

# ENDLESS ENCOUNTERS

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## DUNGEONS





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# TABLE OF CONTENTS

ENDLESS ENCOUNTERING .....	10	LEVEL 5 .....	96
LEVEL 1 .....	11	SECTION A .....	96
SECTION A .....	11	SECTION B .....	101
SECTION B .....	15	SECTION C .....	104
SECTION C .....	17	SECTION D .....	106
SECTION D .....	19	SPECIAL CHARTS .....	107
SPECIAL CHARTS .....	20	SAMPLE DUNGEON .....	108
MAP EE1 .....	22	MAP EE5 .....	109
SAMPLE DUNGEON .....	23	LEVEL 6 .....	117
LEVEL 2 .....	32	SECTION A .....	117
SECTION A .....	32	SECTION B .....	122
SECTION B .....	37	SECTION C .....	125
SECTION D .....	41	SECTION D .....	127
SPECIAL CHARTS .....	42	SPECIAL CHARTS .....	128
SAMPLE DUNGEON .....	43	MAP EE6 .....	130
MAP EE2 .....	44	SAMPLE DUNGEON .....	131
LEVEL 3 .....	51	LEVEL 7 .....	138
SECTION A .....	51	SECTION A .....	139
SECTION B .....	56	SECTION B .....	144
SECTION C .....	58	SECTION C .....	146
SECTION D .....	61	SECTION D .....	149
SPECIAL CHARTS .....	62	SPECIAL CHARTS .....	150
SAMPLE DUNGEON .....	63	SAMPLE DUNGEON .....	151
MAP EE3 .....	64	MAP EE7 .....	152
LEVEL 4 .....	73	LEVEL 8 .....	160
SECTION A .....	73	SECTION A .....	161
SECTION B .....	78	SECTION B .....	166
SECTION C .....	81	SECTION C .....	169
SECTION D .....	83	SECTION D .....	171
SPECIAL CHARTS .....	84	SPECIAL CHARTS .....	173
MAP EE4 .....	86	SAMPLE DUNGEON .....	174
SAMPLE DUNGEON .....	87	MAP EE8 .....	175



<b>LEVEL 9 .....</b>	<b>179</b>
SECTION A .....	179
SECTION B .....	185
SECTION C .....	187
SECTION D .....	190
SPECIAL CHARTS .....	191
SAMPLE DUNGEON .....	192
MAP EE9 .....	193
<b>LEVEL 10 .....</b>	<b>198</b>
SECTION A .....	198
SECTION B .....	204
SECTION C .....	206
SECTION D .....	209
SPECIAL CHARTS .....	210
SAMPLE DUNGEON .....	211
MAP EE10 .....	212

<b>APPENDIX I: NEW MONSTERS .....</b>	<b>217</b>
<b>APPENDIX II: NPCs.....</b>	<b>240</b>
<b>APPENDIX III: NEW MAGIC ITEMS.....</b>	<b>277</b>
<b>APPENDIX IV: MISCELLANEOUS CHARTS .....</b>	<b>284</b>
<b>APPENDIX V: BLANK MAPS .....</b>	<b>288</b>
MAP EE1 (NO NUMBERS).....	289
MAP EE2 (NO NUMBERS).....	290
MAP EE3 (NO NUMBERS).....	291
MAP EE4 (NO NUMBERS).....	292
MAP EE5 (NO NUMBERS).....	293
MAP EE6 (NO NUMBERS).....	294
MAP EE7 (NO NUMBERS).....	295
MAP EE8 (NO NUMBERS).....	296
MAP EE9 (NO NUMBERS).....	297
MAP EE10 (NO NUMBERS).....	298
BLANK MAP 1 .....	299
BLANK MAP 2 .....	300
BLANK MAP 3 .....	301
BLANK MAP 4 .....	302
BLANK MAP 5 .....	303
BLANK MAP 6 .....	304
BLANK MAP 7 .....	305



## ENDLESS ENCOUNTERING

As I am sure you have noticed, this book has a great number of charts, and on first glance this may look overwhelming. The purpose of these charts is to make your job as a Game Master easier. I know once you dig in, you will find this book intuitive and easy to master. After all, the purpose is to give you a quick and easy way to generate encounters, most often on the fly.

I want to express that even though this book is loaded with charts, it's not a book that is all about charts. It's about inspiring you to create fun, unique, interesting, and fast encounters. It is not a comprehensive book of charts that provide every possible item, monster, environment, or situation that can be generated within a dungeon complex. That book would be overwhelming. Instead, what we have done with *Endless Encounters* is give you a tool to create an encounter, often with just a few dice rolls, that entertains your players as well as yourself. Let the book be a guide, not a hard and fast rule. The results of die rolls should inspire you or at the very least give you time for inspiration to strike. Always remember, a random roll is just that; if you don't like it, roll again or just pick something from that chart that fits the game at hand.

To demonstrate what can be accomplished, we have included a sample dungeon for each of the 10 levels included in this book. Furthermore, each level is linked to the level above or below, and some encounters reference encounters deeper into the dungeon. So in essence, you have a mega-dungeon in the truest sense. The purpose in including the sample dungeon levels is not to suggest you should use *Endless Encounters* to design an entire dungeon; this book is not a dungeon generator. These sample encounters are there as an example of what you can devise using the charts. Also, if you don't want to roll up an encounter, steal one from the hundreds we have included!

Lastly, you are going to find plenty of new monsters and new magic items for your game. We love to include these in all of our Pacesetter products! This game is all about the unexpected; we sincerely hope you and your players enjoy the possibilities in *Endless Encounters: Dungeons!*

All the best,  
Bill Barsh  
Pacesetter Games





## LEVEL 1

To use the Random Dungeon Encounter Generator (RDEG), you need a full set of polyhedral dice (d4, d6, d8, d10, d12, d20) and a map. The following tables are all numbered (#) and cross-referenced throughout the RDEG. Each level has new tables that create more difficult and varied options as the dungeon levels progress. For example, a Level 1 dungeon trap usually inflicts less than 1d8 damage while a fifth-level dungeon trap might average 2d8 damage. Monsters increase in power, and treasures increase in value corresponding to the dungeon level.

To create a dungeon room encounter, a series of dice rolls is required. At any time, you may reroll or simply end the process if you feel the room encounter is satisfactory. To start the process, begin in **Section A, Chart 1: Room Contents** or **Chart 21: Corridor Contents**. Each chart further instructs you which chart to roll on next based on the result. Never feel locked into a die roll result. If it makes no sense, seems inconsistent, or if you just want something more or less, reroll.

When you complete rolling in **Section A**, proceed to **Section B** for room details, then **Section C** to determine creatures. Lastly, if necessary, go to **Section D** to determine treasure.

### IRREGULAR DICE

In some cases, you are asked to roll a non-standard dice, such as a d16. To generate this result, roll 1d6 and 1d8. If the result of the d6 roll is 4, 5, or 6, add 8 to the result of the d8. This same method is used to generate 1–24 using a d6 and a d12 (the d6 result adds 12 to the result instead of 8).

### SECTION A

Start by rolling 1d6 on the **Illumination Type** chart below. After the illumination type is determined, move to **Chart 1: Room Contents** or **Chart 21: Corridor Contents**. Proceed to **Section B** when the illumination and contents are completed.



## ILLUMINATION TYPE

d10	Result
1	<b>Brazier:</b> One per 40 square feet*
2–3	<b>Torch/Sconce:</b> One per 30 square feet
4–5	<b>Torch/Sconce:</b> One per 60 square feet*
6	<b>Lantern:</b> One per 60 square feet
7	<b>Lantern:</b> One per 90 square feet*
8–10	<b>No artificial illumination</b>

\* Due to the gap in light sources, a dimly lit/lightly obscured area is between light sources.

**Brazier:** Typically made of brass, these urn-like devices burn coals or some sort of fuel oil to generate light. Braziers cast bright light in a 10-foot radius and dim light in an additional 10-foot radius. A brazier in a 20-foot-square room fully illuminates the entire chamber; however, in a 30-foot-square room, the corners of the chamber are shadowy and dimly lit (assuming the brazier is set in the center of the room).

**Torch:** The standard torch burns for one hour, casts bright light in a 20-foot radius, and dim light in an additional 20-foot radius. Torches can be extinguished in high winds or damp (rain-like) conditions. A torch can be voluntarily extinguished using an action. A lit torch submerged in water (or most any liquid) is immediately extinguished and cannot be relit until properly dried (typically four to six hours in dry conditions).

**Lantern:** A lantern casts bright light in a 30-foot radius and dim light in an additional 30-foot radius. It remains lit for six hours (fully fueled with one oil flask). A lantern is easily extinguished (no action required). If submerged or exposed to significant water, it cannot be relit without replacing the oil. Lanterns are resistant to high winds and rain unless mechanically opened to expose the lit flame.

## CHART 1: ROOM CONTENTS

d20	Result
1	Statues (roll on <b>Chart 2: General Statues</b> )
2–3	Rotted furnishings (indistinguishable)
4	Rotted furnishings (barracks)
5	Rotted furnishings (library/office)
6	Rotted furnishings (leader's quarters)
7–9	No furnishings
10–12	Lair, furnishings match occupant
13–14	Religious (roll on <b>Chart 3: Religious [Room Type]</b> )
15	Military (roll on <b>Chart 5: Military [Room Type]</b> )
16	Prison (roll on <b>Chart 6: Prison [Room Type]</b> )
17	Arcane (roll on <b>Chart 7: Arcane [Room Type]</b> )
18	Stair (roll on <b>Chart 8: Stair [Room Type]</b> )
19	Fountain (roll on <b>Chart 9: Fountain, General</b> )
20	Special (roll on <b>Chart 11: Special I [Room Type]</b> )

**Rotted Furnishings:** The contents of this room are decayed and rotted beyond identification, or they are in such disrepair that they are unusable. Some chambers can be identified as to their original intent (barracks, library, etc.) but nothing within the chamber has actually survived. For example, a library's bookshelves and cabinets have collapsed, and any remaining books crumble at the touch or are waterlogged and simply fall apart.

**No Furnishings:** This room is empty of any furnishings or objects other than some possible detritus, the occasional vermin, vermin skeletons, cobwebs, puddles of dirty water, dust, broken weapons (unusable), etc.

**Lair Furnishings:** This chamber is the current lair of a creature. Whether the creature is present is determined in **Section B**. The content's contents and furniture are reflective of the occupant. For example, an owlbear's chamber might hold several piles of bones, a nest made of soft materials (cloth, straw), etc. A light source is not likely unless magically present. The entries for statues, military, religious, prison, arcane, stair, fountain, and special have their own charts to roll on to further detail the chamber.

## CHART 2: GENERAL STATUES

d8	Result
1	Statue of random monster (roll on <b>Chart 25: Monsters</b> )
2	Statue of non-human adventurer (roll on <b>Chart 27: Adventurer, Race</b> [reroll 8-9] and <b>Chart 28: Adventurer, Class</b> )
3	Statue of human adventurer (roll on <b>Chart 28: Adventurer, Class</b> )
4	Statue of humanoid (roll on <b>Chart 30: Humanoids</b> )
5	Statue of a god/goddess (roll on <b>Chart 29: God/Goddess</b> or your selection)
6	Broken/defaced statue (roll 1d6 on this chart to determine type)
7	Statue, oracle (roll 1d6 on this chart to determine type)
8	Statue and one treasure

Statues generally are the same size as their subject matter.

**Oracle:** An oracle statue answers one question truthfully once per month. The statue must be addressed in its "native" tongue.

**Statue and treasure:** Treasure found with a statue is in addition to any other treasure determined while rolling for room contents.

## CHART 3: RELIGIOUS (ROOM TYPE)

d8	Result
1	Shrine
2	Desecrated shrine
3	Temple
4	Desecrated temple
5	Crypt (roll on <b>Chart 4: Crypt [Room Type]</b> )
6–7	Storage
8	Sacrificial altar



**Shrine:** This chamber has an object set in a place of prominence — often illuminated — that is dedicated to a specific deity or pantheon. If intelligent creatures are present, they are generally devotees of the deity and are either visiting, maintaining, or guarding the shrine. A shrine always includes some artifact of importance though not necessarily one of value.

**Desecrated Shrine:** Similar to a normal shrine, this chamber once was a place of reverence. It has been defiled and desecrated. If creatures are present, they may have desecrated the shrine, come to inspect the damage, and/or are looking for those responsible for the damage.

**Temple:** Typically found in a larger chamber, a temple is an active place of worship. It is often occupied by the appropriate worshippers and/or a shaman or cleric. The temple includes religious accoutrements such as an altar, pews, symbols of the deity, etc.

**Desecrated Temple:** This chamber has been savaged and damaged by physical force, fire, or both. Otherwise, it is identical to a normal temple. Identifying the original deity may be difficult. Desecrated temples have a propensity to be the lair of vengeful undead, usually former devotees of the temple.

**Crypt:** Roll on **Chart 4: Crypt (Room Type)**.

**Storage:** A religious faction used this room for storing items related to maintaining their nearby temple or shrine. Items may include spare robes, basic symbolic devices, additional chairs, wine/ale used in services, war paints, etc.

**Sacrificial Altar:** This chamber exudes evil, and a sacrificial altar, table, or similar device dominates the room. Dried blood is easily identifiable in the chamber. Urns or other containers may be located within the chamber and may hold internal organs and/or blood. A victim (alive) may be secured within the chamber as well as evil creatures that perform the sacrifice. An identifiable symbol of an evil deity is also present.

CHART 4: CRYPT (ROOM TYPE)

d8	Result
1	Solitary coffin: empty; opened or unsealed
2	Solitary coffin: corpse; unopened, sealed
3	Multiple coffins: empty; opened or unsealed
4	Multiple coffins: corpse; unopened, sealed
5	Sarcophagus: sealed
6	Sarcophagus: unsealed
7	Mausoleum: sealed
8	Mausoleum: unsealed

**Coffin:** This simple burial device is made of wood and may have inscriptions detailing who was interred. They are typically nailed shut. Sealed coffins contain a single corpse that may be recently interred or decayed to nothing more than skeletal remains. To determine the type of creature interred, you can roll once on either **Chart 27: Adventurer, Race** or **Chart 30: Humanoids** to determine what type of corpse is present.

**Sarcophagus:** Typically made of stone, these burial devices are often used by humans. The lid of a sarcophagus is sealed with a cement-like compound. The lid is also extremely heavy. If

sealed, the corpse within has some treasure as it was a person of significance in life.

**Mausoleum:** A mausoleum holds multiple small sarcophagi made of granite. The entrance to the mausoleum is singular and held closed by a complex lock (successful DC 14 [minimum] Dexterity check with thieves' tools). If the entrance is unsealed, the entire structure has likely been looted.

CHART 5: MILITARY (ROOM TYPE)

d10	Result
1	Barracks, abandoned
2–3	Barracks, occupied
4	Barracks, empty
5	Leader's office
6	Commander's office
7–8	Storage
9	Weapons/armor storage
10	Weaponsmith/armorer

**Barracks:** This chamber contains beds/bunks/hammocks, etc., with accompanying furniture that includes tables, chairs, footlockers, wall lockers, shelving, and cabinets. If occupied, the containers hold various items such as clothing, spare weapons, spare armor, some minor treasures, etc. A light source, or multiple sources, are present.

**Leader's Office:** This room is a combined office and bedchamber used by a sergeant or similar type of leader. This creature, while not in complete command of troops, holds a position of authority and is responsible for daily operations of troops.

**Commander's Office:** This chamber is occupied by the highest-ranking leader of nearby troops. The commander may or may not be the same type of creature as its subservient troops. The chamber is lavishly decorated and contains fine furniture or decorations. It is possible the chamber is actually two or more rooms and includes an office, a treasury, a bedchamber, and a study.

**Storage:** This storage room, if the nearby barracks are occupied, is always locked and the key held by the leader and commander. The room's contents are a combination of dry goods, food, clothing, and general equipment.

**Weapons/Armor Storage:** This locked room contains additional weapons and armor used by the nearby troops. Containers holding additional ammunition for missile or hurled weapons are also present. Keys to this chamber are held by the weaponsmith/armorer, the leader, and the commander. The weapons within the chamber correspond to active occupants of the associated military complex or chambers. All weapons are stored in wall racks, crates, barrels, etc.

**Weaponsmith/Armorer:** This room is either an active or abandoned smithy. The occupant(s) are trained in manufacturing/maintaining weapons and armor. The room contains all the equipment required to operate a smithy. Smoke from the furnace is vented via a crevice in the ceiling (which is why the chamber was selected for its purpose).



## CHART 6: PRISON (ROOM TYPE)

d6	Result
1	Torture chamber
2–3	Guard post
4	Cell, empty
5	Cell, occupied
6	Cell, occupied (false)

A prison location is often located near a military, religious, or arcane room area. If any of the chambers are occupied, the entire area is illuminated by lanterns or torches (sconces).

**Torture Chamber:** This room is used to torture prisoners for information or sadistic pleasure. You may opt to roll twice for occupants for this chamber; one occupant is the prison staff and the other a current prisoner. The screams of victims can be heard up to 120 feet from this chamber (50% chance). The door to this room is typically locked at all times. The lead interrogator or nearby guards hold the keys. Roll on **Chart 31: Prisoner/Victim** to determine the prisoner.

**Guard Post:** Prison guards staff this area. It contains minor furniture (table and chairs), some weapons in racks, and is illuminated. Keys to the entire prison area are often found here.

**Cell, Empty:** The door to this room is locked. A dirty straw bed, manacles (attached to wall), and other detritus are inside.

**Cell, Occupied:** The door to this room is locked. A badly beaten prisoner (reduced to 1d4 hit points) is inside. Roll on **Chart 31: Prisoner/Victim** to determine the prisoner. Any equipment the prisoner once possessed is located at a nearby guard post or some other related chamber.

**Cell, Occupied (False):** This chamber conforms to the occupied cell description. However, the occupant is possibly working for the prison staff (gaining the confidence of other prisoners, etc.) or a member of a nearby enemy. Regardless, the prisoner attempts to gain the confidence of its rescuers but betrays them at the first opportunity (possibly by leading them into a trap). This false prisoner is injured (mostly superficial) for 1d3 hit points.

## CHART 7: ARCAINE (ROOM TYPE)

d4	Result
1	Library
2	Study
3	Laboratory, chemical
4	Laboratory, test

A spellcaster of some type uses an arcane room for research. If the area is occupied, the spellcaster defends the chamber and summons minions from nearby chambers. These chambers, if occupied, are illuminated by magical light.

**Library:** Bookshelves hold volumes focused on basic magical research, conceptual theory, and historical selections. There is a 10% chance of discovering a book that includes an actual magical spell (one 1st-level spell, determine randomly).

**Study:** This chamber contains comfortable furniture (cush-

ioned chair, couch, small table, side tables, mini-bar, etc.). A spellcaster uses this room to read and study books from a nearby library. The chamber is typically illuminated by a magical light and candles.

**Laboratory, Chemical:** A large table covered with numerous glass cylinders of varying shapes and sizes dominates this room. The contents of most are nonmagical in nature (90% chance). One container may act as a random magical potion (10% chance).

**Laboratory, Test:** A spellcaster uses this chamber to practice spells against various targets. The spellcaster may use a short, four- to five-foot-tall stone wall as a shield. A living prisoner may be manacled to a wall for spell experimentation (10% chance). Roll on **Chart 31: Prisoner/Victim** to determine the prisoner.

## CHART 8: STAIR (ROOM TYPE)

d6	Result
1	Open stair up one level
2	Open stair down one level
3	Collapsed stair, no passage
4	Guarded stair up one level (roll on <b>Chart 25: Monsters</b> to determine creature type)
5	Guarded stair down one level (roll on <b>Chart 25: Monsters</b> to determine creature type)
6	Secret stair, exits dungeon complex

## CHART 9: FOUNTAIN, GENERAL

d6	Magical/ Nonmagical?	Result
1	Nonmagical	Clear, cool water. Refreshing.
2	Nonmagical	Dingy, room temperature
3	Nonmagical	Algae-covered, dirty water. Drinking causes disease.
4	Nonmagical	Clear, hot water
5	Magical	Green-colored water (roll on <b>Chart 10: Fountain, Magical</b> )
6	Magical	Clear, cool water (roll on <b>Chart 10: Fountain, Magical</b> )

## CHART 10: FOUNTAIN, MAGICAL

d8	Result
1	Character regains all hit points.
2	Character's hit point maximum increases by one.
3	One random ability score of the character increases by one. Another random ability score decreases by one.
4	One random ability score of the character (in which they have saving throw proficiency) increases by one. Another random ability score (in which they do not have saving throw proficiency, if possible) decreases by one.



d8	Result
5	Player chooses one ability score of the character to increase by one and another ability score to decrease by one.
6	One random ability score of the character increases by one.
7	Character regains all hit points, and all diseases are removed.
8	Character is immune to poison until next dungeon level is reached.

Magical effects occur after consuming the liquid directly from the fountain. The water's magical properties are negated if the liquid is removed or transported from the fountain. Each character may gain only one magical effect from a specific magical fountain once per lifetime.

### CHART 11: SPECIAL I (ROOM TYPE)

d8	Result
1	Well
2	Collapsed*
3	Flooded*
4	Teleportation*
5	Elemental gate*
6	Abyssal gate*
7	Locked*
8	Locked and trapped**

\* Roll again on **Chart 1: Room Contents**

\*\* Roll on **Chart 1: Room Contents** and **Chart 19: Trap, Container/Statue/Treasure**

**Well:** A shallow well provides water to residents of the dungeon area. The door to this room is typically absent. A clean water spring or underground stream feeds the well.

**Collapsed:** The ceiling of this chamber collapsed. No passage is possible.

**Flooded:** This chamber is filled with 1d10 feet of water. The water is clear (30% chance), dirty (50% chance), or magically darkened (20% chance). Objects may float on the water's surface. Algae covers the walls of the chamber. Water drips from the ceiling, and minor amounts escape from tiny cracks under the waterline.

**Teleportation:** Merely by entering this room, a creature is teleported to a random location in the dungeon. This location can randomly change or be consistent. Typically, the teleportation functions only once every 20–50 minutes ( $[1d4 + 1] \times 10$ ). The destination location is not automatically another teleportation chamber (roll on **Chart 1: Room Contents** to determine the type of chamber the character arrives in).

**Elemental Gate:** A gate to one of the four elemental planes is open in the center of this chamber. Entering the gate transports any creature to the appropriate plane (roll 1d4: 1=Fire; 2=Air; 3=Earth; 4=Water). Elemental planes are not described in this

book. A return gate is possibly located on the “other” side (50% chance).

**Abyssal Gate:** This gate is a passageway to the Abyssal Plane, the home of demons and the undead. The Abyssal Plane is not described in this book. A return gate is possibly located on the “other” side (50% chance).

### CHART 21: CORRIDOR CONTENTS

d8	Result
1	Trap (roll on <b>Chart 23: Trap, Corridor, Alcove, or Hall</b> )
2	Monster with one treasure
3	Monster with no treasure
4–6	Empty corridor
7	Treasure with trap
8	Special (roll on <b>Chart 22: Corridor, Special</b> )

### CHART 22: CORRIDOR, SPECIAL

d4	Result
1	Stairs up/exit
2	Stairs down (next level)
3	Collapsed stairs up (no passage)
4	Collapsed stairs down (no passage)

## SECTION B

In this section, you will determine if a monster, trap, and/or treasure is in the chamber or corridor. First, roll on **Chart 17: Room Detail**. **Section B** also details traps for any location. If a monster is included, move to **Section C** to randomly select a monster. If a treasure is included, go to **Section D** to determine treasure details.

### CHART 17: ROOM DETAIL

d12	Result
1	Trap (roll on <b>Chart 20: Trap, Chamber Entrance</b> )
2–3	Monster with no treasure
4–5	Monster with one treasure*
6	Monster with two treasures*
7	Monster with three treasures*
8	Monster with one treasure; trapped**
9–10	No monster or treasure
11	Treasure*
12	Treasure, trapped**

\* Roll on **Chart 18: Treasure Container** to determine container type.

\*\* Roll on **Chart 18: Treasure Container** to determine container type and **Chart 19: Trap, Container/Statue/Treasure** for trap type.



## CHART 18: TREASURE CONTAINER

d20	Result
1–2	Chest, no trap
3–4	Chest, no trap, locked
5	Chest, trapped*
6–7	Chest, trapped, locked*
8	Chest, no trap, hidden
9	Chest, no trap, locked, hidden
10	Chest, trapped, hidden*
11	Chest, trapped, locked, hidden*
12	Sack, hidden
13	Sack
14	Footlocker, locked
15	Secret compartment in floor
16	Secret compartment in wall
17	Secret compartment in wall, trapped*
18	Loose on floor or table
19	Hidden within furniture
20	Hidden inside pottery

\* Roll on **Chart 19: Trap, Container/Statue/Treasure** to determine trap type.

To locate hidden treasure, a character succeed on a DC 10 Intelligence (Investigation) check. Only one attempt is allowed.

## CHART 19: TRAP, CONTAINER/STATUE/TREASURE

d10	Result
1	<b>Contact poison:</b> Succeed on a DC 10 Constitution save or take 1d10 poison damage. Detected with a successful DC 12 Intelligence (Investigation) check
2	<b>Contact poison:</b> Succeed on a DC 10 Constitution save or berserk 1d10 rounds. While berserk, use action to attack nearest creature; may repeat save at end of each turn. Detected with a successful DC 12 Intelligence (Investigation) check
3	<b>Poison needle:</b> Succeed on a DC 10 Constitution save or take 1d8 poison damage
4	<b>Poison needle:</b> Succeed on a DC 8 Constitution save or take 40 poison damage
5	<b>Dart:</b> 4 darts, succeed on a DC 10 Dexterity save for each or take 1d3 piercing damage
6	<b>Dart:</b> 2 darts, succeed on a DC 10 Dexterity save for each or take 1d3 piercing damage and succeed on a DC 10 Constitution save or be paralyzed for 10-30 minutes
7	<b>Falling block:</b> A stone falls from ceiling; succeed on a DC 12 Dexterity check or take 1d8 bludgeoning damage
8	<b>Electrical shock:</b> Make a DC 10 Dexterity save, taking 1d8 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 10 Intelligence (Arcana) check

d10	Result
9	<b>Flames:</b> Make a DC 10 Dexterity save, taking 1d6 fire damage on a failure or half as much damage on a success; 10-foot radius
10	<b>Poisonous gas:</b> All creatures within 10 feet succeed on a DC 13 Constitution save or be paralyzed for 30 minutes; paralyzed creature may repeat the saving throw at the end of each of its turns, ending paralysis on itself on a success

Unless otherwise noted above, all traps may be detected with a successful DC 10 Intelligence (Investigation) check and disarmed with a successful DC 10 Dexterity check with thieves' tools.

**Contact Poison:** This poison is difficult to detect by normal means (senses). It is absorbed through bare skin and very potent.

**Poison Needle:** This type of trap is found only within a container, lock, or enclosed space (chest, urn, clay pot, footlocker, etc.). The needle automatically hits but inflicts no damage, just a pinprick. The target creature is automatically subject to the poison attack.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Electrical Shock:** The trapped object releases a magical electrical shock. Only one target is affected.

**Flames:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Poisonous Gas:** A cloud of deadly gas billows from the trapped object and affects all within a radius described above.

## CHART 20: TRAP, CHAMBER ENTRANCE

d8	Result
1	<b>Dart:</b> 4 darts, succeed on a DC 10 Dexterity save for each or take 1d3 piercing damage
2	<b>Dart:</b> 2 darts, succeed on a DC 10 Dexterity save for each or take 1d3 piercing damage and succeed on a DC 10 Constitution save or be paralyzed for 10-30 minutes
3	<b>Falling block:</b> A stone falls from ceiling; succeed on a DC 12 Dexterity check or take 1d8 bludgeoning damage
4	<b>Electrical shock:</b> Make a DC 10 Dexterity save, taking 1d8 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 10 Intelligence (Arcana) check.
5	<b>Flames:</b> All creatures within 10 feet make a DC 10 Dexterity save, taking 1d6 fire damage on a failure or half as much damage on a success
6	<b>Loud gong:</b> Roll for wandering monster
7	<b>Blade:</b> Succeed on a DC 10 Dexterity save or take 1d8 slashing damage from a slicing blade
8	<b>Javelins:</b> 1d4 javelins, succeed on a DC 10 Dexterity save for each or take 1d6 piercing damage



Unless otherwise noted above, all traps may be detected with a successful DC 10 Intelligence (Investigation) check and disarmed with a successful DC 10 Dexterity check with thieves' tools.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object. Darts target random creatures within five feet of the trap. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Electrical Shock:** The trapped object releases a magical electrical shock. Only one target is affected.

**Flames:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Loud Gong:** A loud siren erupts for 1d4 rounds. For each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

**Blade:** A large, slicing blade strikes the creature that triggered the trap. The trap automatically resets.

**Javelins:** 1d4 javelins launch from a nearby wall. Javelins target random creatures within five feet of the triggered trap.

CHART 23: TRAP, CORRIDOR, ALCOVE, OR HALL

d8	Result
1	<b>Dart:</b> 4 darts, succeed on a DC 10 Dexterity save for each or take 1d3 piercing damage
2	<b>Dart:</b> 2 darts, succeed on a DC 10 Dexterity save for each or take 1d3 piercing damage and succeed on a DC 10 Constitution save or be paralyzed for 10-30 minutes
3	<b>Falling block:</b> Stone falls from ceiling; succeed on a DC 12 Dexterity check or take 1d8 bludgeoning damage
4	<b>Pit:</b> A 10-foot-by-10-foot covered trap, 10 feet deep; succeed on a DC 10 Dexterity save or take 1d6 bludgeoning damage from falling in
5	<b>Pit:</b> A 10-foot-by-20-foot covered trap, 10 feet deep; succeed on a DC 10 Dexterity save or take 1d6 bludgeoning damage from falling in
6	<b>Loud Gong:</b> Roll for wandering monster
7	<b>Blade:</b> Succeed on a DC 10 Dexterity save or take 1d8 slashing damage from a slicing blade
8	<b>Javelins:</b> 1d4 javelins, succeed on a DC 10 Dexterity save for each or take 1d6 piercing damage

Unless otherwise noted above, all traps may be detected with a successful DC 10 Intelligence (Investigation) check and disarmed with a successful DC 10 Dexterity check with thieves' tools.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object at a random creature within five feet of the trap/treasure. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Pit:** These traps come in various sizes (width x length). All those in the pit's area may fall and take damage. Pits are covered and appear as the floor type found in that area.

**Loud Gong:** A loud siren erupts for 1d4 rounds. For each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

**Blade:** A large, slicing blade strikes the creature that triggered the trap. The trap automatically resets.

**Javelins:** 1d4 javelins launch from a nearby wall. Javelins target random creatures within five feet of the triggered trap.

SECTION C

In this section, you will roll to determine creatures present at the desired location. You will first roll on **Chart 24: Monster Reaction Roll** to determine the creature's reaction to any given situation. Next, roll on **Chart 25: Monsters** to determine the creature type. When you complete this section, move to **Section D**, if applicable, to determine any treasure found. If no treasure is included, this location is complete.

CHART 24: MONSTER REACTION ROLL

d8	Result
1	Monster is new to area. Intelligent monsters attempt to talk to party to gain advantage.
2	Monster is simply passing through chamber and investigates the area.
3	Monster attempts to ambush party or other monsters in the area.
4–5	Monster has taken up residence in the chamber and uses it as its base of operations and lair. May be allied with neighboring monsters. Chamber “furnished,” if appropriate.
6	Monster aggressively attempts to gain a new lair or steal from others. Very aggressive.
7	Monster is looking for an ally to attack an enemy. It may join forces with party to accomplish this task.
8	Monster attempts to ambush party.

CHART 25: MONSTERS

d100	Result
1	<b>Orc (1d4)</b>
2	<b>Troglodyte (1d2)</b>
3	<b>Kobold (3d4)</b>
4	<b>Centipede, Giant (1d4)</b>
5	<b>Centipede, Giant Black (1d4)</b> (see Appendix I: New Monsters)
6	<b>Cave Crawler (1)</b> (see Appendix I: New Monsters)
7	<b>Spider, Giant (1)</b>
8	<b>Spider, Giant (1d3)</b>
9	<b>Tick, Giant (1)</b> (see Appendix I: New Monsters)
10	<b>Stirge (1d4)</b>
11	<b>Gnoll (1d4)</b>



d100	Result
12	Skeleton (1d6)
13	Hobgoblin (1d4)
14	Goblin (2d4)
15	Rat, Giant (3d4)
16	Zombie (1d4)
17	Bandit (1d4+1)
18	Ant, Giant (1d2) (see Appendix I: New Monsters)
19	Beetle, Giant Fire (1d2)
20	Ghoul (1)
21	Bat, Giant (1d2)
22	Snake, Giant Poisonous (1d4)
23	Shrieker (1d2)
24	Orc Eye of Gruumsh (1)
25	Green Slime (1) (see Appendix I: New Monsters)
26	Living Statue, Crystal (1) (see Appendix I: New Monsters)
27	Orc (1d4)
28	Centipede, Giant (1d4)
29	Swarm of Spiders (1)
30	Skeleton (1d6)
31	Zombie (1d4)
32	Ghoul (1)
33	Troglodyte (1d2)
34	Centipede, Giant Black (1d4) (see Appendix I: New Monsters)
35	Tick, Giant (1) (see Appendix I: New Monsters)
36	Hobgoblin (1d4)
37	Bandit (1d4+1)
38	Bat, Giant (1d4)
39	Kobold (3d4)
40	Berserker (1d2) with 30 (4d8 + 12) hit points each and Challenge Rating 1
41	Stirge (1d4)
42	Goblin (2d4)
43	Ant, Giant (1d2) (see Appendix I: New Monsters)
44	Bullywug (1d6)
45	Spider, Giant (1)
46	Swarm of Spiders (1)
47	Gnoll (1d4)
48	Skeleton (1d6)
49	Hobgoblin (1d4)
50	Rat, Giant (3d4)
51	Beetle, Giant Fire (1d3)
52	Ghoul (1)

d100	Result
53	Bat, Giant (1d4)
54	Dwarf Bandits (1d3)
55	Stirge (1d4)
56	Bugbear (1)
57	Goblin (2d4)
58	Bandit (1d4+1)
59	Centipede, Giant Black (1d4) (see Appendix I: New Monsters)
60	Kobold (3d4)
61	Living Statue, Crystal (1) (see Appendix I: New Monsters)
62	Skeleton (1d6)
63	Bandit (1d4+1)
64	Ant, Giant (1d2) (see Appendix I: New Monsters)
65	Green Slime (1) (see Appendix I: New Monsters)
66	Orc (1d4)
67	Orc Eye of Gruumsh (1)
68	Snake, Giant Poisonous (1d4)
69	Zombie (1d4)
70	Troglodyte (1d2)
71	Cave Crawler (1) (see Appendix I: New Monsters)
72	Bandit (1d4+1)
73	Gnoll (1d4)
74	Human Paladin (1) (statistics of a guard with a longsword and paladins' divine sense ability)
75	Spider, Giant (1)
76	Swarm of Spiders (1)
77	Tick, Giant (1) (see Appendix I: New Monsters)
78	Stirge (1d4)
79	Gnoll (1d4)
80	Skeleton (1d6)
81	Hobgoblin (1d4)
82	Goblin (2d4)
83	Rat, Giant (3d4)
84	Zombie (1d4)
85	Bandit (1d4+1)
86	Ant, Giant (1d2) (see Appendix I: New Monsters)
87	Beetle, Giant Fire (1d2)
88	Ghoul (1)
89	Bat, Giant (1d4)
90	Orc (1d4)
91	Troglodyte (1d2)
92	Kobold (3d4)
93	Centipede, Giant (1d4)



d100	Result
94	<b>Centipede, Giant Black (1d4)</b> (see <b>Appendix I: New Monsters</b> )
95	<b>Grimlock (1d4)</b>
96	<b>Green Slime (1)</b> (see <b>Appendix I: New Monsters</b> )
97	<b>Fly, Robber (1)</b> (see <b>Appendix I: New Monsters</b> )
98	<b>Lizard, Giant (1)</b>
99	<b>Bat, Giant (1d3)</b>
100	<b>Ghoul (1)</b>

**NPCs:** Generally, when encountered, these NPCs (Non-Player Characters) are good in alignment and do not act aggressively toward the characters unless provoked or attacked. These NPCs have a variety of reasons for existing within the dungeon (see **Chart 25A: NPC Motivation**). The Challenge Rating of the NPC corresponds to the level of the dungeon. However, starting at level 8, the NPCs are all capped at Challenge Rating 7. When an NPC is generated, roll a set of percentile dice. If the result is equal to or less than the dungeon level x 10, the NPC is evil and may have minions in the area. If minions are included, roll 1d6 with the result indicating the number of rolls on **Chart 25: Monsters** required to generate the minions. For example: On Level 3, a wizard is generated. Therefore, there is a 30% chance the NPC is evil and another 30% chance it has 1d6 minion types in the area.

#### CHART 25A : NPC MOTIVATION

d4	Result
1	Revenge
2	Spy
3	Quest
4	Lost

**Revenge:** The NPC entered the dungeon on a mission of revenge. Some creature within the dungeon wronged the NPC (killed a friend, stole an object, etc.). The NPC joins the characters if they agree to help in his mission. The NPC may join the characters indefinitely if the result is favorable.

**Spy:** The NPC was hired to spy on a specific creature within the dungeon. This target is always an intelligent creature and typically a humanoid or evil NPC.

**Quest:** The NPC entered the dungeon as a result of a quest. Typically, the NPC is in search of a specific object (typically a magic item). The item is to be returned to the NPC's "employer."

**Lost:** The NPC became separated from an adventuring party or may be the lone survivor of a defeated party.

Roll on **Chart 25B: Alignment** to determine the alignment of the encountered NPC. You may roll on **Chart 24: Monster Reaction Roll** to determine the motivation of the NPC or simply make one up of your own.

#### CHART 25B: ALIGNMENT

d10	Result
1	Chaotic Evil
2	Chaotic Good
3	Chaotic Neutral
4	Lawful Evil
5	Lawful Good
6	Lawful Neutral
7	Neutral Evil
8	Neutral Good
9-10	Neutral

### SECTION D

This section provides 100 random treasures. These treasures are located in the container determined in **Section B, Chart 18: Treasure Container**. If no container is present, the treasure is considered to be loosely distributed in the chamber.

#### CHART 26: TREASURE

d100	Result
1	42 gp
2	180 sp
3	+1 <i>long sword</i>
4	88 ep
5	14 pp
6	3 gems (10 gp each)
7	Gold ring (100 gp)
8	Four small pearls (20 gp each)
9	+1 <i>dagger</i>
10	140 gp
11	800 sp
12	76 ep
13	<i>Spell scrolls: magic missile and sleep</i>
14	+1 <i>sword</i> (GM to determine type)
15	Silver necklace (80 gp)
16	740 cp
17	+1 <i>shield</i>
18	<i>Potion of healing</i>
19	22 pp
20	65 gp
21	+1 <i>arrow</i> (10)
22	230 gp
23	180 ep
24	450 cp
25	300 sp



d100	Result
26	Six small emeralds (50 gp each)
27	39 gp
28	800 sp
29	8 pp
30	<i>Wand of secrets</i>
31	640 sp
32	300 gp
33	<i>+1 flail</i>
34	Gold brooch inset with diamonds (450 gp)
35	780 cp
36	220 sp
37	112 gp
38	One small diamond (150 gp)
39	Vial of holy water
40	<i>cloak of protection</i>
41	80 gp
42	76 sp
43	312 ep
44	600 cp
45	900 sp
46	94 gp
47	<i>+1 chain mail</i>
48	90 gp
49	32 cp
50	41 pp
51	Two small rubies (35 gp each)
52	<i>Potion of hill giant strength</i>
53	78 sp
54	166 ep
55	Silver bracelet (75 gp)
56	<i>Spell scrolls: cure wounds (x3)</i>
57	78 gp
58	45 sp
59	780 cp
60	44 gp
61	11 pp
62	21 small pieces of jade (15 gp each)
63	<i>Javelin of lightning (1)</i>
64	<i>+1 leather armor</i>
65	412 ep
66	250 gp
67	890 cp
68	780 sp
69	30 pp
70	<i>Ring of fire resistance</i>

d100	Result
71	<i>Potion of speed</i>
72	53 gp
73	1,200 sp
74	3,000 cp
75	212 ep
76	9 pp
77	<i>Spell scroll: levitate</i>
78	Platinum ring (180 gp)
79	<i>+1 quarterstaff</i>
80	200 gp
81	29 pp
82	3 pieces of ivory (25 gp each)
83	<i>Rope of climbing</i>
84	73 gp
85	88 ep
86	34 sp
87	600 cp
88	<i>+1 spear</i>
89	<i>Spell scrolls: floating disk, shield</i>
90	12 gp
91	4 pp
92	80 sp
93	76 ep
94	Two small sapphires (30 gp each)
95	Gold necklace inset with small rubies (450 gp)
96	55 gp
97	84 ep
98	<i>ring of protection</i>
99	34 pp
100	200 gp

**Armor:** Roll on **Chart 27: Adventurer, Race** to determine the size of armor.

## SPECIAL CHARTS

### CHART 27: ADVENTURER, RACE

d10	Result
1	Dragonborn
2	Dwarf
3	Elf
4	Gnome
5	Half-Elf
6	Half-Orc
7	Halfling
8–9	Human
10	Tiefling



## CHART 28: ADVENTURER, CLASS

d12	Result
1	Barbarian
2	Bard
3	Cleric
4	Druid
5	Fighter
6	Monk
7	Paladin
8	Ranger
9	Rogue
10	Sorcerer
11	Warlock
12	Wizard

## CHART 29: GOD/GODDESS

d10	Result
1	Zeus
2	Hera
3	Athena
4	Hermes
5	Hestia
6	Poseidon
7	Hades
8	Orcus
9	Daemogor
10	Baelor

## CHART 30: HUMANOIDS

d12	Result
1	Kobold
2	Orc
3	Goblin
4	Hobgoblin
5	Gnoll
6	Elf, Drow
7	Duergar
8	Bugbear
9	Lizardfolk
10	Sahuagin
11	Grimlock
12	Merfolk

## CHART 31: PRISONER/VICTIM

d12	Result
1	Noble/Military Commander
2	Lesser Nobility
3–4	Militia/Caravan Guard/Soldier
5	Merchant
6–7	Villager
8–9	Adventurer (roll on <b>Chart 27: Adventurer, Race and Chart 28: Adventurer, Class</b> )
10–12	Humanoid (roll on <b>Chart 30: Humanoids</b> )

In general, prisoners and victims are in poor condition. They are injured, severely malnourished, dehydrated, beaten, etc. Without significant rest and/or magical healing, they are unable to perform actions other than basic movement and communication. The victim may know some information about his or her captors other than basic knowledge (who/what they are) (25% chance). Such information includes descriptions of leaders, motivations, plans, etc.

**Noble/Military Commander:** This prisoner is a person of significant importance. Typically wealthy and well-educated, the prisoner can offer a significant reward for his/her freedom. There is an 80% chance they have the statistics of a **noble** and a 20% chance the person is an adventurer (though not actively adventuring). Consult **Chart 27: Adventurer, Race and Chart 28: Adventurer, Class**.

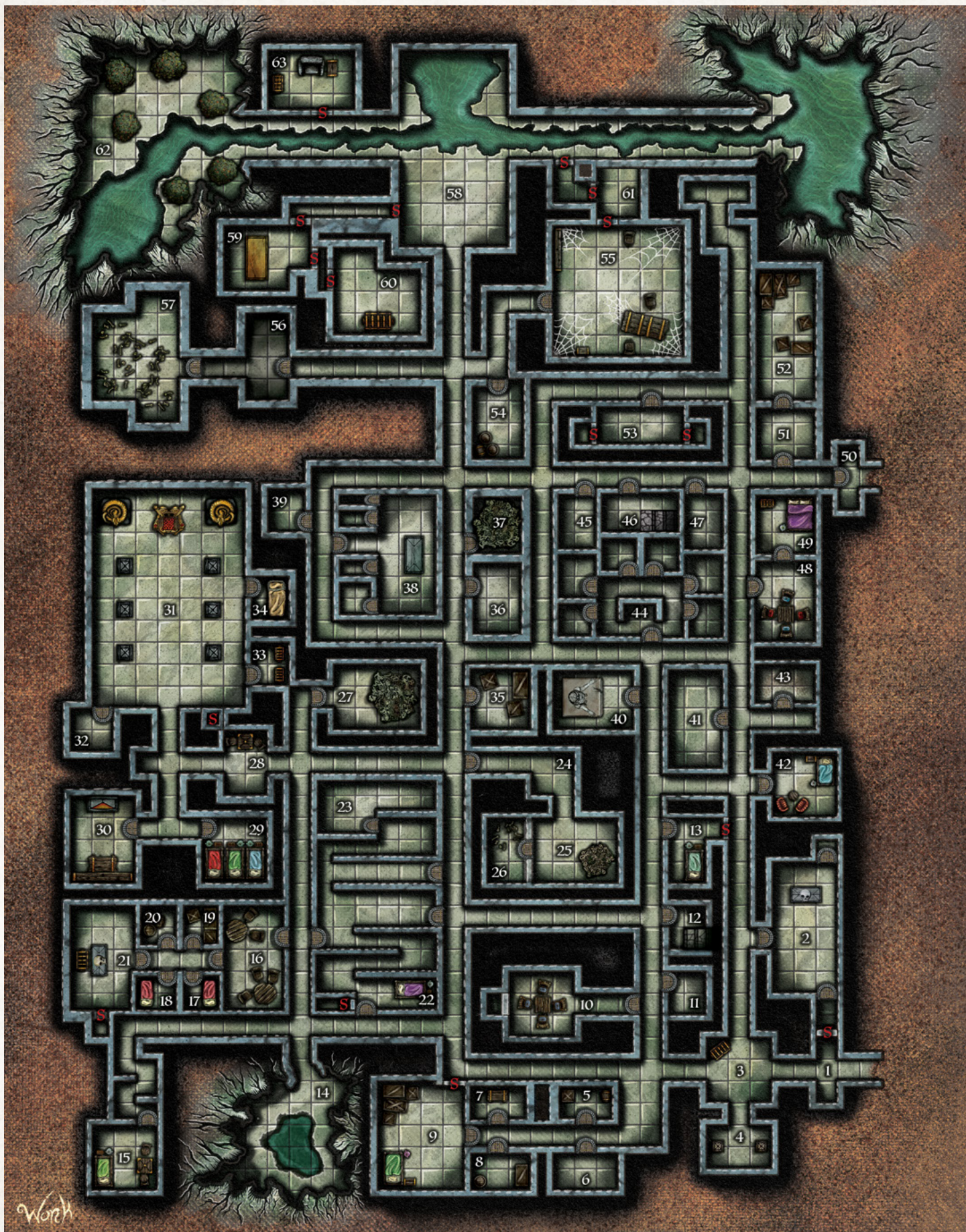
**Lesser Nobility:** This person is a prominent person and generally wealthy. They are often emissaries, ambassadors, minor military commanders, local leaders, etc. There is an 80% chance they have the statistics of a **noble** and a 20% chance the person is an adventurer (though not actively adventuring). Consult **Chart 27: Adventurer, Race and Chart 28: Adventurer, Class**.

**Militia/Caravan Guard/Soldier:** This person is generally human, but other races are possible. Use the statistics of a **guard** with no weapons or armor.

**Merchant:** Captured during a raid, this merchant can pay a reward for his or her rescue equal to 100 gp/level of the dungeon.

**Villager:** This **commoner** has little to offer the party and can reward rescuers only with 5 gp/level of the dungeon. If injured in battle, they seek to flee immediately. They will not engage any creature larger than themselves.







## SAMPLE DUNGEON

This sample dungeon is designed for a party of 1st-level characters. All the rooms are keyed — filled with monsters and/or a short description. There is no specific storyline behind this dungeon crawl other than it is Level 1 of a massive underground complex. Who built it and why has been lost through the passage of time. It is now inhabited by various monsters that vie for control of small sections of the dungeon. There are some shaky alliances and ongoing feuds. Allegiances, evil temples, forgotten crypts, and nefarious villains are found deeper in the dungeon. Some of the monsters on this level are hired as mercenaries by far more dangerous creatures below to perform minor tasks or to conduct raids on the surface. However, the creatures of Level 1 have no information on what lies below.

Defeated monsters either retreat out of the dungeon or down to the next level. If the characters make successive raids, rooms may be restocked or remain empty. Stair locations to the next level are in **Locations 12** and **46**.

### 1. DUNGEON ENTRANCE

A pair of bedrolls and some basic adventuring gear decorate this room. A lantern hangs from a peg on the wall.

Two **bandits** staked out this small room. The pair try to force the characters to pay a toll to enter the dungeon. Both are very dimwitted and greedy. They have 32 cp between them.

### 2. SHRINE

Clearly an ancient shrine, the runes are not identifiable and worn with age. A white, stone altar is stained darkly on its surface.

Once used as a shrine dedicated to some forgotten evil deity, this room is empty but for a deteriorated altar and a few skeletons that continue to guard the place. The altar is eroded, and no identifiable marks are visible. The three **skeletons** attack any who enter the chamber.

A secret compartment in the altar hides a sack containing 72 ep.

### 3. CAMP

Two **berserkers** (with 30 [4d8 + 12] hit points and Challenge Rating 1) stopped in this chamber for some refuge. They stopped in the chamber only to rest and plan to find the stairs down to Level 2 or deeper in the dungeon to find employment. They are quick to anger — irrationally so — and attack any who enter the chamber. They carry a small chest containing 90 gp.

### 4. BROKEN ROOM

The ceiling of this room cracked and buckled, requiring numerous wooden supports to hold it in place. Some timbers and stone blocks litter the floor. What looks to be a small corpse is huddled in the far corner of the room.

A **giant tick** (see **Appendix I: New Monsters**) lives on top of some of the rafters and jumps on any character it can reach. A pouch hidden in the rafters holds four small pearls worth 20 gp each. The corpse of a halfling is in the corner of the room; he was killed when he was hiding the pouch and the tick surprised him.

### 5. GUARD POST

Mismatched furniture is organized in this room to form a small barracks. A table with four chairs is at the center of the room. Plates and mugs cover it. A keg is beneath the table.

A group of four **goblins** is stationed in this chamber and act as guards/servants for a pair of hobgoblins at **Location 9**. The goblins are not very diligent and can be surprised by cautious attackers. They each carry a small sack filled with copper (450 cp total).





## 6. EMPTY ROOM

This room is barren but for a puddle of dirty water near the north corner of the room.

Nothing of interest is in this chamber.

## 7. SPLITTING THE HOARD

This room is crammed with cots and straw beds. A small, wooden footlocker is set near each bed. A lantern hangs from the ceiling over a table in the center of the room.

This room is a barracks for nine goblins that work for the hobgoblins in **Location 9**. At present, five **goblins** are dividing the spoils from a recent raid in the dungeon. They are crouched in the center of the room and keenly focused on their loot. A total of 88 ep and 76 sp is on the table.

## 8. ALARM

Large barrels are in the center of this room. A single mug rests on the closest barrel.

A **shrieker** hides behind the barrels and cannot be seen from the door. The hobgoblins from **Location 9** put this creature in this room as an early-warning device. If the door to this room opens, the shrieker erupts in noise that alerts all the creatures within 100 feet. The hobgoblins and goblins immediately rush to attack the intruders. No treasure is in this room.

## 9. VICIOUS PAIR (LOCKED DOOR)

Two large beds sit opposite each other and are separated by a moth-eaten sofa and coffee table. A large, wooden chest is next to the table.

Two very nasty and vicious **hobgoblins** use this chamber as their base of operations to raid other denizens of the dungeon. The pair stumbled into some treasure and hired a group of goblins to help them carve out a section of the dungeon for themselves. They are currently planning an attack on the nearby orcs whom they know are depleted from their battle with bandits. The hobgoblins have a locked and trapped chest. The trap may be detected with a successful DC 10 Intelligence (Investigation) check and disarmed with a successful DC 10 Dexterity check with thieves' tools. A creature triggering it must succeed on a DC 10 Dexterity saving throw or take 1d8 poison damage. The chest contains 1,200 sp and 112 gp. The key is hidden behind a loose stone in the east wall. The hobgoblins are aware of the secret door and keep it locked.

## 10. HIDDEN ALLY (BARRICADED DOOR)

Once a storeroom of some type, this room is filled with broken crates, barrels, and kegs. All appear to be damaged and empty.

The paladin **Treylerin Sunshield** (with the statistics of a **guard** with a longsword and paladins' divine sense ability) is currently stalking the dungeon in search of evil to slay. His primary mission is to find a gnome who raided a local temple. The gnome is on Level 2 of the dungeon (**Location 51**); the paladin is unaware of his exact location or that he is on Level 2. Treylerin is resting in this room. He is amiable and readily accepts an invitation to join the party so long as he is treated equally to any of the characters. He is loyal and defers leadership to the characters. If the party is callous and uncaring of his well-being, Treylerin takes his leave. He has not found the secret door in this room. The chamber behind the secret door holds an unlocked chest filled with 250 gp and two **spell scrolls** with the spells *floating disk* and *shield*.

## 11. BLACK DEATH

A swarm of black flies surround three dead goblins in this room. It appears that each goblin has its hands tied behind its back.

Four **black centipedes** (see **Appendix I: New Monsters**) are hiding under a pile of rotting goblin corpses stacked in the center of the chamber. The hobgoblins at **Location 9** killed three of the goblins. The goblins were planning to overthrow the hobgoblins but were discovered and killed. One of the goblins, a very large specimen, wears a *ring of fire resistance*.

## 12. LOST

Numerous broken barrels are piled next to a descending staircase. A lantern hangs over the barrels on a rusting iron chain. Its flame is dimming and flashing, a sure sign it is about to run out of oil.

A single **orc** hides in this room. He became separated from his gang, which occupies **Locations 16–21**. He is injured. If discovered, the orc has little choice but to negotiate with the characters. He is relatively new to the dungeon and knows very little of the layout other than his lair area. He is loyal to his orc brethren and not eager to betray them; instead, he tells the characters the orcs would pay them handsomely if they perform a task for his shaman. This is, of course, a lie. He is attempting to lead the characters into an ambush. A stone stair leads from this room to **Location 3** on Level 2 of the dungeon.



### 13. A SECRET

This room contains a few scattered bones.

The kobolds that live in **Location 42** know of the secret doors, and they visit at night to catch unsuspecting creatures that might use this chamber as a resting spot.

### 14. WATERING HOLE

This chamber is a rough-hewn cave. The entrance has no door, but a pair of curtains made of linked chain set 10 feet apart completely obscure the chamber from the hall. The sound of dripping water clearly echoes from the behind the curtain.

Any movement through either curtain alerts the **gnoll**; the sound is impossible to stop without magic. Many intelligent creatures within the dungeon buy water from the gnoll, who controls a natural spring located in this room. The gnoll charges 1 sp for a bucket of water. The chamber is sparsely furnished but includes a crudely assembled straw bed, a table with one chair, and several casks, boxes, and sacks that hold food, wine, and ale. A false bottom, which may be found with a successful DC 10 Intelligence (Investigation) check, in one of the casks holds 300 sp. Four pearls worth 20 gp each are hidden under a stone in the spring.

### 15. THUGS (LOCKED DOOR)

Four hammocks hang from the ceiling in this room. A footlocker is set beneath each hammock. Four chairs sit around a small fire pit in the center of the chamber.

The door to this room is locked, requiring a successful DC 10 Dexterity check with thieves tools to unlock. A group of four **bandits** operates as mercenaries in the dungeon and lair in this room. They hire themselves out to any who can pay for their service. They charge 15 gp per day and work only as a group. The room contains basic furniture, all of it unmatched and in poor condition. Each bandit has an unlocked footlocker: **No. 1:** 166 ep; **No. 2:** 9 pp; **No. 3:** 45 sp and a *potion of healing*; **No. 4:** 9 gp.

### ORC CAVERNS

A small group of orcs occupies **Locations 16–21**. They are led by a shaman that lives in **Location 21**. The orcs are trying to grow their number so they can move down to Level 2 and attack a gnome and his goblin warriors (See **Level 2, Locations 48–52**). The orcs are unaware that the gnome hired the hobgoblins in **Location 9**.

### 16. RAIDERS

This room looks to have been used for weapon training. Wooden practice dummies are spread out through the chamber, and all are badly damaged. Two targets dangle precariously from failing ropes. Weapons racks, mostly empty, hang on each wall. One of the racks still holds a full complement of longswords but they appear to be badly tarnished and rusting.

Three **orcs** are eating lunch in this room. These orcs recently returned from a trip to **Room 14** to secure some water; they fear the gnoll there and refuse to deal with him. They were attacked along the way by the brigands who live in **Location 22**. One of the orcs was cut off and fled into the dungeon (see **Location 12**). These orcs are deciding how to approach the shaman in **Location 21** with the news. All four orcs have beds in **Location 17**. This room is the central meeting chamber for the gang and has several tables and a combat training area. A weapons rack holds an assortment of tarnished swords, one of which is a **+1 longsword** (not known by the orcs!).

### 17. BARRACKS

This room holds four straw beds and some well-used and mismatched camp equipment.

Nothing of value is in this room.

### 18. MORE BARRACKS

This room holds four straw beds and some well-used and mismatched camp equipment. A large sack hangs from a peg next to the door.

Four **orcs** are sleeping in this room. They wake if there is a disturbance in any of the nearby rooms. It takes the orcs one round to gather weapons and move forward. A sack under one of the straw beds contains three pieces of ivory worth 25 gp each. The sack holds six empty sacks.

### 19. STORAGE ROOM (LOCKED DOOR)

The door to this room is locked, requiring a successful DC 10 Dexterity check with thieves' tools to unlock. The shaman in **Location 21** holds the key. The room is filled with crates that mostly hold food and general supplies. Nothing of value is in this room.

### 20. PETS

Two wooden cages hang from the ceiling. Each is missing its gate. A human corpse is beneath the cages.



The orcs recently captured these creatures and placed them in this empty room as a trap. Two **stirges** are anxious to escape — as well as being very hungry — and attack any living creature that opens the door. The blood-drained corpse of a human bandit is on the floor. He was captured a week ago and thrown into this room to feed the stirges. The dead bandit has a key hidden in a fold in his trousers (see **Location 22**). No treasure is in this room.

## 21. SHAMAN

An altar made of bones and skulls, all painted black with a single red line, is set against the far wall of this chamber. Red candles burn on the altar, the wax dripping down the skulls and onto the floor.

The **orc eye of Gruumsh** constructed an altar of bone and adorned it with several red candles. The following treasure is behind a skull on the altar: 76 ep, 9 pp, and six small emeralds worth 50 gp each. The temple is dedicated to the orc god Gruumsh. This young shaman was tasked with establishing an outpost in the dungeon so his tribe can eventually fortify the area and make incursions deeper into the dungeon in search of treasure. The orc is unaware of the secret door in the room. A small chamber filled with magical darkness is behind that door.

A thin, silver chain dangles from the ceiling. If pulled, magical light illuminates all the corridors of this level of the dungeon. The chain cannot be removed by any means.

## 22. OPPORTUNISTS

Three sets of bunk beds line the walls of this room. A large chest is set in the center of the room, and its flat top is covered with mugs and plates.

A group of five **bandits** claimed this room. One of their number was captured (and later killed) by the orcs. The bandits attempted to ambush a group of orcs as they went for water in **Location 14**. The ambush basically failed, but one of the orcs became separated (see **Location 12**). The bandits are now planning their next move against the orcs. Six beds and a locked, trapped chest are in this room. The chest has five locks, and each bandit has a key to one of the locks. The fifth (dead) bandit had a key but it was lost when he was captured by the orcs. Each lock may be picked with a successful DC 10 Dexterity check with thieves' tools. The trap can be detected with a successful DC 10 Intelligence (Investigation) check. The trap is poisonous gas that affects anyone within 10 feet of the chest if triggered. Each creature in that area must succeed on a DC 10 Constitution saving throw or be paralyzed for 30 minutes; a paralyzed creature may repeat the saving throw at the end of each of its turns, ending the paralysis on itself on a success. The chest contains 1,200 sp and 450 cp.

## 23. HIDDEN TREASURE

This room appears empty and disused. No furniture or objects of any type are within. A thick layer of dust covers the floor.

A small treasure chest hidden under a loose stone in the floor (successful DC 10 Intelligence [Investigation] check to find) contains a *wand of secrets* and a small diamond worth 150 gp.

## THE TEMPLE OF DEMOGORGON

**Locations 24–26** make up the tomb of a long-dead high priest of Demogorgon. He was buried within the dungeon in honor of his efforts to clear the area for his deity. Each room is illuminated by a permanent *light* spell. Frescos on the walls depict Demogorgon and his priests laying waste to the lands of humans and other humanoids.

## 24. LOCKED! (LOCKED DOORS)

Coming from the hall, the door to this room is locked, requiring a successful DC 10 Dexterity check with thieves' tools to unlock. The door to **Location 25** is similarly locked. Other than the aforementioned frescos, this chamber is occupied only by two **skeletons**. These skeletons attack any intruders but do not follow anyone who leaves (unless they run into **Locations 25** or **26**). Due to the nature of this area, the skeletons have a +2 bonus on saving throws against being turned.

## 25. ANOTHER LOCK (LOCKED DOOR)

Like the previous room, fresco murals cover all four walls of this room. Small cracks have formed and pieces of the colored plaster have fallen to the floor. The frescos depict Demogorgon battling various humanoid races; in every case, the slaughter is horrific. A silver pedestal in the center of the chamber holds a one-foot-tall statuette of Demogorgon. The statuette glitters various colors of light. A pair of skeletons stand near the pedestal.

Both doors leading into this room are locked, requiring a successful DC 10 Dexterity check with thieves' tools to unlock. Other than the aforementioned frescos, this chamber is occupied only by two **skeletons**. These skeletons attack any intruders but do not follow anyone who leaves (unless they run into **Location 26**). The statuette is made of stone but is embedded with hundreds of tiny chips of various gems. It is also cursed and of no value; no one will buy it. All good-aligned creatures within 30 feet of the statue have a -2 penalty on damage rolls. This is not divulged to the players. This effect remains if the characters take the statuette and carry it throughout the dungeon. Due to the nature of this area, the skeletons have a +2 bonus on saving throws against being turned.



## 26. LOCKED AND TRAPPED

As with the two previous chambers, frescos of Demogorgon cover the walls of this room. However, the fresco opposite the entry depicts an armored man standing over a field of battle. Grotesquely, two tentacles reach out of the man's armor. A stone coffin rests in the middle of the floor.

These two **skeletons** attack any intruders but do not follow anyone who leaves (unless they run into **Locations 24 or 25**). A stone coffin rests in the center of the room. It takes at least two characters to remove the cover. The remains of a priest are inside. All of its armor and weapons have corroded, but a pouch holds a vial of holy water and four platinum pieces.

## 27. RED LIGHTS

The door to this room is jammed open. Inside are piles of refuse and garbage of all types. Foul odors drift through the open door. The room is completely dark, but one red, glowing form moves just under the surface of the detritus.

The source of the red light is a **giant fire beetle**. It attacks any who enter its domain. The inhabitants of the dungeon use this room as a garbage dump. If the characters search the entire room (30 minutes), they find a *cloak of protection* in the debris.

## THE GNOLL'S SQUAD

**Locations 28–34** are the base of operations for Aagdrip the gnoll. Aagdrip is a very intelligent creature and an outcast from his tribe due to a plot by a rival. He managed to recruit a squad of similarly disenfranchised kobolds. The gnoll carved out this section of the dungeon and hires his services out to anyone with gold. Lanterns placed in the halls and rooms illuminate this area. Aagdrip is in the dungeon only to amass enough gold to move on to better accommodations and to recruit more followers. His long-term aspiration is carve out his own kingdom. Any combat in the area alerts the entire force; Aagdrip has trained his minions, and they act in a coordinated fashion to defend the area. If the battle goes poorly, Aagdrip is quick to negotiate; he has no intention of sacrificing his kobolds to a bunch of marauding adventurers.

## 28. GUARDS

The corridor ahead widens into an open chamber. However, a barricade blocks passage into the chamber. At least two, small humanoid creatures observe your approach from behind the barricade.

These two **kobolds** act as guards. The kobolds live in **Location 30**. They carry no treasure.

## 29. EMPTY BARRACKS

Eight small beds line the walls of this room. A small footlocker and a quiver holding javelins is at the foot of each bed.

No inhabitants are in this room.

## 30. BARRACKS

Eight small beds line the walls of this room. A small footlocker and a quiver holding javelins is at the foot of each bed.

Six **kobolds** are currently sleeping in this room but there are beds for eight. The remaining two kobolds are at **Location 28**. The kobolds have a communal treasure held in six pottery jars. Each holds 100 cp and 2 gp.





### 31. AAGDRIP

Several lanterns hang from the ceiling and illuminate the entire chamber. A large table sits in the center of the room. Lying on the table appears to be a map of the entire Island of the Moors (see The Misty Isles campaign setting by Pacesetter Games & Simulations). A rather large gnoll is looking over the map.

Aagdrip the **gnoll** only recently arrived in the dungeon. He quickly found this small enclave of kobolds and recruited them to join his “army.” The kobolds, leaderless and living in fear, gladly joined the gnoll. In only a short couple of weeks, the kobolds have become completely loyal to Aagdrip. The very intelligent gnoll has no plans of staying in the dungeon much longer as it is too dangerous for his liking. His short-term goal is to work for other dungeon denizens to acquire some gold in order to finance his next goal, which is to build his army in order to invade the Island of the Moors. He is a very ambitious creature but equally intelligent. If pressed, Aagdrip offers the **+1 chain mail (Location 33)** as a peace offering. An unlocked coffer containing 200 gp is beneath the table. Also, a *javelin of lightning* leans against the wall.

### 32. KITCHEN

This room is a kitchen of sorts. A stone oven and several tables are the only furniture. One of the chairs is larger than the others. Crates with unrecognizable foodstuffs line the walls.

The kobolds use this room to make food and to eat in. Aagdrip uses the larger chair.

### 33. AAGDRIP’S TREASURY (LOCKED DOOR)

The door to this room is locked, requiring a successful DC 12 Dexterity check with thieves’ tools to unlock. Aagdrip has the key (**Location 31**). Two chests are in this room. Both are very large, and neither is locked. One chest contains 73 gp, 900 sp, and 600 cp. The second chest contains a suit of **+1 chain mail** and some other normal adventuring gear, including a dagger, thieves’ tools, a 50-foot coil of rope, seven large sacks, and an empty backpack.

### 34. BEDROOM

A bed of straw is piled against the south wall. A backpack, a wineskin, a coil of rope, and a quiver full of javelins hang from pegs in the wall.

This is Aagdrip’s sleeping chamber. Nothing of particular value is in the chamber. However, a hidden pocket in the backpack contains two small sapphires worth 30 gp each.

### 35. WEBS

The door to this room is missing. Webs hang from the broken frame. Through the webs, you can see that the room is filled with broken furniture, buckets, barrels, and similar items.

A black **giant spider** lairs in this room. It generally hunts vermin and avoids larger creatures. No treasure is in this room. The spider remains hidden in one of the barrels unless threatened.

### 36. EMPTY ROOM

This room is empty.

### 37. INFESTATION

The door to this room is broken and most of it is missing. The room is piled high with refuse and garbage reaching four feet high across the entire room.

A group of 12 **giant rats** lives in this room, and they forage throughout the dungeon. No treasure is in this room.

### 38. SARCOPHAGUS

A stone sarcophagus is in the center of this room. The object is completely undecorated.

If the sarcophagus is disturbed in any way, the doors to the small, attached rooms open, and a zombie emerges from each. The four **zombies** attack anyone in the room, but they do not leave **Location 38**. The sarcophagus holds a skeleton adorned in colorful, tattered clothing. The skeleton wears a platinum ring worth 180 gp. Lying next to the skeleton is a **+1 flail**.

### 39. EMPTY ROOM

This room is empty.

### 40. ATHENA’S GIFT

A statue of an armored woman is in the center of this room. The statue is notable as it appears undamaged by time or trespassers. The woman holds a sword in one hand, and her other hand is extended and open.

The statue is a representation of the goddess Athena. Any good-aligned character who places a gold piece in the statue’s hand has their maximum hit points increased by one permanently. A character may do this only one time. Any evil- or neutral-aligned character who approaches the statue is struck



by an electrical charge and takes 1d4 lightning damage every round they are within 10 feet of the statue. All in the area avoid this room. The gold piece donation vanishes.

#### 41. SERPENT AT REST

The door to this room missing. Just inside the room, a massive snake is coiled and ready to attack.

The **giant poisonous snake** decided to rest in this room but attacks anything that enters or moves nearby. The snake is simply hunting and recently came up from Level 2 of the dungeon. No treasure is in this room. 42. Assassins  
The door to this room is barricaded from the inside (successful DC 12 Strength check to break through). No furniture is in the room. Eight **kobolds** have made this room their temporary home. They are evil to the core and were sent by their tribe to kill the kobolds working for Aagdrip (see **Locations 28–34**). One kobold has three +1 *arrows* and 55 gp.

#### 43. BATS

Bat guano covers the floor of this room. The smell is unbearable and moving inside might cause you to retch.

This room is home to a group of four **giant bats**. They escape the dungeon through a crack in the ceiling. The floor is covered in bat guano. No treasure is in this room.

#### 44. NEW TENANTS

A group of four **goblins** has taken this room as their lair. They barred the door from the inside to ward away invaders (successful DC 14 Strength check to break in). These goblins only recently invaded the dungeon. They each have their own room, but they mill about most of the day. The goblins have a total treasure of 39 gp and 780 sp.

#### 45. EMPTY ROOM

This room is empty

#### 46. STAIRS

The door to this chamber is missing. A wide staircase in the center of the room leads down into darkness.

This stair leads to **Location 35** on Level 2 of the dungeon. Milling about this area is dangerous, as monsters occasionally wander up or down the stair. Roll for wandering monsters once every 10 minutes.

#### 47. EMPTY ROOM

This room is empty.

#### 48. HELP!

Three dwarves, weapons drawn, stand near a door within this room. The dwarves are breathing heavily, as if they have just finished running.

When the characters enter this room, they see the three dwarves (as **bandits** with battleaxes) standing near the door to **Location 49**. The dwarves look as if they are ready for battle. They greet the characters and tell them that they cornered a bugbear in the next room, and that it has a load of treasure. They explain that they can't wait it out because the creature has allies in the dungeon who may come looking for it soon. This is all a lie. The dwarves are evil and allied with the bugbear. The dwarves seek to lure the characters into helping them, and then strike from behind as the bugbear attacks from the front! If the characters attack the dwarves, the bugbear at **Location 49** immediately comes to investigate. The dwarves have 412 ep.

#### 49. AMBUSH

A very cunning **bugbear** waits in this chamber to ambush whoever enters. It is in league with the dwarves in **Location 48**. It carries a sack with 34 pp.

#### 50. DUNGEON ENTRANCE

This area is not guarded.

#### 51. TRAP (LOCKED DOOR)

The door to this room is locked, requiring a successful DC 10 Dexterity check with thieves' tools to unlock. The room is empty of furnishings. A pressure plate linked to a javelin trap is set near the door to **Location 52**. **Javelins Trap:** detected with a successful DC 10 Intelligence (Investigation) check and disarmed with a successful DC 10 Dexterity check with thieves' tools. If triggered, three javelins shoot out at creatures within five feet of the pressure plate. Each targeted creature must succeed on a DC 10 Dexterity saving throw or take 1d6 piercing damage. No character is targeted by more than one javelin. If the trap is triggered, the orcs in **Location 52** are alerted.

#### 52. ORCS

Four bedrolls are stacked near the far wall of this chamber. Also, four packs are stacked nearby.



Four **orcs** occupy this room. These orcs came up from Level 2 on a spying mission. They attack any intruders. They have 88 ep.

### 53. SECRET TREASURE ROOM

Several broken barrels litter the floor of this room.

Two secret doors within this room lead to small chambers. Each may be found with a successful DC 12 Intelligence (Investigation) check. A sack filled with 300 gp is in one of the secret rooms. A **+1 shield** is on the ground next to the sack.

### 54. EMPTY ROOM

This room is empty.

### 55. MORE WEBS

The door to this room is in shambles on the floor. Inside, the room is covered with webs. It is impossible to see within.

A **giant spider** lives in this room. It attacks any intruders. A skeleton hanging in the webs still wears **+1 leather armor** and has a pouch with 30 pp.

### 56. DARKNESS

Complete darkness swallows all light from the hallway.

This room is shrouded in magical darkness. Six **skeletons** attack any who enter. They have no treasure.

### 57. THE TERROR

The smell of death escapes this room. The floor is littered with the remains of unrecognizable creatures, some gnawed to the bone. A foul, humanoid-looking creature hunches over a corpse, blood dripping from its maw.

A **ghoul** lives in this chamber. This foul creature is the most feared creature on this level of the dungeon. It roams and hunts at will. The corpses of various humanoids lie throughout the room. The ghoul has collected 780 cp, 800 sp, 250 gp, 41 pp, and two **spell scrolls** with *magic missile* and *sleep*.

### 58. EMPTY ROOM

This room is empty.





## 59. TELEPORTATION

A brass pedestal is set in the center of the room. A short sword that glows with a soft, blue light rests on the pedestal.

The sword is indeed magical; it is a **+1 shortsword** that radiates light in a 20-foot radius. **Teleportation Trap:** may not be detected without magical means; may be dispelled (DC 10) but not disarmed; a character who secures the sword must succeed on a DC 10 Wisdom saving throw or be teleported to **Location 61**.

## 60. TELEPORTATION

A brass chest is in the center of the room. Otherwise, the room is undecorated.

The chest is unlocked and contains a **cloak of protection**. **Teleportation Trap:** may not be detected without magical means; may be dispelled (DC 10) but not disarmed; a character who secures the cloak must succeed on a DC 10 Wisdom saving throw or be teleported to **Location 61**. This magical trap cannot be removed or discovered without magical means.

## 61. EMPTY ROOM

This room is empty.

## 62. HOPPING DEATH

This room is filled with strange plants and fungi. All seem abnormally large. A pool of water is fed by large cracks in the ceiling of the cavern.

A group of six **bullywugs** lives here and remains hidden behind the foliage in order to ambush intruders. The bullywugs often sell fish and mushrooms to other dungeon inhabitants. They worship their king (a troglodyte) at **Location 63**. The bullywugs' treasure is with their king.

## 63. KING

A stone throne is set in this chamber opposite the entry. Clam shells, fish bones, and the bones of animals or larger creatures are scattered across the floor. A massive creature with gray skin stands before the throne. It has fins on its back like a fish, but clawed hands and a lizard-like head. A horrific smell fills the room. A massive stone axe leans against the throne.

This foul **troglodyte** has the bullywugs (**Location 62**) convinced that he is their god-king. They worship him and keep him well-fed. He attacks any who enter and calls for aid; the bullywugs at **Location 62** arrive in two rounds. An unlocked chest contains 65 gp, 300 sp, 166 ep, 14 pp, a **potion of hill giant strength** and a **potion of speed**.





## LEVEL 2

To use the Random Dungeon Encounter Generator (RDEG), you need a full set of polyhedral dice (d4, d6, d8, d10, d12, d20) and a map. The following tables are all numbered (#) and cross-referenced throughout the RDEG. Each level has new tables that create more difficult and varied options as the dungeon levels progress. For example, a Level 1 dungeon trap usually inflicts less than 1d8 damage while a fifth-level dungeon trap might average 2d8 damage. Monsters increase in power, and treasures increase in value corresponding to the dungeon level.

To create a dungeon room encounter, a series of dice rolls is required. At any time, you may reroll or simply end the process if you feel the room encounter is satisfactory. To start the process, begin in **Section A, Chart 1: Room Contents** or **Chart 21: Corridor Contents**. Each chart further instructs you which chart to roll on next based on the result. Never feel locked into a die roll result. If it makes no sense, seems inconsistent, or if you just want something more or less, reroll.

When you complete rolling in **Section A**, proceed to **Section B** for room details, then **Section C** to determine creatures. Lastly, if necessary, go to **Section D** to determine treasure.

### IRREGULAR DICE

In some cases, you are asked to roll a non-standard dice, such as a d16. To generate this result, roll 1d6 and 1d8. If the result of the d6 roll is 4, 5, or 6, add 8 to the result of the d8. This same method is used to generate 1–24 using a d6 and a d12 (the d6 result adds 12 to the result instead of 8).

### SECTION A

Start by rolling 1d6 on the **Illumination Type** chart below. After the illumination type is determined, move to **Chart 1: Room Contents** or **Chart 21: Corridor Contents**. Proceed to **Section B** when the illumination and contents are completed.



## ILLUMINATION TYPE

d10	Result
1	<b>Brazier:</b> One per 40 square feet*
2–3	<b>Torch/Sconce:</b> One per 30 square feet
4–5	<b>Torch/Sconce:</b> One per 60 square feet*
6	<b>Lantern:</b> One per 60 square feet
7	<b>Lantern:</b> One per 90 square feet*
8–10	<b>No artificial illumination</b>

\* Due to the gap in light sources, a dimly lit/lightly obscured area is between light sources.

**Brazier:** Typically made of brass, these urn-like devices burn coals or some sort of fuel oil to generate light. Braziers cast bright light in a 10-foot radius and dim light in an additional 10-foot radius. A brazier in a 20-foot-square room fully illuminates the entire chamber; however, in a 30-foot-square room, the corners of the chamber are shadowy and dimly lit (assuming the brazier is set in the center of the room).

**Torch:** The standard torch burns for one hour, casts bright light in a 20-foot radius, and dim light in an additional 20-foot radius. Torches can be extinguished in high winds or damp (rain-like) conditions. A torch can be voluntarily extinguished using an action. A lit torch submerged in water (or most any liquid) is immediately extinguished and cannot be relit until properly dried (typically four to six hours in dry conditions).

**Lantern:** A lantern casts bright light in a 30-foot radius and dim light in an additional 30-foot radius. It remains lit for six hours (fully fueled with one oil flask). A lantern is easily extinguished (no action required). If submerged or exposed to significant water, it cannot be relit without replacing the oil. Lanterns are resistant to high winds and rain unless mechanically opened to expose the lit flame.

## CHART 1: ROOM CONTENTS

d20	Result
1	Statues (roll on <b>Chart 2: General Statues</b> )
2–3	Rotted furnishings (indistinguishable)
4	Rotted furnishings (barracks)
5	Rotted furnishings (library/office)
6	Rotted furnishings (leader's quarters)
7–9	No furnishings
10–12	Lair, furnishings match occupant
13–14	Religious (roll on <b>Chart 3: Religious [Room Type]</b> )
15	Military (roll on <b>Chart 5: Military [Room Type]</b> )
16	Prison (roll on <b>Chart 6: Prison [Room Type]</b> )
17	Arcane (roll on <b>Chart 7: Arcane [Room Type]</b> )
18	Stair (roll on <b>Chart 8: Stair [Room Type]</b> )
19	Fountain (roll on <b>Chart 9: Fountain, General</b> )
20	Special (roll on <b>Chart 11: Special I [Room Type]</b> )

**Rotted Furnishings:** The contents of this room are decayed and rotted beyond identification, or they are in such disrepair that they are unusable. Some chambers can be identified as to their original intent (barracks, library, etc.) but nothing within the chamber has actually survived. For example, a library's bookshelves and cabinets have collapsed, and any remaining books crumble at the touch or are waterlogged and simply fall apart.

**No Furnishings:** This room is empty of any furnishings or objects other than some possible detritus, the occasional vermin, vermin skeletons, cobwebs, puddles of dirty water, dust, broken weapons (unusable), etc.

**Lair Furnishings:** This chamber is the current lair of a creature. Whether the creature is present is determined in **Section B**. The content's contents and furniture are reflective of the occupant. For example, an owlbear's chamber might hold several piles of bones, a nest made of soft materials (cloth, straw), etc. A light source is not likely unless magically present.

The entries for statues, military, religious, prison, arcane, stair, fountain, and special have their own charts to roll on to further detail the chamber.

The entries for statues, military, religious, prison, arcane, stair, fountain, and special have their own charts to roll on to further detail the chamber.

## CHART 2: GENERAL STATUES

d8	Result
1	Statue of random monster (roll on <b>Chart 25: Monsters</b> )
2	Statue of non-human adventurer (roll on <b>Chart 27: Adventurer, Race</b> [reroll 8-9] and <b>Chart 28: Adventurer, Class</b> )
3	Statue of human adventurer (roll on <b>Chart 28: Adventurer, Class</b> )
4	Statue of humanoid (roll on <b>Chart 30: Humanoids</b> )
5	Statue of a god/goddess (roll on <b>Chart 29: God/Goddess</b> or GM selection)
6	Broken/defaced statue (roll 1d6 on this chart to determine type)
7	Statue, oracle (roll 1d6 on this chart to determine type)
8	Statue and one treasure

Statues generally are the same size as their subject matter.

**Oracle:** An oracle statue answers one question truthfully once per month. The statue must be addressed in its "native" tongue.

**Statue and treasure:** Treasure found with a statue is in addition to any other treasure determined while rolling for room contents.





### CHART 3: RELIGIOUS (ROOM TYPE)

d8	Result
1	Shrine
2	Desecrated shrine
3	Temple
4	Desecrated temple
5	Crypt (roll on <b>Chart 4: Crypt [Room Type]</b> )
6–7	Storage
8	Sacrificial altar

**Shrine:** This chamber has an object set in a place of prominence — often illuminated — that is dedicated to a specific deity or pantheon. If intelligent creatures are present, they are generally devotees of the deity and are either visiting, maintaining, or guarding the shrine. A shrine always includes some artifact of importance though not necessarily one of value.

**Desecrated Shrine:** Similar to a normal shrine, this chamber once was a place of reverence. It has been defiled and desecrated. If creatures are present, they may have desecrated the shrine, come to inspect the damage, and/or are looking for those responsible for the damage.

**Temple:** Typically found in a larger chamber, a temple is an active place of worship. It is often occupied by the appropriate worshippers and/or a shaman or cleric. The temple includes religious accoutrements such as an altar, pews, symbols of the deity, etc.

**Desecrated Temple:** This chamber has been savaged and damaged by physical force, fire, or both. Otherwise, it is identical to a normal temple. Identifying the original deity may be difficult. Desecrated temples have a propensity to be the lair of vengeful undead, usually former devotees of the temple.

**Crypt:** Roll on **Chart 4: Crypt (Room Type)**.

**Storage:** A religious faction used this room for storing items related to maintaining their nearby temple or shrine. Items may include spare robes, basic symbolic devices, additional chairs, wine/ale used in services, war paints, etc.

**Sacrificial Altar:** This chamber exudes evil, and a sacrificial altar, table, or similar device dominates the room. Dried blood is easily identifiable in the chamber. Urns or other containers may be located within the chamber and may hold internal organs and/or blood. A victim (alive) may be secured within the chamber as well as evil creatures that perform the sacrifice. An identifiable symbol of an evil deity is also present.

### CHART 4: CRYPT (ROOM TYPE)

d8	Result
1	Solitary coffin: empty; opened or unsealed
2	Solitary coffin: corpse; unopened, sealed
3	Multiple coffins: empty; opened or unsealed
4	Multiple coffins: corpse; unopened, sealed
5	Sarcophagus: sealed
6	Sarcophagus: unsealed
7	Mausoleum: sealed
8	Mausoleum: unsealed

**Coffin:** This simple burial device is made of wood and may have inscriptions detailing who was interred. They are typically nailed shut. Sealed coffins contain a single corpse that may be recently interred or decayed to nothing more than skeletal remains. To determine the type of creature interred, you can roll once on either **Chart 27: Adventurer, Race** or **Chart 30: Humanoids** to determine what type of corpse is present.

**Sarcophagus:** Typically made of stone, these burial devices are often used by humans. The lid of a sarcophagus is sealed with a cement-like compound. The lid is also extremely heavy. If sealed, the corpse within has some treasure as it was a person of significance in life.

**Mausoleum:** A mausoleum holds multiple small sarcophagi made of granite. The entrance to the mausoleum is singular and held closed by a complex lock (successful DC 14 [minimum] Dexterity check with thieves' tools). If the entrance is unsealed, the entire structure has likely been looted.

### CHART 5: MILITARY (ROOM TYPE)

d10	Result
1	Barracks, abandoned
2–3	Barracks, occupied
4	Barracks, empty
5	Leader's office
6	Commander's office
7–8	Storage
9	Weapons/armor storage
10	Weaponsmith/armorer

**Barracks:** This chamber contains beds/bunks/hammocks, etc., with accompanying furniture that includes tables, chairs, footlockers, wall lockers, shelving, and cabinets. If occupied, the containers hold various items such as clothing, spare weapons, spare armor, some minor treasures, etc. A light source, or multiple sources, are present.

**Leader's Office:** This room is a combined office and bedchamber used by a sergeant or similar type of leader. This creature, while not in complete command of troops, holds a position of authority and is responsible for daily operations of troops.

**Commander's Office:** This chamber is occupied by the highest-ranking leader of nearby troops. The commander may or may not be the same type of creature as its subservient troops. The chamber is lavishly decorated and contains fine furniture or decorations. It is possible the chamber is actually two or more rooms and includes an office, a treasury, a bedchamber, and a study.

**Storage:** This storage room, if the nearby barracks are occupied, is always locked and the key held by the leader and commander. The room's contents are a combination of dry goods, food, clothing, and general equipment.

**Weapons/Armor Storage:** This locked room contains additional weapons and armor used by the nearby troops. Containers holding additional ammunition for missile or hurled weapons are also present. Keys to this chamber are held by the weaponsmith/armorer, the leader, and the commander. The weapons within the chamber correspond to active occupants of the associated military complex or chambers. All weapons are stored



in wall racks, crates, barrels, etc.

**Weaponsmith/Armorer:** This room is either an active or abandoned smithy. The occupant(s) are trained in manufacturing/maintaining weapons and armor. The room contains all the equipment required to operate a smithy. Smoke from the furnace is vented via a crevice in the ceiling (which is why the chamber was selected for its purpose).

#### CHART 6: PRISON (ROOM TYPE)

d6	Result
1	Torture chamber
2–3	Guard post
4	Cell, empty
5	Cell, occupied
6	Cell, occupied (false)

A prison location is often located near a military, religious, or arcane room area. If any of the chambers are occupied, the entire area is illuminated by lanterns or torches (sconces).

**Torture Chamber:** This room is used to torture prisoners for information or sadistic pleasure. You may opt to roll twice for occupants for this chamber; one occupant is the prison staff and the other a current prisoner. The screams of victims can be heard up to 120 feet from this chamber (50% chance). The door to this room is typically locked at all times. The lead interrogator or nearby guards hold the keys. Roll on **Chart 31: Prisoner/Victim** to determine the prisoner.

**Guard Post:** Prison guards staff this area. It contains minor furniture (table and chairs), some weapons in racks, and is illuminated. Keys to the entire prison area are often found here.

**Cell, Empty:** The door to this room is locked. A dirty straw bed, manacles (attached to wall), and other detritus are inside.

**Cell, Occupied:** The door to this room is locked. A badly beaten prisoner (reduced to 1d4 hit points) is inside. Roll on **Chart 31: Prisoner/Victim** to determine the prisoner. Any equipment the prisoner once possessed is located at a nearby guard post or some other related chamber.

**Cell, Occupied (False):** This chamber conforms to the occupied cell description. However, the occupant is possibly working for the prison staff (gaining the confidence of other prisoners, etc.) or a member of a nearby enemy. Regardless, the prisoner attempts to gain the confidence of its rescuers but betrays them at the first opportunity (possibly by leading them into a trap). This false prisoner is injured (mostly superficial) for 1d3 hit points. Use the rogue statistic block found on **Chart 25: Monsters**.

#### CHART 7: ARCANES (ROOM TYPE)

d4	Result
1	Library
2	Study
3	Laboratory, chemical
4	Laboratory, test

A spellcaster of some type uses an arcane room for research. If the area is occupied, the spellcaster defends the chamber and summons minions from nearby chambers. These chambers, if occupied, are illuminated by magical light.

**Library:** Bookshelves hold volumes focused on basic magical research, conceptual theory, and historical selections. There is a 10% chance of discovering a book that includes an actual magical spell (one 1st-level spell, determine randomly).

**Study:** This chamber contains comfortable furniture (cushioned chair, couch, small table, side tables, mini-bar, etc.). A spellcaster uses this room to read and study books from a nearby library. The chamber is typically illuminated by a magical light and candles.

**Laboratory, Chemical:** A large table covered with numerous glass cylinders of varying shapes and sizes dominates this room. The contents of most are nonmagical in nature (90% chance). One container may act as a random magical potion (10% chance).

**Laboratory, Test:** A spellcaster uses this chamber to practice spells against various targets. The spellcaster may use a short, four- to five-foot-tall stone wall as a shield. A living prisoner may be manacled to a wall for spell experimentation (10% chance). Roll on **Chart 31: Prisoner/Victim** to determine the prisoner.

#### CHART 8: STAIR (ROOM TYPE)

d6	Result
1	Open stair up one level
2	Open stair down one level
3	Collapsed stair, no passage
4	Guarded stair up one level (roll on <b>Chart 25: Monsters</b> to determine creature type)
5	Guarded stair down one level (roll on <b>Chart 25: Monsters</b> to determine creature type)
6	Secret stair, exits dungeon complex

#### CHART 9: FOUNTAIN, GENERAL

d6	Magical/ Nonmagical?	Result
1	Nonmagical	Clear, cool water. Refreshing.
2	Nonmagical	Dingy, room temperature
3	Nonmagical	Algae-covered, dirty water. Drinking causes disease.
4	Nonmagical	Clear, hot water
5	Magical	Green-colored water (roll on <b>Chart 10: Fountain, Magical</b> )
6	Magical	Clear, cool water (roll on <b>Chart 10: Fountain, Magical</b> )



## CHART 10: FOUNTAIN, MAGICAL

d10	Result
1	Character regains all hit points.
2	Character's hit point maximum increases by one.
3	One random ability score of the character increases by one. Another random ability score decreases by one.
4	One random ability score of the character (in which they have saving throw proficiency) increases by one. Another random ability score (in which they do not have saving throw proficiency, if possible) decreases by one.
5	Player chooses one ability score of the character to increase by one and another ability score to decrease by one.
6	One random ability score of the character increases by one.
7	Character regains all hit points, and all diseases are removed.
8	Character is immune to poison until next dungeon level is reached.
9	Character must succeed on a DC 11 Constitution save or take 1d4 poison damage and become infected with lycanthropy (wererat).
10	Character automatically succeeds on their next saving throw to avoid being affected by lycanthropy.

Magical effects occur after consuming the liquid directly from the fountain. The water's magical properties are negated if the liquid is removed or transported from the fountain. Each character may gain only one magical effect from a specific magical fountain once per lifetime.

A character that becomes a lycanthrope is not aware of the curse until the next full moon. A *remove curse*, *greater restoration*, or *wish* spell negates this effect.

## CHART 11: SPECIAL I (ROOM TYPE)

d8	Result
1	Well
2	Collapsed*
3	Flooded*
4	Teleportation*
5	Elemental gate*
6	Abyssal gate*
7	Locked*
8	Locked and trapped**

\* Roll again on **Chart 1: Room Contents**

\*\* Roll on **Chart 1: Room Contents** and **Chart 19: Trap, Container/Statue/Treasure**

**Well:** A shallow well provides water to residents of the dungeon area. The door to this room is typically absent. A clean water spring or underground stream feeds the well.

**Collapsed:** The ceiling of this chamber collapsed. No passage is possible.

**Flooded:** This chamber is filled with 1d10 feet of water. The water is clear (30% chance), dirty (50% chance), or magically darkened (20% chance). Objects may float on the water's surface. Algae covers the walls of the chamber. Water drips from the ceiling, and minor amounts escape from tiny cracks under the waterline.

**Teleportation:** Merely by entering this room, a creature is teleported to a random location in the dungeon. This location can randomly change or be consistent. Typically, the teleportation functions only once every 20–50 minutes ( $[1d4 + 1] \times 10$ ). The destination location is not automatically another teleportation chamber (roll on **Chart 1: Room Contents** to determine the type of chamber the character arrives in).

**Elemental Gate:** A gate to one of the four elemental planes is open in the center of this chamber. Entering the gate transports any creature to the appropriate plane (roll 1d4: 1=Fire; 2=Air; 3=Earth; 4=Water). Elemental planes are not described in this book. A return gate is possibly located on the "other" side (50% chance).

**Abyssal Gate:** This gate is a passageway to the Abyssal Plane, the home of demons and the undead. The Abyssal Plane is not described in this book. A return gate is possibly located on the "other" side (50% chance).

## CHART 21: CORRIDOR CONTENTS

d8	Result
1	Trap (roll on <b>Chart 23: Trap, Corridor, Alcove, or Hall</b> )
2	Monster with one treasure
3	Monster with no treasure
4–6	Empty corridor
7	Treasure with trap
8	Special (roll on <b>Chart 22: Corridor, Special</b> )

## CHART 22: CORRIDOR, SPECIAL

d4	Result
1	Stairs up/exit
2	Stairs down (next level)
3	Collapsed stairs up (no passage)
4	Collapsed stairs down (no passage)



## SECTION B

In this section, you will determine if a monster, trap, and/or treasure is in the chamber or corridor. First, roll on **Chart 17: Room Detail**. **Section B** also details traps for any location. If a monster is included, move to **Section C** to randomly select a monster. If a treasure is included, go to **Section D** to determine treasure details.

**CHART 17: ROOM DETAIL**

d12	Result
1	Trap (roll on <b>Chart 20: Trap, Chamber Entrance</b> )
2–3	Monster with no treasure
4–5	Monster with one treasure*
6	Monster with two treasures*
7	Monster with three treasures*
8	Monster with one treasure; trapped**
9–10	No monster or treasure
11	Treasure*
12	Treasure, trapped**

\* Roll on **Chart 18: Treasure Container** to determine container type.

\*\* Roll on **Chart 18: Treasure Container** to determine container type and **Chart 19: Trap, Container/Statue/Treasure** for trap type.

**CHART 18: TREASURE CONTAINER**

d20	Result
1–2	Chest, no trap
3–4	Chest, no trap, locked
5	Chest, trapped*
6–7	Chest, trapped, locked*
8	Chest, no trap, hidden
9	Chest, no trap, locked, hidden
10	Chest, trapped, hidden*
11	Chest, trapped, locked, hidden*
12	Sack, hidden
13	Sack
14	Footlocker, locked
15	Secret compartment in floor
16	Secret compartment in wall
17	Secret compartment in wall, trapped*
18	Loose on floor or table
19	Hidden within furniture
20	Hidden inside pottery

\* Roll on **Chart 19: Trap, Container/Statue/Treasure** to determine trap type.

To locate hidden treasure, a character succeed on a DC 10 Intelligence (Investigation) check. Only one attempt is allowed.

**CHART 19: TRAP, CONTAINER/STATUE/TREASURE**

d10	Result
1	<b>Contact poison:</b> Succeed on a DC 11 Constitution save or take 1d12 poison damage. Detected with a successful DC 13 Intelligence (Investigation) check
2	<b>Contact poison:</b> Succeed on a DC 11 Constitution save or berserk 2d6 rounds. While berserk, use action to attack nearest creature; may repeat save at end of each turn. Detected with a successful DC 13 Intelligence (Investigation) check
3	<b>Poison needle:</b> Succeed on a DC 11 Constitution save or take 1d8 poison damage
4	<b>Poison needle:</b> Succeed on a DC 9 Constitution save or take 40 poison damage
5	<b>Dart:</b> 4 darts, succeed on a DC 11 Dexterity save for each or take 1d3 + 1 piercing damage
6	<b>Dart:</b> 2 darts, succeed on a DC 11 Dexterity save for each or take 1d3 + 1 piercing damage and succeed on a DC 11 Constitution save or be paralyzed for 10-30 minutes
7	<b>Falling block:</b> A stone falls from ceiling; succeed on a DC 13 Dexterity check or take 1d10 bludgeoning damage
8	<b>Electrical shock:</b> Make a DC 11 Dexterity save, taking 2d4 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 11 Intelligence (Arcana) check
9	<b>Flames:</b> All creatures within 10 feet make a DC 11 Dexterity save, taking 1d8 fire damage on a failure or half as much damage on a success
10	<b>Poisonous gas:</b> All creatures within 10 feet succeed on a DC 13 Constitution save or be paralyzed for 30 minutes; paralyzed creature may repeat the saving throw at the end of each of its turns, ending paralysis on itself on a success

Unless otherwise noted above, all traps may be detected with a successful DC 11 Intelligence (Investigation) check and disarmed with a successful DC 11 Dexterity check with thieves' tools.

**Contact Poison:** This poison is difficult to detect by normal means (senses). It is absorbed through bare skin and very potent.

**Poison Needle:** This type of trap is found only within a container, lock, or enclosed space (chest, urn, clay pot, footlocker, etc.). The needle automatically hits but inflicts no damage, just a pinprick. The target creature is automatically subject to the poison attack.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Electrical Shock:** The trapped object releases a magical electrical shock. Only one target is affected.



**Flames:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Poisonous Gas:** A cloud of deadly gas billows from the trapped object and affects all within a radius described above.

CHART 20: TRAP, CHAMBER ENTRANCE

d8	Result
1	<b>Dart:</b> 4 darts, succeed on a DC 11 Dexterity save for each or take 1d3 + 1piercing damage
2	<b>Dart:</b> 2 darts, succeed on a DC 11 Dexterity save for each or take 1d3 + 1 piercing damage and succeed on a DC 11 Constitution save or be paralyzed for 10-30 minutes
3	<b>Falling block:</b> A stone falls from ceiling; succeed on a DC 13 Dexterity check or take 1d10 bludgeoning damage
4	<b>Electrical shock:</b> Make a DC 11 Dexterity save, taking 2d4 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 11 Intelligence (Arcana) check.
5	<b>Flames:</b> All creatures within 10 feet make a DC 11 Dexterity save, taking 1d8 fire damage on a failure or half as much damage on a success
6	<b>Loud gong:</b> Roll for wandering monster
7	<b>Blade:</b> Succeed on a DC 11 Dexterity save or take 1d8 + 1 slashing damage from a slicing blade
8	<b>Javelins:</b> 1d4 javelins, succeed on a DC 11 Dexterity save for each or take 1d6 piercing damage

Unless otherwise noted above, all traps may be detected with a successful DC 11 Intelligence (Investigation) check and disarmed with a successful DC 11 Dexterity check with thieves' tools.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object. Darts target random creatures within five feet of the trap. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Electrical Shock:** The trapped object releases a magical electrical shock. Only one target is affected.

**Flames:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Loud Gong:** A loud siren erupts for 1d4 rounds. For each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

**Blade:** A large, slicing blade strikes the creature that triggered the trap. The trap automatically resets.

**Javelins:** 1d4 javelins launch from a nearby wall. Javelins target random creatures within five feet of the triggered trap.

CHART 23: TRAP, CORRIDOR, ALCOVE, OR HALL

d8	Result
1	<b>Dart:</b> 4 darts, succeed on a DC 11 Dexterity save for each or take 1d3 + 1piercing damage
2	<b>Dart:</b> 2 darts, succeed on a DC 11 Dexterity save for each or take 1d3 + 1 piercing damage and succeed on a DC 11 Constitution save or be paralyzed for 10-30 minutes
3	<b>Falling block:</b> Stone falls from ceiling; succeed on a DC 13 Dexterity check or take 1d10 bludgeoning damage
4	<b>Pit:</b> A 10-foot-by-10-foot covered trap, 10 feet deep; succeed on a DC 11 Dexterity save or take 1d6 bludgeoning damage from falling in
5	<b>Pit:</b> A 10-foot-by-20-foot covered trap, 10 feet deep; succeed on a DC 11 Dexterity save or take 1d6 bludgeoning damage from falling in
6	<b>Loud Gong:</b> Roll for wandering monster
7	<b>Blade:</b> Succeed on a DC 11 Dexterity save or take 1d8 + 1 slashing damage from a slicing blade
8	<b>Javelins:</b> 1d4 javelins, succeed on a DC 11 Dexterity save for each or take 1d6 piercing damage

Unless otherwise noted above, all traps may be detected with a successful DC 11 Intelligence (Investigation) check and disarmed with a successful DC 11 Dexterity check with thieves' tools.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object at a random creature within five feet of the trap/treasure. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Pit:** These traps come in various sizes (width x length). All those in the pit's area may fall and take damage. Pits are covered and appear as the floor type found in that area.

**Loud Gong:** A loud siren erupts for 1d4 rounds. For each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

**Blade:** A large, slicing blade strikes the creature that triggered the trap. The trap automatically resets.

**Javelins:** 1d4 javelins launch from a nearby wall. Javelins target random creatures within five feet of the triggered trap.

SECTION C

In this section, you will roll to determine creatures present at the desired location. You will first roll on **Chart 24: Monster Reaction Roll** to determine the creature's reaction to any given situation. Next, roll on **Chart 25: Monsters** to determine the creature type. When you complete this section, move to **Section D**, if applicable, to determine any treasure found. If no treasure is included, this location is complete.



## CHART 24: MONSTER REACTION ROLL

d8	Result
1	Monster is new to area. Intelligent monsters attempt to talk to party to gain advantage.
2	Monster is simply passing through chamber and investigates the area.
3	Monster attempts to ambush party or other monsters in the area.
4–5	Monster has taken up residence in the chamber and uses it as its base of operations and lair. May be allied with neighboring monsters. Chamber “furnished,” if appropriate.
6	Monster aggressively attempts to gain a new lair or steal from others. Very aggressive.
7	Monster is looking for an ally to attack an enemy. It may join forces with party to accomplish this task.
8	Monster attempts to ambush party.

## CHART 25: MONSTERS

The following chart provides 100 monster entries, of which approximately 75 are unique. In some cases, several monsters are repeated on the chart. This is simply due to the fact of the limitation of reasonable monsters that would be encountered in a dungeon environment, and these creatures are appropriate for Level 2 of the dungeon. Yes, we know this is artificial, but balance is a thing in any game. Some creatures are significantly more powerful than others, and therefore this chart includes a wide variety of creature types.

When stocking your dungeon with these creatures, and a resulting roll seems incongruous with a nearby creature or locale feature, simply reroll. Always keep in mind, however, that even if a “strange” die roll result occurs, there is always some reason why it could be consistent with the result. For examples, please read the sample dungeon below.

d100	Result
1	Orc (1d6)
2	Troglodyte (1d3)
3	Kobold (3d4)
4	Centipede, Giant (1d6)
5	Centipede, Giant Black (1d6) (see Appendix I: New Monsters)
6	Cave Crawler (1) (see Appendix I: New Monsters)
7	Spider, Giant (1d2)
8	Swarm of Spiders (1d3)
9	Tick, Giant (1d2) (see Appendix I: New Monsters)
10	Stirge (1d4)
11	Gnoll (1d4)
12	Human Fighter 2 (1) (see Appendix II: NPCs)
13	Shrieker (1d2)
14	Skeleton (1d8)

d100	Result
15	Hobgoblin (1d4)
16	Goblin (1d8+2)
17	Rat, Giant (3d4)
18	Zombie (1d4)
17	Bandit (1d4+2) (one has <i>dust of sleeping</i> [see Appendix III: New Magic Items])
18	Ant, Giant (1d3) (see Appendix I: New Monsters)
19	Berserker (1d3) (with 30 [4d8 + 12] hit points each and Challenge Rating 1)
20	Dwarf (1d6+1) (statistics of a <b>guard</b> with a battleaxe)
21	Bugbear (1d2)
22	Beetle, Giant Fire (1d2)
23	Ghoul (1)
24	Bat, Giant (1d4)
25	Snake, Giant Poisonous (1)
26	Bullywug (2d4)
27	Dark Creeper (1) (see Appendix I: New Monsters)
28	Ogryn (1d2) (see Appendix I: New Monsters)
29	Land Lamprey (1d3) (see Appendix I: New Monsters)
30	Snake, Giant Constrictor (1)
31	Human Cleric 2 (1) (see Appendix II: NPCs)
32	Axe Beak (1)
33	Spider, Giant Wolf (1d6)
34	Human Druid 2 (1) (see Appendix II: NPCs)
35	Ghoul (1)
36	Fly, Robber (1) (see Appendix I: New Monsters)
37	Lizard, Giant (1)
38	Green Slime (1) (see Appendix I: New Monsters)
39	Grimlock (1d4)
40	Living Statue, Crystal (1) (see Appendix I: New Monsters)
41	Bat, Giant Fire (1d3) (see Appendix I: New Monsters)
42	Crab, Giant (1)
43	Swarm of Necrotic Rats (1) (see Appendix I: New Monsters)
44	Ogre (1)
45	Beetle, Giant Oil (1d2) (see Appendix I: New Monsters)
46	Spider, Giant Crab (1d2) (statistics of a <b>giant spider</b> whose poison does 13 [2d12] poison damage)
47	Living Statue, Iron (1) (see Appendix I: New Monsters)
48	Golem, Wood (1) (see Appendix I: New Monsters)
49	Elf, Drow (1d3+1)
50	Elf, Drow Acolyte (1d2) (statistics of an <b>acolyte</b> with drow’s <i>fey ancestry</i> , <i>sunlight sensitivity</i> , and <i>innate spellcasting</i> traits)



d100	Result
51	<b>Elf, Drow Apprentice (1d2)</b> (statistics of an <b>apprentice</b> [see <b>Appendix I: New Monsters</b> ] with drow's <i>fey ancestry, sunlight sensitivity, and innate spellcasting traits</i> )
52	<b>Duergar (1d3)</b>
53	<b>Grimlock (1d4)</b>
54	<b>Harpy (1d2)</b>
55	<b>Lizardfolk (1d4)</b>
56	<b>Dread (1d3)</b> (see <b>Appendix I: New Monsters</b> )
57	<b>Shadow (1d3)</b>
58	<b>Ghast (1)</b>
59	<b>Skeleton, Abyssal (1d3)</b> (see <b>Appendix I: New Monsters</b> )
60	<b>Vampire, Spawn (1d2)</b>
61	<b>Gelatinous Cube (1)</b>
62	<b>Green Slime (1)</b> (see <b>Appendix I: New Monsters</b> )
63	<b>Hell Hound (1)</b>
64	<b>Hyena, Giant (1d2)</b>
65	<b>Rust Monster (1)</b>
66	<b>Wasp, Giant (1d8)</b>
67	<b>Yellow Mold (1)</b> (see <b>Appendix I: New Monsters</b> )
68	<b>Human Sorcerer 2 (1)</b> (see <b>Appendix II: NPCs</b> )
69	<b>Mud Creeper (1)</b> (see <b>Appendix I: New Monsters</b> )
70	<b>Orc (1d6)</b>
71	<b>Troglodyte (1d3)</b>
72	<b>Kobold (3d4)</b>
73	<b>Human Monk 2 (1)</b> (see <b>Appendix II: NPCs</b> )
74	<b>Centipede, Giant (1d6)</b>
75	<b>Cave Crawler (1)</b> (see <b>Appendix I: New Monsters</b> )
76	<b>Spider, Giant Wolf (1d2)</b>
77	<b>Gnoll (1d4)</b>
78	<b>Skeleton (1d8)</b>
79	<b>Human, Wizard 2 (1)</b> (see <b>Appendix II: NPCs</b> )
80	<b>Hobgoblin (1d4)</b>
81	<b>Goblin (1d8+2)</b>
82	<b>Human Paladin 2 (1)</b> (see <b>Appendix II: NPCs</b> )
83	<b>Zombie (1d4)</b>
84	<b>Berserker (1d3)</b> (with 30 [4d8 + 12] hit points each and Challenge Rating 1)
85	<b>Beetle, Giant Fire (1d2)</b>
86	<b>Human Ranger 2 (1)</b> (see <b>Appendix II: NPCs</b> )
87	<b>Rat, Giant (3d4)</b>
88	<b>Dwarf (1d6+1)</b> (statistics of a <b>guard</b> with a battleaxe)
89	<b>Human Rogue 2 (1)</b> (see <b>Appendix II: NPCs</b> )
90	<b>Ogron (1d2)</b> (see <b>Appendix I: New Monsters</b> )
91	<b>Spider, Giant Wolf (1d6)</b>

d100	Result
92	<b>Ghoul (1)</b>
93	<b>Dwarf Fighter 2 (1)</b> (see <b>Appendix II: NPCs</b> )
94	<b>Fly, Robber (1)</b> (see <b>Appendix I: New Monsters</b> )
95	<b>Half Orc Barbarian 2 (1)</b> (see <b>Appendix II: NPCs</b> )
96	<b>Elf Fighter/Wizard 2 (1)</b> (see <b>Appendix II: NPCs</b> )
97	<b>Gnome Warlock 2 (1)</b> (see <b>Appendix II: NPCs</b> )
98	<b>Halfling Ranger/Rogue 2 (1)</b> (see <b>Appendix II: NPCs</b> )
99	<b>Half-Elf Bard 2 (1)</b> (see <b>Appendix II: NPCs</b> )
100	Adventuring party (see below).

## ASSOCIATED CREATURES

In some cases, when a creature is generated, other creatures may be in the immediate area that are associated, friendly, or adversarial with that creature. Several factors indicate whether associated creatures may be present such as locale (map), the result of **Chart 24: Monster Reaction Roll**, etc. Below are some creatures that may have creature associations. Note, these tables are not definitive or absolute, but provide inspiration for encounter areas within your dungeon.

## NPCs AND AN ADVENTURING PARTY

Each type of character class is included in the chart. Generally, when encountered, these NPCs (Non-Player Characters) are good in alignment and do not act aggressively toward the characters unless provoked or attacked. These NPCs have a variety of reasons for existing within the dungeon (see **Chart 25A: NPC Motivation**). The Challenge Rating of the NPCs varies with the level of the dungeon. However, starting at Dungeon Level 8, the NPCs stop getting a higher Challenge Rating. When an NPC is generated, roll a set of percentile dice. If the result is equal to or less than the dungeon level x 10, the NPC is evil and may have minions in the area. If minions are included, roll 1d6 with the result indicating the number of rolls on **Chart 25: Monsters** required to generate the minions. For example: On Level 3, a wizard is generated. Therefore, there is a 30% chance the NPC is evil and another 30% chance it has 1d6 minion types in the area.

## CHART 25A: NPC MOTIVATION

d4	Result
1	Revenge
2	Spy
3	Quest
4	Lost

**Revenge:** The NPC entered the dungeon on a mission of revenge. Some creature within the dungeon wronged the NPC (killed a friend, stole an object, etc.). The NPC joins the characters if they agree to help in his mission. The NPC may join the characters indefinitely if the result is favorable.



**Spy:** The NPC was hired to spy on a specific creature within the dungeon. This target is always an intelligent creature and typically a humanoid or evil NPC.

**Quest:** The NPC entered the dungeon as a result of a quest. Typically, the NPC is in search of a specific object (typically a magic item). The item is to be returned to the NPC's "employer."

**Lost:** The NPC became separated from an adventuring party or may be the lone survivor of a defeated party.

To create an adventuring party, roll 1d4+1. This is the total number of NPCs in the adventuring party. Select or roll to determine each NPC from among entries 85-99 on **Chart 25: Monsters**. Lastly, roll on **Chart 25B: Alignment** to determine the alignment of the adventuring party. You may roll on **Chart 24: Monster Reaction Roll** to determine the motivation of the party or simply make one up of your own.

### CHART 25B: ALIGNMENT

d10	Result
1	Chaotic Evil
2	Chaotic Good
3	Chaotic Neutral
4	Lawful Evil
5	Lawful Good
6	Lawful Neutral
7	Neutral Evil
8	Neutral Good
9-10	Neutral

## SECTION D

This section provides 100 random treasures. These treasures are located in the container determined in **Section B, Chart 18: Treasure Container**. If no container is present, the treasure is considered to be loosely distributed in the chamber.

### CHART 26: TREASURE

d100	Result
1	62 gp
2	280 sp
3	650 cp
4	98 ep
5	18 pp
6	5 gems (10 gp each)
7	Gold ring (150 gp)
8	Six small pearls (20 gp each)
9	<b>+1 shortsword</b>
10	170 gp
11	900 sp
12	86 ep
13	<b>Spell scrolls: sleep and hold portal</b>

d100	Result
14	<b>+1 sword</b> (GM's choice)
15	Silver necklace (90 gp)
16	840 cp
17	<b>+1 shield</b>
18	<b>Potion of healing</b>
19	27 pp
20	85 gp
21	<b>+1 crossbow bolt</b> (20)
22	250 gp
23	280 ep
24	560 cp
25	600 sp
26	Eight small emeralds (50 gp each)
27	59 gp
28	300 sp
29	11 pp
30	<b>Wand of light</b> (see <b>Appendix III: New Magic Items</b> )
31	140 sp
32	100 gp
33	<b>+1 quarterstaff</b>
34	Gold brooch inset with sapphires (750 gp)
35	380 cp
36	125 sp
37	12 gp
38	One small diamond (450 gp)
39	Vial of holy water
40	<b>Bracers of defense</b>
41	90 gp
42	736 sp
43	212 ep
44	<b>Dust of sleeping</b> (see <b>Appendix III: New Magic Items</b> )
45	500 sp
46	44 gp
47	<b>+1 leather armor</b>
48	70 gp
49	42 cp
50	51 pp
51	Three small rubies (45 gp each)
52	<b>Potion of fire breath</b> (see <b>Appendix III: New Magic Items</b> )
53	98 sp
54	66 ep
55	Gold bracelet (95 gp)
56	<b>Spell scrolls: cure wounds</b> (x3)
57	76 gp



d100	Result
58	452 sp
59	80 cp
60	42 gp
61	66 pp
62	21 small pieces of ivory (5 gp each)
63	<i>Figurine of wondrous power (onyx dog)</i>
64	<b>+1 plate armor</b>
65	12 ep
66	350 gp
67	590 cp
68	80 sp
69	50 pp
70	<i>Ring of protection</i>
71	<i>Potion of flying</i>
72	223 gp
73	1,800 sp
74	4,000 cp
75	312 ep
76	7 pp
77	<i>Spell scroll: locate object</i>
78	Platinum ring (280 gp)
79	<b>+1 handaxe</b>
80	100 gp
81	2 pp
82	Four pieces of jade (55 gp each)
83	<i>Spell scroll: find traps</i>
84	88 gp
85	56 ep
86	24 sp
87	100 cp
88	<b>+1 battleaxe</b>
89	<i>Spell scrolls: unseen servant x2</i>
90	22 gp
91	33 pp
92	60 sp
93	42 ep
94	Two small sapphires (100 gp each)
95	Gold necklace inset with small rubies (650 gp)
96	61 gp
97	114 ep
98	<i>Scale slayer longsword</i> (see <b>Appendix III: New Magic Items</b> )
99	82 pp
100	300 gp

**Armor:** Roll on **Chart 27: Adventurer, Race** to determine size of armor.

## SPECIAL CHARTS

### CHART 27: ADVENTURER, RACE

d10	Result
1	Dragonborn
2	Dwarf
3	Elf
4	Gnome
5	Half-Elf
6	Half-Orc
7	Halfling
8–9	Human
10	Tiefling

### CHART 28: ADVENTURER, CLASS

d12	Result
1	Barbarian
2	Bard
3	Cleric
4	Druid
5	Fighter
6	Monk
7	Paladin
8	Ranger
9	Rogue
10	Sorcerer
11	Warlock
12	Wizard

### CHART 29: GOD / GODDESS

d10	Result
1	Zeus
2	Hera
3	Athena
4	Hermes
5	Hestia
6	Poseidon
7	Hades
8	Orcus
9	Daemogor
10	Baelor



## CHART 30: HUMANOIDS

d12	Result
1	Kobold
2	Orc
3	Goblin
4	Hobgoblin
5	Gnoll
6	Elf, Drow
7	Duergar
8	Bugbear
9	Lizardfolk
10	Sahuagin
11	Grimlock
12	Merfolk

## CHART 31: PRISONER/VICTIM

d12	Result
1	Noble/Military Commander
2	Lesser Nobility
3–4	Militia/Caravan Guard/Soldier
5	Merchant
6–7	Villager
8–9	Adventurer (roll on <b>Chart 27: Adventurer, Race</b> and <b>Chart 28: Adventurer, Class</b> )
10–12	Humanoid (roll on <b>Chart 30: Humanoids</b> )

In general, prisoners and victims are in poor condition. They are injured, severely malnourished, dehydrated, beaten, etc. Without significant rest and/or magical healing, they are unable to perform actions other than basic movement and communication. The victim may know some information about his or her captors other than basic knowledge (who/what they are) (25% chance). Such information includes descriptions of leaders, motivations, plans, etc.

**Noble/Military Commander:** This prisoner is a person of significant importance. Typically wealthy and well-educated, the prisoner can offer a significant reward for his/her freedom. There is an 80% chance they have the statistics of a **noble** and a 20% chance the person is an adventurer (though not actively adventuring). Consult **Chart 27: Adventurer, Race** and **Chart 28: Adventurer, Class**.

**Lesser Nobility:** This person is a prominent person and generally wealthy. They are often emissaries, ambassadors, minor military commanders, local leaders, etc. There is an 80% chance they have the statistics of a **noble** and a 20% chance the person is an adventurer (though not actively adventuring). Consult **Chart 27: Adventurer, Race** and **Chart 28: Adventurer, Class**.

**Militia/Caravan Guard/Soldier:** This person is generally human, but other races are possible. Use the statistics of a **guard** with no weapons or armor.

**Merchant:** Captured during a raid, this merchant can pay a reward for his or her rescue equal to 100 gp/level of the dungeon.

**Villager:** This **commoner** has little to offer the party and can reward rescuers only with 5 gp/level of the dungeon. If injured in battle, they seek to flee immediately. They will not engage any creature larger than themselves.

## SAMPLE DUNGEON

This sample dungeon is designed for a party of 2nd-level characters. All the rooms are keyed—filled with monsters and/or a short description. There is no specific storyline behind this dungeon crawl other than it is Level 2 of a massive underground complex. Who built it and why has been lost through the passage of time. It is now inhabited by various monsters that vie for control of small sections of the dungeon. There are some shaky alliances and ongoing feuds. Allegiances, evil temples, forgotten crypts, and nefarious villains are found deeper in the dungeon. Some of the monsters on this level are hired as mercenaries by far more dangerous creatures below to perform minor tasks or to conduct raids on the surface. The creatures of this level have no information on what lies below, but they have a 20% chance of knowing about a specific area on Level 1.

Defeated monsters either retreat out of the dungeon or down to the next level. If the characters make successive raids, rooms may be restocked or remain empty. Stair locations to Level 1 and Level 3 are in **Locations 3** and **35**.

A large portion of this dungeon is operated by an evil priest in the service of Daemogor. He has numerous minions. The priest is attempting to impress other leaders that reside farther down in the dungeon.

