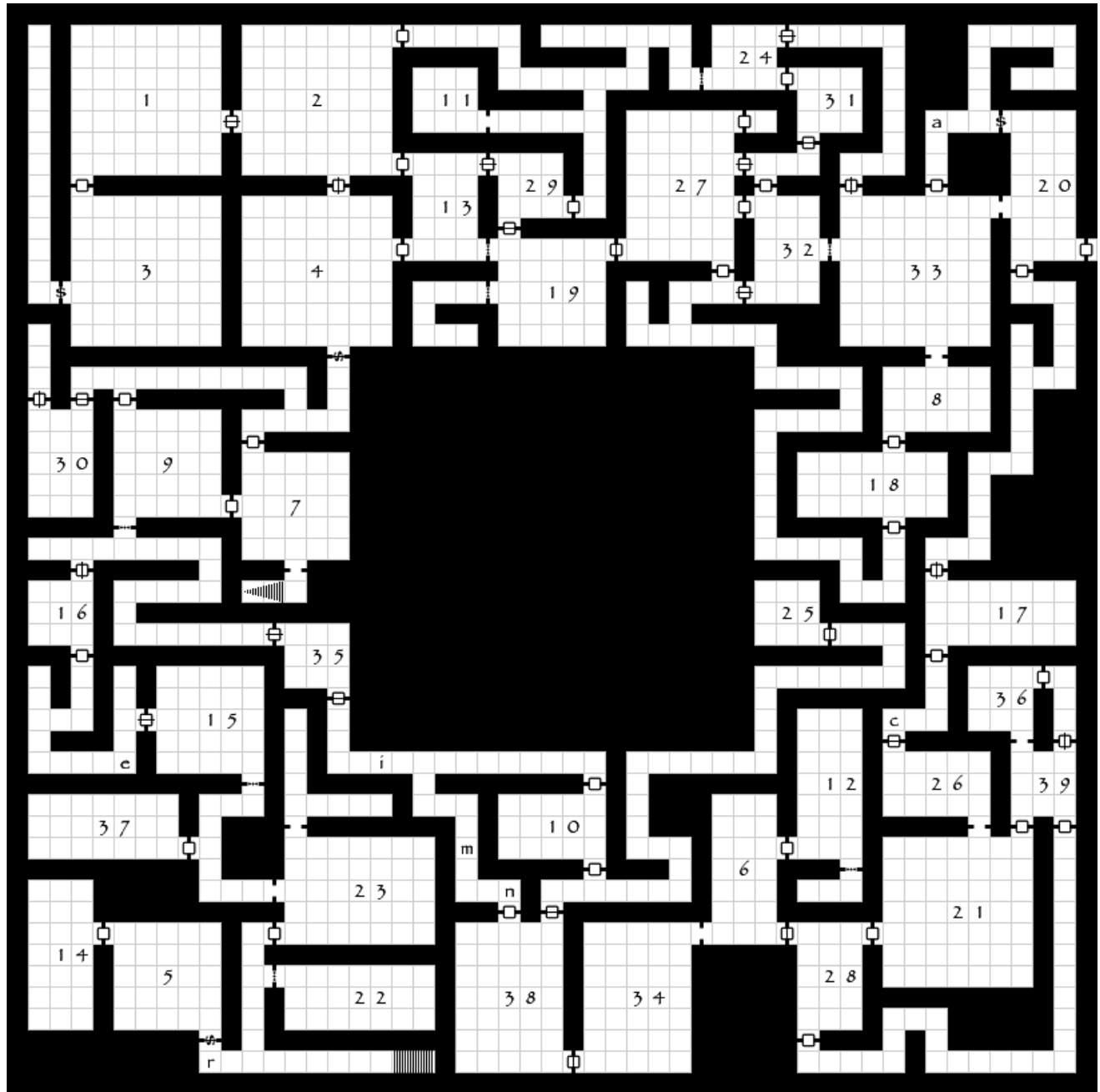


# The Dread Pit of Devastation 01

## Level 1



### General

**Size** Medium (51 x 51)

**Walls** Masonry (Climb DC 20)

**Floor** Flagstone

**Temperature** Average

**Illumination** Average (shadowy in corridors, lamps or torches in most rooms)

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## Corridor Features

- a** Chain Flail: CR 1; mechanical; location trigger; repair reset; Atk +10 melee (2d6); multiple targets (all targets in a 5 ft. radius burst); Search DC 20; Disable Device DC 20
- c** Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20
- e** Inflict Light Wounds Trap: CR 2; magic device; touch trigger; automatic reset; spell effect (Inflict Light Wounds, 1st level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26
- i** Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20
- m** A toppled statue lies across the corridor
- n** Someone has scrawled "Who took my elf skull" in orcish runes here
- r** A chute descends from the corridor into a magical cyst below

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## Wandering Monsters

- 1** 1 x Troglodyte, tracking the party
  - 2** 1 x Shrieker (fungus), scouting from another part of the dungeon
  - 3** 1 x 1st Level Warrior Duergar (dwarf), lost and desperate
  - 4** 1 x 1st Level Warrior Duergar (dwarf), consumed by disease and madness
  - 5** 1 x Ghoul, bloodied and fleeing a more powerful enemy
  - 6** 1 x 1st Level Warrior Duergar (dwarf), scavenging for food and treasure
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**Room #1***East Entry*

Trapped and Unlocked Good Wooden Door (hard 5, 15 hp)

① Fire Trap: CR 3; spell; spell trigger; no reset; spell effect (Fire Trap, 3rd level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27

→ Leads to [room #2](#)

*South Entry*

Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)

→ Leads to [room #3](#)

**Room Features**

An altar of evil sits in the west side of the room, and sporadic knocking can be heard in the north side of the room

**Monster**

1 x Spider Swarm

