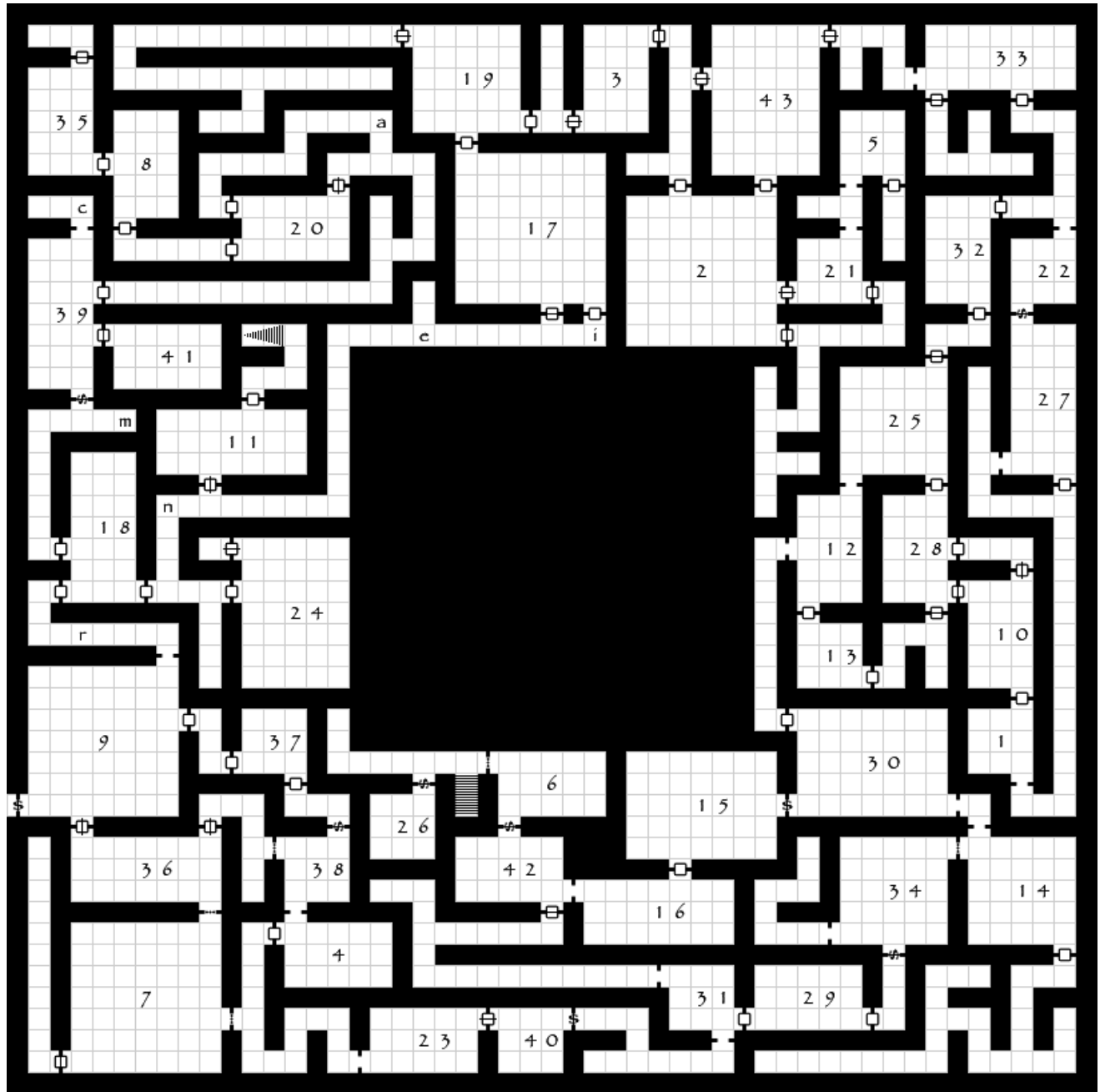


# The Black Catacombs of Woe 01

## Level 1



<b>General</b>	<b>History</b>	The dungeon was created by hobgoblins as a shrine. It was eventually conquered by invaders, and has fallen to ruin and been rebuilt many times since then.
	<b>Size</b>	Medium (51 x 51)
	<b>Walls</b>	Masonry (DC 15 to climb)
	<b>Floor</b>	Flagstone (Slippery Floor)
	<b>Temperature</b>	Cool
	<b>Illumination</b>	Average (shadowy in corridors, lamps or torches in most rooms)
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<b>Corridor Features</b>	<b>a</b>	Someone has scrawled "Has anyone seen my invisible cloak?" here
	<b>c</b>	The scent of ozone fills the corridor
	<b>e</b>	The walls here have been engraved with endless spirals
	<b>i</b>	Magic Missile Trap: DC 15 to find, DC 20 to disable; one target, 1d10 force damage
	<b>m</b>	Howling fills the corridor
	<b>n</b>	Arrow Trap: DC 10 to find, DC 10 to disable; +3 to hit against one target, 1d10 piercing damage
	<b>r</b>	Withered corpses are nailed to the corridor walls
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<b>Wandering Monsters</b>	<b>1</b>	Goblin (cr 1/4, mm 166) and 1 x Wolf (cr 1/4, mm 341); easy, 100 xp, wielding bizarre eldritch powers
	<b>2</b>	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp, gathered around an evil shrine
	<b>3</b>	Orog (cr 2, mm 247); deadly, 450 xp, trying to lure the party into an ambush
	<b>4</b>	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp, wielding bizarre eldritch powers
	<b>5</b>	Hobgoblin (cr 1/2, mm 186) and 2 x Goblin (cr 1/4, mm 166); deadly, 200 xp, investigating a strange noise
	<b>6</b>	Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp, gathered around an evil shrine
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<b>Room #1</b>	<i>North Entry</i>	Unlocked Iron Door (60 hp) → Leads to <a href="#">room #10</a>