### 1. DUNGEON ENTRANCE

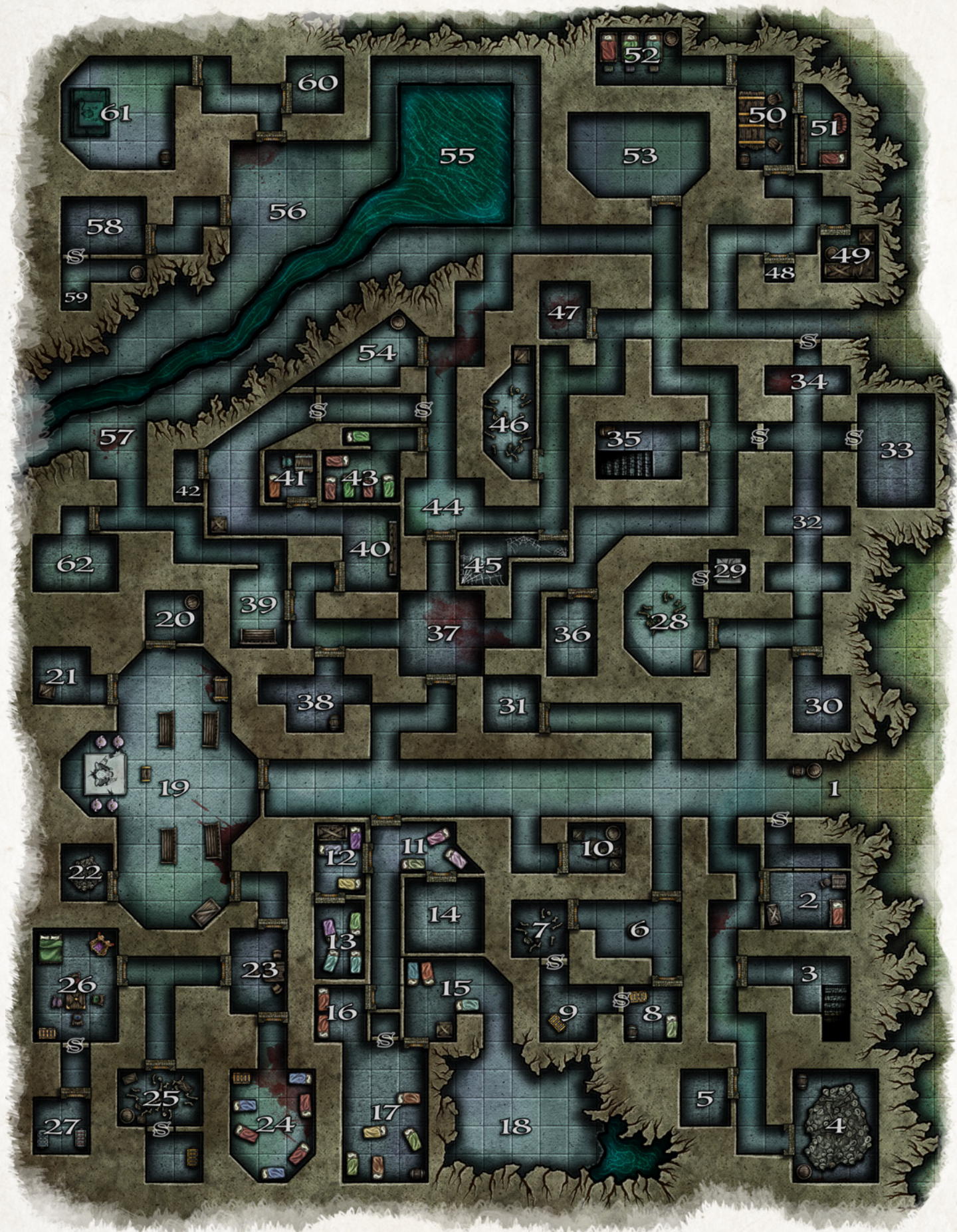
The mountain path turns a final corner, and you see a large ledge area. A wide, carved hall enters the mountainside from the back of the ledge. Four kobolds are camped around the entrance. They secure their weapons and quip angry sounds.

These four **kobolds** are lookouts for the evil priest at **Location 19**. They have a small fire, several logs they use as seats, and a single small barrel of water. They generally avoid combat and retreat to **Location 19** to notify the priest of any activity. They carry a total of 80 cp in pouches.

### 2. THE SPY

This room is slovenly kept with a large straw bed against the south corner. A few sacks hang from the ceiling near the bed. Bones litter the floor around a small table and chair set. A keg and a single wooden mug rest on the table.







A **bugbear** uses the secret chamber attached to this room to spy on those who enter this level of the dungeon. He also has a spyhole in his door so he can see anyone coming from the stairs. The bugbear sells information to the more powerful denizens of this level or to whoever has the gold to pay. On occasion, he ambushes weak intruders. The sacks hold food, three waterskins, and his treasure: 62 gp, 98 sp, and 380 cp.

### 3. STAIRS

These stairs lead to **Location 12** on Level 1. The stairs continue down to Level 3.

### 4. VERMIN

The door to this room is missing. Piles of trash cover the entire floor.

The room is used as a trash dump for those who dwell in the western area of the dungeon. A group of 10 **giant rats** has taken up residency. They ignore those who do not enter more than five feet into the room. A **+1 shield** is beneath the trash.

### 5. EMPTY

This room is empty.

### 6. NOISE

A large, 50-gallon barrel is in the center of the room. Otherwise, the chamber is empty.

A **shrieker** is hidden inside the barrel. The barrel has no bottom and if moved or lifted, the shrieker erupts into alarm. The ear-splitting wail brings creatures residing in **Locations 7** and **8** to investigate.

### 7. MERCENARIES

Bedrolls are neatly organized around this room. A long table with mismatched chairs occupies the center of the chamber. A small iron stove sits near the table.

These eight **goblins** work as mercenaries for the priest at **Location 19**. They only recently moved into this room and have not acquired appropriate barracks furniture. The goblins are closely allied with the orcs in **Location 8**. They have a total of 98 ep hidden under a loose stone beneath the oven. The goblins have not found the secret door to **Location 9**.

### 8. MORE MERCS

Four beds line the walls of the chamber. Each is separated by stained and tattered sheets that hang from the ceiling. Four cushioned but well-worn chairs surround a small fire pit in the center of the room. Several barrels and wooden boxes are near the chairs.

These four **orcs** work as mercenaries for the evil priest in **Location 19**. They are allied with the goblins in **Location 7**. The orcs have 85 gp in a trapped chest. **Falling Block Trap:** detected with a successful DC 11 Intelligence [Investigation] check; disarmed with a successful DC 11 Dexterity check with thieves' tools; if triggered, a stone falls from the ceiling, and the triggering creature must succeed on a DC 11 Dexterity saving throw or take 1d8 bludgeoning damage. The orcs are unaware of the secret door to **Location 9**.

### 9. SECRET TREASURE

A single, dust-covered chest rests in the center of this room.

This secret room contains a very dust-covered chest which is trapped. **Flames Trap:** detected with a successful DC 11 Intelligence (Investigation) check; disarmed with a successful DC 11 Dexterity check with thieves' tools; if triggered, flames shoot forth, and all creatures within 10 feet must make a DC 11 Dexterity saving throw, taking 1d6 fire damage on a failure or half as much damage on a success. The chest contains 100 gp and two **spell scrolls: unseen servant** (x2).

### 10. ARMORY

This door is locked.

This room serves as the armory for the evil priest. The door is locked. Several weapons racks and crates are inside. Numerous weapons (your choice) are in average shape, and six boxes of arrows (60 each) can be discovered. None are magical.

### 11. KOBOLDS

These four **kobolds** work directly for the evil priest in **Location 19**. They are resting unless warned. Each kobold wears a pouch containing 14 ep.

### 12. KOBOLDS

These four **kobolds** work directly for the evil priest in **Location 19**. They are resting unless warned. This group has amassed 756 sp that they hide within a cask.



### 13. KOBOLDS

---

These four **kobolds** work directly for the evil priest in **Location 19**. They are resting unless warned. A locked iron box holds 42 gp.

### 14. KOBOLDS

---

These four **kobolds** work directly for the evil priest in **Location 19**. They are resting unless warned. This group hid 300 sp in the urns.

### 15. KOBOLDS

---

These four **kobolds** work directly for the evil priest in **Location 19**. They are resting unless warned. They have 590 cp in total in three sacks lying in the open by the fire pit.

### 16. KOBOLDS

---

The kobolds who live here are on guard duty at **Location 1**. These kobolds work directly for the evil priest in **Location 19**.

### 17. TOUGH GUYS

---

These two **gnolls** are in charge of the kobolds and work directly for the evil priest in **Location 19**. They have 90 gp in a sack under a loose stone.

### 18. WATER

---

The evil priest and his minions use this room to collect fresh water. The **giant crab** ignores anyone who throws it scraps of food. If not fed, it attacks. No treasure is in this room.

### 19. FOLLOWER OF DAEMOGOR

---

An evil human **acolyte** operates this temple to his patron god, Daemogor. He also recruited many humanoids to help raid towns near the dungeon. He is a very evil man, but also smart. He may attempt to bargain with the characters (by asking them to eliminate monsters in the northern section of the dungeon). When the characters return for their reward, he will have set an ambush. If he feels threatened, he calls his undead minions from **Locations 21** and **22**. He also sounds a gong near the altar (west alcove) that summons aid from **Locations 23–25**. A trapped (roll for trap) chest beneath the altar holds 280 ep, 59 gp, 280 cp and eight small emeralds worth 50 gp each.

### 20. FOOD

---

The door to this room is locked. This is the storage room for the temple. At this time, it is mostly empty and only some food is stored here.

### 21. WALKING DEAD

---

These six **zombies** obey the commands of the priest in **Location 19**. They have no treasure. They cannot be turned while in the temple area (**Location 19**).

### 22. BONES

---

These six **skeletons** obey the commands of the priest in **Location 19**. They have no treasure. They cannot be turned while in the temple area (**Location 19**).

### 23. MINIONS

---

These four **bandits** work for the evil cleric at **Location 19**. They are currently eating as this is the temple's kitchen and dining area. Their chamber is at **Location 24**. It takes them two rounds to retrieve their gear and come to the aid of the cleric in the temple (**Location 19**).

### 24. MORE MINIONS

---

This is the chamber of the **bandits** (two present) who work for the evil cleric. Six beds are here (four bandits are at **Location 23**). A large chest is locked (not trapped) and holds their wealth of 86 ep and 44 gp.

### 25. POISON

---

This room is littered with broken furniture and debris. The evil priest trains the four **giant centipedes** within to attack any who enter other than him. The secret door leads to a small room that holds a large chest. The priest uses it to hold his payroll. The chest holds 1,800 sp, 650 cp, 212 ep, 100 gp and 7 pp.

### 26. BEDCHAMBER

---

The door to this room is locked. This chamber belongs to the evil cleric at **Location 19**. It is ornately decorated, but nothing seems to match. Most of the furniture and decorations were obtained by raiding villages around the dungeon. A locked footlocker holds 12 gp and 18 pp. A *wand of light* (see **Appendix III: New Magic Items**) is in a false bottom in the footlocker.

### 27. TREASURE

---

This is the evil cleric's main treasure room. He also uses it as a hiding place if his forces are defeated. There are two chests, and both are trapped (roll for trap) but not locked. One contains 170 gp and the other holds a gold bracelet worth 95 gp, 50 pp, and a *potion of healing*.

### 28. FEEDERS

---

The door to this room is wedged open. The five **giant fire beetles** discovered the corpse of a bullywug here and are feeding. They attack if disturbed.





## 29. THE GIFT

This room contains a statue of a human fighter. The statue is made completely of stone, but it holds a real **+1 longsword**. The statue gives the sword to any who speak the fighter's name, which is Crestin. The name can be found at **Location 31**. The statue cannot be harmed. If a character attempts to take the sword, the statue strikes out with it (*Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 7 [1d8 + 3] slashing damage) It attack only once unless a character persists in trying to take the sword.

## 30. EMPTY ROOM

This room is empty. The door is locked, however.

## 31. CRESTIN

The door to this room is locked. The room is trapped. A painting of a regal warrior hangs on the wall opposite the door. The name "Crestin" is painted below the figure. **Electrical Shock Trap**: detected with a successful DC 11 Intelligence (Arcana)

check; disarmed with a successful DC 11 Dexterity check with thieves' tools; creature triggering the trap must make a DC 11 Dexterity save, taking 1d8 lightning damage on a failure or half as much damage on a success.

## 32. TRAP

This hallway is trapped with a pit trap at the first set of alcoves from the east. **Pit Trap**: detected with a successful DC 11 Intelligence (Investigation) check; disarmed with a successful DC 11 Dexterity check with thieves' tools; characters who fall into the 10-foot deep, 10-foot-by-10-foot covered trap take 1d6 bludgeoning damage.

## 33. RESTING SPOT

Dust covers the floor of this chamber, and it appears to have been left undisturbed for some time.

This secret room is empty. If the characters rest here, there is no chance of a wandering monster.



## 34. WASTE

The door to this room is broken and hangs open. Dust and small piles of waste cover the floor.

This room is empty. The waste is from giant rats that scavenge the dungeon.

## 35. STAIRS

The door to this room is severely damaged and hangs open. It will not close. A set of stairs leads to **Location 46** on Level 1 and to **Location 39** on Level 3.

## 36. CUBE

The gelatinous cube that follows is only seen on a DC 15 Wisdom (Perception check. If a creature succeeds on this check, read:

The door to this room is missing. Sliding about the chamber is a massive green, translucent cube. A pile of silver and several red gems lie in plain sight between you and the cube.

This **gelatinous cube** rarely leaves this room, as the inhabitants of the eastern section of the dungeon dump their refuse here. In the northeast corner of the room, in plain sight, is a pile of 80 sp and three rubies worth 45 gp each.

## 37. SOLID DOOR

The door to this room is bolted shut by two iron bars on the western side of the door. The door is made of wood, but iron plates cover most of its surface. The evil cleric (**Location 19**) had the door and iron bars installed to keep monsters from the eastern section of the dungeon out of his area. The door has several scrapes and dents (on its eastern side), but it is sturdy. The room is empty.

## 38. DESPERADOS

These three **hobgoblins** recently entered the dungeon. They spurned the offer of the evil cleric (**Location 19**). He directed them into this section of the dungeon, then locked them in. They are desperate to escape. They have 70 gp.

## 39. DWARVES IN SHEEP'S CLOTHING

These four **dwarves** (statistics of **guards** with 16 [3d8 + 3] hit points and battleaxes) are planning to attack the hobgoblins at **Location 38**. They are greedy and in search of any treasure they can acquire. They claim that the evil cleric tricked and locked them into this section of the dungeon — which is actually true. They carry a total of 27 pp and 42 ep.

## 40. THE AXE

The berserkers at **Location 41** trained this **axe beak**. It screeches loudly and attacks anyone who enters (except the berserkers, of course). No treasure is in this room.

## 41. CRAZIES

These six evil **berserkers** (with 30 [4d8 + 12] hit points each and Challenge Rating 1) found a home in the dungeon and conduct raids on the unwary. They have a single wooden chest (unlocked with no trap) that contains 900 sp, 90 gp, and four pieces of jade worth 55 gp each. One of the berserkers carries a *potion of fire resistance* (labeled as such).

## 42. THE DARK

A **dark creeper** (see **Appendix I: New Monsters**) found here is in league with the evil cleric at **Location 19**. He spies on the monsters in the northern section of the dungeon while also stealing from any he can. He fashioned a secret compartment in the north wall of the room and it holds his treasure, which includes 223 gp, 60 sp, and a +1 *handaxe*.

## 43. CARNAGE

This room has been devastated by combat. The bodies of several orcs lie amid broken furniture. They are badly mangled and twisted into odd shapes.

The remains of six orcs lie amid some destroyed furniture and cots. They were attacked by the ogre that lives in **Location 54**. No treasure is in this room.

## 44. BARRELS AND KEGS

Barrels and kegs of various size lie in disorganized heaps within this chamber. Some are damaged, while others appear serviceable.

This room contains nothing of value. All the barrels and kegs are empty.

## 45. SPIDER

The door to this room is missing. Thick webs fill the chamber.

The room is filled with thick spider webs and is home to a **giant wolf spider**. It attacks any who enter or pass by. A total of 33 gp and a +1 *battleaxe* dangle from the webs.



## 46. BLOOD SUCKERS

The door to this chamber is shattered and lies in pieces just inside the room. This chamber appears to have been used as an office, as a broken desk remains. The other furniture — a side table, two chairs, and a couch — are all rotted and weathered.

The door to this large room is missing. The room is filled with broken furniture and numerous odds and ends. Four **stirges** have nests in the couch, and they typically fly out of the dungeon to hunt. A damaged desk has a secret drawer that contains *spell scrolls* with *cure wounds* x3 and *locate object*.

## 47. NEW ARRIVAL

This terrible creature just arrived in the dungeon. It staked out this chamber so it can watch for anyone who might enter (or exit) the dungeon. It attacks any who come close or enter its chamber. The **ghast** wears a gold necklace inset with small rubies worth 650 gp.

## 48. TROOPS

These six **goblins** worship their “king,” who resides in **Location 51**. They attack anyone who enters this section of the dungeon and watch the corridor vigilantly. This is only a guard room, and the door is always open. They carry no treasure.

## 49. STORAGE ROOM

The door to this room is locked. The gnome (**Location 51**) uses this room for storage. It is mainly filled with food and wine. No treasure is here.

## 50. MORE TROOPS

These six **goblins** are servants of the gnome (**Location 51**). When the characters arrive, the goblins are eating a meal as this is the dining and meeting chamber for this group. They attack any who enter, and they help the goblins from **Location 48** if an attack occurs. The gnome at **Location 51** is alerted and also comes forward to help repel invaders. This is the goblins’ barracks. There are 12 bunk beds, and each has a small footlocker filled with personal items of no value. A single chest holds their wealth and includes 500 sp and 61 gp.

## 51. THE KING

This **gnome warlock 2** (see **Appendix II: NPCs**) won the respect of a small troop of goblins. Under his rule, the group has not only survived, but thrived in the lands around the dungeon. The gnome has a twin brother who may be on this or Level 1. The brother is good and seeks to convince his brother to give up his life of evil. The gnome attacks with his **hell hound** if the lair is attacked.

## 52. BEDROOM

The door to this room is locked. The gnome at **Location 51** has the key. This chamber is his personal quarters. It is lavishly decorated, and tapestries cover the walls. A locked and trapped (roll for trap) chest is at the foot of his bed. The key is carefully hidden in the seam of one of the tapestries. The chest contains 312 ep, 140 sp, 11 pp, and a *potion of flying*.

## 53. EMPTY ROOM

This room is empty.

## 54. DESTROYER

This **ogre** is still young, but it decided to set out on its own. It recently killed a group of orcs (**Location 43**), and it feels very confident. It attacks the characters on sight. The ogre has 350 gp in a sack.

## 55. TRAP

A hidden pit trap is at this location: Pit Trap: detected with a successful DC 11 Intelligence (Investigation) check; disarmed with a successful DC 11 Dexterity check with thieves’ tools; characters who fall into the 10-foot deep, 10-foot-by-10-foot covered trap take 1d6 bludgeoning damage.

## 56. SCALY BEAST

This **giant lizard** is the pet of a group of lizard men who live on Level 3 of the dungeon. It wandered to this level via the underground water system. It attacks the characters on sight. It also follow the commands of the lizard men in **Location 56**. It carries no treasure.

## 57. SCALY SEARCHERS

A fast-running underground stream enters this area from the north and feeds a deep pool. The pool has a drain at its center that leads to another underground stream that flows into Level 3 of the dungeon. A pair of **lizardfolk** came up from Level 3 in search of their giant lizard pet (**Location 56**). They call out to the giant lizard and attack the characters if they enter this area. They carry no treasure.

## 58. JUMPERS

These six **bullywugs** followed the underground stream (using small canoes) from their lair on the other side of the mountain. They were sent on a mission to investigate and report back to their king. They carry a total of 21 pieces of ivory worth 5 gp each.



## 59. MUSHROOMS

A small stand of mushrooms grows on a small mound of dirt in the center of this room. The mushrooms are bright yellow, and the larger ones stand almost a foot tall with a cap twice that length.

The mushrooms are not poisonous and harmless. Otherwise, the room is empty.

## 60. SPHERE OF TELEPORTATION

A black sphere is floating in the center of the room. The sphere appears to be made of marble and is roughly the size of a human head. Otherwise, the chamber is empty.

The secret door to this room is locked and trapped. A sphere of black marble hovers in the center of this room. The marble is about the size of a human head. **Teleportation Trap:** may not be detected without magical means; may be dispelled (DC 11) but not disarmed; characters who touch the marble must succeed on a DC 11 Wisdom saving throw or be teleported to a random location in the dungeon (roll percentile dice and divide by 2, rounding up; **Locations 1–50** are possible). Note, only the character touching the marble is transported. The destination is random each time a character touches the marble. No treasure is in this room.

## 61. MORE MUSHROOMS

A small stand of mushrooms grows on a small mound of dirt in the center of this room. The mushrooms are bright yellow, and the larger ones stand almost a foot tall with a cap twice that length.

The mushrooms are not poisonous and harmless. This room is empty.

## 62. WAR DOG

The door to this room is locked and trapped. A successful DC 12 Dexterity check with thieves' tools will unlock the door. A black pedestal is located in the center of the room. A miniature onyx statue of a war dog rests on the pedestal. It is a *figurine of wondrous power: onyx dog*. **Teleportation Trap:** may not be detected without magical means; may be dispelled (DC 11) but not disarmed; any character who secures the figurine must succeed on a DC 11 Wisdom saving throw or be teleported to **Location 60**. Any attempts to secure the figurine other than by hand results in failure, and the character attempting the action is struck by electricity for 1d4 lightning damage. The pedestal cannot be harmed.







## LEVEL 3

To use the Random Dungeon Encounter Generator (RDEG), you need a full set of polyhedral dice (d4, d6, d8, d10, d12, d20) and a map. The following tables are all numbered (#) and are cross-referenced throughout the RDEG. Each level has new tables that create more difficult and varied options as the dungeon levels progress. For example, a Level 1 dungeon trap usually inflicts less than 1d8 damage while a Level 5 dungeon trap might average 2d8 damage. Monsters increase in power, and treasures increase in value corresponding to dungeon level.

To create a dungeon room encounter, a series of dice rolls is required. At any time, you may reroll or simply end the process if you feel the room encounter is satisfactory. To start the process, begin in **Section A, Chart 1: Room Contents** or **Chart 21: Corridor Contents**. Each chart further instructs you which chart to roll on next based on the result. Never feel locked into a die roll result. If it makes no sense, seems inconsistent, or if you just want something more or less, reroll.

When you complete rolling in **Section A**, proceed to **Section B** for room details, then **Section C** to determine creatures. Lastly, if necessary, go to **Section D** to determine treasure.

### IRREGULAR DICE

In some cases, you are asked to roll a non-standard dice, such as a d16. To generate this result, roll 1d6 and 1d8. If the result of the d6 is 4, 5, or 6, add 8 to the result of the d8. This same method is used to generate 1–24 by using a d6 and a d12 (the d6 result adds 12 instead of 8).

### SECTION A

Start by rolling 1d6 on the **Illumination Type** chart below. After the illumination type is determined, move to **Chart 1: Room Contents** or **Chart 21: Corridor Contents**. Proceed to **Section B** when the illumination and contents are completed.



## ILLUMINATION TYPE

d10	Result
1	<b>Brazier:</b> One per 40 square feet*
2–3	<b>Torch/Sconce:</b> One per 30 square feet
4–5	<b>Torch/Sconce:</b> One per 60 square feet*
6	<b>Lantern:</b> One per 60 square feet
7	<b>Lantern:</b> One per 90 square feet*
8–10	<b>No artificial illumination</b>

\* Due to the gap in light sources, a dimly lit/lightly obscured area is between light sources.

**Brazier:** Typically made of brass, these urn-like devices burn coals or some sort of fuel oil to generate light. Braziers cast bright light in a 10-foot radius and dim light in an additional 10-foot radius. A brazier in a 20-foot-square room fully illuminates the entire chamber; however, in a 30-foot-square room, the corners of the chamber are shadowy and dimly lit (assuming the brazier is set in the center of the room).

**Torch:** The standard torch burns for one hour, casts bright light in a 20-foot radius, and dim light in an additional 20-foot radius. Torches can be extinguished in high winds or damp (rain-like) conditions. A torch can be voluntarily extinguished using an action. A lit torch submerged in water (or most any liquid) is immediately extinguished and cannot be relit until properly dried (typically four to six hours in dry conditions).

**Lantern:** A lantern casts bright light in a 30-foot radius and dim light in an additional 30-foot radius. It remains lit for six hours (fully fueled with one oil flask). A lantern is easily extinguished (no action required). If submerged or exposed to significant water, it cannot be relit without replacing the oil. Lanterns are resistant to high winds and rain unless mechanically opened to expose the lit flame.

## CHART 1: ROOM CONTENTS

d20	Result
1	Statues (roll on <b>Chart 2: General Statues</b> )
2–3	Rotted furnishings (indistinguishable)
4	Rotted furnishings (barracks)
5	Rotted furnishings (library/office)
6	Rotted furnishings (leader's quarters)
7–9	No furnishings
10–12	Lair, furnishings match occupant
13–14	Religious (roll on <b>Chart 3: Religious [Room Type]</b> )
15	Military (roll on <b>Chart 5: Military [Room Type]</b> )
16	Prison (roll on <b>Chart 6: Prison [Room Type]</b> )
17	Arcane (roll on <b>Chart 7: Arcane [Room Type]</b> )
18	Stair (roll on <b>Chart 8: Stair [Room Type]</b> )
19	Fountain (roll on <b>Chart 9: Fountain, General</b> )
20	Special (roll on <b>Chart 11: Special I [Room Type]</b> )

**Rotted Furnishings:** The contents of this room are decayed and rotted beyond identification, or they are in such disrepair that they are unusable. Some chambers can be identified as to their original intent (barracks, library, etc.) but nothing within the chamber has actually survived. For example, a library's bookshelves and cabinets have collapsed, and any remaining books crumble at the touch or are waterlogged and simply fall apart.

**No Furnishings:** This room is empty of any furnishings or objects other than some possible detritus, the occasional vermin, vermin skeletons, cobwebs, puddles of dirty water, dust, broken weapons (unusable), etc.

**Lair Furnishings:** This chamber is the current lair of a creature. Whether the creature is present is determined in **Section B**. The content's contents and furniture are reflective of the occupant. For example, an owlbear's chamber might hold several piles of bones, a nest made of soft materials (cloth, straw), etc. A light source is not likely unless magically present. The entries for statues, military, religious, prison, arcane, stair, fountain, and special have their own charts to roll on to further detail the chamber.

## CHART 2: GENERAL STATUES

d12	Result
1	Statue of random monster (roll on <b>Chart 25: Monsters</b> )
2	Statue of non-human adventurer (roll on <b>Chart 27: Adventurer, Race</b> [reroll 8-9] and <b>Chart 28: Adventurer, Class</b> )
3	Statue of human adventurer (roll on <b>Chart 28: Adventurer, Class</b> )
4	Statue of humanoid (roll on <b>Chart 30: Humanoids</b> )
5	Statue of a god/goddess (roll on <b>Chart 29: God/Goddess</b> or GM selection)
6	Broken/defaced statue (roll 1d6 on this chart to determine type)
7	Statue, oracle (roll 1d6 on this chart to determine type)
8	Statue and one treasure
9	Statue, trapped (roll on <b>Chart 19: Trap, Container/Statue/Treasure</b> )
10	Statue, petrified adventurer
11	Statue, replica of a character
12	Statue, animates (roll 1d6 on this chart to determine type)

Statues generally are the same size as their subject matter.

**Oracle:** An oracle statue answers one question truthfully once per month. The statue must be addressed in its "native" tongue.

**Statue and treasure:** Treasure found with a statue is in addition to any other treasure determined while rolling for room contents.

**Petrified Adventurer:** This statue is actually a petrified adventurer and can be magically restored via a *flesh to stone*, *greater restoration*, or *wish* spell. Roll on **Chart 27: Adventurer, Race** and **Chart 28: Adventurer, Class** for the type of adventurer. consult **Chart 25: Monsters** for statistics.



**Character Replica:** This statue is an exact replica of one of the characters in the party (roll randomly or select). The statue has an outstretched hand. If the copied character grasps the statue's hand, he/she gains the ability to cast *stoneskin* one time. After bestowing the special power, the statue vanishes. It reappears one day later in the same location, but this time it takes the form of another member of the adventuring party.

**Statue Animates:** Use the statistics for **living statue, crystal** or **living statue, iron** or **living statue, stone** (see **Appendix I: New Monsters**) as appropriate. It attacks if approached. It cannot communicate and pursues fleeing characters.

### CHART 3: RELIGIOUS (ROOM TYPE)

d8	Result
1	Shrine
2	Desecrated shrine
3	Temple
4	Desecrated temple
5	Crypt (roll on <b>Chart 4: Crypt [Room Type]</b> )
6–7	Storage
8	Sacrificial altar

**Shrine:** This chamber has an object set in a place of prominence — often illuminated — that is dedicated to a specific deity or pantheon. If intelligent creatures are present, they are generally devotees of the deity and are either visiting, maintaining, or guarding the shrine. A shrine always includes some artifact of importance though not necessarily one of value.

**Desecrated Shrine:** Similar to a normal shrine, this chamber once was a place of reverence. It has been defiled and desecrated. If creatures are present, they may have desecrated the shrine, come to inspect the damage, and/or are looking for those responsible for the damage.

**Temple:** Typically found in a larger chamber, a temple is an active place of worship. It is often occupied by the appropriate worshippers and/or a shaman or cleric. The temple includes religious accoutrements such as an altar, pews, symbols of the deity, etc.

**Desecrated Temple:** This chamber has been savaged and damaged by physical force, fire, or both. Otherwise, it is identical to a normal temple. Identifying the original deity may be difficult. Desecrated temples have a propensity to be the lair of vengeful undead, usually former devotees of the temple.

**Crypt:** Roll on **Chart 4: Crypt (Room Type)**.

**Storage:** A religious faction used this room for storing items related to maintaining their nearby temple or shrine. Items may include spare robes, basic symbolic devices, additional chairs, wine/ale used in services, war paints, etc.

**Sacrificial Altar:** This chamber exudes evil, and a sacrificial altar, table, or similar device dominates the room. Dried blood is easily identifiable in the chamber. Urns or other containers may be located within the chamber and may hold internal organs and/or blood. A victim (alive) may be secured within the chamber as well as evil creatures that perform the sacrifice. An identifiable symbol of an evil deity is also present. There is a 10% chance that a living being is secured to the altar. Consult **Chart 31: Prisoner/Victim** for details.

### CHART 4: CRYPT (ROOM TYPE)

d8	Result
1	Solitary coffin: empty; opened or unsealed
2	Solitary coffin: corpse; unopened, sealed
3	Multiple coffins: empty; opened or unsealed
4	Multiple coffins: corpse; unopened, sealed
5	Sarcophagus: sealed
6	Sarcophagus: unsealed
7	Mausoleum: sealed
8	Mausoleum: unsealed

**Coffin:** This simple burial device is made of wood and may have inscriptions detailing who was interred. They are typically nailed shut. Sealed coffins contain a single corpse that may be recently interred or decayed to nothing more than skeletal remains. To determine the type of creature interred, you can roll once on either **Chart 27: Adventurer, Race** or **Chart 30: Humanoids** to determine what type of corpse is present.

**Sarcophagus:** Typically made of stone, these burial devices are often used by humans. The lid of a sarcophagus is sealed with a cement-like compound. The lid is also extremely heavy. If sealed, the corpse within has some treasure as it was a person of significance in life.

**Mausoleum:** A mausoleum holds multiple small sarcophagi made of granite. The entrance to the mausoleum is singular and held closed by a complex lock (successful DC 14 [minimum] Dexterity check with thieves' tools). If the entrance is unsealed, the entire structure has likely been looted.

### CHART 5: MILITARY (ROOM TYPE)

d10	Result
1	Barracks, abandoned
2–3	Barracks, occupied
4	Barracks, empty
5	Leader's office
6	Commander's office
7–8	Storage
9	Weapons/armor storage
10	Weaponsmith/armorer

**Barracks:** This chamber contains beds/bunks/hammocks, etc., with accompanying furniture that includes tables, chairs, footlockers, wall lockers, shelving, and cabinets. If occupied, the containers hold various items such as clothing, spare weapons, spare armor, some minor treasures, etc. A light source, or multiple sources, are present.

**Leader's Office:** This room is a combined office and bedchamber used by a sergeant or similar type of leader. This creature, while not in complete command of troops, holds a position of authority and is responsible for daily operations of troops.

**Commander's Office:** This chamber is occupied by the highest-ranking leader of nearby troops. The commander may or may not be the same type of creature as its subservient troops.



The chamber is lavishly decorated and contains fine furniture or decorations. It is possible the chamber is actually two or more rooms and includes an office, a treasury, a bedchamber, and a study.

**Storage:** This storage room, if the nearby barracks are occupied, is always locked and the key held by the leader and commander. The room's contents are a combination of dry goods, food, clothing, and general equipment.

**Weapons/Armor Storage:** This locked room contains additional weapons and armor used by the nearby troops. Containers holding additional ammunition for missile or hurled weapons are also present. Keys to this chamber are held by the weapon-smith/armorer, the leader, and the commander. The weapons within the chamber correspond to active occupants of the associated military complex or chambers. All weapons are stored in wall racks, crates, barrels, etc.

**Weaponsmith/Armorer:** This room is either an active or abandoned smithy. The occupant(s) are trained in manufacturing/maintaining weapons and armor. The room contains all the equipment required to operate a smithy. Smoke from the furnace is vented via a crevice in the ceiling (which is why the chamber was selected for its purpose).

#### CHART 6: PRISON (ROOM TYPE)

d6	Result
1	Torture chamber
2-3	Guard post
4	Cell, empty
5	Cell, occupied
6	Cell, occupied (false)

A prison location is often located near a military, religious, or arcane room area. If any of the chambers are occupied, the entire area is illuminated by lanterns or torches (sconces).

**Torture Chamber:** This room is used to torture prisoners for information or sadistic pleasure. You may opt to roll twice for occupants for this chamber; one occupant is the prison staff and the other a current prisoner. The screams of victims can be heard up to 120 feet from this chamber (50% chance). The door to this room is typically locked at all times. The lead interrogator or nearby guards hold the keys. Roll on **Chart 31: Prisoner/Victim** to determine the prisoner.

**Guard Post:** Prison guards staff this area. It contains minor furniture (table and chairs), some weapons in racks, and is illuminated. Keys to the entire prison area are often found here.

**Cell, Empty:** The door to this room is locked. A dirty straw bed, manacles (attached to wall), and other detritus are inside.

**Cell, Occupied:** The door to this room is locked. A badly beaten prisoner (reduced to 1d2 hit points) is inside. Roll on **Chart 31: Prisoner/Victim** to determine the prisoner. Any equipment the prisoner once possessed is located at a nearby guard post or some other related chamber.

**Cell, Occupied (False):** This chamber conforms to the occupied cell description. However, the occupant is possibly working for the prison staff (gaining the confidence of other prisoners, etc.) or a member of a nearby enemy. Regardless,

the prisoner attempts to gain the confidence of its rescuers but betrays them at the first opportunity (possibly by leading them into a trap). This false prisoner is injured (mostly superficial) for 1d3 hit points. Use the rogue statistic block found on **Chart 25: Monsters**.

#### CHART 7: ARCAINE (ROOM TYPE)

d6	Result
1	Library
2	Study
3	Laboratory, chemical
4	Laboratory, test
5	Magical pool
6	Magical cell

A spellcaster of some type uses an arcane room for research. If the area is occupied, the spellcaster defends the chamber and summons minions from nearby chambers. These chambers, if occupied, are illuminated by magical light.

**Library:** Bookshelves hold volumes focused on basic magical research, conceptual theory, and historical selections. There is a 15% chance of discovering a book that includes an actual magical spell (one 1<sup>st</sup>-level spell, determine randomly).

**Study:** This chamber contains comfortable furniture (cushioned chair, couch, small table, side tables, mini-bar, etc.). A spellcaster uses this room to read and study books from a nearby library. The chamber is typically illuminated by a magical light and candles.

**Laboratory, Chemical:** A large table covered with numerous glass cylinders of varying shapes and sizes dominates this room. The contents of most are nonmagical in nature (90% chance). One container may act as a random magical potion (10% chance).

**Laboratory, Test:** A spellcaster uses this chamber to practice spells against various targets. The spellcaster may use a short, four- to five-foot-tall stone wall as a shield. A living prisoner may be manacled to a wall for spell experimentation (10% chance). Roll on **Chart 31: Prisoner/Victim** to determine the prisoner.

**Magical Pool:** A raised pool of liquid (size determined by you) is in the center of this room. This liquid is magical and is used to create potions, to enchant items, and to mix magical inks. Consuming the liquid is dangerous: any creature that does so must succeed on a DC 12 Constitution saving throw or take 1d8 poison damage. The liquid has no value. However, if mixed in equal parts with any potion, it creates two potions. For each attempt to create a duplicate potion, roll for success (75% chance of success [failure indicates that both potions are ruined]). Potions cannot be further diluted to make additional potions.

**Magical Cell:** This chamber holds a magical container or cell that imprisons a magical creature. Roll on **Chart 25: Monsters** to determine what creature is trapped. Roll on **Chart 24: Monster Reaction Roll** if it is released to determine how it reacts to the characters.



## CHART 8: STAIR (ROOM TYPE)

d6	Result
1	Open stair up one level
2	Open stair down one level
3	Collapsed stair, no passage
4	Guarded stair up one level (roll on <b>Chart 25: Monsters</b> to determine creature type)
5	Guarded stair down one level (roll on <b>Chart 25: Monsters</b> to determine creature type)
6	Secret stair, exits dungeon complex

## CHART 9: FOUNTAIN, GENERAL

d6	Magical/ Nonmagical?	Result
1	Nonmagical	Clear, cool water. Refreshing.
2	Nonmagical	Dingy, room temperature
3	Nonmagical	Algae-covered, dirty water. Drinking causes disease.
4	Nonmagical	Clear, hot water
5	Magical	Green-colored water (roll on <b>Chart 10: Fountain, Magical</b> )
6	Magical	Clear, cool water (roll on <b>Chart 10: Fountain, Magical</b> )

## CHART 10: FOUNTAIN, MAGICAL

d12	Result
1	Character regains all hit points.
2	Character's hit point maximum increases by one.
3	One random ability score of the character increases by one. Another random ability score decreases by one.
4	One random ability score of the character (in which they have saving throw proficiency) increases by one. Another random ability score (in which they do not have saving throw proficiency, if possible) decreases by one.
5	Player chooses one ability score of the character to increase by one and another ability score to decrease by one.
6	One random ability score of the character increases by one.
7	Character regains all hit points, and all diseases are removed.
8	Character is immune to poison until next dungeon level is reached.
9	Character must succeed on a DC 12 Constitution save or take 1d4 poison damage and become infected with lycanthropy (wererat).
10	Character automatically succeeds on their next saving throw to avoid being affected by lycanthropy.
11	Character turns invisible (per spell) but only to those in the chamber.
12	Character gains the effects of a <i>detect thoughts</i> spell against the next opponent met.

Magical effects occur after consuming the liquid directly from the fountain. The water's magical properties are negated if the liquid is removed or transported from the fountain. Each character may gain only one magical effect from a specific magical fountain once per lifetime.

A character that becomes a lycanthrope is not aware of the curse until the next full moon. A *remove curse*, *greater restoration*, or *wish* spell negates this effect.

## CHART 11: SPECIAL I (ROOM TYPE)

d10	Result
1	Well
2	Collapsed*
3	Flooded*
4	Teleportation*
5	Elemental gate*
6	Abyssal gate*
7	Locked*
8	Locked and trapped**
9.	Room contains illusion of sleeping creature (roll on <b>Chart 25: Monsters</b> ).
10.	One magic item hidden within the chamber.

\* Roll again on **Chart 1: Room Contents**

\*\* Roll on **Chart 1: Room Contents** and **Chart 19: Trap, Container/Statue/Treasure**

**Well:** A shallow well provides water to residents of the dungeon area. The door to this room is typically absent. A clean water spring or underground stream feeds the well.

**Collapsed:** The ceiling of this chamber collapsed. No passage is possible.

**Flooded:** This chamber is filled with 1d10 feet of water. The water is clear (30% chance), dirty (50% chance), or magically darkened (20% chance). Objects may float on the water's surface. Algae covers the walls of the chamber. Water drips from the ceiling, and minor amounts escape from tiny cracks under the waterline.

**Teleportation:** Merely by entering this room, a creature is teleported to a random location in the dungeon. This location can randomly change or be consistent. Typically, the teleportation functions only once every 20–50 minutes ([1d4 + 1] × 10). The destination location is not automatically another teleportation chamber (roll on **Chart 1: Room Contents** to determine the type of chamber the character arrives in).

**Elemental Gate:** A gate to one of the four elemental planes is open in the center of this chamber. Entering the gate transports any creature to the appropriate plane (roll 1d4: 1=Fire; 2=Air; 3=Earth; 4=Water). Elemental planes are not described in this book. A return gate is possibly located on the "other" side (50% chance).

**Abyssal Gate:** This gate is a passageway to the Abyssal Plane, the home of demons and the undead. The Abyssal Plane is not described in this book. A return gate is possibly located on the "other" side (50% chance).



## CHART 21: CORRIDOR CONTENTS

d8	Result
1	Trap (roll on <b>Chart 23: Trap, Corridor, Alcove, or Hall</b> )
2	Monster with one treasure
3	Monster with no treasure
4-6	Empty corridor
7	Treasure with trap
8	Special (roll on <b>Chart 22: Corridor, Special</b> )

## CHART 22: CORRIDOR, SPECIAL

d4	Result
1	Stairs up/exit
2	Stairs down (next level)
3	Collapsed stairs up (no passage)
4	Collapsed stairs down (no passage)

## SECTION B

In this section, you will determine if a monster, trap, and/or treasure is in the chamber or corridor. First, roll on **Chart 17: Room Detail**. **Section B** also details traps for any location. If a monster is included, move to **Section C** to randomly select a monster. If a treasure is included, go to **Section D** to determine treasure details.

## CHART 17: ROOM DETAIL

d12	Result
1	Trap (roll on <b>Chart 20: Trap, Chamber Entrance</b> )
2-3	Monster with no treasure
4-5	Monster with one treasure*
6	Monster with two treasures*
7	Monster with three treasures*
8	Monster with one treasure; trapped**
9-10	No monster or treasure
11	Treasure*
12	Treasure, trapped**

\* Roll on **Chart 18: Treasure Container** to determine container type.

\*\* Roll on **Chart 18: Treasure Container** to determine container type and **Chart 19: Trap, Container/Statue/Treasure** for trap type.

## CHART 18: TREASURE CONTAINER

d20	Result
1-2	Chest, no trap
3-4	Chest, no trap, locked
5	Chest, trapped*
6-7	Chest, trapped, locked*
8	Chest, no trap, hidden
9	Chest, no trap, locked, hidden
10	Chest, trapped, hidden*
11	Chest, trapped, locked, hidden*
12	Sack, hidden
13	Sack
14	Footlocker, locked
15	Secret compartment in floor
16	Secret compartment in wall
17	Secret compartment in wall, trapped*
18	Loose on floor or table
19	Hidden within furniture
20	Hidden inside pottery

\* Roll on **Chart 19: Trap, Container/Statue/Treasure** to determine trap type.

To locate hidden treasure, a character succeed on a DC 10 Intelligence (Investigation) check. Only one attempt is allowed.

## CHART 19: TRAP, CONTAINER/STATUE/TREASURE

d12	Result
1	<b>Contact poison:</b> Succeed on a DC 12 Constitution save or take 2d6 poison damage. Detected with a successful DC 14 Intelligence (Investigation) check
2	<b>Contact poison:</b> Succeed on a DC 12 Constitution save or berserk 2d6 rounds. While berserk, use action to attack nearest creature; may repeat save at end of each turn. Detected with a successful DC 14 Intelligence (Investigation) check
3	<b>Poison needle:</b> Succeed on a DC 12 Constitution save or take 1d10 poison damage
4	<b>Poison needle:</b> Succeed on a DC 10 Constitution save or take 45 poison damage
5	<b>Dart:</b> 4 darts, succeed on a DC 12 Dexterity save for each or take 1d4 + 1 piercing damage
6	<b>Dart:</b> 2 darts, succeed on a DC 12 Dexterity save for each or take 1d4 + 1 piercing damage and succeed on a DC 12 Constitution save or be paralyzed for 10-30 minutes



d100	Result
7	<b>Falling block:</b> A stone falls from ceiling; succeed on a DC 14 Dexterity check or take 2d6 bludgeoning damage
8	<b>Electrical shock:</b> Make a DC 12 Dexterity save, taking 1d10 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 11 Intelligence (Arcana) check
9	<b>Flames:</b> All creatures within 10 feet make a DC 12 Dexterity save, taking 1d10 fire damage on a failure or half as much damage on a success
10	<b>Poisonous gas:</b> All creatures within 10 feet succeed on a DC 13 Constitution save or be paralyzed for 30 minutes; paralyzed creature may repeat the saving throw at the end of each of its turns, ending paralysis on itself on a success
11	<b>Sonic boom:</b> all creatures and objects within 30 feet take 1d8 thunder damage
12	<b>Loud gong:</b> Noise sounds for 1d4 rounds; roll for wandering monster each round

Unless otherwise noted above, all traps may be detected with a successful DC 12 Intelligence (Investigation) check and disarmed with a successful DC 12 Dexterity check with thieves' tools.

**Contact Poison:** This poison is difficult to detect by normal means (senses). It is absorbed through bare skin and very potent.

**Poison Needle:** This type of trap is found only within a container, lock, or enclosed space (chest, urn, clay pot, footlocker, etc.). The needle automatically hits but inflicts no damage, just a pinprick. The target creature is automatically subject to the poison attack.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Electrical Shock:** The trapped object releases a magical electrical shock. Only one target is affected.

**Flames:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Poisonous Gas:** A cloud of deadly gas billows from the trapped object and affects all within a radius described above.

**Sonic boom:** An explosion of sound strikes all creatures and objects within 30 feet of the trap

**Loud Gong:** A loud siren erupts for 1d4 rounds. Each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

## CHART 20: TRAP, CHAMBER ENTRANCE

d10	Result
1	<b>Dart:</b> 4 darts, succeed on a DC 12 Dexterity save for each or take 1d4 + 1 piercing damage
2	<b>Dart:</b> 2 darts, succeed on a DC 12 Dexterity save for each or take 1d4 + 1 piercing damage and succeed on a DC 12 Constitution save or be paralyzed for 10–30 minutes
3	<b>Falling block:</b> A stone falls from ceiling; succeed on a DC 14 Dexterity check or take 2d6 bludgeoning damage
4	<b>Electrical shock:</b> Make a DC 12 Dexterity save, taking 1d10 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 12 Intelligence (Arcana) check.
5	<b>Flames:</b> All creatures within 10 feet make a DC 12 Dexterity save, taking 1d10 fire damage on a failure or half as much damage on a success
6	<b>Loud gong:</b> Roll for wandering monster
7	<b>Blade:</b> Succeed on a DC 12 Dexterity save or take 1d8 + 2 slashing damage from a slicing blade
8	<b>Javelins:</b> 1d4 javelins, succeed on a DC 12 Dexterity save for each or take 1d6 + 1 piercing damage
9	<b>Locking Door:</b> Door closes and locks behind first character to pass through
10	<b>Teleportation:</b> First creature passing through portal must succeed on a DC 12 Wisdom saving throw or be teleported to a random chamber

Unless otherwise noted above, all traps may be detected with a successful DC 12 Intelligence (Investigation) check and disarmed with a successful DC 12 Dexterity check with thieves' tools.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object. Darts target random creatures within five feet of the trap. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Electrical Shock:** The trapped object releases a magical electrical shock. Only one target is affected.

**Flames:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Loud Gong:** A loud siren erupts for 1d4 rounds. For each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

**Blade:** A large, slicing blade strikes the creature that triggered the trap. The trap automatically resets.

**Javelins:** 1d4 javelins launch from a nearby wall. Javelins target random creatures within five feet of the triggered trap.

**Teleportation:** Target is teleported to a random location on this level of the dungeon



## CHART 23: TRAP, CORRIDOR, ALCOVE, OR HALL

d10	Result
1	<b>Dart:</b> 4 darts, succeed on a DC 12 Dexterity save for each or take 1d4 + 1 piercing damage
2	<b>Dart:</b> 2 darts, succeed on a DC 12 Dexterity save for each or take 1d4 + 1 piercing damage and succeed on a DC 12 Constitution save or be paralyzed for 10-30 minutes
3	<b>Falling block:</b> Stone falls from ceiling; succeed on a DC 14 Dexterity check or take 2d6 bludgeoning damage
4	<b>Pit:</b> A 10-foot-by-10-foot covered trap, 10 feet deep; succeed on a DC 12 Dexterity save or take 1d6 + 1 bludgeoning damage from falling in
5	<b>Pit:</b> A 10-foot-by-20-foot covered trap, 10 feet deep; succeed on a DC 12 Dexterity save or take 1d6 + 1 bludgeoning damage from falling in
6	<b>Loud Gong:</b> Roll for wandering monster
7	<b>Blade:</b> Succeed on a DC 12 Dexterity save or take 1d8 + 2 slashing damage from a slicing blade
8	<b>Javelins:</b> 1d4 javelins, succeed on a DC 12 Dexterity save for each or take 1d6 + 1 piercing damage
9	<b>Darkness:</b> Entire corridor, alcove, or hall is filled with magical darkness
10	<b>Anti-magic:</b> Character cannot use magic (spell, device, etc.) for one hour

Unless otherwise noted above, all traps may be detected with a successful DC 12 Intelligence (Investigation) check and disarmed with a successful DC 12 Dexterity check with thieves' tools.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object at a random creature within five feet of the trap/treasure. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Pit:** These traps come in various sizes (width x length). All those in the pit's area may fall and take damage. Pits are covered and appear as the floor type found in that area.

**Loud Gong:** A loud siren erupts for 1d4 rounds. For each round the siren blares, there is a 33% chance of summoning a wandering monster (1-2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

**Blade:** A large, slicing blade strikes the creature that triggered the trap. The trap automatically resets.

**Javelins:** 1d4 javelins launch from a nearby wall. Javelins target random creatures within five feet of the triggered trap.

**Darkness:** Magical darkness persists until dispelled or counteracted with a *light* spell.

**Anti-magic:** A single target nearest the trap is unable to use magic for one hour, including casting spells or using magical devices such as wands, scrolls, or potions. They can still wield magical weapons and be the target of spells.

## SECTION C

In this section, you will roll to determine creatures present at the desired location. You will first roll on **Chart 24: Monster Reaction Roll** to determine the creature's reaction to any given situation. Next, roll on **Chart 25: Monsters** to determine the creature type. When you complete this section, move to **Section D**, if applicable, to determine any treasure found. If no treasure is included, this location is complete.

### CHART 24: MONSTER REACTION ROLL

d8	Result
1	Monster is new to area. Intelligent monsters attempt to talk to party to gain advantage.
2	Monster is simply passing through chamber and investigates the area.
3	Monster attempts to ambush party or other monsters in the area.
4-5	Monster has taken up residence in the chamber and uses it as its base of operations and lair. May be allied with neighboring monsters. Chamber "furnished," if appropriate.
6	Monster aggressively attempts to gain a new lair or steal from others. Very aggressive.
7	Monster is looking for an ally to attack an enemy. It may join forces with party to accomplish this task.
8	Monster attempts to ambush party.

### CHART 25: MONSTERS

The following chart provides 100 monster entries, of which approximately 75 are unique. In some cases, several monsters are repeated on the chart. This is simply due to the fact of the limitation of reasonable monsters that would be encountered in a dungeon environment, and these creatures are appropriate for Level 3 of the dungeon. Yes, we know this is artificial, but balance is a thing in any game. Some creatures are significantly more powerful than others, and therefore this chart includes a wide variety of creature types.

When stocking your dungeon with these creatures, and a resulting roll seems incongruous with a nearby creature or locale feature, simply reroll. Always keep in mind, however, that even if a "strange" die roll result occurs, there is always some reason why it could be consistent with the result. For examples, please read the sample dungeon below.

d100	Result
1	<b>Orc (1d8)</b>
2	<b>Troglodyte (1d4)</b>
3	<b>Kobold (4d4)</b>
4	<b>Centipede, Giant (1d8)</b>
5	<b>Centipede, Giant Black (1d8)</b> (see <b>Appendix I: New Monsters</b> )



d100	Result
6	<b>Cave Crawler (1d2)</b> (see Appendix I: New Monsters)
7	<b>Spider, Giant Wolf (1d3)</b>
8	<b>Spider, Giant (1d6)</b>
9	<b>Tick, Giant (1d3)</b> (see Appendix I: New Monsters)
10	<b>Stirge (1d6)</b>
11	<b>Gnoll (1d6)</b>
12	<b>Lizard, Giant Draco (1)</b> (see Appendix I: New Monsters)
13	<b>Shrieker (1d2)</b>
14	<b>Skeleton (2d6)</b>
15	<b>Hobgoblin (1d4+1)</b>
16	<b>Goblin (1d10+2)</b>
17	<b>Rat, Giant (4d4)</b>
18	<b>Zombie (1d6)</b>
17	<b>Bandit (1d6+2)</b> (one has <i>dust of sleeping</i> [see Appendix III: New Magic Items])
18	<b>Ant, Giant (1d4)</b> (see Appendix I: New Monsters)
19	<b>Berserker (1d4+1)</b> (with 30 [4d8 + 12] hit points each and Challenge Rating 1)
20	<b>Dwarf (1d6+1)</b> (statistics of a <b>guard</b> with a battleaxe)
21	<b>Bugbear (1d3)</b>
22	<b>Beetle, Giant Fire (1d4+1)</b>
23	<b>Ghoul (1d3)</b>
24	<b>Bat, Giant (1d6)</b>
25	<b>Snake, Giant Poisonous (1)</b>
26	<b>Bullywug (2d4+2)</b>
27	<b>Dark Creeper (1)</b> (see Appendix I: New Monsters)
28	<b>Ogron (1d3)</b> (see Appendix I: New Monsters)
29	<b>Land Lamprey (1d3)</b> (see Appendix I: New Monsters)
30	<b>Snake, Giant Constrictor (1)</b>
31	<b>Snake, Giant Poisonous (1)</b>
32	<b>Axe Beak (1d2)</b>
33	<b>Spider, Giant Wolf (1d6+1)</b>
34	<b>Hydra (1)</b> (with three heads, 92 [8d12 + 40] hit points, AC 14, and Challenge Rating 5)
35	<b>Spider, Giant Black Widow (1)</b> (statistics of a <b>giant spider</b> whose bite does 3d8 poison damage)
36	<b>Fly, Robber (1)</b> (see Appendix I: New Monsters)
37	<b>Lizard, Giant (1)</b>
38	<b>Green Slime (1)</b> (see Appendix I: New Monsters)
39	<b>Grimlock (1d6)</b>
40	<b>Living Statue, Crystal (1)</b> (see Appendix I: New Monsters)
41	<b>Bat, Giant Fire (1d4)</b> (see Appendix I: New Monsters)
42	<b>Crab, Giant (1)</b>

d100	Result
43	<b>Spider, Huge (1)</b> (statistics of a <b>giant spider</b> with 39 [6d10 + 6] hit points and Challenge Rating 2, whose bite does 8 [1d10 + 3] piercing damage and 11 [2d10] poison damage)
44	<b>Ogre (1d2)</b>
45	<b>Beetle, Giant Oil (1d2)</b> (see Appendix I: New Monsters)
46	<b>Spider, Giant Crab (1d2)</b> (statistics of a <b>giant spider</b> whose poison does 13 [2d12] poison damage)
47	<b>Living Statue, Iron (1)</b> (see Appendix I: New Monsters)
48	<b>Golem, Wood (1d3)</b> (see Appendix I: New Monsters)
49	<b>Earth Elemental, Minor (1)</b> (see Appendix I: New Monsters)
50	<b>Blink Dog (1d2)</b>
51	<b>Doppelganger (1d2)</b>
52	<b>Duergar (1d4)</b>
53	<b>Gargoyle (1d2)</b>
54	<b>Harpy (1d2)</b>
55	<b>Lizardfolk (1d4+1)</b>
56	<b>Dread (1d3)</b> (see Appendix I: New Monsters)
57	<b>Shadow (1d4)</b>
58	<b>Ghast (1)</b>
59	<b>Skeleton, Abyssal (1d4)</b> (see Appendix I: New Monsters)
60	<b>Wererat (1d2)</b>
61	<b>Gelatinous Cube (1)</b>
62	<b>Salamander (1)</b>
63	<b>Hell Hound (1)</b>
64	<b>Hyena, Giant (1d2)</b>
65	<b>Rust Monster (1)</b>
66	<b>Salamander, Frost (1)</b> (see Appendix I: New Monsters)
67	<b>Yellow Mold (1)</b> (see Appendix I: New Monsters)
68	<b>Trolling (1d2)</b> (see Appendix I: New Monsters)
69	<b>Mud Creeper (1)</b> (see Appendix I: New Monsters)
70	<b>Gelatinous Cubicle (1d3)</b> (see Appendix I: New Monsters)
71	<b>Lurker Below (1)</b> (see Appendix I: New Monsters)
72	<b>Orc Eye of Gruumsh (1)</b>
73	<b>Gnoll (1d6)</b>
74	<b>Hobgoblin (1d4+1)</b>
75	<b>Goblin (1d10+2)</b>
76	<b>Kobold (4d4)</b>
77	<b>Ogron (1d3)</b> (see Appendix I: New Monsters)
78	<b>Bugbear (1d3)</b>
79	<b>Wight (1)</b>



d100	Result
80	<b>Swarm of Necrotic Rats (1)</b> (see <b>Appendix I: New Monsters</b> )
81	<b>Vampire, Spawn (1d2)</b>
82	<b>Elf, Drow Apprentice (1d2)</b> (statistics of an <b>apprentice</b> [see <b>Appendix I: New Monsters</b> ] with drow's <i>fey ancestry</i> , <i>sunlight sensitivity</i> , and <i>innate spellcasting traits</i> )
83	<b>Elf, Drow Acolyte (1d2)</b> (statistics of an <b>acolyte</b> with drow's <i>fey ancestry</i> , <i>sunlight sensitivity</i> , and <i>innate spellcasting traits</i> )
84	<b>Elf, Drow (1d3+1)</b>
85	<b>Human Fighter 3 (1)</b> (see <b>Appendix II: NPCs</b> )
86	<b>Human Cleric 3 (1)</b> (see <b>Appendix II: NPCs</b> )
87	<b>Human Druid 3 (1)</b> (see <b>Appendix II: NPCs</b> )
88	<b>Human Sorcerer 3 (1)</b> (see <b>Appendix II: NPCs</b> )
89	<b>Human Monk 3 (1)</b> (see <b>Appendix II: NPCs</b> )
90	<b>Human Wizard 3 (1)</b> (see <b>Appendix II: NPCs</b> )
91	<b>Human Paladin 3 (1)</b> (see <b>Appendix II: NPCs</b> )
92	<b>Human Ranger 3 (1)</b> (see <b>Appendix II: NPCs</b> )
93	<b>Human Rogue 3 (1)</b> (see <b>Appendix II: NPCs</b> )
94	<b>Dwarf Fighter 3 (1)</b> (see <b>Appendix II: NPCs</b> )
95	<b>Half Orc Barbarian 3 (1)</b> (see <b>Appendix II: NPCs</b> )
96	<b>Elf Fighter/Wizard 3 (1)</b> (see <b>Appendix II: NPCs</b> )
97	<b>Gnome Warlock 3 (1)</b> (see <b>Appendix II: NPCs</b> )
98	<b>Halfling Ranger/Rogue 3 (1)</b> (see <b>Appendix II: NPCs</b> )
99	<b>Half-Elf Bard 3 (1)</b> (see <b>Appendix II: NPCs</b> )
100	Adventuring Party (see below).

## ASSOCIATED CREATURES

In some cases, when a creature is generated, other creatures may be in the immediate area that are associated, friendly, or adversarial with that creature. Several factors indicate whether associated creatures may be present such as locale (map), the result of **Chart 24: Monster Reaction Roll**, etc. Below are some creatures that may have creature associations. Note, these tables are not definitive or absolute, but provide inspiration for encounter areas within your dungeon.

## NPCs AND AN ADVENTURING PARTY

Each type of character class is included in the chart. Generally, when encountered, these NPCs (Non-Player Characters) are good in alignment and do not act aggressively toward the characters unless provoked or attacked. These NPCs have a variety of reasons for existing within the dungeon (see **Chart 25A: NPC Motivation**). NPC entries fill slots 85–100 on **Chart 25: Monsters**. The Challenge Rating of the NPC corresponds to the level of the dungeon. When an NPC is generated, roll

a set of percentile dice. If the result is equal to or less than the dungeon level x 10, the NPC is evil and may have minions in the area. If minions are included, roll 1d6 with the result indicating the number of rolls on **Chart 25: Monsters** required to generate the minions. For example: On Level 3, a wizard is generated. Therefore, there is a 30% chance the NPC is evil and another 30% chance it has 1d6 minion types in the area.

## CHART 25A: NPC MOTIVATION

d4	Result
1	Revenge
2	Spy
3	Quest
4	Lost

**Revenge:** The NPC entered the dungeon on a mission of revenge. Some creature within the dungeon wronged the NPC (killed a friend, stole an object, etc.). The NPC joins the characters if they agree to help in his mission. The NPC may join the characters indefinitely if the result is favorable.

**Spy:** The NPC was hired to spy on a specific creature within the dungeon. This target is always an intelligent creature and typically a humanoid or evil NPC.

**Quest:** The NPC entered the dungeon as a result of a quest. Typically, the NPC is in search of a specific object (typically a magic item). The item is to be returned to the NPC's "employer."

**Lost:** The NPC became separated from an adventuring party or may be the lone survivor of a defeated party.

To create an adventuring party, roll 1d4+1. This is the total number of NPCs in the adventuring party. Select or roll to determine each NPC from among entries 85–99 on **Chart 25: Monsters**. Lastly, roll on **Chart 25B: Alignment** to determine the alignment of the adventuring party. You may roll on **Chart 24: Monster Reaction Roll** to determine the motivation of the party or simply make one up of your own.

## CHART 25B: ALIGNMENT

d10	Result
1	Chaotic Evil
2	Chaotic Good
3	Chaotic Neutral
4	Lawful Evil
5	Lawful Good
6	Lawful Neutral
7	Neutral Evil
8	Neutral Good
9-10	Neutral



## SECTION D

This section provides 100 random treasures. These treasures are located in the container determined in **Section B, Chart 18: Treasure Container**. If no container is present, the treasure is considered to be loosely distributed in the chamber.

CHART 26: TREASURE

d100	Result
1	82 gp
2	380 sp
3	950 cp
4	118 ep
5	24 pp
6	10 gems (10 gp each)
7	Gold ring (150 gp)
8	Six small pearls (40 gp each)
9	<i>Frog blade</i> (shortsword) (see <b>Appendix III: New Magic Items</b> )
10	190 gp
11	900 sp
12	336 ep
13	<i>Spell scrolls: sleep, arcane lock</i>
14	<b>+1 sword</b> (GM's choice)
15	Silver necklace (200 gp)
16	840 cp
17	<i>Shield of the eye</i> (see <b>Appendix III: New Magic Items</b> )
18	<i>Potion of healing</i>
19	29 pp
20	81 gp
21	<b>+1 crossbow bolts</b> (20)
22	250 gp
23	<i>Potion of frost giant strength</i>
24	2,160 cp
25	1,200 sp
26	Eight small emeralds (75 gp each)
27	59 gp
28	300 sp
29	115 pp
30	<i>Wand of fear</i> (3 charges)
31	14 sp
32	10 gp
33	<i>Sun staff</i> (see <b>Appendix III: New Magic Items</b> )
34	Gold brooch inset with sapphires (950 gp)
35	180 cp
36	180 sp
37	9 gp
38	One small diamond (600 gp)

d100	Result
39	Vial of holy water
40	<i>Cloak of protection</i>
41	140 gp
42	42 gp
43	335 ep
44	Golden belt (500 gp)
45	50 sp
46	72 gp
47	<b>+1 chain mail</b> (determine size)
48	92 gp
49	2 cp
50	1 pp
51	Three small rubies (100 gp each)
52	<i>Potion of greater healing</i>
53	78 sp
54	44 ep
55	Gold bracelet (150 gp)
56	<i>Spell scrolls: light, hold person</i>
57	36 gp
58	22 sp
59	80 cp
60	721 gp
61	87 pp
62	17 small pieces of ivory (10 gp each)
63	<i>Goggles of night</i>
64	<b>+1 plate armor</b> (shatter curse: appears to be normal <b>+1 plate armor</b> but falls to pieces when first struck and reforms after 24 hours; determine size)
65	32 ep
66	150 gp
67	590 cp
68	80 sp
69	12 pp
70	<i>Ring of water walking</i> (cursed: fails after 20 feet traveled)
71	<i>Potion of poison</i>
72	22 gp
73	4,800 sp
74	9,000 cp
75	412 ep
76	27 pp
77	<i>Spell scroll: fireball</i>
78	Platinum ring (300 gp)
79	<b>+1 light hammer</b>
80	10 gp
81	2 pp



d100	Result
82	Six pieces of jade (75 gp each)
83	<i>Spell scrolls: lesser restoration (x2)</i>
84	38 gp
85	91 ep
86	241 sp
87	1,000 cp
88	+3 <i>arrow</i> (1)
89	<i>Spell scroll: protection from evil and good</i>
90	123 gp
91	35 pp
92	6 sp
93	190 ep
94	Two small sapphires (200 gp each)
95	Gold necklace inset with small rubies (950 gp)
96	81 gp
97	11 ep
98	+1 <i>longsword</i>
99	92 pp
100	<i>Boots of speed</i>

**Armor:** Roll on **Chart 27: Adventurer, Race** to determine size of armor.

## SPECIAL CHARTS

### CHART 27: ADVENTURER, RACE

d10	Result
1	Dragonborn
2	Dwarf
3	Elf
4	Gnome
5	Half-Elf
6	Half-Orc
7	Halfling
8–9	Human
10	Tiefling

### CHART 28: ADVENTURER, CLASS

d12	Result
1	Barbarian
2	Bard
3	Cleric
4	Druid
5	Fighter
6	Monk
7	Paladin

d12	Result
8	Ranger
9	Rogue
10	Sorcerer
11	Warlock
12	Wizard

### CHART 29: GOD/GODDESS

d10	Result
1	Zeus
2	Hera
3	Athena
4	Hermes
5	Hestia
6	Poseidon
7	Hades
8	Orcus
9	Daemogor
10	Baelor

### CHART 30: HUMANOIDS

d12	Result
1	Kobold
2	Orc
3	Goblin
4	Hobgoblin
5	Gnoll
6	Elf, Drow
7	Duergar
8	Bugbear
9	Lizardfolk
10	Sahuagin
11	Grimlock
12	Merfolk

### CHART 31: PRISONER/VICTIM

d12	Result
1	Noble/Military Commander
2	Lesser Nobility
3–4	Militia/Caravan Guard/Soldier
5	Merchant
6–7	Villager
8–9	Adventurer (roll on <b>Chart 27: Adventurer, Race</b> and <b>Chart 28: Adventurer, Class</b> )
10–12	Humanoid (roll on <b>Chart 30: Humanoids</b> )



In general, prisoners and victims are in poor condition. They are injured, severely malnourished, dehydrated, beaten, etc. Without significant rest and/or magical healing, they are unable to perform actions other than basic movement and communication. The victim may know some information about his or her captors other than basic knowledge (who/what they are) (25% chance). Such information includes descriptions of leaders, motivations, plans, etc.

**Noble/Military Commander:** This prisoner is a person of significant importance. Typically wealthy and well-educated, the prisoner can offer a significant reward for his/her freedom. There is an 80% chance they have the statistics of a **noble** and a 20% chance the person is an adventurer (though not actively adventuring). Consult **Chart 27: Adventurer, Race** and **Chart 28: Adventurer, Class**.

**Lesser Nobility:** This person is a prominent person and generally wealthy. They are often emissaries, ambassadors, minor military commanders, local leaders, etc. There is an 80% chance they have the statistics of a **noble** and a 20% chance the person is an adventurer (though not actively adventuring). Consult **Chart 27: Adventurer, Race** and **Chart 28: Adventurer, Class**.

**Militia/Caravan Guard/Soldier:** This person is generally human, but other races are possible. Use the statistics of a **guard** with no weapons or armor.

**Merchant:** Captured during a raid, this merchant can pay a reward for his or her rescue equal to 100 gp/level of the dungeon.

**Villager:** This **commoner** has little to offer the party and can reward rescuers only with 5 gp/level of the dungeon. If injured in battle, they seek to flee immediately. They will not engage any creature larger than themselves.

## SAMPLE DUNGEON

This sample dungeon is designed for a party of 3rd-level characters. All the rooms are keyed — filled with monsters and/or a short description. There is no specific storyline behind this dungeon crawl other than it is Level 3 of a massive underground complex. Who built it and why has been lost through the passage of time. It is now inhabited by various monsters that vie for control of small sections of the dungeon. There are some shaky alliances and ongoing feuds. Allegiances, evil temples, forgotten crypts, and nefarious villains are found deeper in the dungeon. Some of the monsters on this level are hired as mercenaries by far more dangerous creatures below to perform minor tasks or conduct raids on the surface. However, the creatures of this level have no information on what lies below, but they have a 20% chance of knowing about a specific area on Level 2.

Defeated monsters either retreat out of the dungeon or down to the next level. If the characters make successive raids, rooms may be restocked or remain empty. Stair locations to Level 2 and Level 4 are in **Locations 12** and **39**.

A large portion of this dungeon is operated by an evil priest in the service of Daemogor. He has numerous minions. The priest is attempting to impress other leaders who reside farther down in the dungeon.

## 1. FIENDS WITH A TRAP

A pair of large, straw beds line the north wall of this room. Bones litter the floor around the beds. The room has a foul smell not unlike a wild animal. A blood trail leads from the beds to the short hall leading to the west.

Three **bugbears** use this room to trap unwary adventurers. The bugbears hide in the small secret room and wait for intruders to set off the trap.

**Pit Trap:** detected with a successful DC 12 Intelligence (Investigation) check; disarmed with a successful DC 12 Dexterity check with thieves' tools; characters who fall into the 10-foot deep, 10-foot-by-10-foot covered trap take 1d6 bludgeoning damage. The bugbears then emerge from their secret room and attack. The bugbears have a lair at **Location 17**. The largest bugbear has a key to unlock the door at **Location 17**. A sack within the secret chamber contains 123 gp.

## LOCATIONS 2–8: WIZARD'S LAIR.

This section of the dungeon is the lair of a wizard (**Location 8**). He employs some denizens of the dungeon as guards and servants. Lanterns illuminate the entire area. Any intrusion that is detected results in the entire area being alerted and creatures rushing to repel or destroy intruders.

A dozen pikes are set into the floor of this room. The skeletal heads of various humanoids hang from the pikes. A banner hangs from the ceiling. The symbol of a red crescent moon is set against a deep blue field.

This room is decorated to dissuade intruders from entering this part of the dungeon. The banner was discovered by the wizard in another location, but he thought it looked menacing and decided to use it here. He is unaware that the banner is the sigil of the Vampire Queen (see *Palace of the Vampire Queen* adventure module from Pacesetter Games).

## 3. KOBOLD MERCENARIES (LOCKED DOOR)

This room is clearly a barracks. More than a dozen bunk beds line the walls and several makeshift table and chair sets fill the room.

A heavy iron door is the only entrance to this room. It is generally closed and locked, requiring a successful DC 12 Dexterity check with thieves' tools to pick. The room is home to 14 **kobolds** that offer their services to many of the more intelligent denizens of the dungeon. They are currently in the employ of the wizard (**Location 8**) as mercenaries, although they are not particularly loyal to the wizard. The kobolds are not aggressive and offer labor services if asked for 100 gp. They have a chest hidden in the secret room that is filled with 300 sp and 590 cp.







## 4. BANDITS

Eight cots line the walls of this room. Other furniture is scattered about, and the tables are littered with plates, mugs, and food. A large, iron chest is beneath the largest table.

This room is home to six **bandits** in the employ of the wizard at **Location 8**. The bandits have had their number reduced, and two of the cots are unused. The room contains eight cots; each with a footlocker filled with clothes and general equipment. A large iron chest is trapped. **Poison Needle Trap:** detected with a successful DC 13 Intelligence (Investigation) check; disarmed with a successful DC 13 Dexterity check with thieves' tools; if triggered, creature triggering it must succeed on a DC 13 Dexterity saving throw or take 1d10 poison damage. The chest contains six sacks. Each sack contains 56 ep. One bandit has *dust of sleeping* (see **Appendix III: New Magic Items**).

## 5. MORE BANDITS

Four cots are organized in the center of the room. Other furniture lines the walls. A small oven radiates heat. Its smoke rises and disappears into large cracks in the ceiling.

This room is home to four **bandits** in the employ of the wizard in **Location 8**. The room contains four cots, each with a footlocker filled with clothes and general equipment. A large iron chest (trapped with a poison needle; save at +4 or die) contains four sacks. Each sack contains 300 sp. There are also 20 +1 *crossbow bolts* in a quiver.

## 6. PRISONER

A man clad in ragged clothing hangs from manacles in this room. He has been badly beaten and suffers from many small wounds. He is awake and raises his head in your direction. You are shocked to see how handsome he is, even with his wounds.

A young **human paladin 3** (see **Appendix II: NPCs**) is chained to the north wall. He was recently captured by the wizard, who has been torturing him for information regarding his mission. The paladin is seeking an evil cleric who resides on Level 4 of the dungeon. The paladin's equipment is in a chest at **Location 8**. He currently has 4 hit points.



## 7. WIZARD'S LAIR (TRAPPED DOOR)

This room has a desk, a small table, and several chairs, as well as a couch and a bookshelf. A rug covers most of the floor. Tapestries depicting a forest line the walls.

What appears to be a perfectly preserved head of an elf is mounted over the door. The door to this room is trapped. **Flames Trap:** detected with a successful DC 12 Intelligence (Investigation) check; disarmed with a successful DC 12 Dexterity check with thieves' tools; if triggered, flames shoot forth, and all creatures within 10 feet must make a DC 12 Dexterity saving throw, taking 1d6 fire damage on a failure or half as much damage on a success. The trap can be bypassed for three rounds if the wizard says "off" in elvish. During daytime hours, the **human sorcerer 3** (see **Appendix II: NPCs**) is in the room reading or working on his next plan to raid some other dungeon denizen on Level 2. He has a complete map of Level 2 of the dungeon. If the characters set off the fire trap, the wizard is ready for combat. His main effort is to escape, however, as he knows he cannot fight an entire party of adventurers. If he escapes, and if the characters are still alive, he runs to his bandit minions in **Locations 4** and **5** for aid. Otherwise, he flees. The elf head has been soaked in lacquer to make it appear fresh. **Spell scrolls** with *sleep* and *hold portal* are in the desk.



## 8. WIZARD'S BEDCHAMBER

A single, large bed rests in the center of this room. It is covered with fine, silk sheets, a quilted blanket, and several pillows. The floor is covered with a rug. The walls are covered by a tapestry depicting a lake. A large wall locker is behind the bed.

This is the bedchamber of the evil wizard. It contains a bed and large wall locker. The locker contains clothing and general equipment. A large wooden chest is at the foot of the bed. The chest contains 412 ep, 180 sp, and 140 gp.

## 9. WEBS

Thick spider webs heavily coat this hallway. The dried husks of two orcs and a goblin hang from the ceiling.

The webs are home to two **giant wolf spiders**. The spiders rarely leave the area to hunt as the undead in **Locations 10** and **11** often provide them with food. The spiders ignore the undead; they are not a food source. The goblin has a vial of holy water in a pouch.

## 10. TEMPLE LOBBY

Rotting tables and chairs litter the floor, and rotted tapestries hang from the walls. The tapestries depict battle scenes of orcs defeating various enemies.

This room was once used as a lobby for the temple at **Location 11**. Eight **skeletons** that serve the wight in **Location 11** act as guards in this chamber.

## 11. ORC TEMPLE

This massive chamber features murals depicting legions of orcs destroying various enemies. A broken altar is all that remains of whatever contents this chamber once held.

A group of adventurers stormed this temple many years ago and destroyed the orc priests. However, the orc high priest cursed his enemies and swore he would come back from the dead. He came back as a **wight**, and the creature now stalks the dungeons in search of adventurers to destroy. The wight hides behind the broken altar at the south end of the room. The creature wears a golden belt inset with rubies worth 500 gp.

## 12. STAIRS

These stairs lead up to Level 2 and down to Level 4.

## 13. TRAP

The room appears empty. However, a pressure plate is in the center of the room. **Falling Block Trap**: detected with a successful DC 12 Intelligence [Investigation] check; disarmed with a successful DC 12 Dexterity check with thieves' tools; if triggered, a stone falls from the ceiling, and the triggering creature must succeed on a DC 12 Dexterity saving throw or take 1d8 bludgeoning damage. Also, the crashing sound of the stone alerts the dwarves in **Location 14**, and they investigate and attempt to destroy any intruders.

## 14. EVIL DWARVES

Bedrolls are the only features of this room. A small chest is next to each bedroll.

Four evil **dwarves** (statistics of **guards** with a battleaxe) reside in this room, though only temporarily. They are advantageous creatures and constantly seek to increase their wealth. They are greedy and have no qualms about betraying the characters; they prefer deception over combat. The room contains four bedrolls and four small chests. Each dwarf has a key to his own chest. Chest No. 1 contains 38 gp and 35 pp. Chest No. 2 contains 190 gp. Chest No. 3 contains 59 gp and 10 gems worth 10 gp each. Chest No. 4 contains 241 sp and three small rubies worth 100 gp each.

## 15. FORGOTTEN TREASURE ROOM

The orc priests used this secret room to store their treasure, and it was not discovered when the temple was originally defeated. The room contains three wooden chests; each is unlocked and not trapped. Chest No. 1: 4,800 sp. Chest No. 2: 150 gp. Chest No. 3: 17 pieces of ivory worth 10 gp each and 92 gp. A loose stone in the floor conceals a secret compartment that holds a gold necklace worth 950 gp.

## 16. EMPTY ROOM

This room is empty.

## 17. BUGBEAR LAIR (LOCKED DOOR)

Two large straw beds are set against the western wall of this chamber. A sack rests next to each bed. The partially consumed corpse of a human man hangs from a rope over a pile of scattered bones.



The bugbears from **Location 1** use this chamber as their lair. Each sack contains 85 gp. The bugbears captured and killed the bandit hanging from the rope several days ago. The bugbears are unaware of the secret door that leads to **Location 19**.

## 18. EMPTY ROOM

This room is empty.

## 19. ATHENA

The eastern wall of this room is open to the mountainside, but the outside wall is steep and provides no exit. A white granite statue of a beautiful female warrior facing east stands in the center of the room. Her hand is outstretched but empty.

This statue is a depiction of Athena, goddess of wisdom. If a weapon (missile weapons excluded) is placed in her hand, the weapon gains flame power for one week (automatically ignites into flame when held). While a weapon is thus enchanted, it deals an additional 1d6 fire damage each time it hits, or an additional 2d6 fire damage against undead. The statue enchants only one weapon per week.

## 20. ORCS

A group of orcs is sitting on the floor in front of a small fire. They are in deep discussion.

A group of eight **orcs** recently occupied this room. The orcs came to the dungeon to reclaim their temple (**Location 11**). They are currently arguing on how to clear out the temple. The orcs are aware that undead infest the temple area, but they are not sure what type. However, they know they need help. The orcs cannot return to their tribe in failure. If possible, the orcs attempt to hire the characters to clean out the temple. They promise to reward the characters by giving them the secret treasure in **Location 15**. Of course, the orcs double-cross the characters.

## 21. EMPTY ROOM

This room is empty.

## THE MASTER'S LAIR

**Note on Locations 22–27:** This complex of rooms is occupied by an organized group led by a gnome known as the Master. The group generally raids the other levels of the dungeon so as to not make enemies on this level. If an attack is detected, all the creatures of this section immediately aid those threatened.

## 22. OGRE

The door to this room is cracked open. You clearly hear heavy breathing from inside from what must be a very large creature. The occasional movement is clearly that of something heavy.

A very large and somewhat intelligent **ogre** lives in this room. He attacks any intruder on sight. His job is to guard this section of rooms, and he takes his task seriously. The ogre has a bed made of straw and animal hides. A sack containing 29 pp, 190 ep, and *cursed ring of water walking* (fails after 20 feet is traveled) is under one of the animal hides.

## 23. GNOLLS

This room is sparsely decorated with only four bedrolls and a table and four chairs as the furniture. A lantern hangs from the ceiling over the table. Several small kegs are set beneath the table.

Four **gnolls** use this room as their lair. They have bedrolls and a single table with four chairs. The table is covered with empty casks of ale. A small chest hidden behind empty kegs is under the table and holds the combined wealth of the gnolls, which is a scant 118 ep.

## 24. HOBGOBLINS

Five cots line the walls and are spaced evenly about with military precision. A footlocker perfectly centered on each cot completes the picture. A large table with six chairs is set in the center of the room. One of the chairs has a booster seat. An open cabinet is set near the door and contains plates, mugs, and other utensils. Several kegs and wooden crates are next to the cabinet.

A squad of five very disciplined **hobgoblins** occupies this room. They are extremely loyal to the gnome (**Location 27**). The room is very clean and organized. The hobgoblins use cots, and each has a footlocker that holds personal items. The cabinet, kegs, and crates hold items for eating and food/ale/water. A single, wooden chest (unlocked) holds 72 gp and eight emeralds worth 75 gp each.

## 25. GOBLINS

This room looks more like a garbage dump of furniture than a barracks. Chairs, tables, and couches, among other things, fill nearly every square foot of the chamber.

Six **goblins** occupy this room. The gnome generally uses these creatures as cheap labor. They avoid combat duty. The room is



cluttered with junk. They have bunk beds and other furniture. The goblins collect usable furniture when the Master conducts raids; they then sell it to other denizens of the dungeon. The goblins hide their treasure behind a loose stone in the south wall. A sack contains 11 sp, 32 ep, and 24 pp.

## 26. EMPTY ROOM

This room is empty.

## 27. THE MASTER

This room is opulent compared to other rooms in the dungeon. Fine carpets and tapestries cover the floor and walls. Furniture, though child-sized, is ornate. A large desk dominates the center of the room.

The room is the headquarters of a **gnome warlock 3** (see **Appendix II: NPCs**). He is a former evil adventurer who leads the various humanoids in this area. The gnome is very smart, and if he is confronted without the aid of his minions, he attempts to escape or buy his way out of trouble. He reveals the secret door in his room as a bargaining chip. Two traps are in the hall. **Pit Trap**: detected with a successful DC 12 Intelligence (Investigation) check; disarmed with a successful DC 12 Dexterity check with thieves' tools; characters who fall into the

10-foot deep, 10-foot-by-20-foot covered trap take 1d6 bludgeoning damage. The pit trap is triggered only by weight of a Medium size creature or larger. **Javelins Trap**: detected with a successful DC 12 Intelligence (Investigation) check; disarmed with a successful DC 12 Dexterity check with thieves' tools; if triggered, launches 1d4 javelins (at four feet high to not hit a Small creature such as a gnome) at targets within five feet of the trigger. Each target must succeed on a DC 12 Dexterity saving throw or take 1d6 piercing damage. A large wooden chest at the end of the secret hallway contains the gnome's treasure: 900 sp, 115 pp, and *goggles of night* (wearer gains infravision).

## 28. SUBMERGED CHAMBER

This large chamber is filled with water. Four raised areas serve as platforms above the waterline.

The areas inside the dotted lines (on the map) are elevated three feet above the water. The water is 10 feet deep throughout the room. Two 20-foot-wide channels exit the room in the south and move toward another massive chamber in the south (see **Locations 63 or 64**). A **giant crab** lives in this room and attacks any who enter the water. A **+1 longsword** is underwater in the center of the room.





## 29. TRAP

A skeleton lies on this 20-foot-square platform.

The skeleton wears a gold ring worth 150 gp. A pressure plate is on the platform. **Gong Trap:** detected with a successful DC 12 Intelligence (Investigation) check; disarmed with a successful DC 12 Dexterity check with thieves' tools; if triggered, it creates a loud gong; roll for a wandering monster, and all creatures within 60 feet that can hear are aware of the ring. Any wandering monster appears at **Location 28**.

## 30. SECRET DOOR

This platform is set three feet above the water level. The secret door is trapped. **Special Trap:** Detected with a successful DC 12 Intelligence (Investigation) check; disarmed with a successful DC 12 Dexterity check with thieves' tools; if opened, the platform collapses into the water.

## 30. PLATFORM

This platform is set three feet above the water level. Nothing of interest is on the platform.

## 31. PLATFORM

This platform is set three feet above the water level. Nothing of interest is on the platform.

## 32. GUARD DOG

As you open the door to this room, you suddenly hear a loud growl. A massive, black and red dog stands ready to attack.

A **hell hound** is housed in this room. The evil priest at **Location 33** trained it to bark at intruders before attacking. The priest immediately investigates any noise.

## 33. DEJECTED (LOCKED DOOR)

An evil **human cleric 3** (see **Appendix II: NPCs**) just moved into this room. There is no furniture, just a bedroll and some other gear. The evil priest lost a power struggle on Level 4 and now plans his revenge. He is not interested in fighting adventurers and calls off his hell hound if combat starts. The priest does not know much about this level. He knows an abandoned orc temple is in the northwest as well as the location of the stairs to Level 4 at **Locations 12** and **39**.

## 34. GHAST WITH A SECRET

A nauseating smell of death wafts on the air from this door. Inside, you clearly hear something chewing on bone.

A **ghast** uses this room as its base. It is close to the exit, and this foul creature prefers to forage outside the dungeon complex. The ghast hides its treasure in the small room behind the secret door. Spread loosely on the floor inside the secret room is 840 cp, 2 pp, a platinum ring worth 300 gp, and a *spell scroll* with *protection from evil and good*.

## 35. EMPTY ROOM

This room is empty.

## 36. CHANNEL OF WATER

A water channel bisects the hallway here. The water flows from north to south and is murky.

A channel bisects the hallway. The water is 10 feet deep and moves very slowly.

## 37. LURKERS

A water channel bisects the hallway. The water flows from north to south and is murky.

Four **troglydites** lurk in the water. They attempt to ambush anyone who enters the water or crosses over it.

## 38. EMPTY ROOM

This room is empty.

## 39. STAIRS

A set of stairs in this room leads up to Level 2 and down to Level 4 of the dungeon.

## 40. STIRGE TRAP (LOCKED AND TRAPPED DOOR)

The door to this room is locked and trapped. Inside, along the west wall, are six, two-foot-square cages stacked in two rows. Each cage holds a **stirge**. The cages' doors are linked to a tripwire on the door (south wall). **Special Trap:** detected with a successful DC 12 Intelligence (Investigation) check; disarmed with a successful DC 12 Dexterity check with thieves' tools; if the door is opened (without being disarmed), the stirges are freed, and they attack intruders. The stirges are half-starved and attack until killed. The insane orc eye of Gruumsh at **Location 41** set up this room to defend his lair.

## 41. INSANE SHAMAN (LOCKED DOOR)

This room is decorated as a shrine to the orc god. A single cot and a footlocker are the only items not dedicated to the orc god. The footlocker contains a *potion of healing* and 10 gp. An insane **orc eye of Gruumsh** (with additional 2nd level spell *darkness*) lives here. He devised the stirge trap in **Location 40** as an early-warning system. This orc was a very young acolyte when the orc temple in **Location 11** was destroyed. He was



the lone survivor. He waited many years for his tribe to return and has since gone mad. He investigates if he detects intruders in **Location 40**. The shaman casts *darkness* in the stirge room (the stirges are better in the dark due to their sense of smell). He has a secondary wire at the north door and can open the stirges' cages from there. The sight of adventurers fills the orc eye of Gruumsh with rage.

## 42. LOST

A group of five **berserkers** (with 30 [4d8 + 12] hit points and Challenge Rating 1) recently occupied this chamber. They are looking for easy treasure, but they became lost on this level. They attack intruders only if they feel they have the upper hand. Otherwise, they bargain for assistance in finding the dungeon's exit. They give up half their treasure — 250 gp kept in a sack — for help.

## 43. EMPTY ROOM

This room is empty.

## 44. CHANNEL OF WATER

A water channel bisects the hallway here. The water flows from north to south and is murky.

A channel bisects the hallway. The water is 10 feet deep and moves very slowly.

## 45. DEFEATED (LOCKED DOOR)

The door to this empty room is barred from the inside. A secret door hides a small room containing an adventurer who died here from wounds received while exploring the dungeon. On the elf is a *wand of fear*, a +3 *arrow*, 91 ep, and 27 pp.

## 46. TRAP

This room is trapped. **Teleportation Trap**: may not be detected without magical means; may be dispelled (DC 14) but not disarmed; each character who enters must succeed on a DC 12 Wisdom saving throw each round spent in the room. Characters who fail are teleported to a random room in the dungeon. To determine which room the character is sent to, first roll a d6 and then roll a d10. The d6 is the first digit, and the d10 is the second digit (rooms 10 through 69 are thus possible). If the room rolled does not exist (i.e., rooms 66+), roll again. Note, you must roll for each character separately. A character who teleports to an occupied room gains surprise on the inhabitants.

## 47. EMPTY ROOM

This room is empty.

## 48. RUST

A **rust monster** made its way into this room. It immediately attacks any armored figure. The rust monster has no treasure.

## 49. EMPTY ROOM

This room is empty.

## 50. ETERNAL GUARDIANS

Six **zombies** stand around the corpse of an evil priest. The cleric had the job of escorting the zombies to **Location 11** as tribute to the wight. However, the cleric was ambushed and died in this room. The zombies are awaiting his orders. In his absence, they attack any who enter. The cleric wears chain mail armor and holds a normal staff. He has a pouch containing 12 pp.

## 51. EMPTY ROOM

This room is empty.

## 52. CARNAGE

The door ahead is smashed open, and the sickening sounds of crunching bone and tearing flesh exit the room.

Two ogres laired in this room, but a roving band of three **ghouls** attacked them only a few hours ago. The ghouls surprised the overconfident ogres. The ghouls have not discovered the secret room that holds the ogres' treasure: 380 sp, 9,000 cp, +1 *light hammer*, and a *spell scroll* with *fireball*.

## 53. GOLDEN GOBLET

This water-filled room surrounds a small island of rock and sand. A sandy beach surrounds a small island dotted with large boulders and smaller rocks. The largest boulder looks like a vertical rectangle. A goblet glowing with a golden light is atop the boulder.

The island is home to a **giant constrictor snake**. The golden goblet (100 gp) is enchanted with a *continual light* spell. Lying amid the rocks is a gold bracelet (150 gp).



## 54. EMPTY PLATFORM

This platform rises two feet above the water. It is flat and featureless.

## 55. EMPTY PLATFORM

This platform rises two feet above the water. It is flat and featureless.

## 56. EMPTY PLATFORM

This platform rises two feet above the water. It is flat and featureless.

## 57. CORPSE

This platform rises two feet above the water. Scratches on the surface lead to the edge of the platform. The corpse of a human fighter is directly under the platform (10 feet below the waterline). The fighter is wearing **+1 plate armor** (cursed: appears as normal **+1 plate armor** but falls to pieces when first hit, reforming 24 hours later).

## 58. HUT

A stone hut without windows or a door is in the center of this platform. The structure is crudely constructed and featureless.

This hut is built upon a platform just above the waterline. There is no door. A small shrine dedicated to the lizard man god Yssisilith is set against the north wall. A crude mural of the god is drawn above the shrine on the west wall. Two sealed urns are next to the shrine. Both urns are trapped and contain 46 pp. **Special Trap:** detected with a successful DC 12 Intelligence (Investigation) check; disarmed with a successful DC 12 Dexterity check with thieves' tools; if triggered, the first urn causes a 10-foot-square area in the floor to open. Any creatures in the area must succeed on a DC 12 Dexterity saving throw or fall into the water below. Those in heavy armor need help to avoid drowning. Also, a group of normal leeches lives under the hut. Any characters in the water under the hut are automatically struck by several small leeches and take 1 necrotic damage per round until the creatures are removed. It takes only one round to remove them (after the character exits the water). **Special Trap:** may not be detected without magical means; may be dispelled (DC 14) but not disarmed; if a creature touches the second urn, it must succeed on a DC 12 Wisdom saving throw or be teleported to **Location 49**.

## 59. EMPTY PLATFORM

This platform rises two feet above the water. It is flat and featureless.

## 60. EMPTY PLATFORM

This platform rises two feet above the water. It is flat and featureless.

## 61. GUARDS

A long hut made of crudely cut stone takes up most of the space on this platform. A wide-arched door covered by a ragged tapestry is the only entrance.

A group of five **lizardfolk** occupy this hut. They are on guard duty and sworn to protect the tomb at **Location 62**. Guard duty lasts for one week before replacements are brought in (from **Level 4**).

## 62. YSSISILITH

This stone structure is bare of any markings with the exception of a statue of a massive lizardfolk standing on the roof. The lizardfolk carries a trident and short sword. The statue's eyes gleam with a sparkling red light.

The statue's eyes are red rubies (200 gp each). **Special Tele-**





**portation Trap:** may not be detected without magical means; may be dispelled (DC 14) but not disarmed; if the rubies are touched, any creatures within 40 feet of the statue must succeed on a DC 12 Wisdom saving throw or be teleported into the tomb (**Location 62**). This happens only once per day and only if the rubies remain a part of the statue. A stone sarcophagus inside the tomb is five feet wide and 10 feet long. As soon as anyone enters the tomb (by any means), the lid slowly slides off and a huge lizardfolk emerges. The lizard man is bandaged, much like a mummy. It attacks any intruders and fights to the death. The lizard man is simply a **stone living statue** (see **Appendix I: New Monsters**; it attacks with a **+1 trident** and a **+1 shortsword** instead of its usual fists). There is 721 gp in the sarcophagus.

### 63. CANAL

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The canal empties into this large area. The water remains about 10 feet deep.

### 64. CANAL

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The canal empties into this large area. The water remains about 10 feet deep.

### 65. EMPTY ROOM

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This room is empty.







## LEVEL 4

To use the Random Dungeon Encounter Generator (RDEG), you need a full set of polyhedral dice (d4, d6, d8, d10, d12, d20) and a map. The following tables are all numbered (#) and cross-referenced throughout the RDEG. Each level has new tables that create more difficult and varied options as the dungeon levels progress. For example, a Level 1 dungeon trap usually inflicts less than 1d8 damage while a Level 5 dungeon trap might average 2d8 damage. Monsters increase in power, and treasures increase in value corresponding to dungeon level.

To create a dungeon room encounter, a series of dice rolls is required. At any time, you may reroll or simply end the process if you feel the room encounter is satisfactory. To start the process, begin in **Section A, Chart 1: Room Contents** or **Chart 21: Corridor Contents**. Each chart further instructs you which chart to roll on next based on the result. Never feel locked into a die roll result. If it makes no sense, seems inconsistent, or if you just want something more or less, reroll.

When you complete rolling in **Section A**, proceed to **Section B** for room details, then **Section C** to determine creatures. Lastly, if necessary, go to **Section D** to determine treasure.

### IRREGULAR DICE

In some cases, you are asked to roll a non-standard dice, such as a d16. To generate this result, roll 1d6 and 1d8. If the result of the d6 roll is 4, 5, or 6, add 8 to the result of the d8. This same method is used to generate 1–24 using a d6 and a d12 (the d6 result adds 12 to the result instead of 8).

### SECTION A

Start by rolling 1d6 on the **Illumination Type** chart below. After the illumination type is determined, move to **Chart 1: Room Contents** or **Chart 21: Corridor Contents**. Proceed to **Section B** when the illumination and contents are completed.



## ILLUMINATION TYPE

d10	Result
1	<b>Brazier:</b> One per 40 square feet*
2–3	<b>Torch/Sconce:</b> One per 30 square feet
4–5	<b>Torch/Sconce:</b> One per 60 square feet*
6	<b>Lantern:</b> One per 60 square feet
7	<b>Lantern:</b> One per 90 square feet*
8–10	<b>No artificial illumination</b>

\* Due to the gap in light sources, a dimly lit/lightly obscured area is between light sources.

**Brazier:** Typically made of brass, these urn-like devices burn coals or some sort of fuel oil to generate light. Braziers cast bright light in a 10-foot radius and dim light in an additional 10-foot radius. A brazier in a 20-foot-square room fully illuminates the entire chamber; however, in a 30-foot-square room, the corners of the chamber are shadowy and dimly lit (assuming the brazier is set in the center of the room).

**Torch:** The standard torch burns for one hour, casts bright light in a 20-foot radius, and dim light in an additional 20-foot radius. Torches can be extinguished in high winds or damp (rain-like) conditions. A torch can be voluntarily extinguished using an action. A lit torch submerged in water (or most any liquid) is immediately extinguished and cannot be relit until properly dried (typically four to six hours in dry conditions).

**Lantern:** A lantern casts bright light in a 30-foot radius and dim light in an additional 30-foot radius. It remains lit for six hours (fully fueled with one oil flask). A lantern is easily extinguished (no action required). If submerged or exposed to significant water, it cannot be relit without replacing the oil. Lanterns are resistant to high winds and rain unless mechanically opened to expose the lit flame.

## CHART 1: ROOM CONTENTS

d20	Result
1	Statues (roll on <b>Chart 2: General Statues</b> )
2–3	Rotted furnishings (indistinguishable)
4	Rotted furnishings (barracks)
5	Rotted furnishings (library/office)
6	Rotted furnishings (leader's quarters)
7–9	No furnishings
10–12	Lair, furnishings match occupant
13–14	Religious (roll on <b>Chart 3: Religious [Room Type]</b> )
15	Military (roll on <b>Chart 5: Military [Room Type]</b> )
16	Prison (roll on <b>Chart 6: Prison [Room Type]</b> )
17	Arcane (roll on <b>Chart 7: Arcane [Room Type]</b> )
18	Stair (roll on <b>Chart 8: Stair [Room Type]</b> )
19	Fountain (roll on <b>Chart 9: Fountain, General</b> )
20	Special (roll on <b>Chart 11: Special I [Room Type]</b> )

**Rotted Furnishings:** The contents of this room are decayed and rotted beyond identification, or they are in such disrepair that they are unusable. Some chambers can be identified as to their original intent (barracks, library, etc.) but nothing within the chamber has actually survived. For example, a library's bookshelves and cabinets have collapsed, and any remaining books crumble at the touch or are waterlogged and simply fall apart.

**No Furnishings:** This room is empty of any furnishings or objects other than some possible detritus, the occasional vermin, vermin skeletons, cobwebs, puddles of dirty water, dust, broken weapons (unusable), etc.

**Lair Furnishings:** This chamber is the current lair of a creature. Whether the creature is present is determined in **Section B**. The content's contents and furniture are reflective of the occupant. For example, an owlbear's chamber might hold several piles of bones, a nest made of soft materials (cloth, straw), etc. A light source is not likely unless magically present. The entries for statues, military, religious, prison, arcane, stair, fountain, and special have their own charts to roll on to further detail the chamber.

## CHART 2: GENERAL STATUES

d12	Result
1	Statue of random monster (roll on <b>Chart 25: Monsters</b> )
2	Statue of non-human adventurer (roll on <b>Chart 27: Adventurer, Race</b> [reroll 8-9] and <b>Chart 28: Adventurer, Class</b> )
3	Statue of human adventurer (roll on <b>Chart 28: Adventurer, Class</b> )
4	Statue of humanoid (roll on <b>Chart 30: Humanoids</b> )
5	Statue of a god/goddess (roll on <b>Chart 29: God/Goddess</b> or GM selection)
6	Broken/defaced statue (roll 1d6 on this chart to determine type)
7	Statue, oracle (roll 1d6 on this chart to determine type)
8	Statue and one treasure
9	Statue, trapped (roll on <b>Chart 19: Trap, Container/Statue/Treasure</b> )
10	Statue, petrified adventurer
11	Statue, replica of a character
12	Statue, animates (roll 1d6 on this chart to determine type)

Statues generally are the same size as their subject matter.

**Oracle:** An oracle statue answers one question truthfully once per month. The statue must be addressed in its "native" tongue.

**Statue and treasure:** Treasure found with a statue is in addition to any other treasure determined while rolling for room contents.

**Petrified Adventurer:** This statue is actually a petrified adventurer and can be magically restored via a *flesh to stone*, *greater restoration*, or *wish* spell. Roll on **Chart 27: Adventurer, Race** and **Chart 28: Adventurer, Class** for the type of adventurer.



The adventurer is 2nd level; consult **Chart 25: Monsters** for statistics.

**Character Replica:** This statue is an exact replica of one of the characters in the party (roll randomly or select). The statue has an outstretched hand. If the copied character grasps the statue's hand, he/she gains the ability to cast *stoneskin* one time. After bestowing the special power, the statue vanishes.

It reappears one day later in the same location, but this time it takes the form of another member of the adventuring party.

**Statue Animates:** Use the statistics for **living statue, crystal** or **living statue, iron** or **living statue, stone** (see **Appendix I: New Monsters**) as appropriate. It attacks if approached. It cannot communicate and pursues fleeing characters.

### CHART 3: RELIGIOUS (ROOM TYPE)

d8	Result
1	Shrine
2	Desecrated shrine
3	Temple
4	Desecrated temple
5	Crypt (roll on <b>Chart 4: Crypt [Room Type]</b> )
6–7	Storage
8	Sacrificial altar

**Shrine:** This chamber has an object set in a place of prominence — often illuminated — that is dedicated to a specific deity or pantheon. If intelligent creatures are present, they are generally devotees of the deity and are either visiting, maintaining, or guarding the shrine. A shrine always includes some artifact of importance though not necessarily one of value.

**Desecrated Shrine:** Similar to a normal shrine, this chamber once was a place of reverence. It has been defiled and desecrated. If creatures are present, they may have desecrated the shrine, come to inspect the damage, and/or are looking for those responsible for the damage.

**Temple:** Typically found in a larger chamber, a temple is an active place of worship. It is often occupied by the appropriate worshippers and/or a shaman or cleric. The temple includes religious accoutrements such as an altar, pews, symbols of the deity, etc.

**Desecrated Temple:** This chamber has been savaged and damaged by physical force, fire, or both. Otherwise, it is identical to a normal temple. Identifying the original deity may be difficult. Desecrated temples have a propensity to be the lair of vengeful undead, usually former devotees of the temple.

**Crypt:** Roll on **Chart 4: Crypt (Room Type)**.

**Storage:** A religious faction used this room for storing items related to maintaining their nearby temple or shrine. Items may include spare robes, basic symbolic devices, additional chairs, wine/ale used in services, war paints, etc.

**Sacrificial Altar:** This chamber exudes evil, and a sacrificial altar, table, or similar device dominates the room. Dried blood is easily identifiable in the chamber. Urns or other containers may be located within the chamber and may hold internal organs and/or blood. A victim (alive) may be secured within the chamber as well as evil creatures that perform the sacrifice.

An identifiable symbol of an evil deity is also present. There is a 10% chance that a living being is secured to the altar. Consult **Chart 31: Prisoner/Victim** for details.

### CHART 4: CRYPT (ROOM TYPE)

d8	Result
1	Solitary coffin: empty; opened or unsealed
2	Solitary coffin: corpse; unopened, sealed
3	Multiple coffins: empty; opened or unsealed
4	Multiple coffins: corpse; unopened, sealed
5	Sarcophagus: sealed
6	Sarcophagus: unsealed
7	Mausoleum: sealed
8	Mausoleum: unsealed

**Coffin:** This simple burial device is made of wood and may have inscriptions detailing who was interred. They are typically nailed shut. Sealed coffins contain a single corpse that may be recently interred or decayed to nothing more than skeletal remains. To determine the type of creature interred, you can roll once on either **Chart 27: Adventurer, Race** or **Chart 30: Humanoids** to determine what type of corpse is present.

**Sarcophagus:** Typically made of stone, these burial devices are often used by humans. The lid of a sarcophagus is sealed with a cement-like compound. The lid is also extremely heavy. If sealed, the corpse within has some treasure as it was a person of significance in life.

**Mausoleum:** A mausoleum holds multiple small sarcophagi made of granite. The entrance to the mausoleum is singular and held closed by a complex lock (successful DC 14 [minimum] Dexterity check with thieves' tools). If the entrance is unsealed, the entire structure has likely been looted.

### CHART 5: MILITARY (ROOM TYPE)

d12	Result
1	Barracks, abandoned
2–3	Barracks, occupied
4	Barracks, empty
5	Leader's office
6	Commander's office
7–8	Storage
9	Latrine
10	Training
11	Weapons/armor storage
12	Weaponsmith/armorer

**Barracks:** This chamber contains beds/bunks/hammocks, etc., with accompanying furniture that includes tables, chairs, footlockers, wall lockers, shelving, and cabinets. If occupied, the containers hold various items such as clothing, spare weapons, spare armor, some minor treasures, etc. A light source, or multiple sources, are present.



**Leader's Office:** This room is a combined office and bedchamber used by a sergeant or similar type of leader. This creature, while not in complete command of troops, holds a position of authority and is responsible for daily operations of troops.

**Commander's Office:** This chamber is occupied by the highest-ranking leader of nearby troops. The commander may or may not be the same type of creature as its subservient troops. The chamber is lavishly decorated and contains fine furniture or decorations. It is possible the chamber is actually two or more rooms and includes an office, a treasury, a bedchamber, and a study.

**Storage:** This storage room, if the nearby barracks are occupied, is always locked and the key held by the leader and commander. The room's contents are a combination of dry goods, food, clothing, and general equipment.

**Latrine:** Used by all members associated within this military area, this room is most often well-kept and clean. If abandoned, it is often the lair of vermin such as rats, oozes, jellies, etc. Even when abandoned, local denizens still use the room.

**Training:** This room is used to practice and train. There might practice dummies, targets, and obstacles. Additionally, physical conditioning equipment might be present. Some sparring-type weapons might be found in this room; these weapons are wooden facsimiles of normal weapons with blunt edges.

**Weapons/Armor Storage:** This locked room contains additional weapons and armor used by the nearby troops. Containers holding additional ammunition for missile or hurled weapons are also present. Keys to this chamber are held by the weapon-smith/armorer, the leader, and the commander. The weapons within the chamber correspond to active occupants of the associated military complex or chambers. All weapons are stored in wall racks, crates, barrels, etc.

**Weaponsmith/Armorer:** This room is either an active or abandoned smithy. The occupant(s) are trained in manufacturing/maintaining weapons and armor. The room contains all the equipment required to operate a smithy. Smoke from the furnace is vented via a crevice in the ceiling (which is why the chamber was selected for its purpose).

#### CHART 6: PRISON (ROOM TYPE)

d6	Result
1	Torture chamber
2-3	Guard post
4	Cell, empty
5	Cell, occupied
6	Cell, occupied (false)

A prison location is often located near a military, religious, or arcane room area. If any of the chambers are occupied, the entire area is illuminated by lanterns or torches (sconces).

**Torture Chamber:** This room is used to torture prisoners for information or sadistic pleasure. You may opt to roll twice for occupants for this chamber; one occupant is the prison staff and the other a current prisoner. The screams of victims can be heard up to 120 feet from this chamber (50% chance). The door to this room is typically locked at all times. The lead interroga-

tor or nearby guards hold the keys. Roll on **Chart 31: Prisoner/Victim** to determine the prisoner.

**Guard Post:** Prison guards staff this area. It contains minor furniture (table and chairs), some weapons in racks, and is illuminated. Keys to the entire prison area are often found here.

**Cell, Empty:** The door to this room is locked. A dirty straw bed, manacles (attached to wall), and other detritus are inside.

**Cell, Occupied:** The door to this room is locked. A badly beaten prisoner (reduced to 1d2 hit points) is inside. Roll on **Chart 31: Prisoner/Victim** to determine the prisoner. Any equipment the prisoner once possessed is located at a nearby guard post or some other related chamber.

**Cell, Occupied (False):** This chamber conforms to the occupied cell description. However, the occupant is possibly working for the prison staff (gaining the confidence of other prisoners, etc.) or a member of a nearby enemy. Regardless, the prisoner attempts to gain the confidence of its rescuers but betrays them at the first opportunity (possibly by leading them into a trap). This false prisoner is injured (mostly superficial) for 1d3 hit points. Use the rogue statistic block found on **Chart 25: Monsters**.

#### CHART 7: ARCAINE (ROOM TYPE)

d6	Result
1	Library
2	Study
3	Laboratory, chemical
4	Laboratory, test
5	Magical pool
6	Magical cell

A spellcaster of some type uses an arcane room for research. If the area is occupied, the spellcaster defends the chamber and summons minions from nearby chambers. These chambers, if occupied, are illuminated by magical light.

**Library:** Bookshelves hold volumes focused on basic magical research, conceptual theory, and historical selections. There is a 20% chance of discovering a book that includes an actual magical spell (75% chance one 1st-level spell, 25% chance one 2nd-level spell, determine randomly).

**Study:** This chamber contains comfortable furniture (cushioned chair, couch, small table, side tables, mini-bar, etc.). A spellcaster uses this room to read and study books from a nearby library. The chamber is typically illuminated by a magical light and candles.

**Laboratory, Chemical:** A large table covered with numerous glass cylinders of varying shapes and sizes dominates this room. The contents of most are nonmagical in nature (90% chance). One container may act as a random magical potion (10% chance).

**Laboratory, Test:** A spellcaster uses this chamber to practice spells against various targets. The spellcaster may use a short, four- to five-foot-tall stone wall as a shield. A living prisoner may be manacled to a wall for spell experimentation (10% chance). Roll on **Chart 31: Prisoner/Victim** to determine the prisoner.



**Magical Pool:** A raised pool of liquid (size determined by you) is in the center of this room. This liquid is magical and is used to create potions, to enchant items, and to mix magical inks. Consuming the liquid is dangerous: any creature that does so must succeed on a DC 13 Constitution saving throw or take 1d8 poison damage. The liquid has no value. However, if mixed in equal parts with any potion, it creates two potions. For each attempt to create a duplicate potion, roll for success (75% chance of success [failure indicates that both potions are ruined]). Potions cannot be further diluted to make additional potions.

**Magical Cell:** This chamber holds a magical container or cell that imprisons a magical creature. Roll on **Chart 25: Monsters** to determine what creature is trapped. Roll on **Chart 24: Monster Reaction Roll** if it is released to determine how it reacts to the characters.

### CHART 8: STAIR (ROOM TYPE)

d6	Result
1	Open stair up one level
2	Open stair down one level
3	Collapsed stair, no passage
4	Guarded stair up one level (roll on <b>Chart 25: Monsters</b> to determine creature type)
5	Guarded stair down one level (roll on <b>Chart 25: Monsters</b> to determine creature type)
6	Secret stair, exits dungeon complex

### CHART 9: FOUNTAIN, GENERAL

d6	Magical/ Nonmagical?	Result
1	Nonmagical	Clear, cool water. Refreshing.
2	Nonmagical	Dingy, room temperature
3	Nonmagical	Algae-covered, dirty water. Drinking causes disease.
4	Nonmagical	Clear, hot water
5	Magical	Green-colored water (roll on <b>Chart 10: Fountain, Magical</b> )
6	Magical	Clear, cool water (roll on <b>Chart 10: Fountain, Magical</b> )

### CHART 10: FOUNTAIN, MAGICAL

d12	Result
1	Character regains all hit points.
2	Character's hit point maximum increases by one.
3	One random ability score of the character increases by one. Another random ability score decreases by one.

d12	Result
4	One random ability score of the character (in which they have saving throw proficiency) increases by one. Another random ability score (in which they do not have saving throw proficiency, if possible) decreases by one.
5	Player chooses one ability score of the character to increase by one and another ability score to decrease by one.
6	One random ability score of the character increases by one.
7	Character regains all hit points, and all diseases are removed.
8	Character is immune to poison until next dungeon level is reached.
9	Character must succeed on a DC 13 Constitution save or take 1d4 poison damage and become infected with lycanthropy (wererat).
10	Character automatically succeeds on their next saving throw to avoid being affected by lycanthropy.
11	Character turns invisible (per spell) but only to those in the chamber.
12	Character gains effects of a <i>detect thoughts</i> spell against the next opponent met.

Magical effects occur after consuming the liquid directly from the fountain. The water's magical properties are negated if the liquid is removed or transported from the fountain. Each character may gain only one magical effect from a specific magical fountain once per lifetime.

A character that becomes a lycanthrope is not aware of the curse until the next full moon. A *remove curse*, *greater restoration*, or *wish* spell negates this effect.

### CHART 11: SPECIAL I (ROOM TYPE)

d10	Result
1	Well
2	Collapsed*
3	Flooded*
4	Teleportation*
5	Elemental gate*
6	Abyssal gate*
7	Locked*
8	Locked and trapped**
9	Room contains illusion of sleeping creature (roll on <b>Chart 25: Monsters</b> ).
10	One magic item hidden within the chamber.

\* Roll again on **Chart 1: Room Contents**

\*\* Roll on **Chart 1: Room Contents** and **Chart 19: Trap, Container/Statue/Treasure**



**Well:** A shallow well provides water to residents of the dungeon area. The door to this room is typically absent. A clean water spring or underground stream feeds the well.

**Collapsed:** The ceiling of this chamber collapsed. No passage is possible.

**Flooded:** This chamber is filled with 1d10 feet of water. The water is clear (30% chance), dirty (50% chance), or magically darkened (20% chance). Objects may float on the water's surface. Algae covers the walls of the chamber. Water drips from the ceiling, and minor amounts escape from tiny cracks under the waterline.

**Teleportation:** Merely by entering this room, a creature is teleported to a random location in the dungeon. This location can randomly change or be consistent. Typically, the teleportation functions only once every 20–50 minutes ([1d4 + 1] x 10). The destination location is not automatically another teleportation chamber (roll on **Chart 1: Room Contents** to determine the type of chamber the character arrives in).

**Elemental Gate:** A gate to one of the four elemental planes is open in the center of this chamber. Entering the gate transports any creature to the appropriate plane (roll 1d4: 1=Fire; 2=Air; 3=Earth; 4=Water). Elemental planes are not described in this book. A return gate is possibly located on the “other” side (50% chance).

**Abyssal Gate:** This gate is a passageway to the Abyssal Plane, the home of demons and the undead. The Abyssal Plane is not described in this book. A return gate is possibly located on the “other” side (50% chance).

## CHART 21: CORRIDOR CONTENTS

d8	Result
1	Trap (roll on <b>Chart 23: Trap, Corridor, Alcove, or Hall</b> )
2	Monster with one treasure
3	Monster with no treasure
4–6	Empty corridor
7	Treasure with trap
8	Special (roll on <b>Chart 22: Corridor, Special</b> )

## CHART 22: CORRIDOR, SPECIAL

d4	Result
1	Stairs up/exit
2	Stairs down (next level)
3	Collapsed stairs up (no passage)
4	Collapsed stairs down (no passage)

## SECTION B

In this section, you will determine if a monster, trap, and/or treasure is in the chamber or corridor. First, roll on **Chart 17: Room Detail**. **Section B** also details traps for any location. If a monster is included, move to **Section C** to randomly select a monster. If a treasure is included, go to **Section D** to determine treasure details.

### CHART 17: ROOM DETAIL

d12	Result
1	Trap (roll on <b>Chart 20: Trap, Chamber Entrance</b> )
2–3	Monster with no treasure
4–5	Monster with one treasure*
6	Monster with two treasures*
7	Monster with three treasures*
8	Monster with one treasure; trapped**
9–10	No monster or treasure
11	Treasure*
12	Treasure, trapped**

\* Roll on **Chart 18: Treasure Container** to determine container type.

\*\* Roll on **Chart 18: Treasure Container** to determine container type and **Chart 19: Trap, Container/Statue/Treasure** for trap type.

### CHART 18: TREASURE CONTAINER

d20	Result
1–2	Chest, no trap
3–4	Chest, no trap, locked
5	Chest, trapped*
6–7	Chest, trapped, locked*
8	Chest, no trap, hidden
9	Chest, no trap, locked, hidden
10	Chest, trapped, hidden*
11	Chest, trapped, locked, hidden*
12	Sack, hidden
13	Sack
14	Footlocker, locked
15	Secret compartment in floor
16	Secret compartment in wall
17	Secret compartment in wall, trapped*
18	Loose on floor or table
19	Hidden within furniture
20	Hidden inside pottery

\* Roll on **Chart 19: Trap, Container/Statue/Treasure** to determine trap type.



To locate hidden treasure, a character succeed on a DC 11 Intelligence (Investigation) check. Only one attempt is allowed.

## CHART 19: TRAP, CONTAINER / STATUE / TREASURE

d16	Result
1	<b>Contact poison:</b> Succeed on a DC 13 Constitution save or take 2d8 poison damage. Detected with a successful DC 15 Intelligence (Investigation) check
2	<b>Contact poison:</b> Succeed on a DC 13 Constitution save or berserk 2d6 rounds. While berserk, use action to attack nearest creature; may repeat save at end of each turn. Detected with a successful DC 15 Intelligence (Investigation) check
3	<b>Poisonous gas:</b> All creatures within 20 feet succeed on a DC 13 Constitution save or take 1d10 poison damage
4	<b>Poisonous gas:</b> All creatures within 10 feet succeed on a DC 13 Wisdom save or be teleported to nearest entrance to dungeon
5	<b>Poison needle:</b> Succeed on a DC 13 Constitution save or take 1d12 poison damage
6	<b>Poison needle:</b> Succeed on a DC 11 Constitution save or take 45 poison damage
7	<b>Dart:</b> 5 darts, succeed on a DC 13 Dexterity save for each or take 1d4 + 1 piercing damage
8	<b>Dart:</b> 3 darts, succeed on a DC 13 Dexterity save for each or take 1d4 + 1 piercing damage and succeed on a DC 12 Constitution save or be paralyzed for 10-30 minutes
9	<b>Falling block:</b> A stone falls from ceiling; succeed on a DC 14 Dexterity check or take 2d8 bludgeoning damage
10	<b>Electrical shock:</b> Make a DC 13 Dexterity save, taking 2d6 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 13 Intelligence (Arcana) check
11	<b>Electrical shockwave:</b> All creatures within 20 feet make a DC 13 Dexterity save, taking 1d8 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 13 Intelligence (Arcana) check
12	<b>Flames:</b> All creatures within 10 feet make a DC 12 Dexterity save, taking 2d6 fire damage on a failure or half as much damage on a success
13	<b>Flame wave:</b> All creatures within 20 feet make a DC 13 Dexterity save, taking 1d8 fire damage on a failure or half as much damage on a success. Detected with a successful DC 13 Intelligence (Arcana) check
14	<b>Poisonous gas:</b> All creatures within 10 feet succeed on a DC 13 Constitution save or be paralyzed for 30 minutes; paralyzed creature may repeat the saving throw at the end of each of its turns, ending paralysis on itself on a success
15	<b>Sonic boom:</b> All creatures and objects within 30 feet take 1d10 thunder damage
16	<b>Loud gong:</b> Noise sounds for 1d4 rounds; roll for wandering monster each round

Unless otherwise noted above, all traps may be detected with a successful DC 13 Intelligence (Investigation) check and disarmed with a successful DC 13 Dexterity check with thieves' tools.

**Contact Poison:** This poison is difficult to detect by normal means (senses). It is absorbed through bare skin and very potent.

**Poison Needle:** This type of trap is found only within a container, lock, or enclosed space (chest, urn, clay pot, footlocker, etc.). The needle automatically hits but inflicts no damage, just a pinprick. The target creature is automatically subject to the poison attack.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Electrical Shock:** The trapped object releases a magical electrical shock. Only one target is affected.

**Electrical Shockwave:** The trapped object releases a magical electrical shockwave that hits all targets within 20 feet.

**Flames:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Flame Wave:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 20 feet of the trapped location must make a saving throw.

**Poisonous Gas:** A cloud of deadly gas billows from the trapped object and affects all within a radius described above.

**Sonic boom:** An explosion of sound strikes all creatures and objects within 30 feet of the trap

**Loud Gong:** A loud siren erupts for 1d4 rounds. Each round the siren blares, there is a 33% chance of summoning a wandering monster (1-2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.



