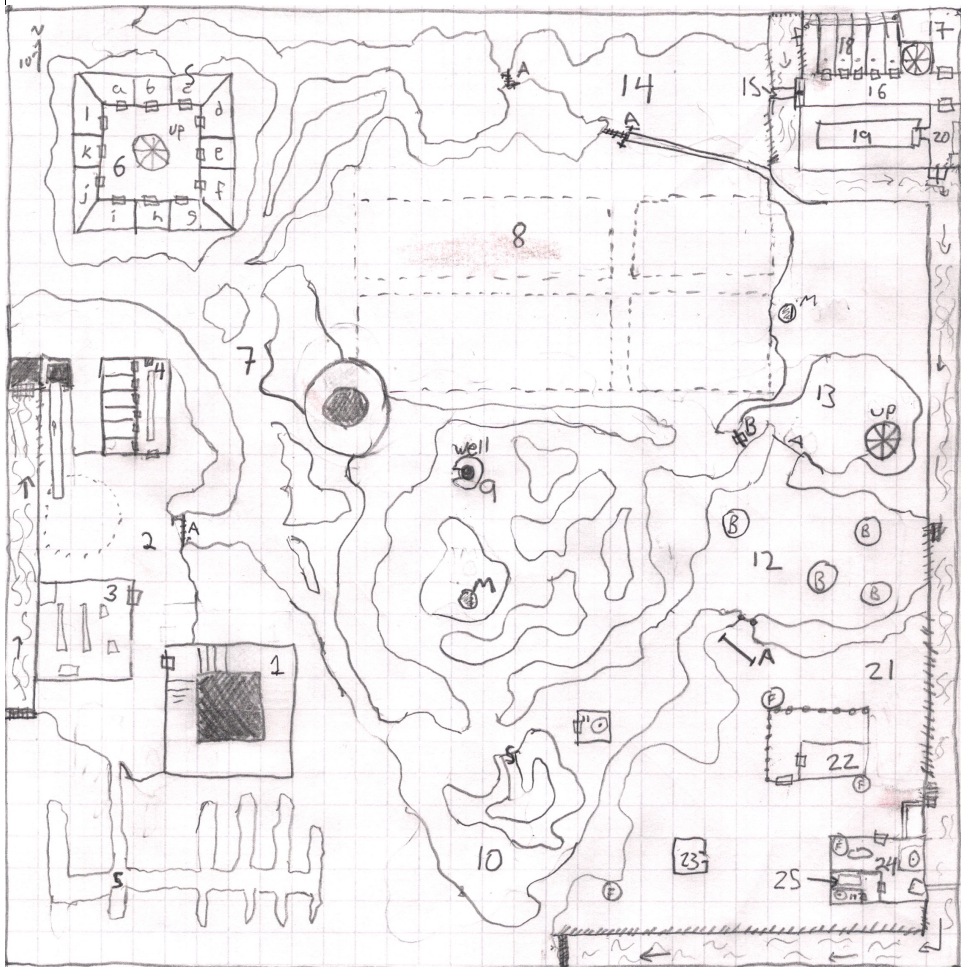


# Megadungeon of the Mad Archmage Gary-Stu – Level 6



## Wandering Monsters

Slime and Troll Caves (7-10, 12-14):

Check every turn, 1 in 6 chance

1: Giant Slug. HD 12, HP 54, bite+12 1d8 or spit +7 1d6 acid. Immune to blunt weapons. (areas 7-9 only; roll again if indicated elsewhere)

2: Gray Ooze. AC 12, HD 3+3, hp 16, atk slam+3 1d8 + 1d8 acid, metal weapons save DC 16/DEX or corrode

3: Rival Adventuring Party. Use party's stats.

4: Bile Demon. HD 6, HP 27, tentacle+6 1d6 or vomit 30' acid cone every 1d6 rds, 6d6 DC 16/DEX half. Magic or silver to hit.

