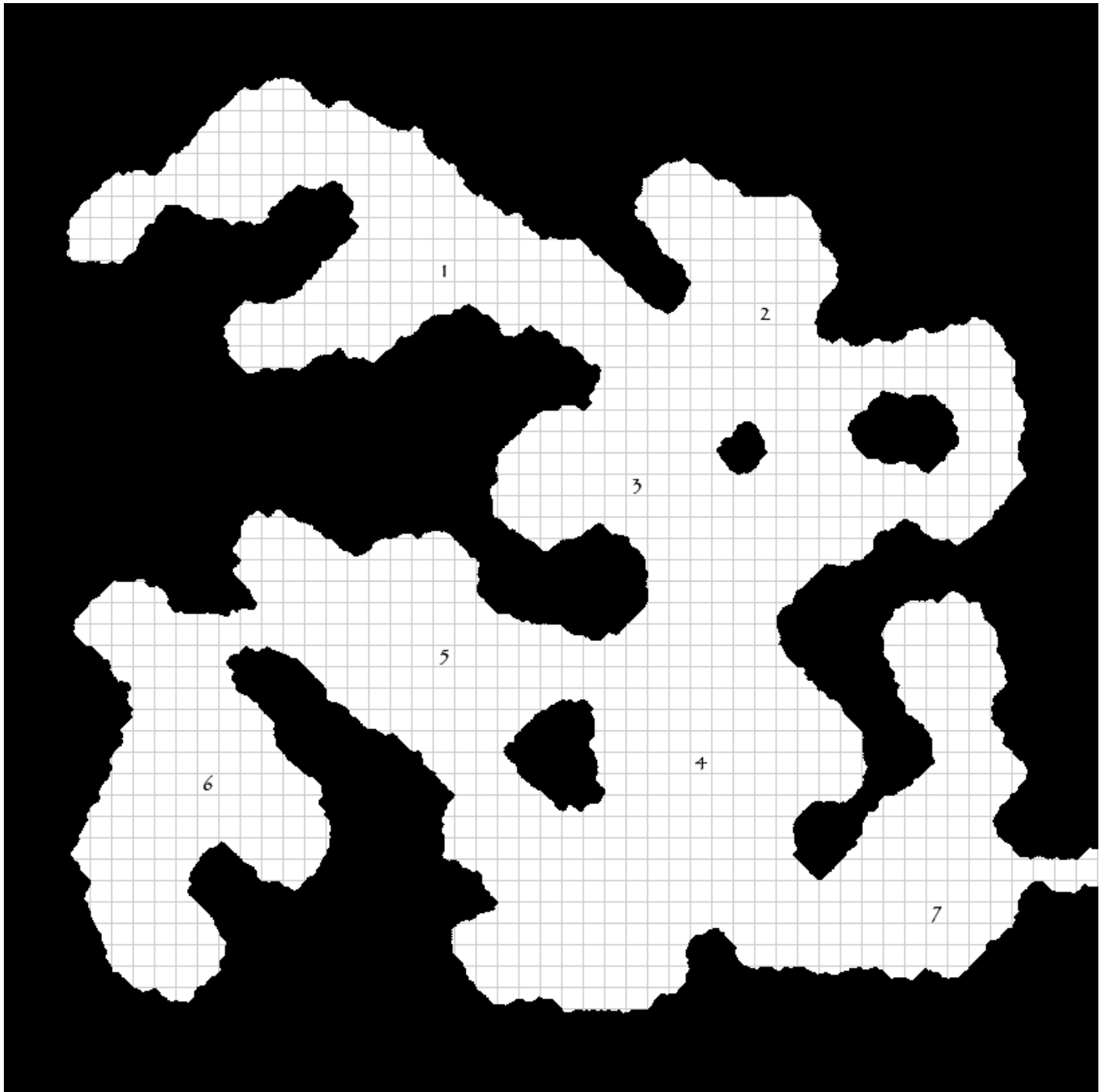


# The Tomb of Demonic Worms 01

## Level 1



### General

### History

The dungeon was created by a cult of elemental earth as a mine. It became the site of a great miracle, and has been conquered and altered many times since then.

### Walls

Hewn Stone (DC 20 to climb)

<b>Floor</b>	Smooth Stone (Slippery Floor)
<b>Temperature</b>	Cool
<b>Illumination</b>	Shadowy (glowing crystals every 20 ft.)

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**Wandering  
Monsters**

- 1 Dust Mephit (cr 1/2, mm 215) and 1 x Ghoul (cr 1, mm 148); deadly, 300 xp, scouting from another part of the dungeon
  - 2 Mimic (cr 2, mm 220); deadly, 450 xp, searching for an object stolen from their lair
  - 3 Berbalang (cr 2, mtf 120); deadly, 450 xp, actively patrolling their territory
  - 4 Mimic (cr 2, mm 220); deadly, 450 xp, returning to their lair with plunder
  - 5 Gelatinous Cube (cr 2, mm 242); deadly, 450 xp, investigating a strange noise
  - 6 Mimic (cr 2, mm 220); deadly, 450 xp, hunting for food
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<b>Room #1</b>	<b>Monster</b>	Mimic (cr 2, mm 220); deadly, 450 xp
		Treasure: 11 gp

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<b>Room #2</b>	<b>Room Features</b>	The floor is covered with rotting straw, and several sundered shields are scattered throughout the room
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<b>Room #3</b>	<b>Room Features</b>	A tile labyrinth covers the floor, and a toppled statue lies in the south-east corner of the room
	<b>Monster</b>	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp
		Treasure: 2300 cp, 1000 sp, 80 gp, a bone comb engraved with arcane runes (25 gp), a lacquered wooden comb engraved with arcane runes (25 gp), a leather saddle tooled with elven script (25 gp), a leather vest sewn with silver (25 gp), a portrait (of a male dwarf) in a wooden frame set with a rosette of jasper (25 gp), Potion of Greater Healing (uncommon, dmg 187), Potion of Water Breathing (uncommon, dmg 188), Rope of Climbing (uncommon, dmg 197)

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<b>Room #4</b>	<b>Room Features</b>	Someone has scrawled "Charles' Legion killed five ogres here" on the north wall, and an unexplained breeze can be felt in the south-west corner of the room
	<b>Monster</b>	Berbalang (cr 2, mtf 120); deadly, 450 xp
		Treasure: 1800 cp, 1000 sp, 30 gp, a fine leather vest sewn with copper (25 gp), a stoneware cup adorned with silver and a unicorn in relief (25 gp)

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<b>Room #5</b>	<b>Room Features</b>	The room has a high domed ceiling, and a pile of rotten fruit lies in the center of the room
	<b>Monster</b>	2 x Dust Mephit (cr 1/2, mm 215); hard, 200 xp
		Treasure: 17 sp; 10 sp

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<b>Room #6</b>	<b>Monster</b>	Mimic (cr 2, mm 220); deadly, 450 xp
		Treasure: 1800 cp, 800 sp, 80 gp, 3 x diamond (50 gp), chrysoprase (50 gp), jasper (50 gp), moonstone (50 gp), onyx (50 gp), star rose quartz (50 gp)

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<b>Room #7</b>	<b>Room Features</b>	The floor is covered with mould, and several pieces of torn paper are scattered throughout the room
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Random Dungeon Generator  
<http://donjon.bin.sh/>

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