## CHART 20: TRAP, CHAMBER ENTRANCE

d10	Result
1	<b>Dart:</b> 5 darts, succeed on a DC 13 Dexterity save for each or take 1d4 + 1 piercing damage
2	<b>Dart:</b> 3 darts, succeed on a DC 13 Dexterity save for each or take 1d4 + 1 piercing damage and succeed on a DC 13 Constitution save or be paralyzed for 10-30 minutes
3	<b>Falling block:</b> A stone falls from ceiling; succeed on a DC 15 Dexterity check or take 2d8 bludgeoning damage
4	<b>Electrical shock:</b> Make a DC 13 Dexterity save, taking 2d6 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 13 Intelligence (Arcana) check.
5	<b>Flames:</b> All creatures within 10 feet make a DC 13 Dexterity save, taking 2d6 fire damage on a failure or half as much damage on a success
6	<b>Loud gong:</b> Roll for wandering monster
7	<b>Blade:</b> Succeed on a DC 13 Dexterity save or take 2d6 slashing damage from a slicing blade
8	<b>Javelins:</b> 1d4 + 1 javelins, succeed on a DC 13 Dexterity save for each or take 1d6 + 1 piercing damage
9	<b>Locking Door:</b> Door closes and locks behind first character to pass through
10	<b>Teleportation:</b> First creature passing through portal must succeed on a DC 13 Wisdom saving throw or be teleported to a random chamber

Unless otherwise noted above, all traps may be detected with a successful DC 13 Intelligence (Investigation) check and disarmed with a successful DC 13 Dexterity check with thieves' tools.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object. Darts target random creatures within five feet of the trap. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Electrical Shock:** The trapped object releases a magical electrical shock. Only one target is affected.

**Flames:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Loud Gong:** A loud siren erupts for 1d4 rounds. For each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

**Blade:** A large, slicing blade strikes the creature that triggered the trap. The trap automatically resets.

**Javelins:** 1d4 + 1 javelins launch from a nearby wall. Javelins target random creatures within five feet of the triggered trap.

**Teleportation:** target is teleported to a random location on this level of the dungeon

d10	Result
1	<b>Dart:</b> 5 darts, succeed on a DC 13 Dexterity save for each or take 1d4 + 1 piercing damage
2	<b>Dart:</b> 3 darts, succeed on a DC 13 Dexterity save for each or take 1d4 + 1 piercing damage and succeed on a DC 13 Constitution save or be paralyzed for 10-30 minutes
3	<b>Falling block:</b> Stone falls from ceiling; succeed on a DC 15 Dexterity check or take 2d8 bludgeoning damage
4	<b>Pit:</b> A 10-foot-by-10-foot covered trap, 10 feet deep; succeed on a DC 13 Dexterity save or take 1d6 + 2 bludgeoning damage from falling in
5	<b>Pit:</b> A 10-foot-by-20-foot covered trap, 10 feet deep; succeed on a DC 13 Dexterity save or take 1d6 + 2 bludgeoning damage from falling in
6	<b>Loud Gong:</b> Roll for wandering monster
7	<b>Blade:</b> Succeed on a DC 13 Dexterity save or take 2d6 slashing damage from a slicing blade
8	<b>Javelins:</b> 1d4 + 1 javelins, succeed on a DC 13 Dexterity save for each or take 1d6 + 1 piercing damage
9	<b>Darkness:</b> Entire corridor, alcove, or hall is filled with magical darkness
10	<b>Anti-magic:</b> Character cannot use magic (spell, device, etc.) for one hour

Unless otherwise noted above, all traps may be detected with a successful DC 13 Intelligence (Investigation) check and disarmed with a successful DC 13 Dexterity check with thieves' tools.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object at a random creature within five feet of the trap/treasure. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Pit:** These traps come in various sizes (width x length). All those in the pit's area may fall and take damage. Pits are covered and appear as the floor type found in that area.

**Loud Gong:** A loud siren erupts for 1d4 rounds. For each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

**Blade:** A large, slicing blade strikes the creature that triggered the trap. The trap automatically resets.

**Javelins:** 1d4 + 1 javelins launch from a nearby wall. Javelins target random creatures within five feet of the triggered trap.

**Darkness:** Magical darkness persists until dispelled or counteracted with a *light* spell.

**Anti-magic:** A single target nearest the trap is unable to use magic for one hour, including casting spells or using magical devices such as wands, scrolls, or potions. They can still wield magical weapons and be the target of spells.

## CHART 23: TRAP, CORRIDOR, ALCOVE, OR HALL



## SECTION C

In this section, you will roll to determine creatures present at the desired location. You will first roll on **Chart 24: Monster Reaction Roll** to determine the creature's reaction to any given situation. Next, roll on **Chart 25: Monsters** to determine the creature type. When you complete this section, move to **Section D**, if applicable, to determine any treasure found. If no treasure is included, this location is complete.

### CHART 24: MONSTER REACTION ROLL

d8	Result
1	Monster is new to area. Intelligent monsters attempt to talk to party to gain advantage.
2	Monster is simply passing through chamber and investigates the area.
3	Monster attempts to ambush party or other monsters in the area.
4–5	Monster has taken up residence in the chamber and uses it as its base of operations and lair. May be allied with neighboring monsters. Chamber “furnished,” if appropriate.
6	Monster aggressively attempts to gain a new lair or steal from others. Very aggressive.
7	Monster is looking for an ally to attack an enemy. It may join forces with party to accomplish this task.
8	Monster attempts to ambush party.

### CHART 25: MONSTERS

The following chart provides 100 monster entries, of which approximately 75 are unique. In some cases, several monsters are repeated on the chart. This is simply due to the fact of the limitation of reasonable monsters that would be encountered in a dungeon environment, and these creatures are appropriate for Level 4 of the dungeon. Yes, we know this is artificial, but balance is a thing in any game. Some creatures are significantly more powerful than others, and therefore this chart includes a wide variety of creature types.

When stocking your dungeon with these creatures, and a resulting roll seems incongruous with a nearby creature or locale feature, simply reroll. Always keep in mind, however, that even if a “strange” die roll result occurs, there is always some reason why it could be consistent with the result. For examples, please read the sample dungeon below.

d100	Result
1	Orc (1d12)
2	Troglodyte (1d4+1)
3	Kobold (4d4+2)
4	Jackalwere (1d3) (see Appendix I: New Monsters)
5	Beetle, Giant Water (1d2) (see Appendix I: New Monsters)
6	Cave Crawler (1d3) (see Appendix I: New Monsters)
7	Spider, Giant Wolf (1d4)

d100	Result
8	Spider, Giant (1d8)
9	Tick, Giant (1d4) (see Appendix I: New Monsters)
10	Stirge (1d10)
11	Gnoll (1d6+1)
12	Lizard, Giant Draco (1d3) (see Appendix I: New Monsters)
13	Shrieker (1d2)
14	Skeleton (3d6)
15	Hobgoblin (1d6+1)
16	Goblin (2d12+2)
17	Rat, Giant (4d4+4)
18	Zombie (2d4)
17	Bandit (1d8+2) (one has <i>dust of sleeping</i> [see Appendix III: New Magic Items])
18	Ant, Giant (1d6) (see Appendix I: New Monsters)
19	Berserker (1d6+1) (with 30 [4d8 + 12] hit points each and Challenge Rating 1)
20	Dwarf (1d8+1) (statistics of a <b>guard</b> with a battleaxe)
21	Bugbear (1d3+1)
22	Algid (1d2) (see Appendix I: New Monsters)
23	Ghoul (1d3+1)
24	Bat, Giant (1d6+1)
25	Water Weird (1d2)
26	Bullywug (2d6+2) (see Appendix I: New Monsters)
27	Dragon, Young White (1)
28	Ogron (1d3+2) (see Appendix I: New Monsters)
29	Land Lamprey (1d3+1) (see Appendix I: New Monsters)
30	Snake, Giant Constrictor (1d2)
31	Snake, Giant Poisonous (1d2)
32	Axe Beak (1d4)
33	Cyclope (1d2) (statistics of a <b>cyclops</b> with 92 [8d12 + 40] hit points, Challenge Rating 5, and whose greatclub attack does 15 [2d8 + 6] bludgeoning damage)
34	Hydra (1) (with three heads, 92 [8d12 + 40] hit points, AC 14, and Challenge Rating 5)
35	Spider, Giant Black Widow (1d2) (statistics of a <b>giant spider</b> whose bite does 3d8 poison damage)
36	Cockatrice (1)
37	Lizard, Giant (1d3)
38	Green Slime (1) (see Appendix I: New Monsters)
39	Grimlock (1d8+1)
40	Living Statue, Crystal (2) (see Appendix I: New Monsters)
41	Bat, Giant Fire (1d4+1) (see Appendix I: New Monsters)
42	Jelly, Shock (1) (see Appendix I: New Monsters)



d100	Result
43	<b>Spider, Huge (1d2)</b> (statistics of a <b>giant spider</b> with 39 [6d10 + 6] hit points and Challenge Rating 2, whose bite does 8 [1d10 + 3] piercing damage and 11 [2d10] poison damage)
44	<b>Ogre (1d3)</b>
45	<b>Beetle, Giant Oil (1d3)</b> (see <b>Appendix I: New Monsters</b> )
46	<b>Werewolf (1d2)</b>
47	<b>Living Statue, Iron (1d2)</b> (see <b>Appendix I: New Monsters</b> )
48	<b>Sandlasher (1d2)</b> (see <b>Appendix I: New Monsters</b> )
49	<b>Earth Elemental, Minor (1)</b> (see <b>Appendix I: New Monsters</b> )
50	<b>Blink Dog (1d2+1)</b>
51	<b>Doppelganger (1d3)</b>
52	<b>Duergar (1d4+1)</b>
53	<b>Gargoyle (1d3)</b>
54	<b>Harpy (1d3)</b>
55	<b>Lizardfolk (1d6+1)</b>
56	<b>Dread (1d4+1)</b> (see <b>Appendix I: New Monsters</b> )
57	<b>Shadow (1d4+1)</b>
58	<b>Ghast (1d2)</b>
59	<b>Skeleton, Abyssal (1d4+1)</b> (see <b>Appendix I: New Monsters</b> )
60	<b>Wererat (1d2)</b>
61	<b>Minotaur (1)</b>
62	<b>Salamander (1)</b>
63	<b>Hell Hound (1d2)</b>
64	<b>Wraith (1)</b>
65	<b>Owlbear (1)</b>
66	<b>Salamander, Frost (1)</b> (see <b>Appendix I: New Monsters</b> )
67	<b>Yellow Mold (1)</b> (see <b>Appendix I: New Monsters</b> )
68	<b>Trolling (1d3)</b> (see <b>Appendix I: New Monsters</b> )
69	<b>Manticore (1)</b>
70	<b>Gelatinous Cubicle (1d4)</b> (see <b>Appendix I: New Monsters</b> )
71	<b>Lurker Below (1)</b> (see <b>Appendix I: New Monsters</b> )
72	<b>Living Statue, Stone (1)</b> (see <b>Appendix I: New Monsters</b> )
73	<b>Gnoll (1d6+1)</b>
74	<b>Hobgoblin (1d6+1)</b>
75	<b>Dragonborn Soldier, White (1d3+1)</b> (see <b>Appendix I: New Monsters</b> )
76	<b>Ogron (1d3+2)</b> (see <b>Appendix I: New Monsters</b> )
77	<b>Orc (1d12)</b>
78	<b>Land Lamprey (1d3+1)</b> (see <b>Appendix I: New Monsters</b> )

d100	Result
79	<b>Wight (1)</b>
80	<b>Necrotic Rat (2d6+2)</b> (see <b>Appendix I: New Monsters</b> )
81	<b>Vampire, Spawn (1d2)</b>
82	<b>Elf, Drow Apprentice (1d3)</b> (statistics of an <b>apprentice</b> [see <b>Appendix I: New Monsters</b> ] with drow's <i>fey ancestry</i> , <i>sunlight sensitivity</i> , and <i>innate spellcasting</i> traits)
83	<b>Elf, Drow Acolyte (1d3)</b> (statistics of an <b>acolyte</b> with drow's <i>fey ancestry</i> , <i>sunlight sensitivity</i> , and <i>innate spellcasting</i> traits)
84	<b>Elf, Drow (1d4+2)</b>
85	<b>Human Fighter 4 (1)</b> (see <b>Appendix II: NPCs</b> )
86	<b>Human Cleric 4 (1)</b> (see <b>Appendix II: NPCs</b> )
87	<b>Human Druid 4 (1)</b> (see <b>Appendix II: NPCs</b> )
88	<b>Human Sorcerer 4 (1)</b> (see <b>Appendix II: NPCs</b> )
89	<b>Human Monk 4 (1)</b> (see <b>Appendix II: NPCs</b> )
90	<b>Human Wizard 4 (1)</b> (see <b>Appendix II: NPCs</b> )
91	<b>Human Paladin 4 (1)</b> (see <b>Appendix II: NPCs</b> )
92	<b>Human Ranger 4 (1)</b> (see <b>Appendix II: NPCs</b> )
93	<b>Human Rogue 4 (1)</b> (see <b>Appendix II: NPCs</b> )
94	<b>Dwarf Fighter 4 (1)</b> (see <b>Appendix II: NPCs</b> )
95	<b>Half-Orc Barbarian 4 (1)</b> (see <b>Appendix II: NPCs</b> )
96	<b>Elf Fighter/Wizard 4 (1)</b> (see <b>Appendix II: NPCs</b> )
97	<b>Gnome Warlock 4 (1)</b> (see <b>Appendix II: NPCs</b> )
98	<b>Halfling Ranger/Rogue 4 (1)</b> (see <b>Appendix II: NPCs</b> )
99	<b>Half-Elf Bard 4 (1)</b> (see <b>Appendix II: NPCs</b> )
100	Adventuring Party (see below).

## ASSOCIATED CREATURES

In some cases, when a creature is generated, other creatures may be in the immediate area that are associated, friendly, or adversarial with that creature. Several factors indicate whether associated creatures may be present such as locale (map), the result of **Chart 24: Monster Reaction Roll**, etc. Below are some creatures that may have creature associations. Note, these tables are not definitive or absolute, but provide inspiration for encounter areas within your dungeon.

## NPCs AND AN ADVENTURING PARTY

Each type of character class is included in the chart. Generally, when encountered, these NPCs (Non-Player Characters) are good in alignment and do not act aggressively toward the characters unless provoked or attacked. These NPCs have a variety of reasons for existing within the dungeon (see **Chart 25A: NPC Motivation**). NPC entries fill slots 85–100 of **Chart 25: Monsters**. The Challenge Rating of the NPC corresponds to the level of the dungeon. When an NPC is generated, roll a set of percentile dice. If the result is equal to or less than the dungeon level x 10, the NPC is evil and may have minions in the area. If minions are included, roll 1d6 with the result



indicating the number of rolls on **Chart 25: Monsters** required to generate the minions. For example: On Level 3, a wizard is generated. Therefore, there is a 30% chance the NPC is evil and another 30% chance it has 1d6 minion types in the area.

#### CHART 25A: NPC MOTIVATION

d4	Result
1	Revenge
2	Spy
3	Quest
4	Lost

**Revenge:** The NPC entered the dungeon on a mission of revenge. Some creature within the dungeon wronged the NPC (killed a friend, stole an object, etc.). The NPC joins the characters if they agree to help in his mission. The NPC may join the characters indefinitely if the result is favorable.

**Spy:** The NPC was hired to spy on a specific creature within the dungeon. This target is always an intelligent creature and typically a humanoid or evil NPC.

**Quest:** The NPC entered the dungeon as a result of a quest. Typically, the NPC is in search of a specific object (typically a magic item). The item is to be returned to the NPC's "employer."

**Lost:** The NPC became separated from an adventuring party or may be the lone survivor of a defeated party.

To create an adventuring party, roll 1d4+1. This is the total number of NPCs in the adventuring party. Select or roll to determine each NPC from among entries 85-99 on **Chart 25: Monsters**. Lastly, roll on **Chart 25B: Alignment** to determine the alignment of the adventuring party. You may roll on **Chart 24: Monster Reaction Roll** to determine the motivation of the party or simply make one up of your own.

#### CHART 25B: ALIGNMENT

d10	Result
1	Chaotic Evil
2	Chaotic Good
3	Chaotic Neutral
4	Lawful Evil
5	Lawful Good
6	Lawful Neutral
7	Neutral Evil
8	Neutral Good
9-10	Neutral

## SECTION D

This section provides 100 random treasures. These treasures are located in the container determined in **Section B, Chart 18: Treasure Container**. If no container is present, the treasure is considered to be loosely distributed in the chamber.

#### CHART 26: TREASURE

d100	Result
1	92 gp
2	180 sp
3	750 cp
4	178 ep
5	34 pp
6	15 gems (10 gp each)
7	Gold ring (200 gp)
8	Eight small pearls (40 gp each)
9	<b>+1 longbow</b>
10	290 gp
11	800 sp
12	316 ep
13	<i>Spell scrolls: jump, water breathing</i>
14	<b>+1 sword</b> (GM's choice)
15	Silver necklace (300 gp)
16	740 cp
17	Six <b>+2 darts</b>
18	<i>Potion of greater healing</i>
19	49 pp
20	91 gp
21	20 <b>+1 arrows</b>
22	250 gp
23	<i>Potion of fire giant strength</i>
24	3,160 cp
25	2,200 sp
26	12 small emeralds (75 gp each)
27	69 gp
28	100 sp
29	175 pp
30	<i>Wand of paralysis</i>
31	14 sp
32	12 gp
33	<b>+1 handaxe</b>
34	Gold brooch inset with sapphires (950 gp)
35	190 cp
36	190 sp
37	4 gp
38	One small diamond (700 gp)



d100	Result
39	Vial of holy water cursed (grants undead +2 on damage)
40	<i>Cloak of levitation</i> (a cloak that functions like <i>boots of levitation</i> )
41	160 gp
42	42 gp
43	444 ep
44	175 cp
45	40 sp
46	82 gp
47	<i>+1 chain mail of cold resistance</i>
48	72 gp
49	2 cp
50	1 pp
51	Three small rubies (300 gp each)
52	<i>Potion of delusion</i> (see <b>Appendix III: New Magic Items</b> )
53	88 sp
54	66 ep
55	Gold bracelet (350 gp)
56	<i>Spell scrolls: cure wounds, remove curse</i>
57	46 gp
58	23 sp
59	81 cp
60	951 gp
61	107 pp
62	19 small pieces of ivory (15 gp each)
63	<i>Helm of clairaudience</i> (see <b>Appendix III: New Magic Items</b> )
64	<i>Armor of vulnerability</i> (determine type)
65	34 ep
66	180 gp
67	520 cp
68	70 sp
69	18 pp
70	<i>Ring of flying</i> (see <b>Appendix III: New Magic Items</b> )
71	<i>Potion of speed</i>
72	52 gp
73	6,800 sp
74	11,000 cp
75	492 ep
76	47 pp
77	<i>Spell scroll: conjure animals</i>

d100	Result
78	Platinum ring (500 gp)
79	<i>+1 battleaxe</i>
80	10 gp
81	2 pp
82	Nine pieces of jade (75 gp each)
83	<i>Spell scrolls: find traps, dispel magic</i>
84	98 gp
85	122 ep
86	357 sp
87	1,000 cp
88	<i>+3 crossbow bolt of damage</i> (see <i>ammunition of damage</i> in <b>Appendix III: New Magic Items</b> )
89	<i>Spell scroll: protection from evil and good</i>
90	456 gp
91	53 pp
92	6 sp
93	590 ep
94	Four small sapphires (200 gp each)
95	Gold necklace inset with small rubies (1,250 gp)
96	55 gp
97	66 ep
98	<i>Sun lantern</i> (see <b>Appendix III: New Magic Items</b> )
99	144 pp
100	<i>Bag of holding</i>

**Armor:** Roll on **Chart 27: Adventurer, Race** to determine size of armor.

## SPECIAL CHARTS

### CHART 27: ADVENTURER, RACE

d10	Result
1	Dragonborn
2	Dwarf
3	Elf
4	Gnome
5	Half-Elf
6	Half-Orc
7	Halfling
8–9	Human
10	Tiefling



## CHART 28: ADVENTURER, CLASS

d12	Result
1	Barbarian
2	Bard
3	Cleric
4	Druid
5	Fighter
6	Monk
7	Paladin
8	Ranger
9	Rogue
10	Sorcerer
11	Warlock
12	Wizard

## CHART 29: GOD/GODDESS

d10	Result
1	Zeus
2	Hera
3	Athena
4	Hermes
5	Hestia
6	Poseidon
7	Hades
8	Orcus
9	Daemogor
10	Baelor

## CHART 30: HUMANOID

d12	Result
1	Kobold
2	Orc
3	Goblin
4	Hobgoblin
5	Gnoll
6	Elf, Drow
7	Duergar
8	Bugbear
9	Lizardfolk
10	Sahuagin
11	Grimlock
12	Merfolk

## CHART 31: PRISONER/VICTIM

d12	Result
1	Noble/Military Commander
2	Lesser Nobility
3–4	Militia/Caravan Guard/Soldier
5	Merchant
6–7	Villager
8–9	Adventurer (roll on <b>Chart 27: Adventurer, Race and Chart 28: Adventurer, Class</b> )
10–12	Humanoid (roll on <b>Chart 30: Humanoids</b> )

In general, prisoners and victims are in poor condition. They are injured, severely malnourished, dehydrated, beaten, etc. Without significant rest and/or magical healing, they are unable to perform actions other than basic movement and communication. The victim may know some information about his or her captors other than basic knowledge (who/what they are) (25% chance). Such information includes descriptions of leaders, motivations, plans, etc.

**Noble/Military Commander:** This prisoner is a person of significant importance. Typically wealthy and well-educated, the prisoner can offer a significant reward for his/her freedom. There is an 80% chance they have the statistics of a **noble** and a 20% chance the person is an adventurer (though not actively adventuring). Consult **Chart 27: Adventurer, Race and Chart 28: Adventurer, Class**.

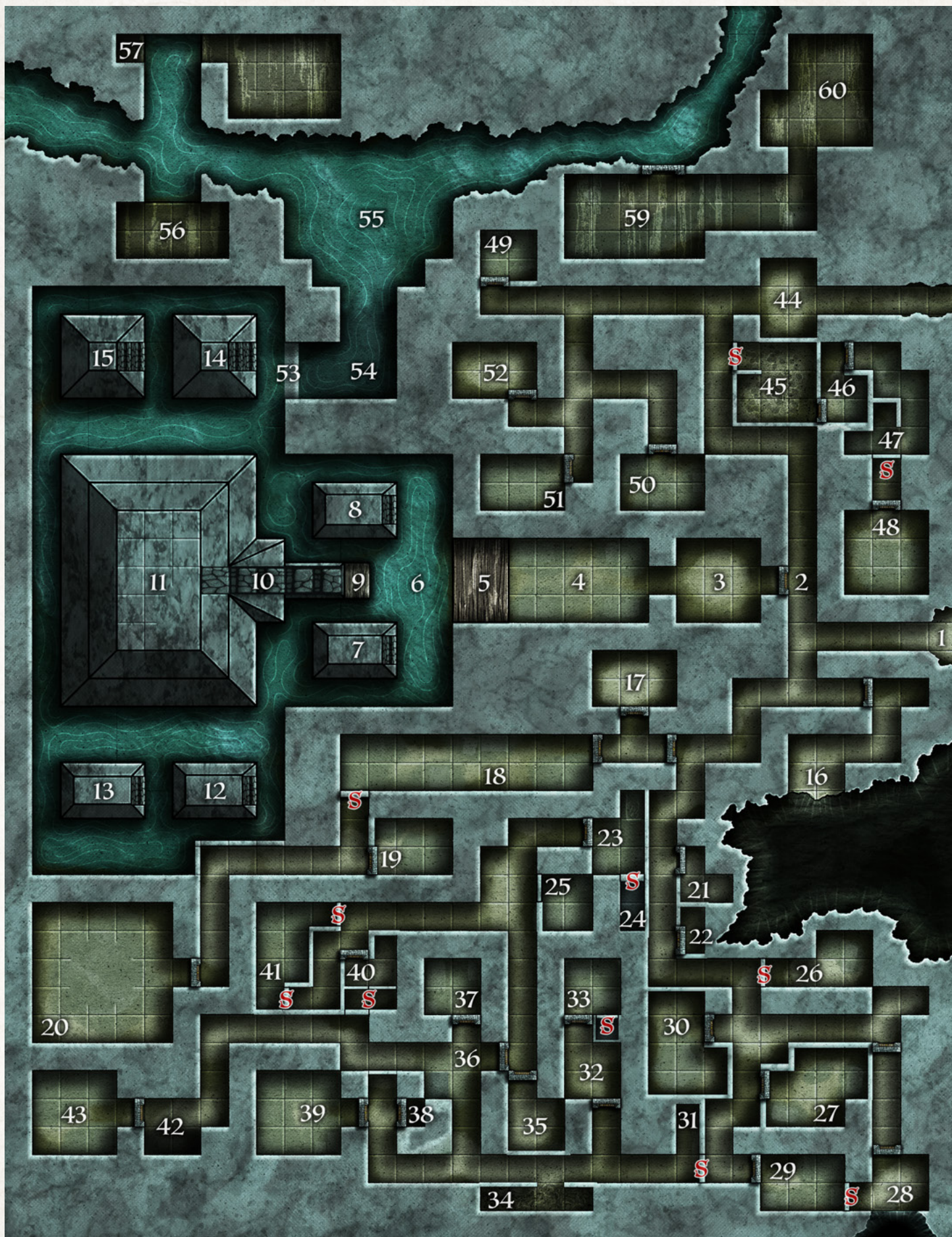
**Lesser Nobility:** This person is a prominent person and generally wealthy. They are often emissaries, ambassadors, minor military commanders, local leaders, etc. There is an 80% chance they have the statistics of a **noble** and a 20% chance the person is an adventurer (though not actively adventuring). Consult **Chart 27: Adventurer, Race and Chart 28: Adventurer, Class**.

**Militia/Caravan Guard/Soldier:** This person is generally human, but other races are possible. Use the statistics of a **guard** with no weapons or armor.

**Merchant:** Captured during a raid, this merchant can pay a reward for his or her rescue equal to 100 gp/level of the dungeon.

**Villager:** This **commoner** has little to offer the party and can reward rescuers only with 5 gp/level of the dungeon. If injured in battle, they seek to flee immediately. They will not engage any creature larger than themselves.







## SAMPLE DUNGEON

This sample dungeon is designed for a party of 4th-level characters. All the rooms are keyed — filled with monsters and/or a short description. There is no specific storyline behind this dungeon crawl other than it is Level 4 of a massive underground complex. Who built it and why has been lost through the passage of time. The center section of the dungeon is an area controlled by a group of lizard men and their shaman. They guard a massive chamber that contains the crypts of some long dead lizard man kings.

Defeated monsters either retreat out of the dungeon or down to the next level. If the characters make successive raids, rooms may be restocked or remain empty. Stair locations to Level 3 and Level 5 are in **Locations 36** and **51**.

### 1. DUNGEON ENTRANCE

The hall continues into the mountain, and nothing but darkness looms ahead. A small alcove is barely illuminated before the darkness engulfs the passage.

A **shrieker** is tucked away in the alcove. It screams if anything moves along the entry hall. This alerts all monsters within 100 feet. The ogrons at **Location 2** move to the northernmost part of the hall and hurl javelins but do not move down the hall.

### 2. OPPORTUNISTS AND GUARDS

A pair of massive, 20-foot-tall stone doors are set into an alcove. The doors are not sealed and are slightly ajar. The image of a lizard man is carved into each door.

Four **ogrons** (see **Appendix I: New Monsters**) guard the entry doors to the pyramid complex. They investigate any disturbance around this area, but they never move from line of sight of the doors. The ogrons have 160 gp between them.

### 3. GREEN DEATH

This room has a tremendously high level of humidity. So much so that the walls and ceiling drip with water. Green algae covers all surfaces.

Two **algids** (see **Appendix I: New Monsters**) occupy the chamber, and they do not allow any to pass into the chambers beyond. Hidden beneath some algae are nine pieces of jade worth 75 gp each. It takes one turn to discover one piece of jade (check for wandering monsters for each turn that elapses; 1–2 on 1d10).

### 4. MORE GUARDS

This room is heavy with water and algae. A stack of crates and barrels bisects the chamber near the entrance. Six hammocks hang from the ceiling behind the barricade.

This room is occupied by six **lizardfolk** who challenge any who enter. If they hear combat at **Location 3**, they prepare defensively and stack broken crates, barrels, etc., near the entrance from **Location 3**. The lizardfolk initially attempt to use missile weapons while using the barricade for protection (bonus of +4 to their AC). If the battle goes poorly, they retreat to **Location 10**. The lizardfolk have a total of 180 sp and 52 gp among them (in hammocks).

### 5. DOCK

This area is clearly a wooden dock. The structure is set two feet above this enormous, water-filled room.

The center plank of the dock is trapped. **Javelins Trap:** detected with a successful DC 13 Intelligence (Investigation) check; disarmed with a successful DC 13 Dexterity check with thieves' tools; if triggered, launches 1d4 javelins from the west wall at targets within five feet of the trigger. Each target must succeed on a DC 13 Dexterity saving throw or take 1d6 piercing damage. The chamber is massive, with a ceiling that disappears into darkness (it is 100 feet high). The water in the chamber is 10 feet deep. Six small, Mayan-style pyramids and one massive pyramid are within the room. The small pyramids hold the remains of some long-dead lizardfolk chieftains. The large pyramid contains an artifact of great power that was once used by a reputed lizardfolk god Yssisilith (really just one of the original lizardfolk kings). Regardless, this area is sacred to lizardfolk, and it is guarded accordingly. Single braziers burn on each of the smaller pyramids, and two burn atop the larger pyramid. The illumination is not enough to fully light the chamber, and the air is heavy with humidity that forms a thin fog.

### 6. WATER

The water in the chamber is 10 feet deep. It is fresh water but not very cold. Two **water beetles** (see **Appendix I: New Monsters**) live beneath the dock at **Location 5**. They move to attack anything that enters the water. The lizard men typically leap far from the dock, and they can swim faster than the beetles.





## PYRAMID DESCRIPTIONS

**Pyramid locations 7–15:** These structures are identical from the exterior. Use the following description for each:

This small, step-styled pyramid emerges from the water and rises 30 feet into the air. Algae grows over much of the surface. A set of stairs run from the water level to the top. No entrance is visible.

### 7. SMALL PYRAMID

This pyramid has a single row of steps leading to a 10-foot-by-10-foot platform at its apex. The pyramid is 30 feet in height (excluding the 10 feet beneath the water). A trapdoor at the apex leads into a 20-foot-square chamber. The chamber floor is beneath the water level, but the water has not intruded. A stone sarcophagus rests in the center of the chamber. Lying around the sarcophagus are the **skeletons** of 10 lizardfolk. They animate and attack any who enter. The sarcophagus contains the remains of a long-dead lizardfolk chieftain. The remains rest on a bed of 3,160 cp.

### 8. SMALL PYRAMID

This pyramid has a single row of steps leading to a 10-foot-by-10-foot platform at its apex. The pyramid is 30 feet in height (including the 10 feet beneath the water). A trapdoor in the middle of the platform leads into a 20-foot-square square chamber. The chamber floor is beneath the water level, but the water has not intruded. A stone sarcophagus rests in the center of the chamber. Lying around the sarcophagus are the partially mummified bodies of eight lizardfolk (as **zombies**). They animate and attack any who enter. The sarcophagus contains the remains of a long-dead lizard man chieftain. The remains rest on a bed of 2,200 sp.

### 9. DOCK

This area is a simple wooden dock located just above the water level. One of the planks is trapped. **Blade Trap:** detected with a successful DC 13 Intelligence (Investigation) check; disarmed with a successful DC 13 Dexterity check with thieves' tools; if triggered, creature triggering it must succeed on a DC 13 Dexterity saving throw or take 1d10 slashing damage. Additionally, if the trap is triggered, a loud chime sounds to alert all monsters within the chamber. A set of wooden steps leads to the stone platform at **Location 10**.



## 10. PLATFORM AND STEPS

This stone platform is set six feet above the water level of the chamber. A large brazier burns in the center of the platform. A **giant lizard** resides on the platform. It has been domesticated by the lizardfolk, but it attacks any non-lizardfolk who attempts to climb the pyramid. If combat occurs on the platform, the shaman at **Location 11** is alerted.

## 11. PYRAMID

This massive pyramid is 70 feet tall with a single line of stone stairs leading to its apex. A 20-foot-square platform is atop the pyramid. Two small braziers burn on the platform. A small hut is set between the braziers.

The small hut is home to a **lizardfolk shaman**. The hut is decorated with the bones of various small animals and fish (from the water below). The shaman sleeps on a cot. A wooden box under the cot contains his treasure: 69 gp, 53 pp, and a **potion of delusion** (see **Appendix III: New Magic Items**). Any character who consumes the potion on the pyramid believes they are the lizard man god and attempts to smite the intruders. A trapdoor beneath the hut allows access to a 30-foot-square chamber within the pyramid. The chamber is at the bottom of a 50-foot-deep shaft. A modest stone pedestal is set in the center of the chamber. A **+1 spear** is on the pedestal.

## 12. PYRAMID

This pyramid has a single row of steps leading to a 10-foot-by-10-foot platform at its apex. The pyramid is 30 feet in height (including the 10 feet beneath the water). A trapdoor in the middle of the platform leads into a 20-foot-square chamber. The chamber floor is beneath the water level, but the water has not intruded. A stone sarcophagus rests in the center of the chamber. The walls of the chamber are lined with 16 coffin-sized alcoves. A partially mummified corpse lies in each alcove. Two of the corpses are **ghasts**. They do not animate until a character enters the chamber. The sarcophagus contains the remains of a long-dead lizardfolk chieftain. A **helm of clairaudience** (see **Appendix III: New Magic Items**) is next to the remains.

## 13. PYRAMID

This pyramid has a single row of steps leading to a 10-foot-by-10-foot platform at its apex. The pyramid is 30 feet in height (including the 10 feet beneath the water). A trapdoor in the middle of the platform leads into a 20-foot-square chamber. The chamber floor is beneath the water level, but the water has not intruded. A stone sarcophagus rests in the center of the chamber. The walls of the chamber are lined with 16 coffin-sized alcoves. A partially mummified corpse lies in each alcove. The sarcophagus contains the remains of a long-dead lizardfolk chieftain that is now a **wight**. It attacks if the lid of the sarcophagus is removed. A **ring of flying** (see **Appendix**

**III: New Magic Items**) and 951 gp are inside the sarcophagus.

## 14. PYRAMID

This pyramid has a single row of steps leading to a 10-foot-by-10-foot platform at its apex. The pyramid is 30 feet in height (including the 10 feet beneath the water). A trapdoor in the middle of the platform leads into a 20-foot-square chamber. The chamber floor is beneath the water level, but the water has not intruded. A stone sarcophagus rests in the center of the chamber. The walls of the chamber are lined with 16 coffin-sized alcoves. A partially mummified corpse is in each alcove. Four of the corpses are **ghouls**. They do not animate until a character enters the chamber. The sarcophagus contains the remains of a long-dead lizardfolk chieftain. Next to the remains are 250 gp.

## 15. PYRAMID

This pyramid has a single row of steps leading to a 10-foot-by-10-foot platform at its apex. The pyramid is 30 feet in height (including the 10 feet beneath the water). A trapdoor in the middle of the platform leads into a 20-foot-square chamber. The chamber floor is beneath the water level, but the water has not intruded. A stone sarcophagus rests in the center of the chamber. The walls of the chamber are lined with 16 coffin-sized alcoves. A partially mummified corpse is in each alcove. The sarcophagus contains the remains of a long-dead lizardfolk chieftain. The sarcophagus is trapped. **Teleportation Trap**: may not be detected without magical means; may be dispelled (DC 15) but not disarmed; if the sarcophagus is opened, 1d3 creatures within 30 feet of the sarcophagus must succeed on a DC 13 Wisdom saving throw or be teleported to a random room on this level of the dungeon. Roll percentile dice to determine room location (reroll if result is higher than 60). Roll for each creature. The sarcophagus holds 520 cp and 492 ep.

## 16. ROOM WITH A VIEW

This room is partially open to the mountainside. A short stone wall acts as a balcony railing. The mountain falls away into a secluded valley a thousand feet below. Two stone gargoyles are perched on pedestals at each end of the stone wall.

A pair of **gargoyles** made this room their lair as they can come and go at will. They seldom venture into the dungeon, as it is much easier to just fly down the mountain to seek out farmers or travelers. A gold bracelet worth 350 gp and 70 sp are beneath a pile of bones in the southeast corner of the room.

## 17. LOCKED DOOR

This room is empty. The door is sturdy and has a lock, though the key is lost.

## 18. ORC MERCENARIES (LOCKED DOOR)



A small band of eight **orcs** secured this room as their lair. The door to the room is thick wood with iron bands. It has a heavy lock and is always locked. The key is held by the largest orc (8 hp). The orcs seldom venture into the dungeon but survive by doing odd jobs for several of the more powerful dungeon inhabitants. Their mission was to locate a shrine to their god, but they are on the wrong level (see **Level 3, Location 62**). They often work for the sorcerer in **Location 23** as well as the lizardfolk shaman (**Location 11**). In general, they supply food and water and some other basic goods. At one time, the orcs were part of a much larger force, but most were destroyed when more powerful creatures entered this area. The orcs have basic furniture but little else. They have a communal treasure at **Location 19**. The largest orc has the key to the door to that room as well as this room.

## 19. ORC TREASURE ROOM (LOCKED DOOR)

The door to this room is heavy wood and banded with iron. A heavy lock is always locked and requires a successful DC 14 Dexterity check with thieves' tools to pick. The largest orc at **Location 18** has the key. The orcs are not aware of the secret door that leads to **Location 20**. A single iron chest is inside and contains the wealth of the orcs: 190 cp, 40 sp, and 316 ep.

## 20. MAGIC POOL

An ornate silver fountain in the center of the room bubbles with clear water. The figure of a full-size human warrior stands in the center of the 10-foot-wide circular pool. The man is armored and holds a trident aloft in one arm and a decanter in the other. Water flows from the decanter into the pool.

The water in the fountain is magical. Any creature who drinks the water gains the benefits of a *cure wounds* spell. Additionally, the water cures lycanthropy and gives the creature immunity to lycanthropy for one day. A character may gain the effects of the fountain only one time per month. If the fountain or statue is damaged in any way, the responsible character instantly becomes a wererat. The damaged fountain and statue then crumble to dust. Attempting to move the fountain damages it. The statue is of the god Poseidon.

## 21. CRAWLER

The door to this room is missing. Inside, a **cave crawler** (see **Appendix I: New Monsters**) attached to the ceiling hides in hopes of ambushing an unwary intruder. It has no treasure.

## 22. EMPTY ROOM

This room is empty. The door is missing.

## 23. SORCERER (LOCKED DOOR)

This room contains little in the way of furniture or decorations. A bed and some other well-worn furniture line the south wall. An open wall locker sits against the west wall.

This room is the temporary lair of an evil **human sorcerer 4** (see **Appendix II: NPCs**). The sorcerer is attempting to gather a party of likeminded individuals to plunder the lower levels of the dungeon. He heard that the crypt of an arch-mage is somewhere in the dungeon! The sorcerer has a shaky alliance with most of the creatures in this area of the dungeon. In particular, he gained the favor of the minotaur. The sorcerer often hires the orcs to capture young human women, which the minotaur favors for dinner. Currently, the sorcerer has a captured human female locked in **Location 24**. If forewarned (such as by characters fighting with the minotaur), the sorcerer enters **Location 24** and prepares for combat. He locks the secret door. The sorcerer is allied with the dwarves at **Location 41**. The sorcerer has a small, trapped chest under his bed. **Poison Needle Trap**: detected with a successful DC 14 Intelligence (Investigation) check; disarmed with a successful DC 14 Dexterity check with thieves' tools; if triggered, creature triggering it must succeed on a DC 14 Dexterity saving throw or take 1d12 poison damage. A *spell scroll with conjure animals*, 91 gp, and a vial of cursed holy water (grants undead a +2 bonus to attack and damage rolls for 1 hour as well as 1d8 temporary hit points) are inside the chest.

## 24. SECRET ROOM (LOCKED DOOR)

A human woman clad in ragged clothing hangs from manacles along the east wall. She appears to be unconscious.

This door to this room is locked (successful DC 13 Dexterity check with thieves' tools to unlock), and the key is held by the sorcerer in **Location 23**. Inside, a scantily clad woman named Sindra is chained to the east wall. She is slightly injured. The woman is actually a **human rogue 4** (see **Appendix II: NPCs**). She was captured by the orcs from **Location 18** as she was fleeing a nearby town. She does not reveal her true nature unless she believes she can somehow benefit from it. She has no equipment.

## 25. MINOTAUR

A very large and cunning **minotaur** lives in this room. The minotaur set up a chair near the secret door to his room. He drilled a tiny peephole so he can watch for intruders coming from **Location 36** — the only way into this area of the dungeon. His favorite maneuver is to let passers-by move past the secret door. He then exits the secret door behind them and waits for them to trigger the pit trap just outside his room. At



that point, he attacks those outside the pit. The minotaur's lair is very spartan, with a single table, chair, and bed made of straw. He also has a keg of ale. He uses a human skull as his mug. The minotaur favors human females as his primary food source. The minotaur is very loyal to the sorcerer at **Location 23**, as the sorcerer supplies him with his favorite dinner from time to time. He comes to the aid of the sorcerer if possible. A loose stone is beneath the minotaur's keg. A small compartment that holds a small diamond worth 700 gp, 72 gp, and a *potion of speed* is under the loose stone and can be found with a successful DC 13 Intelligence (Investigation) check.

## 26. HALF-ELF

This room is occupied by an evil **half-elf bard 4** (see **Appendix II: NPCs**). Formerly, he was head of a band of humanoids, but a party of adventurers put an end to the group. The half-elf barely escaped, and now he is plotting anew. He has yet to find new allies and is looking for any opportunity. If the characters do not find this chamber, the half-elf secretly follows the characters and looks for an opportunity to gain their confidence or to destroy them and gain the confidence of some other dungeon dweller. If confronted, the half-elf immediately attempts to escape. No furniture is in this room, and the half-elf has a small camp that includes his sleeping roll, some cooking equipment, and a small fire. The half-elf has no treasure other than his equipment.

## 27. TOLL

The room does not hold much furniture, but it has two large straw beds, a fire pit, and a large kettle. The kettle, sitting near the fire, is filled with a nasty stew-like substance. Eyeballs and ears float on the surface of the liquid.

A pair of **ogres** took this room for their lair. They are self-appointed guards of the entrance closest to this room. They are greedy and can be bribed to allow passage. They suggest that the standard rate of entry is 50 gp per person. The toll can be negotiated to 25 gp per person. The ogres do not tolerate any sort of intimidation and attack any who threaten them. The stew is not food for the ogres; instead, it is their idea of a good place to hide their loot. At the bottom of the kettle is a sack filled with 180 gp, 178 ep, and a silver necklace worth 300 gp.

## 28. STONED ORC

The door to this room is wedged shut. A **cockatrice** lairs inside this chamber. It has no treasure. A single orc has been petrified and is missing several pieces; the cockatrice feeds on the orc from time to time.





## 29. FUR AND FURY

The room is fully furnished with two beds, tables, chairs, and wall lockers. A single, large wooden chest rests between the two beds.

This room is home to a pair of extremely vicious **werewolves** (each with a pair of handaxes and a longsword). These creatures have made enemies of all their neighbors. The creatures near this room always take great care to avoid the werewolves. For their part, the werewolves decided to take their depredations to Level 3 as the stairs are not far off. The werewolves attack any intruders in this area of the dungeon. The chest is not locked or trapped. Inside the chest is a sack of 456 gp and a +1 *handaxe*.

## 30. GARBAGE AND SLIME

Garbage is piled nearly to the ceiling of this room. A narrow path leads into the room but disappears as it turns and is obscured by the detritus.

This room is a garbage dump for the creatures who live in this area. The garbage is piled nearly to the 10-foot-high ceiling. A **green slime** (see **Appendix I: New Monsters**) lives in the room. It can be encountered only if the characters dig through the garbage. No treasure is in this room.

## 31. EMPTY ROOM

This room is empty.

## 32. AXE BEAKS

Four **axe beaks** occupy this room. They are trained by and loyal to the gnolls at **Location 33**. They screech and attack intruders if anyone enters the hall that leads to this room.

## 33. GNOLLS

This room appears to be a barracks. Three sets of bunk beds line the walls, with accompanying wall lockers. Several weapons racks hold spears.

Five **gnolls** make this room their lair. They generally survive by raiding the upper levels of the dungeon. The room has three sets of bunk beds. The unused bed conceals the gnolls' treasure, which includes 800 sp, 740 cp, 12 gp, and 444 ep. The largest gnoll wields a +1 *shortsword*.

## 34. LATRINE

A rank and nauseating smell fills this area. There is no door to this chamber, and piles of feces inside are clearly the source of the smell. Flies fill the air. A disgusting pool of liquid has formed in the center of the room.

The gnolls (**Location 33**) and the berserkers (**Location 37**) use this room as a latrine. Four **gelatinous cubicles** (see **Appendix I: New Monsters**) patrol the halls and often stop here to collect the waste. The cubicles attack those that attack or approach within 10 feet. Otherwise, the gelatinous cubicles avoid the creatures in the dungeon.

## 35. EMPTY ROOM

This room is empty.

## 36. STAIRS

A set of stairs leads up to Level 3 and down to Level 5. Otherwise, the room is empty.

## 37. FAILED RAIDERS

A gang of six **berserkers** (with 30 [4d8 + 12] hit points each and Challenge Rating 1) took control of this room. They are all that is left of a large raiding party that came down from Level 2. They have not been able to defeat any of the creatures on this level and pride will not let them return to their brethren without some treasure in hand. They made a deal to work with the evil cleric at **Location 43** but have yet to undertake a mission. The berserkers have no treasure.

## 38. HIDDEN HARPY

This room is filled with pots of various sizes, some of which are quite large. Each contains a plant of some sort, and most appear to be bushes or young trees. A lantern that glows with a powerful light hangs from the ceiling. A soft singing emerges from behind the plants.

A clever **harpy** occupies this room. She is an ally of the bugbears that live at **Location 39**. The harpy attempts to charm anyone who enters or passes by her room. The harpy has no personal treasure, but a *sun lantern* (see **Appendix III: New Magic Items**) illuminates the room. If the harpy successfully charms any characters, she instructs them to run to **Location 39** and warn the bugbears of intruders. The charmed characters then help defeat the other characters.



## 39. BUGBEARS IN NEED

This chamber is neatly organized with five large straw beds, a massive table and chair set, cabinets, and a cooking fire.

This room is home to a squad of four **bugbears**. These creatures are currently plotting to destroy the werewolves at **Location 29** as they pose a significant threat. Unfortunately, the bugbears have not gathered enough magic weapons to make good on their attack. One of their number was picked off by the jackalweres (**Location 47**). If the harpy engages the characters in combat, the bugbears may hear the noise (1–2 on 1d6 per round). However, upon seeing the characters, the bugbears may call off the harpy and strike up a deal with the characters to defeat the werewolves. The bugbears are willing to give the characters some of their treasure (but not the magic weapons) in return for their aid. The bugbears keep their loot in a trapped chest. **Electrical Shock Trap:** detected with a successful DC 13 Intelligence (Arcana) check; disarmed with a successful DC 13 Dexterity check with thieves' tools; creature triggering the trap must make a DC 13 Dexterity save, taking 1d12 lightning damage on a failure or half as much damage on a success. The chest holds 590 ep, 144 pp, six +2 *darts*, and a +1 *longsword*.

## 40. TRAPPED ROOM

A number of silver coins are scattered across the floor of this room. Otherwise, the room appears to be empty.

There are 23 sp scattered across the floor. This room is trapped. The entire floor is false and covers a pit filled with spikes. A hidden switch on the wall engages the false floor. The dwarves in **Location 41** installed the pit trap. **Special Spiked Pit Trap:** detected with a successful DC 13 Intelligence (Investigation) check; disarmed with a successful DC 13 Dexterity check with thieves' tools; the pit has a 1–3 on d6 chance of opening per character that walks on it; all creatures in the room fall if the trap is triggered, and each is impaled on 1d2 spikes for 1d4 piercing damage per spike. A loud chime sounds if the trap is triggered and alerts the dwarves at **Location 41**. Two of the dwarves rush to the room and throw oil flasks (one per round) at any characters caught in the pit. The dwarves then retreat to form a defense in their room (**Location 41**).

## 41. EVIL DWARVES

Aside from seven bedrolls and other camp equipment and supplies, a number of mining tools are neatly lined up along the south wall. The mining equipment includes picks, shovels, hammers, and several sacks.

A group of seven evil **dwarves** (statistics of **guards** with a battleaxes) operate out of this room. The dwarves are allied

with the sorcerer at **Location 23**, and they aid him if alerted. In the event the characters surprise the dwarves, they are very friendly while they gather their wits. The dwarves claim to be miners who became separated and trapped on this level of the dungeon. Indeed, the room is filled with shovels, picks, and some other digging tools. The dwarves use these implements to build traps and raid other creatures on this level. The dwarves are led by a strong fighter. They fight if cornered. If the dwarves are alerted, they arm themselves and attempt to surprise the characters by jumping out of their secret doors. The dwarves also try to attack from two sides (see secret door locations). The dwarves amassed the following treasure in a brass urn: 100 sp, 82 gp, 66 ep, 34 pp, three small rubies worth 300 gp each, and a single +3 *crossbow bolt of damage* (see **Appendix III: New Magic Items**).

## 42. SHADOWS

This alcove is shrouded in magical darkness. It was created by the evil cleric at **Location 43**. Two **shadows** hide in the darkness. Unless attacked or exposed, the shadows wait for the characters to pass and then attack when the characters enter **Location 43**.

## 43. PRIEST OF ORCUS

This room features a small shrine set upon an iron altar. The shrine is covered with skulls fitted with goat horns. A one-man camp is set up in the room and includes a small cot and cooking fire.

An evil priest of Orcus (**human cleric 4** [see **Appendix II: NPCs**]) set up shop here. He was sent to spy on any operations of the priests of Daemogor, but he has yet to find a good location. Additionally, the creatures on this level are more fearsome than he expected. The cleric set up a small altar (made from bones and skulls he gathered on this level). The other furniture is mundane and includes a cot, a table, a few chairs, and a footlocker. Inside the footlocker, the priest has 92 gp, 49 pp, and *spell scrolls* of *find traps* and *dispel magic*. The cleric is not a fool, and if presented with a superior force, he tries to bargain his way to freedom. If he escapes, he attempts to ambush the characters at a later time — preferably when they are engaged in combat with another monster.

## 44. HUNTERS

A group of seven **hobgoblins** just entered the dungeon (from **Location 51**) in pursuit of a paladin (**Location 49**). The paladin is in pursuit of an orc eye of Gruumsh (**Location 50**). The hobgoblins are in a battle frenzy and do not hesitate to attack intruders. They carry a total of 98 gp between them.



## 45. TROLLINGS (LOCKED DOOR)

The door to this room is locked, requiring a successful DC 13 Dexterity check with thieves' tools to open. Inside, a pair of **trollings** (see **Appendix I: New Monsters**) wander freely. They attack any intruders and do not retreat. The trollings are the pets of a jackalwere pack at **Location 47**. Any combat in this room alerts the jackalweres and the ogrons (**Location 46**). All come to investigate if combat erupts. The trollings have no treasure.

## 46. OGRONS

A set of bunkbeds, footlockers, and other assorted furniture are set about the room. The corpse of a bugbear hangs from the ceiling.

This room is home to three **ogrons** (see **Appendix I: New Monsters**). These creatures work for the jackalweres at **Location 47**. Their job is to guard the area and attack any intruders. The ogrons investigate any combat in **Location 45**. The ogrons have bunk beds and footlockers. Scattered between the footlockers is 122 ep.

## 47. JACKALWERES (LOCKED DOOR)

This fully furnished room includes tapestries and floor-length rugs. Three beds and related furniture line the walls. A large, stone oven completes the scene. Lanterns and incense burners hanging from thin chains cast light and wisps of sweet-smelling smoke throughout the room.

A group of three **jackalweres** (see **Appendix I: New Monsters**) lives in this room. The evil creatures seldom venture around this level, but they prefer to make raids on the upper levels of the dungeon. They use the stairs at **Location 51**. The jackalweres have modest furnishings that include beds, a large table with three chairs, footlockers, and a cabinet that holds general supplies. Their treasure is hidden at **Location 48**. The jackalweres prefer to let the ogrons and trollings do the fighting for them, but they attempt to put some of the characters to sleep. If the battle goes badly, the jackalweres flee.

## 48. TREASURE ROOM

The door to this room is trapped with a slicing blade. **Blade Trap**: detected with a successful DC 13 Intelligence (Investigation) check; disarmed with a successful DC 13 Dexterity check with thieves' tools; if triggered, creature triggering it must succeed on a DC 13 Dexterity saving throw or take 1d10 slashing damage. Nothing other than a large wooden chest is inside the room. The chest holds 175 pp inside a *bag of holding*.

## 49. HUNTER

This room has no furnishings and is empty. A **human paladin 4** (see **Appendix II: NPCs**) just entered this room. He is searching for an orc eye of Gruumsh (**Location 50**) that he chased from Level 3 of the dungeon. The paladin is being pursued by a large group of hobgoblins (**Location 44**), and he slipped into this room to avoid them. The paladin attempts to determine if the characters are friendly and then asks for their help. He will not join them other than to defeat the hobgoblins and the shaman, but he accompanies the characters until his mission is completed. He has no treasure other than what he carries.

## 50. HUNTED

An **orc eye of Gruumsh** hides in this room. The shaman is trying to reach the orcs at **Location 18**, but he was surprised by the paladin (see **Location 49**) and fled to this room. The shaman is aware of the evil priest at **Location 43**, and he tries to use this information as leverage to bargain for his freedom. He tells the characters about the shadows hiding at **Location 42** in exchange for his freedom. The shaman retreats to **Location 51** and uses the stairs there to return to Level 3.

## 51. STAIRS

Two sets of wide stairs exit this room. One set climbs upward and the other descends into darkness. No sounds are heard from either stair.

A pair of stairs leads up to Level 3 and down to level 5. A **sal-amander** just came up from Level 5 in search of a meal. It attacks the characters immediately. The creature has no treasure.

## 52. EMPTY ROOM

This room is empty.

## 53. BARS

Thick, rusting iron bars form a grate that blocks access to this wide canal leading into darkness. A barely noticeable flow of water swirls around the grate. Only three inches of space exists between the surface of the water and the roof of the canal.

A heavy metal grate separates the large chamber from a canal that leads to the underground river at **Location 55**. The grate appears solid, but it is rusted just below the surface of the water. The canal is 10 feet deep. Characters must hold their breath to reach **Location 55** where the water is only two feet deep.



## 54. CANAL

This canal is 10 feet deep and completely submerged but for a three-inch gap between the water and the ceiling. Characters must hold their breath to reach **Location 55** where the water is only two feet deep. A character can swim underwater at a rate of 30 feet per round. Characters cannot cast spells while underwater (unless they have a magic item that allows it).

## 55. RIVER

This chamber is filled with water but it is only two feet deep. An underground river slowly flows from north to south. The current is slow but obvious. The water is clear but very cold.

The current is so slow that characters can walk in the river without fear of being pulled away. The water is generally about two feet deep, and the bottom is gravel and sand. A **water weird** just entered the area and attacks a random character. If the water weird is disrupted, it does not reform to attack but instead simply leaves the area.

## 56. EMPTY ROOM

This room is empty.

## 57. EMPTY ROOM

This room is empty.

## 58. SANDLASHER

White sand covers the floor of this chamber. A longbow protrudes from the sand.

A **sandlasher** (see **Appendix I: New Monsters**) lives here. It attacks any intruders. A **+1 longbow** is mostly covered by sand.

## 59. SHATTERED DOORS

The massive double doors to this room are shattered and broken. What look to be large claw marks clearly rake the wood.

A white dragon just recently entered the room while looking for a place to rest as it travels up the river in search of food. The dragon has not eaten much in several days, and it is very hungry. It is investigating **Location 60**. Four **white dragon-born soldiers** (see **Appendix I: New Monsters**) serve as its guards and mill about this room.

## 60. DRAGON!

The room is filled with webs, and the skeletal remains of various humanoids and animals hang from the ceiling.

Once a temple to the demon goddess Lailalith, it is long abandoned. An **young white dragon** named Wildrax is searching the room for a meal. The dragon is not spoiling for a fight with adventurers and attempts to strike a deal if they provide food (perhaps victims of their dungeon adventure). Wildrax may bargain using the box on the altar; he has no idea what it contains but suggests it is valuable. An altar made of bone in the shape of a huge spider is against the west wall. A slab of black granite sits atop the spider altar and shines in even the dimmest light. A small, silver box rests on the altar. The box contains a **potion of fire giant strength**, a **potion of greater healing**, a gold ring worth 200 gp, a gold necklace inset with rubies worth 1,250 gp, a **wand of paralysis**, and two **spell scrolls** with the spells *jump* and *water breathing*. However, the box is trapped. **Teleportation Trap**: may not be detected without magical means; may be dispelled (DC 15) but not disarmed; each time a character takes an item from the box, they must succeed on a DC 13 Wisdom saving throw or be teleported to a random room on this level of the dungeon; roll percentile dice (rerolling any location numbered 60 or higher). The character secures the item they select.





## LEVEL 5

To use the Random Dungeon Encounter Generator (RDEG), you need a full set of polyhedral dice (d4, d6, d8, d10, d12, d20) and a map. The following tables are numbered (#) and are cross-referenced throughout the RDEG. Each level has new tables that create more difficult and varied options as the dungeon levels progress. For example, a Level 1 dungeon trap usually inflicts less than 1d8 damage while a Level 5 dungeon trap might average 2d8 damage. Monsters increase in power and treasures increase in value corresponding to dungeon level.

To create a dungeon room encounter, a series of dice rolls is required. At any time, you may reroll or simply end the process if you feel the room encounter is satisfactory. To start the process, begin in **Section A, Chart 1: Room Contents** or **Chart 21: Corridor Contents**. Each chart further instructs you which chart to roll on next based on the result. Never feel locked into a die roll result. If it makes no sense, seems inconsistent, or if you just want something more or less, reroll.

When you complete rolling in **Section A**, proceed to **Section B** for room details, then **Section C** to determine creatures. Lastly, if necessary, go to **Section D** to determine treasure.

### IRREGULAR DICE

In some cases, you are asked to roll a non-standard dice, such as a d16. To generate this result, roll 1d6 and 1d8. If the result

of the d6 roll is 4, 5, or 6, add 8 to the result of the d8. This same method is used to generate 1–24 using a d6 and a d12 (the d6 result adds 12 to the result instead of 8).

### SECTION A

Start by rolling 1d6 on the **Illumination Type** chart below. After the illumination type is determined, move to **Chart 1: Room Contents** or **Chart 21: Corridor Contents**. Proceed to **Section B** when the illumination and contents are completed.

#### ILLUMINATION TYPE

d10	Result
1	<b>Brazier:</b> One per 40 square feet*
2–3	<b>Torch/Sconce:</b> One per 30 square feet
4–5	<b>Torch/Sconce:</b> One per 60 square feet*
6	<b>Lantern:</b> One per 60 square feet
7	<b>Lantern:</b> One per 90 square feet*
8	<b>Magical effect</b>
9–10	<b>No artificial illumination</b>

\* Due to the gap in light sources, a dimly lit/lightly obscured area is between light sources.



**Brazier:** Typically made of brass, these urn-like devices burn coals or some sort of fuel oil to generate light. Braziers cast bright light in a 10-foot radius and dim light in an additional 10-foot radius. A brazier in a 20-foot-square room fully illuminates the entire chamber; however, in a 30-foot-square room, the corners of the chamber are shadowy and dimly lit (assuming the brazier is set in the center of the room).

**Torch:** The standard torch burns for one hour, casts bright light in a 20-foot radius, and dim light in an additional 20-foot radius. Torches can be extinguished in high winds or damp (rain-like) conditions. A torch can be voluntarily extinguished using an action. A lit torch submerged in water (or most any liquid) is immediately extinguished and cannot be relit until properly dried (typically four to six hours in dry conditions).

**Lantern:** A lantern casts bright light in a 30-foot radius and dim light in an additional 30-foot radius. It remains lit for six hours (fully fueled with one oil flask). A lantern is easily extinguished (no action required). If submerged or exposed to significant water, it cannot be relit without replacing the oil. Lanterns are resistant to high winds and rain unless mechanically opened to expose the lit flame.

**Magical Effect:** A magical property in the area casts illumination throughout the chamber, regardless of its size. This effect is not the result of a *light* spell, but the innate properties of an object within the chamber or the chamber itself.

## CHART 1: ROOM CONTENTS

d20	Result
1	Statues (roll on <b>Chart 2: General Statues</b> )
2–3	Rotted furnishings (indistinguishable)
4	Rotted furnishings (barracks)
5	Rotted furnishings (library / office)
6	Rotted furnishings (leader's quarters)
7–9	No furnishings
10–12	Lair, furnishings match occupant
13–14	Religious (roll on <b>Chart 3: Religious [Room Type]</b> )
15	Military (roll on <b>Chart 5: Military [Room Type]</b> )
16	Prison (roll on <b>Chart 6: Prison [Room Type]</b> )
17	Arcane (roll on <b>Chart 7: Arcane [Room Type]</b> )
18	Stair (roll on <b>Chart 8: Stair [Room Type]</b> )
19	Fountain (roll on <b>Chart 9: Fountain, General</b> )
20	Special (roll on <b>Chart 11: Special I [Room Type]</b> )

**Rotted Furnishings:** The contents of this room are decayed and rotted beyond identification, or they are in such disrepair that they are unusable. Some chambers can be identified as to their original intent (barracks, library, etc.) but nothing within the chamber has actually survived. For example, a library's bookshelves and cabinets have collapsed, and any remaining books crumble at the touch or are waterlogged and simply fall apart.

**No Furnishings:** This room is empty of any furnishings or objects other than some possible detritus, the occasional vermin, vermin skeletons, cobwebs, puddles of dirty water, dust, broken weapons (unusable), etc.

**Lair Furnishings:** This chamber is the current lair of a creature. Whether the creature is present is determined in **Section B**. The content's contents and furniture are reflective of the occupant. For example, an owlbear's chamber might hold several piles of bones, a nest made of soft materials (cloth, straw), etc. A light source is not likely unless magically present. The entries for statues, military, religious, prison, arcane, stair, fountain, and special have their own charts to roll on to further detail the chamber.

## CHART 2: GENERAL STATUES

d12	Result
1	Statue of random monster (roll on <b>Chart 25: Monsters</b> )
2	Statue of non-human adventurer (roll on <b>Chart 27: Adventurer, Race</b> [reroll 8-9] and <b>Chart 28: Adventurer, Class</b> )
3	Statue of human adventurer (roll on <b>Chart 28: Adventurer, Class</b> )
4	Statue of humanoid (roll on <b>Chart 30: Humanoids</b> )
5	Statue of a god / goddess (roll on <b>Chart 29: God / Goddess</b> or GM selection)
6	Broken / defaced statue (roll 1d6 on this chart to determine type)
7	Statue, oracle (roll 1d6 on this chart to determine type)
8	Statue and one treasure
9	Statue, trapped (roll on <b>Chart 19: Trap, Container / Statue / Treasure</b> )
10	Statue, petrified adventurer
11	Statue, replica of a character
12	Statue, animates (roll 1d6 on this chart to determine type)

Statues generally are the same size as their subject matter.

**Oracle:** An oracle statue answers one question truthfully once per month. The statue must be addressed in its "native" tongue.

**Statue and treasure:** Treasure found with a statue is in addition to any other treasure determined while rolling for room contents.

**Petrified Adventurer:** This statue is actually a petrified adventurer and can be magically restored via a *flesh to stone*, *greater restoration*, or *wish* spell. Roll on **Chart 27: Adventurer, Race** and **Chart 28: Adventurer, Class** for the type of adventurer. The adventurer is 2nd level; consult **Chart 25: Monsters** for statistics.

**Character Replica:** This statue is an exact replica of one of the characters in the party (roll randomly or select). The statue has an outstretched hand. If the copied character grasps the statue's hand, he/she gains the ability to cast *stoneskin* one time. After bestowing the special power, the statue vanishes. It reappears one day later in the same location, but this time it takes the form of another member of the adventuring party.

**Statue Animates:** Use the statistics for **living statue, crystal** or **living statue, iron** or **living statue, stone** (see **Appendix I: New Monsters**) as appropriate. It attacks if approached. It cannot communicate and pursues fleeing characters.



### CHART 3: RELIGIOUS (ROOM TYPE)

d8	Result
1	Shrine
2	Desecrated shrine
3	Temple
4	Desecrated temple
5	Crypt (roll on <b>Chart 4: Crypt [Room Type]</b> )
6–7	Storage
8	Sacrificial altar

**Shrine:** This chamber has an object set in a place of prominence — often illuminated — that is dedicated to a specific deity or pantheon. If intelligent creatures are present, they are generally devotees of the deity and are either visiting, maintaining, or guarding the shrine. A shrine always includes some artifact of importance though not necessarily one of value.

**Desecrated Shrine:** Similar to a normal shrine, this chamber once was a place of reverence. It has been defiled and desecrated. If creatures are present, they may have desecrated the shrine, come to inspect the damage, and/or are looking for those responsible for the damage.

**Temple:** Typically found in a larger chamber, a temple is an active place of worship. It is often occupied by the appropriate worshippers and/or a shaman or cleric. The temple includes religious accoutrements such as an altar, pews, symbols of the deity, etc.

**Desecrated Temple:** This chamber has been savaged and damaged by physical force, fire, or both. Otherwise, it is identical to a normal temple. Identifying the original deity may be difficult. Desecrated temples have a propensity to be the lair of vengeful undead, usually former devotees of the temple.

**Crypt:** Roll on **Chart 4: Crypt (Room Type)**.

**Storage:** A religious faction used this room for storing items related to maintaining their nearby temple or shrine. Items may include spare robes, basic symbolic devices, additional chairs, wine/ale used in services, war paints, etc.

**Sacrificial Altar:** This chamber exudes evil, and a sacrificial altar, table, or similar device dominates the room. Dried blood is easily identifiable in the chamber. Urns or other containers may be located within the chamber and may hold internal organs and/or blood. A victim (alive) may be secured within the chamber as well as evil creatures that perform the sacrifice. An identifiable symbol of an evil deity is also present. There is a 10% chance that a living being is secured to the altar. Consult **Chart 31: Prisoner/Victim** for details.

### CHART 4: CRYPT (ROOM TYPE)

d8	Result
1	Solitary coffin: empty; opened or unsealed
2	Solitary coffin: corpse; unopened, sealed
3	Multiple coffins: empty; opened or unsealed
4	Multiple coffins: corpse; unopened, sealed
5	Sarcophagus: sealed
6	Sarcophagus: unsealed
7	Mausoleum: sealed
8	Mausoleum: unsealed

**Coffin:** This simple burial device is made of wood and may have inscriptions detailing who was interred. They are typically nailed shut. Sealed coffins contain a single corpse that may be recently interred or decayed to nothing more than skeletal remains. To determine the type of creature interred, you can roll once on either **Chart 27: Adventurer, Race** or **Chart 30: Humanoids** to determine what type of corpse is present.

**Sarcophagus:** Typically made of stone, these burial devices are often used by humans. The lid of a sarcophagus is sealed with a cement-like compound. The lid is also extremely heavy. If sealed, the corpse within has some treasure as it was a person of significance in life.

**Mausoleum:** A mausoleum holds multiple small sarcophagi made of granite. The entrance to the mausoleum is singular and held closed by a complex lock (successful DC 14 [minimum] Dexterity check with thieves' tools). If the entrance is unsealed, the entire structure has likely been looted.

### CHART 5: MILITARY (ROOM TYPE)

d12	Result
1	Barracks, abandoned
2–3	Barracks, occupied
4	Barracks, empty
5	Leader's office
6	Commander's office
7–8	Storage
9	Latrine
10	Training
11	Weapons/armor storage
12	Weaponsmith/armorer

**Barracks:** This chamber contains beds/bunks/hammocks, etc., with accompanying furniture that includes tables, chairs, footlockers, wall lockers, shelving, and cabinets. If occupied, the containers hold various items such as clothing, spare weapons, spare armor, some minor treasures, etc. A light source, or multiple sources, are present.

**Leader's Office:** This room is a combined office and bedchamber used by a sergeant or similar type of leader. This creature, while not in complete command of troops, holds a position of authority and is responsible for daily operations of troops.

**Commander's Office:** This chamber is occupied by the high-



est-ranking leader of nearby troops. The commander may or may not be the same type of creature as its subservient troops. The chamber is lavishly decorated and contains fine furniture or decorations. It is possible the chamber is actually two or more rooms and includes an office, a treasury, a bedchamber, and a study.

**Storage:** This storage room, if the nearby barracks are occupied, is always locked and the key held by the leader and commander. The room's contents are a combination of dry goods, food, clothing, and general equipment.

**Latrine:** Used by all members associated within this military area, this room is most often well-kept and clean. If abandoned, it is often the lair of vermin such as rats, oozes, jellies, etc. Even when abandoned, local denizens still use the room.

**Training:** This room is used to practice and train. There might practice dummies, targets, and obstacles. Additionally, physical conditioning equipment might be present. Some sparring-type weapons might be found in this room; these weapons are wooden facsimiles of normal weapons with blunt edges.

**Weapons/Armor Storage:** This locked room contains additional weapons and armor used by the nearby troops. Containers holding additional ammunition for missile or hurled weapons are also present. Keys to this chamber are held by the weapon-smith/armorer, the leader, and the commander. The weapons within the chamber correspond to active occupants of the associated military complex or chambers. All weapons are stored in wall racks, crates, barrels, etc.

**Weaponsmith/Armorer:** This room is either an active or abandoned smithy. The occupant(s) are trained in manufacturing/maintaining weapons and armor. The room contains all the equipment required to operate a smithy. Smoke from the furnace is vented via a crevice in the ceiling (which is why the chamber was selected for its purpose).

CHART 6: PRISON (ROOM TYPE)

d6	Result
1	Torture chamber
2–3	Guard post
4	Cell, empty
5	Cell, occupied
6	Cell, occupied (false)

A prison location is often located near a military, religious, or arcane room area. If any of the chambers are occupied, the entire area is illuminated by lanterns or torches (sconces).

**Torture Chamber:** This room is used to torture prisoners for information or sadistic pleasure. You may opt to roll twice for occupants for this chamber; one occupant is the prison staff and the other a current prisoner. The screams of victims can be heard up to 120 feet from this chamber (50% chance). The door to this room is typically locked at all times. The lead interrogator or nearby guards hold the keys. Roll on **Chart 31: Prisoner/Victim** to determine the prisoner.

**Guard Post:** Prison guards staff this area. It contains minor furniture (table and chairs), some weapons in racks, and is illuminated. Keys to the entire prison area are often found here.

**Cell, Empty:** The door to this room is locked. A dirty straw bed, manacles (attached to wall), and other detritus are inside.

**Cell, Occupied:** The door to this room is locked. A badly beaten prisoner (reduced to 1d2 hit points) is inside. Roll on **Chart 31: Prisoner/Victim** to determine the prisoner. Any equipment the prisoner once possessed is located at a nearby guard post or some other related chamber.

**Cell, Occupied (False):** This chamber conforms to the occupied cell description. However, the occupant is possibly working for the prison staff (gaining the confidence of other prisoners, etc.) or a member of a nearby enemy. Regardless, the prisoner attempts to gain the confidence of its rescuers but betrays them at the first opportunity (possibly by leading them into a trap). This false prisoner is injured (mostly superficial) for 1d3 hit points. Use the rogue statistic block found on **Chart 25: Monsters**.

CHART 7: ARCAINE (ROOM TYPE)

d6	Result
1	Library
2	Study
3	Laboratory, chemical
4	Laboratory, test
5	Magical pool
6	Magical cell

A spellcaster of some type uses an arcane room for research. If the area is occupied, the spellcaster defends the chamber and summons minions from nearby chambers. These chambers, if occupied, are illuminated by magical light.

**Library:** Bookshelves hold volumes focused on basic magical research, conceptual theory, and historical selections. There is a 25% chance of discovering a book that includes an actual magical spell (70% chance one 1st-level spell, 30% chance one 2nd-level spell, determine randomly).

**Study:** This chamber contains comfortable furniture (cushioned chair, couch, small table, side tables, mini-bar, etc.). A spellcaster uses this room to read and study books from a nearby library. The chamber is typically illuminated by a magical light and candles.

**Laboratory, Chemical:** A large table covered with numerous glass cylinders of varying shapes and sizes dominates this room. The contents of most are nonmagical in nature (90% chance). One container may act as a random magical potion (10% chance).

**Laboratory, Test:** A spellcaster uses this chamber to practice spells against various targets. The spellcaster may use a short, four- to five-foot-tall stone wall as a shield. A living prisoner may be manacled to a wall for spell experimentation (10% chance). Roll on **Chart 31: Prisoner/Victim** to determine the prisoner.

**Magical Pool:** A raised pool of liquid (size determined by you) is in the center of this room. This liquid is magical and is used to create potions, to enchant items, and to mix magical inks. Consuming the liquid is dangerous: any creature that does so must succeed on a DC 14 Constitution saving throw or take 1d8 poison damage. The liquid has no value. However, if



mixed in equal parts with any potion, it creates two potions. For each attempt to create a duplicate potion, roll for success (75% chance of success [failure indicates that both potions are ruined]). Potions cannot be further diluted to make additional potions.

**Magical Cell:** This chamber holds a magical container or cell that imprisons a magical creature. Roll on **Chart 25: Monsters** to determine what creature is trapped. Roll on **Chart 24: Monster Reaction Roll** if it is released to determine how it reacts to the characters.

### CHART 8: STAIR (ROOM TYPE)

d6	Result
1	Open stair up one level
2	Open stair down one level
3	Collapsed stair, no passage
4	Guarded stair up one level (roll on <b>Chart 25: Monsters</b> to determine creature type)
5	Guarded stair down one level (roll on <b>Chart 25: Monsters</b> to determine creature type)
6	Secret stair, exits dungeon complex

### CHART 9: FOUNTAIN, GENERAL

d6	Magical/ Nonmagical?	Result
1	Nonmagical	Clear, cool water. Refreshing.
2	Nonmagical	Dingy, room temperature
3	Nonmagical	Algae-covered, dirty water. Drinking causes disease.
4	Nonmagical	Clear, hot water
5	Magical	Green-colored water (roll on <b>Chart 10: Fountain, Magical</b> )
6	Magical	Clear, cool water (roll on <b>Chart 10: Fountain, Magical</b> )

### CHART 10: FOUNTAIN, MAGICAL

d12	Result
1	Character regains all hit points.
2	Character's hit point maximum increases by one.
3	One random ability score of the character increases by one. Another random ability score decreases by one.
4	One random ability score of the character (in which they have saving throw proficiency) increases by one. Another random ability score (in which they do not have saving throw proficiency, if possible) decreases by one.
5	Player chooses one ability score of the character to increase by one and another ability score to decrease by one.
6	One random ability score of the character increases by one.

d12	Result
7	Character regains all hit points, and all diseases are removed.
8	Character is immune to poison until next dungeon level is reached.
9	Character must succeed on a DC 14 Constitution save or take 1d4 poison damage and become infected with lycanthropy (wererat).
10	Character automatically succeeds on their next saving throw to avoid being affected by lycanthropy.
11	Character turns invisible (per spell) but only to those in the chamber.
12	Character gains effects of a <i>detect thoughts</i> spell against the next opponent met.

Magical effects occur after consuming the liquid directly from the fountain. The water's magical properties are negated if the liquid is removed or transported from the fountain. Each character may gain only one magical effect from a specific magical fountain once per lifetime.

A character that becomes a lycanthrope is not aware of the curse until the next full moon. A *remove curse*, *greater restoration*, or *wish* spell negates this effect.

### CHART 11: SPECIAL I (ROOM TYPE)

d10	Result
1	Well
2	Collapsed*
3	Flooded*
4	Teleportation*
5	Elemental gate*
6	Abyssal gate*
7	Locked*
8	Locked and trapped**
9	Room contains illusion of sleeping creature (roll on <b>Chart 25: Monsters</b> ).
10	One magic item hidden within the chamber.

\* Roll again on **Chart 1: Room Contents**

\*\* Roll on **Chart 1: Room Contents** and **Chart 19: Trap, Container/Statue/Treasure**

**Well:** A shallow well provides water to residents of the dungeon area. The door to this room is typically absent. A clean water spring or underground stream feeds the well.

**Collapsed:** The ceiling of this chamber collapsed. No passage is possible.

**Flooded:** This chamber is filled with 1d10 feet of water. The water is clear (30% chance), dirty (50% chance), or magically darkened (20% chance). Objects may float on the water's surface. Algae covers the walls of the chamber. Water drips from the ceiling, and minor amounts escape from tiny cracks under the waterline.



**Teleportation:** Merely by entering this room, a creature is teleported to a random location in the dungeon. This location can randomly change or be consistent. Typically, the teleportation functions only once every 20–50 minutes ([1d4 + 1] x 10). The destination location is not automatically another teleportation chamber (roll on **Chart 1: Room Contents** to determine the type of chamber the character arrives in).

**Elemental Gate:** A gate to one of the four elemental planes is open in the center of this chamber. Entering the gate transports any creature to the appropriate plane (roll 1d4: 1=Fire; 2=Air; 3=Earth; 4=Water). Elemental planes are not described in this book. A return gate is possibly located on the “other” side (50% chance).

**Abyssal Gate:** This gate is a passageway to the Abyssal Plane, the home of demons and the undead. The Abyssal Plane is not described in this book. A return gate is possibly located on the “other” side (50% chance).

### CHART 21: CORRIDOR CONTENTS

d8	Result
1	Trap (roll on <b>Chart 23: Trap, Corridor, Alcove, or Hall</b> )
2	Monster with one treasure
3	Monster with no treasure
4–6	Empty corridor
7	Treasure with trap
8	Special (roll on <b>Chart 22: Corridor, Special</b> )

### CHART 22: CORRIDOR, SPECIAL

d4	Result
1	Stairs up/exit
2	Stairs down (next level)
3	Collapsed stairs up (no passage)
4	Collapsed stairs down (no passage)

## SECTION B

In this section, you will determine if a monster, trap, and/or treasure is in the chamber or corridor. First, roll on **Chart 17: Room Detail**. **Section B** also details traps for any location. If a monster is included, move to **Section C** to randomly select a monster. If a treasure is included, go to **Section D** to determine treasure details.

### CHART 17: ROOM DETAIL

d12	Result
1	Trap (roll on <b>Chart 20: Trap, Chamber Entrance</b> )
2–3	Monster with no treasure
4–5	Monster with one treasure*
6	Monster with two treasures*
7	Monster with three treasures*
8	Monster with one treasure; trapped**
9–10	No monster or treasure
11	Treasure*
12	Treasure, trapped**

\* Roll on **Chart 18: Treasure Container** to determine container type.

\*\* Roll on **Chart 18: Treasure Container** to determine container type and **Chart 19: Trap, Container/Statue/Treasure** for trap type.

### CHART 18: TREASURE CONTAINER

d20	Result
1–2	Chest, no trap
3–4	Chest, no trap, locked
5	Chest, trapped*
6–7	Chest, trapped, locked*
8	Chest, no trap, hidden
9	Chest, no trap, locked, hidden
10	Chest, trapped, hidden*
11	Chest, trapped, locked, hidden*
12	Sack, hidden
13	Sack
14	Footlocker, locked
15	Secret compartment in floor
16	Secret compartment in wall
17	Secret compartment in wall, trapped*
18	Loose on floor or table
19	Hidden within furniture
20	Hidden inside pottery

\* Roll on **Chart 19: Trap, Container/Statue/Treasure** to determine trap type.

To locate hidden treasure, a character succeed on a DC 12 Intelligence (Investigation) check. Only one attempt is allowed.



## CHART 19: TRAP, CONTAINER/STATUE/TREASURE

d16	Result
1	<b>Contact poison:</b> Succeed on a DC 14 Constitution save or take 2d8 poison damage. Detected with a successful DC 16 Intelligence (Investigation) check
2	<b>Contact poison:</b> Succeed on a DC 14 Constitution save or berserk for 2d6 rounds. While berserk, use action to attack nearest creature; may repeat save at end of each turn. Detected with a successful DC 16 Intelligence (Investigation) check
3	<b>Poisonous gas:</b> All creatures within 20 feet succeed on a DC 14 Constitution save or take 2d6 poison damage
4	<b>Poisonous gas:</b> Succeed on a DC 14 Wisdom save or be teleported to nearest entrance to dungeon
5	<b>Poison needle:</b> Succeed on a DC 14 Constitution save or take 2d8 poison damage
6	<b>Poison needle:</b> Succeed on a DC 12 Constitution save or take 50 poison damage
7	<b>Dart:</b> 5 darts, succeed on a DC 14 Dexterity save for each or take 1d6 + 1 piercing damage
8	<b>Dart:</b> 3 darts, succeed on a DC 14 Dexterity save for each or take 1d6 + 1 piercing damage and succeed on a DC 14 Constitution save or be paralyzed for 10-30 minutes
9	<b>Falling block:</b> A stone falls from ceiling; succeed on a DC 15 Dexterity check or take 3d6 bludgeoning damage
10	<b>Electrical shock:</b> Make a DC 14 Dexterity save, taking 2d8 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 14 Intelligence (Arcana) check
11	<b>Electrical shockwave:</b> All creatures within 20 feet make a DC 14 Dexterity save, taking 2d6 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 14 Intelligence (Arcana) check
12	<b>Flames:</b> All creatures within 10 feet make a DC 14 Dexterity save, taking 2d8 fire damage on a failure or half as much damage on a success
13	<b>Flame wave:</b> All creatures within 20 feet make a DC 14 Dexterity save, taking 2d6 fire damage on a failure or half as much damage on a success.
14	<b>Poisonous gas:</b> All creatures within 10 feet succeed on a DC 13 Constitution save or be paralyzed for 30 minutes; paralyzed creature may repeat the saving throw at the end of each of its turns, ending paralysis on itself on a success
15	<b>Sonic boom:</b> All creatures and objects within 30 feet take 1d12 thunder damage
16	<b>Loud gong:</b> Noise sounds for 1d4 + 1 rounds; roll for wandering monster each round

Unless otherwise noted above, all traps may be detected with a successful DC 14 Intelligence (Investigation) check and disarmed with a successful DC 14 Dexterity check with thieves' tools.

**Contact Poison:** This poison is difficult to detect by normal means (senses). It is absorbed through bare skin and very potent.

**Poison Needle:** This type of trap is found only within a container, lock, or enclosed space (chest, urn, clay pot, footlocker, etc.). The needle automatically hits but inflicts no damage, just a pinprick. The target creature is automatically subject to the poison attack.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Electrical Shock:** The trapped object releases a magical electrical shock. Only one target is affected.

**Electrical Shockwave:** The trapped object releases a magical electrical shockwave that hits all targets within 20 feet.

**Flames:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Flame Wave:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 20 feet of the trapped location must make a saving throw.

**Poisonous Gas:** A cloud of deadly gas billows from the trapped object and affects all within a radius described above.

**Sonic boom:** An explosion of sound strikes all creatures and objects within 30 feet of the trap

**Loud Gong:** A loud siren erupts for 1d4 + 1 rounds. Each round the siren blares, there is a 33% chance of summoning a wandering monster (1-2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.



CHART 20: TRAP, CHAMBER ENTRANCE

d10	Result
1	<b>Dart:</b> 5 darts, succeed on a DC 14 Dexterity save for each or take 1d6 + 1 piercing damage
2	<b>Dart:</b> 3 darts, succeed on a DC 14 Dexterity save for each or take 1d6 + 1 piercing damage and succeed on a DC 14 Constitution save or be paralyzed for 10-30 minutes
3	<b>Falling block:</b> A stone falls from ceiling; succeed on a DC 16 Dexterity check or take 3d6 bludgeoning damage
4	<b>Electrical shock:</b> Make a DC 14 Dexterity save, taking 2d8 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 14 Intelligence (Arcana) check.
5	<b>Flames:</b> All creatures within 10 feet make a DC 14 Dexterity save, taking 2d8 fire damage on a failure or half as much damage on a success
6	<b>Loud gong:</b> Roll for wandering monster
7	<b>Blade:</b> Succeed on a DC 14 Dexterity save or take 2d6 + 1 slashing damage from a slicing blade
8	<b>Javelins:</b> 1d4 + 1 javelins, succeed on a DC 14 Dexterity save for each or take 1d6 + 2 piercing damage
9	<b>Locking Door:</b> Door closes and locks behind first character to pass through
10	<b>Teleportation:</b> First creature passing through portal must succeed on a DC 14 Wisdom saving throw or be teleported to a random chamber; room must be inhabited

Unless otherwise noted above, all traps may be detected with a successful DC 14 Intelligence (Investigation) check and disarmed with a successful DC 14 Dexterity check with thieves' tools.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object. Darts target random creatures within five feet of the trap. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Electrical Shock:** The trapped object releases a magical electrical shock. Only one target is affected.

**Flames:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Loud Gong:** A loud siren erupts for 1d4 rounds. For each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

**Blade:** A large, slicing blade strikes the creature that triggered the trap. The trap automatically resets.

**Javelins:** 1d4 + 1 javelins launch from a nearby wall. Javelins target random creatures within five feet of the triggered trap.

**Teleportation:** target is teleported to a random inhabited location on this level of the dungeon

CHART 23: TRAP, CORRIDOR, ALCOVE, OR HALL

d10	Result
1	<b>Dart:</b> 5 darts, succeed on a DC 14 Dexterity save for each or take 1d6 + 1 piercing damage
2	<b>Dart:</b> 3 darts, succeed on a DC 14 Dexterity save for each or take 1d6 + 1 piercing damage and succeed on a DC 14 Constitution save or be paralyzed for 10-30 minutes
3	<b>Falling block:</b> Stone falls from ceiling; succeed on a DC 16 Dexterity check or take 3d6 bludgeoning damage
4	<b>Pit:</b> A 10-foot-by-10-foot covered trap, 20 feet deep; succeed on a DC 14 Dexterity save or take 2d6 bludgeoning damage from falling in
5	<b>Pit:</b> A 10-foot-by-20-foot covered trap, 20 feet deep; succeed on a DC 14 Dexterity save or take 2d6 bludgeoning damage from falling in
6	<b>Loud Gong:</b> Roll for wandering monster
7	<b>Blade:</b> Succeed on a DC 14 Dexterity save or take 2d6 + 1 slashing damage from a slicing blade
8	<b>Javelins:</b> 1d4 + 1 javelins, succeed on a DC 14 Dexterity save for each or take 1d6 + 2 piercing damage
9	<b>Poisonous Gas:</b> All creatures within 20 feet succeed on DC 14 Constitution save or poisoned for one minute and take 1d6 poison damage each round; may repeat save at end of each turn, ending effect and damage on success
10	<b>Anti-magic:</b> Character cannot use magic (spell, device, etc.) for one hour on a failed DC 14 Wisdom saving throw

Unless otherwise noted above, all traps may be detected with a successful DC 14 Intelligence (Investigation) check and disarmed with a successful DC 14 Dexterity check with thieves' tools.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object at a random creature within five feet of the trap/treasure. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Pit:** These traps come in various sizes (width x length). All those in the pit's area may fall and take damage. Pits are covered and appear as the floor type found in that area.

**Loud Gong:** A loud siren erupts for 1d4 rounds. For each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

**Blade:** A large, slicing blade strikes the creature that triggered the trap. The trap automatically resets.

**Javelins:** 1d4 + 1 javelins launch from a nearby wall. Javelins target random creatures within five feet of the triggered trap.

**Poisonous Gas:** A cloud of toxic gas billows from the trap, filling a 20-foot radius area and causing coughing, choking, and damage.

**Anti-magic:** A single target nearest the trap is unable to use magic for one hour, including casting spells or using magical devices such as wands, scrolls, or potions. They can still wield magical weapons and be the target of spells.



## SECTION C

In this section, you will roll to determine creatures present at the desired location. You will first roll on **Chart 24: Monster Reaction Roll** to determine the creature's reaction to any given situation. Next, roll on **Chart 25: Monsters** to determine the creature type. When you complete this section, move to **Section D**, if applicable, to determine any treasure found. If no treasure is included, this location is complete.

**CHART 24: MONSTER REACTION ROLL**

d8	Result
1	Monster is new to area. Intelligent monsters attempt to talk to party to gain advantage.
2	Monster is simply passing through chamber and investigates the area.
3	Monster attempts to ambush party or other monsters in the area.
4–5	Monster has taken up residence in the chamber and uses it as its base of operations and lair. May be allied with neighboring monsters. Chamber “furnished,” if appropriate.
6	Monster aggressively attempts to gain a new lair or steal from others. Very aggressive.
7	Monster is looking for an ally to attack an enemy. It may join forces with party to accomplish this task.
8	Monster attempts to ambush party.

**CHART 25: MONSTERS**

The following chart provides 100 monster entries, of which approximately 75 are unique. In some cases, several monsters are repeated on the chart. This is simply due to the fact of the limitation of reasonable monsters that would be encountered in a dungeon environment, and these creatures are appropriate for Level 5 of the dungeon. Yes, we know this is artificial, but balance is a thing in any game. Some creatures are significantly more powerful than others, and therefore this chart includes a wide variety of creature types. When stocking your dungeon with these creatures, and a resulting roll seems incongruous with a nearby creature or locale feature, simply reroll. Always keep in mind, however, that even if a “strange” die roll result occurs, there is always some reason why it could be consistent with the result. For examples, please read the sample dungeon below.

d100	Result
1	Orc (2d8)
2	Troglodyte (1d6+1)
3	Kobold (4d4+2)
4	Jackalwere (1d3+1) (see Appendix I: New Monsters)
5	Beetle, Giant Water (1d2+1) (see Appendix I: New Monsters)
6	Spider, Giant Wolf (1d4+1)

d100	Result
7	Magmin (1d6)
8	Ape (1d3+2)
9	Bat, Giant Screamer (1d2) (see Appendix I: New Monsters)
10	Stirge (2d6)
11	Gnoll (1d6+2)
12	Lizard, Giant Draco (1d3) (see Appendix I: New Monsters)
13	Lizard, Giant Fire (1d2) (see Appendix I: New Monsters)
14	Skeleton (3d6)
15	Hobgoblin (2d4+1)
16	Dragon, Young Black (1)
17	Rat, Giant (4d4+4)
18	Zombie (2d6)
19	Bandit (1d10+2) (one has <i>dust of sleeping</i> [see Appendix III: New Magic Items])
20	Dragonborn Soldier, Black (1d4+1) (see Appendix I: New Monsters)
21	Bugbear (1d4+1)
22	Algid (1d3) (see Appendix I: New Monsters)
23	Ghoul (1d4+1)
24	Drant (1d3+1) (see Appendix I: New Monsters)
25	Water Weird (1d3) (see Appendix I: New Monsters)
26	Bullywug (2d6+2)
27	Dragon, Young White (1)
28	Ogron (1d6+1) (see Appendix I: New Monsters)
29	Land Lamprey (1d6+1) (see Appendix I: New Monsters)
30	Snake, Giant Constrictor (1d3)
31	Snake, Giant Poisonous (1d3)
32	Axe Beak (1d4+1)
33	Cyclope (1d3) (statistics of a cyclops with 92 [8d12 + 40] hit points, Challenge Rating 5, and whose greatclub attack does 15 [2d8 + 6] bludgeoning damage)
34	Hydra (1)
35	Spider, Giant Black Widow (1d3) (statistics of a giant spider whose bite does 3d8 poison damage)
36	Cockatrice (1)
37	Lizard, Giant (1d4+1)
38	Green Slime (1) (see Appendix I: New Monsters)
39	Pyrohydra (1) (see Appendix I: New Monsters)
40	Living Statue, Crystal (1d2+1) (see Appendix I: New Monsters)
41	Bat, Giant Fire (1d6+1) (see Appendix I: New Monsters)
42	Jelly, Shock (1) (see Appendix I: New Monsters)



d100	Result
43	<b>Spider, Huge (1d3)</b> (statistics of a <b>giant spider</b> with 39 [6d10 + 6] hit points and Challenge Rating 2, whose bite does 8 [1d10 + 3] piercing damage and 11 [2d10] poison damage)
44	<b>Ogre (1d4)</b>
45	<b>Beetle, Giant Oil (1d4)</b> (see <b>Appendix I: New Monsters</b> )
46	<b>Werewolf (1d2)</b>
47	<b>Living Statue, Iron (1d2)</b> (see <b>Appendix I: New Monsters</b> )
48	<b>Sandlasher (1d2)</b> (see <b>Appendix I: New Monsters</b> )
49	<b>Earth Elemental, Minor (1)</b> (see <b>Appendix I: New Monsters</b> )
50	<b>Blink Dog (1d3+1)</b>
51	<b>Doppelganger (1d3)</b>
52	<b>Duergar (1d6+1)</b>
53	<b>Gargoyle (1d4)</b>
54	<b>Harpy (1d4)</b>
55	<b>Lizardfolk (1d6+1)</b>
56	<b>Dread (1d6+1)</b> (see <b>Appendix I: New Monsters</b> )
57	<b>Shadow (1d4+1)</b>
58	<b>Ghast (1d3)</b>
59	<b>Skeleton, Abyssal (1d6+1)</b> (see <b>Appendix I: New Monsters</b> )
60	<b>Wererat (1d3)</b>
61	<b>Minotaur (1)</b>
62	<b>Salamander (1d2)</b>
63	<b>Hell Hound (1d2)</b>
64	<b>Wraith (1)</b>
65	<b>Owlbear (1)</b>
66	<b>Salamander, Frost (1d2)</b> (see <b>Appendix I: New Monsters</b> )
67	<b>Yellow Mold (1)</b> (see <b>Appendix I: New Monsters</b> )
68	<b>Trolling (1d4)</b> (see <b>Appendix I: New Monsters</b> )
69	<b>Manticore (1)</b>
70	<b>Gelatinous Cubicle (1d4+1)</b> (see <b>Appendix I: New Monsters</b> )
71	<b>Lurker Below (1)</b> (see <b>Appendix I: New Monsters</b> )
72	<b>Living Statue, Stone (1)</b> (see <b>Appendix I: New Monsters</b> )
73	<b>Gnoll (1d8+1)</b>
74	<b>Automaton (Minotaur)</b> (see <b>Appendix I: New Monsters</b> )
75	<b>Dragonborn Soldier, White (1d4+1)</b> (see <b>Appendix I: New Monsters</b> )
76	<b>Troll (1)</b>
77	<b>Medusa (1)</b>
78	<b>Flesh Golem (1)</b>

d100	Result
79	<b>Wight (1)</b>
80	<b>Necrotic Rat (2d6+2)</b> (see <b>Appendix I: New Monsters</b> )
81	<b>Vampire, Spawn (1d4)</b> (see <b>Appendix I: New Monsters</b> )
82	<b>Elf, Drow Apprentice (1d3)</b> (statistics of an <b>apprentice</b> [see <b>Appendix I: New Monsters</b> ] with drow's <i>fey ancestry</i> , <i>sunlight sensitivity</i> , and <i>innate spellcasting</i> traits)
83	<b>Elf, Drow Acolyte (1d3)</b> (statistics of an <b>acolyte</b> with drow's <i>fey ancestry</i> , <i>sunlight sensitivity</i> , and <i>innate spellcasting</i> traits)
84	<b>Elf, Drow (1d4+2)</b>
85	<b>Human Fighter 5 (1)</b> (see <b>Appendix II: NPCs</b> )
86	<b>Human Cleric 5 (1)</b> (see <b>Appendix II: NPCs</b> )
87	<b>Human Druid 5 (1)</b> (see <b>Appendix II: NPCs</b> )
88	<b>Human Sorcerer 5 (1)</b> (see <b>Appendix II: NPCs</b> )
89	<b>Human Monk 5 (1)</b> (see <b>Appendix II: NPCs</b> )
90	<b>Human Wizard 5 (1)</b> (see <b>Appendix II: NPCs</b> )
91	<b>Human Paladin 5 (1)</b> (see <b>Appendix II: NPCs</b> )
92	<b>Human Ranger 5 (1)</b> (see <b>Appendix II: NPCs</b> )
93	<b>Human Rogue 5 (1)</b> (see <b>Appendix II: NPCs</b> )
94	<b>Dwarf Fighter 5 (1)</b> (see <b>Appendix II: NPCs</b> )
95	<b>Half-Orc Barbarian 5 (1)</b> (see <b>Appendix II: NPCs</b> )
96	<b>Elf Fighter/Wizard 5 (1)</b> (see <b>Appendix II: NPCs</b> )
97	<b>Gnome Warlock 5 (1)</b> (see <b>Appendix II: NPCs</b> )
98	<b>Halfling Ranger/Rogue 5 (1)</b> (see <b>Appendix II: NPCs</b> )
99	<b>Half-Elf Bard 5 (1)</b> (see <b>Appendix II: NPCs</b> )
100	Adventuring Party (see below).

## ASSOCIATED CREATURES

In some cases, when a creature is generated, other creatures may be in the immediate area that are associated, friendly, or adversarial with that creature. Several factors indicate whether associated creatures may be present such as locale (map), the result of **Chart 24: Monster Reaction Roll**, etc. Below are some creatures that may have creature associations. Note, these tables are not definitive or absolute, but provide inspiration for encounter areas within your dungeon.

## NPCs AND AN ADVENTURING PARTY

Each type of character class is included in the chart. Generally, when encountered, these NPCs (Non-Player Characters) are good in alignment and do not act aggressively toward the characters unless provoked or attacked. These NPCs have a variety of reasons for existing within the dungeon (see **Chart 25A: NPC Motivation**). NPC entries fill slots 85–100 of **Chart**



**25: Monsters.** The Challenge Rating of the NPC corresponds to the level of the dungeon. However, starting at Level 8, the NPCs are all capped at Challenge Rating 7. When an NPC is generated, roll a set of percentile dice. If the result is equal to or less than the dungeon level x 10, the NPC is evil and may have minions in the area. If minions are included, roll 1d6 with the result indicating the number of rolls on **Chart 25: Monsters** required to generate the minions. For example: On Level 3, a wizard is generated. Therefore, there is a 30% chance the NPC is evil and another 30% chance it has 1d6 minion types in the area.

#### CHART 25A: NPC MOTIVATION

d4	Result
1	Revenge
2	Spy
3	Quest
4	Lost

**Revenge:** The NPC entered the dungeon on a mission of revenge. Some creature within the dungeon wronged the NPC (killed a friend, stole an object, etc.). The NPC joins the characters if they agree to help in his mission. The NPC may join the characters indefinitely if the result is favorable.

**Spy:** The NPC was hired to spy on a specific creature within the dungeon. This target is always an intelligent creature and typically a humanoid or evil NPC.

**Quest:** The NPC entered the dungeon as a result of a quest. Typically, the NPC is in search of a specific object (typically a magic item). The item is to be returned to the NPC's "employer."

**Lost:** The NPC became separated from an adventuring party or may be the lone survivor of a defeated party. To create an adventuring party, roll 1d4+1. This is the total number of NPCs in the adventuring party. Select or roll to determine each NPC from among entries 85-99 on **Chart 25: Monsters**. Lastly, roll on **Chart 25B: Alignment** to determine the alignment of the adventuring party. You may roll on **Chart 24: Monster Reaction Roll** to determine the motivation of the party or simply make one up of your own.

#### CHART 25B: ALIGNMENT

d10	Result
1	Chaotic Evil
2	Chaotic Good
3	Chaotic Neutral
4	Lawful Evil
5	Lawful Good
6	Lawful Neutral
7	Neutral Evil
8	Neutral Good
9-10	Neutral

## SECTION D

This section provides 100 random treasures. These treasures are located in the container determined in **Section B, Chart 18: Treasure Container**. If no container is present, the treasure is considered to be loosely distributed in the chamber.

#### CHART 26: TREASURE

d100	Result
1	98 gp
2	190 sp
3	750 cp
4	198 ep
5	38 pp
6	18 gems (10 gp each)
7	Gold ring (250 gp)
8	10 chipped diamonds (20 gp each)
9	<i>Javelin of the vampire</i> (see <b>Appendix III: New Magic Items</b> )
10	320 gp
11	900 sp
12	416 ep
13	<i>Spell scrolls: cure wounds x3, lesser restoration</i>
14	<i>Sword +2</i> (GM's choice)
15	Silver necklace (400 gp)
16	Gold brooch set with rubies (450 gp)
17	<i>Magicslayer longsword</i> (see <b>Appendix III: New Magic Items</b> )
18	<i>Potion of greater healing</i>
19	52 pp
20	91 gp
21	<i>Cloak of protection</i> (also restores 2d8 hit points to attuned wearer once per day)
22	280 gp
23	<i>Ring of free action</i>
24	4,160 cp
25	3,200 sp
26	Seven medium emeralds (100 gp each)
27	79 gp
28	110 sp
29	175 pp
30	<i>Spell scroll: ice storm</i>
31	14 sp
32	12 gp
33	<i>+1 ring mail of acid resistance</i>
34	Platinum pin with ivory skull (150 gp)
35	290 cp
36	290 sp



d100	Result
37	4 gp
38	One medium diamond (9,500 gp)
39	<i>Figurine of wondrous power: onyx dog</i>
40	+1 arrow (16)
41	175 gp
42	42 gp
43	555 ep
44	275 cp
45	40 sp
46	55 gp
47	<i>Spell scrolls: magic missile, unseen servant, acid arrow</i>
48	92 gp
49	One diamond w/ permanent light (1,000 gp)
50	1 pp
51	Two small rubies (400 gp each)
52	<i>Spell scroll: antimagic field</i>
53	28 sp
54	99 ep
55	Copper bracelet inset with a giant sapphire (180 gp)
56	<i>Eyes of the eagle</i> (see <b>Appendix III: New Magic Items</b> )
57	76 gp
58	77 sp
59	71 cp
60	1,200 gp
61	185 pp
62	32 small pieces of ivory (15 gp each)
63	<i>Shadow splint armor</i> (see <b>shadow armor</b> in <b>Appendix III: New Magic Items</b> )
64	<i>Rod of smiting</i> (see <b>Appendix III: New Magic Items</b> )
65	54 ep
66	310 gp
67	<i>Flame tongue dagger</i> (same as <i>flame tongue</i> sword except base damage type and amount)
68	100 sp
69	7 pp
70	<i>Spell scroll: dispell evil and good</i>
71	<i>Bracers of ultimate defense</i> (see <b>Appendix III: New Magic Items</b> )
72	72 gp
73	7,800 sp
74	15,000 cp
75	792 ep
76	107 pp
77	<i>Potion of frost giant strength</i>
78	Gold ring (50 gp)

d100	Result
79	<i>Potion of fire resistance</i>
80	10 gp
81	2 pp
82	Jade goblet (500 gp)
83	<i>Libram of gainful conjuration</i> (see <b>Appendix III: New Magic Items</b> )
84	18 gp
85	12 ep
86	37 sp
87	100 cp
88	<i>Wand of fear</i>
89	<i>Necklace of fireballs</i>
90	656 gp
91	83 pp
92	6 sp
93	990 ep
94	Silver belt (230 gp)
95	Copper crown inset with gold spider (200 gp)
96	85 gp
97	91 ep
98	<i>Scroll, cursed:</i> Reader screams at top of lungs for one turn
99	222 pp
100	<i>Plate armor of the owl</i> (see <b>armor of the owl</b> in <b>Appendix III: New Magic Items</b> )

**Armor:** Roll on **Chart 27: Adventurer, Race** to determine size of armor.

## SPECIAL CHARTS

### CHART 27: ADVENTURER, RACE

d10	Result
1	Dragonborn
2	Dwarf
3	Elf
4	Gnome
5	Half-Elf
6	Half-Orc
7	Halfling
8–9	Human
10	Tiefling



## CHART 28: ADVENTURER, CLASS

d12	Result
1	Barbarian
2	Bard
3	Cleric
4	Druid
5	Fighter
6	Monk
7	Paladin
8	Ranger
9	Rogue
10	Sorcerer
11	Warlock
12	Wizard

## CHART 29: GOD/GODDESS

d10	Result
1	Zeus
2	Hera
3	Athena
4	Hermes
5	Hestia
6	Poseidon
7	Hades
8	Orcus
9	Daemogor
10	Baelor

## CHART 30: HUMANOIDS

d12	Result
1	Kobold
2	Orc
3	Goblin
4	Hobgoblin
5	Gnoll
6	Elf, Drow
7	Duergar
8	Bugbear
9	Lizardfolk
10	Sahuagin
11	Grimlock
12	Merfolk

## CHART 31: PRISONER/VICTIM

d12	Result
1	Noble/Military Commander
2	Lesser Nobility
3–4	Militia/Caravan Guard/Soldier
5	Merchant
6–7	Villager
8–9	Adventurer (roll on <b>Chart 27: Adventurer, Race and Chart 28: Adventurer, Class</b> )
10–12	Humanoid (roll on <b>Chart 30: Humanoids</b> )

In general, prisoners and victims are in poor condition. They are injured, severely malnourished, dehydrated, beaten, etc. Without significant rest and/or magical healing, they are unable to perform actions other than basic movement and communication. The victim may know some information about his or her captors other than basic knowledge (who/what they are) (25% chance). Such information includes descriptions of leaders, motivations, plans, etc.

**Noble/Military Commander:** This prisoner is a person of significant importance. Typically wealthy and well-educated, the prisoner can offer a significant reward for his/her freedom. There is an 80% chance they have the statistics of a **noble** and a 20% chance the person is an adventurer (though not actively adventuring). Consult **Chart 27: Adventurer, Race and Chart 28: Adventurer, Class**.

**Lesser Nobility:** This person is a prominent person and generally wealthy. They are often emissaries, ambassadors, minor military commanders, local leaders, etc. There is an 80% chance they have the statistics of a **noble** and a 20% chance the person is an adventurer (though not actively adventuring). Consult **Chart 27: Adventurer, Race and Chart 28: Adventurer, Class**.

**Militia/Caravan Guard/Soldier:** This person is generally human, but other races are possible. Use the statistics of a **guard** with no weapons or armor.

**Merchant:** Captured during a raid, this merchant can pay a reward for his or her rescue equal to 100 gp/level of the dungeon.

**Villager:** This **commoner** has little to offer the party and can reward rescuers only with 5 gp/level of the dungeon. If injured in battle, they seek to flee immediately. They will not engage any creature larger than themselves.

## SAMPLE DUNGEON

This sample dungeon is designed for a party of 5th-level characters. All the rooms are keyed — filled with monsters and/or a short description. There is no specific storyline behind this dungeon crawl other than it is Level 5 of a massive underground complex. Who built it and why has been lost through the passage of time.

Defeated monsters either retreat out of the dungeon or down to the next level. If the characters make successive raids, rooms may be restocked or remain empty. Stair locations to Level 4 and Level 6 are in **Locations 18 and 28**.







## HEATED LAIR

This section of the dungeon (**Locations 1–14**) is very hot, and a hazy smoke obscures vision of any kind beyond 60 feet. The heat and smoke emanate from a few lava chutes. In general, the heat is not enough to cause damage, but it can be very uncomfortable to those in armor.

### 1. MAGMIN

A large pool of bubbling lava spews heat and smoke in the western section of this room. The pool is ringed by uneven stone arranged roughly in a circle. Atop the stones are 15 skulls — all looking inward at the pool of lava.

Four **magmin** occupy the chamber and guard the entrance to this area. They attack all intruders. A chipped diamond worth 20 gp is within each skull.

### 2. ON A MISSION

Two loud, guttural voices echo out of the chamber ahead. Inside, two ogres are arguing. Nothing other than sand and few rocks are within the room.

A pair of large **ogres** are temporarily residing in this chamber. They were sent by their tribe's shaman to retrieve an egg from the pyrohydra in **Location 8**. However, the hydra is not cooperating, and the ogres are unsure how to proceed. The ogres have three sacks that contain a total of 555 ep.

### 3. LAVA POOL

This entire room is filled with a bubbling lava pool. An iron chest hangs over the center of the lava pool. A 15-foot-long chain suspends the chest from the ceiling. The chain is connected to the lid of the chest at an iron ring.

The chest is trapped. **Poisonous Gas Trap:** detected with a successful DC 14 Intelligence (Investigation) check; disarmed with a successful DC 14 Dexterity check with thieves' tools; if triggered, all creatures within 20 feet of the chest must succeed on DC 14 Constitution save or be poisoned for one minute and take 1d6 poison damage each round; a poisoned creature may repeat the save at the end of each of its turns, ending effect and damage on itself on success. Any character that falls into the lava pool takes 2d10 fire damage per round. A character that falls into the lava must succeed on a DC 12 Wisdom saving throw to overcome the searing pain of the lava to escape. Additionally, all nonmagical items worn by the character are destroyed. The chest is locked (successful DC 14 Dexterity check with thieves' tools to pick) and contains a *necklace of fireballs*.

## 4. EMPTY ROOM

This chamber is empty.

## 5. HELL AND HADES

A pool of lava fills the northern half of the chamber. Two massive, completely black hounds with glowing red eyes growl at your intrusion.

A pair of **hell hounds** use the room as their lair. They attack any who enter. They have no treasure.

## 6. EMPTY ROOM

This chamber is empty.

## 7. LONE SURVIVOR

Large boulders litter the floor of this room, obscuring most of the area.

A wounded **dwarf fighter 5** (see **Appendix II: NPCs**) hides in this chamber. He and his men tangled with the pyrohydra in **Location 8** and suffered a catastrophic defeat. The dwarf's men were all slain, and he retreated into this small chamber, which the pyrohydra is too large to enter. Its breath weapon cannot reach the dwarf. The dwarf is thoroughly evil, and he was trying to steal the pyrohydra's eggs. The dwarf tries to convince the characters to attack the pyrohydra (while he steals the eggs). He carries 42 gp and his equipment.

## 8. PYROHYDRA

A large pool of lava covers a 30-foot-radius circle in the center of the room. A 10-foot circular island is located at the center of the lava pool. A seven-foot-long black altar rests on the island. A massive black skull inset with two huge rubies in its eye sockets is atop the altar. The skull faces west.

This large chamber is home to a very intelligent **pyrohydra** (see **Appendix I: New Monsters**). This creature found this cave many years ago and claimed it as its lair. The pyrohydra attacks any creatures who enter this chamber. The skull is that of a fire giant, and the rubies are worth 400 gp each. However, if the skull is touched or disturbed, the spirit of the fire giant appears and attacks anyone on the island. The spirit takes the form of a **wraith**. If the magmin at **Location 1** are still alive, they aid the pyrohydra. If the ogres at **Location 2** are still alive, they attempt to steal a pyrohydra egg (**Location 9**) as the characters battle the pyrohydra.



## 9. EGGS

Three large red eggs are among a pile of bones. The eggs are half-buried in sand and radiate heat.

These are pyrohydra eggs that will hatch in 10 days. The bodies of six charred dwarven warriors are at the base of the bone nest. Beneath the eggs is the pyrohydra's treasure: 310 gp, a jade goblet worth 500 gp, and *plate mail of the owl* (see **Appendix III: New Magic Items**). The eggs have a value of 2,000 gp each if a buyer can be found before they hatch.

## 10. SPLIT THE PARTY

A tripwire runs across the center of this room. **Falling Blocks Trap:** detected with a successful DC 14 Intelligence [Investigation] check; disarmed with a successful DC 14 Dexterity check with thieves' tools; if triggered, a cascade of stones falls from the ceiling, and all creatures within a 20-foot radius area must succeed on a DC 14 Dexterity saving throw or take 1d12 bludgeoning damage. If the trap is sprung, the collapsed ceiling effectively splits the room in half. Characters must choose whether to dive into the northern or southern sections of the room. The sound of the collapse attracts the shadows that reside in **Location 12**. It takes one character eight hours to

remove enough rubble to allow passage through the collapsed stone. For each additional character that helps, reduce the total time by one hour. A minimum of two hours is required regardless of how many characters help move the rubble.

## 11. SWORD

This room appears empty. However, a *magicslayer longsword* (see **Appendix III: New Magic Items**) lies under a thin layer of dirt.

## 12. SHADOWS

Four very hungry **shadows** live in this chamber. They attack any who enter the area. The shadows investigate if the trap at **Location 10** is triggered. The shadows have no treasure.

## 13. FALLEN STATUE

A 10-foot-tall statue of a minotaur carved from red granite lies face down here.

The name Tharhill is carved in Common at the base of the statue. The carving cannot be seen unless the statue is rolled over or stood up.





## 14. TELEPORTATION

This room is carved from red granite and is perfectly square, unlike the tunnels and caves in this area.

If any characters enter the chamber, either by foot or by flying, they are automatically teleported to **Location 33**. Anything thrown into the chamber is also teleported to **Location 33**. Only one living creature is teleported per 10 minutes (inanimate objects teleport without the delay).

## THE UNHOLY CLERIC

Unlike the previously described area, this section of the dungeon (**Locations 15–22**) is not affected by lava tubes. An insane evil cleric (see **Location 21**) commands a group of bloodthirsty humanoids in this area. The cleric uses the humanoids to conduct raids on the upper levels of the dungeon to collect sacrifices for his unholy god. If combat erupts anywhere in this section, all of the inhabitants come to the aid of those under attack. The entire area is illuminated by lanterns hanging at 30-foot intervals.

## 15. GNOLLS

This room is furnished with bunk beds, footlockers, a large table, and 10 chairs.

A squad of eight **gnolls** lives in this chamber. They have some furniture and bunk beds for each. A single iron chest, unlocked, holds their treasure of 98 gp and 290 sp.

## 16. BUGBEARS

An old rug covers the entrance to this room. Four beds of furs and straw are within the chamber.

A group of four **bugbears** lairs in this cave. The treasure of each bugbear is below their bed: 38 pp, 91 gp, 7 pp, and 18 gp.

## 17. TRAPPED CORPSE

The body of a human warrior lies face down. His armor is rusting and tarnished. The corpse is decomposing, and he has clearly been dead for several weeks. No weapons are evident.

If the body is disturbed, a pressure plate triggers a trap. **Javelins Trap:** detected with a successful DC 14 Intelligence (Investigation) check; disarmed with a successful DC 14 Dexterity check with thieves' tools; if triggered, launches 1d4

javelins from the west wall at targets within five feet of the trigger. Each target must succeed on a DC 14 Dexterity saving throw or take 1d6 piercing damage. Also, a gong, hidden in the shadows of the ceiling, is struck by a javelin and alerts all the creatures in this section of the dungeon. The corpse has no treasure.

## 18. STAIRS

Two sets of wide stairs exit this room. One set climbs upward, and the other heads down into darkness. No sounds are heard from either stair.

A pair of stairs leads up to Level 4 and down to Level 6.

## 19. GHOSTS

Piles of bones and decaying corpses, most half-eaten, litter the floor of this room. The stench of death and decay are ever present.

Three **ghosts** are resting in this chamber. They have the task of watching the stairs at **Location 18**. The ghosts attack any creatures who attempt to exit **Location 18**, but they will not attack those simply using the stairs to move upward or downward. The ghosts are under the control of the evil priest at **Location 21**. The ghosts have accumulated the following treasure, which lies scattered in their chamber: 280 gp, a *spell scroll* with *anti-magic shell*, and 16 +1 *arrows*.

## 20. GHOULISH TRAP

A dozen cages hang from the ceiling by thick, iron chains. The cages are suspended four to eight feet from the floor; the ceiling of this chamber is 20 feet high. Each cage contains a dead humanoid. A ring of large stones conceals the northern section of this chamber.

An insane evil priest set up this chamber as a temple to Daemogor, his bloodthirsty god. The cages hold a corpse or a **ghoul** (4 total) that pretend to be dead. Hiding behind the ring of stone are 12 **orcs**. The orcs engage the characters with their missile weapons. If the characters enter the chamber to engage the orcs, the ghouls exit their cages in hopes of attacking the characters from behind. The priest is at **Location 21** when the characters arrive. He comes to this chamber if combat erupts. The orcs have bedrolls in the northern section of the room. They have a sack with their combined treasure of 79 gp and 190 sp. One of the cages holding a ghoul has a *ring of free action* lying under some bones.



## 21. EVIL PRIEST

The walls of the cave are covered with the bones of humans and humanoids. A hammock is supported by two standing skeletons. A small altar is also made of various bones, and its surface is the stitched-together skin of several victims. Black candles burn on the altar and provide the only light in the chamber. A wooden chest is beneath the altar.

This cave is home to an insane, evil priest (**human cleric 5** [see **Appendix II: NPCs**]). The complete treasure hoard of the priest is inside the chest: 72 gp, 83 pp, *spell scroll* with *dispel evil and good*.

## 22. THE PIT

This chamber is empty but for a dark pit at its center. The pit is perfectly circular, and its walls are carved from onyx stone. The walls of the pit are slippery to the touch, but no moisture or oil is evident.

The pit is only 15 feet deep. A stack of bones (humans and humanoids) lie at the bottom. A creature falling into the pit is cushioned by the bone pile and takes only 1d2 bludgeoning

damage. At the bottom of the pit, a short, four-foot-square tunnel (made of the same material as the pit) leads off to the west. The tunnel ends at a point where another pit drops into a 20-foot-wide hallway. The drop is only 15 feet to the floor of the hall. However, no bones are at this location. A character may hang from the pit and simply drop into the hall without suffering damage. The walls here are extremely difficult to climb. The hall leads to **Location 23**.

## 23. HALL AND PIT

This 20-foot-wide hall is made of an onyx stone that is slippery to the touch. The walls are only 10 feet high.

A hole in the ceiling leads to a tunnel (see **Location 22** for details). The walls here are extremely difficult to climb.

## 24. VICTIMS

Two alcoves recede from the corridor at this location. In the southern alcove, the remains of two elven warriors sit on the floor. The elves are partially mummified. Each wears chain mail armor that is tarnishing, but still serviceable. One of the elves holds a dagger, its blade stained with blood.





The insane priest dropped the elves into the pit (**Location 22**). They encountered the troll in **Location 25** and managed to wound the creature before fleeing. The elves eventually died from their wounds and the lack of food and water. The troll — who had never been permanently wounded by other sacrifices — did not pursue the elves, and it still fears their corpses because it can see the dagger near their remains. The weapon is a *flame tongue dagger* (same as *flame tongue* sword except base damage type and amount).

## 25. TROLL

This chamber is filled with large geometric shapes made of onyx stone. Most of the shapes cover a 10-foot-square area, though some are larger. The ceiling of this chamber is 20 feet high. A 20-foot-square structure that is 15 feet tall is at the center of the chamber. A single, 10-foot-square opening is the only entrance.

The centermost cube is the home of a **troll**. The lair contains the bones of many humans and other humanoids. A pair of *eyes of the eagle* (see **Appendix III: New Magic Items**) is among the bones.

## MEETING THE ROGUE

**Locations 26–32:** This section of the dungeon is the lair of a murderous rogue. The man is ruthless and fears nothing. While he occasionally performs independent jobs, he generally works for other unsavory types who require the discretion afforded by hiring a rogue. He generally avoids working for those who live in the dungeons; best not offend those who live so close. This area is generally well-lit by lanterns. **Locations 26–28** are rough-hewn chambers with dirt floors. If alarmed, all the occupants of this area come to the aid of any under attack.

## 26. CLOAK

This chamber appears empty but for an old cloak hanging on a peg along the west wall.

The cloak is actually a *cloak of protection* that can also heal its wearer once per day (2d8 hit points). A group of hobgoblin mercenaries living at **Location 27** hung the cloak on the peg. The hobgoblins are unaware of the magical nature of the cloak. The peg is connected to a thin wire. If the cloak is removed, the peg moves slightly and stretches the wire, which rings a bell at **Location 27** to alert the hobgoblins to intruders. The warning device can be found with a successful find traps roll.

## 27. MERCENARIES

This room only has a large table with nine mismatched chairs for furniture. Bedrolls and basic camping gear are organized throughout the rest of the chamber.

