This is a hand-drawn dungeon map with various rooms and encounters. The map includes:

- **The Lizard Lord's Lair**: A central area with a green and purple dragon-like creature.
- **Entrance**: A starting point for the dungeon.
- **Monster List**: Includes various monsters such as goblins, orcs, and other creatures.
- **Two Random Monsters from the List**: Random encounters to be added.
- **Sleep/I Can't Die**: Rules for character death and ressurection.

The map also includes notes such as:
- "The Lizard Lord's Lair has a trap that you can easily avoid if you're careful."
- "If you choose the dead skeleton, it's yours with a base of 20 damage."
- "You gain 10 levels of experience for visiting the Lair of the Lizard Lord.

The map is drawn by Sadiah Brennan.