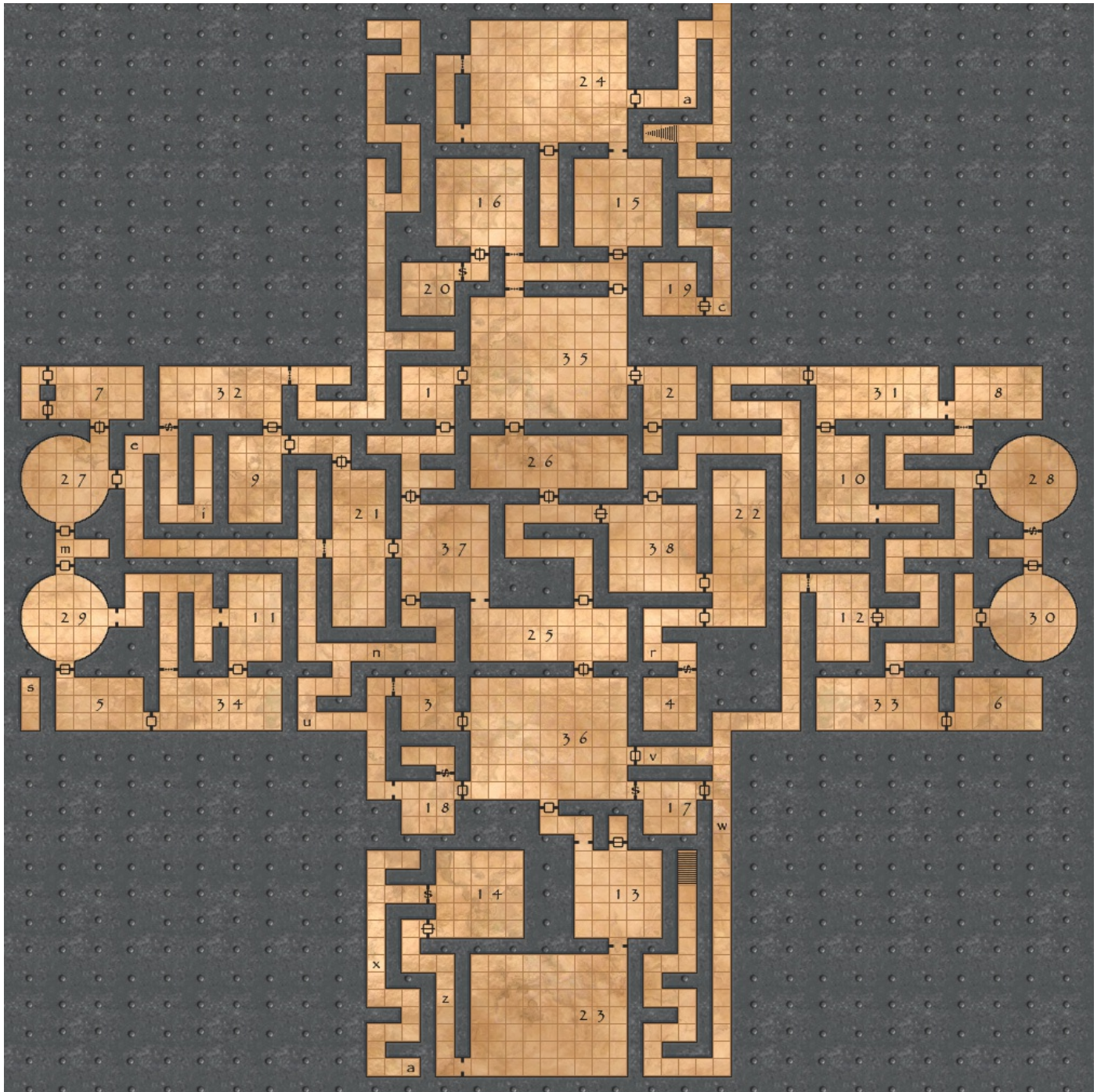


Blackstorm Prison 14

Level 14



General

Walls	Hewn Ice
Floor	Natural Ice (move at half speed, can't run, slippery)
Temperature	Severe Cold
Illumination	Average (shadowy in corridors, lamps or torches in most rooms)

