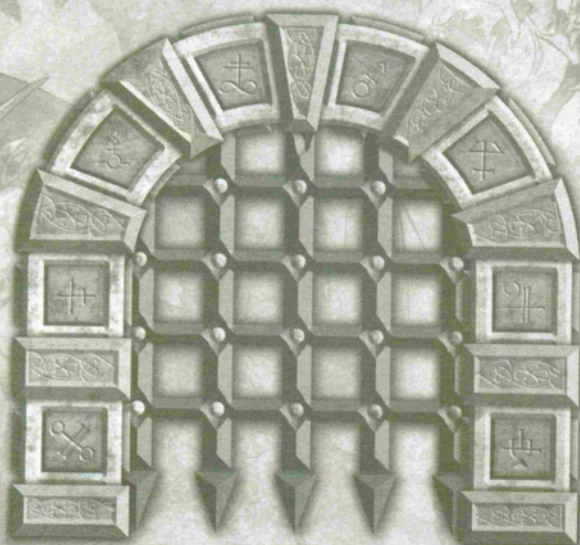# LEGENDS & LAIRS™

d20 system™

DUNGEON CRAFT™

A HANDBOOK FOR DESIGNING AND SURVIVING DEADLY DUNGEONS

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DUNGEONCRAFT

Contents

WELCOME

Fantasy Flight Games is pleased to present *Dungeoncraft*, the latest volume in our Legends & Lairs line of sourcebooks for the d20 System. *Dungeoncraft* gives players and DMs everything they need to create and play exciting dungeon adventures and campaigns.

Chapter 1 presents new rules for player characters in dungeons, including new prestige classes, feats, and equipment uniquely suited to dungeon environments. The chapter also provides tactics and advice for playing each of the core classes in dungeon adventures.

Chapter 2 describes the role of magic in dungeons. It presents a host of new spells and magic items that will prove invaluable to characters adventuring in dungeons and subterranean realms.

Chapter 3 describes the dangers of dungeons, including rules for environmental hazards, new systems for generating random encounters, and several new monsters that lair in dungeon environments.

Chapter 4 presents comprehensive information on designing and running dungeon adventures. It includes a complete dungeon design system that will help you map a dungeon and quickly stock it with monsters appropriate to your party's level. This chapter also includes new rules for monster morale and social geography in the dungeon, as well as dungeon templates that allow you to quickly and easily customize the dungeons you design.

Chapter 5 concludes the book with a number of fully detailed and unique encounter areas, such as the Chamber of Winds, the Rapids, and the Machine.

THE OPEN GAME LICENSE

CHAPTER ONE
CHARACTERS

CHARACTERS IN THE DUNGEON

Dungeon adventuring demands a few specific skills and talents from characters if they want to survive and prosper. Compared to city, wilderness, and other adventures, dungeons present more traps, tougher environmental conditions, and frequent combat in tight quarters. This section gives you recipes and ideas for building characters optimized for dungeon adventuring.

BARBARIAN

While barbarians tend to wear lighter armor than other combatants, their rage, fast movement, and uncanny dodge abilities make them better suited to handling dungeon encounters beyond combat. While other fighters may fall victim to traps, the barbarian's speed and agility allow him to avoid such hazards. In battle, the barbarian can provide devastating attacks while raging, but if caught winded a barbarian can be quickly overwhelmed.

Skills: In a dungeon, the barbarian's Climb, Intuit Direction, Jump, and Listen skills see a lot of use. These four skills allow a barbarian to cross most natural obstacles, such as cracks in a dungeon floor, navigate mazes, and detect enemies before they can get the drop on the party.

Feats: While most players opt for Power Attack and Cleave for a barbarian, do not overlook the utility of Expertise, Dodge, Mobility, and Spring Attack. Your barbarian can use these feats to improve his poor AC or avoid his foes' attacks. Power Attack and Cleave are great against weak, numerous foes. Against the powerful villains and monsters that pose the greatest threat to a party, the barbarian needs a good AC to survive. All too often, barbarians fall victim to purple worms, giant scorpions, and other monsters that rely on grapple and swallow attacks to overcome adventurers.

Two-Weapon Fighting is a very useful feat for a barbarian. While raging, your penalties to hit are reduced. Since your rage lasts for a limited time, this feat allows you to milk as many attacks as possible from those rounds.

BARD

While bards present a mix of skills, combat ability, and spellcasting talent, in practice they function similar to rogues and clerics. They make good supporting combatants, though they rarely should stand alongside the party's barbarians and fighters in battle. Their musical abilities improve the abilities of everyone in the party. Even if a bard does not have a direct impact on a battle, his skills, combat abilities, and spells make the party as a whole stronger.

Skills: For bards who plan to spend a lot of time in dungeons, Climb, Concentration, Decipher Script, Diplomacy, Hide, Intuit Direction, Jump, Listen, and Move Silently are excellent choices. These skills allow you to deal with hazards common to the dungeon environment, serve as a scout, and translate runes that may hold hints to progressing through the dungeon.

Feats: Since bards cannot wear heavy armor and reliably cast spells, they should never go toe-to-toe with the party's foes. Instead, you must rely on reach and missile weapons to take advantage of your good base attack bonus. Point Blank Shot, Rapid Shot, and Precise Shot combine to make a bard an excellent archer. Throw in Weapon Focus for an added punch. Alternatively, your bard can make use of reach weapons such as the long spear, glaive, or spiked chain. While you must use a feat to gain proficiency with these weapons, they allow you to hide behind the heavily armored members of the party and rain blows upon your foes. The guisarme's ability to trip foes allows you to take an opponent out of the fight and give your allies a bonus to hit him. Expertise combined with Improved Trip and Improved Disarm can turn your bard from a middling fighter into a critical component in the party's tactics. While you disarm and trip the enemy with your pole arm, the fighter and cleric move in for the kill.

CLERIC

The combat medics of the party, clerics are expected to fix the damage incurred by fighters who stumble into traps, rogues who skirt too close to a melee, and wizards who earn the attention of a squad of orc archers. While clerics are typically viewed as healers, the "combat" portion of "combat medic" should not be overlooked. They have a good base attack progression and can wear the heaviest armors available. Even a cleric who is a poor warrior can stand at the front lines and draw attacks away from other characters.

Domains: War is obviously a good choice, since it allows you to come close to a fighter's combat talents at low levels. Do not overlook the utility of the Healing domain. The additional bonus to cure spells pays off when the party needs healing. The Magic domain gives you limited arcane abilities. Invest a few gold pieces in arcane scrolls and wands and you can add damaging spells to your repertoire.

Skills: Concentration and Heal are the cleric's two most important skills. Concentration allows you to stand alongside the party's warriors and heal them without losing your spells. Heal is critically important to preserving characters who fall in battle. Eventually, Scry becomes important if you wish to use divinations to scout ahead.

Feats: Combat Casting is a great feat for clerics, since it allows them to use cure spells on fighters who are in melee and make use of magic that improves AC or provides other bonuses after the enemy engages the party. Furthermore, Combat Casting lets you cast touch spells such as *inflict light wounds* in melee. Power Attack and Cleave are underrated feats for clerics, especially since they have no base attack bonus prerequisite. A 1st-level cleric with the War domain can chop through kobolds, goblins, and even orcs with ease. Alertness is frequently overlooked as a good feat for clerics. Combined with their typically high Wisdom scores, they can serve as sentries and detect hidden threats even though neither Listen nor Spot are class skills.

DRUID

The druid's ties to nature make him seem like a poor choice for a dungeon adventure, but his animal companion's versatility and his blend of wizard and cleric spells make him a flexible spellcaster. In a pinch, a druid can fight alongside the party's fighters but his typically poor AC makes this an option of last resort. Druids make up for this weakness with animal companions, who sometimes can rival the party's fighters in effectiveness.

Animal Companions: Bats work well as scouts. Since they can see in the dark, you can send your bat companion forward to find monsters and report back using *speak with animals* or similar spells. With their ability to trip opponents, wolves disrupt your opponents and can set them up for a devastating attack from a barbarian or fighter. For raw fighting ability, bears, lions, and other big creatures can handle large numbers of weak monsters. Stock up on spells that improve your companions' AC or attacks, such as *magic fang*. Animals with the scent ability make ideal guards, as they can sense the approach of hidden or invisible creatures.

Skills: Animal Empathy and Handle Animal improve the druid's ability to work with his companions, making them critical skills if you rely on your animals for help in dungeons. Heal allows a druid to preserve wounded characters, an especially important skill if you prefer to prepare spells other than cures.

Feats: Spell Focus is an overlooked feat for druids. Since your druid can prepare *flaming sphere* and a few other attack spells, this feat improves their efficiency against creatures, especially at high levels as the monsters' saving throw bonuses mount. Track fits with the druid's skills and can prove useful in dungeons, as it can reveal what kind and how many creatures lurk in the area. You should avoid melee because of your druid's poor AC, so Point Blank Shot and Precise Shot turn your druid into a good ranged weapon fighter. Combine those feats with Quick Draw to make the optimal use of thrown weapons.

FIGHTER

The fighter stands at the center of every battle the party fights. His good hit points, excellent AC, and many feats make him a skilled, flexible combatant. A fighter can range from an expert archer, to a swordmaster, to a spiked chain specialist who cleaves through his enemies' ranks. While fighters lack the flashy abilities of paladins, barbarians, and rangers, they can reliably draw on their talents in each and every battle. Unlike other characters, they are not constrained by the limits of using spells or activating the rage ability.

Feats: The core talent of fighters, the feats you choose will define your fighter's role in the party. If the group has more than one fighter, it is a good idea to work together with the other players to produce a balanced range of abilities. The following feat chains illustrate some of the specialties a fighter can take and their strengths and weaknesses.

The Archer: The archer can lay down a lot of fire in a short period of time, though when caught in melee he loses some of his effectiveness. Take these feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (any missile weapon), Weapon Specialization, and Improved Initiative. These feats allow you to make more attacks with a missile weapon per round than is possible with a melee weapon while improving your damage. At close range, this combination is lethal.

The Destroyer: Designed to produce a fighter who can overcome many weaker monsters in a short period of time, the destroyer wades into battle outnumbered but never outclassed. Take these feats: Exotic Weapon Proficiency (spiked chain), Power Attack, Cleave, Combat Reflexes, Great Cleave, Weapon Focus (spiked chain), Dodge, Mobility, Spring Attack, Expertise, Whirlwind Attack. Stir in a dozen orcs, and blend to a fine, red mist.

The Eliminator: This feat chain produces a fighter who excels at neutralizing powerful, individual monsters. These creatures pose a tremendous threat to your fighter, as you must wade into combat against them to allow the rest of the party to use their abilities. Take the following feats in this order: Expertise, Weapon Focus, Dodge, Improved Initiative, Improved Disarm, Improved Trip. Expertise and Dodge nullify your opponent's base attack bonus and help defend you against grapple, swallow, and improved grab attacks. Improved Disarm and Trip allow you to wear down an opponent's abilities and leave him vulnerable to attacks.

MONK

A monk's primary features are his ability to fight without weapons, his mobility, and his diverse selection of unique magical talents. While no match for a fighter in direct confrontation, the monk is second only to the bard in his ability to make other combatants perform better in battle. Monks function best as scouts

and flankers. Their high speed and saving throws make them ideal for skirting around a group of monsters to strike at a spellcaster.

Skills: Tumble is perhaps the monk's most important skill. Combined with his high speed, he can move through large groups of beasts to take up a flanking position, strike at a vulnerable spellcaster, or move past guards with ease. Hide and Move Silently are useful for similar reasons, as a monk moving in stealth can maintain the same pace of armored fighters and clerics at 3rd level. With the monk's leap of the clouds ability, Jump is a must have skill. With it, he can vault over traps, scale walls in a single bound, and jump over monsters.

Feats: The optimal feat chain for a monk is to take Dodge, Mobility, and Spring Attack. These three feats play off his high speed and make him the most maneuverable character in almost any battle that does not involve flying creatures. For monks that serve as a fighter, Power Attack, Cleave, and Weapon Focus all improve his unarmed strikes. In some cases, Weapon Finesse vastly improves a monk's base attack bonus.

PALADIN

As a mixture of a fighter and cleric, the paladin stands at the front line while wielding spells and abilities that can sustain the rest of the party. Paladins should normally function as fighters. Their healing abilities nicely complement a cleric's talents, but they are not extensive enough to replace them. In a party where a druid or bard is the party's primary healer, the paladin's talents prove critical.

Paladin's Mount: One of the stickiest issues for a paladin in a dungeon is the care and well being of his mount. Many dungeons are poorly suited for horses and similar riding creatures. Generally speaking, it is best to leave a horse in town or outside of the dungeon guarding the party's horses and supplies. For extended dungeon expeditions, it is usually a good idea to hire a few men-at-arms to watch over extra food, water, and other supplies kept near the dungeon's entrance. The horse's improved Intelligence and combat abilities make it a faithful guardian to augment a group of hirelings. There are some simple tricks to leading a horse into a dungeon. Spells such as *reduce, levitate,* and *floating disk* can all allow

a horse to avoid traps and cross pits and other difficult barriers.

Skills: Since a paladin's class abilities hinge on the Charisma score, Diplomacy is his most vital skill. Like the fighter, he has few skills that can make a tremendous difference in a dungeon environment. With Diplomacy, he can serve as the party's spokesmen in dealing with good or neutral creatures or while parlaying with evil humanoids who could serve as temporary allies.

Feats: Since paladins forge a close bond with a horse or pony, the logical feat path for them includes Mounted Combat, Spirited Charge, Ride-By Attack, and Trample. In dungeons, these feats are much less useful, but if the party's wizard knows the *mount* spell you can guarantee that you have a horse for an important battle no matter what the conditions. Otherwise, Weapon Focus, Improved Initiative, and Leadership, especially when combined with a paladin's high Charisma, all aid his combat abilities.

RANGER

Like druids, rangers are normally associated with the outdoors. In a dungeon environment, a few of their skills lose their utility but their combination of stealth and combat abilities makes them well suited as scouts and point men. Since they favor light armor, they should try to avoid melee against powerful creatures. A ranger with a high Strength score could carry a suit of heavy armor to don before an important battle, though he does lose the use of Two-Weapon Fighting and Ambidexterity. Still, the improved AC is worth it against giants, outsiders, and similar foes.

Favored Enemies: In a dungeon environment, animals, beasts, fey, and plants make for poor choices as favored enemies. For the other categories, giants are usually too large to be found in the deepest dungeon levels, as are dragons. While much depends on the nature of the campaign, magical beasts and aberrations are both good choices. They are vulnerable to the additional damage a ranger gains and many of them are intelligent, allowing the bonus to Bluff and Sense Motive to come into play.

Skills: Rangers serve as the party's eyes and ears in a dungeon. Their spellcasting

requires a good Wisdom score. Combined with ranks in Spot and Listen, they can uncover hidden dangers before they threaten the party. Wilderness Lore is critical for using Track, a feat that can uncover information on the type, number, and habits of creatures in a dungeon. Hide and Move Silently are critical while scouting, while a few ranks in Heal may also be useful.

Feats: As rangers can fight with two weapons, any feat that improves their accuracy helps compensate for the few penalties they face when fighting in that manner. Weapon Focus is a good first choice, particularly if a ranger uses the same weapon in both hands, such as a short sword. Dodge can help compensate for wearing light armor, while Alertness improves his already solid potential with Spot and Listen.

ROGUE

As scouts and explorers without parallel, rogues are a critical component to any dungeon expedition. Their talent with traps makes them the only characters capable of dealing with such threats, while their many skills give them the flexibility to deal with a wide range of dangerous situations. With their sneak attack damage, rogues are the ideal supporting fighters. Once the party's warriors engage the monsters, a rogue can sneak around the enemy to deliver a devastating series of strikes. However, the rogue's light armor and poor hit points force him to stay on his toes as one powerful attack can take him out of the fight.

Skills: As the ultimate skill class, rogues have a lot of options in picking over their talents. Most rogue skills have some use in the dungeon. Disable Device and Search are critical in dealing with traps, while Search is also important in uncovering hidden treasures and secret doors. Move Silently and Hide allow a rogue to sneak ahead of the party or surprise an opponent. Open Lock defeats a common dungeon barrier and helps win access to closely guarded treasure. Tumble allows a rogue to slip past his enemies and gain position for a sneak attack. Those six skills form the core of the rogue's abilities.

While Use Magic Device is only useful at high levels, a rogue with this skill and a few wands can serve as a backup spellcaster. Spot and Listen are good choices if the party otherwise lacks a sharp watcher, while Diplomacy and Bluff can prove useful if no one else in the party can handle negotiations. Escape Artist, Balance, Climb, Jump, and Swim all serve to help a rogue escape from trouble spots that may crop up in a dungeon. Generally, a rogue's remaining skills should fill out any glaring needs among the other characters of the party.

Feats: Rogues face two paths in selecting feats. Those who wish to participate in melee need Dodge, Mobility, Spring Attack, and Weapon Finesse. All of these transform a rogue into a reasonably competent supporting fighter. For a rogue who prefers a distant touch, Point Blank Shot and Precise Shot are critical choices. Like bards, rogues can also benefit from investing in a reach weapon that allows them to strike foes without exposing themselves to return attacks. However, since rogues rely on flanking opponents to maximize their damage, reach weapons lose some of their utility. Ideally a rogue moves to surround opponents rather than hide behind the party's fighters.

SORCERER AND WIZARD

While these two classes have a distinct approach to magic, they share enough common ground that their general approaches to dungeons are the same. Bother sorcerers and wizards have poor AC and few hit points. If they are caught in melee, monsters of moderate ability can quickly overwhelm them. Their strengths lie in their spells, allowing them to destroy a monster or a large horde of weaker humanoids with a single incantation.

Spells: A good mix of spells is critical to building a competent wizard or sorcerer. In the tight confines of a dungeon, arcane spellcasters must strike a careful balance between magic that affects many targets and spells that cripple a single target. Arcane spells with an area of effect are often superior to those that harm or immobilize one target. Normally, a single, powerful creature has high enough save bonuses that it can avoid enchantments and spells that are negated by a successful save. Against such opponents, magic that enhances the party's fighters and nullifies a monster's attacks works better. A *fireball* or *ice storm* can scythe through mobs of orcs, goblins, or ogres, preventing the creatures from surrounding the party's fighters and moving in to attack any poorly armored or injured characters.

Some of the most useful spells are those that have only indirect use in combat. As mentioned above in the paladin advice, *mount* is a great way to ensure that a mounted combat specialist always has a horse nearby. *Rope trick* allows the party to rest and regain spells in relative safety and is also a nearly foolproof method to evade pursuit. *Bull's strength* and other spells that increase ability scores for long periods of time pay off every time the party's fighter enters melee against a monster.

Skills: Concentration is critically important to wizards. It helps ensure that during the most pressing, desperate circumstances, such as when an arcane caster is trapped in melee, a wizard or sorcerer can still use his spells. The Knowledge skills and Spellcraft also come in handy when deciphering clues or attempting to glean evidence from a dungeon's crumbling ruins.

Since sorcerers have high Charisma scores, they should invest cross-class ranks in Diplomacy, Bluff, and Intimidate. These skills can come in handy if no one else in the party has a talent for negotiation. With their high Intelligence scores, wizards are likely to have more skill ranks than they need to maintain their core skills. Invest a few ranks in Hide, Move Silently, and others skills that function better for characters who do not wear armor. A quick Hide check can keep a wizard out of melee, and since arcane casters cannot wear armor they can use these skills at their maximum efficiency.

Feats: Just as Concentration is a critical skill, Combat Casting is a must have for any sorcerer or wizard who expects to be caught in a battle. Spell Focus is another excellent feat. Against powerful monsters, every little bit that boosts a save DC helps. In the long run, item creation feats provide the party with cheap, disposable magic items. Wands and potions can spell the difference between victory and defeat. The metamagic feats are primarily a matter of taste. Silent Spell and Still Spell work well for fighters and rogues who take a few levels of arcane casting ability.

PRESTIGE CLASSES

Dungeons are a common destination for adventurers, both because they hold untold treasures and because they are natural lairs for evil creatures that prefer to evade the sun's gleaming light. As such, several sects, schools of magic, and schools of weapon mastery have arisen to train adventurers and crusaders to survive in this environment. The following prestige classes are all designed to function at their best in an underground environment. They represent specialists and elite orders that concern themselves with matters relating to dungeons and other underworld environments.

CAVE RANGER

Among the dwarves, the cave rangers are respected as elite scouts, explorers, and warriors. When a dwarf stronghold uncovers a previously unknown passage into a dungeon or cave complex, the cave rangers invariably form the vanguard of the effort to map the region and clear it of orcs, undead, and other threats. Cave rangers excel at finding their way through subterranean passages. Their keen senses and years of experience exploring caverns allow them to accurately predict the layout of dungeon passages that lie ahead of them. More than one dwarf expedition has been led to safety or prepared for a potential ambush by a cave ranger who accurately predicted the lay of the passages around them.

The cave rangers recruit young dwarves who show promise in their craft. After a short period of time during which the recruits' ability to fight and survive in the subterranean wilds is sharply tested, the rangers choose which recruits are worthy of further training. Those chosen are paired with an elderly cave ranger who drills the youngster in the cave ranger's art. As a final exercise, the prospective ranger is given a poison that temporarily blinds him and is taken into a small maze. The ranger must walk out of the maze in less than a minute. Those who pass this test are welcomed into the fold. Those who fail return to their previous lives, though some who exhibit a tenacious drive to join the cave rangers

TABLE 1-1: THE CAVE RANGER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Dungeon sense 1/day, trap sense
2nd	+2	+3	+0	+0	Spelunker
3rd	+3	+3	+1	+1	Trap springer
4th	+4	+4	+1	+1	Dungeon sense 2/day
5th	+5	+4	+1	+1	Improved Blind-Fight
6th	+6	+5	+2	+2	Deep tracker, improved dungeon sense
7th	+7	+5	+2	+2	Dungeon sense 3/day
8th	+8	+6	+2	+2	Stone sense
9th	+9	+6	+3	+3	Supreme dungeon sense
10th	+10	+7	+3	+3	Dungeon sense 4/day

may try again if they prove themselves capable warriors or explorers.

Cave rangers who pass this trial join the elite, highly respected core of dwarf warriors. In dwarf holds, these explorers are given their own separate halls where they rest, train, and plan their next forays into the deeps. The rangers tend to be more boisterous, daring, and outgoing than other dwarves. The long periods of time they spend away from civilization makes them more independent and less tradition-bound than normal. Rangers display odd clothing for dwarves, adopting the style of dress found among elves, gray dwarves, drow, and other races to better blend in with the environment.

The cave rangers consider themselves the best of the best, the toughest a dwarf stronghold has to offer. Sometimes, this arrogant, daredevil attitude leads them into confrontations with the hold's leaders. "Trying out for the rangers" is a dwarf phrase to describe anyone who is odd, argumentative, or overly arrogant. In some cases, the dwarves agree to train humans, gnomes, and even elves in the cave ranger's art. When the threat of drow or duergar invasion forces the surface races to join together in an alliance, the dwarves grudgingly train outsiders to become cave rangers. While normally reluctant to reveal their secrets, the dwarves' great hatred of the evil humanoid races drives them to use every weapon at their disposal to defeat them.

Hit Die: d10.

REQUIREMENTS

To qualify to become a cave ranger, a character must fulfill all the following criteria.

Base Attack Bonus +5.
Skills: Listen 8 ranks, Wilderness Lore 8 ranks.
Feat: Blind-Fight.
Special Ability: Stonecunning.
Special: A character who wishes to become a cave ranger but does not gain stonecunning as a racial ability may still join this class. At the DM's option, a character who adventures in a dungeon environment or has journeyed underground for an extended period of time may gain stonecunning by spending a feat selection.

CLASS SKILLS

The cave ranger's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the cave ranger prestige class.

Weapon and Armor Proficiency: The cave ranger gains proficiency with all simple weapons and light and medium armor. Note

that armor check penalties for armor heavier *than leather* apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Dungeon Sense (Ex): The cave ranger's experience in exploring dungeons and knowledge of their design allows him to predict the layout of corridors and chambers that lie ahead of him. He takes stock of the flow of air, notes the disbursement of dust in the area, and draws on his experience to mentally map the area. To use this ability, the cave ranger makes a Wilderness Lore check. The total result equals the radius in feet that the cave ranger can sketch a map that reflects the dungeon terrain. For example, a cave ranger whose total Wilderness Lore result is 25 can draw a map that shows the dungeon passages within 25 feet of his position. The map shows those areas that the cave ranger could reach without leaving the area covered by his skill check. The cave ranger can predict the area beyond normal doors but not secret ones.

The cave ranger may use this ability once per day at 1st level, twice at 4th level, three times at 7th level, and four times per day at 10th level.

Trap Sense (Ex): Cave rangers are skilled in uncovering snares, pits, and other traps. They may find traps that have a Search DC greater than 20 as per the rogue class.

Spelunker: The cave ranger gains a +2 competence bonus to Wilderness Lore checks while underground.

Trap Springer (Ex): At 4th level, the cave ranger gains the ability to use the Disable Device skill to disarm magical traps as per the rogue character class.

Improved Blind-Fight (Ex): The cave ranger learns to handle himself in pitch darkness, as the simplest mishap can leave him blinded in a dungeon's depths. When fighting in the dark, he may check his miss percentage due to concealment before making his first attack for the round. After seeing the result of this check, he may choose to take a different action for the round such as moving and then attacking a different target.

Deep Tracker: While underground, the cave ranger gains the use of the Track feat. If the cave ranger already has the Track feat, he gains a +4 competence bonus to his Wilderness Lore check when tracking.

Improved Dungeon Sense (Ex): When the cave ranger uses his dungeon sense ability, double the result of his Wilderness Lore check.

Stone Sense: The cave ranger's innate sense for a dungeon's layout and his experience in exploring subterranean areas give him an innate ability to spot secret doors. When a cave ranger passes within 10 feet of a hidden door, he automatically makes a Search check to notice its presence.

Supreme Dungeon Sense (Ex): At 9th level, the cave ranger triples the result of his Wilderness Lore check when using his dungeon sense ability.

DEEP DRUID

The deep druid belongs to a tiny, secretive cult that worships the power of elemental earth and finds comfort in the endless darkness of the earth's womb. Deep druids operate in the underworld much as standard druids do in the forests, deserts, and plains of the surface world. Their dedication to the caverns and dungeons they tend to garners the attention of the elemental lords of earth, who reward them with the mark of their favor. Deep druids slowly lose all color from their skin, hair, and eyes as they spurn the sun's rays, but in return their eyes adjust to the darkness. With training and experience, a deep druid has no need for light of any sort.

In addition to their ability to see in the dark, deep druids nurture a strong alliance with the powers of elemental earth. They gain the ability to call upon them as companions and allies and can *wildshape* into their forms just as a standard druid can assume the guise of a mundane animal.

Deep druids come from a wide range of races, though they are most commonly dwarves who tend to the mushroom patches and other living caverns that provide dwarven strongholds with their food and water. In some cases, a deep druid is merely a hermit from any race who finds solace in a deep cavern.

Some sages theorize that deep druids draw their powers from the great earth dragon

(see the earth dragon savant prestige class below). As the dragon is said to possess the ability to sunder mountains and flatten cities should he ever be aroused from his slumber, many view deep druids as dangerous threats. Their odd appearance and isolation from society has on more than one occasion driven an over-eager inquisitor to put one of these druids to death. For this reason, many deep druids shun civilization. Even good-aligned ones prefer to aid those in need from a distance, keeping to the protective grasp of the darkness to hide their identity and prevent any possible pursuit. An adventuring party saved from an orc ambush or given food and water to help them survive may credit their luck to a deep druid's good deeds.

Hit Die: d8.

REQUIREMENTS

To qualify to become a deep druid, a character must fulfill all the following criteria.

Skills: Intuit Direction 8 ranks, Wilderness Lore 8 ranks.
Feat: Blind-Fight.
Spells: Ability to prepare and cast 3rd-level divine spells.

CLASS SKILLS

The deep druid's class skills (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Profession (Wis), Scry (Int), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

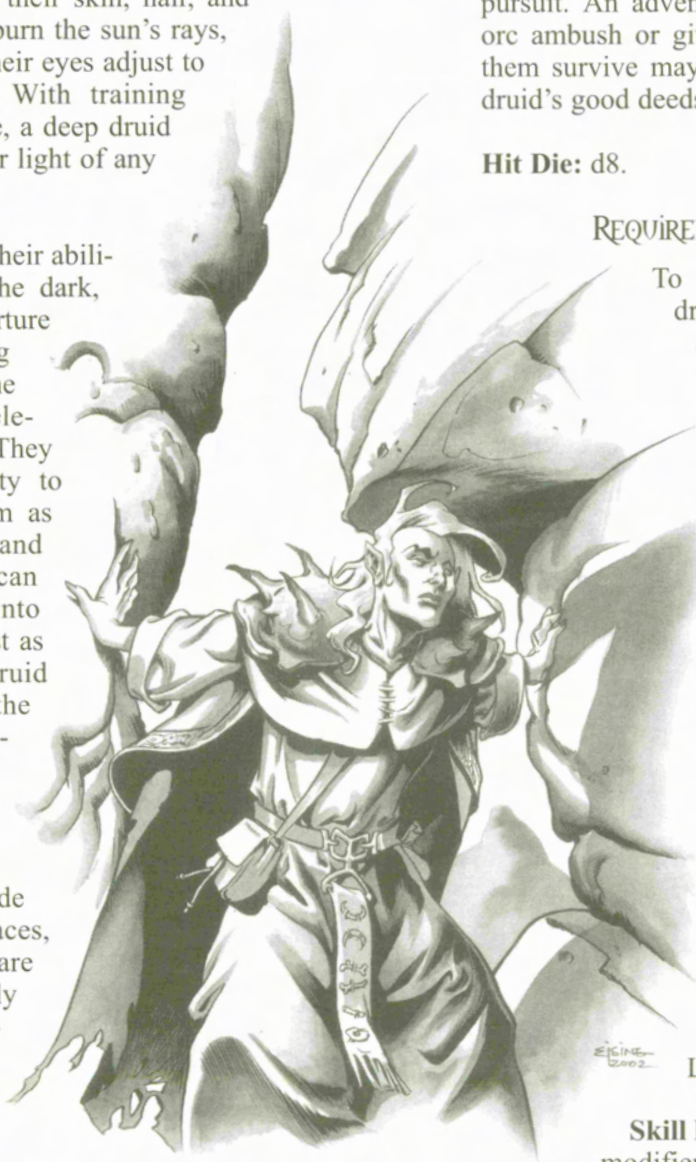All of the following are class features of the deep druid prestige class.

TABLE 1-2: THE DEEP DRUID

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Spellcasting, underworld survivor
2nd	+1	+3	+0	+3	Eyes of the underworld
3rd	+2	+3	+1	+3	*Wildshape* (1/day)
4th	+3	+4	+1	+4	Shadow of the underworld
5th	+3	+4	+1	+4	*Wildshape* (2/day), underworld denizen
6th	+4	+5	+2	+5	*Wildshape* (3/day)
7th	+5	+5	+2	+5	Blindsight
8th	+6	+6	+2	+6	*Wildshape* (4/day)
9th	+6	+6	+3	+6	Elemental companions
10th	+7	+7	+3	+7	Power of the earth

Weapon and Armor Proficiency: The deep druid takes up the path of a nature priest. As such, he incurs the same weapon and armor restrictions as the druid core character class. The deep druid gains proficiency with light and medium armor and all weapons usable by druids. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Spells per Day: When a new deep druid level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a deep druid, he must decide to which class he adds the new level for purposes of determining spells per day.

Underworld Survivor (Su): The deep druid draws on the ambient energy of the earth, using it to fuel his body. While underground, the druid can survive without food and water. As a result of this change, the druid's skin turns an alabaster white, the color drains from his hair, and his eyes become a bright pink. This transformation marks the deep druid's dedication to the earth and his decision to refute the surface world.

Eyes of the Underworld (Ex): The deep druid gains darkvision to a range of 60 ft. If the druid already possesses this ability, its range extends by 60 ft. Furthermore the deep druid can see through magical darkness effects that he creates using his magic. The druid ignores the effect of *darkness* and *deeper darkness* spells he casts using his divine or arcane casting ability, innate racial abilities, or his class features.

Wildshape (Sp): The deep druid gains the ability to *wildshape* as the druid core class. He may use this ability once per day at 3rd, 5th, 6th, and 8th levels.

Shadow of the Underworld (Sp): If the deep druid does not have *darkness* and *deeper darkness* on his divine spell lists, he may add them at their cleric spellcasting level. Furthermore, he may cast *darkness* three times per day as a free action.

Underworld Denizen (Su): At 5th level, the deep druid learns to assume the form of a thoqqua using his *wild shape* ability. He gains all of the thoqqua's supernatural, extraordinary, and spell-like abilities. Otherwise, the standard rules for *wild shape* apply as normal.

Blindsight (Ex): At 7th level, the deep druid's senses merge with the ebb and flow of earth magic to grant him incredibly keen senses of smell and hearing. He can ascertain all foes within 40 feet as a sighted creature would in magical darkness and other areas where seeing, even with darkvision, is impossible. Beyond that range, the druid treats all targets as totally concealed.

The druid is susceptible to sound and scent based attacks, however, and is affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering odors (such as *stinking cloud* or incense).

Elemental Companions: The deep druid may use the spell *animal friendship* to forge a bond with any creature that has the earth descriptor attached to its creature type, such as a gargoyle or thoqqua. Multiply these creatures' Hit Dice by 1.5 to determine how many HD worth they count for purposes of the spell.

Power of the Earth: At 10th level, the deep druid is infused with the power of the earth. He may use his *wild shape* ability to take the form of any Small, Medium-size, or Large creature with the earth subtype attached to its creature type. The druid's *wild shape* functions as normal but he gains the elemental creature's supernatural and extraordinary abilities.

Earth Dragon Savant

According to fragments of the *Codex Terrastrium*, the world is infused with the spirit of a great draconic creature whose flesh forms the earth, its bones the mountains, its blood the seas. While the codex offers little more than a few scraps of information concerning this supposed beast, the implications of such a truth draw many cabalists and seekers of lost knowledge to study them. If the world is in fact a single, sentient energy, a spellcaster who could bind that creature to his will would enjoy supreme power. With a word, he could level kingdoms, flatten mountains, boil seas, and sunder the earth. In many realms, the *Codex Terrastrium* is strictly controlled. Copies are turned over to inquisitors for study or burned before their knowledge can be used for evil. Despite these controls, a small number of wizards and sorcerers delve into the few surviving manuscripts and attempt to unlock their secrets. As fewer than two dozen of the codex's hundreds of pages survive, study of the book serves as little more than a starting point to unlocking the mystery of the earth dragon.

An earth dragon savant uses the *Codex Terrastrium* to unlock the earth dragon's secrets. Through study and experimentation, he learns that this draconic spirit does indeed exist, though its power is much diminished compared to the wild tales that speak of a world-crushing beast. Instead, the earth dragon is merely an observer, a passive inhabitant trapped in this world and content to slumber through the eons. When the world was young, the earth dragon was charged by the gods with forming the earth. Since then, it has slumbered in vivid, wondrous dreams gifted to it by the gods in return for its faithful service.

Yet, the beast is not wholly content. The first wizards who contacted it found it lonely and willing to take on skilled magicians in return for companionship and service. Thus, the society of earth dragon savants was born. This secretive band of spellcasters seeks to further the study and service of the earth dragon. As most realms refuse to consider that the *Codex Terrastrium* is anything short of a menace to the world, the savants literally maintain an underground network. As these arcane spellcasters draw power from the earth dragon, they commonly dwell in subterranean abodes. Content to serve their patron and practice their magic, the savants keep to themselves and attend to their studies.

Hit Die: d4.

Requirements

To qualify to become an earth dragon savant, a character must fulfill all the following criteria.

Spells: Ability to cast 3rd-level arcane spells.
Skills: Knowledge (arcana) 8 ranks, Scry 8 ranks.
Feat: Any two metamagic feats.
Special: An earth dragon savant must find and study a copy of the *Codex Terrastrium's* surviving fragments. This book is tightly controlled in most realms and its possession may lead to imprisonment.

Class Skills

The earth dragon savant's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the earth dragon savant prestige class.

Weapon and Armor Proficiency: The earth dragon savant gains no additional proficiency with weapons, armor, or shields.

Spells per Day: When a new earth dragon savant level is gained, the character gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming an earth dragon savant, he must decide to which class he adds the new level for purposes of determining spells per day.

Magic of the Earth: As the savant begins his studies of the earth dragon, his initial work unlocks the secrets of a series of spells the dragon crafted in its younger days. The savant adds all spells from the Earth clerical domain to his spellbook or list of known spells, as appropriate to his spellcasting class.

Claws of the Dragon (Su): Once per day, the savant can call upon the earth dragon and ask it for a minor favor. As a standard action that counts as a supernatural ability, the savant selects an opponent and chants a call to the dragon. That target must make a Reflex save (DC 16) or be unable to move for 1d4 rounds. This ability affects only targets who stand on dirt or unfinished stone. Stony talons emerge from the earth and grasp the target's feet in an unbreakable grip.

Strength of the Dragon (Ex): The earth dragon lends its strength and vitality to its servants, shielding them from harm and soothing the pain of injuries. While in contact with the earth, an earth dragon savant heals 1 hit point per hour.

Eye of the Dragon (Ex): When using the Scry skill against a target that is currently beneath the earth, the savant gains a +4 competence bonus to his check. The earth dragon guides the spell and whispers advice into the savant's mind, helping him locate and watch his quarry.

Earth Attunement (Su): The earth dragon savant attunes himself to the energy patterns of dirt and stone, allowing him to tap into his enemy's spells and harmlessly disperse their power into the ground. When casting *dispel magic* or *greater dispelling*, he gains a +2 bonus to his dispel check underground.

Fangs of the Dragon (Su): Once per day, the savant can ask the earth dragon to smite his foes beneath the earth. As a standard action that counts as a supernatural ability, the savant calls on the earth dragon. A portion of the cavern or cave ceiling above his opponent tumbles to the ground and transforms into a shower of sharp, stony fangs. The target must make a Reflex save (DC 18) or suffer 4d6 points of damage. A successful saving throw halves this damage.

Ally of the Earth (Su): The earth dragon savant's continuing study of his patron uncovers a series of treaties forged between the earth dragon and the lords of the elemental plane of earth. With this knowledge, the savant can call upon the ancient bonds and demand the lords of the earth honor them. When using a spell to summon a creature with the earth subtype, the savant calls a monster with +2 hit points per Hit Die and a +2 bonus to Strength. Furthermore, the creature remains an additional two rounds beyond the spell's duration.
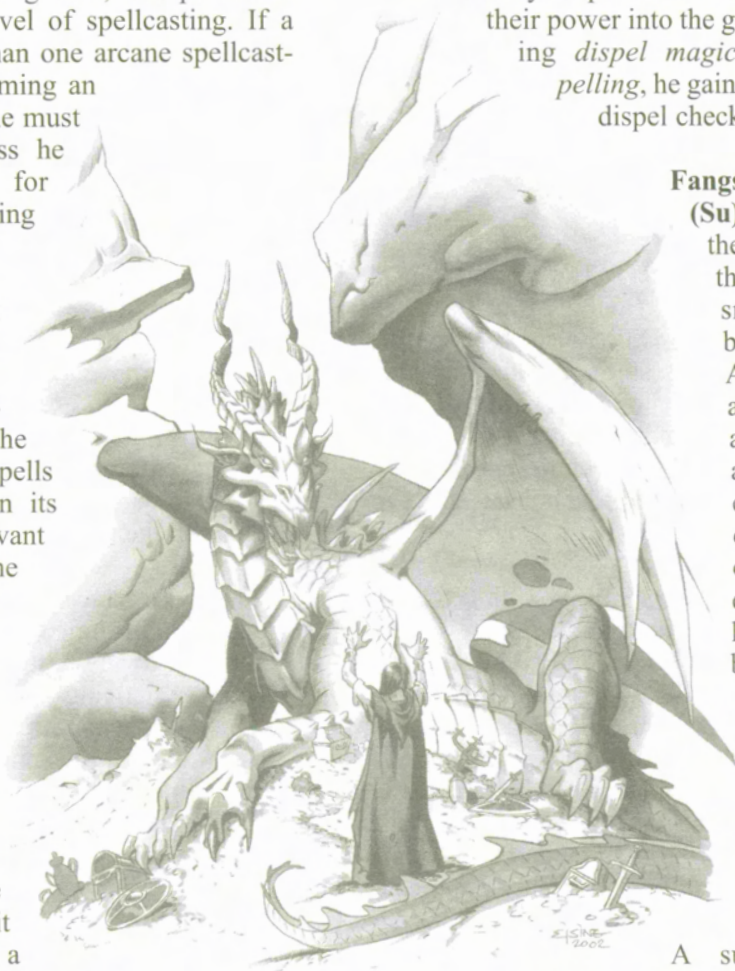
TABLE 1-3: THE EARTH DRAGON SAVANT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+0		
2nd	+1	+3	+0	+0	Magic of the earth	+1 level of existing class
3rd	+1	+3	+1	+1	Claws of the dragon	+1 level of existing class
4th	+2	+4	+1	+1	Strength of the dragon	+1 level of existing class
5th	+2	+4	+1	+1	Eye of the dragon	+1 level of existing class
6th	+3	+5	+2	+2	Earth attunement	+1 level of existing class
7th	+3	+5	+2	+2	Fangs of the dragon	+1 level of existing class
8th	+4	+6	+2	+2	Ally of the earth	+1 level of existing class
9th	+4	+6	+3	+3	Ally of the dragon	+1 level of existing class
10th	+5	+7	+3	+3	Scry the earth's veins	+1 level of existing class

Ally of the Dragon (Su): The savant gains a +2 morale bonus on all saving throws and a +2 natural bonus to AC while he stands upon the earth, as the dragon's spirit fortifies his body and spirit and protects him from harm. His skin takes on a dark, rough appearance as if he were crafted from stone. This effect disappears when the savant's feet do not touch bare earth or unfinished stone.

Scry the Earth's Veins (Sp): At 10th level, the earth dragon savant finally unlocks the secrets of the dragon. He decodes the creature's patterns and contacts its soul within the earth. Once per day the savant can contact the earth dragon and ask it a question concerning a creature or person it may have seen upon the earth. This effect takes the form of a *scrying* spell cast by the savant. Unlike the standard spell, this ability does not require a Scry check and cannot be noticed by the subject, nor does it consume a spell slot or a prepared spell. However, the savant cannot cast spells upon the target as the *scrying* spell while he uses this ability.

GLOOM DIRGER

In mining settlements scattered throughout the great eastern mountains, the gloom dirgers are charged with shepherding the spirits of those who died underground in mining accidents, cave-ins, and other disasters. According to the lore of the mountain men, the soul of a mortal who dies underground is trapped within the earth, unable to find its path to the outer realms where the gods await. The gloom dirgers are charged with entering the mines and singing the five sorrows, a set of bardic songs that carry the terror of the fallen, the fear of those who must brave the deep realms, and the anger of those who have lost their loved ones to marauding creatures of the earth's caverns. The mournful echoes of these songs travel through the caves and mines, serving as a beacon to draw forth the souls of the fallen and speed them on their way.

Gloom dirgers typically dress in black cloaks and wide-brimmed hats. Their skin is pale and clammy, owing to the many days they spend in caves practicing their music in pitch dark. Many of them refuse to venture out by day, sleeping until the sun sinks below the horizon. While these strange bards possess a menacing, fearful aura, they are respected by miners, spelunkers, dwarves, and others who venture into the earth and know of the dirgers' role. As adventurers, their powerful music makes them valued allies for those who plan on exploring a dungeon or venturing into newly discovered caverns. Dirgers are skilled at using the echoes of their voice to create powerful bardic effects, while their mournful songs strike terror into their enemies and repel the living dead.

In the typical fantasy campaign, the gloom dirgers can be a college of bards associated with a god of death or a deity charged with harvesting the souls of the fallen. Gods of miners or the earth also have a natural affinity for these bards who seek to tend to the souls of those who perish within the earth.

Hit Die: d6.

REQUIREMENTS

To qualify to become a gloom dirger, a character must fulfill all the following criteria.

Base Attack Bonus: +3.
Skills: Listen 8 ranks, Perform 8 ranks.
Feats: Blind-Fight, Skill Focus (Perform).
Special: A gloom dirger must know at least one singing-related Perform type, such as ballad, chant, or melody. In addition, a gloom dirger must spend a week practicing his ability to sing underground. He must expend at least three uses of the bardic music ability in a natural cavern each day for a week to develop his ability to sing underground.

CLASS SKILLS

The gloom dirger's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Scry (Int), Sense Motive (Wis), Speak Language, Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the gloom dirger prestige class.

Weapon and Armor Proficiency: The gloom dirger gains proficiency with light armor and simple weapons. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Bardic Music: The gloom dirger gains an additional use of the bardic music ability per level he gains in this prestige class.

Dance of the Dead (Su): The gloom dirger's haunting music has a strange effect on the walking dead. He may turn undead as a cleric of his level by expending a use of his bardic music ability and singing for a full round. After the undead have heard the dirger

TABLE 1-4: THE GLOOM DIRGER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Bardic music, dance of the dead
2nd	+1	+0	+3	+3	Chorus of echoes
3rd	+2	+1	+3	+3	Earth's cold embrace
4th	+3	+1	+4	+4	Force of echoes
5th	+3	+1	+4	+4	Terror of the lost
6th	+4	+2	+5	+5	
7th	+5	+2	+5	+5	Crescendo of fury
8th	+6	+2	+6	+6	
9th	+6	+3	+6	+6	Chorus of one
10th	+7	+3	+7	+7	Dirge of the deep

sing for a round, resolve the turning attempt as normal.

Chorus of Echoes (Su): When using his bardic music ability underground, any effects the gloom dirger creates last 1d6 additional rounds after he stops singing. The echoes of the dirger's music persist after his performance ends. This ability applies only to bardic music effects that normally persist after the dirger stops singing.

Earth's Cold Embrace (Su): At 3rd level, the gloom dirger masters the first of the five sorrows. The gloom dirger may use his bardic music to strike fear into his enemies while underground, causing them to lose heart for the struggle and fight with little energy. The dirger's echoing voice seems to cause the walls to close in around his foes, sapping their confidence and filling them with fear. They suffer a –2 morale penalty to attack and damage rolls after hearing the gloom dirger sing for a full round and for as long he continues to sing. This is a supernatural, mind-affecting ability.

Force of Echoes (Ex): When singing beneath the earth, the gloom dirger can harmonize with the echoes created by the close quarters of the caves and passages. Using a magical technique, the gloom dirger amplifies and focuses his voice. He gains a +2 competence bonus to Perform checks made underground. Furthermore, when using his *inspire courage* ability he grants a +3 morale bonus to saving throws against charm and fear effects and a +2 morale bonus to attack and damage rolls. This ability functions only underground.

Terror of the Lost (Su): The second of the five sorrows fills the listener with the blind panic felt by miners trapped in a cave-in or an explorer trapped with a light source while surrounded by the terrors of the subterranean depths. After the gloom dirger sings for a full round, one of his opponents for every three levels must make a Will save with a DC equal to the gloom dirger's Perform check. On a failed save, these creatures flee from the dirger in a blind panic for 3d4 rounds. This is a mind-affecting ability that uses one of the dirger's uses of bardic music and functions only underground.

Crescendo of Fury (Su): The third of the five sorrows encapsulates the rage of those who have lost loved ones to marauding creatures of the deep caverns. The gloom dirger sings for a round and expends one of his daily uses of his bardic music ability. On his next action, any opponent within 30 ft. of the dirger takes 2d6 points of sonic damage. The dirger's voice is infused with such fury that it transforms into magical force waves that rebound off the dungeon walls and scythe through his opponents. There is no saving throw to resist this damage and spell resistance does not apply. This ability may only be used underground.

Chorus of One (Su): By manipulating the echoes his music generates and weaving them together with his voice, the gloom dirger can create several magical effects with his music at the same time. The gloom dirger may use up to three different bardic music abilities at the same time while underground, though he must spend one round singing to activate each one. For example, on the first round of combat the

gloom dirger can use *inspire courage*. On the next round, he may use *sap confidence*. On the third round of combat, both of these musical effects function as normal and the dirger could also use *crescendo of fury* to buffet his foes.

Dirge of the Deep (Su): This long, mournful song cripples the gloom dirger's foes with terror. After the gloom dirger sings for a full round, one target of his choice must make a Will save with a DC equal to the result of his Perform check. On a successful save, the target suffers a –2 morale penalty to attacks, damage, saves, and checks for the rest of the encounter. On a failed save, the target is paralyzed as per the spell *hold monster* for a number of rounds equal to the dirger's level. This ability is a mind-affecting ability that uses one of the gloom dirger's uses of bardic music.

Hunter in the Deep

Among settlers who dwell near caves and dungeons, there exist small groups of elite warriors who specialize in pursuing drow, mind flayers, duergar, and other underworld inhabitants that sometimes venture to the surface to pillage and raid. These brave souls must journey into areas of deep darkness, where torches and lanterns are as vital to survival as a strong blade and a stout shield. Surface worlders have little chance if caught in darkness against underworld creatures. The need to carry light sources is a continual thorn in the side of these patrols, as their light more often than not alerts their foes and gives them an easy, obvious target for their spells and ambushes.

The hunter in the deep is an elite archer who has forsworn the need for light. A fanatical drive to defeat the monsters of the underworld combine with sharp senses and a talent for archery to produce a lethal sniper whose arrows can strike down a creature who lurks in the deepest darkness. The hunter in the deep cultivates his sense of hearing, learning to reach out with his ears to catch subtle details that others miss. His mind achieves a state of deep focus that allows him to concentrate on the sound of the beating of an opponent's heart, locate it in space, and send an arrow flying toward that exact point. Even the normally bloodthirsty drow have been known to retreat in terror at the prospect of facing even a single one of these expert killers.

Hunters in the deep are a grim, hardened lot. To better sharpen their hearing, some willingly pluck out their eyes or continually wear thick blindfolds. With experience, they learn to navigate solely by sound. Many of these archers have lost friends and loved ones to attacks from the underworld and have sworn to pursue their foes to the deepest reaches of the earth.

Hit Die: d8.

Requirements

To qualify to become a hunter in the deep, a character must fulfill all the following criteria.

Base Attack Bonus: +5.
Listen: 8 ranks.
Feats: Blind-Fight, Point Blank Shot, Precise Shot.

Class Skills

The hunter in the deep's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the hunter in the deep prestige class.

Weapon and Armor Proficiency: The hunter in the deep gains proficiency with all simple and martial weapons and light armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Dark Sniper (Ex): The hunter in the deep's hearing gains an almost supernatural accuracy and precision. Relying on sound alone, he may now use his Blind-Fight feat with all ranged attacks. This ability is canceled against targets that stand in areas of magical silence or if the hunter stands in such an area.

Ranged Sneak Attack: Any time the hunter in the deep's target would be denied his Dexterity bonus to AC, the hunter in the deep's ranged sneak attack deals extra damage. The extra damage is +1d6 at 1st

level and +1d6 every two levels after that. Ranged attacks only count as sneak attacks if the target is within 30 feet. The hunter in the deep cannot strike with such deadly accuracy beyond that range. In every other way, treat this ability as a rogue's sneak attack. If the character has the sneak attack ability from another class, the bonuses stack.

Sniper in the Dark (Ex): The hunter relies on his keen hearing to focus on his opponents. In darkness or while blindfolded, he can focus his hearing on the rhythm of his opponent's heartbeat, the movement of the blood in his veins, and the rush and flow of air in his lungs. The hunter draws a picture in his mind of his opponent's location, narrowed down to the exact position of each of his vital organs. By spending a move-equivalent action to concentrate, the sniper in the dark can focus on his opponents with his preternatural senses. He gains his sneak attack bonus damage for all attacks he makes this round as he unerringly targets his foe's vital organs. This ability functions only against targets within 30 ft. of the hunter. The hunter does not suffer a miss chance due to concealment when using this ability, but he must be able to see his enemy in order to use it.

Creatures standing in an area of silence are immune to this ability. Furthermore, if the hunter is caught in an area of silence he cannot use this ability against any target.

Arrow Stab (Ex): To survive in the close quarters of a dungeon corridor or underworld cavern, the hunter in the dark needs to develop his talents in close-quarter fighting. When pressed into melee, the hunter uses a cunning trick to ruin his opponent's guard and quickly end the fight. The hunter in the dark may fight with an arrow or crossbow bolt as a melee weapon. Treat this as a normal melee attack with a Tiny weapon that deals 1d4 points of damage and has a x2 critical multiplier. The arrow or bolt's enhancement bonus, if any, applies to both attacks and damage. If the hunter accepts an attack of opportunity from his target as if he had tried to use a ranged attack in melee, he can use misdirection to get the drop on his opponent. The hunter feints firing an arrow but stabs forward with the projectile, gaining his sniper attack damage on his attacks for the round.

Hunter's Ear (Ex): At 6th level the hunter learns to listen to subtle noises created by the wind upon rock, dust slowly brushing against a wall, and other sounds that normally escape the

TABLE 1-5: THE HUNTER IN THE DEEP

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Dark sniper, ranged sneak attack +1d6
2nd	+2	+3	+0	+0	Sniper in the dark
3rd	+3	+3	+1	+1	Ranged sneak attack +3d6
4th	+4	+4	+1	+1	Arrow stab
5th	+5	+4	+1	+1	Ranged sneak attack +3d6
6th	+6	+5	+2	+2	Hunter's ear
7th	+7	+5	+2	+2	Ranged sneak attack +4d6
8th	+8	+6	+2	+2	Reflexive shot
9th	+9	+6	+3	+3	Ranged sneak attack +5d6
10th	+10	+7	+3	+3	Unerring arrow

ear. When blinded, blindfolded, or in an area of darkness, the hunter is considered to have blindsight with a range of 60 ft. with respect to inanimate objects and materials. This ability allows the hunter to guage distances, avoid obstacles, and form a mental image of his surroundings and environment, but it does not allow him to identify or track unseen creatures. The hunter could navigate his way through a cave, but he would still be unable to detect an invisible foe. This ability functions in areas of magical darkness but is negated by magical silence. The hunter's sniper in the dark ability now has a range of 60 feet.

Reflexive Shot (Ex): In the underworld, he who strikes first often strikes last. The hunter in the deep develops quick reflexes and keen senses that allow him to anticipate an attack a moment before others can react. If the hunter has his missile weapon drawn and ready, he may make a single attack before rolling initiative for the encounter. If his target is flatfooted, he gains his sniper attack damage as normal.

Unerring Arrow (Ex): Once per day, the hunter in the deep may clear his mind and focus intently on the ebb and flow of an opponent's body, reading his internal organs by sound alone. By spending a full-attack action to make a single shot against a target within 60 ft., the hunter's arrow unerringly strikes his foe's heart, eye, or other critical spot. On a successful attack, the hunter's target must make a Fortitude save (DC 20) or die. This ability does not work within an area of darkness. If for some reason this attack is redirected and strikes

a different target, the death attack feature does not apply to the new target.

LIGHT BEARER

In good's time of need, the light bearer stands as a shining beacon of hope, defiance, and if needed, vengeance. The light bearer is the sun's champion, a warrior cloaked in light and armed with the searing fury of its heat. In battle against undead and demons, the sun's radiance shines from his weapons and armor, shielding him from their attacks and forming weapons he can use to drive them back to their foul realms. Light bearers commonly venture into the deep abysses that connect to the underworld. Their personal mission is to carry the sun's light to the most distant realms, filling caves and dungeons with sunlight for the first time in their existence.

While most good churches support light bearers and readily ally with them, no single god can claim to sponsor these warriors. The sun itself selects its champions, supporting paladins, fighters, and clerics who stand as inspiring examples of bravery in the face of evil. Light bearers rarely form their own adventuring bands or temples, but in times of trouble they are sometimes pulled by nagging desire to join together and combine their efforts against evil. Some believe that light bearers are the sun's avatars, mortals whose souls spill over with the light of righteous justice. Others see them as merely a manifestation of the energy used to fuel good-aligned spells. Light bearers themselves profess a wide range

of beliefs, ranging from sects that worship the sun as a god to cults that believe their abilities are the blessings of a specific god who touches them with the sun's cleansing light. Whatever the case, these champions are welcome wherever evil rises.

In truth, light bearers are marked from birth as the champions of good. That most are drawn to serve good deities is merely a reflection of the holy fire that burns within their hearts. In ages past when the sun first formed, the gods faced a cataclysmic threat from a being of pure darkness. The existence of anything—light, heat, life, the gods themselves—was anathema to this horrible being. Wherever it went, whatever it touched, it transformed the fabric of reality into raw emptiness. Many of the gods' first creations were devoured by the darkness and utterly wiped from the memory of all creation. The gods' themselves faced destruction until they, along with the surviving animals, humanoids, and other creatures they forged, met the darkness in a final battle. In the end, the gods' broke the darkness's will to fight but could not destroy it. They encased it at the center of the world and chained it in place. To this day, light bearers are chosen among mortals to serve as sentinels who ensure that the darkness never again threatens the world. The gods, even those of evil, keep this being's existence a secret to prevent any mortal from seeking to unleash its power. The light bearers were created to drive back the dark, but they are kept ignorant of their mission lest knowledge of the evil in the earth's heart spread across the world.

Needless to say, the great earth dragon and his servants, the deep druids and the earth dragon savants, often draw the ire of light bearers. The gods themselves fear that perhaps the earth dragon is merely a puppet of the dark, but thus far they have attempted only indirect methods of controlling and studying its servants.

Hit Die: d10.

REQUIREMENTS

To qualify to become a light bearer, a character must fulfill all the following criteria.

Base Attack Bonus: +5.
Spells: Ability to cast 3rd-level divine spells.
Knowledge (religion): 8 ranks.
Feat: Extra Turning.
Alignment: Any good.

Lurking Darkness, Hidden Dragon

Several of the prestige classes detailed in this chapter make reference to two beings, the earth dragon and a being of endless, consuming darkness. If necessary, these beings can be swapped out for deities from your home campaign. In place of the earth dragon, any elemental being will do. A god of destruction or even a powerful demon lord could take the place of the consuming darkness described under the light bearer prestige class.

Otherwise, use them as mysterious beings that may or may not pose a threat to the characters subterranean adventures. Of course, such beings could have cultists eager to release them to some evil end. In that case, the earth dragon's domains are Earth and Fire and its favored weapon is the heavy pick. The endless dark's domains are death and destruction and its favored weapon is the dagger.

Class Skills

The light bearer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Scry (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the light bearer prestige class.

Weapon and Armor Proficiency: The light bearer gains no additional proficiency with weapons, armor, or shields.

Spells per Day: At every odd-numbered level in this prestige class, the light bearer gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a light bearer, he must decide to which class he adds the new level for purposes of determining spells per day.

Create Light **(Sp):** The light bearer has the ability to spontaneously call upon the sun to illuminate his path. Three times per day, he may cast *daylight* as a standard action. This effect works as the spell cast at the light bearer's character level.

Blinding Light (Su): When the light bearer uses his create light ability, he may choose to produce a single burst of dazzling light rather than the sustained glow of a *daylight* spell. The light bearer creates a blinding flash of light in a 30-foot-long cone. All creatures within this area must make a Will save (DC 14 + the light bearer's Charisma modifier) or be blinded for 2d6 rounds. Orcs, drow, and other creatures sensitive to sunlight suffer a –2 penalty to this saving throw.

Empower Turning (Su): The light of the sun is baneful to the undead, who avoid it all costs. When attempting to turn undead, the light bearer may burn one of his daily uses of *daylight* as per the create light ability in order to gain a +2 competence bonus to both his turning check and his turning damage check. A searing pulse of light erupts from the light bearer's holy symbol, smiting the undead he faces.

Collect Light (Su): At 3rd level, the light bearer gains the ability to gather sunlight in a small glass vial. Creating this item costs 500 gp and requires three days of bright sunlight. At any one time, a light bearer may create and possess a total number of these sun vials equal to his level in this prestige class. The sun vial sheds light as per the *daylight* spell cast at the light bearer's level at the time he created it. If the vial is shattered, it creates an effect identical to *daylight* cast by a 20th-level caster centered on the point where the vial shattered. This effect persists for 2d6 days.

Celestial Companion: At 4th level, the light bearer gains the services of a

TABLE 1-6: THE LIGHT BEARER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Create light, divine spellcasting	+1 level of existing class
2	+1	+3	+0	+3	Blinding light, empower turning	
3	+2	+3	+1	+3	Collect light	+1 level of existing class
4	+3	+4	+1	+4	Celestial companion	
5	+3	+4	+1	+4	Light of truth	+1 level of existing class
6	+4	+5	+2	+5	Unquenchable light	
7	+5	+5	+2	+5	Armor of light	+1 level of existing class
8	+6	+6	+2	+6	Spear of light	
9	+6	+6	+3	+6	Sword of light	+1 level of existing class
10	+7	+7	+3	+7	Sun's radiant messenger	

lantern archon. This creature faithfully serves the light bearer as an advisor, ally, and companion. Treat this creature as a wizard's familiar for purposes of its Hit Dice, hit points, attacks, and saving throws. Furthermore, it gains special abilities and the natural armor bonus normally granted to a familiar based on its master's level.

Light of Truth (Su): Once per day, the light bearer can bathe the area around him in the light of truth. Radiance pours from his body, illuminating a 60-foot-radius area. Creatures within this area must make a Will save with a DC of 15 + the light bearer's Charisma modifier or be compelled to speak the truth.

Unquenchable Light: At 6th level, the light bearer's connection to his patron deity strengthens as it grows deeper. He gains three additional uses of his create light ability per day. These additional powers may in turn be used to fuel his blinding light ability.

Armor of Light (Su): The light bearer may now use his create light ability to form a gleaming suit of spectral armor that surrounds his body and deflects blows. His deflection bonus to AC, if any, increases by +2. Note that as a deflection bonus, this modifier applies to the light bearer's touch AC.

Spear of Light (Su): In the light bearer's hands, the light of the sun becomes a powerful weapon he can use to destroy his enemies. By consuming one of his uses of his create light ability, the light bearer generates light and crafts it into a gleaming, silver spear that launches towards his enemies. This item counts as a +3 *flaming burst ghost touch javelin*. The light bearer immediately makes a ranged attack using this weapon at an opponent of his choice. The light bearer uses his move-equivalent action to form the spear and a standard action to throw it. The weapon disappears after the light bearer's action. He must immediately attack with it to gain the benefits of this ability.

Sword of Light (Su): The light bearer's devotion to the sun and the gods connected to it grants him the ability to form a blade of pure sunlight. By consuming two of his uses of his create light ability, the light bearer generates light and crafts it into a gleaming, golden sword. This item counts as a +5 *flaming burst ghost touch sword*. It may take the shape of any type of sword at the light bearer's discretion, and the character is treated as proficient with this weapon. The weapon remains for a number of rounds equal to the light bearer's level in this prestige class. This ability may be used once per day and counts as a standard action that draws an attack of opportunity.

Sun's Radiant Messenger (Su): Once per day, the light bearer can call upon the sun to protect him in his hour of need. A tremendous gleaming light cloaks him, dazzling the eyes of all who attempt to look upon him. For 2d4 rounds, all attacks against the light bearer suffer a 25% miss chance as the shining light he radiates blinds his foes and forces them to turn away from him. Creatures that do not rely on sight to attack do not suffer this miss chance.

New Feats

The following feats are designed to improve a character's abilities in a dungeon environment. While some of them are useful in urban or wilderness adventures, most of them function best in a tight, enclosed dungeon area. Any feat noted as a fighter feat next to its name may be taken by members of that class with their bonus feats.

Close Quarters Archery [Fighter, General]

You have trained to handle a bow, crossbow, throwing knife, or other missile weapon in close quarters. When opponents attack you in melee, you dodge aside and snap off a quick shot with your weapon. When making ranged attacks, you do not expose yourself to attacks of opportunity.

Prerequisite: Point Blank Shot.

Benefit: When making a ranged attack, you do not draw attacks of opportunity if you take a –2 penalty to your attacks for that action. You still draw attacks of opportunity for other actions, but not for making a ranged attack.

Defensive Archer [Fighter, General]

Through training and experience you learn to use a buckler effectively while handling a missile weapon.

Prerequisite: Close Quarters Archery.

Benefit: You gain the benefits of a buckler while wielding a bow, crossbow, or other missile weapon that requires two hands for you to use.

Combat Sense [Fighter, General]

You rely on an intuitive sense of your environment and your opponents to avoid blows. While you may not be any faster than the average person, your ability to notice and anticipate attacks allows you to dodge them with ease.

Prerequisite: Nose for Danger, Sixth Sense.

Benefit: You may use your Wisdom modifier rather than Dexterity to determine your Armor Class. At any time you would lose your Dexterity bonus to AC, you lose your Wisdom bonus as well. As a free action, you may choose which ability, Dexterity or Wisdom, modifies your AC.

Coordinated Fighting [Fighter, General]

You have trained to fight in close quarters with others, standing in tight ranks while fighting in formation or struggling against enemies in confined spaces. This training allows you to change places with your allies without dropping your guard and allowing your foes to attack you.

Prerequisite: Dexterity 13+.

Benefit: You may move into a space occupied by an ally, though your movement forces your ally to move into the space you occupied before you entered his space. This movement does not draw an attack of opportunity against you or your ally. When determining if you are the target of an attack of opportunity, ignore all movement you made with this feat. You may use this feat as many times as you wish during your action, though you may not exceed your total movement allowance. If you move 5 feet into an ally's space, that counts as 5 feet of your total movement. Furthermore, you may not use this feat to move into a space with a creature whose facing is greater than yours. If you move into the space occupied by a creature whose facing is smaller, your ally may move into any of the spaces you occupied so long as that space is adjacent to your ally's original position.