5: hallucinogenic mushrooms: DC 15/DEX or bump and release spores: DC 17/MIND or hallucinate 1d6 rds (50% chance attack wildly, 25% flee randomly, 25% chance other bizarre behavior)

6: stumble over pungent smelling mushroom: DC 18/MIND to recognize as white truffle worth 1d6 x 100 gp

## Legend

S – Secret Door

M – Manhole (no access on this level)

slashes at water's edge = no wall

## Room Key

- Grand Stairway:** Down to Library Bottom, at least.
- Dwarvish Mine:** 6 dwarves in areas 2-5, mining and tossing rocks onto the conveyor belt near sluice. Rocks fall eventually into crusher that supplies the Flesh Vats with necessary minerals. Big board sign with something like "Needed Today: Magnesium". Portcullis at A with winch on west side, bell on east.
- Assay Shack:** lots of small scales, scorch marks, fumes, 30 bottles of acid (splash damage 2-5) and other reagents. If mixed roll on subtable A.
- Barracks:** Dwarves. HD 3 (HP 8, 13, 12, 14, 13, 11) AC 14 (chainmail, helmet), hammer+3 1d6+1. In a pinch will try to make it to the stairway. Personal effects include 245 gp, 1121 sp, gold holy symbols of Moradin worth 75 gp each.
- Mines:** passages are about 5' high; any characters taller than dwarves fight at -3 to-hit, -1 damage in here.
- Crypts:** See subtable B
- Caves:** slime-infested and rough-floored.
- Huge Cavern:** This cavern is home to a Black Pudding (HD 13, HP 63, AC 13, slam +10 2d6, immune to everything but fire, divides when hit), 8 piercers (HD3, HP 13 each, AC 16, impale +3 3d6, surprise 95%) in the high-ceilinged parts (between dotted lines indicating Dark Knight bridge on Level 5), Dark Knight if knocked off bridge earlier, and a pair of bitter and sarcastic ropers, Kang and Kodos. They will consider not eating the party if brought appropriate tidbits, and they like brandy. Ropers: HD 10, HP 44, 46, AC 19, bite +10 2d6 / 6 tentacles: DC 16/STR or 1d3 strength damage, then DC 16/STR each round or reeled 10' closer. Tentacle is AC 16, HP 4. They have 48 pp and 167 gp in their gizzards.
- Troll Caves and Fungus Farm:** Access to the well (rope and bucket). Rows of neatly planted giant fungi. Some edible, some poisonous.
- Troll Lair:** Three trolls: Ejiton, Niwa, and little Pono. HD 6(E), 5(N), 3(P), HP 29, 22, 13, AC 16 claw +6/5/3 1d6 (P:1d4), regenerate 3HP/rd except acid/fire. Secret door leads to treasure cave with 3300 gp, 500 gp ruby, 300 gp emerald, *sword* +1, potion of *levitation*.
- Toilet:** Actual flush toilet. The one in the troll lair is troll-sized.
- Brewery:** Trolls make mushroom wine in giant vats B. Save DC 16/STR to avoid vomiting, intoxication -2 to-hit. May cause hallucinations.
- Staircase:** Tripwire at A, DC 15/DEX to miss but easily detectable, falling rocks +7 4d6; corroded (but unlocked) iron door at B.
- Front Lawn:** dressed stone wall separates this cave from area 8; Requires ogre strength to lift portcullis with winch on each side (A).
- Moat and Drawbridge:** fast-flowing clean water in moat sprays from iron pipe in north wall; waterwheel feeds trough to kennels.
- Hallway:** passersby are exposed to hellhound breath from each kennel.
- Storeroom:** dog food, mops, brooms, fireproof dog brushes, giant rawhide bones, etc.
- Kennels:** 5 Hell Hounds. HD 5, HP 25, 23, 20, 22, 19, AC 15, bite +5 1d6, breathe fire every 1d4 rds, 4d4.
- Alchemy Lab:** magic and mundane reagents, vials, glassware. Note wall thickness. Worth 1500 gp in all. If reagents mixed, roll on subtable C.
- Firefighting Station:** buckets, waterwheel to lift water quickly, buckets of sand, 2 scrolls of *Dispel Magic*. In glass case marked "Emergency", scroll of *Anti-Magic Shell*.
- Stony Brook Farm:** Home to Mary the Medusa, her flock of fowl, and Zeke the basilisk. Visitors are expected to ring the bell and wait for Mary to give the all-clear once she's put on her veil. The screen at A is designed to prevent mishaps. Each F: Giant Fire Beetle imprisoned in cage, light as lantern.
- Henhouse:** six henatrices and a cockatrice. HD 5(C) 3(H), AC 15 (H:14) HP 25, 11, 12, 11, 9, 13, 12, bite +5/+3, 1d6/1d4 plus petrify DC 15/13/STR. 1d4 eggs (DC 12/STR petrify if touch yolk).
- Zeke's Hut:** 50% chance Zeke is napping in here; otherwise he is with Mary. Basilisk: HD6, HP 27, AC 15, bite +6 1d6 + sight DC 16/DEX petrify.
- Farmhouse:** rustic wooden farmhouse furniture of little value, some foodstuffs. 2 dozen cockatrice eggs (see above). Mary: HD6, hp 28, AC 16, skillet +6 1d6, snakes +3 1d3 + poison (DC 13/STR or die in 3 rds), sight DC 16/DEX petrify. Averting gaze: -4 to-hit, monster gains +2 to-hit.
- Mary's Boudoir:** earrings worth 75gp, 100 gp necklace, silk veils worth 15 gp each (5), 299 gp, 83 sp, 2 scrolls of *stone to flesh*

