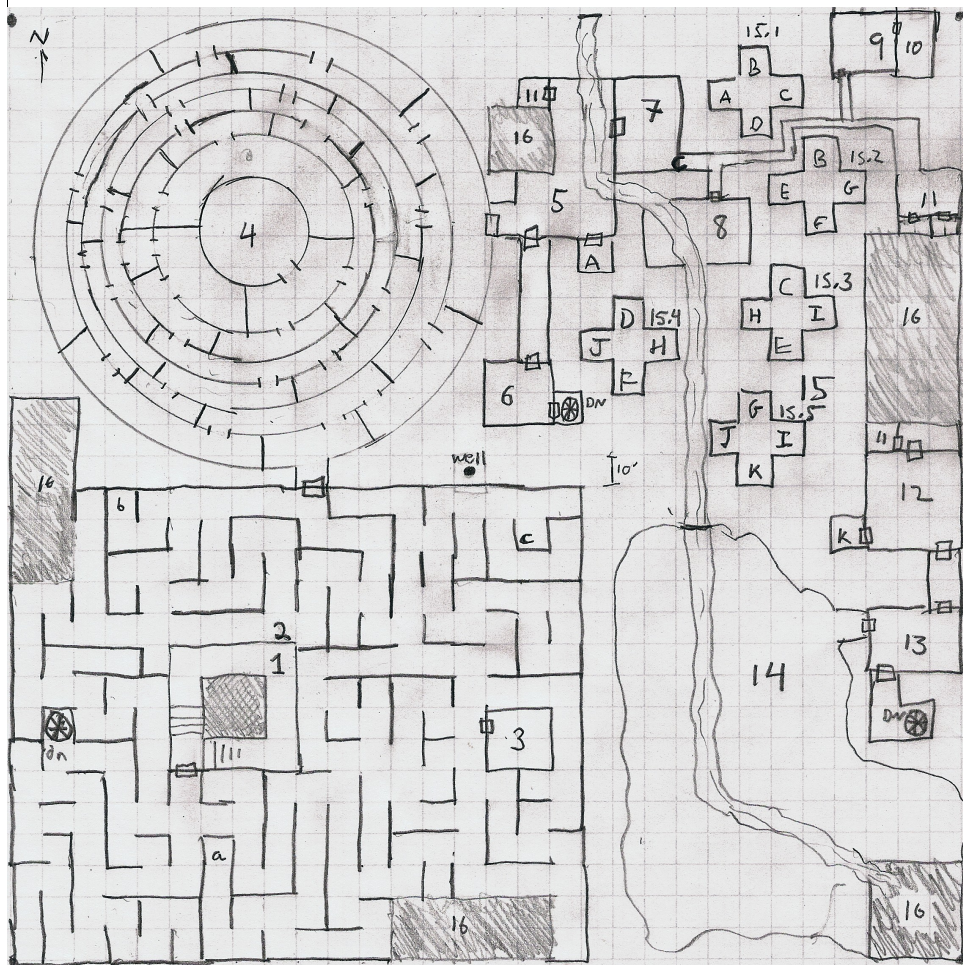


Megadungeon of the Mad Archmage Gary-Stu – Level 3



Wandering Monsters

In Area 4, Cynthia will arrive on a 1 on a roll of d20 (check each round); otherwise she will be in the center.

Check every turn: 1 in 12 chance of one of the dwarf children showing up.

No other wandering monsters on this level; it's not very friendly to them.