Normal: You may move through an ally's space but they do not move. You may not end your move in an ally's space.

Devious Agility [Fighter, General]

You are adept at using the environment to your advantage. You use a dungeon wall to spring at your opponents, swing from a chandelier to leap upon an ogre's back,

or dive under a table to attack an opponent from below. Your agility and cunning combine to surprise your opponents and leave them open to a critical strike.

Prerequisite: Dodge, Tumble skill.

Benefit: Make a Tumble check opposed by an attack roll your opponent makes using his best base attack bonus. If your check succeeds, your opponent loses his Dexterity bonus to AC against your next attack. If your check fails, you lose your Dexterity bonus to AC against your opponent's next attack. Using Tumble in this manner is a move-equivalent action that may be completed as part of a move.

Special: At the DM's option, you may gain a bonus to your Tumble check if you describe an exciting maneuver that could confuse your opponent, such as leaping on to a table and hacking at him from above, diving through his legs and stabbing upward, or some other cinematic stunt. In this case, you suffer a –2 circumstance bonus to any attacks you make that round but gain a +2 circumstance bonus to the Tumble check made to use this feat. Of course, the bonus damage a rogue can gain with this feat outweighs the penalty to hit.

Dungeoneer [General]

You have explored many dungeons, tombs, crypts, and other ruins or extensively studied the notes and stories of successful dungeon explorers. Your knowledge and experience combine to grant you an important edge when traveling underground.

Benefit: You gain a +2 bonus to all Wilderness Lore checks made underground. You receive a +2 bonus on Reflex saves or AC against traps found in a dungeon.

Earth Adept [General]

Your magic is strongly linked to the element of earth. You can call earth creatures that are stronger than normal with your spells and have an innate resistance to baneful magic when you stand within a subterranean chamber.

Benefit: When using a spell to summon or call a creature with the earth subtype, the monster you call gains +1 hit point per Hit Die and a +2 bonus to its Strength. These bonuses are not magical in nature. Rather, you simply call a more powerful than normal earth creature. Furthermore, your natural connection to the earth creates a buffer against magic used against you. While you are underground, you gain a +1 bonus on saving throws against all spells.

Earth Attunement [General]

You have a strong link to the element of earth. When using magic below ground, your spells draw on the ambient elemental energies and are harder to resist because of it.

Prerequisite: Earth Adept.

Benefit: Increase the save DC to resist your spells by +2 while you and your target are below ground. This bonus does not stack with the one provided by Spell Focus.

FORTUITOUS EVASION [FIGHTER, GENERAL]

Through blind luck or clever planning, you cause your opponents' attacks to slam into walls or hit their allies when they miss you. For an instant you appear vulnerable, causing your foe to put his strength into a wild, uncontrollable strike. At the last moment, you duck aside and leave your foe exposed.

Prerequisite: Base attack bonus +3, Bluff skill.

Benefit: As a full-round action once per encounter, you stand in place and prepare to use this feat. Until your next action, you may choose to use this feat against an opponent who makes a melee attack against you. Make a Bluff check opposed by your opponent's total attack result. If you succeed, the attack misses and you may choose to apply one of the three effects listed below to your opponent:

• You may immediately make a melee attack against your opponent, who loses his Dexterity bonus to AC. You trick your opponent into overreaching and exposing himself to a quick counter.

• You may choose to apply the result of the opponent's attack against a target that stands in your opponent's threatened area. Your opponent makes a wild swing that slams into a bystander after your dodge it.

• You may force your opponent to fall prone. His wild attack against you causes him to overbalance and topple to the ground. He loses any additional attacks he has for this action, though if he has not yet used his move-equivalent action he may stand as normal. This option is best suited against creatures or NPCs that use the full attack action. Wait until your opponent makes his second or third attack before activating this feat.

FOCUSED STRIKE [FIGHTER, GENERAL]

Your keenly attuned senses and training in fighting by senses other than sight allow you to focus on an opponent and unerringly strike him. When fighting in darkness, thick fog, and other difficult conditions you rarely miss your foe due to the environment.

Prerequisite: Blind-Fight, base attack bonus +5, Wisdom 11+.

Benefit: When fighting an opponent who gains the benefit of concealment, you strike unerringly. The first time you attack your opponent, use your Blind-Fight feat as normal. As long as that opponent ends his action in your threatened area, you do not have to check for the concealment miss chance against him. If your opponent ends his action outside of your threatened area or if you attack someone else, you lose this benefit against him. This feat applies every time you use your Blind-Fight feat. You could gain the benefit of Focused Strike against an orc and then attack an ogre who blunders into you. In this case, you lose the benefits of Focused Strike against the orc but gain it against the ogre.

GROGNARD [GENERAL]

You have walked many miles with a heavy load on your back. You easily carry backpacks, sacks, and other burdens that would overwhelm a lesser man.

Prerequisite: Toughness.

Benefit: When determining how much weight you can carry, you gain a +4 bonus to your Strength score. When making a Strength check for any reason, such as to escape a pin or smash down a door, you gain a +2 competence bonus to your check.

HUSTLE [FIGHTER, GENERAL]

You have walked many miles wearing heavy armor or carrying a lot of gear, supplies, and other bulky loads. While wearing armor that hinders others, you move faster than normal.

Prerequisite: Grognard, Toughness, Strength 13+.

Benefit: Your speed is increased by 5 ft. while wearing medium or heavy armor. This bonus applies after determining your base speed for the armor you wear. For example, a cleric in chainmail with this feat has a speed of 25 feet.

NOSE FOR DANGER [FIGHTER, GENERAL]

Your intuition and awareness allow you to anticipate trouble much better than others can. Your hand flies to your weapons a moment before your opponents launch their attack, helping guarantee that you are rarely caught off guard.

Prerequisite: Wisdom 13+.

Benefit: You may add your Wisdom modifier rather than your Dexterity modifier when rolling for initiative.

SLIPPERY IN THE GRASP [FIGHTER, GENERAL]

You are difficult to grab hold of, allowing you to struggle free of opponents who try to grapple your before they can get a hold.

Prerequisite: Dodge, Escape Artist skill.

Benefit: You gain a +5 dodge bonus to AC against all grapple attacks, including those made with the improved grab ability. You lose this bonus in any situation in which you do not gain your Dexterity bonus to AC.

SIXTH SENSE [FIGHTER, GENERAL]

Your ability to anticipate and react to danger allows you to dodge spells, explosions, and other threats much faster than normal. You sense trouble a moment before it strikes, giving you a critical head start in hitting the deck or getting your head down.

Prerequisite: Nose for Danger, Wisdom 13+.

Benefit: You may add your Wisdom modifier to your Reflex saves rather than your Dexterity modifier.

TIGHT QUARTERS FIGHTING [FIGHTER, GENERAL]

You have fought many battles in dungeon corridors, enclosed spaces, and other tight quarters. While others find such terrain hindering, you know how to turn it to your advantage.

Prerequisite: Base attack bonus +1.
Benefit: If you stand with a wall adjacent to you, you gain a +1 dodge bonus to AC as you use the obstruction to aid in your defense. You anticipate attacks that the wall hinders and maximize the amount of coverage it grants you.

WARRIOR OF THE DEEP REALMS [FIGHTER, GENERAL]

You have fought many battles beneath the earth and have learned a variety of techniques that maximize your skills in subterranean settings. This experience grants you a critical edge against your enemies.

Prerequisite: Tight Quarters Fighting, base attack bonus +1.

Benefit: While fighting with a wall adjacent to you and a ceiling no more than 10 feet above your head, you gain a +2 circumstance bonus on melee attack rolls. You have learned to use the tight quarters to your advantage, darting in to smite your enemies when they are caught up on the tight quarters or otherwise hindered by them.

EQUIPMENT

NEW USES FOR OLD EQUIPMENT

Part of the challenge in a dungeon is that your character is trapped far from civilization. Urban and wilderness adventures offer much more flexibility in terms of returning to a nearby town and stocking up on food, torches, and other supplies. In a dungeon, all you have to rely on is the weapons, armor, and equipment you carry with you. If you find you are short of a much-needed item, you have little recourse but to grit your teeth and improvise.

This section presents new uses and rules for a variety of common items. Each item is given a short description of how to use it and rules for applying it to different situations. For ease of use, the equipment is presented in the same order in which it appears in the core rules.

WEAPONS

Most players pick out a few weapons that suit their characters' style, abilities, and class. The typical fighter carries a weapon he has a few feats invested in, such as Weapon Focus, as well as a missile weapon and a dagger. Since dungeons feature many strange, difficult encounter areas, it helps to have a nice spread of weapons that can deal with a wide range of conditions. Fighters, paladins, and barbarians have the Strength needed to carry a small armory. In some cases, you can leave the weapons in a cache somewhere in the dungeon, such as a secret treasure room you uncovered, and return for specific weapons you may need.

Rather than give information for each individual weapon, this section presents a few different categories of armaments and gives tips on their use.

Reach Weapons: Since these arms allow a character to make melee attacks without exposing himself to any blows in return, characters with poor ACs or little combat skill can use these weapons as a last resort measure. A wizard or sorcerer can hide behind the party's fighters and stab at a monster with a glaive or longspear. While nowhere near as effective as a spell or missile weapon, a reach weapon never runs out of ammunition and does not drain a character's magical resources. Even with an arcane caster's miserable base attack bonus and non-proficiency penalty, any attack is better than not attacking at all or wasting spells. Since trip attacks rely on a touch attack, a wizard with an average Strength and a guisarme can attempt to trip an opponent with a reasonable chance of success.

Heavy Weapons: Even if you do not normally wield a greataxe or similar weapon, you can use it to batter down a door, smash open a lock, or chop down a rope bridge. Since these weapons deal high base damage and require two hands to wield, they deliver a lot of punishment to inanimate objects in a short period of time. Rather than attempt to saw through a rope with a dagger, take a hack at it with a greataxe. Against foes that carry tower shields or rely on cover, the greataxe can chop such a barrier to pieces.

Sap: This small, cheap weapon is commonly overlooked by players. You can use a sap to batter a monster unconscious and wake it later

for questioning. This tactic is particularly effective against orcs, goblins, and other individually weak creatures that rely on numbers to threaten adventurers. Questioning a monster allows you to learn of the dungeon areas ahead of you, the abilities of important NPCs in the dungeon, and other hazards that lie ahead. You can also use spells such a *charm person* to sway a captive to form an alliance with you.

The Fighter's Toolkit: A good fighter needs to be ready to handle a wide variety of situations. The following weapons should be in every fighter's kit. A flail has an advantage when used to disarm or trip foes. A bow is perhaps the best missile weapon for a fighter, as it allows you to gain additional attacks per round and mighty versions allow you to take advantage of high Strength. A club costs you nothing and is a bludgeoning weapon, making it useful for fighters who typically use edged weapons. A longspear is a reach weapon that can be set to receive a charge and is relatively cheap. While a net is an exotic weapon, it requires only a touch attack to ensnare a target. Even a non-proficient fighter has a good chance of catching his target. A sling's ammunition—stones—can be found in almost any dungeon, making it a useful ranged weapon to have on extended trips into a dungeon's depths. Finally, a dagger's small size makes it handy when grappled and it can also be used as a ranged weapon. These weapons, in addition to your weapon of choice, leave you ready for almost any situation.

Armor

Most players never think to carry more than one suit of armor. In some cases, wearing the right armor can be just as important as choosing the proper weapon. While many characters lack the Strength necessary to carry more than one suit around, a pack animal can bear several spare suits of armor. Alternatively, you can stash additional armor in a hidden cache somewhere in or near the dungeon.

A suit of light armor can be donned quickly and only offers a minor hindrance to Hide, Move Silently, and Swim checks. A fighter can stow his plate armor, done a suit of leather, and stand a much better chance of sneaking past a guard. If you must swim across a river, you can throw your armor across and then swim in light armor, assuring yourself of at least some protection should a gang of monsters attack. Since characters can sleep much better in

light armor, you can rest in a chain shirt without leaving yourself completely exposed in the event of an attack.

An extra set of armor can serve as an additional restraint to neutralize a captured sorcerer or wizard. Force your captive into a suit of chainmail and he has a much more difficult time using his magic to escape.

Bards and other arcane casters who have armor proficiency can carry their armor in their backpacks until they have used their spells or have a moment to don their armor before an important battle. This is particularly useful if a trap, tough battle, or spell sorely injures the party's fighters. A bard in chainmail with a large shield can temporarily stand in for a downed combatant.

Tower shields make excellent mobile cover. Even a character who lacks shield proficiency can set one up and hide behind it, peeking out to cast a spell or fire an arrow. A follower or hired bodyguard carrying a tower shield is a wizard or sorcerer's best friend.

Adventuring Gear

In a dungeon, a brace of pitons and a small hammer can be as critical to an expedition's success as a magic sword or a set of magical potions. The right tool used at the right time, or the wrong tool used in a creative manner, can prove the difference between victory and defeat. This section covers a variety of mundane equipment with new, optional rules for each.

Barrel: While an odd choice for an adventurer who plans on visiting a dungeon, a barrel can hold plenty of food and water. You can stash barrels of supplies in a hidden cache in or near the dungeon, returning there to resupply when necessary. In addition, you can roll a barrel down a slope to scatter your foes. A barrel used in this manner moves 50 ft. per round. If it enters a space occupied by a creature, that creature must make a Reflex save (DC 12) or be knocked prone.

Bedroll: A bedroll can be used as a stretcher, allowing two characters to combine their efforts to carry a downed companion or transport a heavy object. When combined with dirt, small stones, and dust, it can form a convincing layer of camouflage. With a Craft (tailor or

other appropriate skill) or Disguise check (DC 20) and 30 minutes of work, a character can produce a screen that can hide a pit or a character who stands still. Seeing through this disguise requires a Spot check (DC 15).

Bell: A bell rigged to a tripwire wakes up any sleeping creature within 30 ft. of its position. Any creatures farther away must make Listen checks with a base DC of 10, modified as per the Listen skill's description.

Blanket, Winter: This item can be used as a bedroll to form a camouflaging screen. In addition, a character with a winter blanket draped around him increases his armor penalty to skill checks by 1 and his arcane spell failure chance by 5%. In return, he gains a +1 circumstance bonus on all saves against cold effects.

Block and Tackle: Two pulleys comprise this simple device, which you can use to lift an item. By mounting one pulley on the object you need to raise, the second on the ceiling, and running a rope between the two of them that is anchored on one end at the ceiling or another high point, you can make it much easier to lift a heavy object. Setting up a block and tackle takes 15 minutes of work. An object with a block and tackle set up to move it counts only half its normal weight for determining if a character can move it.

Chain: In desperate circumstances, a chain makes a passable weapon. You suffer a –4 circumstance penalty to all attacks with a chain. Otherwise, it is a large weapon that has the same game statistics as a light flail. The chain can be used to make disarm and trip attacks, just like a flail.

Crowbar: A character attempting to break a door or force a lock gains a +2 circumstance bonus to his Strength check when using a crowbar to aid his efforts. A crowbar may also be wielded as a club in battle.

Fishhook: While small and unlikely to cause a major injury, fishhooks dig into the flesh and are difficult to remove. A creature stabbed with a fishhook takes one point of damage. A successful Heal check (DC 10) removes a hook. Otherwise a creatures takes a point of damage trying to take the hook out. Until the hook is removed, the damage it caused cannot be healed, even with magic.

Fishing Net: If used as a weapon, the fishing net works just like a fighting net. However, it is much easier to escape a fishing net, as it is not designed to hold a person. A creature entangled in a fishing net can escape with a successful Escape Artist check (DC 10) that is a standard action. A character proficient with a fighting net is also proficient with a fishing net.

Flint and Steel: Lighting a fire under difficult circumstances, such as during a rain storm or in the presence of a strong wind, requires a Wilderness Lore or an appropriate Craft or Profession check (DC 15).

Grappling Hook: This handy tool can secure a rope to a wall, cliff face, or a tree branch. To use a grappling hook, you must make a ranged touch attack with a 10 ft. range increment against AC 15. Targets with many holes and cracks where the hooks can catch have AC 10, while flat, sheer surfaces have AC 20. In some cases, the DM may rule that the grappling hook has nothing to catch on, preventing it from being used at all.

Hammer: A character with a hammer can pound a nail or spike into a wall with a standard action. As a weapon, this hammer counts as a light hammer. However, it cannot be thrown effectively.

Ink: Ink is useful for leaving marks in a maze. Simply pour a small amount of ink on the floor. You can splash ink in an opponent's face as a melee touch attack. On a hit, your opponent must make a Reflex save (DC 15) or suffer a –1 penalty to attacks and checks for 1d3 rounds. This attack does not work against creatures that lack eyes.

Lantern, Bullseye: As a full-round action, you can attempt to dazzle a creature with the glare of this lantern. The target of this attack must make a Fortitude save (DC 12) or suffer a –1 penalty to attacks until your next action.

Lantern, Hooded: This lantern's light can be obscured with its hood as a move-equivalent action. When hooded, the lantern provides light only in the space it occupies.

Oil: Oil spread on the ground and set alight is a useful barrier against wild animals. Any creature with an Intelligence of 5 or less must make a Will save (DC 12) to enter

or move through a burning area. The creature automatically makes this save if its life depends on moving through the fire.

Pick, Miner's: This tool counts as a heavy pick, though anyone fighting with it suffers a −2 circumstance penalty to hit due to its poor balance.

Piton: These iron spikes can be used to keep doors shut by nailing the door in place or wedging it against its frame. A door reinforced in this manner increases its break DC by 2. It takes six rounds of work to spike a door shut.

Pole, 10-foot: The classic tool of any dungeon grognard, the 10-foot pole is a handy tool for safely discharging traps and revealing hidden dangers. Typically, the first character in the party's marching order uses the pole to probe ahead for tripwires, pressure plates, and hidden pits. If a character with a pole probes into an area with a trap, he must make a Strength check to dislodge its mechanism. Normally, the DC for this check is 15. Magic traps and those that require a lot of weight to trigger are DC 20, while traps sensitive to weight and other disturbances are DC 10. A character who must make a Balance check can use the pole as a counterweight, granting him a +2 circumstance bonus to his check.

Ram, Portable: This massive battering ram can be used as a weapon against large creatures. The target of this attack must have a facing of at least 10 ft. by 5 ft. Two characters who act at the same time can charge forward with the ram and slam it into their target. The character with the lower base attack bonus makes a standard attack against the target with a −4 circumstance penalty. On a hit, the ram deals 2d6 plus twice both character's Strength bonuses. Using a ram in this manner counts as a charge action. The characters must move in a straight line at least 20 ft. towards their target to build up enough momentum to deal a telling blow.

Sledge: This massive, two-handed hammer has the same statistics as a greataxe save that it deals bludgeoning damage. However, it is poorly balanced and difficult to handle in a fight. When used to make a melee attack, its wielder suffers a −2 circumstance penalty to his attack. A sledge counts as a martial weapon.

Tent: A tent can be used in the same way as a winter blanket or a bedroll to create a camouflaging screen.

SPECIAL ITEMS

Acid: In addition to its obvious uses, acid can burn and weaken metal, wood, and other materials. When applied to an item, the acid reduces its hardness by 1 point after five rounds.

Smokestick: If a smokestick is used in an area without ventilation, the thick cloud it produces causes those trapped in it to cough and gag. When exposed to the smoke, creatures must make a Fortitude save (DC 12) or suffer a −1 circumstance penalty to attacks and skill checks.

Tanglefoot Bag: In addition to entangling creatures, this item can also serve as instant glue. If the tanglefoot bag is mashed between two items, such as a pair of shields or two lengths of wood, they stick together for 10 minutes. Breaking the seal between the items requires a Strength check (DC 27). Alternatively, you can deal 15 points of damage to the bag's glue with a slashing weapon to sever its hold.

Thunderstone: Not only are thunderstones good weapons, they make excellent signal markers. A thunderstone's detonation can be heard from up to 500 ft. away. See the Listen skill's description for information on DCs necessary to hear the noise through stone walls and other barriers.

NEW EQUIPMENT

The following equipment is all designed specifically for use in a dungeon. Unless otherwise noted, these items are all mundane or alchemical equipment that can be purchased in any general store or shop in civilized regions. The following items count as alchemical gear: darkness sphere, flash sphere, steel saw, tripwire alarm. To create these items, you must use the Alchemy skill rather than a Craft sub-skill. Characters with the appropriate Craft skills can create the other items listed here using the standard rules for producing mundane items.

Darkness Sphere: This fist-sized glass sphere appears to contain a roiling mass of black liquid at its center. If the sphere is smashed open, such as by throwing it against a hard surface, it

NEW EQUIPMENT

Item	Cost	Weight
Darkness sphere	50 gp	1 lb.
Dungeoneer's outfit	110 gp	10 lb.
Flash sphere	80 gp	1 lb.
Hook thrower	75 gp	10 lb.
Instant trap	150 gp	12 lb.
Lamp hook	25 gp	5 lb.
Listening horn	20 gp	3 lb.
Steel saw	150 gp	5 lb.
Tripwire alarm	80 gp	4 lb.

creates a 10-ft. radius emanation of darkness. This area of darkness cancels out all natural light sources, but magical light of any sort functions normally within it. The darkness persists for 2d4 minutes. If thrown, treat the darkness sphere as a grenadelike weapon.

Dungeoneer's Outfit: This specialized set of clothes is designed specifically for use in exploring dungeons and other subterranean environments. It consists of thick, warm shirt and breeches, a woolen cloak, a scarf that can be used to cover the mouth and nose, and leather boots. Furthermore, it incorporates small spikes on the boots, a pair of durable leather gloves, and a harness with loops suitable for tying off ropes while climbing. These features grant a +2 circumstance bonus to Climb checks. The outfit incorporates two small, hidden pockets that can hold tiny objects such as keys, thieves' tools, and similar items. Uncovering these pockets requires a Search check (DC 15).

Flash Sphere: Similar to a darkness sphere, this small, glass globe has a shimmering, glittering light at its center. While the light this item emits is too dim to provide any useful illumination, when shattered the sphere creates a brilliant, momentary flash of light that dazzles the eyes of creatures who are sensitive to sunlight. Any humanoid or monster with light sensitivity or light blindness, such as orcs and drow, must make a Fortitude save (DC 15) or suffer a –1 penalty to all attacks for 2d6 rounds after this item is used. The sphere affects all such creatures within a 50-ft. radius of the item when it is used. If the sphere is thrown, treat it as a grenadelike weapon.

Hook Thrower: This three-foot-long metal tube is tipped at one end with a grappling hook set with a ring wide enough for a silk rope to be run through it. When a metal stud at the tube's opposite end is pushed, a powerful spring inside the tube fires the hook forward at a tremendous speed. The hook thrower is used to set a rope high atop a wall, cliff, or other spot beyond the reach of a grappling hook. The hook thrower launches a rope 100 ft. into the air. Anchoring a line with this item requires a ranged touch attack against AC 10. Its maximum range is 100 ft. and it has no range increments. Resetting a hook thrower after using it requires five minutes of work.

Instant Trap: Designed by gnome engineers who are responsible for securing contested mines, burrows, and other underground halls that have been attacked by kobolds or goblins, the instant trap provides a simple but effective defense against intruders. This mechanism consists of an iron bar fit with a row of spikes that can be bent back and set into position with a steel catch. This catch is in turn connected to a metal bar that, when pressed down, causes the catch to disengage and the spiked bar to snap forward with tremendous force. The basic principle of the item is very similar to an oversized mousetrap. The instant trap can be placed on a dungeon floor and concealed with debris, a blanket, or other camouflage. When a creature enters the 5 ft. by 5 ft. space the instant trap occupies, the bar makes an attack at a +4 base attack bonus. On a successful hit, it deals 2d4 points of damage. A character with the Search skill may hide an instant trap by making a check with a –4 circumstance modifier. The result is the Search DC necessary to spot this trap. Disarming an instant trap requires a Disable Device check (DC

13). In some cases, the gnomes coat the trap with poison to increase its lethality. Setting an instant trap in position requires 1d4 minutes of work.

Lamp Hook: This light wooden frame attaches to a standard backpack and provides a two-foot-tall wooden pole topped with a hook from which a lantern can be hung. While using a lamp hook, a character can gain the benefits of a light source while keeping both his hands free.

Listening Horn: This small, metal item looks like an oddly shaped horn. One end of the horn ends in a wide, flared opening while the other terminates with a tiny hole set at the end of a short, narrow passage. When pressed against a door or wall, the listening horn improves your ability to hear noise through an object. Reduce the Listen DC modifier for hearing noise through a door or stone wall by 5 when using this item.

Steel Saw: This short, metal saw is designed to cut through rods, locks, and other items crafted from iron, bronze, and other metals. A long, exacting alchemical treatment grants the saw's teeth an incredibly sharp, durable edge. As a full-round action, you may use the saw to deliver 1d6 points of damage to any metal item that you could logically cut with the saw. The item's hardness does not apply to this damage. For example, the saw can be used to cut an opening in the metal bars of a jail cell. It could not be used to hack an opening into a metal door set flush against the wall. After 20 rounds of use, the saw must be exposed to the treatment used to create it in order to renew its cutting edge. This treatment costs 30 gp.

Tripwire Alarm: A favorite tool of dwarf explorers who regularly venture into the deep, unknown regions of the earth, this item consists of a gossamer length of line that is difficult to spot. One end of the line is tied in place, while the second one is attached to a signalstone, a small alchemical item similar to a thunderstone. When a creature catches on the line with its feet and inadvertently tugs on it, the signalstone activates, causing a loud crack that wakes all sleeping creatures within 50 ft. of its position. Spotting the tripwire alarm requires a Search check (DC 15), while disarming it is a Disable Device check (DC 12). A creature that unwittingly enters an area crossed by the alarm must make a Reflex save (DC 15) or break the line and trigger the signalstone. Once a tripwire alarm has been triggered, it no longer functions. The tripwire alarm's triggering line can extend up to a total of 10 ft. in length.

Dungeon Adventuring

This section addresses a wide range of topics, strategies, advice, and tactics relating to adventuring in a dungeon. Some of these sections are simply advice and ideas you can apply to the game as your characters adventure. Others present new rules that expand you options and make it easier for the DM to handle such matters as supplies, hirelings, and pack animals.

Living in a Dungeon

Unless you can plan on heading to a nearby town or village after every expedition to a dungeon, at some point you have to spend a night or two in a dungeon's halls. In some cases, a dungeon is too far from civilization to allow you to make easy trips back and forth from it. Other times, you must descend deep into a dungeon and cannot afford to delay your quest long enough to return to the surface for rest and supplies. This section provides rules and tactics you can use in setting up camp in a dungeon.

Your most important task in setting up a campsite is finding a location that is defensible. There are two basic criteria in selecting a spot. First, you need to find a place that does not leave you exposed to attacks from too many directions. Setting up camp in the middle of a large, open chamber is simply asking for a group of orcs or monsters to surround you while you rest. In such a situation you may have to post a sentry too far from camp, leaving him vulnerable to monsters that can sneak up on him and overwhelm him before he can alert the party. If a sentry is nearby, the sounds of the struggle can alert other guards and sleeping characters.

An ideal campsite has two exits, both of which are unconnected. That way, a group of monsters cannot approach your camp from both directions by splitting up. Any attack should come from one direction, though spells such as *scry* and *sending* can allow the monsters in a dungeon to coordinate an attack against you. If your opponents have access to such magic, at least a limited number of entrances force them to bunch up to attack you.

When resting, the party's fighters and other warriors should wear light armor so that if they must wake up and fight they are not completely vulnerable. Keep your weapons and shields near your bedrolls, allowing you to quickly grab arms and prepare for a fight. As an additional protection against invisible creatures and stealthy monsters that can sneak into your camp, leave a few false bedrolls stuffed with blankets at the outer edge of your camp. These decoys waste an attacker's time and give you a chance to organize a defense. In game terms, a character who fashions such a decoy must make a Craft (tailor or similar skill) or Disguise check (DC 15) to produce a false bedroll that requires a Spot check to notice (DC 15). Monsters do not automatically approach the nearest bedroll. Those that use magic to scout your camp or seek a specific target may simply ignore them. Wild animals, on the other hand, may be unable to detect the ruse.

Some adventurers slowly grow unnerved with each day that passes in a dungeon. Trapped far beneath the earth, far from the sun, wind, and rain, a character may find the dungeon's oppressive atmosphere overwhelming. The following optional rules can be used to simulate the unease that sets in after an explorer spends too much time in a dungeon.

Each day in a dungeon, all characters other than dwarves and gnomes must make Will saves (DC 5) or suffer a –1 circumstance penalty to attacks and checks until they leave the dungeon. Players of druids, rangers, elves, and other characters with an attachment to nature may face a Will save (DC 10) to avoid this penalty. A DM can choose to enforce this save for particularly oppressive dungeons, such as an ancient temple dedicated to an evil god.

A player may voluntarily apply this rule to a character of 4th level or lower. In return, the character receives a 5% XP bonus for all encounters in dungeon environments in which he suffers the penalty for missing his save. In this case, the character's confidence and self-esteem receive a boost as he overcomes his fear and learns to cope with it. After 4th level, adventurers have adjusted to the dungeon environment or are too self-assured to allow it to rattle them.
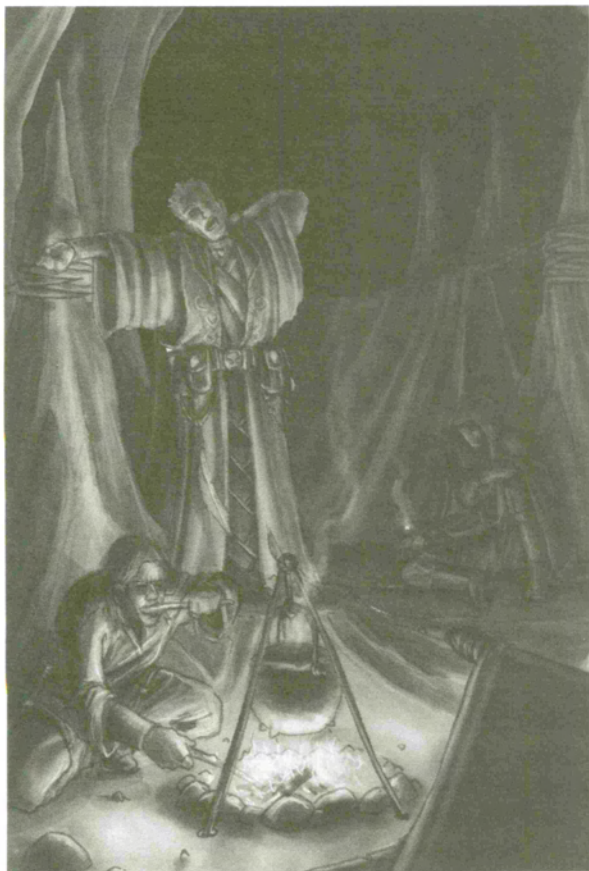
Food and Supplies

Any party of adventurers that spends more than a day within a dungeon needs to carry enough food and water to last for the entire trip. Each day, a Medium-size character requires one pound of trail rations and half a gallon of water, weighing four pounds. Small characters require a quarter of these amounts: a quarter pound of rations and an eighth of a gallon, one pound, of water. Conveniently enough, the typical waterskin holds enough water for one day of travel.

Keeping track of food and water can add an additional element to dungeon expeditions. In addition to facing terrible creatures and surprising traps, the characters must keep track of their supplies and work to ensure that they can maintain their stores of food and water. This problem is exacerbated if your DM uses the rules for encumbrance. A week worth of food and water weighs 35 pounds, possibly weighing down physically weaker characters such as wizards and bards.

Stringent bookkeeping of food and water is not a good idea in every campaign. Players like RPGs because they allow them to get away from the real world for a time. Forcing them to account for water and rations can slow down the game and render what should be a game of heroic battles and daring escapades into an exercise in number crunching. On the other hand, requiring the players to keep track of their food, water, and other supplies adds a level of resource management and fear to the game. Losing a backpack filled with supplies can be an inconvenience in some campaigns. In games where food is an important resource, a backpack of food stolen by a wild animal is a big loss. Weigh the pros and cons of keeping track of supplies before incorporating this element into your campaign.

The key to tracking supplies in this manner lies in transferring much of the work from the players to the DM. In essence, tracking supplies makes life more difficult for the characters. Asking the players to shoulder the responsibility of this task adds insult to injury. The DM should use a sheet of paper to keep track of a variety of supplies, such as food, water, arrows, spell components, and so on. When the characters use up their gear, simply check off the party's running total or scratch out their old total and note the new one. After each encounter, the DM should remind the players of the status of their consumables. In this way, the party's supplies become an issue in the game without forcing the players to take on any additional work.

For players, keeping plenty of supplies on hand is critical in a game where the DM keeps track of food and water. The best bet to insure against starvation and thirst is to establish a cache of supplies in or near the dungeon. The party can carry a heavy load of food and water to the dungeon, then find a safe and secure area to store the supplies. If you have a chance, scatter your supplies in two or three separate locations. If a monster or thief uncovers one of your stashes, you still have one or more others to fall back on.

A cache should be established at a site that is secure from foraging creatures. A chamber concealed by hidden doors is your best bet in a dungeon, especially if you have defeated any creatures that may know about it. When seeking a site outside the dungeon, look for spots away from streams, paths, natural food sources, and anything else that may draw travelers or wild animals to the area.

WEALTH MODIFIERS

Wealth Pool	Wealth Modifier
0–10 gp	–10
11–20 gp	–9
21–30 gp	–8
31–40 gp	–7
41–50 gp	–6
51–60 gp	–5
61–70 gp	–4
71–80 gp	–3
81–90 gp	–2
91–100 gp	–1
101–110 gp	+0
111–120 gp	+1
121–130 gp	+2
+10 gp	+1

For DMs, the players should make a Search check to hide their cache if they attempt to conceal it. The result of this check is the Search DC necessary to uncover it. The check represents the characters' attempts to use camouflage to hide their gear. Taking 20 on this check represents burying equipment or hiding it high up in a tree. Check for random encounters near each cache while the characters are away from it, making a Search check for each monster that draws close to it. If a creature uncovers the cache, it loots it.

OTHER SUPPLIES

In addition to food and water, adventurers require a few other pieces of equipment to survive in a dungeon. This section describes a few necessary pieces of camping gear characters may need in dungeons.

A character who sleeps without a bedroll, cloak, or winter blanket has trouble resting in comfort. He must make a Fortitude save (DC 10) or be fatigued the next day. Fatigued characters cannot run, suffer a –2 penalty to Strength and Dexterity, and become exhausted by any activity that normally causes fatigue. In a cold or damp environment the DC is increased to 15.

As the temperature underground remains constant year around, characters must prepare to deal with a slightly cool, damp environment. A cloak and a typical traveling outfit are enough for characters to survive in relative comfort. If for some reason a character is trapped without

proper clothes, he must make a Fortitude save (DC 10) each day or suffer 1d6 subdual damage as the cold environment saps his health. This damage does not heal until the character warms up.

While these effects may seem minor, they push characters to make sure they carry the proper equipment and safeguard it against loss. A rushing torrent of water that sweeps away the party's pack mule and forces the characters to discard much of their equipment to swim becomes a much more dangerous obstacle if you enforce these rules. The same guidelines given for keeping track of food and water apply here. Use these rules for gritty, realistic games or ones where the players expect to struggle against the environment.

ABSTRACT EQUIPMENT: WEALTH CHECK

Some players would rather not have to keep track of each silver piece worth of equipment they carry. Rather than force the players to track their equipment and maintain a long list of gear, this abstract system institutes a simple d20 roll that tests to see if a character carries a specific item. This roll is called a wealth check. A wealth check works like this:

1d20 + wealth modifier + Wisdom modifier

A character makes a wealth check to determine if he remembered to buy an item and if he could afford it. Instead of keeping a list of items carried, you simply allocate money to your wealth pool, which in turn deter-

mines your wealth modifier. Money put into your wealth pool is unavailable for other uses. It is essentially spent. Your Wisdom modifier applies to this check to represent the foresight necessary to invest in important, useful items. A wise adventurer stocks up on food, water, a tent, and rope. A foolish one buys and carries a water clock or a shiny, golden amulet that caught his eye in the market place.

The wealth modifier table lists wealth modifiers based on the amount of money you place in your wealth pool. You can add money to your wealth pool whenever you have access to a market, shop, or general store.

You can make a wealth check whenever you need to see if you remembered to buy and pack an item. To check if you have any item worth 100 gp or less in your possession, make a wealth check with a DC equal to 10 plus the item's value in gp divided by 10. If you succeed, you have the item in a belt pouch or your backpack.

You cannot make wealth checks to see if you have an item that is too large to fit in a backpack or belt pouch. If your DM uses encumbrance rules, you are considered to carry 25 pounds of gear when you have your packs with you and you cannot make a wealth check for items that weigh more than 15 pounds.

On a failed wealth check, you do not have the item available. You cannot make a check for that particular item until you have a chance to visit a town, village, or similar outpost of civilization. Alternatively, you may only check once per game session for an item to cut down on the bookkeeping hassles of listing all the items for which you have made wealth checks.

On a successful check, you have the item in your possession and may use it as normal, though you must first remove it from your backpack or belt pouch as appropriate. Subtract the item's value from your wealth pool and adjust your wealth modifier if appropriate. You can add the item to your equipment list or liquidate it the next time you visit civilization, adding half its value back to your wealth pool.

After making a successful wealth check for a particular item, you can continue to make checks for that item until you fail. For consumable items you may choose to automatically cash in part of your wealth pool to gain access to additional items. For example, if you make a wealth check to see if you remembered to pack a torch and succeed, you can continue to pull torches from your backpack until you drain you wealth pool.

While the wealth pool covers most of your items, you can still purchase equipment to ensure you have a specific item. You could purchase a week's worth of food and invest money in your wealth pool. In this case, you guarantee that you have enough food for the week in addition to having access to items created by your wealth pool.

The wealth pool is a good way to save time when outfitting high-level characters for adventures. Rather than obsess over the details of what your character owns and what he may need, you can simply allocate money to his wealth pool and create items as needed. While this system is by no means realistic, it adds an abstract dimension to a facet of the game that some players find tedious, speeds up character creation, and streamlines bookkeeping. It also makes the penalties detailed here for losing or forgetting equipment easier to bear for players who would rather not keep track of exactly what their characters carry.

FOLLOWERS AND PACK ANIMALS

In a dungeon environment there is strength in numbers. A few extra warriors who can take turns watching over a camp or remain at the dungeon's entrance to watch over the party's supplies can spell the difference between success and disaster. When venturing into a distant, unknown territory, a few donkeys laden with food and water can carry enough supplies to sustain the party for weeks. This section presents basic rules for hiring men-at-arms and managing beasts of burden.

Men-at-arms hired to accompany adventurers into a dungeon expect 1 gp per level while they serve in or near the dungeon. While away from the dungeon, such as while traveling from a frontier town to a ruined castle, they expect the standard rate of pay as per the core rules (Friends, DMG). Dungeons are renowned as dangerous places that harbor terrible monsters. As such, mercenaries expect higher rates of pay than normal when serving in or near them.

Mercenaries begin with a friendly attitude towards the characters. If the party pays double his standard rate, a mercenary starts with a helpful attitude. Stressful situations, such as an attack by a powerful monster, the appearance of a horrid undead creature, or some other setback, forces the mercenary to make a Will save (DC 15) or his attitude towards the party worsens by one category. Mercenaries never attack the party due to these setbacks. Instead, if their attitude reaches that point, they turn and flee for safety. When using the Diplomacy skill to influence a man-at-arms's attitude, you gain a +2 circumstance bonus for each time you double a mercenary's pay rate. See the core rules for information on influencing an NPC's attitude (NPC Attitudes, DMG).

Listed below are stat blocks for several typical NPCs.

Bearer, Human Com1: Medium-size Humanoid (5 ft. 6 in. tall); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10; Atk +1 melee (1d4+1, dagger); AL N; SV Fort +0, Ref +0, Will +0; Str 12, Dex 10, Con 11, Int 10, Wis 10, Cha 10.
*Skills and Feats*: Profession (bearer) +4, Swim +5, Use Rope +4; Endurance, Run.
Possessions: Dagger, peasant's outfit.
Notes: A bearer can carry up to 43 lbs. as a light load, 86 lbs. as a medium load, and 130 lbs. as a heavy one.

Man-at-Arms, Human War1: Medium-size Humanoid (5 ft. 6 in. tall); HD 1d8; hp 8; Init +0; Spd 20 ft. (base 30 ft); AC 16 (+4 scale-mail, +2 large wooden shield); Atk +3 melee (1d8+1, longsword), +1 ranged (1d8, light crossbow); AL N; SV Fort +2, Ref +0, Will +0; Str 12, Dex 10, Con 11, Int 10, Wis 10, Cha 10.
Skills and Feats: Climb +5, Ride +4, Swim +5; Point Blank Shot, Weapon Focus (longsword).
Possessions: Longsword, light crossbow, 10 bolts, scalemail, large wooden shield.

Men-at-arms are available in a variety of specialties. A few of these are listed below. Each has a short description and a stat block.

Archer, Human War1: Medium-size Humanoid (5 ft. 6 in. tall); HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 14 (+3 studded leather armor, +1 dagger); Atk +1 melee (1d4, dagger), +2 ranged (1d8, composite longbow); AL N; SV Fort +2, Ref +1, Will +0; Str 11, Dex 13, Con 11, Int 10, Wis 10, Cha 10.
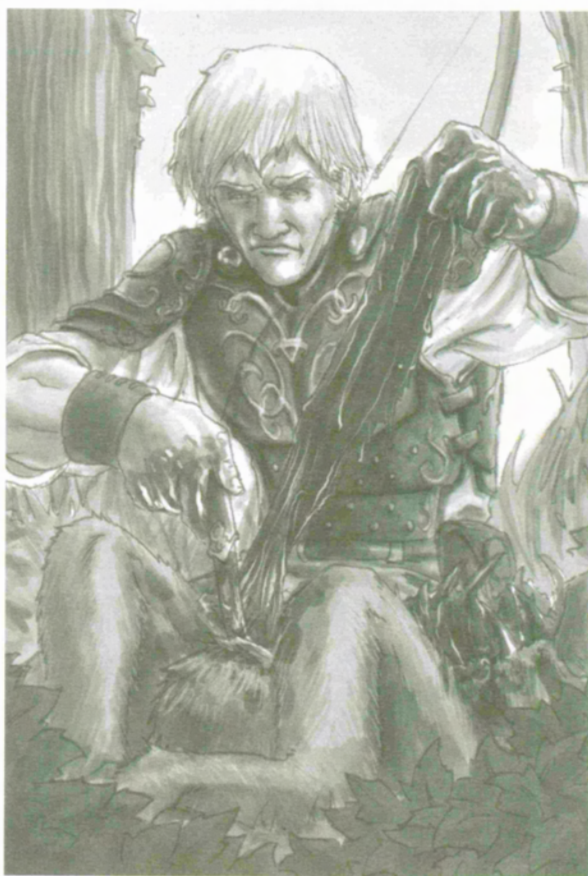
Skills and Feats: Climb +5, Ride +4, Swim +5; Point Blank Shot, Precise Shot.
Possessions: Composite longbow, dagger, 60 arrows, studded leather armor.
Notes: These men-at-arms are skilled marksmen who rain arrows down on their opponents.

Pikeman, Human War1: Medium-size Humanoid (5 ft. 6 in. tall); HD 1d8; hp 8; Init +5 (+4 Improved Initiative, +1 Dex); Spd 20 ft. (base 30 ft.); AC 16 (+5 chainmail, +1 Dex); Atk +3 melee (1d8+1, longspear); AL N; SV Fort +2, Ref +1, Will +0; Str 12, Dex 12, Con 11, Int 10, Wis 10, Cha 10.
Skills and Feats: Climb +5, Jump +5, Swim +5; Improved Initiative, Weapon Focus (longspear).
Possessions: Longspear, chainmail, shortsword.
Notes: Trained in the use of the longspear, this man-at-arms supports the men standing at the front line and sets his spear to receive a charge.

Pack animals are useful for carrying supplies to a dungeon and hauling treasures away from it. Unfortunately, they are vulnerable in combat and must be protected. Unlike warhorses, they cannot defend themselves. In combat, a beast of burden that is not trained
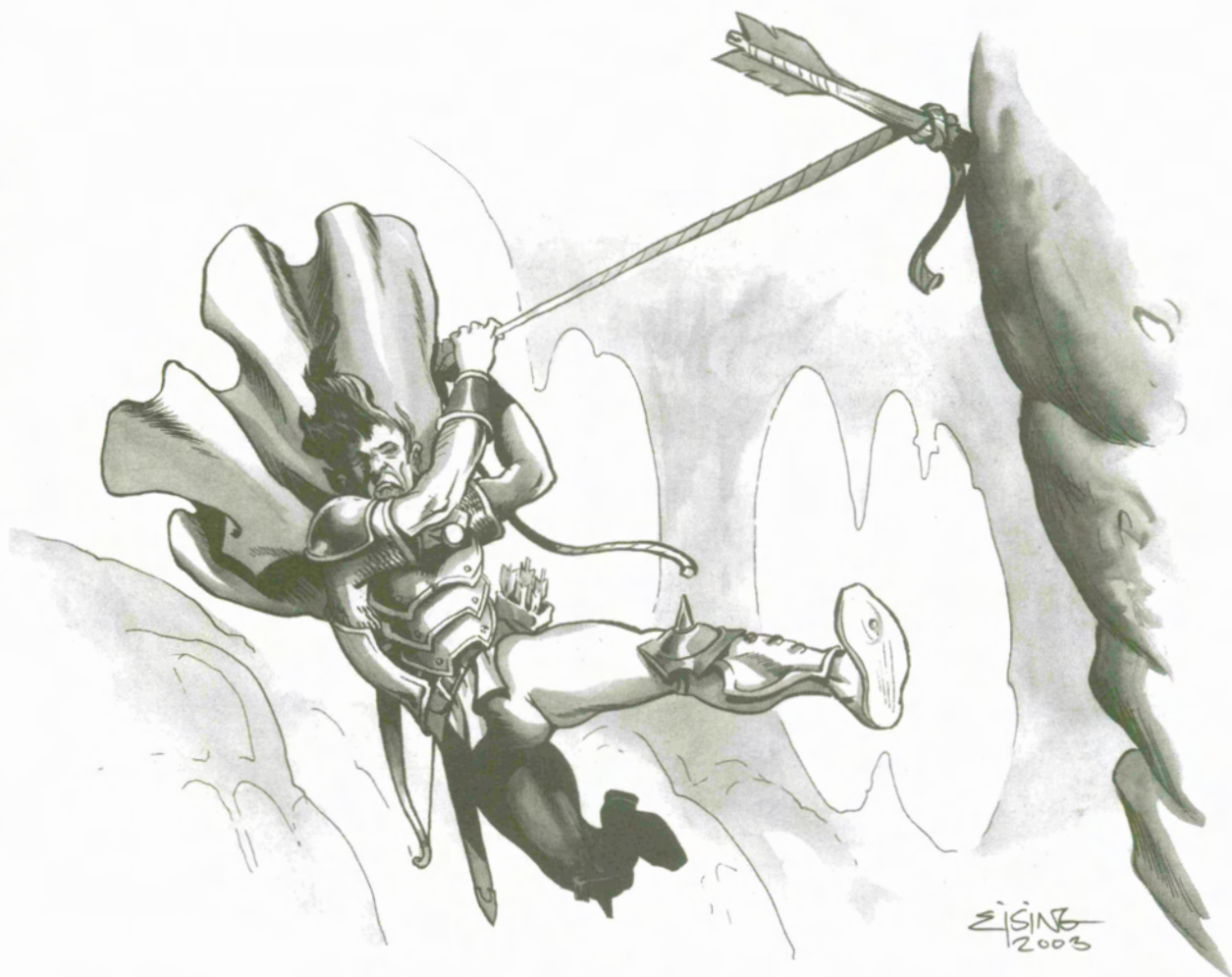
for war may bolt and run unless someone looks after it. While brave enough to venture into a dungeon, a donkey or mule's first reaction in a battle is to run.

When involved in a fight, a donkey or similar pack animal must make a Will save (DC 10) or move away from the battle. As a move-equivalent action, a character standing next to the donkey can make a Handle Animal check (DC 10) in place of the beast's saving throw. If this check succeeds, the handler may direct the donkey's movement or induce it to stay in place. Both of these checks suffer a –2 circumstance penalty if undead are present and a –4 circumstance penalty if a creature with 10 HD or more attacks the party.

Keeping a donkey fed in a dungeon or other desolate area can prove troublesome. When traveling cross-country, a donkey can subsist on wild grass and weeds. However, in areas devoid of plant life it requires 10 lb. of feed and one gallon (16 lb. in weight) of water per day to survive. A donkey equipped with saddlebags or a packsaddle can carry up to 50 lb. as a light load, 100 lb. as a medium load, and 150 lb. as a heavy one. A donkey can drag 750 lb.

A cart, wagon, sledge, or similar transport allows a beast of burden to drag equipment and treasure rather than carry it. Each creature in a team that pulls a cart can handle up to the full weight it can normally drag. Thus, two donkeys pulling a cart can handle a 1,500-lb. load. Multiply the weight in each category by five to determine a creature's movement rate while pulling a cart. For example, a donkey can drag 250 lb. as a light load, 500 lb. as a medium one, and 750 lb. as a heavy load.

CHAPTER TWO·
MAGIC

NEW SPELLS

As wizards, sorcerers, clerics, and druids adventured in dungeon environments, they developed a variety of spells to handle the unique obstacles presented by that environment and the creatures that dwell there. These spells all provide handy tools for adventurers in an underground setting. Some of these spells are merely useful combat spells, a necessity for any mage who enters a dungeon, while others are uniquely suited to dungeon environments. DMs should consider using these spells as a good source of unique challenges and threats to the players. Since the players have full access to the d20 System spell lists, a new spell can spice up an encounter and introduce an element of mystery to an NPC spellcaster.

ARPHAD'S SLITHERING SNAKE

Conjuration (Creation)
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature wearing armor or clothing
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This incantation creates a silvery snake that rushes forth from the caster's hand to crawl under the target's armor or clothing. The target is overcome with fear and panics as the snake twists around his body, giving him a –2 competence penalty to attacks, saves, and checks. Furthermore, if the caster spends a standard action during the spell's duration, he can direct the snake to bite its target for 1d3 points of damage. The snake makes this attack against the target's AC without his armor bonus or any enhancement bonuses from armor.

CLOAKED LIGHT

Evocation [Light]
Level: Brd 3, Clr 4, Sor/Wiz 3
Components: V, S, F
Casting Time: 1 action
Range: Touch
Target: Object touched
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

The object that receives this spell shines with a light bright as full daylight that emanates in a 60-foot radius. However,
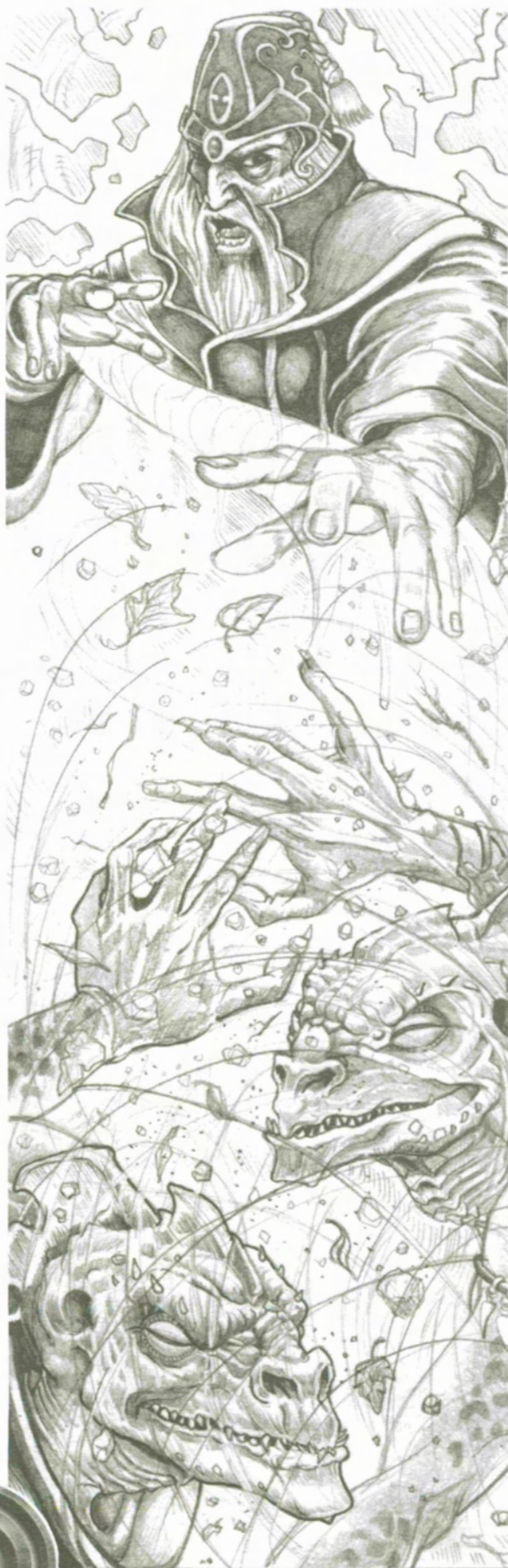
this illumination is only perceptible to the caster and one person he designates per caster level. Other creatures cannot see this light or gain the benefits of its glow. Only the caster and the creatures he designates can see the area this spell illuminates. Other creatures need light sources of their own in order to see. The caster's opponents could stand in the midst of this spell but be unable to see if their own light sources have been extinguished. Most useful of all, this spell provides light without revealing the party's location to orcs, purple worms, and other subterranean creatures.

Cloaked light brought into an area of magical darkness is temporarily negated. The natural lighting conditions in the area take effect where the two spells overlap. It does not dispel or counter magical darkness of any type, including spells of lower levels.

Focus: A tiny, black cloak.

CONE OF DUST

Evocation
Level: Drd 2, Sor/Wiz 2
Component: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./ level)
Area: Cone
Duration: Instantaneous
Saving Throw: Fort negates
Spell Resistance: Yes

A blast of wind originates from your hand and spreads outward in a cone, picking up dirt, dust, and other tiny pieces of debris and scattering them into your opponent's eyes. Any creature in the cone that fails its Fortitude save is blinded for 1d3 rounds. Creatures that do not rely on eyes or similar organs to see are immune to this spell's effects.

Material Component: A pinch of dirt or dust that you blow out of your hand.

DETECT TREASURE

Divination
Level: Brd 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: 60 ft.
Area: Quarter circle emanating from you to the extreme of the range
Duration: Concentration, up to 10 minutes /level (D)
Saving Throw: None
Spell Resistance: No

You can sense the presence of precious metals, gems, and other valuable objects. You cannot sense magical items or useful tools unless they are crafted from gold, silver, or similar materials. The longer you concentrate on an area, the more you learn about the treasure stored there.

1st round: Presence or absence of precious metals or gems.

2nd round: Total number of valuable items, their individual shapes, and their distance from you. This effect allows you to exactly determine the number of coins you detect, but not the metal from which they are crafted.

3rd round: The gold piece value of each item and the type of precious material they are composed of.

Each round, you can move to scan a different direction for treasure. This spell is blocked by one foot of stone or three feet of wood or dirt. Metals of any sort do not block this spell's effects.

DROWNING DARKNESS

Necromancy
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Darkness animates in a 30 ft. radius
Duration: 1 round/level
Saving Throw: Fort negates
Spell Resistance: Yes

This incantation transforms an area of darkness into a seething pool of grasping claws, biting mouths, and chilling moans. The area it affects must be absent of light. Otherwise, only those regions within its area of effect that are dark are animated by this spell. The area of darkness affected by this spell may move up to 30 ft. per round at the direction of the caster. Any living creature caught within this area must make a Fortitude save or suffer 2d6 points of damage each round. Creatures must save each round to avoid this damage. In addition, even on a successful save, creatures within the darkened area suffer a –1 circumstance penalty to attacks and checks due to the interference of the spectral claws and fangs. The darkness cannot be dispelled by magical light or mundane light sources, but such effects work normally in the spell's area, revealing the darkness as individual blobs of clawed, inky blankness.

Undead, constructs, and other creatures that are not alive are immune to this spell.

Material Component: An ounce of black ink.

DUNGEON DELVER'S CHARM

Transmutation
Level: Sor/Wiz 1
Components: V
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This simple spell is a favorite for mages who venture into underground areas. It provides a set of minor bonuses relating to obstacles commonly found in dungeons. The recipient gains a +1 resistance bonus to saves made to resist extreme cold and heat environments (though not cold or fire attacks or spells), a +1 resistance bonus on saves against traps, or a +1 circumstance bonus to Listen and Spot checks. The caster chooses which of these three effects to use when this spell is cast. A creature may receive this spell multiple times if the caster chooses a different effect for each one.

EARTH FIST

Transmutation
Level: Earth 1, Sor/Wiz 1
Components: V
Casting Time: 1 action
Range: Personal
Effect: You
Duration: 1 round/level

Earth fist causes your hands to transform into living rock, allowing you to smash your foes with powerful unarmed attacks. You may make unarmed attacks without drawing attacks of opportunity. Your fists deal 1d8 points of damage. You gain a +4 competence bonus to all grapple checks and Strength checks to break objects with your hands, such as bending iron bars or crushing a lock.

EMBRACE OF DARKNESS

Conjuration (Summoning)
Level: Brd2, Sor/Wiz2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Animated area of darkness in a 5-ft. spread
Duration: Concentration + 2 rounds
Saving Throw: Reflex negates
Spell Resistance: Yes

This spell summons a fluttering cloak of energy from the demiplane of darkness. This effect appears as a roughly human-size orb of inky darkness. So long as the caster concentrates, he may direct the cloak to move up to 30 ft. per round and engulf a single Large or smaller creature within a freezing embrace that deals 1d3 points of cold damage per round. In addition, the victim suffers a −1 circumstance penalty to attacks, checks, and saves. A successful Reflex save nullifies both this penalty and the damage. The cloak of darkness occupies a 5 ft. by 5 ft. space. When it attacks a creature, it moves into its target's space. The area occupied by the cloak counts as if it were under the effect of a *darkness* spell. If the caster's concentration is broken, the cloak remains in its current space for two rounds before disappearing. If a creature ends its movement in that space, the cloak deals its damage and circumstance penalty as normal.

FORCEFUL SHOVE

Evocation (Force)
Level: Sor/Wiz1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes

Forceful shove creates a wedge of gleaming blue energy that projects from your hand to strike your chosen target. If the target fails his Reflex save, he is pushed back 3d6 feet and is knocked prone.

FURY OF STONE

Abjuration
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: 20-ft. radius spread
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: No

Developed by dwarf spellcasters who often must fight against drow, duergar, and other creatures with powerful spell resistance, *fury of stone* animates the rocks of a cavern and turns a cave into a hellish killing field. Within this spell's area of effect, chunks of rock and dirt tear away from the wall, ceiling, and floor, forming a whirling hurricane of stones that smash and batter creatures within the area. This spell deals 1d6 points of damage per caster level, up to a maximum of 15d6. Spell resistance does not apply to *fury of stone*, as the rocks the spell animates directly deal damage rather than the spell's magical energy.

This spell may only be successfully cast in areas with rock, stone, or dirt available to animate. It can be used anywhere underground and in most wilderness areas. However, aboard a ship or in a building it does not normally function.

INSTANT TRAP

Transmutation
Level: Drd 2, Sor/Wiz 2
Components: V, S, F
Casting Time: 1 minute
Range: Touch
Target: Weapon touched
Duration: 1 hour/level or until discharged
Saving Throw: None
Spell Resistance: No

Instant trap creates a magical structure that uses a mundane weapon to build an invisible trap. The weapon that receives this spell turns invisible and takes up a position to attack a single 5 ft. by 5 ft. space of the caster's choice.

The next creature that enters this spot during the spell's duration triggers the trap. This trap attacks with a base attack bonus equal to the caster's level. It deals damage as normal for the weapon. A missile weapon may be used with this spell so long as it is provided with a bolt, arrow, or bullet, as may a thrown weapon. In this case, apply any range penalties for the distance the weapon must fire across from the position where this spell was cast and its target area. Finding an *instant trap* requires a Search check (DC 27). Disarming one requires a Disable Device check (DC 27).

Focus: The weapon used with this spell.

Know the Earth

Divination
Level: Brd4, Drd 3, Earth 4, Sor/Wiz 4
Components: V, S, F
Casting Time: 1 minute
Range: Personal
Effect: Underground area in a 60 ft. radius
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You call upon the spirits of the earth and ask them to tell you of your surroundings. You immediately gain a mental image of the dungeon area in a 60-ft. radius from your current position. A perfect map appears in your mind that depicts this area, including secret doors, rivers, lava, and even passages that do not directly connect to your current position. The spirits of the earth whisper among themselves and tell you of the arrangement of corridors and chambers they see in the area around you.

Focus: A small hammer used to tap a wall or floor.

Sense Chaos

Divination
Level: Clr 2, Rgr 3
Components: V, S, DF
Casting Time: 1 action
Range: 60 ft.
Area: Quarter circle emanating from you to the extreme of the range
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

You gain an intuitive sense for chaos. You operate as if you continuously maintained a *detect chaos* effect but you do not need to concentrate on the spell unless you want to gain the effects of studying a creature with *detect chaos* for two or more rounds. To gain that effect, you must concentrate for the required number of rounds. Otherwise, you automatically detect the presence of chaos within the spell's area until its duration expires.

SENSE EVIL

Divination
Level: Clr 2, Rgr 3
Components: V, S, DF
Casting Time: 1 action
Range: 60 ft.
Area: Quarter circle emanating from you to the extreme of the range
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

As *detect evil*, but with the additional effects given under *sense chaos*.

SENSE GOOD

Divination
Level: Clr 2, Rgr 3
Components: V, S, DF
Casting Time: 1 action
Range: 60 ft.
Area: Quarter circle emanating from you to the extreme of the range
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

As *detect good*, but with the additional effects given under *sense chaos*.

SENSE LAW

Divination
Level: Clr 2, Rgr 3
Components: V, S, DF
Casting Time: 1 action
Range: 60 ft.
Area: Quarter circle emanating from you to the extreme of the range
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

As *detect law*, but with the additional effects given under *sense chaos*.

SENSE UNDEAD

Divination
Level: Clr 2, Pal 2, Sor/Wiz 2
Components: V, S, M/DF
Casting Time: 1 action
Range: 60 ft.
Area: Quarter circle emanating from you to the extreme of the range
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

You gain the ability to sense the presence of undead creatures as the *detect undead* spell, but you do not need to concentrate in order to gain that spell's benefits. You continually gain the benefits as if you were concentrating with *detect undead* for one round. To gain more information from this spell, you must stop and concentrate to determine the number of undead auras and their strength.

Arcane Material Component: A stone or wooden splinter from a grave marker.

SPATIAL DISTORTION

Transmutation
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: One 5-ft. square/level
Duration: 1 round/level
Saving Throw: None (See below)
Spell Resistance: No

Spatial distortion causes an extra-dimensional fold to twist and turn an area, creating a temporary crease in space that increases the size of an area. The caster causes an area of space to expand, pushing a group of creatures back from the caster or placing a great distance between them and a portal, exit, or other destination. In essence, the spell causes the ground to expand as if a section of the floor suddenly grew in size and pushed the area around it back. To resolve this spell's effects, the caster picks one 5 ft. by 5 ft. square per caster level. Each square quadruples in size, essentially becoming four squares. The easiest way to track this is to break the target squares up into four sub-areas. The spell's area of effect must be contiguous. Objects and creatures in the spell's area of effect are placed by the caster in one of the four possible squares they could end up in.

However, areas outside of the spell's effect are not touched by this change. To outside observers, the spell's area of effect seems twisted and distant. Figures seem to fluctuate in size and a pale haze surrounds the spell's region. This visual effect has no modifier on ranged attacks aside from the increased range when a projectile passes into the spell's area. Spells cast into a spatial distortion target one of the area's original squares as normal. When placing the spell, the spell centers on one of the four squares its initial target area expanded into. Randomly determine which of the four it takes effect in. Casters within the spatial distortion target their spells as normal.

This spell is most effective underground or in another area where walls or other obstacles bound the spell's edges. In an open field, a creature could simply skirt around the edges of the spell's effect and bypass the spatial fold it creates. This spell is best suited to keep an opponent at a distance, to facilitate an escape, or to remove a creature from a melee. If the spell is targeted at an area occupied by one or more creatures, those creatures may make Reflex saves to decide if they want the spell's effect to "push" them backward or if they wish to maintain their position by stepping forward and out of the spell's distorting effect. Creatures that cannot move out of the spell's area of effect with a 5 ft. step do not gain this option.

Material Component: A folded piece of parchment that is pulled flat as the spell is cast.

STRENGTH OF THE EARTH

Transmutation
Level: Clr 4, Drd 3, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell transforms its target into a powerful, rock-skinned warrior. The recipient gains a 1d4+1 enhancement bonus to Strength. Furthermore, his rock skin grants him a +4 natural bonus to AC. The target's weight doubles, reducing his total speed by 5 ft. and his Dexterity by 2. He may make unarmed attacks without drawing attacks of opportunity and

deals 1d6 points of normal, rather than subdual, damage with his fists.

Material Component: A small piece of granite.