Spider swarm: CR 1; Diminutive vermin (swarm); HD 2d8; hp 9; Init +3; Spd 20 ft. (4 squares), climb 20 ft.; AC 17 (+4 size, +3 dex), touch 17, flat-footed 14; Base Atk +1; Grp -; Atk Swarm (1d6 plus poison); Full Atk Swarm (1d6 plus poison); Space/Reach 10 ft./0 ft.; SA Distraction, poison; SQ Darkvision 60 ft., swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2

Skills and Feats: Climb +11, Listen +4, Spot +4;

**Trap**

Symbol of Panic: CR 2; magic device; proximity trigger (alarm); no reset; fear (panicked for 1d4 rounds, DC 10 Will save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 20; Disable Device DC 20

**Hidden Treasure**

Hidden (Search DC 20) Trapped and Locked Iron Chest (Open Lock DC 20, break DC 28; hard 10, 60 hp)

Contact Poison: CR 1; mechanical; touch trigger, no reset; contact poison (Malyass Root Paste); Search DC 20; Disable Device DC 20

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800 sp; hoard total 80 gp

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<b>Room #2</b>	<i>West Entry</i>	<p>Trapped and Unlocked Good Wooden Door (hard 5, 15 hp)</p> <p>① Fire Trap: CR 3; spell; spell trigger; no reset; spell effect (Fire Trap, 3rd level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27</p> <p>→ Leads to <a href="#">room #1</a>, inhabited by 1 x Spider Swarm</p>
	<i>East Entry #1</i>	Unlocked Iron Door (hard 10, 60 hp)
	<i>East Entry #2</i>	<p>Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)</p> <p>→ Leads to <a href="#">room #13</a>, inhabited by 1 x 1st Level Warrior Duergar</p>
	<i>South Entry</i>	<p>Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)</p> <p>① Contact Poison: CR 1; mechanical; touch trigger, no reset; contact poison (sassone leaf residue [contact, Fort DC 16, 2d12 hp/1d6 Con]); Search DC 20; Disable Device DC 22</p> <p>→ Leads to <a href="#">room #4</a>, inhabited by 1 x 1st Level Warrior Duergar</p>
	<b>Room Features</b>	Skeletons hang from chains and manacles against the south and west walls, and a thumping sound can be faintly heard near the south wall

