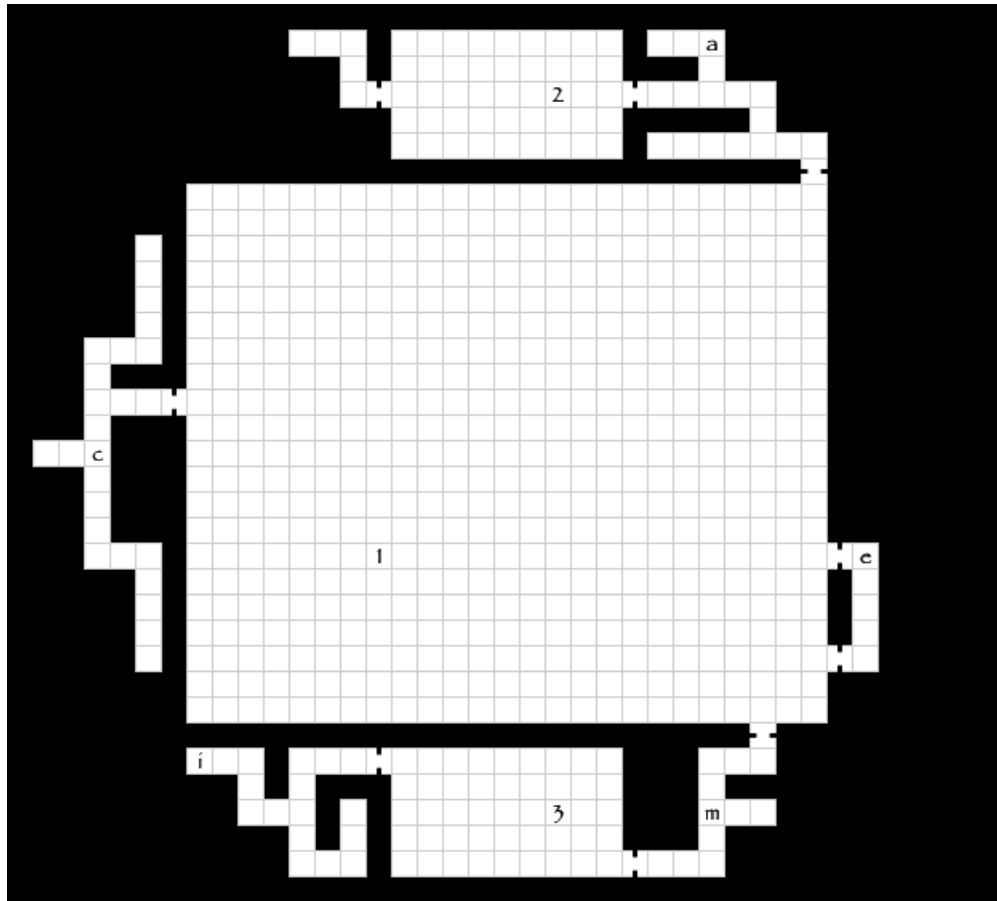


The Pit of the Demon Prince 01

Level 1



General

History

The dungeon was created by dwarves as a maze. It was eventually conquered by invaders, and has fallen to ruin and been rebuilt many times since then.

Size

Small (39 x 35)

Walls

Hewn Stone (DC 20 to climb)

Floor

Flagstone

Temperature

Very Hot (DC 10 Constitution save each hour or gain one level of exhaustion)

Illumination

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

Corridor Features		<p>a Electrified Floortile: DC 15 to find, DC 20 to disable; affects all targets within a 10 ft. square area, DC 14 save or take 2d10 lightning damage</p> <p>c Magic Missile Trap: DC 20 to find, DC 10 to disable; one target, 1d10 force damage</p> <p>e Magic Missile Trap: DC 20 to find, DC 15 to disable; one target, 1d10 force damage</p> <p>i A jingling sound fills the corridor</p> <p>m The sound of rushing water fills the corridor</p>
Wandering Monsters		<p>1 Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp, consumed by disease and madness</p> <p>2 Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); deadly, 475 xp, lost and desperate</p> <p>3 Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp, wandering senselessly</p> <p>4 Gelatinous Cube (cr 2, mm 242); deadly, 450 xp, actively patrolling their territory</p> <p>5 Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); deadly, 475 xp, tracking the party</p> <p>6 Orog (cr 2, mm 247); deadly, 450 xp, trying to lure the party into an ambush</p>
Room #1	<i>North Entry</i>	Archway
	<i>West Entry</i>	Archway
	<i>East Entry #1</i>	Archway
	<i>East Entry #2</i>	Archway
	<i>South Entry</i>	Archway
	Room Features	Quicksilver drips from the ceiling in the north-east corner of the room, and a bent dagger lies in the west side of the room
	Monster	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp
		Treasure: 1900 cp, 1500 sp, 60 gp, 2 x azurite (10 gp), blue quartz (10 gp), 2 x obsidian (10 gp), tiger eye (10 gp), Potion of Climbing (common, dmg 187), 3 x Potion of Healing (common, dmg 187)
Room #2	<i>West Entry</i>	Archway
	<i>East Entry</i>	Archway
	Room Features	A tapestry of geometric patterns hangs from the west wall, and an altar of evil sits in the north-east corner of the room
Room #3	<i>West Entry</i>	Archway
	<i>East Entry</i>	Archway
	Empty	

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

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