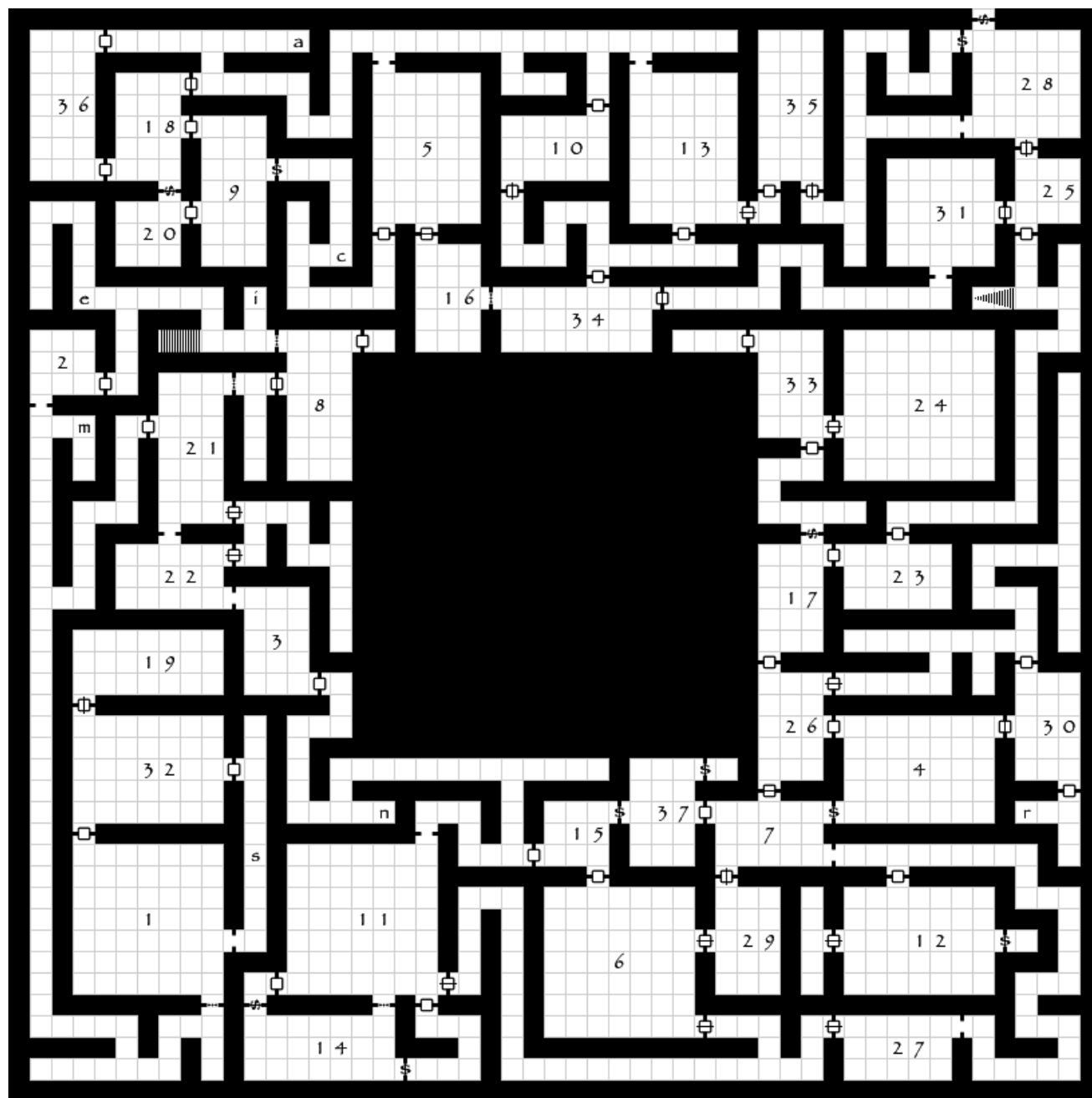


The Black Catacombs of Woe 01

Level 1



General	History	The dungeon was created by a lawful evil cleric as a treasure vault. Its creator was destroyed by a natural disaster, and the dungeon has been conquered and altered many times since then.
	Size	Medium (51 x 51)
	Walls	Masonry (DC 15 to climb)
	Floor	Flagstone
	Temperature	Cool
	Illumination	Shadowy (phosphorescent fungus or candles every 20 ft.)
<hr/>		
Corridor Features	a	A toppled statue lies across the corridor
	c	The walls here have been engraved with geometric patterns
	e	The sound of dripping water fills the corridor
	i	Arrow Trap: DC 15 to find, DC 10 to disable; +3 to hit against one target, 1d10 piercing damage
	m	Net Trap: DC 15 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 10 save or become restrained
	n	The scent of urine fills the corridor
	r	Several square holes are cut into the walls here
	s	The walls here have been engraved with incoherent labyrinths
<hr/>		
Wandering Monsters	1	Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); deadly, 475 xp, lost and desperate
	2	Mimic (cr 2, mm 220); deadly, 450 xp, gathered around an evil shrine
	3	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp, tracking the party
	4	Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); deadly, 475 xp, returning to their lair with plunder
	5	Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp, trying to lure the party into an ambush
	6	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp, returning to their lair with plunder
<hr/>		

Room #1	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) (slides to one side) → Leads to room #32
	<i>East Entry</i>	Archway
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	Monster	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp
		Treasure: 2000 cp, 1000 sp, 50 gp, 2 x eye agate (10 gp), moss agate (10 gp), rhodochrosite (10 gp), tiger eye (10 gp), turquoise (10 gp), Potion of Resistance (lightning) (uncommon, dmg 188), Driftglobe (uncommon, dmg 166), Philter of Love (uncommon, dmg 184), Potion of Greater Healing (uncommon, dmg 187)
Room #2	<i>East Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) (slides up)
	<i>South Entry</i>	Archway
	Monster	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp
	Trap	Treasure: 23 cp 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
Room #3	<i>West Entry</i>	Archway → Leads to room #22
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	Room Features	The floor is covered in square tiles, alternating white and black, and several sundered shields are scattered throughout the room
	Monster	Orog (cr 2, mm 247); deadly, 450 xp
		Treasure: 15 gp
Room #4	<i>West Entry #1</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to room #26 , inhabited by Bugbear and 1 x Goblin
	<i>West Entry #2</i>	Secret (DC 25 to find) Stuck Good Wooden Door (DC 15 to break; 15 hp) ⑤ The door is concealed behind a statue of a noble king, and opened by stabbing a sword into his back → Leads to room #7
	<i>East Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) → Leads to room #30
	Empty	

Room #5	<i>North Entry</i>	Archway
	<i>South Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>South Entry #2</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) (slides to one side) → Leads to room #16
	Room Features	Someone has scrawled "There is no way out" on the north wall, and a foul odor fills the room
	Monster	Orog (cr 2, mm 247); deadly, 450 xp <hr/> Treasure: 2100 cp, 800 sp, 70 gp, a brass torc set with a rosette of zircon (25 gp), a pewter torc etched with draconic scales (25 gp), a silver pendant inlaid with a filigree of electrum (25 gp), an ivory medallion engraved with a labyrinth (25 gp), Alchemy Jug (uncommon, dmg 150), Dust of Dryness (uncommon, dmg 166)
Room #6	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #15 , inhabited by Bugbear
	<i>East Entry #1</i>	Trapped and Locked Strong Wooden Door (DC 20 to open, DC 20 to break; 20 hp) ① Rune of Hypnosis: DC 15 to find, DC 10 to disable; affects all targets within 10 ft., DC 14 save or become incapacitated for 1d4 rounds → Leads to room #29
	<i>East Entry #2</i>	Trapped and Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp) (slides to one side) ① Falling Block: DC 10 to find, DC 15 to disable; affects all targets within a 10 ft. square area, DC 19 save or take 4d10 damage
	Room Features	A stone dais sits in the center of the room, and someone has scrawled "The line of Chivalry shall be hidden until the moon is crowned and the Bridge of Chains is broken" on the north wall

