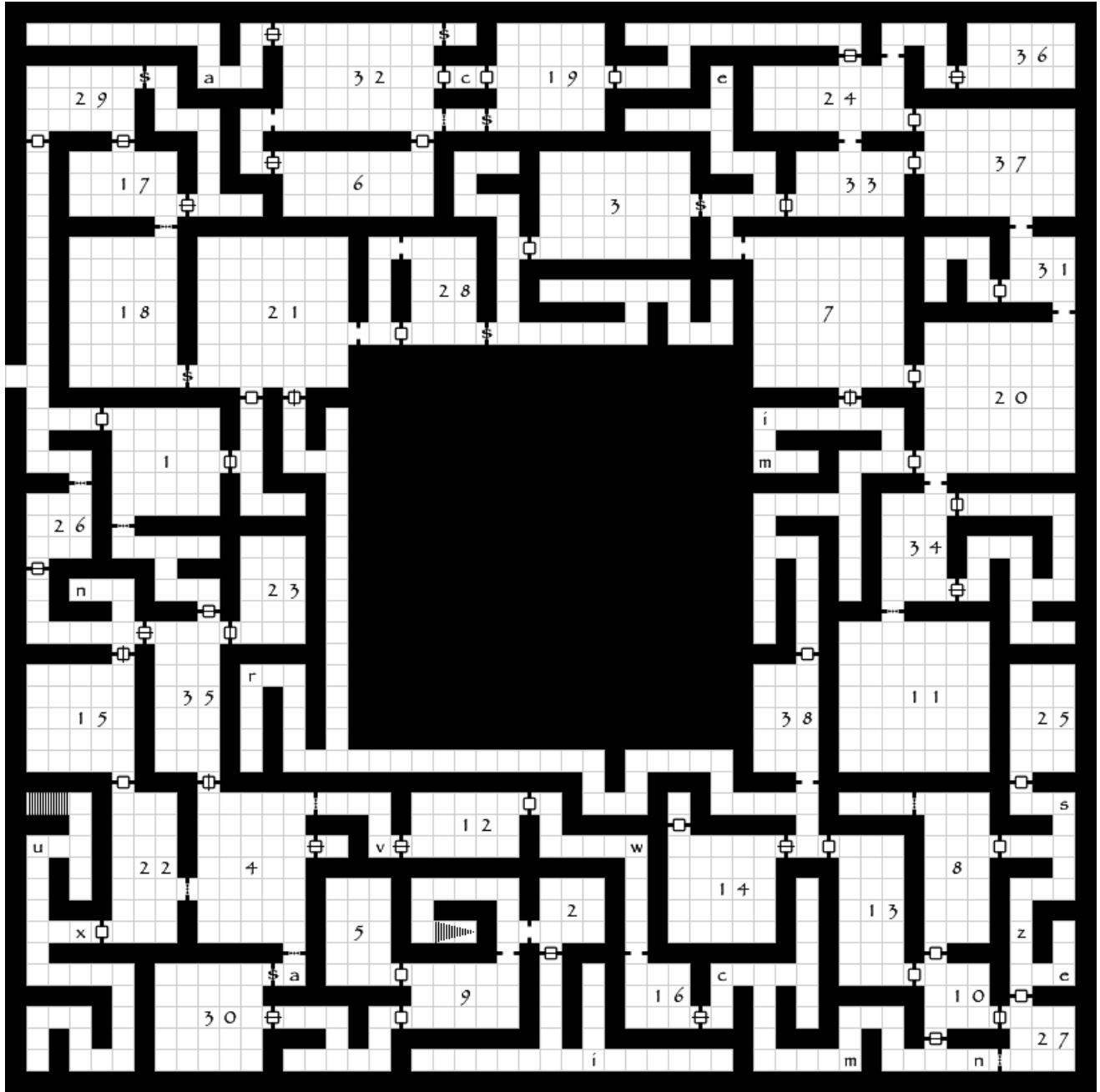


The Black Catacombs of Woe 01

Level 1



General	History	The dungeon was created by dwarves as a temple. Its creators were destroyed by attacking raiders, and the dungeon has lain empty for many years until recently.
	Size	Medium (51 x 51)
	Walls	Masonry (DC 15 to climb)
	Floor	Flagstone
	Temperature	Warm
	Illumination	Average (shadowy in corridors, lamps or torches in most rooms)
<hr/>		
Corridor Features	a	An iron chandelier hangs from the ceiling here
	c	Ghostly wailing fills the corridor
	e	Several corpses are impaled upon iron spikes on the ceiling
	i	Net Trap: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 10 save or become restrained
	m	Patches of mushrooms grow here
	n	Concealed Pit: DC 10 to find, DC 10 to disable; affects all targets entering a 10 ft. square area, DC 15 save or take 2d10 damage
	r	Part of the ceiling has collapsed into the corridor
	s	The walls here have been engraved with geometric patterns
	u	Earthmaw Trap: DC 15 to find, DC 10 to disable; +7 to hit against one target, 2d10 piercing damage
	v	Guillotine Blade: DC 10 to find, DC 15 to disable; +7 to hit against one target, 2d10 slashing damage
	w	Falling Block: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 19 save or take 4d10 damage
	x	A group of demonic faces have been carved into the walls
	z	Part of the ceiling has collapsed into the corridor
<hr/>		
Wandering Monsters	1	2 x Hobgoblin (cr 1/2, mm 186); hard, 200 xp, scavenging for food and treasure
	2	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp, returning to their lair with plunder
	3	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp, consumed by disease and madness
	4	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp, lost and desperate
	5	Mimic (cr 2, mm 220); deadly, 450 xp, gathered around an evil shrine
