

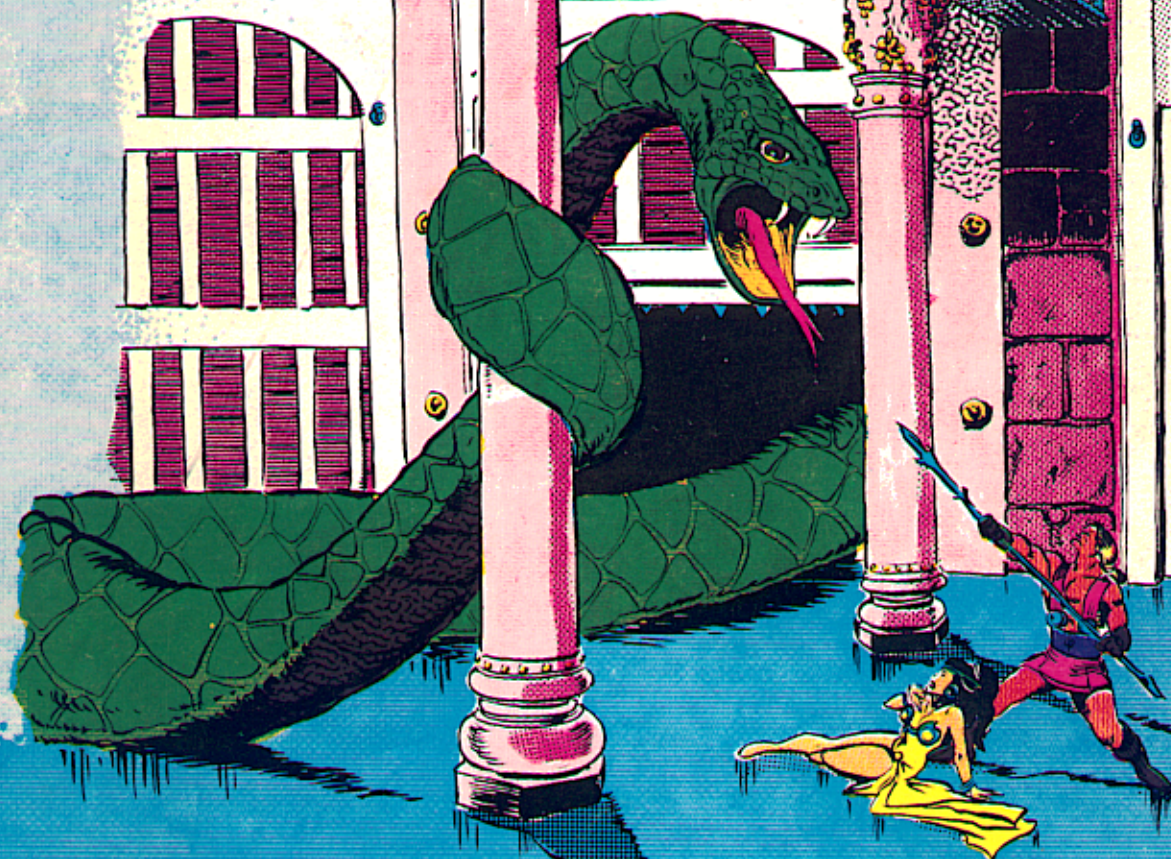
SURVIVAL OF THE FITTEST

Judges Guild



By Michael Mayeau

A DEADLY SOLITAIRE DUNGEON
FOR 1, 2, 3, OR 4 PLAYERS



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Survival of the Fittest!

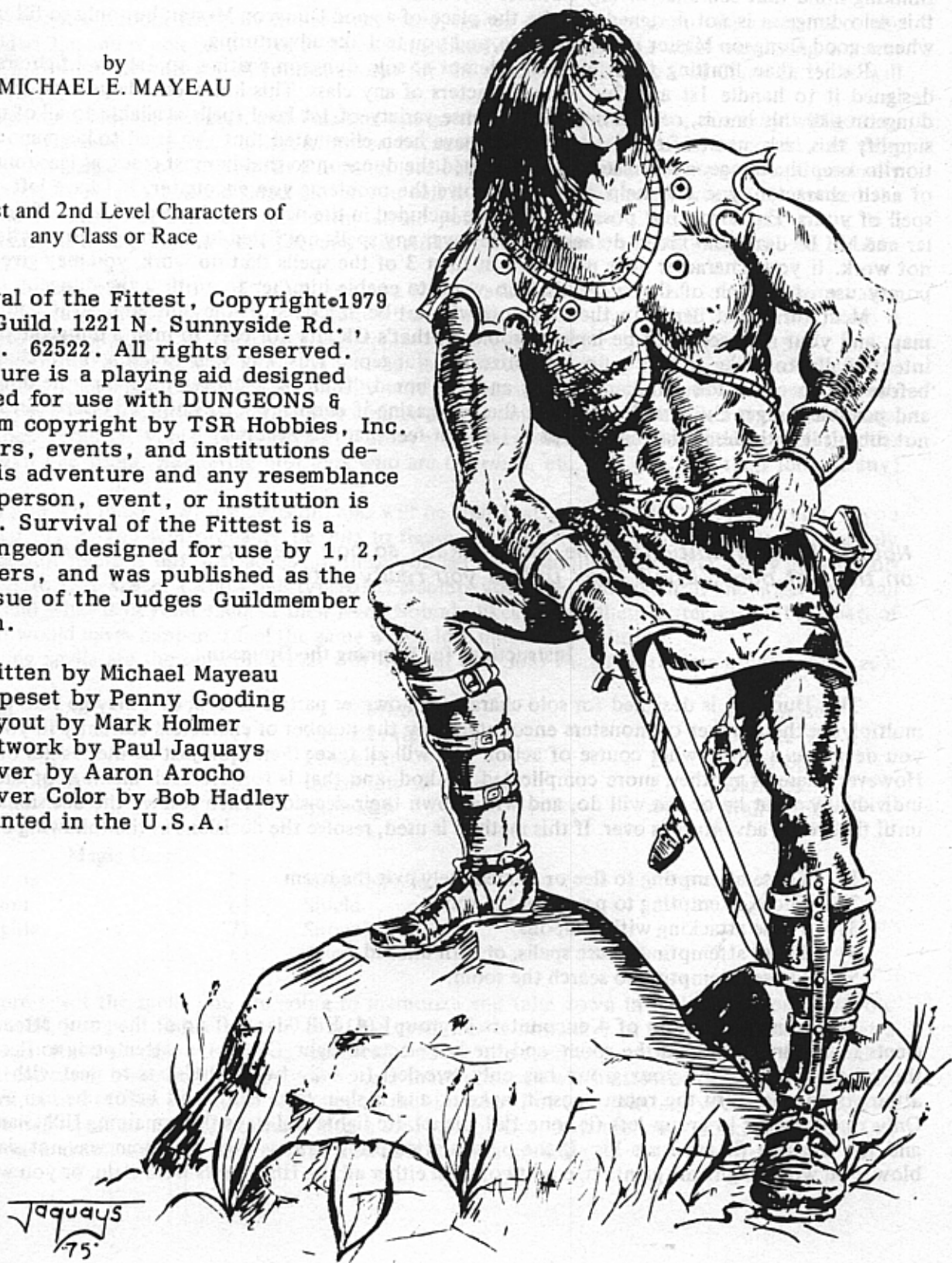
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for 1, 2, 3, or 4 Players

by
MICHAEL E. MAYEAU

For 1st and 2nd Level Characters of
any Class or Race

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3, or 4 players, and was published as the
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Designer's Notes

First, let me say, that I do not believe that any book, computer, or instruction manual can ever come close to taking the place of a good Dungeon Master. There are an almost infinite variety of situation that can be gotten into during D&D® adventure, and just as many possible solution to them. Any 'pre-programmed' format cannot hope to cope with some of the wide variety of solutions that players can come up with to "get themselves out of a fix", many of which could work. For a good D&D adventure, you need a logical, thinking mind that can analyze any possible solution to a problem, and figure out its chance of success. Thus this solo dungeon is not designed to take the place of a good Dungeon Master, but only to fill in temporarily when a good Dungeon Master is not available, and you feel like adventuring.

