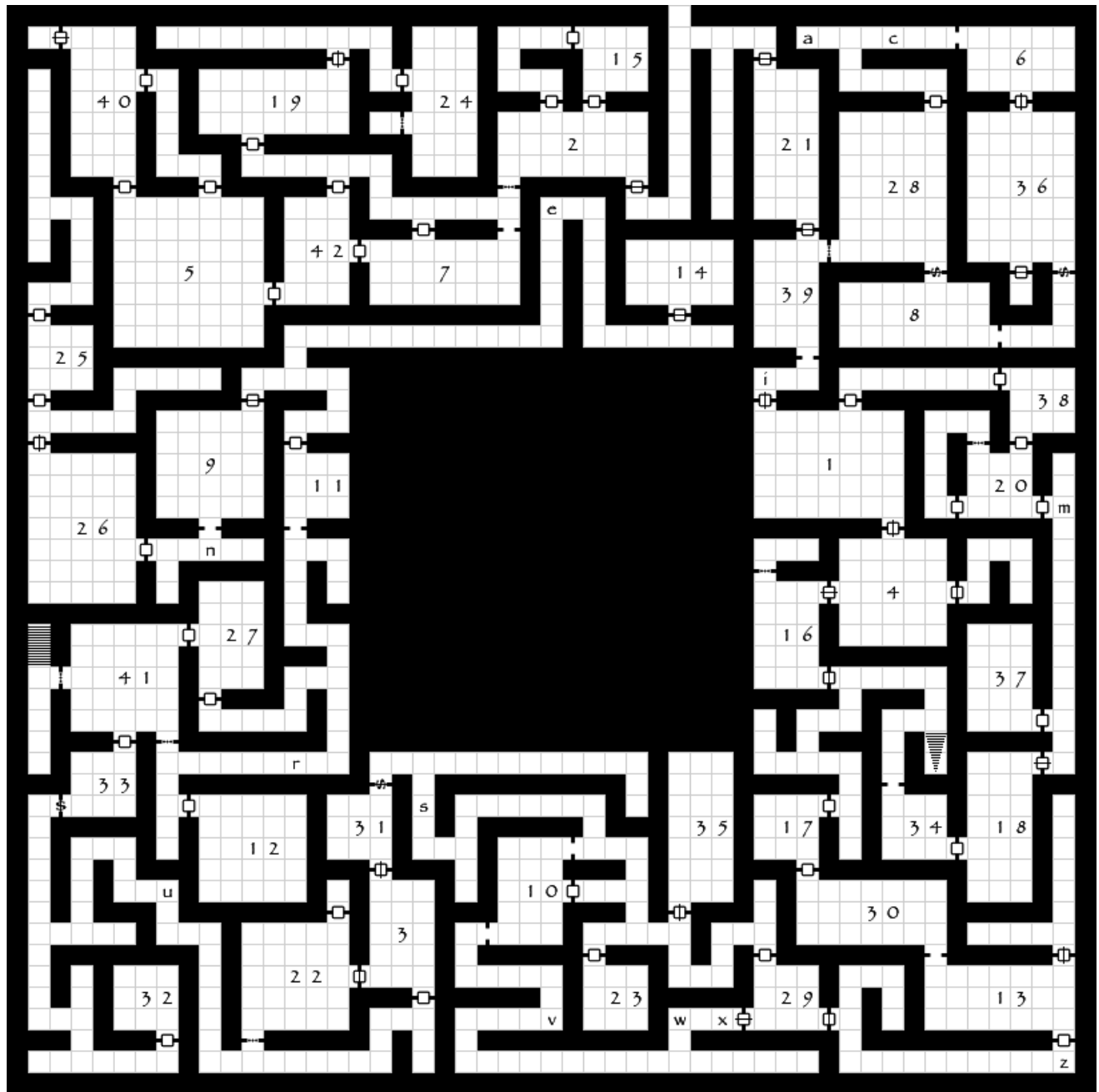


# The Black Catacombs of Woe 01

## Level 1



<b>General</b>	<b>History</b>	The dungeon was created by dwarves as a death trap. It was eventually overrun by elementals, and has been attacked and abandoned many times since then.
	<b>Size</b>	Medium (51 x 51)
	<b>Walls</b>	Masonry (DC 15 to climb)
	<b>Floor</b>	Flagstone
	<b>Temperature</b>	Cold (DC 10 Constitution save each hour or gain one level of exhaustion)
	<b>Illumination</b>	Average (shadowy in corridors, lamps or torches in most rooms)
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<b>Corridor Features</b>	<b>a</b>	Arrow Trap: DC 15 to find, DC 10 to disable; +5 to hit against one target, 1d10 piercing damage
	<b>c</b>	A group of demonic faces have been carved into the walls
	<b>e</b>	A crater has been blasted into the floor
	<b>i</b>	A briny odor fills the corridor
	<b>m</b>	The sound of drums fills the corridor
	<b>n</b>	Fire Spray: DC 15 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 12 save or take 2d10 fire damage
	<b>r</b>	Ice Dart Trap: DC 15 to find, DC 10 to disable; +12 to hit against one target, 4d10 cold damage
	<b>s</b>	Scythe Blade: DC 10 to find, DC 15 to disable; +7 to hit against all targets within a 5 ft. arc, 2d10 slashing damage
	<b>u</b>	Rusting iron spikes line the walls
	<b>v</b>	A narrow shaft falls into the corridor from above
	<b>w</b>	Scythe Blade: DC 10 to find, DC 15 to disable; +7 to hit against all targets within a 5 ft. arc, 2d10 slashing damage
	<b>x</b>	Net Trap: DC 10 to find, DC 15 to disable; affects all targets within a 10 ft. square area, DC 10 save or become restrained
	<b>z</b>	The scent of smoke fills the corridor

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## Wandering Monsters