	<i>South Entry</i>	Archway
	<b>Room Features</b>	A fountain of water sits against the north wall, and someone has scrawled an incomplete drawing of a dragon on the east wall
	<b>Monster</b>	Cult Fanatic (cr 2, mm 345) and 1 x Cultist (cr 1/8, mm 345); deadly, 475 xp  Treasure: 2000 cp, 900 sp, 90 gp, blue quartz (10 gp), 2 x lapis lazuli (10 gp), 2 x malachite (10 gp), 2 x rhodochrosite (10 gp), Potion of Clairvoyance (rare, dmg 187)
<b>Room #2</b>	<i>North Entry #1</i>	Unlocked Strong Wooden Door (20 hp)
	<i>North Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #43</a> , inhabited by Hobgoblin and 1 x Worg
	<i>East Entry #1</i>	Trapped and Unlocked Iron Door (60 hp) Ⓢ Symbol of Hypnosis: DC 20 to find, DC 10 to disable; affects all targets within 10 ft., DC 11 save or become incapacitated for 1d4 rounds → Leads to <a href="#">room #21</a> , inhabited by Orog
	<i>East Entry #2</i>	Locked Stone Door (DC 10 to open, DC 25 to break; 60 hp)
	<b>Monster</b>	Mimic (cr 2, mm 220); deadly, 450 xp  Treasure: 2200 cp, 1800 sp, 50 gp, 2 x diamond (50 gp), citrine (50 gp), 2 x jasper (50 gp), onyx (50 gp), quartz (50 gp)
<b>Room #3</b>	<i>West Entry</i>	Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp) Ⓢ Guillotine Blade: DC 15 to find, DC 10 to disable; +5 to hit against one target, 1d10 slashing damage
	<i>East Entry</i>	Locked Strong Wooden Door (DC 20 to open, DC 20 to break; 20 hp)
	<b>Monster</b>	Orog (cr 2, mm 247); deadly, 450 xp  Treasure: 10 sp
<b>Room #4</b>	<i>North Entry</i>	Archway → Leads to <a href="#">room #38</a> , inhabited by Goblin Boss and 1 x Goblin
	<i>West Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp)
	<b>Room Features</b>	A toppled statue lies in the south-east corner of the room, and a briny odor fills the room