Rather than limiting this, my first attempt at solo dungeon writing, to 1st level fighters only, I have designed it to handle 1st and 2nd level characters of any class. This has been a large task, for even a small dungeon like this one is, considering the immense variety of 1st level spells available to all of the classes. To simplify this task, most of the 1st level spells have been eliminated, but I've tried to keep enough of a selection to keep the dungeon interesting, and designed the dungeon so that in most cases, at least one of the spells of each character type will help out, if not solve the problems you encounter. If I have left out a favorite spell of yours, I'm sorry, but possibly it will be included in the next solo dungeon I write, if this one is popular and Mr. Bledsaw asks me to do another. However any spells not listed in the Instruction section will simply not work. If your character does not know at least 3 of the spells that do work, you may give him/her temporary use of enough of the spells that do work to enable him/her to go thru the dungeon (your choice).

Most turns and bends in the corridors will not be described in the dungeon. So if you are keeping a map, and your map seems to be having problems, that's OK, its not easy to map a dungeon. This was done intentionally to make it harder to memorize the dungeon. This way you can run more characters thru it before you become too familiar with it, and get bored. There is a master map that the dungeon follows, and possible Judges Guild will print it in their magazine if enough people show an interest in seeing it. I will not submit it with the initial manuscript as I do not feel that it is necessary to.

Good Luck!

Note to Second Edition: Some folks asked, so now the map of the dungeon is included on the last page. Don't peek unless you really gotta!

Instructions for Running the Dungeon

This Dungeon is designed for solo characters, however parties of 2, 3, or 4 may go thru together by just multiplying the number of monsters encountered by the number of characters currently in your party. When you decide as a group what course of action you will all take; then look just at the results of that decision. However there is another, more complicated method, and that is to have each member of the group decide individually what he or she will do, and write down their decision. Then resolve the decisions one at a time, until that room adventure is over. If this method is used, resolve the decisions in the following order:

- 1) Those attempting to flee or immediately exit the room.
- 2) Those attempting to pass thru the room.
- 3) Those attacking with weapons.
- 4) Those attempting to use spells, or turn undead.
- 5) Those attempting to search the room.

For example, a group of 4 encounters 1 [group] (4) Hill Giants. Two of the group attempt to flee, one elects to try and pass thru the room, and the last elects to fight. Of the two attempting to flee, one makes it, the other is slain. Now your group has only two left (ie only two Hill Giants to deal with). The one who attempts to pass thru the room doesn't make it, and is slain by a Hill Giant before he can even fight back. Only one member in group left (ie. one Hill Giant). He fights and slays the remaining Hill Giant, so the room and the treasure (if any) are his. If the person attempting to pass thru the room was not slain on the first blow, you would fight the giants two on two, until either all the Hill Giants were slain, or you were.

There are three rooms, which are specified, where only one "monster" is encountered, no matter how many are in your group.

You may cast a Cure Light Wounds spell (if you have one) anytime you are not actively engaged in battle. The best time to do it is when you are exiting a room, otherwise you might step into another encounter before you have a chance to.

There are a few selected places in this dungeon where it is possible to memorize one other spell, if you have used one or more spells already. These places will specify this, and may only be used once for this purpose.

Anytime you enter a room that you've been in before, ignore what it says about the contents of the room. Roll a 6-sided die, and if you get a '1' or a '2', go immediately to 10 C and see what wandering monster you've found in the room. Do this for all rooms, except for the room that has the Evil Cleric in it, he will always be in that room.

Thieves, Assassins, Monks, Rangers, and Paladins can go thru this Dungeon also, but they will go thru as fighters. Each will possess a special ability, however, because of their class. Paladins, of course, get their Hands-On-Healing. Rangers get two 8-sided Hit Die at 1st level. Monks, on any roll where you would normally take damage (except vs Magic), roll a 6-sided die. If you roll a "6", then you have successfully dodged the blow, and take no damage. For Thieves, before any strike you make, roll a 6-sided die, if you roll a "6", then you have managed to slip behind your foe, and will strike at +4 to your Hit Probability, and do Double-Damage if you hit.

In most cases, you will have the initiative, and you will be asked what you wish to do. In some cases, however, you will be surprised. Then you will be told what is happening to you, and if you survive, then it will be your turn to respond.

Anytime a monster is put out-of-action, it will be assumed that you slay it. This will include *Sleep*, *Paralyzing*, etc. unless other instructions are specifically written. Monsters that are *Charmed*, or made *friends* with due to any type of spell will let you do as you wish in their room (except kill them), but can not follow you outside of their room. If you gain "sanctuary" from a monster, all you can do, without violating the sanctuary, is to exit the room. Wandering monsters who are *Charmed*, etc. will give you their loot (if any) and walk away.

Sometimes you will make a wrong decision, and will be told that you got killed, and little else. If you are an experienced player you will probably be able to figure out how it happened. If you are a relatively new player and cannot figure it out, just accept it, until you get more familiar with D&D. Many gory details have been left out to save space, I know the type of characters you'll be running thru, and what they can handle (at best), and what is beyond them at their level. Nobody likes to lose their characters, but it's part of the game, and if it would never happen, I feel the game would lose much of it's thrill.

The following spells are the only ones that will work in this Solo Dungeon (unless otherwise noted):

Clerical		Druidical		Illusionist	
1)	Bless	1)	Animal Friendship	1)	Change Self
2)	Command	2)	Faeire Fire	2)	Color Spray
3)	Cure Light Wounds	3)	Invisibility to Animals	3)	Darkness
4)	Sanctuary	4)	Shillelagh	4)	Wall of Fog
Magic Users					
1)	Burning Hands	5)	Magic Missile		
2)	Charm Person	6)	Shield		
3)	Dancing Lights	7)	Shocking Grasp		
4)	Friends	8)	Sleep		

You must pre-select the spells you are going to memorize and take down into the dungeon with you. When you use a spell, you will either be told that the spell works normally, or that the monster(s) get a 'saving throw' against it. In all cases, except as specifically noted, the spell will work exactly as described in D&D. There are some cases, however, that you will be told that your spell was ineffective. This does not mean that it didn't work, it means that it had no effect upon the monster. For example, say you run into an Orc, and use a *Change Self* spell to change yourself into a Hobgoblin, Orc, etc., the spell worked, but the Orc still doesn't like you, and still wants to kill you, and you have lost the initiative.

All monster unless noted otherwise, will fight you to the death, yours or theirs. Saving throws for all types of characters are grouped into one number, irregardless of class. In most cases, you will be getting the best saving throw of all of the classes.

You may bring into this dungeon one only of the following items, if you have them:

- +1 Weapon (any type) - no power.
- +1 Protection (any type, ie., armor, ring, cloak, etc.).
- 1 Potion (Healing, Extra-Healing, or Dragon Control).
- Scroll - Two 1st level spells maximum (of types listed).

No other magic items may be brought into this dungeon, although any that you find in this dungeon will always work.

You should play the monsters fairly, they would not just stand there and let your characters kill them. If you do not have at least 50% losses, you are either playing the dungeon too easily, or are cheating, or have memorized the dungeon and the decisions to make in such good detail, where you might just as well save yourself the trouble, and roll up all your characters at 2nd level, rather than bother to cycle them thru the dungeon. If the last is the case, you can always use a die roll to determine where your characters will go and what decisions they will make.

I have tried to cover all situations that you might come up against, either by eliminating alternates, or by having expanded decisions. However some cases may come up that were not planned for, in such cases, a little common sense may be needed to handle the situation. Or a die-roll might be used, roll a 6-sided die; 1 - 3 the monsters win, 4 - 6 the players win.

