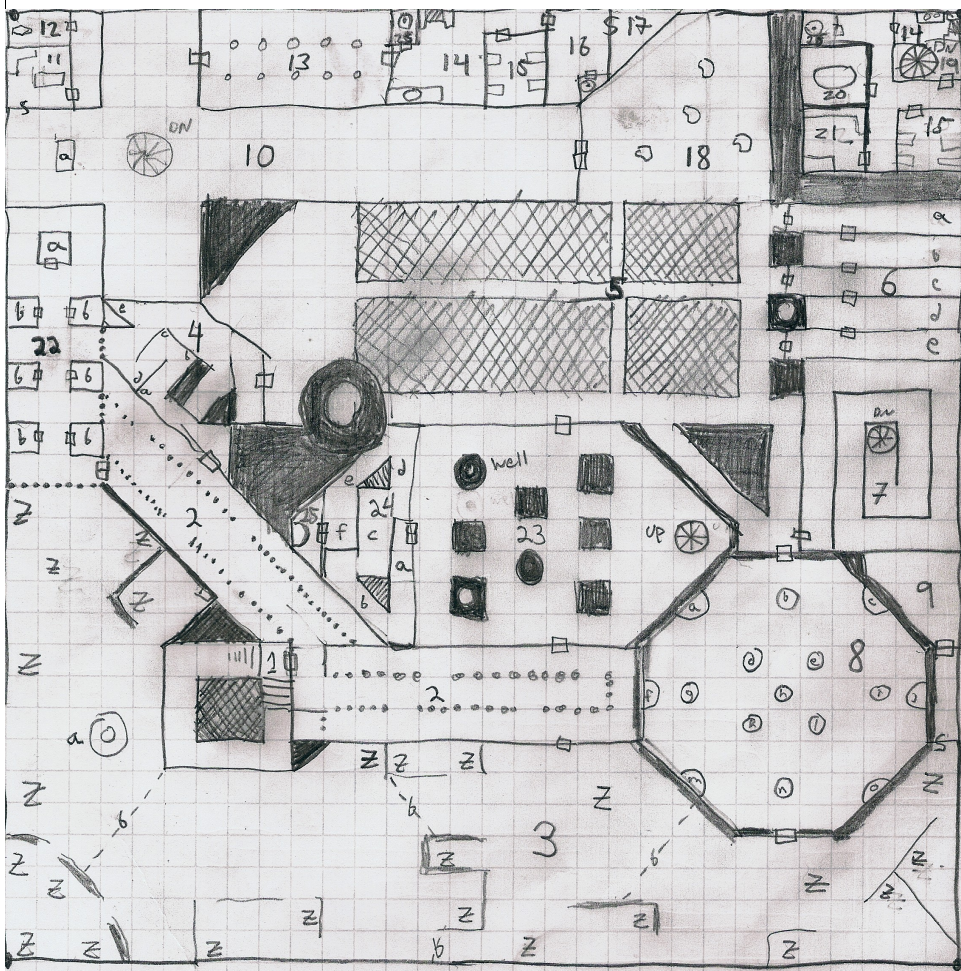


Megadungeon of the Mad Archmage Gary-Stu – Level 5



Wandering Monsters

- Check every 2 turns, 1 in 8 chance
- 1-4: wraith of character previously slain in dungeon. AC 16, HD 4d12, HP 26, claw+4 1d6+2+level drain (DC 16/str to negate), fear DC 16/MIND or flee 5 rounds, preferentially attacks replacement character. Silver or magic weapon to hit.
- 5: 1d3 ghouls: AC 13, HD 2d12, HP 13, slam +3 1d4+paralysis DC16/STR 1d8 rd
- 6: 1d8 skeleton warriors: AC 15, HD 1d12, HP 7, scimitar +1 1d6+1
- 7: 1d6 zombies: AC 11, HD 2d12, HP 13, Club+2 1d6+2
- 8: wight: AC 14, HD 3d12, HP 20, claw+3 1d3+1+level drain (DC 15/str to negate). Silver or magic weapon to hit.
- 9: Abbot Yorick (see below)
- 10: Carlotta (see below)