Room #7	<i>North Entry</i>	Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) → Leads to room #26 , inhabited by Bugbear and 1 x Goblin
	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #37
	<i>East Entry #1</i>	Secret (DC 25 to find) Stuck Good Wooden Door (DC 15 to break; 15 hp) ⑤ The door is concealed behind a statue of a noble king, and opened by stabbing a sword into his back → Leads to room #4
	<i>East Entry #2</i>	Archway
	<i>South Entry</i>	Trapped and Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp) (slides to one side) ① Magic Missile Trap: DC 15 to find, DC 15 to disable; one target, 2d10 force damage → Leads to room #29
	Room Features	A faded and torn tapestry hangs from the west wall, and a corroded iron key hangs from a hook on the north and south walls
Room #8	<i>West Entry #1</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>West Entry #2</i>	Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp)
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp)
	Monster	3 x Goblin (cr 1/4, mm 166); hard, 150 xp Treasure: 18 sp; 4 gp; 13 sp
Room #9	<i>West Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #18
	<i>West Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides down) → Leads to room #20
	<i>East Entry</i>	Secret (DC 15 to find) Unlocked Simple Wooden Door (10 hp) ⑤ The door is concealed behind a statue of a terrified maiden, and opened by breaking her neck
	Monster	2 x Hobgoblin (cr 1/2, mm 186); hard, 200 xp Treasure: 2600 cp, 1000 sp, 90 gp, 3 x diamond (50 gp), 3 x chalcedony (50 gp), onyx (50 gp), star rose quartz (50 gp), Potion of Healing (common, dmg 187)

Room #10	<i>North Entry</i>	Unlocked Strong Wooden Door (20 hp)
	<i>South Entry</i>	Trapped and Stuck Iron Door (DC 25 to break; 60 hp) (slides down) ① Teleporter Crystal: DC 15 to find, DC 15 to disable; affects each creature which touches the crystal, DC 10 save or be teleported to another location
	Monster	2 x Goblin (cr 1/4, mm 166) and 2 x Wolf (cr 1/4, mm 341); deadly, 200 xp
		Treasure: 1400 cp, 1400 sp, 40 gp, 3 x diamond (50 gp), carnelian (50 gp), citrine (50 gp), jasper (50 gp), moonstone (50 gp), quartz (50 gp), sardonyx (50 gp), star rose quartz (50 gp), zircon (50 gp), Potion of Resistance (fire) (uncommon, dmg 188), Robe of Useful Items (11 other patches) (uncommon, dmg 195)
Room #11	<i>North Entry</i>	Archway
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry</i>	Trapped and Stuck Iron Door (DC 25 to break; 60 hp) ① Falling Block: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 17 save or take 4d10 damage
	<i>South Entry #1</i>	Trapped Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) ① Falling Block: DC 15 to find, DC 15 to disable; affects all targets within a 10 ft. square area, DC 10 save or take 1d10 damage → Leads to room #14 , inhabited by Ogre Zombie
	<i>South Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Monster	Goblin (cr 1/4, mm 166) and 1 x Wolf (cr 1/4, mm 341); easy, 100 xp
		Treasure: 13 gp; 12 cp
Room #12	<i>North Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp)
	<i>West Entry</i>	Trapped and Stuck Good Wooden Door (DC 15 to break; 15 hp) 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>East Entry</i>	Secret (DC 25 to find) Stuck Simple Wooden Door (DC 10 to break; 10 hp) ⑤ The door is concealed behind an area of slime
	Room Features	Someone has scrawled "In the Kingdom of Flails, when north becomes south, the Throne of Crowns shall be lost" on the west wall, and a ruined chain shirt lies in the center of the room
	Monster	4 x Goblin (cr 1/4, mm 166); deadly, 200 xp Treasure: 2000 cp, 800 sp, 80 gp, azurite (10 gp), banded agate (10 gp), lapis lazuli (10 gp), malachite (10 gp), 3 x rhodochrosite (10 gp), Spell Scroll (Major Image) (uncommon, dmg 200), 2 x Potion of Greater Healing (uncommon, dmg 187)

