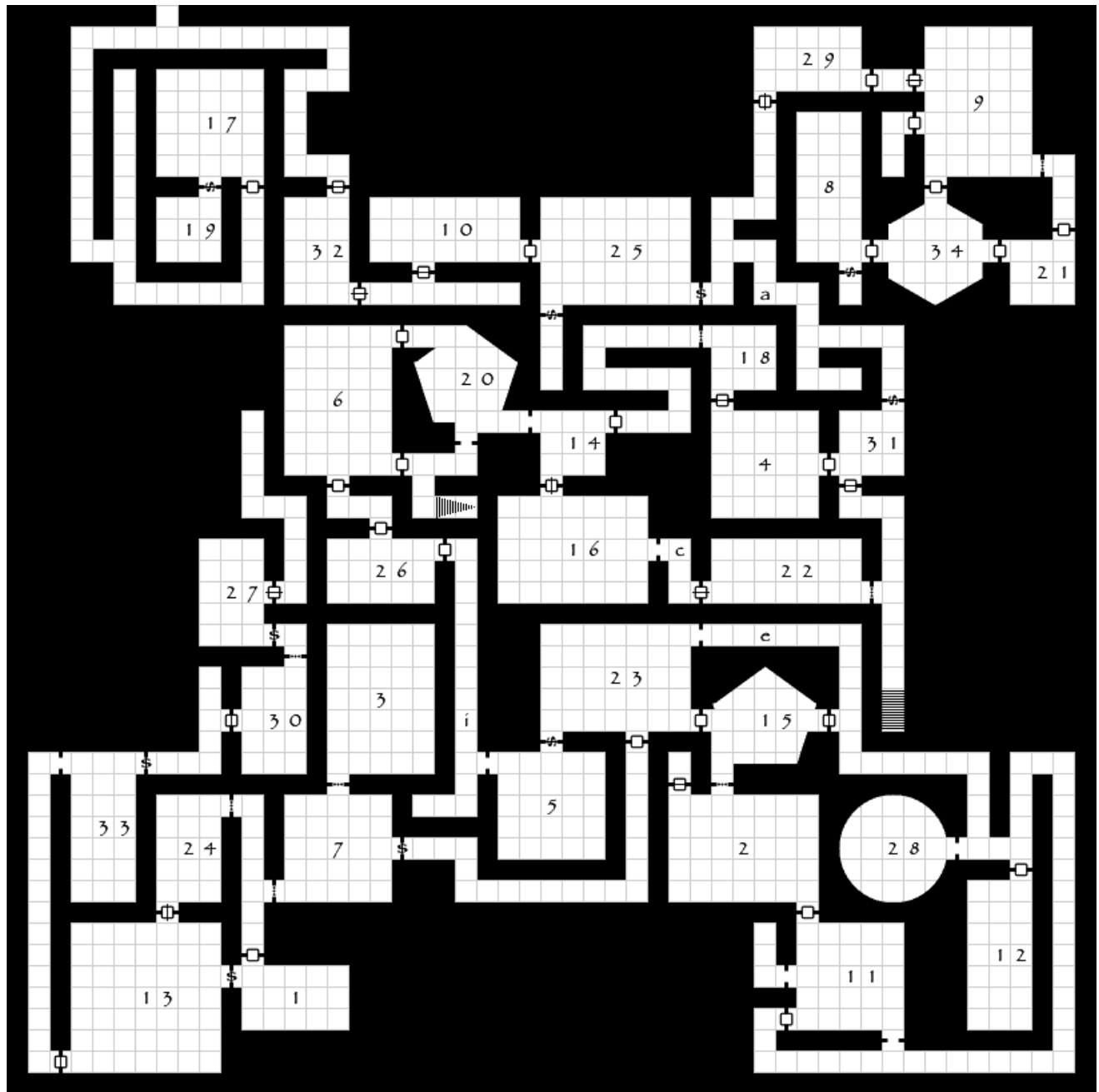


The Delve of Fell Malice 01

Level 1



General

Size Medium (51 x 51)

Walls Masonry

Floor Smooth Stone

Temperature Cool

Illumination Bright (lamps or torches every 40 ft.)

