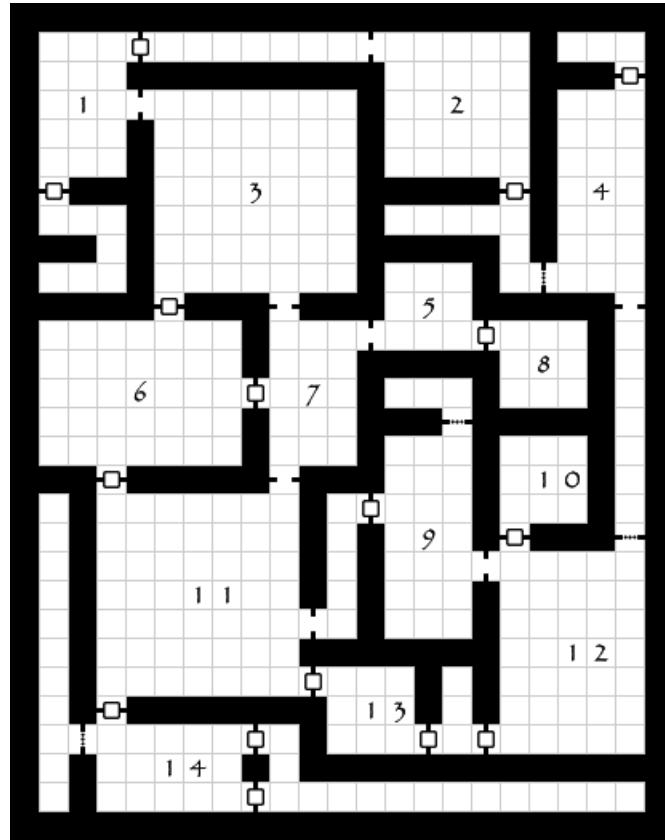


The Black Prison of Shiva the Destroyer 01

Level 1



General	Size	Fine (23 x 29)
	Walls	Superior Masonry (Climb DC 25)
	Floor	Uneven Flagstone (Balance DC 10 to charge or run)
	Temperature	Average
	Illumination	Shadowy (phosphorescent fungus or candles every 20 ft.)

Wandering Monsters	1	7 x Tiny Monstrous Centipede (vermin); wandering senselessly
	2	1 x Troglodyte; patrolling their territory
	3	1 x Choker; wielding bizarre eldritch powers
	4	3 x Dire Rat; investigating a strange noise
	5	1 x 1st Level Warrior Duergar (dwarf); investigating a strange noise
	6	1 x Troglodyte Zombie; wielding bizarre eldritch powers

Room #1	<i>East Entry #1</i>	Unlocked Good Wooden Door (hard 5, 15 hp)
	<i>East Entry #2</i>	Archway → Leads to room #3
	<i>South Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp)
	Room Features	A magical pool in the south-east corner of the room grants beauty to whomever drinks from it (but only once), and someone has scrawled "We can graffiti too" on the east wall
Room #2	<i>West Entry</i>	Archway
	<i>South Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) (slides up, +2 to break DC)
	Monster	1 x 1st Level Warrior Duergar (dwarf)
		1st level warrior duergar: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft. in chainmail (4 squares); base speed 20 ft.; AC 17 (+5 chainmail, +2 heavy shield), touch 10, flat-footed 17; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/x3, warhammer) or +1 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d8+1/x3, warhammer) or +1 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA Duergar traits, spell-like abilities; SQ Darkvision 60 ft., duergar traits; AL LE; SV Fort +4*, Ref +0*, Will -1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4
		Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently -4, Spot +2; Toughness
		Treasure: 120 gp; hoard total 120 gp
Room #3	<i>West Entry</i>	Archway → Leads to room #1
	<i>South Entry #1</i>	Unlocked Stone Door (hard 8, 60 hp) → Leads to room #6 , inhabited by 2 x Dire Rat
	<i>South Entry #2</i>	Archway → Leads to room #7
	Room Features	A group of draconic faces have been carved into the west wall, and several iron cages are scattered throughout the room

Room #4	<i>North Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp)
	<i>West Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	<i>South Entry</i>	Archway
	Monster	1 x Troglodyte
		Troglodyte: CR 1; Medium humanoid (reptilian); HD 2d8+4; hp 13; Init -1; Spd 30 ft. (6 squares); AC 15 (-1 dex, +6 natural), touch 9, flat-footed 15; Base Atk +1; Grp +1; Atk +1 melee (1d6, club) or +1 melee (1d4, claw) or +1 ranged (1d6, javelin); Full Atk +1 melee (1d6, club) and -1 melee (1d4, claw) and -1 melee (1d4, bite) or +1 melee (1d4, 2 claws) and -1 melee (1d4, bite) or +1 ranged (1d6, javelin); Space/Reach 5 ft./5 ft.; SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10 Skills and Feats: Hide +5*, Listen +3; Multiattack, Weapon Focus (javelin)
Room #5	<i>West Entry</i>	Archway → Leads to room #7
	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #8 , inhabited by 4 x 1st Level Warrior Goblin
	Empty	
Room #6	<i>North Entry</i>	Unlocked Stone Door (hard 8, 60 hp) → Leads to room #3
	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #7
	<i>South Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #11
	Room Features	A well lies in the north side of the room, and the south and west walls are covered with bloodstains
	Monster	2 x Dire Rat
		Dire rat: CR 1/3; Small animal; HD 1d8+1; hp 5; Init +3; Spd 40 ft. (8 squares), climb 20 ft.; AC 15 (+1 size, +3 dex, +1 natural), touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk +4 melee (1d4 plus disease, bite); Full Atk +4 melee (1d4 plus disease, bite); Space/Reach 5 ft./5 ft.; SA Disease; SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4 Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse

Room #7	<i>North Entry</i>	Archway → Leads to room #3
	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #6 , inhabited by 2 x Dire Rat
	<i>East Entry</i>	Archway → Leads to room #5
	<i>South Entry</i>	Archway → Leads to room #11
	Room Features	Numerous pillars line the north and west walls, and a pile of blood-soaked clothing lies in the west side of the room
Room #8	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #5
	Monster	4 x 1st Level Warrior Goblin
		1st level warrior goblin: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft. (6 squares); AC 15 (+1 size, +1 dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); Full Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); Space/Reach 5 ft./5 ft.; SA -; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6 Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness Treasure: 100 sp; hoard total 10 gp
	Hidden Treasure	Hidden (Search DC 25) Locked Simple Wooden Chest (Open Lock DC 20, break DC 15; hard 5, 10 hp)
		110 gp; hoard total 110 gp

Room #9	<i>North Entry</i>	Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp)
	<i>West Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp)
	<i>East Entry</i>	Archway → Leads to room #12
	Monster	1 x 1st Level Warrior Svirfneblin (gnome)
		1st level warrior svirfneblin: CR 1; Small humanoid (gnome); HD 1d8+4; hp 8; Init +1; Spd 15 ft. in banded mail armor (3 squares); base speed 20 ft.; AC 23 (+1 size, +1 dex, +4 dodge, +6 banded mail, +1 buckler), touch 16, flat-footed 18; Base Atk +1; Grp -3; Atk +2 melee (1d4/x4, heavy pick) or +3 ranged (1d6/19-20, light crossbow); Full Atk +2 melee (1d4/x4, heavy pick) or +3 ranged (1d6/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA Spell-like abilities; SQ Gnome traits, svirfneblin traits, spell resistance 12; AL N; SV Fort +5, Ref +3, Will +2; Str 11, Dex 13, Con 12, Int 10, Wis 11, Cha 4 Skills and Feats: Hide +2, Listen +2, Spot +2; Toughness Treasure: 2000 cp; Masterwork Handaxe (Medium) (306 gp); hoard total 326 gp
Room #10	<i>South Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp) (slides to one side, +1 to break DC) → Leads to room #12
	Room Features	A wooden platform hangs over a deep pit in the north-east corner of the room, and the floor is covered in perfect hexagonal tiles
Room #11	<i>North Entry #1</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #6 , inhabited by 2 x Dire Rat
	<i>North Entry #2</i>	Archway → Leads to room #7
	<i>East Entry #1</i>	Archway
	<i>East Entry #2</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #13 , inhabited by 1 x 1st Level Warrior Duergar
	<i>South Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp) → Leads to room #14
	Empty	

Room #12	<i>North Entry #1</i>	Unlocked Simple Wooden Door (hard 5, 10 hp) (slides to one side, +1 to break DC) → Leads to room #10
	<i>North Entry #2</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	<i>West Entry #1</i>	Archway → Leads to room #9 , inhabited by 1 x 1st Level Warrior Svirfneblin
	<i>West Entry #2</i>	Stuck Stone Door (break DC 28; hard 8, 60 hp)
Room Features		A magical pool in the south-west corner of the room ages whomever drinks from it (but only once), and a shallow pit lies in the center of the room
Trap		Rolling Rock Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22
Hidden Treasure		Hidden (Search DC 20) Locked Good Wooden Chest (Open Lock DC 20, break DC 18; hard 5, 15 hp)
		Deep Blue Spinel (400 gp); hoard total 400 gp

Room #13	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #11
	<i>East Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp)
	Monster	1 x 1st Level Warrior Duergar (dwarf)
		<p>1st level warrior duergar: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft. in chainmail (4 squares); base speed 20 ft.; AC 17 (+5 chainmail, +2 heavy shield), touch 10, flat-footed 17; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/x3, warhammer) or +1 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d8+1/x3, warhammer) or +1 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA Duergar traits, spell-like abilities; SQ Darkvision 60 ft., duergar traits; AL LE; SV Fort +4*, Ref +0*, Will -1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4</p> <p>Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently -4, Spot +2; Toughness</p> <p>Treasure: 5000 cp; Alchemist's Fire (1 flasks, 20 gp each); hoard total 70 gp</p>

Room #14	<i>North Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp) → Leads to room #11
	<i>West Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	<i>East Entry #1</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides to one side, +1 to break DC)
	<i>East Entry #2</i>	Unlocked Simple Wooden Door (hard 5, 10 hp)
	Empty	

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