

DUNGEON CRAWL

For Classic Dungeon RPGs
Issue #1 / March 2012
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Introducing Dungeon Crawl

Dungeon Crawl is a new fanzine for old-school dungeon RPGs, both the classics and their modern simulacra. My intent for the zine is to present a monthly (or bimonthly in a pinch) magazine full of ideas, charts, crunchy bits and adventures for use in old-school games. By presenting it as a printed document rather than a blog, I hope to offer something ready to use at your gaming table.

It begins the series "What Trap Charts?". Named after a feature in the classic D&D APazine Alarums & Excursions, it offers varied and interesting traps. The first set presents options for creating projectile traps that go beyond the simple arrow or dart. Future installments will include pit traps, overhead traps, door traps, and room traps.

One of the recurring themes in this zine will include the four classical elements: earth, fire, water and air. Monsters, spells and magic items with a closer connection to the elements will be a continuing feature, as part of a broader fantasy worldview based in classical alchemy. The Kamenni are a race of goblin-like creatures connected with the element of earth. At the same time, one of my goals is to make magic and monsters a bit weirder. The Hodag is a monster from modern cryptozoology, famous in Rhinelander, Wisconsin. The scitalis is a creature from medieval bestiaries, and the ypotryll is mostly known from heraldry. Shocker lizards are a nasty surprise from modern fantasy RPGs that are included here because they can be found in level 1 of Tsalonia. Future monsters will continue to focus on these themes of neglected bestiary entries and cryptozoology, combined with more elemental creatures.

There is also the commencement of a dungeon series called Dungeons of Tsalonia. The first level presented is the storage rooms. Some of the monsters in the wandering monster chart are from old-school sources that may not be familiar; if the referee does not have the Dungeoneer compendium or Empire of the Petal Throne, other monsters should replace the Gremlins and Hlýss on the chart. Tsalonia is presumed to be an ancient culture, relatively equivalent to one of the great Mediterranean states of the Hellenistic age. The dungeons should be run with that flavor. The empty store rooms should be full of exotic pottery, strange rusted weapons, and coins are stamped in a strange tongue with pictures of foreign gods. The detail in the dungeons will be minimal since the series will use the one-page dungeon level templates.

As a general rule, this magazine does not state compatibility with any specific rules system. The statistics given are very general, and can be used with any system as long as you know how to do some very basic conversion math. Armor classes go down because that is the system I am comfortable with, but any classic or simulacrum game should fit these ideas without a problem.

This magazine is a DIY product. It is laid out in NeoOffice and the map for Tsalonia was generated with the free version of Dungeonographer. The one page dungeon template is by Chgowiz. All images are public domain. If you want to contribute material to a future issue of Dungeon Crawl, email wrossi81@gmail.com.

What Trap Charts? Part I: Projectile Weapons

Most projectile weapon traps are released from a wall or ceiling. Some such traps will be visible from a distance; others will be concealed. Roll d% on the tables below.

Table 1: Type of Weapon

01-20	Arrow	81-85	Knife
21-35	Crossbow bolt	86-90	Sling bullet
36-55	Spear	91-95	Hand axe
56-70	Javelin	96-00	Death ray (Table 3)
71-80	Dart		

Table 2: Special Features

01-40	Single Shot	Fires once then cannot be triggered again.
41-55	Multiple Shots	Fires total of 1d6 projectiles
56-70	Repeating	Fires a maximum of 4d6 rounds
71-80	Flaming	Arrows/bolts only. Add 1d6 damage.
81-90	Poisoned	Save vs. poison or die (substitute any poison rules in your campaign)
91-00	Exploding	Deals 2d6 damage to all in 30' radius (save for half)

Table 3: Death Rays (Roll 1d8)

1d8	Color of Beam	Damage	Saving Throw vs Death Ray
1	Red / Fire	20 HP	1/2 damage
2	Orange / Acid	40 HP	1/2 damage
3	Yellow / Lightning	80 HP	1/2 damage
4	Green / Poison	Poison	Negates
5	Blue / Stone	Turn to Stone	Negates
6	Indigo / Insanity	Insanity	Negates
7	Violet / Teleportation	Teleports	Negates
8	Struck by 2 rays	Roll twice, reroll 8s	

