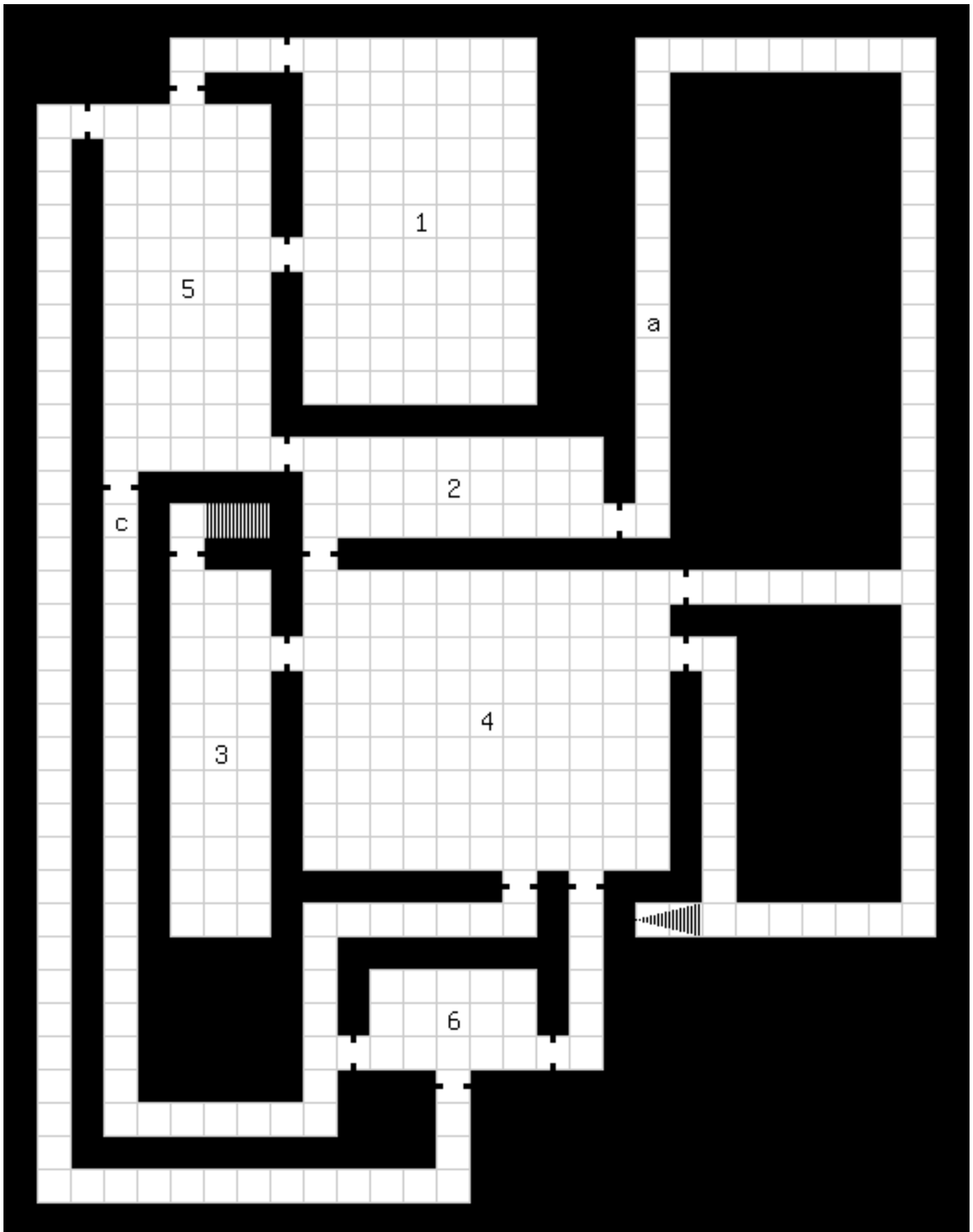


# The Forsaken Tomb of Necromancy

## Level 1





Arch



Door



Locked



Trapped



Secret



Portcullis

**General****Dungeon Walls**

Reinforced Masonry (Climb DC 20)

**Dungeon Floor**

Flagstone (Slippery Floor)

**Temperature**

Average

**Illumination**

Shadowy (phosphorescent fungus or candles every 20 ft.)

**Corridors****a**

A fountain of water sits in an alcove here

**c**

Several alcoves are cut into the walls here

**Wandering Monsters****1**

2 x Human Skeleton, wandering senselessly

**2**

1 x Homunculus, lost and desperate

**3**

1 x Troglodyte, scouting from another part of the dungeon

**4**

5 x Dire Rat, investigating a strange noise

**5**

3 x Dire Rat, hunting for food

**6**

1 x Iron Cobra, returning to their lair with plunder

**Room #1***West Entry #1*

Archway

*West Entry #2*

Archway

→ Leads to room #5, inhabited by 1 x Svirfneblin

**Monster**

2 x Goblin

Goblin: CR 1/3, XP 135; NE Small Humanoid (goblinoid); Init +6; Senses darkvision 60 ft.; Perception -1; AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size); hp 6 (1d10+1); Fort +3, Ref +2, Will -1; Speed 30 ft.; Melee short sword +2 (1d4/19-20); Ranged short bow +4 (1d4/x3); Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6; Base Atk +1, CMB +0, CMD 12

