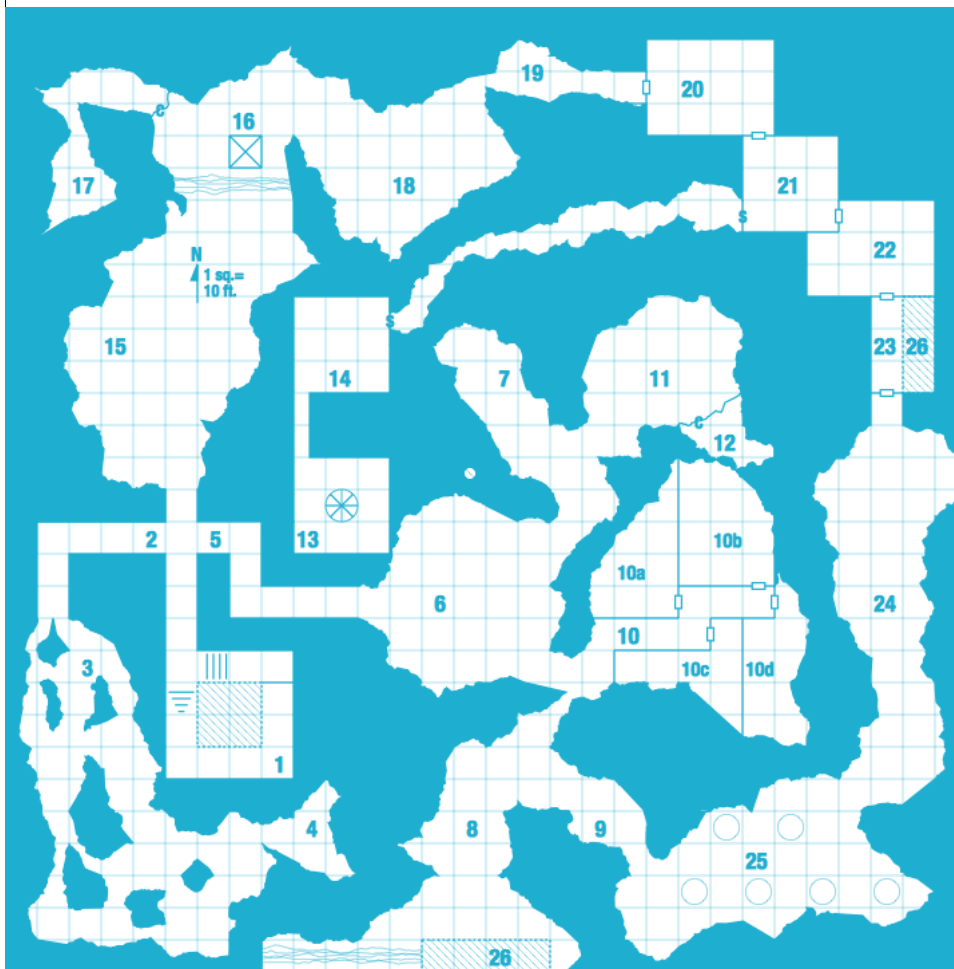


Megadungeon of the Mad Archmage Gary-Stu – Level 2



Wandering Monsters

check every 2 turns, 1 in 8 chance

- 1 – Giant Toad AC 14, HP 15, Bite +3
1d6+swallow
- 2 – 2 human bandits (HP 8, 4), AC 13 (leather + shield), Sword +1 1d8+1
- 3 – Zombie AC 11, HP 13, Club+2 1d6+2
- 4 – Hyena AC 12, HP 4, Bite +3 1d4, laugh
- 5 – Choker AC 17, HP 19, Tentacle + 6 1d3+3
- 6 – Antfolk Patrol: 2 warriors AC 16 (HP 9,13),
Spear +5 1d6+1 or Sting+3
1d2+paralysis
- 7 – Giant Tick AC 15, HP 15, bite+3 1d6+1 +
automatic 1d6 blood loss
- 8 – Shriekers shriek (loudness determined by
distance); now check for wandering
monsters every turn
- 9 – Skeleton Warrior AC 15, HP 6, Scimitar +1
1d6+1
- 10 – Sewage stench
- 11 – Ghostly moaning
- 12 – Mostly-dried blood stain on wall/floor

