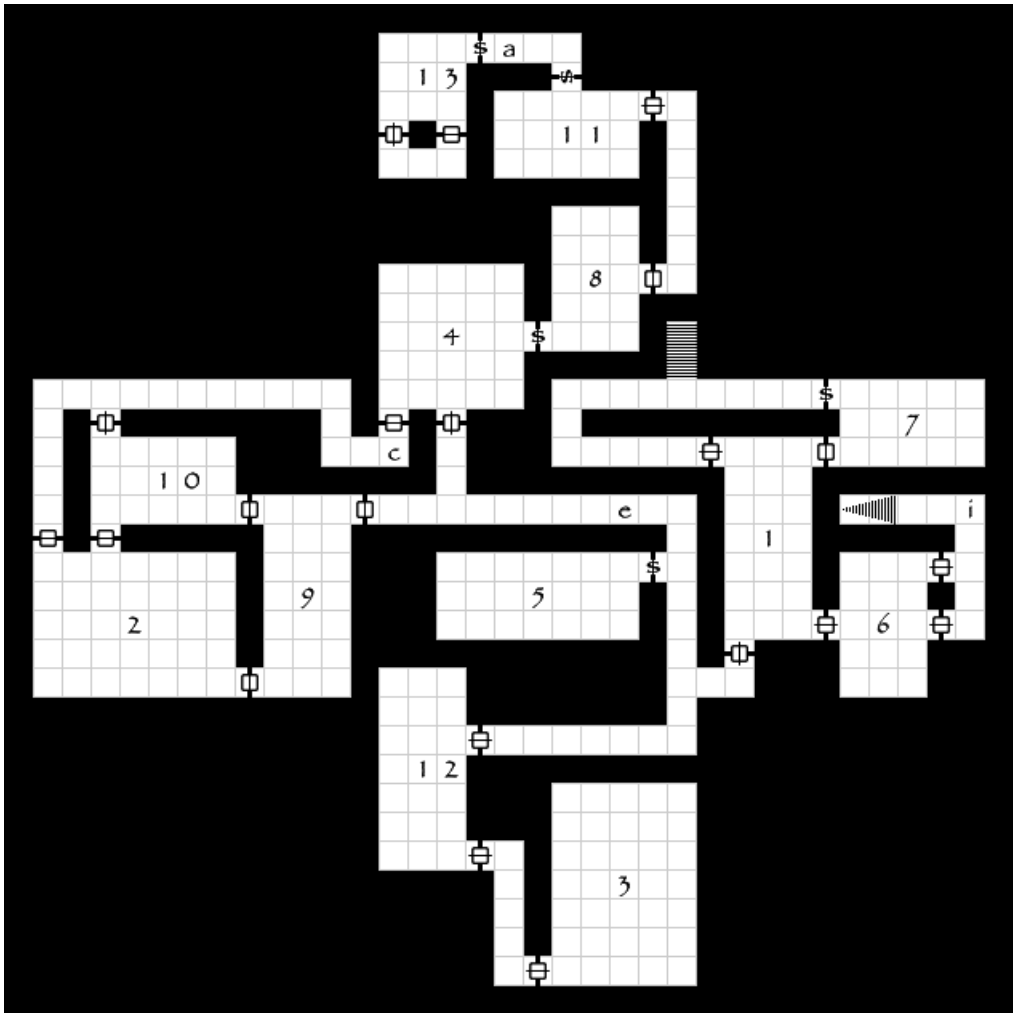


The Lost Tomb of GreedBeard 01

Level 1



General

History

The dungeon began as a complex of tectonic fissures. It has been attacked and abandoned many times since then.

Walls

Masonry (DC 15 to climb)

Floor

Smooth Stone

Temperature

Cool

Illumination

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

Corridor Features

- a** Several square holes are cut into the walls here
 - c** Several square holes are cut into the walls here
 - e** The walls here have been engraved with glowing symbols
 - i** A narrow shaft descends from the corridor into the next dungeon level down
-

Wandering Monsters

- 1** Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp, gathered around an evil shrine
 - 2** 2 x Goblin (cr 1/4, mm 166) and 2 x Wolf (cr 1/4, mm 341); deadly, 200 xp, scavenging for food and treasure
 - 3** Mimic (cr 2, mm 220); deadly, 450 xp, hunting for food
 - 4** Ogre Zombie (cr 2, mm 316); deadly, 450 xp, consumed by disease and madness
 - 5** Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp, lost and desperate
 - 6** Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp, scouting from another part of the dungeon
-

Room #1*West Entry*

Trapped and Stuck Strong Wooden Door (DC 15 to break; 20 hp)

① Rune of Dread: DC 15 to find, DC 20 to disable; affects all targets within 10 ft., DC 14 save or become frightened for 1d4 rounds

East Entry #1

Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp)