Corridor Features

- a** A tile labyrinth covers the floor
- c** Destruction Trap
- e** A fountain of water sits in an alcove here
- i** Withered corpses are nailed to the corridor walls
- m** A chute falls into the corridor from above
- n** Acid Arrow Trap
- r** Acid Arrow Trap
- s** A tile labyrinth covers the floor
- u** Fire Trap
- v** Blade Barrier Trap
- w** A narrow shaft descends from the corridor into a natural cavern below
- x** Acid Arrow Trap
- z** A narrow shaft falls into the corridor from above

Wandering Monsters

- 1** 1 x Young Adult Silver Dragon, scavenging for food and treasure
- 2** 10 x Frost Giant, investigating a strange noise
- 3** 4 x Frost Giant, scouting from another part of the dungeon
- 4** 7 x Dire Bear, actively patrolling their territory
- 5** 10 x Dire Bear, searching for an object stolen from their lair
- 6** 5 x Ten-Headed Cryohydra, gathered around an evil shrine

Room #1*East Entry*

Stuck Strong Wooden Door
→ Leads to [room #35](#), inhabited by 9 x Frost Giant

South Entry

Stuck Simple Wooden Door

Room Features

Someone has scrawled "Beware the light" on the north wall, and several pieces of trash are scattered throughout the room

Monster

8 x Frost Giant

Treasure: 500 gp; Black Pearl (600 gp), Bloodstone (20 gp), Blue Quartz (6 gp), Blue Sapphire (1200 gp), Hematite (8 gp), Jet (120 gp), Peridot (80 gp), Rock Crystal (50 gp), Violet Garnet (500 gp), Zircon (50 gp); +3 Heavy Steel Shield; hoard total 7634 gp

Trap

Poison Wall Spikes

Room #2*West Entry*

Trapped and Unlocked Simple Wooden Door
Ⓣ Flame Strike Trap
→ Leads to [room #35](#), inhabited by 9 x Frost Giant

South Entry

Unlocked Strong Wooden Door

Room Features

A wooden ladder rests against the north wall, and ghostly music can be heard in the south side of the room

Room #3*West Entry*

Iron Portcullis

East Entry

Locked Strong Wooden Door (superior lock)
→ Leads to [room #36](#), inhabited by 2 x Adult White Dragon