SWORD CURSE

Enchantment (Compulsion) [Mind-Affecting]
Level: Brd3, Sor/Wiz3
Components: V, S, F
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One opponent/3 caster levels
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This lethal spell compels its victims to attack their allies. When the target of this spell attempts to attack a target, there is an equal chance he directs his strike at any eligible target. For example, an orc archer under the effect of *sword curse* decides to fire an arrow at a human wizard. There are eight other targets in the area: five orc warriors and three adventurers. The orc directs his shot at a randomly chosen target among the orcs and adventurers. The victim of this spell is under no compulsion to attack. He can simply choose other actions for its duration. Attackers with

multiple attacks choose a random target for each one. Spellcasters suffer a similar effect. They have an equal chance of centering an area of effect spell on a different target. If such a spell is targeted against a point in space, include that as one of the caster's possible targets when resolving this spell. If a spell has more than one target, such as *magic missile*, randomly determine a target for each portion of the spell. The victim of this spell does not realize its effects until he makes an attack or casts a spell.

Focus: A miniature sword the caster uses to cut his thumb.

Magic Items

Over the years, adventuring wizards, clerics, and other spellcasters have created a wide variety of magical items that serve to aid explorers in dungeon environments. The items presented here are all designed to function at their best within a dungeon.

In addition to the items given here, a few item templates are presented to modify existing magic items with a few traits or abilities that improve their utility. A magic item template adds additional features to an existing item of a specific type. It increases the item's gold piece cost to offset the added functionality. To design an item that incorporates a template, the creator must meet the prerequisites for both the base item and the template. Magic items are noted as templates in their descriptions.

Armor and Shields

Counterattacking: A magical shield imbued with this trait absorbs the energy of any missile attack that strikes it and returns it towards the attacker. Arrows strike this shield, rebound, and hurtle back towards the archers who fired them. Any missile attack against the bearer of this shield has a 25% chance of being turned against the attacker. Resolve the attack as normal including modifiers for range, but compare the result to the attacker's AC and roll damage against him as normal. This trait applies to shields only.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *b's forceful hand, spell turning; Market Price:* +1.

Phantom: Designed for use by war wizards and scouts, *phantom* armor is constructed from raw magical force similar to the *mage armor* spell. A suit of *phantom* armor appears as a shimmering, spectral suit of armor that glows softly with magical energy. The armor itself is almost completely transparent and a casual observer may fail to note its presence. This construction allows a spellcaster to wear *phantom* armor without risking arcane spell failure. There are several varieties of this armor, each of which modifies the basic armor type to which it applies. The spell failure chance listed below modifies the armor's basic chance for spell failure. The armor check penalty is reduced by the listed armor check modifier. The price is the market price for the specific type of *phantom* armor. This magical trait may only be applied to armor.

Armor Type	Spell Failure	Armor Check Penalty	Price
Light	–10%	+1	+2
Moderate	–20%	+2	+4
Heavy	–30%	+4	+5

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *mage armor, wall of force; Market Price:* Varies (see above).

Razortouch: Armor imbued with this special trait is studded with thin, silvery razors encased in magical energy. When a creature attempts a grapple check for any reason against a target wearing *razortouch* armor, the attacker suffers 2d6 points of damage. Furthermore, a creature that swallows a foe wearing this armor takes 2d6 points of damage when swallowing the opponent and 2d6 points of damage each round the opponent remains in its gullet. The razors count as having an enhancement bonus for purposes of damage reduction equal to the armor's enhancement bonus.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *keen edge, shield; Market Price:* +2 bonus.

Weapons

Skip Shot Missile: These ingenious items were invented by the gnomes to help them repel goblins and kobolds who attempted to invade their strongholds. When fired, a *skip shot arrow* is sheathed in a bubble of force that

allows it to bounce off walls, rocks, and other terrain features and strike an opponent from behind. If the target of one of these missiles stands within 20 ft. of any two hard, flat surfaces other than the ground or floor, he loses his Dexterity bonus against this arrow's attack as it ricochets and strikes him from an unexpected direction. Rogues or other characters with the sneak attack ability may make sneak attacks at a range of up to 60 ft. with this ammunition. This trait may be applied to any magical ammunition.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *telekinesis; Market Price:* +3 bonus.

Stone Hammer: This heavy warhammer is crafted from granite and inscribed with powerful dwarf runes. In combat, it counts as a *+3 warhammer.* When wielded underground, its true power becomes apparent. Once per day, the *stone hammer* can be used to forcefully strike a floor of finished or unworked stone. This blow causes a localized earthquake in a 30-ft. cone from the point of impact. All creatures in this area must make Reflex saves (DC 20) or fall prone. The original *stone hammers* were built by dwarven stonemasons to defend their work sites against orc attackers. While the guards used the *stone hammers* to send the orcs reeling, the miners and other workers had time to flee for the safety of the dwarf holds.

If used to strike an inanimate object crafted from stone, the *hammer* deals quadruple normal damage. Against stone golems and other constructs crafted from stone, the *hammer* deals double damage on a successful hit.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *earthquake, greater magic weapon; Market Price:* 32,000 gp.

Potions

Flask of Air: This small, ceramic flask contains a small quantity of magically compressed air. When opened, the air rushes out in a powerful burst that disperses any gas attacks such as *stinking cloud* or *cloudkill.* Any vapor or cloud within 60 ft. of the flask when it is opened is immediately destroyed, even if the spell's description specifically states that normal winds do not disperse it. Only the gas within the *flask's* area of effect is destroyed.

Portions of any spells beyond this area are unaffected.

Caster Level: 5th; *Prerequisites:* Brew Potion, *gust of wind; Market Price:* 750 gp.

Oil of Stonework: When applied to a tool or item crafted from wood, this thick, dark gray oil seeps into the wood's pores and cracks and instantly transforms it into a stone item. One application of oil is enough to transform an item the size and weight of a standard wooden door. This change is permanent.

Caster Level: 11th; *Prerequisites:* Brew Potion, *flesh to stone; Market Price:* 2,500 gp.

Potion of Grease: This thick, oily potion is spread on the floor or dripped over an item rather than drunk. When spread on the floor, it acts as a *grease* spell cast by a 1st-level wizard.

Caster Level: 3rd; *Prerequisites:* Brew Potion, *grease; Market Price:* 300 gp.

Rings

Brawler's Ring: This thick, brass ring lacks any sort of marking, runes, or symbols. While worn, the ring grants its wearer the Improved Unarmed Strike feat. Furthermore, when the wearer makes an unarmed attack the ring covers his hand with a nimbus of blue energy. He deals normal damage with his unarmed attacks and gains a +1 enhancement bonus to unarmed attacks and damage.

Caster Level: 12th; *Prerequisites:* Forge Ring, *bull's strength, t's transformation; Market Price:* 3,000 gp.

Ring of Danger Detection: This iron band is inscribed with a series of stylized shields and dwarven glyphs that denote protection, aid, and defense. When an evil creature comes within 60 ft. of the ring's wearer, this item squeezes the wearer's finger. The ring provides no clues as to the direction or exact nature of the threat. The ring can detect evil creatures through barriers, but one foot of stone, one inch of metal, a thin layer of lead, or three feet of wood or dirt blocks its effects.

Caster Level: 12th; *Prerequisites:* Forge Ring, *detect evil; Market Price:* 2,000 gp.

SCROLLS

Flame Rune Scrolls: "Flame rune" is a template that can be added to any scroll. These enchanted scrolls are wrought with ink derived from materials harvested in the plane of elemental fire. Any spellcaster who grasps a *flame rune scroll* can read the runes scribed upon it even within an area of magical darkness. The runes appear as flickering, fiery emblems that are fully legible. The runes are visible only to the caster. They do not cast any usable light and create no heat. Blinded spellcasters do not gain any benefit from this item.

Caster Level: 3rd; *Prerequisites:* Scribe Scroll, *continual flame; Market Price:* +250 gp.

Whisper Scrolls: "Whisper" is a template that can be added to any scroll. Bound with the fragmentary spirit of a wind elemental, a *whisper scroll* is usable under almost any sort of condition. When prepared, the scroll dictates the contents of its magical formulae into the caster's mind. Blinded spellcasters or those trapped in areas of magical darkness can use these scrolls as normal. The scroll speaks the language of magic, the universal set of symbols and terms used to describe spells in books, scrolls, and other records. The caster does not need to have knowledge of a specific language. As long as he qualifies to use the scroll's spell, he can use a *whisper scroll*.

Caster Level: 3rd; *Prerequisites:* Scribe Scroll, *detect thoughts; Market Price:* +400 gp.

STAFFS

Staff of the Dwarves: Relatively short for a staff, this four-foot-long iron bar is imbued with a variety of magics useful to dwarves. When a dwarf clan sends exploration parties deep into the earth in search of new veins of ore, passages to potentially friendly deep dwarf and gnome communities, or other useful resources, the chief wizard in the expedition bears one of these items. The staff allows the use of the following spells:

Passwall (1 charge)
Wall of stone (1 charge)
Daylight (1 charge)
Detect secret doors (1 charge)

In addition to the spell effects, a *staff of the dwarves* is recognized by that dour race as a symbol of authority, respect, and skill. Any dwarf who bears this item gains a +2 competence bonus to Diplomacy and Bluff checks against other dwarves.

Caster Level: 12th; *Prerequisites:* Craft Staff, *daylight, detect secret doors, passwall, wall of stone; Market Price:* 32,000 gp.

WONDROUS ITEMS

Burglar's Goggles: Consisting of a pair of crystal lenses set on a leather frame, these goggles allow their wearer to find traps as a rogue. They confer a +10 competence bonus to Search checks and the ability to find traps that have a Search DC of 20 or higher. While these goggles allow a character to find traps, they grant no talent in disabling them.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *find traps; Market Price:* 14,000 gp.

Executioner's Hood: This black leather hood is set with two eye holes that allow it to be pulled over its wearer's face, concealing his features and granting him the use of the hood's

abilities. When worn in this manner, the *hood* allows its wearer to view objects via the heat they emit and the air they displace as they move. This has the effect of granting the wearer darkvision to a range of 60 feet. In addition, the wearer gains the ability to see the organs, arteries, and other critical points in a creature's body via the variations in its body heat and the subtle motions of its systems. The wearer gains the ability to sneak attack for 2d6 points of bonus damage. This damage stacks with the wearer's existing sneak attack abilities.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *darkvision, true strike*; *Market Price:* 12,000 gp.

Gloves of Stony Echoes: These leather gloves are colored a deep, stone gray. Along their fingertips are rough, circular bronze disks. When the gloves' wearer presses his fingers against a stone wall or door, he may make a Listen check to hear any noises beyond the wall without suffering penalties for the barrier as per the Listen skill. The gloves allow a character to ignore stone barriers up to 10 ft. in thickness.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *clairaudience/clairvoyance*; *Market Price:* 3,000 gp.

Helm of the Bat: This leather skullcap is set with thin, mesh flaps that cover the wearer's ears. When the cap is worn and the flaps pulled over the user's ears, he gains incredibly keen hearing. He gains a +20 competence bonus to Listen checks and the blindsight ability to a range of 20 ft. as he can "see" the echoes of noise to locate objects even in magical darkness. This boost to hearing leaves the wearer vulnerable to sonic attacks. He suffers a –4 competence penalty to saves against such effects.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *polymorph self, true seeing*; *Market Price:* 30,000 gp.

Mask of the Hound: This wooden mask is set with a leather strap that allows it to be secured over a creature's face. The *mask* depicts a grinning dog's face, complete with snout and nose that project forward from its surface. When worn, the *mask* grants its wearer the scent special quality, allowing him to detect opponents by smell alone. Creatures with scent can detect invisible creatures, those concealed by darkness, and those otherwise hidden from view. The wearer can sense the presence but not the exact location of any creature within 30 feet. By spending a standard action, he can determine the general direction of a creature. If the wearer moves within 5 ft. of a creature, he can determine the foe's exact location with scent alone.
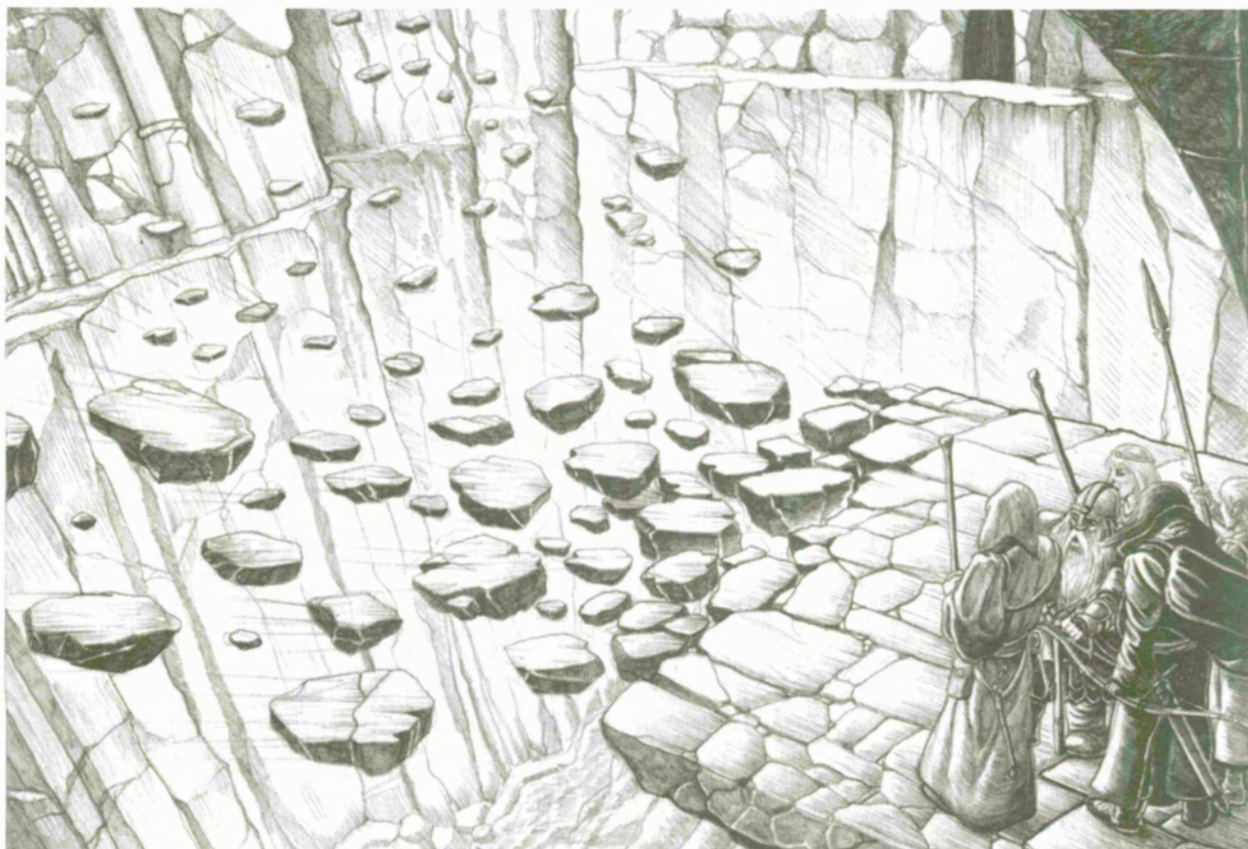
Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *true seeing*; *Market Price:* 30,000 gp.

Ogmond's Faithful Servant: This bronze humanoid statue stands six feet tall and is worked to resemble a burly, bearded human wearing overalls, boots, and workman's gloves. When the command word is spoken, the *faithful servant* animates and obeys its owner's verbal commands to the best of its abilities. The construct presumes that whoever issued the command word to activate it is its master and obeys only that person. The *faithful servant* does not fight. If ordered into combat, it marches forward but does not make any physical attacks as it wholly lacks the ability to engage in battle. The elemental spirits infused into this item had a tendency to run rampant in combat, forcing this item's original designer, Ogmond, to create arcane bonds that prevent it from ever fighting. Instead, it is designed to work as a servant, pack bearer, and assistant. It can carry equipment, open doors, and stand watch at night.

Ogmond's Faithful Servant: CR 1; Medium-size Construct (6 ft. tall); HD 2d10; hp 11; Init –1; Spd 30 ft.; AC: 19 (–1 Dex, +10 natural); SQ SR 22; AL N; SV Fort +0, Ref –1, Will +0; Str 24, Dex 8, Con —, Int —, Wis 11, Cha 10. *Caster Level:* 12th; *Prerequisites:* Craft Wondrous Item, *animate object*; *Market Price:* 15,000 gp.

Path Stone: At first glance, this magic item appears to be little more than a round, fist-size stone that is worn or crafted to a smooth finish. While underground, if the stone is dropped on the ground it rolls 30 ft. per round along the most direct path to the surface. If no path to the surface exists, the stone rolls in a circle. The *path stone* always follows passages that it can traverse. For example, it does not lead its user to a lava stream, river, or other obstacle that it could not cross without assis-

tance. In such cases, the stone behaves as if no path to the surface existed.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *find the path*; *Market Price:* 66,000 gp.

Rust Powder: This bright red, grainy dust is usually kept in a small packet of paper or a silk pouch. When applied to any metal item, such as a sword, suit of armor, or door hinge, the powder instantly turns the object into a rusted, pitted, piece of junk. *Rust powder* mimics the effects of the spell *rusting grasp*. The user grasps a fistful of the dust in his hand and makes a touch attack as described under that spell's description to apply its effects. A pouch of *rust powder* holds enough powder for three uses.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *rusting grasp*; *Market Price:* 5,600 gp.

Soul Magnet: This fist-sized crystal sphere is used to capture the souls of creatures as they perish, allowing the user to question the deceased at length before allowing them to journey on to the void. A *soul magnet* must be held over a dying creature (one below 0 hit points) and its command word spoken. At that moment, the creature immediately perishes and it must make a Will save (DC 20) or its soul is trapped within the sphere. The creature's soul lingers within the *soul magnet* for 1d4 hours, during which time it may speak and be spoken to as if it were still living. The trapped creature loses the use of all spells, magic items, and abilities save for its skills that are based on Intelligence, Wisdom, or Charisma. The creature may be targeted by mind-influencing spells as normal, though it receives a saving throw. Once the duration of this effect lapses, the user releases the soul with a command word, or the slain creature is raised from the dead, its soul escapes from the sphere. The *soul magnet* may be used once per day. Adventurers commonly use these items to question monsters and villains they defeat in combat.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *magic jar*; *Market Price:* 10,000 gp.

CHAPTER THREE
DANGERS

ENVIRONMENTAL HAZARDS

In the d20 System core rules, a variety of guidelines cover such hazards as starvation, thirst, extreme heat, freezing cold, and other mundane but dangerous obstacles the characters may face. Within a dungeon, all of these perils can serve to make an adventure unique and present a novel obstacle that saps the party's strength and forces the characters to come up with a solution to overcome them.

The following rules present a simplified set of guidelines for handling all sorts of environmental hazards, from extreme heat to gnawing hunger to a rushing river. They are designed to simulate a danger that slowly saps the characters' health and, while it can be resisted for a short period of time, eventually wears on even the toughest character. Alternatively, they can also describe natural obstacles that the characters must overcome to progress through a dungeon. The most important aspect of these rules is that they function independently of the hazard they are meant to model. For example, they

do not present specific rules for heat exhaustion or frostbite. Instead, they model a wide range of effects with a simple basic algorithm that can be modified to account for the particulars of a specific dungeon setting or environmental hazard. Just as the rules for traps and their stat blocks present a general set of guidelines for traps with room to customize them, so too do these rules for hazards give you a cohesive, extensible framework for making the environment a dangerous aspect of a dungeon.

THE HAZARD ATTRIBUTES

All hazards can be broken down and described with the following attributes.

Name: A generic description of the hazard, such as the searing heat from a lava pit, a devastating blizzard, or a cloud of necromantic energy that drains life from those who wander through it.

Initial Save: The saving throw type and DC necessary to resist the hazard's effects. This may change over time, as per the save interval and interval penalty. A character must make this saving throw immediately after he is exposed to a hazard. If a character begins his turn exposed to a hazard, he makes his save before taking any actions.

Saving Throw Interval: Some environmental hazards become progressively more difficult to cope with over time. For example, a character marching through the desert in full plate may be able to stave off exhaustion for a short time, but eventually the strain and dehydration becomes too much for him to handle. The interval describes how often a character must make a saving throw as long as he is exposed to the hazard. Even if a character fails a saving throw, he must still make a new one and could take more damage from a hazard over time.

An interval can also be expressed as a distance or some other condition a character's actions can fulfill. For example, a character may have to make a Balance check for every 20 feet he walks across a 60-foot-long high wire. If he stands in place he can maintain his balance, but as he moves he risks losing his balance and falling.

Interval Penalty: For some hazards, the longer characters are exposed to them the harder they are to resist. A character marching across the desert loses fluids and becomes more susceptible to heat exhaustion over time. The penalty applies each time after the first that the character must make a saving throw and is compounded with every saving throw attempt after the first. Each time the saving throw interval passes, the penalty increases by its base amount. For example, Boris the Bold is dealing with an environmental hazard that has a saving throw interval of 10 minutes and an interval penalty of –2. After making his first save, 10 minutes later he must save again at –2. After another 10 minutes, he saves again at –4. After still another 10 minutes, he must save again at –6. Each time Boris fails his saving throw, he suffers the ill effects of the hazard.

Interval penalties always count as circumstance modifiers.

Damage: This entry describes the effects inflicted on those who fail their saves against the hazard. These can include temporary or permanent ability damage, hit points of damage, a magical spell or effect such as *slow*, a disease, a poison, or whatever else you can create. The guidelines below for creating hazards discuss this issue at length. Since the hazard rules are meant to cover a wide range of effects under the same guidelines, they can handle many different effects.

In some cases, a hazard inflicts damage even if a character makes his saving throw. In that case, the damage on a failed saving throw is listed first, with the effects on a successful saving throw listed second. Some hazards, such as a pool of bubbling lava, are so incredibly dangerous that no character could ever hope to come into contact with them and escape unscathed.

Other times, a hazard inflicts more damage as a character is exposed to it and begins to fail his saving throws over and over again. For example, a character suffering from starvation may not show many outward signs of its effects at first, but over time he rapidly loses strength. In most cases, it is enough to simply apply the same effects with each failed save. However, some effects inflict a rapid spiral that causes progressively more damage over time. These effects and rules for applying them are noted in the hazard's damage description.

Special Effects: This header covers any notes relating to the hazard that make it unique and provides rules to cover any special cases or exceptions it may entail. For example, a character wearing a thick fur coat may gain a saving throw bonus to resist a freezing snowstorm, while one wearing full plate in a broiling heat may suffer a penalty to his saves. Since these rules cover a wide range of effects with a single set of standardized rules, most hazards have a few special effects and unique traits that are explained here.

Skills, Abilities, and Hazards: In some cases, rather than make a saving throw to resist a hazard a character may instead make a skill or ability check. For example, while traveling through a thorny, briar-choked forest, the characters may have to make Wilderness Lore checks to carve a usable path and avoid taking damage. In this case, the skill check takes the place of a saving throw but the hazard otherwise works as normal. To resist the hazard, a character must make a skill check against the hazard's DC. If the hazard has an interval, the character must make another skill or ability check later on, possibly at a penalty if the hazard has an interval penalty listed.

Extended Versus Discrete Hazards: Some hazards present a continuing danger that the characters must cope with, such as freezing cold weather that saps their strength over time.

Other hazards are discrete obstacles that the characters can overcome and then be done with, such as a rapidly flowing river that bisects a dungeon room. Generally speaking, hazards that persist from one room to the next in a dungeon have saving throw intervals and penalties attached to them, usually on the scale of minutes or hours. Discrete hazards either lack intervals or have intervals that are measured in rounds. In some cases, it is easier to simply note a skill or save DC rather than present a hazard with a full stat block. For instance, the characters must climb a rough cave wall. It is easier to simply note the Climb skill DC rather than work out a complete description of the wall as detailed above.

THE HAZARD STAT BLOCK

To make hazards easier to use, the following generic stat block is used to describe them. Not every hazard features all of the attributes listed above. In that case, simply remove the appropriate header from the stat block.

Name: Initial save; saving throw interval; interval penalty; damage; special effects.

Here are two examples to illustrate the specific format.

The Lava Caves of Vahrg: Fort DC 15; 1-hour interval; –2 penalty/interval; 1d2 temporary Con; Special: Characters in medium armor suffer a –1 penalty to all saves against this hazard, while those in heavy armor suffer a –2 penalty. If the characters drink plenty of water and refrain from arduous physical activity during one of this hazard's intervals, they gain a +4 circumstance bonus to their next save to resist it. If they spend two hours resting, the interval penalty returns to 0 and does not increase again until the characters engage in strenuous activity, such as combat or travel.

Shifting Rubble: Balance DC 15; 20-foot interval; 1d6 subdual damage; Special: On a failed Balance check, any other creatures with-in 40 ft. of the character who missed the check must immediately make checks themselves. A character who stumbles triggers a minor tumble of stones. Those caught in this tumble do not in turn cause more stones to tumble on a failed check. All characters who fail a Balance check move 2d6 ft. to the south as they stumble down the rubble, possible falling off the edge into the chasm. In addition to the listed interval, any character who attempts to fight in melee while crossing the rubble must make a Balance check against the hazard's normal check DC.
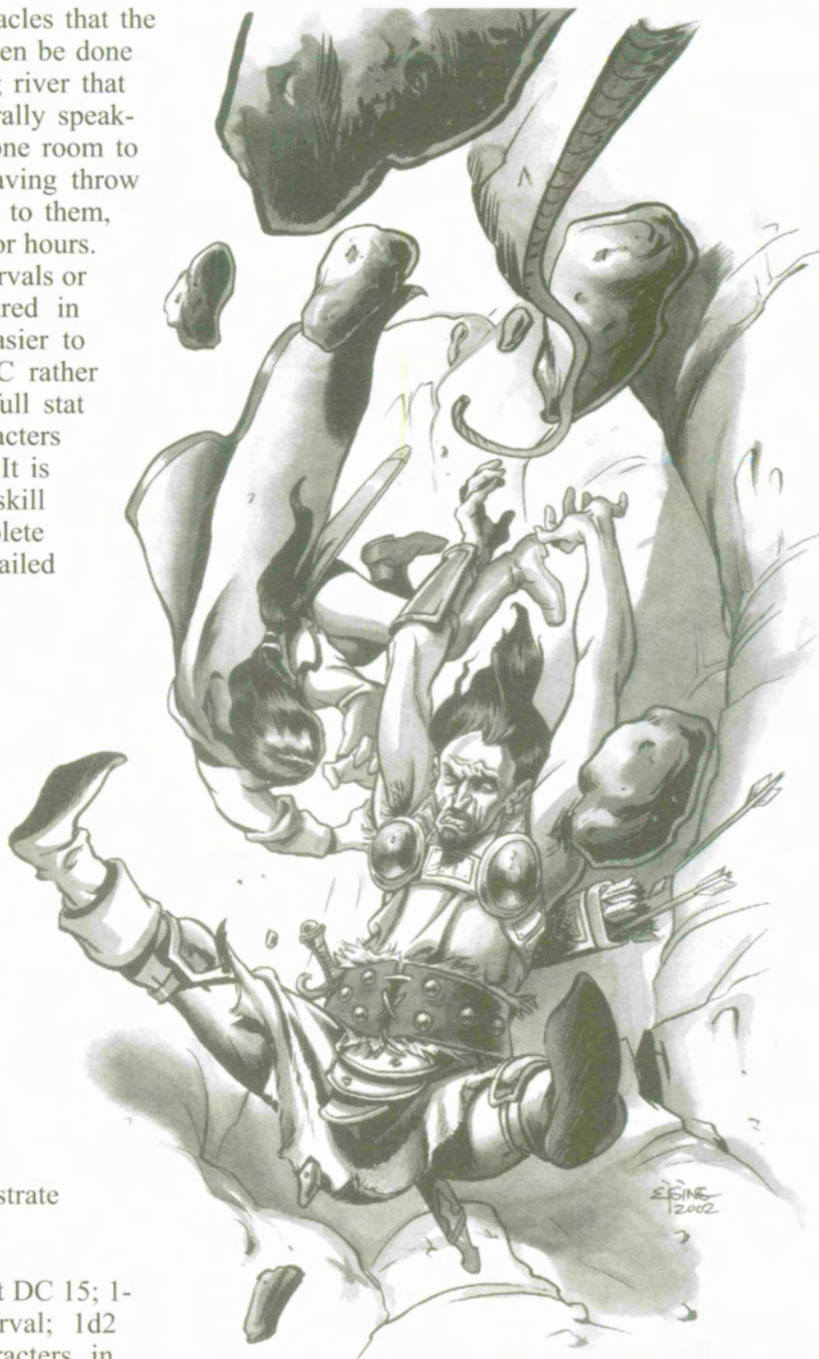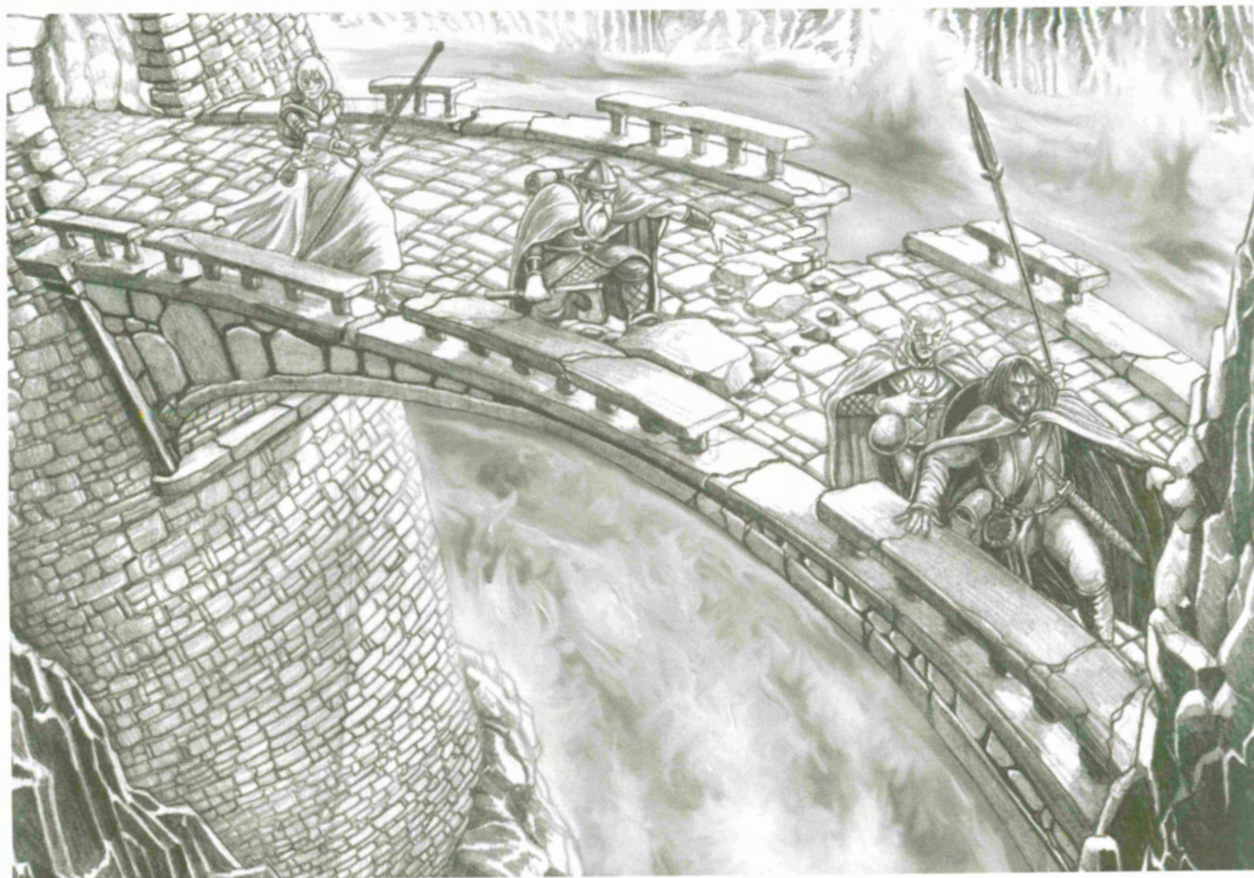
SAMPLE HAZARDS

The following hazards are all ones that the characters may encounter in the course of their travels. They are derived from the conditions already covered in the d20 System and serve as examples for designing your own hazards. An array of hazards is also described later in this volume, along with other dungeon dressings.

Boiling Water: No save; 1 round interval; 1d6 damage; Special: A character fully submerged in boiling water takes 10d6 points of damage per round.

Cold, Winter Storm: Fortitude save DC 15; 1 hour interval; –1 penalty/interval; 1d6 subdual damage; Special: Subdual damage inflicted by this hazard cannot be healed until the character warms up. Characters who take any subdual damage from the cold are considered fatigued due to frostbite and hypothermia. This conditioned is removed when the subdual damage is healed. If a character falls to 0 hit points due to this hazard, it inflicts normal damage.

Cold, Extreme: Fortitude save DC 15; 10 minute interval; –1 penalty/interval; 1d6 subdual damage; Special: Subdual damage inflicted by this hazard cannot be healed until the character warms up. Characters who take any subdual damage from the cold are considered fatigued due to frostbite and hypothermia. This conditioned is removed when the subdual damage is healed. If a character falls to 0 hit points due to this hazard, it inflicts normal damage.

Drowning/Suffocation: Constitution check DC 10; 1 round interval; –1 penalty/interval; Special: A character can hold his breath for a number of rounds equal to twice his Constitution score. After that interval, apply the effects given for this hazard. On a failed check, a character immediately drops to 0 hit points. On the next round, he drops to –1 hit points and is dying. On the third round, he dies.

Flames: Reflex save DC 15; 1 round interval; 1d6 damage; Special: On a successful save, the flames are extinguished. A character gains a +4 bonus on this save if he rolls on the ground or if the flames are smothered with a cloak or similar item.

Heat, Desert: Fortitude save DC 15; 10 minute interval; –1 penalty/interval; 1d4 subdual dam-

age; Special: While exposed to heat, a character wearing thick, heavy clothes or armor of any type suffers a –4 penalty to his saving throw. If a character is reduced to 0 hit points by heat, he begins taking normal damage from this hazard. A character cannot heal subdual damage dealt by heat until he cools off.

Heat, Hellish: Fortitude save DC 15; 5 minute interval; –1 penalty/interval; 1d4 subdual damage; Special: While exposed to heat, a character wearing thick, heavy clothes or armor of any type suffers a –4 penalty to his saving throw. If a character is reduced to 0 hit points by heat, he begins taking normal damage from this hazard. In addition to the effects of this hazard, this intense heat automatically deals 1d6 points of damage per minute as characters sustain burns to their skin and lungs from the intensely hot air. Characters wearing metal armor are affected as if targeted by a *heat metal* spell. A character cannot heal subdual damage dealt by heat until he cools off.

Heat, Tropical: Fortitude save DC 15; 1 hour interval; –1 penalty/interval; 1d4 subdual damage; Special: While exposed to heat, a character wearing thick, heavy clothes or armor of any type suffers a –4 penalty to his saving throw. If a character is reduced to 0 hit points by heat, he begins taking normal damage from this hazard. A character cannot heal subdual damage dealt by heat until he cools off.

Raging River: Swim check DC 15; 1 round interval; 1d4 subdual damage; Special: On a failed check, a character is swept 3d6 feet down river by the strong current. On a successful Swim check, a character moves as per the Swim skill description.

Starvation: Constitution check DC 10; 1 day interval; –1 penalty/interval; 1d6 subdual damage; Special: Characters can go three days without food before they suffer the effects of this hazard. A character who takes damage from this hazard is automatically considered fatigued. Damage inflicted by starvation cannot be healed until a character receives adequate amounts of food.

Thirst: Constitution check DC 10; 1 hour interval; –1 penalty/interval; 1d6 subdual damage; Special: Characters can go one day plus a number of hours equal to their Constitution without water before they suffer the effects of

this hazard. A character who takes damage from this hazard is automatically considered fatigued. Damage inflicted by thirst cannot be healed until a character receives adequate amounts of drink.

Using Hazards

Hazards add a commonly overlooked dimension to dungeon adventures. A cave dug into the ground is dangerous enough without trolls, slimes, and giant spiders lurking within it. If you wish to add a hazard to your dungeon, the following guidelines serve to help you create one. For more examples of how hazards can work, see the dungeon templates in Chapter Four. The templates provide you with easy to use descriptions and game statistics you can apply to a dungeon in order to customize it.

The first consideration you need to make when creating a hazard is its importance in the grand scheme of the dungeon or your adventure. Some dungeons feature a hazard as their primary hook. For example, a dungeon complex carved from an iceberg should feature a freezing cold environment as a major component. Since the iceberg is what makes the dungeon unique, the players should expect that they must deal with the freezing cold. On the other hand, a dragon's lair populated by a bizarre menagerie of half-dragon beasts, demons, and other dangerous monsters does not need a daunting environment to make it any more unique. You could set the dungeon in a cavern choked with lava and jetting geysers of boiling water, but the monsters are already dangerous and unique enough that you may simply end up cluttering the adventure. As a rule of thumb, if your initial concept of a dungeon does not include a specific environmental hazard, it is best to keep it a minor part of the adventure. Do not let a hazard overshadow the other dangers found in a dungeon.

Some hazards, especially those that hinder the characters' progress, should be assigned CRs. If the characters overcome these obstacles, they gain the appropriate amount of experience. As a rule of thumb, only discrete hazards that can deal normal (rather than subdual) damage should be given a CR. To judge a hazard's CR, compare it to the traps listed in the d20 System core rules.

Hazards can modify an encounter's EL. Fighting a gang of orcs while trying to cross a flooded river is much more difficult than facing the same monsters in a plain dungeon chamber. A hazard can only modify an EL if the hazard hinders the PCs more than it harms the monsters. Otherwise, if both sides suffer from it, the effects on both cancel out. If a hazard gives the monsters a small tactical advantage, increase the EL by 1. If it grants them a major tactical advantage, increase the EL by 2. Only in the most extreme cases should a hazard increase an EL by more than 3, such as if a hazard stands a good chance of killing or incapacitating one or more characters without harming the monsters.

DESIGNING HAZARDS

When creating a hazard's stat block, be sure to keep in mind the characters' abilities and their capabilities. It is a poor idea to specifically design hazards to take advantage of their weaknesses without giving them some other method for overcoming them.

The DC for a hazard should only rarely venture above 20. Highly trained or specialized characters should have an easy time overcoming the hazards they encounter. DCs of 10, 15, and 20 are difficult for unskilled characters and allow PCs with appropriate skills to show off their talents. Any lower than that and a hazard becomes too easy to avoid. Higher DCs become impossible for untrained characters and taxing even for experts.

When deciding how much damage a hazard deals, use the sample ones provided as examples to guide you. Most hazards deal subdual damage, and only very rarely should one deal ability damage. If you could expect the average person to survive exposure to a hazard without sustaining life-threatening injuries, the hazard deals subdual damage. Most hazards' intervals are based on common sense, especially when dealing with one based on real-world dangers. The shorter the interval, the deadlier the hazard.

The special effects hazards can deal give you a lot of room to customize them and create challenging encounters. Consider the consequences of a missed saving throw or skill check. An additional twist for failure that does not involve damage, such as moving a character along a river's course or trapping him beneath falling rocks, adds texture to a hazard and makes it much more dangerous without directly killing the PCs.

WANDERING MONSTERS

Since the earliest days of dungeon adventures, wandering monsters have added an element of uncertainty, randomness, and unexpected danger to a scenario. However, that randomness cuts both ways. Just as it exposes the characters to an unexpected danger, it can also derail your carefully crafted adventure or campaign. A single random encounter with the wrong creature at the wrong time can destroy the entire party or force them to waste time fleeing the dungeon for healing rather than progressing with the adventure.

The key to determining if wandering monsters are useful for your dungeons lies in your own tastes and DM style and your players' preferences and goals in play. This section discusses some new ways to handle wandering monsters that cater to different tastes and transform them from a wholly random occurrence to a carefully designed aspect of a dungeon that adds to the fun.

The key to understanding wandering monsters and their use in a game is simple. Wandering monsters occur at random. The players cannot predict their appearance and often have little clue to expect them. They increase the total monsters the party faces and drain resources that could be spent to handle the keyed encounters you added to an adventure. The characters lose hit points, cast spells, and consume potions and scrolls dealing with such threats. Thus, any random factor normally works against the players. Unless you plan and design your keyed encounters to account for wandering monsters, each random encounter the party must defeat represents a net increase in the monsters and danger they must face in clearing out the dungeon or meeting their goal.

The random factor wandering monsters introduce works well in campaigns or adventures where the players expect the challenges they face to lie in the monsters they meet, the traps they must overcome, and the other direct, phys-

ical dangers the characters face. Rather than focus on stories or a narrative that connects each game session to the next, these campaigns provide a challenge to the characters' abilities and the players' skill in creating tactics and managing their resources. The players expect death to lurk around the next corner. A wandering monster is simply another danger to face. If a random encounter slays one or more characters or destroys the party, the players are willing to accept that sometimes the dice go against them.

Wandering monsters also work if you want your campaign to have a sense of realism. Bad luck is a factor that we all must face in the real world. Random encounters add such a factor to a dungeon. They also impart a sense of dread and caution to the players. If a cavern region or dungeon is rumored to be rife with demons, undead, or other fearsome creatures, wandering monsters serve to put the party on alert and enforce a feeling of lurking terror.

While random encounters have their strengths, they also pose some weaknesses. If you like to build overarching stories and narratives into your campaigns, one random encounter can put an end to them. If the characters march home after defeating the lich king, they run the risk of death at the hands of a band of orcs who randomly attack them while they are out of spells, hit points, and consumable magic items. If you had grand plans for an epic quest that proceeded from the party's victory, especially if you spent time creating adventures and fleshing out your world for that event, they can all go up in smoke with one roll of the dice.

Some players find random encounters bothersome because they distract from the meat of the adventure. No one wants to plan to overthrow the dragon lord only to be forced to continually deal with dire wolves, orc patrols, and other unrelated monsters that keep stumbling across their paths. If the players are drawn to your campaign or interested in it because of the story lines and narratives you create, random encounters can frustrate their expectations and delay the payoff in facing a powerful villain or dueling a memorable NPC.

With the ideas and arguments outlined above, decide for yourself whether wandering monsters are a useful tool in your dungeons or if you would rather cut them out altogether. In

either case, the systems and guidelines given below are meant to help you in crafting a random encounter system that meets your needs and fits your dungeon.

THE CLASSIC APPROACH

The typical system for most dungeons uses a d% roll at a regular time interval to determine if the party runs into a group of monsters. An encounter table for each level or section in a dungeon lists monsters commonly encountered there. Usually, a second d% roll determines exactly which monster the party meets. This approach works best to model areas that are rife with wild creatures of the underworld, dangerous regions where vicious monsters prowl for victims, and dungeons where danger lurks around every corner. There are a few decisions you need to make when building such a system, each of which can affect how it works in practice.

The percentage chance that an encounter occurs and how frequently you make such a check set the pace of random encounters. Obviously, the higher the chance that an encounter occurs, the more wandering monsters the party must face. Densely

populated areas or areas renowned as deadly, dangerous ground could have a high chance for a random encounter. The rate at which you test for encounters is just as important as the chance they occur. The more creatures tend to travel within an area, the more often you should check. An ancient tomb may hold hundreds of undead, but if they are confined to their burial chambers you should rarely, if ever, check for wandering monsters. The easiest way to balance these factors is to consider how long the average dungeon expedition takes and how many random encounters you feel are appropriate. If the characters usually spend four hours in a dungeon and you want to have about one random encounter per expedition, then you could check each hour with a 25% chance of an encounter occurring. As a rule of thumb, if you want to guarantee at least one random encounter, determine the number of hours you expect the party to spend in the dungeon. Call that value Y. Assign a 1-in-Y chance for a random encounter and check once per hour.

Random encounters can have a lot more texture and character than such a simple process normally allows. The guidelines below give some different values for the chance of an encounter and the frequency you check for them and discuss their effect on the game.

High Encounter Chance (50%+) and Low Check Frequency (every four or more hours): In this case, you do not often check for encounters but when you do there is a high chance that an encounter occurs. This situation works best if the dungeon's inhabitants become more active as the characters explore the place. If the characters linger in an area, they are punished for that decision with a random encounter. This creates a safe cushion during which the party can explore in peace, but after which they run a very good chance of running into trouble. You can introduce a second variable to this situation by making more frequent checks over time. After the first check, reduce the time until the next one by an hour until the interval between checks is down to an hour or half-hour.

Low Encounter Chance (10% or less) and High Check Frequency (once every 5 to 30 minutes): In this situation, the party is rewarded for moving very quickly. The longer they stay in an area, the more encounters they face. This model works well for dungeons with lots of monsters that, individually, rarely leave their lairs. It also works well for wild areas, such as

a cavern with dire animals, magical beasts, and other unintelligent monsters that use the area as a hunting ground.

Monsters and Random Encounters

The monsters you choose for random encounters should make sense in the context of the dungeon. A series of caves occupied by orcs should feature orc hunting parties, patrols, and other groups of monsters as the primary random encounters. It makes little sense for an ogre, a group of elves, or a dragon to wander the halls of an orc fort. List all the different creatures that appear in a dungeon area covered by the random encounter chart and decide how frequently each should appear as a wandering monster. As a rule of thumb, a wandering monster should have a CR or EL equal to the party's level or the party's level −1. This ensures that these encounters pose a threat to the party without overshadowing the dungeon's inhabitants.

Dynamic Random Encounters

Random monsters do not materialize out of thin air. If you want to reward the players for defeating wandering monsters in terms of clearing out a dungeon or completing a quest, you can tie random encounters into the roster of monsters and encounters in the dungeon.

The easiest way to build dynamic random encounters is to make a list of each keyed area that has monsters in it and note the monsters found there. Eliminate any creatures from the list that could not reasonably leave their area, such as a demon bound to a magical circle. Convert that list to a table with an equal chance of each encounter occurring. When the characters beat a random encounter, eliminate the monsters they defeated from the encounter list and the dungeon area where they are normally found. This method rewards the players, but it may short circuit any particularly cool set pieces you created for encounters. You may want to eliminate important NPCs and creatures that pose a better challenge in their home encounter area from this list.

You can also introduce dynamic factors by altering the chance that an encounter occurs, how frequently you check for encounters, or the list of monsters used to create them. If the party defeats the monsters in several encounter areas, the chance of a random encounter may go down as the dungeon's inhabitants flee from the threat of destruction. On the other hand, destroying a powerful monster or slaying an important NPC may cause the chance of random encounters to rise as monsters flood into the area to take advantage of the chance to grab some territory and resources. A tribe of goblins at war with an orc clan may send war bands into the orcs' area of the dungeon as the orcs suffer losses. The goblins seek to press their advantage, while their appearance can warn players of their next foes and of the political forces at work in the dungeon. The guidelines and advice in the section on dynamic dungeons applies when considering how the conditions behind random encounters can change.

Alternate Systems

In some dungeons, a factor other than pure chance can determine if the party attracts wandering monsters. A stealthy party or one led by a tracker skilled at avoiding dangerous predators should have less chance of drawing monsters to them. Rather than roll d% to test the chance for an encounter, the party must make some sort of skill check. In an area where undue noise can draw attention, the characters may have to make Move Silently checks to cover 30 minutes of travel. If they fail to beat the DC you choose, they encounter wandering monsters.

The DC of this check should relate to how many wandering monsters the party could encounter during their travels. The table below outlines some sample DCs.

DC	Description
5	Few monsters wander the area.
10	Monsters rarely wander the halls, but a small number regularly travel the area.
15	The average dungeon condition.
20	The monsters are relatively active and make an effort to patrol the area.
25	Regular patrols sweep the area.
30	The dungeon buzzes with activity. Monsters spend as much time moving about as they do in one place.

The skill the characters must use should hinge on what they need to do in order to avoid detection. Wilderness Lore is a good choice if a knowledgeable explorer or woodsman can notice signs of a creature's presence and avoid it. In this case, the players choose one character to make a Wilderness Lore

check. For these checks, the DC should be 5 or 10 higher than normal, as even a skilled outdoorsman can still accidentally cross paths with a monster. Furthermore, impose a –2 penalty to the check per person in the party beyond the character making the check. The larger the party, the harder it is to avoid drawing attention from wild animals and monsters.

In situations where stealth is important, Hide and Move Silently are logical choices. Hide works when the party needs to sneak past creatures that could see them, while Move Silently applies when noise can draw guards or monsters from their lairs. As opposed to using Wilderness Lore to avoid encounters, a party can only travel as quietly as its loudest member moves. Determine the character who has the lowest total bonus for Hide or Move Silently. That character makes the appropriate skill check with everyone else in the party aiding his attempt. The total result is used to determine if the party encounters wandering monsters.

While this system uses a different method to determine if the characters run into wandering monsters, you can use the same guidelines and tables you use to generate the monsters they encounter.

An additional wrinkle you can introduce to this system ties the result of the skill check to the encounter's tactical situation. If the party misses the DC they needed to beat by 10 or 20, they may fall victim to an ambush. The characters make so much noise that the monsters have time to ready a trap for them or call for reinforcements. In this case, the monsters gain a +2 or +4 bonus to their Hide or Move Silently checks to surprise the characters.

By the same token, the characters should gain an advantage if they beat the DC by 10 or 20. In this case, they so easily slip by the monsters that they have a better chance to ambush them or catch them unprepared for a fight. You have two options in this case. If wandering monsters are an important part of the dungeon or play a vital role in its defense, the characters should gain a bonus to their initiative checks or Move Silently and Hide checks to surprise the monsters in encounter areas. Otherwise, you can either give the characters a +5 bonus on their next check to avoid a wandering encounter or allow them the option to ambush a group of wandering monsters or avoid them. In this case, the characters can choose to gain some extra experience or whittle down the monsters' numbers if you tie wandering creatures directly to the monsters found in encounter areas.

NEW MONSTERS

Dungeons are home to a wide variety of fearsome creatures. The creatures presented here are all at home in underground settings. Use them to supplement encounters and create unique challenges for the party. Experienced players usually have a working knowledge of most existing monsters, making new ones a good choice when you want to surprise the party.

Cave Moth

Small Vermin
Hit Dice: 1d8 (4 hp)
Initiative: +1
Speed: 20 ft., fly 30 ft. (average)
AC: 14 (+1 size, +1 Dex, +2 natural)
Attacks: Bite +0
Damage: 1d4
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Light rage
Special Qualities: Blindsight
Saves: Fort +2, Ref +1, Will –2
Abilities: Str 10, Dex 13, Con 11, Int —, Wis 7, Cha 7
Skills: Spot +5, Wilderness Lore +3
Climate/Terrain: Any subterranean
Organization: Solitary, swarm (3–12)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: 2–4 HD (Medium-size); 5–10 HD (Large)

Cave moths are normally placid insects that dwell in deep caverns rich with fungi, smaller insects, and vermin for these creatures to feast upon. Goblins, orcs, drow, and other underworld races consider them no more than annoying pests that prey upon their flocks of small lizards and rats. Adventurers, on the other hand, learn the hard way that cave moths can be dangerous foes. Like their cousins on the surface, cave moths are drawn to light. Unlike normal moths, these creatures are thrown into an uncontrollable rage by the presence of light. A swarm of cave moths charges towards a light source in a frenzy, biting at any creatures that stand between them and the object of their madness. More than one exploration party has ventured into a cavern and been overwhelmed by a flight of moths eager to cluster around their torches and lanterns.

Combat

Cave moths attack humanoids only when driven by extreme hunger or the presence of light. When confronted with a torch or lantern, the moths rush towards it and seek to cluster around it. Any living creatures in the area quickly become the focus of their rage as they seek to drive away what they see as competitors for their precious light. Moths usually attack in great numbers, forming a large cloud that swoops down to attack in a great mass.

Light Rage (Ex): When a cave moth spots a source of light, it seeks to cluster near it while scattering or killing any larger creatures that come close to it. Once per day, a cave moth gains a +4 bonus to Strength and Constitution for 10 rounds after it closes within 40 ft. of a light source. Needless to say, a band of explorers from the surface would be wise to extinguish their torches and lanterns in an area dominated by cave moths.

Demon, Darkness

Large Outsider (Chaotic, Evil)
Hit Dice: 12d8+36 (90 hp)
Initiative: +0
Speed: 30 ft.
AC: 17 (+8 natural, -1 size)
Attacks: Bite +17, 2 claws +12
Damage: Bite 1d8+5, claws 1d6+2
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Qualities: Darksight, damage reduction 15/+2, endless darkness, cold resistance 30, spell-like abilities, spell resistance 20
Saves: Fort +11, Reflex +8, Will +10
Abilities: Str 21, Dex 10, Con 16, Int 15, Wis 16, Cha 20
Skills: Bluff +20, Climb +20, Diplomacy +20, Intimidate +20, Listen +18, Move

Silently +15, Pick Pocket +15, Wilderness Lore +18

Feats: Dodge, Evasion, Spring Attack, Track
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 10
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: By character class

The mysterious darkness demons are employed by devils, demon princes, and powerful wizards as assassins and murderers. Eternally cloaked in an impenetrable globe of inky blackness, no being has ever seen these demons and lived to tell the tale. Their few victims who survive their furious assaults describe long, slashing claws, crushing jaws, and wet, slick skin. Judging by the dismembered, mauled remains they leave behind, these creatures are either powerfully built or their strength is augmented by some magical source. In any case, the globe of darkness that surrounds them covers a 30-ft.-by-30-ft. area, suggesting that the demon occupies the space in the center of this area. Its general body form is most likely similar to a human's, but the height of its darkness field indicates the demon is roughly 10 ft. tall.

Darkness demons track down and slay those who have raided dark cults, crossed a powerful devil or demon, or drawn the ire of a skilled wizard or sorcerer. They bargain mercilessly with their employer, demanding live sacrifices, gems, and magic items. What darkness demons do with these items is unknown. The region of the demonic realms they inhabit is cloaked in an eternal darkness similar to their own, making it impossible for any magical scrying or planar explorers to report on their habits. Few have ventured into that dark realm, and fewer still have returned.

COMBAT

Darkness demons rely on their magical aura to lie in ambush for their enemies, striking under cover of night or from just beyond the radius of a dungeon party's torches or lanterns. If they can, these demons fall upon a sleeping victim, using their darkness to cause confusion in their foes and finish off an opponent without raising an alarm until they are well away from the scene.

Darksight (Ex): Darkness demons can see in all darkness, including the normally impenetrable field of darkness they create, as if it were daylight.

Endless Darkness (Su): This ability gives darkness demons their moniker. A darkness demon emits a 15-ft.-radius field of darkness centered on the demon. The endless darkness overcomes all light sources, up to and including 9th-level spells, artifacts, and other magical effects. This effect is not created by magic. Instead a darkness demon bends and distorts reality, creating a localized effect that mimics the realm of eternal night in which it normally dwells. A darkness demon cannot physically enter a region of null magic or any other effect that would overcome this ability. If forced into such an effect or exposed to one, the demon is immediately forced back to its native region of the outer planes.

Spell-like Abilities (Sp): At will—*darkness, desecrate, detect thoughts, levitate, teleport without error* (demon's weight plus up to 200 lb.); 3/day—*cone of cold, deeper darkness, ice storm, haste*. Sorcerer caster level 12th; save DC 15 + spell level.
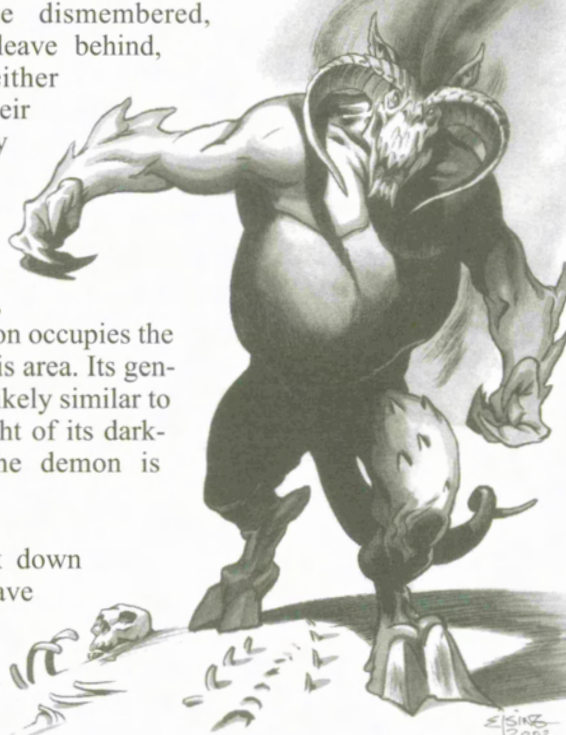
Slime, Fire

Medium-Size Ooze
Hit Dice: 1d10+10 (15 hp)
Initiative: +0
Speed: 20 ft.
AC: 16 (+6 natural)
Attacks: Slam +1
Damage: 1d6 and fiery touch
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Fiery touch, flame burst
Special Qualities: Blindsight, fire immunity
Saves: Fort +10, Ref +0, Will –1
Abilities: Str 10, Dex 10, Con 11, Int —, Wis 9, Cha 5
Climate/Terrain: Any subterranean
Organization: Solitary, swarm (4–16)
Challenge Rating: 2
Treasure: Standard
Alignment: Always neutral
Advancement: 2–8 HD (Large)

A fire slime is spawned in areas of high heat, volcanic activity, or regions where the elemental plane of fire intersects with the prime plane. These slimes appear as bright red, slimy globes of flaming material that slide across the ground towards their prey, setting everything they touch on fire. Fire slimes emit waves of heat that can be felt up to 10 ft. away from them. Goblins, kobolds, and other humanoids sometimes capture these creatures and store them in stone containers, using them as a heat source for their common rooms.

Fire slimes normally travel in small packs. They swarm around organic matter, setting it on fire and devouring the resulting ashes and charred flesh. Some humanoid tribes use these creatures as weapons, loading them aboard crude stone catapults or ballistae and firing them at their enemies. These slimes are particularly dangerous in towns and castles that feature many wooden structures, as the slimes quickly set aflame any combustible materials they touch.

Combat

In battle, fire slimes seek to surround and overwhelm their foes. They mob towards an opponent and attempt to set him afire, combining their pummeling pseudopods with their fiery touch to defeat their enemies. As they lack intelligence, they display little cunning or creativity in their tactics. Smart adventurers lure the slimes into traps or wooden bridges or similar passages, letting them set the bridge on fire and drop them into a moat, pit, or river.

Fiery Touch (Ex): A creature hit by the fire slime in combat risks being set on fire. On a successful hit, the slime's target must make a Reflex save (DC 15) or burst into flame. Each round, including the round on which he was hit, the victim must make a Reflex save (DC 15) or take an additional 1d6 points of fire damage. The victim can automatically extinguish the flames by spending a standard action to beat at them or roll on the ground.

Flame Burst (Ex): When the fire slime is slain, its body explodes in a burst of fiery sparks. All creatures within 10 ft. of the slime must make Reflex saves or suffer 1d8 points of damage.

rid creature is a blob of gray protoplasm that flows along the ground, seeking living creatures whose strength it can drain to sustain it.

Necromancers, powerful undead creatures, and other evil beings commonly use these creatures as guardians and minions. Though wholly unintelligent, they possess a malevolent cunning that allows them to distinguish evil and undead creatures from the living. These beasts never attack evil creatures or the undead.

COMBAT

Necromantic slimes scour dungeons and caverns in search of fresh meals. When they sense a living creature, they rush forward to attack. Those who keep these creatures as guards often keep them at the bottom of pit traps, leaving them to devour creatures that fall into the hole.

Chills (Su): When a necromantic slime strikes an opponent in combat, its foe must make a Fortitude save (DC 13) or suffer 1d4 points of temporary Strength damage. The slime in turn gains a bonus to its Strength equal to the damage it dealt. These bonuses stack as the slime deals more damage to its foes.

Spawn Zombies (Su): A creature killed by a necromantic slime arises as a zombie in 2d6 rounds.

SPINED WORM (LARVAL FORM)

Fine Magical Beast
Hit Dice: 1/4d10 (1 hp)
Initiative: +4
Speed: 20 ft.
AC: 22 (+8 size, +4 Dex)
Attacks: Spines +13
Damage: Spines 0
Face/Reach: 1/2 ft. by 1/2 ft./0 ft.
Special Qualities: Darkvision 60 ft., explosive growth
Saves: Fort +2, Reflex +6, Will +0
Abilities: Str 4, Dex 18, Con 11, Int 5, Wis 10, Cha 6
Skills: Hide +9, Move Silently +9
Feats: Weapon Finesse (spines)
Climate/Terrain: Any subterranean
Organization: Solitary or swarm (2–12)
Challenge Rating: 1/4
Treasure: Standard
Alignment: Always neutral evil
Advancement: 2–5 HD (Small)

SLIME, NECROMANTIC

Medium-Size Ooze
Hit Dice: 1d10+11 (16 hp)
Initiative: +0
Speed: 20 ft.
AC: 15 (+5 natural)
Attacks: Slam +1
Damage: 1d6+1 and chills
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Chills
Special Qualities: Blindsight, cold and fire immunity, spawn zombies
Saves: Fort +1, Ref +0, Will +0
Abilities: Str 13, Dex 10, Con 12, Int —, Wis 11, Cha 6
Climate/Terrain: Any subterranean
Organization: Solitary, swarm (3–12)
Challenge Rating: 2
Treasure: Standard
Alignment: Always neutral evil
Advancement: 2–8 HD (Large)

When the undead gather in large numbers, the concentration of necromantic energy sometimes coalesces into a physical form. In such cases, this raw magical power given solid shape yields a necromantic slime. This hor-

Spined worms present an insidious threat to explorers and adventurers who travel into underground realms. These tiny creatures are little more than 6 inches long. They have two sharp, two-inch spines set above their eyes they use to spear spiders, roaches, and other insects they devour. Their rough, gray hides are marked with a pattern of whorls and stripes that allow them to blend in with rock and sand. Most explorers pay little mind to these creatures, as they are too small to attract much attention. Even when they do catch an explorer's eye, they pose little threat to a human or orc. Their spines are little more than a pinprick to a creature larger than a fly.

Yet, it is precisely this unremarkable, harmless appearance that makes spined worms so deadly. Tiny spined worms eventually grow into large, ravenous creatures that devour humanoids and rampage through dungeons. A spined worm can subsist for years in its larval form, crawling through a dungeon in search of flies, fleas, and other insect prey. At a seemingly random moment, the worm burrows into a safe, secure, warm location and experiences a tremendous surge of growth. It rockets from six inches to over eight feet in length, fueled by an arcane metabolism that stores the food it has eaten over the past years in a dimensional pocket tucked within its stomach. The entire process takes less than a minute and leaves the spined worm with a ravenous hunger it immediately attempts to sate.

COMBAT

Unfortunately for many travelers, tiny spined worms have a disturbing tendency to curl up in bedrolls, backpacks, and similar spots. More than one adventurer has suddenly found an eight-foot-long, thrashing, aggressive worm exploding out of his backpack or waking up with him as an unwanted bedfellow. The game information for the giant spined worm is given below.

In its larval state, a spined worm tries to slip into a character's backpack or bedroll using its Hide and Move Silently skills. After finding a secure spot to sleep, it enters a dormant state for 2d4 hours. After this time, it experiences a short burst of explosive growth. In the space of 1d6 rounds, it achieves the size and game statistics of its adult form given below. During this time, it may be attacked or targeted with spells. It loses its Dexterity bonus to AC but
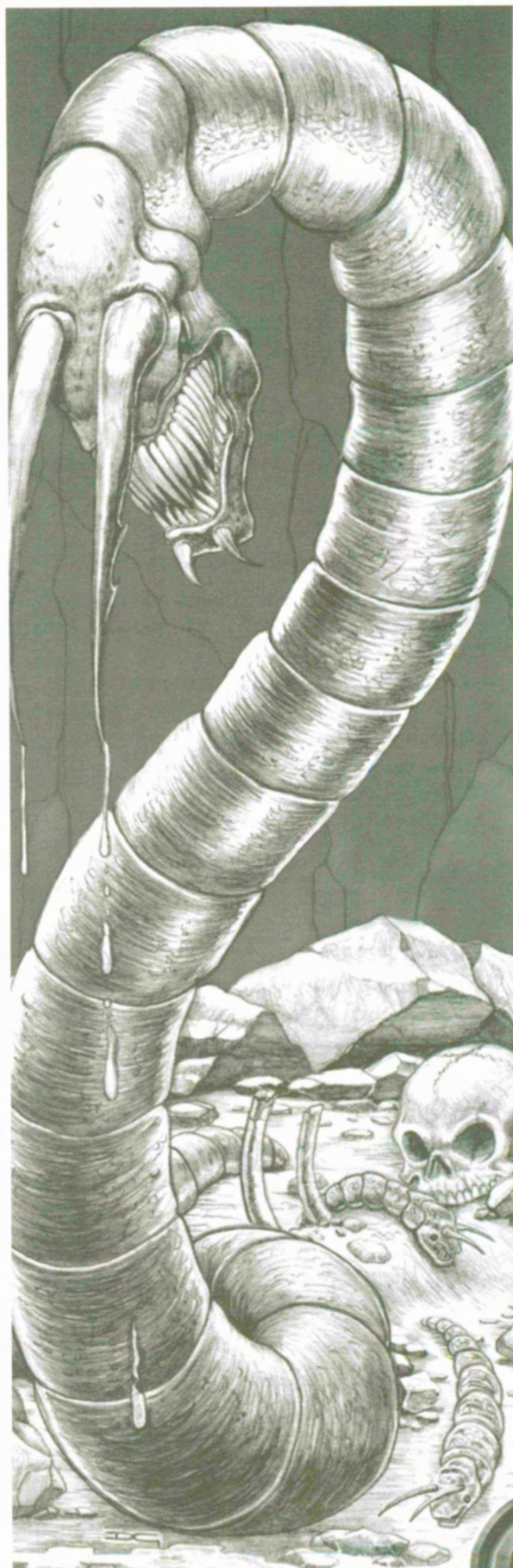
gains fast healing 5 due to its rapid growth. Injuries close up as the creature's metabolism grows its skin, muscles, and organs.