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<b>Room #3</b>	<i>North Entry</i>	<p>Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)</p> <p>→ Leads to <a href="#">room #1</a>, inhabited by 1 x Spider Swarm</p>
	<i>West Entry</i>	<p>Secret (Search DC 30) Trapped and Stuck Iron Door (break DC 28; hard 10, 60 hp)</p> <p>⑤ The door is concealed within the mouth of a demonic face carved from stone</p> <p>① Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20</p>
	<b>Trap</b>	<p>Tripping Chain: CR 2; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain); Search DC 15; Disable Device DC 18</p>

<b>Room #4</b>	<i>North Entry</i>	<p>Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)</p> <p>① Contact Poison: CR 1; mechanical; touch trigger, no reset; contact poison (sassone leaf residue [contact, Fort DC 16, 2d12 hp/1d6 Con]); Search DC 20; Disable Device DC 22</p> <p>→ Leads to <a href="#">room #2</a></p>
	<i>East Entry</i>	<p>Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)</p> <p>→ Leads to <a href="#">room #13</a>, inhabited by 1 x 1st Level Warrior Duergar</p>
	<i>South Entry</i>	<p>Secret (Search DC 20) Locked Stone Door (Open Lock DC 40, break DC 28; hard 8, 60 hp)</p> <p>⑤ A stone statue and section of wall pivots open when a command word is spoken</p>
	<b>Monster</b>	<p>1 x 1st Level Warrior Duergar (dwarf)</p> <hr/> <p>1st level warrior duergar: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft. in chainmail (4 squares); base speed 20 ft.; AC 17 (+5 chainmail, +2 heavy shield), touch 10, flat-footed 17; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/x3, warhammer) or +1 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d8+1/x3, warhammer) or +1 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA Duergar traits, spell-like abilities; SQ Darkvision 60 ft., duergar traits; AL LE; SV Fort +4*, Ref +0*, Will -1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4</p> <p>Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently -4, Spot +2; Toughness</p> <p>Treasure: 80 gp; hoard total 80 gp</p>
<b>Room #5</b>	<i>West Entry</i>	<p>Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) (slides up, +2 to break DC)</p> <p>→ Leads to <a href="#">room #14</a></p>
	<i>South Entry</i>	<p>Secret (Search DC 30) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)</p> <p>⑤ A bookcase and concealed door pivots smoothly</p>
	<b>Room Features</b>	<p>A shallow pit lies in the north side of the room, and the floor is covered in square tiles, alternating white and black</p>

<b>Room #6</b>	<i>West Entry</i>	Archway → Leads to <a href="#">room #34</a>
	<i>East Entry #1</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to <a href="#">room #12</a>
	<i>East Entry #2</i>	Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp) → Leads to <a href="#">room #28</a>
	<b>Monster</b>	1 x 1st Level Warrior Drow (elf)
		1st level warrior drow: CR 1 (see text); Medium humanoid (elf); HD 1d8; hp 4; Init +1; Spd 30 ft. (6 squares); AC 16 (+1 dex, +4 chain shirt, +1 light shield), touch 11, flat-footed 15; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, rapier) or +2 ranged (1d4/19-20, hand crossbow); Full Atk +3 melee (1d6+1/18-20, rapier) or +2 ranged (1d4/19-20, hand crossbow); Space/Reach 5 ft./5 ft.; SA Poison, spell-like abilities; SQ Drow traits, spell resistance 12; AL NE; SV Fort +2, Ref +1, Will -1*; Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10  Skills and Feats: Hide +0, Listen +2, Search +4, Spot +3; Weapon Focus (rapier)  Treasure: 140 gp; hoard total 140 gp
<b>Room #7</b>	<i>North Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to <a href="#">room #9</a> , inhabited by 1 x 1st Level Warrior Drow
	<i>South Entry</i>	Archway
	<b>Room Features</b>	The floor is covered in perfect hexagonal tiles, and someone has scrawled "Don't lose your head" in blood on the west wall
<b>Room #8</b>	<i>North Entry</i>	Archway → Leads to <a href="#">room #33</a>
	<i>South Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp) → Leads to <a href="#">room #18</a>
	<b>Room Features</b>	A balcony hangs from the east wall, and a tapestry of ancient mythology hangs from the north wall
	<b>Hidden Treasure</b>	Hidden (Search DC 20) Unlocked Good Wooden Chest (hard 5, 15 hp)
		700 sp; Oil of Invisibility (300 gp); hoard total 370 gp