Empty

Room #4	<i>North Entry</i>	Secret Locked Simple Wooden Door (common lock) ⑤ The door is concealed behind a statue of a medusa, and opened by uncovering her eyes
	Room Features	A fountain of water sits against the south wall, and someone has scrawled a basic map of the dungeon on the east wall
	Monster	4 x Ten-Headed Cryohydra
	Trap	Wide-Mouth Pit Trap
	Hidden Treasure	Hidden Trapped and Unlocked Iron Chest Whirling Poison Blades 4000 gp; Brass Bracer set with Malachite (90 gp), Marble Scepter set with a Rosette of Hematite (100 gp), Obsidian Orb inlaid with Ornate Copper Scrollwork (50 gp), Pair of Brocade Gloves threaded with Silver (150 gp); hoard total 4390 gp
Room #5	<i>North Entry</i>	Locked Simple Wooden Door (common lock) → Leads to room #29
	<i>East Entry</i>	Stuck Iron Door → Leads to room #34 , inhabited by 5 x Frost Giant
	Room Features	Someone has scrawled "The Demons of Wyedale killed a black dragon here" on the east wall, and a pile of bent copper coins lies in the west side of the room
	Monster	1 x Twelve-Headed Cryohydra Treasure: 6000 gp; Agate Rod inlaid with Ornate Silver Scrollwork (80 gp), Agateware Salt Cellar painted with Noble Imagery (80 gp), Fine Leather Coinpurse tooled with Floral Vines (140 gp), Fine Leather Mantle trimmed with Rabbit Fur (70 gp), Fine Steel Chime set with a Rosette of Deep Green Spinel (130 gp), Jasper Salt Cellar inlaid with a Meandros of Electrum (20 gp), Malachite Rod engraved with a Labyrinth (50 gp), Obsidian Coffin inlaid with a Filigree of Silver (100 gp), Steel Bell set with a single Blue Star Sapphire (10 gp); hoard total 6680 gp
	Trap	Fire Trap
Room #6	<i>West Entry</i>	Locked Simple Wooden Door (common lock) → Leads to room #33 , inhabited by 4 x Ten-Headed Cryohydra
	Room Features	A grinding noise can be heard in the east side of the room, and a pile of broken glass lies in the south-west corner of the room
Room #7	<i>West Entry #1</i>	Stuck Simple Wooden Door
	<i>West Entry #2</i>	Locked Strong Wooden Door (superior lock)
	<i>South Entry</i>	Trapped and Unlocked Simple Wooden Door ① Chain Lightning Trap → Leads to room #27
	Room Features	An iron chandelier hangs from the ceiling in the south-west corner of the room, and someone has scrawled "The curse can't be broken" in orcish runes on the east wall
	Monster	1 x Adult Silver Dragon Treasure: 100 gp; Alexandrite (700 gp), Amethyst (90 gp), Aquamarine (300 gp), Black Pearl (400 gp), Blue Sapphire (1400 gp), Freshwater Pearl (9 gp), Golden Yellow Topaz (700 gp), Iolite (40 gp), Smoky Quartz (70 gp), Zircon (60 gp); Potion of Cure Light Wounds, Stone Salve, Stone of Weight; hoard total 4769 gp

Room #8	<i>West Entry</i>	Archway → Leads to room #31 , inhabited by 5 x Ten-Headed Cryohydra
	<i>South Entry</i>	Wooden Portcullis
	Room Features	A forge and anvil sit in the center of the room, and groaning can be heard in the north-east corner of the room
Room #9	<i>North Entry</i>	Locked Strong Wooden Door (common lock) (slides to one side) → Leads to room #32 , inhabited by 3 x Adult White Dragon
	<i>East Entry</i>	Stuck Good Wooden Door
	Empty	
Room #10	<i>North Entry</i>	Locked Iron Door (magic lock) → Leads to room #31 , inhabited by 5 x Ten-Headed Cryohydra
	<i>East Entry</i>	Archway
	Empty	
Room #11	<i>West Entry</i>	Archway
	<i>South Entry</i>	Stuck Good Wooden Door (slides up) → Leads to room #34 , inhabited by 5 x Frost Giant
	Room Features	A magical mosaic on the east wall depicts the gruesome death of whomever views it, and an overwhelming stench fills the north-west corner of the room
	Monster	5 x Frost Giant Treasure: 2000 gp; hoard total 2000 gp
Room #12	<i>West Entry</i>	Wooden Portcullis
	<i>East Entry</i>	Trapped and Unlocked Simple Wooden Door Ⓣ Well-Camouflaged Pit Trap
	Room Features	A simple fireplace sits against the south wall, and someone has scrawled "Narder's Adventurers looted this place" on the north wall
Room #13	<i>North Entry #1</i>	Archway
	<i>North Entry #2</i>	Locked Iron Door (good lock)
	<i>South Entry</i>	Archway → Leads to room #23
	Empty	
Room #14	<i>West Entry #1</i>	Secret Trapped and Locked Good Wooden Door (magic lock) Ⓢ The door is located near the ceiling and concealed behind a tapestry of a legendary battle Ⓣ Pit Trap
	<i>West Entry #2</i>	Trapped and Stuck Good Wooden Door Ⓣ Wide-Mouth Spiked Pit with Poisoned Spikes
	Room Features	A narrow shaft descends from the room into a midden chamber below, and someone has scrawled "right, right, straight, left, right" in dwarvish runes on the south wall