Nine **hobgoblin** mercenaries reside in this chamber. They work for the rogue in **Location 32**. The hobgoblins sleep on bedrolls. They have a combined treasure of 656 gp in a sack buried under the table.

## 28. STAIRS

Two sets of wide stairs exit this room. One set climbs upward, while the other descends into darkness. No sounds are heard from either stair.

A pair of stairs leads up to Level 4 and down to Level 6.

## 29. EMPTY ROOM

This room is empty. However, a pair of werewolves monitor activity in this room through peepholes in the doors on the west wall (northern and southern). The middle door is unlocked, while the other two are barred from the inside. They are also locked.

## 30. WEREWOLF (LOCKED DOOR)

The door to this room is locked. A **werewolf** in the employ of the rogue lives in this location. The room is completely furnished, clean, and well-organized. The werewolf guards the door leading to **Location 29**. If it appears that characters are about to break through the door, he circles around to the door to the north and, along with the werewolf from **Location 31**, attempts to ambush the characters from behind. The werewolf has a small wooden chest that contains 18 gp, 37 sp, a gold ring worth 50 gp, and a gold brooch inset with rubies worth 450 gp.

## 31. WEREWOLF (LOCKED DOOR)

The door to this room is locked. A **werewolf** in the employ of the rogue lives in this location. The room is completely furnished, but dirty and disorganized. The werewolf guards the door leading to **Location 29**. If it appears that characters are about to break through the door, he circles around to the door to the south and, along with the werewolf from **Location 30**, attempts to ambush the characters from behind. The werewolf has a pouch containing 10 gp, 1 pp, a *spell scroll* with *ice storm*, and a *potion of greater healing*.



## 32. ROGUE (LOCKED DOOR)

The door to this room is always locked (successful DC 14 Dexterity check with thieves' tools to unlock). This room is the home of a devious and ruthless **human rogue 5** (see **Appendix II: NPCs**). If he detects intruders, he attempts to help the werewolves. If he does not have the opportunity to help the werewolves, he drinks a *potion of invisibility* and waits for the characters to enter his room. He then seeks out help from his minions if any survived the characters' incursion. If no help is available, he follows the characters at a distance and waits for an opportune time to backstab one of them. This chamber is well-appointed with comfortable furniture. The rogue hides his treasure under a loose stone in the floor. The stone is trapped. **Electrical Shockwave Trap**: detected with a successful DC 14 Intelligence (Arcana) check; disarmed with a successful DC 14 Dexterity check with thieves' tools; all creatures within 20 feet must make a DC 14 Dexterity save, taking 2d6 lightning damage on a failure or half as much damage on a success. The rogue has 320 gp, seven emeralds worth 100 gp each, and a silver necklace worth 400 gp. He also has a *potion of invisibility* in a desk drawer.

## 33. RECEIVING ROOM

This room is carved from red granite and is perfectly square, unlike the tunnels and caves in this area.

This room is the mirror image of **Location 14**. It is magically connected to **Location 14**, and any who enter from the hallway (to the east) are automatically teleported to **Location 14**. Teleportation is limited so that any individual or item may be teleported only once every 30 minutes. Therefore, if a character enters **Location 14** and is teleported to **Location 33**, the character cannot teleport back to **Location 14** until 30 minutes elapse. Additionally, the individual or item must actually exit either **Location 14** or **33** after being teleported for the clock to start. Any individual or item that remains in either **Location 14** or **33** for more than 29 minutes must succeed on a DC 12 Wisdom saving throw or be transported to the Abyssal Plane.

## 34. AUTOMATON

A massive nine-foot-tall steel minotaur stands in the center of this area, its back to the east wall. The creature wields a battleaxe in each hand.

The **automaton (minotaur)** (see **Appendix I: New Monsters**) resembles the statue at **Location 13**, but it is covered with small plates of steel — not unlike plate mail armor. While the steel is untarnished, it does have a slight red hue. This creature is an automaton, although it is currently inactive. The automaton does not move unless it is touched (or physically disturbed in any way). It becomes active if any character enters **Location 39**.

## 35. MAGIC CHAMBER

The walls of this chamber are impervious to damage or spells. The only way to enter is via the throne in **Location 39**. The room is illuminated by permanent *light* spells on the ceiling. A comfortable wooden throne facing south rests in the northern section of the room. The throne is cushioned and unscathed by the passage of time. A burning, red candle sits atop a tall pedestal next to the throne. If the candle is extinguished while a character is sitting on the throne, the character is teleported to the matching throne at **Location 39** (see that area for more details). The candle can be lit only if the candle in **Location 39** is lit. The candle does not burn down. A large, wooden chest resting on a massive pile of coins is opposite the throne. A bookshelf filled with books is behind the chest. The pile of coins includes 15,000 cp, 7,800 sp, and 416 ep. The chest contains 320 gp, 175 pp, *spell scrolls* with *cure wounds* x3 and *lesser restoration*, a *rod of smiting* (see **Appendix III: New Magic Items**), and a *potion of frost giant strength*. The bookshelf is filled with books dealing with the history of various local kingdoms. A sheet of parchment is inside one of the books. The words "burn me" are written on it. If the parchment is burned, the creature who ignites it gains one point of Wisdom permanently.

## 36. MURALS

This chamber is empty. The wall to the south features an extensive mural featuring a man in red plate mail armor wearing a helmet that resembles a minotaur head. The scenes feature the man fighting humanoids of all types.

This mural depicts the story of a long-forgotten hero.

## 37. ANOTHER MURAL

This chamber is empty. The wall to the north features an extensive mural of a man wearing red robes. He is a human and aged. In one scene, the clear image of a minotaur's head is emblazoned on the man's cloak. Many of the scenes show the man healing children or other infirm people.

This mural depicts the story of a long-forgotten hero.

## 38. THARHILL

A curtain of chains covers the entrance to a chamber beyond. Some red coloring appears to be on some of the chains.



The chain curtain blocks access to **Location 39**. If the characters take the time to stand back and observe the curtain, they make out the faded image of a minotaur's head on the curtain. The chains attack any creature attempting to move through the chain curtain without first uttering the name "Tharhill." The chains attack as a monster (*Melee Weapon Attack*: +4 to hit, reach 10 ft., one target. *Hit*: 5 (1d6 + 2) bludgeoning damage and succeed on a DC 9 Dexterity saving throw or be grappled [escape DC 14] and restrained). Each character in range is attacked by 1d4 chains per round. Each of the 60 chains can sustain 50 points of damage before breaking. The chains can be damaged only by magic weapons. The chains have a reach of 10 feet from the middle of the entrance hall. It is not necessary to say the name when exiting **Location 39**.

## 39. THE STORY

This chamber is completely empty except for an ornate wooden throne facing an altar at the east wall. A thin, iron pedestal stands next to the throne and holds an unlit red candle. The altar is also made of wood. The head of a minotaur rests on the altar. The head appears to be made of gold. An upside-down wooden bowl lies next to the minotaur head.

Characters who sit on the throne and light the candle are instantly teleported to **Location 35**. A large diamond that glows with a bright light is underneath the bowl. The diamond is worth 1,000 gp. The minotaur head is hollow. Its eyes appear to be made of glass. If the glowing diamond is placed under

the golden head (worth 750 gp), light springs from the minotaur's eyes and illuminates the far wall. The image of a minotaur forms and the characters can watch a 30-minute "movie" of the minotaur being transformed by a wizard into a young, human male. The man is equipped (see **Location 36**) and sent forth to murder a young princess. However, the young man appears to fall in love with the princess. The two are married, but she is killed by an incursion of evil humanoids. The man goes on a campaign of killing every humanoid he can find. Eventually, the man meets an elderly priest who converts him to his faith. The man, now middle-aged, spends the rest of his days helping and healing children and the infirm. Near the end of the "movie," the man turns to face the characters, as if an apparition is talking to them. The image fades back to the scene where the young man's wife is killed by a group of humanoids. It is the same image the characters witnessed at the beginning of the story. However, if the characters concentrate on one corner of the "screen," they see the clear image of the wizard who originally transformed the man standing in the shadows. The scene fades, and an old man in red robes again faces the characters. This time, he sits in the wooden throne and lights the candle. In a flash, the "movie" ends. The man's purpose in leaving the "movie" is to avenge his wife. His intention on showing the throne and candle is to give the characters access to his magic items to help them in the quest. The wizard is located on Level 9 of the dungeon. The man tried to reach the wizard, but he had grown old and lost his ability to fight effectively. Therefore, he created this tomb with the help of his god.





## LEVEL 6

To use the Random Dungeon Encounter Generator (RDEG), you need a full set of polyhedral dice (d4, d6, d8, d10, d12, d20) and a map. The following tables are numbered (#) and are cross-referenced throughout the RDEG. Each level has new tables that create more difficult and varied options as the dungeon levels progress. For example, a Level 1 dungeon trap usually inflicts less than 1d8 damage while a Level 5 dungeon trap might average 2d8 damage. Monsters increase in power and treasures increase in value corresponding to dungeon level.

To create a dungeon room encounter, a series of dice rolls is required. At any time, you may reroll or simply end the process if you feel the room encounter is satisfactory. To start the process, begin in **Section A, Chart 1: Room Contents** or **Chart 21: Corridor Contents**. Each chart further instructs you which chart to roll on next based on the result. Never feel locked into a die roll result. If it makes no sense, seems inconsistent, or if you just want something more or less, reroll.

When you complete rolling in **Section A**, proceed to **Section B** for room details, then **Section C** to determine creatures. Lastly, if necessary, go to **Section D** to determine treasure.

### IRREGULAR DICE

In some cases, you are asked to roll a non-standard dice, such as a d16. To generate this result, roll 1d6 and 1d8. If the result

of the d6 roll is 4, 5, or 6, add 8 to the result of the d8. This same method is used to generate 1–24 using a d6 and a d12 (the d6 result adds 12 to the result instead of 8).

## SECTION A

Start by rolling 1d6 on the **Illumination Type** chart below. After the illumination type is determined, move to **Chart 1: Room Contents** or **Chart 21: Corridor Contents**. Proceed to **Section B** when the illumination and contents are completed.

### ILLUMINATION TYPE

d10	Result
1	<b>Brazier:</b> One per 40 square feet*
2–3	<b>Torch/Sconce:</b> One per 30 square feet
4–5	<b>Torch/Sconce:</b> One per 60 square feet*
6	<b>Lantern:</b> One per 60 square feet
7	<b>Lantern:</b> One per 90 square feet*
8–10	<b>No artificial illumination</b>

\* Due to the gap in light sources, a dimly lit/lightly obscured area is between light sources.



**Brazier:** Typically made of brass, these urn-like devices burn coals or some sort of fuel oil to generate light. Braziers cast bright light in a 10-foot radius and dim light in an additional 10-foot radius. A brazier in a 20-foot-square room fully illuminates the entire chamber; however, in a 30-foot-square room, the corners of the chamber are shadowy and dimly lit (assuming the brazier is set in the center of the room).

**Torch:** The standard torch burns for one hour, casts bright light in a 20-foot radius, and dim light in an additional 20-foot radius. Torches can be extinguished in high winds or damp (rain-like) conditions. A torch can be voluntarily extinguished using an action. A lit torch submerged in water (or most any liquid) is immediately extinguished and cannot be relit until properly dried (typically four to six hours in dry conditions).

**Lantern:** A lantern casts bright light in a 30-foot radius and dim light in an additional 30-foot radius. It remains lit for six hours (fully fueled with one oil flask). A lantern is easily extinguished (no action required). If submerged or exposed to significant water, it cannot be relit without replacing the oil. Lanterns are resistant to high winds and rain unless mechanically opened to expose the lit flame.

**Magical Effect:** A magical property in the area casts illumination throughout the chamber, regardless of its size. This effect is not the result of a *light* spell, but the innate properties of an object within the chamber or the chamber itself.

### CHART 1: ROOM CONTENTS

d20	Result
1	Statues (roll on <b>Chart 2: General Statues</b> )
2–3	Rotted furnishings (indistinguishable)
4	Rotted furnishings (barracks)
5	Rotted furnishings (library/office)
6	Rotted furnishings (leader's quarters)
7–9	No furnishings
10–12	Lair, furnishings match occupant
13–14	Religious (roll on <b>Chart 3: Religious [Room Type]</b> )
15	Military (roll on <b>Chart 5: Military [Room Type]</b> )
16	Prison (roll on <b>Chart 6: Prison [Room Type]</b> )
17	Arcane (roll on <b>Chart 7: Arcane [Room Type]</b> )
18	Stair (roll on <b>Chart 8: Stair [Room Type]</b> )
19	Fountain (roll on <b>Chart 9: Fountain, General</b> )
20	Special (roll on <b>Chart 11: Special I [Room Type]</b> )

**Rotted Furnishings:** The contents of this room are decayed and rotted beyond identification, or they are in such disrepair that they are unusable. Some chambers can be identified as to their original intent (barracks, library, etc.) but nothing within the chamber has actually survived. For example, a library's bookshelves and cabinets have collapsed, and any remaining books crumble at the touch or are waterlogged and simply fall apart.

**No Furnishings:** This room is empty of any furnishings or objects other than some possible detritus, the occasional vermin, vermin skeletons, cobwebs, puddles of dirty water, dust, broken weapons (unusable), etc.

**Lair Furnishings:** This chamber is the current lair of a creature. Whether the creature is present is determined in **Section B**. The content's contents and furniture are reflective of the occupant. For example, an owlbear's chamber might hold several piles of bones, a nest made of soft materials (cloth, straw), etc. A light source is not likely unless magically present. The entries for statues, military, religious, prison, arcane, stair, fountain, and special have their own charts to roll on to further detail the chamber.

### CHART 2: GENERAL STATUES

d12	Result
1	Statue of random monster (roll on <b>Chart 25: Monsters</b> )
2	Statue of non-human adventurer (roll on <b>Chart 27: Adventurer, Race</b> [reroll 8-9] and <b>Chart 28: Adventurer, Class</b> )
3	Statue of human adventurer (roll on <b>Chart 28: Adventurer, Class</b> )
4	Statue of humanoid (roll on <b>Chart 30: Humanoids</b> )
5	Statue of a god/goddess (roll on <b>Chart 29: God/Goddess</b> or GM selection)
6	Broken/defaced statue (roll 1d6 on this chart to determine type)
7	Statue, oracle (roll 1d6 on this chart to determine type)
8	Statue and one treasure
9	Statue, trapped (roll on <b>Chart 19: Trap, Container/Statue/Treasure</b> )
10	Statue, petrified adventurer
11	Statue, replica of a character
12	Statue, animates (roll 1d6 on this chart to determine type)

Statues generally are the same size as their subject matter.

**Oracle:** An oracle statue answers one question truthfully once per month. The statue must be addressed in its "native" tongue.

**Statue and treasure:** Treasure found with a statue is in addition to any other treasure determined while rolling for room contents.

**Petrified Adventurer:** This statue is actually a petrified adventurer and can be magically restored via a *flesh to stone*, *greater restoration*, or *wish* spell. Roll on **Chart 27: Adventurer, Race** and **Chart 28: Adventurer, Class** for the type of adventurer. The adventurer is 2nd level; consult **Chart 25: Monsters** for statistics.

**Character Replica:** This statue is an exact replica of one of the characters in the party (roll randomly or select). The statue has an outstretched hand. If the copied character grasps the statue's hand, he/she gains the ability to cast *stoneskin* one



time. After bestowing the special power, the statue vanishes. It reappears one day later in the same location, but this time it takes the form of another member of the adventuring party.

**Statue Animates:** Use the statistics for **living statue, crystal** or **living statue, iron** or **living statue, stone** (see **Appendix I: New Monsters**) as appropriate. It attacks if approached. It cannot communicate and pursues fleeing characters.

CHART 3: RELIGIOUS (ROOM TYPE)

d8	Result
1	Shrine
2	Desecrated shrine
3	Temple
4	Desecrated temple
5	Crypt (roll on <b>Chart 4: Crypt [Room Type]</b> )
6–7	Storage
8	Sacrificial altar

**Shrine:** This chamber has an object set in a place of prominence — often illuminated — that is dedicated to a specific deity or pantheon. If intelligent creatures are present, they are generally devotees of the deity and are either visiting, maintaining, or guarding the shrine. A shrine always includes some artifact of importance though not necessarily one of value.

**Desecrated Shrine:** Similar to a normal shrine, this chamber once was a place of reverence. It has been defiled and desecrated. If creatures are present, they may have desecrated the shrine, come to inspect the damage, and/or are looking for those responsible for the damage.

**Temple:** Typically found in a larger chamber, a temple is an active place of worship. It is often occupied by the appropriate worshippers and/or a shaman or cleric. The temple includes religious accoutrements such as an altar, pews, symbols of the deity, etc.

**Desecrated Temple:** This chamber has been savaged and damaged by physical force, fire, or both. Otherwise, it is identical to a normal temple. Identifying the original deity may be difficult. Desecrated temples have a propensity to be the lair of vengeful undead, usually former devotees of the temple.

**Crypt:** Roll on **Chart 4: Crypt (Room Type)**.

**Storage:** A religious faction used this room for storing items related to maintaining their nearby temple or shrine. Items may include spare robes, basic symbolic devices, additional chairs, wine/ale used in services, war paints, etc.

**Sacrificial Altar:** This chamber exudes evil, and a sacrificial altar, table, or similar device dominates the room. Dried blood is easily identifiable in the chamber. Urns or other containers may be located within the chamber and may hold internal organs and/or blood. A victim (alive) may be secured within the chamber as well as evil creatures that perform the sacrifice. An identifiable symbol of an evil deity is also present. There is a 10% chance that a living being is secured to the altar. Consult **Chart 31: Prisoner/Victim** for details.

CHART 4: CRYPT (ROOM TYPE)

d8	Result
1	Solitary coffin: empty; opened or unsealed
2	Solitary coffin: corpse; unopened, sealed
3	Multiple coffins: empty; opened or unsealed
4	Multiple coffins: corpse; unopened, sealed
5	Sarcophagus: sealed
6	Sarcophagus: unsealed
7	Mausoleum: sealed
8	Mausoleum: unsealed

**Coffin:** This simple burial device is made of wood and may have inscriptions detailing who was interred. They are typically nailed shut. Sealed coffins contain a single corpse that may be recently interred or decayed to nothing more than skeletal remains. To determine the type of creature interred, you can roll once on either **Chart 27: Adventurer, Race** or **Chart 30: Humanoids** to determine what type of corpse is present.

**Sarcophagus:** Typically made of stone, these burial devices are often used by humans. The lid of a sarcophagus is sealed with a cement-like compound. The lid is also extremely heavy. If sealed, the corpse within has some treasure as it was a person of significance in life.

**Mausoleum:** A mausoleum holds multiple small sarcophagi made of granite. The entrance to the mausoleum is singular and held closed by a complex lock (successful DC 14 [minimum] Dexterity check with thieves’ tools). If the entrance is unsealed, the entire structure has likely been looted.

CHART 5: MILITARY (ROOM TYPE)

d12	Result
1	Barracks, abandoned
2–3	Barracks, occupied
4	Barracks, empty
5	Leader’s office
6	Commander’s office
7–8	Storage
9	Latrine
10	Training
11	Weapons/armor storage
12	Weaponsmith/armorer

**Barracks:** This chamber contains beds/bunks/hammocks, etc., with accompanying furniture that includes tables, chairs, foot-lockers, wall lockers, shelving, and cabinets. If occupied, the containers hold various items such as clothing, spare weapons, spare armor, some minor treasures, etc. A light source, or multiple sources, are present.



**Leader's Office:** This room is a combined office and bedchamber used by a sergeant or similar type of leader. This creature, while not in complete command of troops, holds a position of authority and is responsible for daily operations of troops.

**Commander's Office:** This chamber is occupied by the highest-ranking leader of nearby troops. The commander may or may not be the same type of creature as its subservient troops. The chamber is lavishly decorated and contains fine furniture or decorations. It is possible the chamber is actually two or more rooms and includes an office, a treasury, a bedchamber, and a study.

**Storage:** This storage room, if the nearby barracks are occupied, is always locked and the key held by the leader and commander. The room's contents are a combination of dry goods, food, clothing, and general equipment.

**Latrine:** Used by all members associated within this military area, this room is most often well-kept and clean. If abandoned, it is often the lair of vermin such as rats, oozes, jellies, etc. Even when abandoned, local denizens still use the room.

**Training:** This room is used to practice and train. There might practice dummies, targets, and obstacles. Additionally, physical conditioning equipment might be present. Some sparring-type weapons might be found in this room; these weapons are wooden facsimiles of normal weapons with blunt edges.

**Weapons/Armor Storage:** This locked room contains additional weapons and armor used by the nearby troops. Containers holding additional ammunition for missile or hurled weapons are also present. Keys to this chamber are held by the weapon-smith/armorer, the leader, and the commander. The weapons within the chamber correspond to active occupants of the associated military complex or chambers. All weapons are stored in wall racks, crates, barrels, etc.

**Weaponsmith/Armorer:** This room is either an active or abandoned smithy. The occupant(s) are trained in manufacturing/maintaining weapons and armor. The room contains all the equipment required to operate a smithy. Smoke from the furnace is vented via a crevice in the ceiling (which is why the chamber was selected for its purpose).

#### CHART 6: PRISON (ROOM TYPE)

d6	Result
1	Torture chamber
2-3	Guard post
4	Cell, empty
5	Cell, occupied
6	Cell, occupied (false)

A prison location is often located near a military, religious, or arcane room area. If any of the chambers are occupied, the entire area is illuminated by lanterns or torches (sconces).

**Torture Chamber:** This room is used to torture prisoners for information or sadistic pleasure. You may opt to roll twice for occupants for this chamber; one occupant is the prison staff and the other a current prisoner. The screams of victims can be heard up to 120 feet from this chamber (50% chance). The door to this room is typically locked at all times. The lead interroga-

tor or nearby guards hold the keys. Roll on **Chart 31: Prisoner/Victim** to determine the prisoner.

**Guard Post:** Prison guards staff this area. It contains minor furniture (table and chairs), some weapons in racks, and is illuminated. Keys to the entire prison area are often found here.

**Cell, Empty:** The door to this room is locked. A dirty straw bed, manacles (attached to wall), and other detritus are inside.

**Cell, Occupied:** The door to this room is locked. A badly beaten prisoner (reduced to 1d2 hit points) is inside. Roll on **Chart 31: Prisoner/Victim** to determine the prisoner. Any equipment the prisoner once possessed is located at a nearby guard post or some other related chamber.

**Cell, Occupied (False):** This chamber conforms to the occupied cell description. However, the occupant is possibly working for the prison staff (gaining the confidence of other prisoners, etc.) or a member of a nearby enemy. Regardless, the prisoner attempts to gain the confidence of its rescuers but betrays them at the first opportunity (possibly by leading them into a trap). This false prisoner is injured (mostly superficial) for 1d3 hit points. Use the rogue statistic block found on **Chart 25: Monsters**.

#### CHART 7: ARCAINE (ROOM TYPE)

d6	Result
1	Library
2	Study
3	Laboratory, chemical
4	Laboratory, test
5	Magical pool
6	Magical cell

A spellcaster of some type uses an arcane room for research. If the area is occupied, the spellcaster defends the chamber and summons minions from nearby chambers. These chambers, if occupied, are illuminated by magical light.

**Library:** Bookshelves hold volumes focused on basic magical research, conceptual theory, and historical selections. There is a 30% chance of discovering a book that includes an actual magical spell (60% chance one 1st-level spell, 30% chance one 2nd-level spell, 10% chance one 3rd-level spell, determine randomly).

**Study:** This chamber contains comfortable furniture (cushioned chair, couch, small table, side tables, mini-bar, etc.). A spellcaster uses this room to read and study books from a nearby library. The chamber is typically illuminated by a magical light and candles.

**Laboratory, Chemical:** A large table covered with numerous glass cylinders of varying shapes and sizes dominates this room. The contents of most are nonmagical in nature (90% chance). One container may act as a random magical potion (10% chance).

**Laboratory, Test:** A spellcaster uses this chamber to practice spells against various targets. The spellcaster may use a short, four- to five-foot-tall stone wall as a shield. A living prisoner may be manacled to a wall for spell experimentation (10% chance). Roll on **Chart 31: Prisoner/Victim** to determine the prisoner.



**Magical Pool:** A raised pool of liquid (size determined by you) is in the center of this room. This liquid is magical and is used to create potions, to enchant items, and to mix magical inks. Consuming the liquid is dangerous: any creature that does so must succeed on a DC 15 Constitution saving throw or take 2d6 poison damage. The liquid has no value. However, if mixed in equal parts with any potion, it creates two potions. For each attempt to create a duplicate potion, roll for success (75% chance of success [failure indicates that both potions are ruined]). Potions cannot be further diluted to make additional potions.

**Magical Cell:** This chamber holds a magical container or cell that imprisons a magical creature. Roll on **Chart 25: Monsters** to determine what creature is trapped. Roll on **Chart 24: Monster Reaction Roll** if it is released to determine how it reacts to the characters.

### CHART 8: STAIR (ROOM TYPE)

d6	Result
1	Open stair up one level
2	Open stair down one level
3	Collapsed stair, no passage
4	Guarded stair up one level (roll on <b>Chart 25: Monsters</b> to determine creature type)
5	Guarded stair down one level (roll on <b>Chart 25: Monsters</b> to determine creature type)
6	Secret stair, exits dungeon complex

### CHART 9: FOUNTAIN, GENERAL

d6	Magical/ Nonmagical?	Result
1	Nonmagical	Clear, cool water. Refreshing.
2	Nonmagical	Dingy, room temperature
3	Nonmagical	Algae-covered, dirty water. Drinking causes disease.
4	Nonmagical	Clear, hot water
5	Magical	Green-colored water (roll on <b>Chart 10: Fountain, Magical</b> )
6	Magical	Clear, cool water (roll on <b>Chart 10: Fountain, Magical</b> )

### CHART 10: FOUNTAIN, MAGICAL

d12	Result
1	Character regains all hit points.
2	Character's hit point maximum increases by one.
3	One random ability score of the character increases by one. Another random ability score decreases by one.
4	One random ability score of the character (in which they have saving throw proficiency) increases by one. Another random ability score (in which they do not have saving throw proficiency, if possible) decreases by one.

d12	Result
5	Player chooses one ability score of the character to increase by one and another ability score to decrease by one.
6	One random ability score of the character increases by one.
7	Character regains all hit points, and all diseases are removed.
8	Character is immune to poison until next dungeon level is reached.
9	Character must succeed on a DC 15 Constitution save or take 1d4 poison damage and become infected with lycanthropy (wererat).
10	Character automatically succeeds on their next saving throw to avoid being affected by lycanthropy.
11	Character turns invisible (per spell) but only to those in the chamber.
12	Character gains effects of a <i>detect thoughts</i> spell against the next opponent met.

Magical effects occur after consuming the liquid directly from the fountain. The water's magical properties are negated if the liquid is removed or transported from the fountain. Each character may gain only one magical effect from a specific magical fountain once per lifetime.

A character that becomes a lycanthrope is not aware of the curse until the next full moon. A *remove curse*, *greater restoration*, or *wish* spell negates this effect.

### CHART 11: SPECIAL I (ROOM TYPE)

d10	Result
1	Well
2	Collapsed*
3	Flooded*
4	Teleportation*
5	Elemental gate*
6	Abyssal gate*
7	Locked*
8	Locked and trapped**
9	Room contains illusion of sleeping creature (roll on <b>Chart 25: Monsters</b> ).
10	One magic item hidden within the chamber.

\* Roll again on **Chart 1: Room Contents**

\*\* Roll on **Chart 1: Room Contents** and **Chart 19: Trap, Container/Statue/Treasure**

**Well:** A shallow well provides water to residents of the dungeon area. The door to this room is typically absent. A clean water spring or underground stream feeds the well.

**Collapsed:** The ceiling of this chamber collapsed. No passage is possible.

**Flooded:** This chamber is filled with 1d10 feet of water. The water is clear (30% chance), dirty (50% chance), or magically



darkened (20% chance). Objects may float on the water's surface. Algae covers the walls of the chamber. Water drips from the ceiling, and minor amounts escape from tiny cracks under the waterline.

**Teleportation:** Merely by entering this room, a creature is teleported to a random location in the dungeon. This location can randomly change or be consistent. Typically, the teleportation functions only once every 20–50 minutes ( $[1d4 + 1] \times 10$ ). The destination location is not automatically another teleportation chamber (roll on **Chart 1: Room Contents** to determine the type of chamber the character arrives in).

**Elemental Gate:** A gate to one of the four elemental planes is open in the center of this chamber. Entering the gate transports any creature to the appropriate plane (roll 1d4: 1=Fire; 2=Air; 3=Earth; 4=Water). Elemental planes are not described in this book. A return gate is possibly located on the "other" side (50% chance).

**Abyssal Gate:** This gate is a passageway to the Abyssal Plane, the home of demons and the undead. The Abyssal Plane is not described in this book. A return gate is possibly located on the "other" side (50% chance).

### CHART 21: CORRIDOR CONTENTS

d8	Result
1	Trap (roll on <b>Chart 23: Trap, Corridor, Alcove, or Hall</b> )
2	Monster with one treasure
3	Monster with no treasure
4–6	Empty corridor
7	Treasure with trap
8	Special (roll on <b>Chart 22: Corridor, Special</b> )

### CHART 22: CORRIDOR, SPECIAL

d4	Result
1	Stairs up/exit
2	Stairs down (next level)
3	Collapsed stairs up (no passage)
4	Collapsed stairs down (no passage)

## SECTION B

In this section, you will determine if a monster, trap, and/or treasure is in the chamber or corridor. First, roll on **Chart 17: Room Detail**. **Section B** also details traps for any location. If a monster is included, move to **Section C** to randomly select a monster. If a treasure is included, go to **Section D** to determine treasure details.

### CHART 17: ROOM DETAIL

d12	Result
1	Trap (roll on <b>Chart 20: Trap, Chamber Entrance</b> )
2–3	Monster with no treasure
4–5	Monster with one treasure*
6	Monster with two treasures*
7	Monster with three treasures*
8	Monster with one treasure; trapped**
9–10	No monster or treasure
11	Treasure*
12	Treasure, trapped**

\* Roll on **Chart 18: Treasure Container** to determine container type.

\*\* Roll on **Chart 18: Treasure Container** to determine container type and **Chart 19: Trap, Container/Statue/Treasure** for trap type.

### CHART 18: TREASURE CONTAINER

d20	Result
1–2	Chest, no trap
3–4	Chest, no trap, locked
5	Chest, trapped*
6–7	Chest, trapped, locked*
8	Chest, no trap, hidden
9	Chest, no trap, locked, hidden
10	Chest, trapped, hidden*
11	Chest, trapped, locked, hidden*
12	Sack, hidden
13	Sack
14	Footlocker, locked
15	Secret compartment in floor
16	Secret compartment in wall
17	Secret compartment in wall, trapped*
18	Loose on floor or table
19	Hidden within furniture
20	Hidden inside pottery

\* Roll on **Chart 19: Trap, Container/Statue/Treasure** to determine trap type.

To locate hidden treasure, a character succeed on a DC 13 Intelligence (Investigation) check. Only one attempt is allowed.



## CHART 19: TRAP, CONTAINER/STATUE/TREASURE

d20	Result
1	<b>Contact poison:</b> Succeed on a DC 15 Constitution save or take 2d10 poison damage. Detected with a successful DC 17 Intelligence (Investigation) check
2	<b>Contact poison:</b> Succeed on a DC 15 Constitution save or berserk for 2d6 rounds. While berserk, use action to attack nearest creature; may repeat save at end of each turn. Detected with a successful DC 17 Intelligence (Investigation) check
3	<b>Poisonous gas:</b> All creatures within 20 feet succeed on a DC 15 Constitution save or take 2d6 poison damage
4	<b>Poisonous gas:</b> All creatures within 10 feet succeed on a DC 15 Wisdom save or be teleported to nearest entrance to dungeon
5	<b>Poisonous gas:</b> All creatures within 10 feet succeed on a DC 15 Constitution save or fall asleep for 30 minutes starting exactly 20 minutes later
6	<b>Poison needle:</b> Succeed on a DC 15 Constitution save or take 2d10 poison damage
7	<b>Poison needle:</b> Succeed on a DC 13 Constitution save or take 50 poison damage
8	<b>Poison needle:</b> Succeed on a DC 15 Constitution save or berserk for 2d6 rounds starting 30 minutes later. While berserk, use action to attack nearest creature; may repeat save at end of each turn.
9	<b>Dart:</b> 6 darts, succeed on a DC 15 Dexterity save for each or take 1d6 + 2 piercing damage
10	<b>Dart:</b> 3 darts, succeed on a DC 15 Dexterity save for each or take 1d6 + 2 piercing damage and succeed on a DC 15 Constitution save or be paralyzed for 10-30 minutes
11	<b>Falling block:</b> A stone falls from ceiling; succeed on a DC 16 Dexterity check or take 3d8 bludgeoning damage
12	<b>Electrical shock:</b> Make a DC 15 Dexterity save, taking 2d10 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 15 Intelligence (Arcana) check
13	<b>Electrical shockwave:</b> All creatures within 20 feet make a DC 15 Dexterity save, taking 2d8 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 15 Intelligence (Arcana) check
14	<b>Frost blast:</b> All creatures within 10 feet make a DC 15 Dexterity save, taking 2d6 cold damage on a failure or half as much damage on a success. Detected with a successful DC 15 Intelligence (Arcana) check
15	<b>Frost blast wave:</b> All creatures within 20 feet make a DC 15 Dexterity save, taking 2d6 cold damage on a failure or half as much damage on a success. Detected with a successful DC 15 Intelligence (Arcana) check
16	<b>Flames:</b> All creatures within 10 feet make a DC 15 Dexterity save, taking 2d10 fire damage on a failure or half as much damage on a success

d20	Result
17	<b>Flame wave:</b> All creatures within 20 feet make a DC 15 Dexterity save, taking 2d8 fire damage on a failure or half as much damage on a success.
18	<b>Poisonous gas:</b> All creatures within 10 feet succeed on a DC 13 Constitution save or be paralyzed for 30 minutes; paralyzed creature may repeat the saving throw at the end of each of its turns, ending paralysis on itself on a success
19	<b>Sonic boom:</b> All creatures and objects within 30 feet take 2d6 thunder damage
20	<b>Loud gong:</b> Noise sounds for 1d4 + 1 rounds; roll for wandering monster each round

Unless otherwise noted above, all traps may be detected with a successful DC 15 Intelligence (Investigation) check and disarmed with a successful DC 15 Dexterity check with thieves' tools.

**Contact Poison:** This poison is difficult to detect by normal means (senses). It is absorbed through bare skin and very potent.

**Poison Needle:** This type of trap is found only within a container, lock, or enclosed space (chest, urn, clay pot, footlocker, etc.). The needle automatically hits but inflicts no damage, just a pinprick. The target creature is automatically subject to the poison attack.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Electrical Shock:** The trapped object releases a magical electrical shock. Only one target is affected.

**Electrical Shockwave:** The trapped object releases a magical electrical shockwave that hits all targets within 20 feet.

**Flames:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Flame Wave:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 20 feet of the trapped location must make a saving throw.

**Frost Blast:** A blast of magical cold erupts from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Frost Blast Wave:** A blast of magical cold erupts from a nearby wall, ceiling, floor, or object. Each target within 20 feet of the trapped location must make a saving throw.

**Poisonous Gas:** A cloud of deadly gas billows from the trapped object and affects all within a radius described above.

**Sonic boom:** An explosion of sound strikes all creatures and objects within 30 feet of the trap

**Loud Gong:** A loud siren erupts for 1d4 + 1 rounds. Each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.



## CHART 20: TRAP, CHAMBER ENTRANCE

d12	Result
1	<b>Dart:</b> 6 darts, succeed on a DC 15 Dexterity save for each or take 1d6 + 2 piercing damage
2	<b>Dart:</b> 3 darts, succeed on a DC 15 Dexterity save for each or take 1d6 + 2 piercing damage and succeed on a DC 15 Constitution save or be paralyzed for 10-30 minutes
3	<b>Falling block:</b> A stone falls from ceiling; succeed on a DC 16 Dexterity check or take 3d8 bludgeoning damage
4	<b>Electrical shock:</b> Make a DC 15 Dexterity save, taking 2d10 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 15 Intelligence (Arcana) check.
5	<b>Flames:</b> All creatures within 10 feet make a DC 15 Dexterity save, taking 2d10 fire damage on a failure or half as much damage on a success
6	<b>Loud gong:</b> Roll for wandering monster
7	<b>Blade:</b> Succeed on a DC 15 Dexterity save or take 2d8 + 1 slashing damage from a slicing blade
8	<b>Javelins:</b> 1d4 + 2 javelins, succeed on a DC 15 Dexterity save for each or take 1d6 + 2 piercing damage
9	<b>Locking Door:</b> Door closes and locks behind first character to pass through
10	<b>Teleportation:</b> First creature passing through portal must succeed on a DC 15 Wisdom saving throw or be teleported to a random chamber
11	<b>Teleportation:</b> First creature passing through portal must succeed on a DC 15 Wisdom saving throw or be teleported to a random chamber; room must be inhabited
12	<b>Teleportation, Delayed:</b> First creature passing through portal must succeed on a DC 15 Wisdom saving throw or be teleported to a random chamber 1d4 rounds later

Unless otherwise noted above, all traps may be detected with a successful DC 15 Intelligence (Investigation) check and disarmed with a successful DC 15 Dexterity check with thieves' tools.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object. Darts target random creatures within five feet of the trap. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Electrical Shock:** The trapped object releases a magical electrical shock. Only one target is affected.

**Flames:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Loud Gong:** A loud siren erupts for 1d4 rounds. For each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

**Blade:** A large, slicing blade strikes the creature that triggered the trap. The trap automatically resets.

**Javelins:** 1d4 + 2 javelins launch from a nearby wall. Javelins target random creatures within five feet of the triggered trap.

**Teleportation:** target is teleported to a random, possibly inhabited, location on this level of the dungeon

## CHART 23: TRAP, CORRIDOR, ALCOVE, OR HALL

d12	Result
1	<b>Dart:</b> 6 darts, succeed on a DC 15 Dexterity save for each or take 1d6 + 2 piercing damage
2	<b>Dart:</b> 3 darts, succeed on a DC 15 Dexterity save for each or take 1d6 + 2 piercing damage and succeed on a DC 15 Constitution save or be paralyzed for 10-30 minutes
3	<b>Falling block:</b> Stone falls from ceiling; succeed on a DC 16 Dexterity check or take 3d8 bludgeoning damage
4	<b>Falling blocks:</b> Stones fall from ceiling; all creatures within 20 feet succeed on DC 16 Dexterity check or take 1d12 bludgeoning damage
5	<b>Pit:</b> A 10-foot-by-10-foot covered trap, 20 feet deep; succeed on a DC 15 Dexterity save or take 2d6 + 1 bludgeoning damage from falling in
6	<b>Pit:</b> A 10-foot-by-20-foot covered trap, 20 feet deep; succeed on a DC 15 Dexterity save or take 2d6 + 1 bludgeoning damage from falling in
7	<b>Loud Gong:</b> Roll for wandering monster
8	<b>Blade:</b> Succeed on a DC 15 Dexterity save or take 2d8 + 1 slashing damage from a slicing blade
9	<b>Javelins:</b> 1d4 + 2 javelins, succeed on a DC 15 Dexterity save for each or take 1d6 + 2 piercing damage
10	<b>Poisonous Gas:</b> All creatures within 20 feet succeed on DC 15 Constitution save or poisoned for one minute and take 1d8 poison damage each round; may repeat save at end of each turn, ending effect and damage on success
11	<b>Anti-magic:</b> Character cannot use magic (spell, device, etc.) for one hour
12	<b>Acid Spray:</b> All creatures within 10 feet succeed on DC 15 Dexterity save or take 2d6 acid damage

Unless otherwise noted above, all traps may be detected with a successful DC 15 Intelligence (Investigation) check and disarmed with a successful DC 15 Dexterity check with thieves' tools.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object at a random creature within five feet of the trap/treasure. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Falling Blocks:** Similar to the **Falling Block**, but over an entire 20-foot radius area.

**Pit:** These traps come in various sizes (width x length). All those in the pit's area may fall and take damage. Pits are covered and appear as the floor type found in that area.

**Loud Gong:** A loud siren erupts for 1d4 rounds. For each round the siren blares, there is a 33% chance of summoning



a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

**Blade:** A large, slicing blade strikes the creature that triggered the trap. The trap automatically resets.

**Javelins:** 1d4 + 2 javelins launch from a nearby wall. Javelins target random creatures within five feet of the triggered trap.

**Poisonous Gas:** A cloud of toxic gas billows from the trap, filling a 20-foot radius area and causing coughing, choking, and damage.

**Anti-magic:** A single target nearest the trap is unable to use magic for one hour, including casting spells or using magical devices such as wands, scrolls, or potions. They can still wield magical weapons and be the target of spells.

**Acid Spray:** A fan of acid strikes all targets within 10 feet.

## SECTION C

In this section, you will roll to determine creatures present at the desired location. You will first roll on **Chart 24: Monster Reaction Roll** to determine the creature's reaction to any given situation. Next, roll on **Chart 25: Monsters** to determine the creature type. When you complete this section, move to **Section D**, if applicable, to determine any treasure found. If no treasure is included, this location is complete.

CHART 24: MONSTER REACTION ROLL

d8	Result
1	Monster is new to area. Intelligent monsters attempt to talk to party to gain advantage.
2	Monster is simply passing through chamber and investigates the area.
3	Monster attempts to ambush party or other monsters in the area.
4–5	Monster has taken up residence in the chamber and uses it as its base of operations and lair. May be allied with neighboring monsters. Chamber “furnished,” if appropriate.
6	Monster aggressively attempts to gain a new lair or steal from others. Very aggressive.
7	Monster is looking for an ally to attack an enemy. It may join forces with party to accomplish this task.
8	Monster attempts to ambush party.

CHART 25: MONSTERS

The following chart provides 100 monster entries, of which approximately 75 are unique. In some cases, several monsters are repeated on the chart. This is simply due to the fact of the limitation of reasonable monsters that would be encountered in a dungeon environment, and these creatures are appropriate for Level 6 of the dungeon. Yes, we know this is artificial, but balance is a thing in any game. Some creatures are significantly more powerful than others, and therefore this chart includes a wide variety of creature types.

When stocking your dungeon with these creatures, and a resulting roll seems incongruous with a nearby creature or locale feature, simply reroll. Always keep in mind, however, that even if a “strange” die roll result occurs, there is always some reason why it could be consistent with the result. For examples, please read the sample dungeon below.

d100	Result
1	Orc (2d8)
2	Troglodyte (1d6+1)
3	Kobold (4d4+2)
4	Jackalwere (1d3+1) (see Appendix I: New Monsters)
5	Beetle, Giant Water (1d2+1) (see Appendix I: New Monsters)
6	Cyclops (1)
7	Spider, Giant Wolf (1d6+1)
8	Magmin (1d6+1)
9	Ape (1d4+2)
10	Bat, Giant Screamer (1d2) (see Appendix I: New Monsters)
11	Stirge (2d6)
12	Gnoll (1d8+2)
13	Lizard, Giant Draco (1d3) (see Appendix I: New Monsters)
14	Skeleton (3d6)
15	Hobgoblin (2d4+2)
16	Dragon, Young Black (1)
17	Rat, Giant (4d4+4)
18	Zombie (2d6)
19	Automaton (Dragon) (see Appendix I: New Monsters)
20	Dwarf (1d8+1) (statistics of a guard with a battleaxe)
21	Bugbear (1d6+1)
22	Algid (1d3) (see Appendix I: New Monsters)
23	Ghoul (1d6+1)
24	Drant (1d4+1) (see Appendix I: New Monsters)
25	Water Weird (1d3)
26	Mimic (1)
27	Dragon, Young White (1)
28	Ogron (1d8+1) (see Appendix I: New Monsters)
29	Hill Giant (1)
30	Snake, Giant Constrictor (1d3)
31	Snake, Giant Poisonous (1d3)
32	Axe Beak (1d4+1)
33	Cyclope (1d3+1) (statistics of a cyclops with 92 [8d12 + 40] hit points, Challenge Rating 5, and whose greatclub attack does 15 [2d8 + 6] bludgeoning damage)
34	Hydra (1)



d100	Result
35	<b>Spider, Giant Black Widow (1d3)</b> (statistics of a <b>giant spider</b> whose bite does 3d8 poison damage)
36	<b>Cockatrice (1)</b>
37	<b>Lizard, Giant (1d6+1)</b>
38	<b>Bone Hunter (1d6)</b> (see <b>Appendix I: New Monsters</b> )
39	<b>Pyrohydra (1)</b> (see <b>Appendix I: New Monsters</b> )
40	<b>Living Statue, Crystal (1d3+1)</b> (see <b>Appendix I: New Monsters</b> )
41	<b>Bat, Giant Fire (1d8+1)</b> (see <b>Appendix I: New Monsters</b> )
42	<b>Jelly, Shock (1d2)</b> (see <b>Appendix I: New Monsters</b> )
43	<b>Spider, Huge (1d3)</b> (statistics of a <b>giant spider</b> with 39 [6d10 + 6] hit points and Challenge Rating 2, whose bite does 8 [1d10 + 3] piercing damage and 11 [2d10] poison damage)
44	<b>Ogre (1d4+1)</b>
45	<b>Salamander (1d2)</b>
46	<b>Werewolf (1d2)</b>
47	<b>Living Statue, Iron (1d2)</b> (see <b>Appendix I: New Monsters</b> )
48	<b>Sandlasher (1d2)</b> (see <b>Appendix I: New Monsters</b> )
49	<b>Earth Elemental, Minor (1)</b> (see <b>Appendix I: New Monsters</b> )
50	<b>Blink Dog (1d4+1)</b>
51	<b>Doppelganger (1d3)</b>
52	<b>Duergar (1d8+1)</b>
53	<b>Gargoyle (1d4)</b>
54	<b>Fire Drake (1d3)</b> (see <b>Appendix I: New Monsters</b> )
55	<b>Phantasm (1)</b> (see <b>Appendix I: New Monsters</b> )
56	<b>Dread (1d8+1)</b> (see <b>Appendix I: New Monsters</b> )
57	<b>Shadow (1d4+1)</b>
58	<b>Ghast (1d3+1)</b>
59	<b>Skeleton, Abyssal (1d8+1)</b> (see <b>Appendix I: New Monsters</b> )
60	<b>Fire Giant Mummy (1)</b> (see <b>Appendix I: New Monsters</b> )
61	<b>Minotaur (1)</b>
62	<b>Salamander (1d2+1)</b>
63	<b>Hell Hound (1d2)</b>
64	<b>Wraith (1)</b>
65	<b>Owlbear (1d2)</b>
66	<b>Salamander, Frost (1d2+1)</b> (see <b>Appendix I: New Monsters</b> )
67	<b>Cockatrice (1)</b>
68	<b>Trolling (1d4+1)</b> (see <b>Appendix I: New Monsters</b> )
69	<b>Manticore (1d2)</b>
70	<b>Gelatinous Cubicle (1d4+1)</b> (see <b>Appendix I: New Monsters</b> )
71	<b>Lurker Below (1)</b> (see <b>Appendix I: New Monsters</b> )

d100	Result
72	<b>Living Statue, Stone (1)</b> (see <b>Appendix I: New Monsters</b> )
73	<b>Gnoll (1d8+2)</b>
74	<b>Magma elemental (1)</b> (see <b>Appendix I: New Monsters</b> )
75	<b>Dragonborn Soldier, White (1d4+1)</b> (see <b>Appendix I: New Monsters</b> )
76	<b>Troll (1)</b>
77	<b>Medusa (1)</b>
78	<b>Flesh Golem (1)</b>
79	<b>Wight (1d2)</b>
80	<b>Necrotic Rat (2d6+2)</b> (see <b>Appendix I: New Monsters</b> )
81	<b>Vampire, Spawn (1d4+1)</b>
82	<b>Elf, Drow Apprentice (2d4+2)</b>
83	<b>Elf, Drow Acolyte (2d4+2)</b>
84	<b>Elf, Drow (2d4+2)</b>
85	<b>Human Fighter 6 (1)</b> (see <b>Appendix II: NPCs</b> )
86	<b>Human Cleric 6 (1)</b> (see <b>Appendix II: NPCs</b> )
87	<b>Human Druid 6 (1)</b> (see <b>Appendix II: NPCs</b> )
88	<b>Human Sorcerer 6 (1)</b> (see <b>Appendix II: NPCs</b> )
89	<b>Human Monk 6 (1)</b> (see <b>Appendix II: NPCs</b> )
90	<b>Human Wizard 6 (1)</b> (see <b>Appendix II: NPCs</b> )
91	<b>Human Paladin 6 (1)</b> (see <b>Appendix II: NPCs</b> )
92	<b>Human Ranger 6 (1)</b> (see <b>Appendix II: NPCs</b> )
93	<b>Human Rogue 6 (1)</b> (see <b>Appendix II: NPCs</b> )
94	<b>Dwarf Fighter 6 (1)</b> (see <b>Appendix II: NPCs</b> )
95	<b>Half-Orc Barbarian 6 (1)</b> (see <b>Appendix II: NPCs</b> )
96	<b>Elf Fighter/Wizard 6 (1)</b> (see <b>Appendix II: NPCs</b> )
97	<b>Gnome Warlock 6 (1)</b> (see <b>Appendix II: NPCs</b> )
98	<b>Halfling Ranger/Rogue 6 (1)</b> (see <b>Appendix II: NPCs</b> )
99	<b>Half-Elf Bard 6 (1)</b> (see <b>Appendix II: NPCs</b> )
100	Adventuring Party (see below).

## ASSOCIATED CREATURES

In some cases, when a creature is generated, other creatures may be in the immediate area that are associated, friendly, or adversarial with that creature. Several factors indicate whether associated creatures may be present such as locale (map), the result of **Chart 24: Monster Reaction Roll**, etc. Below are some creatures that may have creature associations. Note, these tables are not definitive or absolute, but provide inspiration for encounter areas within your dungeon.

## NPCs AND AN ADVENTURING PARTY

Each type of character class is included in the chart. Generally, when encountered, these NPCs (Non-Player Characters) are good in alignment and do not act aggressively toward the characters unless provoked or attacked. These NPCs have a



variety of reasons for existing within the dungeon (see **Chart 25A: NPC Motivation**). NPC entries fill slots 85–100 of **Chart 25: Monsters**. The Challenge Rating of the NPC corresponds to the level of the dungeon. However, starting at Level 8, the NPCs are all capped at Challenge Rating 7. When an NPC is generated, roll a set of percentile dice. If the result is equal to or less than the dungeon level x 10, the NPC is evil and may have minions in the area. If minions are included, roll 1d6 with the result indicating the number of rolls on **Chart 25: Monsters** required to generate the minions. For example: On Level 3, a wizard is generated. Therefore, there is a 30% chance the NPC is evil and another 30% chance it has 1d6 minion types in the area.

### CHART 25A: NPC MOTIVATION

d4	Result
1	Revenge
2	Spy
3	Quest
4	Lost

**Revenge:** The NPC entered the dungeon on a mission of revenge. Some creature within the dungeon wronged the NPC (killed a friend, stole an object, etc.). The NPC joins the characters if they agree to help in his mission. The NPC may join the characters indefinitely if the result is favorable.

**Spy:** The NPC was hired to spy on a specific creature within the dungeon. This target is always an intelligent creature and typically a humanoid or evil NPC.

**Quest:** The NPC entered the dungeon as a result of a quest. Typically, the NPC is in search of a specific object (typically a magic item). The item is to be returned to the NPC's "employer."

**Lost:** The NPC became separated from an adventuring party or may be the lone survivor of a defeated party. To create an adventuring party, roll 1d4+1. This is the total number of NPCs in the adventuring party. Select or roll to determine each NPC from among entries 85-99 on **Chart 25: Monsters**. Lastly, roll on **Chart 25B: Alignment** to determine the alignment of the adventuring party. You may roll on **Chart 24: Monster Reaction Roll** to determine the motivation of the party or simply make one up of your own.

### CHART 25B: ALIGNMENT

d10	Result
1	Chaotic Evil
2	Chaotic Good
3	Chaotic Neutral
4	Lawful Evil
5	Lawful Good
6	Lawful Neutral
7	Neutral Evil
8	Neutral Good
9-10	Neutral

## SECTION D

This section provides 100 random treasures. These treasures are located in the container determined in **Section B, Chart 18: Treasure Container**. If no container is present, the treasure is considered to be loosely distributed in the chamber.

### CHART 26: TREASURE

d100	Result
1	118 gp
2	192 sp
3	850 cp
4	238 ep
5	48 pp
6	22 gems (10 gp each)
7	Gold ring inset with platinum (350 gp)
8	15 chipped diamonds (20 gp each)
9	<i>Parchment of Karbon</i> (see <b>Appendix III: New Magic Items</b> )
10	420 gp
11	960 sp
12	516 ep
13	<i>Spell scrolls: cure wounds x2, lesser restoration</i>
14.	+2 <i>sword</i> (GM's choice)
15.	Silver necklace with gold inlay (500 gp)
16.	Gold brooch set with rubies (550 gp)
17.	+1 <i>shortsword</i>
18	Two <i>potions of greater healing</i>
19	82 pp
20	81 gp
21	<i>Disk of deflection</i> (see <b>Appendix III: New Magic Items</b> )
22	380 gp
23	<i>Ring of fire resistance</i>
24	3,111 cp
25	2,280 sp
26	One large emerald (1,000 gp)
27	89 gp
28	170 sp
29	188 pp
30	<i>Spell scrolls: lightning bolt, slow, tongues</i>
31	11 sp
32	15 gp
33	<i>Boots of striding and springing</i>
34	Gold crown inset with jade (1,200 gp)
35	121 cp
36	600 gp
37	6 gp



d100	Result
38	One medium diamond (2,500 gp)
39	<i>Bag of holding</i>
40	<i>Darts +2</i> (6)
41	275 gp
42	42 gp
43	676 ep
44	321 cp
45	40 sp
46	75 gp
47	<i>Spell scrolls: silent image, major image</i>
48	91 gp
49	Two dragon fangs coated in silver (500 gp each)
50	1 pp
51	Six small rubies (100 gp each)
52	<i>Spell scroll: dispel evil and good</i>
53	8 sp
54	99 ep
55	<i>Spirit ring</i> (see <b>Appendix III: New Magic Items</b> )
56	<i>Scarab of enraging enemies</i> (see <b>Appendix III: New Magic Items</b> )
57	96 gp
58	97 sp
59	<i>Spell scrolls: dispel magic</i> x3
60	1,200 gp
61	400 pp
62	32 small pieces of ivory (20 gp each)
63	<i>Moon chain mail</i> (see <i>moon armor</i> in <b>Appendix III: New Magic Items</b> )
64	<i>Rod of resurrection</i>
65	14 ep
66	350 gp
67	<i>Rykevist's snowflake</i> (see <b>Appendix III: New Magic Items</b> )
68	100 sp
69	19 pp
70	<i>Spell scrolls: magic missile, acid arrow, fear</i>
71	+1 <i>shield</i> (shatter curse: appears to be a normal +1 <i>shield</i> but falls to pieces when first struck and reforms after 24 hours;)
72	5 gp
73	7,800 sp
74	15,000 cp
75	520 ep
76	201 pp

d100	Result
77	<i>Potion of regeneration</i>
78	Gold ring (70 gp)
79	<i>Iron stone of protection</i>
80	10 gp
81	2 pp
82	Platinum circlet (700 gp)
83	<i>Arrow +3</i>
84	18 gp
85	<i>Flame tongue greatsword</i>
86	37 sp
87	1,000 cp
88	<i>Wand of fireballs</i>
89	<i>Potion of heroism</i>
90	656 gp
91	83 pp
92	6 sp
93	990 ep
94	Electrum necklace (200 gp)
95	600 gp
96	85 gp
97	91 ep
98	<i>Dagger of dispelling</i> (see <b>Appendix III: New Magic Items</b> )
99	30 pp
100	<i>Oil of armor</i> (see <b>Appendix III: New Magic Items</b> )

**Armor:** Roll on **Chart 27: Adventurer, Race** to determine size of armor.

## SPECIAL CHARTS

### CHART 27: ADVENTURER, RACE

d10	Result
1	Dragonborn
2	Dwarf
3	Elf
4	Gnome
5	Half-Elf
6	Half-Orc
7	Halfling
8–9	Human
10	Tiefling



## CHART 28: ADVENTURER, CLASS

d12	Result
1	Barbarian
2	Bard
3	Cleric
4	Druid
5	Fighter
6	Monk
7	Paladin
8	Ranger
9	Rogue
10	Sorcerer
11	Warlock
12	Wizard

## CHART 29: GOD/GODDESS

d10	Result
1	Zeus
2	Hera
3	Athena
4	Hermes
5	Hestia
6	Poseidon
7	Hades
8	Orcus
9	Daemogor
10	Baelor

## CHART 30: HUMANOID

d12	Result
1	Kobold
2	Orc
3	Goblin
4	Hobgoblin
5	Gnoll
6	Elf, Drow
7	Duergar
8	Bugbear
9	Lizardfolk
10	Sahuagin
11	Grimlock
12	Merfolk

## CHART 31: PRISONER/VICTIM

d12	Result
1	Noble/Military Commander
2	Lesser Nobility
3–4	Militia/Caravan Guard/Soldier
5	Merchant
6–7	Villager
8–9	Adventurer (roll on <b>Chart 27: Adventurer, Race and Chart 28: Adventurer, Class</b> )
10–12	Humanoid (roll on <b>Chart 30: Humanoids</b> )

In general, prisoners and victims are in poor condition. They are injured, severely malnourished, dehydrated, beaten, etc. Without significant rest and/or magical healing, they are unable to perform actions other than basic movement and communication. The victim may know some information about his or her captors other than basic knowledge (who/what they are) (25% chance). Such information includes descriptions of leaders, motivations, plans, etc.

**Noble/Military Commander:** This prisoner is a person of significant importance. Typically wealthy and well-educated, the prisoner can offer a significant reward for his/her freedom. There is an 80% chance they have the statistics of a **noble** and a 20% chance the person is an adventurer (though not actively adventuring). Consult **Chart 27: Adventurer, Race and Chart 28: Adventurer, Class**.

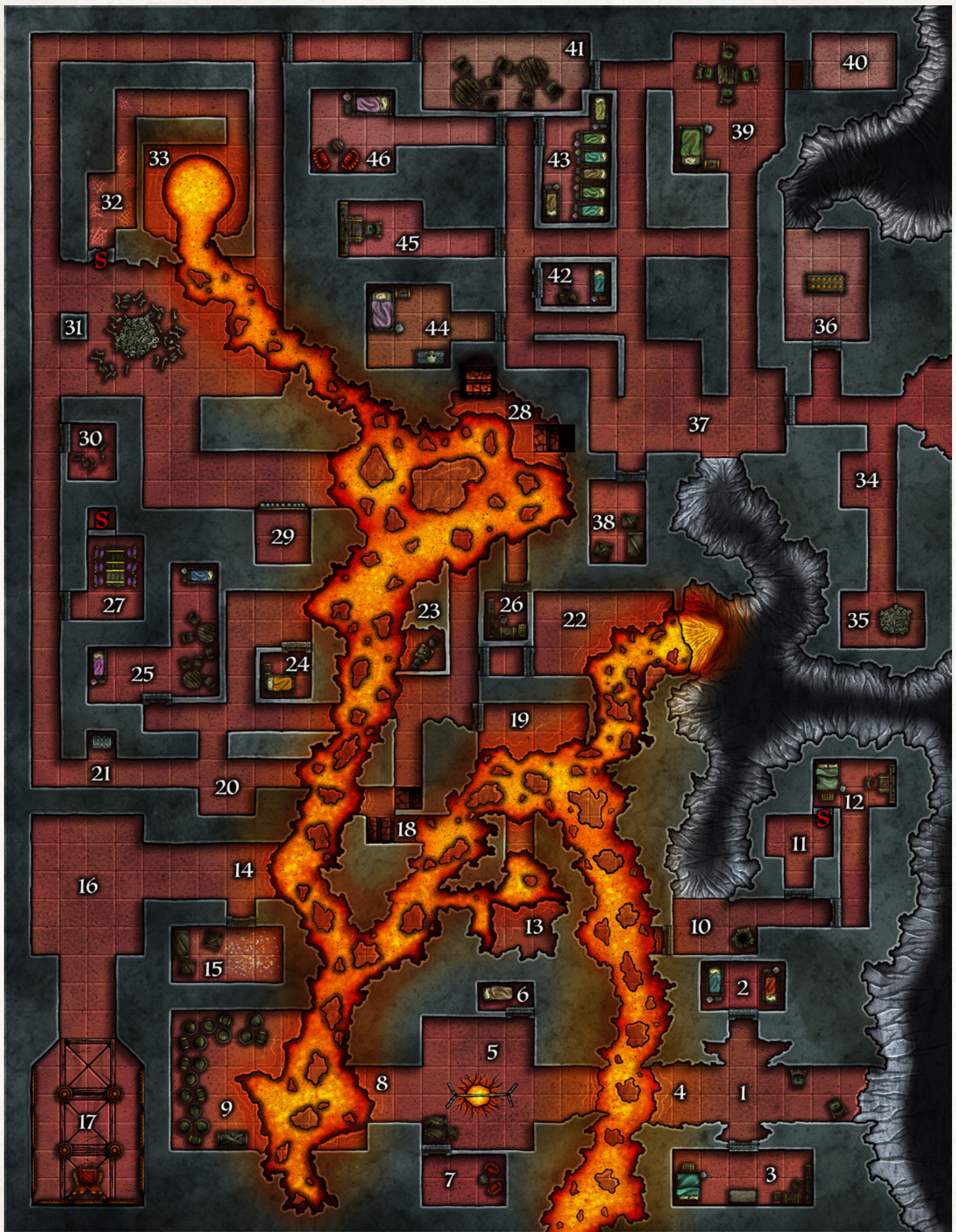
**Lesser Nobility:** This person is a prominent person and generally wealthy. They are often emissaries, ambassadors, minor military commanders, local leaders, etc. There is an 80% chance they have the statistics of a **noble** and a 20% chance the person is an adventurer (though not actively adventuring). Consult **Chart 27: Adventurer, Race and Chart 28: Adventurer, Class**.

**Militia/Caravan Guard/Soldier:** This person is generally human, but other races are possible. Use the statistics of a **guard** with no weapons or armor.

**Merchant:** Captured during a raid, this merchant can pay a reward for his or her rescue equal to 100 gp/level of the dungeon.

**Villager:** This **commoner** has little to offer the party and can reward rescuers only with 5 gp/level of the dungeon. If injured in battle, they seek to flee immediately. They will not engage any creature larger than themselves.







## SAMPLE DUNGEON

This sample dungeon is designed for a party of 6th-level characters. All the rooms are keyed — filled with monsters or a short description. There is no specific storyline behind this dungeon crawl other than it is Level 6 of a massive underground complex. Who built it and why has been lost through the passage of time. The entire dungeon is located within a mostly dormant portion of the volcano. In contrast to other levels of the dungeon, this section is partially flooded by lava from the volcano.

Defeated monsters either retreat out of the dungeon or down to Level 7. If the characters make successive raids, rooms may be restocked or remain empty. Stair locations to Level 5 and Level 7 are in **Locations 19** and **29**.

A small flow of lava destroyed a large section of this level. Moving slowly, the lava runs from the south to the north. There are two lava flows: One flows out of the dungeon and down the mountainside at **Location 22**; the second flow runs to a deep pit at **Location 33**. Stone platforms (denoted by semi-circular dotted lines) are within the lava flows. Characters can leap from stone to stone, or to other areas by simply succeeding on a DC 12 Dexterity check. Failure indicates the character is splashed with lava and takes 1d6 fire damage. A character that enters the lava fully takes 4d6 fire damage per round. The entire level is very hot, averaging 95 °Fahrenheit). The immediate area near the lava is 110 °Fahrenheit. The effect of the heat can be ignored, or the characters may gain levels of exhaustion and need to rest more often and consume more water. The monsters in the dungeon are more accustomed to the heat, and most have excess stocks of water (often gathered from the upper levels where water is plentiful). This level has several factions of monsters that vie for more living space and treasure. These groups react violently to any intrusion on their territory.

## HILL GIANT'S HOLDINGS

**Locations 1–9:** This area of the dungeon is under the control of an extremely cunning and greedy hill giant. The giant has recruited several humanoids as minions. His ultimate goal is to take over the entire level. His more immediate concern is to raid the fire giant king's barrow (**Locations 14–17**).

### 1. GUARDS

This level of the dungeon is extremely hot. Waves of heat and mist traverse the halls. Two alcoves here feature a doors.

A group of two **orcs** guards this area. The orcs are quartered at **Location 2**, and their bugbear leaders at **Location 3**. Two orcs are always on duty here. The remaining orcs investigate any disturbance or call for help. The orcs are fearful of the denizens of this level, and they are very wary and alert.

### 2. ORC BARRACKS

This room is spartanly decorated. There are bunk beds and other cobbled together furniture pieces. A pair of packs hang on each set of bunk beds. A single iron chest sits beneath a table in the center of the room.

A group of 12 **orcs** resides in this room (two are always at **Location 1**). The orcs carry personal treasure on their person, but they also have an iron chest (unlocked) with 118 gp.

### 3. BUGBEAR LEADERS

This room is stark, and only a pair of straw beds are of any interest.

A pair of **bugbears** use this room as their lair. The hill giant (**Location 9**) does not particularly like the bugbears, but they do keep the orcs in line. The bugbears have six rubies worth 100 gp each hidden under a loose stone in the floor (successful DC 15 Intelligence [Investigation] check to find).

### 4. LAVA BRIDGE

A lava flow runs from the south to the north here. The lava cuts through the corridor and flows less than a foot below the floor level. Large rocks project out of the lava and form a bridge of sorts.

The rocks are secure locations that creatures can use to jump across the lava flow. A character must succeed on a DC 12 Dexterity check to successfully make the leap. Failure indicates the character is splashed by lava and takes 1d6 fire damage.

### 5. ENFORCERS

A large iron spit hangs over a shallow pit. Smoke rises from the pit, as does a dull, reddish glow. Large crates act as seats around the pit. Several other kettles rest near the pit. The carcass of a griffin hangs from the ceiling.

A group of five **ogres** who work for the hill giant as enforcers use this room to cook their meals (mostly victims of raids on the upper levels of the dungeon). The ogres use **Location 6** to sleep. They use **Location 7** to house living prisoners. The ogres gather lava and dump it into the five-foot-deep pit to cook their food.



## 6. BEDS

Piles of fur cover the floor of this chamber. Otherwise, the room is barren.

The ogres from **Location 5** sleep here. Five sacks are under the furs. Each sack holds 84 gp.

## 7. PRISONER

The door is barred from the outside.

A battered **human fighter 6** (see **Appendix II: NPCs**) named Niam lies on the floor of the chamber. He promises to join the characters if he is freed. He is in dire need of healing, but his pride will not allow him to ask for such. His possessions are in the treasure hoard of the hill giant at **Location 9**.

**Equipment:** none (Niam's gear is stored in **Location 9**)

## 8. LAVA

The corridor comes to an end at another lava flow.

In order to reach **Location 9**, characters must leap across the lava. See **Location 4** for details on crossing the lava. However, the **hill giant** at **Location 9** hurls rocks at anyone attempting to cross the lava. Characters jumping the lava flow have a -2 penalty to their AC.

## 9. HILL GIANT

Across the lava is a long row of stacked barrels that form a barricade and obscure the area behind them. A huge roasting spit is set near the lava; an entire cow is impaled on the device.

A large **hill giant** resides in this chamber. He is the leader of the humanoids (**Locations 1–9**). The giant has a pile of large rocks that he hurls at intruders as they attempt to cross the lava. Additionally, he takes partial cover behind the large stack of water barrels. If a character stops for more than one round on the rock in the middle of the lava river, the giant hurls a barrel of water at the rock. A successful attack results in the barrel shattering at the base of the rock and water exploding into steam on contact with the lava. Any characters on the rock take 3d6 fire damage (successful DC 15 Dexterity saving throw halves damage). The giant also attempts this attack if the characters linger near the edge of the room (**Location 8**). The room has thirty 50-gallon barrels of water, a roasted cow (cooked over the lava), a pile of furs, and a wooden chest (locked, giant carries the key). The chest holds 600 gp, 7,800 sp, a platinum circlet (700 gp), a *disk of deflection* (8 charges; see **Appendix III: New Magic Items**), and Niam's equipment: +1 *chain mail*, +1 *spear*, short sword, pack w/ general adventuring gear, two *potions of healing*, *potion of speed*.

## 10. THE PET (LOCKED DOOR)

The door to this room is locked. The lock is very complicated, requiring a successful DC 17 Dexterity check with thieves' tools to be picked. No artificial light is in the chamber, but natural light does enter from the open wall that leads to the exposed mountainside. A **cockatrice** nests in this chamber. The beast is a pet of a medusa that lives at **Location 12**. The cockatrice attacks all intruders. A silver necklace with gold inlays (500 gp) and a *scarab of enraging enemies* (see **Appendix III: New Magic Items**) is in its nest.

## 11. EMPTY ROOM

This chamber is empty. The secret door leading to **Location 12** cannot be found or opened from this chamber.

## 12. MEDUSA

The room is well furnished and carpeted. The walls are covered with paintings. A luxurious bed, a sofa, a wall locker, a table, and a plush chair fill the room.

A young **medusa** lives in this room. She sells her services to several powerful creatures on the lower levels of this dungeon. She prefers to live on this level as there are fewer enemies to avoid. Fourteen paintings — all of which the medusa painted — have a value of 1d100 gp each. The medusa has a long footlocker under her bed that contains 275 gp, 201 pp, three *spell scrolls of dispel magic*, and two *potions of greater healing*. The medusa typically wears a hood so as to not inadvertently turn an ally to stone. She is particularly greedy and always ready to strike a deal that enriches her. She sells uses of her scrolls for 1,000 gp. She also sells her potions for 750 gp each. If attacked, she initially attempts to use her powers to turn enemies to stone. If injured, she uses the secret door to flee. She retreats to **Location 19** and uses the stairs to reach the lower levels of the dungeon.

## 13. COLD MAGIC

A white marble pedestal is in the center of this chamber. A long glass cylinder rests atop the pedestal. A silvery necklace shaped like a snowflake floats within the cylinder. Snowflakes float within the pommel as if in a soft wind.

The necklace in the cylinder is *Rykevist's snowflake* (see **Appendix III: New Magic Items**). **Magical Trap:** may not be detected without magical means; may be dispelled (DC 15) but not disarmed; if the cylinder is removed, a random monster(s) appears in this chamber. Roll percentile dice on **Chart 25: Monsters** to determine which creature(s) appears. Monsters attack immediately. They carry one random treasure. The trap does not reset unless the cylinder is replaced and 24 hours elapse.



## 14. REMNANTS

The floor in this area is dust-covered, and bones, rotting flesh, and dried blood are scattered about this chamber. The majority of the bloodstains are near the door in the alcove.

The ghosts at **Location 15** left this carnage.

## 15. GHOSTS

Blood smears cover most of the door into this room. The door does not close properly and hangs loosely on a single hinge. The stench of death escapes through the cracked opening.

A pack of four ghosts lair in this room. They hunt throughout the dungeon as well as other levels and return here with their victims. The ghosts are not wary of intruders as most creatures on this level refuse to come to this area out of fear of the ghosts and the mummy at **Location 17**. The ghosts react violently to any intrusion. They have not gathered much treasure; most of what is in this chamber is incidental. Loosely spread around the room is 170 sp, 121 cp, 85 gp, 83 pp, a *spirit ring* (see **Appendix III: New Magic Items**), a bone scroll case containing *spell scrolls* with *silent image* and *major image*, and a jar of *oil of armor* (see **Appendix III: New Magic Items**).



## 16. TRAP

This room appears to be completely empty.

A long pressure plate runs across the center of the room (east to west, near the south exit). **Poisonous Gas Trap:** detected with a successful DC 15 Intelligence (Investigation) check; disarmed with a successful DC 15 Dexterity check with thieves' tools; all creatures within 10 feet must succeed on a DC 15 Constitution save or fall asleep for 30 minutes starting exactly 20 minutes later. Otherwise, the room is empty.

## 17. GIANT MUMMY

Faded murals cover the walls of this chamber. The murals are dull and difficult to discern, but most depict a massive fire giant king destroying his enemies. Four copper pipes rise from the floor to a height of three feet. Flames extend from each of the pipes and nearly reach the 20-foot-tall ceiling. A throne made of copper sits against the south wall. The mummified remains of the fire giant king (see **fire giant mummy in Appendix I: New Monsters**) depicted in the murals sits on the throne.

The king is a mummy and attacks all intruders. The mummy will not pursue enemies beyond the lava flow at **Location 4**. The mummy wields a sword in one hand (it is a two-handed sword for non-giants). The weapon is a *flame tongue greatsword*. The seat of the throne is false and hides a large compartment holding 800 gp, 15 chipped diamonds worth 20 gp each, and a *ioun stone of protection* (see **Appendix III: New Magic Items**).

## 18. TRAPPED

A **shock jelly** (see **Appendix I: New Monsters**) cornered a group of **dwarves** (statistics of **guards** with battleaxes) in this room. Four of the dwarves leapt to safety on a large rock in the lava flow. Before the last dwarf could attempt the leap, he was killed by the shock jelly that is consuming him at this time. The dwarves are contemplating which way to go when the characters arrive. The dwarves offer a reward if the characters destroy the jelly, but when the characters attack the shock jelly, the dwarves flee. They do not have treasure. If forced, they lead the characters to their lair and ambush them at that point.

## 19. STAIRS

Two sets of wide stairs exit this room. One set climbs upward, and the other descends into darkness. No sounds are heard from either stair.

A pair of stairs leads up to Level 5 and down to Level 7.



## 20. EMPTY ROOM

This room is empty.

## 21. A WOLF IN NO CLOTHING

A man clad only in a loincloth lies in this alcove. He is dirty, bruised, and has an obvious sword wound.

The man is a **werewolf**. He is a spy in the employ of the vampire on Level 8. The werewolf wanders the various levels to learn the strengths of the minor factions within the dungeons. The vampire is seeking to ally himself with the evil NPCs at **Locations 42–46**. However, the werewolf was discovered and chased off by the NPCs. The werewolf tells the characters that he is an escaped slave from **Location 46**. The werewolf claims to be a man-at-arms for a party of adventurers who were destroyed several weeks ago. He claims that he owes a debt of vengeance upon the evil NPCs and if the characters help him, he reveals the location of hidden treasure acquired by his (fictional) comrades. He can draw the characters a map of **Locations 42–46**. He also describes the NPCs and their minions. The werewolf accepts equipment, including armor and weapons. Unlike other werewolves, this creature is Neutral in alignment. He was a mercenary before being bitten by a werewolf, and he maintained his “sword-for-hire” ideology.



## 22. LAVAFALL

The south wall of this chamber is open to the mountainside. Lava flows into the room and then spills out, falling down the mountainside. Numerous coins as well as a golden shield are scattered near the northeast corner of the room.

A **magma elemental** (see **Appendix I: New Monsters**) has taken up residence in this chamber. A group of gargoyles previously inhabited the room. The gargoyles fled after one member of the group was destroyed by the magma elemental. The gargoyles fled without their treasure, which lies in the northwest corner of the room: 850 cp, 960 sp, 82 pp, a **+1 shield** (shatter curse: appears to be a normal **+1 shield** but falls to pieces when first struck and reforms after 24 hours), and a **+3 arrow** (the arrow is buried beneath the coins).

## 23. MAGMIN AMBUSH

The lava flow destroyed most of this chamber. What is left is simply an empty chamber.

A group of four **magmin** decided to rest in this chamber. They have been following the lava flow in search of easy targets and locations to create mayhem. If they detect the approach of the characters, they hide in the lava and attempt to launch an ambush.

## 24. EMPTY ROOM

This room is empty.

## 25. EMPTY ROOM

This room is empty.

## 26. THE LOST

Four **cyclople** (statistics of a **cyclops** with 92 [8d12 + 40] hit points, Challenge Rating 5, and whose greatclub attack does 15 [2d8 + 6] bludgeoning damage) are resting in this room. They are coming to work for the hill giant (**Location 9**) but got lost in the dungeon. They each have a sack full of treasure: **Bag No. 1** — 238 ep, 11 sp, and a gold ring worth 70 gp; **Bag No. 2** — 96 gp, 100 sp, and an electrum necklace worth 200 gp; **Bag No. 3** — 99 ep, 40 sp, and one large emerald worth 1,000 gp; **Bag No. 4** — 192 sp, 89 gp, **+2 darts** (6).





## 27. DWARF BASE (LOCKED DOOR)

The door to this room is locked. A group of dwarves use this room as a base to raid the dungeon. They are led by a very strong and aged dwarf. The dwarves were on a scouting mission when they were ambushed by a shock jelly at **Location 18**. If the dwarves already encountered the characters, they have fled back to this room if they survived. Otherwise, the only occupant is the **dwarf fighter 6** (see **Appendix II: NPCs**) leader. The room is filled with mismatched furniture, but it is well organized. An iron chest, locked and trapped, holds the accumulated treasure of the dwarves. A successful DC 15 Dexterity check with thieves' tools will unlock the chest. **Sonic Blast Trap**: detected with a successful DC 15 Intelligence (Investigation) check; disarmed with a successful DC 15 Dexterity check with thieves' tools; all creatures within 30 feet must succeed on a DC 15 Constitution saving throw or take 1d6 thunder damage. The dwarf has the key to the chest.

## 28. WANDERERS

Three **fire drakes** (see **Appendix I: New Monsters**) wait in this area to ambush anything using the rocks to traverse the lava flow. The drakes have no treasure as they are simply moving through the area.

## 29. STAIRS

A curtain of chains hangs over the entry of this chamber. Two sets of wide stairs exit this room. One set climbs upward, and the other descends into darkness. No sounds are heard from either stair.

A pair of stairs leads up to Level 5 and down to Level 7.

## 30. EMPTY ROOM

This room is empty.

## 31. SALAMANDER AND HOUNDS

A **salamander** entered this chamber from the lava flow. It has two **hell hounds** as pets. The hounds alert the salamander to the presence of the characters. The salamander wishes to enter **Location 33** but it is aware that a powerful undead creature lives within. The salamander sees the characters as a good alternative to obtain treasure.

## 32. GHOULS

The scattered remains of several unidentifiable creatures are in this room. The only identifiable piece is a human hand that grasps a bone scroll tube.



A group of six **ghouls** lairs in this room. They are minions of the wraith in **Location 33**. The ghouls have 91 gp, 1 pp, a scroll case holding a three *spell scrolls*: *lightning bolt*, *slow*, *tongues*, and a *ring of fire resistance* hidden amid a pile of half-eaten corpses.

### 33. LAVA PIT

A wide pit is at the center of this room. Lava flows from a large hole in the south wall and falls into the pit. Clouds of steam (mostly dissipated) rise from the pit. A brass coffin hangs over the pit on brass chains.

A **wraith** uses this room as its lair. It can easily fly from the coffin to the area surrounding the pit. The wraith investigates any combat in **Location 32**. The wraith has 1,200 gp and a *rod of resurrection* within the coffin.

### 34. SPIDERS

A maze of webs covers most of the entry to this chamber from the outer hallway.

Two **huge spiders** (statistics of a **giant spider** with 39 [6d10 + 6] hit points and Challenge Rating 2, whose bite does 8 [1d10 + 3] piercing damage and 11 [2d10] poison damage) use the room as their lair and feeding chamber. They hunt inside and outside the dungeon, but always return here to consume their prey. The spiders do not bring treasure back with them; however, one of the corpses hanging in the chamber has a *potion of regeneration* (see **Appendix III: New Magic Items**) in a pouch.

### 35. PHANTASM

The husk of a human dressed in colorful robes lies in the middle of this chamber. Webs dangle from the ceiling but are not very thick. Hovering over the corpse is a transparent visage of the dead man, but seemingly alive!

A **phantasm** (see **Appendix I: New Monsters**) guards the remains of its former body. The creature was a wizard who became separated from his companions and was killed by the giant spiders from **Location 34**. The phantasm holds no animosity toward the spiders and considers them unwitting allies in his mission to protect the corpse. The wizard was completely greedy and, even in death, the creature wants nothing more than to protect his possessions: a *wand of fireballs*, two sheets of *parchment of Karbon* (see **Appendix III: New Magic Items**), and a pouch containing 42 gp.

### 36. BONES

The door to this room is difficult to open as piles of bones are stacked against the entire south wall of this room.

A group of six **bone hunters** (see **Appendix I: New Monsters**) established their lair in this room. They hunt in lands around the mountain but avoid the dungeons. Lying under the pile of bones is a suit of *moon chain mail* (see *moon armor* in **Appendix III: New Magic Items**).

### 37. ALTERED ALTAR

A stone altar is set against the north wall of this chamber. Twelve golden goblets are evenly spaced on the altar. A portion of the west wall is open to the mountainside, and a cool breeze circulates through the room.

A **mimic** stands guard in this chamber. It is in the employ of the evil NPCs that live in **Locations 42–46**. The evil NPCs feed the mimic in return for its service as a guard. If the characters enter the chamber, they see a stone altar with 12 golden goblets on it. The mimic is in the form of the altar. It attacks the characters if they approach. The goblets fall to the stone floor, spilling the oil they contain. The oil, while barely flammable, is extremely slippery. The oil covers an area within 10 feet of the mimic and duplicates the effects of a *grease* spell. The mimic is unaffected by the oil. If the oil is ignited, all those (including the mimic) within the area of effect must make a DC 15 Dexterity saving throw, taking 4 (1d8) fire damage on a failure, or half as much damage on a success. The oil burns only for one round (and thereafter is gone). A secondary effect of the falling goblets is the noise they generate. The noise alerts the denizens of **Locations 42–46**. The goblets are worth 25 gp each.

### 38. EMPTY ROOM

This room is empty.

### 39. SEARCHERS

A pair of **manticores** are searching the dungeon for one of their wayward offspring. They entered at **Location 37** but avoided the mimic. They can detect the scent of their cub (which is being held captive at **Location 40**). The manticores are close to the cub, but they cannot find the secret door. They violently attack any intruders. They carry no treasure.



## 40. CROWN

A very old and fairly intelligent **troll** makes his lair in this chamber. He recently captured a manticore cub. His plan is to train the cub. However, the cub is currently very wild and feral. It is muzzled and caged in a pen made of bones. The troll wears a golden crown inset with a large emerald with a total value of 1,200 gp.

## 41. EMPTY ROOM

This room is empty.

## THE EVILDOERS

**Locations 42–46** are the domain of an evil group of NPCs. They employ a group of seven gnolls (**Location 43**) and a pair of bugbears (**Location 42**). The bugbears bored small holes in the walls of their chamber so they can observe all avenues of approach to the area. They have a bullhorn that they sound if intruders enter the area. The evil NPCs first attempt to threaten the characters with destruction unless a tariff of 500 gp per character is paid. If the sum is paid, the NPCs ignore the characters unless they enter this area again, at which point they attack.

## 42. GUARDS

Two **bugbears** occupy this room and use it to observe the corridors that approach the area. They are excellent guardians. The bugbears are extremely alert and cannot be surprised. The chamber is unfurnished with the exception of two straw beds. Two buckets hold water.

## 43. FOOT SOLDIERS

This room is plainly furnished, with seven cots. Each has a footlocker.

Seven **gnolls** are in this room. They are fiercely loyal to the evil NPCs as they have earned significant treasure in their employ. The footlockers hold personal items and no treasure. Each gnoll has a sack hidden under their cot. In total, the bags contain 520 ep and 48 pp.

## SERVANTS OF EVIL

The doors to **Locations 44–46** are all locked. Each room is well-furnished and carpeted. Lanterns and candles provide lighting. The occupants of each of these locations is an evil NPC, and all three are very cunning. While they work well together, each can be self-serving. If the evil group is pressed and defeat is imminent, the NPCs flee to save their lives. If any one of the NPCs is killed, the remaining two attempt to escape.

## 44. PRIEST

The evil priest (a **human cleric 6** [see **Appendix II: NPCs**]) that resides in this room once served the high priest who rules a section of the lowest level of the dungeon. However, the lesser priest failed to complete a mission, and he was sentenced to death. The priest escaped with the help of a fellow captive (the bard in **Location 46**). The pair soon encountered a sorcerer who was searching the dungeon for a lair, and the three formed an alliance. Their goal is to plunder the dungeons after forming a large enough force. The cleric still worships his evil god, and he built a small altar in his chamber. A black skull with two horns rests on the wooden altar. The horns are from a red dragon and are coated in silver with ornate inscriptions (500 gp each). A wooden box under the altar holds 91 ep and 18 gp. A secret compartment within his desk (successful DC 15 Intelligence [Investigation] check to find) holds 188 pp and three **spell scrolls**: *cure wounds* x2 and *lesser restoration*.

## 45. SORCERER

The sorcerer of the group (**human sorcerer 6** [see **Appendix II: NPCs**]) originally came to the dungeons in search of a **staff of power** hidden somewhere in the lower levels. He encountered the cleric (**Location 44**) and half-elf bard (**Location 46**) as they were running from members of the Red Dragon Cult. The sorcerer agreed to join the escapees if they agreed to help him find the staff. The sorcerer has very little treasure, and what he has is in his backpack: 81 gp, gold brooch set with rubies (550 gp), and three **spell scrolls** with: *magic missile*, *acid arrow*, and *slow*.

## 46. BARD

A **half-elf bard 6** (see **Appendix II: NPCs**) is the leader of the NPCs. The door to his chamber is locked, requiring a successful DC 15 Dexterity check with thieves' tools to pick. The half-elf sees the alliance as a tool to gain more treasure. He is not particularly fond of his comrades, but he aids them if his life is not in serious jeopardy. The half-elf placed all his treasure in a sack (in the event he needs to make a hasty departure): 75 gp, 30 pp, and a diamond worth 2,500 gp.





## LEVEL 7

To use the Random Dungeon Encounter Generator (RDEG), you need a full set of polyhedral dice (d4, d6, d8, d10, d12, d20) and a map. The following tables are numbered (#) and are cross-referenced throughout the RDEG. Each level has new tables that create more difficult and varied options as the dungeon levels progress. For example, a Level 1 dungeon trap usually inflicts less than 1d8 damage while a Level 5 dungeon trap might average 2d8 damage. Monsters increase in power and treasures increase in value corresponding to dungeon level.

To create a dungeon room encounter, a series of dice rolls is required. At any time, you may reroll or simply end the process if you feel the room encounter is satisfactory. To start the process, begin in **Section A, Chart 1: Room Contents** or **Chart 21: Corridor Contents**. Each chart further instructs you which chart to roll on next based on the result. Never feel locked into a die roll result. If it makes no sense, seems inconsistent, or if you just want something more or less, reroll.

When you complete rolling in **Section A**, proceed to **Section B** for room details, then **Section C** to determine creatures. Lastly, if necessary, go to **Section D** to determine treasure.



## IRREGULAR DICE

In some cases, you are asked to roll a non-standard dice, such as a d16. To generate this result, roll 1d6 and 1d8. If the result of the d6 roll is 4, 5, or 6, add 8 to the result of the d8. This same method is used to generate 1–24 using a d6 and a d12 (the d6 result adds 12 to the result instead of 8).

## SECTION A

Start by rolling 1d6 on the **Illumination Type** chart below. After the illumination type is determined, move to **Chart 1: Room Contents** or **Chart 21: Corridor Contents**. Proceed to **Section B** when the illumination and contents are completed.

### ILLUMINATION TYPE

d10	Result
1	<b>Brazier:</b> One per 40 square feet*
2	<b>Torch/Sconce:</b> One per 30 square feet
3	<b>Torch/Sconce:</b> One per 60 square feet*
4	<b>Lantern:</b> One per 60 square feet
5	<b>Lantern:</b> One per 90 square feet*
6	<b>Permanent light spell:</b> cast on ceiling
7	<b>Permanent light spell:</b> cast on an object
8	<b>Magical effect</b>
9–10	<b>No artificial illumination</b>

\* Due to the gap in light sources, a dimly lit/lightly obscured area is between light sources.

**Brazier:** Typically made of brass, these urn-like devices burn coals or some sort of fuel oil to generate light. Braziers cast bright light in a 10-foot radius and dim light in an additional 10-foot radius. A brazier in a 20-foot-square room fully illuminates the entire chamber; however, in a 30-foot-square room, the corners of the chamber are shadowy and dimly lit (assuming the brazier is set in the center of the room).

**Torch:** The standard torch burns for one hour, casts bright light in a 20-foot radius, and dim light in an additional 20-foot radius. Torches can be extinguished in high winds or damp (rain-like) conditions. A torch can be voluntarily extinguished using an action. A lit torch submerged in water (or most any liquid) is immediately extinguished and cannot be relit until properly dried (typically four to six hours in dry conditions).

**Lantern:** A lantern casts bright light in a 30-foot radius and dim light in an additional 30-foot radius. It remains lit for six hours (fully fueled with one oil flask). A lantern is easily extinguished (no action required). If submerged or exposed to significant water, it cannot be relit without replacing the oil. Lanterns are resistant to high winds and rain unless mechanically opened to expose the lit flame.

**Magical Effect:** A magical property in the area casts illumination throughout the chamber, regardless of its size. This effect is not the result of a *light* spell, but the innate properties of an object within the chamber or the chamber itself.

## CHART 1: ROOM CONTENTS

d20	Result
1	Statues (roll on <b>Chart 2: General Statues</b> )
2–3	Rotted furnishings (indistinguishable)
4	Rotted furnishings (barracks)
5	Rotted furnishings (library/office)
6	Rotted furnishings (leader's quarters)
7–9	No furnishings
10–11	Lair, furnishings match occupant
12	Religious (roll on <b>Chart 3: Religious [Room Type]</b> )
13	Vault
14	Military (roll on <b>Chart 5: Military [Room Type]</b> )
15	Prison (roll on <b>Chart 6: Prison [Room Type]</b> )
16	Arcane (roll on <b>Chart 7: Arcane [Room Type]</b> )
17	Stair (roll on <b>Chart 8: Stair [Room Type]</b> )
18	Fountain (roll on <b>Chart 9: Fountain, General</b> )
19	Special I (roll on <b>Chart 11: Special I [Room Type]</b> )
20	Special II (roll on <b>Chart 12: Special II [Room Type]</b> )

**Rotted Furnishings:** The contents of this room are decayed and rotted beyond identification, or they are in such disrepair that they are unusable. Some chambers can be identified as to their original intent (barracks, library, etc.) but nothing within the chamber has actually survived. For example, a library's bookshelves and cabinets have collapsed, and any remaining books crumble at the touch or are waterlogged and simply fall apart.

**No Furnishings:** This room is empty of any furnishings or objects other than some possible detritus, the occasional vermin, vermin skeletons, cobwebs, puddles of dirty water, dust, broken weapons (unusable), etc.

**Lair Furnishings:** This chamber is the current lair of a creature. Whether the creature is present is determined in **Section B**. The content's contents and furniture are reflective of the occupant. For example, an owlbear's chamber might hold several piles of bones, a nest made of soft materials (cloth, straw), etc. A light source is not likely unless magically present. The entries for statues, military, religious, prison, arcane, stair, fountain, and special have their own charts to roll on to further detail the chamber.

**Vault:** A vault is a special chamber with very limited access. Typically, a secret door or heavily protected/locked entrance is the singular way to enter a vault. Protection can come in the form of a trap, magical effect, creature/guard, or combination of both. Some vaults are accessible only via a teleportation effect.



## CHART 2: GENERAL STATUES

d12	Result
1	Statue of random monster (roll on <b>Chart 25: Monsters</b> )
2	Statue of non-human adventurer (roll on <b>Chart 27: Adventurer, Race</b> [reroll 8-9] and <b>Chart 28: Adventurer, Class</b> )
3	Statue of human adventurer (roll on <b>Chart 28: Adventurer, Class</b> )
4	Statue of humanoid (roll on <b>Chart 30: Humanoids</b> )
5	Statue of a god/goddess (roll on <b>Chart 29: God/Goddess</b> or GM selection)
6	Broken/defaced statue (roll 1d6 on this chart to determine type)
7	Statue, oracle (roll 1d6 on this chart to determine type)
8	Statue and one treasure
9	Statue, trapped (roll on <b>Chart 19: Trap, Container/Statue/Treasure</b> )
10	Statue, petrified adventurer
11	Statue, replica of a character
12	Statue, animates (roll 1d6 on this chart to determine type)

Statues generally are the same size as their subject matter.

**Oracle:** An oracle statue answers one question truthfully once per month. The statue must be addressed in its “native” tongue.

**Statue and treasure:** Treasure found with a statue is in addition to any other treasure determined while rolling for room contents.

**Petrified Adventurer:** This statue is actually a petrified adventurer and can be magically restored via a *flesh to stone*, *greater restoration*, or *wish* spell. Roll on **Chart 27: Adventurer, Race** and **Chart 28: Adventurer, Class** for the type of adventurer. The adventurer is 2nd level; consult **Chart 25: Monsters** for statistics.

**Character Replica:** This statue is an exact replica of one of the characters in the party (roll randomly or select). The statue has an outstretched hand. If the copied character grasps the statue’s hand, he/she gains the ability to cast *stoneskin* one time. After bestowing the special power, the statue vanishes. It reappears one day later in the same location, but this time it takes the form of another member of the adventuring party.

**Statue Animates:** Use the statistics for **living statue, crystal** or **living statue, iron** or **living statue, stone** (see **Appendix I: New Monsters**) as appropriate. It attacks if approached. It cannot communicate and pursues fleeing characters.

## CHART 3: RELIGIOUS (ROOM TYPE)

d10	Result
1	Shrine
2	Desecrated shrine
3	Reliquary
4	Chapel
5	Temple
6	Desecrated temple
7	Crypt (roll on <b>Chart 4: Crypt [Room Type]</b> )
8–9	Storage
10	Sacrificial altar

**Shrine:** This chamber has an object set in a place of prominence — often illuminated — that is dedicated to a specific deity or pantheon. If intelligent creatures are present, they are generally devotees of the deity and are either visiting, maintaining, or guarding the shrine. A shrine always includes some artifact of importance though not necessarily one of value.

**Desecrated Shrine:** Similar to a normal shrine, this chamber once was a place of reverence. It has been defiled and desecrated. If creatures are present, they may have desecrated the shrine, come to inspect the damage, and/or are looking for those responsible for the damage.

**Reliquary:** Typically, this is a singular chamber often hidden by magic or a secret door. This room houses — or previously housed — an item or artifact of significant importance. The item is often magical in nature.

**Chapel:** Always a single chamber, building, or location, a chapel is simply a place of worship. Usually, a chapel is an outpost for members of the faith. They are not always staffed.

**Temple:** Typically found in a larger chamber, a temple is an active place of worship. It is often occupied by the appropriate worshippers and/or a shaman or cleric. The temple includes religious accoutrements such as an altar, pews, symbols of the deity, etc.

**Desecrated Temple:** This chamber has been savaged and damaged by physical force, fire, or both. Otherwise, it is identical to a normal temple. Identifying the original deity may be difficult. Desecrated temples have a propensity to be the lair of vengeful undead, usually former devotees of the temple.

**Crypt:** Roll on **Chart 4: Crypt (Room Type)**.

**Storage:** A religious faction used this room for storing items related to maintaining their nearby temple or shrine. Items may include spare robes, basic symbolic devices, additional chairs, wine/ale used in services, war paints, etc.

**Sacrificial Altar:** This chamber exudes evil, and a sacrificial altar, table, or similar device dominates the room. Dried blood is easily identifiable in the chamber. Urns or other containers may be located within the chamber and may hold internal organs and/or blood. A victim (alive) may be secured within the chamber as well as evil creatures that perform the sacrifice. An identifiable symbol of an evil deity is also present. There is a 10% chance that a living being is secured to the altar. Consult **Chart 31: Prisoner/Victim** for details.



#### CHART 4: CRYPT (ROOM TYPE)

d8	Result
1	Solitary coffin: empty; opened or unsealed
2	Solitary coffin: corpse; unopened, sealed
3	Multiple coffins: empty; opened or unsealed
4	Multiple coffins: corpse; unopened, sealed
5	Sarcophagus: sealed
6	Sarcophagus: unsealed
7	Mausoleum: sealed
8	Mausoleum: unsealed

**Coffin:** This simple burial device is made of wood and may have inscriptions detailing who was interred. They are typically nailed shut. Sealed coffins contain a single corpse that may be recently interred or decayed to nothing more than skeletal remains. To determine the type of creature interred, you can roll once on either **Chart 27: Adventurer, Race** or **Chart 30: Humanoids** to determine what type of corpse is present.

**Sarcophagus:** Typically made of stone, these burial devices are often used by humans. The lid of a sarcophagus is sealed with a cement-like compound. The lid is also extremely heavy. If sealed, the corpse within has some treasure as it was a person of significance in life.

**Mausoleum:** A mausoleum holds multiple small sarcophagi made of granite. The entrance to the mausoleum is singular and held closed by a complex lock (successful DC 15 [minimum] Dexterity check with thieves' tools). If the entrance is unsealed, the entire structure has likely been looted.

#### CHART 5: MILITARY (ROOM TYPE)

d12	Result
1	Barracks, abandoned
2–3	Barracks, occupied
4	Barracks, empty
5	Leader's office
6	Commander's office
7–8	Storage
9	Latrine
10	Training
11	Weapons/armor storage
12	Weaponsmith/armorer

**Barracks:** This chamber contains beds/bunks/hammocks, etc., with accompanying furniture that includes tables, chairs, footlockers, wall lockers, shelving, and cabinets. If occupied, the containers hold various items such as clothing, spare weapons, spare armor, some minor treasures, etc. A light source, or multiple sources, are present.

**Leader's Office:** This room is a combined office and bedchamber used by a sergeant or similar type of leader. This creature, while not in complete command of troops, holds a position of authority and is responsible for daily operations of troops.

**Commander's Office:** This chamber is occupied by the highest-ranking leader of nearby troops. The commander may or may not be the same type of creature as its subservient troops. The chamber is lavishly decorated and contains fine furniture or decorations. It is possible the chamber is actually two or more rooms and includes an office, a treasury, a bedchamber, and a study.

**Storage:** This storage room, if the nearby barracks are occupied, is always locked and the key held by the leader and commander. The room's contents are a combination of dry goods, food, clothing, and general equipment.

**Latrine:** Used by all members associated within this military area, this room is most often well-kept and clean. If abandoned, it is often the lair of vermin such as rats, oozes, jellies, etc. Even when abandoned, local denizens still use the room.

**Training:** This room is used to practice and train. There might practice dummies, targets, and obstacles. Additionally, physical conditioning equipment might be present. Some sparring-type weapons might be found in this room; these weapons are wooden facsimiles of normal weapons with blunt edges.

**Weapons/Armor Storage:** This locked room contains additional weapons and armor used by the nearby troops. Containers holding additional ammunition for missile or hurled weapons are also present. Keys to this chamber are held by the weapon-smith/armorer, the leader, and the commander. The weapons within the chamber correspond to active occupants of the associated military complex or chambers. All weapons are stored in wall racks, crates, barrels, etc.

**Weaponsmith/Armorer:** This room is either an active or abandoned smithy. The occupant(s) are trained in manufacturing/maintaining weapons and armor. The room contains all the equipment required to operate a smithy. Smoke from the furnace is vented via a crevice in the ceiling (which is why the chamber was selected for its purpose).

#### CHART 6: PRISON (ROOM TYPE)

d6	Result
1	Torture chamber
2–3	Guard post
4	Cell, empty
5	Cell, occupied
6	Cell, occupied (false)

A prison location is often located near a military, religious, or arcane room area. If any of the chambers are occupied, the entire area is illuminated by lanterns or torches (sconces).

**Torture Chamber:** This room is used to torture prisoners for information or sadistic pleasure. You may opt to roll twice for occupants for this chamber; one occupant is the prison staff and the other a current prisoner. The screams of victims can be heard up to 120 feet from this chamber (50% chance). The door to this room is typically locked at all times. The lead interrogator or nearby guards hold the keys. Roll on **Chart 31: Prisoner/Victim** to determine the prisoner.

**Guard Post:** Prison guards staff this area. It contains minor furniture (table and chairs), some weapons in racks, and is il-



luminated. Keys to the entire prison area are often found here.

**Cell, Empty:** The door to this room is locked. A dirty straw bed, manacles (attached to wall), and other detritus are inside.

**Cell, Occupied:** The door to this room is locked. A badly beaten prisoner (reduced to 1d2 hit points) is inside. Roll on **Chart 31: Prisoner/Victim** to determine the prisoner. Any equipment the prisoner once possessed is located at a nearby guard post or some other related chamber.

**Cell, Occupied (False):** This chamber conforms to the occupied cell description. However, the occupant is possibly working for the prison staff (gaining the confidence of other prisoners, etc.) or a member of a nearby enemy. Regardless, the prisoner attempts to gain the confidence of its rescuers but betrays them at the first opportunity (possibly by leading them into a trap). This false prisoner is injured (mostly superficial) for 1d3 hit points. Use the rogue statistic block found on **Chart 25: Monsters**.

### CHART 7: ARCAINE (ROOM TYPE)

d6	Result
1	Library
2	Study
3	Laboratory, chemical
4	Laboratory, test
5	Magical pool
6	Magical cell

A spellcaster of some type uses an arcane room for research. If the area is occupied, the spellcaster defends the chamber and summons minions from nearby chambers. These chambers, if occupied, are illuminated by magical light.

**Library:** Bookshelves hold volumes focused on basic magical research, conceptual theory, and historical selections. There is a 35% chance of discovering a book that includes an actual magical spell (50% chance one 1st-level spell, 30% chance one 2nd-level spell, 20% chance one 3rd-level spell, determine randomly).

**Study:** This chamber contains comfortable furniture (cushioned chair, couch, small table, side tables, mini-bar, etc.). A spellcaster uses this room to read and study books from a nearby library. The chamber is typically illuminated by a magical light and candles.

**Laboratory, Chemical:** A large table covered with numerous glass cylinders of varying shapes and sizes dominates this room. The contents of most are nonmagical in nature (90% chance). One container may act as a random magical potion (10% chance).

**Laboratory, Test:** A spellcaster uses this chamber to practice spells against various targets. The spellcaster may use a short, four- to five-foot-tall stone wall as a shield. A living prisoner may be manacled to a wall for spell experimentation (10% chance). Roll on **Chart 31: Prisoner/Victim** to determine the prisoner.

**Magical Pool:** A raised pool of liquid (size determined by you) is in the center of this room. This liquid is magical and is used

to create potions, to enchant items, and to mix magical inks. Consuming the liquid is dangerous: any creature that does so must succeed on a DC 16 Constitution saving throw or take 2d6 poison damage. The liquid has no value. However, if mixed in equal parts with any potion, it creates two potions. For each attempt to create a duplicate potion, roll for success (75% chance of success [failure indicates that both potions are ruined]). Potions cannot be further diluted to make additional potions.

**Magical Cell:** This chamber holds a magical container or cell that imprisons a magical creature. Roll on **Chart 25: Monsters** to determine what creature is trapped. Roll on **Chart 24: Monster Reaction Roll** if it is released to determine how it reacts to the characters.

### CHART 8: STAIR (ROOM TYPE)

d6	Result
1	Open stair up one level
2	Open stair down one level
3	Collapsed stair, no passage
4	Guarded stair up one level (roll on <b>Chart 25: Monsters</b> to determine creature type)
5	Guarded stair down one level (roll on <b>Chart 25: Monsters</b> to determine creature type)
6	Secret stair, exits dungeon complex

### CHART 9: FOUNTAIN, GENERAL

d6	Magical/ Nonmagical?	Result
1	Nonmagical	Clear, cool water. Refreshing.
2	Nonmagical	Dingy, room temperature
3	Nonmagical	Algae-covered, dirty water. Drinking causes disease.
4	Nonmagical	Clear, hot water
5	Magical	Green-colored water (roll on <b>Chart 10: Fountain, Magical</b> )
6	Magical	Clear, cool water (roll on <b>Chart 10: Fountain, Magical</b> )

### CHART 10: FOUNTAIN, MAGICAL

d12	Result
1	Character regains all hit points.
2	Character's hit point maximum increases by two.
3	One random ability score of the character increases by one. Another random ability score decreases by one.
4	One random ability score of the character (in which they have saving throw proficiency) increases by one. Another random ability score (in which they do not have saving throw proficiency, if possible) decreases by one.



d12	Result
5	Player chooses one ability score of the character to increase by one and another ability score to decrease by one.
6	One random ability score of the character increases by one.
7	Character regains all hit points, and all diseases are removed.
8	Character is immune to poison until next dungeon level is reached.
9	Character must succeed on a DC 16 Constitution save or take 1d4 poison damage and become infected with lycanthropy (wererat).
10	Character automatically succeeds on their next saving throw to avoid being affected by lycanthropy.
11	Character turns invisible (per spell) but only to those in the chamber.
12	Character gains effects of a <i>detect thoughts</i> spell against the next opponent met.

Magical effects occur after consuming the liquid directly from the fountain. The water's magical properties are negated if the liquid is removed or transported from the fountain. Each character may gain only one magical effect from a specific magical fountain once per lifetime.

A character that becomes a lycanthrope is not aware of the curse until the next full moon. A *remove curse*, *greater restoration*, or *wish* spell negates this effect.

#### CHART 11: SPECIAL I (ROOM TYPE)

d10	Result
1	Well
2	Collapsed*
3	Flooded*
4	Teleportation*
5	Elemental gate*
6	Abyssal gate*
7	Locked*
8	Locked and trapped**
9.	Room contains illusion of sleeping creature (roll on <b>Chart 25: Monsters</b> ).
10.	One magic item hidden within the chamber.

\* Roll again on **Chart 1: Room Contents**

\*\* Roll on **Chart 1: Room Contents** and **Chart 19: Trap, Container/Statue/Treasure**

**Well:** A shallow well provides water to residents of the dungeon area. The door to this room is typically absent. A clean water spring or underground stream feeds the well.

**Collapsed:** The ceiling of this chamber collapsed. No passage is possible.

**Flooded:** This chamber is filled with 1d10 feet of water. The water is clear (30% chance), dirty (50% chance), or magically darkened (20% chance). Objects may float on the water's surface. Algae covers the walls of the chamber. Water drips from the ceiling, and minor amounts escape from tiny cracks under the waterline.

**Teleportation:** Merely by entering this room, a creature is teleported to a random location in the dungeon. This location can randomly change or be consistent. Typically, the teleportation functions only once every 20–50 minutes ([1d4 + 1] x 10). The destination location is not automatically another teleportation chamber (roll on **Chart 1: Room Contents** to determine the type of chamber the character arrives in).

**Elemental Gate:** A gate to one of the four elemental planes is open in the center of this chamber. Entering the gate transports any creature to the appropriate plane (roll 1d4: 1=Fire; 2=Air; 3=Earth; 4=Water). Elemental planes are not described in this book. A return gate is possibly located on the "other" side (50% chance).

**Abyssal Gate:** This gate is a passageway to the Abyssal Plane, the home of demons and the undead. The Abyssal Plane is not described in this book. A return gate is possibly located on the "other" side (50% chance).

#### CHART 12: SPECIAL II (ROOM TYPE)

1d4	Result
1	Spy outpost
2	Giant outpost
3	Dragon outpost lair
4	Water-filled area

**Spy Outpost:** This area is occupied by a single or group of creatures spying on other creatures in the general area. Typically, the area is hidden by the use of secret doors.

**Giant Outpost:** A group of giants established a small base in a series of rooms. The base serves a variety of purposes. Roll again on **Chart 1: Room Contents**.

**Dragon Outpost Lair:** A dragon has taken up residence in a section of the dungeon. This lair is generally a secondary location and smaller than the dragon's home lair. Roll again on **Chart 1: Room Contents** to determine what the area previously held.

**Water-filled Area:** This room or section of rooms is partially submerged in water.

#### CHART 21: CORRIDOR CONTENTS

d8	Result
1	Trap (roll on <b>Chart 23: Trap, Corridor, Alcove, or Hall</b> )
2	Monster with one treasure
3	Monster with no treasure
4–6	Empty corridor
7	Treasure with trap
8	Special (roll on <b>Chart 22: Corridor, Special</b> )



## CHART 22: CORRIDOR, SPECIAL

d4	Result
1	Stairs up/exit
2	Stairs down (next level)
3	Collapsed stairs up (no passage)
4	Collapsed stairs down (no passage)

## SECTION B

In this section, you will determine if a monster, trap, and/or treasure is in the chamber or corridor. First, roll on **Chart 17: Room Detail**. **Section B** also details traps for any location. If a monster is included, move to **Section C** to randomly select a monster. If a treasure is included, go to **Section D** to determine treasure details.

### CHART 17: ROOM DETAIL

d12	Result
1	Trap (roll on <b>Chart 20: Trap, Chamber Entrance</b> )
2–3	Monster with no treasure
4–5	Monster with one treasure*
6	Monster with two treasures*
7	Monster with three treasures*
8	Monster with one treasure; trapped**
9–10	No monster or treasure
11	Treasure*
12	Treasure, trapped**

\* Roll on **Chart 18: Treasure Container** to determine container type.

\*\* Roll on **Chart 18: Treasure Container** to determine container type and **Chart 19: Trap, Container/Statue/Treasure** for trap type.

### CHART 18: TREASURE CONTAINER

d20	Result
1–2	Chest, no trap
3–4	Chest, no trap, locked
5	Chest, trapped*
6–7	Chest, trapped, locked*
8	Chest, no trap, hidden
9	Chest, no trap, locked, hidden
10	Chest, trapped, hidden*
11	Chest, trapped, locked, hidden*
12	Sack, hidden
13	Sack
14	Footlocker, locked
15	Secret compartment in floor
16	Secret compartment in wall

d20	Result
17	Secret compartment in wall, trapped*
18	Loose on floor or table
19	Hidden within furniture
20	Hidden inside pottery

\* Roll on **Chart 19: Trap, Container/Statue/Treasure** to determine trap type.

To locate hidden treasure, a character succeed on a DC 14 Intelligence (Investigation) check. Only one attempt is allowed.

### CHART 19: TRAP, CONTAINER/STATUE/TREASURE

d20	Result
1	<b>Contact poison:</b> Succeed on a DC 16 Constitution save or take 2d10 poison damage. Detected with a successful DC 18 Intelligence (Investigation) check
2	<b>Contact poison:</b> Succeed on a DC 16 Constitution save or berserk for 2d6 rounds. While berserk, use action to attack nearest creature; may repeat save at end of each turn. Detected with a successful DC 18 Intelligence (Investigation) check
3	<b>Poisonous gas:</b> All creatures within 20 feet succeed on a DC 16 Constitution save or take 2d8 poison damage
4	<b>Poisonous gas:</b> All creatures within 10 feet succeed on a DC 16 Wisdom save or be teleported to nearest entrance to dungeon
5	<b>Poisonous gas:</b> All creatures within 10 feet succeed on a DC 16 Constitution save or fall asleep for 30 minutes starting exactly 20 minutes later
6	<b>Poison needle:</b> Succeed on a DC 16 Constitution save or take 2d10 poison damage
7	<b>Poison needle:</b> Succeed on a DC 14 Constitution save or take 55 poison damage
8	<b>Poison needle:</b> Succeed on a DC 16 Constitution save or berserk for 2d6 rounds starting 30 minutes later. While berserk, use action to attack nearest creature; may repeat save at end of each turn.
9	<b>Dart:</b> 6 darts, succeed on a DC 16 Dexterity save for each or take 2d4 + 1 piercing damage
10	<b>Dart:</b> 3 darts, succeed on a DC 16 Dexterity save for each or take 2d4 + 1 piercing damage and succeed on a DC 16 Constitution save or be paralyzed for 10-30 minutes
11	<b>Falling block:</b> A stone falls from ceiling; succeed on a DC 16 Dexterity check or take 4d6 bludgeoning damage
12	<b>Electrical shock:</b> Make a DC 16 Dexterity save, taking 2d12 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 16 Intelligence (Arcana) check
13	<b>Electrical shockwave:</b> All creatures within 20 feet make a DC 16 Dexterity save, taking 2d10 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 16 Intelligence (Arcana) check



d20	Result
14	<b>Frost blast:</b> All creatures within 10 feet make a DC 16 Dexterity save, taking 2d12 cold damage on a failure or half as much damage on a success. Detected with a successful DC 16 Intelligence (Arcana) check
15	<b>Frost blast wave:</b> All creatures within 20 feet make a DC 16 Dexterity save, taking 2d10 cold damage on a failure or half as much damage on a success. Detected with a successful DC 16 Intelligence (Arcana) check
16	<b>Flames:</b> All creatures within 10 feet make a DC 16 Dexterity save, taking 2d12 fire damage on a failure or half as much damage on a success
17	<b>Flame wave:</b> All creatures within 20 feet make a DC 16 Dexterity save, taking 2d10 fire damage on a failure or half as much damage on a success.
18	<b>Poisonous gas:</b> All creatures within 10 feet succeed on a DC 13 Constitution save or be paralyzed for 30 minutes; paralyzed creature may repeat the saving throw at the end of each of its turns, ending paralysis on itself on a success
19	<b>Sonic boom:</b> All creatures and objects within 30 feet take 2d8 thunder damage
20	<b>Loud gong:</b> Noise sounds for 1d4 + 1 rounds; roll for wandering monster each round

Unless otherwise noted above, all traps may be detected with a successful DC 16 Intelligence (Investigation) check and disarmed with a successful DC 16 Dexterity check with thieves' tools.

**Contact Poison:** This poison is difficult to detect by normal means (senses). It is absorbed through bare skin and very potent.

**Poison Needle:** This type of trap is found only within a container, lock, or enclosed space (chest, urn, clay pot, footlocker, etc.). The needle automatically hits but inflicts no damage, just a pinprick. The target creature is automatically subject to the poison attack.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Electrical Shock:** The trapped object releases a magical electrical shock. Only one target is affected.

**Electrical Shockwave:** The trapped object releases a magical electrical shockwave that hits all targets within 20 feet.

**Flames:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Flame Wave:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 20 feet of the trapped location must make a saving throw.

**Frost Blast:** A blast of magical cold erupts from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Frost Blast Wave:** A blast of magical cold erupts from a nearby wall, ceiling, floor, or object. Each target within 20 feet of the trapped location must make a saving throw.

**Poisonous Gas:** A cloud of deadly gas billows from the trapped object and affects all within a radius described above.

**Sonic boom:** An explosion of sound strikes all creatures and objects within 30 feet of the trap

**Loud Gong:** A loud siren erupts for 1d4 + 1 rounds. Each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

## CHART 20: TRAP, CHAMBER ENTRANCE

d12	Result
1	<b>Dart:</b> 6 darts, succeed on a DC 16 Dexterity save for each or take 2d4 + 1 piercing damage
2	<b>Dart:</b> 3 darts, succeed on a DC 16 Dexterity save for each or take 2d4 + 1 piercing damage and succeed on a DC 16 Constitution save or be paralyzed for 10-30 minutes
3	<b>Falling block:</b> A stone falls from ceiling; succeed on a DC 16 Dexterity check or take 4d6 bludgeoning damage
4	<b>Falling blocks:</b> Stones falls from ceiling; all creatures within 20 feet succeed on a DC 16 Dexterity check or take 1d12 bludgeoning damage
5	<b>Electrical shock:</b> Make a DC 16 Dexterity save, taking 2d12 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 16 Intelligence (Arcana) check.
6	<b>Flames:</b> All creatures within 10 feet make a DC 16 Dexterity save, taking 2d12 fire damage on a failure or half as much damage on a success
7	<b>Loud gong:</b> Roll for wandering monster
8	<b>Blade:</b> Succeed on a DC 16 Dexterity save or take 2d8 + 2 slashing damage from a slicing blade
9	<b>Javelins:</b> 1d4 + 2 javelins, succeed on a DC 16 Dexterity save for each or take 2d6 piercing damage
10	<b>Locking Door:</b> Door closes and locks behind first character to pass through
11	<b>Teleportation:</b> First creature passing through portal must succeed on a DC 16 Wisdom saving throw or be teleported to a random chamber; room must be inhabited
12	<b>Teleportation, Delayed:</b> First creature passing through portal must succeed on a DC 16 Wisdom saving throw or be teleported to a random chamber 1d4 rounds later

Unless otherwise noted above, all traps may be detected with a successful DC 16 Intelligence (Investigation) check and disarmed with a successful DC 16 Dexterity check with thieves' tools.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object. Darts target random creatures within five feet of the trap. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Falling Blocks:** Similar to the **Falling Block**, but over an entire 20-foot radius area.

**Electrical Shock:** The trapped object releases a magical electrical shock. Only one target is affected.



**Flames:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Loud Gong:** A loud siren erupts for 1d4 rounds. For each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

**Blade:** A large, slicing blade strikes the creature that triggered the trap. The trap automatically resets.

**Javelins:** 1d4 + 2 javelins launch from a nearby wall. Javelins target random creatures within five feet of the triggered trap.

**Teleportation:** target is teleported to a random, possibly inhabited, location on this level of the dungeon

### CHART 23: TRAP, CORRIDOR, ALCOVE, OR HALL

d12	Result
1	<b>Dart:</b> 6 darts, succeed on a DC 16 Dexterity save for each or take 2d4 + 1 piercing damage
2	<b>Dart:</b> 3 darts, succeed on a DC 16 Dexterity save for each or take 2d4 + 1 piercing damage and succeed on a DC 16 Constitution save or be paralyzed for 10-30 minutes
3	<b>Falling block:</b> Stone falls from ceiling; succeed on a DC 16 Dexterity check or take 4d6 bludgeoning damage
4	<b>Falling blocks:</b> Stones fall from ceiling; all creatures within 20 feet succeed on DC 16 Dexterity check or take 1d12 bludgeoning damage
5	<b>Pit:</b> A 10-foot-by-10-foot covered trap, 20 feet deep; succeed on a DC 16 Dexterity save or take 2d6 + 2 bludgeoning damage from falling in
6	<b>Pit:</b> A 10-foot-by-20-foot covered trap, 20 feet deep; succeed on a DC 16 Dexterity save or take 2d6 + 2 bludgeoning damage from falling in
7	<b>Loud Gong:</b> Roll for wandering monster
8	<b>Blade:</b> Succeed on a DC 16 Dexterity save or take 2d8 + 2 slashing damage from a slicing blade
9	<b>Javelins:</b> 1d4 + 2 javelins, succeed on a DC 16 Dexterity save for each or take 2d6 piercing damage
10	<b>Poisonous Gas:</b> All creatures within 20 feet succeed on DC 16 Constitution save or poisoned for one minute and take 1d10 poison damage each round; may repeat save at end of each turn, ending effect and damage on success
11	<b>Anti-magic:</b> Character cannot use magic (spell, device, etc.) for one hour
12	<b>Acid Spray:</b> All creatures within 10 feet succeed on DC 16 Dexterity save or take 2d8 acid damage

Unless otherwise noted above, all traps may be detected with a successful DC 16 Intelligence (Investigation) check and disarmed with a successful DC 16 Dexterity check with thieves' tools.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object at a random creature within five feet of the trap/treasure. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Falling Blocks:** Similar to the **Falling Block**, but over an entire 20-foot radius area.

**Pit:** These traps come in various sizes (width x length). All those in the pit's area may fall and take damage. Pits are covered and appear as the floor type found in that area.

**Loud Gong:** A loud siren erupts for 1d4 rounds. For each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

**Blade:** A large, slicing blade strikes the creature that triggered the trap. The trap automatically resets.

**Javelins:** 1d4 + 2 javelins launch from a nearby wall. Javelins target random creatures within five feet of the triggered trap.

**Poisonous Gas:** A cloud of toxic gas billows from the trap, filling a 20-foot radius area and causing coughing, choking, and damage.