	6	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp, actively patrolling their territory

Room #1	<i>West Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp)
	<i>East Entry</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)
	<i>South Entry</i>	Trapped Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) Ⓣ Falling Block: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 11 save or take 1d10 damage
	Room Features	A fountain decorated with six gargoyles sits in the south-west corner of the room, and someone has scrawled "Push stone to reset trap" in orcish runes on the north wall
	Monster	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp <hr/> Treasure: 2000 cp, 1300 sp, 50 gp, diamond (50 gp), chrysoprase (50 gp), 2 x jasper (50 gp), onyx (50 gp), quartz (50 gp), zircon (50 gp)
Room #2	<i>West Entry</i>	Archway
	<i>South Entry</i>	Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp)
	Room Features	The floor is covered in square tiles, alternating white and black, and a pile of rotten leather lies in the west side of the room
	Monster	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp <hr/> Treasure: 13 sp; 7 gp
Room #3	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) (slides down)
	<i>East Entry</i>	Secret (DC 25 to find) Trapped and Unlocked Good Wooden Door (15 hp) Ⓢ The door is located several feet above the floor and concealed within a mosaic of arcane patterns Ⓣ Guillotine Blade: DC 15 to find, DC 10 to disable; +5 to hit against one target, 1d10 slashing damage
	Room Features	A wooden ladder rests against the north wall, and numerous monstrous skulls lie within niches in the east and west walls
	Monster	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp <hr/> Treasure: 12 cp
	Trap	Idol of Evil: DC 15 to find, DC 10 to disable; affects good creatures which touch the idol, DC 13 save or take 2d10 damage

