forms a nine-level mega-dungeon!