Finally, no character is ever allowed twice into this dungeon. Its easy enough to roll-up a new character to enjoy this dungeon with, so don't try to build your old characters up, by running them thru over and over. And remember, each character is his own person, and just because a character that you aren't especially fond of made it thru the dungeon and got a good Magic Item, while the one you really like, barely made it thru alive, doesn't mean that the one character would give his Magic Item to the other, just because you would like it that way. Don't cheat one of your characters to make one you like better more powerful.

This Dungeon has dim light, coming from somewhere. Visibility varies between 15 to 30 feet, so torches are not needed, nor will they help (for light purposes).

A Word about treasure and multiple parties. If the monsters are carrying the treasure, then each monster will have its treasure and you will get the appropriate multiples of treasure. But if the treasure is located in the room, and not on (in) the monsters, then thats all that there is; there are no multiples of that treasure. Finally, any treasure or item given to your character is yours, and not part of any common treasure. You can do with it what you want to, of course.

There will be occasions where you will be told that if you want to take a certain action (for example, drink a potion), to turn to a certain page and paragraph. After completing what it says there, you may not find any instructions for moving on. This is because that page and paragraph may be used for more than one adventure. If this happens then just start backtracking up the list you are keeping of the page and paragraph numbers that you have gone thru, and you will find the instructions for exiting the room that you are in one or two steps back.

This Dungeon is called "Survival of the Fittest", because it is an excellent way to get rid of any 1st or 2nd level characters that you don't especially like. Although there is a chance that they will survive this dungeon, the odds are against them. So you will probably eliminate many poor characters, and maybe a few good ones too, in this dungeon and have a lot more fun than just throwing their character sheets in the wastebasket.

This dungeon was basically designed for solo playing, for those times when you want to adventure, but none of your D&D partners are available. However, since D&D is one of the few games where you can enjoy the companionship of your friends in a game, and can compete with them, and not against them, the dungeon will accommodate up to 4 characters before it starts to get crowded. You can thus enjoy this dungeon with 4 friends, or run 4 characters thru by yourself, or some combination inbetween.

Fighters, Magic Users, Clerics, Druids, and Illusionists are all taken care of in the matrices of the dungeon. Thieves, Monks, Assassins, Rangers, and Paladins can be run thru as fighters, however they will get some special bonuses due to their class. Refer to the "Instructions" section for these bonuses.

When going thru this dungeon, you will be told to go to a specific Page and Letter to see what happens next, or will happen as a result of some action of yours. It is a good idea to list down, in order, all of these locations. The reason for this is: 1) If you get lost, you can find your way easier; 2) Some of the encounters offer you a chance to go back the way you came, and if you don't know the way you came, because you forgot it, you could have a real problem if you wished to do that. When going thru this book, do not read it like a normal book, go only to where you are told to go, and do not read other adventures on the same page. In some adventures, you will even be told to start at a specific paragraph of a Page and Letter designation. When this happens, start at the paragraph instructed, however you may scan the above paragraphs for that Page and Letter to remind yourself as to what is going on.

Read the Instruction section and the Designers Notes, then you will be ready to begin.

To Play the Dungeon

You have trained hard at whatever school you happen to be trained in. Now you are ready to take your Final Exam, to see if you are "Fit". The price for failure of this test is Death! Your goal is to pass this test, and maybe to acquire some Gold or valuable Magic items in the process.

You are led to an old abandoned part of the city by your Mentor. You end at a flight of stairs that go down, your Mentor points to these stairs and says "Good Luck".

You go down the stairs till you come to a door with a sign on it. It says, "ONE-WAY, ENTER". You go thru the door, and find yourself facing north in a TEE intersection, with the door at your back, go to 1A (Page No. 1, Section lettered A).



- A You are standing at an intersection; you can go west, go to 3B; you can go north, go to 5B; you can go east, go to 4B; or you can go thru the door on the south wall, go to 6C; or, you can stand here and do nothing, go to 7C.
- B -1 You have just entered a room with 2 Skeletons in it. AC=7, 1HD, 5hp each, 1-6 damage. They are advancing to attack you, you have the initiative.
- 2 You may attack them with weapons; you may try to 'Turn' them, go to 2C; you may use magic, select your spell and go to 3C; or you may try to flee back the way you came, go to 5C.
- 3 If the Skeletons are still "alive", they will attack you. If you are still alive afterwards, go to 1B-2, if you took any damage you may not use any magic spells next turn. If the Skeletons have been destroyed, or turned, you get 50 exp. pts. each. You may search for secret doors, go to 9C; or
- 4 You may exit the south door, go to 6A; or exit the east door, go to 11A.
- C Find the spell you selected below, and turn to that section. If you selected a spell not listed below, it was ineffective, return to 2B-3.
Bless--go to 3E; Sanctuary--go to 4E; Faerie Fire--go to 3E; Shillelagh--go to 3E; Burning Hands--go to 3E; Dancing Lights--go to 7E; Magic Missile--go to 3E; Shield--go to 3E; Shocking Grasp--go to 3E; Sleep--go to 3E; Color Spray--go to 3E; Darkness--go to 8E; Wall of Fog--go to 8E.
- D Find the spell you selected below, and go to that section. If you selected a spell not listed below, it was ineffective, return to 4C-3.
Bless--go to 2E; Sanctuary--go to 9E; Faerie Fire--go to 2E; Shillelagh--go to 2E; Burning Hands--go to 2E; Dancing Lights--go to 10E; Magic Missile--go to 2E; Shield--go to 2E; Shocking Grasp--go to 11E; Color Spray--go to 12E; Darkness--go to 13E; Wall of Fog--go to 13E.
- E A Disintegration Ray shoots out of the ceiling at you character, Suddenly your character is disintegrated. Return to 22B, if there are any characters left.
- F You all fall into a pit of Molten Lava and die!



- A You are standing at a TEE intersection. You can go north, go to 7B; you can go east, go to 5B; or you can go south, go to 3B.
- B -1 You have just entered a room full of webs, there is a large Spider in it. AC=8, 1+1HD, 7hp, 1 pt. damage + save vs poison. It is attacking you, but you have the initiative.
- 2 You may attack it with weapons; you may use magic, select your spell and go to 1C; or you may try to flee back the way you came, go to 11C.
- 3 If the Spider is still alive, it will attack you. If it bites you, you take 1 point in damage, and must save vs poison. Roll a 20-sided die, if you roll 10 or less, go to 12C.
- 4 If you are still alive return to 2B-2, if you took damage you may not use magic spells on the next turn. If the Spider is killed, you get 100 exp. pts., and you find 20 Electrum Pieces loose on the floor. You may search for secret doors, go to 7C; exit the north door, go to 10A; or exit the west door, go to 4B.
- C Roll 2 6-sided dice. If you rolled a '7' or higher, you have turned the Skeletons and they will flee out the other door. You can only try to turn them once, return to 1B-3.
- D You make it, return to where you came to 4B from.
- E The spell works normally, go to 4C-3.
- F You find a large metal chest, you fear opening it, but you know that you must. Suddenly a cloud of green gas comes out. Roll a 20-sided die, if you roll 15 or less you are dead, otherwise you jump back in time. When the gas is gone, you look inside and find a large gem worth 1000 G.P.



