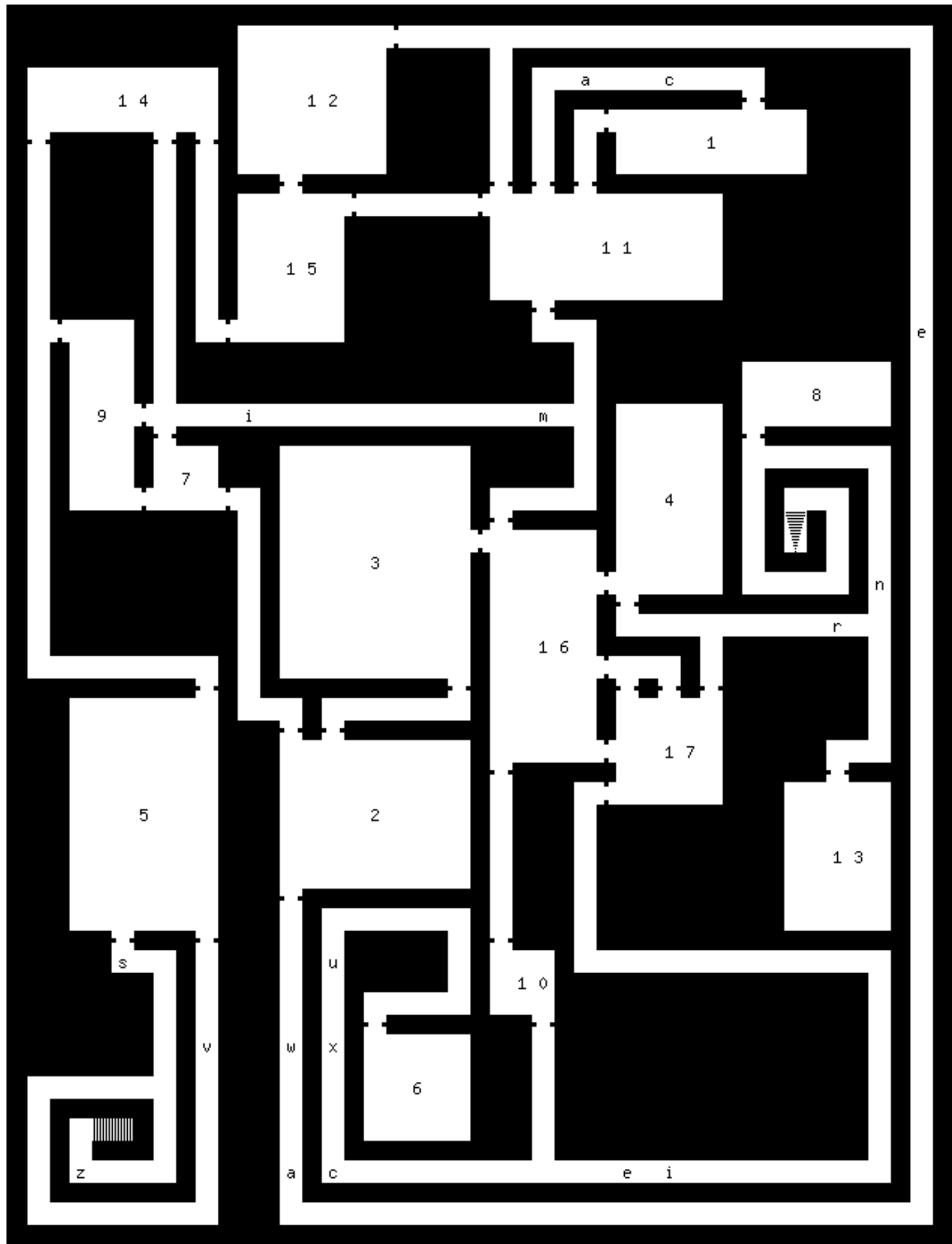


The Labyrinth of the Wyrms Empress

Level 1





Arch



Door



Locked



Trapped



Secret



Portcullis

General**Dungeon Walls**

Natural Stone (Climb DC 15)

Dungeon Floor

Flagstone

Temperature

Cool

Illumination

Dark (individual creatures may carry lights)