SPINED WORM (ADULT FORM)

Large Magical Beast
Hit Dice: 8d10+24 (60 hp)
Initiative: +5
Speed: 40 ft.
AC: 16 (–1 size, +1 Dex, +6 natural)
Attacks: Bite +12, 2 spines +10
Damage: Bite 1d8+4, 2 spines 1d8+2 and poison
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: Poison, spittle
Special Qualities: Camouflage, darkvision 60 ft.
Saves: Fort +9, Reflex +7, Will +2
Abilities: Str 18, Dex 13, Con 16, Int 5, Wis 10, Cha 6
Skills: Hide +8, Move Silently +5
Feats: Improved Initiative, Multiattack, Power Attack
Climate/Terrain: Any subterranean
Organization: Solitary or swarm (2–12)
Challenge Rating: 4
Treasure: Standard
Alignment: Always neutral evil
Advancement: 9–15 HD (Huge)

In their adult form, spined worms reach over eight feet in length. Their skin shifts to a dark gray, while their spines lengthen and drip with a thick, viscous ichor. Tucked beneath their spines is a wide mouth that bristles with long, jagged fangs. These vicious predators have been known to expunge the living creatures from a cavern, sweeping through the area and devouring all in their path.

Spined worms are sometimes kept as beasts of war by bands of kuo-toa and troglodytes. While spined worms are difficult to train, one kept as a pet from its birth as a larva and tended through its explosive growth phase can acquire a sense of loyalty and obedience to a handler. In some areas, the kuo-toa ride these beasts into battle or drive them before their conquering hordes as shock troops.

COMBAT

Spined worms use their poison to weaken their foes, striking with their spines and bite to wear down a creature's defenses. Once a foe is immobilized, it moves on to its next victim until all are slain or rendered helpless. The worm then finishes off its opponents. These creatures usually attack from ambush, using their camouflaged hides to lurk along a passage or other well-traveled area. Just as a potential meal walks by, the spined worm uses its spittle to attack before rushing forward to use its spines and bite.

A spined worm is gripped with a fearsome hunger when it first attains its full adult size. In this case, it focuses on attacking and devouring each of its opponents in turn. The spined worm continues to attack creatures rendered helpless (Strength 0) by its poison.

Camouflage (Ex): A spined worm gains a +4 racial bonus to all Hide checks.

Poison (Ex): A spined worm's poison causes 1d4+1 points of temporary Strength damage as an initial effect and 1d6 points of temporary Strength damage as a secondary effect. Resisting this poison requires a DC 15 Fortitude save.

Spittle (Ex): Once every 3 rounds, a spined worm can spit a stream of stomach acid and poison at its opponents. This attack is a 5-ft.-wide, 15-ft.-long line that deals 2d6 points of acid damage and inflicts its poison against all targets that fall within the attack's area. A Reflex save (DC 16) prevents all damage.

SWARMLING

Tiny Aberration
Hit Dice: 1/2d8+1 (3 hp)
Initiative: +5
Speed: 20 ft.
AC: 18 (+2 size, +5 Dex, +1 natural), touch 17, flat-footed 13
Attacks: Bite +7
Damage: Bite 1d4–3
Face/Reach: 1 ft. by 1 ft./0 ft.
Special Attacks: Gnaw, overrun
Special Qualities: Darkvision 60 ft.
Saves: Fort +1, Ref +5, Will +2
Abilities: Str 5, Dex 20, Con 12, Int 12, Wis 13, Cha 11
Skills: Hide +19, Listen +5, Move Silently +11, Search +5, Tumble +9
Feats: Weapon Finesse (bite)
Climate/Terrain: Any subterranean
Organization: Swarm (6–30)
Challenge Rating: 1/2

Treasure: Standard
Alignment: Always chaotic evil
Advancement: 1–2 HD (Tiny)

These one-foot-tall, malevolent creatures resemble misshapen humanoids with bent backs, knobby joints, and long, scraggly hair. Warts, pustules, and buboes cover a swarmling's body, and the creature's breath rasps from its lungs in short, hurried bursts. Swarmlings are the creation of a cabal of evil wizards who wished to produce a cheap, easily conjured guardian creature to watch over their underground stronghold. Combining the flesh of a troll with the blood of gnomes and kobolds using a dark ritual, the wizards forged the first colony of swarmlings. Though the cabal has long since passed into history, the swarmlings continue to multiply. They now form colonies throughout the underworld and in many dungeons, breeding in great numbers and carving out a niche for themselves among the monsters and scavengers of the subterranean realms.

Swarmlings speak in raspy, tortured voices. A few can speak Common, but most rely on Infernal to communicate among themselves. In some rare cases, a colony of swarmlings allies with a dark cult, necromancer, or other evil spellcaster, providing service as guards and assistants in return for live humanoids. Swarmlings lust after the flesh of living creatures, preferring to capture their prey, tie it down in an isolated cavern, and feast upon it, literally devouring their meal alive.

Some gangs of swarmlings take roost in sewers, catacombs, and other passages beneath a city. They spy on the humans above, seeking out the weak and sick to drag back to their lair for a grand feast. A few missing beggars arouse little suspicion, but the swarmlings soon become greedy. They lust after the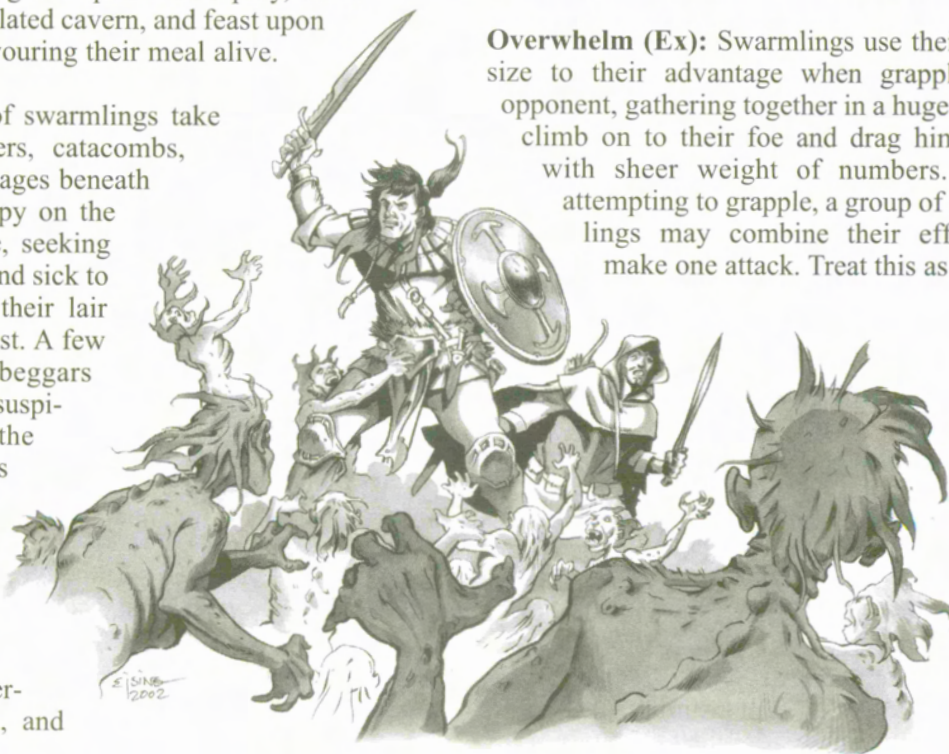 soft, fatty flesh of prosperous merchants, nobles, and others who live easy, luxurious lives. Swarmlings have been known to enter a mansion by night, tie a potential victim down in his bed, and devour him after removing his tongue and gnawing at his voice box. Unable to scream, the victim passes unnoticed until his bloody, gore-spattered skeleton is discovered in his bed the next morning.

COMBAT

Swarmlings rely on their small size and sheer numbers to overwhelm their foes. They always try to strike from ambush, watching adventurers from small cracks and hiding places they carve in dungeon passages. Once their prey enters an intersection or other area that allows the swarmlings to attack from many directions at once, they strike en masse hoping to overwhelm their prey with numbers. They use their gnaw and overwhelm abilities to drag an opponent to the ground and bite him to death. While intelligent, swarmlings rarely possess the knowledge and skill to produce traps and other devices.

Gnaw (Ex): A swarmling that hits with a bite attack may choose to gnaw its opponent. The swarmling attaches itself to its target and tears at his flesh. Its bite attack automatically hits but it may take no other actions other than using this ability. The creature loses its Dexterity bonus to AC as long as a swarmling is attached.

Overwhelm (Ex): Swarmlings use their small size to their advantage when grappling an opponent, gathering together in a huge mob to climb on to their foe and drag him down with sheer weight of numbers. When attempting to grapple, a group of swarmlings may combine their efforts to make one attack. Treat this as a grap-

A tentacled horror is a frenetic, ravenous bundle of tentacles that radiates outward from a small, spherical mass of gray, pulpy flesh. Its six tentacles extend 10 ft. away from its body, three set on each side. A toothy, crooked mouth filled with fangs and a trio of gleaming, coal black eyes rests between its tentacles. The horror's tentacles are covered in suckers, allowing it to scramble up walls and grab hold of prey in a viselike grip. Tentacled horrors are intelligent after their own fashion and can master a few simple words in Giant, Common, and other languages used near their lairs. In some cases, they form alliances with evil humanoids or agree to work as watchers and guardians in return for regular meals.

COMBAT

Tentacled horrors prefer to climb near the ceiling of a narrow dungeon corridor and lie in wait for a potential victim. They seek out areas where traffic is common, picking off lone travelers or small groups of weak creatures such as dire rats, kobolds, and goblins. The tentacled horror's most valued weapon is its voice. These creatures can duplicate the sound of a child's cry, a plea for help, or a similar noise that draws prey near. In either case, the horror uses its Hide skill to evade detection, waiting until a poorly armored or physically weak member of an adventuring party wanders under its tentacles, at which point it lashes out to attack.

Carry (Ex): If the tentacled horror grabs a creature of Small size or less with four or more tentacles, it can hoist its victim aloft and carry him away at half speed. If the victim breaks free of the horror's grapple, it escapes its grasp.

Improved Grab (Ex): To use this ability, the tentacled horror must hit an opponent of up to Large size with a tentacle attack. If it gets a hold, it can constrict.

Mimic (Ex): The horror can use its voice to duplicate a cry for help, a child's cry, or the sounds of a frightened animal. It makes a Bluff check opposed by a listener's Sense Motive check in an attempt to successfully pass off this deception.

Squeeze (Ex): A horror deals 1d4+1 points of damage with a successful grapple check against Large or smaller creatures.

ple, but the swarmlings's Strength counts as 5 + 1 for every two swarmlings who participate in the attack.

TENTACLED HORROR

Medium-Size Aberration
Hit Dice: 4d8+4 (22 hp)
Initiative: +2
Speed: 40 ft., climb 20 ft.
AC: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Attacks: 6 tentacles +4, bite –1
Damage: Bite 1d8+1, tentacles 1d4+1
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Carry, improved grab, squeeze
Special Qualities: Darkvision 60 ft., mimic
Saves: Fort +2, Ref +3, Will +5
Abilities: Str 12, Dex 15, Con 13, Int 6, Wis 13, Cha 10
Skills: Bluff +7, Climb +15, Hide +8
Feats: Combat Reflexes
Climate/Terrain: Any subterranean
Organization: Solitary or pack (2–5)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 5–10 HD (Large)

CHAPTER FOUR
DUNGEON DESIGN

DUNGEON DESIGN SYSTEM

There are a few different steps you need to complete in order to construct a dungeon. The guidelines and system here allow you to quickly create a dungeon that makes sense, fits into the theme of your campaign, and serves as a challenging obstacle to the characters. It uses a combination of random tables and your own decisions and preferences to build a complete adventure out of a sheet of graph paper, a pencil (preferably colored), and an eraser.

DUNGEON HISTORY AND COLOR

A dungeon's origin can help fill in the details and provide some color for its design. Keep in mind that there is not necessarily a connection between how a dungeon was once used and how the creatures that dwell there currently use it. Its original purpose may still have bearing on the dungeon's encounters and inhabitants, but you do not have to shackle yourself to a dungeon's past.

Crypts are dungeons that once served as burial grounds. These complexes are filled with tombs, rooms used to prepare the dead for interment, shrines to gods of the dead and the afterlife, and other areas reserved for the preparation and burial of the dead. These dungeons usually feature undead, but ancient, long since plundered crypts could hold any sort of monster. A crypt resembles an archaeological site, with many murals, statues, and other monuments built by the group or civilization that originally constructed it.

Ruins are ancient structures, tunnels, and cellars that were once used by an ancient civilization that long ago disappeared. Alternatively, the ruins were recently built and destroyed in a war, magical explosion, or other disaster, such as a dwarf stronghold overrun and conquered by an orc army. Like crypts, ruins have vestiges of their original use. Crumbling ballistae, catapults, and rusted, broken weapons may be scattered about the ruins of a fortress that overlooks an important mountain pass. Almost any type of monster can be found in this dungeon, from a band of wandering gnolls that takes shelter within it to a marauding chimera that sleeps within the ruins between raids on nearby roads and trails.

Constructed dungeons are tunnels, chambers, and galleries dug from the earth by the creatures that currently dwell within them. These areas are just like a castle, city, or town built by humans and other civilized races. The monsters designed their living quarters to suit their purposes. A constructed dungeon could even include a castle built as the home for a bandit king or recently seized by a gang of half-orc marauders.

Some dungeons are little more than natural caves and caverns that are occupied by dangerous monsters. Sometimes, a group of creatures simply needs shelter. Caves are usually easy to defend, have enough space to host large numbers of monsters, and provide concealment against scouts. A gang of bandits may hide in the caves outside of town, sweeping in to attack caravans and carry away their loot.

MAPPING A DUNGEON

A dungeon map should always make some sort of sense. Your map is a flowchart that dictates the order in which the characters encounter the monsters and obstacles you have designed. If there is no rhyme or reason to the encounters' order, your players can grow unhappy with your game. Even if you design encounters that form a cohesive whole, the characters should deal with them in a logical sequence. For example, it makes little sense for an orc tribe to post guards in the rear of a dungeon while storing their treasure right next to the entrance.

The map creation system addresses this by not only creating a floor plan but also assigning a category to each room. This category is used to determine the role the chamber serves and the type of creature encountered there.

GETTING STARTED

Before building your map, you should have the right tools for the job. Graph paper is the best material for maps, since it is very easy to set a scale to the squares on it and use that to make precisely sized rooms. Best of all, you can use the same scale on your map as you use on your battle mat if you use miniatures. For drawing your map, a few colored pencils, standard pencils, and an eraser work best. Colored pencils are best suited to drawing water, lava, and other important features that may be obscured if they are drawn in the same color as the rest of your map. Use blue pencils to mark

water, red for fire or magma, and so on. It may not sound like much, but in the heat of a game session it can help you zero in on traits that make a portion of a dungeon unique.

Once you have your tools assembled, you need to decide how large you want your dungeon map to be. This system works with a sheet of graph paper as the basic unit of a dungeon. If you want to create a big dungeon, simply use two, three, or more sheets of graph paper to map it. You can also crowd many rooms into one sheet of graph paper if you want to create a single dungeon level with many encounter areas.

BUILDING ROOMS

Since most encounters take place in rooms, the first step to designing a dungeon is to place the rooms within it. As a default, this system places nine sectors filled with rooms on each sheet of graph paper. Before randomly generating the rooms, decide if there are any chambers of your own design that you absolutely must have in your dungeon. For example, if you already know that your dungeon is supposed to have a magical crystal statue of a dragon hidden within it, you can simply place that on the map as you add rooms to the dungeon.

Divide your sheet of graph paper into nine sections. Lightly draw two guidelines that divide the dungeon into three equal parts lengthwise, and then draw two more to divide it into nine sectors. The guidelines you draw should look exactly like a board drawn for a game of tic-tac-toe. Don't worry about making the sectors exactly the same size. Generally, it's easiest to draw lines along those already printed on the graph paper. Just count the total number of boxes along each length of the sheet and divide by three, rounding down, to get an estimate of how many boxes should lie between the closest edge of the paper and your guidelines.

Alternatively, you can draw more or fewer than nine sectors. The sector is the basic building block for a dungeon and is used in this system to place rooms on the sheet of graph paper. Dungeons with more sectors tend to have more rooms that are crowded together, while those with few sectors have a small number of chambers spread out over a large area. Dungeons with many sectors have an extremely high density of encounters. The characters can fight many creatures in a short period of time or after

moving only a few hundred feet into the dungeon. On the other hand, dungeons with fewer sectors allow the characters to progress deeper into the area without encountering as many creatures. If you want the characters to make several forays into the dungeon without progressing too far into it, craft the map with many sectors. If you want a dungeon that can be complete in a single expedition, use fewer sectors.

Now, determine where the entrance to the dungeon is located on your map. While this may seem like a simple decision, it has a big influence on how your dungeon develops. Dropping the staircase into this dungeon level or the cave opening leading to it right in the middle of the map has its appeal, but it cuts down the maximum distance between the dungeon entrance and the farthest point on the map. This works best if you don't plan on having a major gradient in the power of creatures close to the dungeon's starting point and its farthest reaches.

Typically, though, it is best to place the entrance along the edge of the graph paper. That way, the characters have a long path between the encounters and rooms close to the entryway and those farthest from it. You can use the distance within the dungeon as a rough gauge of an encounter's difficulty.

When you decide where the dungeon entrance is going to be placed, mark the appropriate sector with the letter E. This mark serves as a reminder of where the dungeon begins.

CORRIDORS, CONNECTIONS, AND FLOW

At this point, you need to decide how the dungeon flows from one encounter to the next. Do you want to give the players many options and design a dungeon that presents the same level of danger throughout the map? Do you want to create a labyrinth that presents progressively more dangerous encounters? Before adding rooms to a dungeon, consider its general arrangement and the flow of rooms.

Dividing lines allow you to define the relationship between the sectors on your map. Simply draw a dark line between two sectors to note that no corridors should run between them. In this way, you can create a path that guides the characters through certain sectors in order to travel to particular areas in the dungeon. For example, you could use dividing lines to create a path to the goblin king's throne room that runs through the area where you plan on placing a guardroom where the king's elite warriors and bodyguards stand watch over his throne.

An open-flow dungeon is one that presents the characters with many options. From the dungeon's entrance, they can quickly move to any other part of the dungeon without having to deal with many encounters. If you want a dungeon where there is a chance the characters can randomly stumble upon a powerful creature or where the characters do not need to defeat the monsters in any particular order, use this style of dungeon. This style is best for experienced players or natural dungeons that do not have any sort of organization imposed upon them by intelligent creatures. For example, a series of caves and caverns inhabited by wild beasts fits this type of dungeon. Movement from one sector to another is easy in these dungeons. Few, if any, dividing lines are necessary to close them off.

A closed-flow dungeon offers fewer choices to the characters but establishes a clearer path the characters must take to move through the dungeon. This dungeon uses several dividing lines to create coherent series of

RANDOM DUNGEON

THE CHAMBERS AND CORRIDORS
OF THIS MAP WERE GENERATED
USING THE DUNGEON DESIGN
SYSTEM DETAILED IN THIS CHAPTER

chambers that present the characters with a series of obstacles. Within a sector, the characters face choices and decisions about the path they want to take. In the dungeon's grand scheme, they must pass through a specific series of sectors to reach their goal. The most extreme version of a closed-flow dungeon uses dividing lines to create only a single path through the dungeon.

You do not need to worry about dividing lines at the moment. Unless you have a very clear idea of how the dungeon will proceed, you can incorporate them as you add rooms and define the sectors.

GENERATING ROOMS AND CORRIDORS

To generate rooms for a dungeon, take each sector and use the tables below to create rooms for it. Before adding the rooms to the dungeon, you then use the corridor tables to connect the chambers and create passages heading to other sectors. As you build connections between sectors, you can then use those connecting corridors as a starting point to develop rooms for the rest of the sectors.

The process of building a dungeon starts at its entrance. Mark one square on that sector as the entry area. This square can be at the edge of the map if the characters follow a passage or cave into the dungeon or in the middle of the sector if they descend down a sloped passage or staircase into this level. With that spot marked, you can now begin to generate rooms for this sector.

CREATING ROOMS

For the sector you are working with, decide or randomly determine if it has a high or low room density. High room density regions have many small rooms, while low ones have fewer, but potentially larger, chambers. Either pick or randomly choose a selection of rooms from the table below.

d%	Rooms
1–9	Six small rooms
10–18	Four small rooms, one medium
19–27	Two small rooms, one medium, one large
28–36	One small room, two medium
37–45	Three medium rooms
46–54	Two medium rooms, one large
55–63	One medium room, two large
64–72	Two large rooms
73–81	Two medium rooms
82–90	One large room
91–100	Three small rooms

After picking or randomly choosing the rooms' sizes, you can then use the tables below to either randomly create individual rooms or pick shapes for them. Any units for a room's size are given in squares. For example, a square room with sides four squares long has walls that run along four squares on your graph paper. Note that depending on the brand and type of graph paper you use, it is possible to create rooms that are too large for the sectors you have drawn. In that case, shrink a room down to the largest possible size that can still fit on your map. Alternatively, if your graph paper has very large squares, you can cut each room dimension you generate in half.

Room Shape Table

d%	Room Shape
1–10	Circle
11–25	Octagon
26–60	Rectangle
61–90	Square
91–100	Triangle

Circle: Always a devil to draw, the easiest way to mark a circle without a compass is to draw a cross on your map centered on the circle's middle with each leg extending out a number of squares equal to the circle's radius. Once you have this cross drawn, simply draw a circle around it that touches each of its end points.

Large Circle: 1d6 square radius; *Medium Circle:* 1d4 square radius; *Small Circle:* 1d2 square radius.

Octagon: This eight-sided figure can be drawn one of two ways. You can roll once and apply that result to each of its sides or roll separately for each side except for the final side, which you must simply draw as a straight line to close the octagon. The former method is best for areas that have several rooms. If the octagon is the only chamber in the sector, try the second method.

Large Octagon: 1d4 squares; *Medium Octagon:* 1d3 squares; *Small Octagon:* 1d2 squares.

Rectangle: The opposite walls in these rooms are the same length. When creating them, you need to determine both their length and width. After creating each side's length, there is a 50% chance that the longer distance is the width. Otherwise, it is the length.

Large Rectangle: 2d6 squares by 2d4 squares; *Medium Rectangle:* 2d4 squares by 2d3 squares; *Small Rectangle:* 2d3 squares by 2d2 squares.

Square: The sides of this room are all equal in length. Roll once to determine the length of all four sides.

Large Square: 2d6 squares long; *Medium Square:* 2d4 squares long; *Small Square:* 2d2 squares long.

Triangle: These three-sided chambers are perhaps the trickiest rooms to draw. To keep things simple, this system generates two types of triangles: right triangles and equiangular ones. There is a 50/50 chance that a randomly generated triangle is of either type.

To draw a right triangle, use the dimensions below to determine the distance of two of the triangle's sides. Draw both sides so that they form an L and then connect their two end points with a diagonal line.

Large Right Triangle: 2d6 squares by 2d4 squares; *Medium Right Triangle:* 2d4 squares by 2d3 squares; *Small Right Triangle:* 2d3 squares by 2d2 squares.

To draw an equiangular triangle, generate a random size as given below. Then, draw a line with that length. At the line's midpoint, draw a line from that midpoint equal to the line's length at a 90-degree angle to the base line. Connect the base line's endpoints to the perpindicular line's endpoint to draw a triangle.

Large Equiangular Triangle: 2d6 squares; *Medium Equiangular Triangle:* 2d4 squares; *Small Equiangular Triangle:* 2d3 squares.

PLACING ROOMS

Once you have your rooms generated and have created their size dimensions, you must now place them on your map. Break the sector you are working on into four quarters and number them from 1 to 4. Starting with the largest room you created, roll 1d4 and place the room in the appropriate sector. Larger rooms can spill over into adjacent quarters. If one quarter becomes full after you've placed several rooms, re-roll that result when placing later rooms. If you run out of space for additional rooms, simply cast aside the rooms that you cannot fit on the map.

If a room covers or connects to the area you designated as an entrance point to the dungeon or to the sector, draw a doorway that opens from that connecting point into the room or mark off a stairway or ladder heading into the room as appropriate.

CONNECTING ROOMS

After adding the rooms to a sector, you must now draw corridors to connect them. Roll on the table below to generate corridor arrangement or pick one that suits your tastes. When adding corridors, you may add doors between rooms and passages as you wish. Otherwise, there is a 50% chance that any given passage connects to a room through a door.

Throughout the rules for connecting rooms, never draw a corridor or room that crosses a dividing line. As noted above, these lines serve to cut off all connections between any two sectors. If you generate a passage that crosses a dividing line, either have the passage terminate at the line or simply ignore the result and continue with the process of creating passages.

d%	Corridor Arrangement
1–25	Avenue
26–40	Half-avenue
41–65	Path
66–100	Random

Avenue: A single corridor cuts through the sector. Draw one corridor that runs left to right or top to bottom (equal chance of each) without touching a room. If there are entryways leading into this sector, both ends of this corridor should touch them. After drawing this passage, draw the shortest route from each room in the sector to this main corridor. If any unconnected corridors head into this sector from adjacent ones, connect them to the main avenue corridor. If that is impossible, such as if a room blocks all available paths, connect them to the nearest room or side corridor.

Half-Avenue: Draw a corridor as per the avenue above, but have it stop halfway through the sector. Only those rooms on the half of the sector through which the avenue runs connect to it. Of those rooms, 1d3 of them connect to 1d3 of the remaining rooms via corridors. If any rooms remain unconnected to other areas in the dungeon, draw corridors from those rooms to the nearest chamber, corridor, or unblocked sector edge. If any unconnected corridors head into this sector from adjacent ones, connect them to the nearest room or corridor.

Path: The rooms in the sector form a rough path, with corridors leading from one room to the next in a sequential order. Starting at the upper right hand corner of the sector, draw a corridor that connects the room closest to the corner to the room closest to it. From the second room, draw a corridor to the closest room that has not yet been connected, and so on. If any unconnected corridors head into this sector from adjacent ones, connect them to the nearest room or corridor.

Random: In this arrangement of corridors, there is a completely random chance that two rooms will be connected. Start with the room closest to the upper right corner of the sector. There is a 50% chance that a passage enters the room from any of the four cardinal directions, north, south, east, or west. Check for each of those four directions. Draw a passage from the room's wall that faces the appropriate direction to the nearest corridor, room, or sector edge. If a passage already runs from one room to the closest one in a given direction, draw a passage between the room and the second closest passage, chamber, or sector edge, and so forth. After applying this rule to every chamber in the sector, check to see if any rooms are completely inaccessible because no passages run from them or they lead to other rooms from which no additional passages run. In this case, draw a corridor that connects an inaccessible area to the nearest room, sector, or passageway.

Connecting Sectors

As noted in the section on generating corridors, many of the passages you draw run from the edge of a sector to a room or corridor. After assigning corridors as described under the method you chose or randomly selected, double check to make sure that any passage leading into a sector connects to a room or hallway. If you find any orphan passages that lead nowhere, connect them to the nearest room or hall.

By applying this process to each sector in a map, you should soon have a complete dungeon map built to fit the size you need. After filling in the sectors on your piece of graph paper, check to make sure there are no orphaned rooms or sectors that lack connections to other portions of the dungeon. If you find any rooms or sectors that lack a path between them and the rest of your dungeon, find the narrowest space between the separated area and the rest of the dungeon and draw a corridor that spans that gap. As usual, such a corridor should never cross a dividing line you used to dictate a dungeon's flow.

Scaling the Dungeon Creation System

Throughout the process of building a dungeon, the system assumes that you are working on a single sheet of graph paper. If you want to make a truly gigantic dungeon, you can use several sheets of graph paper that combine to form one massive subterranean complex. The mixed dungeon type describes some of the implications and strategies you can use to create such a dungeon. This section delves into the concept in more detail.

When building a massive dungeon, start by treating the collected sheets of graph paper like a single sheet of graph paper, with each piece of graph paper serving as a sector within the dungeon. Thus, you can draw dividing lines between each sheet, designate a single entrance into the dungeon complex, designate multiple entrances and exits, and decide or randomly determine if each sheet is civilized, wild, or a mix of the two. When drawing corridors and chambers on the map, simply treat the edges of the graph paper as dividing lines between sectors when applying the process of randomly creating the dungeon's layout.

When building a dungeon in this manner, variety is the key to success. An endless array of orc-infested chambers quickly grows boring. Furthermore, remember that the characters will progress in levels as they work their way through a massive dungeon. Be sure to take that into account by projecting the party's level as you create encounters deeper within the complex. Keep a rough run-

ning total of the experience you expect the characters to gain as they conquer the dungeon. At regular points in the process of designing the complex, you may need to increase the party's level for purposes of creating encounters in order to make sure things remain a challenge. Otherwise, if the strength of the encounters remains constant, the characters can begin to easily scythe through encounters as they gain levels.

ADDING DETAILS

After drawing your map, it is time to add some interesting and unique features to the dungeon environment. The following catalog of dungeon traits represents a selection of mundane terrain features that are typical to dungeon settings. They serve as a starting point in fleshing out a dungeon, but do not go as far as the dungeon templates and dungeon features presented later in this volume.

DOORS

Doors are very useful in dungeons as they force the characters to guess at what may lie in the room or corridors beyond. Wherever a corridor leads into a chamber on your map, you can use the table below to determine if a door exists there. Otherwise, pick a door from the list below and add it to the map. It is easiest to limit a random check to one doorway leading into a room, applying the result to all doorways to that chamber. Otherwise, it may take quite a while (and require a lot of bookkeeping) to use the random method for every doorway in a dungeon. A selection of strange, magical, and trapped doors is given in Chapter Five.

d%	Door
01–15	Open doorway
16–25	Iron door
26–35	Portcullis
36–40	Secret door
41–50	Stone door
51–100	Wooden door

Open Doorway: The passage leads directly into the room. No door blocks access to it. A door may have been installed here at one time, but it has long since been battered down or removed by explorers.

Iron Door: A door forged from metal blocks the passage. There is a 50% chance it has a lock (DC 15 + 1d10 to pick) and a 25%

chance a small, shuttered window is set in the door, allowing sentries inside to open the shutters and peer outside. Iron doors are two inches thick, have hardness 10, 60 hit points, and a break DC of 28.

Portcullis: This gate consists of iron bars that drop from the ceiling or swing from the walls to close off a passage. It grants one-half cover against all attacks made through it. The portcullis's bars have hardness 10, 25 hit points, and a break DC of 24.

Secret Door: This hidden door is cleverly crafted to appear as part of the surrounding wall. When placing a secret door, alter your map so that the door appears in as mundane a location as possible. For example, a long corridor that comes to a dead end is a sure sign to experienced players that a secret door is somewhere along the passage. Discovering a secret door requires a Search check (DC 15 + 1d10). The door has hardness 8, 30 hit points, and a break DC of 24.

Stone Door: These ponderous, heavy portals are usually used to seal crypts, secure defensive points, or otherwise protect an area. A stone door has hardness 8, 30 hit points, and a break DC of 24. Stone doors only rarely have locks (5% chance of a DC 15 + 1d20 lock). Instead, most are barred from the inside by the area's defenders.

Wooden Door: The most common door found in dungeons, a wooden door consists of planks bound together with wood or iron banding. There is a 25% chance that a wooden door has a lock with a DC of 10 + 1d10 to pick.

OBSTACLES AND OBJECTS

These items can be added to almost any region of a dungeon, from a sprawling chamber to a side passage. You can use the table to randomly assign items to each chamber and major passage or simply choose objects and place them on the map as you wish. Note that even seemingly trivial features, such as high ceilings or rubble, can affect the sort of creatures found in an area or the tactics monsters and characters use to fight in them.

d%	Object
1–60	None
61–65	Crevasse
66–70	High ceiling

71–75	Pillars
76–80	Pit
81–85	Pool
86–90	Rubble
91–95	Statue
96–100	Stream

Crevasse: A large crack has opened in this area, possibly preventing further exploration. The crevasse is 3d6 feet wide and 4d6 feet deep. If the area is inhabited by humanoid creatures, a rope bridge or similar structure crosses the gap.

High Ceiling: The ceiling in this area is exceptionally high, rising 3d6 feet higher than the ceiling in the rest of the dungeon.

Pillars: This room or corridor is flanked with pillars that are either simply decorative or that serve to support the dungeon's structural integrity. The pillars can be used for cover during a fight or as places of concealment for hidden attackers. A total of 2d4 pillars stand in the location.

Pit: The dungeon inhabitants, either the current ones or a previous group, have dug a pit here to hold garbage, cut off a passage, or discourage intruders. The pit is 1d6+4 feet wide and 2d6+8 feet deep. If the monsters commonly travel through this area, a nearby chamber holds wooden planks used to span the pit.

Pool: A small fountain, spring, or stream runs through this area, forming a pool of water. The water is 1d6+4 feet deep at its lowest point and occupies an area that measures 2d6 by 2d6 feet.

Rubble: In the recent past, this portion of the dungeon partially collapsed. Movement through this area is halved, as a tumble of rocks and dirt fills a total area measuring 2d6 by 2d6 feet.

Statue: A statue is set into a niche here or stands in the center of the room. It depicts either an icon from the dungeon's original builders or a religious symbol or leader among the place's current rulers.

Stream: A small trickle of water flows through this area, fed by an underground river or a small spring. The stream is up to 1d6 feet deep and 1d6 feet wide and runs across the corridor or chamber in which it is found.

Stairs and Corridors

You can add stairs to a dungeon corridor in order to add some variety to a dungeon's various areas and to flesh out its geography. They are best used to mark different elevations within the same level. The transition from one level to another is too important to leave it up to a solely random method of generation.

To add different levels of elevation to a dungeon, pick out the corridors in the dungeon that are 20 feet or longer. For each of these corridors, there is a 10% chance that the passage heads up or down. There is a 60% chance that a passage leading to a new elevation is sloped or graded; otherwise, it features a set of stairs. There is an equal chance the passage leads up or down. The stairs or slopes are 1d3 squares long.

To ensure that the dungeon remains cohesive and makes sense, you may need to add stairs to other areas to make sure that one passage heads upward to a different area while a second one remains level heading into the same place. The easiest way to do this is to chart out the area of the dungeon that lies above or below the rest of the map. Starting at the stairs or slope on the map, roll 3d6 and sketch a faint line that many squares long up or down. From the line's end, extend it 3d6 squares to the right or left. Next, complete the square by drawing a straight line up or down and then one across to your starting point. This forms a box on the map that marks all the regions that are above or below the rest of the dungeon, depending on whether the initial stairs or slope led up or down. All you need to do is look at each passage or room the box's lines cross and add slopes or stairs as appropriate.

Sometimes, you do not need to add stairs or slopes in all points of a dungeon. One passageway may follow stairs down to a room, while a second one remains level. The first passage opens to the room's floor, while the second one opens halfway up the chamber's wall. Adding this additional dimension of movement can make for some unique, interesting rooms and encounter areas. Such arrangements are best added to a dungeon as you see fit, as a random system cannot account for all facets of a dungeon's arrangement.

THEMES AND DESCRIPTION

An easy way to make a memorable, cohesive dungeon is to create a general theme that ties all the rooms together. This can be something simple, like a statue or icon of a religious cult that appears in each chamber, is crafted on to each door, or is woven into the carpet and tapestries that decorate many areas. Other themes can have a radical effect on the dungeon environment, such as a series of caves found at the base of a volcano. The dungeon templates presented later in this chapter serve as examples of complex dungeon themes that have a major impact on the encounters, dangers, and obstacles a dungeon presents.

A theme is simply an aspect of the dungeon or descriptive detail that appears again and again as the characters move through a dungeon. The detail you choose should be something catchy that ties into the dungeon's history, its current use, or the monsters that dwell there. A temple should have many religious icons scattered throughout its halls. A series of caves controlled by a band of trolls may feature gnawed human, dwarf, and elf bones scattered in great piles in the dungeon, warning the characters of the trolls' experience and many years of success in launching raids on nearby settlements.

Themes and descriptive details can mark important transitions in a dungeon. An ancient, ruined temple to the dark gods may be inhabited by a band of orcs. The orcs control the upper levels, but the undead and evil outsiders that infest the lowest levels have prevented them from expanding their control any farther. The orc-controlled areas are mostly empty, filthy affairs, as the orcs cannot be bothered to regularly clean their living quarters and employ only the most basic furnishings. The air is thick with smoke, hot, and stuffy from the many cooking fires the orcs tend throughout their lair. The dungeon's stone walls are marked with crude graffiti and great gashes from bored orcs hacking at the walls with their axes. In contrast, the lower levels are chilly. The smooth, black rock is free of any signs of orcish despoilment. Sounds echo strangely, as if the walls were much closer together than they actually are. Astute players should notice the sudden change and be ready for monsters other than orcs.

Never underestimate the importance of small descriptive details in setting a dungeon's mood.

Aside from the look of a dungeon, smells, temperatures, and noises can all play a major role in helping establish a feel for the adventure. Once you have established a theme, a sudden change to it can tip off the players to expect something different ahead as they progress through the dungeon. As any horror writer can tell you, the anticipation of a nasty beast is just as effective, if not more so, in establishing fear than the creature's entrance. Let the players imagine the horrors that await their characters in a dungeon and they will create things in their own minds that put to shame even the most fearsome monster you can create.

Building moods and establishing themes requires a good sense for drama and some skill with words and writing. The best way to acquire these skills is to read a lot of fiction, particularly fantasy and horror. Select a few of your favorite authors and note how they describe a scene and set the mood for a chapter or event in the story. Borrow liberally from them. Copy down a few choice phrases and work those into your descriptions. Take care to avoid overdoing it. If you rely too heavily on long, involved descriptions you can bore your players as they sit through your narration when they would much rather be doing something. A description you plan on reading aloud or paraphrasing should never be more than a paragraph. Any longer than that and you risk dragging out your descriptions and slowing down the game. The idea is to use a few small, punchy phrases to establish the mood and draw the scene. Use evocative words rather than "very," "more," or "extremely."

Generally speaking, it is best to create a short description that you paraphrase to the players rather than writing up even short descriptions that you must read aloud. A written script limits your creativity and, more importantly, your spontaneity. When you glance at a list of key phrases and paraphrase a description based on them, you can focus your eyes on the players and keep them engaged in the adventure. More importantly, if you notice that a few details seem to resonate with them, you can alter your description on the fly to add more detail to them and bring them to the forefront of the narrative.

Never underestimate the value of a well-described, vivid encounter. No one expects you to match a bestselling novelist in terms of brilliant prose, but a small amount of effort can yield tremendous dividends when it comes time to run the players through your dungeon.

Finishing Touches

This system presents you with the foundation for building dungeons quickly and easily. However, a purely random system cannot build a truly unique dungeon that reflects your creativity and ability as a DM. Think of the map, dungeon chambers, and encounters this system yields as the basic building blocks for a dungeon. The unique twists and *touches that* you add to a dungeon are what transform it from a series of combat encounters connected via corridors to a memorable, cohesive adventure. The other tools presented in this book, such as the sample encounter areas, room trappings, and the dungeon template system, can all help inspire your creativity and make your dungeon a truly unique experience.

Monsters

With your dungeon map drawn, your work is only half done. Even the most fascinating, intricately detailed map in the world is useless if it does not feature an array of fearsome monsters for the characters to defeat. This section discusses the particulars of adding creatures to a dungeon. It covers the process of selecting creatures, arranging them in a dungeon, and developing tactics they can use to challenge the characters. A major emphasis in this section is on creating sensible encounters that form a coherent whole.

General Guidelines

The monsters that appear in a dungeon should make sense. While you do not need to create a comprehensive, bulletproof ecology that can stand up to analysis from a biology Ph.D., there should never be a point in the dungeon where the players' suspension of disbelief is snapped. For example, the monsters should have some clear method for moving into and out of the dungeon. Giants that stand over 40 feet tall should not be found in a chamber with corridors no taller than 10 feet leading into it unless you have a very good explanation for it, such as a magical gate or other item that the giants can use.

As you add monsters to a dungeon, consider their role within the place and the reason they have for living there. A tribe of orcs may dwell within a cave complex because it provides easy access for raiding parties that seek to despoil nearby human settlements. The goblins that occupy a small cave close to the orcs' lair chose the spot because of its religious significance, while the stone giants that live in the uppermost caves in the region exact tribute from their smaller neighbors and force some of them into slavery. If the smaller humanoids were driven away, the giants would seek greener pastures.

The following questions serve to help get you started in considering why the monsters live in a dungeon, their role in the area, and their general plans and goals. Each touches on an aspect of the monsters' past and future that can help add detail to your dungeon and create story hooks to build adventures. In many ways, these questions serve to help you justify why the monsters live in the dungeon. It may seem like a minor point. After all, as DM what you say goes. However, thinking about the hows and whys behind a group of monsters serves to fire your imagination and draw out details that you otherwise may have overlooked.

Why do the monsters live in this dungeon?
Monsters should not randomly gather in a dungeon and sit around waiting for a gang of adventurers to show up, butcher them, and carry off their treasure. What makes this dungeon an appealing lair for the monsters that live there? In some cases, the answer is that the monster simply finds enough food and water there to survive. A wild animal or even a nomadic band of humanoids may settle in a place because it offers the resources they need. Religion can play a role in this decision, as the dungeon may be a holy site or the location of an important temple. The dungeon may offer a prime location for raids into the countryside, with ready access to human villages, dwarf trade routes, and elf hunting grounds. A force from within the dungeon could draw the monsters there. An evil wizard may uncover evidence that a powerful demon is trapped within the dungeon, or perhaps a malevolent spirit or godling could use magic to call servants to its banner. Once it has subverted the monsters' leaders, it can then use the tribes and creatures that heed its calls as puppets in its plans.

Who leads them? Consider the single most important creature in the dungeon, the respect and power it commands, and the methods it used to gain its power. A dragon may simply rely on its powerful spells, breath weapon, and intimidating presence to cow the orcs that serve its needs. A kobold king uses the traditions of his people, which dictate that he is their hereditary, absolute monarch, to help direct his followers to raid caravans and capture wizards he can force to craft magic items for his personal use. The monsters' leader sets the tone, actions, and attitude for his followers. An aggressive leader whips his followers into a battle frenzy, while a weaker one may gather many powerful lieutenants who struggle for power and bicker among themselves.

What are the monsters' goals? Monsters have goals in life beyond dying on an adventurer's sword and hoarding coins that will one day find their way into an explorer's pockets. The monsters should all have clear goals that they pursue. These do not have to be complex, subtle, or particularly inspired. A carrion crawler simply hunts for food, while an ogre wants stiff drink and plenty of slaves to do the dirty work for it. An evil wizard may seek to uncover a set of tomes describing the art of summoning and binding demons that is said to be hidden somewhere in the dungeon. An assassin may hide in the dungeon after committing a high-profile murder, hoping to lie low until the king's men give up the chase for him. A monster's goals help determine its actions, its plans for the dungeon, and how it interacts with the characters. Bandits who raid the area and count on the dungeon as a hiding place may flee as soon as the characters break off their exploration of the place. A group of gnolls who serve a dark god and seek to raise a temple to him stands and fights rather than surrender what they consider to be hallowed ground.

The most important aspect of a monster's goals is that they give you convenient hooks on which to hang stories. Characters need reasons to enter a dungeon. If the monsters raid the countryside, carry off sacrificial victims for their dark gods, and burn down villages, the characters have some clear reasons to enter the dungeon and fight them. Most players prefer adventures that give them a clear reason to risk their characters' lives. Furthermore, a good plot draws the players into the adventure and makes it much easier to construct thrilling encounters. If the players have a clear sense of the price of defeat and the rewards of victory, they will be much more interested in the adventure. Mindless monster romps can be fun, but they can also grow stale.

The dungeon may hold an item that characters need or some other hook that draws the characters into the adventure. The characters seek a goal and the monsters just happen to be in the way. In this case, the monsters' goals are not quite as important. The characters already have an important reason to enter the dungeon, one independent of the monsters' actions. The PCs still need to fight their way through the dungeon in order to achieve their objectives, but the motivation behind their quest is not tied up in the monsters.

How do they seek to accomplish these goals? The methods and plans the monsters use say a lot about their leadership, tendencies, and actions towards the characters. Smaller, weaker creatures may rely on trickery and ambushes or mass charges designed to overwhelm their foes with their great numbers. Powerful, strong, and dumb creatures, such as ogres and hill giants, prefer to bash their opponents to pieces. Beholders, mind flayers, and other brilliant creatures with many magical abilities seek to maximize the use of their innate talents while reducing their exposure to melee to a minimum. These creatures typically rely on their minions, such as hobgoblins and grimlocks, to handle the dirty work of fighting and raiding.

Consider a monster's abilities, particularly a creature that serves as a leader or advisor among the creatures in a dungeon. That particular monster's talents and attributes dictate how it leads, the tactics it adopts, and the manner in which it pursues its goals. A kobold chieftain with a high Charisma but poor physical abilities relies on his wit, cunning, and powerful personality to sway others into aiding him. If confronted by the party, he tries to parlay with them in hopes of securing an alliance or at the very least bartering for his freedom. His followers prefer ambushes and other tricks, as he is terrified of a direct, armed confrontation with the ogres and bugbears that also live in the dungeon. In contrast, the ogre chieftain achieved his position by crushing his rivals in physical combat. He approaches other obstacles in much the same way, bring-

ing to bear the might of his tribe in a relentless assault. Diplomacy would make him look weak to the rest of his tribe, possibly exposing him to an internal revolt. Thus, the ogres rarely attempt to speak with the characters and rely on simple, unimaginative tactics. They may occasionally use an ambush or other clever trick, but most of the ogres take direct approaches to their problems.

After considering how a tribe's leaders act towards others and approach problems, you can then determine how the monsters seek to accomplish their goals. These plans and tactics can also apply to the monsters' short-term actions and combat tactics. Place yourself in the monsters' shoes, considering their personalities, past, and future plans. Then, chart out how they would proceed towards their goals and what actions they have taken in the near past.

Who are the monsters' enemies? Few creatures, especially evil ones, can avoid making enemies. The obvious answer to this question is the characters. They enter the dungeon for reasons prompted in part by the monsters' actions and seek to defeat them. Deciding what other groups may oppose the monsters can help draw out more adventure hooks and ideas for plots that involve the dungeon.

If the monsters are aggressive and have an eye for conquest, then the local communities of good and neutral humanoids may view them as foes. These groups can hire the PCs or plead with them to enter the dungeon and defeat the monsters within. In other cases, a specific NPC may hate the beasts for personal reasons. Perhaps a caravan carrying expensive spell components to a local wizard was ambushed, driving the mage to hire adventurers to recover his lost items. When creating enemies of good or neutral alignment who can approach the PCs for help, it is best to tie their reasons for hating the monsters into something that can also affect the characters. For example, the wizard who lost his spell components may have been researching a cure for a plague that has troubled the region for quite some time. Without the components, the wizard's research is ruined. The monsters may have carried away a number of captives on a recent attack against a village, forcing the characters to respond quickly if they wish to save the prisoners from a grisly fate.

The monsters' enemies can also be drawn from evil factions within the dungeon. The kobolds who live on the first level may hate the drow who occupy the eighth dungeon level because the dark elves take kobold slaves and work them to death in the mines below. The characters might be able to strike up an alliance with the kobolds or gain critical information about the dark elves' defenses and plans from them. The section in this chapter on dungeons as a system contains some useful rules and suggestions for building these sorts of relationships in a dungeon.

Who are the monsters' allies? As evil creatures, most monsters have gained more than a few enemies, but they may also have cultivated alliances over the years with neighbors in the dungeon or even distant wizards, clerics, bandits, and others who could benefit from a few monstrous allies.

An evil NPC in a nearby town may work with the monsters, serving as a fence who sells the goods they steal from caravans and arranging for deliveries of weapons, armor, and luxury goods to the dungeon. The high priest of a heretical cult may convert a tribe of goblins to his god's worship, using them as a secret ally in his bid to undermine the mayor, topple the local churches, and pave the way for a revolution that places his faction in power. The goblins ambush and kill those who would be in a position to stop his scheme. An ally who lives outside of the dungeon and indirectly provides aid can cause many problems for the characters, as they must deal with such a villain's schemes after returning to the perceived safety of town. The monsters may also have allies and comrades among the other creatures that live within the dungeon. The section on dungeons as a system in this chapter covers this in detail.

What makes these monsters different? Finally, every monster or group of monsters needs a trait that separates it from the pack. Common fantasy monsters, such as orcs and trolls, can quickly become boring without some sort of trait that makes them stand out from the other monsters the characters have fought. Pick out a physical characteristic, mode of dress, or mannerism that makes a band of monsters or a single creature unique. A group of orcs may have a symbol or rune painted on their shields. The ogres of the lower caves all have horns similar to a minotaur's. The kobolds of the

glacial mountains are all albinos. A single, catchy trait can transform a monster from just another unremarkable encounter to a memorable creature.

THE PARTY'S LEVEL

Before selecting the exact creatures found in a dungeon and their organization, you need to decide what level adventurers you expect to tackle this dungeon. The party's level determines the EL of the battles they face and thus goes a long way toward determining the types of creatures and treasure you need to assign to the dungeon in order to make it suitably challenging for the characters. As a rule of thumb, the standard EL for a dungeon should equal the average level of the characters in the party. Simply add up the characters' levels, divide by the number of characters, and round down. This value is referred to as the party's level. Normally, it's best to round down to avoid producing a dungeon that poses too great a threat to the lower-level members of the party. The system accounts for creating tough encounters for the PCs to serve as high points in the adventure. Note this number. You'll need it after filling the dungeon map with rooms and adding monsters to the mix.

MONSTERS AND DUNGEONS

There are three basic dungeon categories, each of which plays a role in determining the nature and organization of the monsters that dwell within a cave network, ancient ruin, or labyrinth.

Civilized dungeons are controlled by a tribe of humanoids, evil cult, or other group of monsters that lives within the place and uses it for some purpose. These dungeons feature encounters that focus on one group of creatures and their minions and rarely feature more than a few random subterranean predators prowling about in search of a meal. These dungeons tend to have clearly defined progressions in danger and difficulty, with the weaker guards serving as an outer line of defense for the powerful warleaders, wizards, and shamans of the tribe who dwell deeper within the caves.

Wild dungeons are cave complexes, ruins, or other areas that have become overrun with wildlife. The monsters found here are the subterranean equivalent of lions, bears, and other natural predators. That does not mean they are normal creatures. Rather,

they live in the dungeon because it makes a good hunting ground. These dungeons feature a wide array of monsters and rarely offer any sort of organized resistance against adventurers. The level of danger from one chamber to the next varies wildly. A few large spiders may occupy a cavern close to the lair of a behir, just as a herd of deer might feed near a bear's den.

Mixed dungeons combine traits of inhabited and wild ones. Some portions of these dungeons are controlled by intelligent creatures, but many other regions are the hunting ground for predators. A group of orcs may control the caves clustered around the entrance area, but purple worms, giant spiders, and other monsters control the deeper caverns beneath it.

Each dungeon type comes with a list of standard chambers that fit into its general tone. These rooms have a set of characteristics that allow you to easily and quickly create their inhabitants.

IMPORTANT NOTE ON RANDOM CREATURES

Throughout this section, there are references to generating creatures, assigning them to room types, and other options that rely on

using dice to randomly determine how the dungeon is set up. Remember, these options are there to allow you to streamline portions of dungeon design and to spark your creativity. Never allow them to override any ideas, plots, and encounters you want to include in the dungeon. They are offered in the spirit of sparking ideas and reducing the amount of design work you need to do in building adventures. Never feel that they are a canonical decree of how you must do things.

CIVILIZED DUNGEONS

These dungeons have an orderly progression of rooms. They are designed to repel invaders and have coherent plans for their defense. The creatures that live within civilized dungeons are intelligent, work together under a central authority, and all generally seek the same goals.

THE PRIMARY MONSTER

A civilized dungeon is controlled by an organization, such as a temple or a gang of bandits, or a tribe of monsters, such as a goblin clan, a family of ogres, or a mob of trolls. The following table summarizes monsters that make good choices for stocking a civilized dungeon. The creatures listed here are intelligent humanoids and other monsters that commonly form into communities to raid civilized areas.

The primary monster represents the bulk of the opponents the characters face, such as an orc tribe or a gang of bugbears. This creature type settled within the dungeon and now controls most of its passages and rooms. The most important and powerful creatures within the dungeon are from the primary race and they command large numbers of lower-level or weaker members of their race. For example, a network of caves may feature orcs as its primary race. An orc king rules the dungeon, while squads of orc barbarians patrol the corridors and guard the inner temple of their god of conquest. The orcs may have allied trolls, demons, and other creatures on hand to aid them, but orcs make up a significant majority of the monsters found within the dungeon.

The primary monster sets the tone for an adventure. The PCs will fight this creature many times while exploring the dungeon. It is important that you consider a variety of ways to use the creature, grant it classes and feats to improve its abilities in a specific encounter, and

ensure that the creature presents enough variety to keep the players interested. In many ways, the primary monster is the dungeon. The players do not think of themselves as exploring a bunch of rooms so much as they consider the adventure to revolve around the monsters they fight. A dungeon full of orcs is likely to stand out as the adventure where the party fought orcs, rather than as the time they went into a dungeon. For this reason, when choosing a primary monster, carefully consider how you can use the creature you select and tactics for best taking advantage of its abilities.

Throughout the civilized dungeon creation system, any references to a primary creature, race, or monster refer to the monster type you select or randomly determine at this step in the process.

CR	Primary Race
1/6	Kobold
1/4	Goblin
1/2	Hobgoblin, human (1st-level warrior), orc, tiefling
1	Derro, drow, duergar, gnoll, grimlock, lizardfolk, troglodyte
2	Azer, bugbear, kuo-toa, ogre, sahuagin, skum, wererat
3	Centaur, wereboar, werewolf
4	Aranea, ettercap, gargoyle, harpy, minotaur, vampire spawn
5	Cloaker, ettin, green hag, salamander, troll, yuan-ti
6	Annis, kyton, xill
7	Aboleth, athach, drider, medusa, slaad (red)
8	Mind flayer, ogre mage, slaad (blue)
9	Frost giant, night hag, rakshasa, slaad (green)
10	Fire giant
11	Cloud giant
13	Beholder

As a rule of thumb, it makes the most sense to stock a dungeon with creatures that are lower CR than the characters' average, allowing you to set groups of monsters against the party and give levels to their leaders. Large numbers of weaker creatures allow you to use creative tactics against the PCs, such as squads of monsters that move to surround or ambush them. The CR of the primary monster you choose for a dungeon should be two or three lower than the party's level.

To randomly choose a primary monster, subtract 1d4 from the party's level to determine its base CR. For every point below 1, simply decrease the result according to the table above. For example, counting down from 1, CRs progress to 1/2, 1/3, 1/4, and 1/6. Then, roll an appropriately sized die to pick a creature of the CR you generated from the table above. For parties with a level above 13, simply use greater numbers of lower CR creatures or give them levels in order to keep their CR close the party's level.

In addition to the primary monster, you can use a few allied creatures or pets to add some variety to the dungeon. The following descriptions cover the different types of categories these creatures can fill.

Guardian beasts are wild animals or magical beasts that the primary monster has raised since they were young and now uses to guard an important area or to support its attacks. If you wish to randomly assign these creatures, there is a 50% chance that a group of monsters has 1d6 guardian beasts. Each beast's CR equals the base monster's CR −2 + 1d4. Alternatively, you can replace a creature with a group of weaker creatures whose EL equals its CR. There is a 25% chance that a single creature can be replaced with a group of creatures with a base CR half the base creature's. To pick a creature of a given CR, use a die to randomly select one.

CR	Guardian Beast
1/3	Dire rat, dog, giant fire beetle
1/2	Abyssal dire rat, baboon, badger, Medium-size monstrous centipede, stirge
1	Darkmantle, dog (riding), krenshar, Large monstrous centipede, Medium-size monstrous scorpion, Medium-size monstrous spider, Medium-size viper snake, wolf
2	Ape, black bear, boar, cheetah, dire badger, dire bat, dire weasel, giant bombardier beetle, giant lizard, giant preying mantis, hippogriff, leopard, Huge monstrous centipede, Huge monstrous scorpion, Huge monstrous spider, snake (constrictor), snake (Large viper), wolverine, worg
3	Cockatrice, dire ape, dire wolf, giant wasp, grick, hell hound, lion, snake (Huge viper)
4	Barghest, brown bear, carrion crawler, dire boar, dire wolverine,

displacer beast, giant stag beetle, griffon, hydra (5 heads), Huge monstrous spider, otyugh, owlbear, polar bear, rhinoceros, tiger

5   Basilisk, dire lion, elasmosaurus, girallon, hydra (6 heads), manticore, snake (giant constrictor), spider eater, winter wolf

6   Hydra (7 heads), pyro/cryohydra (5 heads), megaraptor, Gargantuan monstrous centipede, Huge monstrous scorpion, shambling mound, tendriculos, wyvern

7   Bulette, chimera, chuul, dire bear, dragonne, hydra (8 heads), Lernaean hydra (5 heads), pyro/cryohydra (6 heads), Gargantuan monstrous spider, remorhaz, triceratops, umber hulk

8   Behir, destrachan, dire tiger, elephant, gorgon, gray render, hydra (9 heads), Lernaean hydra (5 heads, pyro/cryo), Lernaean hydra (6 heads), pyro/cryohydra (7 heads), Colossal monstrous centipede, tyrannosaurus

9   Delver, hydra (10 heads), Lernaean hydra (6 heads, pyro/cryo), Lernaean hydra (7 heads), pyro/cryohydra (8 heads), Gargantuan monstrous scorpion, roc, yrthak

10   Hydra (11 heads), Lernaean hydra (7 heads, pyro/cryo), Lernaean hydra (8 heads), pyro/cryohydra (9 heads), roper

11   Hydra (12 heads), Lernaean hydra (8 heads, pyro/cryo), Lernaean hydra (9 heads), pyro/cryohydra (10 heads), Colossal monstrous scorpion

12   Frost worm, Lernaean hydra (9 heads, pyro/cryo), Lernaean hydra (10 heads), pyro/cryohydra (11 heads), purple worm

13   Lernaean hydra (10 heads, pyro/cryo), Lernaean hydra (11 heads), pyro/cryohydra (12 heads)

14   Lernaean hydra (11 heads, pyro/cryo), Lernaean hydra (12 heads)

15   Lernaean hydra (12 heads, pyro/cryo)

Allied creatures are intelligent monsters that fight alongside the primary creatures that inhabit a dungeon. They may be leaders, agents sent by a greater power that commands the monsters of the dungeon, or creatures summoned through a pact with the dark powers. There is a 25% chance that a group of creatures counts an ally among their number. When creating an ally, there is a 50% chance that the ally is chosen from the primary creature table above. In this case, the ally has a CR 1d4

higher than the primary creature. Otherwise, use the table below to randomly pick a creature whose CR is 1d2 higher than the base creature's or create a group of lesser monsters whose EL is 1d2 higher than the primary creature's CR (equal chance of either).

CR	Allied Creature
1/4	Small skeleton, Small zombie
1/3	Medium-size skeleton
1/2	Tiefling, Medium-size zombie
1	Small elemental, ghoul, homunculus, lemure, Large skeleton, Large zombie
2	Choker, dretch, imp, Huge skeleton, vargouille
3	Allip, Medium-size elemental, ethereal filcher, ethereal marauder, ghast, howler, magmin, mephit, mummy, quasit, shadow, wight, Huge zombie
4	Barghest, sea hag, vampire spawn
5	Achaierai, barghest (greater), Huge elemental, gibbering mouther, hieracosphinx, nightmare, phase spider, rast, ravid, shadow mastiff, wraith
6	Belker, kyton, lamia, osyluth, Gargantuan zombie
7	Aboleth, barbazu, Huge elemental, erinyes, flesh golem, hellcat, invisible stalker, Gargantuan skeleton, spectre
8	Bodak, dark naga, efreeti, hamatula, mind flayer, mohrg, ogre mage, shield guardian
9	Bebilith, greater elemental, night hag, rakshasa, Colossal skeleton, succubus
10	Clay golem, cornugon, retriever, roper
11	Devourer, elder elemental, stone golem
12	Colossal zombie
13	Beholder, gelugon, iron golem, vrock
14	Hezrou, nightwing
15	Glabrezu
16	Nalfeshnee, nightwalker, pit fiend
17	Marilith
18	Balor, nightcrawler

Important NPCs cover the dungeon's leaders, commanders, chief spellcasters, and other primary creatures that have levels in one or more classes. Each group of monsters should have the following NPCs leading it. Some of these NPCs are mentioned as inhabiting specific chambers in the room templates given below. Others can be assigned to support guardrooms or given their own encounter areas in the dungeon.

Chieftain: This NPC leads the monsters of the level. He should have enough class levels to

place his CR one or two above the party's level and should have classes appropriate to his role and the general theme of the dungeon. For example, a temple should be led by a cleric. The generic term "chieftain" does not in any way define this NPC's class, only his role in relation to the creatures of the dungeon.

The fighting classes, barbarian, fighter, and ranger, are good fits for a chieftain who leads a violent gang of evil humanoids or a military order. Wizard and sorcerer are handy when modeling the evil mage who seeks to conquer the surrounding countryside or who delves into forbidden research, demonology, and necromancy. Druids and clerics serve best as leaders of fanatical cults and dark churches, while rogues and bards are best suited as the leaders of bandits, robbers, and other gangs of criminals.

Shaman: The spiritual advisor to the dungeon's inhabitants, this NPC either serves as the chief cleric or is the chieftain's primary assistant if that NPC has levels in cleric. The shaman is either a cleric or adept (equal chance of each) with enough levels in his class to make his CR equal to the party's level.

Champion: Normally the most powerful or second-most skilled warrior in the dungeon, this NPC leads the group's soldiers into battle and serves as the monster group's champion. He has enough levels in fighter, barbarian, or ranger (equal chance of each) to make his CR equal to the party's level.

Mystic: While many humanoid tribes care little for the arcane arts, some specific tribes or groups recruit an arcane spellcaster to provide them with magical support in battle. The mystic is a primary creature with enough levels in sorcerer or wizard to place his CR equal to the party's level.

Skald: Some bands of humanoids, evil cults, and other bands living within dungeons feature a bard who serves to rally the troops in battle and inspire them to greatness. There is a 10% chance a dungeon features a base creature with enough levels in bard to set his CR at 1d2 less than the party's level.

ROOM TYPES

The rooms found in a civilized dungeon can be broken down into two basic categories, outer rooms and inner rooms. Outer rooms are found near a dungeon's

OUTER ROOMS

d%	Room Type	Categories
1–7	Animal pen	Living, work
8–15	Barracks	Defense, living, spiritual
16–22	Crypt	Spiritual
23–28	Dining chamber	Living
29–37	Empty chamber	All
38–48	Guard room	Defense
49–57	Living chamber	Living
58–66	Mining	Work
67–75	Minor temple	Spiritual
76–84	Storage	Living, work
85–93	Well	Living
94–100	Work chamber	Work

entrance. As these places are the most exposed to attack, they focus on defense or are used for functions that are of only minor importance in the dungeon's survival. Inner rooms are important areas such as chapels, meeting rooms, and treasure chambers that are critical to the dungeon inhabitants' plans or routines.

When designing your dungeon, assign each of the rooms in your dungeon a template from the list below. Any sector that serves as a main entrance or is adjacent to an entry sector should host chambers created with the outer room templates. Rooms that have a dividing line between them and the entry sector do not count as adjacent to it.

Sectors that have a dividing line on their border with an entry sector or that are not adjacent to such a sector may be built with chambers from either the inner or outer room list.

You may choose to ignore this distinction, particularly for dungeons that are small or are designed in such a way that these rules prove impractical. In this case, before generating a room's use roll 1d6 to determine which table to use. On a 1–3, the room's use is created using the outer room table. On a 4–6, use the inner room table.

To assign a use to each room, simply roll on the appropriate table for each room or pick a use that fits with your plans for the dungeon. In addition, each room type has a category listed alongside it. If you wish to make your dungeon as coherent as possible while using random methods to build it, the category rating helps you ensure that rooms with similar uses or that should normally be located near one

another are grouped together in your dungeon. Rather than assign uses to each room, assign a category to a sector and then assign room types from that category to the chambers found within it. Note that some rooms fit into multiple categories. The categories are:

Defense: Chambers used to help defend a dungeon against invaders.

Living: Areas set aside for rest, relaxation, food preparation, and storage. Usually located behind an area set aside for defense.

Spiritual: These chambers relate to matters of religion.

Work: These chambers are used to produce goods or materials necessary for the dungeon's continuing operation as an outpost of evil.

When using the categories, simply re-roll if your result turns up a chamber that does not fit the category your wish to use for a sector.

CREATURES AND ROOMS

Many of the room descriptions mention the type and number of creatures found there. You can use that as a guide to stocking your dungeon or use the random encounter generator presented later in this chapter. If you assigned allied creatures or guardian beasts to the dungeon, use them to supplement the guard rooms and other defensive points found within the dungeon.

Animal Pens: The monsters keep their livestock and beasts of burden here, such as horses, donkeys, goats, and so on. This place is

guarded by primary monsters whose EL equals the party's level. In addition, if the monsters have any guardian beasts, half of them are kept here in separate pens. The guards attempt to free them in order to direct them against the characters.

Trappings: Wooden stalls, hay, grain, buckets, shovels, other items necessary to keep the animals clean and fed.

Barracks: This chamber houses warriors assigned to protect and patrol this portion of the dungeon. Beds, pallets, or other furnishings used for sleeping line the walls, along with sacks and chests holding the inhabitants' weapons and armor. A group of primary monsters whose EL equals the party's level can be found here, though these warriors are off duty and do not carry weapons or wear armor. There is a 50% chance that these creatures are asleep when the characters approach the room.

