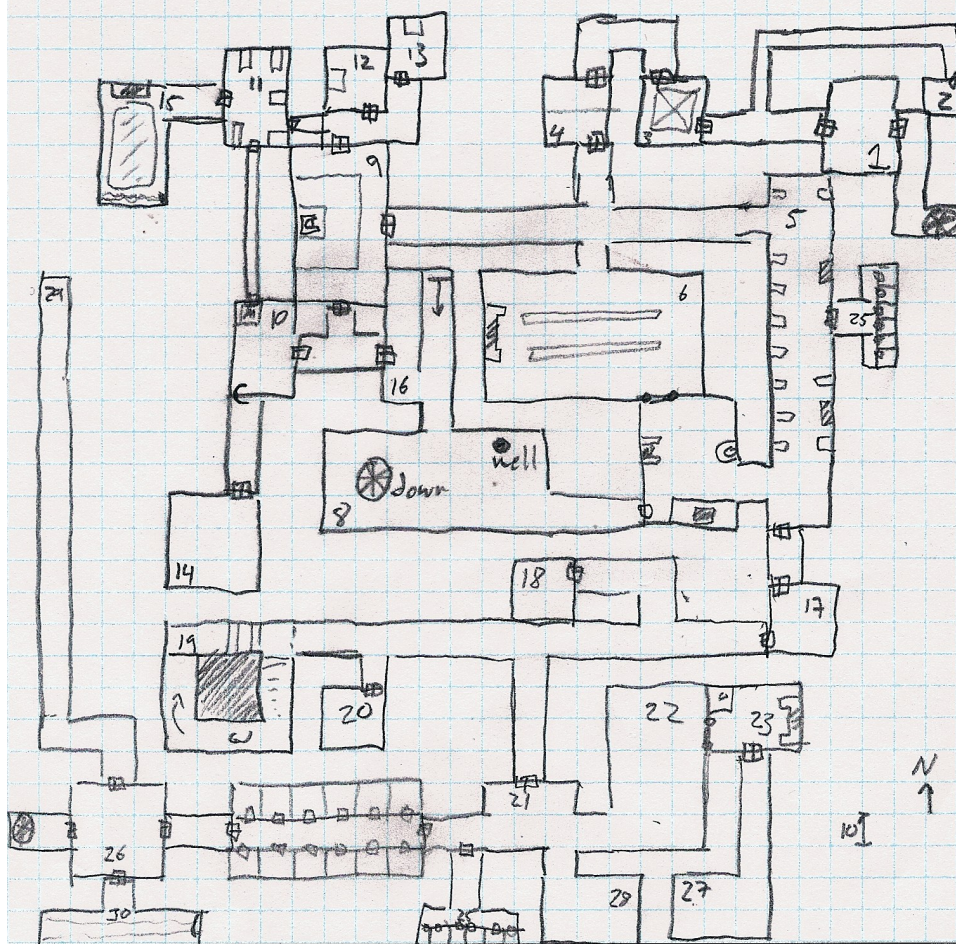


Megadungeon of the Mad Archmage Gary-Stu – Level 1



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 9,3, AC 13 (leather + shield), Sword +1 1d8+1)
- 3 – Rat swarm (AC 13, HP 8, Bite 1d2 + disease)
- 4 – Giant Centipede (AC 12, HP 4, Bite 1d4 + poison)
- 5 – Skeleton Warrior (AC 15, HP 6, Scimitar +1 1d6+1)
- 6 – Ghostly moaning
- 7 – Sewage stench
- 8 – Discarded bandages and empty potion flask