### Subtable A – Dwarvish Reagent Mixing

#### Roll 3d6:

- 3: Major Explosion! All within room take 12d6 damage, save DC 22/DEX half. Note that this will probably mix *other* bottles....
- 4: Toxic cloud! Like *Cloudkill* but save DC 19/STR or die. Affects whole room.
- 5: Delayed major explosion: Mixture starts to bubble and fume, explodes next round as 3 above.
- 6: Fire, then explosion. Mixture instantly catches fire, doing 2d6 within 5', spreading each round by 5' radius, until whole room is on fire. Then explosion 6d6 damage/ save DC 16/DEX half. Can be contained with buckets of sand and water (in corners) if party thinks and acts fast. Fire burns for 3 turns if unchecked
- 7: Fire. As 6 above, but no explosion.
- 8: Meltdown: exothermic reaction causes 1d6 within 5', destroys vessel, catches table on fire. Treat as Fire, above, with an extra 2-round delay for firefighting
- 9: Stinking cloud. Save DC 15/STR or be at -2 to-hit/damage for an hour due to nausea. Affects whole room.
- 10-11: no effect
- 12: Neutralization: Party now has slightly salty water.
- 13: Sleeping gas: save DC 13/STR or *Sleep*. Affects whole room.
- 14: Sloth gas: save DC 14/STR or *Slowed*. Affects whole room.
- 15: Pyrotechnics: as *Pyrotechnics* spell. Flashy but harmless.
- 16: Speed gas: All within room *Hasted*.
- 17: Ooze attack! Vessel bursts and spews caustic ooze: everyone within 10' save DC 17/DEX or treat as if splattered with green slime (can remove with scraping/fire)
- 18: Serendipity! Vessel bursts with smell of jasmine, everyone in room healed to maximum hit points (excluding spell fatigue).

### Subtable C – Alchemical Experimentation

#### Roll 3d6:

- 3: Major Explosion! All within room take 12d6 damage, save DC 22/DEX half. Note that this will probably mix *other* bottles....
- 4: Toxic cloud! Like *Cloudkill* but save DC 19/STR or die. Affects whole room.
- 5: Delayed major explosion: Mixture starts to bubble and fume, explodes next round as 3 above.
- 6: *Disintegration*. Nearest creature must save DC 20/STR or be reduced to a fine, powdery ash.
- 7: Electrical discharge: 6d6 save DC 17/DEX half. Affects whole room.
- 8: Baleful Polymorph: nearest creature must save DC 18/MIND or be polymorphed into random monster of same HD as level, which then attacks party.
- 9: Slightly-less-Baleful Polymorph: like 9 above, but creature still has character's mind and may go feral or not as preferred.
- 10-11: no effect
- 12: Confusion: save DC 16/MIND or *Confused*. Affects whole room.
- 13: *Invisibility 10' radius*.
- 14: *Web* fills room, trapping characters (20 + 3d6 minutes to break free)
- 15: Everyone in room receives 1d6-1 *Mirror Images* as spell.
- 16: Vessel lit as with *Continual Light* (permanent).
- 17: Creature nearest mixture rolls 3d6: the creature loses (1-2) or gains (3-6) 1d6 points to random ability score (1-2 STR, 3-4 DEX, 5-6 MIND), and an appropriate physical mutation (e.g. increased MIND might cause a hugely swelled brain and skull, or decreased DEX might mean that a few fingers fall off).
- 18: Nearest creature permanently gains ability to *Detect Magic*; magic items seem to glow a weird color (like ulfire, jale, or dolm) when viewed.

