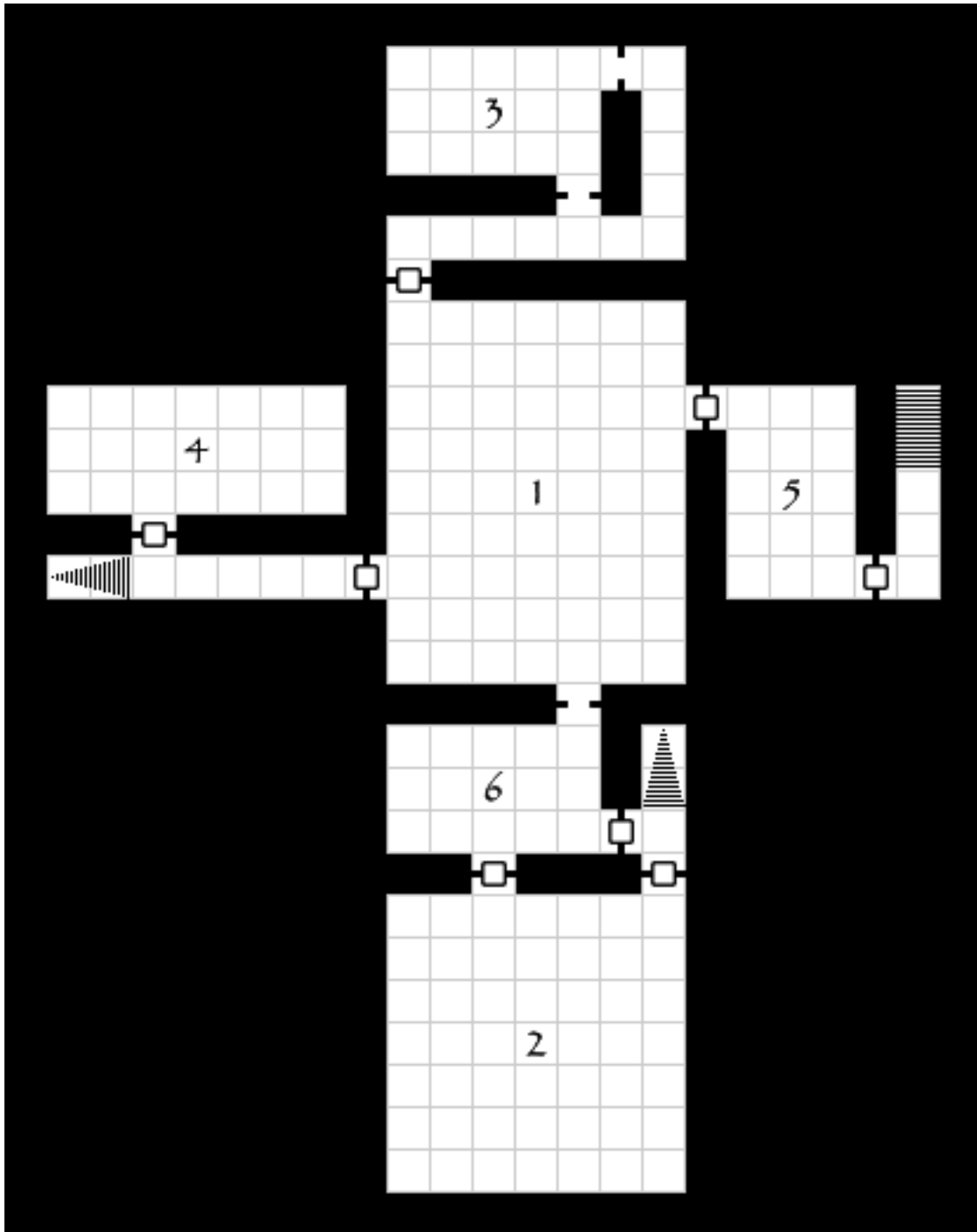


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Level 1



General

History

The dungeon was created by yuan-ti as a treasure vault. It was eventually abandoned by its creators, and the dungeon has been attacked and abandoned many times since then.

Walls

Natural Stone (DC 10 to climb)

Floor

Hewn Stone (DC 10 to charge or run)

Temperature Cold (DC 10 Constitution save each hour or gain one level of exhaustion)

Illumination Dark (individual creatures may carry lights)

Room #1

North Entry Unlocked Iron Door (60 hp)

West Entry Unlocked Good Wooden Door (15 hp)

East Entry Stuck Strong Wooden Door (DC 15 to break; 20 hp)
→ Leads to [room #5](#)

South Entry Archway
→ Leads to [room #6](#)

Hidden Treasure Hidden (DC 25 to find) Trapped and Unlocked Simple Wooden Chest (10 hp)
Electrified Lock: DC 15 to find, DC 15 to disable; affects each creature which touches the lock, DC 17 save or take 4d10 lightning damage

2200 cp, 1000 sp, 80 gp, 2 x diamond (50 gp), chalcedony (50 gp), chrysoprase (50 gp), onyx (50 gp), star rose quartz (50 gp), Spell Scroll (Vicious Mockery) (common, dmg 200), Spell Scroll (Charm Person) (common, dmg 200), Potion of Healing (common, dmg 187)

Room #2

North Entry #1 Unlocked Good Wooden Door (15 hp) (slides up)
→ Leads to [room #6](#)

North Entry #2 Stuck Stone Door (DC 20 to break; 60 hp)

Empty

Room #3

East Entry Archway

South Entry Archway

Room Features Several square holes are cut into the ceiling and floor, and someone has scrawled "Hughye Vaughey died here, didn't see it coming" on the north wall

Room #4

South Entry Stuck Good Wooden Door (DC 15 to break; 15 hp)

Room Features Someone has scrawled "Death comes on silent wings" in draconic script on the west wall, and several pieces of rotten bread are scattered throughout the room

Room #5

West Entry Stuck Strong Wooden Door (DC 15 to break; 20 hp)
→ Leads to [room #1](#)

East Entry Stuck Stone Door (DC 20 to break; 60 hp) (slides up)

Empty

Room #6

North Entry Archway

→ Leads to [room #1](#)

East Entry Stuck Stone Door (DC 20 to break; 60 hp)

South Entry Unlocked Good Wooden Door (15 hp) (slides up)

→ Leads to [room #2](#)

Room Features Someone has scrawled "Praise the Gargoyle Baroness" on the east wall, and several bent copper coins are scattered throughout the room

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

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