- 1 2 x Hobgoblin (cr 1/2, mm 186); hard, 200 xp, scavenging for food and treasure
  - 2 Orog (cr 2, mm 247); deadly, 450 xp, hunting for food
  - 3 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
  - 4 Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); deadly, 475 xp, wielding bizarre eldritch powers
  - 5 Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp, consumed by disease and madness
  - 6 Cult Fanatic (cr 2, mm 345) and 1 x Cultist (cr 1/8, mm 345); deadly, 475 xp, bloodied and fleeing a more powerful enemy
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### Room #1

#### North Entry #1

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

① Thunderstone Mine: DC 10 to find, DC 10 to disable; affects all targets within 20 ft., DC 11 save or take 1d10 thunder damage and become deafened for 1d4 rounds

#### North Entry #2

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

#### South Entry

Trapped and Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp)

① Thunderstone Mine: DC 20 to find, DC 15 to disable; affects all targets within 20 ft., DC 20 save or take 4d10 thunder damage and become deafened for 1d4 rounds

→ Leads to [room #4](#)

#### Room Features

Someone has scrawled "We've run out of rope" on the west wall, and mysterious levers and mechanisms cover the east and west walls

#### Monster

Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp

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Treasure: 1700 cp, 1000 sp, 110 gp, 3 x diamond (50 gp), 2 x carnelian (50 gp), chalcedony (50 gp), citrine (50 gp), onyx (50 gp), Spell Scroll (Shield) (common, dmg 200), Spell Scroll (Tasha's Hideous Laughter) (common, dmg 200), Potion of Greater Healing (uncommon, dmg 187), Potion of Healing (common, dmg 187)

