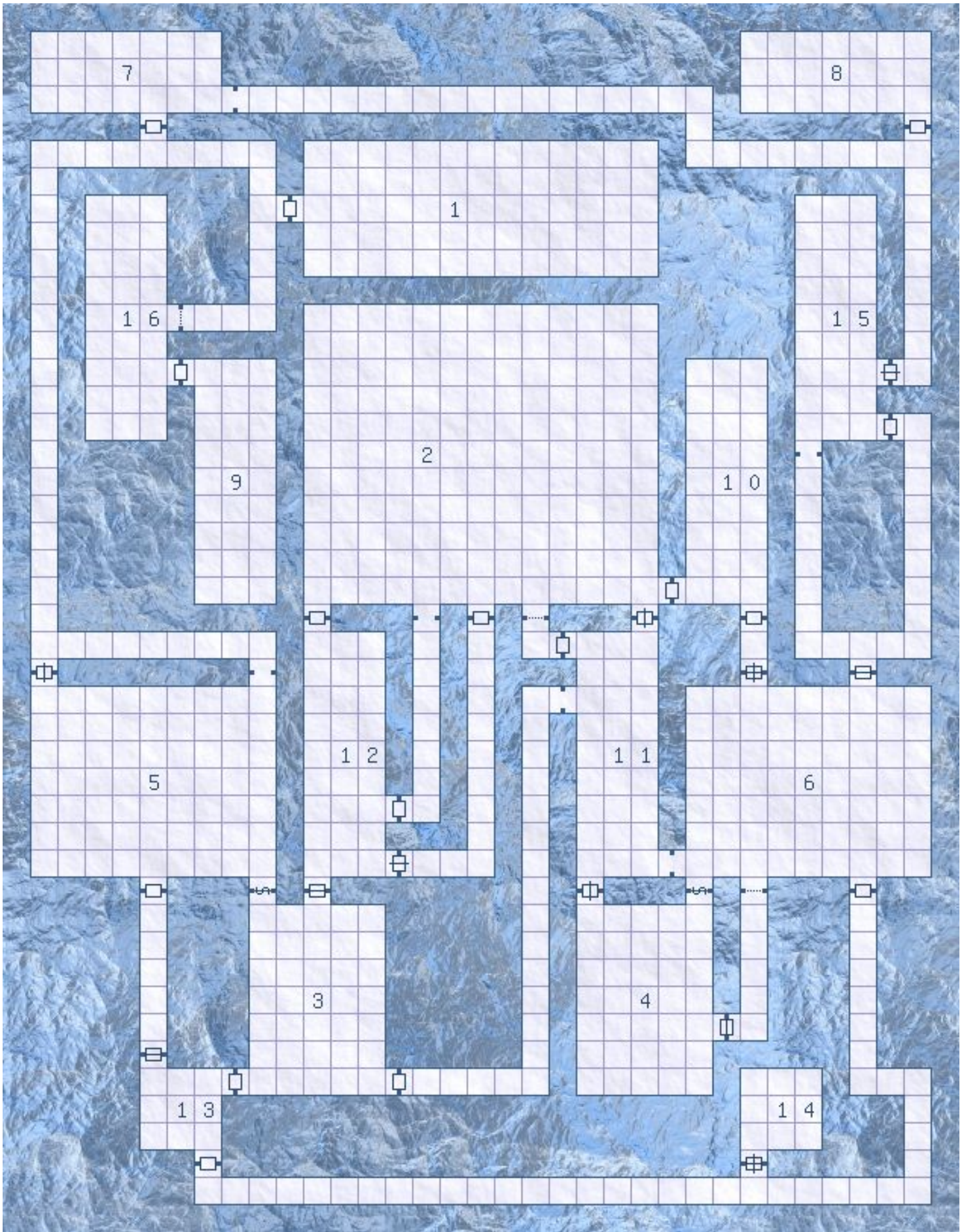


Sapphire Temple

Level 1



General	Dungeon Walls	Masonry (Climb DC 20)
	Dungeon Floor	Flagstone (Slippery Floor)
	Temperature	Cool
	Illumination	Bright (lamps or torches every 40 ft.)
Wandering Monsters	1	1 x 1st Level Warrior Duergar (dwarf), scouting from another part of the dungeon
	2	1 x Troglodyte, returning to their lair with plunder
	3	14 x Rat (animal), wielding bizarre eldritch powers
	4	1 x Troglodyte Zombie, searching for an object stolen from their lair
	5	1 x Large Monstrous Centipede (vermin), searching for an object stolen from their lair
	6	1 x 1st Level Warrior Svirkneblin (gnome), lost and desperate
Room #1	<i>West Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)
	Empty	
Room #2	<i>East Entry</i>	Unlocked Strong Wooden Door (hard 5, 20 hp)
	<i>South Entry #1</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<i>South Entry #2</i>	Archway
	<i>South Entry #3</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides down, +1 to break DC)
	<i>South Entry #4</i>	Wooden Porticullis (lift DC 25, break DC 28; hard 5, 30 hp)
	<i>South Entry #5</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) (magically reinforced, +10 to break DC) Rolling Rock Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22.
	Room Features	Part of the ceiling has collapsed into the room, Several iron cages are scattered throughout the room
	Monster	1 x Darkmantle Darkmantle: CR 1; Small magical beast; HD 1d10+1; hp 6; Init +4; Spd 20 ft. (4 squares), fly 30 ft. (poor); AC 17 (+1 size, +6 natural), touch 11, flat-footed 17; Base Atk +1; Grp +0; Atk +5 melee (1d4+4, slam); Full Atk +5 melee (1d4+4, slam); Space/Reach 5 ft./5 ft.; SA Darkness, improved grab, constrict 1d4+4; SQ Blindsight 90 ft.; AL N; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10 Skills and Feats: Hide +10, Listen +5*, Spot +5*; Improved Initiative
Room #3	<i>North Entry #1</i>	Secret (Search DC 20) Unlocked Simple Wooden Door (hard 5, 10 hp)
	<i>North Entry #2</i>	Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)
	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	Room Features	A narrow pit covered by iron bars lies in the north side of the room, Various torture devices are scattered throughout the room

Room #4

<i>North Entry #1</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) 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.