Trappings: Beds, blankets, sleeping pallets, personal chests, sacks of food, waterskins.

Crypt: This chamber is invariably kept sealed with a locked door (DC 20 to open). It contains the remains of the primary monster's ancestors, though the creatures buried here were of no more than middling importance or prestige within the tribe. If the monsters have access to undead allies, they are found within these rooms. Arrange them so that their EL is roughly equal to the party's level. Otherwise, there is a 25% chance that these chambers hold undead whose EL is 1d3–1 less than the party's level.

Trappings: Stone tombs, urns of ashes, minor altar to gods of death or ancestors, sarcophagi, mystic sigils and holy symbols painted on the walls.

Dining Chamber: This place is set aside for feasts and other amusements. A long table surrounded by chairs dominates the room. Large dining chambers are used by the entire tribe or group of creatures to celebrate events, while smaller ones are set aside for the use of guard captains and other important figures within the dungeon.

Trappings: Dining table, chairs, utensils.

Empty Chamber: For whatever reason, this place stands unused. The monsters of the dun-geon may simply have no need for it or they have plans to eventually make use of it that have not yet come to fruition.

Trappings: None.

Guard Room: This chamber is used to watch over the entrance into the dungeon or to maintain control over an important passageway through the dungeon. There is always an encounter here with an EL equal to the party's level. There is a 25% chance that a champion with enough levels in fighter, barbarian, or ranger (equal chance of each) to give him a CR equal to the party's level – 2 leads the guards stationed here.

Trappings: Stools, weapons rack, brazier, table, chairs.

Living Chamber: The monsters in the dungeon use this room as a living chamber, cooking area, and social space for the dungeon's noncombatants if a humanoid tribe occupies the dungeon. Otherwise, a military unit, evil temple, or other organization that normally does not include noncombatants uses this place for rest and relaxation. There is a 50% chance that 1d4 primary creatures are here either relaxing or watching over the tribe's women and children.

Trappings: Fire pit with spit, bedrolls, stools, fireplace, small cache of food and water, tapestries.

Mining: Either in an effort to expand their living space or to seek out precious metals, the monsters of the dungeon work to expand the size of this room or dig down into the floor in search of ore. A group of 1d3 primary monsters watches over a group of slaves who work with picks and shovels. Alternatively, a group of primary creatures whose EL equals the party's level works here.

Trappings: Tools, pits and holes dug into the floor or walls, piles of rocks and dirt.

Minor Temple: This sacred fane is set aside for the daily use of the creatures that dwell in the outer chambers of the dungeon. The altar kept here is small and crude, while the furnishings and decorations are simple and relatively cheap. A primary creature with levels in cleric or adept whose total CR equals the

party's level + 1d3–2 watches over this place. If the priest's CR is below the party's level, he has enough non-classed aides to bring this area's EL up to the party's level. Otherwise, he watches over this place alone.

Trappings: Altar, pews, tapestries depicting images from the deity's myths, holy texts, candles, large holy symbol carved from stone.

Storage: Used to store food, water, and other simple but important supplies, this storage room is kept locked (DC 10 + party's level) and has a 25% chance of being guarded by 1d3 of the dungeon's primary creatures. The total value of the materials kept here should not exceed 100 gp.

Trappings: Boxes, crates, barrels, and sacks, containing supplies such as dried meat, vegetables, salt, fresh meat, torches, rope, iron spikes.

Well: The monsters have dug a well here or use a stream or pool for water. This room is normally empty, but there is a 10% chance that it is guarded by 1d4 of the dungeon's primary monsters. If this place is left unguarded, there is a further 10% chance that an aquatic creature whose CR equals the party's level dwells here. Alternatively, use multiple creatures of different CRs to create an encounter with an EL equal to the party's level.

Half of this room's area is taken up by a stream or pool of water, with an equal chance of either feature. Obviously, the doorways into the room should not lead directly into the water. After creating the room using the design system, mark off an appropriately sized area that is under water. The water is 1d6 feet deep within 5 feet of dry areas in the room, and 2d6 feet deep any farther out.

Trappings: Buckets, barrels, waterskins, stairs carved in the floor leading to the water's level.

Work Chamber: This place is used to produce weapons, armor, tools, and other goods the monsters use in their daily lives. A forge is set up here alongside a deep fire pit, shelves of tools, raw materials, and freshly produced items. A group of primary monster guards (EL equal to the party's level) keeps watch here as a primary monster expert and several non-combatant assistants work. There is a 25% chance that the monsters keep 1d4 slaves here to help with the work.
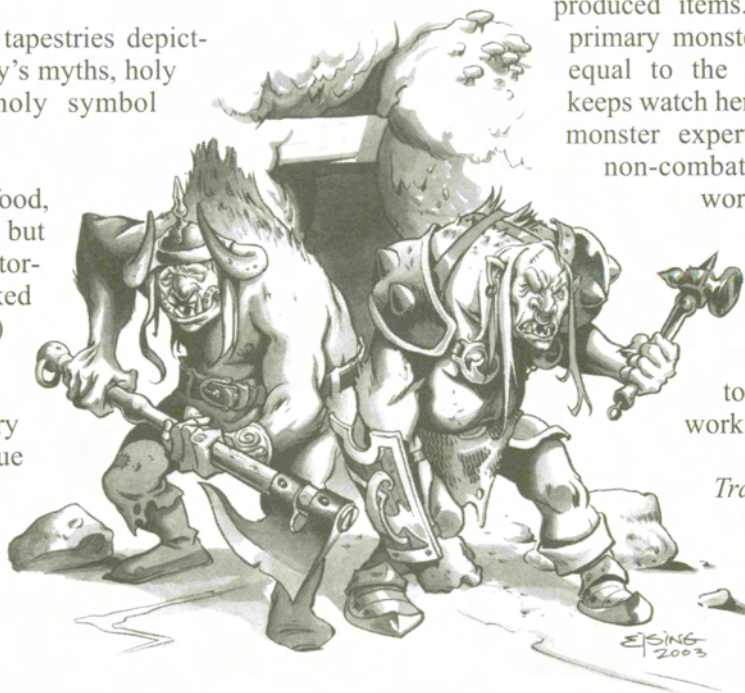
Trappings: Anvil, fire pit, hearth, tool shelf, hammers, tongs, coal bin, grindstone.

Armory: This place holds extra armor, weapons, ammunition, and other supplies necessary for the defense of the dungeon. Normally locked (DC 25 to open), this chamber contains 300 gp worth of weapons and armor, mostly leather, swords, arrows, and other equipment.

Trappings: Weapons racks, barrels used to hold javelins and spears, pegs set into the wall to hold armor, chests containing smaller weapons and suits of armor.

Chieftain's Room: This richly appointed room serves as the living quarters for the chieftain. At least one guardroom stands between this chamber and at least one of the corridors leading to it. Reassign the use of a nearby room to account for this. The chieftain dwells here alone in comparative luxury. The floor is perhaps carpeted with furs, war trophies cover the walls, and a large, comfortable bed is set here.

Trappings: Elegant furniture, gold and silver items taken in raids, armoire for the chief or his harem, treasure chests, desk with plans or orders to and from other outposts.

INNER ROOMS

d%	Room Type	Categories
1–7	Armory	Defense, work
8–15	Chieftain's room	Defense, living, spiritual
16–22	Elite guardroom	Defense
23–28	Grand temple	Spiritual
29–37	Guest's chamber	Living
38–48	Sacred crypts	Spiritual
49–57	Shaman's room	Living, spiritaul
58–66	Slave pens	Work
67–75	Torture chamber	Work
76–84	Treasure vault	Spiritual
85–93	Trophy chamber	Living
94–100	War room	Living

Elite Guardroom: Identical to the outer area guardroom, this area is staffed by guards whose EL equals the party's level. However, these warriors wear armor that provides an AC bonus 1d2 higher than is standard for their race. Furthermore, there is a 20% chance that the guards are led by a champion with enough levels in warrior, fighter, or barbarian to give him a CR 1d3 less than the party's level. In this case, the champion has enough base creatures supporting him to give this encounter an EL one higher than the party's level.

Trappings: Stools, weapons rack, brazier, table, chairs.

Grand Temple: Consecrated to the dark gods worshipped by the dungeon's denizens, this place features an altar, sacrificial pit, and other accoutrements found within a major temple. The dungeon's shaman is normally found here with 1d3 acolytes who have enough total levels in cleric or adept to push this area's EL to 1d3–1 higher than the party's level.

Trappings: Grand altar, pews, holy symbols cast in gold and silver, frescoes depicting scenes from the god's mythology, sacrificial pit used to burn offerings or dispatch living sacrifices.

Guest's Chamber: This living chamber is comfortably appointed with rugs, a bed piled with blankets, and other creature comforts. Any important NPCs tied to the dungeon are found within one of these chambers unless you choose to place them elsewhere.

Trappings: Armoire, bed, furniture stolen on raids or purchased from local towns.

Sacred Crypts: These burial chambers hold the remains of champions, leaders, and religious figures from the dungeon's past. They occupy a revered place of honor, and there is a 50% chance that this room is watched over by an elite guardroom positioned between it and the nearest passageway, or close enough to provide a reliable defense. The sacred crypt is always kept locked (DC 20 to open) and there is a 25% chance that a trap with a CR equal to the primary creature's CR is set on the door.

Trappings: Elaborate stone sarcophagi, burial urns, small shrine to an appropriate god of death or the afterlife, gold and silver religious icons.

Shaman's Room: The most powerful spellcaster in the dungeon, whether a cleric, druid, sorcerer, or wizard, uses this chamber to conduct magical experiments and practice his craft. The spellcaster himself can be found here, along with a 30% chance of an apprentice with levels 1d3 lower than his.

Trappings: Pentagram inlaid in the floor, bookshelves containing religious texts and spellbooks, alchemist's kit, workbenches.

Slave Pens: Many dungeon dwellers capture humans, goblins, kobolds, and other humanoids for use as slave labor. Orcs in particular delight in forcing others to take on such demeaning work as cooking, cleaning, and other mundane chores. This room is always kept locked (DC 20) and is guarded by 1d3 of the dungeon's primary creatures. At any given time, 2d12 humanoids from races of CR 1/2 or lower are kept here. These creatures may ally with the party to fight

against the dungeon's rulers, though evil creatures flee for home as soon as the party leads them to safety.

Trappings: Chains set into the walls, straw spread across the floor, water and waste buckets.

Torture Chamber: For the evil races that occupy most dungeons, torture is both a useful tool in extracting information and a pleasant diversion from their daily routine. This chamber is kept functioning by a head torturer of the dungeon's primary race who has enough levels in warrior or fighter (equal chance of either) to make his CR equal the party's level. There is a 10% chance that this room is in use when the party discovers it.

Trappings: Iron maiden, manacles set into the walls, table or shelves filled with knives, thumbscrews, and other small torture devices, a wooden rack.

Treasure Vault: This fortified chamber holds the dungeon's larger treasures and important items not normally put on public display or used by the dungeon's inhabitants. The doorway to this room is always locked (DC 20) and there is a 25% chance that its entrance is actually a secret door. In either case, the entrance is guarded by a trap whose CR equals the party's level.

Trappings: Treasure chests, cabinets and racks.

Trophy Chamber: The preserved heads of defeated warriors, bones and skulls scavenged from battlefields, and weapons and armor claimed from the fallen are placed on display here as monuments to the dungeon inhabitants' victories. Lawful races build this place into a sort of museum, carefully arranging items in chronological order or grouping them together based on rigid criteria. A chaotic race may simply build a huge pile of skulls or arrange their trophies at random. This room is used to either impress visitors from other tribes or organizations or as a meeting hall for the dungeon's warriors.

Trappings: Battle standards, bones, sundered weapons and armor, preserved and stuffed bodies of humanoids and monsters.

War Room: The dungeon's leaders meet here to discuss tactics, plans, and other matters. This room is normally kept locked to prevent unwanted interruptions (DC 15).

Trappings: Tables, chairs, battle maps and scrolls containing written orders and plans.

WILD DUNGEONS

These dungeons include natural cave complexes or ruins long ago overrun by wild animals, vermin, and other creatures. These places have no directed rhyme or reason to their growth and development. Rather, they are shaped by the forces of nature and form a cohesive habitat. The monsters found within a wild dungeon are never organized specifically to defend it against intruders. However, since they must rely on strength and cunning to claim their territory from other predators, they are every bit as dangerous to adventurers as a tribe of orcs or the denizens of a blasphemous temple.

CREATURES

The creatures that dwell within a wild dungeon live there because they are able to find plentiful food, water, and other resources within the dungeon. Unlike the monsters found in civilized dungeons, these creatures do not occupy the dungeon as a result of a planned, coherent organization. Rather, they settle into their niche through happenstance and competition.

Unlike the system for generating the contents of a civilized dungeon, a wild dungeon does not rely on a primary creature that forms the bulk of a dungeon's inhabitants. Rather, each chamber has a flat chance of serving as the home for a creature.

To begin stocking the wild dungeon with creatures, first use the features table below to add terrain and other unique items to each room. These features then determine the type of creature that could dwell in an encounter area. Use the wild dungeon monsters table to stock rooms that are occupied.

ROOM FEATURES

To help make each room in a wild dungeon unique and to give creatures a reason to live within each area, pick or randomly select a feature from the following table for each room in the dungeon.

d%	Room Feature
1–30	Empty
31–36	Access Point
38–51	Fungus
52–58	Hunting Ground
59–65	Insects
66–72	Pit
73–79	Pool
80–86	Stalactites/Stalagmites
87–93	Stream
94–100	Vermin

Empty: This chamber consists of bare rock and holds dust, a few loose stones, and nothing more. There is a 5% chance that a creature whose CR is 1d2 less than the party's level is encountered here.

Access Point: A small passage runs from this cave to the outside world or a deeper region of the underground. Alternatively, this cave sits near such an access point. Thus, a creature may lair here in order to prey upon animals and travelers that use the access passage or it may rest here by night before venturing into the outer world or into deeper caves to hunt. There is a 40% chance that a creature whose CR equals the party's level lairs here.

Fungus: Giant mushrooms, edible fungus, and other molds flourish in this damp cavern. As such, it is a prime hunting ground both for creatures that live off of the fungus and those predators that hunt them. There is a 50% chance that this cave is the home to a predator whose CR equals the party's level –3 +1d6.

Hunting Ground: This room offers a predator a convenient hiding spot or bolt hole from which it can pounce upon creatures or rest in comfort and safety. A creature whose CR equals the party's level –3 + 1d6 lairs here. A hole just large enough for the inhabitant to fit inside opens in this cave's floor, ceiling, or walls, depending on the creature that lives here. It attacks from ambush, gaining a +4 circumstance bonus to Hide checks until it strikes.

Insects: A small swarm of beetles, spiders, or centipedes lives within this cave. The insects themselves are of a mundane variety that pose no threat to the characters, but predators come to this room to feast upon the bugs. There is a 30% chance that the characters encounter a creature whose CR is 1d3 less than the party's level.

Pit: Whether due to a sinkhole or an aborted attempt at prospecting within these caves, a significant area of this chamber has been dug out to a depth of 4d6 feet below the floor of the rest of this dungeon area. There is a 25% chance that a creature whose CR is 1d2 less than the party's lurks within this pit. A spider or a similar creature with the natural ability to disguise the hole does so in order to trap prey.

Pool: A small pool of water fills this room, providing drink for the creatures of the cave network. As such, this place is a common destination for creatures that live within the caves. A powerful creature lurks here to prey upon those animals that seek water. There is a 75% chance that this room is occupied by a creature with a CR equal to the party's level − 1 + 1d3. If possible, this creature hides within the water to ambush prey that wanders close to it.

Stalactites/Stalagmites: This naturally moist cavern is choked with stalactites and stalagmites, granting plenty of cover to creatures that wish to lurk here in ambush. There is a 20% chance that a creature with a CR equal to the party's level − 3 + 1d4 prowls this chamber in search of a meal.

Stream: A small, swift-running stream runs through this cave. The water is no more than 1d6 feet deep and is drinkable. Some of the creatures of the caves come here for drinking water, making this cavern an ideal hunting ground for predators. There is a 20% chance that a creature with a CR equal to the party's level makes its lair here.

Vermin: Small burrows and nests dug into this cavern serve as the home for rats, mice, and other small creatures that the monsters of the caves sometimes feed on. There is a 15% chance that a monster with a CR equal to the party's level − 1d3 hunts for rats in this chamber when the characters enter it.

DUNGEON DENIZENS

The following table presents the natural predators and creatures commonly found in wild dungeons. When generating a room's inhabitants, you may either select one creature whose CR equals the value needed or you can choose several creatures of a lower CR that, when combined, yield an EL equal to the necessary value. When randomly generating encounters, there is a 50% chance of

WILD DUNGEON

FUNGUS

HUNTING GROUND

STALACTITES AND STALAGMITES
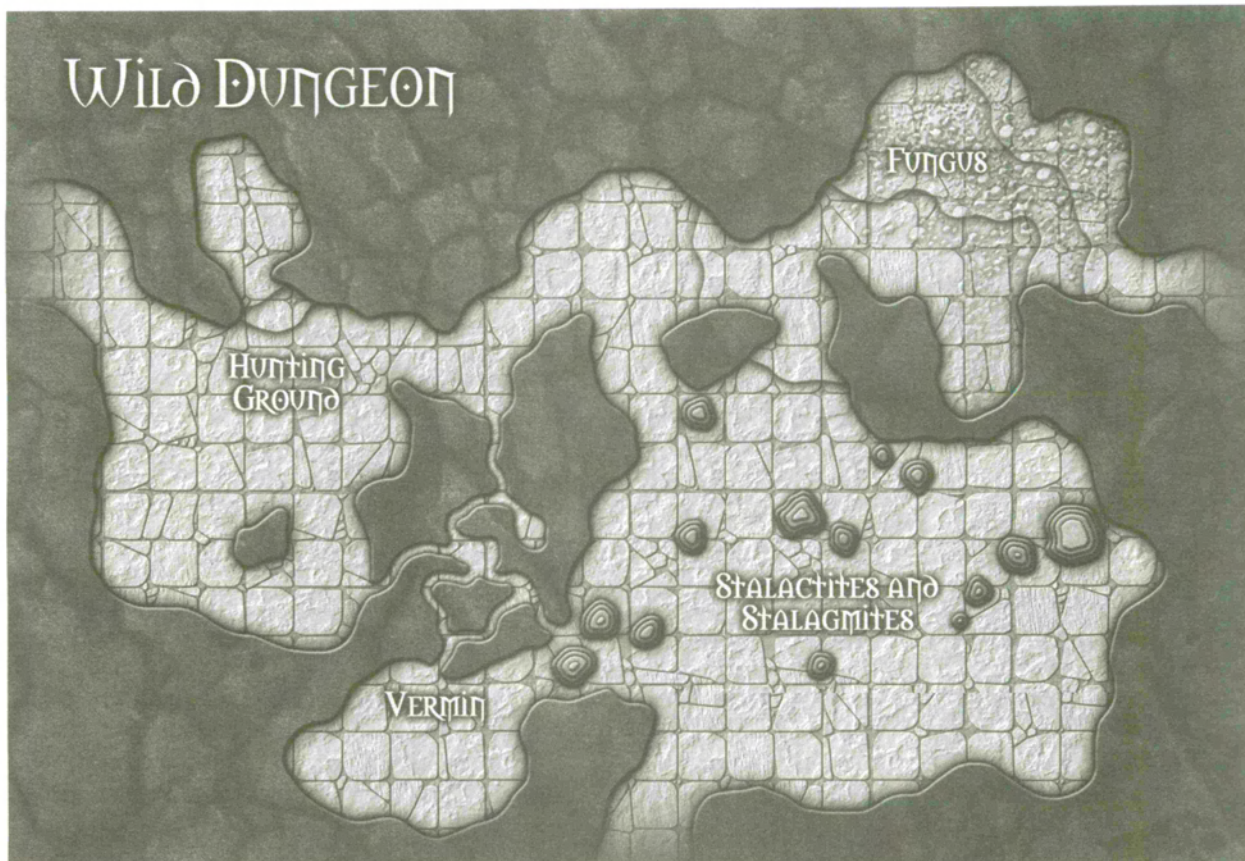
VERMIN

using either one single creature or a group of weaker ones. In the latter case, determine the creatures' base CR by subtracting 1d4+2 from the CR you began with.

To randomly select a creature, look up the necessary CR on the table below and use an appropriate die or other method to pick a creature from the given list. When generating creatures randomly, you may have to ignore some results that do not fit into the dungeon's location or theme. For example, a series of caves in the tropics is unlikely to serve as a remorhaz's lair.

CR	Creatures
1/10	Bat
1/8	Tiny monstrous centipede, rat
1/6	Lizard
1/4	Small monstrous centipede, tiny monstrous scorpion, tiny monstrous spider
1/3	Dire rat, giant fire beetle, snake (Tiny viper)
1/2	Abyssal dire rat, Medium-size monstrous centipede, Small monstrous scorpion, Small monstrous spider, snake (Small viper), stirge
1	Darkmantle, giant ant worker, grimlock, krenshar, Large monstrous centipede, Medium-size monstrous scorpion, Medium-size monstrous spider, shrieker, Medium-size viper snake, troglodyte
2	Dire bat, dire weasel, giant ant soldier, giant ant queen, giant bombardier beetle, giant lizard, giant preying mantis, Huge monstrous centipede, Huge monstrous scorpion, Huge monstrous spider, shocker lizard, skum, snake (constrictor), snake (Large viper), thoqqua, worg
3	Ankheg, assassin vine, cockatrice, dire ape, dire wolf, earth mephit, gelatinous cube, giant wasp, grick, hell hound, magmin, phantom fungus, rust monster, snake (Huge viper), violet fungus, xorn (minor)
4	Barghest, carrion crawler, dire boar, dire wolverine, displacer beast, ettercap, gargoyle, giant stag beetle, gray ooze, hydra (5 heads), Huge monstrous spider, otyugh, owlbear
5	Basilisk, cloaker, dire lion, elasmosaurus, gibbering mouther, girallon, hydra (6 heads), manticore, ochre jelly, phase spider, snake (giant constrictor), spider eater, winter wolf
6	Digester, hydra (7 heads), pyro/cryohydra (5 heads), megaraptor, Gargantuan monstrous centipede, Huge monstrous scorpion, shambling mound, tendriculos, will-o'-wisp, wyvern, xorn (average)

Random Mixed Dungeon Sector Assignments

d%	Mixture
1–10	Top row of sectors civilized, rest wild
1–20	Top two rows of sectors civilized, rest wild
21–30	Leftmost row of sectors civilized, rest wild
31–40	Middle vertical row of sectors civilized, rest wild
41–50	Middle horizontal row of sectors civilized, rest wild
51–60	Rightmost row of sectors civilized, rest wild
61–70	Left and right rows civilized, rest wild
71–80	Top and bottom rows civilized, rest wild
81–90	Middle sector civilized, rest wild
91–100	Bottom row civilized, rest wild

7   Aboleth, black pudding, bulette, chimera, chuul, dire bear, dragonne, drider, hydra (8 heads), Lernaean hydra (5 heads), pyro/cryohydra (6 heads), Gargantuan monstrous spider, remorhaz, triceratops, umber hulk

8   Behir, destrachan, dire tiger, gorgon, gray render, hydra (9 heads), Lernaean hydra (5 heads, pyro/cryo), Lernaean hydra (6 heads), pyro/cryohydra (7 heads), Colossal monstrous centipede, xorn (elder)

9   Delver, hydra (10 heads), Lernaean hydra (6 heads, pyro/cryo), Lernaean hydra (7 heads), pyro/cryohydra (8 heads), Gargantuan monstrous scorpion

10   Hydra (11 heads), Lernaean hydra (7 heads, pyro/cryo), Lernaean hydra (8 heads), pyro/cryohydra (9 heads), roper

11   Hydra (12 heads), Lernaean hydra (8 heads, pyro/cryo), Lernaean hydra (9 heads), pyro/cryohydra (10 heads), Colossal monstrous scorpion

12   Frost worm, Lernaean hydra (9 heads, pyro/cryo), Lernaean hydra (10 heads), pyro/cryohydra (11 heads), purple worm

13   Lernaean hydra (10 heads, pyro/cryo), Lernaean hydra (11 heads), pyro/cryohydra (12 heads)

14   Lernaean hydra (11 heads, pyro/cryo), Lernaean hydra (12 heads)

15   Lernaean hydra (12 heads, pyro/cryo)

Mixed Dungeons

Civilized and wild dungeons represent two extremes in the continuum of dungeons. Occupying the middle ground are mixed dungeons. These dungeons are in some portions settled and in others wild areas dominated by natural subterranean predators. A mixed dungeon is an excellent choice for very large dungeon complexes that cover several sheets of graph paper. In these dungeons, different factions of creatures may build lairs in separate caverns and halls, each separated by natural caverns where food, water, and predators can be found.

The process of generating a mixed dungeon uses the rules for both civilized and wild ones. First, consider the size and scope of your dungeon. If you wish to build it on one sheet of graph paper, use the table below to determine which sectors are considered civilized and which are considered wild. Then, use the appropriate rules to create contents for each. The one wrinkle in this approach is that you must designate an entrance between the civilized area of the dungeon and the wild portions. If you wish, you can delete any other corridors that run between the two areas. The entrance area you pick functions exactly as the standard entrance into a civilized dungeon for purposes of assigning inner and outer rooms.

For larger dungeons that cover one or more sheets of graph paper, you can designate entire maps as wild or civilized. Furthermore, you can assign a different primary creature to each civilized region in order to build a complete underground realm. In this case, you have some flexibility in determining the exact nature of a civilized dungeon. For example, a group of orcs could erect a stone fortress within a giant cavern. The map you draw for the orcs' lair represents a rambling, incoherent structure of buildings connected via tunnels or stone corridors.

BUILDING DUNGEON ENCOUNTERS

Just as a dungeon map needs creatures to turn it into an adventure, so too do the creatures within that dungeon need to be organized into a threat to the characters. Mindless waves of monsters that throw themselves at the characters' swords make for a boring adventure. Devious creatures that use ambushes, flanking attacks, and other tactics to challenge the players make for an interesting, difficult adventure.

ORGANIZING MONSTERS

As outlined above, a group of monsters that controls a dungeon, or a portion of a dungeon, should feature an array of NPCs that fulfill specialized roles and lead them in battle. Even in wild dungeons, a few powerful predators should maintain control of portions of the caves. This control is by no means a static, explicit hierarchy. Rather, the creature controls what sorts of monsters settle in an area and hunt within it by driving away competitors and hunting down potential prey.

USING IMPORTANT NPCS

Most dungeons are inhabited by an organized band of humanoids or other monsters that work together towards a common goal. These groups have a clear leader or leaders and usually have a few clerics, wizards, sorcerers, rogues, and other specialists who support the tribe's warriors and fulfill specific missions.

The most important place to start with is the tribe or group's leader. He should have enough levels in character classes to boost his CR one or two higher than the party's level. Alternatively, the leader can be from a race that has a standard CR one or two above the party's level. A battle between the tribe's leader and the PCs should be a climactic portion of the adventure. As such, a fight between the chieftain on his own against the PCs can be rather disappointing. Even a powerful warrior can be quickly overwhelmed and defeated if the party uses spells against him or simply surrounds and defeats him.

The total EL for the tribe's leader should be two or three points above the party's level. This ensures that the encounter will be difficult for the PCs but not overwhelmingly so.

Match the chieftain with a group of monsters whose EL equals the chief's CR or is one point less in order to boost his EL and give the PCs more opponents to fight.

That general guideline applies to almost every NPC the characters must face. In general, a party of adventurers has an easier time dealing with one creature of a given CR rather than two or three creatures combined whose EL equals that CR. The exceptions to this rule are large, powerful creatures with an innately high CR such as dragons, magical beasts, beholders, and other monstrosities. These beasts typically combine multiple attacks, magical abilities, and defensive abilities such as spell resistance and immunities to counter the party's range of talents. A humanoid with class levels, on the other hand, is a specialist who cannot cope with a wide range of opponents. Fighters excel in combat, but they lack defenses against spells such as *charm person*, *fireball*, and others that can quickly take them out of a fight. Wizards can excel when they are able to rain their spells down upon a party, but even defensive incantations such as *stoneskin* quickly fade in the face of a raging barbarian wielding a magical greataxe. Without warriors to help defend him, a wizard or sorcerer can be quickly drawn into melee and destroyed.

With that advice in mind, it is important to consider the creatures that you can team up with an important NPC that you include in a dungeon. As a rule of thumb, matching up a group of creatures (or a single creature) with an EL equal to or one less than the NPC's CR makes the encounter tougher without making it overwhelming for the party.

The following table lists some combinations of guards and monsters that provide some useful magical talents for each category of character class. Spellcasters cover wizards, sorcerers, and other classes that have poor AC, hit points, and combat skills. These characters need to be shielded from melee. Creatures that take up a lot of space, have a good AC, and plenty of hit points are well suited to this duty. Warriors cover barbarians, fighters, and rangers. These characters need magical support to stand against the typical adventuring party or additional warriors that can help keep rogues and other flankers off their backs. Creatures with magical abilities or good combat abilities of their own make good companions for these NPCs. Sneaks include

monks, rogues, bards, and other classes that rely on mobility and stealth to defeat attackers. These NPCs can rarely stand on their own against the party. Instead, they work best when supporting a group of allies that can engage the party and keep them busy. Sneaks should ally with large numbers of creatures or tough monsters with plenty of hit points and dangerous melee attacks. Creatures that have abilities that allow them to hide or sneak up on the characters also make a good choice for sneaks. Clerics and druids fall into a middle ground between spellcasters and warriors. They have good hit points and spells, though they excel in neither combat or in using destructive spells. Their specific needs are dictated by the design decisions you made in building the NPC.

The following table lists each of the three class types and gives a set of creatures and character classes that work well with them. Use this table as a guideline to help build encounters that fit your important NPCs in a dungeon.

CR Allies for Sneaks
1 Air elemental, darkmantle, drow, dryad, krenshar, monstrous scorpion (Medium-size), monstrous spider (Medium-size), pseudodragon, wolf.
2 Blink dog, dire weasel, imp, monstrous centipede (Large), monstrous scorpion (Large), monstrous spider (Large), ogre, constrictor snake, thoqqua, wererat
3 Air elemental (Medium-size), allip, ankheg, assassin vine, dire wolf, doppelganger, ethereal filcher, ethereal marauder, mummy, phantom fungus, shadow, xorn (minor)
4 Aranea, barghest, displacer beast, gargoyle, mimic, sea hag
5 Air elemental (Large), cloaker, djinni, gibbering mouther, phase spider, troll
6 Belker, kyton, lamia, nymph, osyluth, will-o'-wisp
7 Aboleth, barbazu, bulette, chaos beast, criosphinx, drider, erinyes, invisible stalker, phasm, spectre
8 Efreeti, mind flayer, ogre mage, shield guardian, xorn (elder)
9 Night hag, rakshasa, spirit naga, succubus
10 Clay golem, cornugon, retriever

CR Allies for Spellcasters
1 Ghoul, gnoll, grimlock, lemure, lizardfolk, Large skeleton, troglodyte, Large zombie

2 Ape, black bear, bugbear, dire weasel, kuo-toa, ogre, Huge skeleton, worg
3 Animated object (Large), centaur, cockatrice, dire ape, earth elemental (Medium-size), gelatinous cube, ghast, hell hound, howler, mummy, rust monster, shadow, wight, Huge zombie
4 Brown bear, carrion crawler, displacer beast, hydra (5 heads), minotaur, owlbear, polar bear, rhinoceros, tiger, vampire spawn
5 Basilisk, ettin, gibbering mouther, girallon, hydra (6 heads), manticore, troll, wraith
6 Hydra (7 heads), pyro/cryohydra (5 heads), megaraptor, shambling mounds, tendriculos, wyvern, xill, zombie (Gargantuan)
7 Athach, chimera, chuul, dire bear, dragonne, flesh golem, hill giant, hydra (8 heads), pyro/cryohydra (6 heads), medusa, skeleton (Gargantuan)
8 Behir, bodak, dire tiger, elephant, gorgon, gray render, hydra (9 heads), pyro/cryohydra (7 heads), mohrg, shield guardian, stone giant, treant
9 Delver, frost giant, hydra (10 heads), pyro/cryohydra (8 heads), skeleton (colossal)
10 Clay golem, fire giant, hydra (11 heads), pyro/cryohydra (9 heads), roper

CR Allies for Warriors
1 Air elemental, derro, drow, duergar, earth elemental, fire elemental, ghoul, gnoll, krenshar, lizardfolk
2 Bugbear, choker, ogre, sahuagin, shocker lizard, worg
3 Ankheg, assassin vine, dire ape, dire wolf, howler, shadow, wereboar, werewolf
4 Aranea, dire boar, dire wolverine, harpy, janni, minotaur, owlbear, sea hag
5 Achaierai, cloaker, dire lion, ettin, girallon, manticore, troll, werebear
6 Annis, digester, kyton, osyluth, wyvern, xill
7 Athach, barbazu, dire bear, flesh golem, hill giant, remorhaz
8 Bodak, destrachan, dire tiger, gray render, stone giant
9 Frost giant, roc, salamander (noble), yrthak
10 Couatl, fire giant, monstrous spider (colossal)

MONSTER SYNERGIES

A synergy is any relationship in which a group of factors taken as a whole is more powerful or effective than the different parts counted as separate entities. A mob of skeletons poses little threat to a group of adventurers, while a powerful wizard who specializes in cold spells can be quickly surrounded and defeated by the party's fighters. However, the skeletons combined with the wizard yield a very tough encounter. The skeletons are poor fighters, but they can grapple the party's fighters and prevent them from moving close to the wizard. Meanwhile, the wizard can use his *wand of cone of cold* with impunity, as the skeletons are immune to cold damage. Normally, an NPC wizard must carefully plan his use of area of effect spells lest he decimate his allies. In this case, the skeletons not only slow down the PCs, but they still allow the wizard to use his spells. The party must spend several rounds fighting their way through the undead, giving the wizard plenty of chances to use his most powerful spells.

Building a monster synergy is a matter of finding two abilities that work well together. There are a variety of special qualities and abilities that combine to form dangerous mixes for adventurers. The key to a good synergy is that one creature has a special ability that is enhanced by the use or presence of a second creature's unique capabilities.

Immunities and resistances are the easiest abilities to take advantage of in building a synergy. As the example above illustrated, an immunity not only protects a creature from certain spells and effects but it allows a creature's allies to use those same spells with impunity. Combine monsters that are immune or resistant to an energy type with creatures that feature attacks with that same type. This combination allows the immune creatures to form a defensive line and absorb the characters' assault while the creatures with the special attack blast away at the melee without fear of destroying their allies.

Blindsight and tremorsense offer many opportunities to build dangerous encounters. Any spell that creates darkness can cripple the characters without affecting monsters that do not need to see in order to fight. While the characters must suffer the penalties for fighting in the dark, their enemies attack with their full capabilities. These abilities also work well with gaze attacks that rely on the victims' seeing the source of the gaze attack. Creatures with blindsight either lack the sense of sight or can fight with blindfolds or enclosed helms in such situations, exposing the characters to the gaze attack while their enemies are immune to it.

Spell resistant creatures are an ideal match with NPC wizards, sorcerers, and other spellcasters. While not a perfect defense against spells, SR does provide some insurance that *fireballs* and other area effect spells can injure the PCs without hurting the monsters. Few characters aside from monks possess SR at any level, ensuring that at the very least the monsters in total sustain less damage than the party.

Scorpions, purple worms, and other monsters that use swallow or improved grab attacks to deal additional damage should be paired with monsters that have the ability to drain Strength or Dexterity. One creature can drain the character's abilities to fend off grappling attacks before the other one moves in for the kill. Other forms of ability score damage also combine to form potent duos with different special attacks. A monster that can drain Dexterity, Constitution, or Wisdom can hurt a character's saving throws before a spellcaster unleashes his magic or a creature prepares its special attacks. Many abilities, such as paralyzation or petrification, are binary in nature. They kill or remove a character from play on a failed saving throw or have no effect on a successful one. Creatures with these special attacks in particular benefit from fighting alongside monsters that can drain ability scores.

MONSTER TACTICS

Since monsters live in a dungeon, they should have a clear understanding of its layout and, especially in the case of lawful creatures, will have developed tactics to take advantage of the terrain they live in. Evil humanoids are not stupid. They try to flank attackers, bring their superior numbers to bear against adventurers, and cut off escape routes and surround their foes. When designing a dungeon, remember that the intelligent creatures within the area should make plans and develop strategies for dealing with intruders. Unless the dungeon is a relatively peaceful, secure place, the creatures that live there should maintain a ready, active defense.

The simplest tactic, but sometimes the most effective, puts the characters in a position where they face attacks from multiple directions. If the characters enter a chamber and engage the creatures within, the monsters fight a holding action while a few of their number or reinforcements from a different area use a side passage to approach the party from the rear. This tactic can devastate a party, as it exposes wizards and sorcerers to melee attacks as the monsters move around the party's combatants, cut off a route of escape, and allow the monsters to gain the flanking bonus to attack rolls by surrounding the party's fighters, barbarians, rangers, and paladins. Secret doors are an excellent method for moving a flanking group of monsters through the dungeon. A corridor that looks secure can suddenly fill with monsters that move through a hidden doorway.

Intelligent monsters should take steps to fortify the areas of a dungeon they control. The outer rooms of a dungeon should be staffed with guards that are ready for a fight. In these chambers, the monsters should make use of mundane equipment such as tower shields, missile weapons, and reach weapons to repel attackers. In large caverns or dungeon rooms, the monsters could set up barricades and small walls behind which their archers, crossbowmen, and spearmen can stand and fight with cover. Doors that lead to important junctions and chambers may be kept locked, while portcullises installed in heavily defended areas allow the monsters'

archers and spellcasters to attack approaching intruders while holding them back and delaying them as they try to smash the portcullis open.

Over time, monsters will change their tactics to cope with the characters' abilities, favored spells, and tendencies in battle. If the characters use alchemist's fire, burning lamp oil, and other fire attacks, the monsters may keep buckets of water at guard posts to help douse fires. If the party relies on missile weapons to mow down their opponents, the monsters use tower shields or build them from scraps of wood and scavenged shields. If the party relies on spells, spellcasters among the monsters prepare *dispel magic* and stand ready to counter any casting attempts they see. If the monsters change their tactics, you can force the players to come up with new approaches and challenge their creativity. Furthermore, it adds a sense of believability to the adventure as the monsters logically react to their opponents' actions.

Primary Monster Tables

These tables allow you to randomly choose an opponent appropriate to the party's level that dominates or controls a dungeon level or a portion of a large dungeon region. As usual, you need to adjust the number of monsters you use to pose a credible threat to the party. In some cases, you can grant creatures levels in character classes to make them an appropriate challenge.

Level 1
1. Kobolds
2. Goblins
3. Hobgoblins
4. Orcs
5. Tieflings
6. Humans

Level 2
1. Kobolds
2. Goblins
3. Hobgoblins
4. Orcs
5. Tieflings
6. Humans
7. Lizardfolk
8. Gnolls

Level 3
1. Derro
2. Drow
3. Duergar
4. Gnolls
5. Grimlocks
6. Troglodytes

Level 4
1. Derro
2. Drow
3. Duergar
4. Gnolls
5. Grimlocks
6. Troglodytes
7. Bugbears
8. Sahuagin

Level 5
1. Azers
2. Bugbears
3. Derro
4. Drow
5. Duergar
6. Kuo-toa
7. Ogres
8. Sahuagin

Level 6
1. Bugbears
2. Derro
3. Drow
4. Duergar
5. Kuo-toa
6. Ogres
7. Wererats
8. Werewolves

Level 7
1. Aranea
2. Derro
3. Drow
4. Duergar
5. Ettercap
6. Kuo-toa
7. Gargoyles
8. Minotaurs

Levels 8–10
1. Aranea
2. Cloakers
3. Ettercaps
4. Ettins
5. Gargoyles
6. Harpies
7. Minotaurs
8. Yuan-ti

Levels 11–13
1. Aboleths
2. Annis
3. Athaches
4. Driders
5. Kyton
6. Medusas
7. Red slaads
8. Xills

Levels 14–16
1. Mind flayers
2. Ogre mages
3. Blue slaads
4. Frost giants
5. Rakshasas
6. Green slaads

Levels 17+
1. Night hags
2. Fire giants
3. Cloud giants
4. Beholders

GUARDIAN BEAST TABLES

Guardian beasts are magical creatures, animals, or other creatures used by dungeon dwellers as guards and other support troops. These creatures are listed by the party levels against which they make good opponents. Most of them have a CR one or two below the suggested level, allowing you to use more than one at a time or have them with the dungeon's primary monster. Add one to the party's level to generate a lone creature that should pose a chal-

lenge on its own. Add two or more to randomly select a lone creature that poses a deadly threat to the party.

Level 1
1. Abyssal dire rat
2. Baboon
3. Badger
4. Dire rat
5. Dog
6. Giant fire beetle
7. Medium-size monstrous centipede
8. Stirge

Level 2
1. Darkmantle
2. Dog (riding)
3. Krenshar
4. Large monstrous centipede
5. Medium-size monstrous scorpion
6. Medium-size monstrous spider
7. Medium-size viper snake
8. Wolf

Level 3
1. Ape
2. Black bear
3. Boar
4. Cheetah
5. Dire badger
6. Dire bat
7. Dire weasel
8. Giant bombardier beetle
9. Giant lizard
10. Giant preying mantis
11. Hippogriff
12. Krenshar
13. Leopard
14. Huge monstrous centipede
15. Huge monstrous scorpion
16. Huge monstrous spider
17. Snake (constrictor)
18. Snake (Large viper)
19. Wolverine
20. Worg

Level 4
1. Cockatrice
2. Dire ape
3. Dire wolf
4. Giant wasp
5. Grick
6. Hell hound
7. Lion, snake (Huge viper)
8. Worg

Level 5
1. Barghest
2. Carrion crawler
3. Dire boar
4. Dire wolverine
5. Displacer beast
6. Giant stag beetle
7. Griffon
8. Hydra (5 heads)
9. Huge monstrous spider
10. Otyugh
11. Owlbear
12. Tiger

Level 6
1. Basilisk
2. Dire lion
3. Elasmosaurus
4. Girallon
5. Hydra (6 heads)
6. Manticore
7. Snake (giant constrictor)
8. Spider eater

Level 7
1. Hydra (7 heads)
2. Pyro/cryohydra (5 heads)
3. Megaraptor
4. Gargantuan monstrous centipede
5. Huge monstrous scorpion
6. Shambling mound
7. Tendriculos
8. Wyvern

Level 8
1. Bulette
2. Chimera
3. Chuul
4. Dire bear
5. Dragonne
6. Hydra (8 heads)
7. Lernaean hydra (5 heads)
8. Pyro/cryohydra (6 heads)
9. Gargantuan monstrous spider
10. Remorhaz
11. Triceratops
12. Umber hulk

Level 9
1. Behir
2. Destrachan
3. Dire tiger
4. Gorgon
5. Gray render
6. Hydra (9 heads)
7. Lernaean hydra (5 heads, pyro/cryo)

8. Lernaean hydra (6 heads)
9. Pyro/cryohydra (7 heads)
10. Colossal monstrous centipede

Levels 11–12
1. Delver
2. Hydra (10 heads)
3. Lernaean hydra (6 heads, pyro/cryo)
4. Lernaean hydra (7 heads)
5. Pyro/cryohydra (8 heads)
6. Gargantuan monstrous scorpion
7. Hydra (11 heads)
8. Lernaean hydra (7 heads, pyro/cryo)
9. Lernaean hydra (8 heads)
10. Pyro/cryohydra (9 heads)
11. Roper
12. Roll again

Levels 12–15
1. Hydra (12 heads)
2. Lernaean hydra (8 heads, pyro/cryo)
3. Lernaean hydra (9 heads)
4. Pyro/cryohydra (10 heads)
5. Colossal monstrous scorpion
6. Frost worm
7. Lernaean hydra (9 heads, pyro/cryo)
8. Lernaean hydra (10 heads)
9. Pyro/cryohydra (11 heads)
10. Purple worm

Levels 16 +
1. Lernaean hydra (10 heads, pyro/cryo)
2. Lernaean hydra (11 heads)
3. Pyro/cryohydra (12 heads)
4. Lernaean hydra (11 heads, pyro/cryo)
5. Lernaean hydra (12 heads)
6. Lernaean hydra (12 heads, pyro/cryo)

ALLIED CREATURES TABLES

These creatures either work with the primary monster, live on their own in the dungeon as independent monsters, or lead the primary monster into battle. These creatures have a CR equal to the party level they are listed under.

Level 1
1. Small skeleton
2. Small zombie
3. Medium-size skeleton
4. Tiefling
5. Medium-size zombie
6. Small elemental
7. Ghoul
8. Homunculus
9. Lemure

10. Large skeleton
11. Large zombie
12. Roll again

Level 2
1. Choker
2. Dretch
3. Imp
4. Huge skeleton
5. Vargouille
6. Large zombie

Level 3
1. Allip
2. Medium-size elemental
3. Ethereal filcher
4. Ethereal marauder
5. Ghast
6. Howler
7. Magmin
8. Mephit
9. Mummy
10. Quasit
11. Shadow
12. Huge zombie

Level 4
1. Barghest
2. Sea hag
3. Vampire spawn
4. Wight

Level 5
1. Achaierai
2. Barghest (greater)
3. Huge elemental
4. Gibbering mouther
5. Hieracosphinx
6. Phase spider
7. Rast
8. Ravid
9. Shadow mastiff
10. Wraith

Level 6
1. Belker
2. Kyton
3. Lamia
4. Osyluth
5. Gargantuan zombie
6. Wraith

Level 7
1. Aboleth
2. Barbazu
3. Huge elemental

4. Erinyes
5. Flesh golem
6. Hellcat
7. Invisible stalker
8. Spectre

Level 8
1. Bodak
2. Dark naga
3. Efreeti
4. Hamatula
5. Mind flayer
6. Mohrg
7. Ogre mage
8. Shield guardian

Level 9
1. Bebilith
2. Greater elemental
3. Night hag
4. Rakshasa
5. Colossal skeleton
6. Succubus

Level 10
1. Clay golem
2. Cornugon
3. Retriever
4. Roper

Levels 11–12
1. Devourer
2. Elder elemental
3. Stone golem
4. Colossal zombie

Level 13
1. Beholder
2. Gelugon
3. Iron golem
4. Vrock

Levels 14–16
1. Hezrou
2. Nightwing
3. Glabrezu
4. Nalfeshnee
5. Nightwalker
6. Pit fiend

Levels 17+
1. Marilith
2. Balor
3. Nightcrawler

RANDOM NPC ENCOUNTERS

Give an NPC enough levels to place his CR equal to or one below the party's level. This allows you to plan encounters that feature the NPC along with a group of guards or a pet monster. If you want the NPC to fight on his own, give him enough levels to place his CR two or three above the party's level.

Random Character Class
1. Barbarian
2. Bard
3. Cleric
4. Druid
5. Fighter
6. Monk
7. Ranger
8. Rogue
9. Sorcerer
11. Wizard
12. Multiclass: Roll twice more to determine total classes. Each time you get this result, roll again to add an additional class to the NPC.

NPC GUARDS AND ALLIES

Use this table to generate guards whose CR is equal to or one lower than the party's level.

1. Guards with the same number of levels as the NPC in a random class.

2. Two guards, each with two fewer levels than the NPC in random classes.

3. One guardian beast chosen from the party's level on the table above.

4. Two guardian beasts chosen from the party's level – 1 on the table above.

5. One allied creature chosen from the party's level – 1 on the table above.

6. Two allied creatures chosen from the party's level – 2 on the table above.

7. Enough guards from the primary creature race to push the total EL 2 above the party's level.

8. An NPC whose CR equals the villain's – 1 and enough guards from the primary creature race to push the total EL two above the party's level.

DUNGEONS AS A SYSTEM

In many ways, a dungeon is merely a subterranean town or city. If you stand on a corner in downtown New York City, you can see a vast number of people walking up and down the street, going to work and heading to school in the morning, returning home in the evening. At night, people go to bars, nightclubs, theaters, and other social venues. If you stood on a corner for a week or so, you could quickly pick out the flow of traffic and from that determine where people live, where they work, and where they go to have fun.

Similar traffic patterns can emerge in a dungeon. The monsters do not simply wait in their encounter areas for the characters to stop by for a visit. Organized humanoid tribes must send out hunters, gatherers, and raiders to collect food, water, and other supplies. Guards may stand watch for eight hours at a time, rotating from their positions back to a barracks or common room on a predictable schedule. The tribe's chieftain may hold audience in his throne room during the day before adjourning to his private chambers for a nightly feast. Even unintelligent monsters, such as dire animals, can follow a daily schedule. A pack of hell hounds may hunt through a cavern system soon after waking up, returning to their lair after several hours to feast on their victim. Most of the time, this daily schedule plays no role in a dungeon adventure. The characters enter the dungeon and proceed through the encounters there in the space of a few hours. Even if they leave the dungeon and return at a later time, the dungeon inhabitants' routines have not been disrupted.

This section discusses the social dynamics that develop in a dungeon and determine the ebb and flow of its inhabitants. In some dungeons, warring humanoid tribes may eagerly turn against each other as adventurers thin one group's ranks. In others, orcs, goblins, and kobolds may form an uneasy alliance that prompts them to join together in a bid to exterminate invading humans, elves, and dwarves. A dungeon's social geography can be just as important, if not more important, than its physical geography. After all, the monsters are the real danger the characters face. They provide much of the action, and their reactions to the characters and their actions towards one another can help create a distinctive, memorable dungeon adventure.

This section presents a variety of tools for plotting a dungeon's social geography. It introduces rules for measuring a monster's morale, allowing you to use a random factor to determine if a creature flees from combat rather than relying on your own judgement. While a DM's feel for a situation is the best metric for anything that happens in a game, sometimes a random factor can spice things up. Rules and guidelines also cover the concept of mapping out a dungeon's social interactions and the relationships between different encounter areas. This map works just like a regular dungeon map, except instead of illustrating the layout of rooms and corridors in a dungeon, it displays the attitudes and relationships between the monsters. With this map, you can quickly determine if creatures from neighboring areas arrive to help the monsters that the characters are fighting. This section also introduces the concept of a dungeon schedule, a simple table that allows you to chart the activities and locations of dungeon creatures over the course of a day, week, month, or whatever interval you choose. The dungeon's elite guards may keep watch at night, while the weakest, youngest recruits stand sentinel during the afternoon. Tying a dungeon's disposition to the time of day allows you to create dungeons that change over time and reward players who monitor a dungeon's inhabitants and take advantage of gaps in its defenses or down periods in its defensive awareness.

MORALE

Morale measures how eager the creatures in a dungeon are for a battle. Creatures with high morale are motivated, well trained, and prepared to die for their cause. Those with low morale are conscripts, poorly trained and equipped recruits, or mercenaries who suffer from low pay and poor treatment. Normally, as DM you decide if the monsters are willing to stand and fight or if they break and run. This system allows you to use a random measure to resolve this decision. It is best used for encounters involving simple guards, wild animals, and other monsters that do not serve a long-term

role in the campaign. For important NPCs, villains, major monsters such as dragons and demons, and other notable figures in your campaign, it is best to stick to your intuition, plans for the NPC, and what you consider dramatically appealing. After all, it would be somewhat silly for a powerful, world-conquering demon lord to flee from battle simply because of a die roll.

MECHANICS

The morale rules draw on a creature's Will save. In essence, when faced with a daunting situation, a monster makes a Will save. If it fails, the creature flees from battle. The following DCs illustrate how morale can be applied. Typically, creatures fight as normal until they begin to take casualties or are injured. Depending on the nature of the creature, you can apply the standards for casualties, hit points, or both to it. For example, a single, large, powerful dragon may pay little mind to the casualties its goblin servants sustain. Its morale only comes into play when the characters directly injure it. On the other hand, the goblins may break and run as the characters cut them down or as the dragon begins to falter. If the PCs manage to deal a grievous injury to the wyrm, the goblins may turn and run. In this case, the dragon's Will save DC is based solely on its hit points. The goblins make saves based on their remaining numbers and the dragon's health. In such a situation, it is easiest to make two saves in one round for a group of creatures if necessary.

When making these Will saves, you can either make a separate save for each creature or one for an entire group of monsters. The first method is best if you want greater precision from your results and do not mind making several rolls at once. The second method saves time, though it can cause a great number of creatures to flee at one time or fight to the death. A good compromise is to break a large group of creatures up into smaller units and make saving throws for each.

As soon as one of the situations outlined below applies to a creature, immediately make a Will save for morale. If the creature fails its saving throw, it counts as shaken. A shaken creature that subsequently fails a Will save for morale counts as frightened. If a frightened creature fails still another Will save for morale, it is considered panicked.
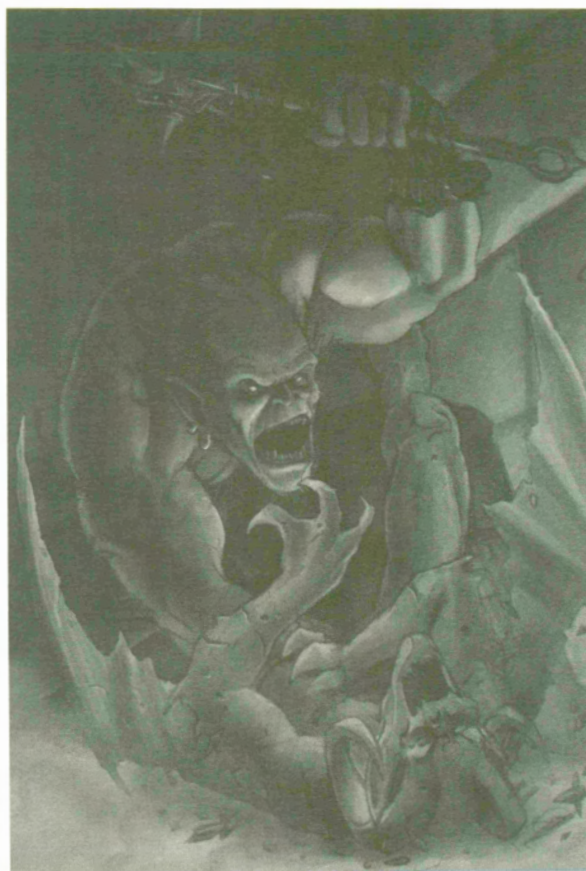
A shaken creature suffers a –2 morale penalty on attack rolls, checks, and saving throws. A creature that becomes shaken due to morale remains in that state for the rest of the encounter.

A creature that is frightened flees as well as it can. If unable to flee, the creature may fight. It suffers a –2 morale penalty on attack rolls, checks, and saving throws. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. A creature that becomes frightened due to morale remains in that state for 2d6 rounds after the encounter ends or after it flees the battle. If the creature moves away from a fight but is pursued, it counts as still involved in the encounter. Only when the threat to it is completely removed does it begin to recover.

A panicked creature suffers a –2 morale penalty on saving throws and must flee. A panicked creature has a 50% chance to drop what he's holding, chooses his path randomly (as long as he is getting away from immediate danger), and flees any other dangers that confront him. If cornered, a panicked creature cowers. A creature may use a special
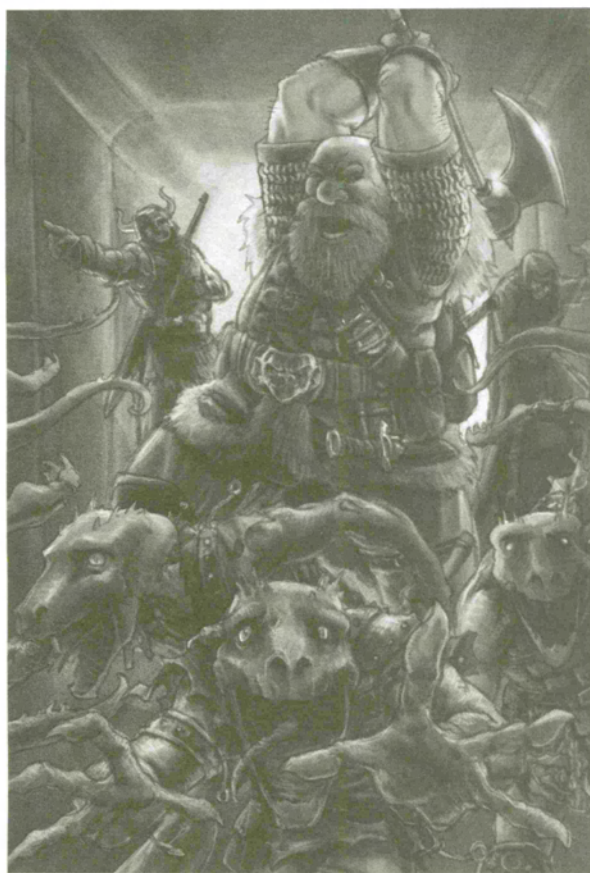
ability or spell to escape. A creature that becomes frightened due to morale remains in that state for 6d6 rounds after the encounter ends or after it flees the battle. If the creature moves away from a fight but is pursued, it counts as still involved in the encounter. Only when the threat to it is completely removed does it begin to recover.

Situation	Will Save DC
Monsters sustain 25% casualties	10
Monsters sustain 50% casualties	15
Monsters sustain 75% casualties	20
Monsters sustain 90% casualties	25
Monster loses 25% hit points	10
Monster loses 50% hit points	15
Monster loses 75% hit points	20
Monster loses 90% hit points	25

A creature's training, strength, and attitude towards its current situation play a role in modifying the Will save made to test morale. The following table summarizes the modifiers made to Will saves dealing with morale. All of them refer to the creature's innate traits and abilities. Generally, it is easiest to calculate the modifiers that apply to a creature and note them in its stat block as a morale mod-

ifier. These modifiers tend to remain static during an adventure. You can note the morale modifier next to a creature's Will save listing in parentheses with ML to mark it as the morale modifier.

Determine which of the listed traits applies to a creature and total the modifiers applicable to those traits. The resulting modifier applies to all Will saves made for morale. Thus, it is possible that a highly trained or motivated creature with a poor Will save can stand and fight longer than a creature with a good Will save that has been poorly treated.

The Will save for morale counts as a regular Will save for purposes of all modifiers and spells. If a hobgoblin wears a +2 cloak of resistance, that bonus applies to all saves including Will saves for morale.

Some creatures should not use morale, such as mindless undead and constructs. A golem simply fights until it is destroyed or its master commands it to stop. As a rule of thumb, creatures that are immune to mind-influencing effects or spells from the Enchantment school do not use the morale rules. However, there are notable exceptions to this rule. Any creature that is immune to mind-influencing effects but has an Intelligence of 10 or higher can use morale. A skeleton, zombie, or allip may always fight to the death, but a vampire can see the wisdom in running from a powerful cleric. Use your judgement when applying this guideline. If a creature is a mindless servitor, such as a summoned creature, it should always obey its master rather than use the morale rules.

Trait	Modifier
Slave or conscript	–2
Poorly equipped	–2
Well equipped	+2
Experience and strength	+ creature's CR divided by 2
Blindly fanatical	+15
Well paid	+2
Poorly paid	–2
Motivated and ready	+5
Willing to die for cause	+10
Incompetent leaders	–2

LONG-TERM EFFECTS OF MORALE

While a creature may stand and fight or turn and run during a particular battle, what happens to that monster after the combat ends? In some

cases, a creature may flee the dungeon. In others, it might rally alongside its allies and counterattack the characters. You can resolve this question in one of two ways. As DM, it is always within your right to decide a monster or NPC's actions based on the situation in your game, what inspires the most fun for the players, and what makes sense to you in the context of the adventure. Think about the monster's personality, its goals, and its relationship to whatever creature, leader, or force commands its obedience. With that in mind, decide if the creature sticks around the dungeon to continue the fight or if it runs for the hills. As a rule of thumb, if you can think of a cool use for a creature, allow it to seek refuge in a safe area, work up its courage, and then incorporate it into future encounters in the dungeon. You may also wish to read over the social geography map, triggers, and dungeon schedule systems given later in this section. All of them can help you flesh out a dungeon's inhabitants and plot the actions they may take based on their personalities, goals, and relationships.

Alternatively, you may feel that some monsters are too unimportant to warrant any serious planning or decision making after they run away from a battle. In this case, make a morale save after combat with a DC of 15 if the creature was shaken, 20 if it was frightened, and 25 if it was panicked. If the creature fails this save, it leaves the dungeon. Count it as defeated for purposes of awarding the party experience and remove it from the roster of creatures that inhabit the place.

The Social Geography of Dungeons

Just as a map can depict the physical locations within a dungeon, their relative position, and other details of the terrain, so too can a diagram map out the social relationships between the creatures and monsters within a labyrinth, ruined city, or other dungeon. A dungeon's social geography can tell you which monsters are likely to form alliances, how the monsters can react to the presence of adventurers in encounter areas other than their own, and how a dungeon can develop over time and after the characters have entered it and defeated some of its inhabitants. Just as map symbols can mark an altar or a river, so too can they outline the alliances, attitudes, and personal relationships that exist between a dungeon's inhabitants.

Social Geography: The Basics

A dungeon's social geography plots out how different groups of creatures feel about each other. Perhaps the orc shaman is jealous of the chieftain's power and wants to seize control of the tribe. If the characters attack the chief, the shaman and his undead minions barricade themselves in the tribe's shrine and wait for the adventurers to leave the area. Alternatively, perhaps the shaman attempts to parlay with the heroes, offering to lead the tribe to a different region along the frontier if they defeat the chieftain. You can easily keep track of these relationships by creating a diagram similar to a dungeon map. In some cases, your dungeon map can include symbols and notes that describe how the creatures within different dungeon chambers relate to one another.

The following categories describe the different types of alliances, hatreds, and rivalries that can exist between two groups. Each is given its own game rules and a symbol you can use to mark the type of relationship that exists between two groups on a map.

When drawing a social geography map, you can either create a diagram separate from your dungeon map or simply include the social relationship markings on your floor plan. Either method works fine, though in dungeons with complex relationships it is usually easiest to make a separate map.

When noting relationships on a dungeon map, draw lines between each encounter area that has some sort of connection. Next to each area, draw the appropriate symbol for the nature of the relationship with an arrow that shows the direction of the feelings. For example, two rival orc tribes maintain guardrooms along a large crevasse that runs through a cavern. The Axebloods are a vicious tribe of cannibalistic barbarians, while the Runeskulls are a savvy, experienced band of mercenaries. The Axebloods hate the Runeskulls because of their associations with humans, while the Runeskulls are afraid of the Axebloods because of their violent tempers and cannibalistic practices. A line drawn between the two guardrooms illustrates this connection. At the Axebloods' chamber, the fear symbol, F, is draw with an arrow pointing at their guardroom, showing the Runeskulls fear the inhabitants of the room. An H for hatred is drawn with an arrow pointing towards

the Runeskull chamber, showing the inhabitants of the guardroom hate the Runeskulls. The reverse is true at the Runeskull chamber. The hatred symbol has an arrow pointing towards the Runeskull chamber, while the fear symbol's arrow points away from it.

As you can gather, this can quickly become confusing if a single room has many relationships with other areas of the dungeon. In that case, it is best to create a separate diagram. Draw a box labeled either with an encounter's keyed number from your dungeon map or a list of creatures that share the same relationships with other factions in the dungeon. Each box corresponds to an encounter area's inhabitants or a group of creatures. You can then draw the relationships that exist within the dungeon between these boxes. This method has the advantage of being easier to read and organize, though sometimes during play it can be more difficult to refer to two different maps. Generally speaking, unless you are an experienced DM it is best to use this system in small doses at first until you get the hang of it. Design relationships between important NPCs, powerful monsters, and other notable creatures in a dungeon. The rank and file orcs, skeletons, and ogres can simply share their leaders' attitudes and you can ignore their role in personal grudges and alliances.

You can apply these attitudes both to large groups and individuals. The general meaning of each attitude remains the same, though the specific implementation differs between a group and a single NPC. For example, two orc tribes at war may launch raids, fight skirmishes, and so on. However, two NPCs in the same tribe who are at war may hire assassins, seek to discredit each other and seize power, and so on.

Neutral: This is the default attitude that exists between two groups of creatures. They have no particular strong feelings towards each other in either direction, lacking both any particular motivations to aid each other or to harm one another. These groups pay little mind to each other's actions and try to avoid contact. If adventurers attack one of these groups, the other makes no effort to lend any aid. Any actions they take are purely to bolster their own defenses and fortify the sections of the dungeon they control. They make no aggressive moves unless doing so benefits them. Over time, these groups can develop any of the

relationships listed below depending on any threats they share, the characters' actions, and other subsequent developments in a dungeon.

A neutral relationship has no symbol. If two groups are both neutral towards each other, no lines connect them. There simply is no relationship between them.

Alliance: The group shares the goals of its neighbors and actively takes steps to assist them. If they hear the sounds of battle, they rush forward to aid their fellows. They also offer other forms of support, including healing, magical spells, and other resources. However, the alliance does not make one group the vassal of another. While they assist in repelling attackers and work together to drive out adventurers, the allied group takes care of its own needs first. If adventurers attack a dungeon, the allied group may send aid but it does not strip its own defenses to assist its neighbors.

An alliance can benefit only one party. For example, a tribe of kobolds may be allies to a group of orcs, but the orcs may be neutral to the kobolds. The puny kobolds are used as slaves and laborers by the orcs, but without the bigger humanoids' protection, the kobolds would surely face defeat by a nearby gang of goblins. Thus, the kobolds send reinforcements to aid the orcs, but not vice versa.

An alliance is symbolized with a capital A.