- A You are standing in a 4-WAY intersection, remember this number and go immediately to 7C. After you return from 7C (if you do) you may go north, go to 9A; you may go east, go to 10A, you may go south, go to 4B; you may go west, go to 5B; or, you may stand here and do nothing, go to 7C.
- B You have just entered a room with a Hobgoblin in it. He offers to let you pass for 10 Gold Pieces (each). If you pay, go to 13C; if you wish to attack him, go to 9D.
- C Find the spell you selected below, and turn to that section. If you selected a spell not listed below, it was ineffective, return to 1B-3.
Bless--go to 4D; Sanctuary--go to 5D; Faerie Fire--go to 4D; Shillelagh--go to 4D; Burning Hands--go to 4D; Magic Missile--go to 4D; Shield--go to 4D; Shocking Grasp--go to 4D; Darkness--go to 6D; Wall of Fog--go to 6D.
- D You do not make it! A Piercer has dropped on (in) you. You take 1-6 points of damage (roll a 6-sided die). You cannot use magic (if you are still alive), but you must slay it with weapons to survive. Each turn you do not slay it, you will take an additional 1 point of damage, as it is eating you alive. It is AC=3, and takes 4hp to kill. If you kill it, you get 50 exp. pts. and find a gem worth 150 Gold Pieces inside of it. You may exit the north door, go to 7H; you may exit the west door, go to 1A; you may exit the east door, go to 2B; or you may look for secret doors, go to 7C.
- E The spell works normally, return to 2B-3.
- F You climb down your rope into the pit. When you reach the end of your rope, you still cannot touch or see the bottom of the pit. You light a torch and drop it into the pit below you, it gets lost in darkness, and you have no way of knowing how deep it is. As you start to climb up your rope again, you see a large rat gnawing at the top of your rope. Before you can react, he chews thru your rope, and you fall! You are consoled by the fact that you will soon know how deep this mysterious pit is!!



- A You are in a TEE intersection. You can go north, go to 8B; you can go west, go to 11A; or you can go south, go to 5A.
- B You have entered an apparently empty room. You can turn around and exit the way you came, go to 2D; or you can cross the room and exit one of the other 2 doors, go to 3D.
- C -1 Roll a 6-sided die, if you roll a '1', a Wight is inside of the coffin, otherwise the coffin is empty, and you get 100 exp. pts. for (?) bravery. If you have rolled a '1', the Wight is standing up to attack you. AC=5 (silver or magic to hit), 4+3 HD, 19hp, 1-4 damage plus a level drain.
- 2 You may try to flee back out the secret door, go to 7D; you may attack with weapons; you may try to 'Turn' it, go to 18B; or you may use magic, select your spell and turn to 1D.
- 3 If the Wight is still "alive", it will attack you, if it hits you, you will take a 1 level drain (and lose the corresponding abilities and hit die), and take 1-4 pts. in damage (if you get to 0 level, you will become a Wight too, under the other Wight's control, and will help the Wight kill your companions, if any). Afterwards, if you are still alive, you may attack the Wight, return to 4C-2, but if you took any damage, you may not use any spells next turn.
- 4 If the Wight is killed, you get 250 x.p. and find 80 Platinum Pieces. in the coffin. To exit the secret room, go to 1B-4.
- D The spell works normally, go to 1B-3.
- E The Spider gets a saving throw. Roll a 20-sided die, if you roll a '16' or higher, the Spider will still attack you, go to 2B-3.
- F When you walk into the secret room, you see a shelf with a small ring box on it. When you open it up, you find a ring of 3 Wishes. You cannot use them in this campaign, but if you make it out of this dungeon, you can use them in another campaign with a live Dungeon Master running it (if he or she chooses to allow it). Just bring this solitaire dungeon with you, and show the D.M. the steps you followed to get the ring, then go be his/her restrictions for the Wishes.



- A You are in a TEE intersection. You can go north, go to 4A; you can go south, go to 11B; or you can go west, go to 10B.
- B You have entered a room with 2 Giant Rats in it. You see them eyeing you, you also see coins scattered around the floor, and 2 other doors. You can try to exit the way you entered, go to 13D; you can try and cross the room and exit one of the other doors, go to 10D; you can try to collect some of the coins, go to 11D; or you can attack the Rats, go to 12D.
- C Each Skeleton gets one swing at you before you escape. They hit AC=2 on a 15 or higher (+2 from behind), and do 1-6 points in damage. If you are still alive, return to where you came to 1B from.
- D The Skeletons get a saving throw. Roll a 20-sided die for each Skeleton, on a '15' or higher, it can still attack you, return to 1B-3.
- E Go to 8B.
- F You may add '1' to the characteristic of your choice, ie. strength, intelligence, etc. Go to 16G, and give yourself 400 x.p.
- G He thanks you for the donation, and says his name is Zodak. He tells you that he is an 11th level Evil High Priest. As he moves about, you can see the glowing magical suit of Chainmail he is wearing under his robes. You suddenly feel glad that you did not attack him. If you gave all the treasure that you had, and it was more than 500 Gold Pieces in value, go to 6G. If you gave all the treasure you had, and it was 100 to 500 Gold Pieces in value; or, if you did not give all the treasure that you had, but you gave over 500 Gold Pieces in value, go to 7G. If you gave all the treasure you had, and it was less than 100 Gold Pieces in value; or if you did not give all the treasure you had, and gave 500 Gold Pieces or less, go to 8F.
- H You enter a room full of HUNGRY Trolls arguing with each other. If you elect to enter the room, tear up your character sheet, if you elect to go back the way you came, do so NOW!



- A You are in a TEE intersection. You can go north, go to 1B; you can go east, go to 7A, you can go south, go to 7B; or you can look for secret doors on the west wall, go to 7C.
- B You are in the room of the Elven Weapons Trader (there is only one weapons trader, no matter what the size of your party). He asks you if you would like to trade in one of your weapons, and 10 Gold Pieces, for a new one of the same type. If you do, go to 14A; if you want to attack him, go to 17A; if you wish to exit the room, you can exit the north door, go to 7A; or, you can exit the east door, go to 9A.
- C The door will not open, go to 7C. When you complete what is instructed there, return to 1A.
- D The spell caster is the only one that can see clearly, all others attack at -4 on "to hit" die rolls. Return to 1B-3.
- E Go to 19B, and exit the room.
- F You get an Amulet which has 1 use in it, and will immediately exit you, and the rest of your party (if you desire) from the dungeon. When you want to use it, go to 22B, write down this number if you do not use it now. Go to 16G, and give yourself 200 exp. pts.
- G Zodak gives you a wand containing 3 Flame Strike spells in it, and shows you how to use it. You can use it inside this dungeon, and take it out with you if it has any charges in it when you leave (assuming you get out, and with this, you should!). If you are in a party, you are the only one that can use it! It does six (6) 8-sided die in damage (save for 1/2 damage is applicable) to anything it is used on in a 10' x 10' area. Zodak will only give one of these out, and if 2 or more characters qualify, he will give it to the one who is Chaotic-Evil, or closest to it (die roll for ties). He tells you that it will not work in this room, however, and smiles. If you wish to leave the room, go to 16A. If you wish to try the wand out on him, go to 18D.
- H You enter a room full of House Cats. As you enter to look around, you casually reach down and pet one. It quickly bites you, and begins licking the blood off of your hand. You quickly realize these cats are Vampiric, and rush for the door, you do not make it!



- A You are in a TEE intersection. You can go north, go to 10B; you can go south, go to 6B; or, you can go west, go to 6A.
- B You enter an apparently empty room with a chest in the middle of it. You may try to back out the way you entered, go to 17B; you can try and cross the room and exit the door on the opposite wall, go to 18A; or, you can go and open the chest, go to 15A.
- C Roll a 6-sided die. If you get a '1' or a '2', go to 10C, otherwise, return to where you came here from.
- D The Wight gets one attack at you before you get the door to the secret room closed. If you survive, go to 1B-4.
- E The Spider is unimpressed, it attacks you. Go to 2B-3.
- F The last member of your party who was killed is immediately raised from death, FULLY, and is standing beside of you now. If your party has had no loses, or you are alone, you get a ring that has one (1) Raise Dead Fully spell in it. The ring will disappear when used. Go to 16G, and give yourself 600 exp. pts.
- G He thanks you, and heals all of the damage that you may have taken (if you have taken any). Then Zodak tells you that you may safely rest here and memorize a spell, if you use spells, and have used one or more already. When you want to leave, go to 16A.
- H Go to 3A.
- I You see a Gorgon standing in the center of the room, he is breathing heavily, in YOUR direction. Roll a 20-sided die, if you roll a 14 or higher, you may flee back the way you came, or attack the Gorgon (just tear up your character sheet). If you roll a 13 or less, then you are just another statue adorning his lair (tear up your character sheet anyway).