Corridor Features	a	Bricks from Ceiling
	c	Ceiling Pendulum
	e	Fusillade of Darts
	i	Several square holes are cut into the walls here
Wandering Monsters	1	1 x 1st Level Warrior Duergar; performing an evil ritual
	2	4 x 1st Level Warrior Orc; searching for an object stolen from their lair
	3	16 x Rat; hunting for food
	4	1 x Grimlock; hunting for food
	5	1 x Large Monstrous Centipede; gathered around an evil shrine
	6	1 x 1st Level Warrior Duergar; performing an evil ritual
Room #1	<i>North Entry</i>	Stuck Simple Wooden Door
	<i>West Entry</i>	Secret Stuck Strong Wooden Door ⑤ The door is concealed within an upright sarcophagus → Leads to room #13 , inhabited by 5 x Tiny Monstrous Centipede
	Trick	A narrow spiral stair passes through this room, leading a hundred feet up or down back to this room
Room #2	<i>North Entry #1</i>	Locked Iron Door (magic lock)
	<i>North Entry #2</i>	Wooden Portcullis → Leads to room #15 , inhabited by 2 x Dire Rat
	<i>South Entry</i>	Unlocked Simple Wooden Door → Leads to room #11 , inhabited by 4 x Dire Rat
	Room Features	A stone dais and throne sits in the south side of the room, and a pile of torn paper lies in the west side of the room
	Monster	5 x 1st Level Warrior Goblin
		Treasure: 5000 cp; hoard total 50 gp

Room #3	<i>South Entry</i>	Iron Portcullis → Leads to room #7
	Room Features	Blood drips from the ceiling in the south-east corner of the room, and a broken spear lies in the east side of the room
Room #4	<i>North Entry</i>	Locked Strong Wooden Door (superior lock) → Leads to room #18
	<i>East Entry</i>	Stuck Simple Wooden Door → Leads to room #31
	Empty	
Room #5	<i>North Entry</i>	Secret Stuck Good Wooden Door Ⓢ The door is concealed within the mouth of a gargantuan skull carved from stone → Leads to room #23
	<i>West Entry</i>	Archway
	Trap	Tripping Chain
	Hidden Treasure	Locked Iron Chest (good lock) Silver Holy Symbol (25 gp); hoard total 25 gp
Room #6	<i>East Entry #1</i>	Stuck Simple Wooden Door → Leads to room #20 , inhabited by 1 x Medium Monstrous Spider
	<i>East Entry #2</i>	Stuck Good Wooden Door
	<i>South Entry</i>	Stuck Simple Wooden Door
	Room Features	This room might have been a gathering hall, before the dungeon fell to ruin. A long table of hewn stone still dominates the center of the room, beneath a balcony which hangs from the east wall.
Room #7	<i>North Entry</i>	Iron Portcullis → Leads to room #3
	<i>West Entry</i>	Trapped Iron Portcullis Ⓣ Swinging Block Trap
	<i>East Entry</i>	Secret Locked Stone Door (good lock) Ⓢ The door is located above a small stone dais and only three feet high
	Room Features	This room might once have been a gallery. A few statues still stand within alcoves cut into the walls, and a frieze above them depicts an aristocracy of vampires.

Room #8	<i>East Entry</i>	Stuck Iron Door → Leads to room #34 , inhabited by 1 x Homunculus
	<i>South Entry</i>	Secret Locked Good Wooden Door (good lock) Ⓢ A bookcase and concealed door pivots smoothly
	Trick	A magical lantern in the south side of the room teleports whomever sets it alight to the City of Brass
Room #9	<i>West Entry #1</i>	Trapped and Locked Iron Door (superior lock) Ⓣ Ceiling Pendulum
	<i>West Entry #2</i>	Stuck Strong Wooden Door
	<i>East Entry</i>	Trapped Iron Portcullis Ⓣ Ceiling Pendulum
	<i>South Entry</i>	Unlocked Simple Wooden Door → Leads to room #34 , inhabited by 1 x Homunculus
	Monster	1 x Troglodyte Zombie
	Hidden Treasure	Treasure: 70 gp; Sling (0 gp); hoard total 70 gp
		Hidden Unlocked Simple Wooden Chest 400 sp; hoard total 40 gp
Room #10	<i>East Entry</i>	Unlocked Simple Wooden Door → Leads to room #25 , inhabited by 1 x Homunculus
	<i>South Entry</i>	Locked Iron Door (good lock)
	Room Features	A tile labyrinth covers the floor, and several broken arrows are scattered throughout the room
Room #11	<i>North Entry</i>	Unlocked Simple Wooden Door → Leads to room #2 , inhabited by 5 x 1st Level Warrior Goblin
	<i>West Entry #1</i>	Archway
	<i>West Entry #2</i>	Stuck Good Wooden Door
	<i>South Entry</i>	Archway
	Room Features	This room might have been a forge, before the dungeon fell to ruin. The ruin of a crude hearth lies in the center of the room, and the ringing of hammers on anvils echoes faintly.
	Monster	4 x Dire Rat
Room #12	<i>North Entry</i>	Stuck Strong Wooden Door (slides up)
	Empty	

Room #13*North Entry*

Trapped and Locked Good Wooden Door (common lock)

① Burning Hands Trap

→ Leads to [room #24](#), inhabited by 4 x Dire Rat

West Entry

Locked Strong Wooden Door (good lock)

East Entry

Secret Stuck Strong Wooden Door

⑤ The door is concealed within an upright sarcophagus

→ Leads to [room #1](#)

Room Features

This might have been a wizard's conjuring room, until recently. The floor is still inscribed in places by a broken magic circle, and veils of shimmering light dance in the vaulted ceiling.