Skills and Feats: Ride +10, Stealth +10, Swim +4; Improved Initiative

Treasure: 18 gp, 140 sp; Potion of Remove Sickness (um, 50 gp), Scroll of Expeditious Retreat (cr, 25 gp); hoard total 107 gp

**Trap**

Acid Arrow Trap: CR 3; magic; Perception DC 27; Disable Device DC 27; Trigger proximity (alarm); Reset none; Effect spell effect (acid arrow, Atk +2 ranged touch, 2d4 acid damage for 4 rounds)

**Room #2***West Entry*

Archway

→ Leads to room #5, inhabited by 1 x Svirfneblin

*East Entry*

Archway

*South Entry*

Archway

→ Leads to room #4, inhabited by 3 x Duergar

**Empty****Room #3***North Entry*

Archway

*East Entry*

Archway

→ Leads to room #4, inhabited by 3 x Duergar

	<b>Room Features</b>	A faded and torn tapestry hangs from the east wall, A pile of shattered weapons lies in the north-east corner of the room
	<b>Monster</b>	1 x Svirfneblin  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  Skills and Feats: Craft (alchemy) +6, Heal +4, Knowledge (dungeoneering) +4, Perception +6, Stealth +12 (+14 underground), Survival +4 (+5 tracking); Toughness  Treasure: 61 gp, 367 sp, 1600 cp; Lapis Lazuli (11 gp), Shell (10 gp); Oil of Bless Weapon (cr, 50 gp), Potion of Protection from Good (cr, 50 gp), Scroll of Corrosive Touch (um, 25 gp); hoard total 259 gp 7 sp
<b>Room #4</b>	<i>North Entry</i>	Archway → Leads to room #2
	<i>West Entry</i>	Archway → Leads to room #3, inhabited by 1 x Svirfneblin
	<i>East Entry #1</i>	Archway
	<i>East Entry #2</i>	Archway
	<i>South Entry #1</i>	Archway
	<i>South Entry #2</i>	Archway
	<b>Room Features</b>	A rope ascends to a balcony hanging from the west wall, Floating motes of light fill the west side of the room
	<b>Monster</b>	3 x Duergar  Duergar: CR 1/3, XP 135; LE Medium Humanoid (dwarf); Init -1; Senses darkvision 120 ft; Perception +1; AC 17, touch 9, flat-footed 17 (+6 armor, -1 Dex, +2 shield); hp 8 (1d10+3); Fort +4, Ref -1, Will +1, +2 vs. spells; Immune paralysis, phantasms, poison; Weak light sensitivity; Speed 20 ft.; Melee warhammer +3 (1d8+1/x3); Ranged light crossbow +0 (1d8/19-20); SA spell-like abilities CL 3rd; Str 12, Dex 9, Con 15, Int 10, Wis 13, Cha 4; Base Atk +1, CMB +2, CMD 11; SQ slow and steady, stability  Skills and Feats: Intimidate +1, Stealth -3; Weapon Focus (warhammer)  Treasure: 16 gp, 220 sp; Potion of Guidance (cr, 25 gp), Potion of Magic Fang (cr, 50 gp), Scroll of Detect Good (cr, 25 gp), Scroll of Ray of Sickening (um, 25 gp); hoard total 163 gp
	<i>North Entry</i>	Archway
	<i>West Entry</i>	Archway
<b>Room #5</b>	<i>East Entry #1</i>	Archway → Leads to room #1, inhabited by 2 x Goblin
	<i>East Entry #2</i>	Archway → Leads to room #2
	<i>South Entry</i>	Archway
	<b>Monster</b>	1 x Svirfneblin  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

Skills and Feats: Craft (alchemy) +6, Heal +4, Knowledge (dungeoneering) +4, Perception +6, Stealth +12 (+14 underground), Survival +4 (+5 tracking); Toughness

Treasure: 2 gp, 40 sp; Hematite (9 gp), Rhodochrosite (9 gp), Rose Quartz (50 gp); hoard total 74 gp

## Room #6

*West Entry* Archway

*East Entry* Archway

*South Entry* Archway

**Room Features** A narrow pit covered by iron bars lies in the south side of the room, The floor is covered in square tiles, alternating white and black

**Monster** 1 x Svirfneblin

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

Skills and Feats: Craft (alchemy) +6, Heal +4, Knowledge (dungeoneering) +4, Perception +6, Stealth +12 (+14 underground), Survival +4 (+5 tracking); Toughness

Treasure: 8 gp; Potion of Protection from Evil (cr, 50 gp), Scroll of Detect Magic (cr, 12 gp 5 gp); hoard total 70 gp

**Trap** Idol of Chaos: CR 1; magic; Perception DC 22; Disable Device DC 22; Trigger touch (detect law); Reset automatic; Effect inflict wound (2d6 damage and confused for 1d4 rounds, DC 12 Will save for half damage only)

**Hidden Treasure** Hidden (Search DC 20) Unlocked Simple Wooden Chest (hard 5, 10 hp)

89 gp, 583 sp, 2330 cp; Oil of Light (cr, 25 gp), Scroll of Grease (cr, 25 gp), Scroll of Magic Weapon (cr, 25 gp); hoard total 245 gp 6 sp

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