Room #13	<i>North Entry</i>	Archway
	<i>East Entry</i>	Trapped and Unlocked Iron Door (60 hp) ① Arrow Trap: DC 10 to find, DC 10 to disable; +8 to hit against one target, 2d10 piercing damage
	<i>South Entry</i>	Unlocked Strong Wooden Door (20 hp)
	Room Features	Someone has scrawled "Upon the solstice in the Year of Aether, when the sun is eclipsed in the Fox and the Seal of Shadow and Flame fails, the Orb of Aether shall be found" on the north wall, and an unidentifiable odor fills the room
	Monster	Orog (cr 2, mm 247); deadly, 450 xp <hr/> Treasure: 2400 cp, 1600 sp, 60 gp, blue quartz (10 gp), hematite (10 gp), obsidian (10 gp), rhodochrosite (10 gp)
Room #14	<i>North Entry #1</i>	Secret (DC 25 to find) Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp) ⑤ A bookcase and concealed door pivots smoothly
	<i>North Entry #2</i>	Trapped Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) ① Falling Block: DC 15 to find, DC 15 to disable; affects all targets within a 10 ft. square area, DC 10 save or take 1d10 damage → Leads to room #11 , inhabited by Goblin and 1 x Wolf
	<i>East Entry</i>	Secret (DC 20 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) ⑤ The door is located above a small stone dais and concealed by an illusion
	Monster	Ogre Zombie (cr 2, mm 316); deadly, 450 xp <hr/> Treasure: 1600 cp, 1200 sp, 60 gp, azurite (10 gp), eye agate (10 gp), obsidian (10 gp), 2 x tiger eye (10 gp)

Room #15	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry</i>	Secret (DC 25 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) ⓘ The door is concealed within the mouth of a gargantuan skull carved from stone → Leads to room #37
	<i>South Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #6
	Room Features	Numerous pillars line the north wall, and a shallow pool of oil lies in the north-west corner of the room
	Monster	Bugbear (cr 1, mm 33); medium, 200 xp
Hidden Treasure		Treasure: 15 sp
		Hidden (DC 20 to find) Unlocked Simple Wooden Chest (10 hp) 2500 cp, 1100 sp, 50 gp, azurite (10 gp), banded agate (10 gp), hematite (10 gp), lapis lazuli (10 gp), malachite (10 gp), moss agate (10 gp), rhodochrosite (10 gp), 2 x turquoise (10 gp), Spell Scroll (Divine Favor) (common, dmg 200), Spell Scroll (Guiding Bolt) (common, dmg 200), Potion of Healing (common, dmg 187)
Room #16	<i>North Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) (slides to one side) → Leads to room #5 , inhabited by Orog
	<i>East Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #34 , inhabited by Ogre Zombie
	Empty	
Room #17	<i>North Entry</i>	Secret (DC 25 to find) Stuck Stone Door (DC 20 to break; 60 hp) ⓘ The door is located near the ceiling and only three feet high
	<i>East Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to room #23
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #26 , inhabited by Bugbear and 1 x Goblin
	Monster	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp
		Treasure: 1500 cp, 1000 sp, 80 gp, 2 x diamond (50 gp), bloodstone (50 gp), chrysoprase (50 gp), citrine (50 gp), zircon (50 gp)

