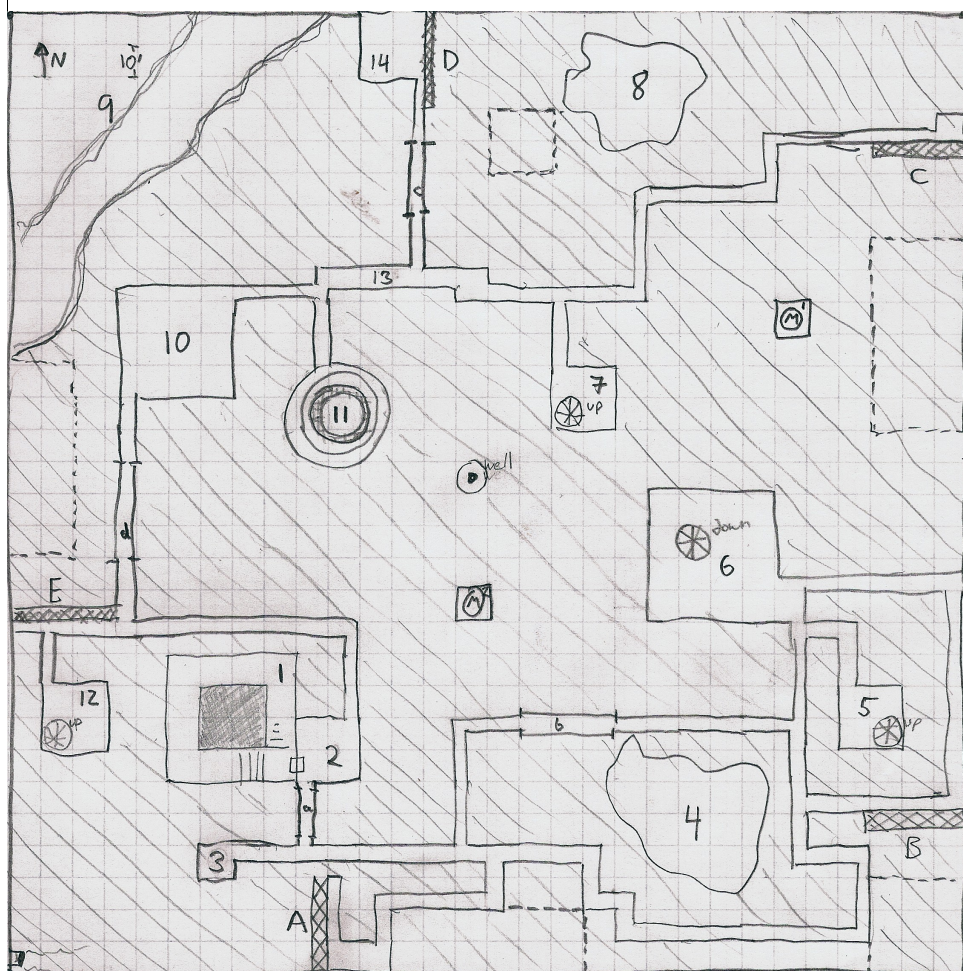


Megadungeon of the Mad Archmage Gary-Stu – Level 4



Wandering Monsters

- In sewage, check every two rounds, 1 in 6
- 1: Oscar the Otyugh (below)
 - 2: Albino Sewer Alligator (below)
 - 3-4: 1d3+2 Derro Mudlarks in coracle (below)
 - 5-6: 1d3 Giant Shrimp
 - 7: Giant Lamprey
 - 8: Catoblepas (below)
 - 9: 1 Giant Water Spider
 - 10: Trash Compacter Hentai Thing
 - 11: Giant Leech
 - 12: Small Mottled Worm

On catwalks, check every three rounds, 1 in 8

- 1: Gray Ooze (below)
- 2: Gibbering Mouther (below)
- 3: 1d6 Derro Mudlarks (below)
- 4: Ochre Jelly
- 5: Catoblepas (below)
- 6: 1d3 Carrion Crawlers (below)
- 7: 1d3 Huge Spiders
- 8: 1d4 Ghouls

On mud, check every three rounds, 1 in 6

- 1: Catoblepas (below)
- 2: Oscar the Otyugh (below)
- 3: 5d4 rot grubs
- 4: Green slime (DC 12/DEX to avoid)
- 5: 1d3 Huge Spiders
- 6: 1d8 Giant Rats (below)

Legend

- M(1-2) – Manholes with iron rung ladder
- A-E – screens (corpses, junk, 1d100 sp, 1d6 gp)
- a-d – bridges (4' clearance above sewage)
- diagonal shading – 4-8' deep sewage

Clean water inlet (5' jet) in SW corner of level.

