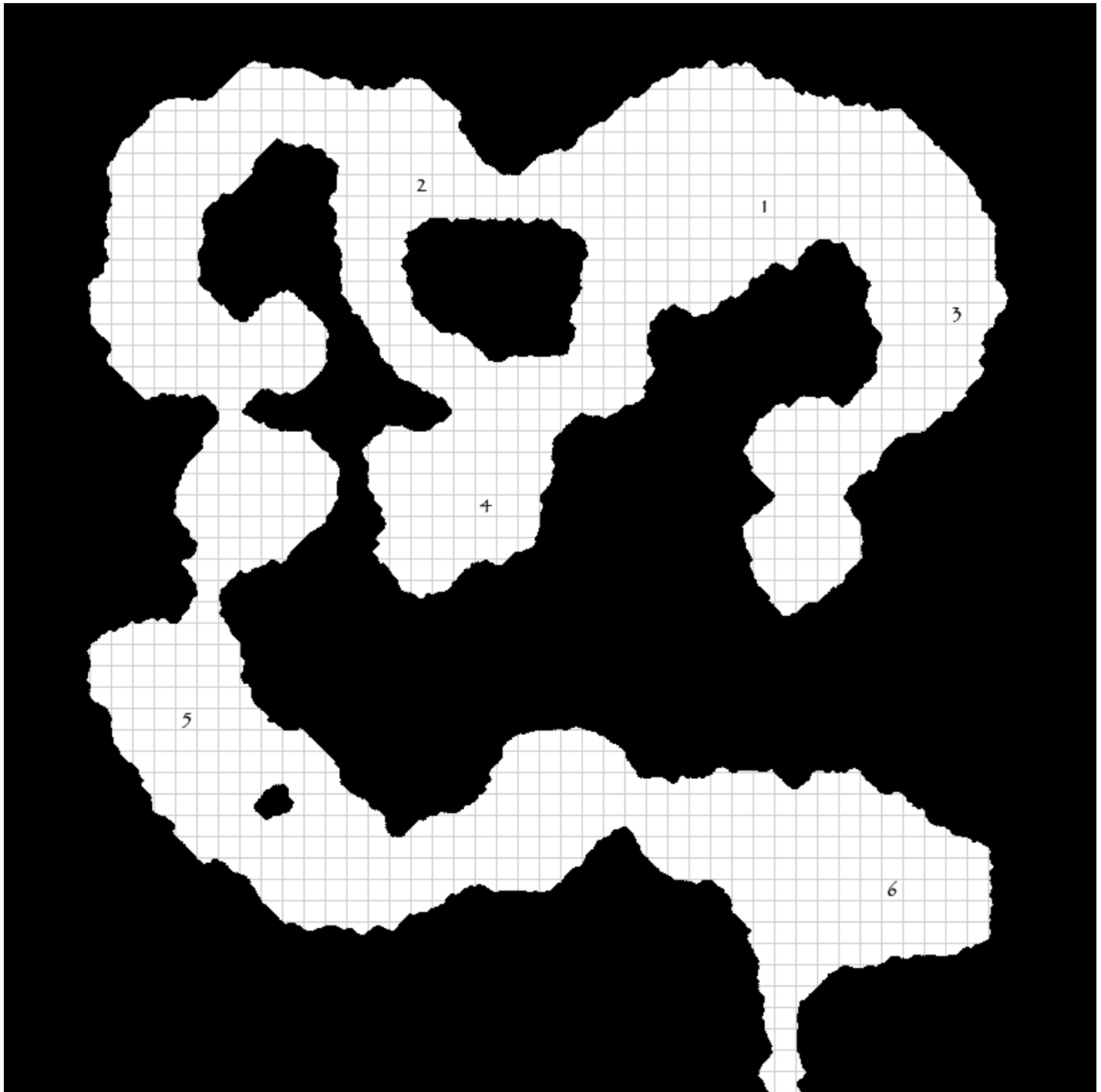


The Labyrinth of Lord Greywulf 02

Level 2



General

History

The dungeon was created by mind flayers as a shrine. Its creators were destroyed by attacking raiders, and the dungeon has been attacked and abandoned many times since then.

Walls

Hewn Stone (DC 20 to climb)

Floor Smooth Stone
Temperature Cool
Illumination Bright (lamps or torches every 40 ft.)

Room #1 **Empty**

Room #2 **Room Features** A mural of vile acts covers the ceiling, and a pair of dice lies in the north side of the room

Room #3 **Room Features** The floor is covered in square tiles, alternating white and black, and someone has scrawled "Don't sleep" on the east wall

Trap Scythe Blade: DC 10 to find, DC 10 to disable; +7 to hit against all targets within a 5 ft. arc, 2d10 slashing damage

Room #4 **Empty**

Room #5 **Room Features** A tapestry of a sea goddess hangs from the north wall, and the sound of drums can be faintly heard near the east wall

Room #6 **Empty**

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

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