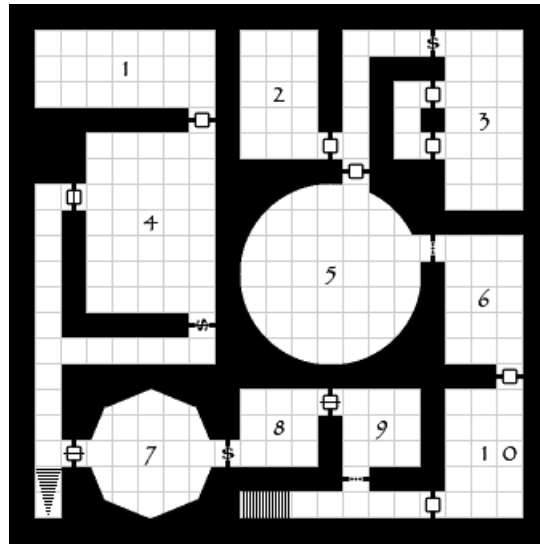


The Tomb of Shadowy Death 01

Level 1



General

History

The dungeon was created by a lawful neutral monk as a stronghold. Its creator was destroyed by a magical catastrophe, and the dungeon has lain empty for many centuries until recently.

Size

Custom (21 x 21)

Walls

Reinforced Masonry (DC 15 to climb)

Floor

Smooth Stone

Temperature

Cool

Illumination

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

Wandering Monsters

- 1 Mimic (cr 2, mm 220); deadly, 450 xp, wielding bizarre eldritch powers
- 2 2 x Goblin (cr 1/4, mm 166) and 2 x Wolf (cr 1/4, mm 341); deadly, 200 xp, searching for an object stolen from their lair
- 3 Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp, scavenging for food and treasure
- 4 Orog (cr 2, mm 247); deadly, 450 xp, actively patrolling their territory
- 5 Hobgoblin (cr 1/2, mm 186) and 2 x Goblin (cr 1/4, mm 166); deadly, 200 xp, wielding bizarre eldritch powers
- 6 Hobgoblin (cr 1/2, mm 186) and 1 x Goblin (cr 1/4, mm 166); medium, 150 xp, gathered around an evil shrine

Room #1	<i>South Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to room #4
	Room Features	A magical shrine in the south-west corner of the room summons an air elemental to serve whomever sacrifices a gemstone upon it (but only once), and part of the ceiling has collapsed into the room
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp <hr/> Treasure: 2300 cp, 1600 sp, 30 gp, a bone rod engraved with arcane runes (25 gp), a stoneware cup painted with mythical imagery (25 gp), Spell Scroll (Illusory Script) (common, dmg 200), Bag of Holding (uncommon, dmg 153), Potion of Greater Healing (uncommon, dmg 187), 2 x Potion of Healing (common, dmg 187)
Room #2	<i>East Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp)
	Room Features	A shallow pit lies in the south-west corner of the room, and a faded and torn tapestry hangs from the north wall
	Hidden Treasure	Hidden (DC 15 to find) Trapped and Locked Good Wooden Chest (DC 20 to unlock, DC 20 to break; 15 hp) Contact Poison: DC 10 to find, DC 15 to disable; affects each creature which touches the trigger, DC 12 save or take 2d10 damage <hr/> 2200 cp, 1100 sp, 60 gp, 2 x diamond (50 gp), carnelian (50 gp), jasper (50 gp), sardonyx (50 gp), zircon (50 gp), Bag of Holding (uncommon, dmg 153), Oil of Slipperiness (uncommon, dmg 184), Potion of Fire Breath (uncommon, dmg 187), Potion of Growth (uncommon, dmg 187)
Room #3	<i>West Entry #1</i>	Secret (DC 25 to find) Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp) (slides up) ⑤ A bookcase and concealed door pivots smoothly
	<i>West Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>West Entry #3</i>	Unlocked Simple Wooden Door (10 hp)
	Room Features	Someone has scrawled "Mind the gap" on the north wall, and an unidentifiable odor fills the room
	Monster	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp <hr/> Treasure: 14 gp

Room #4	<i>North Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to room #1 , inhabited by Mimic
	<i>West Entry</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp)
	<i>South Entry</i>	Secret (DC 20 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) ⑤ The door is located above a small stone dais and concealed behind a tapestry of ghoulish carnage
	Room Features	A chute descends from the room into a magical cyst below, and a pile of rotten fruit lies in the east side of the room
Room #5	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>East Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #6 , inhabited by Cult Fanatic and 1 x Cultist
	Hidden Treasure	Hidden (DC 15 to find) Locked Strong Wooden Chest (DC 15 to unlock, DC 25 to break; 20 hp) 1400 cp, 900 sp, 70 gp, a bone rod engraved with draconic scales (25 gp), a copper bowl inlaid with ornate silver scrollwork (25 gp), a lacquered wooden shield brooch engraved with elven script (25 gp), a set of crystal dice (25 gp), Spell Scroll (Friends) (common, dmg 200), Potion of Climbing (common, dmg 187)
Room #6	<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #5
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #10 , inhabited by Orog
	Room Features	The ceiling is covered with cracks, and a rusted chain shirt lies in the center of the room
	Monster	Cult Fanatic (cr 2, mm 345) and 1 x Cultist (cr 1/8, mm 345); deadly, 475 xp Treasure: 2100 cp, 1100 sp, 70 gp, 2 x azurite (10 gp), banded agate (10 gp), blue quartz (10 gp), hematite (10 gp), lapis lazuli (10 gp), moss agate (10 gp), tiger eye (10 gp)

Room #7	<i>West Entry</i>	Trapped and Locked Iron Door (DC 15 to open, DC 30 to break; 60 hp) ① Rune of Confusion: DC 15 to find, DC 15 to disable; affects all targets within 10 ft., DC 15 save or become confused (phb 224) for 1d4 rounds
	<i>East Entry</i>	Secret (DC 25 to find) Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp) ⑤ A bookcase and concealed door pivots smoothly → Leads to room #8
	Room Features	Several square holes are cut into the ceiling and floor, and someone has scrawled "Trespassers will be played alive" in blood on the west wall
Room #8	<i>West Entry</i>	Secret (DC 25 to find) Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp) ⑤ A bookcase and concealed door pivots smoothly → Leads to room #7
	<i>East Entry</i>	Trapped and Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp) ① One-way Door: DC 10 to find, DC 15 to disable → Leads to room #9 , inhabited by Orc and 1 x Half-ogre
	Room Features	Someone has scrawled "It's a trap" in draconic script on the north wall, and the ceiling is covered with cobwebs
Room #9	<i>West Entry</i>	Trapped and Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp) ① One-way Door: DC 10 to find, DC 15 to disable → Leads to room #8
	<i>South Entry</i>	Trapped Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) ① One-way Door: DC 15 to find, DC 15 to disable
	Room Features	Spirals of black stones cover the floor, and the walls are covered with goblin graffiti
	Monster	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp Treasure: 15 sp; 13 cp
Room #10	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #6 , inhabited by Cult Fanatic and 1 x Cultist
	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp) (slides to one side)
	Monster	Orog (cr 2, mm 247); deadly, 450 xp Treasure: 2700 cp, 800 sp, 60 gp, diamond (50 gp), citrine (50 gp), quartz (50 gp), star rose quartz (50 gp), Spell Scroll (Knock) (uncommon, dmg 200), Dust of Dryness (uncommon, dmg 166), Immovable Rod (uncommon, dmg 175), Potion of Fire Breath (uncommon, dmg 187)

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

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