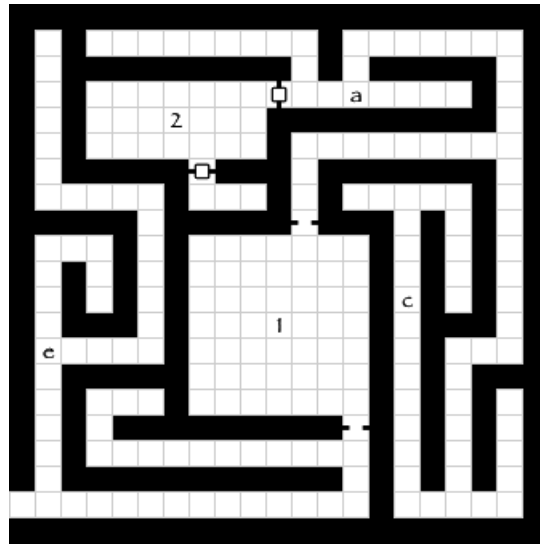


The Dark Crypts of the Lich Princess 01

Level 1



General

Size Custom (21 x 21)

Walls Reinforced Masonry (Athletics DC 15 to climb)

Floor Flagstone

Temperature Average

Illumination Dark (individual creatures may carry lights)

Corridor Features

- a** Bolter Turret (Perception DC 15 to find, Thievery DC 10 to disable, Init +2, Target 1 creature within 10 squares, Attack +6 vs. AC, Damage 1d10+3, 100 xp)
- c** A group of demonic faces have been carved into the walls
- e** Teleporter Crystal (Perception DC 10 to find, Thievery DC 15 to disable, Single-shot, Melee 1, Attack +4 vs. Will, the target is teleported 3 squares, 25 xp)

Wandering Monsters

- 1 4 x Needlefang Drake Swarm (mm 90, 125 xp), bloodied and fleeing a more powerful enemy
 - 2 3 x Stirge (mm 248, 100 xp), consumed by disease and madness
 - 3 3 x Goblin Warrior (mm 137, 100 xp) and 3 x Goblin Cutter (mm 136, 25 xp), scouting from another part of the dungeon
 - 4 5 x Goblin Blackblade (mm 136, 100 xp) and 5 x Goblin Cutter (mm 136, 25 xp), consumed by disease and madness
 - 5 3 x Xivort Net Caster (mm3 209, 100 xp), wielding bizarre eldritch powers
 - 6 4 x Fell Taint Pulsar (mm2 104, 100 xp), trying to lure the party into an ambush
-

Room #1

North Entry Archway

South Entry Archway

Empty

Room #2

East Entry Stuck Stone Door (Strength DC 22 to break, 40 hp)

South Entry Stuck Simple Wooden Door (Strength DC 12 to break, 20 hp)

Room Features Stone columns (provides cover), Scattered open pits

Monster 5 x Kobold Skirmisher (mm 167, 100 xp)

Treasure: 125 gp, 102 sp; 2 x Common Art Object;
hoard total 135 gp 2 sp

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

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