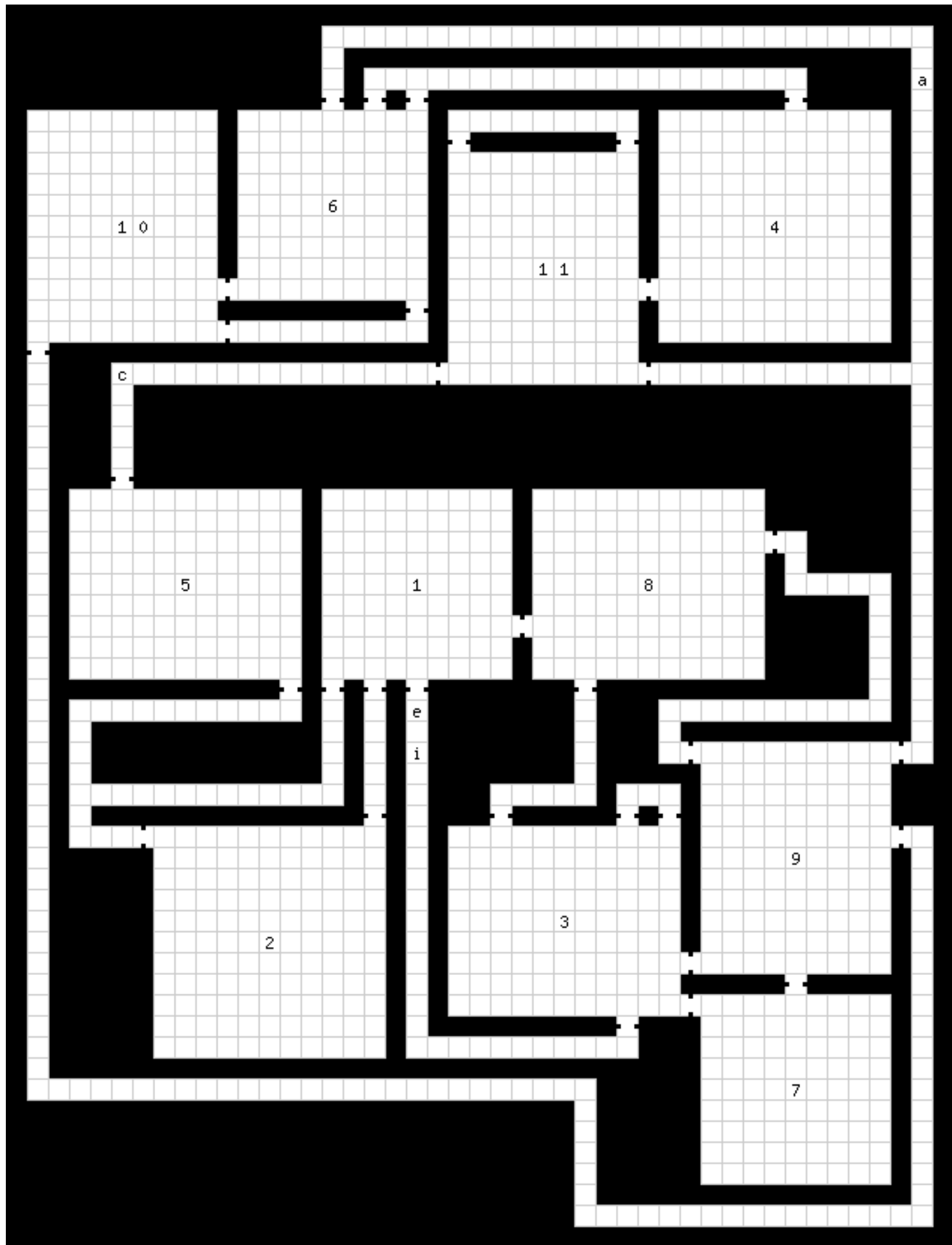


# **The Black Pit of Devastation**

**Level 1**





Arch



Door



Locked



Trapped



Secret



Portcullis

**General****Dungeon Walls**

Masonry (Climb DC 20)

**Dungeon Floor**

Flagstone

**Temperature**

Cold (unprotected creatures must succeed on a Fortitude saving throw every hour (DC 15, +1 per previous check) or take 1d6 points of non-lethal damage; a creature that takes any non-lethal damage from cold exposure suffers from hypothermia and is fatigued)

**Illumination**

Average (shadowy in corridors, lamps or torches in most rooms)

**Corridors****a**

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])

**c**

Rune of Paralyzation: CR 1; magic; Perception DC 20; Disable Device DC 22; Trigger proximity (alarm); Reset none; Effect paralyzation (paralyzed for 1d4 rounds, DC 10 Fort save negates); multiple targets (all targets in a 10 ft. radius burst)

**e**

Camouflaged Pit Trap: CR 3; mechanical; Perception DC 25; Disable Device DC 20; Trigger location; Reset manual; Effect 30 ft. deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10 ft. square area)