**Anti-magic:** A single target nearest the trap is unable to use magic for one hour, including casting spells or using magical devices such as wands, scrolls, or potions. They can still wield magical weapons and be the target of spells.

**Acid Spray:** A fan of acid strikes all targets within 10 feet.

## SECTION C

In this section, you will roll to determine creatures present at the desired location. You will first roll on **Chart 24: Monster Reaction Roll** to determine the creature's reaction to any given situation. Next, roll on **Chart 25: Monsters** to determine the creature type. When you complete this section, move to **Section D**, if applicable, to determine any treasure found. If no treasure is included, this location is complete.

### CHART 24: MONSTER REACTION ROLL

d8	Result
1	Monster is new to area. Intelligent monsters attempt to talk to party to gain advantage.
2	Monster is simply passing through chamber and investigates the area.
3	Monster attempts to ambush party or other monsters in the area.
4–5	Monster has taken up residence in the chamber and uses it as its base of operations and lair. May be allied with neighboring monsters. Chamber "furnished," if appropriate.
6	Monster aggressively attempts to gain a new lair or steal from others. Very aggressive.
7	Monster is looking for an ally to attack an enemy. It may join forces with party to accomplish this task.
8	Monster attempts to ambush party.



## CHART 25: MONSTERS

The following chart provides 100 monster entries, of which approximately 75 are unique. In some cases, several monsters are repeated on the chart. This is simply due to the fact of the limitation of reasonable monsters that would be encountered in a dungeon environment, and these creatures are appropriate for Level 7 of the dungeon. Yes, we know this is artificial, but balance is a thing in any game. Some creatures are significantly more powerful than others, and therefore this chart includes a wide variety of creature types.

When stocking your dungeon with these creatures, and a resulting roll seems incongruous with a nearby creature or locale feature, simply reroll. Always keep in mind, however, that even if a “strange” die roll result occurs, there is always some reason why it could be consistent with the result. For examples, please read the sample dungeon below.

d100	Result
1	Orc (2d8)
2	Snake, Giant Fire (1) (see Appendix I: New Monsters)
3	Wyvern (1)
4	Golem, Amber (1) (see Appendix I: New Monsters)
5	Stone Giant (1d2)
6	Cyclops (1d2)
7	Drant, Queen (1) (see Appendix I: New Monsters)
8	Magmin (1d6+1)
9	Ape (1d6+2)
10	Bat, Giant Screamer (1d2) (see Appendix I: New Monsters)
11	Gnoll (1d8+2)
12	Flame Wolf (1d3) (see Appendix I: New Monsters)
13	Lizard, Giant Fire (1d3) (see Appendix I: New Monsters)
14	Skeleton (3d6)
15	Purple Ooze (1) (see Appendix I: New Monsters)
16	Dragon, Adult Black (with 149 [13d12 + 65] hit points and Challenge Rating 13)
17	Dragonborn Soldier, Black (1d4+1) (see Appendix I: New Monsters)
18	Fire Giant (1)
19	Automaton (Dragon) (see Appendix I: New Monsters)
20	Air Elemental (1)
21	Bugbear (1d6+1)
22	Algid (1d3) (see Appendix I: New Monsters)
23	Ghoul (1d8+1)
24	Drant (1d4+2) (see Appendix I: New Monsters)
25	Mimic, Greater (1) (see Appendix I: New Monsters)
26	Mimic (1d2)
27	Dragon, Adult White (with 175 [14d12 + 84] hit points)
28	Ogron (1d10+1) (see Appendix I: New Monsters)

d100	Result
29	Hill Giant (1d2)
30	Bone Golem (1) (see Appendix I: New Monsters)
31	Stone Golem (1)
32	Chimera (1)
33	Cyclople (1d4+1) (statistics of a cyclops with 92 [8d12 + 40] hit points, Challenge Rating 5, and whose greatclub attack does 15 [2d8 + 6] bludgeoning damage)
34	Hydra (1)
35	Gorgon (1)
36	Felogre (1d2) (see Appendix I: New Monsters)
37	Dimensional Cat (1d2) (see Appendix I: New Monsters)
38	Bone Hunter (1d6+1) (see Appendix I: New Monsters)
39	Pyrohydra (1) (see Appendix I: New Monsters)
40	Living Statue, Crystal (1d4+1) (see Appendix I: New Monsters)
41	Bat, Giant Fire (1d8+1) (see Appendix I: New Monsters)
42	Jelly, Shock (1d2) (see Appendix I: New Monsters)
43	Spider, Huge (1d3) (statistics of a giant spider with 39 [6d10 + 6] hit points and Challenge Rating 2, whose bite does 8 [1d10 + 3] piercing damage and 11 [2d10] poison damage)
44	Ogre (1d6+1)
45	Salamander (1d2)
46	Werewolf (1d3)
47	Living Statue, Iron (1d3) (see Appendix I: New Monsters)
48	Sandlasher (1d3) (see Appendix I: New Monsters)
49	Earth Elemental, Minor (1d2) (see Appendix I: New Monsters)
50	Blink Dog (1d6+1)
51	Doppelganger (1d3)
52	Duergar (1d8+1)
53	Gargoyle (1d4)
54	Fire Drake (1d3) (see Appendix I: New Monsters)
55	Phantasm (1) (see Appendix I: New Monsters)
56	Stonge (1d2) (see Appendix I: New Monsters)
57	Shadow (1d4+1)
58	Ghast (1d6+1)
59	Skeleton, Abyssal (1d8+1) (see Appendix I: New Monsters)
60	Mummy (1d3)
61	Minotaur (1)
62	Salamander (1d4+1)
63	Hell Hound (1d2)
64	Wraith (1)



d100	Result
65	Owlbear (1d2)
66	Salamander, Frost (1d4+1) (see Appendix I: New Monsters)
67	Cockatrice (1)
68	Trolling (1d4+1) (see Appendix I: New Monsters)
69	Manticore (1d2)
70	Gelatinous Cubicle (1d4+1) (see Appendix I: New Monsters)
71	Lurker Below (1) (see Appendix I: New Monsters)
72	Living Statue, Stone (1) (see Appendix I: New Monsters)
73	Fire Elemental (1)
74	Magma elemental (1) (see Appendix I: New Monsters)
75	Dragonborn Soldier, White (1d4+1) (see Appendix I: New Monsters)
76	Troll (1)
77	Medusa (1)
78	Flesh Golem (1)
79	Wight (1d2)
80	Necrotic Rat (2d6+2) (see Appendix I: New Monsters)
81	Vampire, Spawn (1d4+1)
82	Elf, Drow Mage (1d3)
83	Elf, Drow Priestess of Lolth (1d2)
84	Elf, Drow Elite Warrior (1d3+2)
85	Human Fighter 7 (1) (see Appendix II: NPCs)
86	Human Cleric 7 (1) (see Appendix II: NPCs)
87	Human Druid 7 (1) (see Appendix II: NPCs)
88	Human Sorcerer 7 (1) (see Appendix II: NPCs)
89	Human Monk 7 (1) (see Appendix II: NPCs)
90	Human Wizard 7 (1) (see Appendix II: NPCs)
91	Human Paladin 7 (1) (see Appendix II: NPCs)
92	Human Ranger 7 (1) (see Appendix II: NPCs)
93	Human Rogue 7 (1) (see Appendix II: NPCs)
94	Dwarf Fighter 7 (1) (see Appendix II: NPCs)
95	Half-Orc Barbarian 7 (1) (see Appendix II: NPCs)
96	Elf Fighter/Wizard 7 (1) (see Appendix II: NPCs)
97	Gnome Warlock 7 (1) (see Appendix II: NPCs)
98	Halfling Ranger/Rogue 7 (1) (see Appendix II: NPCs)
99	Half-Elf Bard 7 (1) (see Appendix II: NPCs)
100	Adventuring Party (see below).

## ASSOCIATED CREATURES

In some cases, when a creature is generated, other creatures may be in the immediate area that are associated, friendly, or adversarial with that creature. Several factors indicate whether associated creatures may be present such as locale (map), the result of **Chart 24: Monster Reaction Roll**, etc. Below are some creatures that may have creature associations. Note, these tables are not definitive or absolute, but provide inspiration for encounter areas within your dungeon.

## NPCs AND AN ADVENTURING PARTY

Each type of character class is included in the chart. Generally, when encountered, these NPCs (Non-Player Characters) are good in alignment and do not act aggressively toward the characters unless provoked or attacked. These NPCs have a variety of reasons for existing within the dungeon (see **Chart 25A: NPC Motivation**). NPC entries fill slots 85–100 of **Chart 25: Monsters**. The Challenge Rating of the NPC corresponds to the level of the dungeon. However, starting at Level 8, the NPCs are all capped at Challenge Rating 7. When an NPC is generated, roll a set of percentile dice. If the result is equal to or less than the dungeon level  $\times$  10, the NPC is evil and may have minions in the area. If minions are included, roll 1d6 with the result indicating the number of rolls on **Chart 25: Monsters** required to generate the minions. For example: On Level 3, a wizard is generated. Therefore, there is a 30% chance the NPC is evil and another 30% chance it has 1d6 minion types in the area.

### CHART 25A: NPC MOTIVATION

d4	Result
1	Revenge
2	Spy
3	Quest
4	Lost

**Revenge:** The NPC entered the dungeon on a mission of revenge. Some creature within the dungeon wronged the NPC (killed a friend, stole an object, etc.). The NPC joins the characters if they agree to help in his mission. The NPC may join the characters indefinitely if the result is favorable.

**Spy:** The NPC was hired to spy on a specific creature within the dungeon. This target is always an intelligent creature and typically a humanoid or evil NPC.

**Quest:** The NPC entered the dungeon as a result of a quest. Typically, the NPC is in search of a specific object (typically a magic item). The item is to be returned to the NPC's "employer."

**Lost:** The NPC became separated from an adventuring party or may be the lone survivor of a defeated party.

To create an adventuring party, roll 1d4+1. This is the total number of NPCs in the adventuring party. Select or roll to determine each NPC from among entries 85-99 on **Chart 25:**



**Monsters.** Lastly, roll on **Chart 25B: Alignment** to determine the alignment of the adventuring party. You may roll on **Chart 24: Monster Reaction Roll** to determine the motivation of the party or simply make one up of your own.

### CHART 25B: ALIGNMENT

d10	Result
1	Chaotic Evil
2	Chaotic Good
3	Chaotic Neutral
4	Lawful Evil
5	Lawful Good
6	Lawful Neutral
7	Neutral Evil
8	Neutral Good
9-10	Neutral

## SECTION D

This section provides 100 random treasures. These treasures are located in the container determined in **Section B, Chart 18: Treasure Container**. If no container is present, the treasure is considered to be loosely distributed in the chamber.

### CHART 26: TREASURE

d100	Result
1	312 gp
2	+1 crossbow, hand
3	950 cp
4	<i>Potion of greater healing</i>
5	70 pp
6	10 gems (150 gp each)
7	Silver bracelet with gold inlay (400 gp)
8	Six pearls (200 gp each)
9	100 gp
10	520 gp
11	+1 splint armor
12	Silver necklace with platinum inlay (800 gp)
13	57 sp
14	12 ep
15	700 gp
16	Gold brooch set with rubies (550 gp)
17	1,000 gp
18	250 pp
19	12 bars of silver (50 gp each)
20	<i>Ring of wizardry</i> (see <b>Appendix III: New Magic Items</b> )

d100	Result
21	600 sp
22	580 gp
23	2,100 gp
24	<i>Spell scroll: protection from energy</i> x2
25	2,280 sp
26	800 gp
27	40 small rubies (10 gp each)
28	12 gp
29	<i>Bracers of greater defense</i> (see <b>Appendix III: New Magic Items</b> )
30	321 gp
31	<i>Potion of resistance</i> (determine type randomly)
32	One large diamond (2,500 gp)
33	725 gp
34	150 pp
35	Ornate silver helmet inset with jade (1,700 gp)
36	Gold necklace (500 gp)
37	<i>Potion of greater healing</i>
38	900 cp
39	1,100 gp
40	680 ep
41	75 gp
42	20 +1 arrows
43	80 pp
44	<i>Gauntlets of ogre power</i>
45	36 gp
46	370 gp
47	900 gp
48	Small golden statue of an eagle (1,000 gp)
49	<i>Ring of protection</i>
50	1 pp
51	10 cp
52	300 gp
53	<i>Wand of frost</i> (see <b>Appendix III: New Magic Items</b> )
54	11 sp
55	400 pp
56	240 gp
57	<i>Potion of treasure detection</i> (see <b>Appendix III: New Magic Items</b> )
58	600 ep
59	1,500 gp
60	<i>Cleaving longsword</i> (see <i>cleaving blade</i> in <b>Appendix III: New Magic Items</b> )
61	21 gp
62	<i>javelin of piercing</i> (3) (see <b>Appendix III: New Magic Items</b> )



d100	Result
63	700 gp
64	87 pp
65	110 ep
66	210 gp
67	180 gp
68	Kobold skull inset with sapphires (300 gp)
69	<i>Staff of healing</i>
70	2,000 gp
71	47 cp
72	115 gp
73	Platinum goblet (800 gp)
74	1 cp
75	<i>Spell scrolls: fireball, lightning bolt</i>
76	630 gp
77	81 ep
78	36 gp
79	700 ep
80	<i>Spell scroll: raise dead</i>
81	780 gp
82	420 gp
83	500 pp
84	<i>Floating lantern</i> (see <b>Appendix III: New Magic Items</b> )
85	11 gp
86	+2 <i>arrow of back biting</i> (4) (see <i>ammunition of back biting</i> in <b>Appendix III: New Magic Items</b> )
87	11,000 cp
88	470 sp
89	910 gp
90	Six diamonds (200 gp each)
91	88 pp
92	<i>Robe of wizardry</i> (as <i>ring of wizardry</i> [see <b>Appendix III: New Magic Items</b> ])
93	294 gp
94	400 sp
95	800 gp
96	gold chain necklace (350 gp)
97	<i>potion of healing</i> (x3)
98	410 cp
99	<i>Boots of free action</i> (as <i>ring of free action</i> )
100	5,000 gp

**Armor:** Roll on **Chart 27: Adventurer, Race** to determine size of armor.

## SPECIAL CHARTS

### CHART 27: ADVENTURER, RACE

d10	Result
1	Dragonborn
2	Dwarf
3	Elf
4	Gnome
5	Half-Elf
6	Half-Orc
7	Halfling
8–9	Human
10	Tiefling

### CHART 28: ADVENTURER, CLASS

d12	Result
1	Barbarian
2	Bard
3	Cleric
4	Druid
5	Fighter
6	Monk
7	Paladin
8	Ranger
9	Rogue
10	Sorcerer
11	Warlock
12	Wizard

### CHART 29: GOD/GODDESS

d10	Result
1	Zeus
2	Hera
3	Athena
4	Hermes
5	Hestia
6	Poseidon
7	Hades
8	Orcus
9	Daemogor
10	Baelor



## CHART 30: HUMANOIDS

d12	Result
1	Kobold
2	Orc
3	Goblin
4	Hobgoblin
5	Gnoll
6	Elf, Drow
7	Duergar
8	Bugbear
9	Lizardfolk
10	Sahuagin
11	Grimlock
12	Merfolk

## CHART 31: PRISONER / VICTIM

d12	Result
1	Noble/Military Commander
2	Lesser Nobility
3–4	Militia/Caravan Guard/Soldier
5	Merchant
6–7	Villager
8–9	Adventurer (roll on <b>Chart 27: Adventurer, Race</b> and <b>Chart 28: Adventurer, Class</b> )
10–12	Humanoid (roll on <b>Chart 30: Humanoids</b> )

In general, prisoners and victims are in poor condition. They are injured, severely malnourished, dehydrated, beaten, etc. Without significant rest and/or magical healing, they are unable to perform actions other than basic movement and communication. The victim may know some information about his or her captors other than basic knowledge (who/what they are) (25% chance). Such information includes descriptions of leaders, motivations, plans, etc.

**Noble/Military Commander:** This prisoner is a person of significant importance. Typically wealthy and well-educated, the prisoner can offer a significant reward for his/her freedom. There is an 80% chance they have the statistics of a **noble** and a 20% chance the person is an adventurer (though not actively adventuring). Consult **Chart 27: Adventurer, Race** and **Chart 28: Adventurer, Class**.

**Lesser Nobility:** This person is a prominent person and generally wealthy. They are often emissaries, ambassadors, minor military commanders, local leaders, etc. There is an 80% chance they have the statistics of a **noble** and a 20% chance the person is an adventurer (though not actively adventuring). Consult **Chart 27: Adventurer, Race** and **Chart 28: Adventurer, Class**.

**Militia/Caravan Guard/Soldier:** This person is generally human, but other races are possible. Use the statistics of a **guard** with no weapons or armor.

**Merchant:** Captured during a raid, this merchant can pay a reward for his or her rescue equal to 100 gp/level of the dungeon.

**Villager:** This **commoner** has little to offer the party and can reward rescuers only with 5 gp/level of the dungeon. If injured in battle, they seek to flee immediately. They will not engage any creature larger than themselves.

## SAMPLE DUNGEON

This sample dungeon is designed for a party of 7th-level characters. All the rooms are keyed — filled with monsters or a short description. There is no specific storyline behind this dungeon crawl other than it is Level 7 of a massive underground complex. Who built it and why has been lost through the passage of time. The entire dungeon is located within a mostly dormant portion of the volcano. In contrast to other levels of the dungeon, this section is partially flooded by lava from the volcano.

Defeated monsters either retreat out of the dungeon or down to the next level. If the characters make successive raids, rooms may be restocked or remain empty. Stair locations to Level 6 and Level 8 are in **Locations 11** and **53**.

### 1. WARNING

A skeleton in ragged armor greets you. It is sprawled on the floor as if crawling toward the dungeon entrance. A broken and rusting sword lies behind the skeleton.

The skeleton is that of a long-dead adventurer. Nothing of value is in the room. The dungeon inhabitants left the skeleton as a warning to intruders.

### 2. NEWBIES

As you near the door ahead, a chair flies from the doorway and crashes against the wall. A moment later, another chair follows.

Two **ogres** who just arrived on this level are making this room their own. They are currently tossing some unusable furniture out of the room. The ogres are anxious to build wealth and immediately attack intruders. They are unaware of the secret doors in the room. The narrow chamber behind the secret doors appears empty. However, a loose stone in the floor hides a bone scroll tube that holds a *spell scroll* with *raise dead*.







### 3. WYVERN

This chamber is open to the mountainside. A huge, black-scaled beast with bat wings is eating a cow near the open ledge. It turns to see who has disturbed its meal.

A **wyvern** uses this chamber occasionally to consume its catches. The creature lairs elsewhere on the mountain. Nothing else is in this room but some dried cow bones.

### 4. NEW MASTER

Fine furnishings in the room have faded and decayed. Clearly a bedroom and study, cobwebs and dust cover most everything. A set of bookshelves have been rummaged, and most of the books are in heaps on the floor. A desk has been smashed to pieces. Only the bed appears to be in good condition, and something is under the covers.

A **flesh golem** is lying in the bed. It once served the master of this room but now has no mission. It ignores the characters unless attacked. However, if the characters find the hidden treasure room (**Location 5**), the golem attacks immediately.

### 5. FORGOTTEN TREASURE (LOCKED DOOR)

The door to this room is locked (DC 16 Dexterity check with thieves' tools to unlock) and trapped. **Flame Wave Trap:** detected with a successful DC 16 Intelligence (Investigation) check; disarmed with a successful DC 16 Dexterity check with thieves' tools; if triggered, flames shoot forth, and all creatures within 20 feet must make a DC 16 Dexterity saving throw, taking 2d10 fire damage on a failure or half as much damage on a success. A large iron chest is inside the room. It is not locked or trapped. The following treasure is inside the chest: 520 gp, *spell scrolls* with *fireball* and *lightning bolt*, and an ornate silver helmet inset with jade worth 1,700 gp.

### BUGBEAR AHEAD

This section of the dungeon (**Locations 6–9**) is home to a squad of bugbears. These creatures are mercenaries that sell their services to anyone who can pay their fee of 500 gp per day. The entire area is well-lit by lanterns.

### 6. KITCHEN (LOCKED DOOR)

This chamber is clearly a kitchen of sorts. A preparation area is covered with blood and indistinguishable body parts. Six large chairs surround a fire pit in the center of the room. A dead orc hangs upside down over a bucket in the southwest corner. A slow drip of blood drops into the bucket.

The bugbears in this area use this room as their gathering

place. Currently, the bugbears are all resting in their chambers.

### 7. BEDCHAMBER No. 1

A massive straw and fur-lined bed dominates the center of this room. Bones are scattered around the bed, and there is no other furniture.

Two of the **bugbears** use this room as their lair. They are a mated pair and have a large straw bed. Hidden in one of the furs are six diamonds worth 200 gp each.

### 8. BEDCHAMBER No. 2

Three large hammocks hang from crossbeams in this chamber. A table with mismatched chairs is set in the center of the room. Several mugs and goblets as well as a single keg rest on the table. A stack of apparently empty kegs is near the northwest corner of the room.

Three young **bugbears** use this room as their lair. They are all eager to gain wealth and earn their reputations in battle. Currently, they are engrossed in rolling dice and drinking ale. A pouch that contains 36 gp is hidden in one of the "empty" kegs. Scattered on the table are 410 cp and a set of bone dice. One of the grime-covered goblets is actually made of platinum and worth 800 gp. The bugbears are unaware of the value of the platinum mug.

### 9. BEDCHAMBER No. 3

This room is in shambles. Furniture, much of it destroyed or rotted, is scattered about. A single, large bed collapsed to the floor and is covered with furs. An iron chest is at the foot of the bed.

This room is used by the **bugbear** leader, a mean and vicious creature. Unless disturbed by the characters, he is sleeping in the bed. The chest is locked (the key is hidden under the bed). Within the chest are 600 ep and four +2 *arrows of back biting* (see *ammunition of back biting* in **Appendix III: New Magic Items**).

### 10. SHOCKER

The door to this room is missing. A strange odor of something burnt drifts from the darkness beyond the entrance. Occasionally, a spark of light darts out of the darkness in a random direction.

A pair of **shock jellies** (see **Appendix I: New Monsters**) cornered and killed an ogre in this room. They are currently devouring the creature and ignore the characters unless they enter the room. If the characters intrude, the jellies attack.



Only the ogre's lower legs survived the feeding. *Boots of free action* (as *ring of free action*) are still on the feet. If the characters do not interfere, the jellies consume the rest of the ogre, including the boots.

## 11. STAIRS

Two sets of wide stairs exit this room. One set climbs upward, and the other descends into darkness. No sounds are heard from either stair.

A pair of stairs leads up to Level 6 and down to Level 8.

## 12. EMPTY ROOM

This chamber is empty.

## THE CHANGELINGS

**Locations 13–16** are the domain of a devious trio of doppelgangers and their god, a greater mimic. The doppelgangers await unwary explorers and attempt to ambush them at **Location 15**. As the characters enter the area, they see a shadowy form dart through the door that leads to **Location 15**. The form appears to be large and not unlike an ogre. This is the lead doppelganger in ogre form.

## 13. FALSE CELL (LOCKED DOOR)

This door is in the form of iron bars and is locked. A small room is beyond the cell door. The huddled form of a human woman shakes and whimpers in the far corner of the cell.

The woman is a **doppelganger**. She pleads with the characters for her release and claims to be an adventurer (a fighter). She explains that her party was beset by a group of ogres, and she and one other were captured; the rest of the party was killed. Aside from some scratches, the woman does not appear to be hurt. The door to the cell, while locked, has a hidden catch on the inside that releases the lock. Otherwise, a successful DC 16 Dexterity check with thieves' tools is required to unlock the cell. The woman cries for help if the characters initially move past the cell. If the characters do not come to her aid, the doppelganger transforms and attempts to ambush the characters from behind. If the characters are tricked by her appearance, she asks for a sword so she can aid the characters in "destroying" the ogres at **Location 15**.

## 14. FALSE CELL (LOCKED DOOR)

This door is in the form of iron bars and is locked. A small room is beyond the cell door. A battered and bruised dwarf grips the bars.

The dwarf is a **doppelganger**. He pleads with the characters for his release and claims to be an adventurer. He explains that his party was beset by a group of ogres, and he and one other were captured; the rest of the party was killed. Aside from some bruises, the dwarf does not appear to be hurt. The door to the cell, while locked, has a hidden catch on the inside that releases the lock. Otherwise, a successful DC 16 Dexterity check with thieves' tools is required to unlock the cell. The dwarf calls out for help if the characters initially move past the cell. If the characters do not come to his aid, the doppelganger transforms and attempts to ambush the characters from behind. If the characters are tricked by his appearance, he asks for a sword or axe to aid the characters in "destroying" the ogres at **Location 15**.

## 15. AMBUSH!

Out of the corner of your eye, you see a large figure dart out of the room into the hall to the south. This chamber is littered with crates, kegs, barrels, and wooden chests. A singularly massive wooden chest is set against the east wall. It is open, and silver and gold coins overflow and are scattered on the floor. Three intricately carved javelins protrude from the coins in the chest.

The figure is the aforementioned **doppelganger** in ogre form. It immediately runs into **Location 15**. From there, if it is not pursued, it watches the characters through a crack in the adjoining wall. If the characters are surprised or attacked by the greater mimic, it returns to attack the characters. If the characters follow the "ogre" and trap it at **Location 15**, it immediately surrenders and offers to exchange its treasure hoard for its freedom. The "ogre" explains the treasure chest at **Location 16** is trapped. He offers to disarm the trap as part of the agreement. Once back at **Location 15**, the "ogre" warns the characters to stand clear in case he makes a mistake. At this point, the **greater mimic** (see **Appendix I: New Monsters**) attacks (it has five **mimicins** [same statistics as **greater mimic** but with 12 hit points] in the chamber disguised as kegs or crates). The "ogre" uses one of the javelins in its initial attack. The other doppelgangers also join in the attack (if they are present or in disguise). If the characters do not pursue the "ogre" and investigate the chest, the greater mimic attacks, followed by the doppelgangers from **Locations 13 and 14**. The "ogre" also returns to aid in the battle. The coins are part of the mimic's disguise, but the javelins are real and are 3 *javelins of piercing* (see **Appendix III: New Magic Items**).

## 16. TREASURE

A massive wooden chest identical to the one you saw in the previous room is set against the east wall. Gold and silver spill onto the floor from the overflowing chest.

There are 1,100 gp and 2,100 sp in the chest.



## 17. LURE

A single, wooden chest rests in this otherwise empty room. The chest is closed.

The chest is locked (DC 16 Dexterity check with thieves' tools to unlock) and trapped. The key is held by the **felogre** (see **Appendix I: New Monsters**) hiding behind the secret door attached to the north wall. **Poisonous Gas Trap:** detected with a successful DC 16 Intelligence (Investigation) check; disarmed with a successful DC 16 Dexterity check with thieves' tools; if triggered, all creatures within 10 feet must succeed on a DC 16 Constitution save or be paralyzed for 30 minutes; a paralyzed creature may repeat the saving throw at the end of each of its turns, ending the paralysis on itself on a success. The ogre can see into the room through a peephole. If the trap is triggered, the felogre rushes in to attack the characters. The chest contains a single copper coin. The felogre has a sack with 87 pp. The felogre does not attack the characters if they avoid his trap. In this case, he uses his *invisibility* spell and follows the characters, waiting for the opportune time to attack.

## 18. TRAP (LOCKED DOOR)

This room appears empty but the chamber is trapped. The first character passing through the door is teleported to a random chamber (must be inhabited).

## 19. GUARDIAN

A massive glass case, 10 foot square by five feet tall, is the platform upon which a tiger sits and stares into oblivion. The tiger, made of translucent amber, is nearly twice the size of a normal tiger. Within the glass case, the unmoving figure of a human female lies as if in repose. A scimitar lies at the feet of the woman.

The tiger is an **amber golem** (see **Appendix I: New Monsters**) and attacks any who enter the chamber. It is tasked with defending the glass case. The glass is strong but breakable with sufficient force. The woman in the case is a **human druid 7** (see **Appendix II: NPCs**) who was poisoned and placed in the case to stop the toxin from killing her. If the case is broken, she awakens and asks for help. Her skin slowly blackens as the poison works; she dies in one hour if not cured (*lesser restoration*, etc.).

## 20. HIDING (BARRICADED DOOR)

Barrels of water fill this room. They are stacked from floor to ceiling, and there is very little room to move around in the chamber. A wounded **human cleric 7** (see **Appendix II: NPCs**) is hiding behind the barrels. He was sent into the dungeon to rescue his sister-in-law (**Location 19**).



## 21. FIRE PIT

A roaring pyre of red flame casts wave of heat throughout this area. The flame is contained to a massive 20-foot-wide pit in the center of the room. The ceiling in the area is 25 feet high, and flames nearly reach that height.

The pyre is actually a gate to the Elemental Plane of Fire. Guarding the gate are four **salamanders**. They attack any who enter this chamber. The salamanders hide within the fire and cannot be seen unless they exit.

## 22. DAEMOGOR

A statue of the arch demon Daemogor stands nearly 20 feet tall in this chamber. Two baboon-like heads glare with malice as its four tentacle arms appear to lash out. Each of its eyes is made of numerous small rubies. A pile of coins lies at the feet of the statue.

This statue is a **stone golem**, but it remains motionless unless attacked or until the treasure at its feet is disturbed. The treasure includes: 70 pp, 700 gp, 900 cp, and a **ring of protection** (buried under the coins). The stone golem's eyes consist of 40 rubies worth 10 gp each.



## 23. EMPTY ROOM

This chamber is empty.

## 24. HUNTERS

The door to this chamber is broken inward. From inside the room, you hear scratching and soft barking.

A group of four **blink dogs** is hunting a dimensional cat they tracked from Level 8 of the dungeon. The blink dogs are not immediately friendly, but they do not attack unless provoked.

## 25. EMPTY ROOM

This chamber is empty.

## 26. HUNTED

This room is empty of furnishings. However, a **dimensional cat** (see **Appendix I: New Monsters**) retreated here in an attempt to hide from the blink dogs (**Location 24**) that are hunting it. The dimensional cat senses the danger beyond the door that leads to **Location 27**; that door is barred on this room side. The cat has no treasure. It seeks only to escape and attempts to flee if at all possible.

## 27. CURIOSITY

Twenty statues are scattered about this chamber. Some appear to resemble adventurers of all types and races, and the rest are bugbears and gnolls. Each statue is posed as if in combat. Each has strange holes bored into the torso or head. A large crack in the ceiling of the room brings forth a soft breeze of cool air.

The statues are the remains of eight adventurers, nine bugbears, and three gnolls that were petrified by a nesting pair of **stonges** (see **Appendix I: New Monsters**) that live in this room. A stonge cannot petrify gold, and if the statues are broken apart, the following treasure is found: 725 gp, a golden necklace worth 500 gp.

## 28. EMPTY ROOM

This chamber is empty.

## 29. STORAGE (BARRICADED DOOR)

Empty crates and barrels fill this room. Clearly, mice and rats have long since eaten any food that was contained here.

One of the barrels has a false bottom where a *spell scroll* with



*protection from energy* is hidden.

## 30. TRAP

The entire floor in the intersection is made of bright red granite. A strange set of runes is carved into the granite in the exact middle of the intersection.

The entire area is trapped with a magical fire trap. **Flames Trap:** detected with a successful DC 17 Intelligence (Arcana) check; may be dispelled (DC 17) but not disarmed; if a creature crosses the red granite without saying the word “Halavar,” flames shoot forth, and all creatures within 10 feet must make a DC 17 Dexterity saving throw, taking 2d10 fire damage on a failure or half as much damage on a success. The runes are in fire giant and are simply the name, Halavar.

## 31. LOST

The door to this room is broken inward. From the chamber beyond, there is sound of crashing and breaking.

A group of five foraging **trollings** (see **Appendix I: New Monsters**) broke into this room. They were chasing a **human wizard 7** (see **Appendix II: NPCs**) who fled through the secret door to **Location 32**. The room contains several wooden coffins, all of which are empty. Lying amid the coffins are the corpses of two gnolls that worked for the wizard.



## 32. WIZARD

This room is empty. A wizard fled here from the trollings at **Location 31**. The wizard is in the dungeon in search of the corpses of magical creatures (whether he finds them dead or puts them in that condition).

## 33. CORPSES

The gnawed remains of dozens of corpses fill this room. The stench of death fills the air. Pools of blood, dried and wet, cover the floor where a corpse is absent.

Seven ghosts use this room as their lair. They hunt the dungeons and land outside. The ghosts are unaware of the secret door that leads to **Location 34**.

## 34. OVERLOOK

Bones and piles of furs and straw cover most of this exposed ledge. The entire mountain valley is viewable from here.

The ledge is home to a **chimera**. Mixed in the bed of straw and furs is the monster's treasure, which includes 250 gp, 800 gp, *bracers of greater defense* (see **Appendix III: New Magic Items**), and a quiver with 20 +1 *arrows*.

## 35. TELEPORTATION ROOM

At the end of this corridor-like chamber, a tarnished sword hangs from a chain attached to the ceiling.

The sword is real and nonmagical. Anyone who approaches within 20 feet of the sword is instantly teleported to **Location 37**.

## 36. FOUNTAIN

An alabaster statue of an elfin female holds a decanter that spills clear water into a pool at her feet.

The fountain is magical, and a player whose character drinks from the pool (and only the pool) chooses one ability score of the character to increase by one and another ability score to decrease by one. This is a mandatory effect. The magical water induces this effect only once in a character's lifetime. Water taken from this room loses its magical properties.

## 37. EMPTY ROOM

This chamber is empty. Characters teleported from **Location 35** arrive in this room.

## TELEPORTING TREASURE

The section has a magical trap beyond those described at **Locations 38** and **39**. If both treasures are secured by the characters, the entire party (regardless of where they are in the entire dungeon) is teleported to **Location 40**.

## 38. TREASURE

A stone pedestal, six feet in diameter, rises from the floor to a height of six feet. A pile of coins covers the top of the pedestal.

There are 580 gp on the pedestal. A pair of *gauntlets of ogre power* are beneath the coins. The pedestal is trapped. **Flame Wave Trap**: detected with a successful DC 16 Intelligence (Investigation) check; disarmed with a successful DC 16 Dexterity check with thieves' tools; if triggered, flames shoot forth, and all creatures within 20 feet must make a DC 16 Dexterity saving throw, taking 2d10 fire damage on a failure or half as much damage on a success.

## 39. MORE TREASURE

A stone pedestal, six feet in diameter, rises from the floor to a height of six feet. A single, silver ring is on the pedestal.

The silver ring is a magical *ring of wizardry* (see **Appendix III: New Magic Items**). The pedestal and ring are trapped. **Frost Blast Trap**: detected with a successful DC 16 Intelligence (Arcana) check; disarmed with a successful DC 16 Dexterity check with thieves' tools; all creatures within 20 feet must make a DC 16 Dexterity save, taking 2d8 cold damage on a failure or half as much damage on a success.

## 40. GLASS STATUE

The singular item in this chamber is a 10-foot-tall glass statue in the form of the archdemon Daemogor. Within the glass, purple-colored fluid circulates in violent fashion.

The only way for a character to escape this chamber is to break the glass statue. After the statue is broken, any characters who were teleported into this chamber are teleported back to **Location 35**. However, the teleportation occurs exactly 10 minutes after the glass is broken. The **purple ooze** (see **Appendix I: New Monsters**) trapped in the statue attacks upon its release.



41. SKURL

A half dozen massive braziers burn hotly, with flames reaching 15 feet into the air. A massive bed is set against the south wall. Several barrels sit next to a massive table and chair. Clearly, the furniture is not designed for anyone human-sized, but for giants. A mural covers the entire eastern wall of the room and depicts the combat victories of a male and female fire giant.

This is the bedroom of Skurl, a retired **fire giant** chieftain. Skurl is very old and built this complex to enshrine and honor his dead wife, Halavar. If there is any disturbance in her tomb in **Location 45**, Skurl immediately rushes to investigate. He also calls for aid from his **flame wolves** (see **Appendix I: New Monsters**) (**Location 46**). The fire giant has two chests under his bed. Chest No. 1 holds 12 silver bars worth 50 gp each and an ornate silver helmet inset with jade worth 1,700 gp (giant-sized). Chest No. 2 holds 910 gp, a *staff of healing*, and a *wand of frost* (see **Appendix III: New Magic Items**).

42. FOUNTAIN (SECRET AND LOCKED DOOR)

A successful DC 16 Dexterity check with thieves tools is required to unlock the door to this area. A statuette less than five feet tall of a five-headed hydra sits in the center of this room. The statuette rests on a short, two-foot pedestal set within a 10-foot-diameter pool of water. Water flows into the pool from each head.

This magical fountain has five different effects. However, only one effect is granted regardless of how many heads are attempted. However, characters who drink from one head and then attempt to drink from another take 1d12 necrotic damage (no further magical effect). The fountain’s effects are as follows:

Head	Effect
1	Character regains all hit points.
2	Character’s hit point maximum increases by two.
3	Character is immune to poison until next dungeon level is reached.
4	Character turns invisible (per spell) but only to those in the chamber.
5	One random ability score of the character increases by one. Another random ability score decreases by one.

HALAVAR’S CRYPT

The following section of the dungeon is the crypt of Halavar, the wife of the fire giant chieftain Skurl (**Location 41**). The doors, including the secret door, are 10 feet wide and 20 feet tall.

43. EMPTY ROOM

This chamber is empty.

44. GARGOYLES

Each alcove along this hall houses a ferocious statue of a gargoyle. They all have raised arms and outstretched wings, as if ready to attack.

The statues are just that. They are inanimate and not a threat to the characters. However, a real gargoyle is in a secret alcove above each statue. The four **gargoyles** wait for the characters to move into **Location 45** before they launch an attack.

45. MAUSOLEUM

Red tapestries depicting flames line this room. A single stone coffin rests in the center of the room. The coffin is 10 feet wide and 25 feet long. It is surrounded by a ring of fire.

The coffin is the resting place of Halavar the fire giantess. However, she is not dead but of the undead. **Halavar is a mummy**. She is occasionally fed by Skurl, who captures unwary denizens of the dungeon. Inside the coffin is a bed of 5,000 gp.

46. PRISONERS

Manacles and chains hang from the walls of this chamber.

No prisoners are in the room at this time. However, a trio of **flame wolves** (see **Appendix I: New Monsters**) are sleeping in the alcove in the northern section of the chamber. They attack any intruders and bark loudly to alert Skurl (**Location 41**).

47. EMPTY ROOM

This chamber is empty.

48. EMPTY ROOM

This chamber is empty.



## 49. ISLAND

This roughhewn chamber is filled with water, but a sandbar rises at its center to form an island. The hilt of a sword extends from the sand.

A pair of **sandlashers** (see **Appendix I: New Monsters**) live on the island. They attack any intruders. The sword is a *cleaving longsword* (see *cleaving blade* in **Appendix III: New Magic Items**).

## 50. ROBE (LOCKED DOOR)

Suspended and seemingly floating in thin air, a purple robe lined with golden thread floats gently in the center of the room.

The door to this room is held fast with a *arcane lock* spell. A *robe of wizardry* (as *ring of wizardry* [see **Appendix III: New Magic Items**]) hangs from a nearly invisible wire. The object is trapped. **Sonic Boom Trap**: detected with a successful DC 16 Intelligence (Arcana) check; disarmed with a successful DC 16 Dexterity check with thieves' tools; if the ring is touched without disarming the trap, all creatures within 30 feet take 1d8 thunder damage.

## 51. INTRUDERS (BARRICADED DOOR)

This room is filled with broken furniture, ruined barrels, and other detritus.

A group of three **vampire spawn** take shelter in this room. They were fleeing a group of adventurers on Level 8 and fled up the stairs (**Location 53**) to this room.

## 52. THE DEEP

This cavern leads to a large tunnel that descends slowly into the darkness beyond.

This passage leads to the Deep (see *The Deep* by **Pacesetter Games**).

## 53. STAIRS

Two sets of wide stairs exit this room. One set climbs upward, and the other descends into darkness. No sounds are heard from either stair.

A pair of stairs leads up to Level 6 and down to Level 8.





## LEVEL 8

To use the Random Dungeon Encounter Generator (RDEG), you need a full set of polyhedral dice (d4, d6, d8, d10, d12, d20) and a map. The following tables are numbered (#) and are cross-referenced throughout the RDEG. Each level has new tables that create more difficult and varied options as the dungeon levels progress. For example, a Level 1 dungeon trap usually inflicts less than 1d8 damage while a Level 5 dungeon trap might average 2d8 damage. Monsters increase in power and treasures increase in value corresponding to dungeon level.

To create a dungeon room encounter, a series of dice rolls is required. At any time, you may reroll or simply end the process if you feel the room encounter is satisfactory. To start the process, begin in **Section A, Chart 1: Room Contents** or **Chart 21: Corridor Contents**. Each chart further instructs you which chart to roll on next based on the result. Never feel locked into a die roll result. If it makes no sense, seems inconsistent, or if you just want something more or less, reroll.

When you complete rolling in **Section A**, proceed to **Section B** for room details, then **Section C** to determine creatures. Lastly, if necessary, go to **Section D** to determine treasure.



## IRREGULAR DICE

In some cases, you are asked to roll a non-standard dice, such as a d16. To generate this result, roll 1d6 and 1d8. If the result of the d6 roll is 4, 5, or 6, add 8 to the result of the d8. This same method is used to generate 1–24 using a d6 and a d12 (the d6 result adds 12 to the result instead of 8).

## SECTION A

Start by rolling 1d6 on the **Illumination Type** chart below. After the illumination type is determined, move to **Chart 1: Room Contents** or **Chart 21: Corridor Contents**. Proceed to **Section B** when the illumination and contents are completed.

### ILLUMINATION TYPE

d10	Result
1	<b>Brazier:</b> One per 40 square feet*
2	<b>Torch/Sconce:</b> One per 30 square feet
3	<b>Torch/Sconce:</b> One per 60 square feet*
4	<b>Lantern:</b> One per 60 square feet
5	<b>Lantern:</b> One per 90 square feet*
6	<b>Permanent light spell:</b> cast on ceiling
7	<b>Permanent light spell:</b> cast on an object
8	Magical effect
9–10	No artificial illumination

\* Due to the gap in light sources, a dimly lit/lightly obscured area is between light sources.

**Brazier:** Typically made of brass, these urn-like devices burn coals or some sort of fuel oil to generate light. Braziers cast bright light in a 10-foot radius and dim light in an additional 10-foot radius. A brazier in a 20-foot-square room fully illuminates the entire chamber; however, in a 30-foot-square room, the corners of the chamber are shadowy and dimly lit (assuming the brazier is set in the center of the room).

**Torch:** The standard torch burns for one hour, casts bright light in a 20-foot radius, and dim light in an additional 20-foot radius. Torches can be extinguished in high winds or damp (rain-like) conditions. A torch can be voluntarily extinguished using an action. A lit torch submerged in water (or most any liquid) is immediately extinguished and cannot be relit until properly dried (typically four to six hours in dry conditions).

**Lantern:** A lantern casts bright light in a 30-foot radius and dim light in an additional 30-foot radius. It remains lit for six hours (fully fueled with one oil flask). A lantern is easily extinguished (no action required). If submerged or exposed to significant water, it cannot be relit without replacing the oil. Lanterns are resistant to high winds and rain unless mechanically opened to expose the lit flame.

**Magical Effect:** A magical property in the area casts illumination throughout the chamber, regardless of its size. This effect is not the result of a *light* spell, but the innate properties of an object within the chamber or the chamber itself.

## CHART 1: ROOM CONTENTS

d20	Result
1	Statues (roll on <b>Chart 2: General Statues</b> )
2–3	Rotted furnishings (indistinguishable)
4	Rotted furnishings (barracks)
5	Rotted furnishings (library/office)
6	Rotted furnishings (leader's quarters)
7–9	No furnishings
10–11	Lair, furnishings match occupant
12	Religious (roll on <b>Chart 3: Religious [Room Type]</b> )
13	Vault
14	Military (roll on <b>Chart 5: Military [Room Type]</b> )
15	Prison (roll on <b>Chart 6: Prison [Room Type]</b> )
16	Arcane (roll on <b>Chart 7: Arcane [Room Type]</b> )
17	Stair (roll on <b>Chart 8: Stair [Room Type]</b> )
18	Fountain (roll on <b>Chart 9: Fountain, General</b> )
19	Special I (roll on <b>Chart 11: Special I [Room Type]</b> )
20	Special II (roll on <b>Chart 12: Special II [Room Type]</b> )

**Rotted Furnishings:** The contents of this room are decayed and rotted beyond identification, or they are in such disrepair that they are unusable. Some chambers can be identified as to their original intent (barracks, library, etc.) but nothing within the chamber has actually survived. For example, a library's bookshelves and cabinets have collapsed, and any remaining books crumble at the touch or are waterlogged and simply fall apart.

**No Furnishings:** This room is empty of any furnishings or objects other than some possible detritus, the occasional vermin, vermin skeletons, cobwebs, puddles of dirty water, dust, broken weapons (unusable), etc.

**Lair Furnishings:** This chamber is the current lair of a creature. Whether the creature is present is determined in **Section B**. The content's contents and furniture are reflective of the occupant. For example, an owlbear's chamber might hold several piles of bones, a nest made of soft materials (cloth, straw), etc. A light source is not likely unless magically present. The entries for statues, military, religious, prison, arcane, stair, fountain, and special have their own charts to roll on to further detail the chamber.

**Vault:** A vault is a special chamber with very limited access. Typically, a secret door or heavily protected/locked entrance is the singular way to enter a vault. Protection can come in the form of a trap, magical effect, creature/guard, or combination of both. Some vaults are accessible only via a teleportation effect.



## CHART 2: GENERAL STATUES

d12	Result
1	Statue of random monster (roll on <b>Chart 25: Monsters</b> )
2	Statue of non-human adventurer (roll on <b>Chart 27: Adventurer, Race</b> [reroll 8-9] and <b>Chart 28: Adventurer, Class</b> )
3	Statue of human adventurer (roll on <b>Chart 28: Adventurer, Class</b> )
4	Statue of humanoid (roll on <b>Chart 30: Humanoids</b> )
5	Statue of a god/goddess (roll on <b>Chart 29: God/Goddess</b> or GM selection)
6	Broken/defaced statue (roll 1d6 on this chart to determine type)
7	Statue, oracle (roll 1d6 on this chart to determine type)
8	Statue and one treasure
9	Statue, trapped (roll on <b>Chart 19: Trap, Container/Statue/Treasure</b> )
10	Statue, petrified adventurer
11	Statue, replica of a character
12	Statue, animates (roll 1d6 on this chart to determine type)

Statues generally are the same size as their subject matter.

**Oracle:** An oracle statue answers one question truthfully once per month. The statue must be addressed in its “native” tongue.

**Statue and treasure:** Treasure found with a statue is in addition to any other treasure determined while rolling for room contents.

**Petrified Adventurer:** This statue is actually a petrified adventurer and can be magically restored via a *flesh to stone*, *greater restoration*, or *wish* spell. Roll on **Chart 27: Adventurer, Race** and **Chart 28: Adventurer, Class** for the type of adventurer. The adventurer is 2nd level; consult **Chart 25: Monsters** for statistics.

**Character Replica:** This statue is an exact replica of one of the characters in the party (roll randomly or select). The statue has an outstretched hand. If the copied character grasps the statue’s hand, he/she gains the ability to cast *stoneskin* one time. After bestowing the special power, the statue vanishes. It reappears one day later in the same location, but this time it takes the form of another member of the adventuring party.

**Statue Animates:** Use the statistics for **living statue, crystal** or **living statue, iron** or **living statue, stone** (see **Appendix I: New Monsters**) as appropriate. It attacks if approached. It cannot communicate and pursues fleeing characters.

## CHART 3: RELIGIOUS (ROOM TYPE)

d12	Result
1	Shrine
2	Desecrated shrine
3	Reliquary
4	Chapel
5	Temple
6	Desecrated temple
7	Crypt (roll on <b>Chart 4: Crypt [Room Type]</b> )
8–9	Storage
10	Sacrificial altar
11	Magical altar (roll on <b>Chart 3A: Magical Altar</b> )
12	Oracle

**Shrine:** This chamber has an object set in a place of prominence — often illuminated — that is dedicated to a specific deity or pantheon. If intelligent creatures are present, they are generally devotees of the deity and are either visiting, maintaining, or guarding the shrine. A shrine always includes some artifact of importance though not necessarily one of value.

**Desecrated Shrine:** Similar to a normal shrine, this chamber once was a place of reverence. It has been defiled and desecrated. If creatures are present, they may have desecrated the shrine, come to inspect the damage, and/or are looking for those responsible for the damage.

**Reliquary:** Typically, this is a singular chamber often hidden by magic or a secret door. This room houses — or previously housed — an item or artifact of significant importance. The item is often magical in nature.

**Chapel:** Always a single chamber, building, or location, a chapel is simply a place of worship. Usually, a chapel is an outpost for members of the faith. They are not always staffed.

**Temple:** Typically found in a larger chamber, a temple is an active place of worship. It is often occupied by the appropriate worshippers and/or a shaman or cleric. The temple includes religious accoutrements such as an altar, pews, symbols of the deity, etc.

**Desecrated Temple:** This chamber has been savaged and damaged by physical force, fire, or both. Otherwise, it is identical to a normal temple. Identifying the original deity may be difficult. Desecrated temples have a propensity to be the lair of vengeful undead, usually former devotees of the temple.

**Crypt:** Roll on **Chart 4: Crypt (Room Type)**.

**Storage:** A religious faction used this room for storing items related to maintaining their nearby temple or shrine. Items may include spare robes, basic symbolic devices, additional chairs, wine/ale used in services, war paints, etc.

**Sacrificial Altar:** This chamber exudes evil, and a sacrificial altar, table, or similar device dominates the room. Dried blood is easily identifiable in the chamber. Urns or other containers may be located within the chamber and may hold internal organs and/or blood. A victim (alive) may be secured within the chamber as well as evil creatures that perform the sacrifice.



An identifiable symbol of an evil deity is also present. There is a 10% chance that a living being is secured to the altar. Consult **Chart 31: Prisoner/Victim** for details.

**Oracle:** A cleric or paladin of the same deity may ask one question of their god once per lifetime. The question is answered truthfully. A donation of 100 gp per level of the inquisitor is required.

**Magical Altar:** Consult **Chart 3A: Magical Altar** to determine the effect of altar. Typically, some object or creature must be placed on the altar for the effect to take place. The character attempting to use the altar must be of the same faith as the deity (altar dedication). Individuals may use the altar only one time during their lifetime.

### CHART 3A: MAGICAL ALTAR

d4	Effect
1	Normal weapon placed on altar becomes a +1 <i>weapon</i> of the appropriate type
2	Creature is resurrected
3	Creature regains all hit points and is cured of poison, lycanthropy, and disease
4	Any reductions to creature's hit point maximum caused by undead are undone

### CHART 4: CRYPT (ROOM TYPE)

d8	Result
1	Solitary coffin: empty; opened or unsealed
2	Solitary coffin: corpse; unopened, sealed
3	Multiple coffins: empty; opened or unsealed
4	Multiple coffins: corpse; unopened, sealed
5	Sarcophagus: sealed
6	Sarcophagus: unsealed
7	Mausoleum: sealed
8	Mausoleum: unsealed

**Coffin:** This simple burial device is made of wood and may have inscriptions detailing who was interred. They are typically nailed shut. Sealed coffins contain a single corpse that may be recently interred or decayed to nothing more than skeletal remains. To determine the type of creature interred, you can roll once on either **Chart 27: Adventurer, Race** or **Chart 30: Humanoids** to determine what type of corpse is present.

**Sarcophagus:** Typically made of stone, these burial devices are often used by humans. The lid of a sarcophagus is sealed with a cement-like compound. The lid is also extremely heavy. If sealed, the corpse within has some treasure as it was a person of significance in life.

**Mausoleum:** A mausoleum holds multiple small sarcophagi made of granite. The entrance to the mausoleum is singular and held closed by a complex lock (successful DC 16 [minimum] Dexterity check with thieves' tools). If the entrance is unsealed, the entire structure has likely been looted.

### CHART 5: MILITARY (ROOM TYPE)

d12	Result
1	Barracks, abandoned
2–3	Barracks, occupied
4	Barracks, empty
5	Leader's office
6	Commander's office
7–8	Storage
9	Latrine
10	Training
11	Weapons/armor storage
12	Weaponsmith/armorer

**Barracks:** This chamber contains beds/bunks/hammocks, etc., with accompanying furniture that includes tables, chairs, footlockers, wall lockers, shelving, and cabinets. If occupied, the containers hold various items such as clothing, spare weapons, spare armor, some minor treasures, etc. A light source, or multiple sources, are present.

**Leader's Office:** This room is a combined office and bedchamber used by a sergeant or similar type of leader. This creature, while not in complete command of troops, holds a position of authority and is responsible for daily operations of troops.

**Commander's Office:** This chamber is occupied by the highest-ranking leader of nearby troops. The commander may or may not be the same type of creature as its subservient troops. The chamber is lavishly decorated and contains fine furniture or decorations. It is possible the chamber is actually two or more rooms and includes an office, a treasury, a bedchamber, and a study.

**Storage:** This storage room, if the nearby barracks are occupied, is always locked and the key held by the leader and commander. The room's contents are a combination of dry goods, food, clothing, and general equipment.

**Latrine:** Used by all members associated within this military area, this room is most often well-kept and clean. If abandoned, it is often the lair of vermin such as rats, oozes, jellies, etc. Even when abandoned, local denizens still use the room.

**Training:** This room is used to practice and train. There might practice dummies, targets, and obstacles. Additionally, physical conditioning equipment might be present. Some sparring-type weapons might be found in this room; these weapons are wooden facsimiles of normal weapons with blunt edges.

**Weapons/Armor Storage:** This locked room contains additional weapons and armor used by the nearby troops. Containers holding additional ammunition for missile or hurled weapons are also present. Keys to this chamber are held by the weaponsmith/armorer, the leader, and the commander. The weapons within the chamber correspond to active occupants of the associated military complex or chambers. All weapons are stored in wall racks, crates, barrels, etc.



**Weaponsmith/Armorer:** This room is either an active or abandoned smithy. The occupant(s) are trained in manufacturing/maintaining weapons and armor. The room contains all the equipment required to operate a smithy. Smoke from the furnace is vented via a crevice in the ceiling (which is why the chamber was selected for its purpose).

## CHART 6: PRISON (ROOM TYPE)

d6	Result
1	Torture chamber
2–3	Guard post
4	Cell, empty
5	Cell, occupied
6	Cell, occupied (false)

A prison location is often located near a military, religious, or arcane room area. If any of the chambers are occupied, the entire area is illuminated by lanterns or torches (sconces).

**Torture Chamber:** This room is used to torture prisoners for information or sadistic pleasure. You may opt to roll twice for occupants for this chamber; one occupant is the prison staff and the other a current prisoner. The screams of victims can be heard up to 120 feet from this chamber (50% chance). The door to this room is typically locked at all times. The lead interrogator or nearby guards hold the keys. Roll on **Chart 31: Prisoner/Victim** to determine the prisoner.

**Guard Post:** Prison guards staff this area. It contains minor furniture (table and chairs), some weapons in racks, and is illuminated. Keys to the entire prison area are often found here.

**Cell, Empty:** The door to this room is locked. A dirty straw bed, manacles (attached to wall), and other detritus are inside.

**Cell, Occupied:** The door to this room is locked. A badly beaten prisoner (reduced to 1d2 hit points) is inside. Roll on **Chart 31: Prisoner/Victim** to determine the prisoner. Any equipment the prisoner once possessed is located at a nearby guard post or some other related chamber.

**Cell, Occupied (False):** This chamber conforms to the occupied cell description. However, the occupant is possibly working for the prison staff (gaining the confidence of other prisoners, etc.) or a member of a nearby enemy. Regardless, the prisoner attempts to gain the confidence of its rescuers but betrays them at the first opportunity (possibly by leading them into a trap). This false prisoner is injured (mostly superficial) for 1d3 hit points. Use the rogue statistic block found on **Chart 25: Monsters**.

## CHART 7: ARCANE (ROOM TYPE)

d6	Result
1	Library
2	Study
3	Laboratory, chemical
4	Laboratory, test
5	Magical pool
6	Magical cell

A spellcaster of some type uses an arcane room for research. If the area is occupied, the spellcaster defends the chamber and summons minions from nearby chambers. These chambers, if occupied, are illuminated by magical light.

**Library:** Bookshelves hold volumes focused on basic magical research, conceptual theory, and historical selections. There is a 40% chance of discovering a book that includes an actual magical spell (40% chance two 1st-level spells, 25% chance one 2nd-level spell, 20% chance one 3rd-level spell, 15% chance one 4th-level spell, determine randomly).

**Study:** This chamber contains comfortable furniture (cushioned chair, couch, small table, side tables, mini-bar, etc.). A spellcaster uses this room to read and study books from a nearby library. The chamber is typically illuminated by a magical light and candles.

**Laboratory, Chemical:** A large table covered with numerous glass cylinders of varying shapes and sizes dominates this room. The contents of most are nonmagical in nature (90% chance). One container may act as a random magical potion (10% chance).

**Laboratory, Test:** A spellcaster uses this chamber to practice spells against various targets. The spellcaster may use a short, four- to five-foot-tall stone wall as a shield. A living prisoner may be manacled to a wall for spell experimentation (10% chance). Roll on **Chart 31: Prisoner/Victim** to determine the prisoner.

**Magical Pool:** A raised pool of liquid (size determined by you) is in the center of this room. This liquid is magical and is used to create potions, to enchant items, and to mix magical inks. Consuming the liquid is dangerous: any creature that does so must succeed on a DC 17 Constitution saving throw or take 2d6 poison damage. The liquid has no value. However, if mixed in equal parts with any potion, it creates two potions. For each attempt to create a duplicate potion, roll for success (75% chance of success [failure indicates that both potions are ruined]). Potions cannot be further diluted to make additional potions.

**Magical Cell:** This chamber holds a magical container or cell that imprisons a magical creature. Roll on **Chart 25: Monsters** to determine what creature is trapped. Roll on **Chart 24: Monster Reaction Roll** if it is released to determine how it reacts to the characters.

## CHART 8: STAIR (ROOM TYPE)

d6	Result
1	Open stair up one level
2	Open stair down one level
3	Collapsed stair, no passage
4	Guarded stair up one level (roll on <b>Chart 25: Monsters</b> to determine creature type)
5	Guarded stair down one level (roll on <b>Chart 25: Monsters</b> to determine creature type)
6	Secret stair, exits dungeon complex



## CHART 9: FOUNTAIN, GENERAL

d6	Magical/ Nonmagical?	Result
1	Nonmagical	Clear, cool water. Refreshing.
2	Nonmagical	Dingy, room temperature
3	Nonmagical	Algae-covered, dirty water. Drinking causes disease.
4	Nonmagical	Clear, hot water
5	Magical	Green-colored water (roll on <b>Chart 10: Fountain, Magical</b> )
6	Magical	Clear, cool water (roll on <b>Chart 10: Fountain, Magical</b> )

## CHART 10: FOUNTAIN, MAGICAL

d12	Result
1	Character regains all hit points.
2	Character's hit point maximum increases by two.
3	One random ability score of the character increases by one. Another random ability score decreases by one.
4	One random ability score of the character (in which they have saving throw proficiency) increases by one. Another random ability score (in which they do not have saving throw proficiency, if possible) decreases by one.
5	Player chooses one ability score of the character to increase by one and another ability score to decrease by one.
6	One random ability score of the character increases by one.
7	Character regains all hit points, and all diseases are removed.
8	Character is immune to poison until next dungeon level is reached.
9	Character must succeed on a DC 16 Constitution save or take 1d4 poison damage and become infected with lycanthropy (wererat).
10	Character automatically succeeds on their next saving throw to avoid being affected by lycanthropy.
11	Character turns invisible (per spell) but only to those in the chamber.
12	Character gains effects of a <i>detect thoughts</i> spell against the next opponent met.

Magical effects occur after consuming the liquid directly from the fountain. The water's magical properties are negated if the liquid is removed or transported from the fountain. Each character may gain only one magical effect from a specific magical fountain once per lifetime.

A character that becomes a lycanthrope is not aware of the curse until the next full moon. A *remove curse*, *greater restoration*, or *wish* spell negates this effect.

## CHART 11: SPECIAL I (ROOM TYPE)

d10	Result
1	Well
2	Collapsed*
3	Flooded*
4	Teleportation*
5	Elemental gate*
6	Abyssal gate*
7	Locked*
8	Locked and trapped**
9	Room contains illusion of sleeping creature (roll on <b>Chart 25: Monsters</b> ).
10	One magic item hidden within the chamber.

\* Roll again on **Chart 1: Room Contents**

\*\* Roll on **Chart 1: Room Contents** and **Chart 19: Trap, Container/Statue/Treasure**

**Well:** A shallow well provides water to residents of the dungeon area. The door to this room is typically absent. A clean water spring or underground stream feeds the well.

**Collapsed:** The ceiling of this chamber collapsed. No passage is possible.

**Flooded:** This chamber is filled with 1d10 feet of water. The water is clear (30% chance), dirty (50% chance), or magically darkened (20% chance). Objects may float on the water's surface. Algae covers the walls of the chamber. Water drips from the ceiling, and minor amounts escape from tiny cracks under the waterline.

**Teleportation:** Merely by entering this room, a creature is teleported to a random location in the dungeon. This location can randomly change or be consistent. Typically, the teleportation functions only once every 20–50 minutes ([1d4 + 1] x 10). The destination location is not automatically another teleportation chamber (roll on **Chart 1: Room Contents** to determine the type of chamber the character arrives in).

**Elemental Gate:** A gate to one of the four elemental planes is open in the center of this chamber. Entering the gate transports any creature to the appropriate plane (roll 1d4: 1=Fire; 2=Air; 3=Earth; 4=Water). Elemental planes are not described in this book. A return gate is possibly located on the "other" side (50% chance).

**Abyssal Gate:** This gate is a passageway to the Abyssal Plane, the home of demons and the undead. The Abyssal Plane is not described in this book. A return gate is possibly located on the "other" side (50% chance).

## CHART 12: SPECIAL II (ROOM TYPE)

d4	Result
1	Spy outpost
2	Giant outpost
3	Dragon outpost lair
4	Water-filled area



**Spy Outpost:** This area is occupied by a single or group of creatures spying on other creatures in the general area. Typically, the area is hidden by the use of secret doors.

**Giant Outpost:** A group of giants established a small base in a series of rooms. The base serves a variety of purposes. Roll again on **Chart 1: Room Contents**.

**Dragon Outpost Lair:** A dragon has taken up residence in a section of the dungeon. This lair is generally a secondary location and smaller than the dragon's home lair. Roll again on **Chart 1: Room Contents** to determine what the area previously held.

**Water-filled Area:** This room or section of rooms is partially submerged in water.

### CHART 21: CORRIDOR CONTENTS

d8	Result
1	Trap (roll on <b>Chart 23: Trap, Corridor, Alcove, or Hall</b> )
2	Monster with one treasure
3	Monster with no treasure
4–6	Empty corridor
7	Treasure with trap
8	Special (roll on <b>Chart 22: Corridor, Special</b> )

### CHART 22: CORRIDOR, SPECIAL

d4	Result
1	Stairs up/exit
2	Stairs down (next level)
3	Collapsed stairs up (no passage)
4	Collapsed stairs down (no passage)

## SECTION B

In this section, you will determine if a monster, trap, and/or treasure is in the chamber or corridor. First, roll on **Chart 17: Room Detail**. **Section B** also details traps for any location. If a monster is included, move to **Section C** to randomly select a monster. If a treasure is included, go to **Section D** to determine treasure details.

### CHART 17: ROOM DETAIL

d16	Result
1	Trap (roll on <b>Chart 20: Trap, Chamber Entrance</b> )
2–3	Monster with no treasure
4–6	Monster with one treasure*
7–8	Monster with two treasures*
9	Monster with three treasures*
10	Monster with one treasure; trapped**
11–12	No monster or treasure
13	Treasure*
14	Treasure, trapped**
15	Two monsters (allied)
16	Two monsters (fighting)

\* Roll on **Chart 18: Treasure Container** to determine container type.

\*\* Roll on **Chart 18: Treasure Container** to determine container type and **Chart 19: Trap, Container/Statue/Treasure** for trap type.

### CHART 18: TREASURE CONTAINER

d20	Result
1–2	Chest, no trap
3–4	Chest, no trap, locked
5	Chest, trapped*
6–7	Chest, trapped, locked*
8	Chest, no trap, hidden
9	Chest, no trap, locked, hidden
10	Chest, trapped, hidden*
11	Chest, trapped, locked, hidden*
12	Sack, hidden
13	Sack
14	Footlocker, locked
15	Secret compartment in floor
16	Secret compartment in wall
17	Secret compartment in wall, trapped*
18	Loose on floor or table
19	Hidden within furniture
20	Hidden inside pottery

\* Roll on **Chart 19: Trap, Container/Statue/Treasure** to determine trap type.

To locate hidden treasure, a character succeeds on a DC 15 Intelligence (Investigation) check. Only one attempt is allowed.



## CHART 19: TRAP, CONTAINER/STATUE/TREASURE

d20	Result
1	<b>Contact poison:</b> Succeed on a DC 17 Constitution save or take 2d12 poison damage. Detected with a successful DC 19 Intelligence (Investigation) check
2	<b>Contact poison:</b> Succeed on a DC 17 Constitution save or berserk for 2d6 rounds. While berserk, use action to attack nearest creature; may repeat save at end of each turn. Detected with a successful DC 19 Intelligence (Investigation) check.
3	<b>Poisonous gas:</b> All creatures within 20 feet succeed on a DC 17 Constitution save or take 2d10 poison damage
4	<b>Poisonous gas:</b> All creatures within 10 feet succeed on a DC 17 Wisdom save or be teleported to nearest entrance to dungeon
5	<b>Poisonous gas:</b> All creatures within 10 feet succeed on a DC 17 Constitution save or fall asleep for 30 minutes starting exactly 20 minutes later
6	<b>Poison needle:</b> Succeed on a DC 17 Constitution save or take 3d10 poison damage
7	<b>Poison needle:</b> Succeed on a DC 15 Constitution save or take 55 poison damage
8	<b>Poison needle:</b> Succeed on a DC 17 Constitution save or berserk for 2d6 rounds starting 30 minutes later. While berserk, use action to attack nearest creature; may repeat save at end of each turn.
9	<b>Monster magically appears:</b> Roll on <b>Chart 25: Monsters</b> ; creature attacks immediately; roll for surprise
10	<b>Dart:</b> 4 darts, succeed on a DC 17 Dexterity save for each or take 2d4 + 2 piercing damage and succeed on a DC 17 Constitution save or be paralyzed for 10-30 minutes
11	<b>Falling block:</b> A stone falls from ceiling; succeed on a DC 17 Dexterity check or take 4d8 bludgeoning damage
12	<b>Electrical shock:</b> Make a DC 17 Dexterity save, taking 3d8 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 17 Intelligence (Arcana) check
13	<b>Electrical shockwave:</b> All creatures within 20 feet make a DC 17 Dexterity save, taking 2d12 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 17 Intelligence (Arcana) check
14	<b>Frost blast:</b> All creatures within 10 feet make a DC 17 Dexterity save, taking 3d10 cold damage on a failure or half as much damage on a success. Detected with a successful DC 17 Intelligence (Arcana) check
15	<b>Frost blast wave:</b> All creatures within 20 feet make a DC 17 Dexterity save, taking 2d12 cold damage on a failure or half as much damage on a success. Detected with a successful DC 17 Intelligence (Arcana) check
16	<b>Flames:</b> All creatures within 10 feet make a DC 17 Dexterity save, taking 3d10 fire damage on a failure or half as much damage on a success

d20	Result
17	<b>Flame wave:</b> All creatures within 20 feet make a DC 17 Dexterity save, taking 3d8 fire damage on a failure or half as much damage on a success.
18	<b>Teleport:</b> All creatures within 20 feet succeed on a DC 17 Wisdom save or be teleported to a random dungeon location
19	<b>Sonic boom:</b> All creatures and objects within 30 feet take 2d10 thunder damage
20	<b>Loud gong:</b> Noise sounds for 1d4 + 1 rounds; roll for wandering monster each round

Unless otherwise noted above, all traps may be detected with a successful DC 17 Intelligence (Investigation) check and disarmed with a successful DC 17 Dexterity check with thieves' tools.

**Contact Poison:** This poison is difficult to detect by normal means (senses). It is absorbed through bare skin and very potent.

**Poison Needle:** This type of trap is found only within a container, lock, or enclosed space (chest, urn, clay pot, footlocker, etc.). The needle automatically hits but inflicts no damage, just a pinprick. The target creature is automatically subject to the poison attack.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Electrical Shock:** The trapped object releases a magical electrical shock. Only one target is affected.

**Electrical Shockwave:** The trapped object releases a magical electrical shockwave that hits all targets within 20 feet.

**Flames:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Flame Wave:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 20 feet of the trapped location must make a saving throw.

**Frost Blast:** A blast of magical cold erupts from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Frost Blast Wave:** A blast of magical cold erupts from a nearby wall, ceiling, floor, or object. Each target within 20 feet of the trapped location must make a saving throw.

**Poisonous Gas:** A cloud of deadly gas billows from the trapped object and affects all within a radius described above.

**Teleport:** The characters are teleported to a random dungeon location if they fail a save. Roll separately for each character.

**Sonic boom:** An explosion of sound strikes all creatures and objects within 30 feet of the trap

**Loud Gong:** A loud siren erupts for 1d4 + 1 rounds. Each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.



## CHART 20: TRAP, CHAMBER ENTRANCE

d12	Result
1	<b>Dart:</b> 8 darts, succeed on a DC 17 Dexterity save for each or take 2d4 + 2 piercing damage
2	<b>Dart:</b> 4 darts, succeed on a DC 17 Dexterity save for each or take 2d4 + 2 piercing damage and succeed on a DC 17 Constitution save or be paralyzed for 10-30 minutes
3	<b>Falling block:</b> A stone falls from ceiling; succeed on a DC 17 Dexterity check or take 4d8 bludgeoning damage
4	<b>Falling blocks:</b> Stones falls from ceiling; all creatures within 20 feet succeed on a DC 17 Dexterity check or take 1d20 bludgeoning damage
5	<b>Electrical shock:</b> Make a DC 17 Dexterity save, taking 3d8 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 17 Intelligence (Arcana) check.
6	<b>Flames:</b> All creatures within 10 feet make a DC 17 Dexterity save, taking 3d10 fire damage on a failure or half as much damage on a success
7	<b>Loud gong:</b> Roll for wandering monster
8	<b>Blade:</b> Succeed on a DC 17 Dexterity save or take 3d8 slashing damage from a slicing blade
9	<b>Javelins:</b> 1d4 + 2 javelins, succeed on a DC 17 Dexterity save for each or take 2d6 + 1 piercing damage
10	<b>Locking Door:</b> Door closes and locks behind first character to pass through
11	<b>Teleportation:</b> First creature passing through portal must succeed on a DC 17 Wisdom saving throw or be teleported to a random chamber; room must be inhabited
12	<b>Teleportation, Delayed:</b> First creature passing through portal must succeed on a DC 17 Wisdom saving throw or be teleported to a random chamber 1d4 rounds later

Unless otherwise noted above, all traps may be detected with a successful DC 17 Intelligence (Investigation) check and disarmed with a successful DC 17 Dexterity check with thieves' tools.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object. Darts target random creatures within five feet of the trap. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Falling Blocks:** Similar to the **Falling Block**, but over an entire 20-foot radius area.

**Electrical Shock:** The trapped object releases a magical electrical shock. Only one target is affected.

**Flames:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Loud Gong:** A loud siren erupts for 1d4 rounds. For each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

**Blade:** A large, slicing blade strikes the creature that triggered the trap. The trap automatically resets.

**Javelins:** 1d4 + 2 javelins launch from a nearby wall. Javelins target random creatures within five feet of the triggered trap.

**Teleportation:** target is teleported to a random, possibly inhabited, location on this level of the dungeon

## CHART 23: TRAP, CORRIDOR, ALCOVE, OR HALL

d12	Result
1	<b>Dart:</b> 8 darts, succeed on a DC 17 Dexterity save for each or take 2d4 + 2 piercing damage
2	<b>Dart:</b> 4 darts, succeed on a DC 17 Dexterity save for each or take 2d4 + 2 piercing damage and succeed on a DC 17 Constitution save or be paralyzed for 10-30 minutes
3	<b>Falling block:</b> Stone falls from ceiling; succeed on a DC 17 Dexterity check or take 4d8 bludgeoning damage
4	<b>Falling blocks:</b> Stones fall from ceiling; all creatures within 20 feet succeed on DC 17 Dexterity check or take 1d20 bludgeoning damage
5	<b>Pit:</b> A 10-foot-by-10-foot covered trap, 30 feet deep; succeed on a DC 17 Dexterity save or take 3d6 bludgeoning damage from falling in
6	<b>Pit:</b> A 10-foot-by-20-foot covered trap, 30 feet deep; succeed on a DC 17 Dexterity save or take 3d6 bludgeoning damage from falling in
7	<b>Loud Gong:</b> Roll for wandering monster
8	<b>Blade:</b> Succeed on a DC 17 Dexterity save or take 3d8 slashing damage from a slicing blade
9	<b>Javelins:</b> 1d4 + 2 javelins, succeed on a DC 17 Dexterity save for each or take 2d6 + 1 piercing damage
10	<b>Poisonous Gas:</b> All creatures within 20 feet succeed on DC 17 Constitution save or poisoned for one minute and take 2d6 poison damage each round; may repeat save at end of each turn, ending effect and damage on success
11	<b>Anti-magic:</b> Character cannot use magic (spell, device, etc.) for one hour
12	<b>Acid Spray:</b> All creatures within 10 feet succeed on DC 17 Dexterity save or take 2d10 acid damage

Unless otherwise noted above, all traps may be detected with a successful DC 17 Intelligence (Investigation) check and disarmed with a successful DC 17 Dexterity check with thieves' tools.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object at a random creature within five feet of the trap/treasure. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Falling Blocks:** Similar to the **Falling Block**, but over an entire 20-foot radius area.

**Pit:** These traps come in various sizes (width x length). All those in the pit's area may fall and take damage. Pits are covered and appear as the floor type found in that area.



**Loud Gong:** A loud siren erupts for 1d4 rounds. For each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

**Blade:** A large, slicing blade strikes the creature that triggered the trap. The trap automatically resets.

**Javelins:** 1d4 + 2 javelins launch from a nearby wall. Javelins target random creatures within five feet of the triggered trap.

**Poisonous Gas:** A cloud of toxic gas billows from the trap, filling a 20-foot radius area and causing coughing, choking, and damage.

**Anti-magic:** A single target nearest the trap is unable to use magic for one hour, including casting spells or using magical devices such as wands, scrolls, or potions. They can still wield magical weapons and be the target of spells.

**Acid Spray:** A fan of acid strikes all targets within 10 feet.



## SECTION C

In this section, you will roll to determine creatures present at the desired location. You will first roll on **Chart 24: Monster Reaction Roll** to determine the creature's reaction to any given situation. Next, roll on **Chart 25: Monsters** to determine the creature type. When you complete this section, move to **Section D**, if applicable, to determine any treasure found. If no treasure is included, this location is complete.

### CHART 24: MONSTER REACTION ROLL

d10	Result
1	Monster is new to area. Intelligent monsters attempt to talk to party to gain advantage.
2	Monster is simply passing through chamber and investigates the area.
3	Monster attempts to ambush party or other monsters in the area.
4–5	Monster has taken up residence in the chamber and uses it as its base of operations and lair. May be allied with neighboring monsters. Chamber “furnished,” if appropriate.
6	Monster aggressively attempts to gain a new lair or steal from others. Very aggressive.
7	Monster is looking for an ally to attack an enemy. It may join forces with party to accomplish this task.
8	Monster attempts to ambush party.
9	Monster hunting another specific creature (roll random location in dungeon).
10	Monster is searching for a specific item in dungeon.

### CHART 25: MONSTERS

The following chart provides 100 monster entries, of which approximately 75 are unique. In some cases, several monsters are repeated on the chart. This is simply due to the fact of the limitation of reasonable monsters that would be encountered in a dungeon environment, and these creatures are appropriate for Level 8 of the dungeon. Yes, we know this is artificial, but balance is a thing in any game. Some creatures are significantly more powerful than others, and therefore this chart includes a wide variety of creature types.

When stocking your dungeon with these creatures, and a resulting roll seems incongruous with a nearby creature or locale feature, simply reroll. Always keep in mind, however, that even if a “strange” die roll result occurs, there is always some reason why it could be consistent with the result. For examples, please read the sample dungeon below.

d100	Result
1	Orc (2d8)
2	Snake, Fire (1d2) (see Appendix I: New Monsters)
3	Wyvern (1)
4	Golem, Amber (1) (see Appendix I: New Monsters)
5	Stone Giant (1d3)
6	Cyclops (1d3)
7	Drant, Queen (1) (see Appendix I: New Monsters)
8	Water Elemental (1)
9	Ape (2d4+1)
10	Bat, Giant Screamer (1d3) (see Appendix I: New Monsters)
11	Umber (1) (see Appendix I: New Monsters)
12	Flame Wolf (1d4) (see Appendix I: New Monsters)
13	Lizard, Giant Fire (1d3) (see Appendix I: New Monsters)
14	Skeleton (3d6)
15	Purple Ooze (1) (see Appendix I: New Monsters)
16	Dragon, Adult Black
17	Dragonborn Soldier, Black (1d6+1) (see Appendix I: New Monsters)
18	Fire Giant (1d2)
19	Automaton (Dragon) (see Appendix I: New Monsters)
20	Air Elemental (1)
21	Bugbear (1d6+2)
22	Algid (1d4) (see Appendix I: New Monsters)
23	Ghoul (1d8+2)
24	Drant (1d4+2) (see Appendix I: New Monsters)
25	Mimic, Greater (1) (see Appendix I: New Monsters)
26	Mimic (1d2)
27	Dragon, Adult White
28	Ogron (1d10+2) (see Appendix I: New Monsters)
29	Hill Giant (1d2+1)



d100	Result
30	<b>Bone Golem (1)</b> (see Appendix I: New Monsters)
31	<b>Stone Golem (1)</b>
32	<b>Chimera (1)</b>
33	<b>Cyclople (1d4+2)</b> (statistics of a cyclops with 92 [8d12 + 40] hit points, Challenge Rating 5, and whose greatclub attack does 15 [2d8 + 6] bludgeoning damage)
34	<b>Hydra (1)</b>
35	<b>Gorgon (1)</b>
36	<b>Felogre (1d2)</b> (see Appendix I: New Monsters)
37	<b>Dimensional Cat (1d2)</b> (see Appendix I: New Monsters)
38	<b>Bone Hunter (1d8+2)</b> (see Appendix I: New Monsters)
39	<b>Pyrohydra (1)</b> (see Appendix I: New Monsters)
40	<b>Phase Spider (1d2)</b>
41	<b>Dragon, Adult Green</b>
42	<b>Jelly, Shock (1d2)</b> (see Appendix I: New Monsters)
43	<b>Spider, Huge (1d3+1)</b> (statistics of a giant spider with 39 [6d10 + 6] hit points and Challenge Rating 2, whose bite does 8 [1d10 + 3] piercing damage and 11 [2d10] poison damage)
44	<b>Ogre (1d8+1)</b>
45	<b>Salamander (1d4+2)</b>
46	<b>Dragonborn Soldier, Green (1d6+1)</b> (see Appendix I: New Monsters)
47	<b>Living Statue, Iron (1d4)</b> (see Appendix I: New Monsters)
48	<b>Steel Cobra, Giant (1)</b> (see Appendix I: New Monsters)
49	<b>Earth Elemental, Minor (1d3)</b> (see Appendix I: New Monsters)
50	<b>Blink Dog (1d6+1)</b>
51	<b>Doppelganger (1d3)</b>
52	<b>Duergar (1d8+1)</b>
53	<b>Coral Creeper (1)</b> (see Appendix I: New Monsters)
54	<b>Lurker Above (1)</b> (see Appendix I: New Monsters)
55	<b>Phantasm (1)</b> (see Appendix I: New Monsters)
56	<b>Stonge (1d3)</b> (see Appendix I: New Monsters)
57	<b>Greater Harpy (1d2)</b> (see Appendix I: New Monsters)
58	<b>Ghast (1d6+2)</b>
59	<b>Vengeful Spirit (1)</b> (see Appendix I: New Monsters)
60	<b>Mummy (1d3)</b>
61	<b>Minotaur (1d2)</b>
62	<b>Salamander (1d4+1)</b>
63	<b>Hell Hound (1d2+1)</b>
64	<b>Wraith (1)</b>
65	<b>Owlbear (1d2+1)</b>
66	<b>Salamander, Frost (1d4+1)</b> (see Appendix I: New Monsters)

d100	Result
67	<b>Salamander, Water (1d4)</b> (see Appendix I: New Monsters)
68	<b>Trolling (1d4+2)</b> (see Appendix I: New Monsters)
69	<b>Manticore (1d2)</b>
70	<b>Specter (1)</b>
71	<b>Lurker Below (1)</b> (see Appendix I: New Monsters)
72	<b>Nightmare (1)</b>
73	<b>Fire Elemental (1)</b>
74	<b>Magma elemental (1)</b> (see Appendix I: New Monsters)
75	<b>Dragonborn Soldier, White (1d6+1)</b> (see Appendix I: New Monsters)
76	<b>Troll (1d2)</b>
77	<b>Ghoul Lord (1)</b> (see Appendix I: New Monsters)
78	<b>Flesh Golem (1)</b>
79	<b>Wight (1d4)</b>
80	<b>Vampire (1)</b>
81	<b>Vampire Spawn (1d4+1)</b>
82	<b>Elf, Drow Mage (1d3)</b>
83	<b>Elf, Drow Priestess of Lolth (1d3)</b>
84	<b>Elf, Drow Elite Warrior (1d4+2)</b>
85	<b>Human Fighter 7 (1)</b> (see Appendix II: NPCs)
86	<b>Human Cleric 7 (1)</b> (see Appendix II: NPCs)
87	<b>Human Druid 7 (1)</b> (see Appendix II: NPCs)
88	<b>Human Sorcerer 7 (1)</b> (see Appendix II: NPCs)
89	<b>Human Monk 7 (1)</b> (see Appendix II: NPCs)
90	<b>Human Wizard 7 (1)</b> (see Appendix II: NPCs)
91	<b>Human Paladin 7 (1)</b> (see Appendix II: NPCs)
92	<b>Human Ranger 7 (1)</b> (see Appendix II: NPCs)
93	<b>Human Rogue 7 (1)</b> (see Appendix II: NPCs)
94	<b>Dwarf Fighter 7 (1)</b> (see Appendix II: NPCs)
95	<b>Half-Orc Barbarian 7 (1)</b> (see Appendix II: NPCs)
96	<b>Elf Fighter/Wizard 7 (1)</b> (see Appendix II: NPCs)
97	<b>Gnome Warlock 7 (1)</b> (see Appendix II: NPCs)
98	<b>Halfling Ranger/Rogue 7 (1)</b> (see Appendix II: NPCs)
99	<b>Half-Elf Bard 7 (1)</b> (see Appendix II: NPCs)
100	Adventuring Party (see below).

## ASSOCIATED CREATURES

In some cases, when a creature is generated, other creatures may be in the immediate area that are associated, friendly, or adversarial with that creature. Several factors indicate whether associated creatures may be present such as locale (map), the result of **Chart 24: Monster Reaction Roll**, etc. Below are some creatures that may have creature associations. Note, these tables are not definitive or absolute, but provide inspiration for encounter areas within your dungeon.



## NPCs AND AN ADVENTURING PARTY

Each type of character class is included in the chart. Generally, when encountered, these NPCs (Non-Player Characters) are good in alignment and do not act aggressively toward the characters unless provoked or attacked. These NPCs have a variety of reasons for existing within the dungeon (see **Chart 25A: NPC Motivation**). NPC entries fill slots 85–100 of **Chart 25: Monsters**. The Challenge Rating of the NPC corresponds to the level of the dungeon. However, starting at Level 7, the NPCs are all capped at Challenge Rating 7. When an NPC is generated, roll a set of percentile dice. If the result is equal to or less than the dungeon level  $\times$  10, the NPC is evil and may have minions in the area. If minions are included, roll 1d6 with the result indicating the number of rolls on **Chart 25: Monsters** required to generate the minions. For example: On Level 3, a wizard is generated. Therefore, there is a 30% chance the NPC is evil and another 30% chance it has 1d6 minion types in the area.

### CHART 25A: NPC MOTIVATION

d4	Result
1	Revenge
2	Spy
3	Quest
4	Lost

**Revenge:** The NPC entered the dungeon on a mission of revenge. Some creature within the dungeon wronged the NPC (killed a friend, stole an object, etc.). The NPC joins the characters if they agree to help in his mission. The NPC may join the characters indefinitely if the result is favorable.

**Spy:** The NPC was hired to spy on a specific creature within the dungeon. This target is always an intelligent creature and typically a humanoid or evil NPC.

**Quest:** The NPC entered the dungeon as a result of a quest. Typically, the NPC is in search of a specific object (typically a magic item). The item is to be returned to the NPC's "employer."

**Lost:** The NPC became separated from an adventuring party or may be the lone survivor of a defeated party. To create an adventuring party, roll 1d4+1. This is the total number of NPCs in the adventuring party. Select or roll to determine each NPC from among entries 85–99 on **Chart 25: Monsters**. Lastly, roll on **Chart 25B: Alignment** to determine the alignment of the adventuring party. You may roll on **Chart 24: Monster Reaction Roll** to determine the motivation of the party or simply make one up of your own.

## CHART 25B: ALIGNMENT

d10	Result
1	Chaotic Evil
2	Chaotic Good
3	Chaotic Neutral
4	Lawful Evil
5	Lawful Good
6	Lawful Neutral
7	Neutral Evil
8	Neutral Good
9-10	Neutral

## SECTION D

This section provides 100 random treasures. These treasures are located in the container determined in **Section B, Chart 18: Treasure Container**. If no container is present, the treasure is considered to be loosely distributed in the chamber.

### CHART 26: TREASURE

d100	Result
1	100 sp
2	350 cp
3	<i>Potion of greater healing</i>
4	<i>+2 dagger</i>
5	86 ep
6	600 gp
7	10 gold bars (200 gp each)
8	112 pp
9	<i>+1 plate armor</i>
10	316 gp
11	24 pieces of jade (50 gp each)
12	480 cp
13	12 pp
14	<i>Star mace</i> (see <b>Appendix III: New Magic Items</b> )
15	1,100 sp
16	800 gp
17	Gold dagger encrusted with diamonds (2,500 gp)
18	Ornate tea set with gold inlay (1,200 gp)
19	520 ep
20	Platinum ring box (750 gp)
21	Two emeralds (600 gp each)
22	20 <i>+1 crossbow bolts</i>
23	11 sp
24	One massive black pearl (3,000 gp)



d100	Result
25	4,250 cp
26	976 gp
27	10 +2 <i>bullets of destruction</i> (see Appendix III: New Magic Items)
28	7 gp
29	Silver hairpin (75 gp)
30	3 pp
31	<i>Potion of reflection</i> (see Appendix III: New Magic Items)
32	Jaunty hat with gold lined threading (25 gp)
33	<i>Wand of lightning bolts</i>
34	Silver salt and pepper shakers (10 gp each)
35	900 gp
36	<i>Spell scrolls: fireball, dimension door</i>
37	2,800 sp
38	21 cp
39	185 pp
40	<i>Spell scrolls: cure wounds</i> x3
41	17 gp
42	1,750 gp
43	200 sp
44	38 pp
45	<i>Staff of power</i>
46	<i>Ring of speed</i> (see Appendix III: New Magic Items)
47	Gold ring (40 gp)
48	Silver bracelet inset with diamonds (750 gp)
49	65 gp
50	1 pp
51	<i>Rykevist's snow globe</i> (see Appendix III: New Magic Items)
52	312 gp
53	Ivory horn inset with silver (600 gp)
54	One small sapphire (5 gp)
55	<i>Giantslayer longsword</i> (see Appendix III: New Magic Items)
56	400 cp
57	Red dragon scale inset with 30 tiny rubies (1,500 gp)
58	<i>Potion of superior healing</i>
59	2,200 gp
60	Gold hourglass (100 gp) (10-minute timer)
61	+2 <i>shield</i>
62	<i>Arrow of dispelling</i> (see Appendix III: New Magic Items)
63	7 gp

d100	Result
64	300 pp
65	40 ep
66	<i>Ring of regeneration</i>
67	5,000 cp
68	90 sp
69	Pouch filled with ruby powder (300 gp)
70	Gold necklace (100 gp)
71	<i>Helm of teleportation</i>
72	170 ep
73	Silver mug (80 gp)
74	1 cp
75	Silver candlestick (12 gp)
76	210 gp
77	<i>Mistwood bow</i> (see Appendix III: New Magic Items)
78	7 pp
79	580 sp
80	440 gp
81	27 gp
82	<i>Potion of greater protection</i> (see <i>potion of protection</i> in Appendix III: New Magic Items)
83	7 ep
84	90 gp
85	600 pp
86	12 cp
87	+2 <i>chainmail</i> (wearer can also casts <i>cure wounds</i> 1/day on self)
88	62 sp
89	800 gp
90	<i>Map of finding</i> (see Appendix III: New Magic Items)
91	120 ep
92	42 gp
93	Platinum earrings (100 gp each)
94	<i>Mage book of stored power</i> (see Appendix III: New Magic Items)
95	127 gp
96	Copper statuette of a kobold (15 gp)
97	900 gp
98	Gold plate (75 gp)
99	Platinum pin with a diamond head (800 gp)
100	<i>Spell scroll: resurrection</i>

**Armor:** Roll on **Chart 27: Adventurer, Race** to determine size of armor.



## SPECIAL CHARTS

### CHART 27: ADVENTURER, RACE

d10	Result
1	Dragonborn
2	Dwarf
3	Elf
4	Gnome
5	Half-Elf
6	Half-Orc
7	Halfling
8–9	Human
10	Tiefling

### CHART 28: ADVENTURER, CLASS

d12	Result
1	Barbarian
2	Bard
3	Cleric
4	Druid
5	Fighter
6	Monk
7	Paladin
8	Ranger
9	Rogue
10	Sorcerer
11	Warlock
12	Wizard

### CHART 29: GOD/GODDESS

d10	Result
1	Zeus
2	Hera
3	Athena
4	Hermes
5	Hestia
6	Poseidon
7	Hades
8	Orcus
9	Daemogor
10	Baelor

### CHART 30: HUMANOIDS

d12	Result
1	Kobold
2	Orc
3	Goblin
4	Hobgoblin
5	Gnoll
6	Elf, Drow
7	Duergar
8	Bugbear
9	Lizardfolk
10	Sahuagin
11	Grimlock
12	Merfolk

### CHART 31: PRISONER/VICTIM

d12	Result
1	Noble/Military Commander
2	Lesser Nobility
3–4	Militia/Caravan Guard/Soldier
5	Merchant
6–7	Villager
8–9	Adventurer (roll on <b>Chart 27: Adventurer, Race</b> and <b>Chart 28: Adventurer, Class</b> )
10–12	Humanoid (roll on <b>Chart 30: Humanoids</b> )

In general, prisoners and victims are in poor condition. They are injured, severely malnourished, dehydrated, beaten, etc. Without significant rest and/or magical healing, they are unable to perform actions other than basic movement and communication. The victim may know some information about his or her captors other than basic knowledge (who/what they are) (25% chance). Such information includes descriptions of leaders, motivations, plans, etc.

**Noble/Military Commander:** This prisoner is a person of significant importance. Typically wealthy and well-educated, the prisoner can offer a significant reward for his/her freedom. There is an 80% chance they have the statistics of a **noble** and a 20% chance the person is an adventurer (though not actively adventuring). Consult **Chart 27: Adventurer, Race** and **Chart 28: Adventurer, Class**.

**Lesser Nobility:** This person is a prominent person and generally wealthy. They are often emissaries, ambassadors, minor military commanders, local leaders, etc. There is an 80% chance they have the statistics of a **noble** and a 20% chance the person is an adventurer (though not actively adventuring). Consult **Chart 27: Adventurer, Race** and **Chart 28: Adventurer, Class**.



**Militia/Caravan Guard/Soldier:** This person is generally human, but other races are possible. Use the statistics of a **guard** with no weapons or armor.

**Merchant:** Captured during a raid, this merchant can pay a reward for his or her rescue equal to 100 gp/level of the dungeon.

**Villager:** This **commoner** has little to offer the party and can reward rescuers only with 5 gp/level of the dungeon. If injured in battle, they seek to flee immediately. They will not engage any creature larger than themselves.

## SAMPLE DUNGEON

This sample dungeon is designed for a party of 8th-level characters. All the rooms are keyed — filled with monsters or a short description. There is no specific storyline behind this dungeon crawl other than it is Level 8 of a massive underground complex. Who built it and why has been lost through the passage of time. The entire dungeon is located within a mostly dormant portion of the volcano. In contrast to other levels of the dungeon, this section has significant water-filled areas, including an underground river.

Defeated monsters either retreat out of the dungeon or down to the next level. If the characters make successive raids, rooms may be restocked or remain empty. Stair locations to Level 7 and Level 9 are at **Location 21**.

### 1. GUARDS

A barricade of boulders, large and small, blocks access to a massive set of doors in the mountainside.

A pair of **stone giants** are concealed behind the barricade. They warn any approaching creatures to turn back, no exceptions. If the characters approach and fail to leave immediately, the giants hurl boulders at the intruders. Each giant has a sack of coins: 210 gp and 120 ep.

### 2. COLLAPSE

Clearly the northeast section of this room recently collapsed. A crevice in the collapsed wall leads away into darkness. Lying in the rubble are corpses of two stone giants and two other monstrous creatures with sharp taloned claws and huge mandibles.

A trio of **umbers** in search of food caused the collapse. The stone giants heard the noise of the tunneling umbers when the wall collapsed. In the ensuing melee, the two stone giants were killed, as were two umbers. The third **umber** (see **Appendix I: New Monsters**) retreated but returns if the characters make any noise in the area.

### 3. RIVER OF DEATH (LOCKED DOOR)

A fast-flowing river bisects the corridor. Rubble from a collapse in the corridor litters the floor.

The double doors coming from **Location 2** are locked. The key is lost. They can be picked with a successful DC 17 Dexterity check with thieves' tools. The river is approximately six feet deep, and anyone falling in is quickly swept into the whirlpool at **Location 4**.

### 4. WHIRLPOOL

A fast-moving rush of water flows into this chamber and forms a whirlpool. The sound of the rushing water echoes off the walls and creates a cacophony of noise that drowns out anything but a scream.

The whirlpool is a gate to the Elemental Plane of Water. A **water elemental** (hidden while in the water) guards the gate and emerges only if characters attempt to enter the whirlpool. If the characters remain in the chamber, a group of four **water salamanders** (see **Appendix I: New Monsters**) emerge and attack. The salamanders command the water elemental to assist them in combat.

### 5. TUNNEL

A rough-hewn tunnel bisects the corridor here. Ahead, a large set of double doors blocks further passage.

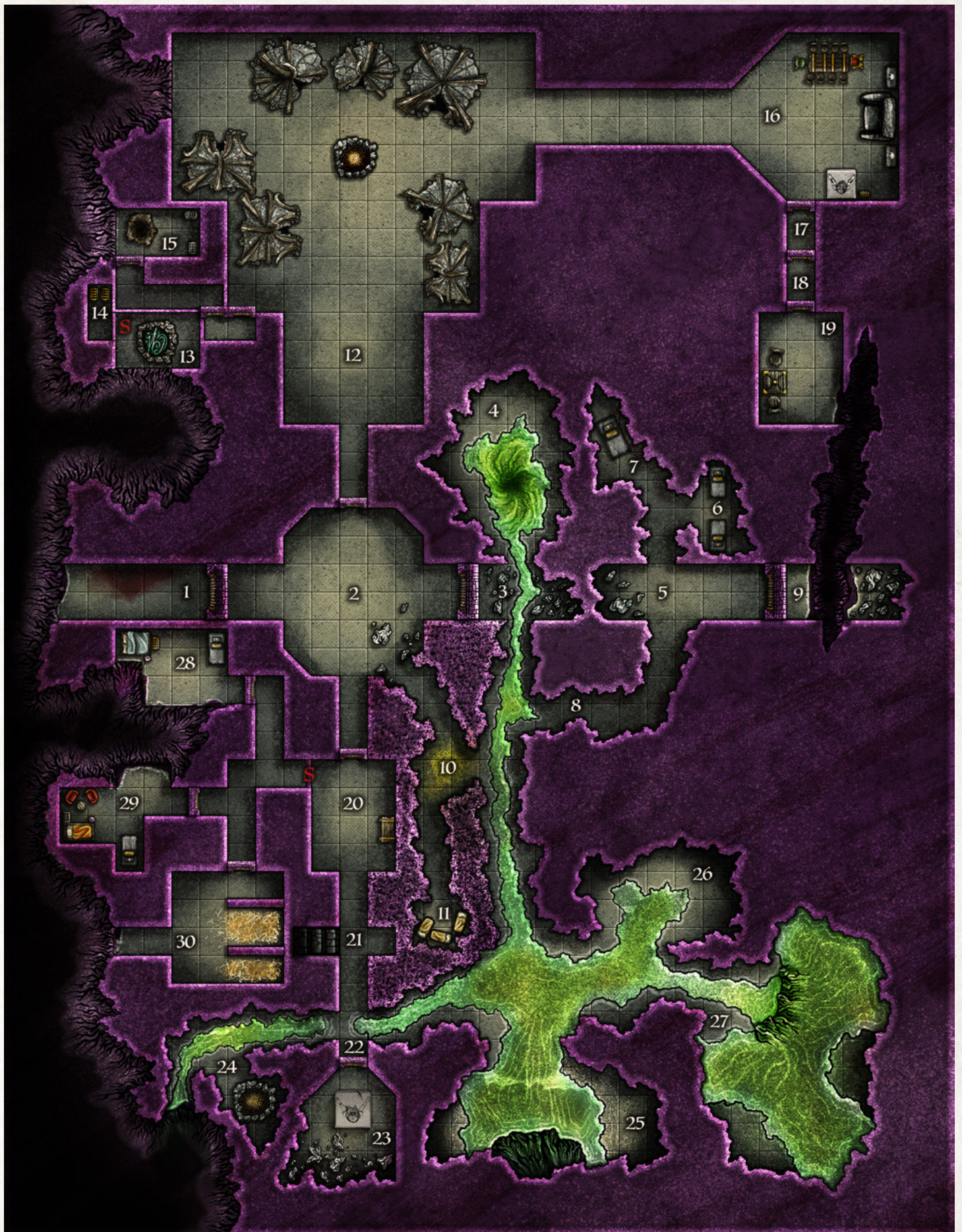
This area is not occupied by monsters.

### 6. COLONIZERS

As you move toward the chamber ahead, what can only be described as five ant-men with four arms rush forward to intercept you. Each wields swords and axes.

These five **drants** (see **Appendix I: New Monsters**) are excavating the cavern. Their queen is at **Location 7**. If the queen is threatened or attacked, the drants quickly rush to her aid. One of the drants wields a *giantslayer longsword* (see **Appendix III: New Magic Items**).







## 7. QUEEN

A massive ant-like creature hisses as you approach this room. Oddly, you can hear, in your head, a warning to flee. The warning is filled with malice. The creature resembles an ant but it is almost 20 feet long. It has four arms and a head with two massive green eyes. The body of the creature is pure black.

This young **drant queen** (see **Appendix I: New Monsters**) recently arrived and is literally carving out her new kingdom. She wears a silver bracelet inset with diamonds worth 750 gp.

## 8. HIDDEN CREEPER

The river runs through this area and bisects the tunnel, which is slightly offset. The river widens here and looks to be deeper. The rushing water is slightly slowed.

A **coral creeper** (see **Appendix I: New Monsters**) hides in the water. It is attempting to enter the gate at **Location 4** but needs the water elemental to be dispatched. The creeper avoids conflict as it has a mission to complete. If discovered, it attacks.

## 9. CREVICE

A deep crevice descends into the earth. Cool air flows upward, and the occasional sound can be heard, though it is completely undefined.

The crevice descends more than 1,000 feet into the Deep. Far below, it terminates in the roof of a massive cavern that is home to a dark elf outpost.

## 10. HOLE

A perfectly circular, 10-foot-diameter hole descends into darkness in the center of this room.

The umbers described at **Location 2** dug this hole to enter this level of the dungeon. The hole descends to a warren of caverns in the Deep.

## 11. DARK ELF

As you proceed down this tunnel, your light seemingly stops illuminating the path ahead. An unnatural darkness lies ahead.

A young **drow elf mage** hides in this chamber. He was sent on a mission to scout the upper dungeons with a troop of other dark elves. They were ambushed by the stone giants

(**Locations 1, 2, and 12**), and all but this dark elf were killed. The drow knows of the vampire at **Location 29**; it is an ally of the dark elves. The drow offers to show the characters the location of a powerful magical item in exchange for protection or until they find the stairs to Level 9 (**Location 21**). The drow leads the characters to the vampire's lair in hopes the vampire destroys the characters.

## 12. OUTPOST

This enormous chamber has a ceiling that disappears into darkness above. Seven huge huts are scattered about this room. A fire pit is in the center of the chamber, with several pigs roasting on spits. Barrels and kegs are set around the pit, as are chairs fit for giants.

This area is an outpost used by a stone giant clan. Three stone giants are currently residing in this room, and each is sleeping in its hut. On guard hiding in the darkness above the huts is a **giant screamer bat** (see **Appendix I: New Monsters**). The bat swoops down and attacks with its sonic attack if the characters advance into the chamber. The attack awakens the three **stone giants**.

**NOTE:** The door leading to **Locations 13–15** is completely blocked by boulders; the giants blocked it to eliminate access to **Location 12**. Also, the wall between this chamber and **Location 16** is a permanent illusion; it cannot be dispelled.

## 13. PHASE LAIR

Webs billow in the breeze throughout this chamber. Open to the mountainside, the room's floor is covered with dried husks of various creatures such as mountain goats, orcs, and even a mountain lion. Something glints in the light that penetrates the webs in the northwest corner of the room.

The phase spiders at **Location 15** use this area to store and consume their meals. They collect treasure and have a pile in the northwest corner of the room: 350 cp, 86 ep, 12 pp, and 312 gp. The phase spiders can teleport between this location and **Location 15**.

## 14. SECRET ORACLE

A statue of the goddess Pythia glows with blue light in the center of this small room. An empty brass chest rests at the foot of the statue.

A good cleric or paladin immediately recognizes the statue as an oracle. Additionally, the character must deposit 100 gp per level to ask a single question. The question is answered truthfully. The deposit vanishes once the question is asked. If the statue or the chest is defaced or damaged, the statue animates as a **stone golem** and attacks until it is destroyed.



## 15. PHASE SPIDERS

A pair of massive, black spiders greet you as you enter this chamber. The spiders' bodies are covered in numerous purple spots, all of which dimly glow.

These two **phase spiders** often rest here as it gives them an unobstructed view of the mountainside and valley below. The spiders have a lair at **Location 13** and can teleport between this location and **Location 13**. If the spiders are reduced to 25% of their starting hit points, they teleport to **Location 13**.

## 16. HALL OF THE STONE GIANT KINGS

Full-sized statues of what appear to be stone giant kings line the walls of this chamber. In all, there are 20 statues. Additionally, 10 more stone blocks are stacked against the north wall.

Each time a stone giant king dies, a statue is made in his honor in this room.

## 17. EMPTY ROOM

This chamber is empty.

## 18. EMPTY ROOM

This chamber is empty.

## 19. INVADERS!

A group of four **drants** (see **Appendix I: New Monsters**) accessed this room from the crevice that collapsed part of the north wall. The drants are simply foraging but attack intruders.

## 20. EMPTY ROOM

This chamber is empty.

## 21. STAIRS

Two sets of wide stairs exit this room. One set climbs upward, and the other descends into darkness. No sounds are heard from either stair.

A pair of stairs leads up to Level 7 and down to Level 9.

## 22. CROSSING

A swift-flowing river bisects the corridor and rushes to a waterfall that cascades down the mountainside.

The water here is very swift, but only one-foot deep. So long as a crossing character takes a modicum of care, there is no danger of falling and being swept over the waterfall and plummeting hundreds of feet to the valley below.

## 23. DESECRATED SHRINE

The doors to this chamber are broken and lean inward. The chamber beyond collapsed, and rocks and earth cover most of the floor. A broken altar fell over where the ceiling and walls collapsed inward. No carvings or markings remain identifiable on the broken altar.

A **vengeful spirit** (see **Appendix I: New Monsters**) hides behind the rubble and the remains of the altar. It attacks all intruders. A secret compartment (successful DC 17 Intelligence [Investigation] check to find) within the altar holds a massive black pearl worth 3,000 gp.

## 24. TROLLS

A pair of **trolls** recently found this chamber and are considering using it as a lair. They have no treasure. The trolls attempt to throw or knock characters into the river during combat; if a troll hits a character, the characters must succeed on a DC 15 Dexterity saving throw to avoid falling into the river and being dragged over the waterfall.

## 25. HUNTERS

Water pours from high up the eastern wall of this room and forms a waterfall. A deep pool swirls then flows out of the chamber to join the river that flows to the south.

Three **water salamanders** (see **Appendix I: New Monsters**) are hiding behind the waterfall. They attack when the characters are most vulnerable or follow them if the opportunity is available (only to attack them with surprise). The salamander with 28 hp wears a *ring of speed* (see **Appendix III: New Magic Items**).

## 26. EMPTY ROOM

This chamber is empty.



## 27. ICE

An unnatural cold permeates this chamber. Most of the room is covered with ice and elevated about two feet from the entrance area. A steady stream of water issues from beneath the ice. A sandy beach along the north wall is not covered with the ice, but a pedestal made of ice rests near the north wall. A glass cylinder on the pedestal contains a swirling mass of snowflakes.

The ice is extremely slippery and just walking on it requires a successful DC 15 Dexterity saving throw. A failed check indicates that the character falls. The item on the pedestal is *Rykevist's snow globe* (see **Appendix III: New Magic Items**). If the globe is touched, six **white dragonborn soldiers** (see **Appendix I: New Monsters**) immediately appear and attack the characters.

## 28. EMPTY ROOM

This chamber is empty.

## 29. VAMPIRE (LOCKED DOOR)

This opulently decorated room is carpeted, and its walls are lined with black tapestries. Well-made furniture lines the walls, but it is the black sarcophagus that demands your attention. As you strain to make out the carvings on the sarcophagus, its lid slides open and a man rises. A smile crosses his pale face.

The man is a **vampire** that immediately moves to attack the characters. Its first action is to call its minions (**Location 30**). The creature's treasure is hidden in a false bottom in the sarcophagus. A successful DC 17 Intelligence (Investigation) check reveals the false bottom. It is trapped. **Contact Poison Trap**: detected with a successful DC 19 Intelligence (Investigation) check; disarmed with a successful DC 17 Dexterity check with thieves' tools; if triggered, the creature moving the false bottom must succeed on a DC 17 Constitution save or go berserk for 2d6 rounds; while berserk, the creature must use its action to attack the nearest creature but may repeat the save at end of each of its turns, ending the berserk condition on itself on a success. The treasure includes: 1,750 gp, 185 pp, a *helm of teleportation*, and a *staff of power*.

## 30. MINIONS

Three alcoves are built into this chamber. Each holds a single coffin.

A **vampire spawn** (3 total) is resting in each coffin. If the vampire at **Location 29** is disturbed, these spawn instantly move to investigate and attack any intruders.







## LEVEL 9

To use the Random Dungeon Encounter Generator (RDEG), you need a full set of polyhedral dice (d4, d6, d8, d10, d12, d20) and a map. The following tables are numbered (#) and are cross-referenced throughout the RDEG. Each level has new tables that create more difficult and varied options as the dungeon levels progress. For example, a Level 1 dungeon trap usually inflicts less than 1d8 damage while a Level 5 dungeon trap might average 2d8 damage. Monsters increase in power and treasures increase in value corresponding to dungeon level.

To create a dungeon room encounter, a series of dice rolls is required. At any time, you may reroll or simply end the process if you feel the room encounter is satisfactory. To start the process, begin in **Section A, Chart 1: Room Contents** or **Chart 21: Corridor Contents**. Each chart further instructs you which chart to roll on next based on the result. Never feel locked into a die roll result. If it makes no sense, seems inconsistent, or if you just want something more or less, reroll. When you complete rolling in **Section A**, proceed to **Section B** for room details, then **Section C** to determine creatures. Lastly, if necessary, go to **Section D** to determine treasure.

### IRREGULAR DICE

In some cases, you are asked to roll a non-standard dice, such as a d16. To generate this result, roll 1d6 and 1d8. If the result of the d6 roll is 4, 5, or 6, add 8 to the result of the d8. This same method is used to generate 1–24 using a d6 and a d12 (the d6 result adds 12 to the result instead of 8).

### SECTION A

Start by rolling 1d6 on the **Illumination Type** chart below. After the illumination type is determined, move to **Chart 1: Room Contents** or **Chart 21: Corridor Contents**. Proceed to **Section B** when the illumination and contents are completed.

#### ILLUMINATION TYPE

d12	Result
1	<b>Brazier:</b> One per 40 square feet*
2	<b>Torch/Sconce:</b> One per 30 square feet
3	<b>Torch/Sconce:</b> One per 60 square feet*
4	<b>Lantern:</b> One per 60 square feet
5	<b>Lantern:</b> One per 90 square feet*
6	<b>Permanent light spell:</b> cast on ceiling
7	<b>Permanent light spell:</b> cast on an object
8	<b>Magical effect</b>
9–10	<b>No artificial illumination</b>
11	<b>Natural Effect</b>
12	<b>Special Effect</b>

\* Due to the gap in light sources, a dimly lit/lightly obscured area is between light sources.



**Brazier:** Typically made of brass, these urn-like devices burn coals or some sort of fuel oil to generate light. Braziers cast bright light in a 10-foot radius and dim light in an additional 10-foot radius. A brazier in a 20-foot-square room fully illuminates the entire chamber; however, in a 30-foot-square room, the corners of the chamber are shadowy and dimly lit (assuming the brazier is set in the center of the room).

**Torch:** The standard torch burns for one hour, casts bright light in a 20-foot radius, and dim light in an additional 20-foot radius. Torches can be extinguished in high winds or damp (rain-like) conditions. A torch can be voluntarily extinguished using an action. A lit torch submerged in water (or most any liquid) is immediately extinguished and cannot be relit until properly dried (typically four to six hours in dry conditions).

**Lantern:** A lantern casts bright light in a 30-foot radius and dim light in an additional 30-foot radius. It remains lit for six hours (fully fueled with one oil flask). A lantern is easily extinguished (no action required). If submerged or exposed to significant water, it cannot be relit without replacing the oil. Lanterns are resistant to high winds and rain unless mechanically opened to expose the lit flame.

**Magical Effect:** A magical property in the area casts illumination throughout the chamber, regardless of its size. This effect is not the result of a *light* spell, but the innate properties of an object within the chamber or the chamber itself.

**Natural Effect:** Strange fungus and lichens grow deep underground. Many are phosphorescent and provide dim light. While not bright enough to allow characters to read a document or to see fine detail, this light is strong enough to allow free movement and even combat.

**Special Effect:** Light is generated by some unusual event or situation within the area. Some examples include a fire, a series of mirrors that bring in daylight from some distance away, etc.

## CHART 1: ROOM CONTENTS

d20	Result
1	Statues (roll on <b>Chart 2: General Statues</b> )
2–3	Rotted furnishings (indistinguishable)
4	Rotted furnishings (barracks)
5	Rotted furnishings (library/office)
6	Rotted furnishings (leader's quarters)
7–9	No furnishings
10–11	Lair, furnishings match occupant
12	Religious (roll on <b>Chart 3: Religious [Room Type]</b> )
13	Vault
14	Military (roll on <b>Chart 5: Military [Room Type]</b> )
15	Prison (roll on <b>Chart 6: Prison [Room Type]</b> )
16	Arcane (roll on <b>Chart 7: Arcane [Room Type]</b> )
17	Stair (roll on <b>Chart 8: Stair [Room Type]</b> )
18	Fountain (roll on <b>Chart 9: Fountain, General</b> )
19	Special I (roll on <b>Chart 11: Special I [Room Type]</b> )
20	Special II (roll on <b>Chart 12: Special II [Room Type]</b> )

**Rotted Furnishings:** The contents of this room are decayed and rotted beyond identification, or they are in such disrepair that they are unusable. Some chambers can be identified as to their original intent (barracks, library, etc.) but nothing within the chamber has actually survived. For example, a library's bookshelves and cabinets have collapsed, and any remaining books crumble at the touch or are waterlogged and simply fall apart.

**No Furnishings:** This room is empty of any furnishings or objects other than some possible detritus, the occasional vermin, vermin skeletons, cobwebs, puddles of dirty water, dust, broken weapons (unusable), etc.

**Lair Furnishings:** This chamber is the current lair of a creature. Whether the creature is present is determined in **Section B**. The content's contents and furniture are reflective of the occupant. For example, an owlbear's chamber might hold several piles of bones, a nest made of soft materials (cloth, straw), etc. A light source is not likely unless magically present. The entries for statues, military, religious, prison, arcane, stair, fountain, and special have their own charts to roll on to further detail the chamber.

**Vault:** A vault is a special chamber with very limited access. Typically, a secret door or heavily protected/locked entrance is the singular way to enter a vault. Protection can come in the form of a trap, magical effect, creature/guard, or combination of both. Some vaults are accessible only via a teleportation effect.

## CHART 2: GENERAL STATUES

d12	Result
1	Statue of random monster (roll on <b>Chart 25: Monsters</b> )
2	Statue of non-human adventurer (roll on <b>Chart 27: Adventurer, Race</b> [reroll 8-9] and <b>Chart 28: Adventurer, Class</b> )
3	Statue of human adventurer (roll on <b>Chart 28: Adventurer, Class</b> )
4	Statue of humanoid (roll on <b>Chart 30: Humanoids</b> )
5	Statue of a god/goddess (roll on <b>Chart 29: God/Goddess</b> or GM selection)
6	Broken/defaced statue (roll 1d6 on this chart to determine type)
7	Statue, oracle (roll 1d6 on this chart to determine type)
8	Statue and one treasure
9	Statue, trapped (roll on <b>Chart 19: Trap, Container/Statue/Treasure</b> )
10	Statue, petrified adventurer
11	Statue, replica of a character
12	Statue, animates (roll 1d6 on this chart to determine type)

Statues generally are the same size as their subject matter.

**Oracle:** An oracle statue answers one question truthfully once per month. The statue must be addressed in its "native" tongue.

**Statue and treasure:** Treasure found with a statue is in addition to any other treasure determined while rolling for room



contents.

**Petrified Adventurer:** This statue is actually a petrified adventurer and can be magically restored via a *flesh to stone*, *greater restoration*, or *wish* spell. Roll on **Chart 27: Adventurer, Race** and **Chart 28: Adventurer, Class** for the type of adventurer. The adventurer is 2nd level; consult **Chart 25: Monsters** for statistics.

**Character Replica:** This statue is an exact replica of one of the characters in the party (roll randomly or select). The statue has an outstretched hand. If the copied character grasps the statue's hand, he/she gains the ability to cast *stoneskin* one time. After bestowing the special power, the statue vanishes. It reappears one day later in the same location, but this time it takes the form of another member of the adventuring party.

**Statue Animates:** Use the statistics for **living statue, crystal** or **living statue, iron** or **living statue, stone** (see **Appendix I: New Monsters**) as appropriate. It attacks if approached. It cannot communicate and pursues fleeing characters.

### CHART 3: RELIGIOUS (ROOM TYPE)

d12	Result
1	Shrine
2	Desecrated shrine
3	Reliquary
4	Chapel
5	Temple
6	Desecrated temple
7	Crypt (roll on <b>Chart 4: Crypt [Room Type]</b> )
8–9	Storage
10	Sacrificial altar
11	Magical altar (roll on <b>Chart 3A: Magical Altar</b> )
12	Oracle

**Shrine:** This chamber has an object set in a place of prominence — often illuminated — that is dedicated to a specific deity or pantheon. If intelligent creatures are present, they are generally devotees of the deity and are either visiting, maintaining, or guarding the shrine. A shrine always includes some artifact of importance though not necessarily one of value.

**Desecrated Shrine:** Similar to a normal shrine, this chamber once was a place of reverence. It has been defiled and desecrated. If creatures are present, they may have desecrated the shrine, come to inspect the damage, and/or are looking for those responsible for the damage.

**Reliquary:** Typically, this is a singular chamber often hidden by magic or a secret door. This room houses — or previously housed — an item or artifact of significant importance. The item is often magical in nature.

**Chapel:** Always a single chamber, building, or location, a chapel is simply a place of worship. Usually, a chapel is an outpost for members of the faith. They are not always staffed.

**Temple:** Typically found in a larger chamber, a temple is an active place of worship. It is often occupied by the appropriate worshippers and/or a shaman or cleric. The temple includes religious accoutrements such as an altar, pews, symbols of the deity, etc.

**Desecrated Temple:** This chamber has been savaged and damaged by physical force, fire, or both. Otherwise, it is identical to a normal temple. Identifying the original deity may be difficult. Desecrated temples have a propensity to be the lair of vengeful undead, usually former devotees of the temple.

**Crypt:** Roll on **Chart 4: Crypt (Room Type)**.

**Storage:** A religious faction used this room for storing items related to maintaining their nearby temple or shrine. Items may include spare robes, basic symbolic devices, additional chairs, wine/ale used in services, war paints, etc.

**Sacrificial Altar:** This chamber exudes evil, and a sacrificial altar, table, or similar device dominates the room. Dried blood is easily identifiable in the chamber. Urns or other containers may be located within the chamber and may hold internal organs and/or blood. A victim (alive) may be secured within the chamber as well as evil creatures that perform the sacrifice. An identifiable symbol of an evil deity is also present. There is a 10% chance that a living being is secured to the altar. Consult **Chart 31: Prisoner/Victim** for details.

**Oracle:** A cleric or paladin of the same deity may ask one question of their god once per lifetime. The question is answered truthfully. A donation of 100 gp per level of the inquirer is required.

**Magical Altar:** Consult **Chart 3A: Magical Altar** to determine the effect of altar. Typically, some object or creature must be placed on the altar for the effect to take place. The character attempting to use the altar must be of the same faith as the deity (altar dedication). Individuals may use the altar only one time during their lifetime.

### CHART 3A: MAGICAL ALTAR

d4	Effect
1	Normal weapon placed on altar becomes a <b>+1 weapon</b> of the appropriate type
2	Creature is resurrected
3	Creature regains all hit points and is cured of poison, lycanthropy, and disease
4	Any reductions to creature's hit point maximum caused by undead are undone

### CHART 4: CRYPT (ROOM TYPE)

d8	Result
1	Solitary coffin: empty; opened or unsealed
2	Solitary coffin: corpse; unopened, sealed
3	Multiple coffins: empty; opened or unsealed
4	Multiple coffins: corpse; unopened, sealed
5	Sarcophagus: sealed
6	Sarcophagus: unsealed
7	Mausoleum: sealed
8	Mausoleum: unsealed

**Coffin:** This simple burial device is made of wood and may have inscriptions detailing who was interred. They are typically nailed shut. Sealed coffins contain a single corpse that may



be recently interred or decayed to nothing more than skeletal remains. To determine the type of creature interred, you can roll once on either **Chart 27: Adventurer, Race** or **Chart 30: Humanoids** to determine what type of corpse is present.