Legend

S – Secret Door
C – Concealed Door
X – Pit in floor

Room Key

1. **Grand Stairway:** Down to Library bottom, at least.
2. **Antfolk Guard Post:** 1 ant warrior: HD 2d8 (11 HP), AC 16 (chiton + shield) atk spear+5 (1d6+1) or sting+3 (1d2+paralysis DC 14/DEX, 1d6 rd), whistle
3. **Antfolk Burrow:** 4 ant warriors (HP 8, 14, 11, 5) 58 sp, 22 gp, gem worth 100 gp.
4. **Antfolk Queen:** Antfolk Queen: HD 4d8 (24 HP), AC 13, sting+4, 4 non-combatant antfolk drones (HP 2 each), guard of 2 warriors (HP 15, 14). 228 gp
5. **Gnoll Guard Post:** 1 gnoll : HD 2d8+2 (11 HP), AC 15, Battleaxe +3 (1d8+2), whistle.
6. **Gnoll Lair:** 6 gnolls (HP 13, 13, 5, 11, 9, 8). 68 sp, 12 gp, idol of Yeenoghu in marble and gilt worth 45 gp.
7. **Gnoll Harem:** 4 female gnolls, AC 10, noncombatant, HP 5,6,7,8.
8. **Larder:** Salt pork, dried mushrooms, mushroom flour, mushroom beer. Water source and pit to sewers for disposal.
9. **Kennels:** 5 hyenas (1 HD, AC 12, HP 5,6,2,4,3), bite+3 (1d4). Hyenas and gnolls attempt to flank. Laugh startles: DC 15 /MIND to save or -1 atk/dmg for 1d4 rounds.
10. **Paddocks:** A-D each contain 4 swine (3HD, HP 14, 15, 19), gore +4 1d6+3. Not really a problem unless freed.
11. **Gnoll Chief's Lair:** Yiprack, Gnoll Chief. HD 3d8, 19 HP, Longsword +5 (1d8+4), AC 16. Sword +1 and chainmail. Furs worth 20gp.
12. **Treasury:** silver dinnerware worth 50 gp, trapped chest (DC 15) 1d4+poison (1d4/1d4 str, DC 15) containing 311 gp, 22 pp, 200 gp worth of jewelry.
13. **Wine Cellar:** 12 barrels of rotgut red wine (20 gallons each, worth about 20gp each) and, hidden behind them, 7 bottles of good wine (10 gp each)
14. **Cellar Annex:** Thick webs cover everything. 6 small monstrous spiders lurk here (HD 1, AC 13, HP 2, 3, 5, 6, 5, 8), Atk Bite +2 1d4 + poison (DC 17/STR, 1d8/1d8). If fire is used, the casks of cognac ignite, doing 4d6 to everything in the room, save DC 16/DEX for half. 5 1-gallon casks of cognac, each worth 50 gp.
15. **No-Man's-Land:** rugged cave with rat swarm (AC 13, 13 hp), bite+1 1d3 + DC 12/STR disease (fever, 1d3 days, 1d3DEX, 1d3STR)
16. **No-Man's Land North:** Sluice is only about 2 feet deep. Pit DC 13 to avoid, DC 4 to detect, 2d6 damage, fall 20' into area 4 of Level 3, just north of center circle of labyrinth.
17. **Hidden Choker's Cave:** Choker, HD 3+3, HP 19, AC 17, Tentacle +6 (1d3+3). 10' reach. Has 2 50 gp gems, potion of cure light wounds.
18. **Stirge Flock:** 5 stirges: HD 1, HP 4,3,5,6,2. Atk beak + 6, 1 HP + automatic 1d4 blood drain per round once attached. These stirges have been trained to flee from green light (bandits have green-lensed lantern). No treasure.
19. **Bandit Guard Post:** 1 bandit (HP 13), sword +1 1d8+1. Leather, shield, 22 sp.
20. **Bandit Barracks:** 6 bandits (HP 11, 12, 12, 14, 13, 13). 21 gp, 19 sp, low-quality personal effects, wineskins, etc.
21. **Storeroom:** Salt pork, 4 barrels of sour beer (20 gallon, worth 5 gp), barrel of mushroom beer (valueless), big wheel of hard cheese (20 lb, worth 1 gp)
22. **Bandit Barracks:** 5 more bandits (HP 10, 11, 11, 14, 13). 3 pp, 12 gp, 35 sp. Nice set of ivory dice worth 2gp.
23. **Midden/Privy:** Excrement buckets and pit (40') to sewers. Smells vile.
24. **Mushroom Cave:** Bandits have a mushroom farm here. 2 shriekers (AC 8, HP 14, 17), atk shriek (alerts bandits, 50% chance of wandering monster).
25. **Brewery:** Bandits and gnolls make mushroom beer in huge vats here. It gets you drunk, but tastes foul.
26. **Drop to Sewers:** 40' fall, 3d6 damage, land in muck.