Legend

- C – Concealed Door
- X – Pit in floor

Room Key

1. **Guard Post:** 2 goblin guards (HP 5, 2), Morningstar +2 (1d6). Each has 8 sp, 12 cp, scale mail (AC 14)
2. **Orc and Pie:** 1 orc (HP 8) Falchion + 4 (2d4 + 4). Tasty pie (cherry), chain mail and shield (AC 16). Orc's name is Snouty.
3. **Pit Trap:** covered 60' pit in center of floor. 4d6 falling damage, DC 19 to not fall in, fall into muck in sewers. Noticeable (DC 5) if anyone looks for it.
4. **Tripwire and spears:** tripwire 18" off floor, visible DC 12 if anyone asks. If triggered, 2 spears +6, 1d8 each.
5. **Barracks:** 11 bunks. 8 goblins. If asleep, will take 2 rounds to wake up, 3 rounds to get dressed and armored. HP 7,3,4,2,7,7,3,4
8. **Goblins' Storeroom:** 6 barrels of beer (20 gp/200 lb), bunch of flour/salt pork/coffee. Well and spiral stairs to wine cellar.
6. **Feast Hall:** 6 goblins, playing craps. The dice game, you sick fucks. 233 sp, a Lucky Amulet (+1 to hit), and 33 cp in the pot. HP 4,2,9,9,5,3
7. **Goblins' Kitchen:** Kobold chef de cuisine (cleaver+0, 1d6-1), AC 13, HP4. 3 halfling line cooks (speak only Spanish) (HP 3, 2, 3), knives+0 (1d4).
9. **Throne Room:** Hobgoblin Chieftain Grak (HP 13), AC 15 (chainmail), Greataxe (1d12 + 2) and 2 goblin guards (HP 6, 2). Grak has 125 gp gem, 38 gp.
10. **Chief's Quarters:** big waterbed, silk sheets, incense. Total value 150 gp, but bulky. One female goblin, asleep (HP 2). Tapestry conceals door.
11. **Harem:** 3 noncombatant female goblins and one orc crone (AC 12, HP 6, club +3 1d6+1). 225 gp in assorted jewelry, cosmetics, etc.
12. **Vizier's Quarters:** Joey Granitethighs, Dwarf. HP 11. Waraxe (1d8+1). Gold Chain Of Office worth 55 gp, 22 gp, 18 sp. AC 18 (plate)
13. **Lieutenant's Quarters:** Urgh the Hobgoblin. HP 9. Longsword (1d8+2), Scale + shield (AC 15). 11 gp,
14. **Treasure Room:** golden idol of Grummush worth 270 gp, 113 gp, 19 pp, 344 sp, 12 gems 10-60 gp each. Cask of cognac worth 200 gp (40 lbs).
15. **Bath:** Unguents and incenses worth 15 gp.
16. **Ramp to Surface:** roll logs, barrels, etc. down to storeroom
17. **Guard Post:** 2 goblin guards (HP 5,7)
18. **Corwyn's Room:** Corwyn, Fighter 2: HP 24, longsword +4 1d8+2. 25 gp, potion of cure light wounds, shield, plate (AC 19)
19. **Grand Stairway:** Down to Library bottom, at least
20. **Jenna's Room:** Jenna, MU 2. 13 HP. AC 11. *Sleep, Charm Person*. Spellbook with those spells, 38 gp. Also dagger (+1, 1d4)
21. **Dojo:** Master Chu. 20 HP, AC 14, 2 attacks at +2, 1d6+3 each (fists and feet of death). No treasure.
22. **Mess Hall:** one monk sweeping. HP 14, AC 12, punch +1, 1d6. No treasure.
23. **Kitchen:** kobold chef de cuisine, 3 halfling line cooks (see room 7)
24. **Monks' Cells:** all empty, contain only pallet, bowl, spoon
25. **Toilets:** 60' drop to sewers
26. **Entry Hall:** 3 human monks (HP 10, 12, 9). Punch +1, 1d6. AC 12. No treasure.
27. **Monks' Storeroom:** flour, dried vegetables, potatoes, turnips, etc. Monks are vegetarians.
28. **Koan Hall:** Master Wu. 24 HP, AC 16, 2 attacks at +2, 1d8+3 each. No treasure.
29. **Archery Range:** 2 monks with light crossbows (+1, 1d6). HP 5, 5. AC 12.
30. **Sluice:** clean, fast-flowing water.