Room #18	<i>West Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to room #36
	<i>East Entry #1</i>	Locked Good Wooden Door (DC 20 to open, DC 15 to break; 15 hp) (slides to one side)
	<i>East Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #9 , inhabited by 2 x Hobgoblin
	<i>South Entry</i>	Secret (DC 20 to find) Stuck Simple Wooden Door (DC 10 to break; 10 hp) ⑤ The door is concealed within the mouth of a demonic face carved from stone → Leads to room #20
	Empty	
Room #19	<i>South Entry</i>	Trapped and Unlocked Good Wooden Door (15 hp) ① One-way Door: DC 10 to find, DC 10 to disable → Leads to room #32
	Room Features	A mural of legendary monsters covers the ceiling, and someone has scrawled a diagram of a mechanical trap on the north wall
Room #20	<i>North Entry</i>	Secret (DC 20 to find) Stuck Simple Wooden Door (DC 10 to break; 10 hp) ⑤ The door is concealed within the mouth of a demonic face carved from stone → Leads to room #18
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides down) → Leads to room #9 , inhabited by 2 x Hobgoblin
	Room Features	Several square holes are cut into the ceiling and floor, and someone has scrawled "Twist the cog to reset the trap" on the north wall
Room #21	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>East Entry #1</i>	Trapped Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) ① Electrified Lock: DC 10 to find, DC 10 to disable; affects each creature which touches the lock, DC 14 save or take 2d10 lightning damage
	<i>East Entry #2</i>	Trapped and Stuck Good Wooden Door (DC 15 to break; 15 hp) ① Electrified Lock: DC 10 to find, DC 10 to disable; affects each creature which touches the lock, DC 12 save or take 2d10 lightning damage
	<i>South Entry</i>	Archway → Leads to room #22
	Room Features	A narrow ledge runs along the south and east walls, and someone has scrawled "The Chosen of Sieliah looted this place" on the west wall

Room #22	<i>North Entry</i>	Archway → Leads to room #21
	<i>East Entry #1</i>	Trapped and Unlocked Strong Wooden Door (20 hp) Ⓢ Teleporter Crystal: DC 10 to find, DC 10 to disable; affects each creature which touches the crystal, DC 14 save or be teleported to another location
	<i>East Entry #2</i>	Archway → Leads to room #3 , inhabited by Orog
	Empty	
Room #23	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>West Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to room #17 , inhabited by Orc and 1 x Half-ogre
	Room Features	A toppled statue lies in the south-west corner of the room, and a sundered club lies in the north-west corner of the room
	Trap	Arrow Trap: DC 15 to find, DC 15 to disable; +3 to hit against one target, 1d10 piercing damage
	Hidden Treasure	Hidden (DC 25 to find) Trapped and Locked Iron Chest (DC 15 to unlock, DC 30 to break; 60 hp) Symbol of Petrification: DC 10 to find, DC 15 to disable; affects all targets within 10 ft., DC 13 save or become paralyzed for 1d4 rounds, while paralyzed save again each round or become petrified 1800 cp, 1200 sp, 90 gp, a fine leather mantle sewn with copper (25 gp), a marble chalice inlaid with a meandros of electrum (25 gp), a pewter torc etched with arcane runes (25 gp), a stoneware ewer embossed with draconic runes (25 gp), an earthenware bowl embossed with arcane runes (25 gp), an earthenware bowl embossed with elven script (25 gp), an earthenware tureen painted with garden imagery (25 gp), Cloak of Elvenkind (uncommon, dmg 158), Javelin of Lightning (uncommon, dmg 178), Sentinel Shield (uncommon, dmg 199), +1 Weapon (flail) (uncommon, dmg 213)

Room #24*West Entry*

Trapped and Locked Stone Door (DC 10 to open, DC 25 to break; 60 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

→ Leads to [room #33](#)

Room Features

Someone has scrawled "Ran out of torches" in blood on the north wall, and a warped door lies in the south side of the room

Monster

Bugbear (cr 1, mm 33); medium, 200 xp

Treasure: 1500 cp, 1600 sp, 40 gp, 4 x diamond (50 gp), bloodstone (50 gp), chalcedony (50 gp), chrysoprase (50 gp), 2 x jasper (50 gp), moonstone (50 gp), 2 x sardonyx (50 gp), Spell Scroll (Longstrider) (common, dmg 200), 2 x Potion of Healing (common, dmg 187)