<b>Room #9</b>	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides down, +1 to break DC)
	<i>East Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to <a href="#">room #7</a>
	<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	<b>Monster</b>	1 x 1st Level Warrior Drow (elf) <hr/> 1st level warrior drow: CR 1 (see text); Medium humanoid (elf); HD 1d8; hp 4; Init +1; Spd 30 ft. (6 squares); AC 16 (+1 dex, +4 chain shirt, +1 light shield), touch 11, flat-footed 15; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, rapier) or +2 ranged (1d4/19-20, hand crossbow); Full Atk +3 melee (1d6+1/18-20, rapier) or +2 ranged (1d4/19-20, hand crossbow); Space/Reach 5 ft./5 ft.; SA Poison, spell-like abilities; SQ Drow traits, spell resistance 12; AL NE; SV Fort +2, Ref +1, Will -1*; Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10 Skills and Feats: Hide +0, Listen +2, Search +4, Spot +3; Weapon Focus (rapier) Treasure: 6000 cp; Tower Shield (Medium) (+1 shield) (design provides clue to function) (1180 gp); hoard total 1240 gp
<b>Room #10</b>	<i>North Entry</i>	Stuck Stone Door (break DC 28; hard 8, 60 hp) (magically reinforced, +10 to break DC)
	<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<b>Room Features</b>	A faded and torn tapestry hangs from the north wall, and the sound of horns can be faintly heard near the north wall
	<b>Monster</b>	1 x 1st Level Warrior Duergar (dwarf) <hr/> 1st level warrior duergar: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft. in chainmail (4 squares); base speed 20 ft.; AC 17 (+5 chainmail, +2 heavy shield), touch 10, flat-footed 17; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/x3, warhammer) or +1 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d8+1/x3, warhammer) or +1 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA Duergar traits, spell-like abilities; SQ Darkvision 60 ft., duergar traits; AL LE; SV Fort +4*, Ref +0*, Will -1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4 Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently -4, Spot +2; Toughness Treasure: 300 sp; Red Spinel (150 gp); Potion of Reduce Person (250 gp); hoard total 430 gp

<b>Room #11</b>	<i>East Entry</i>	Archway
	<b>Monster</b>	1 x Ghoul
		<p>Ghoul: CR 1; Medium undead; HD 2d12; hp 13; Init +2; Spd 30 ft. (6 squares); AC 14 (+2 dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus paralysis, bite); Full Atk +2 melee (1d6+1 plus paralysis, bite) and +0 melee (1d3 plus paralysis, 2 claws); Space/Reach 5 ft./5 ft.; SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12</p> <p>Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack</p>
<b>Room #12</b>	<i>West Entry</i>	<p>Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)</p> <p>→ Leads to <a href="#">room #6</a>, inhabited by 1 x 1st Level Warrior Drow</p>
	<i>South Entry</i>	<p>Trapped Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)</p> <p>① Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20</p>
	<b>Empty</b>	



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**Room #13**

- West Entry #1* Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)  
→ Leads to [room #2](#)
- West Entry #2* Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)  
→ Leads to [room #4](#), inhabited by 1 x 1st Level Warrior Duergar
- East Entry #1* Trapped and Unlocked Stone Door (hard 8, 60 hp)  
① Poisoned Arrow Trap: CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +12 ranged (1d8 plus poison, arrow); poison (large scorpion venom [injury, Fort DC 18, 1d6 Str/1d6 Str]); Search DC 19; Disable Device DC 15  
→ Leads to [room #29](#), inhabited by 1 x Shrieker
- East Entry #2* Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)  
→ Leads to [room #19](#), inhabited by 9 x Rat
- Monster** 1 x 1st Level Warrior Duergar (dwarf)
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1st level warrior duergar: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft. in chainmail (4 squares); base speed 20 ft.; AC 17 (+5 chainmail, +2 heavy shield), touch 10, flat-footed 17; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/x3, warhammer) or +1 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d8+1/x3, warhammer) or +1 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA Duergar traits, spell-like abilities; SQ Darkvision 60 ft., duergar traits; AL LE; SV Fort +4\*, Ref +0\*, Will -1\*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently -4, Spot +2; Toughness