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<b>Room #2</b>	<i>North Entry #1</i>	Unlocked Strong Wooden Door (20 hp)
	<i>North Entry #2</i>	Stuck Stone Door (DC 20 to break; 60 hp) (slides down) → Leads to <a href="#">room #15</a>
	<i>South Entry #1</i>	Trapped Iron Portcullis (DC 20 to lift, DC 25 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
	<i>South Entry #2</i>	Locked Iron Door (DC 10 to open, DC 30 to break; 60 hp)
	<b>Room Features</b>	Someone has scrawled a large X on the east wall, and a sour odor fills the room
<b>Room #3</b>	<i>North Entry</i>	Trapped and Stuck Strong Wooden Door (DC 15 to break; 20 hp) ① Rune of Confusion: DC 20 to find, DC 10 to disable; affects all targets within 10 ft., DC 11 save or become confused (phb 224) for 1d4 rounds → Leads to <a href="#">room #31</a> , inhabited by Goblin Boss and 1 x Goblin
	<i>West Entry</i>	Locked Good Wooden Door (DC 20 to open, DC 15 to break; 15 hp) → Leads to <a href="#">room #22</a> , inhabited by Gelatinous Cube
	<i>South Entry</i>	Unlocked Good Wooden Door (15 hp)
	<b>Monster</b>	Orog (cr 2, mm 247); deadly, 450 xp
		Treasure: 2400 cp, 500 sp, 60 gp, hematite (10 gp), 2 x lapis lazuli (10 gp), moss agate (10 gp), tiger eye (10 gp), turquoise (10 gp), Spell Scroll (Dancing Lights) (common, dmg 200), Spell Scroll (Thorn Whip) (common, dmg 200), Spell Scroll (Barkskin) (uncommon, dmg 200), Potion of Climbing (common, dmg 187), Potion of Healing (common, dmg 187)
<b>Room #4</b>	<i>North Entry</i>	Trapped and Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp) ① Thunderstone Mine: DC 20 to find, DC 15 to disable; affects all targets within 20 ft., DC 20 save or take 4d10 thunder damage and become deafened for 1d4 rounds → Leads to <a href="#">room #1</a> , inhabited by Orc and 1 x Half-ogre
	<i>West Entry</i>	Trapped and Unlocked Stone Door (60 hp) 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 → Leads to <a href="#">room #16</a>
	<i>East Entry</i>	Locked Stone Door (DC 15 to open, DC 25 to break; 60 hp)
	<b>Room Features</b>	Someone has scrawled "The hammer is cursed" in dwarvish runes on the north wall, and the floor is covered with mud

<b>Room #5</b>	<i>North Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #40</a> , inhabited by Bandit Captain and 1 x Bandit
	<i>North Entry #2</i>	Stuck Iron Door (DC 25 to break; 60 hp)
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #42</a> , inhabited by Silver Dragon Wyrmling
	<b>Room Features</b>	A magical idol in the center of the room summons an air elemental to serve whomever sacrifices a gemstone upon it (but only once), and the floor is covered with scorch marks
<b>Room #6</b>	<i>West Entry</i>	Archway
	<i>South Entry</i>	Trapped and Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) ① Ice Dart Trap: DC 15 to find, DC 15 to disable; +6 to hit against one target, 2d10 cold damage → Leads to <a href="#">room #36</a> , inhabited by Goblin Boss and 1 x Goblin
	<b>Monster</b>	Hobgoblin (cr 1/2, mm 186) and 2 x Goblin (cr 1/4, mm 166); deadly, 200 xp  Treasure: 2100 cp, 900 sp, 50 gp, a brocade merchant's cap trimmed with fox fur (25 gp), a copper bracelet etched with draconic runes (25 gp), a copper bracelet set with moonstone and quartz (25 gp), a copper chime engraved with thorned vines (25 gp), a fine leather belt sewn with copper (25 gp), a leather saddle sewn with copper (25 gp), 2 x Potion of Healing (common, dmg 187)
<b>Room #7</b>	<i>North Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>North Entry #2</i>	Archway
	<i>West Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #42</a> , inhabited by Silver Dragon Wyrmling
	<b>Empty</b>	
<b>Room #8</b>	<i>North Entry</i>	Secret (DC 20 to find) Trapped and Stuck Good Wooden Door (DC 15 to break; 15 hp) ⑤ The door is located several feet above the floor and concealed behind a pile of broken stone ① Symbol of Panic: DC 15 to find, DC 10 to disable; affects all targets within 10 ft., DC 12 save or become frightened for 1d4 rounds → Leads to <a href="#">room #28</a>
	<i>East Entry</i>	Archway
	<b>Room Features</b>	A tile labyrinth covers the floor, and several monstrous corpses are scattered throughout the room

