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The Baneful Depths of Demons

A dungeon adventure area for an average sized party of level 4 characters.

Brought to you by Dizzy Dragon's Geomorphic Dungeon Adventure Generator
<http://dizzydragon.net/MapGen/>

Output formatting options:

- (broken) Format HTML for duplex printing: ☐
- (broken) Use 5' grid instead of 10': ☐
- (broken) Add space under location keys for written notes: ☐
- Suppress display of these controls: ☐

Regenerate using the same settings but a different random seed:

Regenerate Dungeon!

Generate a new random dungeon, using default values:

Quick Dungeon!

Advanced generation options, if you want to tweak things:

Dressing generation algorithm:

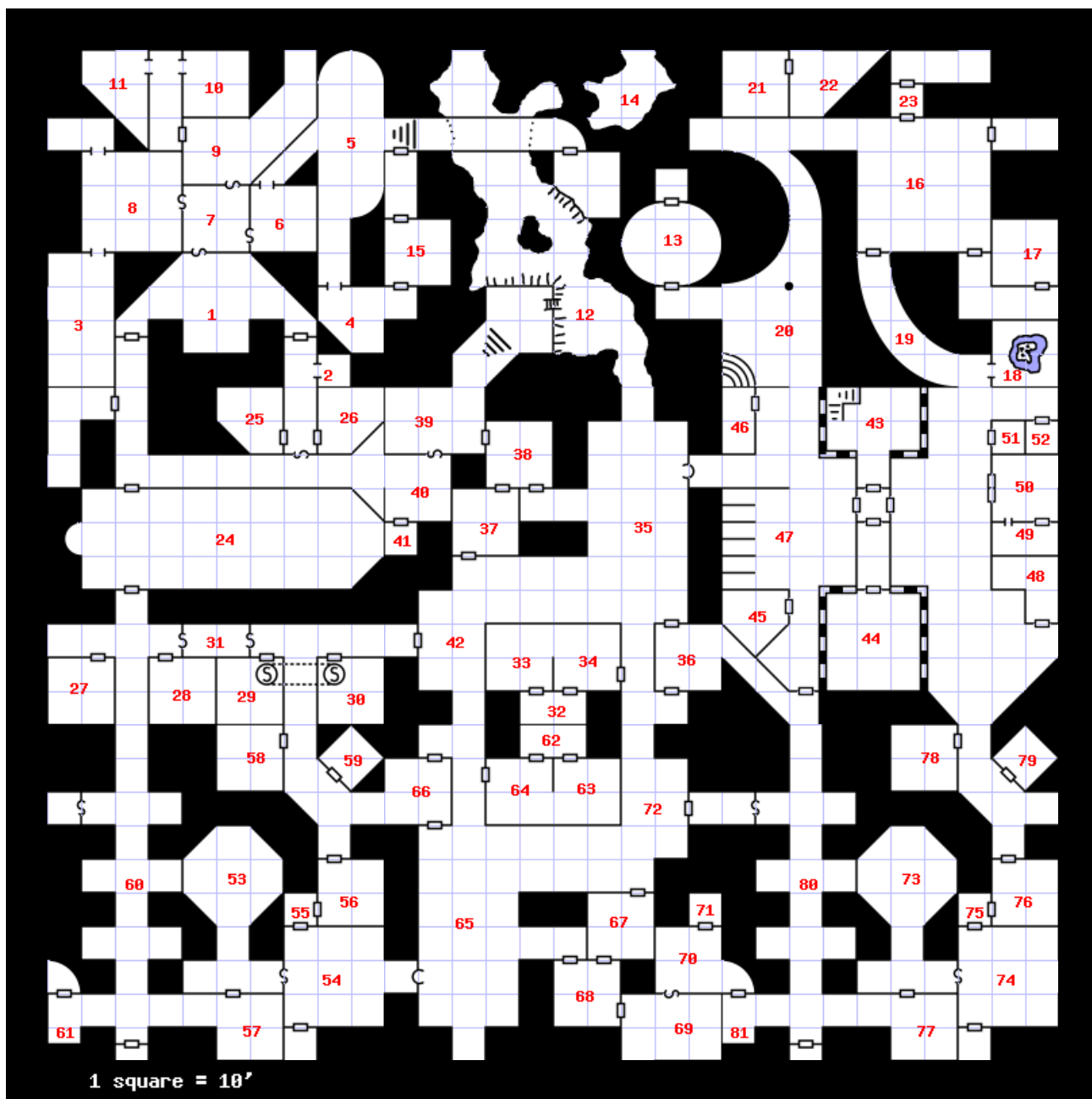
Encounter generation algorithm:

Random seed [0-2147483647, default random]:

Width (feet) [0-2000, default 300]:

Height (feet) [0-2000, default 300]:

Party Level [(totalLevels/numChars)*4, default 1]: 4



1	<i>A haze of smoke hangs in the air.</i>	2	<i>A metallic smell assails your nostrils.</i> Trap: Ceiling Block falls: Save vs. turn to Stone or take 1d10 points of damage.	3	<i>The air here smells of smoke.</i> Encounter: Ochre Jellies (1) Treasure: As per monster type.
4	<i>A slight breeze blows through this area. There are sticks scattered here.</i> Encounter: Rhagodessas (4) Treasure: None.	5	<i>This area smells faintly of manure.</i> Trap: Fog: Looks like poison gas, but harmless.	6	<i>A strong updraft blows through this area. This area smells faintly of urine. It is foggy here, making it difficult to see. There is water dripping here.</i>
7	<i>A cold air current blows through this area. There is a salty, wet smell to this area. A haze of smoke hangs in the air.</i> Encounter: Lycanthropes, Wereboars (3) Treasure: None.	8	<i>There is a putrid smell coming from something nearby.</i> Treasure: 5000sp, 400gp, 1 magic item.	9	<i>Your nostrils are overwhelmed by a sulphurous smell. There is a pile of ashes here.</i>
10	<i>The air here is very hot. This area is covered in cobwebs.</i> Trap: Ceiling Block falls: Save vs. turn to Stone or take 1d10 points of damage.	11	<i>A gusting breeze blows through this area. It is foggy here, making it difficult to see.</i>	12	<i>The air here is very cold.</i>
13	<i>This area smells faintly of urine.</i>	14	<i>There is water dripping here.</i> Encounter: Spectres (1) Treasure: None.	15	<i>It is foggy here, making it difficult to see.</i> Encounter: Trolls (2) Treasure: As per monster type.
16	<i>Guano covers this area.</i>	17	<i>A haze of smoke hangs in the air.</i> Encounter: Hellhounds (3) Treasure: As per monster type.	18	<i>This area is covered in cobwebs.</i>
19	<i>A strong updraft blows through this area.</i> Treasure: 1000sp, 400gp.	20	<i>The air here is very hot. This area has a stale, fetid smell.</i>	21	<i>Your nostrils are overwhelmed by a sulphurous smell.</i> Treasure: 1000sp, 200gp.

22	<p><i>The air here is very hot. There is water dripping here.</i></p> <p>Encounter: Caecilias (3) Treasure: None.</p>	23	<p><i>A slight breeze blows through this area. There is a cracked flask here.</i></p>	24	<p><i>A haze of dust hangs in the air. The hilt of a broken dagger is lying here.</i></p>
25	<p><i>A haze of smoke hangs in the air. There are bones scattered here.</i></p> <p>Treasure: 4000sp, 400gp, 5 gems, 5 jewelry, 1 magic item.</p>	26	<p><i>A cold air current blows through this area. This area has a stale, fetid smell.</i></p> <p>Treasure: 6000sp, 1200gp.</p>	27	<p><i>This area smells of rotting vegetation.</i></p> <p>Encounter: Wraiths (1) Treasure: As per monster type.</p>
28	<p><i>A strong wind blows through this area. There is a torn sack here.</i></p>	29	<p><i>A strong wind blows through this area.</i></p>	30	<p><i>The air here is very hot. There is a mold growing here.</i></p>
31	<p><i>The air here is very cold. There are sticks scattered here.</i></p>	32	<p><i>The smell of ozone assails your nostrils. There is a broken pole here.</i></p>	33	<p><i>A gusting breeze blows through this area. There is a splintered club here.</i></p> <p>Treasure: 5000sp, 400gp, 5 gems, 1 jewelry.</p>
34	<p><i>This area is covered in cobwebs.</i></p> <p>Encounter: Rust Monsters (4) Treasure: As per monster type.</p>	35	<p><i>A cold air current blows through this area.</i></p>	36	<p><i>This area smells faintly of manure. Guano covers this area.</i></p> <p>Encounter: Owl Bears (2) Treasure: As per monster type.</p>
37	<p><i>This area smells of rotting vegetation.</i></p> <p>Trap: 10' Pit: 1d6 points of damage if you fall in.</p>	38	<p><i>The wall here is damp.</i></p> <p>Encounter: Minotaurs (3) Treasure: None.</p>	39	<p><i>A slight updraft blows through this area. This area is covered in cobwebs.</i></p> <p>Encounter: Cockatrices (3) Treasure: As per monster type.</p>
40	<p><i>The air here is very cold. A metallic smell assails your nostrils.</i></p>	41	<p><i>This area is covered in cobwebs.</i></p>	42	<p><i>Your nostrils are overwhelmed by a sulphurous smell. There is a broken bottle here.</i></p> <p>Encounter: Rust Monsters (2) Treasure: None.</p>
43	<p><i>There is a large puddle of water here.</i></p>	44	<p><i>This area has a stale, fetid smell.</i></p>	45	<p><i>This area smells faintly of manure. There is water dripping here.</i></p>