**Sarcophagus:** Typically made of stone, these burial devices are often used by humans. The lid of a sarcophagus is sealed with a cement-like compound. The lid is also extremely heavy. If sealed, the corpse within has some treasure as it was a person of significance in life.

**Mausoleum:** A mausoleum holds multiple small sarcophagi made of granite. The entrance to the mausoleum is singular and held closed by a complex lock (successful DC 17 [minimum] Dexterity check with thieves' tools). If the entrance is unsealed, the entire structure has likely been looted.

## CHART 5: MILITARY (ROOM TYPE)

d12	Result
1	Barracks, abandoned
2–3	Barracks, occupied
4	Barracks, empty
5	Leader's office
6	Commander's office
7–8	Storage
9	Latrine
10	Training
11	Weapons/armor storage
12	Weaponsmith/armorer

**Barracks:** This chamber contains beds/bunks/hammocks, etc., with accompanying furniture that includes tables, chairs, footlockers, wall lockers, shelving, and cabinets. If occupied, the containers hold various items such as clothing, spare weapons, spare armor, some minor treasures, etc. A light source, or multiple sources, are present.

**Leader's Office:** This room is a combined office and bedchamber used by a sergeant or similar type of leader. This creature, while not in complete command of troops, holds a position of authority and is responsible for daily operations of troops.

**Commander's Office:** This chamber is occupied by the highest-ranking leader of nearby troops. The commander may or may not be the same type of creature as its subservient troops. The chamber is lavishly decorated and contains fine furniture or decorations. It is possible the chamber is actually two or more rooms and includes an office, a treasury, a bedchamber, and a study.

**Storage:** This storage room, if the nearby barracks are occupied, is always locked and the key held by the leader and commander. The room's contents are a combination of dry goods, food, clothing, and general equipment.

**Latrine:** Used by all members associated within this military area, this room is most often well-kept and clean. If abandoned, it is often the lair of vermin such as rats, oozes, jellies, etc. Even when abandoned, local denizens still use the room.

**Training:** This room is used to practice and train. There might practice dummies, targets, and obstacles. Additionally, physical conditioning equipment might be present. Some sparring-type weapons might be found in this room; these weapons are wooden facsimiles of normal weapons with blunt edges.

**Weapons/Armor Storage:** This locked room contains additional weapons and armor used by the nearby troops. Containers holding additional ammunition for missile or hurled weapons are also present. Keys to this chamber are held by the weaponsmith/armorer, the leader, and the commander. The weapons within the chamber correspond to active occupants of the associated military complex or chambers. All weapons are stored in wall racks, crates, barrels, etc.

**Weaponsmith/Armorer:** This room is either an active or abandoned smithy. The occupant(s) are trained in manufacturing/maintaining weapons and armor. The room contains all the equipment required to operate a smithy. Smoke from the furnace is vented via a crevice in the ceiling (which is why the chamber was selected for its purpose).

## CHART 6: PRISON (ROOM TYPE)

d6	Result
1	Torture chamber
2–3	Guard post
4	Cell, empty
5	Cell, occupied
6	Cell, occupied (false)

A prison location is often located near a military, religious, or arcane room area. If any of the chambers are occupied, the entire area is illuminated by lanterns or torches (sconces).

**Torture Chamber:** This room is used to torture prisoners for information or sadistic pleasure. You may opt to roll twice for occupants for this chamber; one occupant is the prison staff and the other a current prisoner. The screams of victims can be heard up to 120 feet from this chamber (50% chance). The door to this room is typically locked at all times. The lead interrogator or nearby guards hold the keys. Roll on **Chart 31: Prisoner/Victim** to determine the prisoner.

**Guard Post:** Prison guards staff this area. It contains minor furniture (table and chairs), some weapons in racks, and is illuminated. Keys to the entire prison area are often found here.

**Cell, Empty:** The door to this room is locked. A dirty straw bed, manacles (attached to wall), and other detritus are inside.

**Cell, Occupied:** The door to this room is locked. A badly beaten prisoner (reduced to 1d2 hit points) is inside. Roll on **Chart 31: Prisoner/Victim** to determine the prisoner. Any equipment the prisoner once possessed is located at a nearby guard post or some other related chamber.

**Cell, Occupied (False):** This chamber conforms to the occupied cell description. However, the occupant is possibly working for the prison staff (gaining the confidence of other prisoners, etc.) or a member of a nearby enemy. Regardless, the prisoner attempts to gain the confidence of its rescuers but



betrays them at the first opportunity (possibly by leading them into a trap). This false prisoner is injured (mostly superficial) for 1d3 hit points. Use the rogue statistic block found on **Chart 25: Monsters**.

CHART 7: ARCANES (ROOM TYPE)

d6	Result
1	Library
2	Study
3	Laboratory, chemical
4	Laboratory, test
5	Magical pool
6	Magical cell

A spellcaster of some type uses an arcane room for research. If the area is occupied, the spellcaster defends the chamber and summons minions from nearby chambers. These chambers, if occupied, are illuminated by magical light.

**Library:** Bookshelves hold volumes focused on basic magical research, conceptual theory, and historical selections. There is a 45% chance of discovering a book that includes an actual magical spell (35% chance two 1st-level spells, 25% chance two 2nd-level spells, 20% chance one 3rd-level spell, 20% chance one 4th-level spell, determine randomly).

**Study:** This chamber contains comfortable furniture (cushioned chair, couch, small table, side tables, mini-bar, etc.). A spellcaster uses this room to read and study books from a nearby library. The chamber is typically illuminated by a magical light and candles.

**Laboratory, Chemical:** A large table covered with numerous glass cylinders of varying shapes and sizes dominates this room. The contents of most are nonmagical in nature (90% chance). One container may act as a random magical potion (10% chance).

**Laboratory, Test:** A spellcaster uses this chamber to practice spells against various targets. The spellcaster may use a short, four- to five-foot-tall stone wall as a shield. A living prisoner may be manacled to a wall for spell experimentation (10% chance). Roll on **Chart 31: Prisoner/Victim** to determine the prisoner.

**Magical Pool:** A raised pool of liquid (size determined by you) is in the center of this room. This liquid is magical and is used to create potions, to enchant items, and to mix magical inks. Consuming the liquid is dangerous: any creature that does so must succeed on a DC 18 Constitution saving throw or take 2d8 poison damage. The liquid has no value. However, if mixed in equal parts with any potion, it creates two potions. For each attempt to create a duplicate potion, roll for success (75% chance of success [failure indicates that both potions are ruined]). Potions cannot be further diluted to make additional potions.

**Magical Cell:** This chamber holds a magical container or cell that imprisons a magical creature. Roll on **Chart 25: Monsters** to determine what creature is trapped. Roll on **Chart 24: Monster Reaction Roll** if it is released to determine how it reacts to the characters.

CHART 8: STAIR (ROOM TYPE)

d6	Result
1	Open stair up one level
2	Open stair down one level
3	Collapsed stair, no passage
4	Guarded stair up one level (roll on <b>Chart 25: Monsters</b> to determine creature type)
5	Guarded stair down one level (roll on <b>Chart 25: Monsters</b> to determine creature type)
6	Secret stair, exits dungeon complex

CHART 9: FOUNTAIN, GENERAL

d6	Magical/ Nonmagical?	Result
1	Nonmagical	Clear, cool water. Refreshing.
2	Nonmagical	Dingy, room temperature
3	Nonmagical	Algae-covered, dirty water. Drinking causes disease.
4	Nonmagical	Clear, hot water
5	Magical	Green-colored water (roll on <b>Chart 10: Fountain, Magical</b> )
6	Magical	Clear, cool water (roll on <b>Chart 10: Fountain, Magical</b> )

CHART 10: FOUNTAIN, MAGICAL

d12	Result
1	Character regains all hit points.
2	Character's hit point maximum increases by two.
3	One random ability score of the character increases by one. Another random ability score decreases by one.
4	One random ability score of the character (in which they have saving throw proficiency) increases by one. Another random ability score (in which they do not have saving throw proficiency, if possible) decreases by one.
5	Player chooses one ability score of the character to increase by one and another ability score to decrease by one.
6	One random ability score of the character increases by one.
7	Character regains all hit points, and all diseases are removed.
8	Character is immune to poison until next dungeon level is reached.
9	Character must succeed on a DC 16 Constitution save or take 1d4 poison damage and become infected with lycanthropy (wererat).
10	Character automatically succeeds on their next saving throw to avoid being affected by lycanthropy.
11	Character turns invisible (per spell) but only to those in the chamber.
12	Character gains effects of a <i>detect thoughts</i> spell against the next opponent met.



Magical effects occur after consuming the liquid directly from the fountain. The water's magical properties are negated if the liquid is removed or transported from the fountain. Each character may gain only one magical effect from a specific magical fountain once per lifetime.

A character that becomes a lycanthrope is not aware of the curse until the next full moon. A *remove curse*, *greater restoration*, or *wish* spell negates this effect.

### CHART 11: SPECIAL I (ROOM TYPE)

d10	Result
1	Well
2	Collapsed*
3	Flooded*
4	Teleportation*
5	Elemental gate*
6	Abyssal gate*
7	Locked*
8	Locked and trapped**
9	Room contains illusion of sleeping creature (roll on <b>Chart 25: Monsters</b> ).
10	One magic item hidden within the chamber.

\* Roll again on **Chart 1: Room Contents**

\*\* Roll on **Chart 1: Room Contents** and **Chart 19: Trap, Container/Statue/Treasure**

**Well:** A shallow well provides water to residents of the dungeon area. The door to this room is typically absent. A clean water spring or underground stream feeds the well.

**Collapsed:** The ceiling of this chamber collapsed. No passage is possible.

**Flooded:** This chamber is filled with 1d10 feet of water. The water is clear (30% chance), dirty (50% chance), or magically darkened (20% chance). Objects may float on the water's surface. Algae covers the walls of the chamber. Water drips from the ceiling, and minor amounts escape from tiny cracks under the waterline.

**Teleportation:** Merely by entering this room, a creature is teleported to a random location in the dungeon. This location can randomly change or be consistent. Typically, the teleportation functions only once every 20–50 minutes ( $[1d4 + 1] \times 10$ ). The destination location is not automatically another teleportation chamber (roll on **Chart 1: Room Contents** to determine the type of chamber the character arrives in).

**Elemental Gate:** A gate to one of the four elemental planes is open in the center of this chamber. Entering the gate transports any creature to the appropriate plane (roll 1d4: 1=Fire; 2=Air; 3=Earth; 4=Water). Elemental planes are not described in this book. A return gate is possibly located on the "other" side (50% chance).

**Abyssal Gate:** This gate is a passageway to the Abyssal Plane, the home of demons and the undead. The Abyssal Plane is not described in this book. A return gate is possibly located on the "other" side (50% chance).

### CHART 12: SPECIAL II (ROOM TYPE)

1d8	Result
1	Spy outpost
2	Giant outpost
3	Dragon outpost lair
4	Water-filled area
5	Apparition
6	Clone room
7	Throne room
8	Market/merchant

**Spy Outpost:** This area is occupied by a single or group of creatures spying on other creatures in the general area. Typically, the area is hidden by the use of secret doors.

**Giant Outpost:** A group of giants established a small base in a series of rooms. The base serves a variety of purposes. Roll again on **Chart 1: Room Contents**.

**Dragon Outpost Lair:** A dragon has taken up residence in a section of the dungeon. This lair is generally a secondary location and smaller than the dragon's home lair. Roll again on **Chart 1: Room Contents** to determine what the area previously held.

**Water-filled Area:** This room or section of rooms is partially submerged in water.

**Apparition:** This chamber contains an apparition of some creature that has ties to the general area of the dungeon. It may answer a question if the characters are of the same general alignment.

**Clone Room:** Roll again on **Chart 1: Room Contents**. Additionally, all the characters are instantly cloned and appear nearby. The clones seek to destroy the characters. The clones and all their possessions vanish 30 minutes later.

**Throne Room:** This chamber is typically very large and surrounded by subsidiary chambers. A throne room can be found in a military complex, religious complex, or even a series of crypts.

**Market/Merchant:** Rarely, and typically only in the deepest dungeons, an enterprising merchant from the Deep (dark elf, chasm gnome, etc.) sets up a shop of some sort in a dungeon. This market is often small and mobile. The merchant usually has a very competent guard or may be very competent himself. This market is also in a well-travelled area inhabited by relatively civilized creatures. A market is never located near a dangerous, unstable creature.

### CHART 21: CORRIDOR CONTENTS

d8	Result
1	Trap (roll on <b>Chart 23: Trap, Corridor, Alcove, or Hall</b> )
2	Monster with one treasure
3	Monster with no treasure
4–6	Empty corridor
7	Treasure with trap
8	Special (roll on <b>Chart 22: Corridor, Special</b> )



## CHART 22: CORRIDOR, SPECIAL

d4	Result
1	Stairs up/exit
2	Stairs down (next level)
3	Collapsed stairs up (no passage)
4	Collapsed stairs down (no passage)

## SECTION B

In this section, you will determine if a monster, trap, and/or treasure is in the chamber or corridor. First, roll on **Chart 17: Room Detail**. **Section B** also details traps for any location. If a monster is included, move to **Section C** to randomly select a monster. If a treasure is included, go to **Section D** to determine treasure details.

### CHART 17: ROOM DETAIL

d16	Result
1	Trap (roll on <b>Chart 20: Trap, Chamber Entrance</b> )
2–3	Monster with no treasure
4–6	Monster with one treasure*
7–8	Monster with two treasures*
9	Monster with three treasures*
10	Monster with one treasure; trapped**
11–12	No monster or treasure
13	Treasure*
14	Treasure, trapped**
15	Two monsters (allied)
16	Two monsters (fighting)

\* Roll on **Chart 18: Treasure Container** to determine container type.

\*\* Roll on **Chart 18: Treasure Container** to determine container type and **Chart 19: Trap, Container/Statue/Treasure** for trap type.

### CHART 18: TREASURE CONTAINER

d20	Result
1–2	Chest, no trap
3–4	Chest, no trap, locked
5	Chest, trapped*
6–7	Chest, trapped, locked*
8	Chest, no trap, hidden
9	Chest, no trap, locked, hidden
10	Chest, trapped, hidden*
11	Chest, trapped, locked, hidden*
12	Sack, hidden
13	Sack

d20	Result
14	Footlocker, locked
15	Secret compartment in floor
16	Secret compartment in wall
17	Secret compartment in wall, trapped*
18	Loose on floor or table
19	Hidden within furniture
20	Hidden inside pottery

\* Roll on **Chart 19: Trap, Container/Statue/Treasure** to determine trap type.

To locate hidden treasure, a character succeed on a DC 16 Intelligence (Investigation) check. Only one attempt is allowed.

### CHART 19: TRAP, CONTAINER/STATUE/TREASURE

d20	Result
1	<b>Contact poison:</b> Succeed on a DC 18 Constitution save or take 2d12 poison damage. Detected with a successful DC 19 Intelligence (Investigation) check
2	<b>Contact poison:</b> Succeed on a DC 18 Constitution save or berserk for 2d6 rounds. While berserk, use action to attack nearest creature; may repeat save at end of each turn. Detected with a successful DC 19 Intelligence (Investigation) check
3	<b>Poisonous gas:</b> All creatures within 20 feet succeed on a DC 18 Constitution save or take 2d12 poison damage
4	<b>Poisonous gas:</b> All creatures within 10 feet succeed on a DC 18 Wisdom save or be teleported to nearest entrance to dungeon
5	<b>Poisonous gas:</b> All creatures within 10 feet succeed on a DC 18 Constitution save or fall asleep for 30 minutes starting exactly 20 minutes later
6	<b>Poison needle:</b> Succeed on a DC 18 Constitution save or take 4d8 poison damage
7	<b>Poison needle:</b> Succeed on a DC 16 Constitution save or take 60 poison damage
8	<b>Poison needle:</b> Succeed on a DC 18 Constitution save or berserk for 2d6 rounds starting 30 minutes later. While berserk, use action to attack nearest creature; may repeat save at end of each turn.
9	<b>Monster magically appears:</b> Roll on <b>Chart 25: Monsters</b> ; creature attacks immediately; roll for surprise
10	<b>Dart:</b> 4 darts, succeed on a DC 18 Dexterity save for each or take 2d6 + 1 piercing damage and succeed on a DC 18 Constitution save or be paralyzed for 10-30 minutes
11	<b>Falling block:</b> A stone falls from ceiling; succeed on a DC 18 Dexterity check or take 5d6 bludgeoning damage



d20	Result
12	<b>Electrical shock:</b> Make a DC 18 Dexterity save, taking 3d10 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 18 Intelligence (Arcana) check
13	<b>Electrical shockwave:</b> All creatures within 20 feet make a DC 18 Dexterity save, taking 3d8 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 18 Intelligence (Arcana) check
14	<b>Frost blast:</b> All creatures within 10 feet make a DC 18 Dexterity save, taking 4d8 cold damage on a failure or half as much damage on a success. Detected with a successful DC 18 Intelligence (Arcana) check
15	<b>Frost blast wave:</b> All creatures within 20 feet make a DC 18 Dexterity save, taking 3d10 cold damage on a failure or half as much damage on a success. Detected with a successful DC 18 Intelligence (Arcana) check
16	<b>Flames:</b> All creatures within 10 feet make a DC 18 Dexterity save, taking 4d8 fire damage on a failure or half as much damage on a success
17	<b>Flame wave:</b> All creatures within 20 feet make a DC 18 Dexterity save, taking 3d10 fire damage on a failure or half as much damage on a success.
18	<b>Teleport:</b> All creatures within 20 feet succeed on a DC 18 Wisdom save or be teleported to a random dungeon location
19	<b>Sonic boom:</b> All creatures and objects within 30 feet take 3d8 thunder damage
20	<b>Loud gong:</b> Noise sounds for 1d4 + 1 rounds; roll for wandering monster each round

Unless otherwise noted above, all traps may be detected with a successful DC 18 Intelligence (Investigation) check and disarmed with a successful DC 18 Dexterity check with thieves' tools.

**Contact Poison:** This poison is difficult to detect by normal means (senses). It is absorbed through bare skin and very potent.

**Poison Needle:** This type of trap is found only within a container, lock, or enclosed space (chest, urn, clay pot, footlocker, etc.). The needle automatically hits but inflicts no damage, just a pinprick. The target creature is automatically subject to the poison attack.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Electrical Shock:** The trapped object releases a magical electrical shock. Only one target is affected.

**Electrical Shockwave:** The trapped object releases a magical electrical shockwave that hits all targets within 20 feet.

**Flames:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Flame Wave:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 20 feet of the trapped location must make a saving throw.

**Frost Blast:** A blast of magical cold erupts from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Frost Blast Wave:** A blast of magical cold erupts from a nearby wall, ceiling, floor, or object. Each target within 20 feet of the trapped location must make a saving throw.

**Poisonous Gas:** A cloud of deadly gas billows from the trapped object and affects all within a radius described above.

**Teleport:** The characters are teleported to a random dungeon location if they fail a save. Roll separately for each character.

**Sonic boom:** An explosion of sound strikes all creatures and objects within 30 feet of the trap

**Loud Gong:** A loud siren erupts for 1d4 + 1 rounds. Each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

## CHART 20: TRAP, CHAMBER ENTRANCE

d12	Result
1	<b>Dart:</b> 8 darts, succeed on a DC 18 Dexterity save for each or take 2d6 + 1 piercing damage
2	<b>Dart:</b> 4 darts, succeed on a DC 18 Dexterity save for each or take 2d6 + 1 piercing damage and succeed on a DC 18 Constitution save or be paralyzed for 10-30 minutes
3	<b>Falling block:</b> A stone falls from ceiling; succeed on a DC 18 Dexterity check or take 5d6 bludgeoning damage
4	<b>Falling blocks:</b> Stones falls from ceiling; all creatures within 20 feet succeed on a DC 18 Dexterity check or take 2d12 bludgeoning damage
5	<b>Electrical shock:</b> Make a DC 18 Dexterity save, taking 3d10 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 18 Intelligence (Arcana) check.
6	<b>Flames:</b> All creatures within 10 feet make a DC 18 Dexterity save, taking 4d8 fire damage on a failure or half as much damage on a success
7	<b>Loud gong:</b> Roll for wandering monster
8	<b>Blade:</b> Succeed on a DC 18 Dexterity save or take 3d8 + 1 slashing damage from a slicing blade
9	<b>Javelins:</b> 1d4 + 2 javelins, succeed on a DC 18 Dexterity save for each or take 2d6 + 2 piercing damage
10	<b>Locking Door:</b> Door closes and locks behind first character to pass through
11	<b>Teleportation:</b> First creature passing through portal must succeed on a DC 18 Wisdom saving throw or be teleported to a random chamber; room must be inhabited
12	<b>Teleportation, Delayed:</b> First creature passing through portal must succeed on a DC 18 Wisdom saving throw or be teleported to a random chamber 1d4 rounds later

Unless otherwise noted above, all traps may be detected with a successful DC 18 Intelligence (Investigation) check and disarmed with a successful DC 18 Dexterity check with thieves' tools.



**Dart:** A number of darts shoot from a nearby wall, ceiling, or object. Darts target random creatures within five feet of the trap. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Falling Blocks:** Similar to the **Falling Block**, but over an entire 20-foot radius area.

**Electrical Shock:** The trapped object releases a magical electrical shock. Only one target is affected.

**Flames:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Loud Gong:** A loud siren erupts for 1d4 rounds. For each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

**Blade:** A large, slicing blade strikes the creature that triggered the trap. The trap automatically resets.

**Javelins:** 1d4 + 2 javelins launch from a nearby wall. Javelins target random creatures within five feet of the triggered trap.

**Teleportation:** target is teleported to a random, possibly inhabited, location on this level of the dungeon

### CHART 23: TRAP, CORRIDOR, ALCOVE, OR HALL

d12	Result
1	<b>Dart:</b> 8 darts, succeed on a DC 18 Dexterity save for each or take 2d6 + 1 piercing damage
2	<b>Dart:</b> 4 darts, succeed on a DC 18 Dexterity save for each or take 2d6 + 1 piercing damage and succeed on a DC 18 Constitution save or be paralyzed for 10-30 minutes
3	<b>Falling block:</b> Stone falls from ceiling; succeed on a DC 18 Dexterity check or take 5d6 bludgeoning damage
4	<b>Falling blocks:</b> Stones fall from ceiling; all creatures within 20 feet succeed on DC 18 Dexterity check or take 2d12 bludgeoning damage
5	<b>Pit:</b> A 10-foot-by-10-foot covered trap, 30 feet deep; succeed on a DC 18 Dexterity save or take 3d6 + 1 bludgeoning damage from falling in
6	<b>Pit:</b> A 10-foot-by-20-foot covered trap, 30 feet deep; succeed on a DC 18 Dexterity save or take 3d6 + 1 bludgeoning damage from falling in
7	<b>Loud Gong:</b> Roll for wandering monster
8	<b>Blade:</b> Succeed on a DC 18 Dexterity save or take 3d8 + 1 slashing damage from a slicing blade
9	<b>Javelins:</b> 1d4 + 2 javelins, succeed on a DC 18 Dexterity save for each or take 2d6 + 2 piercing damage
10	<b>Poisonous Gas:</b> All creatures within 20 feet succeed on DC 18 Constitution save or poisoned for one minute and take 2d6 + 1 poison damage each round; may repeat save at end of each turn, ending effect and damage on success
11	<b>Anti-magic:</b> Character cannot use magic (spell, device, etc.) for one hour
12	<b>Acid Spray:</b> All creatures within 10 feet succeed on DC 18 Dexterity save or take 2d12 acid damage

Unless otherwise noted above, all traps may be detected with a successful DC 18 Intelligence (Investigation) check and disarmed with a successful DC 18 Dexterity check with thieves' tools.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object at a random creature within five feet of the trap/treasure. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Falling Blocks:** Similar to the **Falling Block**, but over an entire 20-foot radius area.

**Pit:** These traps come in various sizes (width x length). All those in the pit's area may fall and take damage. Pits are covered and appear as the floor type found in that area.

**Loud Gong:** A loud siren erupts for 1d4 rounds. For each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

**Blade:** A large, slicing blade strikes the creature that triggered the trap. The trap automatically resets.

**Javelins:** 1d4 + 2 javelins launch from a nearby wall. Javelins target random creatures within five feet of the triggered trap.

**Poisonous Gas:** A cloud of toxic gas billows from the trap, filling a 20-foot radius area and causing coughing, choking, and damage.

**Anti-magic:** A single target nearest the trap is unable to use magic for one hour, including casting spells or using magical devices such as wands, scrolls, or potions. They can still wield magical weapons and be the target of spells.

**Acid Spray:** A fan of acid strikes all targets within 10 feet.

## SECTION C

In this section, you will roll to determine creatures present at the desired location. You will first roll on **Chart 24: Monster Reaction Roll** to determine the creature's reaction to any given situation. Next, roll on **Chart 25: Monsters** to determine the creature type. When you complete this section, move to **Section D**, if applicable, to determine any treasure found. If no treasure is included, this location is complete.

### CHART 24: MONSTER REACTION ROLL

d12	Result
1	Monster is new to area. Intelligent monsters attempt to talk to party to gain advantage.
2	Monster is simply passing through chamber and investigates the area.
3	Monster attempts to ambush party or other monsters in the area.
4–5	Monster has taken up residence in the chamber and uses it as its base of operations and lair. May be allied with neighboring monsters. Chamber "furnished," if appropriate.
6	Monster aggressively attempts to gain a new lair or steal from others. Very aggressive.
7	Monster is looking for an ally to attack an enemy. It may join forces with party to accomplish this task.



d12	Result
8	Monster attempts to ambush party.
9	Monster hunting another specific creature (roll random location in dungeon).
10	Monster is searching for a specific item in dungeon.
11	Monster attempts to lead characters into a trap or ambush by others.
12	Monster is very aggressive and attacks characters on sight.

## CHART 25: MONSTERS

The following chart provides 100 monster entries, of which approximately 75 are unique. In some cases, several monsters are repeated on the chart. This is simply due to the fact of the limitation of reasonable monsters that would be encountered in a dungeon environment, and these creatures are appropriate for Level 8 of the dungeon. Yes, we know this is artificial, but balance is a thing in any game. Some creatures are significantly more powerful than others, and therefore this chart includes a wide variety of creature types.

When stocking your dungeon with these creatures, and a resulting roll seems incongruous with a nearby creature or locale feature, simply reroll. Always keep in mind, however, that even if a “strange” die roll result occurs, there is always some reason why it could be consistent with the result. For examples, please read the sample dungeon below.

d100	Result
1	Orc (2d8)
2	Snake, Giant Fire (1d3) (see Appendix I: New Monsters)
3	Wyvern (1)
4	Golem, Amber (1) (see Appendix I: New Monsters)
5	Stone Giant (1d3)
6	Cyclops (1d3)
7	Drant, Queen (1) (see Appendix I: New Monsters)
8	Water Elemental (1)
9	Dragon, Adult Red (1)
10	Purple Worm (1)
11	Umber (1d2) (see Appendix I: New Monsters)
12	Flame Wolf (1d4) (see Appendix I: New Monsters)
13	Dragonborn Soldier, Red (1d6+1) (see Appendix I: New Monsters)
14	Skeleton (3d6)
15	Purple Ooze (1) (see Appendix I: New Monsters)
16	Dragon, Adult Black (1)
17	Dragonborn Soldier, Black (1d6+1) (see Appendix I: New Monsters)
18	Fire Giant (1d2)
19	Automaton (Dragon) (see Appendix I: New Monsters)
20	Air Elemental (1)

d100	Result
21	Bugbear (1d6+3)
22	Black Pudding (1)
23	Ghoul (1d8+2)
24	Drant (1d4+2) (see Appendix I: New Monsters)
25	Mimic, Greater (1) (see Appendix I: New Monsters)
26	Mimic (1d2)
27	Dragon, Adult White (1)
28	Ogron (1d10+2) (see Appendix I: New Monsters)
29	Hill Giant (1d2+1)
30	Bone Golem (1) (see Appendix I: New Monsters)
31	Stone Golem (1)
32	Chimera (1)
33	Cyclople (1d4+2) (statistics of a cyclops with 92 [8d12 + 40] hit points, Challenge Rating 5, and whose greatclub attack does 15 [2d8 + 6] bludgeoning damage)
34	Hydra (1)
35	Gorgon (1)
36	Felogre (1d2) (see Appendix I: New Monsters)
37	Dimensional Cat (1d2) (see Appendix I: New Monsters)
38	Bone Hunter (1d8+2) (see Appendix I: New Monsters)
39	Pyrohydra (1) (see Appendix I: New Monsters)
40	Phase Spider (1d3)
41	Dragon, Adult Green (1)
42	Jelly, Shock (1d2) (see Appendix I: New Monsters)
43	Spider, Huge (1d4+1) (statistics of a giant spider with 39 [6d10 + 6] hit points and Challenge Rating 2, whose bite does 8 [1d10 + 3] piercing damage and 11 [2d10] poison damage)
44	Ogre (1d8+1)
45	Salamander (1d3)
46	Dragonborn Soldier, Green (1d6+1) (see Appendix I: New Monsters)
47	Living Statue, Iron (1d4) (see Appendix I: New Monsters)
48	Steel Cobra, Giant (1) (see Appendix I: New Monsters)
49	Earth Elemental, Minor (1d3) (see Appendix I: New Monsters)
50	Mind Slayer (1d2) (see Appendix I: New Monsters)
51	Doppelganger (1d3)
52	Duergar (1d8+1)
53	Coral Creeper (1) (see Appendix I: New Monsters)
54	Lurker Above (1) (see Appendix I: New Monsters)
55	Phantasm (1) (see Appendix I: New Monsters)
56	Stonge (1d3) (see Appendix I: New Monsters)
57	Greater Harpy (1d2) (see Appendix I: New Monsters)
58	Ghast (1d6+2)



d100	Result
59	Vengeful Spirit (1) (see Appendix I: New Monsters)
60	Mummy (1d3)
61	Minotaur (1d2)
62	Salamander (1d6+1)
63	Hell Hound (1d3+1)
64	Wraith (1d2)
65	Owlbear (1d2+1)
66	Salamander, Frost (1d6+1) (see Appendix I: New Monsters)
67	Salamander, Water (1d6) (see Appendix I: New Monsters)
68	Trolling (1d4+2) (see Appendix I: New Monsters)
69	Manticore (1d2)
70	Specter (1)
71	Lurker Below (1) (see Appendix I: New Monsters)
72	Nightmare (1d2)
73	Fire Elemental (1)
74	Magma Elemental (1) (see Appendix I: New Monsters)
75	Dragonborn Soldier, White (1d6+1) (see Appendix I: New Monsters)
76	Troll (1d2)
77	Ghoul Lord (1) (see Appendix I: New Monsters)
78	Flesh Golem (1)
79	Wight (1d3)
80	Vampire (1)
81	Vampire, Spawn (1d4+1)
82	Elf, Drow Mage (1d3)
83	Elf, Drow Priestess of Lolth (1d3)
84	Elf, Drow Elite Warrior (1d4+2)
85	Human, Fighter 7 (1) (see Appendix II: NPCs)
86	Human, Cleric 7 (1) (see Appendix II: NPCs)
87	Human, Druid 7 (1) (see Appendix II: NPCs)
88	Human, Sorcerer 7 (1) (see Appendix II: NPCs)
89	Human, Monk 7 (1) (see Appendix II: NPCs)
90	Human, Wizard 7 (1) (see Appendix II: NPCs)
91	Human, Paladin 7 (1) (see Appendix II: NPCs)
92	Human, Ranger 7 (1) (see Appendix II: NPCs)
93	Human, Rogue 7 (1) (see Appendix II: NPCs)
94	Dwarf, Fighter 7 (1) (see Appendix II: NPCs)
95	Half-Orc Barbarian 7 (1) (see Appendix II: NPCs)
96	Elf Fighter/Wizard 7 (1) (see Appendix II: NPCs)
97	Gnome Warlock 7 (1) (see Appendix II: NPCs)
98	Halfling Ranger/Rogue 7 (1) (see Appendix II: NPCs)
99	Half-Elf Bard 7 (1) (see Appendix II: NPCs)
100	Adventuring Party (see below).

## ASSOCIATED CREATURES

In some cases, when a creature is generated, other creatures may be in the immediate area that are associated, friendly, or adversarial with that creature. Several factors indicate whether associated creatures may be present such as locale (map), the result of **Chart 24: Monster Reaction Roll**, etc. Below are some creatures that may have creature associations. Note, these tables are not definitive or absolute, but provide inspiration for encounter areas within your dungeon.

## NPCs AND AN ADVENTURING PARTY

Each type of character class is included in the chart. Generally, when encountered, these NPCs (Non-Player Characters) are good in alignment and do not act aggressively toward the characters unless provoked or attacked. These NPCs have a variety of reasons for existing within the dungeon (see **Chart 25A: NPC Motivation**). NPC entries fill slots 85–100 of **Chart 25: Monsters**. The Challenge Rating of the NPC corresponds to the level of the dungeon. However, starting at Level 8, the NPCs are all capped at Challenge Rating 7. When an NPC is generated, roll a set of percentile dice. If the result is equal to or less than the dungeon level  $\times$  10, the NPC is evil and may have minions in the area. If minions are included, roll 1d6 with the result indicating the number of rolls on **Chart 25: Monsters** required to generate the minions. For example: On Level 3, a wizard is generated. Therefore, there is a 30% chance the NPC is evil and another 30% chance it has 1d6 minion types in the area.

### CHART 25A: NPC MOTIVATION

d4	Result
1	Revenge
2	Spy
3	Quest
4	Lost

**Revenge:** The NPC entered the dungeon on a mission of revenge. Some creature within the dungeon wronged the NPC (killed a friend, stole an object, etc.). The NPC joins the characters if they agree to help in his mission. The NPC may join the characters indefinitely if the result is favorable.

**Spy:** The NPC was hired to spy on a specific creature within the dungeon. This target is always an intelligent creature and typically a humanoid or evil NPC.

**Quest:** The NPC entered the dungeon as a result of a quest. Typically, the NPC is in search of a specific object (typically a magic item). The item is to be returned to the NPC's "employer."

**Lost:** The NPC became separated from an adventuring party or may be the lone survivor of a defeated party.

To create an adventuring party, roll 1d4+1. This is the total number of NPCs in the adventuring party. Select or roll to determine each NPC from among entries 85–99 on **Chart 25: Monsters**. Lastly, roll on **Chart 25B: Alignment** to determine the alignment of the adventuring party. You may roll on **Chart 24: Monster Reaction Roll** to determine the motivation of the party or simply make one up of your own.



## CHART 25B: ALIGNMENT

d10	Result
1	Chaotic Evil
2	Chaotic Good
3	Chaotic Neutral
4	Lawful Evil
5	Lawful Good
6	Lawful Neutral
7	Neutral Evil
8	Neutral Good
9-10	Neutral

## SECTION D

This section provides 100 random treasures. These treasures are located in the container determined in **Section B, Chart 18: Treasure Container**. If no container is present, the treasure is considered to be loosely distributed in the chamber.

## CHART 26: TREASURE

d100	Result
1	<i>Potion of healing</i> (2)
2	380 sp
3	<i>Spell scroll: heal</i>
4	75 gp
5	650 cp
6	+2 <i>javelin</i>
7	Silver bracelet (125 gp)
8	<i>Spell scroll: dispel evil and good</i>
9	88 pp
10	210 gp
11	750 sp
12	230 ep
13	<i>Spell scrolls: levitate, fly</i>
14	700 gp
15	12 pp
16	Gold tiara (500 gp)
17	+2 <i>chainmail</i>
18	20 emeralds (25 gp each)
19	920 gp
20	11 gp
21	<i>Bracers of greater defense</i> (see <b>Appendix III: New Magic Items</b> )
22	410 gp
23	56 sp
24	2,200 cp
25	Four bars of gold (200 gp each)

d100	Result
26	<i>Cloak of illusion</i> (see <b>Appendix III: New Magic Items</b> )
27	190 pp
28	78 gp
29	1,100 cp
30	+2 <i>plate armor</i>
31	750 sp
32	300 pp
33	<i>Helm of water breathing</i> (see <b>Appendix III: New Magic Items</b> )
34	Platinum brooch (900 gp)
35	42 gp
36	Two sapphires (1,000 gp each)
37	Gem-encrusted dagger made of silver (2,000 gp)
38	120 cp
39	<i>Potion of superior healing</i>
40	<i>Wand of death</i> (see <b>Appendix III: New Magic Items</b> )
41	2,400 gp
42	400 ep
43	380 pp
44	<i>Rod of leadership</i> (see <b>Appendix III: New Magic Items</b> )
45	600 sp
46	52 ep
47	+2 <i>arrow</i> (12)
48	800 gp
49	12 cp
50	7 pp
51	One diamond (250 gp)
52	<i>Spell scroll: teleport</i> (as long as it is cast targeting a location at least viewed once, teleported creatures arrive on target)
53	66 gp
54	780 sp
55	90 pp
56	<i>Ring of greater protection</i> (see <b>Appendix III: New Magic Items</b> )
57	114 gp
58	520 gp
59	920 sp
60	400 pp
61	<i>Potion of gaseous form</i>
62	12 sp
63	+2 <i>shield</i>
64	+2 <i>shortsword</i> (wearer can also casts <i>cure wounds</i> 1 / day on self)
65	3,500 gp



d100	Result
66	45 pp
67	100 cp
68	870 sp
69	80 pp
70	<i>Ring of evasion</i>
71	<i>Scroll of recall</i> (see <b>Appendix III: New Magic Items</b> )
72	710 gp
73	17 sp
74	800 ep
75	91 pp
76	217 gp
77	<i>Potion of heroism</i>
78	15 pearls (50 gp each)
79	<i>Scarab of protection</i>
80	350 gp
81	600 pp
82	Ivory jewelry box (700 gp)
83	<i>+2 leather armor</i>
84	490 gp
85	176 ep
86	4 sp
87	3 cp
88	<i>Arrow of undead slaying</i>
89	<i>Spell scroll: dispel magic</i>
90	900 gp
91	367 gp
92	Silver goblet encrusted with rubies (400 gp)
93	<i>Oil of treasure alteration</i> (see <b>Appendix III: New Magic Items</b> )
94	800 gp
95	120 sp
96	5,000 gp
97	Gold ring (100 gp)
98	<i>+2 battleaxe</i>
99	220 pp
100	<i>Fire arrows</i> (20) (see <i>fire ammunition</i> in <b>Appendix III: New Magic Items</b> )

**Armor:** Roll on **Chart 27: Adventurer, Race** to determine size of armor.

## SPECIAL CHARTS

### CHART 27: ADVENTURER, RACE

d10	Result
1	Dragonborn
2	Dwarf
3	Elf
4	Gnome
5	Half-Elf
6	Half-Orc
7	Halfling
8–9	Human
10	Tiefling

### CHART 28: ADVENTURER, CLASS

d12	Result
1	Barbarian
2	Bard
3	Cleric
4	Druid
5	Fighter
6	Monk
7	Paladin
8	Ranger
9	Rogue
10	Sorcerer
11	Warlock
12	Wizard

### CHART 29: GOD/GODDESS

d10	Result
1	Zeus
2	Hera
3	Athena
4	Hermes
5	Hestia
6	Poseidon
7	Hades
8	Orcus
9	Daemogor
10	Baelor

For details on these gods, see the *Dungeon X RPG Dungeon Guide*.



## CHART 30: HUMANOIDS

d12	Result
1	Kobold
2	Orc
3	Goblin
4	Hobgoblin
5	Gnoll
6	Elf, Drow
7	Duergar
8	Bugbear
9	Lizardfolk
10	Sahuagin
11	Grimlock
12	Merfolk

## CHART 31: PRISONER/VICTIM

d12	Result
1	Noble/Military Commander
2	Lesser Nobility
3–4	Militia/Caravan Guard/Soldier
5	Merchant
6–7	Villager
8–9	Adventurer (roll on <b>Chart 27: Adventurer, Race</b> and <b>Chart 28: Adventurer, Class</b> )
10–12	Humanoid (roll on <b>Chart 30: Humanoids</b> )

In general, prisoners and victims are in poor condition. They are injured, severely malnourished, dehydrated, beaten, etc. Without significant rest and/or magical healing, they are unable to perform actions other than basic movement and communication. The victim may know some information about his or her captors other than basic knowledge (who/what they are) (25% chance). Such information includes descriptions of leaders, motivations, plans, etc.

**Noble/Military Commander:** This prisoner is a person of significant importance. Typically wealthy and well-educated, the prisoner can offer a significant reward for his/her freedom. There is an 80% chance they have the statistics of a **noble** and a 20% chance the person is an adventurer (though not actively adventuring). Consult **Chart 27: Adventurer, Race** and **Chart 28: Adventurer, Class**.

**Lesser Nobility:** This person is a prominent person and generally wealthy. They are often emissaries, ambassadors, minor military commanders, local leaders, etc. There is an 80% chance they have the statistics of a **noble** and a 20% chance the person is an adventurer (though not actively adventuring). Consult **Chart 27: Adventurer, Race** and **Chart 28: Adventurer, Class**.

**Militia/Caravan Guard/Soldier:** This person is generally human, but other races are possible. Use the statistics of a **guard** with no weapons or armor.

**Merchant:** Captured during a raid, this merchant can pay a reward for his or her rescue equal to 100 gp/level of the dungeon.

**Villager:** This **commoner** has little to offer the party and can reward rescuers only with 5 gp/level of the dungeon. If injured in battle, they seek to flee immediately. They will not engage any creature larger than themselves.

## SAMPLE DUNGEON

This sample dungeon is designed for a party of 9th-level characters. All the rooms are keyed — filled with monsters or a short description. There is no specific storyline behind this dungeon crawl other than it is the ninth level of a massive underground complex. Who built it and why has been lost through the passage of time. Stair locations to Level 8 and Level 10 are in **Location 24**.

Defeated monsters either retreat out of the dungeon or down to the next level. If the characters make successive raids, rooms may be restocked or remain empty.

### 1. APPARITION

The figure of a woman in ragged armor forms out of the mist that surrounds the entrance to the dungeon and stands before you. The woman is clearly non-corporeal, and her form drifts in and out. Unbelievably, she speaks, “Beware the mind slayers! They are not to be believed and are far more evil than the dark elf. If you choose to move forward, give us vengeance!” The visage fades and disperses into the mist.

The woman was a human cleric and a member of an adventuring party that was killed by a group of mind slayers (**Location 11**). The apparition does not reform.

### 2. TROPHIES

A sickening sight greets you in this chamber. The entire area is magically illuminated and bright with light. The bodies of five adventurers are propped against the north wall opposite the entrance. Their armor and robes are in tatters. None has any weapons, packs, or pouches. But most obvious and horrifically disturbing is that each is missing its head.

The bodies are identifiable as (most likely) a male human fighter, a female dwarf fighter, a male elf or half-elf, a male gnome spellcaster, and a female human cleric. The cleric’s corpse still wears a *ring of evasion*. Otherwise, nothing else of interest is on the bodies. The mind slayers took the rest of







their possessions and sent them into the Deep to their lair. The remaining area beyond **Location 3** is also illuminated. Strange patterns of stone, all purple and white, create a bizarre appearance. A pit bisects the chamber and is filled with scorched skulls; each skull has one to four holes bored through the crest. The skulls are from humans and humanoids.

### 3. PETS

The bones of various creatures litter the floor of this small room. Two piles of ragged furs lie amid the bones.

This small room is home to a pair of **dimensional cats** (see **Appendix I: New Monsters**). The cats are pets and guards for the mind slayers (**Location 11**). The dimensional cats initially attack characters as soon as they detect them (most likely as the characters search the corpses at **Location 2**). If the battle goes poorly, the cats teleport to **Location 8** and warn the mind slayers.

### 4. EMPTY ROOM

This chamber is empty. However, poisonous mushrooms grow in the center of the room.

### 5. OBSERVATION POST

Two very plush, purple chairs are near the ledge to the open mountainside. A single table is between the chairs. A large spyglass lies on it.

The mind slayers use this vantage point to look for victims in the valley below or to find those approaching or climbing the mountain. The spyglass is trapped (contact poison; save or berserk for 2d6 rounds). The spyglass has 4x magnification.

### 6. HESTIA

A life-sized statue of the goddess Hestia stands in the center of this room with her hands extended. One holds a crystal vial and the other a pouch made from golden mesh.

The statue is magical, and if 50 gp are placed in the pouch (all that fit), the crystal vial fills with a blue-colored fluid. The vial can be removed only by the individual who fills the pouch with gold. If the same character drinks the fluid, his or her hit point maximum increase by 1d4+1 permanently. If any other character drinks the fluid (not the character who deposited the gold), his or her hit point maximum decreases by 1d4+1 permanently. The crystal vial magically returns to the statue 10 minutes after it is removed, and any remaining liquid vanishes. Each character may gain the magical effects of the statue only one time (regardless of how much gold is added to the

pouch). The gold vanishes when the vial is filled. If the statue is damaged (including the crystal vial), the offender's hit point maximum decreases by 1d4+1 permanently. A creature with an evil alignment takes 1d6 radiant damage for each round spent in the chamber. The mind slayers are unaware that this chamber exists (they never found the secret door from **Location 5**).

### 7. STAINLESS SNAKE

A massive silvery snake coiled before a set of large, iron doors begins to move. Its head rises above the body and its cowl opens; the snake appears to be a massive cobra.

This **giant steel cobra** (see **Appendix I: New Monsters**) guards the doors and only mind slayers may pass.

### 8. HEADS

Eight plush, purple chairs surround a low firepit in the center of the room. Roasting spits crisscross the firepit. A small side table is next to each chair, and most have mugs or similar containers as well as serving ware. On a longer table against the north wall are five heads: a human male, a dwarven female, an elf male, a gnome male, and a human female. A set of wide stairs leads up and out of the room to the west, and a tall curtain covers most of the east wall.

The mind slayers use this room to feast on the brains of those they kill. They typically roast the heads then consume the brains. The empty skulls are then dropped into the firepit. A silver goblet inset with rubies (400 gp) is the only item of real value in the chamber. If the characters move about the room, they are sure to be noticed by the mind slayers at **Location 11**. Similarly, if the dimensional cats from **Location 3** teleport here, they warn the mind slayers (the cats are now hiding up the stairs at **Location 9**).

### 9. LANDING (TRAPPED)

A set of wide stairs rises to a landing about 10 feet above the floor level below. A single, large iron door is set into the west wall of the landing area.

The top step of the staircase is trapped. **Teleportation Trap**: may not be detected without magical means; may be dispelled (DC 18) but not disarmed; the first creature stepping on the top step must succeed on a DC 18 Wisdom saving throw or be teleported to a random room on this level of the dungeon after 1d4 rounds. If the two **dimensional cats** from **Location 3** teleported to **Location 8**, they now retreat here to hide and ambush the characters. They use their tentacle attacks from as far away as possible to draw a character to the stair trap.



## 10. DESCENT

The walls of this room are granite, and swirls of purple granite stand apart from the black field. An iron pedestal in the center of the room features a single lever topped with a diamond. It appears the lever can be moved in one direction; it is locked in what would be considered the “up” position.

This room is an elevator that has two possible destinations; it is currently in the uppermost position. Pushing the lever toward the “down” position moves the elevator far into the Deep to a mind slayer outpost. Removing the diamond (worth 250 gp) disables the elevator.

## 11. MIND SLAYERS

This opulently furnished room includes a massive, circular-shaped bed, two plush chairs, a matching sofa set, and a table and chair set. Tapestries hang from the walls, and a plush carpet covers the entire floor. Varying shades of purple mixed with yellow are the primary colors used in the decorations. A large, wooden chest is next to the table.

This chamber is the lair of a mated pair of **mind slayers** (see **Appendix I: New Monsters**). The two are charged with spying on the activities of the creatures in and around the dungeon in the event the drow elves gain a presence. The mind slayers also host raiding parties from the Deep. The chest holds the mind slayers’ treasure, which includes 210 gp, 190 pp, a *potion of superior healing*, a *spell scroll* with *teleport* (arrive on target if destination has been viewed at least once), and a gem-encrusted dagger worth 2,000 gp.

## 12. ESCAPE ROOM (LOCKED DOOR)

A deep chasm breaks this room’s confines. Cool air emerges from the chasm. A carved set of stairs descends from the room into the darkness below.

The mind slayers used these stairs to invade the dungeon many years ago. The stairs descend directly into the Deep, but far from any mind slayer city or outpost. The door to the chamber (from the hall) is locked, and the mind slayers have the key. A successful DC 18 Dexterity check with thieves’ tools will unlock the door. If the magic elevator (**Location 10**) is disabled (the diamond is stolen, broken, or lost), the mind slayers use these stairs to escape into the Deep. If the characters linger too long in this chamber, there is 10% chance that a wandering monster emerges from the stairs.

## 13. TRAPPED DOOR

This door is trapped but not locked. **Sonic Boom Trap**: detected with a successful DC 18 Intelligence (Arcana) check; disarmed with a successful DC 18 Dexterity check with thieves’ tools; if the door is opened without disarming the trap, all creatures within 30 feet take 2d6 thunder damage, and all creatures within 60 feet hear the noise. Roll for wandering monster [1–3 on 1d6 results in encounter]; roll on **Chart 25: Monsters**.

## 14. COINS

This dusty corridor is not illuminated but the glitter of several silver coins break through.

Four silver coins are spread across the floor of this corridor. Nothing else of interest is here.

## GHOUL LORD’S REST

**Locations 15–20** are the domain of a ghoulish lord and its minions. The ghoulish lord (**Location 16**) has amassed a significant number of undead minions, and it ventures throughout the dungeon and mountainside area in search of victims. **Location 16** is completely cloaked in magical darkness. The entire area was a drow elf outpost but other denizens of the dungeon overran it long ago.

## 15. COMMON ROOM

Broken furniture, mostly tables and chairs, litter the floor of this chamber. Mixed in with the debris are bones that appear to be gnawed and broken. Empty weapons racks are mounted into the walls. Several torch sconces are all empty.

The undead in this area typically feast upon their victims in this chamber. For each round the characters spend searching this room, the undead in the adjoining rooms have a chance to detect them. Roll 1d6 for each of the still-occupied chambers. If the result is a “6”, the undead in that chamber are aware of the characters and move to attack. If any undead are alerted, the ghoulish lord is also automatically alerted.

## 16. GHOUL LORD

This room is completely enshrouded in magical darkness. A cool breeze generated from the open mountainside circulates through the chamber. A character moving about the chamber in the darkness may fall off the cliff without warning. A **ghoulish lord** (see **Appendix I: New Monsters**) lives in this room and has a stone sarcophagus set against the south wall. The creature’s treasure is in the sarcophagus and includes 367 gp, a gold ring worth 100 gp, a +2 *shield*, four gold bars worth 200 gp each, and a *rod of leadership* (see **Appendix III: New Magic Items**).



## UNDEAD BARRACKS

**Locations 17–20** are generally identical. They are former barracks with decaying furniture. However, each has a different undead occupant. If treasure is present, it is loosely scattered on the ground or worn by one of the undead.

### 17. GHOULS

Seven **ghouls** occupy this room. An ivory jewelry box worth 700 gp is under a broken table in one corner.

### 18. GHOSTS

Five **ghosts** occupy this room. One of the ghosts wears a *cloak of illusions* (see **Appendix III: New Magic Items**).

### 19. WIGHTS

Two **wights** live in this chamber. Their combined treasure of 300 pp and a set of *bracers of greater defense* (see **Appendix III: New Magic Items**) is piled in a corner.

### 20. WRAITH

Two **wraiths** live in this room. The creatures' treasure is stacked on a table: 400 ep, 7 pp, and 12 +2 *arrows*.

## TRAPPED CHAMBERS

**Locations 21–23** include a deviously designed trap. The doors to **Locations 22** and **23** are one-way doors and concealed from **Location 21**. The entire area is illuminated by permanent *light* spell.

### 21. TELEPORTATION TRAP

A circular dais rises two steps above the floor of this chamber. A small chest made of glass rests on a wooden pedestal at the center of the dais. A strange scarab rests on a bed of gold coins inside the chest.

This room is a trap. **Teleportation Trap**: may not be detected without magical means; may be dispelled (DC 18) but not disarmed; the first creature to step on the dais must succeed on a DC 18 Wisdom saving throw or be teleported to **Location 27**. At the same time, a creature appears at **Location 22** (roll randomly on **Chart 25: Monsters**). A second character who steps on the dais must also save or be teleported to **Location 27**. At the same time, a new creature appears at **Location 23** (roll randomly on **Chart 25: Monsters**). Any creatures that appear immediately exit their chambers and attack anyone left in this room. No more than two creatures are teleported out of this room (unless a teleported character returns from **Location 27** to this room). The glass chest holds 78 gp and a *scarab of protection*. There is a 20% chance that any monster teleported into this trap carries a random treasure from **Chart 26: Treasure**.

### 22. TELEPORT CHAMBER

See **Location 21** for details.

### 23. TELEPORT CHAMBER

See **Location 21** for details.

### 24. STAIRS

Two sets of wide stairs exit this room. One set climbs upward, and the other descends into darkness. No sounds are heard from either stair.

A pair of stairs leads up to Level 8 and down to **Location 1** on Level 10.

### 25. CHIMERA

The half-eaten carcasses of three mountain goats lie near the ledge to the mountainside. Other bones are scattered across this chamber. Fur and hides are piled near the north wall. The corpse of a small human-like creature lies near the nest of furs.

A **chimera** lairs in this chamber. It is out hunting when the characters arrive but returns as they investigate the lair. It immediately attacks. The corpse is that of a halfling adventurer (see **halfling ranger/rogue 3** in **Appendix II: NPCs**). The only item of value on the corpse is a *helm of water breathing* (see **Appendix III: New Magic Items**). The nest contains the creature's amassed treasure: 230 ep, 410 gp, 12 pp, and a *wand of death* (see **Appendix III: New Magic Items**).

### 26. WEBS

Thick webs obscure your vision of this room. They hang from the ceiling and stretch to the floor. The vague outline of several large, web-encased objects dangle in the distance.

A large group of five **huge spiders** (statistics of a **giant spider** with 39 [6d10 + 6] hit points and Challenge Rating 2, whose bite does 8 [1d10 + 3] piercing damage and 11 [2d10] poison damage) live in this room. They typically roam the dungeon in search of food, using the stairs to access other levels. They bring their victims back to this room. Hanging in the webs are various humanoids including three orcs, four goblins, an ogre, and three hobgoblins. A total of 120 sp and 66 gp can be found among the humanoids.



## 27. TELEPORTATION ROOM

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This room is empty and only receives those teleported from **Location 21**.

## 28. CHASM

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A deep chasm descends into darkness at this intersection of four wide halls. The hall to the north is completely collapsed.

This chasm descends 400 feet to where an underground river rushes by. The sound of the water can clearly be heard from this location.

## 29. WORM

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The door to this chamber is shattered. A massive purple form lies coiled inside the chamber, taking up most of the large room. The air is strangely acrid.

A **purple worm** came up from the Deep to rest in this chamber. It remains sleeping unless disturbed.

## 30. LAST STAND

---

The doors to this room are broken, and only one remaining slab leans precariously on a single hinge. The large chamber beyond partially collapsed, and water drips from gaping holes in the ceiling to form a pool among large stones and boulders. Three bodies lie near the collapse.

A group of adventurers fled to this chamber after encountering a group of undead in the Deep. A **specter** and six **bone hunters** (see **Appendix I: New Monsters**) pursued the adventurers to this room, where a final battle ensued. The specter killed one of the adventurers, a rogue, but the remaining adventurers then killed it. Unfortunately, the bone hunters then defeated the remaining adventurers. Moments later, the specter rose from the remains of the rogue. The specter often uses the chasm (**Location 28**) to access the Deep to hunt for victims. The bone hunters also remained and serve the specter. Their amassed treasure (including any valuables once carried by the dead adventurers) are scattered in the pool. In the event the characters wish to resurrect any of the dead adventurers (rogue excluded), they are: **human fighter 5**, **halfling ranger/rogue 5**, and **human wizard 5** (see **Appendix II: NPCs**). The treasure includes 75 gp, 88 pp, a platinum brooch worth 900 gp, a *potion of heroism*, a *spell scroll* with *dispel magic*, and 20 *fire arrows* (see **Appendix III: New Magic Items**).





## LEVEL 10

To use the Random Dungeon Encounter Generator (RDEG), you need a full set of polyhedral dice (d4, d6, d8, d10, d12, d20) and a map. The following tables are numbered (#) and are cross-referenced throughout the RDEG. Each level has new tables that create more difficult and varied options as the dungeon levels progress. For example, a Level 1 dungeon trap usually inflicts less than 1d8 damage while a Level 5 dungeon trap might average 2d8 damage. Monsters increase in power and treasures increase in value corresponding to dungeon level.

To create a dungeon room encounter, a series of dice rolls is required. At any time, you may reroll or simply end the process if you feel the room encounter is satisfactory. To start the process, begin in **Section A, Chart 1: Room Contents** or **Chart 21: Corridor Contents**. Each chart further instructs you which chart to roll on next based on the result. Never feel locked into a die roll result. If it makes no sense, seems inconsistent, or if you just want something more or less, reroll.

When you complete rolling in **Section A**, proceed to **Section B** for room details, then **Section C** to determine creatures. Lastly, if necessary, go to **Section D** to determine treasure.

### IRREGULAR DICE

In some cases, you are asked to roll a non-standard dice, such as a d16. To generate this result, roll 1d6 and 1d8. If the result of the d6 roll is 4, 5, or 6, add 8 to the result of the d8. This same method is used to generate 1–24 using a d6 and a d12 (the d6 result adds 12 to the result instead of 8).

### SECTION A

Start by rolling 1d6 on the **Illumination Type** chart below. After the illumination type is determined, move to **Chart 1: Room Contents** or **Chart 21: Corridor Contents**. Proceed to **Section B** when the illumination and contents are completed.

#### ILLUMINATION TYPE

d12	Result
1	<b>Brazier:</b> One per 40 square feet*
2	<b>Torch/Sconce:</b> One per 30 square feet
3	<b>Torch/Sconce:</b> One per 60 square feet*
4	<b>Lantern:</b> One per 60 square feet
5	<b>Lantern:</b> One per 90 square feet*
6	<b>Permanent light spell:</b> cast on ceiling
7	<b>Permanent light spell:</b> cast on an object
8	<b>Magical effect</b>
9–10	<b>No artificial illumination</b>
11	<b>Natural Effect</b>
12	<b>Special Effect</b>

\* Due to the gap in light sources, a dimly lit/lightly obscured area is between light sources.



**Brazier:** Typically made of brass, these urn-like devices burn coals or some sort of fuel oil to generate light. Braziers cast bright light in a 10-foot radius and dim light in an additional 10-foot radius. A brazier in a 20-foot-square room fully illuminates the entire chamber; however, in a 30-foot-square room, the corners of the chamber are shadowy and dimly lit (assuming the brazier is set in the center of the room).

**Torch:** The standard torch burns for one hour, casts bright light in a 20-foot radius, and dim light in an additional 20-foot radius. Torches can be extinguished in high winds or damp (rain-like) conditions. A torch can be voluntarily extinguished using an action. A lit torch submerged in water (or most any liquid) is immediately extinguished and cannot be relit until properly dried (typically four to six hours in dry conditions).

**Lantern:** A lantern casts bright light in a 30-foot radius and dim light in an additional 30-foot radius. It remains lit for six hours (fully fueled with one oil flask). A lantern is easily extinguished (no action required). If submerged or exposed to significant water, it cannot be relit without replacing the oil. Lanterns are resistant to high winds and rain unless mechanically opened to expose the lit flame.

**Magical Effect:** A magical property in the area casts illumination throughout the chamber, regardless of its size. This effect is not the result of a *light* spell, but the innate properties of an object within the chamber or the chamber itself.

**Natural Effect:** Strange fungus and lichens grow deep underground. Many are phosphorescent and provide dim light. While not bright enough to allow characters to read a document or to see fine detail, this light is strong enough to allow free movement and even combat.

**Special Effect:** Light is generated by some unusual event or situation within the area. Some examples include a fire, a series of mirrors that bring in daylight from some distance away, etc.

## CHART 1: ROOM CONTENTS

d20	Result
1	Statues (roll on <b>Chart 2: General Statues</b> )
2–3	Rotted furnishings (indistinguishable)
4	Rotted furnishings (barracks)
5	Rotted furnishings (library/office)
6	Rotted furnishings (leader's quarters)
7–9	No furnishings
10–11	Lair, furnishings match occupant
12	Religious (roll on <b>Chart 3: Religious [Room Type]</b> )
13	Vault
14	Military (roll on <b>Chart 5: Military [Room Type]</b> )
15	Prison (roll on <b>Chart 6: Prison [Room Type]</b> )
16	Arcane (roll on <b>Chart 7: Arcane [Room Type]</b> )
17	Stair (roll on <b>Chart 8: Stair [Room Type]</b> )
18	Fountain (roll on <b>Chart 9: Fountain, General</b> )
19	Special I (roll on <b>Chart 11: Special I [Room Type]</b> )
20	Special II (roll on <b>Chart 12: Special II [Room Type]</b> )

**Rotted Furnishings:** The contents of this room are decayed and rotted beyond identification, or they are in such disrepair that they are unusable. Some chambers can be identified as to their original intent (barracks, library, etc.) but nothing within the chamber has actually survived. For example, a library's bookshelves and cabinets have collapsed, and any remaining books crumble at the touch or are waterlogged and simply fall apart.

**No Furnishings:** This room is empty of any furnishings or objects other than some possible detritus, the occasional vermin, vermin skeletons, cobwebs, puddles of dirty water, dust, broken weapons (unusable), etc.

**Lair Furnishings:** This chamber is the current lair of a creature. Whether the creature is present is determined in **Section B**. The content's contents and furniture are reflective of the occupant. For example, an owlbear's chamber might hold several piles of bones, a nest made of soft materials (cloth, straw), etc. A light source is not likely unless magically present. The entries for statues, military, religious, prison, arcane, stair, fountain, and special have their own charts to roll on to further detail the chamber.

**Vault:** A vault is a special chamber with very limited access. Typically, a secret door or heavily protected/locked entrance is the singular way to enter a vault. Protection can come in the form of a trap, magical effect, creature/guard, or combination of both. Some vaults are accessible only via a teleportation effect.

## CHART 2: GENERAL STATUES

d12	Result
1	Statue of random monster (roll on <b>Chart 25: Monsters</b> )
2	Statue of non-human adventurer (roll on <b>Chart 27: Adventurer, Race</b> [reroll 8-9] and <b>Chart 28: Adventurer, Class</b> )
3	Statue of human adventurer (roll on <b>Chart 28: Adventurer, Class</b> )
4	Statue of humanoid (roll on <b>Chart 30: Humanoids</b> )
5	Statue of a god/goddess (roll on <b>Chart 29: God/Goddess</b> or GM selection)
6	Broken/defaced statue (roll 1d6 on this chart to determine type)
7	Statue, oracle (roll 1d6 on this chart to determine type)
8	Statue and one treasure
9	Statue, trapped (roll on <b>Chart 19: Trap, Container/Statue/Treasure</b> )
10	Statue, petrified adventurer
11	Statue, replica of a character
12	Statue, animates (roll 1d6 on this chart to determine type)

Statues generally are the same size as their subject matter.

**Oracle:** An oracle statue answers one question truthfully once per month. The statue must be addressed in its "native" tongue.



**Statue and treasure:** Treasure found with a statue is in addition to any other treasure determined while rolling for room contents.

**Petrified Adventurer:** This statue is actually a petrified adventurer and can be magically restored via a *flesh to stone*, *greater restoration*, or *wish* spell. Roll on **Chart 27: Adventurer, Race** and **Chart 28: Adventurer, Class** for the type of adventurer. The adventurer is 2nd level; consult **Chart 25: Monsters** for statistics.

**Character Replica:** This statue is an exact replica of one of the characters in the party (roll randomly or select). The statue has an outstretched hand. If the copied character grasps the statue's hand, he/she gains the ability to cast *stoneskin* one time. After bestowing the special power, the statue vanishes. It reappears one day later in the same location, but this time it takes the form of another member of the adventuring party.

**Statue Animates:** Use the statistics for **living statue, crystal** or **living statue, iron** or **living statue, stone** (see **Appendix I: New Monsters**) as appropriate. It attacks if approached. It cannot communicate and pursues fleeing characters.

### CHART 3: RELIGIOUS (ROOM TYPE)

d12	Result
1	Shrine
2	Desecrated shrine
3	Reliquary
4	Chapel
5	Temple
6	Desecrated temple
7	Crypt (roll on <b>Chart 4: Crypt [Room Type]</b> )
8–9	Storage
10	Sacrificial altar
11	Magical altar (roll on <b>Chart 3A: Magical Altar</b> )
12	Oracle

**Shrine:** This chamber has an object set in a place of prominence — often illuminated — that is dedicated to a specific deity or pantheon. If intelligent creatures are present, they are generally devotees of the deity and are either visiting, maintaining, or guarding the shrine. A shrine always includes some artifact of importance though not necessarily one of value.

**Desecrated Shrine:** Similar to a normal shrine, this chamber once was a place of reverence. It has been defiled and desecrated. If creatures are present, they may have desecrated the shrine, come to inspect the damage, and/or are looking for those responsible for the damage.

**Reliquary:** Typically, this is a singular chamber often hidden by magic or a secret door. This room houses — or previously housed — an item or artifact of significant importance. The item is often magical in nature.

**Chapel:** Always a single chamber, building, or location, a chapel is simply a place of worship. Usually, a chapel is an outpost for members of the faith. They are not always staffed.

**Temple:** Typically found in a larger chamber, a temple is an active place of worship. It is often occupied by the appropriate worshippers and/or a shaman or cleric. The temple includes

religious accoutrements such as an altar, pews, symbols of the deity, etc.

**Desecrated Temple:** This chamber has been savaged and damaged by physical force, fire, or both. Otherwise, it is identical to a normal temple. Identifying the original deity may be difficult. Desecrated temples have a propensity to be the lair of vengeful undead, usually former devotees of the temple.

**Crypt:** Roll on **Chart 4: Crypt (Room Type)**.

**Storage:** A religious faction used this room for storing items related to maintaining their nearby temple or shrine. Items may include spare robes, basic symbolic devices, additional chairs, wine/ale used in services, war paints, etc.

**Sacrificial Altar:** This chamber exudes evil, and a sacrificial altar, table, or similar device dominates the room. Dried blood is easily identifiable in the chamber. Urns or other containers may be located within the chamber and may hold internal organs and/or blood. A victim (alive) may be secured within the chamber as well as evil creatures that perform the sacrifice. An identifiable symbol of an evil deity is also present. There is a 10% chance that a living being is secured to the altar. Consult **Chart 31: Prisoner/Victim** for details.

**Oracle:** A cleric or paladin of the same deity may ask one question of their god once per lifetime. The question is answered truthfully. A donation of 100 gp per level of the inquisitor is required.

**Magical Altar:** Consult **Chart 3A: Magical Altar** to determine the effect of altar. Typically, some object or creature must be placed on the altar for the effect to take place. The character attempting to use the altar must be of the same faith as the deity (altar dedication). Individuals may use the altar only one time during their lifetime.

### CHART 3A: MAGICAL ALTAR

d4	Effect
1	Normal weapon placed on altar becomes a <b>+1 weapon</b> of the appropriate type
2	Creature is resurrected
3	Creature regains all hit points and is cured of poison, lycanthropy, and disease
4	Any reductions to creature's hit point maximum caused by undead are undone

### CHART 4: CRYPT (ROOM TYPE)

d8	Result
1	Solitary coffin: empty; opened or unsealed
2	Solitary coffin: corpse; unopened, sealed
3	Multiple coffins: empty; opened or unsealed
4	Multiple coffins: corpse; unopened, sealed
5	Sarcophagus: sealed
6	Sarcophagus: unsealed
7	Mausoleum: sealed
8	Mausoleum: unsealed

**Coffin:** This simple burial device is made of wood and may have inscriptions detailing who was interred. They are typical-



ly nailed shut. Sealed coffins contain a single corpse that may be recently interred or decayed to nothing more than skeletal remains. To determine the type of creature interred, you can roll once on either **Chart 27: Adventurer, Race** or **Chart 30: Humanoids** to determine what type of corpse is present.

**Sarcophagus:** Typically made of stone, these burial devices are often used by humans. The lid of a sarcophagus is sealed with a cement-like compound. The lid is also extremely heavy. If sealed, the corpse within has some treasure as it was a person of significance in life.

**Mausoleum:** A mausoleum holds multiple small sarcophagi made of granite. The entrance to the mausoleum is singular and held closed by a complex lock (successful DC 18 [minimum] Dexterity check with thieves' tools). If the entrance is unsealed, the entire structure has likely been looted.

## CHART 5: MILITARY (ROOM TYPE)

d12	Result
1	Barracks, abandoned
2–3	Barracks, occupied
4	Barracks, empty
5	Leader's office
6	Commander's office
7–8	Storage
9	Latrine
10	Training
11	Weapons/armor storage
12	Weaponsmith/armorer

**Barracks:** This chamber contains beds/bunks/hammocks, etc., with accompanying furniture that includes tables, chairs, footlockers, wall lockers, shelving, and cabinets. If occupied, the containers hold various items such as clothing, spare weapons, spare armor, some minor treasures, etc. A light source, or multiple sources, are present.

**Leader's Office:** This room is a combined office and bedchamber used by a sergeant or similar type of leader. This creature, while not in complete command of troops, holds a position of authority and is responsible for daily operations of troops.

**Commander's Office:** This chamber is occupied by the highest-ranking leader of nearby troops. The commander may or may not be the same type of creature as its subservient troops. The chamber is lavishly decorated and contains fine furniture or decorations. It is possible the chamber is actually two or more rooms and includes an office, a treasury, a bedchamber, and a study.

**Storage:** This storage room, if the nearby barracks are occupied, is always locked and the key held by the leader and commander. The room's contents are a combination of dry goods, food, clothing, and general equipment.

**Latrine:** Used by all members associated within this military area, this room is most often well-kept and clean. If abandoned, it is often the lair of vermin such as rats, oozes, jellies, etc. Even when abandoned, local denizens still use the room.

**Training:** This room is used to practice and train. There might practice dummies, targets, and obstacles. Additional-

ly, physical conditioning equipment might be present. Some sparring-type weapons might be found in this room; these weapons are wooden facsimiles of normal weapons with blunt edges.

**Weapons/Armor Storage:** This locked room contains additional weapons and armor used by the nearby troops. Containers holding additional ammunition for missile or hurled weapons are also present. Keys to this chamber are held by the weapon-smith/armorer, the leader, and the commander. The weapons within the chamber correspond to active occupants of the associated military complex or chambers. All weapons are stored in wall racks, crates, barrels, etc.

**Weaponsmith/Armorer:** This room is either an active or abandoned smithy. The occupant(s) are trained in manufacturing/maintaining weapons and armor. The room contains all the equipment required to operate a smithy. Smoke from the furnace is vented via a crevice in the ceiling (which is why the chamber was selected for its purpose).

## CHART 6: PRISON (ROOM TYPE)

d6	Result
1	Torture chamber
2–3	Guard post
4	Cell, empty
5	Cell, occupied
6	Cell, occupied (false)

A prison location is often located near a military, religious, or arcane room area. If any of the chambers are occupied, the entire area is illuminated by lanterns or torches (sconces).

**Torture Chamber:** This room is used to torture prisoners for information or sadistic pleasure. You may opt to roll twice for occupants for this chamber; one occupant is the prison staff and the other a current prisoner. The screams of victims can be heard up to 120 feet from this chamber (50% chance). The door to this room is typically locked at all times. The lead interrogator or nearby guards hold the keys. Roll on **Chart 31: Prisoner/Victim** to determine the prisoner.

**Guard Post:** Prison guards staff this area. It contains minor furniture (table and chairs), some weapons in racks, and is illuminated. Keys to the entire prison area are often found here.

**Cell, Empty:** The door to this room is locked. A dirty straw bed, manacles (attached to wall), and other detritus are inside.

**Cell, Occupied:** The door to this room is locked. A badly beaten prisoner (reduced to 1d2 hit points) is inside. Roll on **Chart 31: Prisoner/Victim** to determine the prisoner. Any equipment the prisoner once possessed is located at a nearby guard post or some other related chamber.

**Cell, Occupied (False):** This chamber conforms to the occupied cell description. However, the occupant is possibly working for the prison staff (gaining the confidence of other prisoners, etc.) or a member of a nearby enemy. Regardless, the prisoner attempts to gain the confidence of its rescuers but betrays them at the first opportunity (possibly by leading them into a trap). This false prisoner is injured (mostly superficial) for 1d3 hit points. Use the rogue statistic block found on **Chart 25: Monsters**.



## CHART 7: ARCANES (ROOM TYPE)

d6	Result
1	Library
2	Study
3	Laboratory, chemical
4	Laboratory, test
5	Magical pool
6	Magical cell

A spellcaster of some type uses an arcane room for research. If the area is occupied, the spellcaster defends the chamber and summons minions from nearby chambers. These chambers, if occupied, are illuminated by magical light.

**Library:** Bookshelves hold volumes focused on basic magical research, conceptual theory, and historical selections. There is a 50% chance of discovering a book that includes an actual magical spell (30% chance three 1st-level spells, 25% chance two 2nd-level spell, 20% chance one 3rd-level spell, 15% chance one 4th-level spell, 10% chance one 5th-level spell, determine randomly).

**Study:** This chamber contains comfortable furniture (cushioned chair, couch, small table, side tables, mini-bar, etc.). A spellcaster uses this room to read and study books from a nearby library. The chamber is typically illuminated by a magical light and candles.

**Laboratory, Chemical:** A large table covered with numerous glass cylinders of varying shapes and sizes dominates this room. The contents of most are nonmagical in nature (90% chance). One container may act as a random magical potion (10% chance).

**Laboratory, Test:** A spellcaster uses this chamber to practice spells against various targets. The spellcaster may use a short, four- to five-foot-tall stone wall as a shield. A living prisoner may be manacled to a wall for spell experimentation (10% chance). Roll on **Chart 31: Prisoner/Victim** to determine the prisoner.

**Magical Pool:** A raised pool of liquid (size determined by you) is in the center of this room. This liquid is magical and is used to create potions, to enchant items, and to mix magical inks. Consuming the liquid is dangerous: any creature that does so must succeed on a DC 19 Constitution saving throw or take 2d8 poison damage. The liquid has no value. However, if mixed in equal parts with any potion, it creates two potions. For each attempt to create a duplicate potion, roll for success (75% chance of success [failure indicates that both potions are ruined]). Potions cannot be further diluted to make additional potions.

**Magical Cell:** This chamber holds a magical container or cell that imprisons a magical creature. Roll on **Chart 25: Monsters** to determine what creature is trapped. Roll on **Chart 24: Monster Reaction Roll** if it is released to determine how it reacts to the characters.

## CHART 8: STAIR (ROOM TYPE)

d6	Result
1	Open stair up one level
2	Open stair down one level
3	Collapsed stair, no passage
4	Guarded stair up one level (roll on <b>Chart 25: Monsters</b> to determine creature type)
5	Guarded stair down one level (roll on <b>Chart 25: Monsters</b> to determine creature type)
6	Secret stair, exits dungeon complex

## CHART 9: FOUNTAIN, GENERAL

d6	Magical/ Nonmagical?	Result
1	Nonmagical	Clear, cool water. Refreshing.
2	Nonmagical	Dinky, room temperature
3	Nonmagical	Algae-covered, dirty water. Drinking causes disease.
4	Nonmagical	Clear, hot water
5	Magical	Green-colored water (roll on <b>Chart 10: Fountain, Magical</b> )
6	Magical	Clear, cool water (roll on <b>Chart 10: Fountain, Magical</b> )

## CHART 10: FOUNTAIN, MAGICAL

d12	Result
1	Character regains all hit points.
2	Character's hit point maximum increases by two.
3	One random ability score of the character increases by one. Another random ability score decreases by one.
4	One random ability score of the character (in which they have saving throw proficiency) increases by one. Another random ability score (in which they do not have saving throw proficiency, if possible) decreases by one.
5	Player chooses one ability score of the character to increase by one and another ability score to decrease by one.
6	One random ability score of the character increases by one.
7	Character regains all hit points, and all diseases are removed.
8	Character is immune to poison until next dungeon level is reached.
9	Character must succeed on a DC 16 Constitution save or take 1d4 poison damage and become infected with lycanthropy (wererat).
10	Character automatically succeeds on their next saving throw to avoid being affected by lycanthropy.
11	Character turns invisible (per spell) but only to those in the chamber.
12	Character gains effects of a <i>detect thoughts</i> spell against the next opponent met.



Magical effects occur after consuming the liquid directly from the fountain. The water’s magical properties are negated if the liquid is removed or transported from the fountain. Each character may gain only one magical effect from a specific magical fountain once per lifetime.

A character that becomes a lycanthrope is not aware of the curse until the next full moon. A *remove curse*, *greater restoration*, or *wish* spell negates this effect.

CHART 11: SPECIAL I (ROOM TYPE)

d10	Result
1	Well
2	Collapsed*
3	Flooded*
4	Teleportation*
5	Elemental gate*
6	Abyssal gate*
7	Locked*
8	Locked and trapped**
9	Room contains illusion of sleeping creature (roll on <b>Chart 25: Monsters</b> ).
10	One magic item hidden within the chamber.

\* Roll again on **Chart 1: Room Contents**

\*\* Roll on **Chart 1: Room Contents** and **Chart 19: Trap, Container/Statue/Treasure**

**Well:** A shallow well provides water to residents of the dungeon area. The door to this room is typically absent. A clean water spring or underground stream feeds the well.

**Collapsed:** The ceiling of this chamber collapsed. No passage is possible.

**Flooded:** This chamber is filled with 1d10 feet of water. The water is clear (30% chance), dirty (50% chance), or magically darkened (20% chance). Objects may float on the water’s surface. Algae covers the walls of the chamber. Water drips from the ceiling, and minor amounts escape from tiny cracks under the waterline.

**Teleportation:** Merely by entering this room, a creature is teleported to a random location in the dungeon. This location can randomly change or be consistent. Typically, the teleportation functions only once every 20–50 minutes ([1d4 + 1] × 10). The destination location is not automatically another teleportation chamber (roll on **Chart 1: Room Contents** to determine the type of chamber the character arrives in).

**Elemental Gate:** A gate to one of the four elemental planes is open in the center of this chamber. Entering the gate transports any creature to the appropriate plane (roll 1d4: 1=Fire; 2=Air; 3=Earth; 4=Water). Elemental planes are not described in this book. A return gate is possibly located on the “other” side (50% chance).

**Abyssal Gate:** This gate is a passageway to the Abyssal Plane, the home of demons and the undead. The Abyssal Plane is not described in this book. A return gate is possibly located on the “other” side (50% chance).

CHART 12: SPECIAL II (ROOM TYPE)

1d8	Result
1	Spy outpost
2	Giant outpost
3	Dragon outpost lair
4	Water-filled area
5	Apparition
6	Clone room
7	Throne room
8	Market/merchant

**Spy Outpost:** This area is occupied by a single or group of creatures spying on other creatures in the general area. Typically, the area is hidden by the use of secret doors.

**Giant Outpost:** A group giants established a small base in a series of rooms. The base serves a variety of purposes. Roll again on **Chart 1: Room Contents**.

**Dragon Outpost Lair:** A dragon has taken up residence in a section of the dungeon. This lair is generally a secondary location and smaller than the dragon’s home lair. Roll again on **Chart 1: Room Contents** to determine what the area previously held.

**Water-filled Area:** This room or section of rooms is partially submerged in water.

**Apparition:** This chamber contains an apparition of some creature that has ties to the general area of the dungeon. It may answer a question if the characters are of the same general alignment.

**Clone Room:** Roll again on **Chart 1: Room Contents**. Additionally, all the characters are instantly cloned and appear nearby. The clones seek to destroy the characters. The clones and all their possessions vanish 30 minutes later.

**Throne Room:** This chamber is typically very large and surrounded by subsidiary chambers. A throne room can be found in a military complex, religious complex, or even a series of crypts.

**Market/Merchant:** Rarely, and typically only in the deepest dungeons, an enterprising merchant from the Deep (dark elf, chasm gnome, etc.) sets up a shop of some sort in a dungeon. This market is often small and mobile. The merchant usually has a very competent guard or may be very competent himself. This market is also in a well-travelled area inhabited by relatively civilized creatures. A market is never located near a dangerous, unstable creature.

CHART 21: CORRIDOR CONTENTS

d8	Result
1	Trap (roll on <b>Chart 23: Trap, Corridor, Alcove, or Hall</b> )
2	Monster with one treasure
3	Monster with no treasure
4–6	Empty corridor
7	Treasure with trap
8	Special (roll on <b>Chart 22: Corridor, Special</b> )



## CHART 22: CORRIDOR, SPECIAL

d4	Result
1	Stairs up/exit
2	Stairs down (next level)
3	Collapsed stairs up (no passage)
4	Collapsed stairs down (no passage)

## SECTION B

In this section, you will determine if a monster, trap, and/or treasure is in the chamber or corridor. First, roll on **Chart 17: Room Detail**. **Section B** also details traps for any location. If a monster is included, move to **Section C** to randomly select a monster. If a treasure is included, go to **Section D** to determine treasure details.

### CHART 17: ROOM DETAIL

d16	Result
1	Trap (roll on <b>Chart 20: Trap, Chamber Entrance</b> )
2–3	Monster with no treasure
4–6	Monster with one treasure*
7–8	Monster with two treasures*
9	Monster with three treasures*
10	Monster with one treasure; trapped**
11–12	No monster or treasure
13	Treasure*
14	Treasure, trapped**
15	Two monsters (allied)
16	Two monsters (fighting)

\* Roll on **Chart 18: Treasure Container** to determine container type.

\*\* Roll on **Chart 18: Treasure Container** to determine container type and **Chart 19: Trap, Container/Statue/Treasure** for trap type.

### CHART 18: TREASURE CONTAINER

d20	Result
1–2	Chest, no trap
3–4	Chest, no trap, locked
5	Chest, trapped*
6–7	Chest, trapped, locked*
8	Chest, no trap, hidden
9	Chest, no trap, locked, hidden
10	Chest, trapped, hidden*
11	Chest, trapped, locked, hidden*
12	Sack, hidden
13	Sack

d20	Result
14	Footlocker, locked
15	Secret compartment in floor
16	Secret compartment in wall
17	Secret compartment in wall, trapped*
18	Loose on floor or table
19	Hidden within furniture
20	Hidden inside pottery

\* Roll on **Chart 19: Trap, Container/Statue/Treasure** to determine trap type.

To locate hidden treasure, a character succeed on a DC 17 Intelligence (Investigation) check. Only one attempt is allowed.

### CHART 19: TRAP, CONTAINER/STATUE/TREASURE

d20	Result
1	<b>Contact poison:</b> Succeed on a DC 19 Constitution save or take 3d10 poison damage. Detected with a successful DC 20 Intelligence (Investigation) check
2	<b>Contact poison:</b> Succeed on a DC 19 Constitution save or berserk for 2d6 rounds. While berserk, use action to attack nearest creature; may repeat save at end of each turn. Detected with a successful DC 20 Intelligence (Investigation) check
3	<b>Poisonous gas:</b> All creatures within 20 feet succeed on a DC 19 Constitution save or take 3d10 poison damage
4	<b>Poisonous gas:</b> All creatures within 10 feet succeed on a DC 19 Wisdom save or be teleported to nearest entrance to dungeon
5	<b>Poisonous gas:</b> All creatures within 10 feet succeed on a DC 19 Constitution save or fall asleep for 30 minutes starting exactly 20 minutes later
6	<b>Poison needle:</b> Succeed on a DC 19 Constitution save or take 4d10 poison damage
7	<b>Poison needle:</b> Succeed on a DC 17 Constitution save or take 65 poison damage
8	<b>Poison needle:</b> Succeed on a DC 19 Constitution save or berserk for 2d6 rounds starting 30 minutes later. While berserk, use action to attack nearest creature; may repeat save at end of each turn.
9	<b>Monster magically appears:</b> Roll on <b>Chart 25: Monsters</b> ; creature attacks immediately; roll for surprise
10	<b>Dart:</b> 4 darts, succeed on a DC 19 Dexterity save for each or take 2d6 + 2 piercing damage and succeed on a DC 19 Constitution save or be paralyzed for 10-30 minutes
11	<b>Falling block:</b> A stone falls from ceiling; succeed on a DC 19 Dexterity check or take 5d8 bludgeoning damage
12	<b>Electrical shock:</b> Make a DC 19 Dexterity save, taking 4d10 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 19 Intelligence (Arcana) check



d20	Result
13	<b>Electrical shockwave:</b> All creatures within 20 feet make a DC 19 Dexterity save, taking 4d8 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 19 Intelligence (Arcana) check
14	<b>Frost blast:</b> All creatures within 10 feet make a DC 19 Dexterity save, taking 4d10 cold damage on a failure or half as much damage on a success. Detected with a successful DC 19 Intelligence (Arcana) check
15	<b>Frost blast wave:</b> All creatures within 20 feet make a DC 19 Dexterity save, taking 3d12 cold damage on a failure or half as much damage on a success. Detected with a successful DC 18 Intelligence (Arcana) check
16	<b>Flames:</b> All creatures within 10 feet make a DC 19 Dexterity save, taking 4d10 fire damage on a failure or half as much damage on a success
17	<b>Flame wave:</b> All creatures within 20 feet make a DC 19 Dexterity save, taking 3d12 fire damage on a failure or half as much damage on a success.
18	<b>Teleport:</b> All creatures within 20 feet succeed on a DC 19 Wisdom save or be teleported to a random dungeon location
19	<b>Sonic boom:</b> All creatures and objects within 30 feet take 4d8 thunder damage
20	<b>Loud gong:</b> Noise sounds for 1d4 + 1 rounds; roll for wandering monster each round

Unless otherwise noted above, all traps may be detected with a successful DC 19 Intelligence (Investigation) check and disarmed with a successful DC 19 Dexterity check with thieves' tools.

**Contact Poison:** This poison is difficult to detect by normal means (senses). It is absorbed through bare skin and very potent.

**Poison Needle:** This type of trap is found only within a container, lock, or enclosed space (chest, urn, clay pot, footlocker, etc.). The needle automatically hits but inflicts no damage, just a pinprick. The target creature is automatically subject to the poison attack.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Electrical Shock:** The trapped object releases a magical electrical shock. Only one target is affected.

**Electrical Shockwave:** The trapped object releases a magical electrical shockwave that hits all targets within 20 feet.

**Flames:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Flame Wave:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 20 feet of the trapped location must make a saving throw.

**Frost Blast:** A blast of magical cold erupts from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Frost Blast Wave:** A blast of magical cold erupts from a near-

by wall, ceiling, floor, or object. Each target within 20 feet of the trapped location must make a saving throw.

**Poisonous Gas:** A cloud of deadly gas billows from the trapped object and affects all within a radius described above.

**Teleport:** The characters are teleported to a random dungeon location if they fail a save. Roll separately for each character.

**Sonic boom:** An explosion of sound strikes all creatures and objects within 30 feet of the trap

**Loud Gong:** A loud siren erupts for 1d4 + 1 rounds. Each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

## CHART 20: TRAP, CHAMBER ENTRANCE

d12	Result
1	<b>Dart:</b> 8 darts, succeed on a DC 19 Dexterity save for each or take 2d6 + 2 piercing damage
2	<b>Dart:</b> 4 darts, succeed on a DC 19 Dexterity save for each or take 2d6 + 2 piercing damage and succeed on a DC 19 Constitution save or be paralyzed for 10-30 minutes
3	<b>Falling block:</b> A stone falls from ceiling; succeed on a DC 19 Dexterity check or take 5d8 bludgeoning damage
4	<b>Falling blocks:</b> Stones falls from ceiling; all creatures within 20 feet succeed on a DC 19 Dexterity check or take 2d20 bludgeoning damage
5	<b>Electrical shock:</b> Make a DC 19 Dexterity save, taking 4d10 lightning damage on a failure or half as much damage on a success. Detected with a successful DC 19 Intelligence (Arcana) check.
6	<b>Flames:</b> All creatures within 10 feet make a DC 19 Dexterity save, taking 4d10 fire damage on a failure or half as much damage on a success
7	<b>Loud gong:</b> Roll for wandering monster
8	<b>Blade:</b> Succeed on a DC 19 Dexterity save or take 3d8 + 2 slashing damage from a slicing blade
9	<b>Javelins:</b> 1d6 + 2 javelins, succeed on a DC 19 Dexterity save for each or take 3d6 piercing damage
10	<b>Locking Door:</b> Door closes and locks behind first character to pass through
11	<b>Teleportation:</b> First creature passing through portal must succeed on a DC 19 Wisdom saving throw or be teleported to a random chamber; room must be inhabited
12	<b>Teleportation, Delayed:</b> First creature passing through portal must succeed on a DC 19 Wisdom saving throw or be teleported to a random chamber 1d4 rounds later

Unless otherwise noted above, all traps may be detected with a successful DC 19 Intelligence (Investigation) check and disarmed with a successful DC 19 Dexterity check with thieves' tools.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object. Darts target random creatures within five feet of the trap. Some darts have poison tips.



**Falling Block:** This trap releases a stone above the trap's location.

**Falling Blocks:** Similar to the **Falling Block**, but over an entire 20-foot radius area.

**Electrical Shock:** The trapped object releases a magical electrical shock. Only one target is affected.

**Flames:** A rush of nonmagical flame shoots forth from a nearby wall, ceiling, floor, or object. Each target within 10 feet of the trapped location must make a saving throw.

**Loud Gong:** A loud siren erupts for 1d4 rounds. For each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

**Blade:** A large, slicing blade strikes the creature that triggered the trap. The trap automatically resets.

**Javelins:** 1d6 + 2 javelins launch from a nearby wall. Javelins target random creatures within five feet of the triggered trap.

**Teleportation:** target is teleported to a random, possibly inhabited, location on this level of the dungeon

### CHART 23: TRAP, CORRIDOR, ALCOVE, OR HALL

d12	Result
1	<b>Dart:</b> 8 darts, succeed on a DC 19 Dexterity save for each or take 2d6 + 2 piercing damage
2	<b>Dart:</b> 4 darts, succeed on a DC 19 Dexterity save for each or take 2d6 + 2 piercing damage and succeed on a DC 18 Constitution save or be paralyzed for 10-30 minutes
3	<b>Falling block:</b> Stone falls from ceiling; succeed on a DC 19 Dexterity check or take 5d8 bludgeoning damage
4	<b>Falling blocks:</b> Stones fall from ceiling; all creatures within 20 feet succeed on DC 19 Dexterity check or take 2d20 bludgeoning damage
5	<b>Pit:</b> A 10-foot-by-10-foot covered trap, 30 feet deep; succeed on a DC 19 Dexterity save or take 3d6 + 2 bludgeoning damage from falling in
6	<b>Pit:</b> A 10-foot-by-20-foot covered trap, 30 feet deep; succeed on a DC 19 Dexterity save or take 3d6 + 2 bludgeoning damage from falling in
7	<b>Loud Gong:</b> Roll for wandering monster
8	<b>Blade:</b> Succeed on a DC 19 Dexterity save or take 3d8 + 2 slashing damage from a slicing blade
9	<b>Javelins:</b> 1d6 + 2 javelins, succeed on a DC 19 Dexterity save for each or take 3d6 piercing damage
10	<b>Poisonous Gas:</b> All creatures within 20 feet succeed on DC 19 Constitution save or poisoned for one minute and take 2d8 poison damage each round; may repeat save at end of each turn, ending effect and damage on success
11	<b>Anti-magic:</b> Character cannot use magic (spell, device, etc.) for one hour
12	<b>Acid Spray:</b> All creatures within 10 feet succeed on DC 19 Dexterity save or take 3d10 acid damage

Unless otherwise noted above, all traps may be detected with a successful DC 19 Intelligence (Investigation) check and disarmed with a successful DC 19 Dexterity check with thieves' tools.

**Dart:** A number of darts shoot from a nearby wall, ceiling, or object at a random creature within five feet of the trap/treasure. Some darts have poison tips.

**Falling Block:** This trap releases a stone above the trap's location.

**Falling Blocks:** Similar to the **Falling Block**, but over an entire 20-foot radius area.

**Pit:** These traps come in various sizes (width x length). All those in the pit's area may fall and take damage. Pits are covered and appear as the floor type found in that area.

**Loud Gong:** A loud siren erupts for 1d4 rounds. For each round the siren blares, there is a 33% chance of summoning a wandering monster (1–2 on a d6). Attracted monsters fully investigate the area. Additionally, all creatures within 60 feet are alerted by the sound.

**Blade:** A large, slicing blade strikes the creature that triggered the trap. The trap automatically resets.

**Javelins:** 1d6 + 2 javelins launch from a nearby wall. Javelins target random creatures within five feet of the triggered trap.

**Poisonous Gas:** A cloud of toxic gas billows from the trap, filling a 20-foot radius area and causing coughing, choking, and damage.

**Anti-magic:** A single target nearest the trap is unable to use magic for one hour, including casting spells or using magical devices such as wands, scrolls, or potions. They can still wield magical weapons and be the target of spells.

**Acid Spray:** A fan of acid strikes all targets within 10 feet.

## SECTION C

In this section, you will roll to determine creatures present at the desired location. You will first roll on **Chart 24: Monster Reaction Roll** to determine the creature's reaction to any given situation. Next, roll on **Chart 25: Monsters** to determine the creature type. When you complete this section, move to **Section D**, if applicable, to determine any treasure found. If no treasure is included, this location is complete.

### CHART 24: MONSTER REACTION ROLL

d12	Result
1	Monster is new to area. Intelligent monsters attempt to talk to party to gain advantage.
2	Monster is simply passing through chamber and investigates the area.
3	Monster attempts to ambush party or other monsters in the area.
4–5	Monster has taken up residence in the chamber and uses it as its base of operations and lair. May be allied with neighboring monsters. Chamber "furnished," if appropriate.
6	Monster aggressively attempts to gain a new lair or steal from others. Very aggressive.
7	Monster is looking for an ally to attack an enemy. It may join forces with party to accomplish this task.



d12	Result
8	Monster attempts to ambush party.
9	Monster hunting another specific creature (roll random location in dungeon).
10	Monster is searching for a specific item in dungeon.
11	Monster attempts to lead characters into a trap or ambush by others.
12	Monster is very aggressive and attacks characters on sight.

## CHART 25: MONSTERS

The following chart provides 100 monster entries, of which approximately 75 are unique. In some cases, several monsters are repeated on the chart. This is simply due to the fact of the limitation of reasonable monsters that would be encountered in a dungeon environment, and these creatures are appropriate for Level 10 of the dungeon. Yes, we know this is artificial, but balance is a thing in any game. Some creatures are significantly more powerful than others, and therefore this chart includes a wide variety of creature types.

When stocking your dungeon with these creatures, and a resulting roll seems incongruous with a nearby creature or locale feature, simply reroll. Always keep in mind, however, that even if a “strange” die roll result occurs, there is always some reason why it could be consistent with the result. For examples, please read the sample dungeon below.

d100	Result
1	Orc (2d8)
2	Snake, Fire (1d3) (see Appendix I: New Monsters)
3	Wyvern (1)
4	Golem, Amber (1) (see Appendix I: New Monsters)
5	Stone Giant (1d3)
6	Cyclops (1d3)
7	Drant, Queen (1) (see Appendix I: New Monsters)
8	Water Elemental (1)
9	Dragon, Adult Red (1)
10	Purple Worm (1)
11	Umber (1d2) (see Appendix I: New Monsters)
12	Dragon, Adult Water (1) (see Appendix I: New Monsters)
13	Dragonborn Soldier, Red (1d6+1) (see Appendix I: New Monsters)
14	Skeleton (3d6)
15	Purple Ooze (1) (see Appendix I: New Monsters)
16	Dragon, Adult Black (1)
17	Dragonborn Soldier, Black (1d6+1) (see Appendix I: New Monsters)
18	Fire Giant (1d2)
19	Automaton (Dragon) (see Appendix I: New Monsters)
20	Air Elemental (1)
21	Bugbear (2d4+1)

d100	Result
22	Black Pudding (1)
23	Ghoul (1d8+2)
24	Drant (1d4+2) (see Appendix I: New Monsters)
25	Mimic, Greater (1) (see Appendix I: New Monsters)
26	Mimic (1d2)
27	Dragon, Adult White (1)
28	Ogron (1d10+2) (see Appendix I: New Monsters)
29	Hill Giant (1d2+1)
30	Bone Golem (1) (see Appendix I: New Monsters)
31	Stone Golem (1)
32	Chimera (1)
33	Cyclople (1d4+2) (statistics of a cyclops with 92 [8d12 + 40] hit points, Challenge Rating 5, and whose greatclub attack does 15 [2d8 + 6] bludgeoning damage)
34	Hydra (1)
35	Gorgon (1)
36	Felogre (1d2) (see Appendix I: New Monsters)
37	Dimensional Cat (1d2) (see Appendix I: New Monsters)
38	Bone Hunter (1d8+2) (see Appendix I: New Monsters)
39	Pyrohydra (1) (see Appendix I: New Monsters)
40	Phase Spider (1d3)
41	Dragon, Adult Green (1)
42	Jelly, Shock (1d2) (see Appendix I: New Monsters)
43	Spider, Huge (1d4+1) (statistics of a giant spider with 39 [6d10 + 6] hit points and Challenge Rating 2, whose bite does 8 [1d10 + 3] piercing damage and 11 [2d10] poison damage)
44	Ogre (1d8+1)
45	Salamander (1d3)
46	Dragonborn Soldier, Green (1d6+1) (see Appendix I: New Monsters)
47	Living Statue, Iron (1d4) (see Appendix I: New Monsters)
48	Steel Cobra, Giant (1) (see Appendix I: New Monsters)
49	Earth Elemental, Minor (1d3) (see Appendix I: New Monsters)
50	Dragonborn Soldier, Water (1d6+1) (see Appendix I: New Monsters)
51	Doppelganger (1d3)
52	Duergar (1d8+1)
53	Coral Creeper (1) (see Appendix I: New Monsters)
54	Lurker Above (1) (see Appendix I: New Monsters)
55	Phantasm (1) (see Appendix I: New Monsters)
56	Stonge (1d3) (see Appendix I: New Monsters)
57	Greater Harpy (1d2) (see Appendix I: New Monsters)
58	Ghast (1d6+2)



d100	Result
59	Vengeful Spirit (1) (see Appendix I: New Monsters)
60	Mummy (1d3+1)
61	Minotaur (1d2)
62	Salamander (1d6+1)
63	Hell Hound (1d3+1)
64	Wraith (1d2)
65	Owlbear (1d2+1)
66	Salamander, Frost (1d6+1) (see Appendix I: New Monsters)
67	Salamander, Water (1d6) (see Appendix I: New Monsters)
68	Trolling (1d4+2) (see Appendix I: New Monsters)
69	Manticore (1d2)
70	Specter (1)
71	Lurker Below (1) (see Appendix I: New Monsters)
72	Nightmare (1d2)
73	Fire Elemental (1)
74	Magma elemental (1) (see Appendix I: New Monsters)
75	Dragonborn Soldier, White (1d6+1) (see Appendix I: New Monsters)
76	Troll (1d3)
77	Ghoul Lord (1) (see Appendix I: New Monsters)
78	Flesh Golem (1)
79	Wight (1d4)
80	Vampire (1d2)
81	Vampire, Spawn (1d4+1)
82	Elf, Drow Mage (1d3)
83	Elf, Drow Priestess of Lolth (1d3)
84	Elf, Drow Elite Warrior (1d4+2)
85	Human Fighter 7 (1) (see Appendix II: NPCs)
86	Human Cleric 7 (1) (see Appendix II: NPCs)
87	Human Druid 7 (1) (see Appendix II: NPCs)
88	Human Sorcerer 7 (1) (see Appendix II: NPCs)
89	Human Monk 7 (1) (see Appendix II: NPCs)
90	Human Wizard 7 (1) (see Appendix II: NPCs)
91	Human Paladin 7 (1) (see Appendix II: NPCs)
92	Human Ranger 7 (1) (see Appendix II: NPCs)
93	Human Rogue 7 (1) (see Appendix II: NPCs)
94	Dwarf Fighter 7 (1) (see Appendix II: NPCs)
95	Half-Orc Barbarian 7 (1) (see Appendix II: NPCs)
96	Elf Fighter/Wizard 7 (1) (see Appendix II: NPCs)
97	Gnome Warlock 7 (1) (see Appendix II: NPCs)
98	Halfling Ranger/Rogue 7 (1) (see Appendix II: NPCs)
99	Half-Elf Bard 7 (1) (see Appendix II: NPCs)
100	Adventuring Party (see below).

## ASSOCIATED CREATURES

In some cases, when a creature is generated, other creatures may be in the immediate area that are associated, friendly, or adversarial with that creature. Several factors indicate whether associated creatures may be present such as locale (map), the result of **Chart 24: Monster Reaction Roll**, etc. Below are some creatures that may have creature associations. Note, these tables are not definitive or absolute, but provide inspiration for encounter areas within your dungeon.

## NPCs AND AN ADVENTURING PARTY

Each type of character class is included in the chart. Generally, when encountered, these NPCs (Non-Player Characters) are good in alignment and do not act aggressively toward the characters unless provoked or attacked. These NPCs have a variety of reasons for existing within the dungeon (see **Chart 25A: NPC Motivation**). NPC entries fill slots 85–100 of **Chart 25: Monsters**. The Challenge Rating of the NPC corresponds to the level of the dungeon. However, starting at Level 8, the NPCs are all capped at Challenge Rating 7. When an NPC is generated, roll a set of percentile dice. If the result is equal to or less than the dungeon level  $\times$  10, the NPC is evil and may have minions in the area. If minions are included, roll 1d6 with the result indicating the number of rolls on **Chart 25: Monsters** required to generate the minions. For example: On Level 3, a wizard is generated. Therefore, there is a 30% chance the NPC is evil and another 30% chance it has 1d6 minion types in the area.

### CHART 25A: NPC MOTIVATION

d4	Result
1	Revenge
2	Spy
3	Quest
4	Lost

**Revenge:** The NPC entered the dungeon on a mission of revenge. Some creature within the dungeon wronged the NPC (killed a friend, stole an object, etc.). The NPC joins the characters if they agree to help in his mission. The NPC may join the characters indefinitely if the result is favorable.

**Spy:** The NPC was hired to spy on a specific creature within the dungeon. This target is always an intelligent creature and typically a humanoid or evil NPC.

**Quest:** The NPC entered the dungeon as a result of a quest. Typically, the NPC is in search of a specific object (typically a magic item). The item is to be returned to the NPC's "employer."

**Lost:** The NPC became separated from an adventuring party or may be the lone survivor of a defeated party.

To create an adventuring party, roll 1d4+1. This is the total number of NPCs in the adventuring party. Select or roll to determine each NPC from among entries 85–99 on **Chart 25: Monsters**. Lastly, roll on **Chart 25B: Alignment** to determine the alignment of the adventuring party. You may roll on **Chart 24: Monster Reaction Roll** to determine the motivation of the party or simply make one up of your own.



## CHART 25B: ALIGNMENT

d10	Result
1	Chaotic Evil
2	Chaotic Good
3	Chaotic Neutral
4	Lawful Evil
5	Lawful Good
6	Lawful Neutral
7	Neutral Evil
8	Neutral Good
9-10	Neutral

## SECTION D

This section provides 100 random treasures. These treasures are located in the container determined in **Section B, Chart 18: Treasure Container**. If no container is present, the treasure is considered to be loosely distributed in the chamber.

## CHART 26: TREASURE

d100	Result
1	512 gp
2	18 sp
3	50 cp
4	420 ep
5	150 pp
6	10 small diamonds (50 gp each)
7	Electrum bracelet (100 gp)
8	20 bars of electrum (50 gp each)
9	<i>Potion of healing</i> (4)
10	210 gp
11	1,100 sp
12	750 ep
13	<i>Elemental scroll</i> (see <b>Appendix III: New Magic Items</b> )
14	<i>Restorative ointment</i>
15	12 gp
16	40 cp
17	<i>Javelin of back biting</i> (see <b>Appendix III: New Magic Items</b> )
18	<i>Potion of greater healing</i> (2)
19	120 pp
20	712 gp
21	+2 <i>arrow</i> (10)
22	700 gp
23	<i>Potion of regeneration</i> (see <b>Appendix III: New Magic Items</b> )
24	7,400 cp

d100	Result
25	4,100 sp
26	10 large rubies (400 gp each)
27	112 gp
28	400 sp
29	240 pp
30	<i>Frost brand</i> (GM determines type)
31	600 sp
32	14 gp
33	<i>Staff of striking</i>
34	Gold necklace inset with a large emerald (1,000 gp)
35	<i>Tome of potions</i> (see <b>Appendix III: New Magic Items</b> )
36	700 sp
37	1,800 gp
38	Six platinum bars (500 gp each)
39	<i>Horn of calling</i> (see <b>Appendix III: New Magic Items</b> )
40	<i>Scroll of duplication</i> (see <b>Appendix III: New Magic Items</b> )
41	670 gp
42	19 gp
43	36 ep
44	Platinum belt (4,000 gp)
45	40 sp
46	60 gp
47	<i>Staff of healing</i>
48	800 gp
49	23 cp
50	4 pp
51	Seven pearls (100 gp each)
52	<i>Cloak of protection</i>
53	58 sp
54	900 ep
55	Silver bracelet (100 gp)
56	Gold figurine (fish) (2,000 gp)
57	612 gp
58	21 sp
59	8 cp
60	172 gp
61	500 pp
62	230 gp
63	<i>Silver rose of sleep</i> (see <b>Appendix III: New Magic Items</b> )
64	<i>Wand of polymorph</i>
65	52 ep
66	950 gp
67	200 cp



d100	Result
68	700 sp
69	310 pp
70	<i>Bag of holding</i>
71	+2 <i>shortsword</i>
72	45 gp
73	9,800 sp
74	10,000 cp
75	872 ep
76	276 pp
77	<i>Potion of greater protection</i> (see <b>Appendix III: New Magic Items</b> )
78	Gold mug inset with rubies (450 gp)
79	+2 <i>sling</i>
80	19 gp
81	290 pp
82	Ivory horn (900 gp)
83	<i>Holy avenger</i>
84	2,800 gp
85	180 ep
86	78 sp
87	100 cp
88	<i>Key of opening</i> (see <b>Appendix III: New Magic Items</b> )
89	<i>Dust of obliteration</i> (see <b>Appendix III: New Magic Items</b> )
90	620 gp
91	800 pp
92	16 sp
93	10 ep
94	Silver hair pin inset with a diamond (400 gp)
95	<i>Dragon scale of power: red</i> (see <b>Appendix III: New Magic Items</b> )
96	300 gp
97	110 ep
98	<i>Potion of invisibility</i>
99	900 pp
100	<i>Scarab of protection</i>

**Armor:** Roll on **Chart 27: Adventurer, Race** to determine size of armor.

## SPECIAL CHARTS

### CHART 27: ADVENTURER, RACE

d10	Result
1	Dragonborn
2	Dwarf
3	Elf
4	Gnome
5	Half-Elf
6	Half-Orc
7	Halfling
8–9	Human
10	Tiefling

### CHART 28: ADVENTURER, CLASS

d12	Result
1	Barbarian
2	Bard
3	Cleric
4	Druid
5	Fighter
6	Monk
7	Paladin
8	Ranger
9	Rogue
10	Sorcerer
11	Warlock
12	Wizard

### CHART 29: GOD/GODDESS

d10	Result
1	Zeus
2	Hera
3	Athena
4	Hermes
5	Hestia
6	Poseidon
7	Hades
8	Orcus
9	Daemogor
10	Baelor



## CHART 30: HUMANOIDS

d12	Result
1	Kobold
2	Orc
3	Goblin
4	Hobgoblin
5	Gnoll
6	Elf, Drow
7	Duergar
8	Bugbear
9	Lizardfolk
10	Sahuagin
11	Grimlock
12	Merfolk

## CHART 31: PRISONER/VICTIM

d12	Result
1	Noble/Military Commander
2	Lesser Nobility
3–4	Militia/Caravan Guard/Soldier
5	Merchant
6–7	Villager
8–9	Adventurer (roll on <b>Chart 27: Adventurer, Race</b> and <b>Chart 28: Adventurer, Class</b> )
10–12	Humanoid (roll on <b>Chart 30: Humanoids</b> )

In general, prisoners and victims are in poor condition. They are injured, severely malnourished, dehydrated, beaten, etc. Without significant rest and/or magical healing, they are unable to perform actions other than basic movement and communication. The victim may know some information about his or her captors other than basic knowledge (who/what they are) (25% chance). Such information includes descriptions of leaders, motivations, plans, etc.

**Noble/Military Commander:** This prisoner is a person of significant importance. Typically wealthy and well-educated, the prisoner can offer a significant reward for his/her freedom. There is an 80% chance they have the statistics of a **noble** and a 20% chance the person is an adventurer (though not actively adventuring). Consult **Chart 27: Adventurer, Race** and **Chart 28: Adventurer, Class**.

**Lesser Nobility:** This person is a prominent person and generally wealthy. They are often emissaries, ambassadors, minor military commanders, local leaders, etc. There is an 80% chance they have the statistics of a **noble** and a 20% chance the person is an adventurer (though not actively adventuring). Consult **Chart 27: Adventurer, Race** and **Chart 28: Adventurer, Class**.

**Militia/Caravan Guard/Soldier:** This person is generally human, but other races are possible. Use the statistics of a **guard** with no weapons or armor.

**Merchant:** Captured during a raid, this merchant can pay a reward for his or her rescue equal to 100 gp/level of the dungeon.

**Villager:** This **commoner** has little to offer the party and can reward rescuers only with 5 gp/level of the dungeon. If injured in battle, they seek to flee immediately. They will not engage any creature larger than themselves.

## SAMPLE DUNGEON

This sample dungeon is designed for a party of 10th-level characters. All the rooms are keyed — filled with monsters or a short description. There is no specific storyline behind this dungeon crawl other than it is Level 10 of a massive underground complex. Who built it and why has been lost through the passage of time. The entire dungeon is located within a mostly dormant portion of the volcano. In contrast to other levels of the dungeon, this section has significant water-filled areas, including an underground river. Stairs up to **Location 24** on Level 9 are in **Location 1**.

Defeated monsters either retreat out of the dungeon or down to the next level. If the characters make successive raids, rooms may be restocked or remain empty. Unlike other levels of the dungeon, this level has no access from the mountainside.

### 1. STAIRS

A wide stair exits this room and climbs upward into darkness.

This stair leads to, or from, **Location 24** on Level 9 of the dungeon. It is the only access to this level.

### DROW ELF OUTPOST

**Locations 2–5** are part of a drow elf outpost. The elves use the chasm in this area and the stair at **Location 14** to access the Deep. They occasionally conduct raids in the upper levels of the dungeon and attempt to spy on the activities of the mind slayers (**Level 9**). Each elf carries 3d10 gp.

### 2. PRISONERS

This room can't be described as anything other than a torture chamber. Manacles hang from the walls and ceiling. Several bloodstained tables equipped with chains and ropes to tie down victims are in the center of the room. Several braziers burn brightly, and a single, open barrel holds branding irons. Most horrifically, a large glass box holds dozens of black spiders that dart about its confines.

A **human paladin 7** (see **Appendix II: NPCs**) hangs from manacles in the room. He is unconscious and barely alive when the







characters arrive. He was on a mission to find the Abyssal gate rumored to exist on this level (**Location 23**). All of the paladin's possessions were transported previously to another dark elf outpost in the Deep. A **drow priestess of Lolth** and five **drow elf elite warriors** just arrived to complete their interrogation. If attacked, they call out for help from additional dark elves at **Locations 3–5**, including the phase spiders (**Location 3**). Additionally, one of the soldiers attempts to run to **Location 6** to alert the stonges, which assist the elves.

### 3. EIGHT-EYED GUARDS

This bridge extends over this massive chasm to a platform with two additional bridges.

Three **phase spiders** guard the bridge area and are very responsive to the calls of the dark elves.

### 4. BARRACKS

Clearly a military barracks, this chamber is equipped with 20 bunk beds and weapons racks holding longswords, javelins, and light crossbows. Several crates are stacked near the crossbows.

This room is used by the drow elf priestess of Lolth but ready if a larger contingent is needed at the outpost. None of the weapons is magical. The crates hold bolts (400 total) for the crossbows.

### 5. BARRACKS

Clearly a military barracks, this chamber is equipped with 20 bunk beds and weapons racks holding longswords, javelins, and light crossbows. Several crates are stacked near the crossbows.

This room is the barracks used by the dark elf soldiers at **Location 3** as well as a **drow elf mage**.

### 6. DARKNESS

The corridor is illuminated by lanterns, but an unnatural darkness blocks the light at the midpoint of the hall on its east side.

The magical darkness hides a cage, which is open, that serves as a nest for a pair of **stonges** (see **Appendix I: New Monsters**). The dark elves routinely “feed” victims to the creatures in return for the creatures’ service as guards.





## 7. FIRE SHRINE

This chamber is very hot, and smoke drifts throughout. A river of lava flows from east to west in the north end of the room. An obsidian altar and shrine is near the lava.

This shrine is dedicated to a very powerful efreeti from the Plane of Fire. Two **salamanders** recently arrived to ensure that the shrine has not been disturbed. An obsidian bowl on the altar holds 10 large rubies worth 400 gp each.

## 8. EMPTY ROOM

This chamber is empty.

## 9. RECEPTACLE

This room, which has no apparent access from **Location 8**, is a reception area from those teleported at **Location 25**. However, anyone teleported into this room from **Location 25** can simply walk through the walls (they are a permanent illusion).

## 10. WATER SHRINE

An altar made of multicolored coral is set near a fast-flowing river that rushes southward. A large brass bowl rests on the altar.

This shrine is dedicated to a great titan of the Plane of Water. Three **water salamanders** (see **Appendix I: New Monsters**) guard the shrine and attack any intruders. The brass bowl contains seven pearls worth 100 gp each.

## 11. FOUNTAIN

A steady stream of water falls from an ornate fountain in the center of this room. The water follows a gutter into the river beyond. The fountain, in the form of an octopus, has water falling from its eight extended tentacles.

The fountain is magical, but seven tentacles have cursed water that induces magical sleep (no saving throw, duration of 1d10 rounds, 2d6 rounds after consuming water). The one remaining tentacle has the following effect: one random ability score of the character increases by one. Exactly 20 minutes after the characters arrive, a **water elemental** emerges from the river and attacks.

## 12. SHORELINE

An underground lake is formed by a river that enters this large cavern from the north. Black sand covers this chamber's floor. The lake surrounds a square structure made of black stone. A large door is set into the east wall just above the water. The structure rises 20 feet above the water.

There is no danger so long as characters remain on the beach. An **adult water dragon** (see **Appendix I: New Monsters**) lives in the lake but is sleeping and is not awakened unless the characters enter the water or make significant noise at **Location 12** (see **Location 13** for details). The door that leads to **Location 18** is locked and trapped. A successful DC 19 Dexterity check with thieves' tools is required to pick the lock. **Dart Trap**: detected with a successful DC 19 Intelligence (Investigation) check; disarmed with a successful DC 19 Dexterity check with thieves' tools; if triggered, two darts shoot at random creatures within 5 feet of the door; each targeted creature must succeed on a DC 19 Dexterity save for each or take 1d3 piercing damage and, if hit, succeed on a DC 18 Constitution save or be paralyzed for 10-30 minutes.

## 13. SLEEPING DRAGON

An **adult water dragon** (see **Appendix I: New Monsters**) is sleeping in the lake. It is near the southern wall across from the structure. This is not the dragon's lair, and it is only passing through while searching for a mate. The dragon frequents this lake; it promised it would guard the tomb of the wizard who called this area home. The dragon does not pass up the opportunity to attack unwary characters, but if the battle goes poorly, it retreats immediately.

## 14. STAIRS

A wide stair exits this room and descends into darkness.

This stair leads to, or from, the Deep.

## 15. DARK ELF CRYPT

Rows of white stone slabs elevated on spheres of black stone line the walls of this chamber. Skeletal remains lying on the slabs have clearly been disturbed or significantly damaged. Many of the skulls have been smashed, appendages dismembered, and rib cages crushed. All wear tattered robes and clothes. A stone coffer is at the foot of each slab, but all have been smashed open.





This room is a crypt of dark elves from the first dynasty. They were nobles from the ruling family, but when the followers of Lailalith overthrew the royal family, this crypt was desecrated and looted. However, one of the stone coffers has a secret false bottom (successful DC 19 Intelligence [Investigation] check to notice) that still conceals a compartment holding a *horn of calling* (see **Appendix III: New Magic Items**).

## 16. DARK ELF LORD

Much like the previous chamber, six white stone slabs hold the desecrated remains of dark elves. The coffers are also smashed and looted. At the head of the room, to the west, a white, stone throne is occupied by a mummified corpse that still holds its sword. The corpse wears chain mail armor. Frost covers the corpse and the throne.

While the lesser nobles' corpses were defiled and their after-life treasures stolen, the dark elf lord in the throne was left untouched. Anyone approaching within 10 feet of the throne feels an unnatural cold that exudes from the *frost brand* held by the corpse. If the lord, the sword, or the throne is touched,

two of the defiled corpses rise as **mummies** and the remaining four rise as **ghasts**. The lord holds a *frost brand* (longsword) and wears +2 *chain mail* armor.

## 17. TREASURE ROOM

A secret door behind the throne (**Location 16**) leads to a small chamber that holds a single iron chest. The following treasure is within the chest: 150 pp, 712 gp, 600 sp, and a platinum belt worth 4,000 gp.

## 18. LABORATORY

Long tables line the walls of this room. Each is covered with flasks, many of which are connected by glass tubes. Open cabinets along the center of the room are filled with canisters of various makes and sizes.

This laboratory is fully equipped for making various potions. The value of the entire contents is 5,000 gp. A *restorative ointment* is on one of the tables. The secret door leading out of this room is magically sealed with an *arcane lock* spell.



## 19. TOME

An oversized book rests on a pedestal of wrought iron in the form of a wingless dragon. The book is open, and its yellowed pages are covered with strange runes.

The book on the pedestal is a *tome of potions* (see **Appendix III: New Magic Items**). If the tome is disturbed, the adult water dragon (**Location 13**) is alerted (even if it is anywhere else). The dragon immediately summons six **water dragon-born soldiers** (see **Appendix I: New Monsters**) to investigate the tomb.

## 20. STUDY

This chamber contains comfortable furniture including a cushioned chair, a couch, one small table, and a wet bar. A line of bookshelves are against the entirety of the north wall. Each bookshelf is completely filled with books, though many are stacked in irregular fashion.

This chamber has no treasure, and the books deal with various subjects such as history, studies on deities, architecture, and some apparent fictional adventures of various heroes. The secret door leading out of this room is magically sealed with an *arcane lock* spell.

## 21. HOT WATER

A large, circular pool fills the center of this room. Steam rises from swirling, bubbling water. Pegs on the wall near the door hold towels and a silver-lined robe.

This is a magical pool, and anyone who sits in the water regains 2d8 hit points once per day. A *key of opening* (see **Appendix III: New Magic Items**) is in a pocket of the robe.

## 22. BEDCHAMBER

A large bed covered with numerous silk pillows dominates this chamber. A pair of wall lockers are next to each other along the north wall. A sofa and coffee table are near the southern section of the room.

This bedroom is neatly organized. Nothing of value is in the chamber, though all of the furniture and contents are of quality make. The clothes in the closet are clearly fashioned in the style worn by wizards.

## 23. THE GATE

An ominous droning sound fills this chamber. In the center of the room, a pair of onyx pillars stand freely and do not reach the ceiling. Each pillar is square and terminates in a sharp point. Large runes run the length of the pillars and glow red. Between the pillars, a swirling black fog obscures what lies beyond.

This gate leads to the Abyssal Plane. It is a one-way gate, and no return is possible; creatures from the Abyssal Plane cannot enter the Prime plane via this gate.