Treasure: 100 gp; Chain Shirt (Medium) (100 gp); hoard total 200 gp

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**Room #14**

- East Entry* Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) (slides up, +2 to break DC)  
→ Leads to [room #5](#)
- Room Features** A stone stair ascends towards the west wall, and someone has scrawled "This paladin is dead" in draconic script on the south wall
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<b>Room #15</b>	<i>West Entry</i>	Trapped and Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp)  ① Scything Blade Trap: CR 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20
	<i>South Entry</i>	Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp)
	<b>Monster</b>	1 x 1st Level Warrior Svirkneblin (gnome)  1st level warrior svirkneblin: CR 1; Small humanoid (gnome); HD 1d8+4; hp 8; Init +1; Spd 15 ft. in banded mail armor (3 squares); base speed 20 ft.; AC 23 (+1 size, +1 dex, +4 dodge, +6 banded mail, +1 buckler), touch 16, flat-footed 18; Base Atk +1; Grp -3; Atk +2 melee (1d4/x4, heavy pick) or +3 ranged (1d6/19-20, light crossbow); Full Atk +2 melee (1d4/x4, heavy pick) or +3 ranged (1d6/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA Spell-like abilities; SQ Gnome traits, svirkneblin traits, spell resistance 12; AL N; SV Fort +5, Ref +3, Will +2; Str 11, Dex 13, Con 12, Int 10, Wis 11, Cha 4  Skills and Feats: Hide +2, Listen +2, Spot +2; Toughness  Treasure: 90 gp; hoard total 90 gp
<b>Room #16</b>	<i>North Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)  ① Camouflaged Pit Trap: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20
	<i>South Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp)
	<b>Room Features</b>	A stream of acid flows along a channel in the floor, and the walls have been engraved with strange symbols
<b>Room #17</b>	<i>North Entry</i>	Trapped and Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp)  ① Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus poison); poison (greenblood oil [injury, Fort DC 13, 1 Con/1d2 Con]); Search DC 22; Disable Device DC 20
	<i>South Entry</i>	Stuck Iron Door (break DC 28; hard 10, 60 hp)
	<b>Room Features</b>	The south and east walls have been engraved with arcane glyphs, and a stack of barrels filled with sand stands against the west wall
<b>Room #18</b>	<i>North Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp) → Leads to <a href="#">room #8</a>
	<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<b>Room Features</b>	A stone ramp ascends towards the west wall, and a toppled statue lies in the west side of the room

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**Room #19**

<i>North Entry</i>	Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp) → Leads to <a href="#">room #29</a> , inhabited by 1 x Shrieker
<i>West Entry #1</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to <a href="#">room #13</a> , inhabited by 1 x 1st Level Warrior Duergar
<i>West Entry #2</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
<i>East Entry</i>	Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp) → Leads to <a href="#">room #27</a> , inhabited by 1 x Ghoul
<b>Room Features</b>	A stone ramp ascends towards the west wall, and the ceiling is covered with cracks
<b>Monster</b>	9 x Rat (animal)  Rat: CR 1/8; Tiny animal; HD 1/4 d8; hp 1; Init +2; Spd 15 ft. (3 squares), climb 15 ft., swim 15 ft.; AC 14 (+2 size, +2 dex), touch 14, flat-footed 12; Base Atk +0; Grp -12; Atk +4 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); Space/Reach 2-1/2 ft./0 ft.; SA -; SQ Low-light vision, scent; AL N; SV Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2  Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Weapon Finesse
<b>Hidden Treasure</b>	Trapped and Locked Iron Chest (Open Lock DC 25, break DC 28; hard 10, 60 hp)  Poison Dart Trap: CR 1; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot [injury, Fort DC 12, 0/1d4 Con + 1d3 Wis]); Search DC 20; Disable Device DC 18  60 gp; hoard total 60 gp

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**Room #20**

<i>West Entry #1</i>	Secret (Search DC 20) Unlocked Simple Wooden Door (hard 5, 10 hp) ⑤ The door is concealed behind a statue of an armored warrior, and opened by moving his sword
<i>West Entry #2</i>	Archway → Leads to <a href="#">room #33</a>
<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
<b>Room Features</b>	A chute falls into the room from above, and the sound of footsteps fills the room