→ Leads to [room #7](#), inhabited by Bugbear and 1 x Goblin

East Entry #2

Trapped and Stuck Stone Door (DC 20 to break; 60 hp)

① Thunderstone Mine: DC 10 to find, DC 15 to disable; affects all targets within 20 ft., DC 11 save or take 1d10 thunder damage and become deafened for 1d4 rounds

→ Leads to [room #6](#), inhabited by Goblin Boss and 1 x Goblin

South Entry

Trapped and Unlocked Stone Door (60 hp)

① Acid Spray: DC 15 to find, DC 10 to disable; affects all targets within a 20 ft. cone, DC 11 save or take 1d10 acid damage for 1d4 rounds

Room Features

Numerous pillars line the south and east walls, and a wooden ladder rests against the east wall

Monster

Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp

Treasure: 2000 cp, 900 sp, 120 gp, banded agate (10 gp), blue quartz (10 gp), rhodochrosite (10 gp), tiger eye (10 gp), Potion of Climbing (common, dmg 187)

Room #2	<i>North Entry #1</i>	Locked Good Wooden Door (DC 20 to open, DC 15 to break; 15 hp)
	<i>North Entry #2</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) → Leads to room #10
	<i>East Entry</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp) → Leads to room #9 , inhabited by Bugbear and 1 x Goblin
	Monster	Hobgoblin (cr 1/2, mm 186) and 1 x Bugbear (cr 1, mm 33); deadly, 300 xp
	Trap	Acid Spray: DC 15 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 18 save or take 2d10 acid damage for 1d4 rounds
	Hidden Treasure	Hidden (DC 15 to find) Locked Simple Wooden Chest (DC 25 to unlock, DC 15 to break; 10 hp) 2500 cp, 1300 sp, 100 gp, diamond (50 gp), bloodstone (50 gp), carnelian (50 gp), moonstone (50 gp), quartz (50 gp), sardonyx (50 gp), star rose quartz (50 gp)
Room #3	<i>West Entry</i>	Trapped and Unlocked Simple Wooden Door (10 hp) ① Contact Poison: DC 10 to find, DC 10 to disable; affects each creature which touches the trigger, DC 14 save or take 2d10 damage
	Empty	
Room #4	<i>East Entry</i>	Secret (DC 20 to find) Locked Iron Door (DC 15 to open, DC 30 to break; 60 hp) ⑤ The door is located above a small stone dais and concealed behind a tapestry of ghoulish carnage → Leads to room #8 , inhabited by Goblin Boss and 1 x Goblin
	<i>South Entry #1</i>	Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp)
	<i>South Entry #2</i>	Trapped and Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp) ① Falling Block: DC 15 to find, DC 15 to disable; affects all targets within a 10 ft. square area, DC 18 save or take 4d10 damage
	Room Features	A set of demonic war masks hangs on the west wall, and a fountain decorated with three gargoyles sits in the north side of the room

Room #5	<i>East Entry</i>	<p>Secret (DC 20 to find) Stuck Good Wooden Door (DC 15 to break; 15 hp)</p> <p>⑤ The door is located several feet above the floor and concealed behind a pile of skulls</p>
	Room Features	<p>A stone dais sits in the south side of the room, and the ceiling is covered with cobwebs</p>
	Monster	<p>Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp</p> <hr/> <p>Treasure: 2200 cp, 1400 sp, 50 gp, 4 x diamond (50 gp), bloodstone (50 gp), chrysoprase (50 gp), jasper (50 gp)</p>
Room #6	<i>West Entry</i>	<p>Trapped and Stuck Stone Door (DC 20 to break; 60 hp)</p> <p>① Thunderstone Mine: DC 10 to find, DC 15 to disable; affects all targets within 20 ft., DC 11 save or take 1d10 thunder damage and become deafened for 1d4 rounds</p> <p>→ Leads to room #1, inhabited by Silver Dragon Wyrmling</p>
	<i>East Entry #1</i>	<p>Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp)</p> <p>① Fire Spray: DC 15 to find, DC 10 to disable; affects all targets within a 20 ft. cone, DC 14 save or take 2d10 fire damage</p>
	<i>East Entry #2</i>	<p>Trapped and Unlocked Simple Wooden Door (10 hp)</p> <p>① Teleporter Crystal: DC 15 to find, DC 10 to disable; affects each creature which touches the crystal, DC 14 save or be teleported to another location</p>
	Room Features	<p>The north and west walls are covered with veins of metal, and a shattered sword lies in the east side of the room</p>
	Monster	<p>Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp</p> <hr/> <p>Treasure: 2000 cp, 1500 sp, 110 gp, diamond (50 gp), jasper (50 gp), onyx (50 gp), quartz (50 gp), 2 x sardonyx (50 gp), star rose quartz (50 gp), zircon (50 gp), Spell Scroll (Cone of Cold) (rare, dmg 200), Potion of Clairvoyance (rare, dmg 187), Potion of Invulnerability (rare, dmg 188), Potion of Stone Giant Strength (rare, dmg 187)</p>