<b>Room #9</b>	<i>North Entry</i>	Locked Stone Door (DC 20 to open, DC 25 to break; 60 hp)
	<i>South Entry</i>	Archway
	<b>Room Features</b>	Someone has scrawled "Explosive runes" in draconic script on the east wall, and a whistling noise can be faintly heard near the east wall
<b>Room #10</b>	<i>West Entry</i>	Archway
	<i>East Entry #1</i>	Archway
	<i>East Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<b>Room Features</b>	Lit candles are scattered across the floor, and a bloody tome lies in the south-east corner of the room
	<b>Monster</b>	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp Treasure: 25 cp
	<b>Trap</b>	Acid Spray: DC 15 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
<b>Room #11</b>	<b>Hidden Treasure</b>	Hidden (DC 25 to find) Locked Strong Wooden Chest (DC 20 to unlock, DC 25 to break; 20 hp) 1800 cp, 800 sp, 120 gp, 3 x diamond (50 gp), jasper (50 gp), onyx (50 gp), Spell Scroll (Grease) (common, dmg 200), Potion of Greater Healing (uncommon, dmg 187), 2 x Potion of Healing (common, dmg 187)
<b>Room #12</b>	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (magically reinforced, disadvantage to break)
	<i>South Entry</i>	Archway
	<b>Empty</b>	
<b>Room #13</b>	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<b>Trap</b>	Rune of Confusion: DC 15 to find, DC 15 to disable; affects all targets within 10 ft., DC 10 save or become confused (phb 224) for 1d4 rounds
<b>Room #13</b>	<i>North Entry #1</i>	Archway → Leads to <a href="#">room #30</a> , inhabited by Orc and 1 x Half-ogre
	<i>North Entry #2</i>	Trapped and Stuck Iron Door (DC 25 to break; 60 hp) ① Ice Dart Trap: DC 15 to find, DC 10 to disable; +3 to hit against one target, 1d10 cold damage
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<b>Room Features</b>	Someone has scrawled "If being drunk all the time were easy, everyone would do it" in dwarvish runes on the east wall, and a pile of rotting wood lies in the south side of the room

<b>Room #14</b>	<i>South Entry</i>	Locked Good Wooden Door (DC 20 to open, DC 15 to break; 15 hp) (slides up)
	<b>Room Features</b>	A group of demonic faces have been carved into the south wall, and several pieces of blood-soaked clothing are scattered throughout the room
	<b>Monster</b>	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp <hr/> Treasure: 14 cp; 3 pp
<b>Room #15</b>	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>South Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) (slides down) → Leads to <a href="#">room #2</a>
	<b>Room Features</b>	A ladder ascends to a wooden platform in the east side of the room, and a cube of solid stone stands in the south-east corner of the room
<b>Room #16</b>	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) (magically reinforced, disadvantage to break)
	<i>East Entry #1</i>	Trapped and Unlocked Stone Door (60 hp) 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 → Leads to <a href="#">room #4</a>
	<i>East Entry #2</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp)
	<b>Room Features</b>	A magical mirror on the south wall answers questions with insults, and a stone stair ascends towards the west wall
<b>Room #17</b>	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #30</a> , inhabited by Orc and 1 x Half-ogre
	<b>Empty</b>	
<b>Room #18</b>	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #34</a>
	<i>East Entry</i>	Trapped and Locked Iron Door (DC 15 to open, DC 30 to break; 60 hp) ① Thunderstone Mine: DC 10 to find, DC 15 to disable; affects all targets within 20 ft., DC 11 save or take 1d10 thunder damage and become deafened for 1d4 rounds
	<b>Empty</b>	

