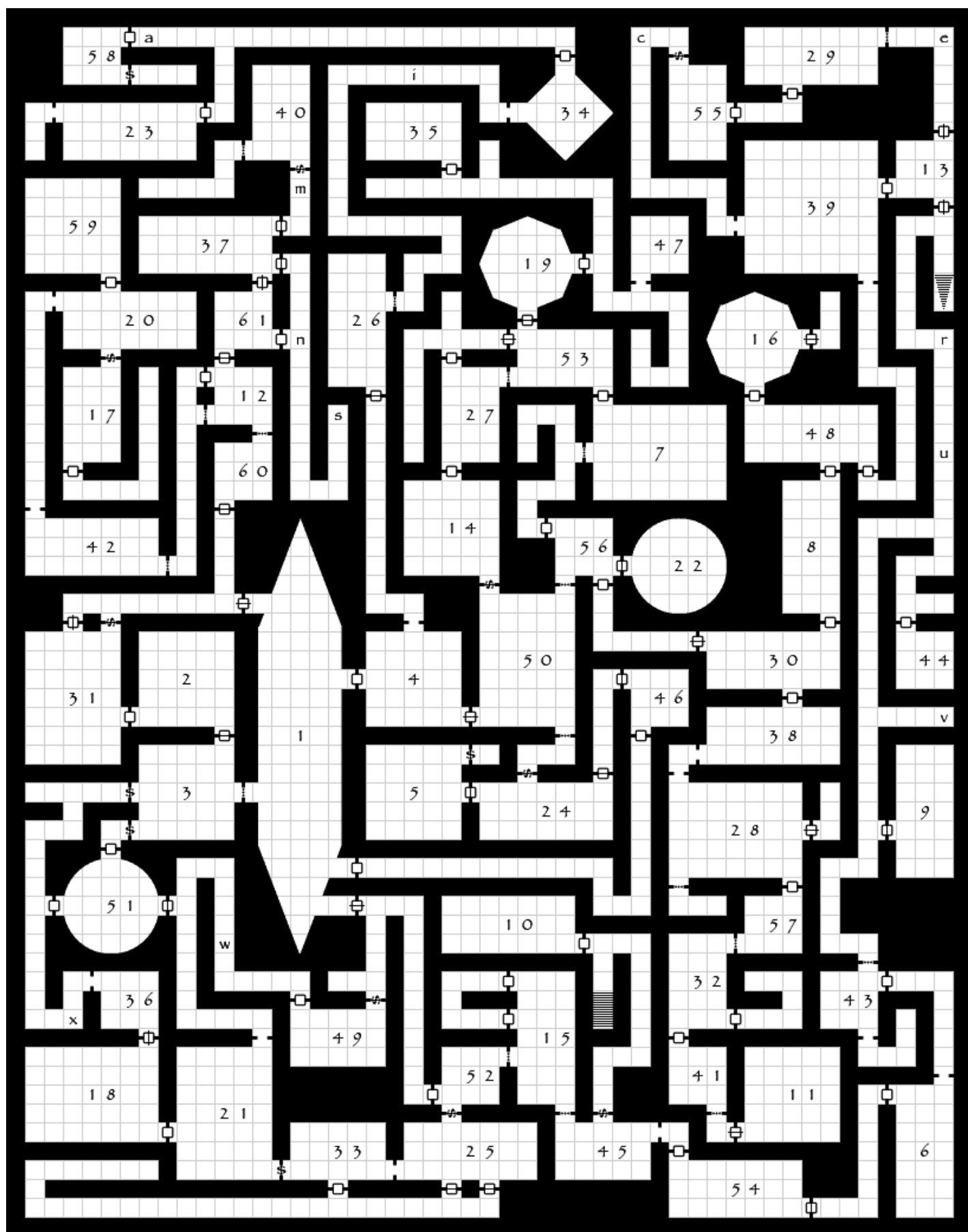


The Chambers of Demonic Souls 01

Level 1



General

Walls	Masonry (Climb DC 20)
Floor	Hewn Stone (Balance DC 10 to charge or run)
Temperature	Average
Illumination	Dark (individual creatures may carry lights)

Corridor Features

- a** 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
- c** Large Net Trap: CR 2; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 20; Disable Device DC 25; Note: Characters in 10 ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save.
- e** A toppled statue lies across the corridor
- i** An iron chandelier hangs from the ceiling here
- m** Part of the ceiling has collapsed into the corridor
- n** A sour odor fills the corridor
- r** 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
- s** Well-Camouflaged Pit Trap: CR 2; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 27; Disable Device DC 20
- u** A group of demonic faces have been carved into the walls
- v** The walls here have been engraved with endless spirals
- w** Fusillade of Darts: CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5 ft. squares); Search DC 14; Disable Device DC 20
- x** Ceiling Pendulum: CR 3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 27

Wandering Monsters

- 1** 1 x Large Monstrous Centipede (vermin), gathered around an evil shrine
- 2** 1 x 1st Level Warrior Drow (elf), searching for an object stolen from their lair
- 3** 1 x Darkmantle, gathered around an evil shrine
- 4** 1 x Rat Swarm, tracking the party

- 5 1 x 1st Level Warrior Drow (elf), searching for an object stolen from their lair
- 6 5 x Tiny Monstrous Centipede (vermin), tracking the party