Legend

- S – Secret Door
 crosshatching – Pit in floor

Room Key

- Grand Stairway:** down to Library Bottom, at least.
- Halls of Bone:** each room has 10 skeleton warriors behind the iron lattices. AC 15, HD 1d12, HP 7, crossbow +1 1d6.
- Zombocalypse:** 25 zombies. Appear to be corpses until one of the dotted lines "b" is crossed, then all animate at once. AC 11, HD 2d12, HP 13, Atk +2 Club 1d6+2. Ruined fountain at "a" with 21 sp, 225 cp, rusted *dagger* +1 (so +0 to hit/damage, but magical)
- Hall of Shadows:** check at each of a-e. Torchlight or less: 4 in 6, Lantern 3/6, *Light* 2/6, *Continual Light* or better 1/6 of a shadow appearing and attacking: AC 14, HD 3d12+3, slam 1d4+1+1str (str recovers 1 pt/2 turns). DR 5/magic.
- Catwalk:** Dark Knight (3HD skeletal warrior, turn as ghoul) guards bridges: AC 18, HD 3d12, HP 20, greatsword +3 1d12. If struck, DC damage+5/DEX to avoid falling into pit (to Level 6, 2d6 falling damage).
- Barrows:** see subtable A
- Winding Corridor:** nothing special, but roll dice at each corner, purse your lips, and shake your head sadly.
- Quasqueton Room:** 15 pools. See subtable B
- Secret Armory:** *sword* +1, silver-plated war hammer (worth 300 gp), *bracers of defense* +2
- Unholy Church:** altar at "a", 2 gargoyles: AC 14, HD 4+4, HP 20, 17, atk horn+5 1d4, 2 claws+2 1d3. Altar furnishings worth 200 gp, 3 200gp gems.
- Parlor:** Comfy couches, bookshelves (books mostly lurid vampire romances, worth 25sp in all). 25% chance Carlotta is here, reading.
- Vampire's Lair:** home of Carlotta the Vampire (75% chance at home). AC 17, HD 7d12, HP 45, bite+7 1d3+1+level drain (DC18/str to negate). Magic/silver weapons to hit. Can take gaseous or bat form, cannot cross running water, only stays dead with stake through heart, etc. Coffin contains delicately scented scarlet silk pillow, dirt from homeland (local, so stealing it just pisses her off), jade erotic clockwork appurtenance worth 300gp to a discerning buyer. Room contains stylish garments worth 500gp total, potion of *extra-heroism*, *gem of seeing*, 59 pp, 419 gp silver and gold jewelry worth 1,100 gp.
- Cloister:** 25% chance of encountering Abbot Yorick here.
- 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), foodstuffs.
- Kitchen Staff Dormitory:** 3 bottles of cheap wine, 23 cp, 12 sp, girlie magazines.
- Abbot's Cell:** 50% chance of encountering Yorick here. Abbot Yorick, L6. HP 30, AC 20 (*Plate* +1, *Shield* +1), atk *mace*+1 + 7 (1d6+1) or spell (any clerical L 1-3). Carries 49 sp, unholy symbol.
- Treasury:** 25% chance Abbot Yorick is here. 1149 gp, 85 pp, 6 100-600gp gems, *carpet of flying*, *dagger* +1 (+3 against goblinoids)
- Lawn:** Stone tree trunks ascend to ceiling. Central one has Assassin Vine, AC 17, HD 4+4, HP 19, HD +5 1d6+1, constrict DC 17/STR 1d6+1.
- Stairs:** 19-21 are a separate lair not reachable from this level except via *passwall*, *dimension door*, or similar
- Dining Room:** 30% chance Edgar is here. Table settings worth 200gp, but bulky and fragile.
- Study/Bedroom:** 70% chance Edgar is here. Edgar, Ogre Mage: AC 15, HD 5+4, HP 27, large scimitar+6 1d12, *fly*, *invisibility*, *darkness* 10' radius, *sleep*, *charm person*, *cone of cold* (8d6, 60' length/30' width, DC 17/dex for half damage). 27 pp, 245 gp, *portable hole*.
- Churchyard:** Each crypt "b" holds a ghoul: AC 13, HD2d12, atk slam+3 1d4 + paralysis (DC 16/str 1d8 rd). "a" holds a ghaist: AC 14, hd 3d12, atk slam +4 1d6+paralysis (DC 17/STR 2d6 rd) + stench DC 17/STR or nauseated 1d3 rds.
- Egyptian Temple.** 2 cobras: AC 15, HD 3+3, HP 17, 18, bite +4 1d4 plus poison (DC 13/str or paralyzed/die in 1d3 rounds) or spit +3 poison.
- Temple Maze:** See subtable C
- Mummy's Crypt:** Mummy: AC 16, HD 5d12, HP 29, atk fist +4 1d8 + rot (DC 17/STR, lose 1 point from random attribute/week until death at 0, healing magic negated, requires *cure disease* to halt rot, *remove curse* to restore attributes).
- Toilet:** actual flushing toilet.