Corridors**a**

Someone has scrawled "Death comes on silent wings" here

c

Poisoned Dart Trap: CR 1; mechanical; Perception DC 20; Disable Device DC 20; Trigger touch; Reset none; Effect Atk +10 ranged (1d3 plus greenblood oil [injury, Fort DC 13, 1/rd. for 4 rds., 1 Con, 1 save])

e

A toppled statue lies across the corridor

i

Burning Hands Trap: CR 2; magic; Perception DC 26; Disable Device DC 26; Trigger proximity (alarm); Reset none; Effect spell effect (burning hands, 2d4 fire damage, DC 11 Reflex save for half damage); multiple targets (all targets in a 15 ft. cone)

m

Thunderstone Mine: CR 1; magic; Perception DC 20; Disable Device DC 20; Trigger location; Reset none; Effect thunder blast (1d6 sonic damage, DC 12 Fort save for half damage); multiple targets (all targets in a 10 ft. radius burst)

n

Fire Spray: CR 1; magic; Perception DC 22; Disable Device DC 20; Trigger proximity (alarm); Reset none; Effect fire spray (3d6 fire damage, DC 10 Reflex save for half damage)

r

Ghostly wailing fills the corridor

s

Skeletons hang from chains and manacles against the walls

u

Sporadic knocking fills the corridor

v

A chute falls into the corridor from above

w

Someone has scrawled "There is no way out" in dwarvish runes here

x

Withered corpses are nailed to the corridor walls

z

Javelin Trap: CR 2; mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset none; Effect Atk +15 ranged (1d6+6)

Wandering Monsters**1**

1 x Ghoul, actively patrolling their territory

2

1 x Spider Swarm, returning to their lair with plunder

3

2 x Duergar, wielding bizarre eldritch powers

4

1 x Goblin Dog, wielding bizarre eldritch powers

5

3 x Dire Rat, searching for an object stolen from their lair

6

1 x Homunculus, scouting from another part of the dungeon

Room #1*North Entry*

Archway

West Entry

Archway

Monster

1 x Spider Swarm

Spider Swarm: CR 1, XP 400; N Diminutive Vermin (swarm); Init +3; Senses darkvision 60 ft., tremorsense 30 ft.; Perception +4; AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size); hp 9 (2d8); Fort +3, Ref +3, Will +0; DA swarm traits; Immune mind-affecting effects, weapon damage; Speed 20 ft., climb

20 ft.; Melee swarm (1d6 plus poison and distraction); Space 10 ft.; Reach 0 ft.; SA distraction (DC 11); Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2; Base Atk +1, CMB --, CMD --

Skills: Climb +11, Perception +4

Room #2

North Entry #1 Archway

North Entry #2 Archway

South Entry Archway

Room Features The north and west walls have been engraved with endless spirals, A charred wooden shield lies in the north-east corner of the room

Room #3

East Entry Archway
→ Leads to room #16

South Entry Archway

Room Features The north and east walls have been engraved with endless spirals, Several iron cages are scattered throughout the room

Monster 1 x Homunculus

Homunculus: CR 1, XP 400; Any alignment (same as creator) Tiny Construct; Init +2; Senses darkvision 60 ft., low-light vision; Perception +3; AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size); hp 11 (2d10); Fort +0, Ref +4, Will +1; DA construct traits; Speed 20 ft., fly 50 ft. (good); Melee 1 bite +3 (1d4-1 plus poison); Space 2-1/2 ft.; Reach 0 ft.; Str 8, Dex 15, Con -, Int 10, Wis 12, Cha 7; Base Atk +2, CMB +2, CMD 11

Skills and Feats: Fly +10, Perception +3, Stealth +12; Lightning Reflexes

Room #4

West Entry Archway
→ Leads to room #16

South Entry Archway

Trap Magic Missile Trap: CR 3; magic; Perception DC 20; Disable Device DC 20; Trigger visual (arcane eye); Reset none; Effect magic missile (2d6 force damage); never miss

Room #5

North Entry Archway

South Entry #1 Archway

South Entry #2 Archway

Room Features A group of monstrous faces have been carved into the west wall, Someone has scrawled a diagram of a mechanical trap on the north wall

Monster 1 x Homunculus

Homunculus: CR 1, XP 400; Any alignment (same as creator) Tiny Construct; Init +2; Senses darkvision 60 ft., low-light vision; Perception +3; AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size); hp 11 (2d10); Fort +0, Ref +4, Will +1; DA construct traits; Speed 20 ft., fly 50 ft. (good); Melee 1 bite +3 (1d4-1 plus poison); Space 2-1/2 ft.; Reach 0 ft.; Str 8, Dex 15, Con -, Int 10, Wis 12, Cha 7; Base Atk +2, CMB +2, CMD 11

Skills and Feats: Fly +10, Perception +3, Stealth +12; Lightning Reflexes

Room #6

North Entry Archway

Room Features	A magical shrine in the north-west corner of the room conjures a tankard of ale for whomever offers a prayer to a god of dwarves (but only once), The floor is covered in perfect hexagonal tiles
Monster	1 x Darkmantle Darkmantle: CR 1, XP 400; N Small Magical Beast; Init +6; Senses blindsight 90 ft., darkvision 60 ft., low-light vision; Perception +4; AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size); hp 15 (2d10+4); Fort +5, Ref +3, Will +0; Speed 20 ft., fly 30 ft. (poor); Melee slam +3 (1d4 plus grab); SA constrict (1d4+4), grab (any size), spell-like abilities CL 5th; Str 11, Dex 15, Con 14, Int 2, Wis 11, Cha 10; Base Atk +2, CMB +1 (+5 grapple), CMD 13 (can't be tripped) Skills and Feats: Fly +5, Perception +4, Stealth +10; Improved Initiative