Fanatical Devotion: This relationship is similar to an alliance except the group that harbors these feelings gladly ignores its own wants and needs in favor of its neighbor's desires. Creatures that are fanatical to a particular NPC or monster gladly lay down their lives, abandon the section of the dungeon they control to help their leader defend his own, and otherwise place the object of their devotion's goals above their own. If these creatures hear the sound of combat coming from an area inhabited by creatures to whom they are devoted, they throw themselves into the fray without a moment's hesitation. For all intents and purposes, an NPC or group that has a fanatical ally exercises absolute control over that particular group of supporters.

If you use the morale rules given earlier in this section, fanatical creatures never need to make Will saves for morale when fighting in the

name of their chosen leader. Their determination and blind faith cause them to gladly die for the object of their worship.

Fanatical devotion is symbolized with the letters FT.

Fear: Creatures that are forced to dwell near a powerful, antagonistic group of monsters may strive to avoid them, devote an inordinate amount of time and resources to defending themselves against a potential attack from them, and do whatever is necessary to placate them. This is a fear relationship. In this case, a group of creatures does not aid or ally with its neighbors, but is too intimidated to take any direct action against them. Consider a tribe of goblins that lives near a mob of trolls. The goblins cannot hope to defeat the trolls, but sometimes the brutes raid their village. The goblins would be glad to see a band of adventurers defeat the trolls, but they would never risk their own necks to deal with the problem themselves. They do not take action against the trolls, but they do not aid anyone who would try to destroy them.

If you use the morale rules, creatures that have a fear relationship against a species or group suffer a –2 morale penalty to Will saves for morale in encounters against the group or monster they fear.

Fear is noted with the letters FR.

Friendship: While an alliance indicates that two groups share similar goals and aid each other, a friendship marks a much deeper bond. Not only do the two groups work together, but they also consider each other close allies and place their friends' interests and safety on the same level as their own. An allied group may cease to aid its neighbors when doing so proves too costly or runs counter to its interests. A friend, somewhat like a fanatic, provides whatever material support is necessary and embraces its neighbors' goals and security as its own.

An ally never weakens its own defenses or uses up critical resources to help its neighbor. A friendly group gladly pushes aside its own needs to assist and support a neighbor. Generally, friendship relationships work in both directions. If group A treats group B as a friend, then group B feels the same way about

A. Only in cases of an extremely clever deception or magical influence (such as a *charm person* spell used by a kobold shaman to subvert a gnoll tribe's leader) should a group be friendly to another without a reciprocal relationship. Friendships are the result of long periods of mutual aid and cooperation. They should be rare between evil creatures, especially if two groups are from different races.

Friendship is noted with the letters FD.

Hatred: The most common attitude between groups of dungeon dwellers that co-exist in an uneasy peace, hatred arises when two groups come into direct competition for resources and grow to take direct action against one another. Hatred is just short of open warfare. Minor skirmishes may be common between the groups, but a greater threat (such as adventurers) stops them from devoting too much energy to toppling each other. These groups never take steps to aid one another and take every opportunity to hinder each other's efforts. Adventurers may be able to forge temporary alliances with a monster that hates the PCs' current opponent.

Hatred is marked with an H.

War: This attitude denotes open hostilities between two groups. Skirmishes occur daily between them, while minor battles are a weekly occurrence. If either side has a chance to ally with an outsider, it gladly takes the opportunity to gain any advantage in the conflict. The key difference between hatred and war is that in the former, neither side makes an active, concentrated effort to destroy the other. A group may wish to destroy the object of its hatred, but does not have the will or resources to commit to an armed struggle.

Normally, if one side is at war with a group then their opponent shares the same relationship. However, in some cases one group could have this state while its opponent displays hatred or a neutral attitude. In this case, the warlike group conducts a guerilla campaign or relies on stealth and trickery.
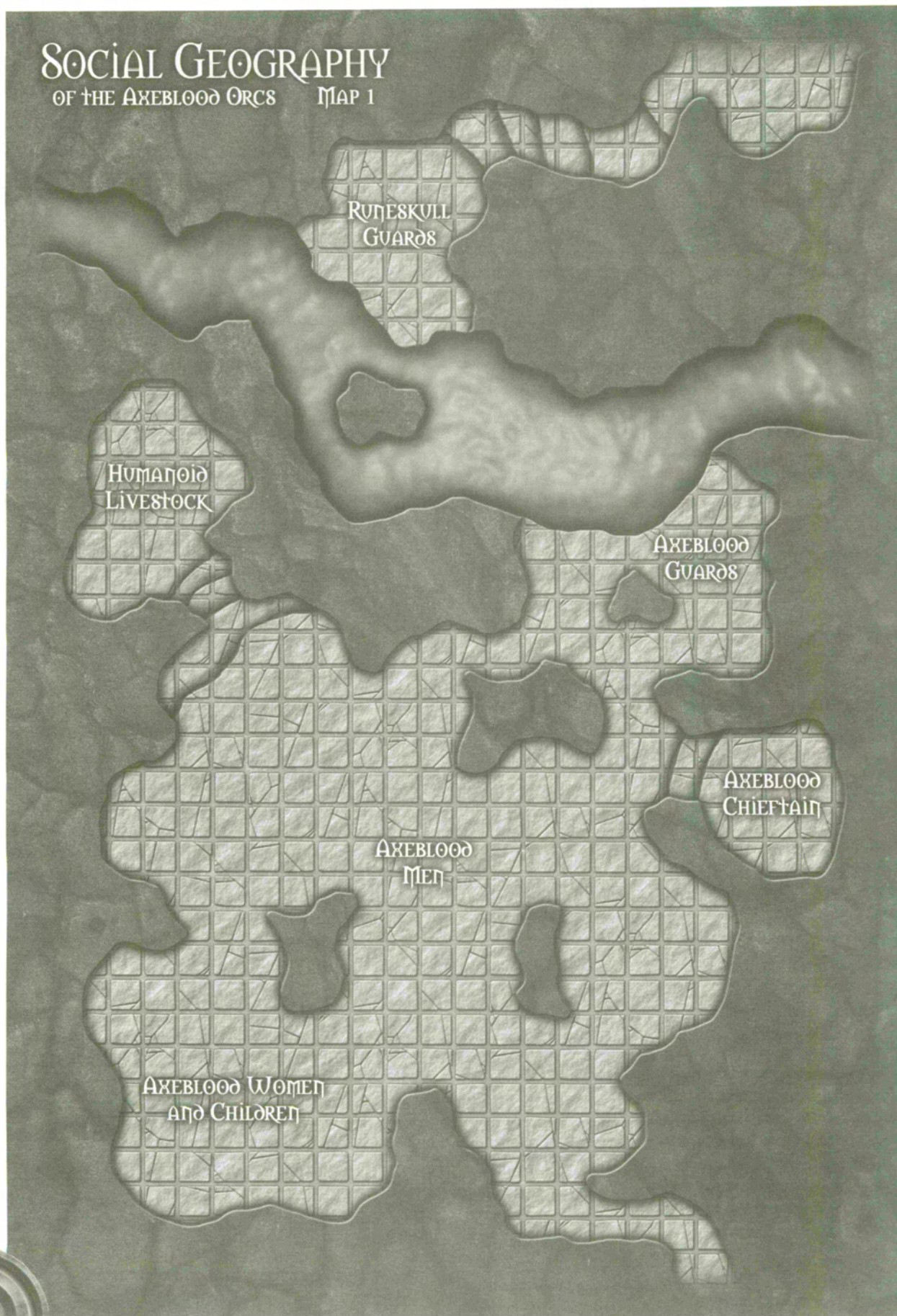
War is marked with a W.

Defining Relationships

When in doubt or when you want to introduce a random element to your dungeon

SOCIAL GEOGRAPHY
OF THE AXEBLOOD ORCS   MAP 1

RUNESKULL
GUARDS

HUMANOID
LIVESTOCK

AXEBLOOD
GUARDS

AXEBLOOD
CHIEFTAIN

AXEBLOOD
MEN

AXEBLOOD WOMEN
AND CHILDREN

designs, you can use the following table to generate attitudes between different dungeon groups. Otherwise, simply assign relationships based on your own ideas and story lines. As a rule of thumb, each tribe of humanoids from the same race and any intelligent monsters that live independent of others qualify as a separate group for building attitudes. You can also create internal politics and struggles within a group by defining relationships between the important NPCs, such as a tribe's chieftain, shaman, warleader, and so on.

Plot out the dungeon or relationship map as described above. Assign attitudes or use the table below to create them. Roll twice for every social connection and assign each attitude towards one direction of the relationship.

d20	Attitude	Modifier
1	Fanatical Devotion	−10
2–3	Friendship	−5
4–6	Alliance	−3
7–11	Neutral	+0
12–14	Fear	+5
15–18	Hatred	+5
19–20	War	+10

Attitude: The general attitude and character of the relationship in a single direction.

Modifier: After defining one side of a relationship, apply this modifier to determine its second direction. This modifier ensures that one party's attitude helps define the second group's feelings. For example, if a hill giant feels friendship towards a band of ogres, the ogres are more likely to have positive feelings towards the giant.

Using Social Geography

Social geography works best in dungeons inhabited by intelligent, organized creatures that come into frequent contact with each other. As the characters move through dungeon areas and defeat the creatures they face, the balance of power in a dungeon changes and could lead to unforeseen complications that make the characters' mission or quest much harder. On the other hand, clever players who correctly interpret the social landscape of a dungeon can use it to their advantage by playing two groups against another or using diplomacy to convince some of the monsters to ally with them against a greater threat.

SOCIAL GEOGRAPHY
OF THE AXEBLOOD ORCS   MAP 2
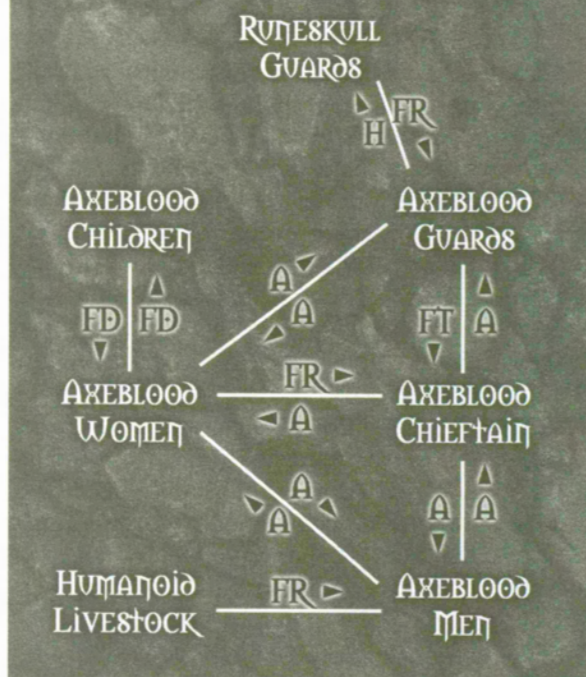
The more roleplaying you wish to introduce into a dungeon, the greater utility this system offers. However, even in dungeons that focus on combat, the social geography of an area can help determine if monsters band together against the PCs or flee before their attack. Before applying this system to a dungeon, the first and most important question to consider is what benefits it can offer you.

The strength of these guidelines is that they model changes in behavior over time and give you a context for plotting out the personalities and clashes between a dungeon's inhabitants. Large dungeons that require multiple sessions to complete give you the time to draw out the ramifications of the characters' actions and the changes in the dungeon as monsters fight one another and move to occupy chambers their enemies have been forced to abandon.

Exploring and defining the relationships between various factions in a dungeon is best when you plan on setting many adventures within one dungeon area. The larger the dungeon, the greater the chance that the attitudes between its factions come into play. In small dungeons, chances are the characters defeat the NPCs and monsters

before diplomacy can play much of a role in the area. If the adventure requires the players to use roleplaying to overcome the challenges they face, then a diagram of the relationships between NPCs is useful for a small dungeon.

SOCIAL GEOGRAPHY IN PLAY

As the characters fight against monsters in the dungeon, social geography is the key to determining how and why dungeon inhabitants other than the characters' opponents react to the situation. Consider the characters' actions towards a particular group or NPC. Then, look at how the group fits into the dungeon. If it has many enemies, they may attempt to ally with the characters or could launch a strike to finish them off and grab their treasure before the characters can get to it. Its allies should move to lend it aid, reinforcements, and other assistance. When the characters return to the dungeon, they find their enemies fighting alongside ogres, trolls, and creatures from deeper within the dungeon that have banded together against their shared enemy. Other relationships can yield more complex developments. If the PCs defeat a group that is hated and feared by the rest of the dungeon, they could cow the survivors into leaving them alone or fleeing the area. However, if the feared group had dominated and controlled the dungeon, they could touch off an all-out war as the surviving bands of monsters fight for the top spot in the pecking order.

Consider both sides of the relationship when deciding how a dungeon develops as the characters defeat monsters and alter the social landscape. Monsters tend to move in and fill the vacuum left by a powerful group that has many enemies, allies, or otherwise provokes a response. With a threat removed, the natural tendency is for creatures to expand their holdings and solidify their defenses.

To help get you started when thinking of how a dungeon's social geography can change as the characters defeat monsters or drive them from the area, each of the attitudes is listed below along with some notes on how such a relationship can develop over time. All of these examples assume the characters enter a dungeon and attack a dungeon faction. The commentary under each of the attitudes describes what groups that harbor that relationship would do in the aftermath of the attack.

Neutral: As this relationship denotes little interest or involvement between two groups, the characters' actions have little chance of prompting a reaction. The neutral group may move to claim an area or resources their neighbors once used. It only becomes embroiled in a struggle or picks sides in a battle if the characters or their enemies use diplomacy or deception to sway them into an alliance.

Alliance: When a group's allies are attacked or harassed by adventurers, they send reinforcements to help them repel attacks. However, this aid can be foiled if the group itself is attacked while some of its warriors are off defending the ally. A group never lends aid to an ally if doing so would leave it vulnerable to an imminent threat. If a group's ally is destroyed, it may accept any survivors into its ranks, post more guards to deal with the threats, and take active measures to strike at the party before they can prepare another assault on the dungeon.

Fanatical Devotion: Of all the relationships, this one is perhaps the easiest to run. A group that owes fanatical devotion to its neighbors gladly sacrifices men, materials, and other resources to help it against invading adventurers. The group ignores its own needs, defenses, and other concerns in aiding its neighbor. If the characters attack a group of monsters, any other tribes or bands in the dungeon that owe fanatical devotion to that group count the characters as their most dire enemies. In essence, the characters face the monsters they fought and all of the fanatical followers.

Fear: If a group fears a monster or NPC that comes under attack, it tends to stand back and watch the conflict develop until it is clear that one side or the other is sure to face defeat. In such a case, the group may enter the conflict on the winner's side in hopes of currying favor with the victor and improving its standing in the dungeon. Otherwise, it sits back and waits for the conflict to clear up. If necessary, it treats the characters with respect and desperately attempts to avoid drawing their anger. If subsequently attacked, the group offers little resistance to the characters. If the PCs continue through the dungeon, the area inhabited by the feared creatures may soon turn into a battleground as tribes and bands of monsters struggle to fill the power vacuum left in their wake.

Friendship: This tight bond occupies the middle ground between fanatical devotion and an alliance grounded in mutual gain. A group that feels friendship towards a band of creatures the PCs attacks quickly moves to offer aid such as troops, magic items, and weapons. If the PCs attack the group, it works with its friends to form a cohesive, unified defense plan. The group does not willingly suffer losses to benefit its friends. Rather, the group treats a friendly tribe as equals or as one of its own. If the characters strike at a group, they always drag its friends into the struggle.

Hatred: This attitude offers perhaps the best chance for the characters to turn the various groups in a dungeon against each other. A group that hates other factions within a dungeon would like to inflict pain and misery on its neighbors but lacks the resources or strength to do so. If offered an alliance against its enemies, this group is very likely to accept any arrangement that provides for the total destruction of its hated groups. If the characters attack a hated faction, its enemies quickly swarm in to finish it off should the PCs severely weaken the group but be forced to leave the dungeon before defeating it.

War: With the characters' opponents already embroiled in a struggle, the PCs might find themselves caught in a crossfire between their initial foes and other factions that seek to defeat them. The characters' place in the war depends on how they comport themselves. Should they attack all factions they encounter, they simply enter the struggle as yet another combatant. Diplomacy might sway some factions to their side, especially those groups whose position has been strengthened with the characters' arrival. However, factions that occupy strong positions and that enjoyed success in the struggle are much more likely to treat the characters as dangerous opponents rather than risk having to split the spoils of victory with a band of latecomers.

As you can see from these examples, there is a wide range of possibilities whenever the characters enter a dungeon and interact with its social system. Smart characters who rely on diplomacy as well as swords and spells have a good chance of turning their enemies against each other. Those who charge in with swords drawn could find themselves stirring up a hornet's nest of trouble. The key to designing a dungeon's social geography is to remember that, unlike a dungeon's physical arrangement, its social relationships can and will change over time. The characters' actions force the monsters to react to them whether they like it or not.

Trigger Events

Trigger events are specific actions or encounters that cause a dungeon to change in some manner. If the characters fulfill a specific condition, the dungeon somehow alters in response. In some cases, this may be a conscious action the characters take. A trigger has two parts: a cause and an event. The cause describes the actions, conditions, or other incidents that activate the trigger. The event is whatever happens when the trigger activates. For example, a gang of orcs may dam a subterranean river to drain a few caves and expand their living quarters. If the characters destroy the dam, the lower caves flood, drowning the monsters that dwell there. Other times, the characters have no clear view of the repercussions of their actions. The characters could slip into an evil temple hidden within a dungeon and slay the high priest that maintains that place. Unknown to them, the evil cleric performed a daily ritual to keep a lich entombed within a secret vault hidden within the temple. After the characters defeat the monsters and journey onward, the lich soon arises from its sepulchre, animates the corpses it discovers in the halls near its lair, and begins summoning demons, ghosts, and other monsters to serve its ambition.

Triggers are a simple, flexible system for creating dynamic dungeons. Unlike mapping the dungeon's social geography, triggers can cover a wide range of environmental factors in addition to the social relationships that exist within a dungeon. The two systems complement each other in terms of creating a set of dynamic relationships within a dungeon. The social map gives you a context for building triggers that draw on the relationships between different groups of monsters. For example, a band of orcs that hate their hobgoblin neighbors may launch an attack on them if adventurers slay the hobgoblin king. Using the discussion on social systems as a guide, you can construct a variety of triggers that model the actions and reactions of different groups of humanoids and other monsters as the characters interact with the dungeon.

THE TRIGGER STAT BLOCK

To make handling triggers easy, a simple stat block highlights their presence in an area of the dungeon. Many times, a trigger is so simple or obvious that it does not need a stat block. For example, closing and barring a door can prevent an ogre from attacking the party. That "trigger" is merely a byproduct of the environment, not a specific cause-and-effect relationship you have designed into an encounter.

A trigger is listed in the following format:

Name: Cause (DC if appropriate); event description.

Return of the King: Caused by the death of the wizard Gorlef; with the wizard's death, the pentagram containing the king of blood collapses, freeing the demon.

Rope Bridge: Destruction of the rope bridge in area 8 (Hardness 5, hit points 20); the orc reinforcements in areas 20–30 cannot enter the dungeon if the rope bridge is destroyed.

To keep track of triggers, it is easiest to list them on a separate sheet of paper arranged by the encounter areas they involve. As the characters activate them, you can check them off and refer to your sheet to alter the dungeon or encounters.

DESIGNING TRIGGERS

Building a trigger is relatively easy. You need to think of an event and what can cause it or vice versa. The key to building good triggers is finding events that add depth to an adventure or give smart characters a chance to gain an advantage. Alternatively, triggers can penalize foolish or rash players. The process given here is by no means an ironclad statement on how to build triggers. Instead, think of it as a guide or checklist to help you focus your thoughts and give you some ideas.

The first issue to consider is the trigger's scope. Major triggers have long-term effects on a dungeon, radically altering its arrangement and shifting the danger and threat it poses. Minor ones simply change the threat an encounter poses, adding or subtracting monsters. A good mix of the two breathes life into a dungeon, but too many major triggers can make a dungeon too chaotic. As a rule of thumb, each

important section of a dungeon should have no more than two major triggers. While there is nothing inherently wrong with using lots of minor triggers, they can become burdensome if you attach more than two or three of them to a single encounter. Any more than that requires you to juggle too many things in one encounter area.

Major triggers are long-term events that touch on a variety of locations. They represent fundamental changes to the physical or social organization of a dungeon, either altering the environment in a wide number of encounter areas or causing large numbers of creatures to take control of a dungeon area or migrate across the region. Other major triggers can cause new monsters to appear in an area, such as a portal that unleashes a small horde of demons.

There are many ways you can alter the environment with a major trigger. A common major trigger allows the characters to destroy a barrier of some sort or dispel a magical rune that causes a previously contained phenomenon to run wild. This captive force can be something as mundane as a dammed river, a pool of lava, or a deadly contagion. It can also be a magical, bizarre phenomenon like a swirling storm from the elemental plane of air or a horde of zombies kept within a magical stasis field. The dungeon's floor plan can be altered, with old chambers closed off by a collapse, flood, or other event and new ones added as a magical teleporter activates, a gate opens, or a crack opens in a cave wall revealing a series of caves beyond.

A minor trigger alters the conditions of a single encounter or perhaps two or three closely connected encounter areas in a dungeon. These triggers can alter the number of monsters that the characters face, remove or introduce a trap, environmental hazard, or creature, or change the tactical environment for a battle. Think of ways in which an event can make an encounter more or less dangerous. For a fight in a subterranean lake, pushing an opponent overboard may draw the attention of a giant octopus that attacks both sides in search of a meal. An alarm bell or gong can summon more creatures to an area, while closing and locking a door can cut off reinforcements or trap monsters within a dungeon region.
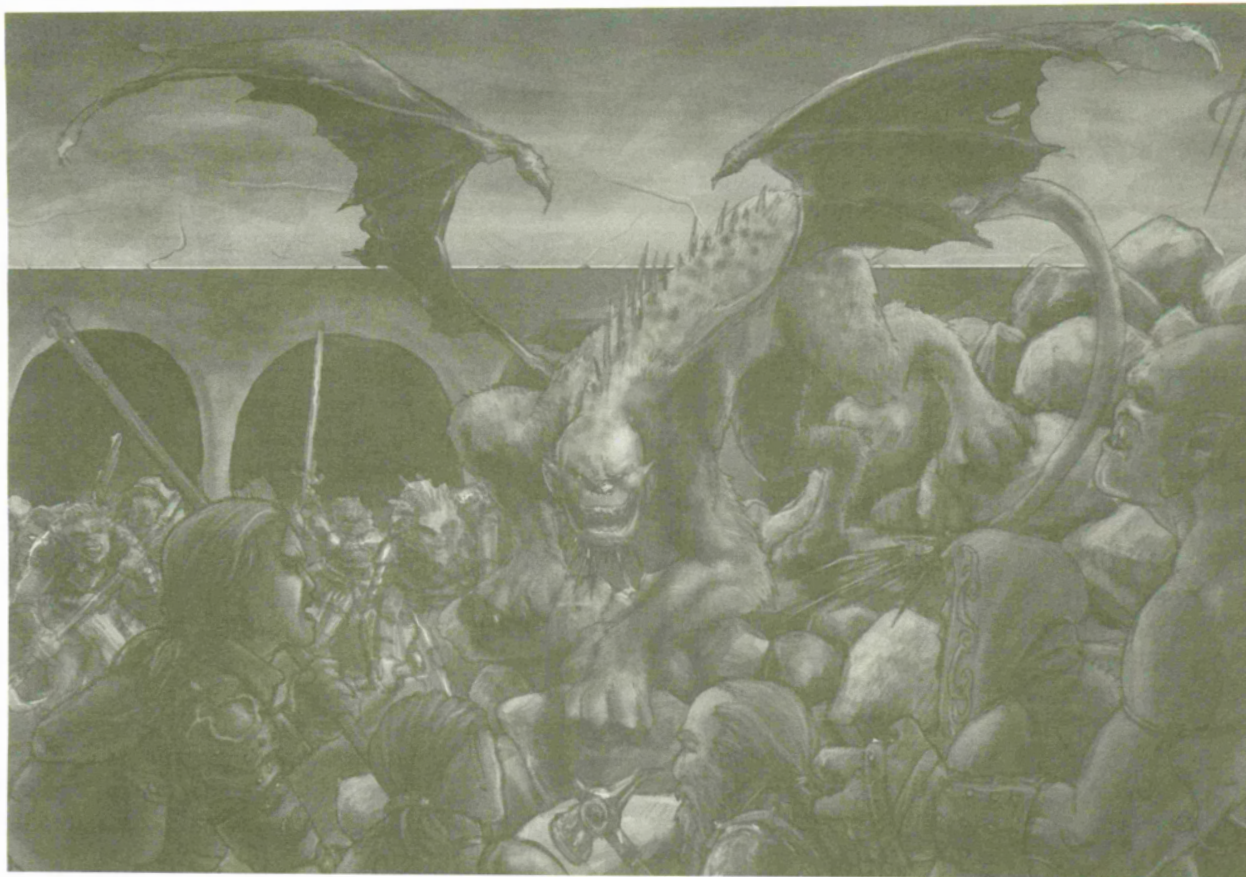
Regardless of a trigger's type, its cause should be directly tied to the event it activates. The more influence an event has on an adventure, for good or ill, the more difficult it should be to activate. If toppling a pillar causes an entire dungeon to collapse on an orc army, it should be very difficult to smash that pillar. On the other hand, if the three orcs in a guard chamber can summon two warriors to aid them by ringing a gong, the orcs should have a relatively high chance to sound the alarm before the party can overcome them. In this case, the trigger does not make the encounter that much more dangerous. A difficult cause for a trigger can either require a high-DC skill check, a series of obscure clues, or several minutes of work that can draw monster attacks. By the same token, a simple cause may require a standard action, a low-DC skill or ability check, or a rather obvious clue.

DUNGEON SCHEDULE

Living creatures that dwell within a dungeon do not simply stand in the same place for their entire lives, waiting for the adventurers to enter their encounter area. Over the course of the day, hunting parties leave the area and return with their spoils, guards shift from active duty to rest, the orc shaman leads prayers in his chapel before retiring to his laboratory to work on a potion, and so on. In some cases, such as with mindless undead or constructs, a monster may simply stand in one place and wait for intruders. But most of the time, a band of creatures goes through the motions of a normal life. A dungeon schedule allows you to plot the changing location of creatures during the course of a 24-hour period. Thus, a smart group of players can observe a dungeon and pick the best time to strike. You can also design several schedules for a single dungeon, each reflecting a different state of combat readiness. If the characters enter a dungeon, the orcs within it may organize more patrols, station guards at critical points for longer periods of time, and set to work producing traps, arrows, spears, and other weapons useful for the dungeon's defense.

ORGANIZING A SCHEDULE

To make the most of a schedule, you must first divorce yourself from the idea that a monster or group of monsters must be tied to a specific encounter area. Rather than attach monsters to dungeon rooms in your adventure, design the layout and the inhabitants separately. Plot out the dungeon's map and contents then create a single roster listing all the monsters that live within it. Once you have these two items, you can build a dungeon schedule.

Graph paper works the best for creating a schedule. Create a chart that lists all the dungeon areas across the top as the column headers, then label each row starting with midnight and working your way down with each hour from the day. Next, for each hour of the day assign all the monsters from your roster to the locations where they can be found. Repeat this process for each hour of the day. With that, your schedule is complete. When the characters enter an encounter area, look up the time of day on your schedule, look across the columns to the appropriate dungeon area, and determine the monsters that are found there. In addition to the listings for each encounter area, you can also include a column to keep track of monsters that leave the dungeon during the day. A gang of human bandits might patrol the nearby forest looking for travelers to rob during the afternoon, leaving their lair undermanned.

When building a schedule in this manner, it is easiest to organize common dungeon monsters, such as goblins, into groups whose EL is an appropriate match to the party's strength and assign them to rooms according to the schedule. That way, you can ensure that most of the time the party faces a proper challenge. However, you can also design periods of time where the monsters band together in large groups or leave some dungeon rooms unoccupied. In this manner, the dungeon acquires a distinct flavor depending on the time of day. During the afternoon hours the goblins may be sleeping and lax in their guard duties, leaving many rooms empty for the characters to slip past them and into the lower dungeon levels beyond. Near midnight, the place buzzes with activity. If the characters venture into the dungeon at this time, they risk fighting many patrols and arousing the entire level.

You can also tie the schedule into different states and events within the dungeon. For example, the goblin chieftain may hold a feast every midnight. At this time, he and his bodyguards gorge themselves on ale they stole from a nearby human settlement, giving them penalties to attacks and AC due to extreme drunkenness. During daylight hours, the guards in barracks areas may be asleep, while at night they are awake and ready for action.

When putting a schedule together, do not worry about shifting the dungeon's inhabitants around every hour. Most creatures should stay in the same place for long stretches at a time. The same group of guards may remain on duty for eight- or nine-hour stretches. A goblin wizard may sleep for nine hours in his chambers, work in his library for 10 hours during the day, spend four hours in the tribe's shrine, and spread his remaining hour in the chief's room for a nightly feast.

As mentioned above, you can create several schedules to simulate a dungeon's changing situation. These can be tied into trigger events, the dungeon's social geography, and other factors that alter the environment. If a dungeon is prepared to repel intruders, its inhabitants cancel hunting trips to keep as many warriors available as possible, organize warriors into larger groups, and keep outer areas guarded against intruders at all times. From the example above, the goblin wizard may now work fewer hours in his lab and instead spend several hours a day stationed at a guardroom near the dungeon's entrance.

MAGIC IN THE DUNGEON

Many of the creatures and NPCs you can place in a dungeon have the ability to work magic. From a mad wizard lurking within a tower's ruins to a small pack of aranea, spellcasting talent is by no means limited to player characters. It stands to reason that monsters with magical talent use those abilities to alter their environment and improve its defensibility against the depredations of rampaging monsters or crusading adventurers. This section presents some tips and tricks for using specific magic spells against the party. Use this advice to improve your handling of NPC spellcasters and construct challenging dungeon encounters.
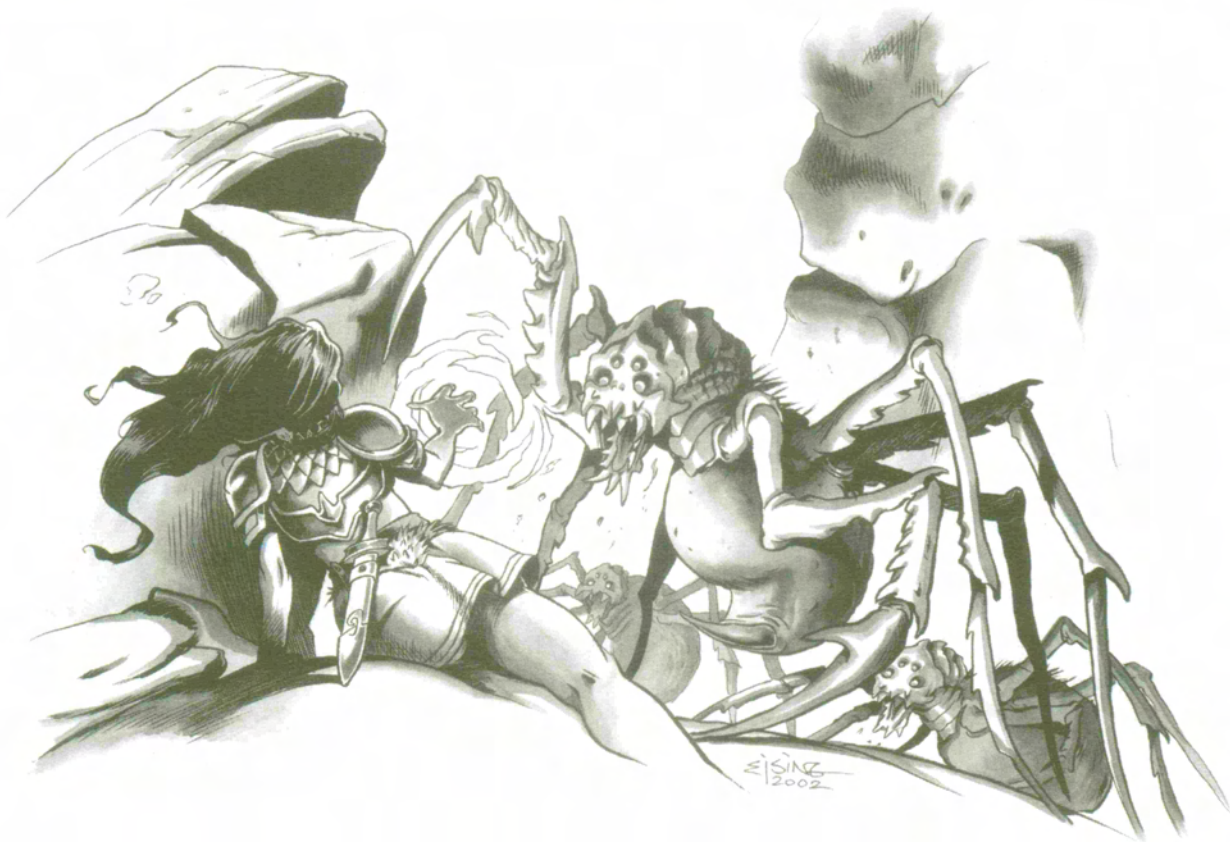
All too often when using an NPC spellcaster, DMs fail to consider what that caster does in the downtime between his run-ins with adventurers. An NPC spellcaster does not exist in a bubble. Before the characters show up in a dungeon, a spellcaster has plenty of chances to use his magic to improve his defenses and prepare his followers to repel invaders. Just as the characters use spells such as *bull's strength* to prepare for a difficult encounter, so too should NPC wizards and clerics use similar spells on themselves and their allies.

Alarm: Any caster of 6th level or higher can use this spell to ward a dungeon for a good portion of the day. *Alarm's* greatest strength is that its mental alarm version does not alert the party. The party could think they have infiltrated an area while the monsters prepare a rude reception for them. In this case, the spellcaster can prepare spells, make his escape, or rally his followers for a counterattack while the PCs deal with the outer ring of monsters.

Animate Dead, Create Greater Undead, Create Undead: If the party breaks off an attack against a caster, this spell can help replenish his defenses. Any monsters or humanoids slain by the party can be animated and pressed into service. Even though skeletons and zombies are rarely as effective as the creatures they replace, they force the party to spend time defeating them and can drain resources and hit points. A spellcaster can afford to let the skeletons and zombies he creates run out of control so long as he keeps them at the dungeon's outer edges where they can encounter adventurers rather than his minions.

Antipathy: While normally reserved for powerful casters, this spell is an excellent tool for forcing the party to stop in their tracks, forcing them to abandon a pursuit, or splitting them up. *Antipathy's* duration is long enough that one spell can last more than a day. A caster can use this spell then prepare another one after resting without losing the spell's effects. A NPC can place this spell on an item kept in a chest or belt pouch and pull it out to use it in order to force the characters into a trap or pit or force them into some other deadly situation.

Arcane Lock: Though normally used ahead of time to seal an area against intruders, this spell is also useful during the heat of a battle. A judiciously timed *arcane lock* can cut off the party's escape route from a battle, prevent pursuit, or trap the characters in

a pit, cell, or other dead end. Remember that casting this spell is not an attack. An invisible spellcaster who trails the party can use it to hinder their progress or trap them in a room.

Bull's Strength, Cat's Grace, Endurance: These useful spells have a long enough duration that a spellcaster can use them to augment himself or his followers well before the party enters the dungeon. These spells are handy for strengthening NPCs. While commonly used by players, some DMs forget to use them with their NPCs.

Deeper Darkness: This spell's strength is its one day per level duration. Even a 5th-level caster can fill an area with darkness for almost a week. At the worst, the party must expend a *daylight* or similar spell to traverse an area cloaked with *deeper darkness*. At best, the dungeon inhabitants can use the darkness to cover an ambush or similar attack. Consider using this spell in odd places to hide creatures. Few players think to check a ceiling. Slap *deeper darkness* in the upper portions of a large room, and a few creatures with *fly, spider climb,* or similar magic can lurk there and prepare to drop down and ambush the party.

Desecrate: Another useful spell with a long duration, *desecrate* can transform any sec-

tion of a dungeon into a useful home base for an evil cleric with undead followers. Since the spell lasts two hours per level, high-level clerics can use it, rest, and recover spells. An evil cleric passing through an area with an entourage of undead can use this spell each night on his campsite. As a 2nd-level spell, even a 5th-level character can afford to prepare it each day.

Enlarge: Though normally used for the enlargement bonus to Strength it provides, this spell can also transform objects into daunting obstacles. A 100-lb. stone affected by a 5th-level caster's *enlarge* spell swells to 340 lb., enough to form a formidable barrier. This spell can also be used to instantly turn a small barrier into complete cover.

E's Black Tentacles: This spell's long duration allows the caster to essentially conjure an encounter to slow down the characters and bleed their prepared spells. A caster can use it to slow down the party or to dissuade pursuit. For best results, combine this spell with *deeper darkness* or anything that causes the party to blunder into the tentacles.

Explosive Runes: Though commonly used to trap scrolls and books, *explosive runes* can also be used on signs, maps, and other items that are not usually associated with this spell. Since the runes do not detonate when creatures designated by the caster read them, they can be used on small signs placed in the dungeon or symbols carved into doors, treasure chests, and other objects.

Fire Trap: Like *explosive runes*, the key to using *fire trap* lies in placing it somewhere the party does not expect to find it. A giant treasure chest kept in a heavily guarded room is an obvious spot for a magic trap. A belt pouch carelessly left on a table—or so it seems—is not. If an NPC has several days to prepare for the characters' assault on the dungeon, he can scatter a few trapped belt pouches, boxes, and similar items in the area, forcing the party to waste time dealing with them. Avoid overdoing it, as few spellcasters can afford to waste too much gold dust (this spell's material component) on such a stratagem.

Forbiddance: A great spell for evil clerics with an unholy fane to guard, this spell not only delivers a powerful effect but also allows the

cleic and his followers to operate as normal. A nasty trick is to force the party into an isolated room and use this spell to ward the area just outside of it, decisively cutting off their escape route.

Guards and Wards: The ultimate defensive spell for a wizard or sorcerer who dwells in a dungeon, *guards and wards* generates multiple effects with one spell. Most of the spell's effects are rather straightforward, but a few can be tweaked in creative ways. The hidden door effect is the perfect set up for an ambush, with creatures flooding the area from a door the party has little chance to detect. The *suggestion* effect is best used as a delayed effect. Use a *suggestion* that takes some time to take effect, such as a command to not attack an important NPC in the dungeon. Until the party must fight that foe, they have no knowledge of the effect they face. *Guards and wards* is a great example of a spell that many DMs overlook when planning their NPCs.

Hallucinatory Terrain: Use this spell to conceal a crevasse, pool of water, magma stream, or other natural but dangerous terrain feature in the dungeon.

Minor Globe of Invulnerability: This useful defensive spell also makes a handy fortification that can be used to suppress a character's defensive spells. Since any spell of 3rd level or lower fails to function within the globe, a carefully positioned casting of this spell can be used at a choke point or doorway to supress spells such as *bull's strength, mage armor, shield,* and similar magic. Note that spells are suppressed in the globe, not destroyed.

Rope Trick: If the creatures within a dungeon expect trouble, they can use this spell to prepare several ambush points throughout the area. A squad of monsters can watch over a doorway or corridor from above via the *rope trick's* opening. When the characters pass through the area, the monsters can either leap upon them from above or wait until they have passed through to move into an ambush position.

Sepia Snake Sigil: The advice given for *explosive runes* applies to *sepia snake sigil*, though note that unlike *explosive runes* this spell affects any creature that reads it except the caster.

Unhallow: Though this spell takes a full day to cast, its effects are permanent. *Unhallow* makes the most sense in areas that serve as permanent bases for spellcasters. The material components for this spell cost too much for it to be used on a casual basis.

TRAPS

Pits, traps, and other hazards can slow down the party, drain their resources, and force them to find other routes through the dungeon. Traps work a lot like regular encounters in this manner, but unlike monsters they can only be defeated in a very limited number of ways. Most traps require a Search check followed by a successful Disable Device check in order to overcome them. Furthermore, if the characters do not bother to search in an area they may walk right into a trap and sustain its full effects.

Traps are good tools to break up an adventure's pace and to keep the players on their toes. A seemingly bare corridor suddenly becomes a potential deathtrap if the PCs have encountered many traps on their way through the dungeon. Traps add an element of surprise, introduce a random factor into encounters, and force the characters to prepare for danger around any corner. Consider both the good and bad of traps before adding them to your dungeon.

USING TRAPS

A trap works a bit like a micro-encounter. It delivers an effect against the party usually in one instant. A spear trap impales the party's cleric, a pit opens up and drops the rogue into a bed of spikes, a bursting jet of flame blasts the wizard when he steps on the wrong flagstone. Unlike a battle, traps rarely have an effect that can be partially nullified with spells or good tactics. When one activates, it either deals its full damage or the target makes his save and escapes unharmed. This makes traps somewhat arbitrary and leaves the players feeling that they have little control over a trap's effects. A fighter can decide to charge a troll or hang back and use his longspear. In either case, the troll may defeat him but at least the fighter's player had a chance to think of a strategy against the beast. Traps do not work like that. Either the characters spot some clue to their presence and disarm or avoid them or they blunder into them and suffer their effects.

Despite this condemnation of traps, they still hold a very useful place in any DM's bag of tricks. Since traps are seemingly random and arbitrary, they are perfect for emphasizing the dangerous nature of a dungeon. If the players (and their characters) must account for traps at every corner in a dungeon, they may become nervous, tense, and paranoid. Dungeons are dangerous places, and a healthy dose of traps helps enforce that feeling and breed some well-deserved fear into players who might otherwise treat them casually.

PLACING TRAPS

The key to making good use of traps lies in placing them in your dungeon and running them during the game. If you add traps to areas of a dungeon where they make sense and increase the fear and tension, your dungeons are much better for it. Since the players must take active steps to find traps, it is important that you provide them with clues or a context that points to a trap's presence. Traps that appear utterly at random slow down the game and frustrate the players as their characters are slowly worn down by events they cannot predict. If they cannot predict an event, they cannot plan for it, leaving the players feeling as if they have no real effect on the adventure's outcome.

Traps should guard important areas, treasures, and other critical portions of the dungeon that warrant the protection a trap offers. A random orc is unlikely to install a poisoned needle trap to protect the copper pieces in his personal treasure chest. The orc shaman is quite likely to use such a device on the golden coffer that holds the ritual items dedicated to his gods. Experienced or wise players should expect traps to protect valuable treasures. Only a foolish player blindly rushes forward to grab a seemingly unguarded treasure.

Doorways and corridors that lead to sensitive areas are also good candidates for traps. The passage leading into the portion of a dungeon controlled by orcs could likely feature a pit trap or spring-loaded crossbow to dissuade intruders. Context is important for these traps. The characters should have a sense that the passage they walk down is important. One or two traps that seem to spring at random can help instill some fear in the characters, but too many such devices only serve to frustrate them. Concentrate on building hints and clues that tip off a trap's presence to observant players. You do not need to make traps obvious. Part of what makes them useful in a dungeon is their hidden nature and the sudden danger they cause. Concentrate on rewarding players who decipher the clues of a trap's presence and expect them in logical places.

A pattern of traps is the easiest way to use a lot of traps without overwhelming the players. In an ancient crypt, a series of statues may fire poisoned darts at characters that walk by them. The players can learn to beware the statues and check them for traps as they explore the dungeon. The first few times the characters spring the trap, it catches them by surprise. Over time, they learn to look out for it. You can instill some fear into the players by varying the pattern. On the first level, the statues all hold traps. On the second level, none of the statues are trapped. Instead, every door that opens inward is trapped. In this way, you can build up expectations and then turn the tables on the characters. This keeps them on their toes even after they have solved the traps' patterns.

When running a trap as part of a game session, it is best to make the players' Search and Disable Device checks in secret. That way, the players cannot use the die result of their check as a guide to whether they should try again, take 10, or take 20. Traps play on uncertainty and fear, and making these skill checks in secret enforces both of those emotions.
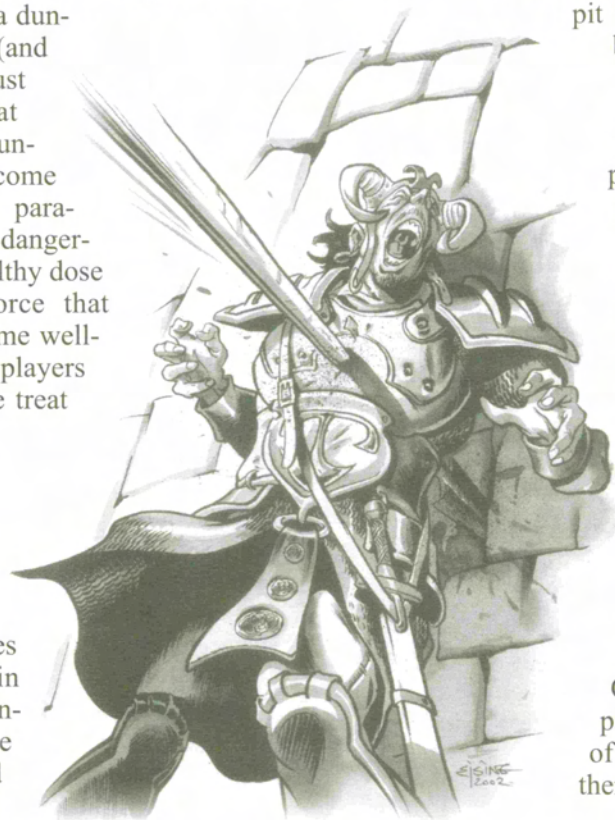
DUNGEON TEMPLATES

Just as templates modify a base creature to produce a new monster to set against the PCs, dungeon templates alter a dungeon setting, modifying the typical subterranean environment to create a unique, memorable place for an adventure. Most dungeons consist of caves, crumbled ruins, or tunnels carved into the earth. The dungeon templates allow you create dungeons that are ice caves formed within a glacier or iceberg, profane temples dedicated to dark gods, and caverns set in volcanoes that are filled with magma rivers and pools of boiling water.

Dungeon templates can be applied to a dungeon as a whole, a few rooms, or one particular region of your map. They are flexible enough that you can use several templates to modify a dungeon, either stacking their effects together on the same rooms or using them to create distinct regions within a cavern system.

OVERVIEW

Each template has the same basic attributes listed below. While monster templates must be applied consistently from monster to monster, dungeon templates are more flexible. You can pick and choose the facets presented in a template that appeal to you and offer the characteristics that make the most sense for your dungeon. There is no mechanical reason why you cannot mix aspects of the fire caverns with the ice cave template, though you may end up confusing your players.

Each template is described with the following headers.

Name: The template's name, meant to crystallize the template's nature in a few words.

Description: A simple description of the template and its effects. This section does not include any game rules. Instead, it provides an evocative description of the dungeons this template applies to and the effects it allows you to add to a dungeon.

Environment: General game rules for the template, usually supplied as a hazard stat block. See Chapter Three for information on hazards. Unless otherwise noted, the effects listed here apply to every portion of the dungeon that is under the template's effects. Examples of factors listed here are damage taken from an extremely hot or cold environment, rules for handling the template's unique effects on movement and travel, and notes for how the template affects magic spells and items.

Features: These dungeon features can be added to individual rooms to reflect the template's influence. The key difference between the effects listed under environment and those listed here is that the features do not necessarily appear in every room to which the template applies. Features are listed individually and are each given rules specific to their use.

Monsters: This section details humanoids, creatures, and other threats commonly found in dungeons altered with the template. While you are under no compulsion to use these creatures, they help enforce the template's theme and provide for a cohesive environment. This section gives advice regarding specific monsters and the environment created by the template.

CONSTRUCTED REALM

DESCRIPTION

While many dungeons are constructed or built in one form or another, this dungeon represents a special case. A constructed realm is built to sustain life in an otherwise inhospitable environment, such as the bottom of a volcano, the depths of the ocean, or the highest point on a mountain. Forged with industrial cunning and perhaps a bit of magic, the constructed realm is built from metal, glass, and other exotic materials. It sustains a hospitable environment within its walls, allowing its inhabitants to live in regions that are otherwise inimical to life.

Constructed realms are carefully planned and usually smaller than normal dungeons, as they require a tremendous investment in time, money, and magic. When mapping them, keep in mind that these dungeons are usually surrounded by a dangerous environment, such as lava or the deepest portions of the ocean. You may have to tweak your map for it to make sense.

A constructed realm can be added to dungeons that are set near a dangerous environment or can exist on their own. For example, a system of tunnels cut into a volcano may use the fire caverns template. These tunnels in turn connect to a constructed realm hidden in a pool of lava. Similar setups can be created using the constructed realm template in conjunction with the other templates, such as a small fortress built into a dead god's torso, a tower resting at the bottom of a sea cave, or an isolated keep set within a glacier.

ENVIRONMENT

The entire purpose of the constructed realm is to create an environment hospitable to life. Thus, the realm itself maintains a comfortable air temperature suitable for most player character races. However, the true danger in such an area lies in structural damage that wizards, fighters, and other adventurers all too often deal to their surroundings. A constructed realm suspended in a dangerous medium may experience a hull breach that quickly kills those who live within it. Whenever the characters or a monster use a spell with an area of effect, apply the damage to any walls or other barriers that fall within that area. If this results in the destruction of a portion of the wall, lava, boiling water, or whatever else surrounds the constructed realm pours into it. On the first round, this material fills one 5-foot-by-5-foot square area. On the second round, it spreads to two more, on the third three more, and so on until the dungeon is filled or the breach contained with an air lock or similar barrier. Here are two examples of hazards this may cause:
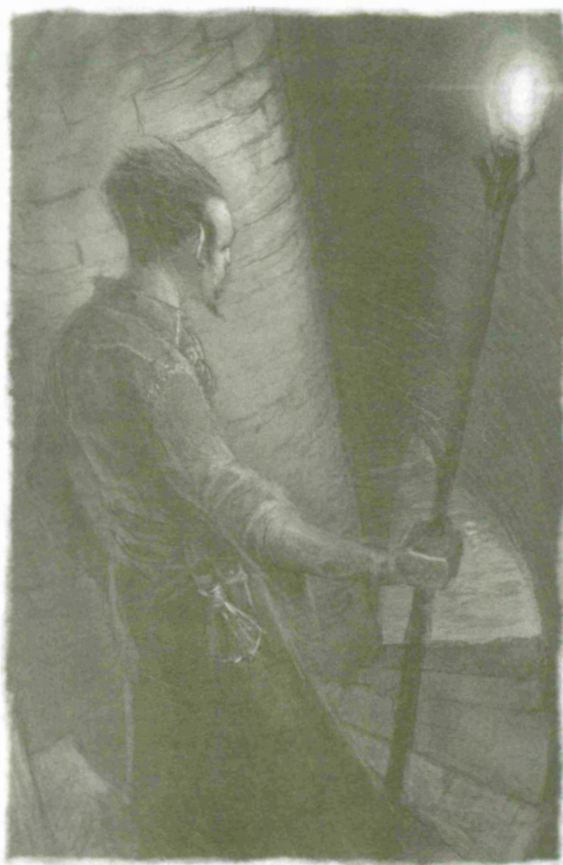
Boiling Water: No save; 1 round interval; 1d6 points of damage; Special: A character fully submerged in boiling water takes 10d6 points of damage per round.

Lava: No save; 1 round interval; 10d6 points of damage; Special: A character fully submerged in magma takes 100d6 points of damage per round.

FEATURES

Most of the features presented for use with constructed environments relate to their operations and construction. As uniquely crafted dungeon areas, they require air locks and other items to function properly.

Air Lock: This chamber is used to seal one section of the constructed realm from another or to provide an entry way into the realm. In case of a hull breach, the air lock can contain any damage caused by water or lava that flows into the realm. The doors to an air lock are exceptionally heavy and are usually crafted from the same material used to form the constructed realm's outer hull. Closing and sealing the doors is a full-round action. Once sealed, the doors may not be opened from the air lock's interior. Trapped characters must use brute force or magic to escape. If the environment suffers a hull failure, the air lock prevents the damage from spreading.

If an air lock is filled with water, vacuum, or another dangerous environment, a mechanism built into it either pumps water out or forces air into the chamber, allowing creatures to enter the realm from the outside.

MONSTERS

The personality and resources of the wizard or engineer who constructed it and its surrounding environment determine the nature and type of monsters found within the constructed realm. If you opt to use the constructed environment in conjunction with a second template, use the creatures described with that template to help stock it. Otherwise, creatures such as constructs and outsiders make the most sense for these dungeons. Building a constructed environment is no easy task, leaving only powerful mages to attempt it. Such spellcasters in turn doubtlessly have golems, demons, shield guardians, and similar creatures at their beck and call.

FIRE CAVERNS

DESCRIPTION

Hewn from the rock of a volcano or similar scorching habitat, the fire caverns feature lava flows, geysers of superheated water, frequent tectonic activity, and other disruptions that all pose potentially dire threats to the characters. Of the dungeon templates presented here, the fire caverns are the most likely to claim a character's life.

Fire caverns resemble natural caves, but their close proximity to hot spots in the earth's crust makes them a daunting environment. Cavern

walls threaten to collapse, spilling lava across the dungeon, while fiery elemental creatures and outsiders congregate here in relative comfort compared to the rest of the material plane.

Fire caverns only rarely make sense with the other templates or even standard dungeons. The environment these dungeons are usually found in precludes the use of ice caves and flooded caverns. However, you could explain the presence of swelteringly hot caves with elemental nodes to the plane of fire, the presence of a magical artifact, and similar effects.

Environment

The extreme heat, lava, and fiery environment of these dungeons can claim the lives of as many, if not more, adventurers than the fire giants, red dragons, and similar creatures that find fire caverns a comfortable environment. Many of the caves and chambers found in this sort of dungeon are cut by rivers of lava, built from superheated stones, and filled with gouts of smoke and fire. The following environments can apply to almost any region, if not every chamber, within a fire cavern dungeon.

Boiling Water: No save; 1 round interval; 1d6 points of damage; Special: A character fully submerged in boiling water takes 10d6 points of damage per round.

Flames: Reflex save DC 15; 1 round interval; 1d6 points of damage; Special: On a successful save, the flames are extinguished. A character gains a +4 bonus on this save if he rolls on the ground or if the flames are smothered with a cloak or similar item.

Heat: Fortitude save DC 15; 1 hour interval; –1 penalty/interval; 1d4 points of subdual damage; Special: While exposed to heat, a character wearing thick, heavy clothes or armor of any type suffers a –4 penalty to his saving throw. If a character is reduced to 0 hit points by heat, he begins taking normal damage from this hazard. A character cannot heal subdual damage dealt by heat until he cools off.

Lava: No save; 1 round interval; 10d6 points of damage; Special: A character fully submerged in magma takes 100d6 points of damage per round.

Smoke: Fortitude save DC 15; 5 round interval; –1 penalty/interval; 1d4 points of subdual damage; Special: Thick smoke fills the area, choking characters and causing them to cough and wheeze. In addition to the effects listed, treat the smoke as an *obscuring mist* spell for purposes of determining line of sight and concealment.

Features

Fire caverns typically include terrain relating to their hellish environments. Rivers of lava, pools of boiling water, and other dangers await within many of the caves and chambers found in these dungeons. In addition to the obvious threats such features pose, keep in mind that many fire creatures are immune to heat damage. An azer could, for example, grapple a character and pull him into a pool of lava without fear of harm. Such creatures should use grapple and bull rush attacks to take advantage of their environment and make what would be a typical encounter much deadlier and more dangerous than normal. As a rule of thumb, increase the EL of any encounter where the creatures can take advantage of their fire immunity by exposing the characters to their native environment by 1.

Boiling Mud Pits: Some areas of the dungeon are partially flooded with water, giving them thick, muddy floors. Combined with the area's intense heat, this yields a bubbling, gurgling series of mud pits. Characters can move through the mud at half speed. In addition, characters must make Fortitude saves (DC 15) each round they stand within the mud or suffer 1d4 points of subdual damage from the intense heat. Characters in armor suffer a –4 circumstance penalty to this save.

Crumbling Walls: In some areas of the dungeon, a thin layer of rock may be all that separates the characters from a massive river of lava. If these thin walls are hit with an area of effect spell, resolve damage against the wall as normal. Alternatively, a creature immune to fire could smash the wall to help drive the characters out of the dungeon. If the wall should be breached, streams of lava flow from the cracks that form along its length. The lava fills a number of 5-foot-by-5-foot squares equal to the number of rounds since it was unleashed. For example, it fills one square on the first round, two more on the second, three more on the third, and so on. You may either opt to allow the dungeon to become flooded in this manner or allow the lava to overrun only a single room. Stone has a hardness of 8 and 15 hit points per inch of thickness.

Geyser: A roaring jet of boiling water or fiery lava erupts within this room, filling the area with a fiery storm of molten rock or searing water at a regular interval. While the characters are in this chamber, there is a 10% chance each round that the geyser erupts. All creatures within 100 feet of the geyser must make Reflex saves (DC 15) or take 4d6 points of damage (lava) or 1d6 points of damage (boiling water) depending on the geyser's nature. The geyser inflicts fire damage.

Hell Furnace: This particular chamber is located near a major elemental node, a jetting lava geyser, or a similar terrain feature that radically increases its temperature compared to the rest of the dungeon. While fire creatures find this area warm and cozy, its extreme heat can prove deadly to the characters. Use the following heat hazard to simulate this place's environment. Note that it is best to use this feature sparingly or only against high-level parties. Otherwise, the characters can be quickly overwhelmed by the heat.

Heat, Hellish: Fortitude save DC 15; 5 minute interval; –1 penalty/interval; 1d4 points of subdual damage; Special: While exposed to heat, a character wearing thick, heavy clothes or armor of any type suffers a –4 penalty to his saving throw. If a character is reduced to 0 hit points by heat, he begins taking normal damage from this hazard. In addition to the effects of this hazard, this intense heat automatically deals 1d6 points of damage per minute as characters sustain burns to their skin and lungs from the intensely hot air. Characters wearing metal armor are affected as if the target of a *heat metal* spell. A character cannot heal subdual damage dealt by heat until he cools off.

River of Lava: A large stream of lava cuts across this chamber, possibly forcing the characters to somehow cross it to continue through the dungeon. The rules for falling into lava are given above, under environment. A stone or metal bridge may cross this area, or the characters may have to somehow improvise a way across. They could pile stone slabs into the river to form a bridge or simply burn spells such as *fly* or *levitate*. Keep in mind that creatures immune to fire, especially wizards, can use this terrain feature to keep themselves safe from the party's fighters, barbarians, rangers, and paladins. Such a spellcaster can simply stand in a pool of lava and use his magic without fear of a direct melee assault.

Monsters

Creatures with fire resistance or immunity are ideal for this sort of dungeon. The following list includes most such creatures from the core d20 System rules: azer, demons, devils, efreeti, dragon turtle, fire elemental, fire giant, hell hound, magmin, mephit (fire, magma, steam), pryohydra, rast, red dragon, and salamander. All of these creatures can comfortably dwell in even the fiercest fire caves.

Flooded Caverns

Description

In some regions, a dungeon's passages and chambers may extend below the local water table or extend into a river bed, subterranean sea, or other body of water. These flooded caverns are home to aquatic monsters and pose a difficult challenge to the characters. While even a low-level character can withstand bitter cold or sweltering heat for a short time, drowning is equally lethal for a 20th-level fighter as it is to a 3rd-level wizard. *Water breathing* is a 3rd-level spell, making it difficult for parties below 5th level to even consider exploring a flooded cavern. Even then, the party's spellcasters are forced to use some of their most powerful spell slots to simply ensure the characters' basic survival.

Despite these hurdles, a flooded cavern can produce challenging and memorable dungeon adventures. The unique environment allows you to use creatures that adventurers do not often face, create encounters that require the characters to utilize all three dimensions of movement, and face a variety of practical challenges that must be overcome with cunning and planning.

Flooded caverns can form in a variety of ways. They may simply be the lowest levels of a dungeon built too close to a body of water, allowing you to combine this template with others. You could set a flooded dungeon within an iceberg, forcing the characters to deal with both the cold and the watery depths. In this case, simply apply the cold or heat hazard to the flooded areas. Sea caves, ruins set upon the ocean floor, and other aquatic environments also make for good flooded dungeons. Keep in mind that the characters most likely need magic or some other assistance to move through water. Thus, placing a flooded cavern system far from an area where they can rest in open air may overly tax their capabilities.

Environment

Obviously, a flooded cavern is filled with water. Use the standard rules for swimming and drowning while the characters explore these dungeons. You can simulate freezing cold or boiling hot water by using the drowning hazard below with any of the heat or

cold hazards given in Chapter Three and reprinted with the appropriate templates in this section.

Drowning: Constitution check DC 10; 1 round interval; –1 penalty/interval; Special: A character can hold his breath for a number of rounds equal to twice his Constitution score. After that interval, apply the effects given for this hazard. On a failed check, a character immediately drops to 0 hit points. On the next round, he drops to –1 hit points and is dying. On the third round, he dies.

FEATURES

Aside from the obvious environmental danger posed by traveling in a flooded area, the second most important facet of this template is that it allows movement in three dimensions rather than just along a dungeon's floor. The characters can just as easily swim up or down as they can north, south, east, or west. When building a flooded dungeon, consider making such movement a critical part of the battles and puzzles the characters face. Monsters can surround a fighter from above and below, while a secret door may be hidden in a chamber's ceiling.

Currents: Water does not have to remain stagnant throughout a dungeon. Strong currents can threaten to sweep aside the party and carry them into dangerous regions or directly into a trap. Determine in which direction a current flows, how hard it is to resist, and how far it carries a character. The following hazard represents a typical current. You can increase the Swim DC and the distance it moves a character to represent a powerful current or decrease them for a weaker one.

Current: Swim check DC 10; 1 round; Special: On a failed check, the character is pushed 2d6 feet in the current's direction. This check is made before the character attempts to use his Swim skill to move. If a character is forced into a wall or other obstacle, he suffers 1d4 points of subdual damage.

Whirlpool: This water hazard swirls around at an incredible speed, catching loose debris and weak swimmers in its grip and dragging them down its powerful current. A whirlpool results when water rapidly drains downward. A magical effect or a creature such as a water elemental can also cause a whirlpool to form.

Swim check DC 20; 1 round; Special: On a failed check, the character is pulled 4d6 feet per round down the whirlpool's spout. This may drag him down to the cavern's floor, through a crack to a wholly different chamber, or into an elemental gateway, depending on the source or nature of the whirlpool.

MONSTERS

Creatures that can breathe water or do not need air to live are best suited to this environment. Other creatures can function here, but like the characters they need magic items that allow them to breathe under water. All creatures with the aquatic type modifier can breathe water, unless common sense or the creature's description indicates otherwise.

Water breathing creatures include aboleths, dragon turtles, green dragons, krakens, kuotoas, locathah, mephits (ooze, water), merfolk, nixies, oozes, sahuagin, sea hags, sea lions, skum, storm giants, tojanidas, tritons, and water elementals.

Often overlooked for use in underwater encounters, undead are well suited to these dungeons. Obviously, dead creatures do not need to breathe. Similarly, constructs are also at home in an undersea environment.

ICE CAVES

DESCRIPTION

Formed from a great mass of ice by melting, mining, or some natural force, ice caves present a dangerous environment because they are incredibly cold and, as they are made of ice, are difficult for most creatures to easily travel through. Characters who try to move quickly across an ice cave's frozen floor may slip and fall, a result that can be annoying while exploring a chamber, deadly while fighting off a terrible creature. Ice caves offer many hidden dangers. Some creatures are adept at moving through ice and enjoy an advantage in this environment. Ice lacks the strength and constancy of stone, as spells such as *fireball* can do more harm than good to a party and thin layers of ice over pools of water and similar hazards can claim a reckless adventurer's life.

While most ice caves are carved from icebergs and titanic glaciers, this template can also be used to cover natural caves found in arctic climates. To simulate such caves, ignore any features or environmental factors that apply to an icy environment. You can apply the effects of temperature to chambers and caverns that are composed of stone and use the rest of the effects in areas that are choked with ice.

When mapping ice caves, their rooms and passages may be either smoothly formed or rough-hewn. Keep in mind that compared to stone, ice is much easier to chop through. Many spells can melt it to speed up work, even low-level ones such as *burning hands*. Ice caves may also have a much more vertical rather than horizontal arrangement, with rooms positioned atop each other heading upward to an iceberg's summit or dropping down to the base of a glacier.

ENVIRONMENT

Ice caves are freezing cold. The following environmental hazard applies to the characters while they travel within them.

Cold, Winter Storm: Fortitude save DC 15; 1 hour interval; –1 penalty/interval; 1d6 points of subdual damage; Special: Subdual damage inflicted cannot be healed until the character warms up. Characters who take any subdual damage from the cold are considered fatigued due to frostbite and hypothermia. This condition is removed when the subdual damage is healed. If a character falls to 0 hit points due to this hazard, it inflicts normal damage.

You may optionally use the extreme cold hazard given in Chapter Three for areas deep within the ice or that are exceptionally cold due to magical or natural effects.

Icy Environment: Walking across ice requires a Balance check (DC 15) to avoid falling. Characters may move at half normal speed to avoid having to make this check. While walking long distances, characters must make this check once per minute.

In addition to the threat of falling, fire spells and heat effects can weaken an ice cave, causing collapses or micro-floods. A spell with the fire descriptor causes a great gout of steam that quickly freezes over. Treat the spell's area as if it was filled with an *obscuring mist* that persists for 1 round after the spell's duration ends.

If a fire spell's effect reaches the ceiling, there is a 1% chance for each point of damage the spell inflicts that the cave partially collapses. Any creature in the spell's area of effect suffers 2d6 points of damage from falling ice. A Reflex save (DC 15) halves this damage.