Room #7	<i>West Entry #1</i>	<p>Secret (DC 15 to find) Trapped and Locked Good Wooden Door (DC 20 to open, DC 15 to break; 15 hp)</p> <p>⑤ The door is located near the ceiling and concealed behind an area of slime</p> <p>① Falling Block: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 15 save or take 2d10 damage</p>
	<i>West Entry #2</i>	<p>Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp)</p> <p>→ Leads to room #1, inhabited by Silver Dragon Wyrmling</p>
	Room Features	Someone has scrawled "If being drunk all the time were easy, everyone would do it" in dwarvish runes on the east wall, and a pile of corroded iron spikes lies in the north side of the room
	Monster	Bugbear (cr 1, mm 33) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp
		Treasure: 13 ep; 17 sp
Room #8	<i>West Entry</i>	<p>Secret (DC 20 to find) Locked Iron Door (DC 15 to open, DC 30 to break; 60 hp)</p> <p>⑤ The door is located above a small stone dais and concealed behind a tapestry of ghoulish carnage</p> <p>→ Leads to room #4</p>
	<i>East Entry</i>	Locked Iron Door (DC 10 to open, DC 30 to break; 60 hp)
	Room Features	An iron cauldron and spinning wheel sit in the north-west corner of the room, and the south and east walls are covered with mould
	Monster	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp
		Treasure: 11 ep; 11 gp
Room #9	<i>West Entry #1</i>	<p>Locked Good Wooden Door (DC 20 to open, DC 15 to break; 15 hp)</p> <p>→ Leads to room #10</p>
	<i>West Entry #2</i>	<p>Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp)</p> <p>→ Leads to room #2, inhabited by Hobgoblin and 1 x Bugbear</p>
	<i>East Entry</i>	Locked Strong Wooden Door (DC 20 to open, DC 20 to break; 20 hp)
	Room Features	A tile labyrinth covers the floor, and several pieces of rotten leather are scattered throughout the room
	Monster	Bugbear (cr 1, mm 33) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp
		Treasure: 29 cp; 10 gp

Room #10	<i>North Entry</i>	Trapped and Stuck Good Wooden Door (DC 15 to break; 15 hp) Ⓣ Arrow Trap: DC 10 to find, DC 10 to disable; +12 to hit against one target, 4d10 piercing damage
	<i>East Entry</i>	Locked Good Wooden Door (DC 20 to open, DC 15 to break; 15 hp) → Leads to room #9 , inhabited by Bugbear and 1 x Goblin
	<i>South Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) → Leads to room #2 , inhabited by Hobgoblin and 1 x Bugbear
	Room Features	A narrow shaft falls into the room from above, and the floor is covered with dust
Room #11	<i>North Entry</i>	Secret (DC 25 to find) Trapped and Stuck Strong Wooden Door (DC 15 to break; 20 hp) Ⓢ The door is concealed within the mouth of a gargantuan skull carved from stone Ⓣ Rune of Dread: DC 20 to find, DC 10 to disable; affects all targets within 10 ft., DC 14 save or become frightened for 1d4 rounds
	<i>East Entry</i>	Trapped and Unlocked Stone Door (60 hp) Ⓣ Falling Block: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 11 save or take 1d10 damage
	Room Features	A fountain decorated with three gargoyles sits in the east side of the room, and a jingling sound can be heard in the east side of the room
	Monster	Hobgoblin (cr 1/2, mm 186) and 1 x Goblin (cr 1/4, mm 166); medium, 150 xp
		Treasure: 6 pp; 20 sp
Room #12	<i>East Entry #1</i>	Trapped and Stuck Good Wooden Door (DC 15 to break; 15 hp) Ⓣ Ice Dart Trap: DC 15 to find, DC 10 to disable; +8 to hit against one target, 2d10 cold damage
	<i>East Entry #2</i>	Trapped and Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp) Ⓣ Thunderstone Mine: DC 15 to find, DC 15 to disable; affects all targets within 20 ft., DC 15 save or take 2d10 thunder damage and become deafened for 1d4 rounds
	Empty	

Room #13*East Entry*

Secret (DC 20 to find) Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides down)

⑤ The door is concealed within the mouth of a gargantuan skull carved from stone

South Entry #1

Trapped and Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp)

① Fire Spray: DC 10 to find, DC 20 to disable; affects all targets within a 20 ft. cone, DC 12 save or take 2d10 fire damage

South Entry #2

Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp)

Room Features

Spirals of red stones cover the floor, and a fountain of water sits against the north wall

Random Dungeon Generator
<http://donjon.bin.sh/>

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