Room #15	<i>North Entry</i>	Archway → Leads to room #24
	<i>South Entry</i>	Locked Good Wooden Door (common lock)
	Trap	Black Tentacles Trap
	Hidden Treasure	Locked Strong Wooden Chest (good lock) 1000 gp; Azurite (8 gp), Black Opal (1400 gp), Black Star Sapphire (900 gp), Blue Sapphire (1300 gp), Blue Star Sapphire (1100 gp), Chrysoprase (50 gp), Fiery Yellow Corundum (800 gp), Hematite (7 gp), Malachite (12 gp), Onyx (60 gp), Rock Crystal (40 gp), Turquoise (11 gp); Rod of Cancellation; hoard total 15688 gp
Room #16	<i>South Entry #1</i>	Trapped and Stuck Simple Wooden Door Ⓣ Fusillade of Darts
	<i>South Entry #2</i>	Wooden Portcullis
	Room Features	A stone ramp ascends towards the west wall, and a tile mosaic of legendary monsters covers the floor
	Monster	1 x Twelve-Headed Cryohydra Treasure: 700 gp; Aquamarine (500 gp), Freshwater Pearl (12 gp), Malachite (11 gp), Star Ruby (1300 gp); Tome of Clear Thought; hoard total 8823 gp
Room #17	<i>West Entry</i>	Secret Trapped and Locked Stone Door (magic lock) Ⓢ The door is opened by standing on a small floor tile Ⓣ Lightning Bolt Trap → Leads to room #36 , inhabited by 2 x Adult White Dragon
	<i>East Entry</i>	Locked Iron Door (common lock)
	Monster	5 x Mature Adult White Dragon Treasure: 900 gp; Alexandrite (600 gp), Golden Yellow Topaz (400 gp), Hematite (11 gp), Pink Pearl (90 gp); Potion of Barkskin +2, Potion of Enlarge Person; hoard total 10101 gp
	Trap	Acid Fog Trap
	Hidden Treasure	Hidden Trapped and Locked Iron Chest (common lock) Chain Lightning Trap 1000 gp; Alexandrite (700 gp), Amethyst (90 gp), Bloodstone (30 gp), Brown-green Garnet (80 gp), Citrine (60 gp), Deep Blue Spinel (200 gp), Deep Blue Spinel (500 gp), Lapis Lazuli (9 gp), Lapis Lazuli (14 gp), Rich Purple Corundum (900 gp), Rose Quartz (30 gp), Turquoise (7 gp); hoard total 3620 gp
Room #18	<i>North Entry</i>	Secret Stuck Simple Wooden Door (slides to one side) Ⓢ A bookcase and concealed door pivots smoothly
	<i>West Entry</i>	Archway
	<i>East Entry</i>	Locked Strong Wooden Door (superior lock) → Leads to room #36 , inhabited by 2 x Adult White Dragon
	Room Features	A stone sarcophagus sits in the center of the room, and the sound of chimes can be heard in the center of the room
Room #19	<i>East Entry</i>	Trapped and Unlocked Good Wooden Door Ⓣ Lightning Bolt Trap
	Empty	