**i**

Numerous pillars line the corridor

**Wandering Monsters****1**

1 x Darkmantle, scavenging for food and treasure

**2**

1 x Ghoul, wandering senselessly

**3**

1 x Spider Swarm, trying to lure the party into an ambush

**4**

1 x Homunculus, trying to lure the party into an ambush

**5**

1 x Homunculus, actively patrolling their territory

**6**

1 x Svirfneblin, scavenging for food and treasure

**Room #1***East Entry*

Archway

→ Leads to room #8, inhabited by 1 x Troglodyte

*South Entry #1*

Archway

*South Entry #2*

Archway

*South Entry #3*

Archway

**Room Features**

The floor is covered in perfect hexagonal tiles, Someone has scrawled an incomplete drawing of a fire-breathing dragon on the north wall

**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: 10 gp, 40 sp; Agate (10 gp), Onyx (55 gp), Rhodochrosite (12 gp); Oil of Arcane Mark (cr, 25 gp), Potion of Remove Sickness (um, 50 gp), 2 x Scroll of Obscuring Mist (cr, 25 gp); hoard total 216 gp

**Room #2***North Entry* Archway*West Entry* Archway**Monster** 2 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: 6 gp, 40 sp; Masterwork Heavy Steel Shield (170 gp); Potion of Goodberry (cr, 50 gp); hoard total 230 gp

**Room #3***North Entry #1* Archway*North Entry #2* Archway*North Entry #3* Archway*East Entry #1* Archway

→ Leads to room #9, inhabited by 1 x Svirfneblin

*East Entry #2* Archway

→ Leads to room #7

*South Entry* Archway**Empty****Room #4***North Entry* Archway*West Entry* Archway

→ Leads to room #11, inhabited by 1 x Giant Spider

**Empty****Room #5***North Entry* Archway*South Entry* Archway**Room Features**

A wooden ladder rests against the north wall, A broken door lies in the north-west corner of the room

**Room #6***North Entry #1* Archway*North Entry #2* Archway*North Entry #3* Archway*West Entry* Archway

→ Leads to room #10

*South Entry* Archway**Room Features**

A stone ramp ascends towards the north wall, A tile mosaic of a goddess of travel covers the floor

**Room #7**

<i>North Entry</i>	Archway → Leads to room #9, inhabited by 1 x Svirkneblin
<i>West Entry</i>	Archway → Leads to room #3
<b>Empty</b>	

**Room #8**

<i>West Entry</i>	Archway → Leads to room #1, inhabited by 1 x Troglodyte
<i>East Entry</i>	Archway
<i>South Entry</i>	Archway
<b>Room Features</b>	Numerous pillars line the north and south walls, Someone has scrawled a baleful symbol on the east wall
<b>Monster</b>	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: 27 gp, 290 sp, 700 cp; Agate (9 gp), Jasper (45 gp), Tigereye (10 gp); Potion of Virtue (cr, 25 gp); hoard total 152 gp

**Room #9**

<i>West Entry #1</i>	Archway
<i>West Entry #2</i>	Archway → Leads to room #3
<i>East Entry #1</i>	Archway
<i>East Entry #2</i>	Archway
<i>South Entry</i>	Archway → Leads to room #7
<b>Room Features</b>	A narrow shaft falls into the room from above, A simple fireplace sits against the west wall
<b>Monster</b>	1 x Svirkneblin  Svirkneblin: 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: 9 gp, 57 sp, 50 cp; Masterwork Studded Leather Armor (175 gp); Oil of Sanctify Corpse (um, 50 gp); hoard total 240 gp 2 sp

**Room #10**

<i>East Entry #1</i>	Archway → Leads to room #6
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<i>East Entry #2</i>	Archway
<i>South Entry</i>	Archway
<b>Room Features</b>	Burning torches in iron sconces line the east and west walls, Jagged steel blades project from cracks in the north and west walls

## Room #11

<i>North Entry #1</i>	Archway
<i>North Entry #2</i>	Archway
<i>West Entry</i>	Archway
<i>East Entry #1</i>	Archway → Leads to room #4
<i>East Entry #2</i>	Archway
<b>Monster</b>	<p>1 x Giant Spider</p> <p>Giant Spider: CR 1, XP 400; N Medium Vermin; Init +3; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4; AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural); hp 16 (3d8+3); Fort +4, Ref +4, Will +1; Immune mind-affecting effects; Speed 30 ft., climb 30 ft.; Melee bite +2 (1d6 plus poison); SA web (+5 ranged, DC 12, hp 2); Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2; Base Atk +2, CMB +2, CMD 15 (27 vs. trip)</p> <p>Skills: Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs)</p> <p>Treasure: 38 gp, 145 sp, 946 cp; Alabaster (11 gp), Moonstone (35 gp), Rock Quartz (10 gp); hoard total 117 gp 9 sp 6 cp</p>

The Black Pit of Devastation  
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