- A The corridor ends in a door. The door has a sign on it, it says "EXIT". You can go thru the door, go to 12B; or, you can return south down the corridor, go to 16A.
- B -1 You have walked into a room full of Yellow Mold. You can try to immediately exit the way you entered, go to 9F; you can try to cross the room and exit the door on the opposite wall, go to 12A; you can go to the body in the center of the room and search it, go to 14B; you can attack the Yellow Mold, go to 15B; or, you can attack the Yellow Mold with magic, select your spell and go to 17C.
- 2 If you destroy the Yellow Mold, you get 100 exp. pts.
- 3 You may exit the room by the north door, go to 9B; or, you can exit by the south door, go to 4A.
- C You are in a room with a coffin in it (there is only one coffin in the room, no matter how many are in your party). You may open it, go to 4C; or, you may exit the way you entered, go to 1B-4.
- D You lose all of the coins you are carrying. You can exit the room by the west door, go to 5E; or, you can exit the room by the south door, go to 13A.
- E The Spider can sense your movements in it's webs, it attacks you, at normal to hit probability (hits AC=2 on a 16 or higher). Anyone else (but you), however now attack at -4 on their "to hit" probability. Go to 2B-3.
- F He doesn't look impressed, but offers to throw a Cure Light Wounds spell on you. If you wish to take his offer, go to 9G; otherwise you may leave, go to 17D.
- G After you finish chopping down the tree, and brushing the dirt off of your hands, you hear something entering the cavern. When you turn and look you see 4 large 'trees' have walked in, and they have faces on them. Not being completely dumb you recognize them as Treants, and they look real MAD! You realize that your only hope is to act like you just entered and found the tree already cut down. It doesn't work, they tear you limb from limb!



- A You are in a TEE intersection. You can go north, go to 10B; you can go south, go to 3A; or, you can go west, go to 6B.
- B You have entered a room with a Bandit in it. He tells you to give him all your money (not gems), or he will kill you. If you give him all of your money, go to 8D; if you try to flee back the way you came, go to 14C; if you want to attack him, go to 18C.
- C Roll a 6-sided die. If you get a '1' ('1' or '2' for Elves), go to 14D, otherwise return to 1B-4.
- D -1 You have the initiative, you may attack with weapons, or you can use magic, select your spell and go to 15C. The Hobgoblin is AC=5, 1+1HD, 8hp, hits AC=2 on a 16 or higher, and does 1-8 damage.
- 2 If the Hobgoblin is still alive, he will attack you. If you are still alive, return to 9D-1. If you slay the Hobgoblin, you get 35 x.p. and find 20 Gold Pieces on his body. To exit, go to 13C.
- E The Wight gets a saving roll. Roll a 20-sided die, if you roll a '12' or higher, the Wight can still attack you (and will). Otherwise you have 'Sanctuary', and can leave the room. When you want to exit, go to 1B-4. If you want to violate your Sanctuary and attack the Wight, or try to take his treasure, go to 4C-2; if you rolled an 11 or less, go to 4C-3.
- F You make it, return to where you came to 8B from.
- G Roll a 6-sided die. If you get a '1', go to 11F, otherwise roll an 8-sided die and remove that many points of damage from yourself. When you wish to try to leave, go to 17D.
- H You walk into a room which has it's walls lined with shelf upon shelf full of books. You wonder if some of them might be magic. If you want to examine them, you can take them down one by one. For each one that you take down, go to 7C. There are no other doors in the room, so when you want to leave this room, go back the way you came in.



- A You are in a TEE intersection. You can go north, go to 11B; you can go south, go to 2B; or, you can go west, go to 3A.
- B You have entered a room with 2 Kobolds in it, you can tell this by the 2 small Javelins coming at you. Roll a 20-sided die to see if they hit you. If you are still alive, you can attack them as they come charging at you, there is no time for spells. They are AC=7, 1/2 HD, 3hp each, do 1-6 damage with short swords (the Javelins do 1-6 damage), and hit AC=2 on a 17 or higher. If you survive, you get 20 x.p. for each Kobold that you slay, and find 5 Gold Pieces on each ones body. You may exit the north door, go to 11A; you can exit the east door, go to 5A; you can exit the south door, go to 9A; you can exit the west door, go to 7A; or, you can search for secret doors, go to 7C.
- C If you were looking for a secret door, you did not find one, and no matter what you were doing, you have found a wandering monster. Roll two (2) 6-sided die, and refer to the wandering monster table on page 24 to see what you have found. If you choose to flee, go to 19A; otherwise you must fight the monster. You may use weapons or magic. If you survive and defeat the monster, give yourself the appropriate experience points, and collect any treasure the monster might have had, then return to where you came to here or to 7C from.
- D You make it, go to 20A.
- E This impressed the Wight, who does not like light. It will back away into the corner, and not bother you unless you bother it. Go to 4C-4, but only give yourself 150 x.p.
- F You are standing in a 4-Way intersection. You can go north, go to 9H; you can go east, go to 5H; you can go south, go to 6H; or, you can go west, go to 11G.



- A You are standing in a 4-WAY intersection, remember this number and go immediately to 7C.
- After you return from 7C, you can go north, go to 13A; you can go east, go to 4A; you can go south, go to 10B; you can go west, go to 1B, or, you can stand here and do nothing, go to 7C again.
- B You have entered a room that appears empty, except for a Well in the center of the room. You can try to immediately exit the way you came in, go to 21A; you can try to walk (or run) across the room to the door on the opposite wall, go to 19B; or, you can walk up to the Well, go to 23A.
- C You make it before the Spider can get you, return to where you came to 2B from.
- D There are 100 Electrum Pieces scattered around the room, write down the number you want to try and take, then go to 21B.
- E Don't you feel silly!, it worked. Now all you have to do is to touch the Wight (and eat a level drain yourself!) to do your Electrical damage on him. Go to 4C-3.
- F Zodak "accidentally" gave you a "Cause Serious Wounds" instead. Roll two (2) 8-sided die, add 1 to the total, and TAKE that much more damage on yourself. If you are still alive, he smiles at you and says that he's sorry, it was an accident, but you flee anyway, go to 17D.
- G You walk into an apparently empty room with a chest in the center of the floor. After looking around the room and at the ceiling carefully, you decide to go up to the chest and see if someone left you a present. As you reach the chest, you notice that the floor has come up, and is enclosing you, it is a Trapper. Add 4 to your armor class, and take that many points in damage for the next 6 turns, after that, you have suffocated, and are dead (if you don't die before).



- A Roll a 6-sided die. If you roll a '1', go to 15D, otherwise go to 8B-3.
- B This is the last room before exiting the dungeon. Roll two (2) 6-sided die, and refer to the wandering monster chart on page 24 to see what monster you must fight to get out of the dungeon. You cannot go back the way you entered (the sign said EXIT). If you want to flee out the exit door on the other side of the room, the monster(s) will (each) get 2 free attacks on you (at +2 to hit you), as you run by. If you survive, or defeat the monster(s), go to 22B. If you want to use magic spells, only the following spells will work: Bless; Shillelagh; Burning Hands; Magic Missile; Shield; Shocking Grasp; and Darkness. If you defeat the monster(s), don't forget to give yourself the appropriate amount of x.p. and check them for treasure.
- C You are Dead!!!
- D -1 You have the initiative, you may attack with weapons, or you can attack with magic, select your spell and go to 22A. The Rats are AC=7, 1HD, 3hp each, and have a 1-3 bite.
- 2 If any rats are still alive, they will attack you. If you are still alive, return to 12D-1. If you took any damage, you can not use any magic spells on the next melee turn.
- 3 If you kill the rats, you get 20 x.p. for each one you slay, and you may collect all 100 Electrum Pieces that are scattered around the floor if you desire too. When you are done, go to 20A.
- E The Wight is stunned for 1 round, you may safely flee, go to 1B-4; or you can attack at +4 to your hit probability for the first round, go to 4C-2.
- F The long corridor ends in a dead end. There is nothing there but a few cracks in the masonry, and a big pit in the middle of the corridor. The pit is dark and you cannot see the bottom of it. You can lower a rope down into the pit, and climb down, go to 3F, or, you can go back the way that you came empty handed.



