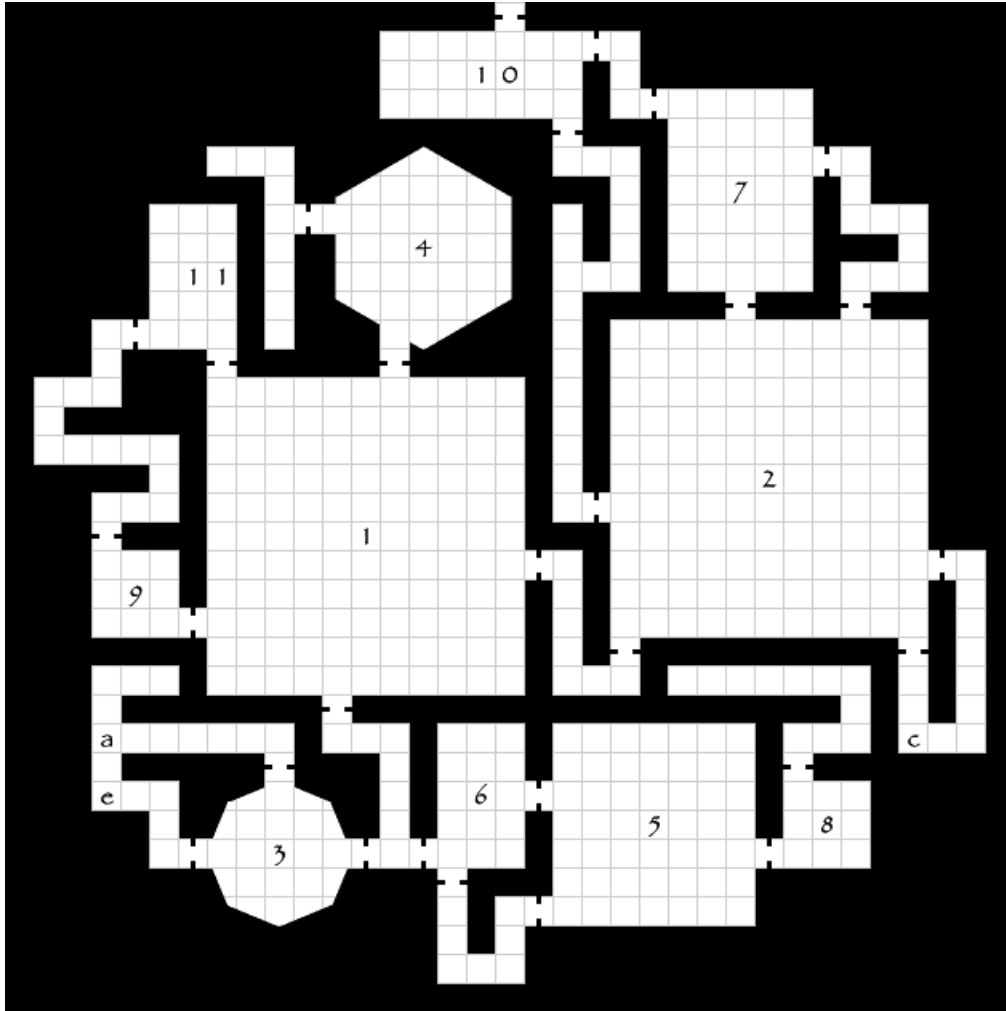


The Black Lair of Nightmares 01

Level 1



General

History

The dungeon was created by yuan-ti as a temple. Its creators were destroyed by attacking raiders, and the dungeon has lain empty for many centuries until recently.

Walls

Reinforced Masonry (DC 15 to climb)

Floor

Uneven Flagstone (DC 10 to charge or run)

Temperature

Cool

Illumination

Shadowy (phosphorescent fungus or candles every 20 ft.)