Room #7

<i>North Entry</i>	Archway
<i>West Entry</i>	Archway → Leads to room #9, inhabited by 1 x Troglodyte
<i>East Entry</i>	Archway
Room Features	A magical statue in the north-east corner of the room answers simple questions about the dungeon (points directions), Someone has scrawled "Mila was here" on the west wall
Monster	1 x Ghoul Ghoul: CR 1, XP 400; CE Medium Undead; Init +2; Senses darkvision 60 ft.; Perception +7; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); hp 13 (2d8+4); Fort +2, Ref +2, Will +5; DA channel resistance +2; Speed 30 ft.; Melee bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis); SA paralysis (1d4+1 rounds, DC 13, elves are immune to this effect); Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 14; Base Atk +1, CMB +2, CMD 14 Skills and Feats: Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3; Weapon Finesse Treasure: 38 gp, 220 sp, 1200 cp; Agate (8 gp), Azurite (10 gp), Sard (65 gp); Potion of Resistance (cr, 25 gp); hoard total 180 gp

Room #8

<i>South Entry</i>	Archway
Empty	

Room #9

<i>West Entry</i>	Archway
<i>East Entry #1</i>	Archway
<i>East Entry #2</i>	Archway → Leads to room #7, inhabited by 1 x Ghoul
Monster	1 x Troglodyte Troglodyte: CR 1, XP 400; CE Medium Humanoid (reptilian); Init -1; Senses darkvision 90 ft.; Perception +0; Aura stench (30 ft., DC 13, 10 rounds); AC 15, touch 9, flat-footed 15 (-1 Dex, +6 natural); hp 13 (2d8+4); Fort +7, Ref -1, Will +0; Speed 30 ft.; Melee club +2 (1d6+1), claw -3 (1d4), bite -3 (1d4) or 2 claws +2 (1d4+1), bite +2 (1d4+1); Ranged javelin +0 (1d6); Str 12, Dex 9, Con 14, Int 8, Wis 11, Cha 11; Base Atk +1, CMB +2, CMD 11 Skills and Feats: Stealth +5 (+9 in rocky areas); Great Fortitude Treasure: Masterwork Padded Armor (155 gp); hoard total 155 gp

Room #10

<i>North Entry</i>	Archway
<i>South Entry</i>	Archway
Room Features	A magical statue in the north side of the room speaks riddles and cryptic prophecies, A pile of broken glass lies in the south-east corner of the room
Monster	<p>2 x Human Skeleton</p> <p>Human Skeleton: CR 1/3, XP 135; NE Medium Undead; Init +6; Senses darkvision 60 ft.; Perception +0; AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural); hp 4 (1d8); Fort +0, Ref +2, Will +2; DR 5/bludgeoning; Immune cold, undead traits; Speed 30 ft.; Melee broken scimitar +0 (1d6), claw -3 (1d4+1) or 2 claws +2 (1d4+2); Str 15, Dex 14, Con -, Int -, Wis 10, Cha 10; Base Atk +0, CMB +2, CMD 14</p> <p>Feats: Improved Initiative</p>

Room #11

<i>North Entry #1</i>	Archway
<i>North Entry #2</i>	Archway
<i>North Entry #3</i>	Archway
<i>West Entry</i>	Archway
<i>South Entry</i>	Archway
Monster	<p>1 x Skum (Ulat-Kini)</p> <p>Skum (Ulat-Kini): CR 2, XP 600; LE Medium Monstrous Humanoid (aquatic); Init +1; Senses darkvision 60 ft.; Perception +5; AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural); hp 20 (2d10+9); Fort +3, Ref +4, Will +3; Resist cold 10; Speed 20 ft., swim 40 ft.; Melee trident +4 (1d8+2), claw +2 (1d4+1), bite +2 (1d6+1); Ranged trident +3 (1d8+2); Str 15, Dex 13, Con 17, Int 10, Wis 10, Cha 6; Base Atk +2, CMB +4, CMD 15; SQ amphibious</p> <p>Skills and Feats: Intimidate +3, Perception +5 (+9 underwater), Stealth +6 (+10 underwater), Swim +15; Multiattack, Toughness</p> <p>Treasure: 3 gp, 40 sp; Lapis Lazuli (11 gp), Sardonyx (45 gp), Turquoise (12 gp); hoard total 75 gp</p>