- A You are in a TEE intersection. You can go north, go to 9B; you can go south, go to 11A; you can go west, go to 16A; or, you can wait here and see if a wandering monster comes along, go to 7C.
- B You have just entered the temple of an obviously evil Cleric. He is standing at an Altar, wearing Black Robes, looking at you (there is only one of him, no matter what the size of your party is). (If your character has ever been in this Temple before, and left with a feeling that he/she should never enter this Temple again, go immediately to 16B.) About 5 feet in front of you is a bowl designed to receive treasure donations for his temple. You can try to back out quietly and not bother him any more, go to 17D; you can try and search for secret doors, go to 18D; you can try to attack him with weapons, go to 19C; you can attack him with magic, select your spell and go to 20B; or, you can put some, or all, of your treasure into the bowl, go to 5G.
- C You can exit the east door, go to 1A; or, you can exit the west door, go to 2A.
- D You make it, return to where you came to 5B from.
- E The spell worked. All but the spell caster attack at -4 to their hit probability. Go to 4C-3.
- F You get a +1 (to hit probability) weapon of your choice. Go to 16G, and give yourself 300 exp. pts.
- G You have just entered a room that is filled with some kind of smoke or fog. As you watch and look about (for the short distance that you can see), you notice that the 'fog' seems to be clearing. You can leave the room the way you entered, do so immediately; or, you can stay around and wait for the fog to clear, go to 7I.



- A He tells you that his name is Efam and that he is a Fighter/Magic User. While you are trading, he shows you his favorite sword, a +2 Red Dragon Slaying Sword. Then he tells you the story about how he single-handedly slew a Red Dragon with this sword when he was only 3rd level. Roll a 20-sided die. If you get a '1', go to 16C; if you get a '20', go to 19D; otherwise take your new weapon (which is not the +2 Red Dragon Slaying Sword), and go to 6B and exit this room.
- B You find a scroll with 2 spells on it; 1) Magic Missile (3D4+3), and 2) Cure Light Wounds (removes 1-8 points of damage, roll an 8-sided die). You also find a Gold Ring, it is not magic, but it is worth 200 Gold Pieces. Roll a 6-sided die. If you roll a '1', go to 15D; otherwise go to 8B, but you may NOT do an immediate exit of the room any more.
- C You make it, go to where you came to 9B from.
- D You have found a secret door in the center of the north wall. If you want to open it and enter, go to 8C; otherwise go to 1B-4 and exit the room.
- E The spell works normally, go to 9D-2.
- F You get a gem that is worth 500 Gold Pieces. You can try to rest here for a while, go to 16G; or, if you desire, you can exit the room, go to 19B.
- G You enter a room that is glowing a reddish-orange color, and is quite warm. You can see that this glow is coming from a pit on the far side of the room. There is a door across the pit and the room appears empty. You walk up to the pit and peek carefully inside. It is about 30 feet deep, glowing, and has quite a bit of heat coming from it. You can exit the way you entered; or you can try and jump across the pit and exit the other door. If you want to try and jump the pit, you must roll a 20-sided die and roll your dexterity or less. If you do not make it, go to 1F; if you do make it, you can exit through that door, go to 16H.



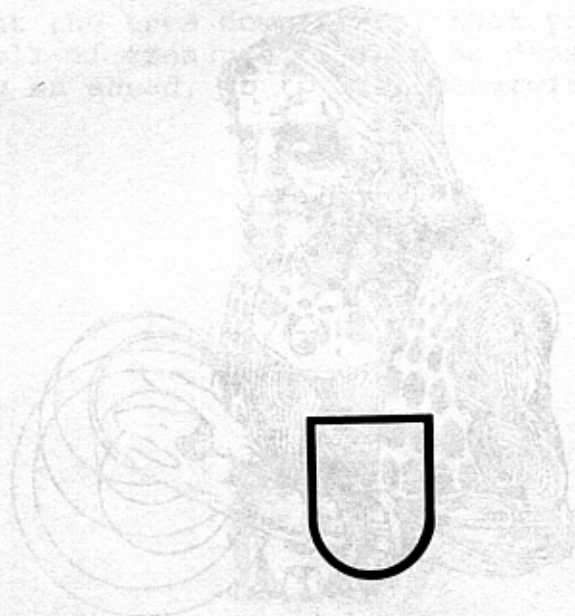
- A -1 As you enter you feel something poking at your back. You turn around just in time to see a Stirge taking a stab at you. Roll a 20-sided die for his attack, he hits AC=2 on a 16 or higher. If he gets you, you take 1-3 points of damage. If you are still alive, the Stirge will not leave you in peace, so you must use weapons to fight him with. He is AC=8, 1+1 HD, 6hp, and does a 1-3 stab, with a 1-4 blood drain each turn after that (the 1-4 drain is automatic, he doesn't need to stab you any more). If you slay the Stirge, you get 60 x.p., and you can open the chest, go to 16D; or,
- 2 You can exit the room by the north door, go to 6A; or, you can exit the room by the south door, go to 2A.
- B You can attack with a weapon, go to 20C; you can attack with fire, go to 21D; or, you can throw a vial of Holy Water, go to 23B.
- C Find the spell that you selected below, and go to that section. If you selected a spell not listed below, it was ineffective, return to 9D-2.
Bless--go to 14E; Command--go to 14E; Sanctuary--go to 16E; Faerie Fire--go to 14E; Shillelagh--go to 14E; Burning Hands--go to 14E; Charm Person--go to 16E; Friends--go to 16E; Magic Missile--go to 14E; Shield--go to 14E; Shocking Grasp--go to 14E; Sleep--go to 14E; Color Spray--go to 14E; Darkness--go to 17E; Wall of Fog--go to 17E.
- D A cloud of poisonous spores burst out from the Yellow Mold and caught you, and you did not make your saving roll vs poison. (It was taken into account when you rolled the '1' on the 6-sided die, if you got here that way.) You are dead.
- E You encounter another person taking his 'test', he is dying and with his last breath tells you that the room ahead has a tree in it that can drain your lifes energy, 6 turns after you enter the room, but there is an Axe in the room and if you can cut the tree down first, that you will find that the tree is full of treasure. Then he dies. If you choose to keep going on ahead, go to 17G; otherwise go back the way that you came.



- A You are in a TEE intersection. You can go north, go to 13B; you can go west, go to 8A; or, you can go east, go to 13A.
- B He kills (all of) you.
- C You have gotten a defective weapon, it will do double damage the first time that you use it, but it will break also. You will not find this out until you use it, return to 6B, and exit the room.
- D There are 30 Platinum Pieces and a Potion in the chest. You may drink the potion now, or save it for later. When you do drink it, go to 22C (write this number down if you do not drink it now). Go to 15A-2.
- E The Hobgoblin gets a saving throw, roll a 20-sided die. On a '16' or higher, the spell has no effect, go to 9D-2.
- F Each Rat gets a saving throw. Roll a 20-sided die, on a '16' or higher, the spell doesn't work on that rat. If all of the rats make their saving throw, go to 12D-2. If any of the rats miss their saving throw, go to 17F.
- G You may rest peacefully by the well, and memorize 1 spell if you have spells, and have used one or more spells already. When you are ready to leave, go to 19B.
- H You have entered a room just full of treasure. Unfortunately, it also contains a large Red Dragon, and it is looking at you in a very evil manner. Your chances of defeating any dragon at your level are zero. Just tear up your character sheet, you are dead.