<b>Room #19</b>	<i>North Entry</i>	Trapped and Stuck Stone Door (DC 20 to break; 60 hp) Ⓢ Earthmaw Trap: DC 15 to find, DC 15 to disable; +12 to hit against one target, 4d10 piercing damage
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<b>Room Features</b>	A set of demonic war masks hangs on the west wall, and a toppled statue lies in the west side of the room
	<b>Monster</b>	Goblin (cr 1/4, mm 166) and 1 x Giant Rat (cr 1/8, mm 327); easy, 75 xp
		Treasure: 9 ep; 10 cp
<b>Room #20</b>	<i>North Entry #1</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>North Entry #2</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to <a href="#">room #38</a> , inhabited by Silver Dragon Wyrmling
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<b>Trap</b>	Arrow Trap: DC 10 to find, DC 10 to disable; +5 to hit against one target, 1d10 piercing damage
<b>Room #21</b>	<i>North Entry</i>	Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp) (slides to one side)
	<i>South Entry</i>	Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp) → Leads to <a href="#">room #39</a>
	<b>Room Features</b>	Someone has scrawled "They ate Marget" on the east wall, and the scent of urine fills the south-west corner of the room
	<b>Monster</b>	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp
		Treasure: 2500 cp, 1300 sp, 40 gp, 2 x moss agate (10 gp), obsidian (10 gp), tiger eye (10 gp), turquoise (10 gp), Spell Scroll (Illusory Script) (common, dmg 200), Spell Scroll (Barkskin) (uncommon, dmg 200), Potion of Climbing (common, dmg 187), 3 x Potion of Healing (common, dmg 187)



<b>Room #22</b>	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) (slides to one side)
	<i>East Entry</i>	Locked Good Wooden Door (DC 20 to open, DC 15 to break; 15 hp) → Leads to <a href="#">room #3</a> , inhabited by Orog
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<b>Room Features</b>	A simple fireplace sits against the south wall, and knocking fills the room
	<b>Monster</b>	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp Treasure: 12 gp
<b>Room #23</b>	<i>North Entry</i>	Unlocked Iron Door (60 hp)
	<b>Empty</b>	
<b>Room #24</b>	<i>West Entry #1</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) (slides to one side)
	<i>West Entry #2</i>	Trapped Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) Ⓢ Teleporter Crystal: DC 10 to find, DC 15 to disable; affects each creature which touches the crystal, DC 10 save or be teleported to another location
	<b>Room Features</b>	A fountain of water sits against the south wall, and a warped spear lies in the south-west corner of the room
<b>Room #25</b>	<i>North Entry</i>	Unlocked Good Wooden Door (15 hp)
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<b>Room Features</b>	A stack of oil-filled barrels stands against the north wall, and someone has scrawled "The Council of the Black Raven looted this place" on the west wall
	<b>Monster</b>	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp Treasure: 2900 cp, 900 sp, 60 gp
<b>Room #26</b>	<i>North Entry</i>	Trapped and Unlocked Simple Wooden Door (10 hp) Ⓢ Arrow Trap: DC 10 to find, DC 10 to disable; +4 to hit against one target, 1d10 piercing damage
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<b>Empty</b>	