Room #4	<i>North Entry</i>	Trapped and Unlocked Good Wooden Door (15 hp) ① Ice Dart Trap: DC 10 to find, DC 10 to disable; +4 to hit against one target, 1d10 cold damage → Leads to room #35
	<i>West Entry</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) → Leads to room #22 , inhabited by Goblin Boss and 1 x Goblin
	<i>East Entry #1</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>East Entry #2</i>	Trapped and Unlocked Stone Door (60 hp) ① Falling Block: DC 10 to find, DC 15 to disable; affects all targets within a 10 ft. square area, DC 10 save or take 1d10 damage
	<i>South Entry</i>	Trapped Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) ① Contact Poison: DC 15 to find, DC 15 to disable; affects each creature which touches the trigger, DC 13 save or take 2d10 damage
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp Treasure: 5 pp
Room #5	<i>East Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) (slides down) → Leads to room #9
	Room Features	Several square holes are cut into the south wall, and a group of demonic faces have been carved into the north wall
	Monster	Hobgoblin (cr 1/2, mm 186); easy, 100 xp Treasure: 2 pp
	Trap	Poison Gas Trap: DC 15 to find, DC 15 to disable; affects all targets within a 10 ft. square area, DC 15 save or take 2d10 poison damage
Room #6	<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #32 , inhabited by Gelatinous Cube
	<i>West Entry</i>	Trapped and Stuck Stone Door (DC 20 to break; 60 hp) ① Electrified Lock: DC 15 to find, DC 15 to disable; affects each creature which touches the lock, DC 13 save or take 2d10 lightning damage
	Empty	

Room #7	<i>West Entry</i>	Archway
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #20 , inhabited by Gelatinous Cube
	<i>South Entry</i>	Trapped and Stuck Good Wooden Door (DC 15 to break; 15 hp) ① Falling Block: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 12 save or take 2d10 damage
	Room Features	An iron sarcophagus sits in the north-west corner of the room, and someone has scrawled "Abandon all hope" in draconic script on the east wall
Room #8	<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>East Entry</i>	Unlocked Good Wooden Door (15 hp)
	<i>South Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) (slides up) → Leads to room #10
	Room Features	A faded and torn tapestry hangs from the west wall, and mournful weeping can be heard in the south-east corner of the room
Room #9	<i>North Entry</i>	Archway
	<i>West Entry #1</i>	Stuck Stone Door (DC 20 to break; 60 hp) (slides down) → Leads to room #5 , inhabited by Hobgoblin
	<i>West Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Room Features	A chute descends from the room into a natural cavern below, and the south and west walls are covered with cracks
Room #10	<i>North Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) (slides up) → Leads to room #8
	<i>West Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #13
	<i>East Entry</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp) → Leads to room #27 , inhabited by Mimic
	<i>South Entry</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp) (slides to one side)
	Room Features	The floor is covered in perfect hexagonal tiles, and someone has scrawled "sapphire, emerald, silver" on the east wall

Room #11	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #34 , inhabited by Goblin Boss and 1 x Goblin
	Room Features	Several headless statues are scattered throughout the room, and quicksilver drips from the ceiling in the south-west corner of the room
	Monster	2 x Goblin (cr 1/4, mm 166) and 3 x Giant Rat (cr 1/8, mm 327); hard, 175 xp
Treasure: 2300 cp, 1100 sp, 70 gp, a rosewood comb set with alexandrite and black pearl (25 gp), a rosewood medallion engraved with a labyrinth (25 gp), a set of crystal dice (25 gp), a wooden rod inlaid with a meandros of electrum (25 gp), an agate bowl inlaid with ornate silver scrollwork (25 gp)		
Room #12	<i>West Entry</i>	Trapped and Unlocked Strong Wooden Door (20 hp) (magically reinforced, disadvantage to break) Ⓢ Contact Poison: DC 15 to find, DC 10 to disable; affects each creature which touches the trigger, DC 11 save or take 1d10 damage
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	Room Features	The north and east walls are covered with claw marks, and a pile of torches lies in the north side of the room
Room #13	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>East Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #10
	Room Features	A carved stone statue stands in the north-east corner of the room, and the ceiling is covered with scorch marks
Room #14	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>East Entry</i>	Trapped and Stuck Iron Door (DC 25 to break; 60 hp) (slides down) Ⓢ Falling Block: DC 15 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 13 save or take 2d10 damage
	Empty	