Subtable A - Barrows

a: Wightsnake. AC 15, HD 2d12, HP 14, atk constrict +4 1d6+1 + level drain (DC 16/STR to negate), then 1d6/round, DC 17/STR to break free), magic or silver to hit. 4 Platinum Albums each worth 500gp.

b: Wighty Ford. AC 14, HD 3d12, HP 22, atk punch +4 1d3+2 + level drain (DC 15/STR to negate) or baseball +7 1d6+1, magic or silver to hit. 4 World Series Championship rings, each worth 250gp, 248 sp, 22 gp, 10pp.

c: Barry Wight. AC 14, HD 3d12, HP 24, atk claw +3 1d3+1+level drain (DC 15/STR to negate) or *Charm Person* (DC 17/MIND to negate), magic or silver to hit. 5 gold albums (worth 250gp each) and 5 platinum albums (500 gp each).

d: Great Wight. As soon as party enters, Great Wight shouts "Are you ready to rock, Rhode Island?" and casts *Fireball* (6d6, save DC15/dex half damage). This kills it. 1 half-melted gold album, worth 150gp.

e: Wight Zombie. AC 14, HD 3d12, HP 17, atk claw+3 1d3+1+level drain (DC 15/STR to negate), magic or silver to hit. Looks like a bearded zombie with long dreadlocks, attacks like a wight. 2 Platinum Albums each worth 500 gp.

Subtable B - Quasqueton Room

If the referee owns a copy of *B1: In Search of the Unknown* then it is recommended that its Room 31 be used here, with an additional pool for "o" (perhaps the Dimensional Portal). Otherwise (no liquid has any special effect if consumed outside the room) use this table:

a: cool, drinkable water. No special effect.

B: illusory bottom, drops into next level (1d6 falling damage)

c: murky water, hides angry poisonous snake (AC 15, HD 1, HP 5, atk bite+1 1d3+1+poison (save DC 16/STR or die in 2 rounds)

d: treasure pool: 27 gp, 3 pp, 131 sp.

e: firewater pool. This appears to be water with a peppery taste. If drunk, drinker can belch fire in a 20' long, 10' wide cone (3d6, save DC15/DEX half) and 1d4 damage to himself. After 3 turns, the referee should tell player that he is feeling an urge to belch and remind each turn; if he has not after 5 turns, he erupts in flame doing 6d6 to himself (no save) and 1d6 to everyone within 10 feet (save DC 15/DEX half)

f: green slime: AC 11, HD2, hp 9, touch turn to slime in 1d4 rounds
g: Dimensional Portal. Touching the surface of the pool transports the toucher, and anyone within 20', to another destination (if the referee has a demi-plane to run, this is ideal)

h: acid pool: touching liquid causes 1d4+1 damage, drinking 1d8 + save DC 15/STR or die, tasting 1d3 + choking. Gold-plated key (6 sp value) at bottom. Does not correspond to any door in dungeon.

i: boiling water. Lots of minerals, strong iron taste, but clean.

j: home to a water weird. AC 15, HD3+3, HP 16, slam +4 drowns (1d6/round), reforms in 5 rounds, *purify food/drink* kills.

k: fake dry pool. This pool appears empty, but it's an illusion. It contains tepid water. I have no idea what that's good for either.

l: healing pool. One drink per character per day; *cure disease* if diseased, *cure blindness* if blind, heals 1d8 damage otherwise.

m: pool of guts. This pool is full of living, pulsing entrails in a blood-warm broth. They're edible if your players are really gross, and turn to dust if they leave the room. This is a Flesh Vat that failed QC.

n: pool of cold lager. Intoxication: -2 to hit.

O: pool of *blink*. If drunk, for next 5 hits received, 50% chance of no damage but teleport 1d4x5 feet in a random direction.

Subtable C – Temple Maze

All of these traps are detectible if the players articulate some reasonable strategy for finding them before stepping into them.

a: breaking invisible beam at human waist height: swinging bladed pendulum. Slice +6, 2d12 damage (DC 16/DEX for half damage)

b: illusory floor covers giant grinding rollers, 3d8 damage, DC 17/DEX to jump clear.

c: Pressure plate in floor causes north and south walls to slam together: 5d6 damage (DC 17/DEX allows sacrifice of sword or other metal item (if carried) for half damage for that character only). Trap resets after 3 rounds.

d: feather vanes (activated by moving air currents) trigger sleep gas release (DC 16/STR or sleep 6 turns; roll 3 times for wandering monsters but ignore all but wraith or Carlotta). Trap resets after 24 hours.

e: corridor pivots longitudinally around centerline of hall, dumping characters into level below, 1d3 damage, resets immediately.

f: touching doors jabs spears from floor and ceiling, spears +5, 5d8 damage, DC 17/DEX half. Spears retract after 1 round and trap resets.