Room #20	<i>East Entry</i>	Secret Locked Simple Wooden Door (magic lock) Ⓢ The door is concealed by an illusion
	Room Features	A mural of geometric patterns covers the ceiling, and an altar of evil sits in the south-east corner of the room
	Monster	16 x Dire Bear
		Treasure: 5000 gp; hoard total 5000 gp
Room #21	<i>North Entry</i>	Trapped and Unlocked Stone Door Ⓣ Dropping Ceiling
	<i>West Entry</i>	Trapped Wooden Portcullis Ⓣ Lightning Bolt Trap
	<i>East Entry</i>	Stuck Simple Wooden Door → Leads to room #37 , inhabited by 1 x Adult Silver Dragon
	Empty	
Room #22	<i>West Entry #1</i>	Stuck Iron Door → Leads to room #38 , inhabited by 4 x Eleven-Headed Cryohydra
	<i>West Entry #2</i>	Stuck Strong Wooden Door
	Room Features	A carved stone statue stands in the north-west corner of the room, and the ceiling is covered with cobwebs
	Monster	5 x Ten-Headed Cryohydra
		Treasure: 1000 pp; Azurite (11 gp), Black Pearl (700 gp), Chalcedony (50 gp), Malachite (7 gp), Malachite (8 gp); Potion of Reduce Person, Ring of Mind Shielding; hoard total 10776 gp
Room #23	<i>North Entry</i>	Archway → Leads to room #13
	<i>West Entry</i>	Archway
	Room Features	Flickering motes of light fill the south side of the room, and a pile of iron spikes lies in the center of the room
Room #24	<i>West Entry #1</i>	Wooden Portcullis (magically reinforced)
	<i>West Entry #2</i>	Archway
	<i>East Entry</i>	Unlocked Strong Wooden Door
	<i>South Entry #1</i>	Stuck Good Wooden Door
	<i>South Entry #2</i>	Archway → Leads to room #15
	Room Features	A shallow pit lies in the south-east corner of the room, and an overwhelming stench fills the south side of the room
Room #25	<i>North Entry #1</i>	Archway → Leads to room #37 , inhabited by 1 x Adult Silver Dragon
	<i>North Entry #2</i>	Stuck Simple Wooden Door
	<i>South Entry</i>	Trapped and Stuck Iron Door Ⓣ Whirling Poison Blades → Leads to room #36 , inhabited by 2 x Adult White Dragon
	Monster	4 x Frost Giant
		Treasure: 1100 pp; Blue Quartz (10 gp), Citrine (50 gp), Malachite (14 gp); Arcane Scroll (Charm Person), Potion of Endure Elements, Potion of Enlarge Person, Wand of Magic Missile; hoard total 11074 gp

Room #26	<i>North Entry</i>	Stuck Stone Door → Leads to room #35 , inhabited by 9 x Frost Giant
	<i>South Entry</i>	Trapped and Locked Iron Door (common lock) Ⓣ Lock smeared with Contact Poison
	Room Features	An enchanted pool in the north-west corner of the room petrifies whomever drinks from it, and someone has scrawled "three, ten, three, seven" on the east wall
	Monster	10 x Frost Giant
	Trap	Lightning Bolt Trap
Hidden Treasure		Hidden Locked Iron Chest (common lock)
		5000 gp; Belt of woven Silk Cord (1500 gp), Gilded Wooden Cup inlaid with a Meandros of Orichalcum (1100 gp), Ivory Orb engraved with Spirals (1100 gp), Jet Salt Cellar engraved with Mythical Imagery (1300 gp), Marble Shrine (of a Goddess of Chaos) adorned with Gold (2000 gp), Platinum Chime set with a Rosette of Blue-white Diamond (1500 gp), Silk Carpet embroidered with Electrum (1600 gp); hoard total 15100 gp
Room #27	<i>North Entry</i>	Trapped and Unlocked Simple Wooden Door Ⓣ Chain Lightning Trap → Leads to room #7 , inhabited by 1 x Adult Silver Dragon
	<i>East Entry</i>	Stuck Good Wooden Door
	<i>South Entry</i>	Stuck Good Wooden Door (slides down)
	Empty	
Room #28	<i>West Entry</i>	Unlocked Stone Door
	<i>South Entry</i>	Secret Locked Strong Wooden Door (good lock) Ⓢ The door is located several feet above the floor and concealed within a mosaic of legendary monsters
	Room Features	A tile mosaic of legendary monsters covers the floor, and someone has scrawled "Never trust an elf" in dwarvish runes on the north wall
	Monster	9 x Dire Bear
		Treasure: 5000 gp; Aquamarine (600 gp), Banded Agate (10 gp), Blue Sapphire (800 gp), Hematite (12 gp), Jasper (50 gp), Moss Agate (11 gp), Onyx (70 gp); Golem Manual; hoard total 6553 gp
Room #29	<i>North Entry</i>	Stuck Simple Wooden Door
	<i>East Entry</i>	Archway
	<i>South Entry</i>	Locked Simple Wooden Door (common lock) → Leads to room #5 , inhabited by 1 x Twelve-Headed Cryohydra
	Hidden Treasure	Hidden Locked Iron Chest (good lock)
		1000 gp; hoard total 1000 gp
Room #30	<i>North Entry</i>	Locked Simple Wooden Door (common lock)
	<i>West Entry</i>	Stuck Stone Door
	Room Features	A shallow pit lies in the north-west corner of the room, and the floor is covered in square tiles, alternating white and black