Corridor Features

- a** A group of demonic faces have been carved into the walls
- c** Scythe Blade: DC 10 to find, DC 10 to disable; +7 to hit against all targets within a 5 ft. arc, 2d10 slashing damage
- e** Someone has scrawled "Save yourself, kill the others" in blood here

Wandering Monsters

- 1** Bugbear (cr 1, mm 33); medium, 200 xp, lost and desperate
- 2** Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp, consumed by disease and madness
- 3** Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp, searching for an object stolen from their lair
- 4** Gelatinous Cube (cr 2, mm 242); deadly, 450 xp, wielding bizarre eldritch powers
- 5** Mimic (cr 2, mm 220); deadly, 450 xp, wielding bizarre eldritch powers
- 6** 2 x Goblin (cr 1/4, mm 166) and 2 x Wolf (cr 1/4, mm 341); deadly, 200 xp, investigating a strange noise

Room #1

North Entry #1

Archway

→ Leads to [room #11](#)

North Entry #2

Archway

→ Leads to [room #4](#)

West Entry

Archway

→ Leads to [room #9](#)

East Entry

Archway

South Entry

Archway

Monster

Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp

Treasure: 13 sp; 5 pp

Hidden Treasure

Hidden (DC 25 to find) Trapped and Unlocked Good Wooden Chest (15 hp)

Ice Dart Trap: DC 10 to find, DC 15 to disable; +8 to hit against one target, 2d10 cold damage

2800 cp, 1000 sp, 70 gp, 3 x diamond (50 gp), chrysoprase (50 gp), citrine (50 gp), 3 x jasper (50 gp), quartz (50 gp), Keoghtom's Ointment (uncommon, dmg 179), Potion of Water Breathing (uncommon, dmg 188)

Room #2	<i>North Entry #1</i>	Archway → Leads to room #7
	<i>North Entry #2</i>	Archway
	<i>West Entry</i>	Archway
	<i>East Entry</i>	Archway
	<i>South Entry #1</i>	Archway
	<i>South Entry #2</i>	Archway
	Empty	
Room #3	<i>North Entry</i>	Archway
	<i>West Entry</i>	Archway
	<i>East Entry</i>	Archway
	Empty	
Room #4	<i>West Entry</i>	Archway
	<i>South Entry</i>	Archway → Leads to room #1 , inhabited by Orc and 1 x Half-ogre
	Room Features	A well lies in the west side of the room, and an acrid odor fills the room
Room #5	<i>West Entry #1</i>	Archway → Leads to room #6
	<i>West Entry #2</i>	Archway
	<i>East Entry</i>	Archway → Leads to room #8
	Room Features	A tile mosaic of vile acts covers the floor, and a stack of oil-filled barrels stands against the south wall
Room #6	<i>West Entry</i>	Archway
	<i>East Entry</i>	Archway → Leads to room #5
	<i>South Entry</i>	Archway
	Room Features	A stack of rotting wooden crates stands against the south wall, and someone has scrawled "The walls listen" on the south wall

Room #7	<i>West Entry</i>	Archway
	<i>East Entry</i>	Archway
	<i>South Entry</i>	Archway → Leads to room #2
	Room Features	A magical altar in the center of the room heals all wounds of whomever sacrifices a magical item upon it (but only once), and a pile of rotten bread lies in the north side of the room
Room #8	<i>North Entry</i>	Archway
	<i>West Entry</i>	Archway → Leads to room #5
	Room Features	Someone has scrawled a crude drawing of an orc on the east wall, and several pieces of rotten bread are scattered throughout the room
Room #9	<i>North Entry</i>	Archway
	<i>East Entry</i>	Archway → Leads to room #1 , inhabited by Orc and 1 x Half-ogre
	Empty	
Room #10	<i>North Entry</i>	Archway
	<i>East Entry</i>	Archway
	<i>South Entry</i>	Archway
	Room Features	A magical altar in the south-west corner of the room summons an air elemental to serve whomever offers a prayer (but only once), and someone has scrawled "seven, two, nine, two" on the west wall
Room #11	<i>West Entry</i>	Archway
	<i>South Entry</i>	Archway → Leads to room #1 , inhabited by Orc and 1 x Half-ogre
	Room Features	A sulphurous odor fills the room, and several iron spikes are scattered throughout the room

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

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