<i>North Entry #2</i>	Secret (Search DC 30) Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp) (slides to one side, +1 to break DC)
<i>East Entry</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)
Room Features	Screaming can be faintly heard near the east wall, A pile of blood-soaked clothing lies in the center of the room
Monster	1 x Troglodyte Troglodyte: CR 1; Medium humanoid (reptilian); HD 2d8+4; hp 13; Init -1; Spd 30 ft. (6 squares); AC 15 (-1 dex, +6 natural), touch 9, flat-footed 15; Base Atk +1; Grp +1; Atk +1 melee (1d6, club) or +1 melee (1d4, claw) or +1 ranged (1d6, javelin); Full Atk +1 melee (1d6, club) and -1 melee (1d4, claw) and -1 melee (1d4, bite) or +1 melee (1d4, 2 claws) and -1 melee (1d4, bite) or +1 ranged (1d6, javelin); Space/Reach 5 ft./5 ft.; SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10 Skills and Feats: Hide +5*, Listen +3; Multiattack, Weapon Focus (javelin) Treasure: 40 gp; Thunderstones (3 stones, 30 gp each); hoard total 130 gp

Room #5

<i>North Entry #1</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) Scything Blade Trap: CR 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20.
<i>North Entry #2</i>	Archway
<i>South Entry #1</i>	Unlocked Good Wooden Door (hard 5, 15 hp)
<i>South Entry #2</i>	Secret (Search DC 20) Unlocked Simple Wooden Door (hard 5, 10 hp)
Empty	

Room #6

<i>North Entry #1</i>	Trapped and Locked Stone Door (Open Lock DC 40, break DC 28; hard 8, 60 hp) Camouflaged Pit Trap: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20.
<i>North Entry #2</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)
<i>West Entry</i>	Archway
<i>South Entry #1</i>	Secret (Search DC 30) Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp) (slides to one side, +1 to break DC)
<i>South Entry #2</i>	Wooden Porticullis (lift DC 25, break DC 28; hard 5, 30 hp)
<i>South Entry #3</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
Empty	

Room #7

<i>East Entry</i>	Archway
<i>South Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp)
Monster	1 x Shrieker (fungus) Shrieker: CR 1; Medium plant; HD 2d8+2; hp 11; Init -5; Spd 0 ft.; AC 8 (-5 dex, +3 natural), touch 5, flat-footed 8; Base Atk +1; Grp -4; Atk -; Full Atk -; Space/Reach 5 ft./0 ft.; SA Shriek; SQ Low-light vision, plant traits; AL N; SV Fort +4, Ref -, Will -4; Str -, Dex -, Con 13, Int -, Wis 2, Cha 1 Skills and Feats: -; -
Trap	Camouflaged Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20

Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18.