Legend

C – Concealed Door

Room Key

- Grand Stairway:** down to Library bottom, at least.
- Gelatinous Cube Maze.** Cubes start at a, b, c. Move in straight lines, choose randomly at forks, don't reverse unless they hit a dead end. Gelatinous Cube: HD 4+4, HP 22, 24, 29, AC 3, Slam + 2 melee, 1d6 + 1d6 acid + paralyze, engulf DC 13/DEX (engulfed creatures take 1d6 acid damage per round), paralysis 1d12 rounds, DC 13/STR. Each cube has 2d8 gp, 2d4 pp, bits of glass, 1d2 base 10 gp gems.
- Hubert's Lair.** Hubert is an owlbear mage. He's not a very good mage: he knows only one spell, *Shocking Grasp*. HD 5+2, HP 26, AC 15, claw+2/claw+2/bite+3 (1d6/1d6/1d12). If both claws hit, he can hug that target for 2d8 each additional round. His spellbook (folio sized, weighs six pounds) is written in crayon. He has 33 gp, several books (worth 1-4 gp each), a bottle full of green vapor that if broken or opened casts *Stinking Cloud*, and a potion of *Invisibility*.
- Minotaur Labyrinth.** Cynthia the minotaur lives in the center of the labyrinth. She's really bored and basically sits around waiting for adventurers to challenge her. She is so bored she'd almost welcome the Flesh Vats for a change of pace, and so will fight to the death on almost any pretext. HD 6 + 3, HP 37, AC 15, Greataxe +6 1d12+4 or gore+5 1d8+4. She has a ruby necklace worth 200 gp, a small chest containing 25 pp and a potion of *Cure Moderate Wounds*, and a *Nose Ring Of Protection +1*, which could be worn as a bracelet by small characters, but only works if worn as a nose ring.
- Watering Hole.** Cynthia comes here to drink or to chat with the Longbeards. Water is clean.
- Grono's Room.** Grono is a down-on-his-luck bugbear (pumpkin-headed variety). He resents having to live by the sewer stairs, and would join an adventuring party if offered a decent bribe. AC 17, Morningstar +5, 1d8+3, HP 16.
- Janice Longbeard's Shop.** Janice runs the shop with her husband Tommy. They have 3 children, Rita, Ronnie, and Gwen. The children are noncombatants (AC 12, HP 4 each), while Janice and Tommy wear chainmail (AC 16, HP 11 each) and will fight with waraxes (+5, 1d8+2) if they must. All the inhabitants like them and will cheerfully come to their aid. If approached nicely and treated with respect, Janice knows almost everything there is to know down as far as the Crypts (and knows something of the Library). If the party acts like a bunch of jerks, prices will go up, and everyone else in the dungeon will know about it. If the Longbeards are killed, Gary-Stu will be very pissy if he meets the party. Concealed door: DC 15 to find, trapped (2 blades at human neck height, over dwarven heads) +6 to hit, 2d8 each. DC 17 to find trap, DC 19 to disarm.
- Longbeard kitchen/larder.** Surprisingly good selection of foodstuffs and spices here. Worth about 75gp in all, if the party is that jerkish.
- Longbeard living room.** The children will be found here, playing jacks for copper pieces. It's a dwarven ale-hall in miniature, basically.
- Janice and Tommy's bedroom.** Janice and Tommy keep their fortune in a strongbox here (DC 22 to force open, key is in Janice's pocket). 1208 gp, 227 pp, potions of *super-heroism* and *cure moderate wounds*. There's also a pearl locket with a cameo of a dwarven matron (Janice's mother) worth 55 gp, and two sets of silver his-and-hers beard-combs, brushes, picks, ties, and braid adornments. These were an anniversary present to each other.
- Toilets.**
- Ennis and Jack's Ranch House.** Ennis and Jack are ogres. They will fight to the death to protect one another, but are not hostile to visitors unless attacked first, or unless someone starts being a homophobe. 5 HD, (HP 30, 28), AC 16, Greatclub +7, 1d8+4. Each has 22 sp, 2 lb. of chewing tobacco, and an ogre-sized 10-gallon hat.
- Ennis and Jack's Bedroom.** Unguents and fragrant oils and perfumes worth 125 gp. Assless chaps (Ogre-sized) worth 25 gp to the right buyer.
- Brokeback Cavern.** Rothe herd (26+5 calves). Each has 9 HP (calves 3 HP), AC 13, attack gore+2 1d4 or bite+2 1d6 (calves do not attack). They eat moss and lichen in the cavern, and Ennis and Jack occasionally sell them to raise money.
- Teleporter Maze.** 15.1 – 15.5 are cross-shaped halls of mirrors. A teleports to A, B to B, etc.
- Pit to Sewers.** 20' drop. No damage; land in muck.