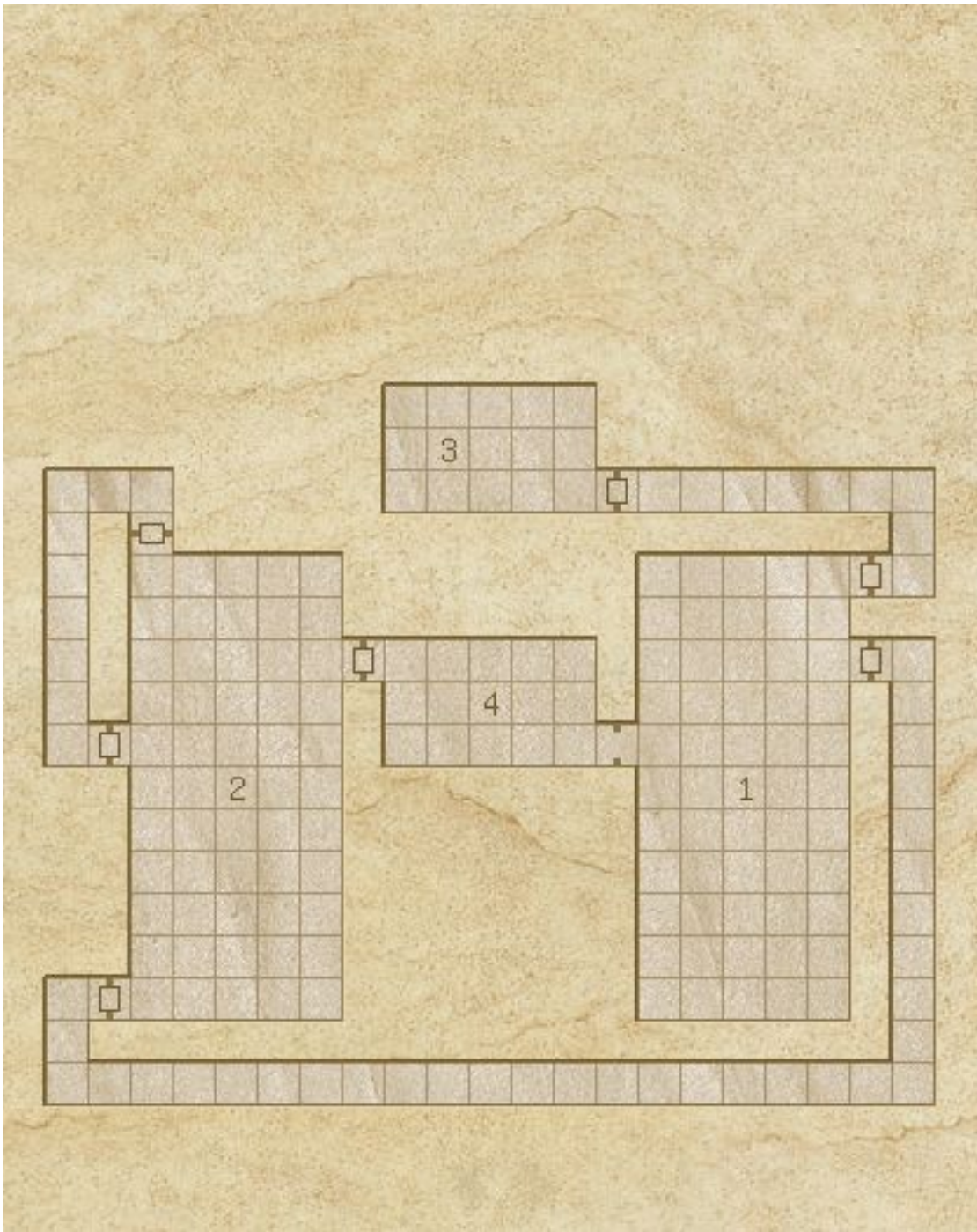


Flax Mill

Level 1



General

Dungeon Walls	Masonry (Athletics DC 15 to climb)
Dungeon Floor	Uneven Flagstone (Acrobatics DC 10 to charge or run)
Temperature	Cool
Illumination	Dark (individual creatures may carry lights)

Wandering

1 7 x Fell Taint Lasher (mm2 104, 100 xp), wandering aimlessly

Monsters

2	2 x Lesser Air Elemental (mm3 80, 100 xp), consumed by disease and madness
3	5 x Lesser Fire Elemental (mm3 82, 100 xp), trying to lure the party into an ambush
4	2 x Lesser Air Elemental (mm3 80, 100 xp), bloodied and fleeing a more powerful enemy
5	3 x Fell Taint Lasher (mm2 104, 100 xp), lost and desperate
6	6 x Fell Taint Lasher (mm2 104, 100 xp), consumed by disease and madness

Room #1

<i>West Entry</i>	Archway
<i>East Entry #1</i>	Stuck Good Wooden Door (Strength DC 15 to break, 30 hp) (slides up, +2 to break DC)
<i>East Entry #2</i>	Unlocked Good Wooden Door (Strength DC 12 to break, 30 hp)
Room Features	The walls have been engraved with evil symbols, An acrid odor fills the room
Monster	3 x Fell Taint Lasher (mm2 104, 100 xp) Treasure: +1 Magic Armor (phb 230, 360 gp) Scale Armor (phb 214), 4 x Antivenom (av 25, 20 gp); hoard total 440 gp

Room #2

<i>North Entry</i>	Stuck Good Wooden Door (Strength DC 15 to break, 30 hp)
<i>West Entry #1</i>	Unlocked Strong Wooden Door (Strength DC 15 to break, 40 hp)
<i>West Entry #2</i>	Stuck Strong Wooden Door (Strength DC 18 to break, 40 hp)
<i>East Entry</i>	Stuck Simple Wooden Door (Strength DC 12 to break, 20 hp)
Room Features	Arcane engine, Mercurial Altar (creatures may shift their speed as a move action), Burning torches in iron sconces line the east wall
Trap	Hail of Needles (Perception DC 10 to find, Thievery DC 15 to disable, Init +2, Close burst 7, Attack +6 vs. AC, Damage 1d6+3, 100 xp)

Room #3

<i>East Entry</i>	Stuck Strong Wooden Door (Strength DC 18 to break, 40 hp)
Empty	

Room #4

<i>West Entry</i>	Stuck Simple Wooden Door (Strength DC 12 to break, 20 hp)
<i>East Entry</i>	Archway
Trap	4 x Falling Net (Perception DC 15 to find, Thievery DC 10 to disable, Single-shot, Close burst 1, Attack +4 vs. Reflex, the target is restrained (Acrobatics or Athletics DC 10 to escape), 25 xp)

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

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