



Current Random Seed: 1148656601

Dungeon Level: 1

Room #1:

- Door (west, 2 from north): wooden, strong, free
- Door (east, 1 from north): (concealed) wooden, simple, locked, behind tapestry
- Monsters
 - **krenshar** (1)
- Treasure
 - 100 gold coins (100 gp)

- Features
 - backpack
 - candle
 - iron bars
- Hidden Treasure (Search DC 21)
 - 600 silver coins (60 gp)
- Trap
 - scything blade trap (CR1) (Find/Disable DC 21)

Room #2:

- Door (north, 3 from west): wooden, good, stuck
- Features
 - scattered stones
 - idol
 - evil symbol
 - recess

Room #3:

- Door (south, 1 from west): wooden, simple, locked
- Monsters
 - **Thamian, male elf (high) War1**: CR 1; Size M (4 ft., 9 in. tall); HD 1d8; hp 8; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +3 melee, or +3 ranged; SV Fort +2, Ref +2, Will +0; AL LE; Str 15, Dex 14, Con 11, Int 10, Wis 11, Cha 10.

Languages Spoken: Common, Elven, Gnome, Goblin.

Skills and feats: Handle animal +2, Hide +2, Knowledge (religion) +1, Listen +4, Move silently +2, Search +2, Speak language +2, Spot +4; Alertness.

Possessions: 900 gp in gear.

- Treasure
 - 240 gold coins (240 gp)
 - Full-plate (1500 gp)

Room #4:

- Door (south, 1 from west): (secret) up-sliding, gesture trigger
- Features
 - lantern
 - odor (unidentifiable)
 - fireplace
 - brazier
 - shrine

Room #5:

- Door (east, 1 from north): stone, stuck, trapped [trap: poison needle trap (CR2) (Find/Disable DC 21)]
- Monsters
 - **hobgoblin** (1)
 - **wolf** (1)
- Treasure
 - 320 gold coins (320 gp)
- Features
 - cold spot
 - twine
 - puddle (water)
 - crate
 - dome

Room #6:

- Door (east, 3 from north): wooden, strong, free
- Features
 - horn
 - discarded weapons
 - hole (blasted)

Room #7:

- Door (east, 1 from north): iron, locked
- Features
 - puddle (water)
 - oil (fuel)

- kiln
- crate
- iron maiden

Room #8:

- Door (west, 2 from north): wooden, good, stuck
- Monsters
 - **kobold** (6)
- Treasure
 - 400 silver coins (40 gp)
- Features
 - foodstuffs (edible)
 - sack
 - coat rack
 - door (broken)
 - wardrobe
- Trap
 - arrow trap (CR1) (Find/Disable DC 21)

Room #9:

- Door (north, 1 from west): wooden, simple, locked
- Monsters
 - **kobold** (7)
- Treasure
 - 72 platinum coins (720 gp)
 - 8,000 copper coins (80 gp)
- Features
 - slime
 - bucket
 - mound of rubble
 - iron bars
 - door (broken)
 - relief

Room #10:

- Door (south, 2 from west): wooden, simple, stuck
- Empty

Room #11:

- Door (south, 1 from west): iron, free, trapped [trap: spear trap (CR2) (Find/Disable DC 21)]
- Features
 - sound (unexplained)
 - caldron

Room #12:

- Door (north, 5 from west): iron, free, side-sliding
- Empty

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