## 24. OOZE

A strange, yellow liquid stretches from the water's edge to a spot 10 feet into this chamber.

Nothing of interest is in this chamber. The ooze was left by a yellow ooze that departed some time ago.

## 25. LAILALITH

A huge spider with the upper torso of a human female stares directly at you as you enter this room. The neck and torso are covered with phosphorescent green scales. The head is that of a beautiful dark elf woman with red hair.

If the characters enter this chamber, the statue animates and asks, "Whom do you worship?" If the answer is anything but Lailalith, everyone in the room is teleported to **Location 9**. If the characters answer correctly, everyone in the room is teleported to a temple dedicated to the Spider Goddess within the Deep. The characters may simply avoid answering and flee the room. The characters have two rounds to answer the question before being teleported to **Location 9**.



# APPENDIX I: NEW MONSTERS

## ALGID

*Medium humanoid, lawful evil*

**Armor Class** 14 (natural armor)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (–1)

**Skills** Perception +3

**Damage Resistances** slashing

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Aquan

**Challenge** 1 (200 XP)

**Limited Amphibiousness.** The algid can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

### Actions

**Multiattack.** The algid makes two claw attacks.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 7 (1d10 + 2) slashing damage. If the target is a creature, it must succeed on a DC 12 Constitution check or become infected with algal disease. After one hour, the diseased creature's vision blurs, giving it disadvantage on attack rolls and Wisdom (Perception) checks involving sight.

Roughly human-like in size and shape, **algid** are covered with green algae. They have large yellow eyes and heads that look much like a frog.

## ANT, GIANT

*Medium beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	1 (–5)	8 (–1)	3 (–4)

**Skills** Perception +1, Stealth +3

**Senses** blindsight 30 ft., passive Perception 11

**Languages** —

**Challenge** 1/2 (100 XP)

**Keen Smell.** The ant has advantage on Wisdom (Perception) checks that rely on smell.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

*Hit:* 6 (1d8 + 2) piercing damage.

## APPRENTICE

*Medium humanoid (any race), any alignment*

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

**Saving Throws** Int +5, Wis +3

**Skills** Arcana +5, History +5

**Senses** passive Perception 11

**Languages** any three languages

**Challenge** 1/2 (100 XP)

**Spellcasting.** The apprentice is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The apprentice has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *mage armor*, *magic missile*, *shield*, *sleep*

### Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## AUTOMATON (DRAGON)

*Huge construct, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 157 (15d12 + 60)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	3 (–4)	10 (+0)	1 (–5)

**Skills** Perception +3

**Damage Resistances** fire

**Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 90 ft., passive Perception 13

**Languages** —

**Challenge** 8 (3,900 XP)



## Actions

**Multiattack.** The automaton makes two attack with its claws and one bite attack.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

**Fire Breath (Recharge 5–6).** The automaton exhales fire in a 45-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

## AUTOMATON (MINOTAUR)

*Large construct, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	17 (+3)	3 (–4)	10 (+0)	1 (–5)

**Skills** Perception +2

**Damage Resistances** fire

**Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 90 ft., passive Perception 12

**Languages** —

**Challenge** 4 (1,100 XP)

## Actions

**Multiattack.** The automaton makes one gore attack and one greataxe attack.

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

**Gore.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

**Fire Breath (Recharge 5–6).** The automaton exhales fire in a 20-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.

## BAT, GIANT FIRE

*Large beast, unaligned*

**Armor Class** 13

**Hit Points** 22 (4d10)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	4 (–3)	12 (+1)	6 (–2)

**Damage Immunities** fire

**Senses** blindsight 60 ft., passive Perception 11

**Languages** —

**Challenge** 1/2 (100 XP)

**Echolocation.** The bat can't use its blindsight while deafened.

**Keen Hearing.** The bat has advantage on Wisdom (Perception) checks that rely on hearing.

## Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

*Hit:* 5 (1d6 + 2) piercing damage and the target is grappled (escape DC 14). Until this grapple ends, the bat can't use its bite.

**Ignite.** The bat and any creature it is grappling are covered in flames. A grappled creature takes 2d6 fire damage.

**Giant fire bats** resemble giant bats with orange/red coloring. After latching onto a creature with their bite, they burst into flames, hoping to kill their prey. A giant fire bat will voluntarily release a creature if the bat is reduced to less than 8 hit points.

## BAT, GIANT SCREAMER

*Large beast, unaligned*

**Armor Class** 13

**Hit Points** 60 (8d10 + 16)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	4 (–3)	12 (+1)	6 (–2)

**Senses** blindsight 60 ft., passive Perception 11

**Languages** —

**Challenge** 1 (200 XP)

**Echolocation.** The bat can't use its blindsight while deafened.

**Keen Hearing.** The bat has advantage on Wisdom (Perception) checks that rely on hearing.

## Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

*Hit:* 7 (1d8 + 3) piercing damage.

**Sonic Blast (Recharge 5–6).** Each creature within 30 feet of the bat that can hear it must make a DC 13 Constitution saving throw. On a failed save, a creature takes 10 (3d6) thunder damage. On a successful save, it takes half as much damage.

A **giant screamer bat** is huge and can be ridden by a human-sized creature. They are often trained by those of the mystical arts as mounts. They are extremely loyal to their riders.



## BEETLE, GIANT OIL

*Small beast, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 11 (2d6 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	10 (+0)	14 (+2)	1 (–5)	7 (–2)	3 (–4)

**Damage Immunities** acid

**Senses** blindsight 30 ft., passive Perception 8

**Languages** —

**Challenge** 1/4 (50 XP)

### Actions

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

**Acid Spray (Recharge 4–6).** The beetle squirts acid in a line that is 10 ft. long and 5 ft. wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 8 (2d6 + 1) acid damage on a failed save, or half as much damage on a successful one.

## BEETLE, GIANT WATER

*Small beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 22 (4d6 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	1 (–5)	7 (–2)	3 (–4)

**Senses** blindsight 30 ft., passive Perception 8

**Languages** —

**Challenge** 1/4 (50 XP)

### Actions

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## BONE HUNTER

*Medium aberration, chaotic evil*

**Armor Class** 17

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	5 (–3)	10 (+0)	5 (–3)

**Damage Immunities** necrotic

**Condition Immunities** poisoned

**Senses** passive Perception 10

**Languages** —

**Challenge** 1 (200 XP)

### Actions

**Multiattack.** The bone hunter makes two claw attacks and either one bite attack or one tail attack.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Tail.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d12 + 1) slashing damage.

**Bone Breath (Recharge 5–6).** The bone hunter breathes a stream of bone shards at a target within 30 feet of it. The target must make a DC 13 Dexterity saving throw, taking 21 (6d6) piercing damage on a failure, or half as much damage on a success.

Avian creatures, **bone hunters** resemble gargoyles, though they have heads like a black dragon. They have long, scaled tails. They are extremely fond of marrow from human bones, although they consume the marrow from all creatures. Bone hunters have an internal skeleton and an exoskeleton that serves as significant protection from attacks. They are dark gray to black in color. Bone hunters have razor-sharp claws and teeth that they use to rend the flesh from their victims. Their tails are scaled but for the last two feet, which is pointed bone.

## CAVE CRAWLER

*Large monstrosity, unaligned*

**Armor Class** 13

**Hit Points** 52 (7d10 + 14)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	3 (–4)	12 (+1)	5 (–3)

**Skills** Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** —

**Challenge** 2 (450 XP)

**Keen Smell.** The cave crawler has advantage on Wisdom (Perception) checks that rely on smell.

**Spider Climb.** The cave crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.



## Actions

**Multiattack.** The cave crawler makes four attacks: three with its tentacles and one with its bite.

**Tentacles.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## CENTIPEDE, GIANT BLACK

*Small beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 4 (1d6 + 1)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (−3)	14 (+2)	12 (+1)	1 (−5)	7 (−2)	3 (−4)

**Senses** blindsight 30 ft., passive Perception 8

**Languages** —

**Challenge** 1/2 (100 XP)

## Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

*Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 7 (2d6) poison damage and be slowed for 1 minute. While slowed, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

## CORAL CREEPER

*Medium undead, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	10 (+0)	13 (+1)	13 (+1)

**Skills** Perception +3, Stealth +5

**Damage Immunities** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** the languages it knew in life

**Challenge** 4 (1,100 XP)

## Actions

**Multiattack.** The coral creeper makes two life drain attacks.

**Life Drain.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

The wraith of seas is called a **coral creeper**. This creature appears as a translucent merfolk with black wisps drifting around its form whose touch drains the life from living creatures.

## DARK CREEPER

*Small humanoid (darkfolk), chaotic neutral*

**Armor Class** 15 (rag armor)

**Hit Points** 16 (3d6 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	9 (−1)	10 (+0)	8 (−1)

**Skills** Sleight of Hand +5, Stealth +7

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Deep Speech, Undercommon

**Challenge** 1/4 (50 XP)

**Sneak Attack (1/turn).** The dark creeper deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the dark creeper that isn't incapacitated and the dark creeper doesn't have disadvantage on the attack roll.

**Light Sensitivity.** While in bright light, the dark creeper has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

**Death Throes.** When the dark creeper is reduced to 0 hit points, its body combusts in a flash of bright light, leaving its gear in a heap on the ground. Each creature within 10 feet of the dark creeper must succeed on a DC 12 Constitution saving throw or be blinded for 1 minute. A blinded target may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Innate Spellcasting.** The dark creeper's innate spellcasting ability is Charisma (spell save DC 9). The dark creeper can innately cast the following spells, requiring no material components:

3/day: *darkness*

## Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 5 (2d4) poison damage and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target may repeat the saving



throw at the end of each of its turns, ending the condition on itself on a success.

This diminutive creature resembles a human but is only two feet tall. **Dark creepers** have sharp facial features and appear almost elf-like, but do not have pointed ears. A dark creeper lives a mostly solitary life, and only the females raise young. A dark creeper prefers to live in dungeons, ruins, and in the Deep. They find a hidden and temporary lair in which to launch their attempts to steal unguarded treasure. A dark creeper never openly attacks a target but prefers to use its ability to create darkness at will to move about and steal treasure. A dark creeper can see normally in any light or magical darkness. They are skilled at sneak attacks and explode on death.

## DIMENSIONAL CAT

*Large monstrosity, neutral evil*

**Armor Class** 14 (natural armor)  
**Hit Points** 93 (11d10 + 33)  
**Speed** 45 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	7 (–2)	13 (+1)	7 (–2)

**Senses** darkvision 60 ft., passive Perception 11  
**Languages** —  
**Challenge** 4 (1,100 XP)

**Evasion.** If the cat is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the cat instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Displacement.** An optical illusion makes cat to appear to be in a location slightly away from his true location, causing attacks made against it to be made with disadvantage. The effect ends if cat is hit with an attack or is restrained or incapacitated.

**Teleport (Recharge 6).** The cat teleports to a location it knows on any plane of existence.

### Actions

**Multiattack.** The cat makes two claw attacks and one bite attack. Or it makes two tentacle attacks.

**Tentacle.** *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage plus 4 (1d8) piercing damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

These great cats are native to the Abyssal plane but have the ability to traverse all the planes. A **dimensional cat** resembles a large puma but its colors are black, purple, and white. Two, purple, wispy tentacle-like appendages emerge from the shoulders of the cats at will. The tentacles have a reach of 15

feet. Furthermore, in combat, a dimensional cat's body seems to phase in and out of reality and even moves randomly in a five foot radius from its actual location.

## DRAGON, ADULT WATER

*Huge dragon, lawful evil*

**Armor Class** 19 (natural armor)  
**Hit Points** 207 (18d12 + 90)  
**Speed** 40 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	21 (+5)	15 (+2)	15 (+2)	18 (+4)

**Saving Throws** Dex +5, Con +10, Wis +7, Cha +9

**Skills** Perception +12, Stealth +5

**Damage Immunities** cold, poison

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 22

**Languages** Common, Draconic

**Challenge** 16 (15,000 XP)

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Water Breathing.** The dragon can breathe in air and underwater.

### Actions

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target.

*Hit:* 18 (2d10 + 7) piercing damage.

**Claw.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target.

*Hit:* 14 (2d6 + 7) slashing damage.

**Tail.** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target.

*Hit:* 16 (2d8 + 7) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Water Breath (Recharge 5–6).** The dragon exhales briny water in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 66 (12d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

### Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Detect.** The dragon makes a Wisdom (Perception) check.



**Tail Attack.** The dragon makes a tail attack.

**Splash Attack (Costs 2 Actions).** Assuming it is in or near a body of water, the dragon whips its body around causing a huge spray of water. Each creature within 10 ft. of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then move up to half its speed or swim half its swim speed.

Similar to normal dragons, a **water dragon** is very large with glowing blue eyes. They are white and light blue in color. Water dragons have no wings and cannot fly. They breathe a brine-laden cone of water.

DRAGONBORN SOLDIER, BLACK

Medium humanoid, any alignment

**Armor Class** 15 (natural armor)  
**Hit Points** 30 (4d8 + 12)  
**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

**Damage Resistances** acid  
**Senses** passive Perception 11  
**Languages** Draconic, Common  
**Challenge** 1 (200 XP)

Actions

**Multiattack.** The soldier makes two claw and one bite attack.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Acid Breath (Recharge 5-6).** The soldier exhales acid in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

DRAGONBORN SOLDIER, GREEN

Medium humanoid, any alignment

**Armor Class** 15 (natural armor)  
**Hit Points** 30 (4d8 + 12)  
**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

**Damage Resistances** poison  
**Senses** passive Perception 11

**Languages** Draconic, Common  
**Challenge** 1 (200 XP)

Actions

**Multiattack.** The soldier makes two claw and one bite attack.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Poison Breath (Recharge 5-6).** The soldier exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

DRAGONBORN SOLDIER, RED

Medium humanoid, any alignment

**Armor Class** 15 (natural armor)  
**Hit Points** 37 (5d8 + 15)  
**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

**Damage Resistances** fire  
**Senses** passive Perception 11  
**Languages** Draconic, Common  
**Challenge** 1 (200 XP)

Actions

**Multiattack.** The soldier makes two claw and one bite attack.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Fire Breath (Recharge 5-6).** The soldier exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

DRAGONBORN SOLDIER, WATER

Medium humanoid, any alignment

**Armor Class** 16  
**Hit Points** 30 (4d8 + 12)  
**Speed** 30 ft., fly 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	12 (+1)	8 (-1)



**Damage Resistances** cold, poison  
**Senses** passive Perception 11  
**Languages** Draconic, Common  
**Challenge** 1/2 (100 XP)

**Water Breathing.** The soldier can breathe in air and underwater.

**Actions**

**Multiattack.** The soldier makes two claw and one bite attack.  
**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.  
**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.  
**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.  
**Water Breath (Recharge 5-6).** The soldier exhales water in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

**DRAGONBORN SOLDIER, WHITE**

*Medium humanoid, any alignment*

**Armor Class** 15 (natural armor)  
**Hit Points** 30 (4d8 + 12)  
**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

**Damage Resistances** cold  
**Senses** passive Perception 11  
**Languages** Draconic, Common  
**Challenge** 1 (200 XP)

**Actions**

**Multiattack.** The soldier makes two claw and one bite attack.  
**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.  
**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.  
**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.  
**Cold Breath (Recharge 5-6).** The soldier exhales cold air in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one.

**DRANT**

*Medium aberration, unaligned*

**Armor Class** 16 (natural armor), 18 (with shield)  
**Hit Points** 52 (8d8 + 16)  
**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	8 (-1)	10 (+0)	7 (-2)

**Saving Throws** Str +5  
**Skills** Athletics +5  
**Senses** truesight 60 ft., passive Perception 10  
**Languages** —  
**Challenge** 2 (450 XP)

**Spider Climb.** The drant can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.  
**Keen Smell.** The drant has advantage on Wisdom (Perception) checks that rely on smell.

**Actions**

**Multiattack.** The drant makes three attacks with melee weapons (with a shield) or four attacks with melee weapons (without a shield).  
**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.  
**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.  
**Handaxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**DRANT, QUEEN**

*Huge aberration, lawful evil*

**Armor Class** 16 (natural armor)  
**Hit Points** 168 (16d12 + 64)  
**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	18 (+4)	14 (+2)	13 (+1)	9 (-1)

**Saving Throws** Str +8  
**Skills** Athletics +8  
**Senses** truesight 120 ft., passive Perception 11  
**Languages** —  
**Challenge** 8 (3,900 XP)

**Spider Climb.** The drant can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.  
**Keen Smell.** The drant has advantage on Wisdom (Perception) checks that rely on smell.



## Actions

**Multiattack.** The drant makes four attacks with melee weapons or one bite attack and two attacks with melee weapons.

**Longsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

**Shortsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage. If the drant's target is a creature and it rolls a 20 on the attack roll, that target takes an extra 4d6 slashing damage. It then rolls another d20. If it rolls a 20, it severs one of the target's limbs (if possible), with the effect of such loss determined by the GM.

## DREAD

*Medium undead, lawful evil*

**Armor Class** 14 (armor scraps)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	7 (–2)	8 (–1)	5 (–3)

**Condition Immunities** frightened, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands the languages it knew in life but can't speak

**Challenge** 1 (200 XP)

## Actions

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 7 (1d10 + 2) slashing damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Dread** are powerful skeletons that were most likely fighter or soldier types in life. They wear the remnants of armor but never carry a weapon. The touch of a dread drains life energy from living creatures.

## ELEMENTAL, MAGMA

*Large elemental, neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 85 (10d10 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	6 (–2)	10 (+0)	7 (–2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire, poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Ignan

**Challenge** 5 (1,800 XP)

**Magma Form.** The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 ft. of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

**Illumination.** The elemental sheds dim light in a 30-foot radius.

**Water Susceptibility.** For every 5 ft. the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

## Actions

**Multiattack.** The elemental makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and 5 (1d10) fire damage.

If the target is a creature or a flammable object, it ignites.

Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

**Heat Metal (Recharge 6).** The elemental causes up to 2 metal objects within 20 feet of it to heat up (as the *heat metal* spell) for 1 minute. This requires no concentration, and the effect continues even if the objects are moved farther than 20 feet from it but ends if the elemental dies.

## ELEMENTAL, MINOR EARTH

*Large elemental, neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 76 (8d10 + 32)

**Speed** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (–1)	19 (+4)	5 (–3)	10 (+0)	5 (–3)

**Damage Vulnerabilities** thunder

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 10

**Languages** Terran

**Challenge** 3 (700 XP)



**Earth Glide.** The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

**Siege Monster.** The elemental deals double damage to objects and structures.

**Actions**

**Multiattack.** The elemental makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

**FELOGRE**

*Large giant, chaotic evil*

**Armor Class** 13 (hide armor)  
**Hit Points** 93 (11d10 + 33)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (–1)	16 (+3)	9 (–1)	7 (–2)	16 (+3)

**Senses** darkvision 60 ft., passive Perception 8  
**Languages** Common, Giant  
**Challenge** 4 (1,100 XP)

**Magic Resistance.** The felogre has advantage on saving throws against spells and other magical effects.

**Spellcasting.** The felogre is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The felogre has the following sorcerer spells prepared:

Cantrips (at will): *acid splash, fire bolt, light, minor illusion, ray of frost*

1st level (4 slots): *expeditious retreat, magic missile, shield, thunderwave*

2nd level (3 slots): *blur, invisibility, web*

3rd level (3 slots): *haste, lightning bolt, stinking cloud*

**Actions**

**Greatclub.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Larger and leaner than a regular ogre, **felogres** are blue-skinned creatures that are diabolically evil. They relish destroying other creatures and gaining wealth and magic. Standard ogres fear felogres and follow their direction unquestioningly. A felogre typically sells its service to other evil creatures, exacting a steep price.

**FIRE DRAKE**

*Medium dragon, chaotic neutral*

**Armor Class** 15 (natural armor)  
**Hit Points** 67 (9d8 + 27)  
**Speed** 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)

**Skills** Perception +3  
**Damage Immunities** fire  
**Senses** darkvision 60 ft., passive Perception 13  
**Languages** —  
**Challenge** 3 (700 XP)

**Shapechanger.** The drake can use its action to polymorph into human form, or back into its dragon form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

**Actions**

**Multiattack.** The drake makes two claw attacks and one bite attack.

**Bite (Dragon Form Only).** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

**Claws (Dragon Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

**Shortsword (Human Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Fire Breath (Dragon Form Only)(Recharge 5-6).** The fire drake exhales fire in a 20-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

**FIRE GIANT MUMMY**

*Huge undead, lawful evil*

**Armor Class** 18 (plate)  
**Hit Points** 175 (14d12 + 84)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (–1)	23 (+6)	6 (–2)	10 (+0)	12 (+1)

**Saving Throws** Con +10, Wis +4  
**Skills** Perception +4  
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks  
**Damage Immunities** fire, necrotic, poison  
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned



**Senses** darkvision 60 ft., passive Perception 14  
**Languages** the languages it knew in life  
**Challenge** 10 (5,900 XP)

**Actions**

**Multiattack.** The mummy makes two melee weapon attacks.  
**Flametongue Greatsword.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage plus 7 (2d6) fire damage.

**Rotting Fist.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage plus 14 (4d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

**Rock.** *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

**Dreadful Glare.** The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies for the next 24 hours.

**GELATINOUS CUBICLE**

*Medium ooze, unaligned*

**Armor Class** 8  
**Hit Points** 34 (4d8 + 16)  
**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (–2)	19 (+4)	1 (–5)	6 (–2)	1 (–5)

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone  
**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8  
**Languages** —  
**Challenge** 1 (200 XP)

**Ooze Cube.** The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.  
Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 7 (2d6) acid damage.  
The cube can hold only one Medium creature or up to four

Small or smaller creatures inside it at a time.  
**Transparent.** Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

**Actions**

**Pseudopod.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 8 (2d6 + 1) acid damage.

**Engulf.** The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 7 (2d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 14 (4d6) acid damage at the start of each of the cube's turns.

When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

**GHOUL LORD**

*Medium undead, chaotic evil*

**Armor Class** 15 (natural armor)  
**Hit Points** 112 (15d8 + 45)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	16 (+3)	14 (+2)	12 (+1)	8 (–1)

**Saving Throws** Con +6  
**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks  
**Condition Immunities** poisoned  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** Common  
**Challenge** 7 (2,900 XP)

**Necrotic Aura.** Any creature that starts its turn within 20 ft. of the ghoul lord must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. Paralyzed creatures may repeat the saving throw at the end of each of its subsequent turns. On a successful saving throw, the paralysis ends for that creature and that creature is immune to the ghoul lords' Necrotic Aura for 24 hours.



**Turn Defiance.** The ghoul lord and any ghouls within 50 ft. of it have advantage on saving throws against effects that turn undead.

**Actions**

**Multiattack.** The ghoul lord makes two claw attacks and one bite attack.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.  
*Hit:* 13 (2d8 + 4) piercing damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a ghoul under the ghoul lord’s control, unless the humanoid is restored to life or its body is destroyed. The ghoul lord can have no more than twenty ghouls under its control at one time.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.  
*Hit:* 17 (3d8 + 4) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a ghoul under the ghoul lord’s control, unless the humanoid is restored to life or its body is destroyed. The ghoul lord can have no more than twenty ghouls under its control at one time.

**GOLEM, AMBER**

*Large construct, unaligned*

**Armor Class** 17 (natural armor)  
**Hit Points** 168 (16d10 + 80)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (–1)	20 (+5)	3 (–4)	11 (+0)	1 (–5)

**Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks  
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned  
**Senses** darkvision 120 ft., passive Perception 10  
**Languages** understands the languages of its creator but can’t speak  
**Challenge** 10 (5,900 XP)

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.  
**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.  
**Magic Weapons.** The golem’s weapon attacks are magical.

**Lightning Absorption.** Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the half the lightning damage dealt.

**Actions**

**Multiattack.** The golem makes two claw attacks and one bite attack.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.  
*Hit:* 15 (2d8 + 6) slashing damage.  
**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.  
*Hit:* 16 (3d6 + 6) slashing damage.

**Amber golems** are created in the form of tigers or other great cats.

**GOLEM, BONE**

*Large construct, unaligned*

**Armor Class** 15 (natural armor)  
**Hit Points** 142 (15d10 + 60)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	3 (–4)	11 (+0)	1 (–5)

**Damage Resistances** cold  
**Damage Immunities** necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks  
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned  
**Senses** darkvision 120 ft., passive Perception 10  
**Languages** understands the languages of its creator but can’t speak  
**Challenge** 8 (3,900 XP)

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.  
**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.  
**Magic Weapons.** The golem’s weapon attacks are magical.

**Actions**

**Multiattack.** The golem makes four melee attacks.  
**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.  
*Hit:* 12 (2d6 + 5) slashing damage.  
**Shortsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

**Bone golems** are made of the bones of various creatures, assembled into a large humanoid form with four arms.



## GOLEM, WOOD

Large construct, neutral

**Armor Class** 15

**Hit Points** 66 (7d10 + 28)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison, psychic

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands the languages of its creator but can't speak

**Challenge** 2 (450 XP)

**Aversion of Fire.** If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

### Actions

**Multiattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 9 (2d4 + 4) bludgeoning damage.

## GREEN SLIME

**Green slime** is more an immobile hazard than a monster. It clings to walls and ceilings and has blindsight 30 ft. When a creature walks below it, the slime drops on top of it. A creature that was aware of the slime can succeed on a DC 11 Dexterity saving throw to avoid being hit. A creature touched by or touching green slime takes 5 (2d4) acid damage. Such a creature takes another 5 (2d4) acid damage at the start of each of its turns until the slime is wiped off or otherwise removed. Any nonmagical item (such as a weapon or piece of armor) that comes into contact with green slime is ruined. Green slime can be destroyed with a cure disease spell or 3 points of fire, cold, or radiant damage.

## GREATER HARPY

Large monstrosity, chaotic evil

**Armor Class** 14 (natural armor)

**Hit Points** 82 (11d10 + 22)

**Speed** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	11 (+0)	10 (+0)	15 (+2)

**Senses** passive Perception 10

**Languages** Common

**Challenge** 3 (700 XP)

### Actions

**Multiattack.** The harpy makes two attacks: one with its claws and one with its dagger.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 8 (2d4 + 3) slashing damage.

**Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 8 (2d4 + 3) piercing damage and 4 (1d8) poison damage.

**Luring Song.** The harpy sings a magical melody. Every humanoid and giant within 300 ft. of the harpy that can hear the song must succeed on a DC 13 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 ft. away from the harpy, the must move on its turn toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

## JACKALWERE

Medium humanoid (human, shapechanger), neutral evil

**Armor Class** 12

**Hit Points** 38 (7d8 + 7)

**Speed** 30 ft. (40 ft. in jackal form)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	11 (+0)	10 (+0)	9 (-1)

**Skills** Perception +2, Stealth +4

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Senses** darkvision 60 ft. (jackal form only), passive Perception 12

**Languages** Common (can't speak in jackal form)

**Challenge** 2 (450 XP)

**Shapechanger.** The jackalwere can use its action to polymorph into a jackal-humanoid hybrid or into a jackal, or back into its true form, which is humanoid. Its statistics, other than its



size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Keen Smell.** The jackalwere has advantage on Wisdom (Perception) checks that rely on smell.

### Actions

**Multiattack.** The jackalwere makes two attacks, only one of which can be a bite or makes one attacks and uses its Sleep Gaze.

**Bite (Jackal or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with jackalwere lycanthropy.

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Sleep Gaze (Recharge 5-6).** The jackalwere targets one creature it can see within 30 ft. of it. If the target can see it, the target must succeed on a DC 12 Constitution saving throw or fall asleep for 1 minute.

## LAND LAMPREY

*Small beast, unaligned*

**Armor Class** 12 (natural armor)  
**Hit Points** 13 (3d6 + 3)  
**Speed** 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

**Skills** Stealth +5  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** —  
**Challenge** 1/4 (50 XP)

**False Appearance.** While the land lamprey remains motionless, it is indistinguishable from ordinary stone or earth.

### Actions

**Blood Drain.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage, and the land lamprey attaches to the target. While attached, the land lamprey doesn't attack. Instead, at the start of each of the land lamprey's turns, the target loses 6 (1d6 + 3) hit points due to blood loss.

The land lamprey can detach itself by spending 5 feet of its movement. It does so after it drains 15 hit points of blood from the target or the target dies. A creature, including the target, can use its action to succeed on a DC 10 Strength check to detach the land lamprey.

**Land lampreys** appear to be a giant snail (three feet long) but have wide mouths filled with tiny, razor-like teeth. When not moving in a dungeon or dungeon-like environment, they are very hard to spot and surprise targets on a 1-4d6. When not moving, they are 90% undetectable.

## LIZARD, GIANT DRACO

*Large beast, unaligned*

**Armor Class** 14 (natural armor)  
**Hit Points** 30 (4d10 + 8)  
**Speed** 30 ft., climb 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

**Senses** darkvision 30 ft., passive Perception 10  
**Languages** —  
**Challenge** 1/2 (100 XP)

**Flyby.** The lizard doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Dive Attack.** If the lizard is flying and dives at least 30 ft. straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 5 (1d10) piercing damage.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

## LIZARD, GIANT FIRE

*Large beast, unaligned*

**Armor Class** 14 (natural armor)  
**Hit Points** 45 (6d10 + 12)  
**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

**Damage Immunities** fire  
**Senses** darkvision 30 ft., passive Perception 10  
**Languages** —  
**Challenge** 1 (200 XP)

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

**Fire Breath (Recharge 5-6).** The lizard exhales fire in a 20-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.



## LIVING STATUE, CRYSTAL

Medium construct, neutral good

**Armor Class** 16

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (–1)	16 (+3)	5 (–3)	10 (+0)	5 (–3)

**Saving Throws** Con +5

**Damage Vulnerabilities** thunder

**Damage Immunities** necrotic, poison, psychic

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands the languages of its creator but can't speak

**Challenge** 2 (450 XP)

**Immutable Form.** The statue is immune to any spell or effect that would alter its form.

### Actions

**Multiattack.** The statue makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

## LIVING STATUE, IRON

Medium construct, neutral

**Armor Class** 18

**Hit Points** 68 (8d8 + 32)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (–1)	18 (+4)	5 (–3)	10 (+0)	5 (–3)

**Saving Throws** Con +6

**Damage Vulnerabilities** thunder

**Damage Resistances** cold, fire

**Damage Immunities** necrotic, poison, psychic

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands the languages of its creator but can't speak

**Challenge** 3 (700 XP)

**Immutable Form.** The statue is immune to any spell or effect that would alter its form.

**Magnetic Body.** Metal objects that touch the statue while it is alive become magnetically stuck. If a creature hits the statue with a metal weapon or object, the creature must succeed on a DC 15 Strength saving throw or the object is stuck to

the statue. A creature may remove a stuck object by using an action and succeeding on a DC 15 Strength check.

### Actions

**Multiattack.** The statue makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 9 (1d10 + 4) bludgeoning damage.

## LIVING STATUE, STONE

Medium construct, neutral evil

**Armor Class** 17

**Hit Points** 85 (10d8 + 40)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (–1)	19 (+4)	5 (–3)	10 (+0)	5 (–3)

**Saving Throws** Con +6

**Damage Vulnerabilities** thunder

**Damage Resistances** cold, fire, lightning

**Damage Immunities** necrotic, poison, psychic

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands the languages of its creator but can't speak

**Challenge** 3 (700 XP)

**Immutable Form.** The statue is immune to any spell or effect that would alter its form.

### Actions

**Multiattack.** The statue makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

## LURKER ABOVE

Large construct, unaligned

**Armor Class** 12

**Hit Points** 65 (10d10 + 10)

**Speed** 15 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	4 (–3)	12 (+1)	7 (–2)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, prone

**Senses** passive Perception 11

**Languages** —

**Challenge** 2 (450 XP)

**False Appearance.** While the lurker above remains



motionless, it is indistinguishable from normal dungeon terrain.

**Damage Transfer.** While it is grappling a creature, the lurker above takes only half the damage dealt to it, and the creature grappled by the lurker above takes the other half.

### Actions

**Smother.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one Medium or smaller target. *Hit:* 4 (0d1 + 4) slashing. The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the lurker above can't smother another target. In addition, at the start of each of the target's turns, the target takes 9 (1d12 + 3) bludgeoning damage.

A **lurker above** is a strange magical construct that looks not unlike a stingray but is very large and often 10 to 15 feet wide. It can camouflage itself to match any dungeon or underground environment. A lurker above clings motionless to the ceiling and is undetectable when not moving. If a creature moves beneath the lurker above, it falls on them and attempts to envelop the target and smother it.

## LURKER BELOW

*Large construct, unaligned*

**Armor Class** 12  
**Hit Points** 65 (10d10 + 10)  
**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	3 (–4)	10 (+0)	3 (–4)

**Damage Immunities** poison, psychic  
**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, prone  
**Senses** passive Perception 11  
**Languages** —  
**Challenge** 2 (450 XP)

**False Appearance.** While the lurker below remains motionless, it is indistinguishable from normal dungeon terrain.

**Damage Transfer.** While it is grappling a creature, the lurker below takes only half the damage dealt to it, and the creature grappled by the lurker below takes the other half.

### Actions

**Smother.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one Medium or smaller target. *Hit:* The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the lurker below can't smother another target. In addition, at the start of each of the target's turns, the target takes 9 (1d12 + 3) bludgeoning damage.

A **lurker below** is a strange magical construct that looks not unlike a stingray but is very large and often 10 to 15 feet wide. It can camouflage itself to match any dungeon or underground environment. A lurker below lies motionless on the ground and is undetectable when not moving. If stepped on, it immediately attempts to envelop the target and smother it.

## MIMIC, GREATER

*Medium monstrosity (shapechanger), neutral*

**Armor Class** 12 (natural armor)  
**Hit Points** 78 (12d8 + 24)  
**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	7 (–2)	13 (+1)	8 (–1)

**Skills** Stealth +7  
**Damage Immunities** acid  
**Condition Immunities** prone  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** —  
**Challenge** 6 (2,300 XP)

**Shapechanger.** The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Adhesive (Object Form Only).** The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 14). Ability checks made to escape this grapple have disadvantage.

**False Appearance (Object Form Only).** While the mimic remains motionless, it is indistinguishable from an ordinary object.

**Grapppler.** The mimic has advantage on attack rolls against any creature grappled by it.

**Mimicins.** The mimic can detach up to five portions of itself, known as mimicins, to operate autonomously within 100 feet of it. Each has the same statistics as the mimic but only 12 hit points and cannot itself create mimicins.

### Actions

**Pseudopod.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) acid damage.



## MIND SLAYER

Medium aberration, lawful evil

**Armor Class** 16 (natural armor)

**Hit Points** 97 (15d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	19 (+4)	15 (+2)	18 (+4)

**Saving Throws** Int +7, Wis +5, Cha +7

**Skills** Arcana +7, Deception +7, Insight +5, Perception +5, Persuasion +7, Stealth +5

**Damage Resistances** psychic

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Deep Speech, Undercommon, telepathy 120 ft.

**Challenge** 8 (3,900 XP)

**Magic Resistance.** The mind slayer has advantage on saving throws against spells and other magical effects.

**Innate Spellcasting.** The mind slayer's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *blur*, *darkness*, *detect magic*

2/day each: *counterspell*, *dispel magic*, *shield*

1/day each: *greater invisibility*, *stoneskin*

### Actions

**Multiattack.** The mind slayer makes four tentacle attacks and one longsword attack.

**Tentacle.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) psychic damage and the target's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Psychic Blast (Recharge 5–6).** The mind slayer targets a creature within 60 feet. That creature must make a DC 15 Intelligence saving throw. On a failed save, the creature takes 27 (5d10) psychic damage and is stunned for 1 minute. On a successful save, the creature takes half as much psychic damage and is not stunned. The creature may repeat the saving throw at the end of each of its turns, ending the stunned condition on itself on a success.

A **mind slayer** is a human-like creature with the head of an octopus with four long tentacles. They have two large, oval eyes that are completely white with no visible pupils. They have purplish skin and wear colorful robes.

## MUD CREEPER

Medium humanoid, neutral

**Armor Class** 15 (natural armor)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	7 (–2)	12 (+1)	7 (–2)

**Damage Resistances** piercing, slashing

**Skills** Perception +3, Stealth +4, Survival +5

**Senses** passive Perception 13

**Languages** Draconic

**Challenge** 1/2 (100 XP)

**Hold Breath.** The mud creeper can hold its breath for 15 minutes.

### Actions

**Multiattack.** The mud creeper makes one tail attack and one claw attack.

**Tail.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

*Hit:* 6 (1d8 + 2) bludgeoning damage and the target is grappled (escape DC 14). Until this grapple ends, the target is blinded and can't breathe, and the mud creeper can't use its tail to grapple another target.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 4 (1d4 + 2) slashing damage.

**Mud creepers** are bipedal lizards that stand about three feet tall and are covered with scales. They are gray in color and have a long prehensile tail. They use their tail to strike targets and attempt to constrict the victim. Mud creepers prefer to constrict their victim and then drag them underwater or into the muddy pools they prefer as lairs. The long tail, if constriction is achieved, always wraps around the target's head, covering the mouth and nose.

## OGRON

Medium humanoid, chaotic evil

**Armor Class** 12 (hide armor)

**Hit Points** 37 (5d8 + 15)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	7 (–2)	9 (–1)	7 (–2)

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Giant

**Challenge** 1 (200 XP)



## Actions

**Multiattack.** The ogron makes two fist attacks.

**Fist.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Related to ogres, an **ogron** is roughly two feet shorter but otherwise identical. They are simplistic and hunt for food, preferring humans and humanoids. Ogrons typically move about in small groups and hire themselves out as mercenaries. Ogron villages exist and are always located in the foothills beneath mountain ranges.

## OOZE, PURPLE

*Large ooze, unaligned*

**Armor Class** 9

**Hit Points** 85 (10d10 + 30)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	16 (+3)	1 (–5)	6 (–2)	1 (–5)

**Damage Immunities** acid, cold, lightning, poison, slashing

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 5 (1,800 XP)

**Amorphous.** The ooze can move through a space as narrow as 1 inch wide without squeezing.

**Corrosive Form.** A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition that hits the pudding is destroyed after dealing damage. The pudding can eat through 2-inch-thick, nonmagical material in 1 round.

**Spider Climb.** The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Limited Magic Immunity.** The ooze can't be affected or detected by spells of 4th level or lower. It has advantage on saving throws against all other spells and magical effects.

## Actions

**Pseudopod.** *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

## Reactions

**Split.** When an ooze that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

The **purple ooze** is an amorphous blob of purple-shaded jelly roughly the size of a wagon. It moves slowly but can lash out up to 20 feet to strike a target. The ooze searches out any fleshy creature for consumption.

## PHANTASM

*Medium undead, neutral evil*

**Armor Class** 17

**Hit Points** 67 (9d8 + 27)

**Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (–2)	18 (+4)	16 (+3)	12 (+1)	16 (+3)	15 (+2)

**Damage Resistances** fire, lightning, thunder

**Damage Immunities** acid, cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 13

**Languages** the languages it knew in life

**Challenge** 5 (1,800 XP)

**Incorporeal Movement.** The phantasm can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

## Actions

**Multiattack.** The phantasm makes two chill touch attacks.

**Chill Touch.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 22 (4d8 + 4) necrotic damage.

**False Image (Recharge 5–6).** As a bonus action, the phantasm silently turns invisible for 1 minute. A false image appears in its former position. If the image is touched or hit with an attack, its nature is revealed, and it disappears.

A **phantasm** is the noncorporeal image of whatever creature it was in its former life. They are undead and seek revenge or guard their former wealth or similar objects.



## PYROHYDRA

*Huge monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 172 (15d12 + 75)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (–4)	10 (+0)	7 (–2)

**Skills** Perception +8

**Damage Immunities** fire

**Senses** darkvision 60 ft., passive Perception 18

**Languages** —

**Challenge** 9 (5,000 XP)

**Hold Breath.** The hydra can hold its breath for 1 hour.

**Multiple Heads.** The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken cold damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

**Reactive Heads.** For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

**Wakeful.** While the hydra sleeps, at least one of its heads is awake.

### Actions

**Multiattack.** The hydra makes as many bite attacks as it has heads. It may substitute use of its fire breath for one bite attack.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

**Fire Breath (Recharge 4–6).** The pyrohydra exhales fire in a 25-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. Only one head may use fire breath on each of the hydra's turns.

## ROBBER FLY

*Small beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 18 (4d6 + 4)

**Speed** 20 ft., climb 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	1 (–5)	8 (–1)	3 (–4)

**Skills** Stealth +4

**Senses** blindsight 30 ft., passive Perception 9

**Languages** —

**Challenge** 1/4 (50 XP)

### Actions

**Sting.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

*Hit:* 6 (1d8 + 2) piercing damage.

## SALAMANDER, FROST

*Large elemental, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 90 (12d10 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Aquan

**Challenge** 5 (1,800 XP)

**Chilled Body.** A creature that touches the salamander or hits it with a melee attack while within 5 ft. of it takes 7 (2d6) cold damage.

**Chilled Weapons.** Any metal melee weapon the salamander wields deals an extra 3 (1d6) cold damage on a hit (included in the attack).

### Actions

**Multiattack.** The salamander makes two attacks: one with its spear and one with its tail.

**Spear.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) cold damage.

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) cold damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

A **frost salamander** appears much like a (flame) salamander but is white in color mixed with bands of light blue or gray. They live on the Plane of Water (cold environs) and often raid the other planes.



## SALAMANDER, WATER

Large elemental, neutral evil

**Armor Class** 15 (natural armor)

**Hit Points** 97 (13d10 + 26)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Aquan

**Challenge** 6 (2,300 XP)

### Actions

**Multiattack.** The salamander makes two attacks: one with its trident and one with its tail.

**Trident.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) cold damage.

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

**Water Pillar (Recharge 6).** A 20-foot tall pillar of water filling a 5-foot area appears within 40 feet of the salamander and remains for 1 minute. Each creature in that area must make a DC 13 Dexterity saving throw. On a failed save, the creature takes 9 (2d8) bludgeoning damage. If it is Medium or smaller, it is also grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the salamander's space.

The pillar can grapple up to one Medium or two smaller creatures at one time. At the start of each of the salamander's turns, each target grappled by the pillar takes 9 (2d8) bludgeoning damage. A creature within 5 feet of the pillar can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

As a bonus action, the salamander can cause the pillar to move up to 20 feet.

A **water salamander** is somewhat serpent-like but has a human torso with a reptile head. They are blue in color (various shades) and covered with small scales. A water salamander is native to the Plane of Water but often makes forays into the other planes to raid and create havoc. A water salamander can summon a swirling pillar of water to appear (so long as a large water source is present) and surround any target creature.

## SANDLASHER

Large aberration, unaligned

**Armor Class** 12

**Hit Points** 52 (7d10 + 14)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	3 (–4)	10 (+0)	3 (–4)

**Skills** Stealth +6

**Damage Resistances** piercing

**Condition Immunities** blinded, charmed, deafened, frightened, grappled, paralyzed, poisoned, prone

**Senses** blindsight 30 ft., passive Perception 10

**Languages** —

**Challenge** 2 (450 XP)

**False Appearance.** While the sandlasher remains motionless, it is indistinguishable from a pile of sand.

### Actions

**Slash.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Appearing as nothing more than a pile of sand, a **sandlasher** survives by killing creatures and absorbing their blood.

## SHOCK JELLY

Large ooze, unaligned

**Armor Class** 10

**Hit Points** 45 (6d10 + 12)

**Speed** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (–2)	14 (+2)	2 (–4)	6 (–2)	1 (–5)

**Damage Resistances** acid, poison

**Damage Immunities** lightning, psychic, slashing

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 3 (700 XP)

**Amorphous.** The jelly can move through a space as narrow as 1 inch wide without squeezing.

**Spider Climb.** The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.



Actions

**Pseudopod.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 11 (2d8 + 2) lightning damage.

**Shockwave (Recharge 4–6).** All creatures within 30 feet of the jelly must make a DC 13 Constitution saving throw. Targets take 18 (4d8) lightning damage on a failed save, or half as much damage on a successful save.

Reactions

**Split.** When a jelly that is Medium or larger is subjected to slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly’s, rounded down. New jellies are one size smaller than the original jelly.

A **shock jelly** is a large ooze that is tinted yellow and exudes sparks whenever it moves.

SKELETON, ABYSSAL

Medium undead, lawful evil

**Armor Class** 14 (natural armor)  
**Hit Points** 26 (4d8 + 8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (–2)	8 (–1)	5 (–3)

**Damage Vulnerabilities** bludgeoning  
**Damage Immunities** fire  
**Condition Immunities** poisoned  
**Senses** darkvision 60 ft., passive Perception 9  
**Languages** understands the languages it knew in life but can’t speak  
**Challenge** 1 (200 XP)

Actions

**Multiattack.** The skeleton makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 3 (1d6) fire damage.

**Fire Breath (Recharge 5–6).** The skeleton produces fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

**Abyssal skeletons** resembles normal skeletons but for their reddish tinted bones and flaming claws. They do not wear any clothing (it burned away). Abyssal skeletons are typically used to guard treasure; a special magical ward summons them when a chamber or area is infringed upon.

SNAKE, GIANT FIRE

Huge beast, chaotic evil

**Armor Class** 14 (natural armor)  
**Hit Points** 102 (12d12 + 24)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	14 (+2)	1 (–5)	10 (+0)	3 (–4)

**Skills** Perception +3  
**Damage Immunities** fire  
**Senses** passive Perception 13  
**Languages** —  
**Challenge** 5 (1,800 XP)

Actions

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 17 (3d8 + 4) piercing damage.

**Flame Wave (Recharge 5–6).** The snake emits a blast of fire in a 30-foot radius. Each creature in that area must make a DC 14 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

The **giant fire snake** is a 20-foot-long snake is red in color with yellow bands. It radiates heat that is not in itself dangerous. A fire snake can emit a burst of fire that expands in all directions. The snake’s yellow bands glow brightly before it creates the flame wave.

STEEL COBRA, GIANT

Huge construct, unaligned

**Armor Class** 18 (natural armor)  
**Hit Points** 105 (10d12 + 40)  
**Speed** 45 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	3 (–4)	11 (+0)	1 (–5)

**Damage Resistances** cold  
**Damage Immunities** necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks  
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned  
**Senses** darkvision 120 ft., passive Perception 10  
**Languages** understands the languages of its creator but can’t speak  
**Challenge** 5 (1,800 XP)

**Magic Weapons.** The cobra’s weapon attacks are magical.

**Death Gaze.** If a creature starts its turn within 30 ft. of the cobra and the two of them can see each other, the cobra can force the creature to make a DC 13 Constitution saving



throw if the cobra isn't incapacitated. On a failed save, the creature takes 35 (10d6) necrotic damage. On a successful save, the creature takes half as much damage.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the cobra until the start of its next turn, when it can avert its eyes again. If it looks at the cobra in the meantime, it must immediately make the save.

**Actions**

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

**STONGE**

*Tiny beast, unaligned*

**Armor Class** 16 (natural armor)  
**Hit Points** 21 (6d4 + 6)  
**Speed** 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	16 (+3)	12 (+1)	2 (–4)	8 (–1)	6 (–2)

**Condition Immunities** petrified  
**Senses** darkvision 60 ft., passive Perception 9  
**Languages** —  
**Challenge** 2 (450 XP)

**Magic Resistance.** The stonge has advantage on saving throws against spells and other magical effects.

**Actions**

**Blood Drain.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the stonge attaches to the target. The target must make a DC 12 Constitution saving throw. A creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

While attached, the stonge doesn't attack. Instead, at the start of each of the stonge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stonge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies or is petrified. A creature, including the target, can use its action to detach the stonge.

A **stonge** appears to be a stirge, but they are much more powerful, possessing the ability to not only drain blood but petrify their victims.

**SWARM OF NECROTIC RATS**

*Medium swarm of tiny beasts, unaligned*

**Armor Class** 11  
**Hit Points** 31 (7d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	11 (+0)	10 (+0)	2 (–4)	10 (+0)	2 (–4)

**Damage Resistances** bludgeoning, piercing, slashing  
**Damage Immunities** necrotic  
**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious  
**Senses** darkvision 30 ft., passive Perception 10  
**Languages** —  
**Challenge** 1 (200 XP)

**Keen Smell.** The swarm has advantage on Wisdom (Perception) checks that rely on smell.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

**Actions**

**Bites.** *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**TICK, GIANT**

*Small beast, unaligned*

**Armor Class** 15 (natural armor)  
**Hit Points** 7 (2d6)  
**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	10 (+0)	11 (+0)	1 (–5)	7 (–2)	3 (–4)

**Skills** Stealth +4  
**Senses** blindsight 20 ft., passive Perception 8  
**Languages** —  
**Challenge** 1/4 (50 XP)

**Standing Leap.** The tick's long jump is up to 30 ft. and its high jump is up to 10 ft., with or without a running start.



## Actions

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the tick can't bite another target.

**Blood Drain.** One creature grappled by the tick must succeed on a DC 12 Constitution saving throw or take 1d6 necrotic damage.

**Giant ticks** are blood-thirsty insects that attempt to drop upon unsuspecting victims and drain their blood. Ticks live in most environments but avoid those that have temperatures that drop below freezing. On a successful hit (bite) a tick latches onto its victim drawing blood until satiated

## TROLLING

*Medium humanoid, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 57 (6d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	20 (+5)	7 (–2)	9 (–1)	7 (–2)

**Skills** Perception +1

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Giant

**Challenge** 3 (700 XP)

**Keen Smell.** The trolling has advantage on Wisdom (Perception) checks that rely on smell.

**Regeneration.** The trolling regains 6 hit points at the start of its turn. If the trolling takes acid or fire damage, this trait doesn't function at the start of the trolling's next turn. The trolling dies only if it starts its turn with 0 hit points and doesn't regenerate.

## Actions

**Multiattack.** The trolling makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Smaller than a standard troll, **trollings** are otherwise identical. They are very aggressive and hunt for food and treasure rapaciously.

## UMBER

*Large monstrosity, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 102 (12d10 + 36)

**Speed** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	8 (–1)	10 (+0)	7 (–2)

**Senses** darkvision 90 ft., tremorsense 60 ft., passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**Tunneling.** The umber can tunnel through solid rock at half its burrow speed and leaves a tunnel in its wake.

**Confusion Gaze.** If a creature starts its turn within 30 ft. of the umber and the two of them can see each other, the umber can force the creature to make a DC 14 Wisdom saving throw if the umber isn't incapacitated. On a failed save, the creature is affected as if by a confusion spell until the end of its next turn.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the umber until the start of its next turn, when it can avert its eyes again. If it looks at the umber in the meantime, it must immediately make the save.

## Actions

**Multiattack.** The umber makes two claw attacks and one bite attack.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

The **Umbur** is an offspring of the more nefarious **Umbur Hulk**. They use their thick claws to tunnel through rock and earth to surprise their prey with their confusing gaze. After all, they do very much like the taste of humanoids!

## VENGEFUL SPIRIT

*Medium undead, neutral evil*

**Armor Class** 14

**Hit Points** 120 (16d8 + 48)

**Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (–2)	19 (+4)	16 (+3)	15 (+2)	14 (+2)	16 (+3)

**Damage Resistances** acid, cold, fire, lightning, thunder

**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained



**Senses** darkvision 60 ft., passive Perception 12  
**Languages** the languages it knew in life  
**Challenge** 9 (5,000 XP)

**Incorporeal Movement.** The vengeful spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

**Multiattack.** The vengeful spirit makes two life drain attacks  
**Life Drain.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 26 (5d8 + 4) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.  
**Create Specter.** The vengeful spirit targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target’s spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the vengeful spirit’s control. The vengeful spirit can have no more than 11 specters under its control at one time.  
**Vengeful Wail (Recharge 6).** All creatures within 40 feet of the vengeful spirit, except constructs and undead, must make a DC 15 Wisdom saving throw. On a failed save, a creature takes 18 (4d8) psychic damage. On a successful save, a creature takes half as much damage.

A **vengeful spirit** looks much like a specter and is maliciously evil. They hate all living things and seek to create hordes of undead.

WOLF, FLAME

*Large monstrosity, neutral evil*

**Armor Class** 14 (natural armor)  
**Hit Points** 75 (10d10 + 20)  
**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (–2)	12 (+1)	8 (–1)

**Skills** Perception +5, Stealth +3  
**Damage Immunities** fire  
**Senses** passive Perception 15  
**Languages** Common, Giant, Flame Wolf  
**Challenge** 3 (700 XP)

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.  
**Pack Tactics.** The wolf has advantage on an attack roll against a creature if at least one of the wolf’s allies is within 5 ft. of the creature and the ally isn’t incapacitated.

Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.  
**Fire Breath (Recharge 5–6).** The wolf exhales a blast of flame in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

YELLOW MOLD

**Yellow mold** is more an immobile hazard than a monster. When touched, it shoots spores: all creatures within 10 feet must succeed on a DC 14 Constitution saving throw or take 9 (2d8) poison damage and be poisoned for 1 minute. While poisoned, a creature takes 4 (1d8) poison damage at the start of each of its turns. It may repeat the save at the end of each of its turns, ending the condition on itself on a success. A patch of yellow mold is destroyed when it takes 5 fire damage.





## APPENDIX II: NPCs

### DWARF FIGHTER 2

Medium humanoid (dwarf), any alignment

**Armor Class** 17 (splint armor)

**Hit Points** 24 (3d8 + 11)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	10 (+0)	11 (+0)	9 (–1)

**Saving Throws** Str +5, Dex +2

**Skills** Athletics +5, Perception +2

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Dwarvish

**Challenge** 2 (450 XP)

**Action Surge (Recharges after a Short or Long Rest).** The fighter takes an additional action on top of its regular action and possible bonus action.

**Second Wind (Recharges after a Short or Long Rest).** The fighter uses a bonus action to regain 1d10 + 2 hit points.

**Potion of Healing.** The fighter possesses a *potion of healing*.

**Poison Resistance.** The fighter has advantage on saving throws against poison

#### Actions

**Battleaxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing or 8 (1d10 + 3) slashing damage if used with two hands to make a melee attack.

**Sling.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

### DWARF FIGHTER 3

Medium humanoid (dwarf), any alignment

**Armor Class** 17 (splint armor)

**Hit Points** 33 (4d8 + 15)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	10 (+0)	11 (+0)	9 (–1)

**Saving Throws** Str +5, Dex +2

**Skills** Athletics +5, Perception +2

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Dwarvish

**Challenge** 3 (700 XP)

**Action Surge (Recharges after a Short or Long Rest).** The fighter takes an additional action on top of its regular action and possible bonus action.

**Second Wind (Recharges after a Short or Long Rest).** The fighter uses a bonus action to regain 1d10 + 3 hit points.

**Improved Criticals.** The fighter's weapon attacks score a critical hit on a roll of 19 or 20.

**Potion of Healing.** The fighter possesses a *potion of healing*.

**Poison Resistance.** The fighter has advantage on saving throws against poison

#### Actions

**+1 Battleaxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing or 9 (1d10 + 4) slashing damage if used with two hands to make a melee attack.

**Sling.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

### DWARF FIGHTER 4

Medium humanoid (dwarf), any alignment

**Armor Class** 17 (splint armor)

**Hit Points** 41 (5d8 + 19)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	10 (+0)	11 (+0)	9 (–1)

**Saving Throws** Str +5, Dex +2

**Skills** Athletics +5, Perception +2

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Dwarvish

**Challenge** 4 (1,100 XP)

**Action Surge (Recharges after a Short or Long Rest).** The fighter takes an additional action on top of its regular action and possible bonus action.

**Second Wind (Recharges after a Short or Long Rest).** The fighter uses a bonus action to regain 1d10 + 4 hit points.

**Improved Criticals.** The fighter's weapon attacks score a critical hit on a roll of 19 or 20.

**Potion of Greater Healing.** The fighter possesses a *potion of greater healing*.

**Poison Resistance.** The fighter has advantage on saving throws against poison

#### Actions

**+1 Battleaxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing or 9 (1d10 + 4) slashing damage if used with two hands to make a melee attack.

**Sling.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.



## DWARF FIGHTER 5

Medium humanoid (dwarf), any alignment

**Armor Class** 18 (+1 *splint armor*)

**Hit Points** 50 (6d8 + 23)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	10 (+0)	11 (+0)	9 (–1)

**Saving Throws** Str +6, Dex +3

**Skills** Athletics +6, Perception +3

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Dwarvish

**Challenge** 5 (1,800 XP)

**Action Surge (Recharges after a Short or Long Rest).** The fighter takes an additional action on top of its regular action and possible bonus action.

**Second Wind (Recharges after a Short or Long Rest).** The fighter uses a bonus action to regain 1d10 + 5 hit points.

**Improved Criticals.** The fighter's weapon attacks score a critical hit on a roll of 19 or 20.

**Potion of Greater Healing.** The fighter possesses a *potion of greater healing*.

**Poison Resistance.** The fighter has advantage on saving throws against poison

### Actions

**Multiattack.** The fighter makes two melee weapon attacks or two ranged weapon attacks.

**+1 Battleaxe. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing or 9 (1d10 + 4) slashing damage if used with two hands to make a melee attack.

**Sling. Ranged Weapon Attack:** +6 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

## DWARF FIGHTER 6

Medium humanoid (dwarf), any alignment

**Armor Class** 18 (+1 *splint armor*)

**Hit Points** 66 (8d8 + 30)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	10 (+0)	11 (+0)	9 (–1)

**Saving Throws** Str +6, Dex +3

**Skills** Athletics +6, Perception +3

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Dwarvish

**Challenge** 6 (2,300 XP)

**Action Surge (Recharges after a Short or Long Rest).** The fighter takes an additional action on top of its regular action and possible bonus action.

**Second Wind (Recharges after a Short or Long Rest).** The fighter uses a bonus action to regain 1d10 + 6 hit points.

**Improved Criticals.** The fighter's weapon attacks score a critical hit on a roll of 19 or 20.

**Potion of Greater Healing.** The fighter possesses a *potion of greater healing*.

**Poison Resistance.** The fighter has advantage on saving throws against poison

### Actions

**Multiattack.** The fighter makes two melee weapon attacks or two ranged weapon attacks.

**+1 Battleaxe. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing or 9 (1d10 + 4) slashing damage if used with two hands to make a melee attack.

**Sling. Ranged Weapon Attack:** +6 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

### Reactions

**Parry.** The fighter adds 2 to its AC against one melee attack that would hit it. To do so, the fighter must see the attacker and be wielding a melee weapon.

## DWARF FIGHTER 7

Medium humanoid (dwarf), any alignment

**Armor Class** 18 (+1 *splint armor*)

**Hit Points** 74 (9d8 + 34)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	10 (+0)	11 (+0)	9 (–1)

**Saving Throws** Str +6, Dex +3

**Skills** Athletics +6, Perception +3

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Dwarvish

**Challenge** 7 (2,900 XP)

**Action Surge (Recharges after a Short or Long Rest).** The fighter takes an additional action on top of its regular action and possible bonus action.

**Second Wind (Recharges after a Short or Long Rest).** The fighter uses a bonus action to regain 1d10 + 7 hit points.

**Improved Criticals.** The fighter's weapon attacks score a critical hit on a roll of 19 or 20.

**Potion of Superior Healing.** The fighter possesses a *potion of superior healing*.

**Poison Resistance.** The fighter has advantage on saving throws against poison



## Actions

**Multiattack.** The fighter makes two melee weapon attacks or two ranged weapon attacks.

**+1 Battleaxe.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing or 9 (1d10 + 4) slashing damage if used with two hands to make a melee attack.

**Sling.** *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

## Reactions

**Parry.** The fighter adds 2 to its AC against one melee attack that would hit it. To do so, the fighter must see the attacker and be wielding a melee weapon.

## ELF FIGHTER/WIZARD 2

*Medium humanoid (elf), any alignment*

**Armor Class** 17 (chain shirt)

**Hit Points** 15 (2d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	16 (+3)	16 (+3)	9 (–1)	10 (+0)

**Saving Throws** Dex +5, Int +5

**Skills** Acrobatics +5, Arcana +5, Perception +1

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Elvish, plus two languages

**Challenge** 2 (450 XP)

**Fey Ancestry.** The fighter/wizard has advantage on saving throws against being charmed, and magic can't put the fighter/wizard to sleep.

**Second Wind (Recharges after a Short or Long Rest).** The fighter/wizard uses a bonus action to regain 1d10 + 1 hit points.

**Spellcasting.** The fighter/wizard is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The fighter/wizard has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *ray of frost*

1st level (2 slots): *hideous laughter*, *shield*

**Potion of Healing.** The fighter/wizard possesses a *potion of healing*.

## Actions

**Scimitar.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

## ELF FIGHTER/WIZARD 3

*Medium humanoid (elf), any alignment*

**Armor Class** 17 (chain shirt)

**Hit Points** 22 (3d8 + 9)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	16 (+3)	16 (+3)	9 (–1)	10 (+0)

**Saving Throws** Dex +5, Int +5

**Skills** Acrobatics +5, Arcana +5, Perception +1

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Elvish, plus two languages

**Challenge** 3 (700 XP)

**Fey Ancestry.** The fighter/wizard has advantage on saving throws against being charmed, and magic can't put the fighter/wizard to sleep.

**Action Surge (Recharges after a Short or Long Rest).** The fighter takes an additional action on top of its regular action and possible bonus action.

**Second Wind (Recharges after a Short or Long Rest).** The fighter/wizard uses a bonus action to regain 1d10 + 2 hit points.

**Spellcasting.** The fighter/wizard is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The fighter/wizard has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *ray of frost*

1st level (2 slots): *hideous laughter*, *shield*

**Potion of Healing.** The fighter/wizard possesses a *potion of healing*.

## Actions

**+1 Scimitar.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

## ELF FIGHTER/WIZARD 4

*Medium humanoid (elf), any alignment*

**Armor Class** 18 (*elven chain*)

**Hit Points** 30 (4d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	16 (+3)	16 (+3)	9 (–1)	10 (+0)

**Saving Throws** Dex +5, Int +5

**Skills** Acrobatics +5, Arcana +5, Perception +1

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Elvish, plus two languages

**Challenge** 4 (1,100 XP)



**Fey Ancestry.** The fighter/wizard has advantage on saving throws against being charmed, and magic can't put the fighter/wizard to sleep.

**Action Surge (Recharges after a Short or Long Rest).** The fighter takes an additional action on top of its regular action and possible bonus action.

**Second Wind (Recharges after a Short or Long Rest).** The fighter/wizard uses a bonus action to regain 1d10 + 2 hit points.

**Spellcasting.** The fighter/wizard is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The fighter/wizard has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *ray of frost*

1st level (3 slots): *hideous laughter*, *magic missile*, *shield*

**Potion of Greater Healing.** The fighter/wizard possesses a *potion of greater healing*.

### Actions

**+1 Scimitar.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

## ELF FIGHTER/WIZARD 5

*Medium humanoid (elf), any alignment*

**Armor Class 18 (elven chain)**

**Hit Points 37** (5d8 + 15)

**Speed 30 ft.**

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	16 (+3)	16 (+3)	9 (–1)	10 (+0)

**Saving Throws** Dex +6, Int +6

**Skills** Acrobatics +6, Arcana +6, Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Elvish, plus two languages

**Challenge 5** (1,800 XP)

**Fey Ancestry.** The fighter/wizard has advantage on saving throws against being charmed, and magic can't put the fighter/wizard to sleep.

**Action Surge (Recharges after a Short or Long Rest).** The fighter takes an additional action on top of its regular action and possible bonus action.

**Second Wind (Recharges after a Short or Long Rest).** The fighter/wizard uses a bonus action to regain 1d10 + 2 hit points.

**Spellcasting.** The fighter/wizard is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The fighter/wizard has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *ray of frost*

1st level (4 slots): *false life*, *hideous laughter*, *magic missile*, *shield*

2nd level (2 slots): *acid arrow*, *hold person*

**Potion of Greater Healing.** The fighter/wizard possesses a *potion of greater healing*.

### Actions

**+1 Scimitar.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

## ELF FIGHTER/WIZARD 6

*Medium humanoid (elf), any alignment*

**Armor Class 18 (elven chain)**

**Hit Points 45** (6d8 + 18)

**Speed 30 ft.**

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	16 (+3)	16 (+3)	9 (–1)	10 (+0)

**Saving Throws** Dex +6, Int +6

**Skills** Acrobatics +6, Arcana +6, Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Elvish, plus two languages

**Challenge 6** (2,300 XP)

**Fey Ancestry.** The fighter/wizard has advantage on saving throws against being charmed, and magic can't put the fighter/wizard to sleep.

**Action Surge (Recharges after a Short or Long Rest).** The fighter takes an additional action on top of its regular action and possible bonus action.

**Second Wind (Recharges after a Short or Long Rest).** The fighter/wizard uses a bonus action to regain 1d10 + 2 hit points.

**Spellcasting.** The fighter/wizard is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The fighter/wizard has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *ray of frost*

1st level (4 slots): *false life*, *hideous laughter*, *magic missile*, *shield*

2nd level (3 slots): *acid arrow*, *hold person*, *suggestion*

**Potion of Greater Healing.** The fighter/wizard possesses a *potion of greater healing*.

### Actions

**+1 Scimitar.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.



## ELF FIGHTER/WIZARD 7

Medium humanoid (elf), any alignment

**Armor Class** 18 (*elven chain*)

**Hit Points** 52 (7d8 + 21)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	16 (+3)	16 (+3)	9 (–1)	10 (+0)

**Saving Throws** Dex +6, Int +6

**Skills** Acrobatics +6, Arcana +6, Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Elvish, plus two languages

**Challenge** 7 (2,900 XP)

**Fey Ancestry.** The fighter/wizard has advantage on saving throws against being charmed, and magic can't put the fighter/wizard to sleep.

**Action Surge (Recharges after a Short or Long Rest).** The fighter takes an additional action on top of its regular action and possible bonus action.

**Second Wind (Recharges after a Short or Long Rest).** The fighter/wizard uses a bonus action to regain 1d10 + 2 hit points.

**Spellcasting.** The fighter/wizard is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The fighter/wizard has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *ray of frost*

1st level (4 slots): *false life*, *hideous laughter*, *magic missile*, *shield*

2nd level (3 slots): *acid arrow*, *hold person*, *suggestion*

3rd level (2 slots): *fireball*, *fly*

**Potion of Superior Healing.** The fighter/wizard possesses a *potion of superior healing*.

### Actions

**+1 Scimitar.** Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Longbow.** Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

## GNOME WARLOCK 2

Small humanoid (gnome), any alignment

**Armor Class** 16 (*mage armor*)

**Hit Points** 13 (2d6 + 6)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	17 (+3)

**Saving Throws** Wis +3, Cha +5

**Skills** Arcana +2, Deception +5, Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Gnomish

**Challenge** 2 (450 XP)

**Spellcasting.** The warlock is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has two 1st level spell slots and has the following warlock spells prepared:

Cantrips (at will): *chill touch*, *eldritch blast* (+3 to normal damage), *fire bolt*, *sacred flame*, *spare the dying*

1st level: *charm person*, *expeditious retreat*, *hellish rebuke*

**Gnome Cunning.** The warlock has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

**Warlock Spell Recovery.** When the warlock completes a short or long rest, it regains all expended spell slots.

**Armor of Shadows.** Using a bonus action, the warlock can cast the *mage armor* spell on itself at will without using a spell slot or material components.

**Potion of Healing.** The warlock possesses a *potion of healing*.

### Actions

**Shortsword.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Dart.** Ranged Weapon Attack: +5 to hit, range 30/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

## GNOME WARLOCK 3

Small humanoid (gnome), any alignment

**Armor Class** 16 (*mage armor*)

**Hit Points** 19 (3d6 + 9)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	17 (+3)

**Saving Throws** Wis +3, Cha +5

**Skills** Arcana +2, Deception +5, Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Gnomish

**Challenge** 3 (700 XP)

**Spellcasting.** The warlock is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has two 2nd level spell slots and has the following warlock spells prepared:

Cantrips (at will): *chill touch*, *eldritch blast* (+3 to normal damage), *fire bolt*, *sacred flame*, *spare the dying*

1st level: *charm person*, *hellish rebuke*

2nd level: *invisibility*, *mirror image*

**Gnome Cunning.** The warlock has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

**Warlock Spell Recovery.** When the warlock completes a short or long rest, it regains all expended spell slots.

**Armor of Shadows.** Using a bonus action, the warlock can cast the *mage armor* spell on itself at will without using a spell slot or material components.



**Potion of Healing.** The warlock possesses a *potion of healing*.

### Actions

**+1 Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Dart.** *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

## GNOME WARLOCK 4

*Small humanoid (gnome), any alignment*

**Armor Class** 16 (*mage armor*)

**Hit Points** 26 (4d6 + 12)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	17 (+3)

**Saving Throws** Wis +3, Cha +5

**Skills** Arcana +2, Deception +5, Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Gnomish

**Challenge** 4 (1,100 XP)

**Spellcasting.** The warlock is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has two 2nd level spell slots and has the following warlock spells prepared:

Cantrips (at will): *chill touch*, *eldritch blast* (+3 to normal damage), *fire bolt*, *sacred flame*, *spare the dying*

1st level: *charm person*, *hellish rebuke*

2nd level: *enthrall*, *invisibility*, *mirror image*

**Gnome Cunning.** The warlock has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

**Warlock Spell Recovery.** When the warlock completes a short or long rest, it regains all expended spell slots.

**Armor of Shadows.** Using a bonus action, the warlock can cast the *mage armor* spell on itself at will without using a spell slot or material components.

**Potion of Greater Healing.** The warlock possesses a *potion of greater healing*.

**Potion of Gaseous Form.** The warlock possesses a *potion of gaseous form*.

### Actions

**+1 Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Dart.** *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

## GNOME WARLOCK 5

*Small humanoid (gnome), any alignment*

**Armor Class** 16 (*mage armor*)

**Hit Points** 32 (5d6 + 15)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	17 (+3)

**Saving Throws** Wis +4, Cha +6

**Skills** Arcana +3, Deception +6, Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Gnomish

**Challenge** 5 (1,800 XP)

**Spellcasting.** The warlock is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has two 3rd level spell slots and has the following warlock spells prepared:

Cantrips (at will): *chill touch*, *eldritch blast* (+3 to normal damage), *fire bolt*, *sacred flame*, *spare the dying*

1st level: *charm person*, *hellish rebuke*

2nd level: *invisibility*, *mirror image*

3rd level: *hypnotic pattern*, *major image*

**Gnome Cunning.** The warlock has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

**Warlock Spell Recovery.** When the warlock completes a short or long rest, it regains all expended spell slots.

**Armor of Shadows.** Using a bonus action, the warlock can cast the *mage armor* spell on itself at will without using a spell slot or material components.

**Fiendish Vigor.** Using a bonus action, the warlock can cast the *false life* spell on itself at will without using a spell slot or material components.

**Potion of Greater Healing.** The warlock possesses a *potion of greater healing*.

**Potion of Gaseous Form.** The warlock possesses a *potion of gaseous form*.

### Actions

**+1 Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Dart.** *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

## GNOME WARLOCK 6

*Small humanoid (gnome), any alignment*

**Armor Class** 16 (*mage armor*)

**Hit Points** 39 (6d6 + 18)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	17 (+3)

**Saving Throws** Wis +4, Cha +6

**Skills** Arcana +3, Deception +6, Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Gnomish

**Challenge** 6 (2,300 XP)



**Spellcasting.** The warlock is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has two 3rd level spell slots and has the following warlock spells prepared:

Cantrips (at will): *chill touch*, *eldritch blast* (+3 to normal damage), *mage hand*, *sacred flame*, *spare the dying*

1st level: *charm person*, *hellish rebuke*

2nd level: *invisibility*, *mirror image*

3rd level: *fear*, *hypnotic pattern*, *major image*

**Gnome Cunning.** The warlock has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

**Warlock Spell Recovery.** When the warlock completes a short or long rest, it regains all expended spell slots.

**Armor of Shadows.** Using a bonus action, the warlock can cast the *mage armor* spell on itself at will without using a spell slot or material components.

**Fiendish Vigor.** Using a bonus action, the warlock can cast the *false life* spell on itself at will without using a spell slot or material components.

**Potion of Greater Healing.** The warlock possesses a *potion of greater healing*.

**Potion of Gaseous Form.** The warlock possesses a *potion of gaseous form*.

**Actions**

**+1 Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Dart.** *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**GNOME WARLOCK 7**

*Small humanoid (gnome), any alignment*

**Armor Class** 16 (*mage armor*)

**Hit Points** 45 (7d6 + 21)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	17 (+3)

**Saving Throws** Wis +4, Cha +6

**Skills** Arcana +3, Deception +6, Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Gnomish

**Challenge** 7 (2,900 XP)

**Spellcasting.** The warlock is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has two 4th level spell slots and has the following warlock spells prepared:

Cantrips (at will): *chill touch*, *eldritch blast* (+3 to normal damage), *mage hand*, *sacred flame*, *spare the dying*

1st level: *charm person*, *hellish rebuke*

2nd level: *invisibility*, *mirror image*

3rd level: *hypnotic pattern*, *major image*

4th level: *blight*, *dimension door*

**Gnome Cunning.** The warlock has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

**Warlock Spell Recovery.** When the warlock completes a short or long rest, it regains all expended spell slots.

**Armor of Shadows.** Using a bonus action, the warlock can cast the *mage armor* spell on itself at will without using a spell slot or material components.

**Misty Visions.** Using a bonus action, the warlock can cast the *silent image* spell at will without using a spell slot or material components.

**Fiendish Vigor.** Using a bonus action, the warlock can cast the *false life* spell on itself at will without using a spell slot or material components.

**Potion of Superior Healing.** The warlock possesses a *potion of superior healing*.

**Potion of Gaseous Form.** The warlock possesses a *potion of gaseous form*.

**Actions**

**+1 Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Dart.** *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**HALFLING RANGER/ROGUE 2**

*Small humanoid (halfling), any alignment*

**Armor Class** 15 (studded leather)

**Hit Points** 13 (2d6 + 6)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

**Saving Throws** Dex +5, Wis +4

**Skills** Acrobatics +5, Investigation +2, Nature +2, Perception +6, Stealth +7, Survival +4

**Senses** passive Perception 16

**Languages** Common, Halfling, Thieves' Cant

**Challenge** 2 (450 XP)

**Luck.** When the ranger/rogue rolls a 1 on the d20 for an attack, ability check, or saving throw, it rerolls and keeps the new result.

**Brave.** The ranger/rogue has advantage on saving throws against being frightened.

**Halfling Nimbleness.** The ranger/rogue can move through the space of a creature at least one size bigger than it.

**Natural Stealth.** The ranger/rogue can attempt to hide when only obscured by a creature Medium size or bigger.

**Sneak Attack (1/Turn).** The ranger/rogue deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the ranger/rogue that isn't incapacitated and the ranger/rogue doesn't have disadvantage on the attack roll.



## Actions

**Multiattack.** The ranger/rogue makes one shortsword attack and one dagger attack.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 30/600 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## HALFLING RANGER/ROGUE 3

*Small humanoid (halfling), any alignment*

**Armor Class** 15 (studded leather)

**Hit Points** 19 (3d6 + 9)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

**Saving Throws** Dex +5, Wis +4

**Skills** Acrobatics +5, Investigation +2, Nature +2, Perception +6, Stealth +7, Survival +4

**Senses** passive Perception 16

**Languages** Common, Halfling, Thieves' Cant

**Challenge** 3 (700 XP)

**Luck.** When the ranger/rogue rolls a 1 on the d20 for an attack, ability check, or saving throw, it rerolls and keeps the new result.

**Brave.** The ranger/rogue has advantage on saving throws against being frightened.

**Halfling Nimbleness.** The ranger/rogue can move through the space of a creature at least one size bigger than it.

**Natural Stealth.** The ranger/rogue can attempt to hide when only obscured by a creature Medium size or bigger.

**Sneak Attack (1/Turn).** The ranger/rogue deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the ranger/rogue that isn't incapacitated and the ranger/rogue doesn't have disadvantage on the attack roll.

**Cunning Action.** On each of its turns, the ranger/rogue can use a bonus action to take the Dash, Disengage, or Hide action.

## Actions

**Multiattack.** The ranger/rogue makes one +1 *shortsword* attack and one dagger attack.

**+1 Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 30/600 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## HALFLING RANGER/ROGUE 4

*Small humanoid (halfling), any alignment*

**Armor Class** 17 (+1 *studded leather*)

**Hit Points** 26 (4d6 + 12)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

**Saving Throws** Dex +5, Wis +4

**Skills** Acrobatics +5, Investigation +2, Nature +2, Perception +6, Stealth +7, Survival +4

**Senses** passive Perception 16

**Languages** Common, Halfling, Thieves' Cant

**Challenge** 4 (1,100 XP)

**Luck.** When the ranger/rogue rolls a 1 on the d20 for an attack, ability check, or saving throw, it rerolls and keeps the new result.

**Brave.** The ranger/rogue has advantage on saving throws against being frightened.

**Halfling Nimbleness.** The ranger/rogue can move through the space of a creature at least one size bigger than it.

**Natural Stealth.** The ranger/rogue can attempt to hide when only obscured by a creature Medium size or bigger.

**Sneak Attack (1/Turn).** The ranger/rogue deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the ranger/rogue that isn't incapacitated and the ranger/rogue doesn't have disadvantage on the attack roll.

**Cunning Action.** On each of its turns, the ranger/rogue can use a bonus action to take the Dash, Disengage, or Hide action.

**Spellcasting.** The ranger/rogue is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The ranger/rogue has the following ranger spells prepared:

1st level (2 slots): *cure wounds*, *hunter's mark*

## Actions

**Multiattack.** The ranger/rogue makes one +1 *shortsword* attack and one dagger attack.

**+1 Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 30/600 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



## HALFLING RANGER/ROGUE 5

Small humanoid (halfling), any alignment

**Armor Class** 17 (+1 studded leather)

**Hit Points** 32 (5d6 + 15)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

**Saving Throws** Dex +6, Wis +5

**Skills** Acrobatics +6, Investigation +3, Nature +3, Perception +8, Stealth +9, Survival +5

**Senses** passive Perception 18

**Languages** Common, Halfling, Thieves' Cant

**Challenge** 5 (1,800 XP)

**Luck.** When the ranger/rogue rolls a 1 on the d20 for an attack, ability check, or saving throw, it rerolls and keeps the new result.

**Brave.** The ranger/rogue has advantage on saving throws against being frightened.

**Halfling Nimbleness.** The ranger/rogue can move through the space of a creature at least one size bigger than it.

**Natural Stealth.** The ranger/rogue can attempt to hide when only obscured by a creature Medium size or bigger.

**Sneak Attack (1/Turn).** The ranger/rogue deals an extra 10 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the ranger/rogue that isn't incapacitated and the ranger/rogue doesn't have disadvantage on the attack roll.

**Cunning Action.** On each of its turns, the ranger/rogue can use a bonus action to take the Dash, Disengage, Hide, or Use an Objects action. It may instead use its bonus action to make a Dexterity (Sleight of Hand) check or to use thieves' tools to disarm a trap or open a lock.

**Spellcasting.** The ranger/rogue is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The ranger/rogue has the following ranger spells prepared:

1st level (2 slots): *cure wounds*, *hunter's mark*

### Actions

**Multiattack.** The ranger/rogue makes one +1 *shortsword* attack and one dagger attack.

**+1 Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +6 to hit, range 30/600 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## HALFLING RANGER/ROGUE 6

Small humanoid (halfling), any alignment

**Armor Class** 17 (+1 studded leather)

**Hit Points** 39 (6d6 + 18)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

**Saving Throws** Dex +6, Wis +5

**Skills** Acrobatics +6, Investigation +3, Nature +3, Perception +8, Stealth +9, Survival +5

**Senses** passive Perception 18

**Languages** Common, Halfling, Thieves' Cant

**Challenge** 6 (2,300 XP)

**Luck.** When the ranger/rogue rolls a 1 on the d20 for an attack, ability check, or saving throw, it rerolls and keeps the new result.

**Brave.** The ranger/rogue has advantage on saving throws against being frightened.

**Halfling Nimbleness.** The ranger/rogue can move through the space of a creature at least one size bigger than it.

**Natural Stealth.** The ranger/rogue can attempt to hide when only obscured by a creature Medium size or bigger.

**Sneak Attack (1/Turn).** The ranger/rogue deals an extra 10 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the ranger/rogue that isn't incapacitated and the ranger/rogue doesn't have disadvantage on the attack roll.

**Cunning Action.** On each of its turns, the ranger/rogue can use a bonus action to take the Dash, Disengage, Hide, or Use an Objects action. It may instead use its bonus action to make a Dexterity (Sleight of Hand) check or to use thieves' tools to disarm a trap or open a lock.

**Spellcasting.** The ranger/rogue is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The ranger/rogue has the following ranger spells prepared:

1st level (2 slots): *cure wounds*, *hunter's mark*

### Actions

**Multiattack.** The ranger/rogue makes one +1 *shortsword* attack and one dagger attack.

**+1 Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +6 to hit, range 30/600 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



## HALFLING RANGER/ROGUE 7

Small humanoid (halfling), any alignment

**Armor Class** 16 (+1 studded leather)

**Hit Points** 45 (7d6 + 21)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

**Saving Throws** Dex +6, Wis +5

**Skills** Acrobatics +6, Investigation +3, Nature +3, Perception +8, Stealth +9, Survival +5

**Senses** passive Perception 18

**Languages** Common, Halfling, Thieves' Cant

**Challenge** 7 (2,900 XP)

**Luck.** When the ranger/rogue rolls a 1 on the d20 for an attack, ability check, or saving throw, it rerolls and keeps the new result.

**Brave.** The ranger/rogue has advantage on saving throws against being frightened.

**Halfling Nimbleness.** The ranger/rogue can move through the space of a creature at least one size bigger than it.

**Natural Stealth.** The ranger/rogue can attempt to hide when only obscured by a creature Medium size or bigger.

**Sneak Attack (1/Turn).** The ranger/rogue deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the ranger/rogue that isn't incapacitated and the ranger/rogue doesn't have disadvantage on the attack roll.

**Cunning Action.** On each of its turns, the ranger/rogue can use a bonus action to take the Dash, Disengage, Hide, or Use an Objects action. It may instead use its bonus action to make a Dexterity (Sleight of Hand) check or to use thieves' tools to disarm a trap or open a lock.

**Spellcasting.** The ranger/rogue is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The ranger/rogue has the following ranger spells prepared:

1st level (2 slots): *cure wounds*, *hunter's mark*

### Actions

**Multiattack.** The ranger/rogue makes one +1 *shortsword* attack and one dagger attack.

**+1 Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +6 to hit, range 30/600 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

### Reactions

**Uncanny Dodge.** When a creature the ranger/rogue can see hits the ranger/rogue with an attack, the ranger/rogue can use its reaction to halve the damage it takes from the attack.

## HALF-ELF BARD 2

Medium humanoid (half-elf), any alignment

**Armor Class** 15 (studded leather)

**Hit Points** 19 (2d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	10 (+0)	16 (+3)

**Saving Throws** Dex +5, Cha +5

**Skills** Acrobatics +5, Perception +4, Performance +7

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Elvish, any one language

**Challenge** 3 (700 XP)

**Fey Ancestry.** The bard has advantage on saving throws against being charmed, and magic can't put the bard to sleep.

**Bardic Inspiration (3/Day).** The bard uses a bonus action to give another creature within 60 feet of it who can hear the bard a d6 inspiration die. Once in the next 10 minutes, the creature can roll the inspiration die and add it to an attack roll, ability check, or saving throw.

**Spellcasting.** The bard is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The bard has the following bard spells prepared:

Cantrips (at will): *minor illusion*, *vicious mockery*

1st level (3 slots): *charm person*, *healing word*, *hideous laughter*

**Potion of Healing.** The bard possesses a *potion of healing*.

### Actions

**Rapier.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 150/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

## HALF-ELF BARD 3

Medium humanoid (half-elf), any alignment

**Armor Class** 15 (studded leather)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	10 (+0)	16 (+3)

**Saving Throws** Dex +5, Cha +5

**Skills** Acrobatics +5, Deception +5, History +2, Perception +4, Performance +7, Stealth +5

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Elvish, any one language

**Challenge** 4 (1,100 XP)



**Fey Ancestry.** The bard has advantage on saving throws against being charmed, and magic can't put the bard to sleep.

**Bardic Inspiration (3/Day).** The bard uses a bonus action to give another creature within 60 feet of it who can hear the bard a d6 inspiration die. Once in the next 10 minutes, the creature can roll the inspiration die and add it to an attack roll, ability check, or saving throw.

**Spellcasting.** The bard is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The bard has the following bard spells prepared: Cantrips (at will): *minor illusion, vicious mockery*  
1st level (4 slots): *charm person, healing word, hideous laughter*  
2nd level (2 slots): *enthrall, heat metal*

**Potion of Healing.** The bard possesses a *potion of healing*.

**Actions**

**+1 Rapier.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 150/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Reactions**

**Cutting Words.** When a creature within 60 feet of the bard that can hear the bard makes an attack roll, an ability check, or a damage roll, the bard uses it reaction to spend a use of Bardic Inspiration to subtract 1d6 from the creature's roll.

**HALF-ELF BARD 4**

*Medium humanoid (half-elf), any alignment*

**Armor Class** 18 (*elven chain*)  
**Hit Points** 26 (4d8 + 8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	10 (+0)	16 (+3)

**Saving Throws** Dex +5, Cha +5  
**Skills** Acrobatics +5, Deception +5, History +2, Perception +4, Performance +7, Stealth +5  
**Senses** darkvision 60 ft., passive Perception 16  
**Languages** Common, Elvish, any one language  
**Challenge** 4 (1,100 XP)

**Fey Ancestry.** The bard has advantage on saving throws against being charmed, and magic can't put the bard to sleep.

**Bardic Inspiration (3/Day).** The bard uses a bonus action to give another creature within 60 feet of it who can hear the bard a d6 inspiration die. Once in the next 10 minutes, the creature can roll the inspiration die and add it to an attack roll, ability check, or saving throw.

**Spellcasting.** The bard is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The bard has the following bard spells prepared:

Cantrips (at will): *light, minor illusion, vicious mockery*  
1st level (4 slots): *charm person, healing word, hideous laughter*  
2nd level (3 slots): *enthrall, heat metal, invisibility*

**Potion of Greater Healing.** The bard possesses a *potion of greater healing*.

**Actions**

**+1 Rapier.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 150/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Reactions**

**Cutting Words.** When a creature within 60 feet of the bard that can hear the bard makes an attack roll, an ability check, or a damage roll, the bard uses it reaction to spend a use of Bardic Inspiration to subtract 1d6 from the creature's roll.

**HALF-ELF BARD 5**

*Medium humanoid (half-elf), any alignment*

**Armor Class** 18 (*elven chain*)  
**Hit Points** 32 (5d8 + 10)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	10 (+0)	16 (+3)

**Saving Throws** Dex +6, Cha +6  
**Skills** Acrobatics +6, Deception +6, History +3, Perception +6, Performance +9, Stealth +6  
**Senses** darkvision 60 ft., passive Perception 16  
**Languages** Common, Elvish, any one language  
**Challenge** 5 (1,800 XP)

**Fey Ancestry.** The bard has advantage on saving throws against being charmed, and magic can't put the bard to sleep.

**Bardic Inspiration (3/Day).** The bard uses a bonus action to give another creature within 60 feet of it who can hear the bard a d8 inspiration die. Once in the next 10 minutes, the creature can roll the inspiration die and add it to an attack roll, ability check, or saving throw.

**Spellcasting.** The bard is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The bard has the following bard spells prepared: Cantrips (at will): *light, minor illusion, vicious mockery*  
1st level (4 slots): *charm person, healing word, hideous laughter*  
2nd level (3 slots): *enthrall, heat metal, invisibility*  
3rd level (3 slots): *dispel magic, fear, stinking cloud*

**Potion of Greater Healing.** The bard possesses a *potion of greater healing*.

**Actions**

**+1 Rapier.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.



**Light Crossbow.** Ranged Weapon Attack: +6 to hit, range 150/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

## Reactions

**Cutting Words.** When a creature within 60 feet of the bard that can hear the bard makes an attack roll, an ability check, or a damage roll, the bard uses its reaction to spend a use of Bardic Inspiration to subtract 1d8 from the creature's roll.

## HALF-ELF BARD 6

*Medium humanoid (half-elf), any alignment*

**Armor Class** 18 (*elven chain*)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	10 (+0)	16 (+3)

**Saving Throws** Dex +6, Cha +6

**Skills** Acrobatics +6, Deception +6, History +3, Perception +6, Performance +9, Stealth +6

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Elvish, any one language

**Challenge** 6 (2,300 XP)

**Fey Ancestry.** The bard has advantage on saving throws against being charmed, and magic can't put the bard to sleep.

**Bardic Inspiration (3/Day).** The bard uses a bonus action to give another creature within 60 feet of it who can hear the bard a d8 inspiration die. Once in the next 10 minutes, the creature can roll the inspiration die and add it to an attack roll, ability check, or saving throw.

**Spellcasting.** The bard is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The bard has the following bard spells prepared:

Cantrips (at will): *light, minor illusion, vicious mockery*

1st level (4 slots): *charm person, healing word, hideous laughter*

2nd level (3 slots): *enthrall, heat metal, invisibility*

3rd level (3 slots): *dispel magic, fear, fireball, stinking cloud, vampiric touch*

**Potion of Greater Healing.** The bard possesses a *potion of greater healing*.

## Actions

**+1 Rapier.** Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

**Light Crossbow.** Ranged Weapon Attack: +6 to hit, range 150/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Countercharm.** The bard initiates a musical performance. All friendly creatures within 30 feet of the bard who can hear it gain advantage on saving throws against being charmed or frightened until the end of the bard's next turn.

## Reactions

**Cutting Words.** When a creature within 60 feet of the bard that can hear the bard makes an attack roll, an ability check, or a damage roll, the bard uses its reaction to spend a use of Bardic Inspiration to subtract 1d8 from the creature's roll.

## HALF-ELF BARD 7

*Medium humanoid (half-elf), any alignment*

**Armor Class** 18 (*elven chain*)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	10 (+0)	16 (+3)

**Saving Throws** Dex +6, Cha +6

**Skills** Acrobatics +6, Deception +6, History +3, Perception +6, Performance +9, Stealth +6

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Elvish, any one language

**Challenge** 7 (2,900 XP)

**Fey Ancestry.** The bard has advantage on saving throws against being charmed, and magic can't put the bard to sleep.

**Bardic Inspiration (3/Day).** The bard uses a bonus action to give another creature within 60 feet of it who can hear the bard a d8 inspiration die. Once in the next 10 minutes, the creature can roll the inspiration die and add it to an attack roll, ability check, or saving throw.

**Spellcasting.** The bard is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The bard has the following bard spells prepared:

Cantrips (at will): *light, minor illusion, vicious mockery*

1st level (4 slots): *charm person, healing word, hideous laughter*

2nd level (3 slots): *enthrall, heat metal, invisibility*

3rd level (3 slots): *dispel magic, fear, stinking cloud, vampiric touch*

4th level (1 slot): *confusion, stoneskin*

**Potion of Superior Healing.** The bard possesses a *potion of superior healing*.

## Actions

**+1 Rapier.** Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

**Light Crossbow.** Ranged Weapon Attack: +6 to hit, range 150/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Countercharm.** The bard initiates a musical performance. All friendly creatures within 30 feet of the bard who can hear it gain advantage on saving throws against being charmed or frightened until the end of the bard's next turn.

## Reactions

**Cutting Words.** When a creature within 60 feet of the bard that can hear the bard makes an attack roll, an ability check, or a damage roll, the bard uses its reaction to spend a use of Bardic Inspiration to subtract 1d8 from the creature's roll.



## HALF-ORC BARBARIAN 2

Medium humanoid (half-orc), any alignment

**Armor Class** 16 (scale mail)

**Hit Points** 22 (3d8 + 9)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	9 (–1)	10 (+0)	9 (–1)

**Saving Throws** Str +5, Dex +4

**Skills** Athletics +5, Intimidation +1, Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Orc

**Challenge** 2 (450 XP)

**Relentless Endurance.** When the barbarian is dropped to 0 hit points but not outright killed, it is instead dropped to 1 hit point.

**Savage Criticals.** When the barbarian scores a critical hit, it rolls an additional one of the weapon's damage dice and adds it to the extra damage of the critical hit.

**Rage (2/Day).** As a bonus action, the barbarian can enter a rage for 1 minute. While raging, the barbarian has advantage on Strength checks and Strength saving throws, has a +2 bonus to damage rolls made for melee weapon attacks, and has resistance to bludgeoning, piercing, and slashing damage. The barbarian can end the rage as a bonus action.

**Reckless Attack.** On its first melee weapon attack each turn, the barbarian can attack recklessly. It has advantage on melee attack roll for the turn. All attack rolls made against the barbarian until the start of its next turn also have advantage.

**Danger Sense.** The barbarian has advantage on Dexterity saving throws against dangers it can see including traps and spells.

**Potion of Healing.** The barbarian possesses a *potion of healing*.

### Actions

**Greataxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage

**Handaxe.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

## HALF-ORC BARBARIAN 3

Medium humanoid (half-orc), any alignment

**Armor Class** 16 (scale mail)

**Hit Points** 30 (4d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	9 (–1)	10 (+0)	9 (–1)

**Saving Throws** Str +5, Dex +4

**Skills** Athletics +5, Intimidation +1, Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Orc

**Challenge** 3 (700 XP)

**Relentless Endurance.** When the barbarian is dropped to 0 hit points but not outright killed, it is instead dropped to 1 hit point.

**Savage Criticals.** When the barbarian scores a critical hit, it rolls an additional one of the weapon's damage dice and adds it to the extra damage of the critical hit.

**Rage (3/Day).** As a bonus action, the barbarian can enter a rage for 1 minute. While raging, the barbarian has advantage on Strength checks and Strength saving throws, has a +2 bonus to damage rolls made for melee weapon attacks, and has resistance to bludgeoning, piercing, and slashing damage. The barbarian can end the rage as a bonus action.

**Reckless Attack.** On its first melee weapon attack each turn, the barbarian can attack recklessly. It has advantage on melee attack roll for the turn. All attack rolls made against the barbarian until the start of its next turn also have advantage.

**Danger Sense.** The barbarian has advantage on Dexterity saving throws against dangers it can see including traps and spells.

**Frenzy.** If it is raging, the barbarian may use a bonus action to make one melee weapon attack.

**Potion of Healing.** The barbarian possesses a *potion of healing*.

### Actions

**+1 Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage

**Handaxe.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

## HALF-ORC BARBARIAN 4

Medium humanoid (half-orc), any alignment

**Armor Class** 16 (scale mail)

**Hit Points** 37 (5d8 + 15)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	9 (–1)	10 (+0)	9 (–1)

**Saving Throws** Str +5, Dex +4

**Skills** Athletics +5, Intimidation +1, Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Orc

**Challenge** 4 (1,100 XP)

**Relentless Endurance.** When the barbarian is dropped to 0 hit points but not outright killed, it is instead dropped to 1 hit point.



**Savage Criticals.** When the barbarian scores a critical hit, it rolls an additional one of the weapon’s damage dice and adds it to the extra damage of the critical hit.

**Rage (3/Day).** As a bonus action, the barbarian can enter a rage for 1 minute. While raging, the barbarian has advantage on Strength checks and Strength saving throws, has a +2 bonus to damage rolls made for melee weapon attacks, and has resistance to bludgeoning, piercing, and slashing damage. The barbarian can end the rage as a bonus action.

**Reckless Attack.** On its first melee weapon attack each turn, the barbarian can attack recklessly. It has advantage on melee attack roll for the turn. All attack rolls made against the barbarian until the start of its next turn also have advantage.

**Danger Sense.** The barbarian has advantage on Dexterity saving throws against dangers it can see including traps and spells.

**Frenzy.** If it is raging, the barbarian may use a bonus action to make one melee weapon attack.

**Potion of Greater Healing.** The barbarian possesses a *potion of greater healing*.

**Actions**

**+1 Greatsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage

**Handaxe.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**HALF-ORC BARBARIAN 5**

*Medium humanoid (half-orc), any alignment*

**Armor Class** 16 (scale mail)

**Hit Points** 52 (7d8 + 21)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	9 (–1)	10 (+0)	9 (–1)

**Saving Throws** Str +6, Dex +5

**Skills** Athletics +6, Intimidation +2, Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Orc

**Challenge** 5 (1,800 XP)

**Relentless Endurance.** When the barbarian is dropped to 0 hit points but not outright killed, it is instead dropped to 1 hit point.

**Savage Criticals.** When the barbarian scores a critical hit, it rolls an additional one of the weapon’s damage dice and adds it to the extra damage of the critical hit.

**Rage (4/Day).** As a bonus action, the barbarian can enter a rage for 1 minute. While raging, the barbarian has advantage on Strength checks and Strength saving throws, has a +2 bonus to damage rolls made for melee weapon attacks, and has resistance to bludgeoning, piercing, and slashing damage.

The barbarian can end the rage as a bonus action.

**Reckless Attack.** On its first melee weapon attack each turn, the barbarian can attack recklessly. It has advantage on melee attack roll for the turn. All attack rolls made against the barbarian until the start of its next turn also have advantage.

**Danger Sense.** The barbarian has advantage on Dexterity saving throws against dangers it can see including traps and spells.

**Frenzy.** If it is raging, the barbarian may use a bonus action to make one melee weapon attack.

**Potion of Greater Healing.** The barbarian possesses a *potion of greater healing*.

**Actions**

**Multiattack.** The barbarian makes two melee weapon attacks or two ranged weapon attacks.

**+1 Greatsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage

**Handaxe.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**HALF-ORC BARBARIAN 6**

*Medium humanoid (half-orc), any alignment*

**Armor Class** 16 (scale mail)

**Hit Points** 60 (8d8 + 24)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	9 (–1)	10 (+0)	9 (–1)

**Saving Throws** Str +6, Dex +5

**Skills** Athletics +6, Intimidation +2, Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Orc

**Challenge** 6 (2,300 XP)

**Relentless Endurance.** When the barbarian is dropped to 0 hit points but not outright killed, it is instead dropped to 1 hit point.

**Savage Criticals.** When the barbarian scores a critical hit, it rolls an additional one of the weapon’s damage dice and adds it to the extra damage of the critical hit.

**Rage (4/Day).** As a bonus action, the barbarian can enter a rage for 1 minute. While raging, the barbarian has advantage on Strength checks and Strength saving throws, has a +2 bonus to damage rolls made for melee weapon attacks, and has resistance to bludgeoning, piercing, and slashing damage. The barbarian can end the rage as a bonus action. The barbarian can’t be charmed or frightened while raging.

**Reckless Attack.** On its first melee weapon attack each turn, the barbarian can attack recklessly. It has advantage on melee attack roll for the turn. All attack rolls made against the barbarian until the start of its next turn also have advantage.



**Danger Sense.** The barbarian has advantage on Dexterity saving throws against dangers it can see including traps and spells.

**Frenzy.** If it is raging, the barbarian may use a bonus action to make one melee weapon attack.

**Potion of Greater Healing.** The barbarian possesses a *potion of greater healing*.

**Actions**

**Multiattack.** The barbarian makes two melee weapon attacks or two ranged weapon attacks.

**+1 Greatsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage

**Handaxe.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**HALF-ORC BARBARIAN 7**

*Medium humanoid (half-orc), any alignment*

**Armor Class** 16 (scale mail)  
**Hit Points** 67 (9d8 + 27)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	9 (–1)	10 (+0)	9 (–1)

**Saving Throws** Str +6, Dex +5  
**Skills** Athletics +6, Intimidation +2, Perception +3  
**Senses** darkvision 60 ft., passive Perception 13  
**Languages** Common, Orc  
**Challenge** 7 (2,900 XP)

**Relentless Endurance.** When the barbarian is dropped to 0 hit points but not outright killed, it is instead dropped to 1 hit point.

**Savage Criticals.** When the barbarian scores a critical hit, it rolls an additional one of the weapon’s damage dice and adds it to the extra damage of the critical hit.

**Rage (4/Day).** As a bonus action, the barbarian can enter a rage for 1 minute. While raging, the barbarian has advantage on Strength checks and Strength saving throws, has a +2 bonus to damage rolls made for melee weapon attacks, and has resistance to bludgeoning, piercing, and slashing damage. The barbarian can end the rage as a bonus action. The barbarian can’t be charmed or frightened while raging.

**Reckless Attack.** On its first melee weapon attack each turn, the barbarian can attack recklessly. It has advantage on melee attack roll for the turn. All attack rolls made against the barbarian until the start of its next turn also have advantage.

**Danger Sense.** The barbarian has advantage on Dexterity saving throws against dangers it can see including traps and spells.

**Feral Instinct.** The barbarian has advantage on initiative rolls.

**Frenzy.** If it is raging, the barbarian may use a bonus action to make one melee weapon attack.

**Potion of Superior Healing.** The barbarian possesses a *potion of superior healing*.

**Actions**

**Multiattack.** The barbarian makes two melee weapon attacks or two ranged weapon attacks.

**+1 Greatsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage

**Handaxe.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**HUMAN CLERIC 2**

*Medium humanoid (human), any alignment*

**Armor Class** 18 (chain mail, shield)  
**Hit Points** 13 (2d8 + 4)  
**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	17 (+3)	12 (+1)

**Saving Throws** Wis +5, Cha +3  
**Skills** Medicine +7, Persuasion +3, Religion +5  
**Senses** passive Perception 13  
**Languages** Common plus one language  
**Challenge** 2 (450 XP)

**Divine Eminence.** As a bonus action, the cleric can expend a spell slot to cause its melee weapon attacks to magically deal an extra 3 (1d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the cleric expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** The cleric is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*  
1st level (3 slots): *command, cure wounds, guiding bolt*

**Potion of Healing.** The cleric possesses a *potion of healing*.

**Actions**

**Mace.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

**Sling.** *Ranged Weapon Attack:* +2 to hit, range 30/120 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

**Turn Undead(1/Day).** Each undead within 30 feet that can hear or see the cleric must succeed on a DC 13 Wisdom saving throw or be turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from the cleric as it can, and it can’t willingly move to a space within 30 feet of the cleric. It also can’t take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there’s nowhere to move, the creature can use the Dodge action.



**Preserve Life (1/Day).** The cleric restores 10 hit points divided as the cleric wishes among non-undead, non-construct creatures within 30 feet. This restoration can restore a creature to no more than half of its maximum hit points.

HUMAN CLERIC 3

Medium humanoid (human), any alignment

**Armor Class** 18 (chain mail, shield)  
**Hit Points** 19 (3d8 + 6)  
**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	17 (+3)	12 (+1)

**Saving Throws** Wis +5, Cha +3  
**Skills** Medicine +7, Persuasion +3, Religion +5  
**Senses** passive Perception 13  
**Languages** Common plus one language  
**Challenge** 3 (700 XP)

**Divine Eminence.** As a bonus action, the cleric can expend a spell slot to cause its melee weapon attacks to magically deal an extra 3 (1d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the cleric expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** The cleric is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:  
Cantrips (at will): *light, sacred flame, thaumaturgy*  
1st level (4 slots): *command, cure wounds, guiding bolt, sanctuary*  
2nd level (2 slots): *silence, spiritual weapon*  
**Potion of Healing.** The cleric possesses a *potion of healing*.

Actions

**+1 Mace.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.  
**Sling.** *Ranged Weapon Attack:* +2 to hit, range 30/120 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.  
**Turn Undead(1/Day).** Each undead within 30 feet that can hear or see the cleric must succeed on a DC 13 Wisdom saving throw or be turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from the cleric as it can, and it can't willingly move to a space within 30 feet of the cleric. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.  
**Preserve Life (1/Day).** The cleric restores 15 hit points divided as the cleric wishes among non-undead, non-construct creatures within 30 feet. This restoration can restore a creature to no more than half of its maximum hit points.

HUMAN CLERIC 4

Medium humanoid (human), any alignment

**Armor Class** 18 (chain mail, shield)  
**Hit Points** 26 (4d8 + 8)  
**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	17 (+3)	12 (+1)

**Saving Throws** Wis +5, Cha +3  
**Skills** Medicine +7, Persuasion +3, Religion +5  
**Senses** passive Perception 13  
**Languages** Common plus one language  
**Challenge** 4 (1,100 XP)

**Divine Eminence.** As a bonus action, the cleric can expend a spell slot to cause its melee weapon attacks to magically deal an extra 7 (2d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the cleric expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** The cleric is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:  
Cantrips (at will): *light, sacred flame, thaumaturgy*  
1st level (4 slots): *command, cure wounds, guiding bolt, sanctuary*  
2nd level (3 slots): *lesser restoration, silence, spiritual weapon*  
**Potion of Greater Healing.** The cleric possesses a *potion of greater healing*.

Actions

**+1 Mace.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.  
**Sling.** *Ranged Weapon Attack:* +2 to hit, range 30/120 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.  
**Turn Undead(1/Day).** Each undead within 30 feet that can hear or see the cleric must succeed on a DC 13 Wisdom saving throw or be turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from the cleric as it can, and it can't willingly move to a space within 30 feet of the cleric. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.  
**Preserve Life (1/Day).** The cleric restores 20 hit points divided as the cleric wishes among non-undead, non-construct creatures within 30 feet. This restoration can restore a creature to no more than half of its maximum hit points.



## HUMAN CLERIC 5

Medium humanoid (human), any alignment

**Armor Class** 19 (chain mail, +1 shield)

**Hit Points** 32 (5d8 + 10)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	17 (+3)	12 (+1)

**Saving Throws** Wis +6, Cha +4

**Skills** Medicine +9, Persuasion +4, Religion +7

**Senses** passive Perception 13

**Languages** Common plus one language

**Challenge** 5 (1,800 XP)

**Divine Eminence.** As a bonus action, the cleric can expend a spell slot to cause its melee weapon attacks to magically deal an extra 7 (2d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the cleric expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** The cleric is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, silence, spiritual weapon*

3rd level (2 slots): *bestow curse, dispel magic, spirit guardians*

**Potion of Greater Healing.** The cleric possesses a *potion of greater healing*.

### Actions

**+1 Mace.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 6 (1d6 + 3) bludgeoning damage.

**Sling.** *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

**Turn Undead (2/Day).** Each undead within 30 feet that can hear or see the cleric must succeed on a DC 14 Wisdom saving throw or be turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from the cleric as it can, and it can't willingly move to a space within 30 feet of the cleric. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

**Preserve Life (2/Day).** The cleric restores 25 hit points divided as the cleric wishes among non-undead, non-construct creatures within 30 feet. This restoration can restore a creature to no more than half of its maximum hit points.

## HUMAN CLERIC 6

Medium humanoid (human), any alignment

**Armor Class** 20 (+1 chain mail, +1 shield)

**Hit Points** 39 (6d8 + 12)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	17 (+3)	12 (+1)

**Saving Throws** Wis +6, Cha +4

**Skills** Medicine +9, Persuasion +4, Religion +7

**Senses** passive Perception 13

**Languages** Common plus one language

**Challenge** 6 (2,300 XP)

**Divine Eminence.** As a bonus action, the cleric can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the cleric expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** The cleric is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, silence, spiritual weapon*

3rd level (3 slots): *bestow curse, dispel magic, revivify, spirit guardians*

**Potion of Superior Healing.** The cleric possesses a *potion of superior healing*.

### Actions

**+1 Mace.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 6 (1d6 + 3) bludgeoning damage.

**Sling.** *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

**Turn Undead (2/Day).** Each undead within 30 feet that can hear or see the cleric must succeed on a DC 14 Wisdom saving throw or be turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from the cleric as it can, and it can't willingly move to a space within 30 feet of the cleric. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

**Preserve Life (2/Day).** The cleric restores 30 hit points divided as the cleric wishes among non-undead, non-construct creatures within 30 feet. This restoration can restore a creature to no more than half of its maximum hit points.



## HUMAN CLERIC 7

Medium humanoid (human), any alignment

**Armor Class** 20 (+1 chain mail, +1 shield)  
**Hit Points** 45 (7d8 + 14)  
**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	17 (+3)	12 (+1)

**Saving Throws** Wis +6, Cha +4  
**Skills** Medicine +9, Persuasion +4, Religion +7  
**Senses** passive Perception 13  
**Languages** Common plus one language  
**Challenge** 7 (2,900 XP)

**Divine Eminence.** As a bonus action, the cleric can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the cleric expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** The cleric is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*  
1st level (4 slots): *command, cure wounds, guiding bolt, sanctuary*  
2nd level (3 slots): *lesser restoration, silence, spiritual weapon*  
3rd level (3 slots): *bestow curse, dispel magic, revivify, spirit guardians*  
4th level (1 slot): *guardian of faith*

**Potion of Superior Healing.** The cleric possesses a *potion of superior healing*.

### Actions

**+1 Mace.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

**Sling.** *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

**Turn Undead (2/Day).** Each undead within 30 feet that can hear or see the cleric must succeed on a DC 14 Wisdom saving throw or be turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from the cleric as it can, and it can't willingly move to a space within 30 feet of the cleric. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

**Preserve Life (2/Day).** The cleric restores 35 hit points divided as the cleric wishes among non-undead, non-construct creatures within 30 feet. This restoration can restore a creature to no more than half of its maximum hit points.

## HUMAN DRUID 2

Medium humanoid (human), any alignment

**Armor Class** 13 (leather armor), 16 (with *barkskin*)  
**Hit Points** 13 (2d8 + 4)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	11 (+0)

**Saving Throws** Int +3, Wis +5  
**Skills** Medicine +5, Nature +3, Perception +5  
**Senses** passive Perception 15  
**Languages** Druidic plus any two languages  
**Challenge** 2 (450 XP)

**Spellcasting.** The druid is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, produce flame, shillelagh*

1st level (3 slots): *cure wounds, entangle, thunderwave*

**Potion of Healing.** The druid possesses a *potion of healing*.

### Actions

**Quarterstaff.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with *shillelagh*.

**Handaxe.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

**Sling.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

**Wild Shape (2/Short or Long Rest).** The druid transforms into a beast with Challenge Rating 1/4 or less for up to 2 hours. Its equipment merges into the new form. The druid can use a bonus action to return to its normal form with the same number of hit points it had when it last used wild shape.

## HUMAN DRUID 3

Medium humanoid (human), any alignment

**Armor Class** 13 (leather armor), 16 (with *barkskin*)  
**Hit Points** 19 (3d8 + 6)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	11 (+0)

**Saving Throws** Int +3, Wis +5  
**Skills** Medicine +5, Nature +3, Perception +5  
**Senses** passive Perception 15  
**Languages** Druidic plus any two languages  
**Challenge** 3 (700 XP)



**Spellcasting.** The druid is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:  
Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*  
1st level (4 slots): *cure wounds*, *entangle*, *speak with animals*, *thunderwave*  
2nd level (2 slots): *barkskin*, *heat metal*  
**Potion of Healing.** The druid possesses a *potion of healing*.

**Actions**

**Quarterstaff.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with *shillelagh*.  
**+1 Handaxe.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.  
**Sling.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.  
**Wild Shape (2/Short or Long Rest).** The druid transforms into a beast with Challenge Rating 1/4 or less for up to 3 hours. Its equipment merges into the new form. The druid can use a bonus action to return to its normal form with the same number of hit points it had when it last used wild shape.

**HUMAN DRUID 4**

*Medium humanoid (human), any alignment*

**Armor Class** 14 (+1 *leather armor*), 16 (with *barkskin*)  
**Hit Points** 26 (4d8 + 8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	11 (+0)

**Saving Throws** Int +3, Wis +5  
**Skills** Medicine +5, Nature +3, Perception +5  
**Senses** passive Perception 15  
**Languages** Druidic plus any two languages  
**Challenge** 4 (1,100 XP)

**Spellcasting.** The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:  
Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*  
1st level (4 slots): *cure wounds*, *entangle*, *speak with animals*, *thunderwave*  
2nd level (3 slots): *animal messenger*, *barkskin*, *heat metal*  
**Potion of Greater Healing.** The druid possesses a *potion of greater healing*.

**Actions**

**Quarterstaff.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with *shillelagh*.

**+1 Handaxe.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.  
**Sling.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.  
**Wild Shape (2/Short or Long Rest).** The druid transforms into a beast with Challenge Rating 1/2 or less for up to 4 hours. Its equipment merges into the new form. The druid can use a bonus action to return to its normal form with the same number of hit points it had when it last used wild shape.

**HUMAN DRUID 5**

*Medium humanoid (human), any alignment*

**Armor Class** 14 (+1 *leather armor*), 16 (with *barkskin*)  
**Hit Points** 32 (5d8 + 10)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	11 (+0)

**Saving Throws** Int +4, Wis +6  
**Skills** Medicine +6, Nature +4, Perception +6  
**Senses** passive Perception 16  
**Languages** Druidic plus any two languages  
**Challenge** 5 (1,800 XP)

**Spellcasting.** The druid is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following druid spells prepared:  
Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*  
1st level (4 slots): *cure wounds*, *entangle*, *speak with animals*, *thunderwave*  
2nd level (3 slots): *animal messenger*, *barkskin*, *heat metal*  
3rd level (2 slots): *conjure animals*, *sleet storm*  
**Potion of Greater Healing.** The druid possesses a *potion of greater healing*.

**Actions**

**Quarterstaff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with *shillelagh*.  
**+1 Handaxe.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.  
**Sling.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.  
**Wild Shape (2/Short or Long Rest).** The druid transforms into a beast with Challenge Rating 1/2 or less for up to 5 hours. Its equipment merges into the new form. The druid can use a bonus action to return to its normal form with the same number of hit points it had when it last used wild shape.



## HUMAN DRUID 6

Medium humanoid (human), any alignment

**Armor Class** 14 (+1 leather armor), 16 (with barkskin)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	11 (+0)

**Saving Throws** Int +4, Wis +6

**Skills** Medicine +6, Nature +4, Perception +6

**Senses** passive Perception 16

**Languages** Druidic plus any two languages

**Challenge** 6 (2,300 XP)

**Spellcasting.** The druid is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *cure wounds*, *entangle*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*, *heat metal*

3rd level (3 slots): *conjure animals*, *meld into stone*, *sleet storm*

**Potion of Greater Healing.** The druid possesses a *potion of greater healing*.

### Actions

**Quarterstaff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with *shillelagh*.

**+1 Handaxe.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

**Sling.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

**Wild Shape (2/Short or Long Rest).** The druid transforms into a beast with Challenge Rating 1 or less for up to 6 hours.

Its equipment merges into the new form. The druid can use a bonus action to return to its normal form with the same number of hit points it had when it last used wild shape.

## HUMAN DRUID 7

Medium humanoid (human), any alignment

**Armor Class** 14 (+1 leather armor), 16 (with barkskin)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	11 (+0)

**Saving Throws** Int +4, Wis +6

**Skills** Medicine +6, Nature +4, Perception +6

**Senses** passive Perception 16

**Languages** Druidic plus any two languages

## Challenge 7 (2,900 XP)

**Spellcasting.** The druid is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *cure wounds*, *entangle*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*, *heat metal*

3rd level (3 slots): *conjure animals*, *meld into stone*, *sleet storm*

4th level (1 slot): *confusion*, *wall of fire*

**Potion of Superior Healing.** The druid possesses a *potion of superior healing*.

### Actions

**Quarterstaff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with *shillelagh*.

**+1 Handaxe.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

**Sling.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

**Wild Shape (2/Short or Long Rest).** The druid transforms into a beast with Challenge Rating 1 or less for up to 7 hours.

Its equipment merges into the new form. The druid can use a bonus action to return to its normal form with the same number of hit points it had when it last used wild shape.

## HUMAN FIGHTER 2

Medium humanoid (human), any alignment

**Armor Class** 16 (chain mail)

**Hit Points** 22 (3d8 + 9)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

**Saving Throws** Str +5, Con +5

**Skills** Athletics +6, Perception +3

**Senses** passive Perception 10

**Languages** Common

**Challenge** 2 (450 XP)

**Action Surge (Recharges after a Short or Long Rest).** The fighter takes an additional action on top of its regular action and possible bonus action.

**Second Wind (Recharges after a Short or Long Rest).** The fighter uses a bonus action to regain 1d10 + 2 hit points.

**Potion of Healing.** The fighter possesses a *potion of healing*.

### Actions

**Spear.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.



**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## HUMAN FIGHTER 3

*Medium humanoid (human), any alignment*

**Armor Class** 17 (chain mail)

**Hit Points** 30 (4d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

**Saving Throws** Str +5, Con +5

**Skills** Athletics +6, Perception +3

**Senses** passive Perception 10

**Languages** Common

**Challenge** 3 (700 XP)

**Action Surge (Recharges after a Short or Long Rest).** The fighter takes an additional action on top of its regular action and possible bonus action.

**Second Wind (Recharges after a Short or Long Rest).** The fighter uses a bonus action to regain 1d10 + 3 hit points.

**Improved Criticals.** The fighter's weapon attacks score a critical hit on a roll of 19 or 20.

**Potion of Healing.** The fighter possesses a *potion of healing*.

### Actions

**+1 Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## HUMAN FIGHTER 4

*Medium humanoid (human), any alignment*

**Armor Class** 17 (chain mail)

**Hit Points** 37 (5d8 + 15)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

**Saving Throws** Str +5, Con +5

**Skills** Athletics +5, Perception +2

**Senses** passive Perception 12

**Languages** Common

**Challenge** 4 (1,100 XP)

**Action Surge (Recharges after a Short or Long Rest).** The fighter takes an additional action on top of its regular action and possible bonus action.

**Second Wind (Recharges after a Short or Long Rest).** The fighter uses a bonus action to regain 1d10 + 4 hit points.

**Improved Criticals.** The fighter's weapon attacks score a critical hit on a roll of 19 or 20.

**Potion of Greater Healing.** The fighter possesses a *potion of greater healing*.

### Actions

**+1 Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## HUMAN FIGHTER 5

*Medium humanoid (human), any alignment*

**Armor Class** 18 (+1 chain mail)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

**Saving Throws** Str +6, Con +6

**Skills** Athletics +6, Perception +3

**Senses** passive Perception 13

**Languages** Common

**Challenge** 5 (1,800 XP)

**Action Surge (Recharges after a Short or Long Rest).** The fighter takes an additional action on top of its regular action and possible bonus action.

**Second Wind (Recharges after a Short or Long Rest).** The fighter uses a bonus action to regain 1d10 + 5 hit points.

**Improved Criticals.** The fighter's weapon attacks score a critical hit on a roll of 19 or 20.

**Potion of Greater Healing.** The fighter possesses a *potion of greater healing*.

**Potion of Speed.** The fighter possesses a *potion of speed*.

### Actions

**Multiattack.** The fighter makes two melee or two ranged attacks.

**+1 Spear.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



## HUMAN FIGHTER 6

Medium humanoid (human), any alignment

**Armor Class** 18 (+1 chain mail)

**Hit Points** 60 (8d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

**Saving Throws** Str +6, Con +6

**Skills** Athletics +6, Perception +3

**Senses** passive Perception 13

**Languages** Common

**Challenge** 6 (2,300 XP)

**Action Surge (Recharges after a Short or Long Rest).** The fighter takes an additional action on top of its regular action and possible bonus action.

**Second Wind (Recharges after a Short or Long Rest).** The fighter uses a bonus action to regain 1d10 + 6 hit points.

**Improved Criticals.** The fighter's weapon attacks score a critical hit on a roll of 19 or 20.

**Potion of Greater Healing.** The fighter possesses a *potion of greater healing*.

**Potion of Speed.** The fighter possesses a *potion of speed*.

### Actions

**Multiattack.** The fighter makes two melee or two ranged attacks.

**+1 Spear.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

### Reactions

**Parry.** The fighter adds 2 to its AC against one melee attack that would hit it. To do so, the fighter must see the attacker and be wielding a melee weapon.