Room #15	<i>North Entry</i>	Trapped and Unlocked Strong Wooden Door (20 hp) ① Contact Poison: DC 15 to find, DC 10 to disable; affects each creature which touches the trigger, DC 13 save or take 2d10 damage
	<i>South Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #22 , inhabited by Goblin Boss and 1 x Goblin
	Room Features	An iron sarcophagus sits in the center of the room, and someone has scrawled "Briate was here" on the west wall
	Monster	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp
		Treasure: 26 cp; 15 sp
Room #16	<i>North Entry</i>	Archway
	<i>East Entry</i>	Trapped and Locked Good Wooden Door (DC 20 to open, DC 15 to break; 15 hp) (slides to one side) ① Guillotine Blade: DC 10 to find, DC 10 to disable; +6 to hit against one target, 2d10 slashing damage
	Room Features	The floor is covered in square tiles, alternating white and black, and a rusted gauntlet lies in the north-west corner of the room
	Monster	Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); deadly, 475 xp
		Treasure: 12 cp; 18 cp
Room #17	<i>North Entry</i>	Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp) → Leads to room #29
	<i>East Entry</i>	Trapped and Unlocked Strong Wooden Door (20 hp) (slides up) ① Contact Poison: DC 10 to find, DC 10 to disable; affects each creature which touches the trigger, DC 15 save or take 2d10 damage
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #18
	Room Features	A magical pool in the south-west corner of the room ages whomever drinks from it (but only once), and a tile mosaic of ghoulish carnage covers the floor
	Monster	Hobgoblin (cr 1/2, mm 186) and 1 x Bugbear (cr 1, mm 33); deadly, 300 xp
		Treasure: 2700 cp, 1100 sp, 40 gp, a brass bowl set with a rosette of coral (25 gp), a fine leather coinpurse tooled with draconic scales (25 gp), a fine leather mantle tooled with draconic scales (25 gp), a marble brazier engraved with dwarven runes (25 gp), an obsidian miniature (of a castle) adorned with silver (25 gp), Spell Scroll (Thaumaturgy) (common, dmg 200), Potion of Greater Healing (uncommon, dmg 187), 3 x Potion of Healing (common, dmg 187)

Room #18	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #17 , inhabited by Hobgoblin and 1 x Bugbear
	<i>East Entry</i>	Secret (DC 15 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) ⑤ A bookcase and concealed door pivots smoothly → Leads to room #21 , inhabited by Silver Dragon Wyrmling
	Empty	
Room #19	<i>West Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>West Entry #2</i>	Secret (DC 15 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) ⑤ The door is concealed behind a pile of skulls
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Monster	Bugbear (cr 1, mm 33) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp
		Treasure: 7 sp; 22 cp
Room #20	<i>North Entry</i>	Archway → Leads to room #31
	<i>West Entry #1</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #7
	<i>West Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>South Entry</i>	Archway → Leads to room #34 , inhabited by Goblin Boss and 1 x Goblin
	Room Features	A narrow ledge runs along the walls, and several pieces of blood-soaked clothing are scattered throughout the room
	Monster	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp
		Treasure: 1700 cp, 900 sp, 40 gp, banded agate (10 gp), 2 x blue quartz (10 gp), lapis lazuli (10 gp), 2 x rhodochrosite (10 gp), turquoise (10 gp)

Room #21*West Entry*

Secret (DC 15 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp)

⑤ A bookcase and concealed door pivots smoothly
→ Leads to [room #18](#)

East Entry

Archway

South Entry #1

Unlocked Good Wooden Door (15 hp)

South Entry #2

Trapped and Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp)

① Symbol of Panic: DC 15 to find, DC 15 to disable; affects all targets within 10 ft., DC 10 save or become frightened for 1d4 rounds

Room Features

Someone has scrawled "The cleric will betray you" in blood on the north wall, and a crater has been blasted into the floor in the center of the room

Monster

Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp

Treasure: 2100 cp, 900 sp, 70 gp, a bone orb engraved with draconic scales (25 gp), a lacquered wooden cup engraved with elven script (25 gp), a scroll of calligraphy (25 gp), 2 x a small woolen tapestry (25 gp), a steel chalice etched with elven script (25 gp), Spell Scroll (Burning Hands) (common, dmg 200), 2 x Potion of Climbing (common, dmg 187), 2 x Potion of Healing (common, dmg 187)