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<b>Room #21</b>	<i>North Entry #1</i>	Archway → Leads to <a href="#">room #26</a>
	<i>North Entry #2</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to <a href="#">room #39</a>
	<i>West Entry</i>	Stuck Stone Door (break DC 28; hard 8, 60 hp) → Leads to <a href="#">room #28</a>
	<b>Empty</b>	
<b>Room #22</b>	<i>West Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	<b>Room Features</b>	Spirals of blue stones cover the floor, and several torches are scattered throughout the room
<b>Room #23</b>	<i>North Entry</i>	Archway
	<i>West Entry #1</i>	Archway
	<i>West Entry #2</i>	Unlocked Strong Wooden Door (hard 5, 20 hp)
	<b>Room Features</b>	A faded and torn tapestry hangs from the west wall, and several pieces of rotting wood are scattered throughout the room
	<b>Monster</b>	10 x Tiny Monstrous Centipede (vermin)  Tiny monstrous centipede: CR 1/8; Tiny vermin; HD 1/4 d8; hp 1; Init +2; Spd 20 ft. (4 squares), climb 20 ft.; AC 14 (+2 size, +2 dex), touch 14, flat-footed 12; Base Atk +0; Grp -13; Atk +4 melee (1d3-5 plus poison, bite); Full Atk +4 melee (1d3-5 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +2, Will +0; Str 1, Dex 15, Con 10, Int -, Wis 10, Cha 2  Skills and Feats: Climb +10, Hide +18, Spot +4; Weapon Finesse

<b>Room #24</b>	<i>West Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	<i>East Entry #1</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) ① Spear Trap: CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/x3, spear); Search DC 20; Disable Device DC 20; Note: 200 ft. max range, target determined randomly from those in its path.
	<i>East Entry #2</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to <a href="#">room #31</a> , inhabited by 1 x 1st Level Warrior Drow
	<b>Room Features</b>	An altar of evil sits in the north-west corner of the room, and the ceiling is covered with scorch marks
	<b>Monster</b>	1 x Spider Swarm  Spider swarm: CR 1; Diminutive vermin (swarm); HD 2d8; hp 9; Init +3; Spd 20 ft. (4 squares), climb 20 ft.; AC 17 (+4 size, +3 dex), touch 17, flat-footed 14; Base Atk +1; Grp -; Atk Swarm (1d6 plus poison); Full Atk Swarm (1d6 plus poison); Space/Reach 10 ft./0 ft.; SA Distraction, poison; SQ Darkvision 60 ft., swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2 Skills and Feats: Climb +11, Listen +4, Spot +4;
<b>Room #25</b>	<i>East Entry</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)
	<b>Empty</b>	
<b>Room #26</b>	<i>North Entry</i>	Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp)
	<i>South Entry</i>	Archway → Leads to <a href="#">room #21</a>
	<b>Room Features</b>	Someone has scrawled "Don't sleep" on the south wall, and a cold spot can be felt in the north side of the room

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**Room #27**

*West Entry* Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp)

→ Leads to [room #19](#), inhabited by 9 x Rat

*East Entry #1* Unlocked Simple Wooden Door (hard 5, 10 hp)

*East Entry #2* Trapped and Unlocked Stone Door (hard 8, 60 hp)

① Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20

*East Entry #3* Stuck Stone Door (break DC 28; hard 8, 60 hp) (magically reinforced, +10 to break DC)

→ Leads to [room #32](#), inhabited by 1 x 1st Level Warrior Drow

*South Entry* Unlocked Strong Wooden Door (hard 5, 20 hp)

**Monster** 1 x Ghoul

Ghoul: CR 1; Medium undead; HD 2d12; hp 13; Init +2; Spd 30 ft. (6 squares); AC 14 (+2 dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus paralysis, bite); Full Atk +2 melee (1d6+1 plus paralysis, bite) and +0 melee (1d3 plus paralysis, 2 claws); Space/Reach 5 ft./5 ft.; SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack

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**Room #28**

*West Entry* Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)

→ Leads to [room #6](#), inhabited by 1 x 1st Level Warrior Drow

*East Entry* Stuck Stone Door (break DC 28; hard 8, 60 hp)

→ Leads to [room #21](#)

*South Entry* Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)

**Empty**

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**Room #29***West Entry*

Trapped and Unlocked Stone Door (hard 8, 60 hp)

① Poisoned Arrow Trap: CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +12 ranged (1d8 plus poison, arrow); poison (large scorpion venom [injury, Fort DC 18, 1d6 Str/1d6 Str]); Search DC 19; Disable Device DC 15

→ Leads to [room #13](#), inhabited by 1 x 1st Level Warrior Duergar

*East Entry*

Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)

*South Entry*

Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp)

→ Leads to [room #19](#), inhabited by 9 x Rat

**Monster**

1 x Shrieker (fungus)

Shrieker: CR 1; Medium plant; HD 2d8+2; hp 11; Init -5; Spd 0 ft.; AC 8 (-5 dex, +3 natural), touch 5, flat-footed 8; Base Atk +1; Grp -4; Atk -; Full Atk -; Space/Reach 5 ft./0 ft.; SA Shriek; SQ Low-light vision, plant traits; AL N; SV Fort +4, Ref -, Will -4; Str -, Dex -, Con 13, Int -, Wis 2, Cha 1

Skills and Feats: -; -

**Trap**

Javelin Trap: CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18

**Hidden Treasure**

Hidden (Search DC 20) Unlocked Simple Wooden Chest (hard 5, 10 hp)

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6000 cp; hoard total 60 gp

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**Room #30***North Entry #1*

Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp)

① Ghoul Touch Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (Ghoul Touch, 3rd level wizard, DC 13 Fort save negates); Search DC 27; Disable Device DC 27

*North Entry #2*

Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)

**Empty**

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**Room #31***West Entry*

Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)

→ Leads to [room #24](#), inhabited by 1 x Spider Swarm

*South Entry*

Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)

**Monster**

1 x 1st Level Warrior Drow (elf)

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1st level warrior drow: CR 1 (see text); Medium humanoid (elf); HD 1d8; hp 4; Init +1; Spd 30 ft. (6 squares); AC 16 (+1 dex, +4 chain shirt, +1 light shield), touch 11, flat-footed 15; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, rapier) or +2 ranged (1d4/19-20, hand crossbow); Full Atk +3 melee (1d6+1/18-20, rapier) or +2 ranged (1d4/19-20, hand crossbow); Space/Reach 5 ft./5 ft.; SA Poison, spell-like abilities; SQ Drow traits, spell resistance 12; AL NE; SV Fort +2, Ref +1, Will -1\*; Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10

Skills and Feats: Hide +0, Listen +2, Search +4, Spot +3; Weapon Focus (rapier)

Treasure: 800 sp; Gold Bracer engraved with Thorned Vines (3000 gp); hoard total 3080 gp

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**Room #32**

<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
<i>West Entry #1</i>	Stuck Stone Door (break DC 28; hard 8, 60 hp) (magically reinforced, +10 to break DC) → Leads to <a href="#">room #27</a> , inhabited by 1 x Ghoul
<i>West Entry #2</i>	Trapped and Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp) ① Guillotine Blade: CR 1; mechanical; location trigger; manual reset; Atk +12 melee (1d6/19-20); Search DC 22; Disable Device DC 22
<i>East Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to <a href="#">room #33</a>
<b>Room Features</b>	Part of the north wall has collapsed into the room, and someone has scrawled "You cannot kill it with magic" in draconic script on the east wall
<b>Monster</b>	1 x 1st Level Warrior Drow (elf)  1st level warrior drow: CR 1 (see text); Medium humanoid (elf); HD 1d8; hp 4; Init +1; Spd 30 ft. (6 squares); AC 16 (+1 dex, +4 chain shirt, +1 light shield), touch 11, flat-footed 15; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, rapier) or +2 ranged (1d4/19-20, hand crossbow); Full Atk +3 melee (1d6+1/18-20, rapier) or +2 ranged (1d4/19-20, hand crossbow); Space/Reach 5 ft./5 ft.; SA Poison, spell-like abilities; SQ Drow traits, spell resistance 12; AL NE; SV Fort +2, Ref +1, Will -1*; Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10  Skills and Feats: Hide +0, Listen +2, Search +4, Spot +3; Weapon Focus (rapier)  Treasure: 3000 cp; hoard total 30 gp