FEATURES

The following traps, dungeon features, and other items can be added to ice caves to highlight their unique nature and thwart the characters' progress.

Concealed Pit: Secreted beneath a thin layer of ice, this trap is extremely difficult to detect with methods short of applying weight to the pit's opening. Use a standard pit trap for this feature, but increase the Search DC to detect it by 5 and its CR by 1.

Icy Slope: A steep passage of ice sloped up or down can prove to be a formidable obstacle. Characters trying to scale a slippery passage must make Climb or Balance checks (DC 20) to avoid tumbling down the slope. After sliding down such a passage, assume that a character continues to slide half the distance he moved down the slope into the room beyond, tak-

ing 1d6 points of damage if he hits a wall for every 10 feet of sliding movement he has not yet spent.

Icy Spikes: Icicles can form in caves hewn into the ice, especially if the delvers used magic to clear their path. In combat, these spikes can be knocked loose to shower down upon characters and monsters standing beneath them. Knocking these spikes loose requires a ranged bludgeoning attack against AC 8 that deals 6 or more points of damage, or an appropriate spell, such as *shatter*. Characters under the spikes that are within the spell's area of effect or the 5-foot-by-5-foot area targeted with the attack take 2d6 points of damage, half on a successful Reflex save (DC 15).

Mirrors of Ice: In some regions of the ice caves, the glimmering walls reflect light as mirrors. A villain can use this to his advantage in areas with tight, narrow corridors, reflecting his image across the chamber and making it difficult to focus on the real target. Within these areas, one single monster gains the effect of a *mirror image* as cast by a 3rd-level sorcerer. However, a Spot check (DC 20) allows a character to determine the villain's location.

Slippery Areas: A section of ice is exceptionally slick, making it much more difficult than normal for characters to progress across it. The Balance DC to avoid falling on such ice is 20.

Water: While water always poses the threat of drowning, in a frigid environment it can freeze a character to death even after he is pulled from it. A character who falls into water is considered to be exposed to the extreme cold hazard (see Chapter Three) rather than the winter storm hazard listed above. This lasts until the character can be completely dried off and warmed by a campfire or similar heat source.

Monsters

Obviously, creatures that hail from the arctic make the best choice for use in an ice cave. They can ignore the effects of the environment and have the easiest time moving across the ice. Arctic creatures include frost giants, frost worms, air, ice, and water mephits, remorhazes, and winter wolves. Other creatures can be adapted to a cold environment by describing them as furrier and heavier built than normal. A dire ape adapted in this way can be used as a yeti.

The destrechan's sonic abilities make it a deadly foe in an ice cave. In addition to its listed abilities, this creature can use its harmonics to mimic an *ice storm* cast by an 8th-level sorcerer.

Water elementals can easily move through the cracks formed in an icy environment, allowing them to attack the characters from hiding with ease. Grant these elementals a +5 circumstance bonus to Hide checks and ignore their size modifier.

Megacorpse

Description

In the fantastical world of fantasy gaming, some creatures reach titanic sizes that approach the size of small villages or, in this case, dungeon levels. A megacorpse is the remains of a monstrous creature that died and either is fresh enough or is preserved by magic so that creatures can dwell within its remains. A megacorpse may be buried beneath the earth, left exposed on the surface of the world, concealed within a deep cavern, or drifting through planar space.

Compared to the typical stone and earth dungeon, the megacorpse is a hellish place. Moldering organs filled with bile and fluids stand ready to burst and shower explorers with acid or drown them in blood. Monstrous maggots and carrion beasts teem in this place, gnawing on the corpse's flesh and spreading disease. Bones, organs, muscle, and other body parts form long hallways, cavernous chambers, and other sections of this dungeon.

When mapping a megacorpse, consider tying major chambers in the dungeon to specific organs and other areas. A winding maze may be the creature's digestive tract, while a cavernous room may represent its hollowed out skull. If you are truly ambitious, you can use an anatomy text to map out the human body and use it to model a titan or giant's corpse. Keep in mind, though, that the megacorpse need not be humanoid in nature. An ancient wyrm or a strange, planar creature can serve to host any sort of dungeon map. Still, part of the appeal of this dungeon template is that the characters can keep track of their relative position within it based on the organs and body parts they can identify.

The megacorpse can easily be incorporated into traditional dungeons or other templates. The body may have been partially petrified, allowing you to mix in stone dungeons, or it may have been frozen in ice. Other dungeon templates, such as constructed realm or temple of evil, could be built within a large cavity found in the megacorpse. The flooded caverns could simply be blood-filled portions of the body.

Environment

The megacorpse is a prime breeding ground for disease. Even if preserved, portions still succumb to rot and fester with bacteria. The following hazards can apply to megacorpses, though you may decide that the dungeon is preserved well enough that it does not carry diseases or a crippling stench.

Festering Pit of Disease: Fortitude save varies; 4 hour interval; Damage and effects vary; Special: Choose a disease from the core d20 System rules. Every four hours, the characters are exposed to it and must make saves to resist contracting it. Optionally, you may randomly determine which disease each character may catch before they make

their saving throws. You can shorten or lengthen the interval to simulate rotting megacorpses or relatively clean ones.

Scent of Decay: Fortitude save DC 15; 1 hour interval; Damage: 1d4 temporary Strength; Special: The damage inflicted by this hazard cannot be healed by magic, but it is immediately removed when an affected character leaves the megacorpse. Creatures that lack a sense of smell are immune to this effect. Once a creature saves against this hazard, he does not need to make another save until he leaves the place and enters it again. A character who fails a save is allowed new saves at the listed interval. On a failed save, roll damage for him again. On a successful save, he immediately loses the Strength damage and does not need to save again until he leaves the megacorpse and enters it again. Optionally, you may decide that a creature must spend at least four hours away from the corpse before the Strength damage fades and it must make another save on reentering.

Bone and Flesh: Explorers may cut through a megacorpse with relative ease. Every five cubic feet of flesh has 20 hit points and a hardness of 0. Count sections of bone as the equivalent of wood.

FEATURES

Megacorpses are dangerous environments, filled with noxious substances and rotting passages that are ready to engulf explorers.

Blood Pools: While disgusting to look upon, these formations are no deadlier than water. Characters who fall into them must swim and risk drowning. Some blood pools are set below thin layers of rotting skin. Characters who walk across the decaying flesh fall into the blood below. Treat these formations as covered pit traps.

Fluid Pocket: A small gland or pocket within the corpses' flesh holds a bodily fluid. If this area of the megacorpse is penetrated with a slashing weapon or hit with a spell that causes damage, it bursts open and showers the area with its contents. Fluid pockets can hang suspended in a chamber or lurk beneath the floor, wall, or ceiling. When a character or monster standing near one of these features misses an attack with an edged weapon, there is a 10% chance that the pocket is cut open and ejects

its contents. There are three types of pockets detailed below.

Acid Pocket: This gland holds searing acid that burns living flesh. When ruptured, any creature standing within 10 feet of the fluid pocket's area takes 2d6 points of acid damage. A Reflex save (DC 15) halves this damage.

Bile Gland: When cut open this pocket unleashes a massive wave of thick, bitter fluid. The bile itself is harmless, but it flows forward in great enough volumes to knock over creatures. Treat this as a trip attack made against each creature within 10 feet of the pocket's area at Strength 16.

Gas Pocket: This noxious pocket unleashes a hideous gas that causes nausea in all creatures within 50 feet of the pocket who fail a Fortitude save (DC 15). Nauseous creatures suffer 1d6 points of temporary Strength damage for 10 rounds. Creatures that lack a sense of smell are immune to this feature.

Rotted Flesh: In some regions, advanced rot has set in. These areas smell particularly rancid, while the gooey flesh can act similar to quicksand. Apply the scent of decay hazard listed above to this area, increasing its save DC to 20. Furthermore, some sections of flesh look firm but merely cover rancid pools of rotted meat and fluids. Use the hazard below to model these spots. Treat them as pit traps to see if the characters detect them or fall in.

Sphincters and Passages: Rather than normal dungeon corridors, the megacorpse features blood vessels, intestines, and other passages they must navigate. Some of these avenues are sealed off with muscular sphincters that must be forced open (Strength DC 20) while others are partially collapsed pockets of flesh. Picture a long tube made of cloth. As the characters move down it, they must prop the ceiling above their heads with their hands. In such a corridor, the characters move at half speed and suffer a –4 circumstance penalty to all Spot checks.

Lurking Corruption: Swim check DC 10; 1 round interval; –1 penalty/interval; Special: Characters who fall into these pits are mired in rotted flesh, blood, and bile. Each round, they must make a Swim check to avoid drowning. To escape, a character must make a Strength check (DC 20) to pull himself free. Other char-

acters may aid him, while a rope or long pole extended to him grants a +5 circumstance bonus to his Swim and Strength checks to escape.

Monsters

The undead thrive in a megacorpse, feeding off the necromantic energies exuded as it slowly decays. For similar though more mundane reasons, vermin roost within these dungeons and feed off the flesh, blood, and organs found here. Other creatures can be used to simulate organs that have acquired their own malevolent life force through the necromantic magic used to preserve the megacorpse. Carrion crawlers, demons, devils, ghouls, hags, mohrg, oozes, and otyughs are just some of the monsters that might be found in a megacorpse. An assassin vine can serve as a group of tendons or frayed muscles that reach forth to strangle travelers. Digesters may be animated acid glands that gleefully melt intruders. The various oozes can represents organs or blobs of organic material animated by the magic that preserves the corpse or by its own foul nature.

Natural Caverns

Description

As their name indicates, these caverns arise from natural processes such as erosion, earthquakes, and other events that can open pockets within the earth. These dungeons have a random arrangement compared to others, as they are neither planned nor built for defense or any specific use. Most evil humanoids races use these areas as a stopgap measure until they can find permanent, better-organized lodging.

While natural caverns lack the obviously dangerous environments of fire caves or ice chambers, they can prove deadly to explorers. Most dungeons that creatures use as a lair have at least a modicum of structural integrity and are maintained for long-term use. After all, even orcs are not dense enough to build and lair in a dungeon with a ceiling that could collapse at any moment. Natural caverns do not have to answer to an engineer or designer. Traversing them is a challenge in and of itself, as their passages are often too narrow for most humanoids, flooded with water, and liable to twist straight upward or downward for hundreds of feet.

Environment

Natural caverns normally lack a strange or dangerous environment. To simulate natural fire caves or ice caverns, merely combine the appropriate dungeon templates. Of the dungeon types presented here, natural caves are the easiest to combine with other templates as they only require that the dungeon was formed rather than built.

Features

Natural caverns rarely cooperate with adventurers, as they feature tight corridors, low-ceilinged chambers, and other cramped confines that make it difficult to swing a greataxe or a wield a longspear. While some rooms within a cave system might be easier to maneuver through than others are, the following conditions and features are quite common throughout a natural cave system. As these places were not designed with human use in mind, they are arranged in a manner that hinders explorers and adventurers. In addition to tight confines, many areas in a natural cave are filled with water as per the flooded cavern template.

Collapsed Areas: Some portions of a natural cavern can collapse over time as water flows, minor earthquakes, and other events weaken a cave's ceiling or shift its passages. A collapsed area is choked with rubble, boulders, and other debris. Moving through it is a dicey proposition at best, as gaps in the floor, shifting rocks, and other hazards can send an explorer tumbling to the ground. Characters can move through a collapsed area at a quarter of their normal speed without any risk. At any faster speed, a character must make a Balance check (DC 15) each round or fall to the ground, taking 1d6 points of subdual damage. In addition, a character who fails his Balance check must make a Fortitude save (DC 10) or badly sprain his ankle, halving his movement until the subdual damage he sustained heals. Collapsed areas can be combined with other features, such as narrow or low passages. Often, an area that falls into ruin features small, cramped passages choked with dust and stones.

Crowded Space: Since natural caverns are not designed for the use of Medium-size humanoids, some areas are too cramped and tight for a human, orc, or similar sized creature to fight or work as normal. Crowded spaces feature stalactites and stalagmites that hinder the characters' range of movement. Large or bigger weapons are useless in these areas, as they lack the space necessary to wield them. Medium-size weapons are used with a –4 circumstance penalty on attack rolls. Furthermore, Medium-size and larger creatures suffer an additional –2 circumstance penalty to AC and attacks. Crowded spaces also make it difficult to dodge spell effects. All creatures of Medium-size or larger suffer a –2 circumstance penalty to Reflex saves.

Crumbling Passages: These regions of the natural caverns are cracked, unstable, and on the verge of collapse. When the characters move through such an area, they run the risk of disturbing the area and causing a collapse. Any time a creature uses an area of effect spell, there is a percentage chance equal to the damage inflicted that the cavern within the spell's area collapses. Creatures within this area must make a Reflex save (DC 15) or suffer an additional 2d6 points of damage from falling stones. On a successful save, a creature takes half damage.

Low Chambers/Passage: A low passage is too small for a Medium-size creature to move through comfortably. Creatures of size Large or higher cannot enter these corridors. Medium-size characters must crawl at half their normal rate of movement. They lose their Dexterity bonuses to AC. Otherwise, apply the rules for a crowded space to these areas. You can model different-sized areas by modifying the size limits these places impose. For example, a corridor that is too small for Huge creatures forces Large ones to move on their hands and knees and suffer the penalties for fighting in a crowded space. Medium-size and smaller creatures fight as normal.

Vertical Passage: These passages head straight up or down, forcing the characters to climb in order to proceed through the dungeon. Use the rules found under the Climb skill to run encounters in these areas. Creatures that can climb along walls, such as spiders, are particularly suited to these environments.

Monsters: Almost any monster can be found in a natural cavern. Some creatures are merely wild animals that lurk beneath the earth's surface. These monsters' natural habitat in these caverns gives them a decided advantage over adventurers, as they know how best to utilize the twists, turns, and tight confines of the caves. Other creatures, such as orcs, drow, and goblins, attempt to adapt a natural cave to their own uses. In many cases, these creatures may suffer the same disadvantages as the player characters. A few tribes learn to adapt to their adopted home, altering their tactics and learning to use the environment to their advantage.

TEMPLE OF EVIL

DESCRIPTION

A brutal edifice to malevolence and terror, the temple of evil is consecrated to a dark god. As such, it is infused with the raw, malfeasant energy of the outer planes. Demons cavort in its black halls, feasting on the flesh of innocents and strengthening the bonds between this place and the foul powers that sponsor it. Temples of evil serve as the center of activity for cultists, marauding humanoids, and other threats to the forces of good and civilization.

As these places are critically important to the adherents of evil gods, they are invariably

heavily defended and warded with the strongest black magic. Demons and malevolent spirits called from beyond the material plane stalk their halls, eager to fall upon intruders. The undead, infused with the necromantic energy of an evil temple, are much harder to ward away with divine energy. Worst of all, clerics of good deities must cope with the potential that their spells are foiled by the temple's malevolent influence.

Temples of evil can be easily inserted into normal dungeons or in regions modified with the other templates. A band of clerics or demon worshippers could convert part of a dungeon into an unholy fane, while an orc shaman could erect an altar that converts a few of his tribe's caves into an evil temple. A similar development in the other template dungeons could have the same effect.

ENVIRONMENT

Temples of evil are infused with the power of a dark god. This influence has several effects, depending on the level of the site's high priest.

If the high priest is 5th level or higher, the area covered by the temple of evil is continually affected by *desecrate* cast at the cleric's level. The improvements to this spell's effects due to an evil altar or idol apply only to specific rooms where such items are erected.

If the high priest is a 9th-level or higher cleric, assume the entire temple is under the effects of *unhallow*. Both this spell and *desecrate*, as described above, remain in effect. However, remember the rules for stacking modifiers and effects when determining the total bonuses these spells grant.

Finally, truly evil places exert a dark influence that saps the strength and will of good-aligned creatures that enter their halls. If the high priest is a 14th-level cleric or higher, the following hazard applies to all regions within the temple. Furthermore, areas that are critically important to a dark god, connected to some horrific past event or evil artifact, or located near a planar gate to hell or a similar realm, may also gain this hazard.

Malevolent Influence: Fortitude save DC 15; 1 hour interval; −1 penalty/interval; Special: This hazard represents the malevolent influence of the evil deity that watches over the temple. It affects all good-aligned creatures and characters. Those who fail a saving throw suffer a −1 profane penalty to attacks and saves. This penalty increases by 1 each time a character fails a saving throw against this hazard. Furthermore, while in this area all good divine spellcasters suffer a 10% chance of spell failure as the evil energies of this place disrupt prayers and other attempts to focus divine energy.

FEATURES

Most of the items and decorations found within an evil temple center on the god to whom the edifice is dedicated. Large holy symbols crafted from gold, silver, and other precious metals hang from the walls. Frescoes and paintings depict important scenes from the god's myths and his church's history. In a truly vile temple, there might be torture chambers, sacrificial altars, prison cells, and carrion pits crawling with minor demons or undead creatures. Remember that while the temple is a monument to evil, it must also support a staff and guards. Not every room should be dripping with blood and wallpapered with human skin, particularly barracks and other living chambers. The key to making a place truly frightening is to reserve the gory, frightening details for the most important places in the temple, such as the altars, sacrificial areas, and chapels.

Aura of Evil: The very essence of evil suffuses the temple, making it impossible to differentiate one evil aura from another. *Detect evil* and similar magics fail to function here. Instead, they only note that the entire dungeon area is filled with overwhelming evil.

Chamber of the Gate: This room features a massive disc made of black metal or rock. When the proper invocation is uttered, the disc transforms into a gate to the outer planes.

Crypt of the Faithful: The most dedicated adherents of the dark gods are buried here to serve their masters after death. Their bodies are molded into the walls using dark rituals and their souls bound into the temple's structure. While moving through this corridor or chamber, any good character who ends his movement next to a wall is attacked as if by a zombie or skeleton as the dead encased

within the temple reach forth to attack. In regions where the dead are entombed in the floor, this attack takes place whenever a good character ends his movement on such a space. No amount of hacking with weapons can destroy these creatures, though the death or flight of the temple's priests causes these figures to crumble to dust.

Eyes of the Faithful: Through either a magical spell or by harvesting the eyes of sacrificial victims and setting them into dark corners throughout the temple, the high priest is always aware of intruders and other threats. By concentrating for a moment, he can choose to view any room in the evil temple. This effect allows the priest to use his normal eyesight, including any spells that alter his perceptive abilities. Skills such as Hide and magic such as *invisibility* still cloak the characters from view.

Inner Fane: The central core of this place's evil, the inner fane concentrates and focuses the malevolent energies of the dark gods. The air here is noticeably hot or cold, depending on the god's nature, and undead gain an additional +1 turn resistance.

MONSTERS

Undead and evil outsiders of all sorts are prime candidates to stock an evil temple. In addition, the clerics responsible for maintaining the place and leading services make good monsters to set against the characters. If the place is a nexus of evil, consider using the fiendish, half-fiend, vampire, and lich templates to simulate the most powerful priests or those who have been touched by the dark ones and given their blessings. Golems and other constructs are also good choices for evil temples, perhaps gifts given to the clerics by allied wizards.

CAMPAIGN DUNGEONS

Most dungeons are designed to last for one, two, or perhaps three game sessions. The party achieves a particular goal they seek or simply loots the place of all its treasure, then moves on to the next dungeon. However, a dungeon can also serve as a centerpiece for an entire campaign. Rather than hopping from one dungeon
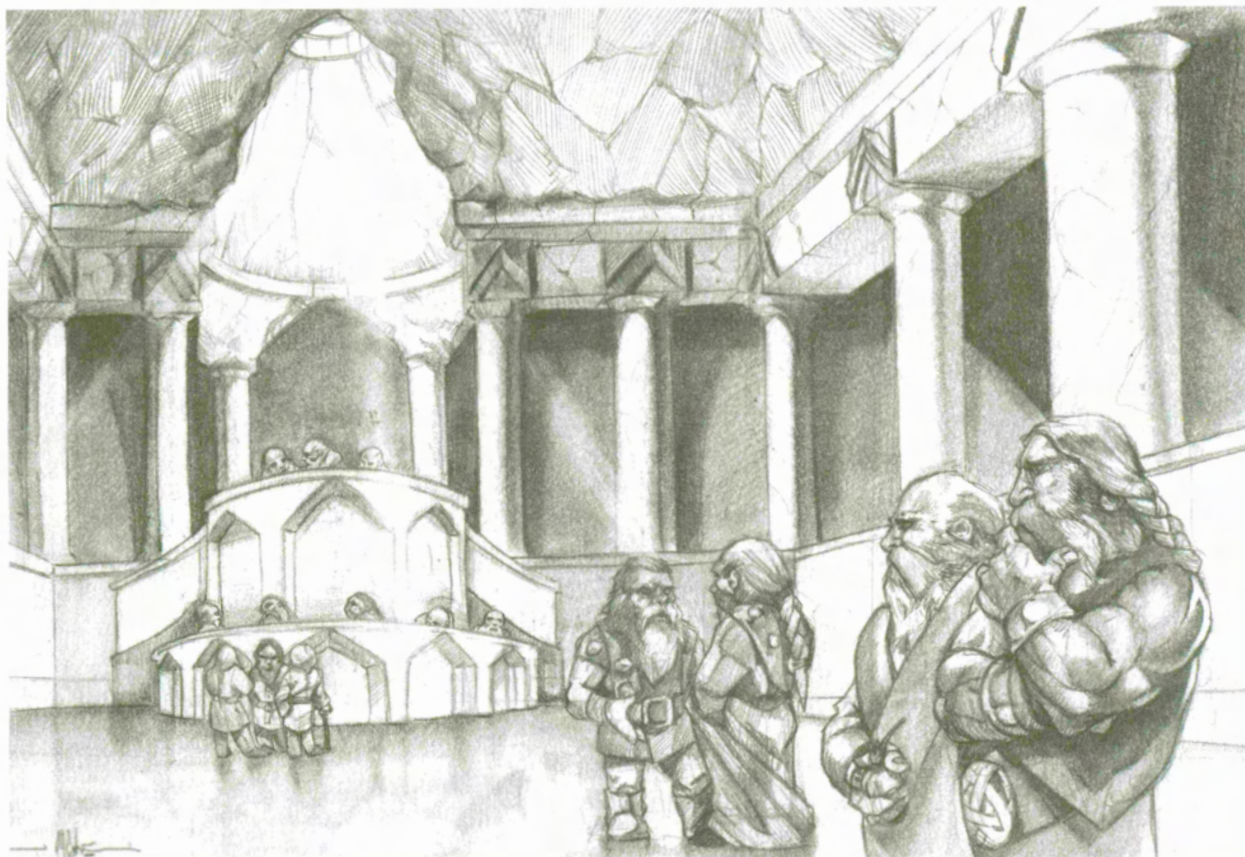
to the next, the party can advance from 1st to 20th level in the process of exploring a gigantic, sprawling dungeon that extends dozens of levels into the earth. Some of the earliest fantasy roleplaying campaigns centered on the ruins of a castle that the characters explored one level at a time. Experienced characters proceeded deep into the dungeon's depths while beginning characters kept within the first few dungeon levels. As the characters explored areas and cleared them of monsters, the dungeon would either remain vacant or new monsters would wander into the area. Different parties of adventurers could find the handiwork of explorers who went before them. One group may dump several sacks of copper coins and some minor magic items in a room to cut down their load, leaving them for a different party to discover and loot. If a band of dwarves attacks and kills many of the orc guards in a region before retreating to the surface, a different band of explorers may enter the area, find the orc king's guards stripped to a bare minimum, and complete the conquest of the dungeon. When the dwarves return, they find the orc king dead and his treasure plundered.

A campaign in this style gives a dungeon a sense of ebb and flow, breeds competition,

alliances, rivalries, and other interactions between the characters, and in many ways makes your job as a DM much easier. Rather than create an elaborate campaign world and populate it with kingdoms, villains, a detailed history, a pantheon of gods, and so on, you can instead seed a dungeon with villains, monsters, roleplaying opportunities, puzzles, and other challenges your players like to overcome. Since a dungeon is a closed environment, you have a much easier time anticipating the characters' actions and planning for future campaign developments. After all, the characters can only travel down passages you have detailed.

The dungeon campaign is best suited for DMs who have limited time to produce a campaign, a constantly shifting group of players, and an irregular schedule. If any of those descriptions apply to you, this campaign structure may be exactly what you have been looking for.

ORGANIZING A DUNGEON CAMPAIGN

A dungeon campaign centers on a single, sprawling dungeon complex. A great

castle built by a mad archmage now ascended as a demigod could hold endless chambers of strange monsters, magical treasure, and fiendish traps. With his tremendous power, the wizard could delve seemingly endless passages, galleries, and chambers deep into the earth and erect gates that allow outsiders and other creatures to wander into the area. Monsters he long ago captured and placed into a deep slumber to preserve for later research awaken over time, emerging hungry and seething for vengeance. The deepest passages in the dungeon could connect to the massive underground caverns populated by drow, deep dwarves, kuo-toa, and other evil creatures. These creatures can enter the dungeon and explore it, driving weaker creatures to the upper levels while claiming the treasure vaults deep within it as their own.

Getting Started

Every good dungeon needs some sort of explanation for its existence. Furthermore, you cannot base an entire campaign on a dungeon without some sort of home base nearby for the characters to rest between adventures, sell treasures they find, and buy new equipment and magic items. Before you can build the dungeon, you need to create its background and the portions of the campaign world that the characters may need to use but are not directly tied to the adventure.

The classic standby to explain a massive dungeon's existence is the crazed, reclusive wizard who builds a gigantic dungeon beneath his tower or castle. Such a background provides a convenient explanation for weird magical effects, demons and devils, and powerful magical treasures that can be found in the dungeon's halls. An ancient forgotten temple, the subterranean ruins of a long forgotten culture, and even an extensive series of natural caves can all host a campaign dungeon.

The monsters within a dungeon could simply enter the place to take shelter from the elements. The first few levels may be inhabited by kobolds, goblins, and orcs that use the place as a base from which they launch raids on nearby settlements. Creatures in the lowest levels could enter the dungeon from the world's deepest caverns, with powerful dragons, underworld creatures, and demons entering the place in search of its treasures. Logically, the most valuable treasures should be found at the lowest levels. Looters and other explorers have long since stripped the uppermost, safest areas of any easy pickings. Furthermore, the creatures in the dungeon could carry their own treasures into the place.

Food and water could be provided by wild animals and fauna that dwell in the dungeon, such as rats, bats, fungi, and creatures that wander into the dungeon from the underworld. A river may run through the earth near the dungeon, allowing the creation of many wells and pools of water within the dungeon levels. Try not to expend too much energy or rein in your creativity too much over practical or ecological issues when building a dungeon. Chances are the players are too busy skewering orcs and collecting treasure to comment too much on whether the dungeon's ecology could function in the real world. As long as the monster encounters make sense in relation to one another, they should pay it no mind. The advice given in the dungeon construction section covers the important points you need to consider.

Outside the Dungeon

The characters need shops to buy weapons, temples for healing, and an inn to rest between forays into the labyrinth. The following list presents the locations you should design before play begins.

Tavern: This place serves as a social outlet for the characters. They can hear rumors about the dungeon here, meet friendly NPCs who commission them to embark on quests in the dungeon, and rest up between adventures. The characters can also meet and recruit hirelings and men-at-arms in this place. The tavern can even be an adventure site on its own terms. A bar brawl, an assassin, villains from the dungeon, and other encounters can take place here.

Inn: Unless the characters plan on sleeping in the wilds, they need a place to sleep while back in civilization. The inn can serve as a location for the same sorts of encounters listed under the tavern. You can fold the two locations into one place to save time.

General Store: The characters can buy equipment here such as backpacks, rope, and other mundane supplies. The owner of this place can also serve as a broker for characters who need to sell gems, jewels, and other objects.

Weapon Shop: This place sells swords, axes, shields, armor, and other gear that the warriors in the party may need. It may also offer magical weapons and armor and in turn purchase such gear from adventurers.

Temple: The party's cleric may be an initiate of this place, allowing him to keep in touch with his superiors and purchase holy water and similar items. The temple also sells healing, including spells such as *raise dead* and *restoration* that may be necessary to restore injured PCs. Furthermore, the temple can serve as a source of adventures and quests. The high priest may uncover word of an evil artifact or terrible demon in the dungeon's depths, prompting him to contact the party and ask for their aid.

Wizard's Tower: While the temple supplies the party with divine magical assistance, this place stands ready to provide arcane spells and items. The wizard sells magic items and spells. Like the temple, he can also provide adventure hooks to the characters. A wizard may uncover evidence of a magical artifact in the dungeon that the party must recover.

These establishments should be clustered around a small town or city, depending on how much energy you want to expend on fleshing out the area around the dungeon. If the players

do not mind, you can simply explain that only the sites you have detailed hold anything of interest in town. Otherwise, you can create the skeleton of a city, placing the businesses and sites given above on its map and expanding it over time as the characters meet the town's inhabitants and become famous adventurers. Eventually, you may need to flesh out the place's government, important personages such as the mayor, nobles, the thieves' guildmaster, and other locations in town.

BUILÐING THE ÐUNGEON

To put together a campaign dungeon, you must design a subterranean complex that can handle a range of character levels. As a rule of thumb, a given dungeon level should be able to handle a party of a specific level. You may have one dungeon level for 6th-level characters, another one for 7th-level heroes, and so on. It is usually easiest to design the first dungeon level for 1st-level characters, the second level for 2nd-level characters, and so on. This way, you can plan on building a dungeon with 20 levels in total to guide the characters from 1st to 20th level.

The prospect of building so many dungeon levels may sound intimidating, but remember that you do not need to do all the work at once. The critical advantage to this campaign is that in the dungeon, you have complete control over the paths the characters can follow. If you have not yet designed a level, simply remove any passages leading there. A stairway down may need a password or magical item the characters do not yet possess. A secret door that allows access to the next level is guarded by monsters you figure will take two or three sessions for the party to defeat. A dungeon allows you to dictate the pace of a campaign and helps you create a clearer plan of what material you need to develop for future game sessions.

While a dungeon allows you to maintain tighter control over the characters' progress and choices, you must avoid railroading them into decisions or forcing them down a single path of options. Railroading describes any adventure in which the characters have no real choices to make. They progress from one encounter to the next without having a chance to affect the plot's development. The random map creation system in this book should help counter this threat. If the players consis-

tently have the opportunity to select which path to take, you can prevent railroading from creeping into your games.

Since the dungeon will serve as the primary arena for adventures in the campaign, concentrate on making it a living, interactive environment. Use the ideas for building a dungeon's social geography, trigger events, and other systems that allow dungeons to change over time in response to the players' actions. A static dungeon can quickly grow dull. Furthermore, a dynamic environment allows you to alter the dungeon in response to the players' actions and gives them the sense that their actions have an effect on the environment. If you want to get a lot of use out of a dungeon, you should concentrate on making it as interactive as possible. Campaigns thrive when the players have a sense that their characters can affect the world around them.

THE DUNGEON ENVIRONS

The area above the dungeon could consist of a ruined castle, crumbled city, or other structure or collection of structures. A chamber or small building among the ruins could provide a staircase down to the first level. Alternatively, the dungeon entrance can be a small cave that leads to an extensive series of caverns and galleries. You can seed the region above or leading into the dungeon with encounters and treasure that serve as the equivalent of the first dungeon level. A gang of bandits or humanoids may have set up camp near the dungeon's entrance, or perhaps a mob of undead led by a low-level evil cleric watch over the area.

The dungeon's upper area can also feature encounters with creatures from the surrounding wilderness. As the characters make the journey from their base of operations to the dungeon, they could encounter bandits, a rampaging dragon, a wandering tribe of giants, or a group of thieves from town who want to ambush and rob them. While this campaign focuses on action within the dungeon, you do not necessarily have to set all the encounters there. A battle outside the dungeon can surprise the players, reminding them the hard way that some threats do not recede when they leave the dungeon. In particular, if word spreads of the great treasure that can be found in the dungeon, brigands, robbers, and other criminal scum may congregate in the area to prey on unwary adventurers.

BUILDING DUNGEON LEVELS

Individual dungeon levels need to stand out from each other in order to keep the dungeon fresh and challenging. If each level has the same architectural style, monsters, and hazards, the players can quickly grow bored with the campaign. Use the advice given for dungeon themes to give each level a distinct character. One level may be a gigantic maze inhabited by a legion of minotaurs, while the next is an endless series of crypts lorded over by a group of vampires who command a horde of undead monsters. Use the tips and guidelines given in this book for creating dungeons to build unique levels. Ideally, the players should be able to remember each level in the dungeon by a single trait that features prominently in it. The core monster, descriptive details, and unique encounters found on a level all combine to make it a memorable experience. Use a single theme to link these features, and that theme in turn becomes the general theme for the dungeon.

Keep in mind the advice given previously for dungeon ecology and other aspects of realism. Remember to never allow your perception of reality in the game to trump a cool idea. If the players are having fun, they are not likely to quibble over minor details of realism.

As hinted at above, the connections between dungeon levels dictate the flow of the campaign. The typical campaign dungeon has encounters of increasing difficulty as the characters progress deeper into the dungeon. To avoid forcing high-level parties to slog through many dungeon levels simply to make it to an area that presents challenging encounters or the object of their current quest, seed every third level with a hidden entrance that leads directly to the surface. A deep dungeon level may have a *teleportation circle* that connects it with a ruined tower hidden in a forest near the character's home base. Other dungeon levels may have secret staircases that connect to the ruins or area above the dungeon levels.

MANAGING THE CAMPAIGN

After creating the dungeon's background, building its many levels, and putting together a city or town that can serve as the characters' home base, you now have to actually run the campaign. A campaign dungeon offers some

unique features that make it much easier and more flexible to run compared to the typical campaign.

The dungeon's structure offers a clear beginning and end point to each game session. The characters start out in town, enter the dungeon, explore its chambers, battle monsters, and then emerge again into the light of day. The adventure begins when the characters leave town and ends when they return. This adventure structure can help combat problems with players missing games without turning your campaign into a mess. Whoever happens to show up for the game forms an expedition with their characters into the dungeon. If you can ensure that the characters leave the dungeon by the time the game session must end, you can always guarantee that the game makes sense from week to week. Optionally, you can decree that when the session ends the characters automatically leave the dungeon and make their way home. Each time play begins again, all the characters are back in town. If a player is at the game, his character is at the tavern and ready to join his fellows on the next expedition. Every week, you can guarantee that as long as two or three players can game, you can run an adventure. Best of all, this places pressure on everyone to show up and play, lest they fall behind in levels and treasure.

You can also allow different groups of players to all adventure in your dungeon. Just as described above, whoever is available to play can enter the dungeon with a character. If you have more than one group of players or a large pool of players to draw on, each group can see the impact their rival adventurers have had on the dungeon. Group A may enter the third level and come within a whisker of slaying the blue dragon there. Later that week, group B plunges into the dungeon's depths, discovers the sorely wounded dragon, finishes it off, and carts away its treasure. The competition between the groups can make for some interesting roleplaying, especially if you have a large pool of players who sometimes roleplay together.

Pay careful attention to the living, organic aspect of the dungeon. If a character scratches graffiti on a dungeon wall, note that in your area key. A later group can find the graffiti, and it shows the players that their actions matter in the campaign. As noted above, use the tools given for producing dynamic dungeons to create a living, changing environment.

You may have to ensure that there are always challenges present for a wide range of parties. If more than one group adventures in the dungeon, one party may gain levels faster than the other does. You may also have to cope with parties with a wide range of character levels. Use the same tools that allow a dungeon to change over time to restock levels with monsters or introduce new threats for a wide range of character levels. If you seed the dungeon with plenty of entrances to different levels, the high-level characters can proceed directly to appropriate challenges while low-level characters can adventure in the upper levels.

The easiest way to keep track of all the changes in a dungeon is to use a notebook as a campaign log. Separate the notebook into sections for each dungeon level. As the
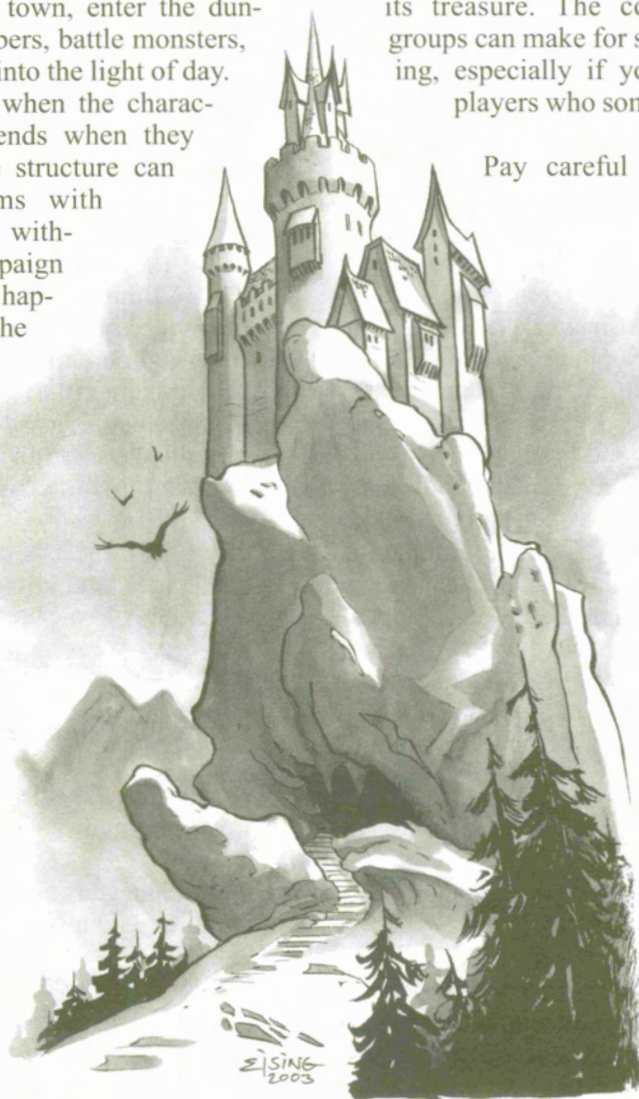
characters alter the environment and defeat monsters, you can write down the changes in your notebook. If you want to add new monsters to the dungeon as the players clear out old foes, you can also keep track of those changes in your notebook. If a character dies in battle with a troll, you can note that his equipment has been added to the monster's treasure trove. If that troll is later defeated and the treasure claimed, you can cross out or erase the appropriate notes. Over time, your notebook will chart the changes occuring in the dungeon.

One of the fun things about a campaign dungeon is that it is fairly easy to create long-running adventure hooks or references to earlier monsters and events. A magical key found on the first dungeon level opens a door on the eighth level. A kobold chieftain slain in the dungeon ruins could be disinterred by an evil cleric on the 10th level and brought back as an undead creature. Between your notebook and the dungeon's fairly controlled progression, you can easily tie events early in the campaign to adventures that occur later on. You can even have the characters journey back to the upper levels to complete quests they started deep in the dungeon. The party may find a map on the 14th level that reveals a secret door on the second level that holds a major demon lord within a magical sphere. The characters must return to their old stomping grounds to defeat the creature once and for all.

CRAFTING ADVENTURES IN THE DUNGEON

While some players like adventures in which they simply enter the dungeon in search of treasure and glory, such forays can grow old. Dungeons lend themselves to far more complex and interesting plots. The characters may have to race to a deep dungeon level before a diabolical cult can complete a ceremony, recover a magical artifact and return it to the local temple, or escort a cleric into the dungeon so he can drive away the evil spirits that control a tomb within it. The following guidelines present a simple system for crafting an adventure within a campaign dungeon.

The Hook: A hook is anything that draws the characters into the story. Hooks should involve NPCs that are friends or villains to the party, the characters' histories and friends, or some other event, person, or creature that drives the characters to embark on an adventure. Just like a fishing hook catches a fish and allows a fisherman to drag it ashore, a story hook grabs the players' interest and draws them into the plot. Think of something important to the players or their characters and use that as the centerpiece of the adventure.

The Challenge: Every adventure needs some unique twist that makes it difficult for the party to complete its goal. The characters may have to complete their mission in a certain amount of time, deal with a friendly NPC who betrays them, or overcome a unique, powerful monster.

The Climax: An adventure should have a thrilling climax that ends the scenario with a bang and perhaps lays the groundwork for the next adventure. A climax can range from a massive battle in the dungeon's depths, a siege of the local town by invading giants, or a race to be the first to claim a magic item.

The following lists present a variety of hooks, challenges, and climaxes you can use to build adventures in a campaign dungeon.

HOOKS

• A friendly NPC has been kidnapped.

• Monsters in the dungeon have stolen an important item.

• The characters stand to earn a great reward for completing a mission.

• An evil cult seeks to complete a ritual that can resurrect one of the party's old enemies.

• An evil wizard *teleports* into the local tavern, challenges the characters to a duel, then disappears in a puff of smoke.

• A group of adventurers has disappeared in the dungeon.

• Thick gouts of smoke and fire have poured from one of the dungeon's entrances.

• Since returning from an expedition to the dungeon, a friend of the party has been acting strange.

• A powerful cleric places a curse on a character. Rumor has it that an item that can counteract the curse is hidden in the dungeon.

• The ale in the tavern has been poisoned, leading to several deaths. Clues point to someone from the temple, but the priests suspect someone from the dungeon is trying to frame them.

CHALLENGES

• The characters must complete their goal before time runs out.

• The villain uses *scry* and similar magics to learn the characters' weaknesses.

• A trusted retainer or ally betrays the characters.

• Two competing groups of monsters oppose the characters. Defeating one allows the other one to increase its power.

• The characters' benefactor asks them to complete a task under false pretenses. Fulfilling their quest strengthens the forces of evil.

• A rival gang of adventurers shadows the party and tries to steal the credit (or the treasure) for their latest adventure.

• The adventure is merely a ruse to draw the characters out of town while a villain puts his plans into motion.

• The route the characters use to enter the dungeon collapses behind them. They must find a new path to the surface after completing their task.

• A shapeshifting monster takes the place of a trusted ally, betraying the characters at a critical moment in the adventure.

• The characters must venture into an area created with one of the dungeon templates, forcing them to contend with a dangerous environment in addition to a horde of monsters.

CLIMAXES

• The villain uses magic such as *charm person* or *domination* to force innocents or the characters' friends to aid him as he fights the heroes.

• The dungeon level slowly crumbles, forcing the characters to race for the stairway to a different area of the dungeon as the entire level collapses.

• The villain holds a hostage that the characters must free before they can deal with him.

• The villain uses a double or an illusion to trick the characters into wasting magic items and spells before he makes his entrance.

• The final battle takes place in a chamber that slowly fills with water, lava, or some other substance.

• The magic item or artifact the characters seek is intelligent and very evil. After they seize it from the villain, it uses its innate abilities to summon demons and devils to harass the party as they return to town.

• The villain reveals that he is merely a minion of a far more powerful, ambitious being.

• The villain turns out to be a powerful, respected nobleman. If the characters strike at him without uncovering evidence of his wrongdoing, they risk being labeled outlaws by the king.

• The villain is a good creature forced to commit evil deeds by a curse, magical compulsion, or disease. The characters must defeat him without killing him and find a cure for his condition.
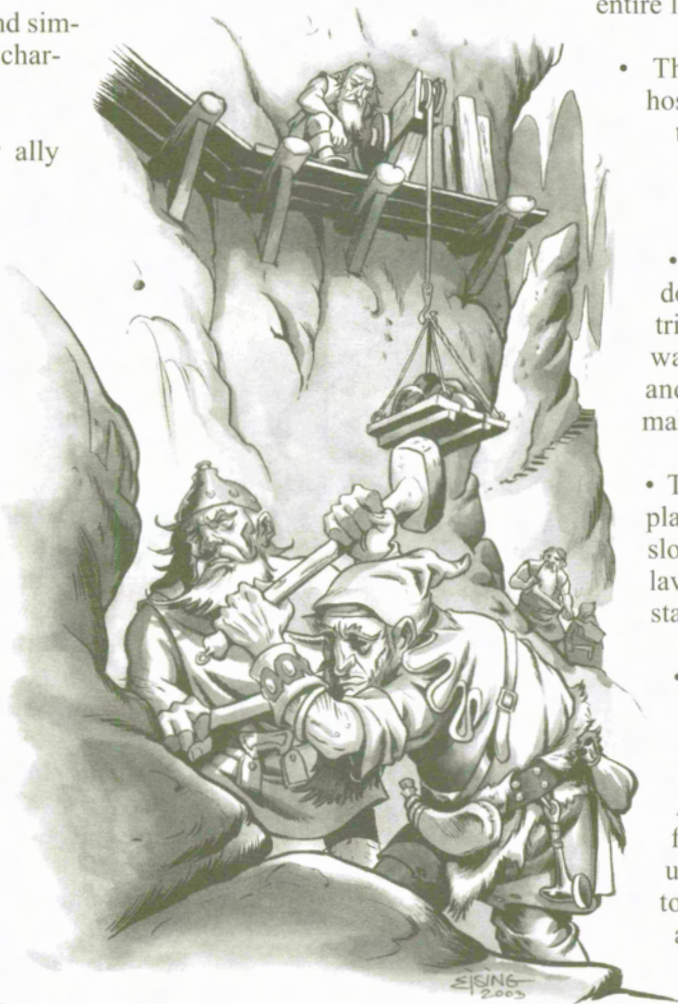
• The villain is an old friend of a character, one who has turned to the path of evil but might be redeemable.

ROLEPLAYING IN THE DUNGEON

While dungeons often focus on combat, there's no reason why a campaign set in one cannot feature plenty of roleplaying. There is nothing about a dungeon that prevents the players from using diplomacy and roleplay to overcome obstacles. If anything, players tend to assume that since they face a dungeon, only swordplay and spells are appropriate reactions to the situations they face. Nothing could be further from the truth. As DM, if you want to introduce roleplaying to a dungeon there is nothing stopping you from doing so. Adding roleplaying to a dungeon is particularly important in a campaign dungeon. Since the dungeon encompasses the entire campaign, it is a good idea to allow options for as many different player preferences as possible. Some players prefer roleplaying over combat, and at the very least most like a good range of challenges to overcome. A campaign dungeon that consists only of puzzles and combat can become boring over time even for the most diehard combat fiend.

When creating encounters, remember that not every creature the characters encounter attacks them on sight. Read over the material on creating dynamic, changing dungeons, particularly the guidelines regarding social geography. You can draw a lot of roleplaying mileage out of conflicts between different groups of monsters that allow the characters to ally with one side to defeat the other. Groups of good or neutral subterranean creatures, such as deep dwarves, svirfneblin, and others, make for ready allies. However, these creatures are wary of strangers and may require the PCs to prove themselves worthy of friendship. Surrounded by drow, kuo-toa, and worse, the few good and neutral races of the deepest dungeon levels have learned that trust is earned, never given.

VARYING THE DUNGEON ENVIRONMENT

An endless series of gray, stone corridors and chambers can erode even the most enthusiastic player's energy. One of the drawbacks to a dungeon campaign is that it is a bit harder to introduce a wide range of adventure locations. A normal campaign can feature an expedition to an active volcano, a chase across a city's rooftops, and a venture into a vampire lord's castle. When designing a dungeon that serves as an entire campaign, the advice given above regarding themes and unique aspects for each level is critically important. In addition, the following are some ideas for introducing expanded vistas to a dungeon.

Portals and *teleportation circles* can take the characters to the far corners of the world. A gate within the dungeon may lead to an isolated mountain fortress. There the characters must contend with bitter cold, yetis, and an ancient lich who has mastered a variety of ice magics. After completing their adventures on the mountain, the characters can return to the dungeon via the gate and head back home.

Alternate dimensions and demiplanes provide similar vistas for adventures that can take place within the dungeon's confines while departing from the standard dungeon archetype. The strange magical energies found deep within the earth or arcane meddling by a previous dungeon occupant, such as a mad wizard or wandering outsider, could create a planar rift that leads from the dungeon to a pocket dimension. Gates in the dungeon could lead to a small plane of eternal night where a council of vampires rule, an island floating on an endless sea that is dominated by dinosaurs that besiege a cyclopean kuo-toa city, or a magical forest where small enclaves of humans hold out against werewolves, undead, and other marauders. These tiny worlds can provide adventures that give the players a break from the dungeon without losing the very advantages that make a dungeon campaign attractive in the first place. A demiplane has strictly defined boundaries, guiding the players along paths that you can anticipate without rendering them powerless to choose their characters' actions. These demiplane adventures can be important parts of the dungeon's overall development. Magic items, clues, and artifacts found on the demiplanes can serve important roles in clearing out chambers and resolving puzzles in the lower dungeon levels. This option allows the demiplanes to link to the dungeon rather than serve as mere diversions. Perhaps the being or culture responsible for creating the dungeon also forged the demiplanes with powerful magic and seeded them with flora and fauna, as well as treasure and other resources the characters will need to complete their quest.

The Express Dungeon Generation System

The random dungeon creation system presented earlier allows you to create a dungeon much quicker than normal, but it still presents a somewhat involved process. Generating a dungeon that consists of a single piece of graph paper takes between a half-hour and an hour, with much of that time taken up creating the NPCs and the statistics for monsters that appear in each room.

The express dungeon generation system, unlike the standard system, produces rough, skeletal outlines of dungeons that work best as simple adventures when you need to create a scenario in a very short time. Perhaps you only have an hour or two to create an adventure for your next game session or simply wish to put together a short, one-shot adventure for an evening's entertainment. For such situations, this simple dungeon creation system is just what you need.

Unlike the standard system, the express dungeon generator does not produce a coherent map. Instead, it builds a rough series of rooms and stocks each with creatures appropriate to the party's level.

Choose a Monster and Hook

The first step to creating a dungeon with this system is to select a primary monster whose CR is three less than the party's level. For 1st-level characters, use kobolds or goblins. For 2nd and 3rd-level characters, use any humanoid whose CR is less than one.

Determine how many of the primary creatures are necessary to create an encounter with an EL equal to the party's level. Most of the encounters in this system use this encounter as the basic obstacle the characters will face.

After deciding on the monsters that lurk within the dungeon, decide why the characters must enter the dungeon. The following seeds serve as examples and plot ideas you can use for your own adventures.

1. The monsters in the dungeon have raided nearby settlements, stealing food and treasure and taking slaves. The characters must enter the dungeon and free the monsters' captives.

2. On a recent raid, the inhabitants of the dungeon stole an important religious relic. The characters must recover it.

3. The dungeon was once a powerful temple to evil. The characters are asked to drive out the monsters so that the place can be blessed and the evil presence within permanently destroyed.

4. The monsters within the dungeon are planning a massive raid on a nearby village. The characters must launch a preemptive strike to disrupt the monsters' plans.

5. While traveling across the countryside, the characters are attacked by a band of creatures from the dungeon. After defeating them, they can track the attackers (or pursue them) back to the dungeon. The place is a hidden outpost of evil that the PCs must infiltrate and destroy.

Building a Floor Plan

Using the room creation system, build a series of rooms for the following areas in the dungeon. You can either simply write down the room's shape and dimensions or draw them on a piece of graph paper. In the former case, assume that each square is scaled to 5 feet.

The outer ring of chambers is three rooms that characters must pass through to enter the dungeon's inner area. Create three rooms, using one as the entrance area to the dungeon. Connect them in a series with corridors. For example, if these rooms were numbered 1, 2, and 3, room 1 would be the entrance and would connect to room 2, which in turn connects to room 3.

The third and final room connects to the dungeon's inner region. There is a 25% chance that an additional room lies to the east or west of either of the first two rooms.

Check for a room to the east, then to the west, for each of those rooms.

To generate monsters for these rooms, randomly pick two rooms that are guarded by a group of the dungeon's primary monster whose EL equals the party's level. For the remaining chambers, there is a 50% chance that a creature whose CR equals the party's level –2 + 1d4 lairs within each room.

After creating the dungeon's outer area, generate three more rooms that serve as the dungeon's inner area. Arrange these rooms in a line, with one connecting to the final room of the outer area and each of the rooms connected one to the other just as the original three rooms in the outer area are connected.

The final room in the inner area is the chieftain's chamber. Assign either a humanoid creature whose CR equals the party's level +1 or create a monster with enough class levels to have such a CR. This is the dungeon's ruler.

As with the outer area, there is a 25% chance that an individual room, except for the ruler's chamber, connects to a side chamber. Check this percentage twice for each of the first two rooms of the inner area. Create encounters for the inner area as for the outer one.

This system should allow you to create a complete dungeon very quickly. Admittedly, this dungeon is not exactly a stunning example of game design, but so long as your players do not notice it makes no difference. The best way to inject life into dungeons created in this way is with the dungeon trappings, unique encounters, and templates given in this book. The customization advice given in the standard system applies doubly so to these guidelines. The easiest way to add some variety to dungeons built in this manner is to add some twists and turns to the corridors that connect the rooms. Avoid the temptation to simply create straight passages that run from room to room. The easiest way to produce random corridors is to roll 1d6 and multiply the result by 5 to determine how many feet the passage runs. After creating this leg, roll 1d4. On a 1, the passage turns north, on a 2 it goes east, on a 3 it runs south, and on a 4 it heads west. If the d4 indicates that the corridor turns back on itself or if the passage runs more than 50 feet, it ends in a door or entrance to the next room.

CHAPTER FIVE
ENCOUNTERS

This chapter presents a wide range of items you can use to add unique encounter areas, artifacts, and puzzles to your dungeon. They are usable with parties of most levels, as each encounter lists a variety of suggested monsters of a range of CRs in order to make these encounters as flexible as possible. The encounters are presented using the following format.

Name: The encounter's name or title.

Description: A summary of the encounter, describing its layout, physical traits, and appearance. This section includes any game rule information appropriate to the environment.

Development: Notes and ideas for using the encounter, including a sequence of events that monsters found in the encounter are likely to follow. In addition, this sequence gives you tips and ideas for using the encounter in your dungeons and discusses monsters that make a good match for it.

DESIGNING YOUR OWN UNIQUE ENCOUNTERS

Each of the encounters described here provides a unique environment that in some way alters the expected flow of a battle, forces the characters to overcome an obstacle, or gives an advantage to a certain type of creature. To produce your own encounter areas, focus on introducing an environmental condition or item that can put the characters at a disadvantage. Ideally, this should not be a hindrance that leads to a character's immediate death. A death ray that disintegrates a random character is just a senseless, cheesy way to kill the characters. On the other hand, a rickety bridge over a pool of lava could potentially result in a character's death, but at least the players have a chance to come up with a plan to overcome the obstacle or create some safeguard against it.

A good encounter area creates an environment that expands on the tactical options available to the characters. You can almost think of it like a mathematical equation:

Character action + environmental feature = a cool effect

In essence, a fun, interesting encounter has a lot of features that imaginative players can turn to their advantage. By the same token, good encounters also present the villains with the opportunity to show off their abilities. This point is particularly important when planning a villain's lair or a spot for the final

showdown in a dungeon. A smart villain should pick a battleground that gives him the most advantages. Think of the villain's spells and devise terrain features that make those spells more effective than normal. A tight corridor begs for a *lightning bolt* that can smite the entire party. A *wall of force* can cut off the party or even form a death trap, such as if a villain casts one to cover the pool of water into which the characters fell as part of a trap. Reread the section on synergies in the discussion on monsters in dungeons. The same ideas presented there apply to an encounter area's environment. Match a creature's or NPC's abilities with the area around it and figure out ways in which the two can enhance each other.

When creating encounter areas or environmental factors that force ability and skill checks, be sure to take into account the party's capabilities. As a rule of thumb, any skill or ability check that if failed can seriously injure or impede a character should have a DC of no more than 20. Players who invest in certain skills and abilities should be rewarded by having a much easier time avoiding some obstacles, while characters who lack such talents should not face a death sentence. A DC of 20 is rather easy for an experienced character who has the proper skill and is daunting but not impossible for one who does not. This guideline is especially important for ability score checks, since even the highest-level character can only rarely attain more than a +10 bonus to such checks. A DC of 15 is just about right for difficult ability checks for all character levels. However, it is important to note that the talents and skills of the characters in your campaign should have a final bearing on the DCs you select.

Some environments and encounters have dangers built into them. Use the standard d20 System trap stat blocks to help guide you in determining the proper damage these hazards should inflict based on the party's level. A trap whose CR equals the party's level is a good baseline to start with. Furthermore, when adding monsters to a hostile environment or difficult encounter area, treat the environment as a creature whose CR is one below the party's level when determining XP awards. Since the environment can make an encounter more difficult, the PCs should be rewarded for their efforts.

CHAMBER OF THE WINDS

The areas around the doors leading to this chamber are surprisingly free of dust. Compared to the rest of the stifling, musty dungeon, the air within them is fresh and warm. Anyone drawing near the chamber of the winds may make a Listen check (DC 10) to hear the low, whistling noise of a powerful wind. The chamber of winds resembles a wind tunnel. Either due to the experiments of an ancient wizard who once lived within the dungeon or the ebb and flow of elemental energies, gale force winds continually howl through its halls. Characters who enter this place must slowly trudge against the savage gusts of wind and dodge debris tossed about the chamber.

The map provided serves as an example of a chamber of the winds. The arrows indicate the direction in which the wind blows. The central point marked with a star shape represents the origin of the winds, which could be a statue, a pulsating planar gate, or a magical artifact suspended in the air. The sample room has a central origin point that sends winds howling in four directions, but you can design chambers of your own that have powerful winds whistling in a single direction down a corridor or in any other arrangement.

Characters who attempt to move against the wind must make Strength checks (DC 10) or be checked by its powerful current. Checked characters may not move against the wind but they may move in any other direction. Characters who succeed in the Strength check may move against the wind at half their normal speed. Flying creatures who take to the air must also make this Strength check, though if they fail they must spend a move-equivalent action flying in the wind's direction.

There is a 10% chance each round that a powerful wind blows through the room. Creatures on the ground must make a Strength check (DC 15) or be knocked back 1d4x10 feet, sustaining 1d4 points of subdual damage per 10 feet. Flying creatures that fail the check are blown back 2d6x10 feet and sustain 2d6 points of subdual damage due to battering and buffeting.

Missile fire directed in the opposite direction of the wind is wholly futile. Bows, crossbows, and all thrown weapons suffer a –4 circumstance penalty to hit and operate with their

range increments divided by 5. On a round in which a powerful wind blasts through the area, missile fire suffers a –8 circumstance penalty and all range increments are divided by 10.

In addition to hampering movement, the wind carries rocks, dirt, and other debris that can injure characters. Each creature in the wind's current must make a Reflex save (DC 15) each round or suffer 1d6 points of subdual damage from debris carried by the wind. Furthermore, large, unattended objects left in the wind's current move 3d6 feet in the wind's direction per round, 1d4x10 feet during a powerful gust. Roll initiative for these objects, moving them according to the wind condition on their action. If an object moves into a space occupied by a creature, that creature must make a Reflex save (DC 15) or suffer 1d4 points of damage plus 1d4 points of damage for every 50 lb. over 100 the object weighs.

Flying creatures make a poor choice for these encounters, as the wind foils most aerial movement. Strong creatures that can move against the wind and push heavy objects into the wind to send them hurtling at the characters work best. Ogres, trolls, and giants all work well provided they could physically fit into the dungeon.

Development: Creatures who live within this area should take cover in chambers that shelter them from the wind's force. From this vantage point, they can lean out of their doorways and fire missiles at approaching characters or shove piles of debris into the wind's path, causing them to hurtle down the passage towards the PCs. The wind does not have to run consistently in the same direction. A chamber could hold multiple origin points, with one point shutting down and a different one springing into action at a random interval. The characters could trudge down a passage against the wind only to find the wind's direction shifting 90 or 180 degrees. To increase the chamber's danger, seed it with traps, pits, and other hazards that the characters could be inadvertently forced into by the wind.

THE AVALANCHE CHAMBER

This bizarre, lethal chamber is the result of a massive influx of energy from the elemental plane of earth. Whether the result of a magical experiment gone haywire or the product of a

CHAMBER of the Winds
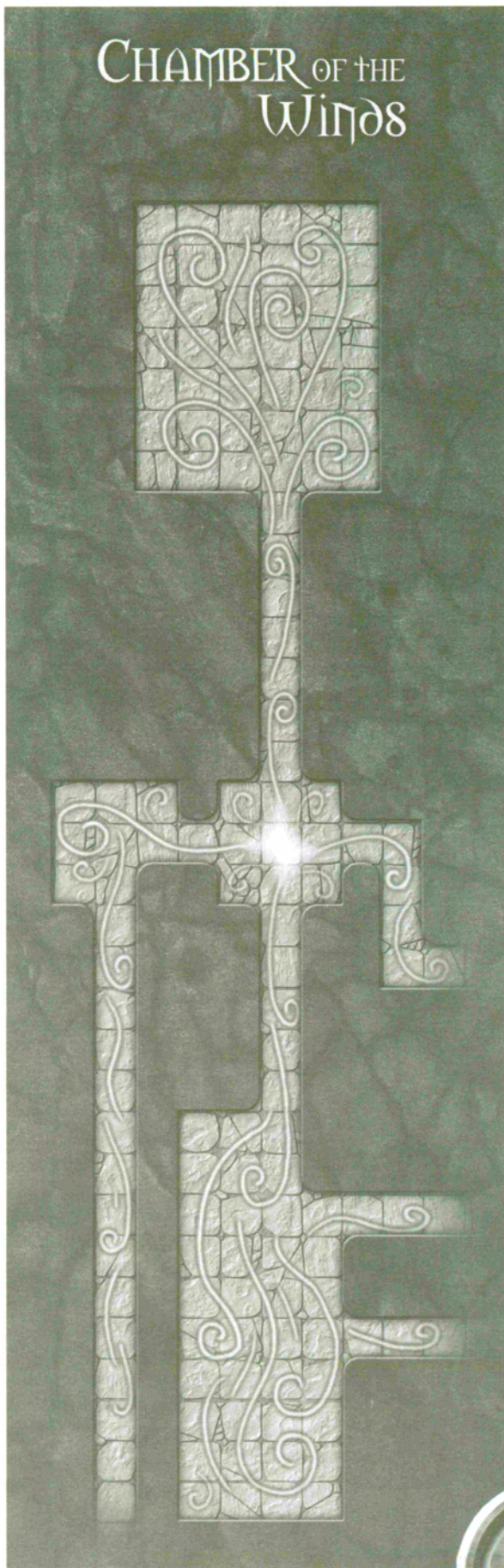
AVALANCHE CHAMBER
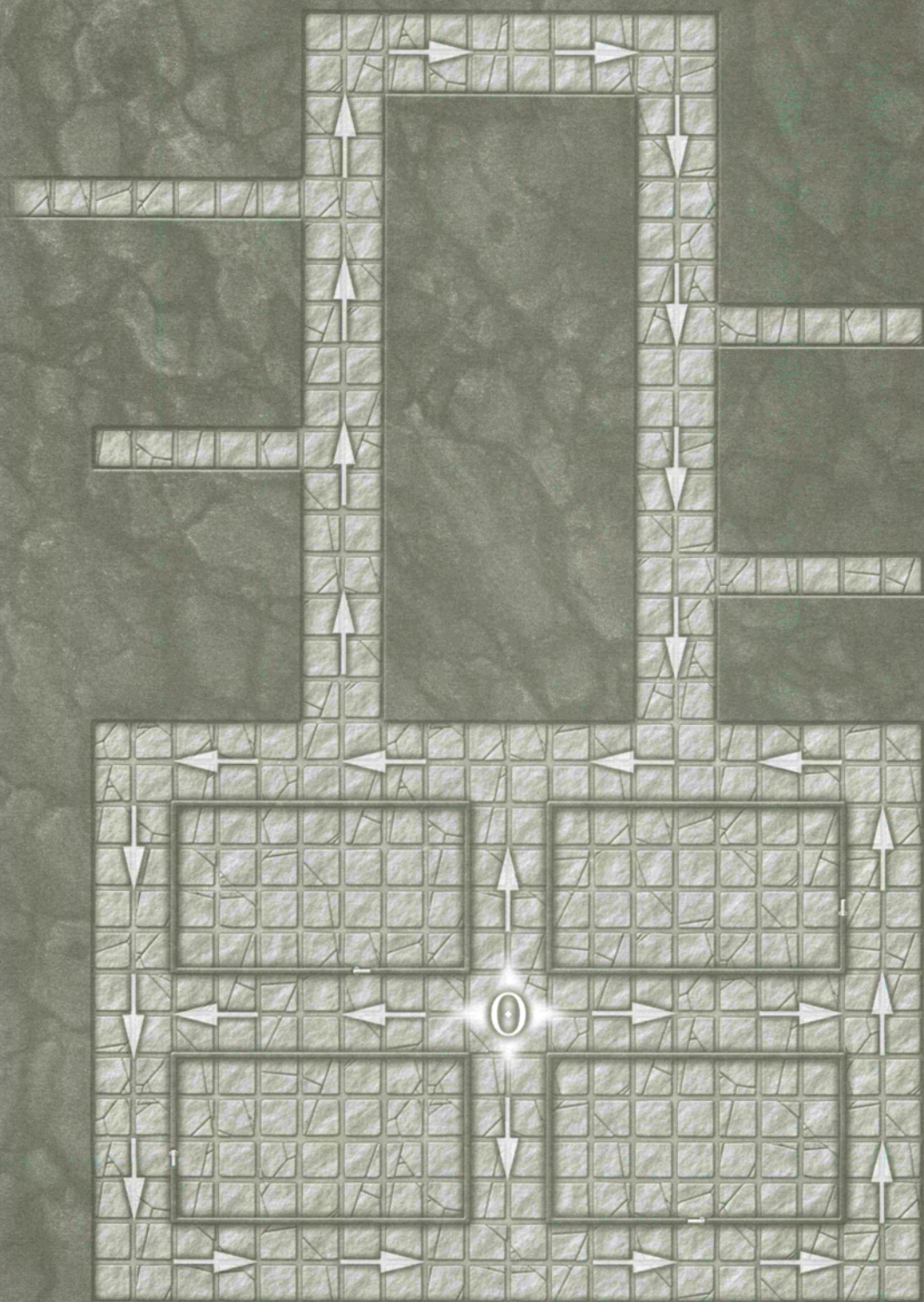
madman's twisted mind, this chamber presents adventurers with a continuous stream of giant, spherical stones that threaten to crush them as they make their way through this portion of the dungeon. The map included here is but one example of how an avalanche chamber may be arranged.