Room #22*North Entry*

Stuck Good Wooden Door (DC 15 to break; 15 hp)
→ Leads to [room #15](#), inhabited by Orc and 1 x Half-ogre

West Entry

Stuck Simple Wooden Door (DC 10 to break; 10 hp)

East Entry

Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp)
→ Leads to [room #4](#), inhabited by Mimic

Room Features

A narrow shaft descends from the room into a magical cyst below, and a simple wooden table and iron brazier sit in the east side of the room

Monster

Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp

Treasure: 16 cp; 16 ep

Room #23	<i>West Entry</i>	Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp) → Leads to room #35
	Room Features	A magical statue in the north-east corner of the room answers questions with lies and falsehoods, and a rotting satchel lies in the south-west corner of the room
	Hidden Treasure	Hidden (DC 25 to find) Trapped and Unlocked Good Wooden Chest (15 hp) Contact Poison: DC 10 to find, DC 10 to disable; affects each creature which touches the trigger, DC 11 save or take 1d10 damage
		2000 cp, 400 sp, 60 gp, a brass plate etched with arcane runes (25 gp), a pewter flower brooch engraved with arcane runes (25 gp), Potion of Animal Friendship (uncommon, dmg 187), Potion of Fire Breath (uncommon, dmg 187)
Room #24	<i>North Entry #1</i>	Locked Strong Wooden Door (DC 20 to open, DC 20 to break; 20 hp)
	<i>North Entry #2</i>	Archway
	<i>East Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) (slides down) → Leads to room #37 , inhabited by Mimic
	<i>South Entry</i>	Archway → Leads to room #33
	Room Features	A fountain decorated with six gargoyles sits in the north-west corner of the room, and the sound of horns fills the room
	Monster	Cult Fanatic (cr 2, mm 345) and 1 x Cultist (cr 1/8, mm 345); deadly, 475 xp
		Treasure: 11 ep; 7 gp
Room #25	<i>South Entry</i>	Unlocked Strong Wooden Door (20 hp)
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp
		Treasure: 18 cp

Room #26	<i>North Entry</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) (magically reinforced, disadvantage to break)
	<i>South Entry</i>	Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp)
	Room Features	The floor is covered in square tiles, alternating white and black, and a pair of dice lies in the center of the room
	Trap	Ice Dart Trap: DC 15 to find, DC 20 to disable; +8 to hit against one target, 2d10 cold damage
	Hidden Treasure	Locked Good Wooden Chest (DC 15 to unlock, DC 20 to break; 15 hp) 2100 cp, 1700 sp, 120 gp, banded agate (10 gp), eye agate (10 gp), 2 x moss agate (10 gp), tiger eye (10 gp), turquoise (10 gp), Potion of Resistance (thunder) (uncommon, dmg 188), Spell Scroll (Glyph of Warding) (uncommon, dmg 200)
Room #27	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>West Entry #1</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp) → Leads to room #10
	<i>West Entry #2</i>	Trapped Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) Ⓣ One-way Door: DC 15 to find, DC 10 to disable
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp
		Treasure: 14 gp
Room #28	<i>West Entry #1</i>	Archway
	<i>West Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry</i>	Secret (DC 20 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) (magically reinforced, disadvantage to break) Ⓢ The door is concealed by an illusion
	Room Features	A balcony hangs from the west wall, and a corroded mace lies in the north-west corner of the room
Room #29	<i>East Entry</i>	Secret (DC 25 to find) Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp) Ⓢ A bookcase and concealed door pivots smoothly
	<i>South Entry #1</i>	Unlocked Stone Door (60 hp)
	<i>South Entry #2</i>	Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp) → Leads to room #17 , inhabited by Hobgoblin and 1 x Bugbear
	Empty	