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<b>Room #33</b>	<i>North Entry #1</i>	Trapped and Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp) (slides down, +1 to break DC)  ① Symbol of Panic: CR 2; magic device; proximity trigger (alarm); no reset; fear (panicked for 1d4 rounds, DC 12 Will save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 22; Disable Device DC 20
	<i>North Entry #2</i>	Unlocked Simple Wooden Door (hard 5, 10 hp)
	<i>West Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)  → Leads to <a href="#">room #32</a> , inhabited by 1 x 1st Level Warrior Drow
	<i>East Entry</i>	Archway  → Leads to <a href="#">room #20</a>
	<i>South Entry</i>	Archway  → Leads to <a href="#">room #8</a>
	<b>Empty</b>	
<b>Room #34</b>	<i>West Entry</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)  → Leads to <a href="#">room #38</a> , inhabited by 3 x Dire Rat
	<i>East Entry</i>	Archway  → Leads to <a href="#">room #6</a> , inhabited by 1 x 1st Level Warrior Drow
	<b>Room Features</b>	A stair ascends to a wooden platform in the south-west corner of the room, and the walls are covered with slime
	<b>Trap</b>	Javelin Trap: CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18
<b>Room #35</b>	<i>West Entry</i>	Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp)  ① Contact Poison: CR 3; mechanical; touch trigger, no reset; contact poison (Malyass Root Paste); Search DC 20; Disable Device DC 22
	<i>South Entry</i>	Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)
	<b>Room Features</b>	A tapestry of ancient mythology hangs from the west wall, and a pair of dice lies in the south-east corner of the room
<b>Room #36</b>	<i>East Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
	<i>South Entry</i>	Archway  → Leads to <a href="#">room #39</a>
	<b>Room Features</b>	A wooden platform hangs over a deep pit in the south side of the room, and a set of demonic war masks hangs on the west wall

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**Room #37***East Entry*

Stuck Iron Door (break DC 28; hard 10, 60 hp)

**Room Features**

A forge and anvil sit in the north-east corner of the room, and someone has scrawled "Bena fell here" on the east wall

**Monster**

1 x Shrieker (fungus)

Shrieker: CR 1; Medium plant; HD 2d8+2; hp 11; Init -5; Spd 0 ft.; AC 8 (-5 dex, +3 natural), touch 5, flat-footed 8; Base Atk +1; Grp -4; Atk -; Full Atk -; Space/Reach 5 ft./0 ft.; SA Shriek; SQ Low-light vision, plant traits; AL N; SV Fort +4, Ref -, Will -4; Str -, Dex -, Con 13, Int -, Wis 2, Cha 1

Skills and Feats: -; -

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**Room #38***North Entry #1*

Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

*North Entry #2*

Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)

*East Entry*

Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)

→ Leads to [room #34](#)**Room Features**

A mural of a god of chaos covers the ceiling, and a crater has been blasted into the floor in the south-east corner of the room

**Monster**

3 x Dire Rat

Dire rat: CR 1/3; Small animal; HD 1d8+1; hp 5; Init +3; Spd 40 ft. (8 squares), climb 20 ft.; AC 15 (+1 size, +3 dex, +1 natural), touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk +4 melee (1d4 plus disease, bite); Full Atk +4 melee (1d4 plus disease, bite); Space/Reach 5 ft./5 ft.; SA Disease; SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse

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**Room #39**

<i>North Entry #1</i>	Archway → Leads to <a href="#">room #36</a>
<i>North Entry #2</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) ① Rolling Rock Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22
<i>South Entry #1</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to <a href="#">room #21</a>
<i>South Entry #2</i>	Stuck Iron Door (break DC 28; hard 10, 60 hp)
<b>Room Features</b>	Someone has scrawled "For the glory of Gothmog of Udun" in orcish runes on the east wall, and the ceiling is covered with cracks

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