Room #31	<i>West Entry</i>	Locked Strong Wooden Door (common lock)
	<i>East Entry</i>	Archway → Leads to room #8
	<i>South Entry</i>	Locked Iron Door (magic lock) → Leads to room #10
	Room Features	A chute falls into the room from above, and spirals of green stones cover the floor
	Monster	5 x Ten-Headed Cryohydra Treasure: Azurite (6 gp), Coral (60 gp), Lapis Lazuli (9 gp), Star Rose Quartz (60 gp), White Opal (1200 gp); 2 x +1 Heavy Steel Shield, Amulet of Health, Potion of Magic Fang, Wand of Shocking Grasp; hoard total 1335 gp
Room #32	<i>East Entry</i>	Wooden Portcullis
	<i>South Entry #1</i>	Secret Unlocked Good Wooden Door Ⓢ The door is concealed behind a statue of a demonic sorceress, and opened by moving her hand
	<i>South Entry #2</i>	Locked Strong Wooden Door (common lock) (slides to one side) → Leads to room #9
	Room Features	The floor is covered in square tiles, alternating white and black, and an iron chandelier hangs from the ceiling in the east side of the room
	Monster	3 x Adult White Dragon Treasure: Ivory Chalice engraved with a Labyrinth (1000 gp), Lacquered Wooden Cup set with Canary Diamond and Pink Diamond (1200 gp), Lacquered Wooden Puzzle Box engraved with Floral Vines (1400 gp), Pair of Fine Leather Boots tooled with Mythical Creatures (700 gp), Steel Bracer engraved with Arcane Runes (1100 gp), Stoneware Tureen painted with Mythical Imagery (400 gp); Hand of Glory; hoard total 5800 gp
Room #33	<i>North Entry</i>	Unlocked Strong Wooden Door
	<i>East Entry</i>	Locked Simple Wooden Door (common lock) → Leads to room #6
	Monster	4 x Ten-Headed Cryohydra Treasure: 6000 gp; 2 x Deep Blue Spinel (700 gp), Iolite (30 gp), Rhodochrosite (7 gp); Ring of Minor Acid Resistance; hoard total 7437 gp
Room #34	<i>North Entry #1</i>	Trapped Iron Portcullis Ⓣ Pit Trap
	<i>North Entry #2</i>	Stuck Good Wooden Door (slides up) → Leads to room #11 , inhabited by 5 x Frost Giant
	<i>West Entry</i>	Stuck Iron Door → Leads to room #5 , inhabited by 1 x Twelve-Headed Cryohydra
	Room Features	A wooden platform hangs over a deep pit in the west side of the room, and a rustling noise fills the room
	Monster	5 x Frost Giant Treasure: 500 gp; Blue Quartz (13 gp), Chrysoberyl (150 gp), Chrysoprase (40 gp), Citrine (60 gp), Eye Agate (11 gp), Golden Yellow Topaz (500 gp), Malachite (11 gp), Pink Diamond (6000 gp), Red-brown Spinel (120 gp), Sardonyx (50 gp); Divine Scroll (Shatter), Oil of Magic Stone, Potion of Cure Moderate Wounds; hoard total 11955 gp

Room #35

<i>North Entry #1</i>	Iron Portcullis
<i>North Entry #2</i>	Stuck Simple Wooden Door
<i>West Entry</i>	Stuck Strong Wooden Door → Leads to room #1 , inhabited by 8 x Frost Giant
<i>East Entry</i>	Trapped and Unlocked Simple Wooden Door Ⓣ Flame Strike Trap → Leads to room #2
<i>South Entry</i>	Stuck Stone Door → Leads to room #26 , inhabited by 10 x Frost Giant
Monster	9 x Frost Giant