<b>Room #5</b>	<i>South Entry #1</i>	Archway
	<i>South Entry #2</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<b>Monster</b>	Orog (cr 2, mm 247); deadly, 450 xp
		Treasure: 1700 cp, 800 sp, 50 gp, azurite (10 gp), banded agate (10 gp), blue quartz (10 gp), lapis lazuli (10 gp), obsidian (10 gp), turquoise (10 gp), Spell Scroll (Color Spray) (common, dmg 200), Spell Scroll (Sanctuary) (common, dmg 200), Spell Scroll (Scorching Ray) (uncommon, dmg 200)
<b>Room #6</b>	<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>South Entry</i>	Secret (DC 15 to find) Unlocked Good Wooden Door (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 <a href="#">room #42</a>
	<b>Empty</b>	
<b>Room #7</b>	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #36</a> , inhabited by Hobgoblin
	<i>West Entry</i>	Locked Good Wooden Door (DC 20 to open, DC 15 to break; 15 hp)
	<i>East Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<b>Room Features</b>	A sloped pit lined with iron spikes lies in the north-east corner of the room, and an iron chain hangs from the ceiling in the west side of the room
	<b>Monster</b>	Cult Fanatic (cr 2, mm 345) and 1 x Cultist (cr 1/8, mm 345); deadly, 475 xp
		Treasure: 19 cp; 9 cp
<b>Room #8</b>	<i>West Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #35</a>
	<i>South Entry</i>	Unlocked Good Wooden Door (15 hp)
	<b>Trap</b>	Teleporter Crystal: DC 15 to find, DC 10 to disable; affects each creature which touches the crystal, DC 11 save or be teleported to another location

<b>Room #9</b>	<i>North Entry</i>	Archway
	<i>West Entry</i>	Secret (DC 20 to find) Stuck Simple Wooden Door (DC 10 to break; 10 hp) ⑤ The door is concealed within a mosaic of geometric patterns
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>South Entry</i>	Trapped and Unlocked Good Wooden Door (15 hp) ① Guillotine Blade: DC 15 to find, DC 15 to disable; +11 to hit against one target, 4d10 slashing damage → Leads to <a href="#">room #36</a> , inhabited by Hobgoblin
	<b>Room Features</b>	Numerous pillars line the west wall, and someone has scrawled "Death comes on silent wings" on the east wall
	<b>Monster</b>	Hobgoblin (cr 1/2, mm 186) and 1 x Bugbear (cr 1, mm 33); deadly, 300 xp <hr/> Treasure: 2200 cp, 1400 sp, 80 gp, 3 x azurite (10 gp), banded agate (10 gp), eye agate (10 gp), hematite (10 gp), 3 x obsidian (10 gp), rhodochrosite (10 gp), tiger eye (10 gp)
<b>Room #10</b>	<i>North Entry</i>	Trapped and Stuck Stone Door (DC 20 to break; 60 hp) ① Arrow Trap: DC 15 to find, DC 10 to disable; +4 to hit against one target, 1d10 piercing damage
	<i>West Entry</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp) → Leads to <a href="#">room #28</a> , inhabited by Orc and 1 x Half-ogre
	<i>South Entry</i>	Unlocked Iron Door (60 hp) → Leads to <a href="#">room #1</a> , inhabited by Cult Fanatic and 1 x Cultist
	<b>Room Features</b>	A narrow shaft falls into the room from above, and someone has scrawled "Good spot for trap" in orcish runes on the north wall
	<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>Hidden Treasure</b>	Hidden (DC 15 to find) Unlocked Good Wooden Chest (15 hp) <hr/> 2400 cp, 1000 sp, 70 gp, a bone coffer engraved with draconic scales (25 gp), a brocade merchant's cap threaded with silver (25 gp), a linen mantle trimmed with rabbit fur (25 gp), a rosewood comb inlaid with a meandros of gold (25 gp), Spell Scroll (Armor of Agathys) (common, dmg 200), Spell Scroll (Inflict Wounds) (common, dmg 200), Potion of Healing (common, dmg 187)

<b>Room #11</b>	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>South Entry</i>	Trapped and Stuck Strong Wooden Door (DC 15 to break; 20 hp) ① Teleporter Crystal: DC 15 to find, DC 15 to disable; affects each creature which touches the crystal, DC 11 save or be teleported to another location
	<b>Empty</b>	
<b>Room #12</b>	<i>North Entry</i>	Archway → Leads to <a href="#">room #25</a>
	<i>West Entry</i>	Archway
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #13</a>
	<b>Room Features</b>	A ruined siege weapon sits in the north-west corner of the room, and wisps of blue flame fill the west side of the room
	<b>Monster</b>	Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); deadly, 475 xp
		Treasure: 1500 cp, 700 sp, 80 gp, a copper bowl inlaid with a meandros of silver (25 gp), a malachite cup engraved with draconic runes (25 gp), a malachite puzzle box engraved with arcane runes (25 gp), a steel ring engraved with elven script (25 gp), Bag of Tricks (gray) (uncommon, dmg 154)
<b>Room #13</b>	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #12</a> , inhabited by Bandit Captain and 1 x Bandit
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<b>Empty</b>	
<b>Room #14</b>	<i>North Entry</i>	Archway
	<i>West Entry</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) (magically reinforced, disadvantage to break) → Leads to <a href="#">room #34</a>
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<b>Room Features</b>	Someone has scrawled a baleful symbol on the north wall, and an iron chain hangs from the ceiling in the north-west corner of the room