<b>Room #27</b>	<i>West Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to <a href="#">room #41</a> , inhabited by Goblin Boss and 1 x Goblin
	<i>South Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp)
	<b>Room Features</b>	A set of demonic war masks hangs on the west wall, and a corroded key lies in the west side of the room
<b>Room #28</b>	<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #39</a>
	<i>South Entry</i>	Secret (DC 20 to find) Trapped and Stuck Good Wooden Door (DC 15 to break; 15 hp) ⑤ The door is located several feet above the floor and concealed behind a pile of broken stone ① Symbol of Panic: DC 15 to find, DC 10 to disable; affects all targets within 10 ft., DC 12 save or become frightened for 1d4 rounds → Leads to <a href="#">room #8</a>
	<b>Empty</b>	
<b>Room #29</b>	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>West Entry</i>	Trapped and Stuck Stone Door (DC 20 to break; 60 hp) ① Symbol of Panic: DC 15 to find, DC 15 to disable; affects all targets within 10 ft., DC 20 save or become frightened for 1d4 rounds
	<i>East Entry</i>	Locked Strong Wooden Door (DC 20 to open, DC 20 to break; 20 hp) (slides to one side)
	<b>Room Features</b>	Spirals of black stones cover the floor, and a fountain engraved with incoherent labyrinths sits in the west side of the room
	<b>Monster</b>	Mimic (cr 2, mm 220); deadly, 450 xp
		Treasure: 2600 cp, 1200 sp, 60 gp, banded agate (10 gp), blue quartz (10 gp), eye agate (10 gp), lapis lazuli (10 gp), malachite (10 gp), turquoise (10 gp), Spell Scroll (Shocking Grasp) (common, dmg 200), Spell Scroll (Spare the Dying) (common, dmg 200), Spell Scroll (Magic Missile) (common, dmg 200), Potion of Greater Healing (uncommon, dmg 187), 2 x Potion of Healing (common, dmg 187)

<b>Room #30</b>	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #17</a>
	<i>South Entry</i>	Archway → Leads to <a href="#">room #13</a>
	<b>Monster</b>	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp
		Treasure: 13 ep; 15 cp
<b>Room #31</b>	<i>North Entry</i>	Secret (DC 20 to find) Trapped and Stuck Good Wooden Door (DC 15 to break; 15 hp) ⑤ A bookcase and concealed door pivots smoothly ① Magic Missile Trap: DC 10 to find, DC 20 to disable; one target, 2d10 force damage
	<i>South Entry</i>	Trapped and Stuck Strong Wooden Door (DC 15 to break; 20 hp) ① Rune of Confusion: DC 20 to find, DC 10 to disable; affects all targets within 10 ft., DC 11 save or become confused (phb 224) for 1d4 rounds → Leads to <a href="#">room #3</a> , inhabited by Orog
	<b>Room Features</b>	The ceiling is covered with needle-like stalactites, and several pieces of trash are scattered throughout the room
	<b>Monster</b>	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp
		Treasure: 7 ep; 14 sp
<b>Room #32</b>	<i>South Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) (slides to one side)
	<b>Room Features</b>	Part of the ceiling has collapsed into the room, and a simple fireplace sits against the east wall
	<b>Monster</b>	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp
		Treasure: 15 ep
<b>Room #33</b>	<i>North Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to <a href="#">room #41</a> , inhabited by Goblin Boss and 1 x Goblin
	<i>West Entry</i>	Secret (DC 25 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) ⑤ The door is concealed behind a statue of a medusa, and opened by uncovering her eyes
	<b>Empty</b>	
<b>Room #34</b>	<i>North Entry</i>	Archway
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #18</a>
	<b>Room Features</b>	A cube of solid stone stands in the south-west corner of the room, and someone has scrawled a crude drawing of a succubus on the north wall