## HUMAN FIGHTER 7

Medium humanoid (human), any alignment

**Armor Class** 18 (+1 chain mail)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

**Saving Throws** Str +6, Con +6

**Skills** Athletics +6, Perception +3

**Senses** passive Perception 13

**Languages** Common

**Challenge** 7 (2,900 XP)

**Action Surge (Recharges after a Short or Long Rest).** The fighter takes an additional action on top of its regular action and possible bonus action.

**Second Wind (Recharges after a Short or Long Rest).** The fighter uses a bonus action to regain 1d10 + 7 hit points.

**Improved Criticals.** The fighter's weapon attacks score a critical hit on a roll of 19 or 20.

**Potion of Superior Healing.** The fighter possesses a *potion of superior healing*.

**Potion of Speed.** The fighter possesses a *potion of speed*.

### Actions

**Multiattack.** The fighter makes two melee or two ranged attacks.

**+2 Spear.** *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing or 9 (1d8 + 5) piercing damage if used with two hands to make a melee attack.

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

### Reactions

**Parry.** The fighter adds 2 to its AC against one melee attack that would hit it. To do so, the fighter must see the attacker and be wielding a melee weapon.

## HUMAN MONK 2

Medium humanoid (human), any alignment

**Armor Class** 16 (unarmored defense)

**Hit Points** 13 (2d8 + 4)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

**Saving Throws** Str +2, Dex +5

**Skills** Acrobatics +5, Athletics +2

**Senses** passive Perception 13

**Languages** Common

**Challenge** 2 (450 XP)

**Step of the Wind.** The monk can use a bonus action to Dash or Disengage. Its jump distance is twice normal.

**Potion of Healing.** The monk possesses a *potion of healing*.

### Actions

**Multiattack.** The monk makes one melee weapon attacks and two unarmed attacks or three unarmed attacks.

**Quarterstaff.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

**Unarmed.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.



## HUMAN MONK 3

Medium humanoid (human), any alignment

**Armor Class** 16 (unarmored defense)

**Hit Points** 19 (3d8 + 6)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

**Saving Throws** Str +2, Dex +5

**Skills** Acrobatics +5, Athletics +2

**Senses** passive Perception 13

**Languages** Common

**Challenge** 3 (700 XP)

**Step of the Wind.** The monk can use a bonus action to Dash or Disengage. Its jump distance is twice normal.

**Potion of Healing.** The monk possesses a *potion of healing*.

### Actions

**Multiattack.** The monk makes one melee weapon attacks and two unarmed attacks or three unarmed attacks.

**+1 Quarterstaff.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

**Unarmed.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and the target must succeed on a DC 13 Dexterity saving throw or be knocked prone.

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

### Reactions

**Deflect Missiles.** When the monk is hit with a ranged attack, it can reduce the damage of the attack by 1d10 + 6. If this reduces the damage to 0, the monk can immediately make an attack roll to hurl the projectile as part of this reaction with a range of 20 feet (long range 60 feet).

## HUMAN MONK 4

Medium humanoid (human), any alignment

**Armor Class** 16 (unarmored defense)

**Hit Points** 26 (4d8 + 8)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

**Saving Throws** Str +2, Dex +5

**Skills** Acrobatics +5, Athletics +2

**Senses** passive Perception 13

**Languages** Common

**Challenge** 4 (1,100 XP)

**Step of the Wind.** The monk can use a bonus action to Dash or Disengage. Its jump distance is twice normal.

**Slow Fall.** The monk reduces any falling damage it takes by 20.

**Potion of Greater Healing.** The monk possesses a *potion of greater healing*.

### Actions

**Multiattack.** The monk makes one melee weapon attacks and two unarmed attacks or three unarmed attacks.

**+1 Quarterstaff.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

**Unarmed.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and the target must succeed on a DC 13 Dexterity saving throw or be knocked prone.

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

### Reactions

**Deflect Missiles.** When the monk is hit with a ranged attack, it can reduce the damage of the attack by 1d10 + 7. If this reduces the damage to 0, the monk can immediately make an attack roll to hurl the projectile as part of this reaction with a range of 20 feet (long range 60 feet).

## HUMAN MONK 5

Medium humanoid (human), any alignment

**Armor Class** 17 (*ring of protection*, unarmored defense)

**Hit Points** 32 (5d8 + 10)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

**Saving Throws** Str +4, Dex +7

**Skills** Acrobatics +6, Athletics +3

**Senses** passive Perception 13

**Languages** Common

**Challenge** 5 (1,800 XP)

**Step of the Wind.** The monk can use a bonus action to Dash or Disengage. Its jump distance is twice normal.

**Slow Fall.** The monk reduces any falling damage it takes by 25.

**Potion of Greater Healing.** The monk possesses a *potion of greater healing*.

### Actions

**Multiattack.** The monk makes two melee weapon attacks and two unarmed attacks or four unarmed attacks.

**+1 Quarterstaff.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.



**Unarmed.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and the target must succeed on a DC 14 Dexterity saving throw or be knocked prone.

**Unarmed (stunning) (4/Short or Long Rest).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the monk's next turn.

**Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

## Reactions

**Deflect Missiles.** When the monk is hit with a ranged attack, it can reduce the damage of the attack by 1d10 + 8. If this reduces the damage to 0, the monk can immediately make an attack roll to hurl the projectile as part of this reaction with a range of 20 feet (long range 60 feet).

## HUMAN MONK 6

*Medium humanoid (human), any alignment*

**Armor Class** 17 (*ring of protection*, unarmored defense)

**Hit Points** 39 (6d8 + 12)

**Speed** 45 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

**Saving Throws** Str +4, Dex +7

**Skills** Acrobatics +6, Athletics +3

**Senses** passive Perception 13

**Languages** Common

**Challenge** 6 (2,300 XP)

**Step of the Wind.** The monk can use a bonus action to Dash or Disengage. Its jump distance is twice normal.

**Slow Fall.** The monk reduces any falling damage it takes by 30.

**Potion of Greater Healing.** The monk possesses a *potion of greater healing*.

## Actions

**Multiattack.** The monk makes two melee weapon attacks and two unarmed attacks or four unarmed attacks.

**+1 Quarterstaff.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

**Unarmed.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and the target must succeed on a DC 14 Dexterity saving throw or be knocked prone.

**Unarmed (stunning) (4/Short or Long Rest).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the monk's next turn.

**Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Wholeness of Body (Recharges after a Long Rest).** The monk regains 18 hit points.

## Reactions

**Deflect Missiles.** When the monk is hit with a ranged attack, it can reduce the damage of the attack by 1d10 + 9. If this reduces the damage to 0, the monk can immediately make an attack roll to hurl the projectile as part of this reaction with a range of 20 feet (long range 60 feet).

## HUMAN MONK 7

*Medium humanoid (human), any alignment*

**Armor Class** 17 (*ring of protection*, unarmored defense)

**Hit Points** 45 (7d8 + 14)

**Speed** 45 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

**Saving Throws** Str +4, Dex +7

**Skills** Acrobatics +6, Athletics +3

**Condition Immunities** charmed, frightened

**Senses** passive Perception 13

**Languages** Common

**Challenge** 7 (2,900 XP)

**Step of the Wind.** The monk can use a bonus action to Dash or Disengage. Its jump distance is twice normal.

**Evasion.** If the monk is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the monk instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Slow Fall.** The monk reduces any falling damage it takes by 35.

**Potion of Superior Healing.** The monk possesses a *potion of superior healing*.

## Actions

**Multiattack.** The monk makes two melee weapon attacks and two unarmed attacks or four unarmed attacks.

**+1 Quarterstaff.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

**Unarmed.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and the target must succeed on a DC 14 Dexterity saving throw or be knocked prone.

**Unarmed (stunning) (5/Short or Long Rest).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the monk's next turn.

**Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.



**Wholeness of Body (Recharges after a Long Rest).** The monk regains 21 hit points.

Reactions

**Deflect Missiles.** When the monk is hit with a ranged attack, it can reduce the damage of the attack by 1d10 + 10. If this reduces the damage to 0, the monk can immediately make an attack roll to hurl the projectile as part of this reaction with a range of 20 feet (long range 60 feet).

HUMAN PALADIN 2

Medium humanoid (human), lawful good

**Armor Class** 18 (chain mail, shield)  
**Hit Points** 22 (3d8 + 9)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

**Saving Throws** Wis +4, Cha +3  
**Skills** Athletics +5, Medicine +4, Religion +2  
**Senses** passive Perception 12  
**Languages** Common  
**Challenge** 2 (450 XP)

**Spellcasting.** The paladin is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The paladin has the following paladin spells prepared:

1st level (slots): *bless, heroism, protection from evil and good, sanctuary*  
**Sense Evil and Good.** The paladin senses strong evil or good and certain types of creatures within 120 feet of it at will. This trait otherwise works like the *detect evil and good* spell but isn't itself magical.

**Divine Eminence.** As a bonus action, the paladin can expend a spell slot to cause its melee weapon attacks to magically deal an extra 7 (2d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the paladin expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Disease Immunity.** The paladin is immune to disease.  
**Potion of Healing.** The paladin possesses a *potion of healing*.

Actions

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.  
**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 30/600 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.  
**Lay on Hands (2/Day).** The paladin touches one willing creature, and it either regains 10 hit points or is cured of one poison or disease.

HUMAN PALADIN 3

Medium humanoid (human), lawful good

**Armor Class** 18 (chain mail, shield)  
**Hit Points** 30 (4d8 + 12)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

**Saving Throws** Wis +4, Cha +3  
**Skills** Athletics +5, Medicine +4, Religion +2  
**Senses** passive Perception 12  
**Languages** Common  
**Challenge** 3 (700 XP)

**Spellcasting.** The paladin is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The paladin has the following paladin spells prepared:  
1st level (3 slots): *bless, cure wounds, heroism, protection from evil and good, sanctuary*  
**Sense Evil and Good.** The paladin senses strong evil or good and certain types of creatures within 120 feet of it at will. This trait otherwise works like the *detect evil and good* spell but isn't itself magical.  
**Divine Eminence.** As a bonus action, the paladin can expend a spell slot to cause its melee weapon attacks to magically deal an extra 7 (2d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the paladin expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.  
**Disease Immunity.** The paladin is immune to disease.  
**Potion of Healing.** The paladin possesses a *potion of healing*.

Actions

**+1 Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.  
**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 30/600 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.  
**Lay on Hands (2/Day).** The paladin touches one willing creature, and it either regains 10 hit points or is cured of one poison or disease.  
**Turn Unholy (1/Day).** Each fiend or undead within 30 feet that can hear or see the paladin must succeed on a DC 12 Wisdom saving throw or be turned for 1 minute or until it takes damage.  
A turned creature must spend its turns trying to move as far away from the paladin as it can, and it can't willingly move to a space within 30 feet of the paladin. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.



## HUMAN PALADIN 4

Medium humanoid (human), lawful good

**Armor Class** 18 (chain mail, shield)

**Hit Points** 37 (5d8 + 15)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

**Saving Throws** Wis +4, Cha +3

**Skills** Athletics +5, Medicine +4, Religion +2

**Senses** passive Perception 12

**Languages** Common

**Challenge** 4 (1,100 XP)

**Spellcasting.** The paladin is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The paladin has the following paladin spells prepared:

1st level (4 slots): *bless*, *cure wounds*, *heroism*, *protection from evil and good*, *sanctuary*, *shield of faith*

**Sense Evil and Good.** The paladin senses strong evil or good and certain types of creatures within 120 feet of it at will. This trait otherwise works like the *detect evil and good* spell but isn't itself magical.

**Divine Eminence.** As a bonus action, the paladin can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the paladin expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Disease Immunity.** The paladin is immune to disease.

**Potion of Greater Healing.** The paladin possesses a *potion of greater healing*.

### Actions

**+1 Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 30/600 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Lay on Hands (2/Day).** The paladin touches one willing creature, and it either regains 10 hit points or is cured of one poison or disease.

**Turn Unholy (1/Day).** Each fiend or undead within 30 feet that can hear or see the paladin must succeed on a DC 12 Wisdom saving throw or be turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from the paladin as it can, and it can't willingly move to a space within 30 feet of the paladin. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

## HUMAN PALADIN 5

Medium humanoid (human), lawful good

**Armor Class** 18 (chain mail, shield)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

**Saving Throws** Wis +5, Cha +4

**Skills** Athletics +6, Medicine +5, Religion +3

**Senses** passive Perception 12

**Languages** Common

**Challenge** 5 (1,800 XP)

**Spellcasting.** The paladin is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The paladin has the following paladin spells prepared:

1st level (4 slots): *bless*, *cure wounds*, *heroism*, *protection from evil and good*, *sanctuary*, *shield of faith*

2nd level (2 slots): *aid*, *branding smite*, *lesser restoration*, *zone of truth*

**Sense Evil and Good.** The paladin senses strong evil or good and certain types of creatures within 120 feet of it at will. This trait otherwise works like the *detect evil and good* spell but isn't itself magical.

**Divine Eminence.** As a bonus action, the paladin can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the paladin expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Disease Immunity.** The paladin is immune to disease.

**Potion of Greater Healing.** The paladin possesses a *potion of greater healing*.

### Actions

**Multiattack.** The paladin makes two melee weapon attacks or two ranged weapon attacks.

**+1 Longsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +7 to hit, range 30/600 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Lay on Hands (3/Day).** The paladin touches one willing creature, and it either regains 10 hit points or is cured of one poison or disease.

**Turn Unholy (2/Day).** Each fiend or undead within 30 feet that can hear or see the paladin must succeed on a DC 13 Wisdom saving throw or be turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from the paladin as it can, and it can't willingly move to a space within 30 feet of the paladin. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.



## HUMAN PALADIN 6

Medium humanoid (human), lawful good

**Armor Class** 18 (chain mail, shield)

**Hit Points** 60 (8d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

**Saving Throws** Wis +5, Cha +4

**Skills** Athletics +6, Medicine +5, Religion +3

**Senses** passive Perception 12

**Languages** Common

**Challenge** 6 (2,300 XP)

**Spellcasting.** The paladin is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The paladin has the following paladin spells prepared:

1st level (4 slots): *bless*, *cure wounds*, *heroism*, *protection from evil and good*, *sanctuary*, *shield of faith*

2nd level (2 slots): *aid*, *branding smite*, *lesser restoration*, *zone of truth*

**Sense Evil and Good.** The paladin senses strong evil or good and certain types of creatures within 120 feet of it at will. This trait otherwise works like the *detect evil and good* spell but isn't itself magical.

**Divine Eminence.** As a bonus action, the paladin can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the paladin expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Disease Immunity.** The paladin is immune to disease.

**Aura of Protection.** The paladin and all friendly creatures within 10 feet of it gain a +1 bonus to saving throw rolls.

**Potion of Greater Healing.** The paladin possesses a *potion of greater healing*.

### Actions

**Multiattack.** The paladin makes two melee weapon attacks or two ranged weapon attacks.

**+1 Longsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +7 to hit, range 30/600 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Lay on Hands (3/Day).** The paladin touches one willing creature, and it either regains 10 hit points or is cured of one poison or disease.

**Turn Unholy (2/Day).** Each fiend or undead within 30 feet that can hear or see the paladin must succeed on a DC 13 Wisdom saving throw or be turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from the paladin as it can, and it can't willingly move to a space within 30 feet of the paladin. It also can't take reactions. For its action, it can use only the Dash action or

try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

## HUMAN PALADIN 7

Medium humanoid (human), lawful good

**Armor Class** 18 (chain mail, shield)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

**Saving Throws** Wis +5, Cha +4

**Skills** Athletics +6, Medicine +5, Religion +3

**Senses** passive Perception 12

**Languages** Common

**Challenge** 7 (2,900 XP)

**Spellcasting.** The paladin is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The paladin has the following paladin spells prepared:

1st level (4 slots): *bless*, *cure wounds*, *heroism*, *protection from evil and good*, *sanctuary*, *shield of faith*

2nd level (3 slots): *aid*, *branding smite*, *lesser restoration*, *protection from poison*, *zone of truth*

**Sense Evil and Good.** The paladin senses strong evil or good and certain types of creatures within 120 feet of it at will. This trait otherwise works like the *detect evil and good* spell but isn't itself magical.

**Divine Eminence.** As a bonus action, the paladin can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the paladin expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Disease Immunity.** The paladin is immune to disease.

**Aura of Protection.** The paladin and all friendly creatures within 10 feet of it gain a +1 bonus to saving throw rolls.

**Potion of Superior Healing.** The paladin possesses a *potion of superior healing*.

### Actions

**Multiattack.** The paladin makes two melee weapon attacks or two ranged weapon attacks.

**+1 Longsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +7 to hit, range 30/600 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Lay on Hands (4/Day).** The paladin touches one willing creature, and it either regains 10 hit points or is cured of one poison or disease.

**Turn Unholy (2/Day).** Each fiend or undead within 30 feet that can hear or see the paladin must succeed on a DC 13 Wisdom saving throw or be turned for 1 minute or until it takes damage.



A turned creature must spend its turns trying to move as far away from the paladin as it can, and it can't willingly move to a space within 30 feet of the paladin. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

## HUMAN RANGER 2

*Medium humanoid (human), any alignment*

**Armor Class** 17 (breastplate)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

**Saving Throws** Str +4, Dex +5

**Skills** Nature +2, Perception +4, Survival +4

**Senses** passive Perception 14

**Languages** Common, Elvish, Sylvan

**Challenge** 2 (450 XP)

**Spellcasting.** The ranger is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The ranger has the following ranger spells prepared:

1st level (2 slots): *fog cloud*, *hunter's mark*

**Potion of Healing.** The ranger possesses a *potion of healing*.

### Actions

**Multiattack.** The ranger makes one scimitar attack and one shortsword attack.

**Scimitar.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 7 (1d6 + 4) piercing damage.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +7 to hit, range 30/600 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## HUMAN RANGER 3

*Medium humanoid (human), any alignment*

**Armor Class** 17 (breastplate)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

**Saving Throws** Str +4, Dex +5

**Skills** Nature +2, Perception +4, Survival +4

**Senses** passive Perception 14

**Languages** Common, Elvish, Sylvan

**Challenge** 3 (700 XP)

**Spellcasting.** The ranger is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The ranger has the following ranger spells prepared:

1st level (3 slots): *cure wounds*, *fog cloud*, *hunter's mark*

**Potion of Healing.** The ranger possesses a *potion of healing*.

### Actions

**Multiattack.** The ranger makes one scimitar attack and one shortsword attack.

**Scimitar.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 7 (1d6 + 4) piercing damage.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**+1 Longbow.** *Ranged Weapon Attack:* +8 to hit, range 30/600 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

### Reactions

**Giant Killer.** When a Large or larger size creature completes an attack against the ranger while within 5 feet of the ranger, the ranger can use its reaction to immediately make one melee weapon attack against the creature.

## HUMAN RANGER 4

*Medium humanoid (human), any alignment*

**Armor Class** 17 (breastplate)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

**Saving Throws** Str +4, Dex +5

**Skills** Nature +2, Perception +4, Survival +4

**Senses** passive Perception 14

**Languages** Common, Elvish, Sylvan

**Challenge** 4 (1,100 XP)

**Spellcasting.** The ranger is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The ranger has the following ranger spells prepared:

1st level (4 slots): *animal friendship*, *cure wounds*, *fog cloud*, *hunter's mark*

**Potion of Greater Healing.** The ranger possesses a *potion of greater healing*.

### Actions

**Multiattack.** The ranger makes one **+1 scimitar** attack and one shortsword attack.

**+1 Scimitar.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.



**+1 Longbow.** Ranged Weapon Attack: +8 to hit, range 30/600 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

**Giant Killer.** When a Large or larger size creature completes an attack against the ranger while within 5 feet of the ranger, the ranger can use its reaction to immediately make one melee weapon attack against the creature.

HUMAN RANGER 5

Medium humanoid (human), any alignment

**Armor Class** 17 (breastplate)  
**Hit Points** 39 (6d8 + 12)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

**Saving Throws** Str +5, Dex +6  
**Skills** Nature +3, Perception +5, Survival +5  
**Senses** passive Perception 15  
**Languages** Common, Elvish, Sylvan  
**Challenge** 5 (1,800 XP)

**Spellcasting.** The ranger is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The ranger has the following ranger spells prepared:  
1st level (4 slots): *animal friendship*, *cure wounds*, *fog cloud*, *hunter's mark*  
2nd level (2 slots): *find traps*, *silence*  
**Potion of Greater Healing.** The ranger possesses a *potion of greater healing*.

Actions

**Multiattack.** The ranger makes two **+1 scimitar** attacks and one shortsword attack. Or the ranger makes two **+1 longbow** attacks.  
**+1 Scimitar.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.  
**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.  
**+1 Longbow.** *Ranged Weapon Attack:* +9 to hit, range 30/600 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

**Giant Killer.** When a Large or larger size creature completes an attack against the ranger while within 5 feet of the ranger, the ranger can use its reaction to immediately make one melee weapon attack against the creature.

HUMAN RANGER 6

Medium humanoid (human), any alignment

**Armor Class** 17 (breastplate)  
**Hit Points** 52 (8d8 + 16)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

**Saving Throws** Str +5, Dex +6  
**Skills** Nature +3, Perception +5, Survival +5  
**Senses** passive Perception 15  
**Languages** Common, Elvish, Sylvan  
**Challenge** 6 (2,300 XP)

**Spellcasting.** The ranger is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The ranger has the following ranger spells prepared:  
1st level (4 slots): *animal friendship*, *cure wounds*, *fog cloud*, *hunter's mark*  
2nd level (2 slots): *find traps*, *silence*  
**Potion of Greater Healing.** The ranger possesses a *potion of greater healing*.

Actions

**Multiattack.** The ranger makes two **+1 scimitar** attacks and one shortsword attack. Or the ranger makes two **+1 longbow** attacks.  
**+1 Scimitar.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.  
**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.  
**+1 Longbow.** *Ranged Weapon Attack:* +9 to hit, range 30/600 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

**Giant Killer.** When a Large or larger size creature completes an attack against the ranger while within 5 feet of the ranger, the ranger can use its reaction to immediately make one melee weapon attack against the creature.

HUMAN RANGER 7

Medium humanoid (human), any alignment

**Armor Class** 17 (breastplate)  
**Hit Points** 58 (9d8 + 18)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

**Saving Throws** Str +5, Dex +6  
**Skills** Nature +3, Perception +5, Survival +5  
**Senses** passive Perception 15



Languages Common, Elvish, Sylvan  
Challenge 7 (2,900 XP)

**Spellcasting.** The ranger is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The ranger has the following ranger spells prepared:

1st level (4 slots): *animal friendship*, *cure wounds*, *fog cloud*, *hunter's mark*

2nd level (3 slots): *find traps*, *lesser restoration*, *silence*

**Steel Will.** The ranger has advantage on saving throws made against being frightened.

**Potion of Superior Healing.** The ranger possesses a *potion of superior healing*.

Actions

**Multiattack.** The ranger makes two +1 *scimitar* attacks and one shortsword attack. Or the ranger makes two +1 *longbow* attacks.

+1 **Scimitar.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

+1 **Longbow.** *Ranged Weapon Attack:* +9 to hit, range 30/600 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

**Giant Killer.** When a Large or larger size creature completes an attack against the ranger while within 5 feet of the ranger, the ranger can use its reaction to immediately make one melee weapon attack against the creature.

HUMAN ROGUE 2

Medium humanoid (human), any alignment

Armor Class 15 (leather armor)  
Hit Points 13 (2d8 + 4)  
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	14 (+2)	10 (+0)	10 (+0)

**Saving Throws** Dex +6, Int +4  
**Skills** Acrobatics +6, Investigation +4, Perception +4, Sleight of Hand +6, Stealth +8  
**Senses** passive Perception 14  
**Languages** Common, Thieves' Cant  
**Challenge** 2 (450 XP)

**Sneak Attack (1/Turn).** The rogue deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the rogue that isn't incapacitated and the rogue doesn't have disadvantage on the attack roll.

**Cunning Action.** On each of its turns, the rogue can use a bonus action to take the Dash, Disengage, or Hide action.  
**Potion of Healing.** The rogue possesses a *potion of healing*.

Actions

**Rapier.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.  
**Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.  
**Shortbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

HUMAN ROGUE 3

Medium humanoid (human), any alignment

Armor Class 15 (leather armor)  
Hit Points 19 (3d8 + 6)  
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	14 (+2)	10 (+0)	10 (+0)

**Saving Throws** Dex +6, Int +4  
**Skills** Acrobatics +6, Investigation +4, Perception +4, Sleight of Hand +6, Stealth +8  
**Senses** passive Perception 14  
**Languages** Common, Thieves' Cant  
**Challenge** 3 (700 XP)

**Sneak Attack (1/Turn).** The rogue deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the rogue that isn't incapacitated and the rogue doesn't have disadvantage on the attack roll.  
**Cunning Action.** On each of its turns, the rogue can use a bonus action to take the Dash, Disengage, Hide, or Use an Objects action. It may instead use its bonus action to make a Dexterity (Sleight of Hand) check or to use thieves' tools to disarm a trap or open a lock.  
**Potion of Healing.** The rogue possesses a *potion of healing*.

Actions

+1 **Rapier.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.  
**Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.  
**Shortbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

HUMAN ROGUE 4

Medium humanoid (human), any alignment

Armor Class 15 (leather armor)  
Hit Points 26 (4d8 + 8)  
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	14 (+2)	10 (+0)	10 (+0)



**Saving Throws** Dex +6, Int +4  
**Skills** Acrobatics +6, Investigation +4, Perception +4, Sleight of Hand +6, Stealth +8  
**Senses** passive Perception 14  
**Languages** Common, Thieves' Cant  
**Challenge** 4 (1,100 XP)

**Sneak Attack (1/Turn).** The rogue deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the rogue that isn't incapacitated and the rogue doesn't have disadvantage on the attack roll.

**Cunning Action.** On each of its turns, the rogue can use a bonus action to take the Dash, Disengage, Hide, or Use an Objects action. It may instead use its bonus action to make a Dexterity (Sleight of Hand) check or to use thieves' tools to disarm a trap or open a lock.

**Potion of Greater Healing.** The rogue possesses a *potion of greater healing*.

Actions

**+1 Rapier.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.  
**Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.  
**Shortbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

HUMAN ROGUE 5

Medium humanoid (human), any alignment

**Armor Class** 16 (+1 leather armor)  
**Hit Points** 32 (5d8 + 10)  
**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	14 (+2)	10 (+0)	10 (+0)

**Saving Throws** Dex +7, Int +5  
**Skills** Acrobatics +7, Investigation +5, Perception +6, Sleight of Hand +7, Stealth +10  
**Senses** passive Perception 16  
**Languages** Common, Thieves' Cant  
**Challenge** 5 (1,800 XP)

**Sneak Attack (1/Turn).** The rogue deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the rogue that isn't incapacitated and the rogue doesn't have disadvantage on the attack roll.

**Cunning Action.** On each of its turns, the rogue can use a bonus action to take the Dash, Disengage, Hide, or Use an Objects action. It may instead use its bonus action to make a Dexterity (Sleight of Hand) check or to use thieves' tools to disarm a trap or open a lock.

**Potion of Greater Healing.** The rogue possesses a *potion of greater healing*.

Actions

**+1 Rapier.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.  
**Dagger.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.  
**Shortbow.** *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

**Uncanny Dodge.** When a creature the rogue can see hits the rogue with an attack, the rogue can use its reaction to halve the damage it takes from the attack.

HUMAN ROGUE 6

Medium humanoid (human), any alignment

**Armor Class** 16 (+1 leather armor)  
**Hit Points** 39 (6d8 + 12)  
**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	14 (+2)	10 (+0)	10 (+0)

**Saving Throws** Dex +7, Int +5  
**Skills** Acrobatics +7, Investigation +8, Perception +6, Sleight of Hand +10, Stealth +10  
**Senses** passive Perception 16  
**Languages** Common, Thieves' Cant  
**Challenge** 6 (2,300 XP)

**Sneak Attack (1/Turn).** The rogue deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the rogue that isn't incapacitated and the rogue doesn't have disadvantage on the attack roll.

**Cunning Action.** On each of its turns, the rogue can use a bonus action to take the Dash, Disengage, Hide, or Use an Objects action. It may instead use its bonus action to make a Dexterity (Sleight of Hand) check or to use thieves' tools to disarm a trap or open a lock.

**Potion of Greater Healing.** The rogue possesses a *potion of greater healing*.

Actions

**+1 Rapier.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.  
**Dagger.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.  
**Shortbow.** *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

**Uncanny Dodge.** When a creature the rogue can see hits the rogue with an attack, the rogue can use its reaction to halve the damage it takes from the attack.



## HUMAN ROGUE 7

Medium humanoid (human), any alignment

**Armor Class** 16 (+1 leather armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	14 (+2)	10 (+0)	10 (+0)

**Saving Throws** Dex +7, Int +5

**Skills** Acrobatics +7, Investigation +8, Perception +6, Sleight of Hand +10, Stealth +10

**Senses** passive Perception 16

**Languages** Common, Thieves' Cant

**Challenge** 7 (2,900 XP)

**Evasion.** If the rogue is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the rogue instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Sneak Attack (1/Turn).** The rogue deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the rogue that isn't incapacitated and the rogue doesn't have disadvantage on the attack roll.

**Cunning Action.** On each of its turns, the rogue can use a bonus action to take the Dash, Disengage, Hide, or Use an Objects action. It may instead use its bonus action to make a Dexterity (Sleight of Hand) check or to use thieves' tools to disarm a trap or open a lock.

**Potion of Superior Healing.** The rogue possesses a *potion of superior healing*.

### Actions

**+1 Rapier.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

### Reactions

**Uncanny Dodge.** When a creature the rogue can see hits the rogue with an attack, the rogue can use its reaction to halve the damage it takes from the attack.

## HUMAN SORCERER 2

Medium humanoid (human), any alignment

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 13 (2d8 + 2 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	17 (+3)

**Saving Throws** Con +3, Cha +5

**Skills** Arcana +2, History +2

**Damage Resistances** fire

**Senses** passive Perception 10

**Languages** Common plus one language

**Challenge** 2 (450 XP)

**Spellcasting.** The sorcerer is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *ray of frost*

1st level (3 slots): *burning hands*, *mage armor*, *magic missile*, *shield*

**Careful Casting.** When the sorcerer casts a spell that requires creatures to make a saving throw, it can choose up to 3 creatures to automatically succeed on their saving throw.

**Red Draconic Bloodline.** When the sorcerer casts a spell that deals fire damage, it adds 3 to fire damage. Its maximum hit points are increased by 2.

**Potion of Healing.** The sorcerer possesses a *potion of healing*.

### Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Quarterstaff.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage or 6 (1d8 + 2) bludgeoning damage if wielded with two hands.

## HUMAN SORCERER 3

Medium humanoid (human), any alignment

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 19 (3d8 + 3 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	17 (+3)

**Saving Throws** Con +3, Cha +5

**Skills** Arcana +2, History +2

**Damage Resistances** fire

**Senses** passive Perception 10

**Languages** Common plus one language

**Challenge** 3 (700 XP)



**Spellcasting.** The sorcerer is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *burning hands*, *mage armor*, *magic missile*, *shield*

2nd level (2 slots): *misty step*, *scorching ray*

**Careful Casting.** When the sorcerer casts a spell that requires creatures to make a saving throw, it can choose up to 3 creatures to automatically succeed on their saving throw.

**Empowered Casting.** When rolling damage dice for a spell, the sorcerer rerolls results of 1.

**Red Draconic Bloodline.** When the sorcerer casts a spell that deals fire damage, it adds 3 to fire damage. Its maximum hit points are increased by 3.

**Spell Scroll.** The sorcerer possesses a *spell scroll* with *knock*.

**Potion of Healing.** The sorcerer possesses a *potion of healing*.

### Actions

**+1 Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Quarterstaff.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage or 6 (1d8 + 2) bludgeoning damage if wielded with two hands.

## HUMAN SORCERER 4

*Medium humanoid (human), any alignment*

**Armor Class** 13 (*ring of protection*), 16 with *mage armor*

**Hit Points** 26 (4d8 + 4 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	17 (+3)

**Saving Throws** Con +4, Cha +6

**Skills** Arcana +2, History +2

**Damage Resistances** fire

**Senses** passive Perception 10

**Languages** Common plus one language

**Challenge** 4 (1,100 XP)

**Spellcasting.** The sorcerer is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *burning hands*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *scorching ray*

**Careful Casting.** When the sorcerer casts a spell that requires creatures to make a saving throw, it can choose up to 3 creatures to automatically succeed on their saving throw.

**Empowered Casting.** When rolling damage dice for a spell, the sorcerer rerolls results of 1.

**Red Draconic Bloodline.** When the sorcerer casts a spell that deals fire damage, it adds 3 to fire damage. Its maximum hit points are increased by 4.

**Spell Scroll.** The sorcerer possesses a *spell scroll* with *knock*.

**Potion of Greater Healing.** The sorcerer possesses a *potion of greater healing*.

### Actions

**+1 Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Quarterstaff.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage or 6 (1d8 + 2) bludgeoning damage if wielded with two hands.

## HUMAN SORCERER 5

*Medium humanoid (human), any alignment*

**Armor Class** 13 (*ring of protection*), 16 with *mage armor*

**Hit Points** 32 (5d8 + 5 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	17 (+3)

**Saving Throws** Con +5, Cha +7

**Skills** Arcana +3, History +3

**Damage Resistances** fire

**Senses** passive Perception 10

**Languages** Common plus one language

**Challenge** 5 (1,800 XP)

**Spellcasting.** The sorcerer is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *burning hands*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *scorching ray*

3rd level (2 slots): *counterspell*, *fireball*

**Careful Casting.** When the sorcerer casts a spell that requires creatures to make a saving throw, it can choose up to 3 creatures to automatically succeed on their saving throw.

**Empowered Casting.** When rolling damage dice for a spell, the sorcerer rerolls results of 1.

**Red Draconic Bloodline.** When the sorcerer casts a spell that deals fire damage, it adds 3 to fire damage. Its maximum hit points are increased by 5.

**Spell Scrolls.** The sorcerer possesses *spell scrolls* with *dispel magic* and *knock*.

**Potion of Greater Healing.** The sorcerer possesses a *potion of greater healing*.



Actions

**+1 Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Quarterstaff.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage or 6 (1d8 + 2) bludgeoning damage if wielded with two hands.

HUMAN SORCERER 6

Medium humanoid (human), any alignment

**Armor Class** 13 (*ring of protection*), 16 with *mage armor*  
**Hit Points** 39 (6d8 + 6 + 6)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	17 (+3)

**Saving Throws** Con +5, Cha +7  
**Skills** Arcana +3, History +3  
**Damage Resistances** fire  
**Senses** passive Perception 10  
**Languages** Common plus one language  
**Challenge** 6 (2,300 XP)

**Spellcasting.** The sorcerer is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, ray of frost*

1st level (4 slots): *burning hands, mage armor, magic missile, shield*

2nd level (3 slots): *misty step, scorching ray*

3rd level (3 slots): *counterspell, fireball, fly*

**Careful Casting.** When the sorcerer casts a spell that requires creatures to make a saving throw, it can choose up to 3 creatures to automatically succeed on their saving throw.

**Empowered Casting.** When rolling damage dice for a spell, the sorcerer rerolls results of 1.

**Red Draconic Bloodline.** When the sorcerer casts a spell that deals fire damage, it adds 3 to fire damage. Its maximum hit points are increased by 6.

**Spell Scrolls.** The sorcerer possesses *spell scrolls* with *dispel magic* and *knock*.

**Potion of Greater Healing.** The sorcerer possesses a *potion of greater healing*.

Actions

**+1 Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Quarterstaff.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage or 6 (1d8 + 2) bludgeoning damage if wielded with two hands.

HUMAN SORCERER 7

Medium humanoid (human), any alignment

**Armor Class** 13 (*ring of protection*), 16 with *mage armor*  
**Hit Points** 45 (7d8 + 7 + 7)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	17 (+3)

**Saving Throws** Con +5, Cha +7  
**Skills** Arcana +3, History +3  
**Damage Resistances** fire  
**Senses** passive Perception 10  
**Languages** Common plus one language  
**Challenge** 7 (2,900 XP)

**Spellcasting.** The sorcerer is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, ray of frost*

1st level (4 slots): *burning hands, mage armor, magic missile, shield*

2nd level (3 slots): *misty step, scorching ray*

3rd level (3 slots): *counterspell, fireball, fly*

4th level (2 slots): *ice storm, stoneskin*

**Careful Casting.** When the sorcerer casts a spell that requires creatures to make a saving throw, it can choose up to 3 creatures to automatically succeed on their saving throw.

**Empowered Casting.** When rolling damage dice for a spell, the sorcerer rerolls results of 1 and 2.

**Red Draconic Bloodline.** When the sorcerer casts a spell that deals fire damage, it adds 3 to fire damage. Its maximum hit points are increased by 7.

**Spell Scrolls.** The sorcerer possesses *spell scrolls* with *dispel magic* and *knock*.

**Potion of Superior Healing.** The sorcerer possesses a *potion of superior healing*.

Actions

**+1 Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Quarterstaff.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage or 6 (1d8 + 2) bludgeoning damage if wielded with two hands.



## HUMAN WIZARD 2

Medium humanoid (human), any alignment

**Armor Class** 13

**Hit Points** 11 (2d8 +2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	16 (+3)	12 (+1)	17 (+3)	12 (+1)	10 (+0)

**Saving Throws** Int +5, Wis +3

**Skills** Arcana +5, History +5

**Senses** passive Perception 11

**Languages** Common plus three languages

**Challenge** 2 (450 XP)

**Spellcasting.** The wizard is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13 [14 for evocation spells], +5 to hit with spell attacks [+6 with evocation]). It has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *light*, *mage hand*, *ray of frost*, *shocking grasp*

1st level (4 slots): *false life*, *magic missile*, *shield*, *sleep*

**Potent Cantrips.** When a creature succeeds on a saving throw against a cantrip cast by the wizard, it takes half damage (if any) instead of avoiding all effects.

**Potion of Healing.** The wizard possesses a *potion of healing*.

### Actions

**Staff.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

**Dart.** *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

## HUMAN WIZARD 3

Medium humanoid (human), any alignment

**Armor Class** 15 (*bracers of defense*)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	16 (+3)	12 (+1)	17 (+3)	12 (+1)	10 (+0)

**Saving Throws** Int +5, Wis +3

**Skills** Arcana +5, History +5

**Senses** passive Perception 11

**Languages** Common plus three languages

**Challenge** 3 (700 XP)

**Spellcasting.** The wizard is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13 [14 for evocation spells], +5 to hit with spell attacks [+6 with evocation]). It has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *light*, *mage hand*, *ray of frost*, *shocking grasp*

1st level (4 slots): *false life*, *magic missile*, *shield*, *sleep*

2nd level (2 slots): *acid arrow*, *arcane lock*, *web*

**Sculpt Spells.** When the wizard casts an evocation spell that affects other creatures it can see, the wizard can choose up to 3 creatures to automatically succeed on their saving throw and take no damage if they would normally take half damage on a successful save.

**Potent Cantrips.** When a creature succeeds on a saving throw against a cantrip cast by the wizard, it takes half damage (if any) instead of avoiding all effects.

**Spell Scrolls.** The wizard possesses *spell scrolls* with *detect magic* and *dispel magic*.

**Potion of Greater Healing.** The wizard possesses a *potion of greater healing*.

### Actions

**Staff.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

**Dart.** *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

## HUMAN WIZARD 4

Medium humanoid (human), any alignment

**Armor Class** 15 (*bracers of defense*)

**Hit Points** 22 (4d8 +4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	16 (+3)	12 (+1)	17 (+3)	12 (+1)	10 (+0)

**Saving Throws** Int +5, Wis +3

**Skills** Arcana +5, History +5

**Senses** passive Perception 11

**Languages** Common plus three languages

**Challenge** 4 (1,100 XP)

**Spellcasting.** The wizard is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13 [14 for evocation spells], +5 to hit with spell attacks [+6 with evocation]). It has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *light*, *mage hand*, *ray of frost*, *shocking grasp*

1st level (4 slots): *false life*, *magic missile*, *shield*, *sleep*

2nd level (3 slots): *acid arrow*, *arcane lock*, *web*

**Sculpt Spells.** When the wizard casts an evocation spell that affects other creatures it can see, the wizard can choose up to 3 creatures to automatically succeed on their saving throw and take no damage if they would normally take half damage on a successful save.

**Potent Cantrips.** When a creature succeeds on a saving throw against a cantrip cast by the wizard, it takes half damage (if any) instead of avoiding all effects.

**Spell Scrolls.** The wizard possesses *spell scrolls* with *detect magic* and *dispel magic*.

**Potion of Greater Healing.** The wizard possesses a *potion of greater healing*.



## Actions

**+1 Staff.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 7 (1d6 + 4) bludgeoning damage.

**Dart.** *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target.  
*Hit:* 5 (1d4 + 3) piercing damage.

## HUMAN WIZARD 5

*Medium humanoid (human), any alignment*

**Armor Class 15** (*bracers of defense*)

**Hit Points 27** (5d8 + 5)

**Speed 30 ft.**

STR	DEX	CON	INT	WIS	CHA
9 (–1)	16 (+3)	12 (+1)	17 (+3)	12 (+1)	10 (+0)

**Saving Throws** Int +6, Wis +4  
**Skills** Arcana +6, History +6  
**Senses** passive Perception 11  
**Languages** Common plus three languages  
**Challenge 5** (1,800 XP)

**Spellcasting.** The wizard is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14 [15 for evocation spells], +6 to hit with spell attacks [+7 with evocation]). It has the following wizard spells prepared:  
Cantrips (at will): *chill touch*, *light*, *mage hand*, *ray of frost*, *shocking grasp*  
1st level (4 slots): *false life*, *magic missile*, *shield*, *sleep*  
2nd level (3 slots): *acid arrow*, *arcane lock*, *web*  
3rd level (2 slots): *animate dead*, *lightning bolt*, *vampiric touch*  
**Sculpt Spells.** When the wizard casts an evocation spell that affects other creatures it can see, the wizard can choose up to 3 creatures to automatically succeed on their saving throw and take no damage if they would normally take half damage on a successful save.  
**Potent Cantrips.** When a creature succeeds on a saving throw against a cantrip cast by the wizard, it takes half damage (if any) instead of avoiding all effects.  
**Spell Scrolls.** The wizard possesses *spell scrolls* with *detect magic*, *dispel magic*, and *stoneskin*.  
**Potion of Greater Healing.** The wizard possesses a *potion of greater healing*.

## Actions

**+1 Staff.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.  
*Hit:* 7 (1d6 + 4) bludgeoning damage.

**Dart.** *Ranged Weapon Attack:* +6 to hit, range 30 ft., one target.  
*Hit:* 5 (1d4 + 3) piercing damage.

## HUMAN WIZARD 6

*Medium humanoid (human), any alignment*

**Armor Class 15** (*bracers of defense*)

**Hit Points 33** (6d8 + 6)

**Speed 30 ft.**

STR	DEX	CON	INT	WIS	CHA
9 (–1)	16 (+3)	12 (+1)	17 (+3)	12 (+1)	10 (+0)

**Saving Throws** Int +6, Wis +4  
**Skills** Arcana +6, History +6  
**Senses** passive Perception 11  
**Languages** Common plus three languages  
**Challenge 6** (2,300 XP)

**Spellcasting.** The wizard is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14 [15 for evocation spells], +6 to hit with spell attacks [+7 with evocation]). It has the following wizard spells prepared:  
Cantrips (at will): *chill touch*, *light*, *mage hand*, *ray of frost*, *shocking grasp*  
1st level (4 slots): *false life*, *magic missile*, *shield*, *sleep*  
2nd level (3 slots): *acid arrow*, *arcane lock*, *web*  
3rd level (3 slots): *animate dead*, *lightning bolt*, *vampiric touch*  
**Sculpt Spells.** When the wizard casts an evocation spell that affects other creatures it can see, the wizard can choose up to 3 creatures to automatically succeed on their saving throw and take no damage if they would normally take half damage on a successful save.  
**Potent Cantrips.** When a creature succeeds on a saving throw against a cantrip cast by the wizard, it takes half damage (if any) instead of avoiding all effects.  
**Spell Scrolls.** The wizard possesses *spell scrolls* with *detect magic*, *dispel magic*, and *stoneskin*.  
**Potion of Superior Healing.** The wizard possesses a *potion of superior healing*.

## Actions

**+1 Staff.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.  
*Hit:* 7 (1d6 + 4) bludgeoning damage.

**Dart.** *Ranged Weapon Attack:* +6 to hit, range 30 ft., one target.  
*Hit:* 5 (1d4 + 3) piercing damage.

## HUMAN WIZARD 7

*Medium humanoid (human), any alignment*

**Armor Class 15** (*bracers of defense*)

**Hit Points 38** (7d8 + 7)

**Speed 30 ft.**

STR	DEX	CON	INT	WIS	CHA
9 (–1)	16 (+3)	12 (+1)	17 (+3)	12 (+1)	10 (+0)

**Saving Throws** Int +6, Wis +4  
**Skills** Arcana +6, History +6



**Senses** passive Perception 11

**Languages** Common plus three languages

**Challenge** 7 (2,900 XP)

**Spellcasting.** The wizard is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14 [15 for evocation spells], +6 to hit with spell attacks [+7 with evocation]). It has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *light*, *mage hand*, *ray of frost*, *shocking grasp*

1st level (4 slots): *false life*, *magic missile*, *shield*, *sleep*

2nd level (3 slots): *acid arrow*, *arcane lock*, *web*

3rd level (3 slots): *animate dead*, *counterspell*, *lightning bolt*, *vampiric touch*

4th level (2 slots): *black tentacles*, *ice storm*

**Sculpt Spells.** When the wizard casts an evocation spell that affects other creatures it can see, the wizard can choose up to 3 creatures to automatically succeed on their saving throw and take no damage if they would normally take half damage on a successful save.

**Potent Cantrips.** When a creature succeeds on a saving throw against a cantrip cast by the wizard, it takes half damage (if any) instead of avoiding all effects.

**Spell Scrolls.** The wizard possesses *spell scrolls* with *detect magic*, *dispel magic*, and *stoneskin*.

**Potion of Superior Healing.** The wizard possesses a *potion of superior healing*.

### **Actions**

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**+1 Staff.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

*Hit:* 7 (1d6 + 4) bludgeoning damage.

**Dart.** *Ranged Weapon Attack:* +6 to hit, range 30 ft., one target.

*Hit:* 5 (1d4 + 3) piercing damage.



## APPENDIX III: NEW MAGIC ITEMS

### AMMUNITION OF BACK BITING

Weapon (any ammunition), uncommon (+1), rare (+2), very rare (+3)

You have a bonus to attack and damage rolls made with this piece of magic ammunition. The bonus is determined by the rarity of the ammunition. Once it hits a target, the ammunition is no longer magical.

This ammunition is cursed, however. If you make a ranged attack using this ammunition and miss your target, the piece of ammunition curves back and strikes you for maximum damage.

### AMMUNITION OF DAMAGE

Weapon (any ammunition), very rare

When you hit a target with a ranged weapon attack using this ammunition, you deal an extra die of its damage.

### ARMOR OF THE OWL

Armor (light, medium, or heavy), rare

While wearing this armor, you have darkvision out to a range of 60 feet and a +2 bonus to Wisdom (Perception) checks made to avoid being surprised.

### ARROW OF DISPELLING

Weapon (arrow), uncommon

You have a +2 bonus to attack and damage rolls made with this magical arrow. If you hit a target with this arrow, it casts *dispel magic* on that target. Roll 1d20 without modifiers to determine if the arrow succeeds in dispelling spell effects of 4th level or higher. Once it hits a target, the arrow is no longer magical.

### BRACERS OF GREATER DEFENSE

Wondrous item, very rare (requires attunement)

While wearing these bracers, you gain a +4 bonus to AC if you are wearing no armor and using no shield.

### BRACERS OF ULTIMATE DEFENSE

Wondrous item, rare

While wearing these bracers and wearing no armor and using no shield you reduce the damage of each weapon attack that hits you by 2.

### BULLET OF DESTRUCTION

Weapon (sling bullet), uncommon

You have a +2 bonus to attack and damage rolls made with this sling bullet. If you hit a celestial, elemental, fey, or fiend with this bullet, it takes an additional 11 (2d10) force damage. Once it hits a target, the bullet disintegrates.

### CLEAVING BLADE

Weapon (any that deals slashing damage), rare

You have a +1 bonus to attack and damage rolls made with this magic weapon. Once per turn, if you hit a creature with this weapon and kill it, you may immediately make another attack roll on a different creature within range.

### CLOAK OF ILLUSION

Wondrous item, very rare (requires attunement by a by a gnome sorcerer, warlock, or wizard)

While you wear this cloak, you gain an extra 1st level and an extra 2nd level spell slot each day. Those slots may only be used to cast a spell of the illusion school and may only be used if you are normally able to cast spells of that level. In addition, you may use an action to cause the cloak to cast the *blur* spell on yourself. Once you have used the blur ability, you may not use it again until the next dawn.

### DAGGER OF DISPELLING

Weapon (dagger), rare

You have a +1 bonus to attack and damage rolls made with this magical weapon. You can use an action to cast *dispel magic* from this dagger, but this ability can't be used again until the next dawn.

### DISK OF DEFLECTION

Wondrous item, rarity varies (requires attunement)

These three-inch-diameter metal disks come in three types: copper (uncommon), silver (rare), and gold (very rare). Each disk is plain but has a clasp on one side that you can use to attach it to a piece of clothing or armor. Each disk has 1d6 + 3 charges when found and never regains charges.

While wearing and attuned to this disk, each time you take bludgeoning, piercing, or slashing damage, a charge is expended, and the amount of damage you take is reduced by 1d4 (copper) or 1d6 (silver) or 1d8 (gold).

If the disk's last charge is expended, it crumbles to dust.



## DRAGONSCALE OF POWER

*Wondrous item, rare (requires attunement)*

While attuned to this dragon scale, if you are exposed to the breath attack of a dragon of the same color as the scale, the scale absorbs all the damage, and you take none. Once used in this fashion, the scale disappears.

## DUST OF OBLITERATION

*Wondrous item, rare*

When you use an action to sprinkle this dust on an object, it is affected as if by a *disintegrate* spell.

## DUST OF SLEEPING

*Wondrous item, uncommon*

You may use an action to throw this dust to a point within 30 feet of you. Creatures within 10 feet of the target point are affected as if by a *sleep* spell (save DC 12).

## ELEMENTAL SCROLL

*Scroll, rare*

This cursed scroll appears to be a spell scroll. However, when you read it, it opens a gate to an elemental plane determined by the GM. A random elemental creature (also determined by the GM) emerges through the gate and attacks you. The gate remains open for 10 minutes.

## EYES OF THE EAGLE

*Wondrous item, rare (requires attunement)*

While wearing these glasses, you have extremely acute eyesight. You can make out objects in detail up to 2 miles away. You can use an action to expend one of the glasses' 3 charges in order to gain truesight within 60 feet for 10 minutes. The glasses regain all expended charges daily at dawn.

## FIRE AMMUNITION

*Weapon (any ammunition), uncommon*

When you hit a target with this magical piece of ammunition, it takes an extra 1d6 fire damage.

## FLOATING LANTERN

*Wondrous item, uncommon (requires attunement)*

This appears to be an ordinary lantern, but if you pick it up you become aware of its magical properties. You may use an action or bonus action to cause the lantern to float in midair and follow you (or settle to the ground and stop following

you). You may also use an action or bonus action to mentally change the radius of light it produces to any value between 5 to 60 feet. In any case, it produces bright light for the first half of the radius you choose and dim light in the remainder of the radius.

## FROG BLADE

*Weapon (any sword), rare*

This sword's blade is colored green, and its hilt has the color patterns of frog skin. You gain a +1 bonus to attack and damage rolls made with this magical sword. The weapon also sheds bright green light in a 30-foot radius and dim light for an additional 30 feet when not in its sheath. Finally, while holding the sword, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.



## GIANTSLAYER

*Weapon (any sword), rare*

You have a +1 bonus to attack and damage rolls made with this magical sword. You have a +2 bonus to attack and damage rolls made against giants with this weapon. In addition, when you hit a giant with an attack using this sword, the target takes an extra 1d8 damage of the type normally dealt by it.



### HELM OF CLAIRAUDIENCE

*Wondrous item, rare (requires attunement)*

While wearing this helm, you can use an action to gain the effect of the *clairvoyance* spell. You may only employ the hearing version of the spell.

### HELM OF WATER BREATHING

*Wondrous item, uncommon (requires attunement)*

While attuned to this magical helm, you can breathe underwater.

### HORN OF CALLING

*Wondrous item, rare*

You can use an action to speak the horn's command word and then blow the horn, which emits a loud noise audible 200 feet away. A random creature in that area not already friendly to you must succeed on a DC 15 Charisma saving throw or be charmed by you for 30 minutes. The charmed creature immediately seeks you out. Once you use the horn in this way, you can't use it again until the next dawn.

### JAVELIN OF BACK BITING

*Weapon (javelin), rare*

This cursed javelin appears to be a *javelin of piercing* (see below). If you make a ranged attack using this javelin and miss your target, the javelin curves back and strikes you for maximum damage.

### JAVELIN OF PIERCING

*Weapon (javelin), uncommon*

You have a +3 bonus to attack and damage rolls made with this magical javelin. On a hit, it deals 3d6 base damage, and its range is 60 feet (long range 240 feet). The javelin disintegrates after dealing damage.

### JAVELIN OF THE VAMPIRE

*Weapon (javelin), rare*

You have a +1 bonus to attack and damage rolls made with this magic weapon. When you activate its vampiric ability and hit a non-undead creature with the javelin, the target takes an additional 11 (2d10) necrotic damage. You regain hit points equal to the necrotic damage.

The javelin's vampiric property can't be used again until the next dawn. In the meantime, the javelin can still be used as a magic weapon.

### KEY OF OPENING

*Wondrous item, rare*

When you use an action to touch a locked object (door, container, etc.) with this key, the key unlocks and opens the object. If the object was trapped, the trap is not triggered and may be temporarily or permanently disabled (determined by the GM).

### LIBRAM OF GAINFUL CONJURATION

*Wondrous item, very rare*

This book describes arcane spellcasting techniques, and its words are charged with magic. If you are a spellcaster and spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, you permanently gain an additional 1st level spell slot and an additional 2nd level spell slot. You may only use the spell slots if you are sufficiently high level to cast spells of that level. The libram then loses its magic, but regains it in a century.

### MAGE BOOK OF STORED POWER

*Wondrous item, very rare (requires attunement by a by a spellcaster)*

This book stores spells cast into it, holding them until the attuned wearer uses them. The book can store up to 7 levels worth of spells at a time. When found, it contains 1d6 + 1 levels of stored spells chosen by the GM.

Any creature can cast a spell of 1st through 5th level into the book by touching the book as the spell is cast. The spell has no effect, other than to be stored in the book. If the book can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses. While holding this book, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the book is no longer stored in it, freeing up space.

### MAGICSLAYER LONGSWORD

*Weapon, rare*

You have a +1 bonus to attack and damage rolls made with this magic weapon. You have a +2 bonus to attack and damage rolls made with it against celestials, fey, fiends, and spellcasters.

### MAP OF FINDING

*Wondrous item, uncommon*

This rolled parchment map has 3 charges. You may use an action to expend a charge to use the map to cast the *locate object* spell. The map regains all expended charges daily at dawn.



## MISTWOOD BOW

*Weapon, rare*

This bow is made from the wood of the rare mistwood tree. You have a +1 bonus to attack and damage rolls made with this magical weapon. Additionally, while holding the bow you can use a bonus action to conjure a magical arrow. The magical arrow only stays in existence for 1 minute. If used to make a ranged weapon attack, the magical arrow automatically hits its target. The target takes an additional 1d6 piercing damage. You cannot conjure another arrow with the bow until the next dawn.

## MOON ARMOR

*Armor (any), rare (requires attunement)*

You have a +2 bonus to your AC while wearing this magical armor and are immune to lycanthropy. Each time a lycanthrope hits you with a melee attack while within 5 feet of you, it takes 1d8 force damage. You can use an action to speak the armor's command word to create a flash of bright light (characteristics of daylight spell); the nearest undead creature within 30 feet of you must succeed on a DC 14 Constitution saving throw or take 2d6 radiant damage. This ability of the armor cannot be used again until the next moonrise.

## OIL OF ARMOR

*Potion, very rare*

This clear, viscous oil can coat one set of armor or two shields. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and confers a +2 AC bonus to its wearer/user.

## OIL OF TREASURE ALTERATION

*Wondrous item, rare*

When you use an action to apply this oil to up to 500 metal coins, they are alchemically transformed. Copper coins become silver. Silver coins become electrum. Electrum coins become gold. Gold coins become platinum. Platinum coins double in number.

## PARCHMENT OF KARBON

*Scroll, very rare*

Appearing as a simple piece of parchment, these magical sheets can duplicate virtually any scroll of either normal or magical nature. If you stack this item directly on the single page document to be copied and utter the word "Karbon," the parchment of Karbon bursts into flames, and you take 1 point of fire damage. The parchment is destroyed, but in its place is a copy of the original document.

## POTION OF DELUSION

*Potion, uncommon*

When you drink this potion, you must succeed on a DC 15 Wisdom saving throw or experience a powerful delusion for up to 1 hour. Either you believe yourself to be under the influence of another type of potion or experience a delusion specific to your surroundings/circumstances.

## POTION OF FIRE BREATH

*Potion, rare*

After drinking this potion, you may use a bonus action to breathe a line of fire 5 feet wide and 30 feet long. Any creature in that area must make a DC 13 Dexterity saving throw, taking 4d8 fire damage on a failure or half as much damage on a success.

## POTION OF PROTECTION

*Potion, uncommon (+1), rare (+2), very rare (+3)*

When you drink this potion, you gain a bonus to your AC for 1 minute. The bonus is determined by the potion's rarity.

## POTION OF REFLECTION

*Potion, rare*

For 1 hour after drinking this potion, you have advantage on saving throws against the first spell that targets only you (not in an area of effect). If the save is successful and the spell is 7th level or lower, the spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.



## POTION OF REGENERATION

*Potion, rare*

When you drink this potion, you regain 1 hit point immediately and at the start of each of your turns for 10 minutes. (10 hit points per minute)



## POTION OF TREASURE DETECTION

*Potion, uncommon*

When you drink this potion, for the next 10 minutes you know the direction but not distance of the nearest substantial supply of precious metals or gems (100 gp value or higher) within 1 mile.

## RING OF FLYING

*Ring, rare*

While wearing this ring, you can use an action to speak its command word and gain a flying speed equal to your walking speed for 1 hour. This property of the ring can't be used again until the next dawn.

## RING OF GREATER PROTECTION

*Ring, very rare*

You gain a +2 bonus to AC while wearing this ring.

## RING OF SPEED

*Ring, very rare (requires attunement)*

This ring has 3 charges. You may use an action to expend a charge to cast the *haste* spell on yourself (no concentration required). The ring regains 1d3 charges daily at dawn.

## RING OF WIZARDRY

*Ring, very rare (requires attunement by a sorcerer, warlock, or wizard)*

While wearing this unassuming gold ring, you have an additional 1st level spell slot and an additional 2nd level spell slot each day. You do not gain slots for spell levels you are not capable of casting.

## ROD OF LEADERSHIP

*Rod, rare (requires attunement)*

This rod has 3 charges. You may use an action to expend a charge to cause all creatures you designate within 30 feet to have advantage on saving throws against fear effects for 10 minutes. You may expend 3 charges to cause all creatures you designate within 30 feet to be immune to fear effects and the frightened condition for 1 minute. The rod regains 1d3 charges daily at dawn.

## ROD OF SMITING

*Rod, very rare (requires attunement by a spellcaster)*

This rod can be wielded as a magic mace that grants a +1 bonus to attack and damage rolls made with it. Once you attune to the rod, you are considered proficient with it.

The rod has 10 charges. When you hit with a melee attack using it, you can expend up to 3 of its charges. For each charge you expend, the target takes an extra 1d8 force damage. The rod regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the rod becomes nonmagical.

## RYKEVIST'S SNOW GLOBE

*Wondrous item, legendary*

This crystal snow globe contains a scene of blowing snow. You can use an action to speak the globe's command word, targeting a creature that you can see within 60 feet of you. If the target is native to the Elemental Plane of Water or if it's innate (not based on a carried weapon) attacks deal cold damage, the target must succeed on a DC 16 Wisdom saving throw or be trapped in the snow globe. If the target has been trapped in the snow globe before, it has advantage on its saving throw. Once trapped, a creature remains in the snow globe until released. The snow globe can hold only one creature at a time. A creature trapped in the snow globe doesn't need to breathe, eat, or drink and doesn't age.

While touching the snow globe, you can use an action to release the creature the globe contains. The creature is friendly to you and your companions for 1 hour and obeys your commands for that duration. If you give no commands or give it a command that is likely to result in its death, it defends itself but otherwise takes no actions. At the end of the duration, the creature acts in accordance with its normal disposition and alignment. A creature may not be targeted by the globe for 24 hours after it is released. An *identify* spell reveals that a creature is inside the snow globe, but the only way to determine the type of creature is to release it. A newly discovered snow globe might already contain a creature chosen by the GM or determined randomly.

d100	Contents
01–50	Empty
51–55	Ice Mephit
56–60	Water Elemental
61–65	Winter Wolf
66–70	Frost Salamander (see <b>Appendix I: New Monsters</b> )
71–75	Marid
76–80	Ice Devil
81–85	Wyrmling White Dragon
86–90	Young White Dragon
91–94	Wyrmling Silver Dragon
95–98	Young Silver Dragon
99	Adult White Dragon
100	Adult Silver Dragon



### RYKEVIST'S SNOWFLAKE

*Wondrous item, very rare (requires attunement)*

While wearing this silver pendant shaped like a snowflake, you are less vulnerable to the cold in a number of ways. You have resistance to cold damage and advantage on saving throws against spells that deal cold-damage. Regardless of your clothing, you cannot experience frostbite or exhaustion as a result of exposure to cold environments. You have advantage on any ability check made to avoid falling on snow or ice.

### SCALE SLAYER

*Weapon (any sword), rare (requires attunement)*

You have a +1 bonus to attack and damage rolls made with this magic weapon. You have a +3 bonus to attack and damage rolls made with this magic weapon against all creatures with scales such as reptiles, dragons, etc.

### SCARAB OF ENRAGING ENEMIES

*Wondrous item, rare (requires attunement)*

While wearing this scarab, you can use an action to cause a non-undead creature within 30 feet of you to succeed on a DC 14 Wisdom saving throw or become enraged for 1 minute. While enraged, a creature must use its action to attack the nearest creature; it may repeat the saving throw at the end of each of its subsequent turns, ending the condition on itself on a success. You may not use this ability again until the next dawn.

### SCROLL OF DUPLICATION

*Scroll, very rare*

When you spend a minute reading this scroll, a duplicate of yourself appears in an unoccupied space within 30 feet of you, and the scroll disintegrates. The duplicate has your physical and mental characteristics including hit points and ability scores, but not spellcasting abilities. It possesses clothing and equipment identical to that which you are wearing or carrying, but none of its equipment is magical. For example, a **+1 longsword** would appear as an ordinary longsword on the duplicate. The duplicate obeys your commands to the best of its ability. If it is reduced to 0 hit points or after 1 hour has passed, it winks out of existence, leaving behind any items it acquired after it was created.

### SCROLL OF RECALL

*Scroll, uncommon*

When you use an action to read this scroll, you regain one expended spell slot of 3rd level or less.

### SHADOW ARMOR

*Armor (any), rare (requires attunement)*

You have a +1 bonus to your AC while wearing this magical armor. When you attune to it, you gain a +2 bonus to Dexterity (Stealth) checks made while wearing it.

### SHIELD OF THE EYE

*Armor, very rare*

You have a +1 bonus to AC while using this shield which has an eye painted on its defensive side. You may use an action to cast *true seeing* on yourself from the shield. Once you have used this ability, it cannot be used again until the next dawn.

### SILVER ROSE OF SLEEP

*Wondrous item, rare*

When you use an action to speak its command word and throw this rose to a spot within 40 feet of you, a *sleep* spell is cast centered on the location where the rose lands (affecting 17d8 hit points worth of creatures).

### SPIRIT RING

*Ring, very rare (requires attunement by a human, half-elf, or half-orc)*

When you wear this jade ring in the shape of a coiled serpent and are exposed to poison, you may use an action or reaction to activate the ring and become immune to poison damage and the poisoned condition for 1 minute. This ability does not function again until the next dawn.

When you attune to this ring, you are compelled to travel to the Forbidden City (see module TM4 *Legacy of the Forbidden City*) without delay, but in secrecy. You do everything in your power to make the trek and eliminates anyone attempting to stop you. A *remove curse* spell eliminates the quest-like function of the ring.

### STAR MACE

*Weapon, very rare (requires attunement by a cleric)*

The handle of this mace is made of clearsteel (a metal that is as transparent as glass), and it has a golden head that resembles a glowing sun. You have a +2 bonus to attack and damage rolls made with this magical weapon.

You can also use an action to use the mace to cast the *light* spell at will. Or you can use an action to cause the mace to project a beam of starlight at a creature within 50 feet of you. That creature is affected if by a *sacred flame* spell (4d8 radiant damage). This starlight beam ability may not be used again until the next dawn.



## SUN LANTERN

*Wondrous item, rare*

This brass lantern has 3 charges. While holding it, you can use an action to expend one of its charges to cause it to emit bright light for 1 hour (like the *daylight* spell). The first time undead are exposed to this light they are affected as if by a *sacred flame* spell (cast by a 1st level spellcaster).

The lantern regains all expended charges daily at dawn.

## SUN STAFF

*Weapon (quarterstaff), very rare (requires attunement by a by a spellcaster)*

You have a +1 bonus to attack and damage rolls made with this magical staff. While you hold it, you gain a +1 bonus to your AC. When you hit an undead creature with a melee attack using this staff, you deal an additional 1d8 radiant damage.

You may use an action to cast the *light* spell from this staff.

## TOME OF POTIONS

*Wondrous item, rare*

This tome has the instructions to make 1d3 potion types using only commonly available ingredients. If you spend 1 hour reading the tome, you can memorize one of the recipes; the pages related to that recipe are erased from the tome. It takes 1d10 days to make a single potion at a cost of 1d12 x 100 gp per potion. After 30 days, or once you finish making a potion using one of these recipes, you forget the instructions. If you attempt to teach another person a memorized recipe or write it down, it fades from your memory.

## WAND OF DEATH

*Wand, very rare (requires attunement)*

This wand has 5 charges. While holding it, you can use an action to expend 1 charge to shoot a death ray at a creature within 60 feet that you can see. The creature must make a DC 15 Constitution saving throw, taking 35 (10d6) necrotic damage on a failed save or half as much damage on a successful save. The wand regains 1d4 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

## WAND OF FROST

*Wand, rare (requires attunement by a by a spellcaster)*

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *cone of cold* spell (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn.

If you expend the wand's last charge, roll a d20. On a 1, the wand melts into a puddle of water and is destroyed.

## WAND OF LIGHT

*Wand, uncommon*

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *light* spell (save DC 12) from it.

The wand regains all expended charges daily at dawn.





## APPENDIX IV: MISCELLANEOUS CHARTS

The following charts may come in useful in certain situations. These charts are not designed to be completely thorough but provide enough variety of results to generate a solution.

### CHART 32: COLOR CHART

d12	Result
1	Green
2	Yellow
3	Blue
4	Black
5	White
6	Red
7	Purple
8	Tan
9	Pink
10	Brown
11	Gray
12	Magenta

### CHART 33: METAL CHART

d10	Result
1	Steel
2	Copper
3	Gold
4	Silver
5	Platinum
6	Electrum
7	Tin
8	Aluminum
9	Brass
10	Mercury

### CHART 34: DUNGEON CORRIDOR/ROOM EFFECTS

d10	Result
1	Dusty
2	Cool breeze
3	Warm breeze
4	Cold breeze
5	Hot breeze
6	Damp
7	Algae
8	Spider webs
9	Dry
10	Slimy

### CHART 35: TEMPERATURE

d8	Result
1	Frigid
2	Cold
3	Cool
4-5	Moderate
6	Warm
7	Hot
8	Searing

### CHART 36: SPECIAL CREATURE KNOWLEDGE

d6	Result
1	Secret
2	History of dungeon
3	No knowledge of surroundings
4	General knowledge of immediate surroundings
5	Aware of a secret chamber
6	Knows weakness of specific creature

**Secret:** The creature knows a secret of a specific creature or item on this level of the dungeon. The secret can be something innocuous such as a relationship, a pact, or an ambition. Another form of secret is that of a hidden treasure or item.

**History of Dungeon:** This creature knows the detailed history of the dungeon, or at least thinks it knows the history.

**No Knowledge of Surroundings:** The creature is ignorant of the dungeon as a whole as well as its current neighbors and locales.



**Aware of Secret Chamber:** The creature knows of at least one secret door or chamber on this level of the dungeon. The creature is not aware of what lies beyond the secret door.

**Knows Weakness of Specific Creature:** The creature is aware, in varying detail, of a major creature in the dungeon and a possible weakness or vulnerability. This can be directly related to the creature or that a hidden passage allows access to the creature's lair.

### CHART 37: ADVENTURING / CAMP GEAR

d24	Result
1	Empty pack
2	Empty sack, small
3	Empty sack, large
4	Bedroll
5	Blanket
6	Tinderbox
7	Torch (1d4)
8	Lantern
9	Oil flask (1d3)
10	Tent (one person)
11	Tent (two person)
12	Tent (four person)
13	Candle set (8)
14	Frying pan
15	Kettle, small
16	Waterskin
17	Wineskin
18	Keg of ale, small
19	Food ration (one day)
20	Food ration (two days)
21	Cord of wood
22	50' rope
23	10' pole
24	Hammer and spikes (6)

### CHART 38: VERMIN

d20	Result
1	Mouse
2	Mice (1d4+1)
3	Cockroach
4	Cockroaches (1d100)
5	Albino cockroach
6	Fly
7	Flies (1d100)
8	Biting fly
9	Biting flies (2d6)
10	Rat snake
11	Common rat
12	Common rats (2d12)
13	Toad
14	Toads (2d6)
15	Frog
16	Frogs (2d4)
17	Spider
18	Spiders (1d100)
19	Flying insects, gnats (1d4 x 100)
20	Mosquitoes (1d100)

All vermin are considered **AC 10** and have 1 hit point (automatically killed if struck). Only mosquitoes are aggressive and seek to attack characters.

**Mouse/Mice:** Not harmful to the characters but can get into and spoil food; cause disease if eaten.

**Cockroach:** Not harmful to characters.

**Albino Cockroach:** Nothing but a curiosity

**Fly/Flies:** Not harmful but slightly irritating as it may circle the heads of characters.

**Biting Fly/Flies:** Does not inflict hit point damage but painful and persistent.

**Rat Snake:** Not venomous, and bite causes 1 point of piercing damage. Not aggressive; always flees.

**Rat, Common:** Avoids contact with creatures larger than itself. Bite causes 1 point of piercing damage and 10% chance of contracting disease.

**Toad:** Not harmful to characters. If eaten, 10% chance of contracting disease.

**Frog:** Not harmful to characters. Can be eaten.

**Spider:** Not venomous or harmful to characters. Often in a spider web.

**Flying Insects, Gnats:** Mildly irritating, fly about heads of characters.

**Mosquitoes:** Aggressively attempt to bite characters. No damage; 2% chance of causing disease.



### CHART 39: ROOM, SPECIAL CONTENTS

d20	Result
1	Slime, walls
2	Slime, all surfaces
3	Puddle of dirty water
4	Puddle of clear water
5	Bloodstain, dry
6	Bloodstain, wet
7	Ooze puddle
8	Dripping water
9	Algae
10	Mushroom
11	Mushroom patch
12	Guano
13	Splintered bones
14	Tree branch
15	Pile of rotted wood
16	Dirt, pile
17	Broken stones/bricks/blocks
18	Garbage, general
19	Article of clothing (roll on <b>Chart 42: Article of Clothing</b> )
20	Broken weapon (roll on <b>Chart 43: Weapons</b> )

These contents are meant only to create an atmosphere in a chamber, stair, or corridor. There is nothing of real value, but an enterprising player may devise a use for something. In general, when an empty room is encountered, roll one or more times to add flavor to the description.

**Slime:** Possibly slippery if stepped on; character succeeds on a DC 8 Dexterity saving throw or falls down.

**Puddle:** A small amount of water that is typically less than one inch deep. A creature consuming this water, clear or dirty, must succeed on a DC 10 Constitution saving throw or contract a disease.

**Bloodstain:** No identification is possible.

**Ooze Puddle:** This sticky, jelly-like liquid can come in any color (roll on **Chart 32: Color Chart**). It is harmless, though it may smell very bad.

**Dripping Water:** Can be collected and consumed with no chance of illness.

**Algae:** Common in damp dungeons; no applicable use or danger. However, biting flies often use it as a lair.

**Mushroom:** Most are poisonous if consumed (75%; succeed on a DC 10 Constitution saving throw or take 2d12 poison damage).

**Guano:** The spoor of some creature within the dungeon.

**Splintered Bones:** Not identifiable.

**Tree Branch:** A curiosity.

**Pile of Rotted Wood:** Often home to some type of vermin (75%). Burns at double rate of normal wood.

**Dirt, Pile:** Left by some denizen of the dungeon. Often home to mice or rats (75%).

**Broken Stones/Bricks/Blocks:** Damaged pieces that cannot be used in construction. Often home to some sort of vermin (75%).

**Garbage, General:** This pile, or piles, of garbage include broken pieces of common items (utensils, plates, mugs), ruined clothing, rotting food, etc. Often home to vermin (50%).

**Article of Clothing:** A single piece of clothing or footwear. Damaged 90% of the time.

**Broken Weapon:** Completely unusable and not repairable.

### CHART 40: NOISE IN THE DUNGEON

d12	Result
1	Creaking door
2	Breaking door
3	Loud crash
4	Distant/soft crash
5	High-pitched scream
6	Pain-filled scream
7	Call of help
8	Scraping
9	Whistling
10	Battle/combat sounds
11	Explosion
12	Faint whispers

### CHART 41: SMELLS IN THE DUNGEON

d6	Result
1	Sour
2	Sweet
3	Noxious
4	Smoke/Burning
5	Cooking/Food
6	Foul/Something Dead



#### CHART 42: ARTICLE OF CLOTHING

d12	Result
1	Hat
2	Cap
3	Jacket
4	Coat
5	Shirt
6	Pants
7	Socks
8	Shoe
9	Shoes, pair
10	Boot
11	Boots, pair
12	Sandal

Clothing found loose in the dungeon is often in disrepair and unusable. It is often accompanied by a stench of unknown origin (80%). None of the clothing is remarkable other than the lone sandal that has the letters "GG" carved into the sole.

#### CHART 43: WEAPONS

d30	Result
1	Battleaxe
2	Club
3	Crossbow, Light
4	Crossbow, Heavy
5	Dagger (25% are silver)
6	Dart

7	Greataxe
8	Greatclub
9	Greatsword
10	Halberd
11	Handaxe
12	Javelin
13	Lance
14	Light Hammer
15	Longbow
16	Longsword
17	Mace
18	Maul
19	Morningstar
20	Rapier
21	Scimitar
22	Shortbow
23	Shortsword
24	Sickle
25	Sling
26	Spear
27	Staff
28	Trident
29	Warhammer
30	Whip



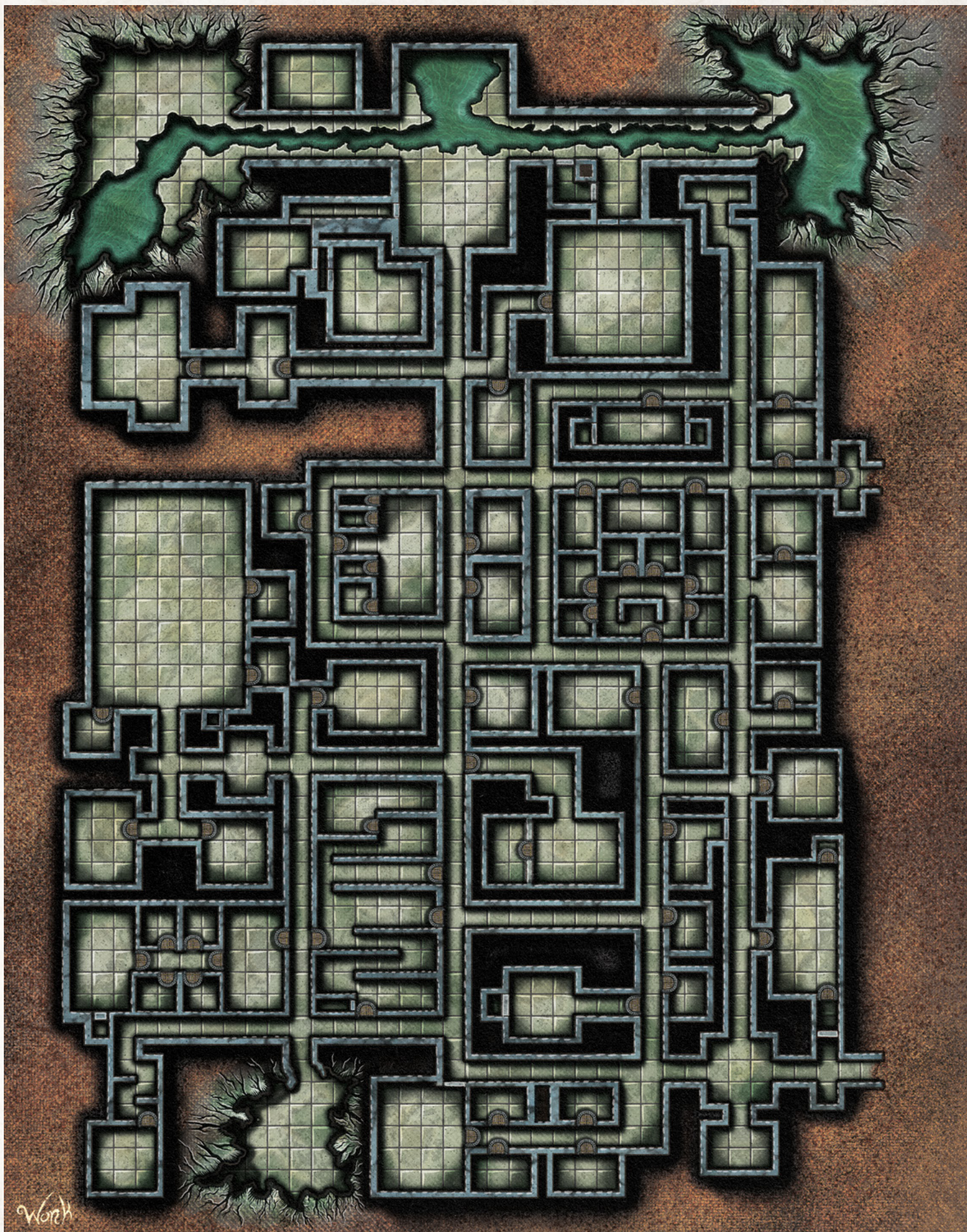
## APPENDIX V: BLANK MAPS

MAP EE1 (NO NUMBERS) .....	289	MAP EE6 (NO NUMBERS) .....	294
MAP EE2 (NO NUMBERS) .....	290	MAP EE7 (NO NUMBERS) .....	295
MAP EE3 (NO NUMBERS) .....	291	MAP EE8 (NO NUMBERS) .....	296
MAP EE4 (NO NUMBERS) .....	292	MAP EE9 (NO NUMBERS) .....	297
MAP EE5 (NO NUMBERS) .....	293	MAP EE10 (NO NUMBERS) .....	298



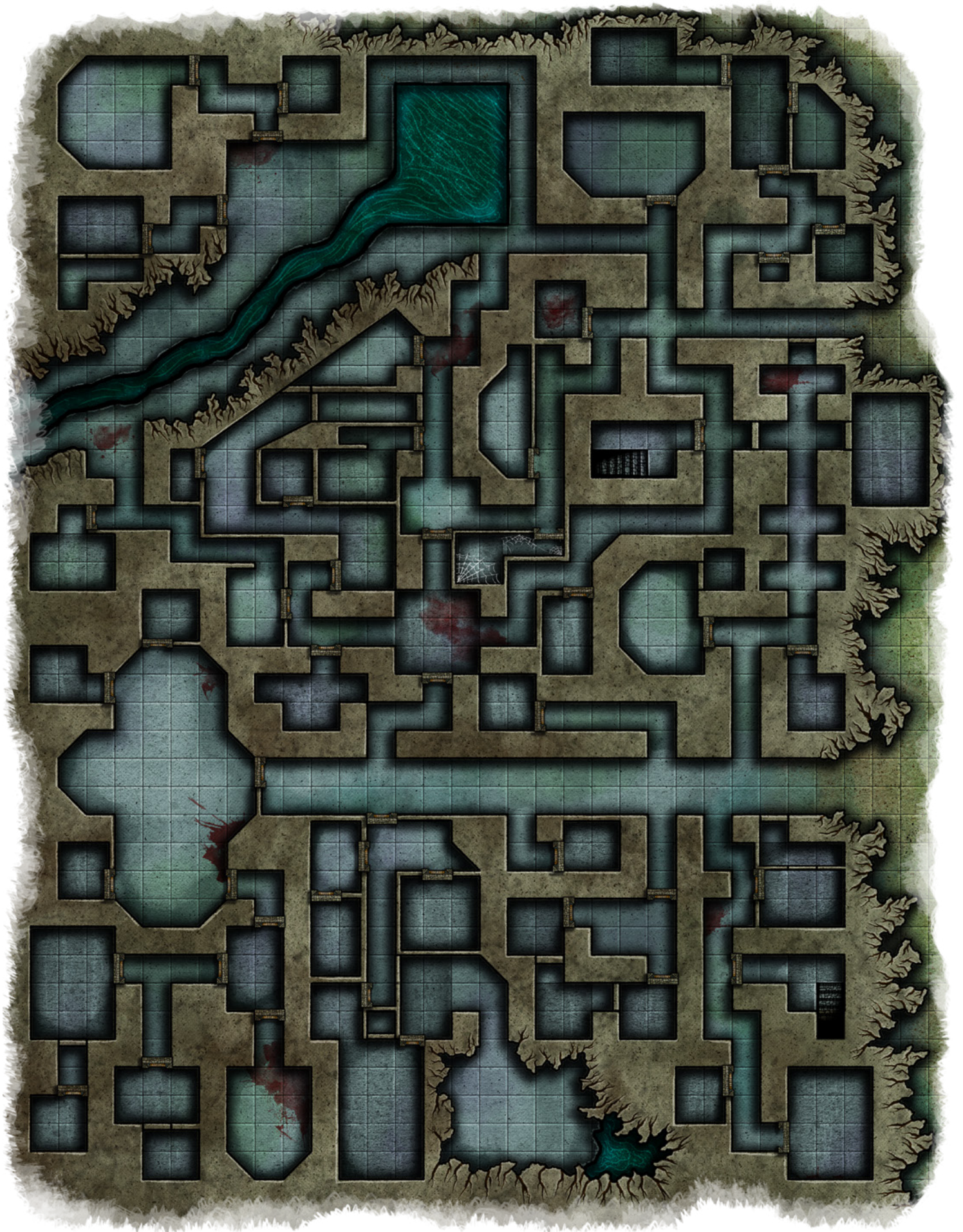
BLANK MAP 1 .....	299	BLANK MAP 5 .....	303
BLANK MAP 2 .....	300	BLANK MAP 6 .....	304
BLANK MAP 3 .....	301	BLANK MAP 7 .....	305
BLANK MAP 4 .....	302		





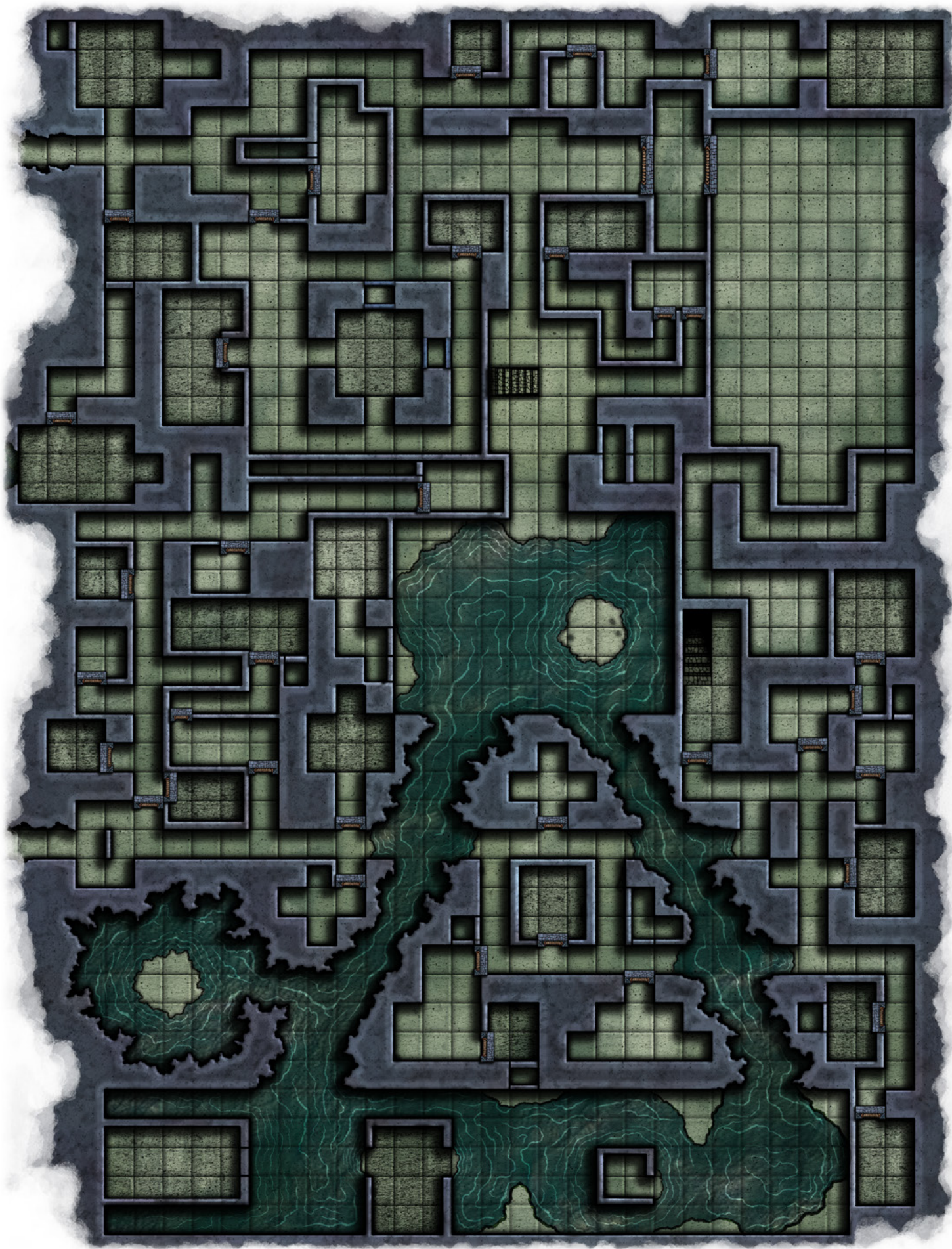
MAP EE1 (NO NUMBERS)





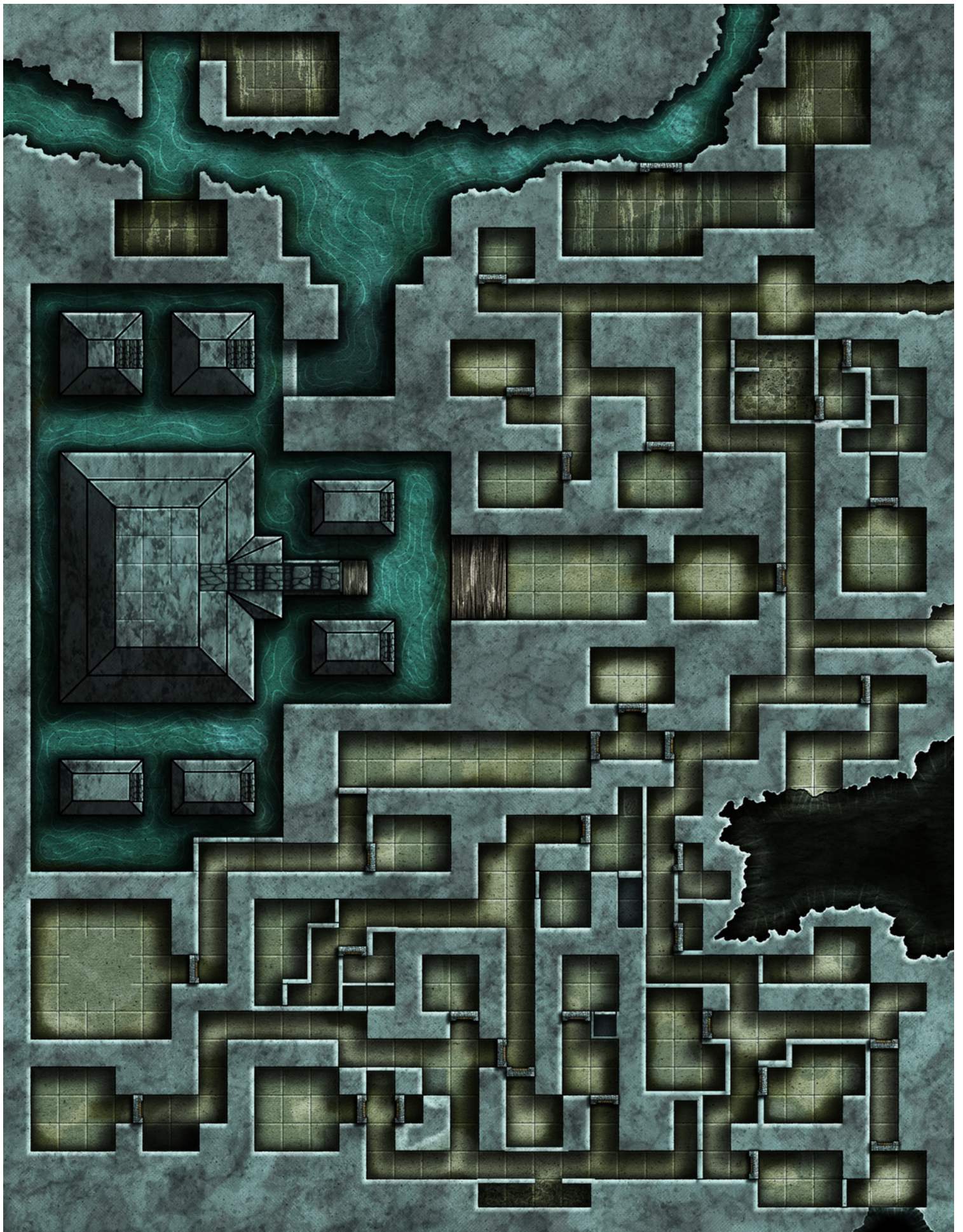
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MAP EE3 (NO NUMBERS)





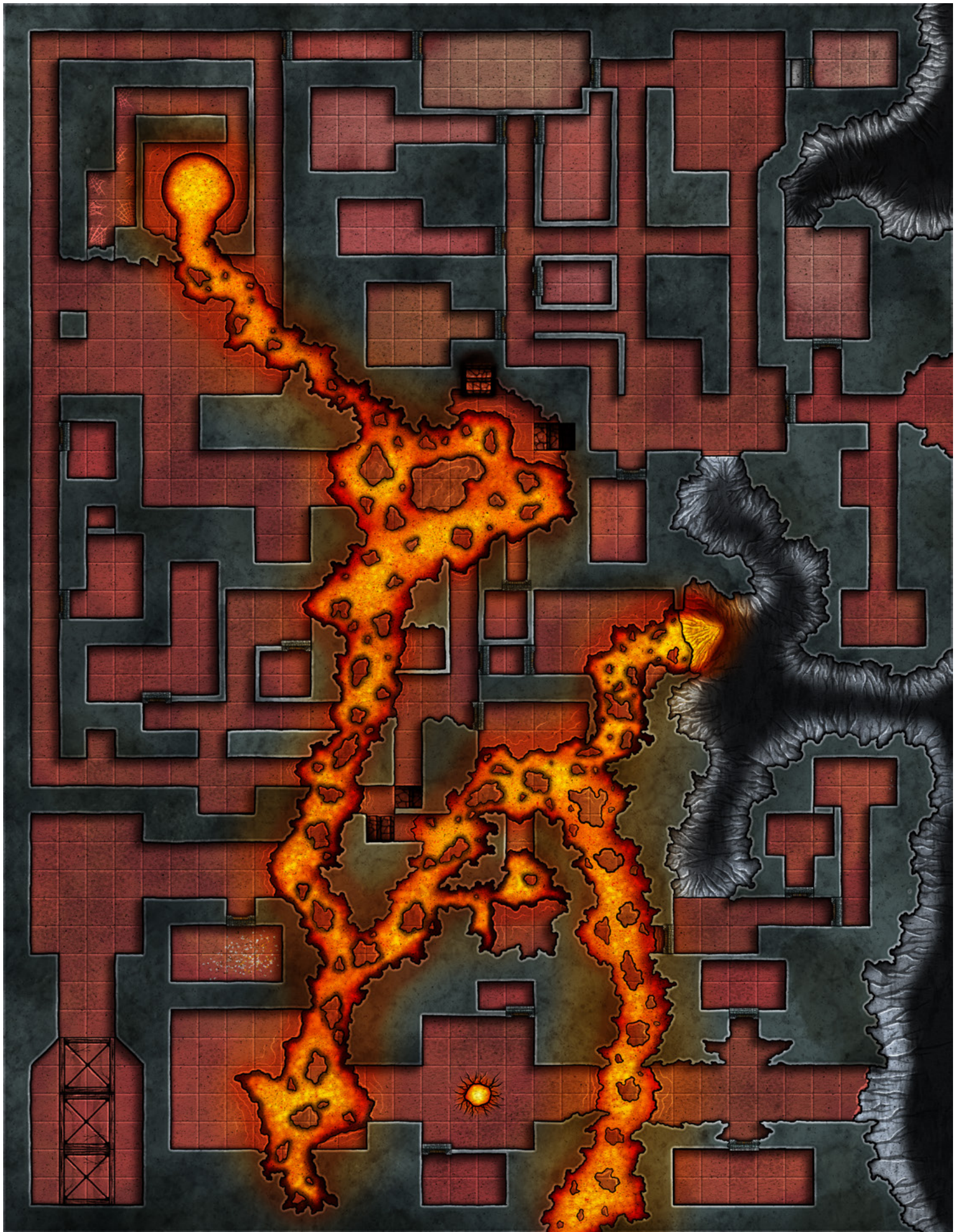
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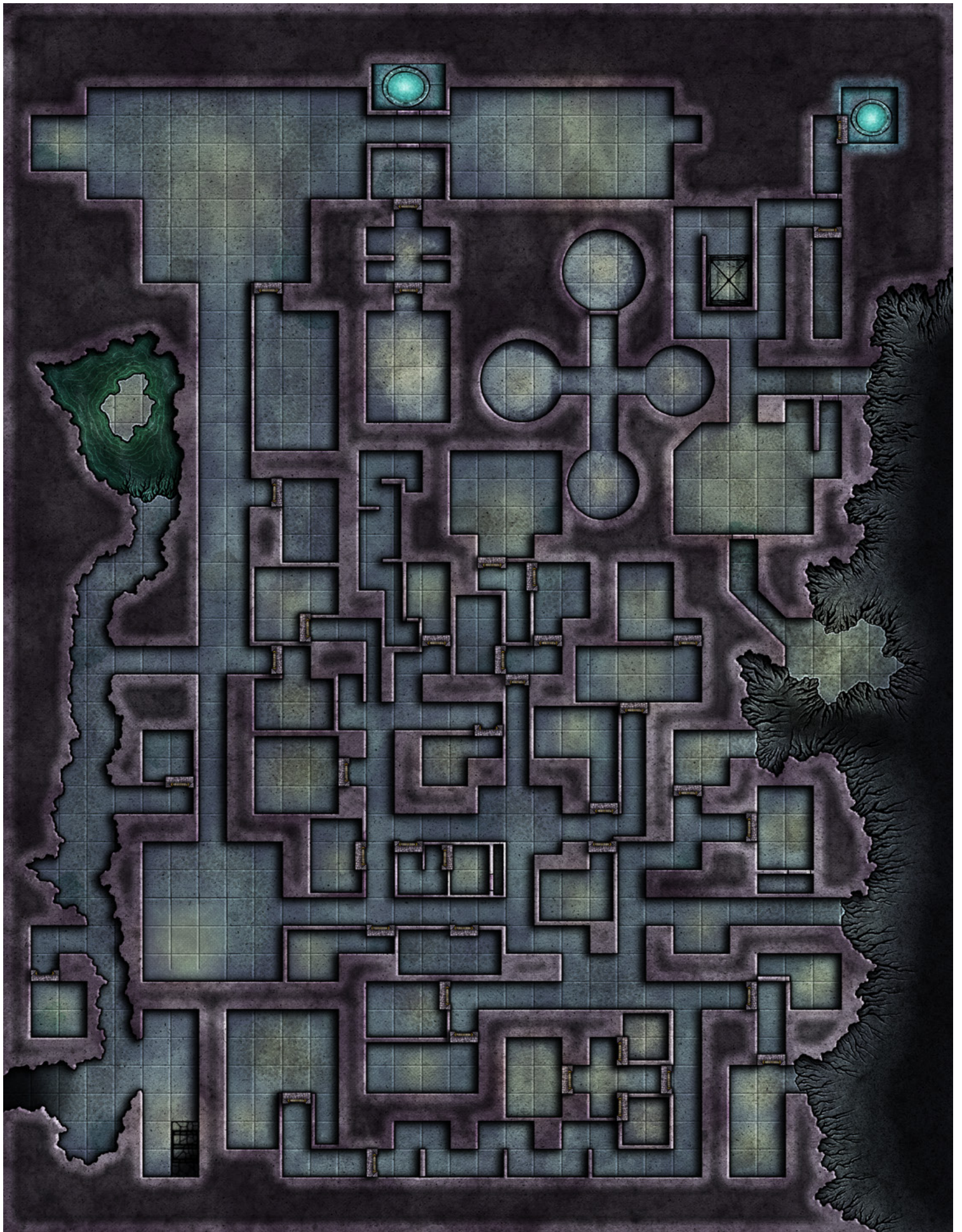
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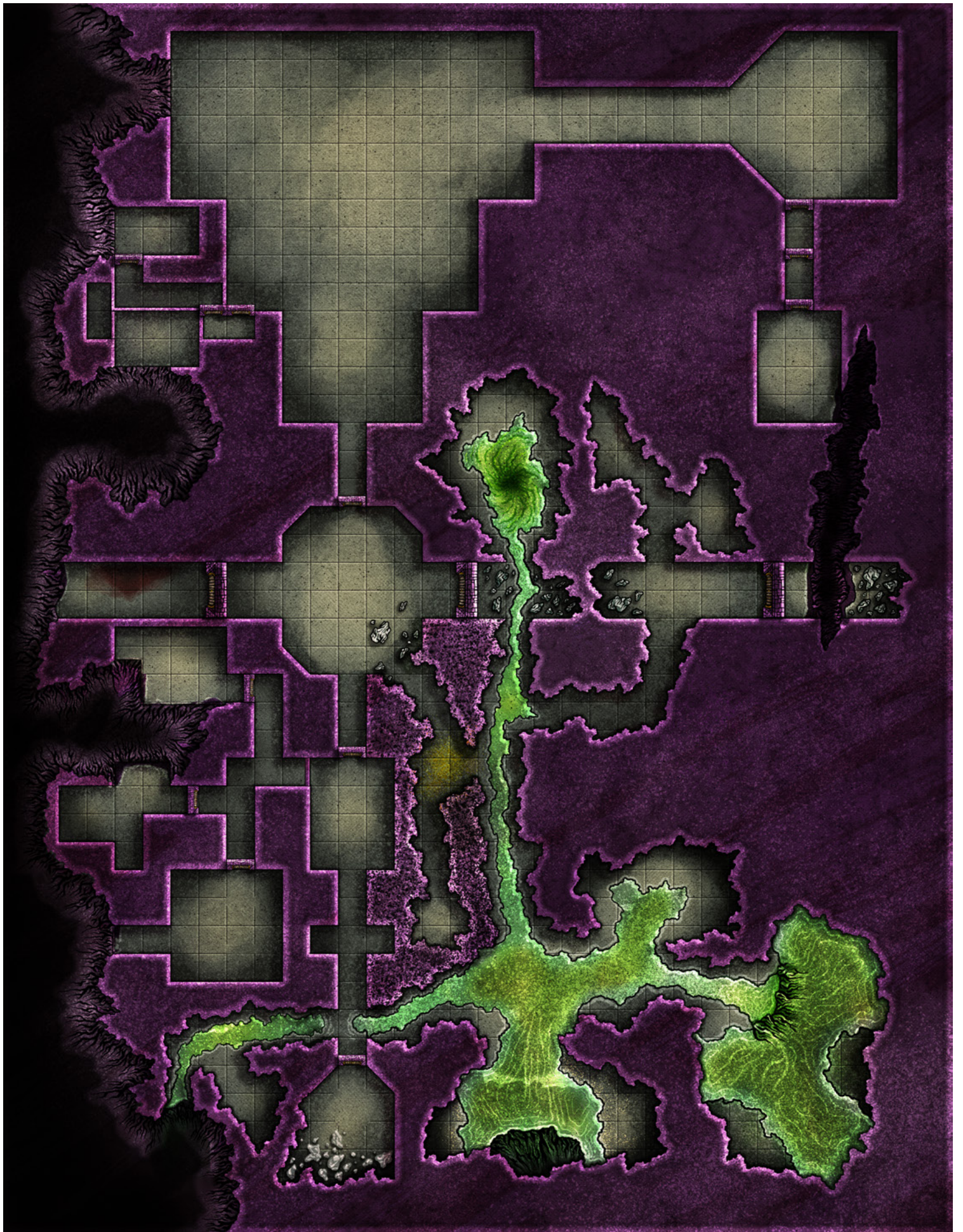
MAP EE6 (NO NUMBERS)





MAP EE7 (NO NUMBERS)





MAP EE8 (NO NUMBERS)





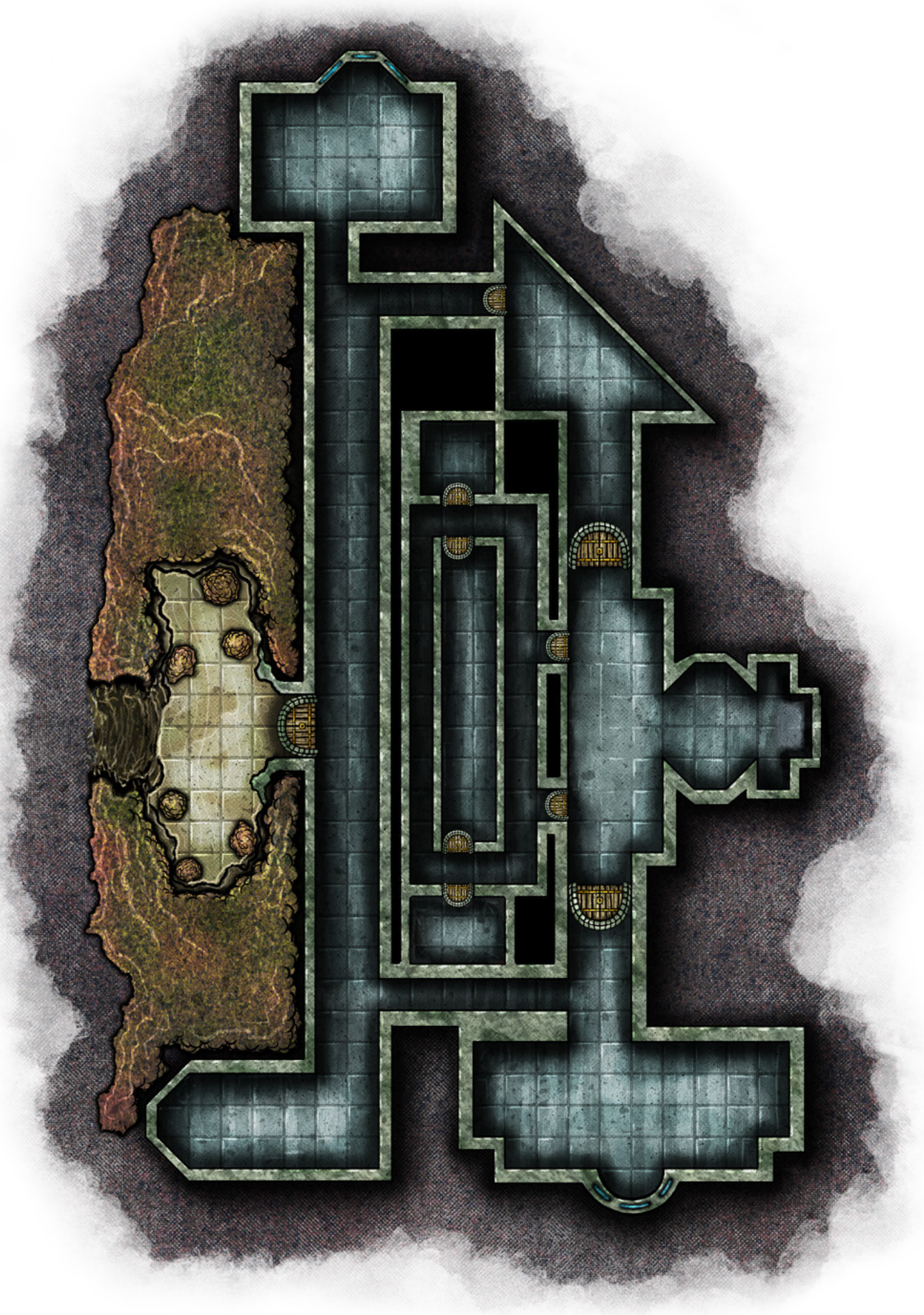
MAP EE9 (NO NUMBERS)





MAP EE10 (NO NUMBERS)





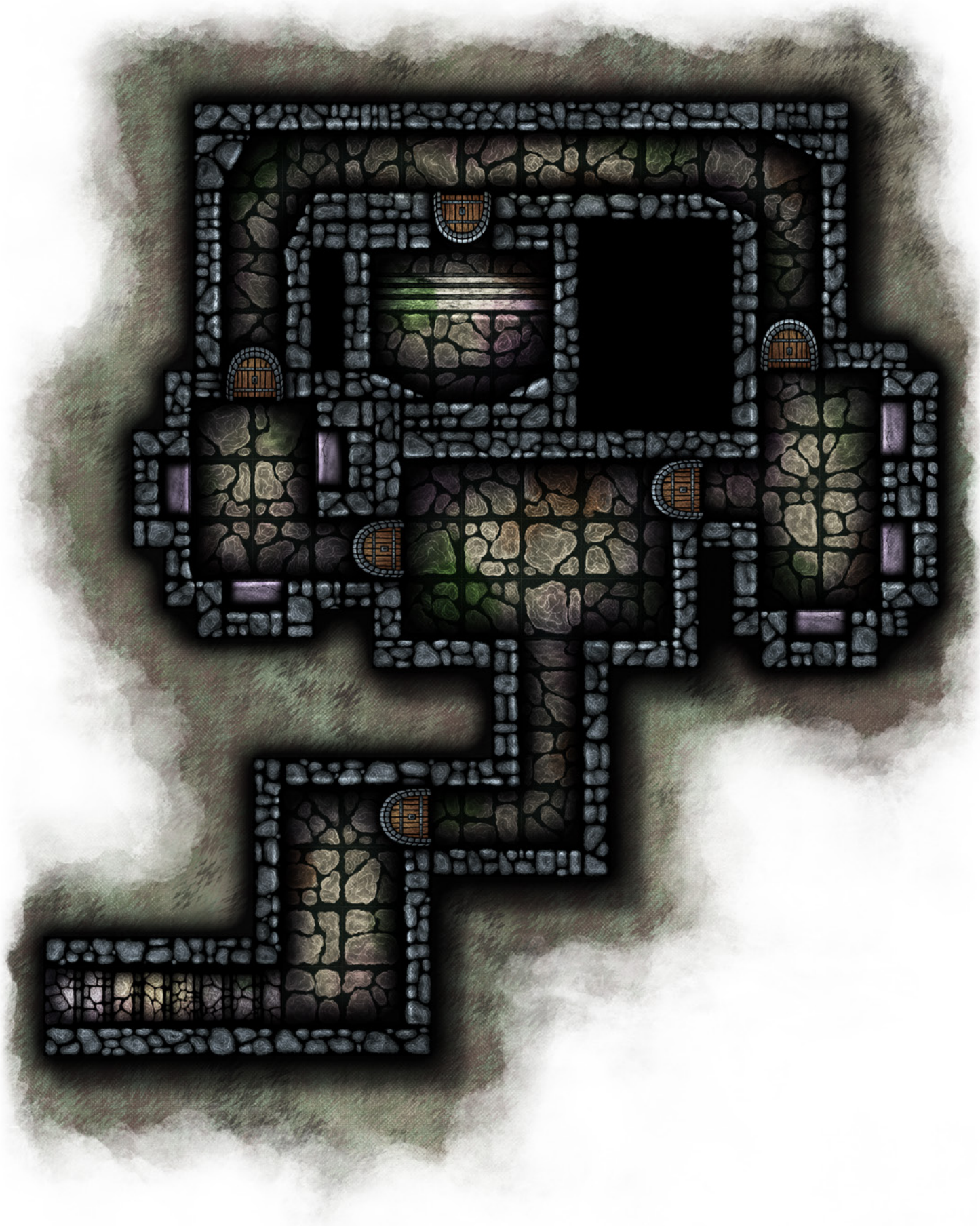
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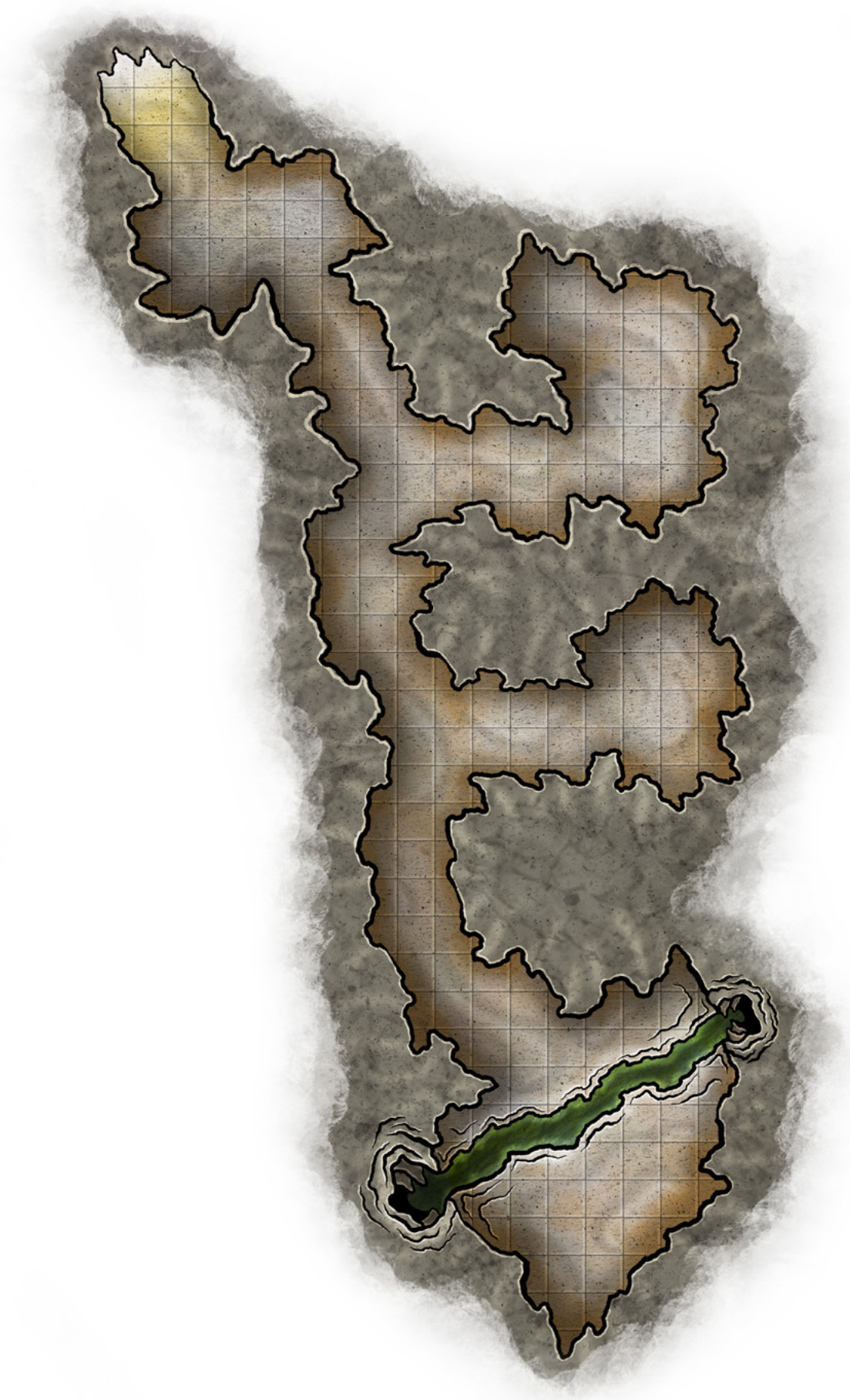
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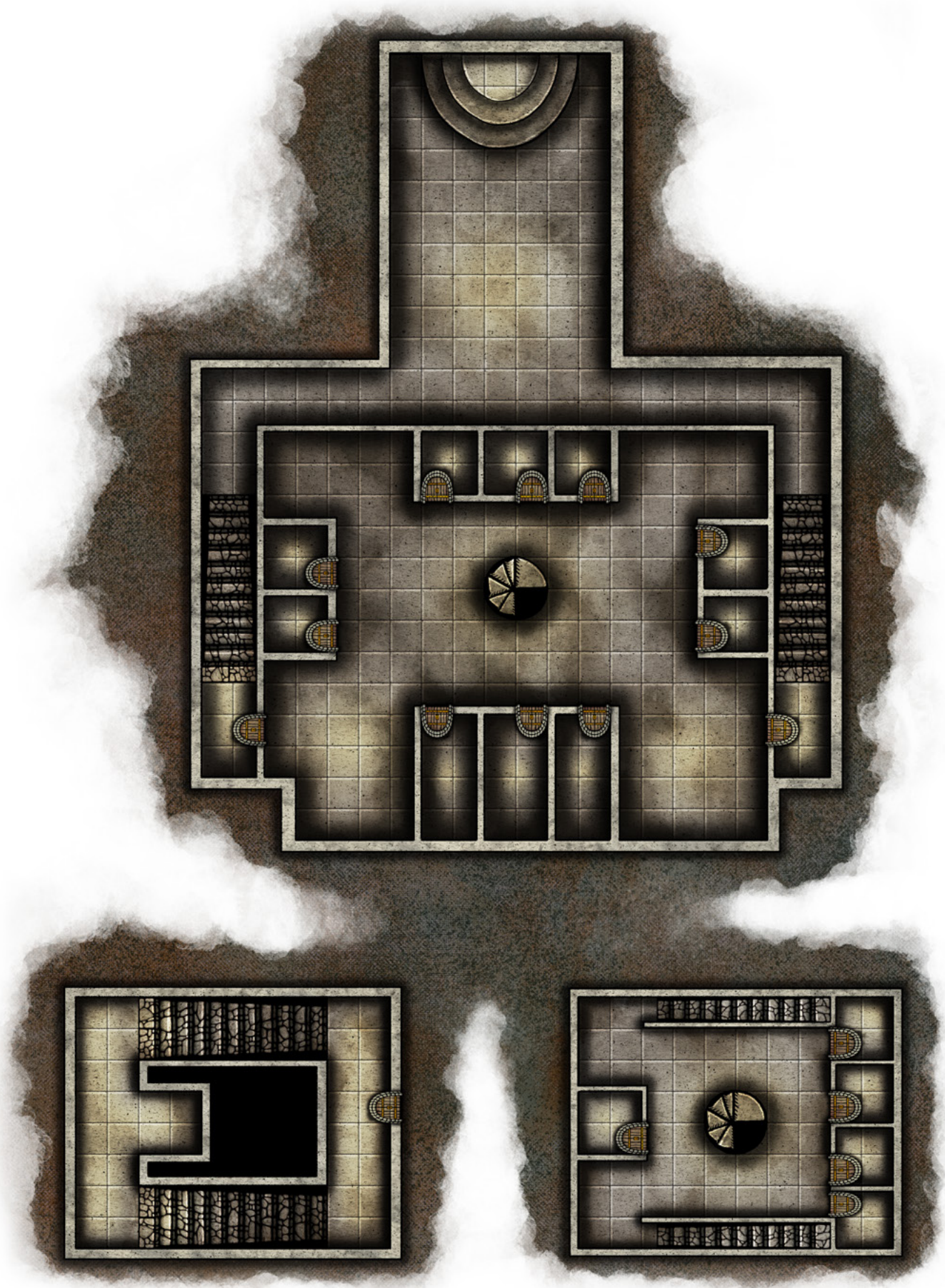
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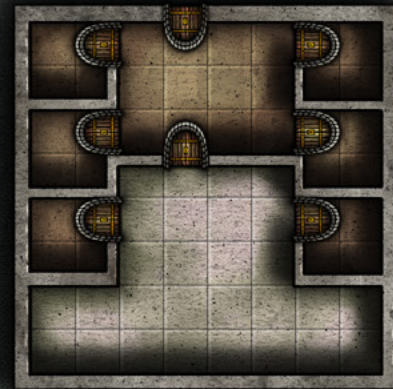
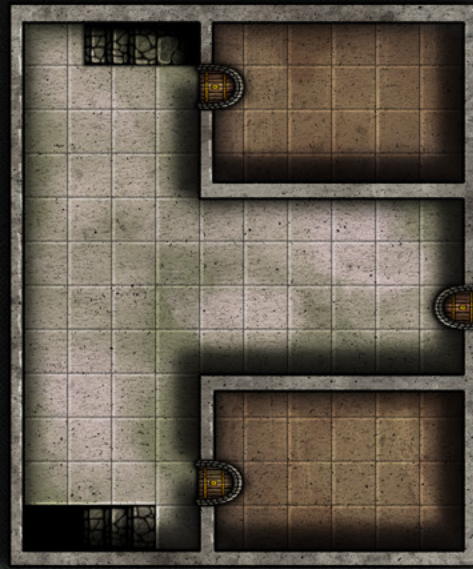
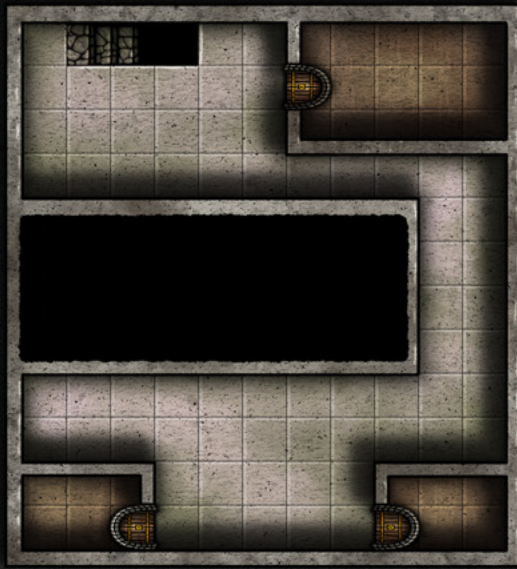
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