<b>Room #15</b>	<i>East Entry</i>	<p>Secret (DC 15 to find) Trapped and Unlocked Simple Wooden Door (10 hp)</p> <p>⑤ A bookcase and concealed door pivots smoothly</p> <p>① Guillotine Blade: DC 10 to find, DC 15 to disable; +5 to hit against one target, 1d10 slashing damage</p> <p>→ Leads to <a href="#">room #30</a>, inhabited by Silver Dragon Wyrmling</p>
	<i>South Entry</i>	<p>Stuck Iron Door (DC 25 to break; 60 hp)</p> <p>→ Leads to <a href="#">room #16</a>, inhabited by Silver Dragon Wyrmling</p>
	<b>Trap</b>	Net Trap: DC 15 to find, DC 15 to disable; affects all targets within a 10 ft. square area, DC 10 save or become restrained
	<b>Hidden Treasure</b>	<p>Hidden (DC 15 to find) Locked Iron Chest (DC 20 to unlock, DC 30 to break; 60 hp)</p> <hr/> <p>2100 cp, 1200 sp, 40 gp, a lacquered wooden medallion inlaid with a filigree of electrum (25 gp), a linen merchant's cap adorned with a plume (25 gp), a malachite salt cellar engraved with dwarven runes (25 gp), a pair of brocade gloves trimmed with fur (25 gp), a pewter ewer set with chrysoberyl and spinel (25 gp), a small woolen carpet (25 gp), +1 Shield (uncommon, dmg 200), Hat of Disguise (uncommon, dmg 173), Slippers of Spider Climbing (uncommon, dmg 200)</p>
<b>Room #16</b>	<i>North Entry</i>	<p>Stuck Iron Door (DC 25 to break; 60 hp)</p> <p>→ Leads to <a href="#">room #15</a></p>
	<i>West Entry</i>	<p>Archway</p> <p>→ Leads to <a href="#">room #42</a></p>
	<b>Room Features</b>	A chute descends from the room into a plundered tomb below, and a pile of rotten rope lies in the north-east corner of the room
	<b>Monster</b>	<p>Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp</p> <hr/> <p>Treasure: 2100 cp, 1000 sp, 70 gp, 2 x banded agate (10 gp), eye agate (10 gp), hematite (10 gp), malachite (10 gp), moss agate (10 gp), obsidian (10 gp), 3 x tiger eye (10 gp), Mariner's Armor (ring mail) (uncommon, dmg 181), Bag of Holding (uncommon, dmg 153), Helm of Comprehending Languages (uncommon, dmg 173), Potion of Animal Friendship (uncommon, dmg 187)</p>
<b>Room #17</b>	<i>North Entry</i>	<p>Unlocked Stone Door (60 hp)</p> <p>→ Leads to <a href="#">room #19</a>, inhabited by Ogre Zombie and 1 x Zombie</p>
	<i>South Entry #1</i>	Locked Stone Door (DC 15 to open, DC 25 to break; 60 hp)
	<i>South Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<b>Monster</b>	<p>Mimic (cr 2, mm 220); deadly, 450 xp</p> <hr/> <p>Treasure: 14 sp</p>

