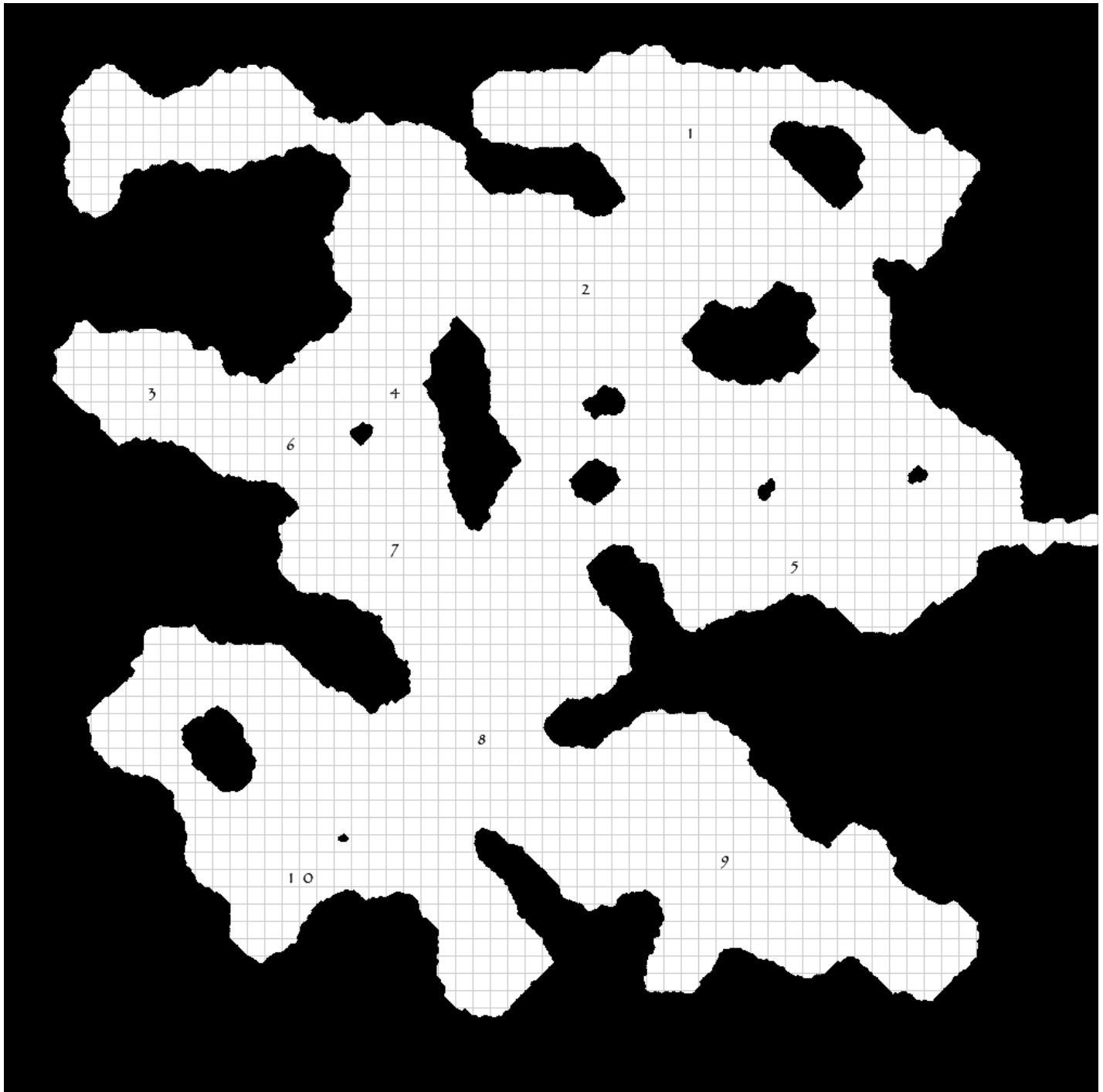


The Gauntlet of Fiendish Devastation 01

Level 1



General

History

The dungeon was created by dwarves as a lair. It was eventually abandoned by its creators, and the dungeon has fallen to ruin and been rebuilt many times since then.

Walls

Hewn Stone (DC 20 to climb)

	Floor	Smooth Stone
	Temperature	Warm
	Illumination	Shadowy (phosphorescent fungus or candles every 20 ft.)
Room #1	Room Features	Someone has scrawled "Upon the first day of the Summer of Glory, in the Kingdom of Rings, the Emerald Throne shall be destroyed" on the east wall, and a pile of bent copper coins lies in the north-east corner of the room
Room #2	Room Features	An iron chandelier hangs from the ceiling in the south side of the room, and the south and east walls are covered with veins of metal
Room #3	Empty	
Room #4	Room Features	Someone has scrawled "Bend the pin to reset the trap" on the west wall, and a broken spear lies in the north side of the room
Room #5	Room Features	A rope ascends to a balcony hanging from the south wall, and a bent key lies in the south-east corner of the room
Room #6	Room Features	A tile labyrinth covers the floor, and a rotting odor fills the room
	Hidden Treasure	Hidden (DC 20 to find) Locked Iron Chest (DC 25 to unlock, DC 30 to break; 60 hp) 2200 cp, 800 sp, 60 gp, 2 x diamond (50 gp), chalcedony (50 gp), jasper (50 gp), onyx (50 gp), Potion of Fire Breath (uncommon, dmg 187), Potion of Greater Healing (uncommon, dmg 187), Rope of Climbing (uncommon, dmg 197), Saddle of the Cavalier (uncommon, dmg 199)
Room #7	Room Features	A mural of a legendary battle covers the ceiling, and a stream of acid flows down the east wall
Room #8	Empty	
Room #9	Room Features	Someone has scrawled "Don't lose your head" on the east wall, and a metallic odor fills the south-west corner of the room
Room #10	Room Features	Several monstrous corpses are scattered throughout the room, and a pile of broken arrows lies in the south-east corner of the room

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