- A He is a 5th level Fighter/ 7th level Magic User. He is AC=0, and his normal weapon is a +5 Holy Sword (he hits AC=2 on a '9' or higher), and he is +5 to damage. This means that you are DEAD, except for the fact that he is Lawful-Good, and doesn't like to kill witless fools running around loose in dungeons. Therefore, he Dimension Doors out, and you never see him again. You can exit the north door, go to 7A; or, you can exit the east door, go to 9A.
- B You make it, go to where you came to 7B from.
- C Burning Hands is the only spell that is effective, if you selected any other spell, cross off your spell and return to 8B-1. If you selected burning hands, go to 18E.
- D You make it, go to 16A. But you get the feeling that you should never enter that room again!
- E The spell works, only the spell caster can see. All others attack at -4 on 'to hit' die rolls.
- F If the spell works on all the Rats (none of them made their saving roll), or you cast an 'Invisibility to Animals Spell', you can go to 12D-3, ignoring the rats from here on. If it works on some of the rats, they will not bother you as long as you stay within the provisions of your spell (if any). The rest of the rats you still must deal with, go to 12D-2.
- G You enter a room with a tree in the middle of it, and there is an axe lying on the ground. Having been forewarned, you can flee back the way that you entered, do so immediately. or, you can grab the axe and cut down the tree, if you do so, go to 8G.



- A You do NOT make it, go to 15A.
- B You are not a high enough level cleric to do it, so you fail. Go to 4C-3.
- C Your weapons and spells do not effect him, because he is an illusion and disappears as soon as you attack him. You get 50 x.p. You can exit by the west door, go to 8B; or you can exit by the south door, go to 13A..
- D He is appalled by your audacity, and amazed by your stupidity. He is also Chaotic-Evil, and kills you.
- E Burning Hands destroys the Yellow Mold, unfortunately it also burns up the scroll on the body. Go to 14B, and ignore the Yellow Mold and the Scroll from here on.
- F Don't you feel foolish? Because you are a Druid, you feel morally obligated to protect animals, even though these rats are gnawing on you. This moral battle raging within you keeps you stunned (so you don't get your spell off). You ponder your next move. Go to 12D-2, since the rats feel no moral obligation to protect you. If on the next round, you still elect to use this spell, it will work.
- G You get 3 Potions of Healing, when you want to use one, go to 22C. Give yourself 100 x.p. and go to 16G.
- H You walk down a long, long corridor which finally ends in a door that has a sign on it, it says 'Restroom'. Realizing that you haven't answered Nature's Call lately, you enter. You never come out!



- A The monster automatically gets one swing at you. If you survive that, you can try to escape. Roll a 12-sided die, you must roll your armor class or less to escape, if you fail the monster is chasing you and will get another swing at you. Keep this up until you escape or are dead. If you escape, return to where you came here from, and give yourself 10 exp. pts.
- B You may exit the north door, go to 5A; or, you can exit the south door, go to 10A.
- C He is AC=-5, and hits AC=2 on a 10 or higher. He smiles at your feeble attacks; (if you are alone, go to 16B) if there are 2 or more in your group, he tells you that he has not had a willing sacrifice in a long time. If your party agrees to sacrifice one member to him, he will let the rest of you go, if you do, go to 21C; if you do not, and wish to fight on, or do anything else, go to 16B.
- D He is overstocked with Magic Weapons. He gives you a +1 Magic Weapon of the same type that you gave to him. It has Intelligence = 2, Ego = 2, and no other powers besides +1 to hit probability. Return to 6B, and exit the room.
- E If you have survived, you are in no shape to cast any spell. All of your weapons and armor (if any) are ruined. You can run for the door, go to 17D; or, you can stay and beg for mercy, go to 18D.
- F If you have gotten here then you have gone to the wrong number, because there is no number 19F. Subtract '1' from your intelligence and go to 1A.



- A You can exit the east door, go to 3A; you can exit the south door, go to 1A; or, you can exit the west door, go to 2A.
- B Your spell was not completed, probably because he just summoned a Flame Strike down on you. Each person in the party roll a 20-sided die. If you roll a 12 or less, go to 22D; otherwise go to 23C.
- C Your attack has had no effect, roll a 6-sided die. If you roll a '1', go to 15D; otherwise go to 8B-1.
- D Animal Friendship, of course, works only on one Rat. Return to 12D-2, and if you survive, you will have one Rat for a traveling companion.
- E The water tastes good. Roll a 6-sided die, and remove that many points in damage from yourself (if you have any damage on you). Also you can rest here for awhile and memorize one spell, if you have spells, and you have used one or more already. When you are ready to leave, go to 19B.
- F You have just entered a room that has some kind of big lizard in it. It doesn't seem aggressive, but just sits there eyeing you, so, you look around the room to see what else is there. It seems to be empty, except for the strange lizard. So you focus your attention on the lizard again. It seems familiar, it is. Suddenly you remember, because you have just been turned to Stone.



- A You make it.
- B Roll a Percentage Die. If you took fewer Electrum Pieces than the number that you rolled on the Percentage dice, the Rats will leave you alone, go to 20A. If you took the same number or more Electrum Pieces than the number that you rolled on the Percentage Dice, then the Rats will attack you and they have the initiative, go to 12D-2. (If you take all 100 Electrum Pieces, then the Rats will ALWAYS attack you.)
- C As you exit the room, and return to 16A, you hear the member of your party that you left behind as a sacrifice scream in agony, as the Evil Cleric cuts their heart out and they die.
- D The fire destroys the Yellow Mold, unfortunately, it also burns up the scroll on the body too. Go to 14B, and ignore the Yellow Mold and the Scroll from here on.
- E It is a Wishing Well, of course. Roll a 6-sided die, and find the number that you rolled on the table below and go to the place indicated to see what the Wishing Well has brought you.
- 1 = Go to 5F.
 - 2 = Go to 6F.
 - 3 = Go to 7F.
 - 4 = Go to 13F.
 - 5 = Go to 14F.
 - 6 = Go to 18G.
- F You are at a TEE intersection. You can go north, go to 20F; you can go east, go to 22E; you can go west, go to 23E; or, you can stand here and do nothing, go to 7C.



- A Find the spell that you selected below, and go to that section. If the spell that you selected is not listed below, it was ineffective, return to 12D-2.

Bless--go to 23D; Sanctuary--go to 16F; Animal Friendship--go to 20D; Faerie Fire--go to 18F; Invisibility to Animals--go to 17F; Shillelagh--go to 18F; Burning Hands--go to 23D; Friends--go to 16F; Magic Missile--go to 23D; Shield--go to 23D; Shocking Grasp--go to 23D; Sleep--go to 23D; Color Spray--go to 23D.

- B You are climbing a set of stairs when suddenly, out of nowhere, you hear a voice. It is saying that you have passed your test, and that you are not allowed to enter this Dungeon again. (If the character that you are playing has ever been in this Dungeon before, go immediately to 1E.)

Give your character 1 experience point for every Gold Piece in value of treasure that you are bringing out of this Dungeon with you. (For parties with more than one character, divide the total treasure by the number of characters left in the party, and the result is how much treasure and how many x.p. each character gets; unless you have made prior division arrangements). Also give each 1st level character 500 x.p., and each 2nd level character 500 x.p. for surviving the Dungeon. For multi-classed characters, add up your number of levels for each class, and divide 500 by that total, and give yourself that many experience points in EACH class. Do your computations from the level(s) that you were when you entered this dungeon, not your final level(s).