Room #12

<i>East Entry</i>	Archway
<i>South Entry</i>	<p>Archway</p> <p>→ Leads to room #15</p>
Monster	<p>1 x Ghoul</p> <p>Ghoul: CR 1, XP 400; CE Medium Undead; Init +2; Senses darkvision 60 ft.; Perception +7; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); hp 13 (2d8+4); Fort +2, Ref +2, Will +5; DA channel resistance +2; Speed 30 ft.; Melee bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis); SA paralysis (1d4+1 rounds, DC 13, elves are immune to this effect); Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 14; Base Atk +1, CMB +2, CMD 14</p> <p>Skills and Feats: Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3; Weapon Finesse</p> <p>Treasure: 37 gp, 220 sp, 1100 cp; Hematite (11 gp), Lapis Lazuli (11 gp), Malachite (11 gp), Sard (50 gp), Sardonyx (35 gp), Tigereye (11 gp); hoard total 199 gp</p>

Room #13

<i>North Entry</i>	Archway
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Room #14	Empty	
	<i>South Entry #1</i>	Archway
	<i>South Entry #2</i>	Archway
	<i>South Entry #3</i>	Archway
	Room Features	Someone has scrawled "Stay low" in draconic script on the south wall, The north and west walls are covered with mold
	Monster	<p>3 x Orc</p> <p>Orc: CR 1/3, XP 135; CE Medium Humanoid; Init +0; Senses darkvision 60 ft.; Perception -1; AC 13, touch 10, flat-footed 13 (+3 armor); hp 6 (1d10+1); Fort +3, Ref +0, Will -1; DA ferocity; Weak light sensitivity; Speed 30 ft.; Melee falchion +5 (2d4+4/18-20); Ranged javelin +1 (1d6+3); Str 17, Dex 11, Con 12, Int 7, Wis 8, Cha 6; Base Atk +1, CMB +4, CMD 14; SQ weapon familiarity</p> <p>Skills and Feats: Intimidate +2; Weapon Focus (falchion)</p> <p>Treasure: 9 gp, 110 sp; Alabaster (12 gp), Azurite (12 gp), Freshwater Pearl (9 gp); Masterwork Heavy Wooden Shield (157 gp); hoard total 210 gp</p>
Room #15	<i>North Entry</i>	Archway → Leads to room #12, inhabited by 1 x Ghoul
	<i>West Entry</i>	Archway
	<i>East Entry</i>	Archway
	Room Features	Several square holes are cut into the walls, Numerous humanoid skulls are scattered throughout the room
Room #16	<i>North Entry</i>	Archway
	<i>West Entry</i>	Archway → Leads to room #3, inhabited by 1 x Homunculus
	<i>East Entry #1</i>	Archway → Leads to room #4
	<i>East Entry #2</i>	Archway
	<i>East Entry #3</i>	Archway → Leads to room #17, inhabited by 1 x Svirfneblin
	<i>South Entry</i>	Archway
	Empty	
Room #17	<i>North Entry #1</i>	Archway
	<i>North Entry #2</i>	Archway
	<i>North Entry #3</i>	Archway
	<i>West Entry #1</i>	Archway → Leads to room #16
	<i>West Entry #2</i>	Archway

Room Features	An iron chandelier hangs from the ceiling in the south side of the room, The ceiling is covered with scorch marks
Monster	<p>1 x Svirfneblin</p> <p>Svirfneblin: CR 1, XP 400; N Small Humanoid (gnome); Init +2; Senses darkvision 120 ft., low-light vision; Perception +6; AC 15, touch 15, flat-footed 11 (+2 Dex, +2 dodge, +1 size); hp 15 (1d10+5); Fort +6, Ref +6, Will +2; SR 12; Speed 20 ft. (15 ft. in armor); Melee heavy pick +3 (1d4+1/x4); Ranged light crossbow +4 (1d6/19-20); SA favored enemy (dwarf +2), +1 to attack vs. dwarven and reptilian humanoids, spell-like abilities CL 1st; Str 13, Dex 15, Con 14, Int 10, Wis 10, Cha 8; Base Atk +1, CMB +1, CMD 15; SQ stonecunning, track, wild empathy +0</p> <p>Skills and Feats: Craft (alchemy) +6, Heal +4, Knowledge (dungeoneering) +4, Perception +6, Stealth +12 (+14 underground), Survival +4 (+5 tracking); Toughness</p> <p>Treasure: 10 gp, 60 sp; Alabaster (8 gp), Bloodstone (40 gp), Malachite (10 gp), Onyx (60 gp), Shell (9 gp), Turquoise (7 gp); Potion of Enlarge Person (cr, 50 gp), Scroll of Entangle (cr, 25 gp); hoard total 225 gp</p>

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