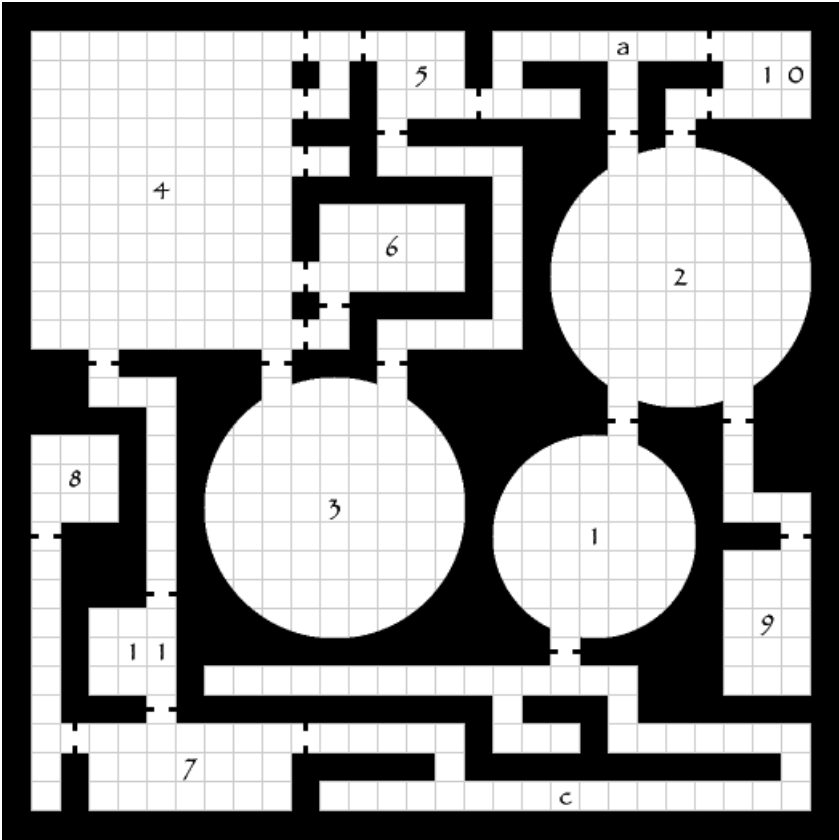


# The Dark Chambers of Terror 01

## Level 1



### General

**Walls** Superior Masonry (Climb DC 25)

**Floor** Flagstone

**Temperature** Cool

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

### Corridor Features

- a** A group of demonic faces have been carved into the walls
- c** Several square holes are cut into the walls here

<b>Wandering Monsters</b>		
	<b>1</b>	3 x Dire Rat, tracking the party
	<b>2</b>	1 x 1st Level Warrior Svirkneblin (gnome), tracking the party
	<b>3</b>	1 x Ghoul, tracking the party
	<b>4</b>	1 x 1st Level Warrior Duergar (dwarf), tracking the party
	<b>5</b>	1 x Medium Monstrous Spider (vermin), scavenging for food and treasure
	<b>6</b>	1 x Shrieker (fungus), consumed by disease and madness
<hr/>		
<b>Room #1</b>	<i>North Entry</i>	Archway → Leads to <a href="#">room #2</a>
	<i>South Entry</i>	Archway
	<b>Monster</b>	1 x Homunculus
		Homunculus: CR 1; Tiny construct; HD 2d10; hp 11; Init +2; Spd 20 ft. (4 squares), fly 50 ft. (good); AC 14 (+2 dex, +2 size), touch 14, flat-footed 12; Base Atk +1; Grp -8; Atk +2 melee (1d4-1 plus poison, bite); Full Atk +2 melee (1d4-1 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA Poison; SQ Construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +0, Ref +4, Will +1; Str 8, Dex 15, Con -, Int 10, Wis 12, Cha 7  Skills and Feats: Hide +14, Listen +4, Spot +4; Lightning Reflexes
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<b>Room #2</b>	<i>North Entry #1</i>	Archway
	<i>North Entry #2</i>	Archway
	<i>South Entry #1</i>	Archway → Leads to <a href="#">room #1</a> , inhabited by 1 x Homunculus
	<i>South Entry #2</i>	Archway
	<b>Empty</b>	
<hr/>		
<b>Room #3</b>	<i>North Entry #1</i>	Archway → Leads to <a href="#">room #4</a>
	<i>North Entry #2</i>	Archway
	<b>Room Features</b>	A rope ascends to a balcony hanging from the east wall, and the ceiling is covered with cobwebs
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<b>Room #4</b>	<i>East Entry #1</i>	Archway
	<i>East Entry #2</i>	Archway
	<i>East Entry #3</i>	Archway
	<i>East Entry #4</i>	Archway → Leads to <a href="#">room #6</a>
	<i>East Entry #5</i>	Archway
	<i>South Entry #1</i>	Archway
	<i>South Entry #2</i>	Archway → Leads to <a href="#">room #3</a>
	<b>Empty</b>	
<b>Room #5</b>	<i>West Entry</i>	Archway
	<i>East Entry</i>	Archway
	<i>South Entry</i>	Archway
	<b>Room Features</b>	A large kiln and coal bin sit in the west side of the room, and several pieces of spoiled meat are scattered throughout the room
<b>Room #6</b>	<i>West Entry</i>	Archway → Leads to <a href="#">room #4</a>
	<i>South Entry</i>	Archway
	<b>Empty</b>	
<b>Room #7</b>	<i>North Entry</i>	Archway → Leads to <a href="#">room #11</a>
	<i>West Entry</i>	Archway
	<i>East Entry</i>	Archway
	<b>Empty</b>	
<b>Room #8</b>	<i>South Entry</i>	Archway
	<b>Room Features</b>	Someone has scrawled "Ran out of arrows" in blood on the south wall, and the ceiling is covered with cracks
<b>Room #9</b>	<i>North Entry</i>	Archway
	<b>Room Features</b>	The north and east walls have been engraved with glowing glyphs, and an iron sarcophagus sits in the south-west corner of the room

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**Room #10***West Entry #1* Archway*West Entry #2* Archway**Room Features** Someone has scrawled "No secret door here" in goblin runes on the north wall, and several torches are scattered throughout the room**Monster** 1 x Spider Swarm

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Spider swarm: CR 1; Diminutive vermin (swarm); HD 2d8; hp 9; Init +3; Spd 20 ft. (4 squares), climb 20 ft.; AC 17 (+4 size, +3 dex), touch 17, flat-footed 14; Base Atk +1; Grp -; Atk Swarm (1d6 plus poison); Full Atk Swarm (1d6 plus poison); Space/Reach 10 ft./0 ft.; SA Distraction, poison; SQ Darkvision 60 ft., swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2

Skills and Feats: Climb +11, Listen +4, Spot +4;

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**Room #11***North Entry* Archway*South Entry* Archway

→ Leads to [room #7](#)

**Empty**

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Random Dungeon Generator  
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