Table 4: Triggers

00-30	Trip-wire	Can be stepped over
31-40	Pressure Plate	Triggered by 50 lbs or more
41-50	Pressure Plate	Triggered by 150 lbs or more
51-60	Pressure Plate	Triggered by 300 lbs or more
61-70	Object	Walking past a statue, mirror etc.
71-80	Object	Move a statue, chest etc.
81-90	Sound	Any sound above a whisper
91-00	Timed	Roll 1d6: 1-2 hourly, 3-4 every 6 hours, 5-6 daily

Table 5: Concealment

01-35	Arrow Slit in Wall
36-50	Arrow Slit in Ceiling
51-65	Arrow Slit in Floor
66-80	Behind Painting / Tapestry / Wall Covering
81-90	Fires from Statue / Architectural Element
91-95	Behind Actual Door
96-00	Behind False Door

New Magic Items

Fang of Sdirath: This unique dagger is Chaotically aligned. It is fashioned from the tooth of Sdirath, a great Black Dragon, and is sharp only on the inside of its 9" length. A character struck with it must save vs. poison or be stricken with the plague (requires *Cure Disease* to cure, otherwise 25% lethal within 1d6 days).

Mask of Sublime Truth: This ornately carved golden mask, once donned, allows the wearer to infallibly detect whether someone is lying to him. The eyes and mouth of the mask are closed, and a person wearing it cannot see or speak.

Ondine's Tear: This is a small, bluish stone set into a silver necklace. It is the tear of a minor water god. Any character wearing the necklace may breathe underwater as if it were air.

Pick of the Gnomes: This stone-hewn pickaxe imbues its wielder with the incredible ability to tunnel through 5'x5'x5' of stone per turn. It is unwieldy as a weapon (-2 to hit), but on a roll of 20 will destroy metal armor.

Spark of the Salamander: This is a bright red ruby amulet, taken from the plane of fire. It allows the wearer to walk through fire as if under the effect of a *potion of fire resistance* but the effect does not wear off.

Sylph Wing: This is a tiny, crystalline ornament shaped like a butterfly wing. Set into a bracelet and worn, the sylph wing prevents its wearer from falling involuntarily into pits or chasms – there is an invisible force that stops them just before they fall.

New Monsters

Hodag

Armor Class: 4	No. Appearing: 1
Hit Dice: 6	Save As: Fighter 6
Move: 90' (30')	Morale: 10
Attacks: 2 (claws) or 1 (charge)	Treasure Type: n/a
Damage: 1-6/1-6 or 2-16	Alignment: Chaotic



The Hodag is about seven feet long, with the face of a frog, massive tusks and horns on its head, and a reptilian body with tremendous spines. It deals 2d8 damage when it (invariably) charges.

Kamenni

Armor Class: 3	No. Appearing: 1-6 (4-40)
Hit Dice: 1+1	Save As: Fighter 1
Move: 60' (20')	Morale: 7
Attacks: 1	Treasure Type: D
Damage: 1-6 or by weapon	Alignment: Chaotic

The Kamenni are grey goblin-like creatures, seldom more than 4' in height, with rock-hard skins. Their favored weapons are large hammers and axes made of stone and wielded 2-handed. Their lairs are always inside mountains or caves. A Kamenni tribe will usually (70%) have a chieftain with 3 HD and AC 2.



Scitalis

Armor Class: 6	No. Appearing: 1
Hit Dice: 2	Save As: Fighter 2
Move: 30' (10')	Morale: 5
Attacks: 1	Treasure Type: nil
Damage: 1-3	Alignment: Neutral

The Scitalis is a serpent with such marvelous markings on its back that anyone who sees it must save vs. paralysis or be held stunned for 1d6 rounds. It moves extremely slowly and anyone who can resist it can easily escape. Its hide is worth 100 GP if relatively intact.

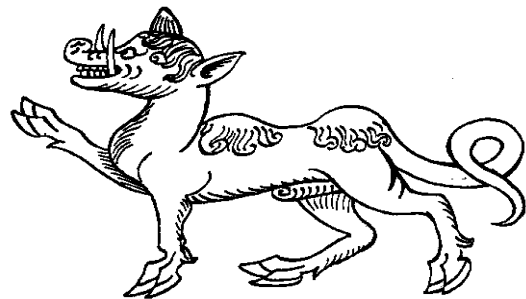
Shocker Lizard

Armor Class: 6	No. Appearing: 2-8
Hit Dice: 1d6 hp	Save As: Fighter 1
Move: 60' (20')	Morale: 8
Attacks: 1	Treasure Type: Nil
Damage: 1-3 + shock	Alignment: Neutral

Shocker lizards are large lizards about two feet long and weigh about 25 pounds. They deliver an electrical shock by touch, and anyone hit by the shock must make a saving throw or be stunned for 1d3 rounds. If anyone is hit by two or more shocks in a single round (the lizards hunt in groups), the second shock may cause death as well the chance of stunning.