The avalanche chamber's close affinity with the elemental plane of earth causes it to spawn globs of earthen matter seemingly at random. On the elemental plane, streams of thick, viscous earth and rock fill the role of oceans and streams. When an elemental gate that exists within such a body overlaps with the material plane, it forms a steady stream of rolling, bouncing boulders that cross over the planar boundary. Infused with a high velocity on the earth plane, these shards of stone roll through the material plane at a high speed before vanishing back into the elemental plane.

Simply put, to an outside observer it appears that a great flood of rolling boulders slams through the area at regular intervals. Needless to say, this can endanger a party of explorers that unwittingly enters the area during an eruption.

The map provided shows how to mark this effect on a dungeon map. First, the spot marked with an O represents the origin point. This point is where the elemental earth material appears on the material plane. There is a 10% chance each round that a spongy ball of clay materializes here. When a boulder appears, the arrows show its possible paths. The boulder immediately rolls in random direction at a speed of 30 feet. Whenever the boulder comes to an intersection, randomly determine which direction it goes. The boulder is hard but bouncy, causing it to ricochet off walls without losing much, if any, of its speed. After 4d6 rounds, the boulder disappears back into the elemental planes.

The boulder has a facing of 10 ft. by 10 ft. Roll for its initiative, applying no modifiers to its roll. While the characters move through this section of the dungeon, have them each roll for initiative and move about as if they were in combat. When the boulder moves into their area, treat it as a creature with a speed of 30 feet that always takes a double move. If it hits a wall, it completes its move in the opposite direction. If the boulder moves over the space

occupied by a character or monster, the victim must make a Reflex save. On a failed save, the boulder bounces off its target as if it hit a wall. The victim takes a number of d6s in damage equal to half the party's level, rounded up, and is knocked prone. Otherwise, the victim dodges the boulder and it continues on its way. After the boulder's duration expires, it immediately disappears. Note that while a boulder rolls through the avalanche chamber, there is still a 10% chance per round that another boulder appears. If two boulders collide, treat the one that is currently moving as if it hit a wall. The other boulder moves in the opposite direction of the one that struck it on its next turn.

The boulders have hardness 6 and 80 hit points. If one is destroyed, it immediately crumbles into dust that disappears once its duration expires. The boulder does not strike with enough force to destroy a door, though you may optionally apply the damage it inflicts to such a portal and keep track of its hit points. Eventually, a door in this area would be smashed to pieces.

Monsters native to the earth plane, such as elementals, xorns, some mephits, and similar creatures, all make logical choices for this chamber. Optionally, creatures native to the plane of elemental earth move through the boulders as if they were made of water. Flying creatures and others that can avoid the boulders also make good choices as foes.

Development: To increase the danger posed by this room, increase the chance each round that a boulder materializes, or have 1d3, 1d6, or more of the things appear each round. As the danger increases over time and forces the characters to move around to dodge the boulders, any task that requires the PCs to stay in the same spot for a long period of time is well suited to this room. For example, perhaps the party's wizard must complete a ritual to open a gate to the elemental planes in this chamber. The ritual requires 5 minutes of work and the wizard cannot spend more than two consecutive rounds doing anything other than concentrating on his work. With the boulders rolling about, the party must come up with a plan to deflect their paths or protect the wizard from too many disruptions.

THE CHAMBER OF PILLARS

At one point, this room may have had a stone floor held aloft by stone pillars. Now, the floor has long since crumbled, leaving only the pillars in place to form a path across this area. The pillars rise from water that is 10 feet deep, with each pillar standing a total of 20 feet tall. Each pillar is a rectangular block of stone whose ends measure five feet along each side. Most of them have rough, dry stone surfaces, but a few are covered in slippery slime and mold. To move across the chamber, the characters must make Jump checks to leap from pillar to pillar. A character with a +0 Strength modifier and no ranks in the skill faces a DC 14 check to leap across the five-foot gap between most pillars.

There is a 10% chance that a given pillar is covered in slimy mold. In this case, a character jumping to or from the pillar must make a Balance check (DC 10) or tumble down into the water. A character who attempts to fight on the pillar must also make a Balance check.

Characters who fall off a pillar take damage as per the standard rules for falling into water. Once in the water, a character must make a Climb check (DC 15) to scramble up the wall.

Optionally, a passage leads underwater out of this room, giving the characters a chance to swim from this place. You can also combine this room with the rapids, as a strong current could drag characters out of this chamber, through a flooded passage, and into a subterranean river.

Monsters that can swim, climb along walls, and fly are all well suited to this encounter area. These monsters can attack the characters without worrying about slipping off the pillars or drowning in the water below. Creatures without these abilities should have missile weapons to attack the characters as they try to make their way across the room. Spells such as *grease* and magic items such as a *ring of the ram* are very useful for sending characters off of the pillars and into the water.

Development: Moving through this chamber is slow going, as the characters must jump from pillar to pillar. Characters in light armor may be

CHAMBER OF PILLARS
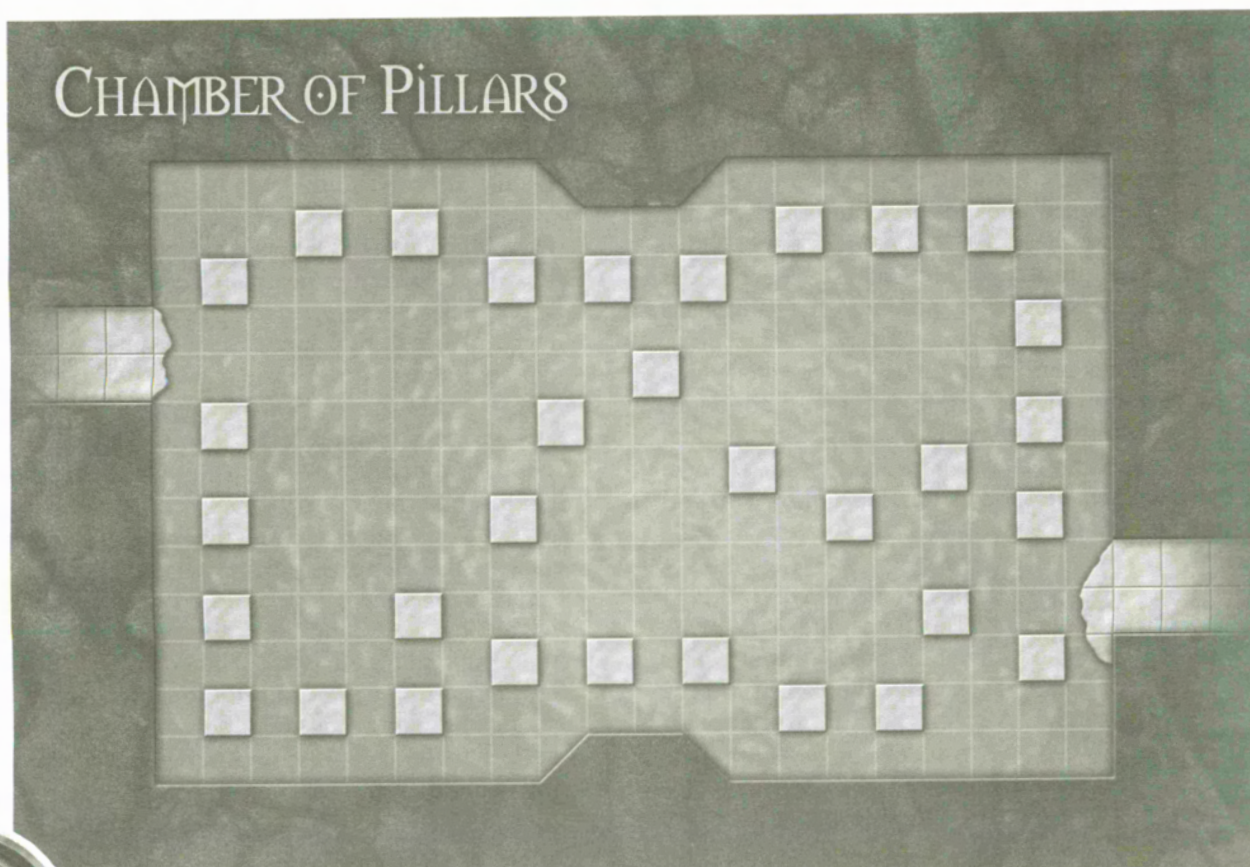
better served by simply jumping into the water, swimming across the room, and climbing up the other side. In either case, this chamber forces characters to either expend spells or spend quite a few rounds moving across the room. In the first case, they have fewer resources for later encounters. In the second, you can expose them to several rounds of missile fire, spells, and other attacks from creatures that await them on the other side of the room.

If you plan to include a chase scene during an adventure, this room can serve to delay the characters and force them to create an innovative solution to make their way across it as fast as possible. This problem is exacerbated by a villain who can fly, levitate, or otherwise quickly move across the chamber.

Darkness Chamber

This region of the dungeon is cloaked in a permanent, magical darkness that is proof against spells and other effects. You can opt to grant the darkness the same traits and characteristics as a spell such as *deeper darkness* to judge the effects of *daylight* and similar spells. In any case, darkness presents an extreme danger to the party. Characters who cannot see may blunder into a chasm, set off a trap, or walk into an ambush. The characters rely on their ability to see many of the hazards they face in order to avoid them. Players tend to become rather paranoid and overly cautious when facing an area cloaked in darkness. Any situation that adds more randomness to a fight has a leveling effect. Powerful creatures with high base attack bonuses can be defeated if they have a run of bad luck on the concealment checks to hit their foes. Luck rather than a creature's skill plays a larger role in determining success.

Areas of darkness challenge the players' ability to improvise and work with their environment. The standard dungeon hazards become more dangerous in these areas, especially traps. Pit traps and others that the party must find and avoid are almost impossible to detect without ingenious actions by the PCs, such as probing ahead with a pole or rolling a stone in front of their path. Crossbow and spear traps could be mistaken for attacking creatures, as the PCs have no way of knowing the source of a fired missile. Concealment penalties should not apply to traps and other automated attacks, as these effects target a precise area. Whether fired by torchlight or in total darkness, a crossbow trap has the same chance of hitting.

Your skills as a DM come to the fore in these areas. Describe the sounds the party hears, but be sure to avoid passing any judgements or using words that hint at their source. Avoid willfully misleading the characters. Instead, allow them to hang themselves by drawing spurious conclusions from your descriptions. Alternatively, you may allow the characters to make Listen checks against a DC 10 higher than normal (as per the skill's rules) in order to gain some hints about the noise's source.

When using monsters in a darkness area, feints and trickery work best. A massive number of zombies can attack in one direction, drawing the PCs away from the grimlock assassin who skirts around the battle to attack the party's wizard. Since the characters cannot see and they may be paranoid of any attacks, they tend to overreact to the hazards they face.

Creatures with senses that allow them to ignore the darkness are obvious candidates for this area. Grimlocks, bulettes, and any other creatures with tremorsense or blindsight are excellent choices. The darkness does not have to extend all the way to the ceiling. If it extends only a little more than head level, giants, ogres, and other tall creatures could watch for signs of the party's progress and climb into passages carved high on the walls to harass the party.

Development: Expect the party to come to a grinding halt as soon as they find an area of darkness. As noted above, these areas are very dangerous to parties that lack *daylight*, and even these groups face trouble if you rule that the darkness overrides such magic. Darkness areas are best used in small doses. An entire dungeon with this effect can turn into a plodding, dull adventure.

Doors

Doors, portals, and gates are a common feature in dungeons. Sometimes, simply breaching a portal can be an adventure in itself. The following magical doors can be used to help guard an important treasure or to serve as an obstacle to delay or foil the party's progress into a dungeon.

Dimension Door: Similar to the spell of the same name, this portal spans a great distance between the two spots it connects. A dimension door can span hundreds of miles, provide a bridge between two planes, or otherwise connect almost any two points in existence. The door looks just like any other portal. Opening it reveals its destination point on the other side just as if it was on the other side of the door, though in some cases the actual distance traveled by a person walking through the doorway is not immediately evident. For all intents and purposes, the door's destination looks like it lies just on the other side of the door. The dimension door is a good tool for sending a party to a distant place without their knowledge or placing a room that should be too large to fit into the dungeon. For example, a solitary room in the center of a larger room may appear to be no more than 10 feet along each side, yet the door leading into it opens upon a massive ballroom. The ballroom could be carved from the rock beneath the entry room, be located in a castle hundreds of miles away, or even exist on a different plane. A dimension door also makes for a devious method of hiding a room. A wizard could build two doors leading into his treasure vault, a secret door and a dimension door that appears to open into the space occupied by the treasure room but actually leads to a solitary chamber carved beneath the wizard's dungeons. The players could believe they have searched the entire dungeon after opening the dimension door when in fact they were teleported to a different part of the dungeon.

The dimension door map serves to illustrate this use. If the characters open the door marked A, the dimension door actually opens into the false chamber. If the characters enter the secret door, then they can enter the treasure room.

Liquid Door: Designed to foil unwary explorers, this door melds seamlessly into a stone or brick wall. To a casual inspection, the door looks and feels like a portion of the wall. However, a closer look (Search DC 20) reveals that the liquid door has a slightly spongy feel if a character presses hard against it. The liquid door is made of a thick, malleable substance that mimics stone but allows a creature that succeeds at a Strength check (DC 10) to force his way through it. Once a character succeeds at the Strength check to enter the liquid door, he can move through it at half his normal speed. While walking through the door's

substance, the creature can neither see nor breathe. Fighting in the door is impossible, as its substance is too thick to allow for sword blows and spellcasting. Treat the liquid door as a stone wall for purposes of all attacks and spell effects. Vampire lords, lichs, and other creatures that can survive without breathing use passages filled with this substance to protect their treasures.

One-Sided Door: From one side, this portal looks like a regular door. However, the opposite side is a plain section of wall impenetrable to anything short of brute force used to smash a hole in the wall. The one-sided door combines cunning construction with a magical field that twists and warps the door's face. In essence, the door is turned back in on itself, leaving it with only once face. When opened, the door looks like a standard portal. While the door is opened, creatures can move through it from either side. Once it is closed, the side of the door that does not open changes to resemble the wall. A one-sided door is a good tool for trapping the characters in a section of the dungeon, foiling pursuit, or forcing the PCs to seek an alternate exit from the dungeon by cutting off their path back to the surface. Aside from the magical effect that alters the door, treat the wall and the door just as you would a mundane item. For example, a creature on the inaccessible side of the door could tap on the wall to alert a creature on the other side to open the door for him.

Since magic alters the door's nature, mundane methods of uncovering a hidden door are useless for discovering its true nature. For example, a character using the Search skill on the door's unopenable side finds nothing amiss. *Detect magic*, *true seeing*, and similar spells reveal the door's presence and its magical nature from either side.

Painted Portal: A classic in fantasy games, this "door" is a painting or mural that a character can step into to gain access to a portion of the dungeon. For example, a magical painting of a forest scene allows a character to step into the forest and explore its reaches. Such items are useful for hiding treasures or concealing secret chambers. The magical forest may conceal a small castle in which the dungeon's creator hides his treasure or billets his elite soldiers. A painting can either function exactly as a dimension door, as described above, or allow access

DIMENSION DOOR CHAMBER
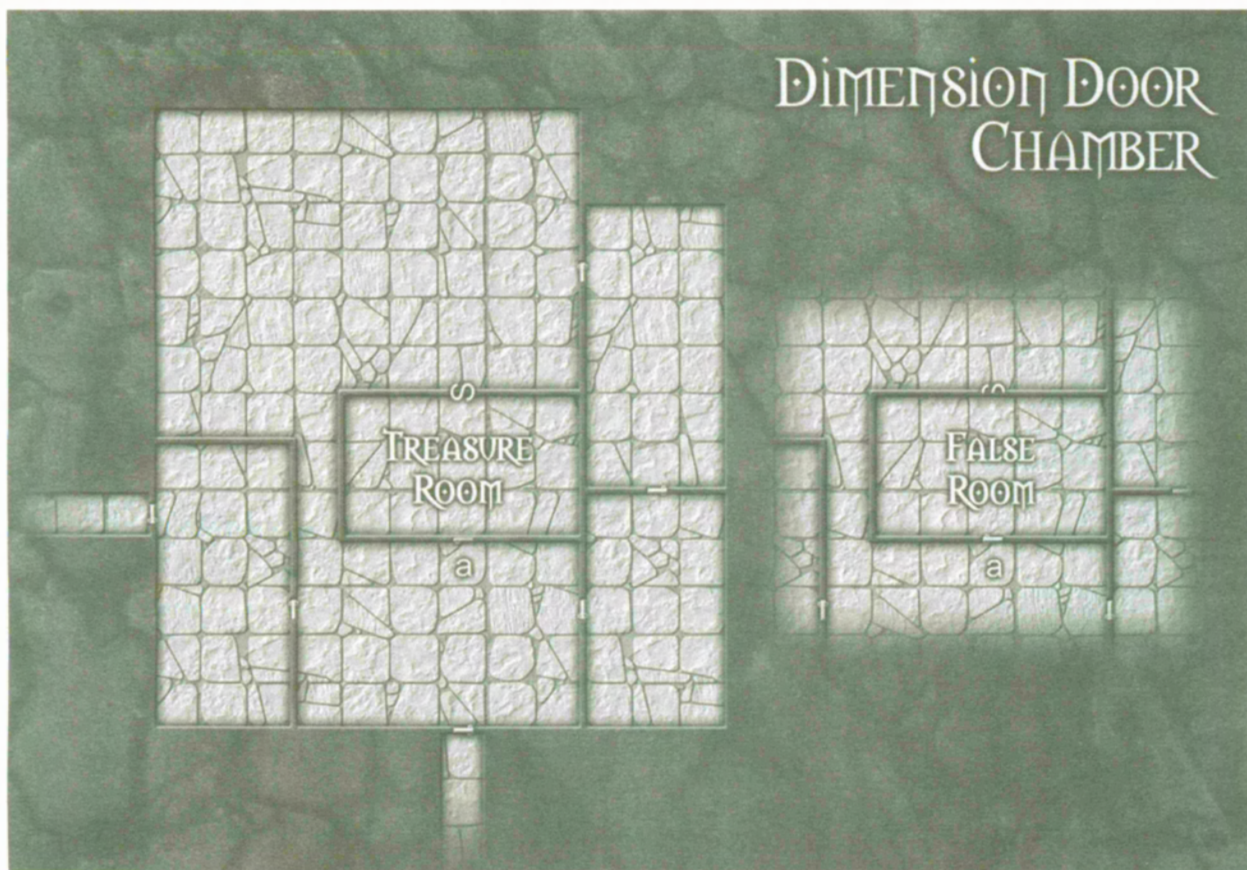
to a tiny demiplane. In the first case, the painting displays a scene from a portion of the dungeon. If the painting leads to a demiplane, there is no limit to the type of environment you can build or the creatures found there.

Characters who step into a painting do not appear within the painting, but any changes they make to the scene it presents are reflected in the painting. For example, a painting may depict a wooded glade with a castle standing near a cliff. If the characters enter the demiplane and reduce the castle to a burning pile of rubble, that change is depicted in the painting. Normally, painted doors allow two-way access via a painting on both sides of the portal. The characters step into the scene via a painting that depicts the scene from which they just traveled. If either painting is destroyed, the connection is severed, possibly trapping characters on one side or the other. Since paintings are susceptible to destruction, most of these portals feature a second method of traveling between the two points they connect.

Talking Door: Also known as a door golem, this magical artifact does not open unless the party can reason with it, speak a password, or answer its riddle. Crafted from wood, iron, or bronze, this door features a humanoid face carved on its outer side. When a creature approaches the door, the face animates and speaks with the party. It may demand a password, ask the party a riddle, or simply engage the characters in conversation. The door lacks a handle or lock. When the spirit that animates the door is satisfied that the party has earned passage, it opens itself. Treat the door as a construct with a spell resistance of 25. In addition, double the hardness of the material from which it is crafted. Destroying the door slays the spirit that animates it. Unlike most constructs, the door golem has a fully developed personality. It may converse with characters out of boredom and could potentially be a valuable source of information concerning creatures, treasures, and traps within the dungeon.

ELEVATOR

This magical or technological artifact can carry characters between different levels. Just like a modern elevator, this room slides up and down a shaft. The mechanism that moves it could either be a simple system of chains and pulleys manned by slaves or servants or a magic item that uses spells such as *levitate* and *fly*. An elevator provides a
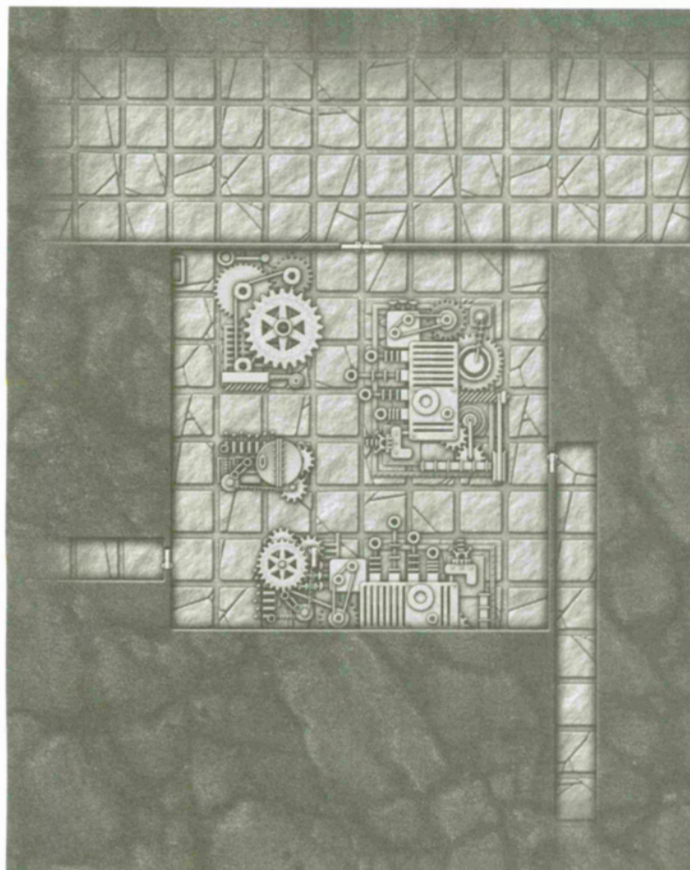
THE MACHINE
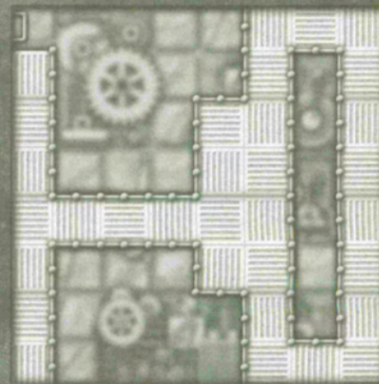
handy route to guide powerful characters directly to the lowest dungeon levels. It can also serve as a puzzle the players must solve and a dangerous location for a battle.

An elevator may, like the animated door described above, require a password, riddle, or other sign to activate it. Perhaps it has a set of runes inscribed within it that must be touched in the proper order to activate it. Alternatively, speaking a password causes the elevator to move to a specific level. Accessing new dungeon levels requires the party to uncover the appropriate password or to puzzle out different patterns of its runes.

Development: Characters riding an elevator are trapped and exposed to attack. They cannot easily leave the chamber and rely on its continued operation to prevent it from plummeting to the shaft's bottom. The incorrect password could cause it to fill with poison gas or might activate some other trap. Perhaps the elevator stops at a given level but does not function without a second password or an item recovered from a powerful monster or hidden treasure vault found somewhere on the level. Monsters could climb up or down the shaft and attack the elevator car or its occupants.

THE MACHINE

This sprawling contraption of bronze and iron sputters, chugs, and squeaks as its pistons, gears, and belts turn and grind for some unknown purpose. The product of a wizard's research or perhaps a monument to a god of invention or creation, the machine is a room unto itself. From the outside, the machine resembles a gigantic, metal box with a variety of gears and pistons built into its outer hull. Inside, the machine features a bewildering array of conveyer belts, spinning gears, and grinding chains. The map included here shows the first floor of the machine and the scaffolds erected above it.

A ladder in the northwest corner of the room allows access to the scaffolds. These platforms stand 10 feet above the room, with the ceiling another 10 feet above them. They are made of metal and are suspended from the ceiling by iron supports. A metal railing runs along the scaffold's sides, preventing careless characters from falling off but granting no cover against attacks.

The machine makes a tremendous racket as its gears whirl and gouts of steam erupt from its pipes. *All* Listen checks suffer a –2 circumstance modifier in this room. Furthermore, apply the following hazards listed on the table below to characters who stand within five feet of the machine. A character who ends his action close to the machine must roll on the table below. Characters standing in the scaffolding are exempt from this roll.

d%	Machine Mishap
1–70	None
7 –80	Blast of steam, Reflex save (DC 15) or suffer 2d4 points of heat damage.
81–90	Spinning chain attacks at +5 melee attack bonus, 1d6 points of damage.
91–100	Clothes caught on gears, must make an Escape Artist or Strength check (DC 15) to get free.

In addition to the danger in wandering too close to the machine, it also presents a number of dangers to characters who are pushed into it. In this case, a character risks being caught on the contraption's gears. A character who enters or is forced into a space occupied by the machine is exposed to the following hazard.

The Machine's Gnawing Gears: Fortitude or Reflex save DC 20; 1 round interval; –1 penalty/interval; 1d6 points of damage; Special: The saving throw given represents the character's ability to avoid damage. To leave the space occupied by the machine, the character must make a Strength or Escape Artist check (DC 20) as a move-equivalent action. On a failed check (or if the character forgoes making a check), the machine's gears pull him through its innards and move him around the room. Roll 1d4 and consult the following table. If the character would move into a wall, he does not move. If the character is moved out of the machine, he is violently ejected 3d6 feet out of its iron guts. The character takes damage for falling the distance he is thrown and lands prone. If the character is thrown into another area of the machine, apply this hazard to him after he takes falling damage. If a character falls into the machine (such as from the scaffold above), he automatically fails his saving throw and takes double damage from the machine on his first round within it.

1d4	Direction
1	1 square north
2	1 square east
3	1 square south
4	1 square west

Flying creatures, those that can levitate, and creatures with an incorporeal form are well suited to the machine room. They can easily avoid the machine while forcing the characters to risk its hazards if they want to enter melee. You may optionally decide that constructs are immune to the machine's effects. Perhaps a shield guardian or iron golem built by the machine's creator stands guard over this chamber.

Development: The monsters found here should use the environment to its fullest, opting for bull rush and grapple attacks to force the characters into the machine. If they have the chance to prepare for the characters, they should take to the scaffolds and use missile weapons and spells against the PCs. Low-level parties without access to *fly, levitate,* and similar spells must use a rope and grapple hook to scale the scaffold or rush to the ladder leading up to it. The monsters should guard the ladder with reach weapons if possible, forcing the characters to endure attacks of opportunity as they clamber up the scaffold.

In the grand scheme of things, the machine could be the object of the characters' quest, an important artifact they must use to produce a magic item or refine a planar substance, or a dangerous item they must destroy.

MINE CARTS

In a dungeon that once served as a mine or other work site, the original occupants may have built a series of tracks on which they ran wheeled carts to carry heavy items, stones, and ore from the lower portions of the mine to the upper levels. While a bit of an anachronism compared to the technology level in most campaigns, mine carts provide for fast, frenetic encounters and can also help move the characters from one end of the dungeon to the other in a minimal amount of time.

To add mine carts to your dungeon, you must first decide where their tracks lead. The carts normally should follow tracks similar to a train's, though you can also apply the

rules and guidelines here to wheeled vehicles used to move around a dungeon area. After adding the tracks to an area (or deciding on a cart's path), you should also note any slopes and inclines that mark its path. Obviously, the cart moves fast when it rolls down a slope and slows down, or perhaps stops, when it reaches an upward incline.

There are two basic carts presented here. One type is simply a container on wheels usually pushed or pulled by workers. This cart is crafted from wood or metal and can hold up to six Medium-size creatures, though some carts may be smaller. Use the standard d20 System rules for dragging items to determine how far a character can push a loaded cart. Double the weight a character can handle in this manner since the tracks and cart count as a favorable condition. The second type is a pump cart with a seesaw handle that, when pumped, causes pistons and gears within the cart to turn and propel the cart forward. Two characters can work the pump, with one character making a Strength check and the second one aiding his attempt. The cart moves forward at a speed in feet equal to 10 times the result of the Strength check each round.

The slope or incline of the rails determines a cart's speed. A normal cart moving downhill increases its speed while it is on the slope by 20 ft. each round. A cart moving up reduces its speed by 20 ft. each round it spends moving on the upward slope. A cart whose speed is reduced to 0 or less is considered to have stopped. A stopped cart on a downward slope rolls backward, as its speed increases by 20 ft. each round. A cart moving on a flat section of track reduces its speed by 10 feet per round. Apply any modifiers to speed before the cart moves. Think of a slope as forcing a cart to move 20 ft. downward before the cart moves. For example, a normal cart with a speed of 60 ft. approaches an upward slope. The first round, it shoots 40 ft. up the slope. The second round, it moves 20 ft. On the third round, its speed is 0 ft. If it is still on the slope, it rolls 20 ft. downward.

Since a pump cart has a source of power, it works a bit differently. The pump cart moves as described above on level sections of track, but it ignores the speed penalty for moving along a level section of track. Furthermore, as long as the characters work the pump, halve the

movement penalty for *moving up* a slope and do not stack it from round to round. For example, a pump cart approaches an upward slope. The characters aboard make their Strength checks and get a result of 6, for a total of 60 ft. of movement. Since the cart is on a slope, this speed is reduced to 50 ft. The next round, the characters' check results in 80 ft. of movement. The cart moves 70 ft. this round. The penalties do not add up because the characters work to maintain the cart's speed.

Both types of carts feature brakes that a character may activate as a standard action. The brakes reduce a cart's speed by 30 ft. once per round that a character activates them. Only one character may work the brakes each round.

Mine carts can either be a container or a flat platform on wheels. Container carts provide half cover to Medium-size creatures, one-quarter cover to Large ones, and full cover to Small creatures. Open carts provide no cover and may send characters flying off them as they move around tight corners and gain speed. Each time an open cart makes a 90 degree or tighter corner or moves at a speed of greater than 100 ft. per round, all characters aboard must make Balance checks (DC 15) or be thrown from the cart. Characters tossed from a cart land prone 2d6 feet away and take damage as if they fell a distance equal to the cart's current speed. These rules also apply to characters and monsters pushed out of a cart.

Fighting on a mine cart is a dicey proposition. All melee and missile attacks suffer a –2 circumstance penalty due to the cart's jostling. This includes both attacks directed at creatures in the same cart as the attacker and those outside of it. Spellcasters must make Concentration checks (DC 15) in order to focus on their spells and properly complete them.

Fast creatures, those that can fly, and those that can use *teleport* and similar magic to keep pace with a hurtling mine cart work well against characters in a cart. The best opponents, though, are other humanoids and monsters chasing the characters in a cart of their own. Such a chase makes for a memorable and fun encounter as the PCs hurtle along the tracks with a gang of monsters close behind. Creatures can lie in wait along the tracks, ready to leap into a passing cart and attack the PCs. Archers and spellcasters line up in chambers

Mud Chambers
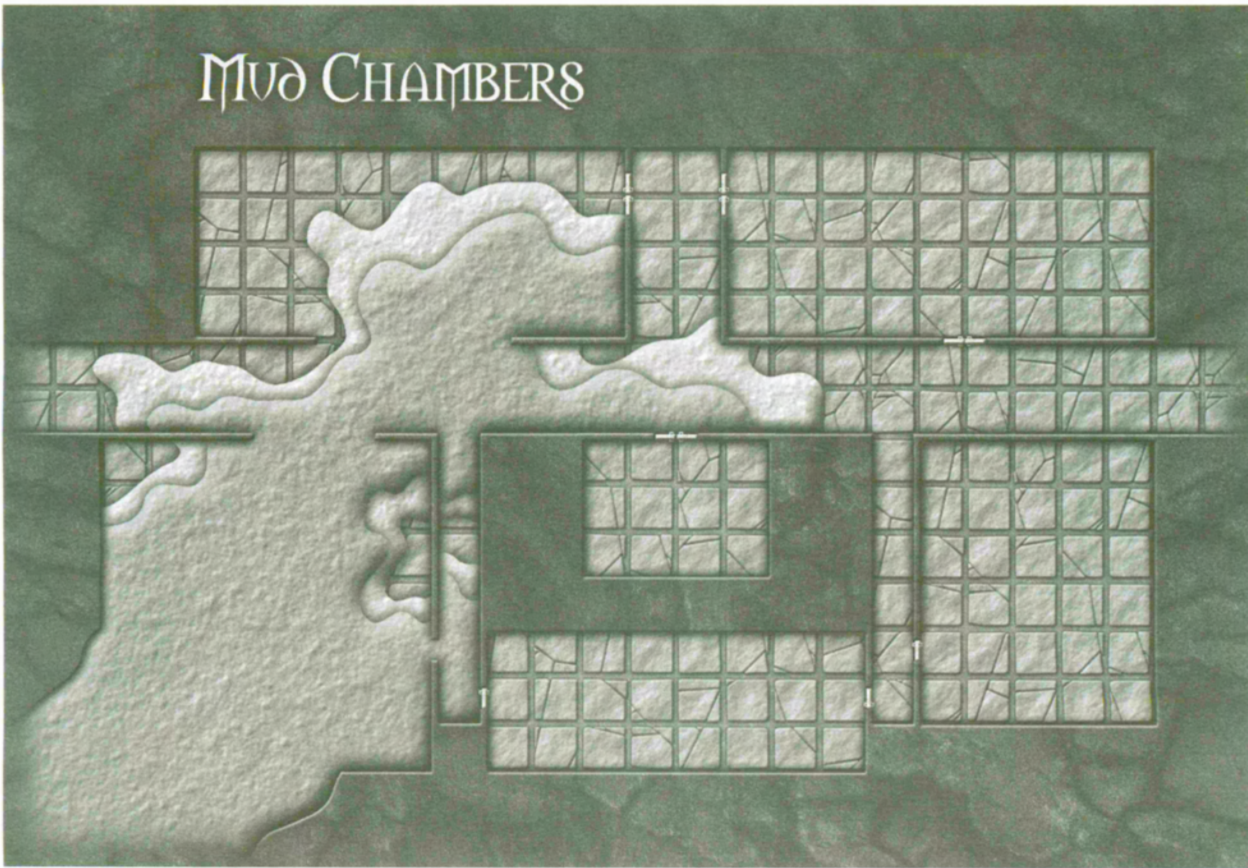
next to the tracks, holding their actions to riddle the PCs' cart with arrows and spells.

Development: When using mine carts in play, it is easiest to use a sheet of graph paper or to increase the scale of your battlemat to fit the entire encounter on one map without constantly erasing things. If there are plenty of slopes for the carts to acquire velocity, the carts can quickly move through the area normally covered by your mat. The cart tracks can run through a wide variety of terrain, from stone corridors to bridges running above subterranean rivers and bubbling pools of lava.

Remember that while the carts may work well to get the characters from point A to point B, the reverse is not necessarily true. The carts can be a convenient method to strand foolish characters deep within the dungeon. On the other hand, they can also be the best option for a party that needs to escape from an onrushing horde of monsters. In this case, keep in mind the ideas given above and never be afraid to pull out all the stops.

Mud Chamber

This area of the dungeon is filled with thick mud. Perhaps a subterranean spring flows through the area here or a confluence of elemental forces combines to produce wet, sticky sludge. In any case, the mud's level varies throughout the chamber. On the map of the mud chamber, the shade of gray indicates the level of mud present.

Areas colored light gray are buried in three feet of mud. Creatures of size Small or lower move at a quarter of their normal rate, while Medium-size creatures move at half speed. A creature that falls prone or that is too short to stand above the mud must stand up in 2d4 rounds or it begins to drown as per the standard d20 System rules.

Areas colored in darker gray are buried in mud that reaches eight feet in depth. Medium-size or smaller creatures sink into this mud at a rate of one foot per round. If they sink above their heads, they begin to drown in 2d4 rounds. All creatures buried in mud move at a quarter of their normal rate.

Rope Bridge
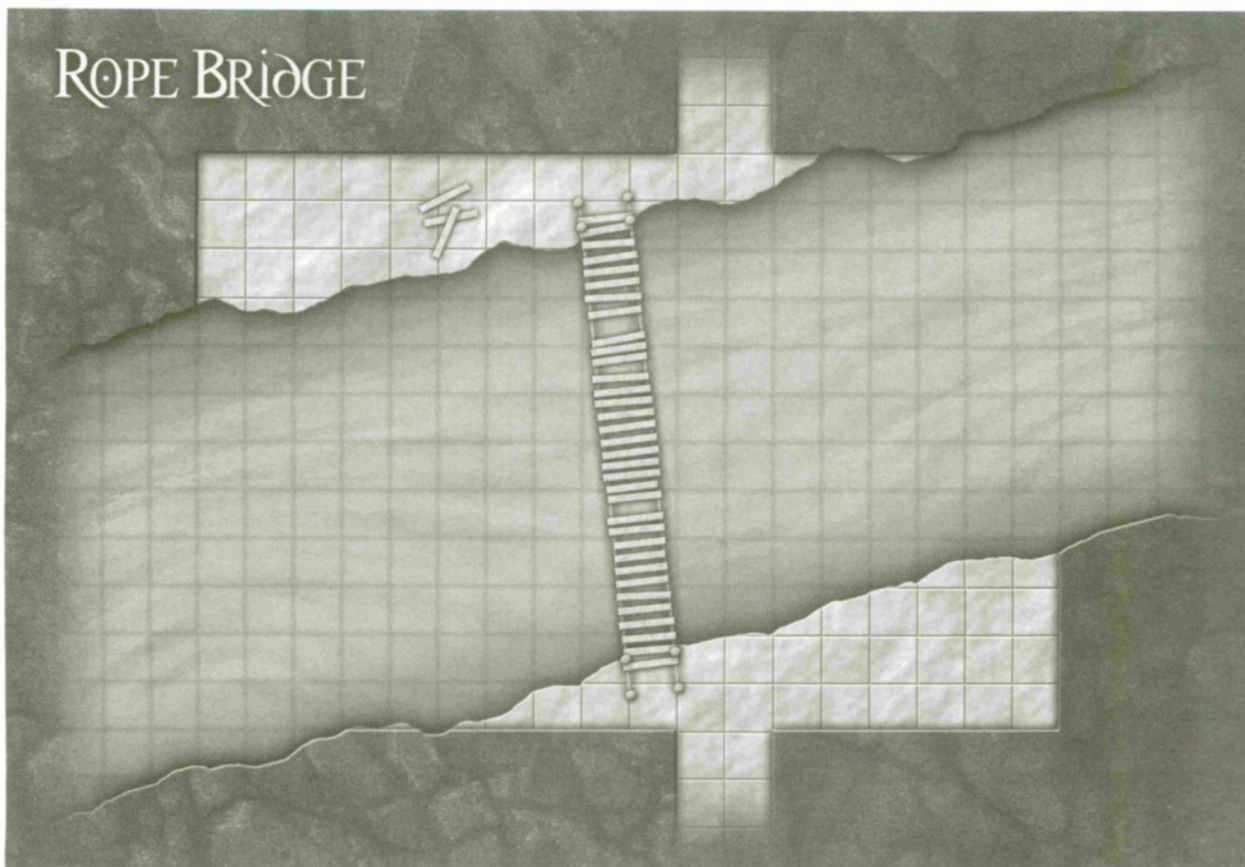
If the door between an open area and an area flooded with mud is opened, the mud pours into the room in a great wave. Creatures standing within 4d6 feet of the doorway must make Reflex saves (DC 15) or take 2d6 points of damage and be knocked prone and buried in mud. Buried creatures begin to drown in 2d4 rounds unless they can move out of the mud.

Prone creatures in mud sink one foot into the mud per round. A creature completely buried in mud can stand with a Strength or Dexterity check of DC 10 if the character is taller than the mud's depth, DC 20 if not. Characters knocked prone in mud can still move, though at a quarter of their prone movement rate.

Undead, constructs, and other creatures that can survive in mud work best in this chamber. They can lurk beneath its surface, lying in wait for the characters to enter the chamber. Otherwise, creatures that are too tall to sink beneath the mud also make good monsters for this area.

Development: Mud makes for an interesting environment because you can hide treasure, creatures, traps, and other surprises within it. Skeletons and zombies can crawl beneath the mud, reaching up to attack characters who cannot see their foes. The PCs may have to dig into a room filled with sludge to find a small item, such as a magical ring, that was long ago lost there.

The Rapids

This fast-moving river cuts through the dungeon. It flows over a series of jagged rocks, branches off in several directions, and spills over a cliff as a majestic, though potentially deadly, waterfall. The rapids can be used to link two portions of a dungeon, making them a daunting obstacle that the party must overcome to continue on their quest. Use the raging river environmental hazard given in Chapter Three for the rapids. In addition, the following hazards can all be incorporated into different locations along its length.

In addition to the Swim checks given for the hazards along the rapids (including the raging river hazard) characters in boats may attempt Strength or Profession (sailor) checks to control their craft at the listed Swim DC. On a failed check, the boat moves as per a failed Swim check. Otherwise, the boat moves as normal.

Falls: Swim check DC 20; 1 round interval; Special: This hazard represents a waterfall along the rapids. On a failed check, a character is swept 3d6 feet toward the falls. On a successful Swim check, a character moves as per the Swim skill description. A character who goes over the waterfall suffers damage for falling into water as normal.

Fork in the River: Swim check DC 20; 1 round interval; Special: This hazard represents a fork in the river, with one passage leading to the right and the other to the left. On a failed check, a character is swept 3d6 feet towards a randomly determined passage along the rapids. Otherwise, he may swim as normal.

Rocky Patch: Swim check DC 15; 1 round interval; Special: In some areas, massive boulders, rocky outcroppings, and other stone formations batter and smash characters who are dragged along by the current. On a failed swim check, a character suffers 1d8 points of damage from slamming into the rocks. Boats suffer 2d8 points of damage.

When picking creatures to use in the rapids, flying monsters, spiders, and creatures that can move along the cave walls make good choices. Aquatic creatures should logically face the same trouble in moving along the rapids, making it difficult to justify their use. Flying creatures can hover above the water and attack the PCs with little fear of counterattacks. Stirges are particularly well suited to this use. Spiders can weave webs just above the waterline, snagging creatures carried by the current and lurking on the walls to attack the PCs.

Development: As stated above, the rapids make for a dangerous path to a remote, important section of the dungeon. Be sure to give the characters some method of leaving the dungeon after they have traveled down the rapids, as chances are they may have a lot of trouble swimming back up them. As the characters travel down the rapids, any encounter is liable to be much more dangerous than normal. Characters in heavy armor, such as fighters, cannot afford to swim in their armor or fall overboard. Smart monsters use bull rush and grapple attacks to push such characters into the water.

The rapids can also channel the characters towards a dangerous encounter. A waterfall at the end of the falls can drop into a large pool of water where a giant octopus or squid lives. After the characters fall into the pool, the monster has a chance to drag them beneath the water before they can scramble to shore.

THE ROPE BRIDGE

A swaying, poorly constructed rope bridge spans a large gap in the dungeon. The gap can simply be a large crevasse, a magma-filled pit, or a rushing river that leads to dark, forgotten caves. In any case, the monsters in this area have built a crude bridge that sways precariously as anyone tries to cross it. Under normal circumstances, the bridge provides a stressful but safe conveyance across the gap. It shudders and shakes precariously but so long as the characters move at half their normal speed they can cross safely. If the PCs try to move any faster across the bridge, they risk slipping and falling off. A PC who tries to make up to a double move across the bridge must make a Balance check (DC 15) or plummet into the gap as the bridge swings and twists. Make this check after the first character moves on the bridge. Regardless of whether this character makes his check, all other creatures and PCs on the bridge must also make Balance checks (DC 10) to avoid falling. If one person upsets the bridge, it begins to sway and may pitch others over the side. As a move-equivalent action, a character may anchor himself to the bridge by grabbing on to the sides or otherwise securing himself against a fall. In this case, a character receives a +5 circumstance bonus to Balance checks made to remain on the bridge.

A character or monster on the bridge or standing next to it may attempt to upset it and send those trying to cross it over the edge. As a full action, the character makes a Strength check opposed by Balance checks made by everyone on the bridge. Those who fail the check tumble off the bridge. If the character who upsets the bridge in this manner also stands on it, he must make a Balance check with a +2 circumstance bonus against his own Strength check to keep his own footing. On a failed check, he, too, falls from the bridge.

The bridge may be cut by anyone with a slashing weapon. The ropes that make up its frame have hardness 0, 2 hits points, and a break DC of 23. After severing one rope, the bridge remains in place but increase the

DC of any Balance checks made by characters on the bridge by 2 as it loses its structural integrity. Severing two ropes causes the bridge to partially collapse. All characters standing on it must make Balance checks (DC 20) or fall. Furthermore, characters may move only up to a quarter of their speed on the bridge. At any faster rate of movement, they must make Balance checks (DC 25) to avoid falling. If three ropes are severed, the bridge falls apart. Everyone on it may make Reflex saves (DC 20) to catch hold of the rope's remains and cling to it as it dangles from its undamaged end. Those who succeed in this save may climb up the bridge's remains, but they take 2d6 points of damage as the bridge slams into the far cliff face. If cut from one of its ends, the bridge falls from its moorings at that edge. If the bridge is cut in the middle or anywhere else along its length, the bridge's halves dangle from each end where it was secured. Obviously if the bridge's supports at both ends are cut, the entire thing tumbles down into the gap along with anyone trying to cross it.

Flying creatures and those with powerful ranged attacks are well suited to this encounter. A horde of orc archers at one end of the bridge can pepper the characters with arrows as they slowly make their way across. The orcs or other guards always have the option of cutting the bridge, though remember that the monsters are not suicidal. They should not destroy the bridge if it represents their only exit from the dungeon unless they readily have magic that can get them across the gap.

The exact nature of the gap the bridge spans is left to you to decide. Low-level parties may face a 20-foot-deep crevasse, while higher-level ones may need to cross a 60-foot chasm filled with lava at its bottommost depths. As a rule of thumb, multiply the party's level by 5 and add 10 to determine how deep the gap should be. At that depth, a fall can deal enough damage to a PC to threaten his life without automatically resulting in a character death.

Development: The rope bridge makes an excellent obstacle to place between the characters and the object of their quest. The monsters guarding it can rain arrows down on them or fly forward to attack, forcing them to take to the bridge and attempt to cross before their opponents cut its moorings free. The bridge also makes a good encounter setting for a defensive battle in which the PCs must hold back a large number of monsters. High-level characters will often be able to cross the gap using magic, such as spells or items that allow flight or spider climbing. For some encounters, this may be perfectly desirable—players enjoy using their characters abilities to defeat challenges that would otherwise be difficult and dangerous. If you want the encounter to present a more difficult challenge to high-level parties, modify the chasm to make flight and other magical methods of travel more difficult. Perhaps monstrous spiders lair in the chasm and fill it with webs to ensnare flying prey. Or maybe enemy spellcasters are ready on the opposite side of the gap to cast *dispel magic* on characters attempting to cross it.

STATUE GARDEN

This wide, long chamber features a host of statues arranged in neat rows. Each of these statues depicts a humanoid figure crafted in a startlingly lifelike pose. The statues stand upon circular marble bases that are designed to pivot if the statue is grasped and pushed, allowing a statue to be positioned so that it faces any direction. Turning the statues is relatively easy, as they swivel on what feels like well-oiled joints as they turn.

The statue garden is an elaborate puzzle that can be used to guard an important treasure or serve as a gateway to a critical portion of the dungeon. The garden can be used in several different ways, allowing you to recycle the basic concepts several times in the same dungeon or over the course of a campaign. The following are a few ideas for its uses.

The statues could be petrified captives of a medusa who lurks within the dungeon. Some of the statues are trapped to catch unwary adventurers who spin their bases and inspect them. Many of these poor souls have been driven mad by their many years of captivity, causing them to attack the party in a psychotic rage, wander about the dungeon babbling to themselves, or remain locked in the same pose they held as a statue in a catatonic fit. The characters must determine which of the statues they need to free in order to gain an important hint to solving a problem they face. For example, the dwarf who built a tomb they need to break into may be kept within the garden after the medusa turned him to stone. The characters must piece togeth-

er clues to determine which person they must free. A high-level party probably has the resources to eventually free everyone, but low-level characters may need to ration a limited supply of a potion or the charges from a wand. Thus, with high-level characters, perhaps some of the petrified NPCs are evil adventurers who try to trick the party, kill them, and steal their treasure.

Based on the statues' positions, different magical effects take place within the room. The doors leading into the room do not open from the inside unless all the statues face towards them, thus ensuring that no more than one exit leads from the room at the same time. If all the statues are turned to face towards a particular statue, a magical effect takes place within the room. If the statues all face a sailor or a mermaid, magical portals open in the ceiling that stream a torrent of water into the room. This can lead to some interesting combinations. A corridor leading away from this room may be made from superheated metal. The characters must activate the water effect, then turn the statues to face the proper door so they can unleash the water down the hallway to cool it off. The PCs must work fast in order to avoid drowning as they work within the chamber. To heighten the stakes, sahuagin, sharks, or other beasts may fall through the portal along with the water.

The statues may partially animate during a battle within the room. A wizard, evil priest, or medusa that controls the room may be able to command them to hinder its foes. When a character attempts an action while adjacent to a statue, it reaches out and grabs at him. Characters standing next to a statue suffer a –2 circumstance penalty to attacks, checks, and AC. Spellcasters must make Concentration checks (DC 15) in order to use their spells. Each statue has 5-ft. reach and may hinder one character per round. The statues could also be minions of a villain who keeps them here as part of an ambush against the characters. While the PCs are locked in battle against the villain or his minions, he uses *dispel magic* or a magic item to free his minions and set them upon the party.
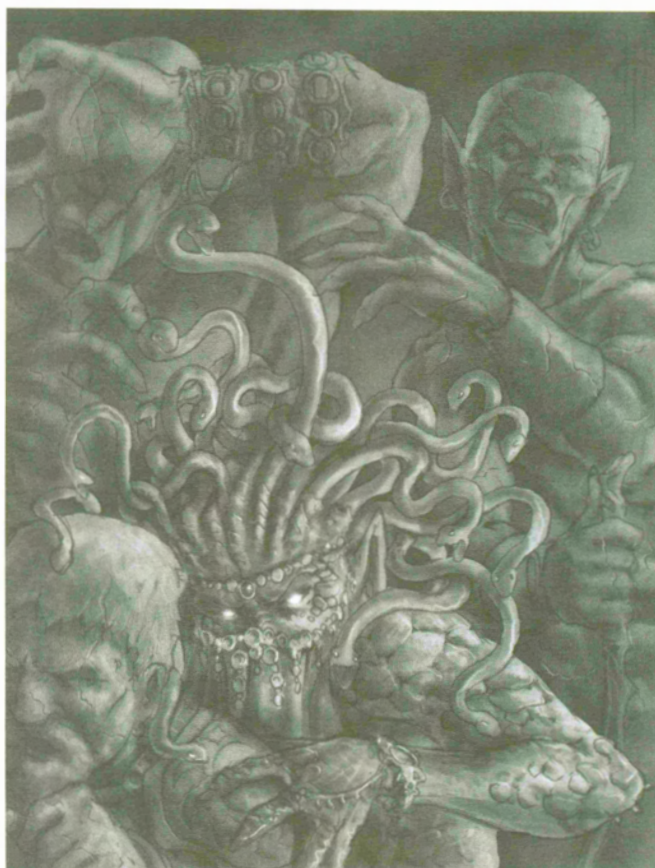
The Sundial

This seemingly mundane sundial crafted from bronze and set upon a stone pedestal could pass as a normal decorative item in a park, garden, or other sunny spot. In the depths of a dungeon, it stands out like an orc at the elf princess's debutante ball. The sundial is a puzzle the players must solve to continue through the dungeon. By casting the light of a torch or lantern upon it from a particular angle, they can trigger different magical effects.

The sundial is found in a chamber painted with a mural that extends along its walls and even covers stone doors that lead into it. Starting from the north, the mural depicts the following: A morning scene as the sun peeks above the horizon to look upon a sleepy village, a bustling town at high noon, a scene of workers heading to their homes from the fields at dusk, a group of raucous drinkers in a tavern at night, and a shadowy figure lurking in the forest in the dark night.

To activate the sundial's magic, a character must stand next to it with a torch or other light source so that the sundial's shadow

THE SUNDIAL
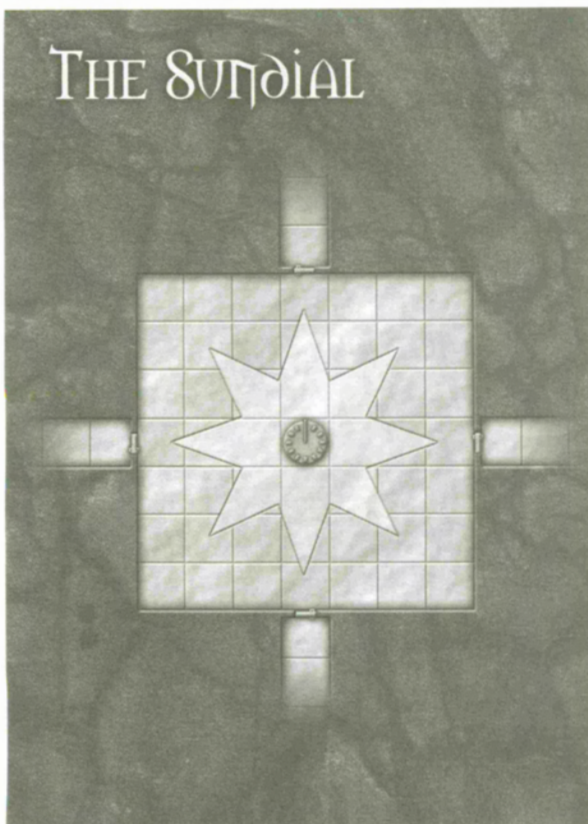
points towards an hour appropriate to sunrise, such as 6 or 7, and slowly walk around the dial. As the character walks, he must hold the light source and keep an even pace so that the shadow cast on the sundial maintains a steady progression across its face. As time on the dial passes, the mural appropriate to the time of day on the sundial glows with a blue radiance.

As the character approaches the hour of sunset, around 6 or 7, he must douse his light source and all others in the room aside from the mural's magical glow but continue walking in order to activate the magic of the nighttime scenes. As he approaches sunrise, he must re-ignite his light source and complete the cycle.

Activating the sundial can have a variety of effects, depending on how you want to use it in your game. As a puzzle, it can serve as an important part of uncovering a clue, magic item, or secret door necessary to continue through the dungeon. A few ideas are given below to help fire your imagination.

Since the sundial's revolution must be com-
pleted in darkness, perhaps a phantom fungus, an invisible stalker, or some other creature hides in the room and strikes when the characters douse their lights.

As each section of the mural glows, it activates a magical effect. When the dawn effect activates, it heals the characters of damage. The noon effect casts *bless* on the party, and the tavern scene fills their backpacks and canteens with food and water. However, the scene of midnight unleashes a werewolf or other creature trapped within the mural. The beneficial magical effects do not take hold until the werewolf is unleashed, forcing the party to accept a tough fight in order to gain the dial's benefits. The creature should have a CR two higher than the party's level to make it a tough fight. This magical effect is usable only once per week. The monster reappears within the mural after a week, allowing it to attack once again.

As each section of the mural glows, it activates a secret door. The characters must activate each section and find an item or explore the corridors beyond each mural in order to complete their quest.

Appendix

Primary Monster Tables

These tables allow you to randomly choose an opponent appropriate to the party's level that dominates or controls a dungeon level or a portion of a large dungeon region. As usual, you need to adjust the number of monsters you use to pose a credible threat to the party. In some cases, you can grant creatures levels in character classes to make them an appropriate challenge. The monster tables have been reprinted here for easy reference. You are granted permission to photocopy these tables for personal use.

Level 1
1. Kobolds
2. Goblins
3. Hobgoblins
4. Orcs
5. Tieflings
6. Humans

Level 2
1. Kobolds
2. Goblins
3. Hobgoblins
4. Orcs
5. Tieflings
6. Humans
7. Lizardfolk
8. Gnolls

Level 3
1. Derro
2. Drow
3. Duergar
4. Gnolls
5. Grimlocks
6. Troglodytes

Level 4
1. Derro
2. Drow
3. Duergar
4. Gnolls
5. Grimlocks
6. Troglodytes
7. Bugbears
8. Sahuagin

Level 5
1. Azers
2. Bugbears
3. Derro
4. Drow
5. Duergar
6. Kuo-toa
7. Ogres
8. Sahuagin

Level 6
1. Bugbears
2. Derro
3. Drow
4. Duergar
5. Kuo-toa
6. Ogres
7. Wererats
8. Werewolves

Level 7
1. Aranea
2. Derro
3. Drow
4. Duergar
5. Ettercap
6. Kuo-toa
7. Gargoyles
8. Minotaurs

Levels 8–10
1. Aranea
2. Cloakers
3. Ettercaps
4. Ettins
5. Gargoyles
6. Harpies
7. Minotaurs
8. Yuan-ti

Levels 11–13
1. Aboleths
2. Annis
3. Athaches
4. Driders
5. Kyton
6. Medusas
7. Red slaads
8. Xills

Levels 14–16
1. Mind flayers
2. Ogre mages
3. Blue slaads
4. Frost giants
5. Rakshasas
6. Green slaads

Levels 17+
1. Night hags
2. Fire giants
3. Cloud giants
4. Beholders

Guardian Beast Tables

Guardian beasts are magical creatures, animals, or other creatures used by dungeon dwellers as guards, shock troops, and other support troops. These creatures are listed by the party levels against which they make good opponents. Most of them have a CR one or two below the suggested level, allowing you to use more than one at a time in encounters or have them fight in conjunction with the dungeon's primary monster. Add one to the party's level to generate a lone creature that should pose a challenge on its own. Add two or more to randomly select a lone creature that poses a deadly threat to the party.

Level 1
1. Abyssal dire rat
2. Baboon
3. Badger
4. Dire rat
5. Dog
6. Giant fire beetle
7. Medium-size monstrous centipede
8. Stirge

Level 2
1. Darkmantle
2. Dog (riding)
3. Krenshar
4. Large monstrous centipede
5. Medium-size monstrous scorpion
6. Medium-size monstrous spider
7. Medium-size viper snake
8. Wolf

Level 3
1. Ape
2. Black bear
3. Boar
4. Cheetah
5. Dire badger
6. Dire bat
7. Dire weasel
8. Giant bombardier beetle
9. Giant lizard
10. Giant preying mantis
11. Hippogriff
12. Krenshar
13. Leopard
14. Huge monstrous centipede
15. Huge monstrous scorpion
16. Huge monstrous spider
17. Snake (constrictor)
18. Snake (Large viper)
19. Wolverine
20. Worg

Level 4
1. Cockatrice
2. Dire ape
3. Dire wolf
4. Giant wasp
5. Grick
6. Hell hound
7. Lion, snake (Huge viper)
8. Worg

Level 5
1. Barghest
2. Carrion crawler
3. Dire boar
4. Dire wolverine
5. Displacer beast
6. Giant stag beetle
7. Griffon
8. Hydra (5 heads)
9. Huge monstrous spider
10. Otyugh
11. Owlbear
12. Tiger

Level 6
1. Basilisk
2. Dire lion
3. Elasmosaurus
4. Girallon
5. Hydra (6 heads)
6. Manticore
7. Snake (giant constrictor)
8. Spider eater

Level 7
1. Hydra (7 heads)
2. Pyro/cryohydra (5 heads)
3. Megaraptor
4. Gargantuan monstrous centipede
5. Huge monstrous scorpion
6. Shambling mound
7. Tendriculos
8. Wyvern

Level 8
1. Bulette
2. Chimera
3. Chuul
4. Dire bear
5. Dragonne
6. Hydra (8 heads)
7. Lernaean hydra (5 heads)
8. Pyro/cryohydra (6 heads)
9. Gargantuan monstrous spider
10. Remorhaz
11. Triceratops
12. Umber hulk

Level 9
1. Behir
2. Destrachan
3. Dire tiger
4. Gorgon
5. Gray render
6. Hydra (9 heads)
7. Lernaean hydra (5 heads, pyro/cryo)
8. Lernaean hydra (6 heads)
9. Pyro/cryohydra (7 heads)
10. Colossal monstrous centipede

Levels 11–12
1. Delver
2. Hydra (10 heads)
3. Lernaean hydra (6 heads, pyro/cryo)
4. Lernaean hydra (7 heads)
5. Pyro/cryohydra (8 heads)
6. Gargantuan monstrous scorpion
7. Hydra (11 heads)
8. Lernaean hydra (7 heads, pyro/cryo)
9. Lernaean hydra (8 heads)
10. Pyro/cryohydra (9 heads)
11. Roper
12. Roll again

Levels 12–15
1. Hydra (12 heads)
2. Lernaean hydra (8 heads, pyro/cryo)
3. Lernaean hydra (9 heads)
4. Pyro/cryohydra (10 heads)
5. Colossal monstrous scorpion

6. Frost worm
7. Lernaean hydra (9 heads, pyro/cryo)
8. Lernaean hydra (10 heads)
9. Pyro/cryohydra (11 heads)
10. Purple worm

Levels 16 +
1. Lernaean hydra (10 heads, pyro/cryo)
2. Lernaean hydra (11 heads)
3. Pyro/cryohydra (12 heads)
4. Lernaean hydra (11 heads, pyro/cryo)
5. Lernaean hydra (12 heads)
6. Lernaean hydra (12 heads, pyro/cryo)

ALLIED CREATURES

These creatures either work with the primary monster, live on their own in the dungeon as independent monsters, or lead the primary monster into battle. These creatures have a CR roughly equal to the party level they are listed under.

Level 1
1. Small skeleton
2. Small zombie
3. Medium-size skeleton
4. Tiefling
5. Medium-size zombie
6. Small elemental
7. Ghoul
8. Homunculus
9. Lemure
10. Large skeleton
11. Large zombie
12. Roll again

Level 2
1. Choker
2. Dretch
3. Imp
4. Huge skeleton
5. Vargouille
6. Large zombie

Level 3
1. Allip
2. Medium-size elemental
3. Ethereal filcher
4. Ethereal marauder
5. Ghast
6. Howler
7. Magmin
8. Mephit
9. Mummy
10. Quasit
11. Shadow
12. Huge zombie

Level 4
1. Barghest
2. Sea hag
3. Vampire spawn
4. Wight

Level 5
1. Achaierai
2. Barghest (greater)
3. Huge elemental
4. Gibbering mouther
5. Hieracosphinx
6. Phase spider
7. Rast
8. Ravid
9. Shadow mastiff
10. Wraith

Level 6
1. Belker
2. Kyton
3. Lamia
4. Osyluth
5. Gargantuan zombie
6. Wraith

Level 7
1. Aboleth
2. Barbazu
3. Huge elemental
4. Erinyes
5. Flesh golem
6. Hellcat
7. Invisible stalker
8. Spectre

Level 8
1. Bodak
2. Dark naga
3. Efreeti
4. Hamatula
5. Mind flayer
6. Mohrg
7. Ogre mage
8. Shield guardian

Level 9
1. Bebilith
2. Greater elemental
3. Night hag
4. Rakshasa
5. Colossal skeleton
6. Succubus

Level 10
1. Clay golem
2. Cornugon
3. Retriever
4. Roper

Levels 11–12
1. Devourer
2. Elder elemental
3. Stone golem
4. Colossal zombie

Level 13
1. Beholder
2. Gelugon
3. Iron golem
4. Vrock

Levels 14–16
1. Hezrou
2. Nightwing
3. Glabrezu
4. Nalfeshnee
5. Nightwalker
6. Pit fiend

Levels 17+
1. Marilith
2. Balor
3. Nightcrawler

Random NPC Encounters

When building the important villains and leaders among a tribe of dungeon dwellers, the following tables allow you to randomize their levels, the guards who are with them, and so on.

Random Character Class
1. Barbarian
2. Bard
3. Cleric
4. Druid
5. Fighter
6. Monk
7. Ranger
8. Rogue
9. Sorcerer
11. Wizard
12. Multiclass: Roll twice more to determine total classes. Each time you get this result, roll again to add an additional class to the NPC.

NPC Guards and Allies

1. Guards with the same number of levels as the NPC in a class determined using the table above.

2. Two guards, each with two fewer levels than the NPC in classes determined above.

3. One guardian beast chosen from the party's level on the table above.

4. Two guardian beasts chosen from the party's level – 1 on the table above.

5. One allied creature chosen from the party's level – 1 on the table above.

6. Two allied creatures chosen from the party's level – 2 on the table above.

7. Enough guards from the primary creature race to push the total EL 2 above the party's level.

8. An NPC whose CR equals the villain's – 1 and enough guards from the primary creature race to push the total EL 2 above the party's level.

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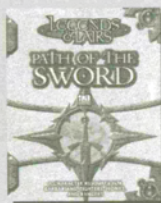
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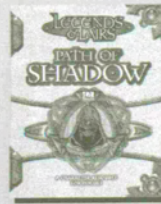
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