Monster

5 x Tiny Monstrous Centipede

Treasure: Good Lock (80 gp); hoard total 80 gp

Room #14*West Entry*

Archway

→ Leads to [room #20](#), inhabited by 1 x Medium Monstrous Spider

East Entry

Stuck Simple Wooden Door

South Entry

Trapped and Stuck Stone Door

① Bricks from Ceiling

→ Leads to [room #16](#), inhabited by 1 x 1st Level Warrior Drow Elf

Room Features

This room might have been a maze, long ago. Iron nails driven into the stone mark the missing walls, and blood-stained stone marks where the traps were.

Monster

1 x Homunculus

Treasure: 80 gp; Climber's Kit (80 gp); hoard total 160 gp

Room #15*West Entry*

Stuck Good Wooden Door

→ Leads to [room #23](#)

East Entry

Locked Good Wooden Door (magic lock)

South Entry

Wooden Portcullis

→ Leads to [room #2](#), inhabited by 5 x 1st Level Warrior Goblin

Monster

2 x Dire Rat

Treasure: 200 sp; Pewter Scepter inlaid with Ornate Copper Scrollwork (140 gp); hoard total 160 gp

Room #16	<i>North Entry</i>	Trapped and Stuck Stone Door Ⓣ Bricks from Ceiling → Leads to room #14 , inhabited by 1 x Homunculus
	<i>East Entry</i>	Archway
	Room Features	A chute falls into this room from above, and the floor is covered in perfect hexagonal tiles
	Monster	1 x 1st Level Warrior Drow Elf <hr/> Treasure: 800 sp; Longsword (15 gp); hoard total 95 gp
Room #17	<i>South Entry #1</i>	Secret Stuck Strong Wooden Door Ⓢ The door is concealed behind a statue of a noble king, and opened by stabbing a sword into his back → Leads to room #19
	<i>South Entry #2</i>	Stuck Good Wooden Door
	Room Features	This room might once have been a treasury. A few guardian statues still stand within alcoves cut into the walls, bound there by heavy iron chains.
	Monster	1 x Troglodyte Zombie <hr/> Treasure: None
Room #18	<i>West Entry</i>	Wooden Portcullis
	<i>South Entry</i>	Locked Strong Wooden Door (superior lock) → Leads to room #4
	Trick	A magical statue in the south side of the room grants a deck of cards to the first person who answers its riddle, "Placed upon a table and cut, I make princes of some, paupers of others" (a deck of cards)
Room #19	<i>North Entry</i>	Secret Stuck Strong Wooden Door Ⓢ The door is concealed behind a statue of a noble king, and opened by stabbing a sword into his back → Leads to room #17 , inhabited by 1 x Troglodyte Zombie
	Room Features	A faded and torn tapestry hangs from the west wall, and an altar of evil sits in the south side of the room

Room #20	West Entry	Stuck Simple Wooden Door → Leads to room #6
	East Entry	Archway → Leads to room #14 , inhabited by 1 x Homunculus
	South Entry	Archway
	Room Features	This might have been a wizard's conjuring room, long ago. The floor is still inscribed in places by a broken magic circle, and the air here smells faintly of ozone.
	Monster	1 x Medium Monstrous Spider
		Treasure: 40 gp; hoard total 400 gp
Room #21	North Entry	Unlocked Iron Door
	West Entry	Stuck Good Wooden Door → Leads to room #34 , inhabited by 1 x Homunculus
	Monster	1 x Shrieker
	Treasure: 5000 cp; Banded Agate (6 gp); Longsword (15 gp); hoard total 71 gp	
	Hidden Treasure	Hidden Locked Iron Chest (good lock)
		160 gp; hoard total 160 gp
Room #22	West Entry	Trapped and Stuck Simple Wooden Door Ⓣ Hail of Needles
	East Entry	Wooden Portcullis
	Room Features	A mural of arcane patterns covers the ceiling, and someone has scrawled "When the Temple of Madness is laid to ruin and the forests are made spears, the line of Wrath shall be ended" on the south wall
Room #23	East Entry #1	Archway
	East Entry #2	Stuck Good Wooden Door → Leads to room #15 , inhabited by 2 x Dire Rat
	South Entry #1	Secret Stuck Good Wooden Door Ⓢ The door is concealed within the mouth of a gargantuan skull carved from stone → Leads to room #5
	South Entry #2	Unlocked Simple Wooden Door
	Room Features	A narrow spiral stair descends from this room into a midden chamber below, and someone has scrawled "Don't lose your head" in orcish runes on the east wall