### Subtable B - Crypts

All doors are half-height mausoleum slide-in-a-coffin doors; room has pedestal for coffin, but is normal height otherwise. All crypt doors are locked with rusted, not very strong, iron padlocks. The keys no longer exist. No undead in crypts will pursue unless treasure taken.

- a: "Alaric the Brave": coffin contains skeleton, rags, gold ring worth 200 gp, rusted sword and chainmail, 2cp.
- b: "Abbot Rupert": contagion zombie HD 4, HP 22, bite +4 1d6 plus save DC 14/STR or rot: paralysis in 1d6 turns, die in 20+1d4 hours, become contagion zombie. 2 cp.
- c: "Aaron Diggory": coffin is shattered, rotted shards. Secret door at back leads to area 7
- d: "Alucard the Cruel": coffin contains pile of dust with wobbly, rotten wooden stake in middle. Opening or moving the coffin: DC 16/DEX check or stake breaks, falls over. If stake removed, Alucard reassembles. HD 7d12, AC 17, HP 46, 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. No treasure; apparently Alucard was not very popular.
- e: "Anne Greenwood": coffin contains skeleton, rags, necklace worth 500 gp, small silver bell (2 gp value), 2cp.
- f: "Arthur Leadbottom": Dwarf wight. HD 3d12, AC 16, HP 24, atk greataxe +3 1d12+1+level drain (DC 15/STR to negate), magic or silver to hit. Rusted but functional chainmail and greataxe, 1542 gp.
- g: "Amy the Truculent": Banshee. HD 7d12, AC 20, HP 40, claw +7 1d6 or tirade of death (1 target, DC 17/MIND or die), magic or silver to hit, immune to enchantments, 50% magic resistance. 100 pp, 500 gp diamond, 45 gp carnelian, 150 gp star sapphire, silver hand mirror worth 25 gp, 2cp.
- h: "Alejandro Garcia": coffin contains halving skeleton, rags, remnants of a chef's hat, still-shiny *chef's knife +1* (1d4+1), 2 cp.
- i: "Alfonse the Arcane": Spectre. HD 7d12, AC 17, touch +7 1d4 + 2-level drain (DC 17/STR to negate), magic or silver to hit. Spellbook (*Charm Person, Invisibility, Lightning Bolt, Wizard Eye*, others too mildewed to read), 54 pp, *ring of protection +2*, *wand of polymorph others* with 4 charges, 2 cp. Anyone drained to level 0 by a spectre will rise in 24 hours as a spectre.
- j: "Akbar Groenig": short zombie in rotted Charlie Brown shirt and fez. HD 2d12, HP 13, AC 11, Atk +2 Club 1d6+2. 2 cp.
- k: "Aloysius Turtlefart": Wraith. HD 4d12, HP 25, touch +4 1d6 + level drain (DC 16/STR to negate). 1322 gp, 25 pp, *gem of seeing*. Anyone drained to level 0 by a wraith will rise in 24 hours as a wraith.
- l: "Aimee Lolasdottir": super-strength half-orc skeleton warrior. HD 4d12, HP 27, AC 18, Atk +4 Greataxe 1d12+2, piercing weapons do 1 HP/hit. Gold torc worth 125 gp, rusted but serviceable plate armor and greataxe, 2cp.