<b>Room #18</b>	<i>West Entry #1</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>West Entry #2</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>East Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<b>Monster</b>	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp
		Treasure: 14 gp; 17 cp
<b>Room #19</b>	<i>West Entry</i>	Trapped and Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp) ① Acid Spray: DC 15 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 10 save or take 1d10 acid damage for 1d4 rounds
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>South Entry</i>	Unlocked Stone Door (60 hp) → Leads to <a href="#">room #17</a> , inhabited by Mimic
	<b>Monster</b>	Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp
		Treasure: 2200 cp, 1300 sp, 90 gp, azurite (10 gp), 2 x eye agate (10 gp), hematite (10 gp), lapis lazuli (10 gp), malachite (10 gp), moss agate (10 gp), obsidian (10 gp), rhodochrosite (10 gp), tiger eye (10 gp), Potion of Greater Healing (uncommon, dmg 187)
<b>Room #20</b>	<i>North Entry</i>	Trapped and Locked Strong Wooden Door (DC 20 to open, DC 20 to break; 20 hp) ① Symbol of Panic: DC 15 to find, DC 20 to disable; affects all targets within 10 ft., DC 14 save or become frightened for 1d4 rounds
	<i>West Entry #1</i>	Unlocked Good Wooden Door (15 hp)
	<i>West Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<b>Monster</b>	Ogre Zombie (cr 2, mm 316); deadly, 450 xp
		Treasure: 2100 cp, 900 sp, 40 gp, 2 x azurite (10 gp), eye agate (10 gp), obsidian (10 gp), Dust of Disappearance (uncommon, dmg 166), Oil of Slipperiness (uncommon, dmg 184)
<b>Room #21</b>	<i>North Entry</i>	Archway
	<i>West Entry</i>	Trapped and Unlocked Iron Door (60 hp) ① Symbol of Hypnosis: DC 20 to find, DC 10 to disable; affects all targets within 10 ft., DC 11 save or become incapacitated for 1d4 rounds → Leads to <a href="#">room #2</a> , inhabited by Mimic
	<i>East Entry</i>	Locked Stone Door (DC 10 to open, DC 25 to break; 60 hp)
	<b>Monster</b>	Orog (cr 2, mm 247); deadly, 450 xp
		Treasure: 2800 cp, 700 sp, 50 gp, diamond (50 gp), carnelian (50 gp), 2 x chrysoprase (50 gp), jasper (50 gp)



<b>Room #22</b>	<i>North Entry</i>	Archway
	<i>South Entry</i>	Secret (DC 15 to find) Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp) Ⓢ The door is concealed behind a statue of a dread vampire, and opened by filling his chalice with blood → Leads to <a href="#">room #27</a>
	<b>Room Features</b>	A magical mirror on the south wall answers questions with lies and falsehoods, and someone has scrawled "Bend the pin to reset the trap" on the north wall
<b>Room #23</b>	<i>West Entry</i>	Archway
	<i>East Entry</i>	Trapped and Unlocked Iron Door (60 hp) Ⓢ Thunderstone Mine: DC 10 to find, DC 10 to disable; affects all targets within 20 ft., DC 12 save or take 2d10 thunder damage and become deafened for 1d4 rounds → Leads to <a href="#">room #40</a>
	<b>Monster</b>	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp <hr/> Treasure: 1700 cp, 1100 sp, 80 gp, eye agate (10 gp), hematite (10 gp), obsidian (10 gp)
<b>Room #24</b>	<i>West Entry #1</i>	Trapped and Stuck Stone Door (DC 20 to break; 60 hp) Ⓢ Fire Spray: DC 20 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 12 save or take 2d10 fire damage
	<i>West Entry #2</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<b>Empty</b>	
<b>Room #25</b>	<i>North Entry</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)
	<i>South Entry #1</i>	Archway → Leads to <a href="#">room #12</a> , inhabited by Bandit Captain and 1 x Bandit
	<i>South Entry #2</i>	Unlocked Good Wooden Door (15 hp) → Leads to <a href="#">room #28</a> , inhabited by Orc and 1 x Half-ogre
	<b>Empty</b>	
<b>Room #26</b>	<i>North Entry</i>	Secret (DC 25 to find) Stuck Good Wooden Door (DC 15 to break; 15 hp) Ⓢ The door is concealed within the mouth of a demonic face carved from stone
	<b>Room Features</b>	A stream of acid flows along a channel in the floor, and someone has scrawled an evil symbol on the south wall