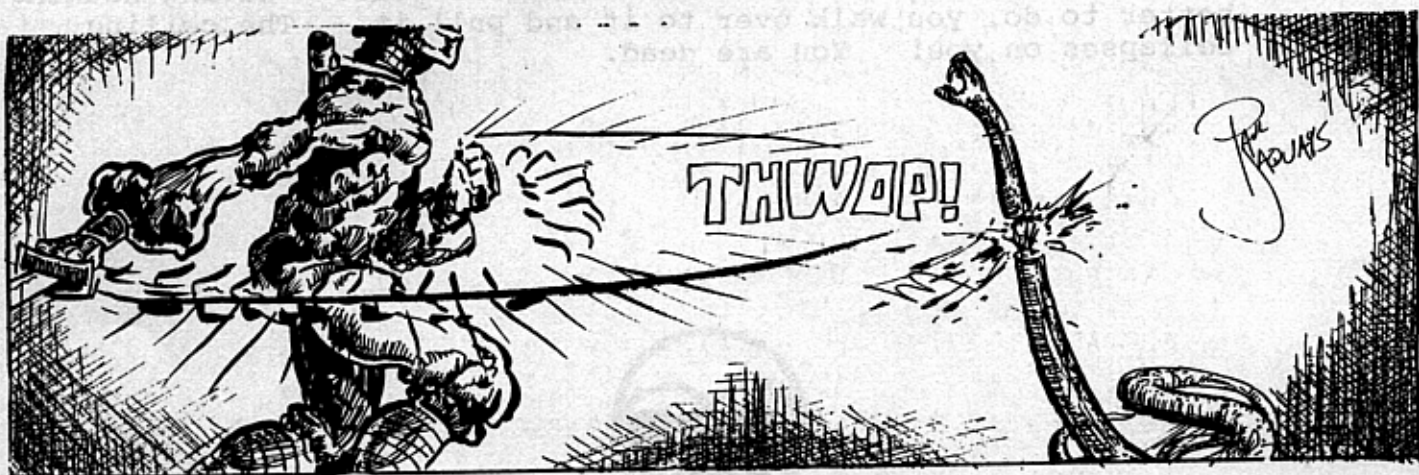
- C It is a Potion of Healing. Roll an 8-sided die, and remove that number of points in damage from yourself.

- D You didn't make your saving roll. Roll an 8-sided die 6 times, totaling up all the numbers. You just took that many points in damage. If you are still alive, go to 19E.

- E You enter a room that appears empty. After looking around for awhile, you notice a lever on the far wall. Having nothing better to do, you walk over to it and pull it. The ceiling collapses on you! You are dead.



- A You are looking at the Well, and you see that it has water in it. You can take a drink, go to 20E; or, you may throw a GOLD coin into it, if you wish, go to 21E. You can also exit this room if you have an uneasy feeling about being here, go to 19B.
- B I don't know what you expected this to do? But it had no effect what-so-ever! Cross off your vial of Holy Water, and return to 8B-1.
- C You lucky devil, you made your saving throw! Probably because he was in a hurry and fired the spell out of his ring of Spell Storing, instead of conjuring it, and you had a better chance to save against it. Since you 'saved', you only get 1/2 damage. Roll an 8-sided die 3 times (only), total up all the numbers, and you only take that much in damage. If you are still alive, go to 19E, and ignore what it says about your weapons & armor as they are unaffected.
- D The spell works normally, go to 12D-2.
- E You enter a room full of Mushrooms (or Toadstools), there is no other exit, nor is there anything else in the room. You have heard that some Mushrooms are good for you, and that some Mushrooms (Toadstools) are bad for you. You can try and eat some of these if you want (they all look exactly the same). For each one you eat, roll a 6-sided die. If you roll a 1, 2, or 3 then you ate a good Mushroom, and you can remove 1 point in damage from yourself. If you roll a 4, or 5, then you ate a bad Mushroom (or Toadstool), and it gives you one point in damage. If you roll a '6', then you ate a real bad Mushroom, and it poisons you and you die. When you get tired of eating, if you do eat and survive, exit the room the same way that you entered, go to 21F.



WANDERING MONSTER TABLE

Whenever you are directed to come here and see what wandering monster you have encountered, roll two (2) 6-sided dice, and refer to the table below. Multiply the number of monsters specified by the number characters currently in your party to find the adjusted number of wandering monsters you have met, if you are not going thru this dungeon alone. After you slay the monster(s), if you do, then roll to see what treasure they may be carrying, if any. Each monster has a chance to be carrying treasure, if the table below says that type of monster includes a chance for treasure.

<u>DIE ROLL</u>	<u>MONSTER</u>
2	1 Bugbear, AC=5, 3+1 HD, 16hp., 2-8 damage. Hits AC=2 on a '13' or higher. Carries 2-8 Platinum Pieces on a die roll of 1 thru 4 on a 6-sided die. Player has initiative.
3	1 Giant Centipede, AC=9, 1/2 HD, 2hp., no damage but Save vs Poison (8 or higher on a 20-sided die). No treasure. Player has initiative.
4	1 Hobgoblin, AC=5, 1+1 HD, 8hp. 1-8 damage. Hits AC=2 on a '16' or higher. Carries 2-8 Gold Pieces on a die roll of 1 thru 5 on a 6-sided die. Hobgoblin has initiative and will attack immediately.
5	2 Skeletons, AC=7, 1 HD, 6hp each, 1-6 damage. Can be turned by a Cleric if he rolls a '7' or higher on two (2) 6-sided dice, one try only. No treasure. Player has the initiative.
6	2 Goblins, AC=6, 1-1 HD, 5hp each, 1-6 damage. Each carries 2-12 Electrum Pieces on a die roll of 1 or 2 on a 6-sided die. Player has the initiative.
7	2 Kobolds, AC=7, 1/2 HD, 3hp each, 1-4 Javelin & 1-6 Short Sword. Each carry 1-6 Electrum Pieces on a die roll of 1-4 on a 6-sided die. Kobolds have initiative and will throw their javelins first.
8	1 Orc, AC=6, 1 HD, 6hp., 1-8 damage. Carries 1-6 Gold Pieces on a die roll of '1' on a 6-sided die. Orc has the initiative, he will attack on a die roll of 1 thru 3 on a 6-sided die, otherwise he will demand 1-6 Gold Pieces, and if paid, will leave the party alone (if there are 2 or more Orcs, then each will want to be paid if a 4-6 is rolled when determining what the Orcs will do).
9	1 Stirge, AC=8, 1+1 HD, 7hp., 1-3 damage, then a 1-4 blood drain each turn after a sucessful hit (automatic). Hits AC=2 on a '16' or higher. No treasure. The Stirge has the initiative, and will attack immediately.
10	2 Giant Rats, AC=7, 1/2 HD, 3 hp each, 1-3 damage. No treasure. Player has the initiative.
11	1 Gnoll, AC=5, 2 HD, 12 hp, 1-8 damage. Hits AC=2 on a '15' or higher. Carries 1-6 Platinum Pieces on a die roll of 1 thru 5 on a 6-sided die. Gnoll has the initiative, and will attack immediately.

DIE ROLL

MONSTER

12 1 Ogre, AC=5, 4+1 HD, 20hp., 1-10 damage. Hits AC=2 on a '12' or higher. Carries 100 to 600 Gold Pieces on a die roll of 1 thru 5 on a 6-sided die. Player has the initiative.

Except as noted above, all monsters hit AC=2 on a '17' or higher.

Any monster slain is worth 10 times the number of hit points that it took to slay the monster (ie, the Ogre is worth 200 experience points if slain). For multiple players attacking a single monster, or for each hit in damage that he does to the monster, but not to exceed the total number that it takes to slay the monster (sorry, but no points for beating a dead horse).

No critical hits, or fumbles are used in this dungeon. If you must use them when you play (and you shouldn't have to), then make sure that the monsters can get critical hits on your characters too.

No wandering monsters will ever enter a room, but any room that you have been in once, may have a wandering monster in it any following time that you enter it.

Any monster slain is worth 10 times the number of hit points that it took to slay the monster (ie., the Ogre is worth 200 experience points if slain). For multiple players attacking a single monster, or for each hit in damage that he does to the monster, but not to exceed the total number that it takes to slay the monster (sorry, but no points for beating a dead horse).