Ypotryll

Armor Class: 5	No. Appearing: 1
Hit Dice: 8*	Save As: Fighter 8
Move: 120' (40')	Morale: 10
Attacks: 3 or 1	Treasure Type: F
Damage: 1d8/1d4/1d4 or 4d6 (acid)	Alignment: Neutral



This creature is a relative of the chimera. It has the tusked head of a boar, the humped body of a camel, the legs and hooves of a goat and the tail of a serpent. It can breathe an acid blast that does 4d6 damage (save for half damage).

New Spells

Air Barrier (1st Level Magic-User Spell)

Range: Caster

Duration: 1 turn

This spell causes a barrier to form around the caster, made of moving wind. It will turn away all missile attacks as if the caster was wearing plate mail (AC 3). No impact is made on melee attacks, and the caster's Dexterity adjustment does not apply to the benefit from this spell. As the spell is ongoing, loose objects within five feet of the caster will be blown away as well.

Boil Water (1st Level Magic-User Spell)

Range: 30'

Duration: 1 turn

This spell causes up to 1 cubic foot of water per level of the caster to suddenly reach its boiling temperature. Any adjacent water is not similarly impacted, so if used in the middle of a lake or stream, the effect will dissipate almost immediately. This cannot be used on any fluid that is not primarily water (e.g., blood, acid, wine), although it will sterilize murky, stagnant or diseased water (only the part that actually boils). Boiling lasts for 1 turn unless the water is dissipated; after that, the water slowly returns to room temperature.

Dust Cloud (2nd Level Magic-User Spell)

Range: 60'

Duration: 6 turns

This spell creates a magical cloud of thick dust in a 30 foot radius. Characters and monsters finding themselves in this cloud cannot see further than 5' away from them, and are at -4 on all to-hit rolls. They are surprised on 1-4 in 1d6. If this is cast in a dungeon, the dust will not fully dissipate until the end of the 6 turns; if cast outside it will end after only 1 turn.

Fire Burst (1st Level Magic-User Spell)

Range: 10'

Duration: 1 Round

This spell causes any fires within 10 feet of the magic-user to explode violently. Any characters or monsters hit by these fires take 1d6 points of damage (save for half).

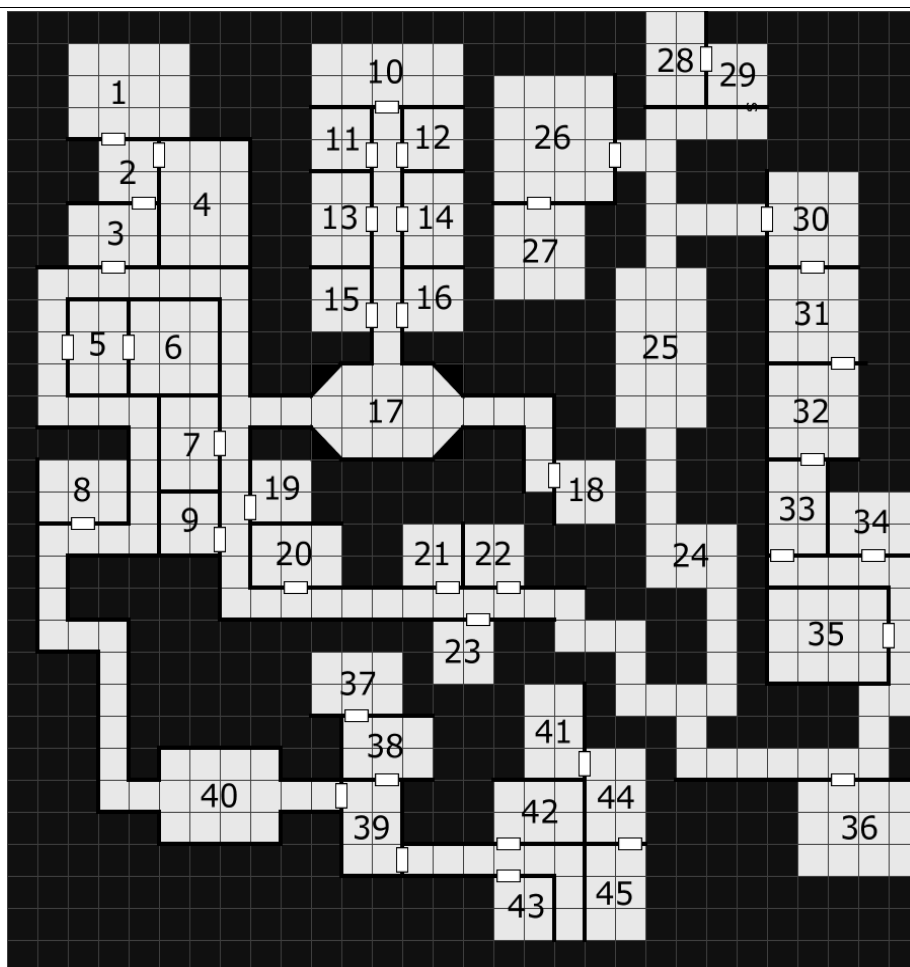
Sand Storm (4th level Magic-User Spell)