Treasure: 2000 gp; Azurite (10 gp), Azurite (12 gp), Banded Agate (8 gp), Black Pearl (700 gp), Bloodstone (40 gp), Bloodstone (50 gp), Coral (130 gp), Golden Yellow Topaz (500 gp), Obsidian (15 gp), Rhodochrosite (10 gp), Silver Pearl (60 gp), Turquoise (11 gp), Violet Garnet (200 gp), Zircon (80 gp); hoard total 3826 gp

Hidden Treasure	Hidden Locked Strong Wooden Chest (superior lock)
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2000 gp; Agate Coffin inlaid with a Meandros of Silver (600 gp), Bone Chalice set with a single Black Star Sapphire (600 gp), Cloth Cloak trimmed with Lynx Fur (700 gp), Necklace of Chrysoprase (600 gp), Pair of Fine Leather Boots sewn with Silver (1000 gp), Pair of Fine Leather Shoes trimmed with Rabbit Fur (600 gp), Rosewood Rod inlaid with a Filigree of Gold (500 gp); Arcane Scroll (Protection from Poison), Divine Scroll (Divine Favor), Periapt of Foul Rotting; hoard total 6600 gp

Room #36

<i>North Entry</i>	Trapped and Stuck Iron Door Ⓣ Whirling Poison Blades → Leads to room #25 , inhabited by 4 x Frost Giant
<i>West Entry #1</i>	Locked Strong Wooden Door (superior lock) → Leads to room #3
<i>West Entry #2</i>	Locked Strong Wooden Door (superior lock) → Leads to room #18
<i>East Entry #1</i>	Locked Strong Wooden Door (magic lock)
<i>East Entry #2</i>	Secret Trapped and Locked Stone Door (magic lock) Ⓢ The door is opened by standing on a small floor tile Ⓣ Lightning Bolt Trap → Leads to room #17 , inhabited by 5 x Mature Adult White Dragon
<i>South Entry</i>	Stuck Strong Wooden Door
Monster	2 x Adult White Dragon

Treasure: 5000 gp; Bloodstone Cup engraved with an Ancient Coat of Arms (500 gp), Fine Leather Vest tooled with Arcane Runes (100 gp), Ivory Figurine (of a god of trickery) adorned with Electrum (700 gp), Necklace of Rock Crystal (200 gp), Steel Torc etched with Elven Script (600 gp), Velvet Merchant's Cap adorned with a Feather (600 gp); Ring of Improved Jumping; hoard total 7700 gp

Room #37

North Entry Trapped and Unlocked Good Wooden Door
Ⓣ Well-Camouflaged Pit Trap

West Entry Stuck Simple Wooden Door
→ Leads to [room #21](#)

South Entry #1 Stuck Strong Wooden Door

South Entry #2 Archway
→ Leads to [room #25](#), inhabited by 4 x Frost Giant

Room Features A balcony hangs from the south wall, and a group of demonic faces have been carved into the west wall

Monster 1 x Adult Silver Dragon

Treasure: 3000 gp; Alexandrite (200 gp), Azurite (5 gp), Jet (110 gp), Malachite (12 gp), Red Garnet (100 gp), Sardonyx (40 gp), Tourmaline (110 gp); hoard total 3577 gp

Trap Prismatic Spray Trap

Room #38

North Entry Unlocked Strong Wooden Door

West Entry Trapped and Unlocked Simple Wooden Door
Ⓣ Doorknob smeared with Contact Poison

East Entry Stuck Iron Door
→ Leads to [room #22](#), inhabited by 5 x Ten-Headed Cryohydra

Monster 4 x Eleven-Headed Cryohydra

Treasure: 2000 gp; Electrum Mask inlaid with a Filigree of Orichalcum (1100 gp), Fine Porcelain Ewer gilded and painted with Mythical Imagery (1200 gp), Gilded Wooden Bowl engraved with Mythical Creatures (1400 gp), Ivory Scepter inlaid with a Meandros of Platinum (1200 gp); Wand of Acid Arrow; hoard total 6900 gp

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

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