Room #25*North Entry*

Trapped and Unlocked Stone Door (60 hp)

① Ice Dart Trap: DC 10 to find, DC 15 to disable; +3 to hit against one target, 1d10 cold damage

→ Leads to [room #28](#), inhabited by Orc and 1 x Half-ogre

West Entry

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

→ Leads to [room #31](#), inhabited by Goblin and 2 x Giant Rat

South Entry

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

Room Features

A sloped pit lined with iron spikes lies in the east side of the room, and burning torches in iron sconces line the north and south walls

Monster

Mimic (cr 2, mm 220); deadly, 450 xp

Treasure: 17 sp

Room #26	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #17 , inhabited by Orc and 1 x Half-ogre
	<i>East Entry #1</i>	Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp) ① Contact Poison: DC 10 to find, DC 15 to disable; affects each creature which touches the trigger, DC 10 save or take 1d10 damage
	<i>East Entry #2</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to room #4
	<i>South Entry</i>	Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) → Leads to room #7
	Room Features	A tile mosaic of ghoulish carnage covers the floor, and someone has scrawled "I'd rather be at the Hound and Hare" on the south wall
	Monster	Bugbear (cr 1, mm 33) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp
		Treasure: 1900 cp, 1300 sp, 90 gp, banded agate (10 gp), blue quartz (10 gp), eye agate (10 gp), hematite (10 gp), lapis lazuli (10 gp), rhodochrosite (10 gp), tiger eye (10 gp), Driftglobe (uncommon, dmg 166), Potion of Climbing (common, dmg 187), 4 x Potion of Healing (common, dmg 187)
	Trap	Scythe Blade: DC 15 to find, DC 10 to disable; +7 to hit against all targets within a 5 ft. arc, 2d10 slashing damage
	Hidden Treasure	Hidden (DC 15 to find) Locked Good Wooden Chest (DC 15 to unlock, DC 20 to break; 15 hp) 2000 cp, 1200 sp, 80 gp
Room #27	<i>West Entry</i>	Trapped and Unlocked Stone Door (60 hp) ① Arrow Trap: DC 10 to find, DC 10 to disable; +7 to hit against one target, 2d10 piercing damage
	<i>East Entry</i>	Archway
	Monster	Bugbear (cr 1, mm 33); medium, 200 xp Treasure: 6 gp

Room #28

<i>North Entry</i>	Secret (DC 15 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) ⑤ The door is located near the ceiling and concealed by an illusion
<i>West Entry #1</i>	Secret (DC 25 to find) Trapped and Unlocked Stone Door (60 hp) ⑤ The door is located several feet above the floor and only four feet high ① Guillotine Blade: DC 10 to find, DC 15 to disable; +3 to hit against one target, 1d10 slashing damage
<i>West Entry #2</i>	Archway
<i>South Entry</i>	Trapped and Unlocked Stone Door (60 hp) ① Ice Dart Trap: DC 10 to find, DC 15 to disable; +3 to hit against one target, 1d10 cold damage → Leads to room #25 , inhabited by Mimic
Room Features	Numerous pillars line the east wall, and someone has scrawled "It's a trap" in draconic script on the west wall
Monster	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp Treasure: 2300 cp, 1000 sp, 80 gp, a bloodstone cup engraved with dwarven axeheads (25 gp), a leather scabbard trimmed with fur (25 gp), a scroll of calligraphy (25 gp), a set of ivory dice with copper pips (25 gp), a silver ring engraved with thorned vines (25 gp), a small woolen carpet (25 gp), an earthenware vase embossed with draconic runes (25 gp), Boots of Elvenkind (uncommon, dmg 155), Figurine of Wondrous Power (silver raven) (uncommon, dmg 169), Quiver of Ehlonna (uncommon, dmg 189)