Range: 120'

Duration: 1 round

This spell summons forth a blistering storm of sand, strong enough to strip flesh from bone. All characters and monsters in a 30' radius take 3d10 points of damage (no save). Any wood or perishable items may be destroyed if they are unprotected. There is enough sand generated by the *sand storm* to completely fill a 10x10x10 space, and it does not disappear after the spell ends.

Dungeons of Tsalonia – Level 1: Storage Rooms



Wandering Monsters

- 1 - 4 Lizard Men. HD 2+1, AC 5, MV 6/12
- 2 - 6 Gremlins. Dungeoneer HD 1/2, AC 6, MV 6
- 3 - 5 Hobgoblins. M&T HD 1+1, AC 5, MV 9
- 4 - 3 Hlÿss EPT p.50. HD 2, AC 4, MV 9
- 5 - 4 Troglodytes HD 1+1, AC 7, MV 9
- 6 - 3 Fire Beetles. HD 1+2, AC 4, MV 12
- 7 - 6 Skeletons. HD 1, AC 9, MV 6
- 8 - 4 Shocker Lizards. HD1, AC 6, MV 6

Legend

S – Secret Door

Room Key

- 1 - North wall contains a gilded bronze idol. It has a curse that causes anyone who comes within 10' of it to save vs. spells or begin feeding it precious coins until taken more than 10' away, or the idol is destroyed or incapacitated.
- 4 - Contains an ornate helmet worth 40 GP, and 15 GP in coins
- 5 - Contains a chest with 200 GP. Lock is trapped, with a poison needle.
- 6 - Orcs - #7, HD 1, AC 6, Treasure - 100SP, 50 GP, Gems worth 100 GP
- 8 - This room is full of rubble and water. Each turn there is a 5% cumulative chance of catching disease.
- 11 - There is 700CP in one corner of the room hidden by an illusion so it looks like debris.
- 12 - Giant Rats - #3, HD 1/2, AC 7
- 13 - This room hides a noncombatant acolyte (level 1 Cleric).
- 15 - Scitalis - #1, HD 2, AC 6 (see above) Treasure: 250 GP
- 16 - This room contains 1000 GP of jewelry in a locked chest, but taking it will cause the floor to slowly give way.
- 17 - Entry point from the well above.
- 19 - Stirges, #7, HD1, AC 7
- 21 - Hobgoblins - #6, HD 1+1, AC 5, Treasure - Levitation Potion
- 25 - Statue holding a 500 GP gem. Removing the gem fires 4 crossbow bolts at anyone in front of the statue.
- 26 - Kobolds - #9, HD 1/2, AC 7, Treasure - 2000SP
- 27 - Zombies - #4, HD 1, AC 8, Treasure - Gauntlets (cursed)
- 28 - This room contains 600 SP.
- 31 - Berserkers - #4, HD 1, AC 7
- 32 - In the center of this room is a pit trap (trapdoor type). In the pit is a bear (HD 4, AC 6). The bear is quite hungry.
- 36 - Ogres - #2, HD 4+1, AC 5; Treasure - 2000GP, Sword +1, 6000GP in jewelry
- 37 - A chest contains an elaborate headdress (300 GP value)
- 38 - Several barrels scattered in this room. One contains Green Slime.
- 41 - Skeletons, #8, HD 1, AC 7
- 43 - Contains several casks of spoiled wine. One of them contains a dead body. A cask in the SE corner conceals a trap door to level 2.
- 45 - Kamenni, #5, HD 1+1, AC 3