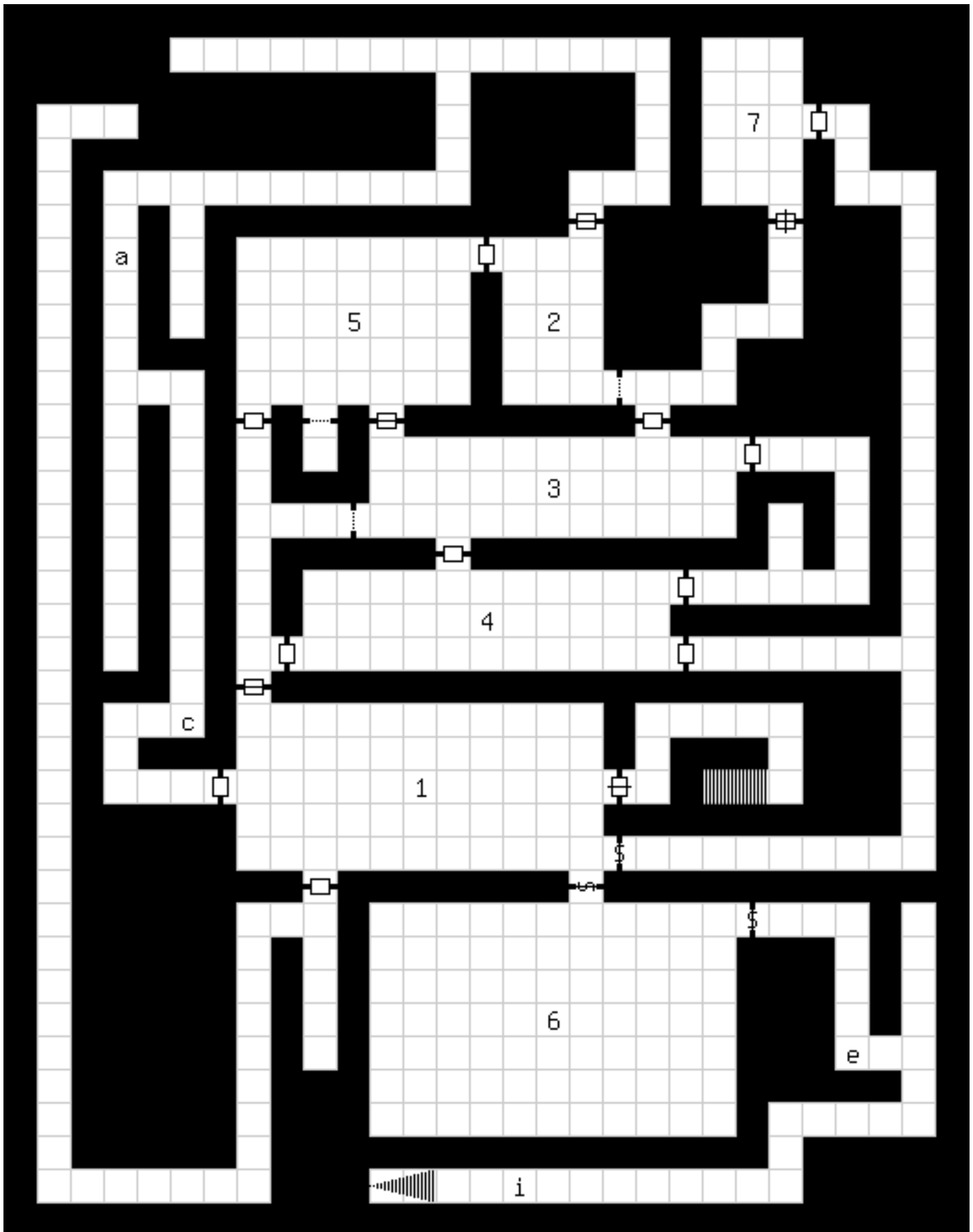


# The Dark Lair of Horror

## Level 1





Arch



Door



Locked



Trapped



Secret



Portcullis

**General****Dungeon Walls**

Reinforced Masonry (Climb DC 20)

**Dungeon Floor**

Flagstone

**Temperature**

Cool

**Illumination**

Average (shadowy in corridors, lamps or torches in most rooms)

**Corridors**

- a** Rune of Paralyzation: CR 2; magic device; proximity trigger (alarm); no reset; paralyzation (paralyzed for 1d4 rounds, DC 12 Fort save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 22; Disable Device DC 20
- c** Extended Bane Trap: CR 3; magic device; proximity trigger (detect good); automatic reset; spell effect (Extended Bane, 3rd level cleric, DC 13 Will save negates); Search DC 27; Disable Device DC 27
- e** Withered corpses are nailed to the corridor walls
- i** Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20

**Wandering Monsters**

- 1** 1 x Medium Monstrous Spider (vermin), scavenging for food and treasure
- 2** 1 x 1st Level Warrior Drow (elf), lost and desperate
- 3** 1 x Grimlock, tracking the party
- 4** 3 x 1st Level Warrior Orc, scouting from another part of the dungeon
- 5** 4 x 1st Level Warrior Goblin, scouting from another part of the dungeon
- 6** 5 x Rat (animal), consumed by disease and madness