Encounter: Owl Bears (2)
Treasure: None.

There is a pile of ashes here.

Treasure: 6000sp, 1000gp.

46

A chlorine-like smell assails your nostrils. There is a bent and rusted iron bar here.

47

There is a putrid smell coming from something nearby. There is a broken arrow here.

48

Trap: Ceiling Block falls: Save vs. turn to Stone or take 1d10 points of damage.

There is a putrid smell coming from something nearby.

49

There are cracks in the ceiling here.

50

Treasure: 5000sp, 400gp.

A strong wind blows through this area.

51

Encounter: Bears, Cave (2)
Treasure: None.

There are cracks in the ceiling here.

52

A strong wind blows through this area. This area is very dusty.

53

Fog gathers and swirls on the floor, concealing it.

54

This area smells faintly of manure. There are cracks in the wall here.

55

Encounter: Lycanthropes, Werewolves (3)
Treasure: As per monster type.

The air here smells of smoke. There is water dripping here.

56

Treasure: 3000sp, 600gp, 1 magic item.
Trap: Spring-fired darts: 1-6 darts hit for 1-4 points of damage each.

57

This area has a stale, fetid smell.

Trap: Chute: No damage, but slide to the next level down (ignore if there is no lower level).

The air here is very cold. An acrid smell assails your nostrils.

58

Treasure: 3000sp, 400gp.
Trap: Poison needle: Save vs. Poison or die.

A cold air current blows through this area. This area smells faintly of manure. Fog gathers and swirls on the floor, concealing it. There are food scraps scattered here.

59

Encounter: Hellhounds (7)
Treasure: As per monster type.

A slight, damp breeze blows through this area. This area smells faintly of manure.

60

It is foggy here, making it difficult to see. This area is covered in rubble and dirt.

61

Encounter: Spectres (2)
Treasure: None.

This area smells faintly of manure. There is water dripping here.

62

This area smells faintly of urine.

63

There is a pile of dung here.

64

It is foggy here, making it difficult to see.

65

This area smells of rotting vegetation. There is a corroded chain here.

66

	Treasure: 6000sp, 1000gp. Trap: Illusion of monsters: Adventurers (NPC Party) (9)	
67	<i>There is a small puddle of water here.</i> Encounter: Hellhounds (3) Treasure: None.	68
		<i>It is foggy here, making it difficult to see.</i>
		69
		<i>A cold air current blows through this area. There is a torch stub here.</i>
70	<i>This area smells faintly of manure.</i> Treasure: 5000sp, 400gp.	71
		<i>There is a pile of dung here.</i> Encounter: Gray Oozes (1) Treasure: None.
		72
		<i>A slight, damp breeze blows through this area. Your nostrils are overwhelmed by a sulphurous smell.</i> Encounter: Doppelgangers (2) Treasure: None.
73	<i>The air here is very hot. There are bones scattered here.</i> Trap: Fog: Looks like poison gas, but harmless.	74
		<i>An acrid smell assails your nostrils. It is foggy here, making it difficult to see. There are dry leaves and twigs scattered here.</i>
		75
		<i>The air here is very hot. This area has a pleasant, earthy smell.</i> Encounter: Gray Oozes (1) Treasure: None.
76	<i>A slight breeze blows through this area.</i>	77
		<i>This area has a stale, fetid smell.</i>
		78
		<i>There are wax drippings here.</i>
79	<i>There are cracks in the ceiling here.</i> Encounter: Adventurers (NPC Party) (6) Treasure: None.	80
		<i>It is foggy here, making it difficult to see. There is a pile of rags here.</i>
		81
		<i>A haze of dust hangs in the air.</i> Trap: Chute: No damage, but slide to the next level down (ignore if there is no lower level).

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Cafepress Junk - soon. :o

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