<b>Room #27</b>	<i>North Entry</i>	Secret (DC 15 to find) Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp) ⑤ The door is concealed behind a statue of a dread vampire, and opened by filling his chalice with blood → Leads to <a href="#">room #22</a>
	<i>West Entry</i>	Archway
	<i>South Entry</i>	Unlocked Strong Wooden Door (20 hp)
	<b>Empty</b>	
<b>Room #28</b>	<i>North Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to <a href="#">room #25</a>
	<i>East Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides to one side)
	<i>East Entry #2</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp) → Leads to <a href="#">room #10</a>
	<i>South Entry</i>	Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp)
	<b>Monster</b>	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp  Treasure: 2500 cp, 900 sp, 90 gp, diamond (50 gp), chalcedony (50 gp), citrine (50 gp), jasper (50 gp), 3 x moonstone (50 gp), onyx (50 gp), quartz (50 gp), sardonyx (50 gp), zircon (50 gp), Spell Scroll (Shillelagh) (common, dmg 200), 3 x Potion of Healing (common, dmg 187)
<b>Room #29</b>	<i>West Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to <a href="#">room #31</a>
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<b>Monster</b>	Orog (cr 2, mm 247); deadly, 450 xp  Treasure: 2200 cp, 800 sp, 70 gp, blue quartz (10 gp), 2 x eye agate (10 gp), 3 x lapis lazuli (10 gp), rhodochrosite (10 gp)
	<b>Trap</b>	Concealed Pit: DC 10 to find, DC 15 to disable; affects all targets entering a 10 ft. square area, DC 18 save or take 4d10 damage
	<b>Hidden Treasure</b>	Hidden (DC 20 to find) Locked Simple Wooden Chest (DC 25 to unlock, DC 15 to break; 10 hp)  2600 cp, 600 sp, 50 gp, azurite (10 gp), banded agate (10 gp), blue quartz (10 gp), malachite (10 gp), moss agate (10 gp), 2 x obsidian (10 gp), rhodochrosite (10 gp)

<b>Room #30</b>	<i>West Entry #1</i>	Stuck Iron Door (DC 25 to break; 60 hp)
	<i>West Entry #2</i>	Secret (DC 15 to find) Trapped and Unlocked Simple Wooden Door (10 hp) Ⓢ A bookcase and concealed door pivots smoothly Ⓣ Guillotine Blade: DC 10 to find, DC 15 to disable; +5 to hit against one target, 1d10 slashing damage → Leads to <a href="#">room #15</a>
	<i>East Entry</i>	Archway
	<b>Monster</b>	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp
		Treasure: 22 cp
<b>Room #31</b>	<i>West Entry</i>	Archway
	<i>East Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to <a href="#">room #29</a> , inhabited by Orog
	<i>South Entry</i>	Archway
	<b>Room Features</b>	A mural of a god of travel covers the ceiling, and a pierced breastplate lies in the north-west corner of the room
<b>Room #32</b>	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>South Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp)
	<b>Room Features</b>	A balcony hangs from the south wall, and a corroded holy symbol lies in the west side of the room
<b>Room #33</b>	<i>West Entry</i>	Archway
	<i>South Entry #1</i>	Locked Stone Door (DC 10 to open, DC 25 to break; 60 hp)
	<i>South Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides down)
	<b>Room Features</b>	Several square holes are cut into the walls, and someone has scrawled "Abandon all hope" on the south wall
<b>Room #34</b>	<i>West Entry</i>	Archway
	<i>East Entry</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) (magically reinforced, disadvantage to break) → Leads to <a href="#">room #14</a>
	<i>South Entry</i>	Secret (DC 15 to find) Unlocked Iron Door (60 hp) Ⓢ The door is concealed behind a statue of an ancient lich, and opened by pressing runes on his staff
	<b>Room Features</b>	A chute falls into the room from above, and a bent dagger lies in the south-west corner of the room

<b>Room #35</b>	<i>North Entry</i>	Locked Strong Wooden Door (DC 20 to open, DC 20 to break; 20 hp)
	<i>East Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #8</a>
	<b>Room Features</b>	Several square holes are cut into the east and west walls, and a set of demonic war masks hangs on the south wall
<b>Room #36</b>	<i>North Entry #1</i>	Trapped and Unlocked Good Wooden Door (15 hp) ① Guillotine Blade: DC 15 to find, DC 15 to disable; +11 to hit against one target, 4d10 slashing damage → Leads to <a href="#">room #9</a> , inhabited by Hobgoblin and 1 x Bugbear
	<i>North Entry #2</i>	Trapped and Stuck Stone Door (DC 20 to break; 60 hp) ① Fire Spray: DC 15 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 10 save or take 1d10 fire damage
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #7</a> , inhabited by Cult Fanatic and 1 x Cultist
	<b>Monster</b>	Hobgoblin (cr 1/2, mm 186); easy, 100 xp
		Treasure: 13 cp
	<b>Trap</b>	Thunderstone Mine: DC 15 to find, DC 20 to disable; affects all targets within 20 ft., DC 12 save or take 2d10 thunder damage and become deafened for 1d4 rounds
<b>Room #37</b>	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<b>Room Features</b>	The scent of smoke fills the room, and a pile of broken glass lies in the north-east corner of the room
	<b>Monster</b>	2 x Goblin (cr 1/4, mm 166); easy, 100 xp
		Treasure: 15 cp; 10 gp
<b>Room #38</b>	<i>North Entry</i>	Secret (DC 15 to find) Stuck Good Wooden Door (DC 15 to break; 15 hp) ⑤ The door is concealed behind a statue of an ancient lich, and opened by pressing runes on his staff
	<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>South Entry</i>	Archway → Leads to <a href="#">room #4</a>
	<b>Room Features</b>	A tile labyrinth covers the floor, and an iron chain hangs from the ceiling in the south side 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: 13 cp; 16 sp