Room #29

<i>North Entry</i>	Trapped and Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp) (slides to one side) ① Magic Missile Trap: DC 15 to find, DC 15 to disable; one target, 2d10 force damage → Leads to room #7
<i>West Entry</i>	Trapped and Locked Strong Wooden Door (DC 20 to open, DC 20 to break; 20 hp) ① Rune of Hypnosis: DC 15 to find, DC 10 to disable; affects all targets within 10 ft., DC 14 save or become incapacitated for 1d4 rounds → Leads to room #6
Empty	

Room #30	<i>North Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp)
	<i>West Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) → Leads to room #4
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Trap	Arrow Trap: DC 10 to find, DC 10 to disable; +3 to hit against one target, 1d10 piercing damage
Room #31	<i>East Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) → Leads to room #25 , inhabited by Mimic
	<i>South Entry</i>	Archway
	Monster	Goblin (cr 1/4, mm 166) and 2 x Giant Rat (cr 1/8, mm 327); medium, 100 xp
		Treasure: 24 cp; 11 sp; 12 sp
Room #32	<i>North Entry</i>	Trapped and Unlocked Good Wooden Door (15 hp) Ⓢ One-way Door: DC 10 to find, DC 10 to disable → Leads to room #19
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) (slides to one side) → Leads to room #1 , inhabited by Gelatinous Cube
	Room Features	A large kiln and coal bin sit in the south-west corner of the room, and several pieces of rotting wood are scattered throughout the room
Room #33	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) (slides up)
	<i>East Entry</i>	Trapped and Locked Stone Door (DC 10 to open, DC 25 to break; 60 hp) Ⓢ Contact Poison: DC 15 to find, DC 15 to disable; affects each creature which touches the trigger, DC 13 save or take 2d10 damage → Leads to room #24 , inhabited by Bugbear
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	Room Features	A foul odor fills the east side of the room, and several empty flasks are scattered throughout the room

Room #34	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) (slides up)
	<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #16
	<i>East Entry</i>	Locked Good Wooden Door (DC 25 to open, DC 15 to break; 15 hp)
	Room Features	A stream of blood flows along a channel in the floor, and a stone dais and throne sits in the south-west corner of the room
	Monster	Ogre Zombie (cr 2, mm 316); deadly, 450 xp
		Treasure: 13 cp
Room #35	<i>South Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>South Entry #2</i>	Trapped and Stuck Stone Door (DC 20 to break; 60 hp) ① Contact Poison: DC 10 to find, DC 10 to disable; affects each creature which touches the trigger, DC 12 save or take 2d10 damage
	Empty	
Room #36	<i>East Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry #2</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to room #18
	Trap	Fire Spray: DC 20 to find, DC 20 to disable; affects all targets within a 20 ft. cone, DC 13 save or take 2d10 fire damage
	Hidden Treasure	Hidden (DC 25 to find) Locked Iron Chest (DC 15 to unlock, DC 30 to break; 60 hp) 2100 cp, 1400 sp, 100 gp, diamond (50 gp), 2 x chrysoprase (50 gp), moonstone (50 gp), sardonyx (50 gp), zircon (50 gp), Ring of X-ray Vision (rare, dmg 193)

Room #37*West Entry*

Secret (DC 25 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp)

⑤ The door is concealed within the mouth of a gargantuan skull carved from stone

→ Leads to [room #15](#), inhabited by Bugbear

East Entry #1

Secret (DC 20 to find) Locked Strong Wooden Door (DC 20 to open, DC 20 to break; 20 hp) (slides to one side)

⑤ The door is concealed behind a statue of a noble king, and opened by stabbing a sword into his back

East Entry #2

Unlocked Simple Wooden Door (10 hp)

→ Leads to [room #7](#)

Room Features

Part of the east wall has collapsed into the room, and someone has scrawled "Save yourself, kill the others" in blood on the south wall

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

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