Room Key

1. **Grand Stairway:** down to Library Bottom, at least. Sign on door in Gnome/Dwarf/Goblin/Common: "NO OPEN FLAME"
2. **Entry Vestibule:** 4 Giant Ticks lurk above door, ready to drop on intruders (d6/1-4 surprise). AC 15, HD 3, hp 15, 19, 11. Bite +3 1d6+1, drain 1d6/rd
3. **Platform:** Albino Sewer Alligator makes its home here. 25% chance it's home. AC 15, HD 3, hp 12, atk bite+3 1d12 or tail+2 1d8
4. **Muck Pile:** sleeping quarters of the catoblepas. 50% chance it is home. AC 14, HD 6+2, hp 30, Tail +6 1d6+stun (DC 12/STR) or Gaze +6 death(DC 15/MIND). In nest there is 54gp, 221 sp, potion of *Fly*, scroll of *Fireball* (5d6)
5. **Platform with Stairs:** also the nest of 6 carrion crawlers (1d3 out rambling at any given time). AC 13 (head 17), HD 3+1, hp 8, 20, 12, 16, 17, 14. Atk Tentacle +3 (x8), dmg paralysis (DC 15/STR, 2d12 rounds). Once paralyzed, prey will be nibbled to death 1hp/round.
6. **Large Platform with Stairs:** home to the Gibbering Mouther (50% in lair). AC 19, HD 4+3, hp 21, atk x6 (new) bite +5, (1 + 1/round). Once one target has three or more mouths it must save DC 12+#mouths/DEX or fall and be attacked by 12 mouths. Also gibber: DC 15/MIND or 1d8: 1-wander random direction 1 round, 2-5 stand stunned 1 round, 6-7 attack nearest living creature 1 round, 8 save vs fear (DC 14/mind) or run away 2 rds/ stunned 1 rd.
7. **Platform with Stairs:** 50% chance of 1d8 giant rats: AC 13, HD 1d4, hp 3, atk bite +1 1d3+disease DC 13
8. **Otyugh Nest:** Oscar the Otyugh lives here (75% chance he is at home). AC 17, HD 7, HP 33, 2 tentacles +6 1d8, bite +8 1d4+1 + disease. Oscar is reasonably intelligent and can converse telepathically. He will try to talk to the most intelligent party member before attacking; he will try to exact tribute in the form of food. He knows everything about this level, but little of the rest of the dungeon.
9. **Mud Flats:** This area is home to 18 wretched Derros. 1 7HD leader AC 18 hp 32, banded mail+buckler, spear +7 1d6 or crossbow +6 1d6, 1 lieutenant HD 6 chain+buckler AC 17 hp 27, spear +6 1d6 or crossbow +5 1d6, 3 5hd sergeants, chain AC 16, hp (22, 24, 19) spear +5 1d6 or crossbow +4 1d6, 4 4 hd PFCs, studded leather AC 15, hp (18, 18, 11, 22) spear +4 1d6 or crossbow +3 1d6, and 9 wretches, 3 HD, studded leather AC 15, hp (13, 14, 10, 4, 12, 18, 13, 14, 20), spear +3 1d6 or crossbow +2 1d6. All in all, 125 pp, 241 gp, 801 sp, 3 potions of *Cure Light Wounds*, a wand of *Secret Door Detection*, gold chains worth 22 gp, a 500gp diamond (on the leader), and 1d6 gems worth base 10 gp each. 2d6 derros will be out at any given time, in a coracle. Various nets, dragging hooks, muck rakes, miners' pans, and so forth can also be found here.
10. **Drying Platform:** The derros dry items found in the drain on this platform. Anything cloth the players have thrown down the pits is here, as well as a *Robe +1* and a water-damaged, but usable, scroll of *Knock + Wizard Lock*. Light here will alert the derros at 9.
11. **Drain:** The derros check the screens on the drain at least daily. Light here will alert the derros at 9.
12. **Platform with Stairs:** 50% chance of 1d8 giant rats: AC 13, HD 1d4, hp 3, atk bite +1 1d3+disease DC 13
13. **Gray Ooze:** AC 12, HD 3+3, hp 16, atk slam+3 1d8 + 1d8 acid, metal weapons save DC 16/DEX or corrode
14. **Spider Lair:** 1 giant spider in web (DC 18) (fills platform). AC 16, HD 4+4, hp 23, atk bite+5 2d4 + poison (DC 17/STR or die). 25 gp, *dagger +1*

Wandering Monster Notes

- Huge Spider: AC 14, HD 2+2, hp 11, atk bite+3 1d6+poison DC 15 STR/die
- Giant Lamprey: AC 14, HD 5, hp 23, atk bite+5 1d6 + drain 2d4
- Giant Leech: AC 11, HD 3, hp 14, atk bite+3 1d4+drain 1d4
- Giant Shrimp: AC 16, HD 2, hp 9, atk bite +2 1d4
- Giant Water Spider: AC 15, HD 3+3, hp 17, atk bite+4 1d8+psn DC 17 STR/die
- Green Slime: AC 11, HD 2, hp 9, touch turn to slime in 1d4 rounds (fire kills)
- Ghoul: AC 13, HD2d12, hp 13, atk slam+3 1d4 + paralysis (DC 16/str 1d8 rd)
- Ochre Jelly: AC 12, HD 6, hp 27, atk slam+6 1d4 + 2d4 acid, lightning divides
- Rot Grubs: AC 11, hp 1, atk bite+0, die in 1d8 rounds (kill: fire/ cure disease)
- Small Mottled Worm: AC 13, HD 9, hp 44, atk bite+9 2d8+swallow
- Trash Compacter Hentai Thing: AC 15, HD 4, HP 18, atk tentacle+4 1d6/hold

Open Flame: On this level, any spark or open flame explodes, doing 4d6 to holder, 2d6 within 5', 1d6 5-10'. DC 15/DEX for half damage