Room #8

South Entry Stuck Stone Door (break DC 28; hard 8, 60 hp)

Empty

Room #9

West Entry Unlocked Good Wooden Door (hard 5, 15 hp)

Room Features A large kiln and coal bin sit in the south-west corner of the room, A hissing noise can be heard in the south-east corner of the room

Monster 1 x Troglodyte

Troglodyte: CR 1; Medium humanoid (reptilian); HD 2d8+4; hp 13; Init -1; Spd 30 ft. (6 squares); AC 15 (-1 dex, +6 natural), touch 9, flat-footed 15; Base Atk +1; Grp +1; Atk +1 melee (1d6, club) or +1 melee (1d4, claw) or +1 ranged (1d6, javelin); Full Atk +1 melee (1d6, club) and -1 melee (1d4, claw) and -1 melee (1d4, bite) or +1 melee (1d4, 2 claws) and -1 melee (1d4, bite) or +1 ranged (1d6, javelin); Space/Reach 5 ft./5 ft.; SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10

Skills and Feats: Hide +5*, Listen +3; Multiattack, Weapon Focus (javelin)

Treasure: 70 gp; Masterwork Hand Crossbow (Medium) (400 gp); hoard total 470 gp

Room #10

West Entry Unlocked Strong Wooden Door (hard 5, 20 hp)

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

Room Features A chute falls into the room from above, Several pieces of broken glass are scattered throughout the room

Monster 1 x Darkmantle

Darkmantle: CR 1; Small magical beast; HD 1d10+1; hp 6; Init +4; Spd 20 ft. (4 squares), fly 30 ft. (poor); AC 17 (+1 size, +6 natural), touch 11, flat-footed 17; Base Atk +1; Grp +0; Atk +5 melee (1d4+4, slam); Full Atk +5 melee (1d4+4, slam); Space/Reach 5 ft./5 ft.; SA Darkness, improved grab, constrict 1d4+4; SQ Blindsight 90 ft.; AL N; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10

Skills and Feats: Hide +10, Listen +5*, Spot +5*; Improved Initiative

Room #11

North Entry Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) (magically reinforced, +10 to break DC)
Rolling Rock Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22.

West Entry #1 Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)

West Entry #2 Archway

East Entry Archway

South Entry Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp)
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.

Room Features A tile labyrinth covers the floor, A corroded chain lies in the center of the room

Monster 4 x Dire Rat

Dire rat: CR 1/3; Small animal; HD 1d8+1; hp 5; Init +3; Spd 40 ft. (8 squares), climb 20 ft.; AC 15 (+1 size, +3 dex, +1 natural), touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk +4 melee (1d4 plus disease, bite); Full Atk +4 melee (1d4 plus

disease, bite); Space/Reach 5 ft/5 ft.; SA Disease; SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4
Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse

Room #12

<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
<i>East Entry #1</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
<i>East Entry #2</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) Acid Arrow Trap: CR 3; magic device; proximity trigger (alarm); automatic reset; Atk +2 ranged touch; spell effect (Acid Arrow, 3rd level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27.
<i>South Entry</i>	Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)
Empty	

Room #13

<i>North Entry</i>	Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp)
<i>East Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
<i>South Entry</i>	Unlocked Stone Door (hard 8, 60 hp)
Room Features	A stair ascends to a balcony hanging from the south wall, A rustling noise fills the room

Room #14

<i>South Entry</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp) Poison Needle Trap: CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device DC 17.
Room Features	A faded and torn tapestry hangs from the north wall, An altar of evil sits in the west side of the room
Hidden Treasure	Unlocked Good Wooden Chest (hard 5, 15 hp) 70 gp; Fine Steel Stele (1400 gp); Masterwork Heavy Pick (Medium) (308 gp); hoard total 1778 gp

Room #15

<i>East Entry #1</i>	Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp) Burning Hands Trap: CR 2; magic device; proximity trigger (alarm); automatic reset; spell effect (Burning Hands, 1st level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.
<i>East Entry #2</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
<i>South Entry</i>	Archway
Empty	

Room #16

<i>East Entry #1</i>	Wooden Porticullis (lift DC 25, break DC 28; hard 5, 30 hp)
<i>East Entry #2</i>	Unlocked Good Wooden Door (hard 5, 15 hp)
Room Features	A stone statue stands in the north side of the room, A metallic odor fills the north side of the room
Monster	2 x 1st Level Warrior Goblin 1st level warrior goblin: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft. (6 squares); AC 15 (+1 size, +1 dex, +2 leather armor, +1 light

shield), touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); Full Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); Space/Reach 5 ft./5 ft.; SA -; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6
Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness

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