<b>Room #39</b>	<i>North Entry</i>	Archway
	<i>East Entry #1</i>	Unlocked Good Wooden Door (15 hp)
	<i>East Entry #2</i>	Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp) → Leads to <a href="#">room #41</a>
	<i>South Entry</i>	Secret (DC 20 to find) Trapped and Stuck Stone Door (DC 20 to break; 60 hp) (slides down) ⑤ The door is opened by standing on a small floor tile ① Acid Spray: DC 10 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 14 save or take 1d10 acid damage for 1d4 rounds
	<b>Room Features</b>	A wooden platform hangs over a deep pit in the south-east corner of the room, and a faded and torn tapestry hangs from the north wall
	<b>Trap</b>	Teleporter Crystal: DC 15 to find, DC 10 to disable; affects each creature which touches the crystal, DC 10 save or be teleported to another location
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<b>Room #40</b>	<i>West Entry</i>	Trapped and Unlocked Iron Door (60 hp) ① Thunderstone Mine: DC 10 to find, DC 10 to disable; affects all targets within 20 ft., DC 12 save or take 2d10 thunder damage and become deafened for 1d4 rounds → Leads to <a href="#">room #23</a> , inhabited by Orc and 1 x Half-ogre
	<i>East Entry</i>	Secret (DC 25 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) ⑤ A bookcase and concealed door pivots smoothly
	<b>Room Features</b>	Numerous pillars line the north and south walls, and a metallic odor fills the room
	<b>Hidden Treasure</b>	Hidden (DC 25 to find) Locked Strong Wooden Chest (DC 25 to unlock, DC 25 to break; 20 hp) <hr/> 2400 cp, 1100 sp, 60 gp, sardonyx (50 gp), 2 x star rose quartz (50 gp), Spell Scroll (Guidance) (common, dmg 200), Spell Scroll (Charm Person) (common, dmg 200), Potion of Climbing (common, dmg 187), 2 x Potion of Healing (common, dmg 187)
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<b>Room #41</b>	<i>West Entry</i>	Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp) → Leads to <a href="#">room #39</a>
	<b>Room Features</b>	A carved stone statue stands in the south-west corner of the room, and a dulled dagger lies in the north-west corner of the room

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**Room #42***North Entry*

Secret (DC 15 to find) Unlocked Good Wooden Door (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 #6](#)

*East Entry*

Archway

→ Leads to [room #16](#), inhabited by Silver Dragon Wyrmling

*South Entry*

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

**Room Features**

A magical altar in the center of the room heals all wounds of whomever offers a prayer (but only once), and a warped spear lies in the north-east corner of the room

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**Room #43***West Entry*

Trapped and Stuck Stone Door (DC 20 to break; 60 hp)

① Magic Missile Trap: DC 10 to find, DC 10 to disable; one target, 1d10 force damage

*East Entry*

Trapped and Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp) (slides to one side)

① Thunderstone Mine: DC 15 to find, DC 15 to disable; affects all targets within 20 ft., DC 13 save or take 2d10 thunder damage and become deafened for 1d4 rounds

*South Entry*

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

→ Leads to [room #2](#), inhabited by Mimic

**Room Features**

A faded and torn tapestry hangs from the north wall, and several shattered weapons are scattered throughout the room

**Monster**

Hobgoblin (cr 1/2, mm 186) and 1 x Worg (cr 1/2, mm 341); hard, 200 xp

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Treasure: 8 gp; 13 sp

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

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