Room #30	<i>East Entry #1</i>	Secret (DC 20 to find) Unlocked Strong Wooden Door (20 hp) ⑤ The door is concealed behind a tapestry of ghoulish carnage
	<i>East Entry #2</i>	Trapped and Unlocked Strong Wooden Door (20 hp) ① Rune of Confusion: DC 15 to find, DC 15 to disable; affects all targets within 10 ft., DC 11 save or become confused (phb 224) for 1d4 rounds
	Empty	
Room #31	<i>North Entry</i>	Archway → Leads to room #37 , inhabited by Mimic
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>South Entry</i>	Archway → Leads to room #20 , inhabited by Gelatinous Cube
	Room Features	A wooden platform hangs over a deep pit in the north side of the room, and several bent copper coins are scattered throughout the room
Room #32	<i>West Entry #1</i>	Trapped and Unlocked Strong Wooden Door (20 hp) (slides to one side) ① Acid Spray: DC 10 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 12 save or take 1d10 acid damage for 1d4 rounds
	<i>West Entry #2</i>	Archway
	<i>East Entry #1</i>	Secret (DC 15 to find) Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp) ⑤ The door is located near the ceiling and concealed behind a pile of skulls
	<i>East Entry #2</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) (slides to one side)
	<i>East Entry #3</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp)
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #6
	Monster	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp
		Treasure: 8 gp

Room #33	<i>North Entry</i>	Archway → Leads to room #24 , inhabited by Cult Fanatic and 1 x Cultist
	<i>West Entry</i>	Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp)
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #37 , inhabited by Mimic
	Room Features	Someone has scrawled "You cannot kill it with wizardry" in blood on the east wall, and a corroded iron key hangs from a hook on the east and west walls
Room #34	<i>North Entry</i>	Archway → Leads to room #20 , inhabited by Gelatinous Cube
	<i>East Entry #1</i>	Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp)
	<i>East Entry #2</i>	Trapped and Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp) ① Arrow Trap: DC 10 to find, DC 10 to disable; +5 to hit against one target, 1d10 piercing damage
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #11 , inhabited by 2 x Goblin and 3 x Giant Rat
	Room Features	Someone has scrawled "Sarrey was here" on the east wall, and a broken hammer lies in the north side of the room
	Monster	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp Treasure: 14 cp; 16 cp
Room #35	<i>North Entry</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)
	<i>West Entry</i>	Trapped and Locked Iron Door (DC 10 to open, DC 30 to break; 60 hp) ① Contact Poison: DC 10 to find, DC 10 to disable; affects each creature which touches the trigger, DC 13 save or take 2d10 damage
	<i>East Entry</i>	Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp) → Leads to room #23
	<i>South Entry</i>	Trapped and Unlocked Good Wooden Door (15 hp) ① Ice Dart Trap: DC 10 to find, DC 10 to disable; +4 to hit against one target, 1d10 cold damage → Leads to room #4 , inhabited by Mimic
	Room Features	A wooden ladder rests against the west wall, and a charred wooden shield lies in the north side of the room

Room #36	<i>West Entry</i>	Trapped and Unlocked Stone Door (60 hp) Ⓣ One-way Door: DC 15 to find, DC 10 to disable
	Monster	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp Treasure: 2300 cp, 1500 sp, 100 gp, bloodstone (50 gp), chrysoprase (50 gp), 2 x jasper (50 gp), 2 x quartz (50 gp), 2 x sardonyx (50 gp), Spell Scroll (Find Steed) (uncommon, dmg 200), Goggles of Night (uncommon, dmg 172), Potion of Greater Healing (uncommon, dmg 187), Potion of Water Breathing (uncommon, dmg 188)
Room #37	<i>West Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) (slides down) → Leads to room #24 , inhabited by Cult Fanatic and 1 x Cultist
	<i>West Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #33
	<i>South Entry</i>	Archway → Leads to room #31
	Room Features	A chute falls into the room from above, and someone has scrawled a diagram of a mechanical trap on the north wall
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp Treasure: 18 cp
Room #38	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>South Entry</i>	Archway
	Room Features	Someone has scrawled "Lipiers' Order looted this place" on the west wall, and the sound of chimes fills the room
	Monster	Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); deadly, 475 xp Treasure: 15 cp; 12 ep

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

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