**Room #1***North Entry*

Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp)

*West Entry*

Unlocked Strong Wooden Door (hard 5, 20 hp)

*East Entry #1*

Trapped and Unlocked Stone Door (hard 8, 60 hp)

- ① Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus poison); poison (greenblood oil [injury, Fort DC 13, 1 Con/1d2 Con]); Search DC 22; Disable Device DC 20

*East Entry #2*

Secret (Search DC 20) Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp)

- ⑤ A trap door in the floor leads to a short tunnel beneath the wall

*South Entry #1*

Unlocked Strong Wooden Door (hard 5, 20 hp)

*South Entry #2*

Secret (Search DC 20) Trapped and Unlocked Stone Door (hard 8, 60 hp)

- ⑤ A bookcase and section of wall pivots smoothly
- ① Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20
- Leads to room #6, inhabited by 11 x Tiny Monstrous Centipede (vermin)

**Room Features**

A wooden platform hangs over a deep pit in the south-east corner of the room, A ruined gauntlet lies in the north side of the room

**Monster**

1 x Large Monstrous Centipede (vermin)

Large monstrous centipede: CR 1; Large vermin; HD 3d8; hp 13; Init +2;

Spd 40 ft. (8 squares), climb 40 ft.; AC 14 (-1 size, +2 dex, +3 natural), touch 11, flat-footed 12; Base Atk +2; Grp +7; Atk +3 melee (1d8+1 plus poison, bite); Full Atk +3 melee (1d8+1 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +1; Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2

Skills and Feats: Climb +10, Hide +6, Spot +4; Weapon Finesse

## Room #2

*North Entry* Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp)

*West Entry* Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)  
→ Leads to room #5

*East Entry* Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)

**Monster** 1 x Ghoul

Ghoul: CR 1; Medium undead; HD 2d12; hp 13; Init +2; Spd 30 ft. (6 squares); AC 14 (+2 dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus paralysis, bite); Full Atk +2 melee (1d6+1 plus paralysis, bite) and +0 melee (1d3 plus paralysis, 2 claws); Space/Reach 5 ft./5 ft.; SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack

## Room #3

*North Entry #1* Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)  
→ Leads to room #5

*North Entry #2* Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) (magically reinforced, +10 to break DC)

*West Entry* Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)

*East Entry* Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)

*South Entry* Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) (slides up, +2 to break DC)  
→ Leads to room #4

**Room Features** A mural of a legendary battle covers the ceiling, Several headless statues are scattered throughout the room

**Monster** 10 x Rat (animal)

Rat: CR 1/8; Tiny animal; HD 1/4 d8; hp 1; Init +2; Spd 15 ft. (3 squares), climb 15 ft., swim 15 ft.; AC 14 (+2 size, +2 dex), touch 14, flat-footed 12; Base Atk +0; Grp -12; Atk +4 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); Space/Reach 2-1/2 ft./0 ft.; SA -; SQ Low-light vision, scent; AL N; SV Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2

Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Weapon Finesse

## Room #4

*North Entry* Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) (slides up, +2 to break DC)  
→ Leads to room #3, inhabited by 10 x Rat (animal)

*West Entry* Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)

*East Entry #1* Unlocked Simple Wooden Door (hard 5, 10 hp)

*East Entry #2* Unlocked Simple Wooden Door (hard 5, 10 hp)

**Room Features** Someone has scrawled "eight, seven, three" on the north wall, The floor is

covered with shards of bone

## Room #5

<i>East Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #2, inhabited by 1 x Ghoul
<i>South Entry #1</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
<i>South Entry #2</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
<i>South Entry #3</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp) → Leads to room #3, inhabited by 10 x Rat (animal)

**Empty**

## Room #6

<i>North Entry</i>	Secret (Search DC 20) Trapped and Unlocked Stone Door (hard 8, 60 hp) ⑤ A bookcase and section of wall pivots smoothly ① Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20 → Leads to room #1, inhabited by 1 x Large Monstrous Centipede (vermin)
<i>East Entry</i>	Secret (Search DC 20) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) ⑤ The door is concealed behind a pile of broken stone

### Room Features

A stack of rotting wooden crates stands against the south wall, Someone has scrawled "I'd rather be at the Gypsy's Tavern" on the east wall

### Monster

11 x Tiny Monstrous Centipede (vermin)

Tiny monstrous centipede: CR 1/8; Tiny vermin; HD 1/4 d8; hp 1; Init +2; Spd 20 ft. (4 squares), climb 20 ft.; AC 14 (+2 size, +2 dex), touch 14, flat-footed 12; Base Atk +0; Grp -13; Atk +4 melee (1d3-5 plus poison, bite); Full Atk +4 melee (1d3-5 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +2, Will +0; Str 1, Dex 15, Con 10, Int -, Wis 10, Cha 2

Skills and Feats: Climb +10, Hide +18, Spot +4; Weapon Finesse

## Room #7

<i>East Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) (slides to one side, +1 to break DC)
<i>South Entry</i>	Trapped and Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp) ① Burning Hands Trap: CR 3; magic device; proximity trigger (alarm); automatic reset; spell effect (Burning Hands, 5th level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26

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**Room Features**

Spirals of black stones cover the floor, Someone has scrawled "They ate Maly" in orcish runes on the west wall

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