Room #24	<i>East Entry</i>	Wooden Portcullis
	<i>South Entry</i>	Trapped and Locked Good Wooden Door (common lock) Ⓣ Burning Hands Trap → Leads to room #13 , inhabited by 5 x Tiny Monstrous Centipede
	Room Features	This room might once have been a maze. Iron nails driven into the stone mark the missing walls, and parts of the room remain shrouded in magical darkness.
	Monster	4 x Dire Rat
	Hidden Treasure	Treasure: 500 sp; hoard total 50 gp Hidden Locked Iron Chest (superior lock) 600 sp; hoard total 60 gp
Room #25	<i>West Entry</i>	Unlocked Simple Wooden Door → Leads to room #10
	<i>East Entry</i>	Secret Stuck Simple Wooden Door Ⓢ The door is concealed within the mouth of a gargantuan skull carved from stone
	<i>South Entry</i>	Secret Unlocked Strong Wooden Door Ⓢ The door is concealed within a horrific torture device
	Monster	1 x Homunculus
		Treasure: Fine Leather Vest trimmed with Genette (1100 gp); hoard total 1100 gp
Room #26	<i>North Entry</i>	Unlocked Strong Wooden Door
	<i>East Entry</i>	Stuck Iron Door
	Trick	A coffer of gold coins and gemstones rests at the bottom of a deep pool of magical water in the center of the room, but the treasure is an illusion and anyone who touches the water attracts the attention of carnivorous creatures (for one day)
Room #27	<i>East Entry #1</i>	Trapped and Stuck Strong Wooden Door Ⓣ Camouflaged Pit Trap
	<i>East Entry #2</i>	Secret Trapped and Unlocked Simple Wooden Door Ⓢ A bookcase and concealed door pivots smoothly Ⓣ Fusillade of Darts
	Room Features	A narrow shaft falls into this room from above, and someone has scrawled "Beneath the fountain" in dwarvish runes on the north wall
	Trap	Spiked Pit Trap

Room #28	<i>East Entry</i> Empty	Archway
Room #29	<i>East Entry</i> <i>South Entry</i> Empty	Unlocked Iron Door Trapped and Stuck Iron Door Ⓟ Camouflaged Pit Trap
Room #30	<i>North Entry</i> <i>West Entry</i> Monster	Wooden Portcullis Locked Stone Door (superior lock) 10 x Tiny Monstrous Centipede <hr/> Treasure: 70 gp; Incense of Obsession; hoard total 70 gp
Room #31	<i>North Entry</i> <i>West Entry</i> <i>South Entry</i> Room Features	Secret Trapped and Unlocked Iron Door Ⓢ The door is concealed within a horrific torture device Ⓟ Spiked Pit Trap Stuck Simple Wooden Door → Leads to room #4 Locked Iron Door (good lock) The floor is covered in perfect hexagonal tiles, and a charred wooden chest lies in the east side of the room
Room #32	<i>North Entry</i> <i>East Entry</i> Empty	Locked Strong Wooden Door (magic lock) (slides down) Trapped and Stuck Iron Door Ⓟ Pit Trap
Room #33	<i>West Entry</i> <i>East Entry</i> Trick	Archway Secret Stuck Simple Wooden Door Ⓢ The door is concealed behind a statue of a dread vampire, and opened by filling his chalice with blood A magical brazier in the south-east corner of the room blinds whomever sets it alight

Room #34*North Entry*

Unlocked Simple Wooden Door

→ Leads to [room #9](#), inhabited by 1 x Troglodyte Zombie*West Entry*

Stuck Iron Door

→ Leads to [room #8](#)*East Entry*

Stuck Good Wooden Door

→ Leads to [room #21](#), inhabited by 1 x Shrieker**Room Features**

The floor is covered in square tiles, alternating white and black, and the scent of ozone fills the south-west corner of the room

Monster

1 x Homunculus

Treasure: 120 gp; Spyglass (1000 gp); hoard total 1120 gp

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

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