<b>Room #35</b>	<i>South Entry</i>	Trapped and Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp) ① Acid Spray: DC 20 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 11 save or take 1d10 acid damage for 1d4 rounds
	<b>Room Features</b>	Several headless statues are scattered throughout the room, and someone has scrawled "Don't sleep" in orcish runes on the south wall
<b>Room #36</b>	<i>North Entry</i>	Trapped and Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) ① Ice Dart Trap: DC 15 to find, DC 15 to disable; +6 to hit against one target, 2d10 cold damage → Leads to <a href="#">room #6</a> , inhabited by Hobgoblin and 2 x Goblin
	<i>South Entry #1</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)
	<i>South Entry #2</i>	Secret (DC 20 to find) Stuck Simple Wooden Door (DC 10 to break; 10 hp) ⑤ A bookcase and concealed door pivots smoothly
	<b>Room Features</b>	Someone has scrawled "I've forgotten my name" on the north wall, and a warped spear lies in the south-west corner of the room
	<b>Monster</b>	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp
		Treasure: 18 cp; 12 cp
<b>Room #37</b>	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<b>Room Features</b>	A narrow shaft descends from the room into the next dungeon level down, and someone has scrawled "one, seven" in draconic script on the north wall
	<b>Monster</b>	Hobgoblin (cr 1/2, mm 186) and 1 x Worg (cr 1/2, mm 341); hard, 200 xp
		Treasure: 2500 cp, 800 sp, 80 gp, a brass mask set with a single black pearl (25 gp), a brocade merchant's cap trimmed with lynx fur (25 gp), a fine leather coinpurse tooled with floral vines (25 gp), a pewter ewer engraved with dwarven axeheads (25 gp), a set of crystal dice (25 gp), a silver dagger inlaid with a meandros of electrum (25 gp), an earthenware tureen painted with woodland imagery (25 gp), an obsidian brazier engraved with dwarven axeheads (25 gp), Decanter of Endless Water (uncommon, dmg 161), Potion of Superior Healing (rare, dmg 187)

<b>Room #38</b>	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>South Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to <a href="#">room #20</a>
	<b>Room Features</b>	Several adventurer corpses are scattered throughout the room, and a pile of rotting wood lies in the east side of the room
	<b>Monster</b>	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp
		Treasure: 2600 cp, 1200 sp, 80 gp, 3 x diamond (50 gp), bloodstone (50 gp), carnelian (50 gp), moonstone (50 gp), star rose quartz (50 gp)
<b>Room #39</b>	<i>North Entry</i>	Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp) → Leads to <a href="#">room #21</a> , inhabited by Silver Dragon Wyrmling
	<i>East Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #28</a>
	<i>South Entry</i>	Archway
	<b>Room Features</b>	The floor is covered in perfect hexagonal tiles, and a pile of blood-soaked clothing lies in the south side of the room
<b>Room #40</b>	<i>West Entry</i>	Trapped and Unlocked Good Wooden Door (15 hp) Ⓢ Contact Poison: DC 10 to find, DC 10 to disable; affects each creature which touches the trigger, DC 10 save or take 1d10 damage
	<i>East Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #5</a>
	<b>Room Features</b>	A narrow shaft falls into the room from above, and someone has scrawled an incomplete drawing of a dragon on the west wall
	<b>Monster</b>	Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); deadly, 475 xp
		Treasure: 18 cp; 13 sp

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**Room #41**

*West Entry*      Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)

*East Entry*      Stuck Iron Door (DC 25 to break; 60 hp)  
→ Leads to [room #27](#)

*South Entry #1*      Unlocked Good Wooden Door (15 hp)  
→ Leads to [room #33](#)

*South Entry #2*      Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp)

**Room Features**      A circle of tall stones stands in the south side of the room, and the ceiling is covered with cobwebs

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

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Treasure: 15 sp; 14 gp

**Hidden Treasure**      Hidden (DC 15 to find) Locked Simple Wooden Chest (DC 20 to unlock, DC 15 to break; 10 hp)

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1500 cp, 1200 sp, 70 gp

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**Room #42**

*North Entry*      Stuck Strong Wooden Door (DC 15 to break; 20 hp)

*West Entry*      Stuck Simple Wooden Door (DC 10 to break; 10 hp)  
→ Leads to [room #5](#)

*East Entry*      Stuck Strong Wooden Door (DC 15 to break; 20 hp)  
→ Leads to [room #7](#)

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

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Treasure: 12 cp

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

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