Room #1

- West Entry #1* Trapped and Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
- Ⓣ Large Net Trap: CR 2; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 20; Disable Device DC 25; Note: Characters in 10 ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save.
- West Entry #2* Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
→ Leads to [room #3](#)
- East Entry #1* Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) (slides down, +1 to break DC)
→ Leads to [room #4](#), inhabited by 1 x 1st Level Warrior Drow
- East Entry #2* Unlocked Good Wooden Door (hard 5, 15 hp)
- East Entry #3* Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp)
Ⓣ Contact Poison: CR 1; mechanical; touch trigger, no reset; contact poison (Malyass Root Paste); Search DC 20; Disable Device DC 22
- Room Features** A stream of blood flows along a channel in the floor, and the ceiling is covered with pale stalactites

Room #2

- West Entry* Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
→ Leads to [room #31](#)
- South Entry* Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp)
→ Leads to [room #3](#)
- Room Features** A group of demonic faces have been carved into the south wall, and several rotten apples are scattered throughout the room
- Monster** 13 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

Room #3

- North Entry* Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp)
→ Leads to [room #2](#), inhabited by 13 x Tiny Monstrous Centipede

<i>West Entry #1</i>	Secret (Search DC 30) Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) ⑤ The door is concealed behind a tapestry of ghoulish carnage
<i>West Entry #2</i>	Secret (Search DC 20) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) ⑤ The door is concealed within a horrific torture device
<i>East Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to room #1
Trap	Chain Flail: CR 3; mechanical; location trigger; repair reset; Atk +12 melee (3d6); multiple targets (all targets in a 5 ft. radius burst); Search DC 20; Disable Device DC 22
Hidden Treasure	Hidden (Search DC 20) Locked Good Wooden Chest (Open Lock DC 30, break DC 18; hard 5, 15 hp) <hr/> 130 gp; hoard total 130 gp

Room #4

<i>North Entry</i>	Archway
<i>West Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) (slides down, +1 to break DC) → Leads to room #1
<i>East Entry</i>	Trapped and Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp) (slides up, +2 to break DC) ① Large Net Trap: CR 2; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 20; Disable Device DC 25; Note: Characters in 10 ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save. → Leads to room #50 , inhabited by 1 x Huge Monstrous Centipede
Room Features	The walls have been engraved with incoherent labyrinths, and a pile of iron blobs lies in the north side of the room
Monster	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: 700 sp; hoard total 70 gp

Room #5

<i>East Entry #1</i>	Secret (Search DC 25) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
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		<p>⑤ The door is concealed behind a tapestry of geometric patterns</p>
	<i>East Entry #2</i>	<p>Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)</p> <p>→ Leads to room #24, inhabited by 1 x Medium Monstrous Spider</p>
	Room Features	<p>An iron sarcophagus sits in the north side of the room, and someone has scrawled "gray, azure, gray, white, silver" on the west wall</p>
Room #6	<i>North Entry</i>	<p>Archway</p>
	<i>West Entry</i>	<p>Stuck Iron Door (break DC 28; hard 10, 60 hp)</p>
	Monster	<p>2 x Dire Rat</p>
	Trap	<p>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</p> <p>Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse</p>
	Hidden Treasure	<p>Burning Hands Trap: CR 3; magic device; proximity trigger (alarm); automatic reset; spell effect (Burning Hands, 5th level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26</p> <p>Locked Simple Wooden Chest (Open Lock DC 30, break DC 15; hard 5, 10 hp)</p> <p>400 sp; Masterwork Greataxe (Small) (320 gp); hoard total 360 gp</p>
Room #7	<i>North Entry</i>	<p>Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides to one side, +1 to break DC)</p> <p>→ Leads to room #53</p>
	<i>West Entry</i>	<p>Trapped Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)</p> <p>① Hail of Needles: CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22</p>
	Room Features	<p>Various torture devices are scattered throughout the room, and a pile of rotten leather lies in the north-west corner of the room</p>
	Monster	<p>1 x 1st Level Warrior Drow (elf)</p> <p>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</p>

(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: 60 gp; Half-plate (Medium) (600 gp); hoard total 660 gp

Room #8

North Entry

Unlocked Simple Wooden Door (hard 5, 10 hp)
→ Leads to [room #48](#), inhabited by 1 x Spider Swarm

South Entry

Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
→ Leads to [room #30](#), inhabited by 1 x Troglodyte Zombie

Monster

1 x Troglodyte

Troglodyte: CR 1; Medium humanoid (reptilian); HD 2d8+4; hp 13; Init -1; Spd 30 ft. (6 squares); AC 15 (-1 dex, +6 natural), touch 9, flat-footed 15; Base Atk +1; Grp +1; Atk +1 melee (1d6, club) or +1 melee (1d4, claw) or +1 ranged (1d6, javelin); Full Atk +1 melee (1d6, club) and -1 melee (1d4, claw) and -1 melee (1d4, bite) or +1 melee (1d4, 2 claws) and -1 melee (1d4, bite) or +1 ranged (1d6, javelin); Space/Reach 5 ft./5 ft.; SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10

Skills and Feats: Hide +5*, Listen +3; Multiattack, Weapon Focus (javelin)

Treasure: 150 sp; hoard total 15 gp

Room #9

West Entry

Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp)

Monster

1 x Homunculus

Homunculus: CR 1; Tiny construct; HD 2d10; hp 11; Init +2; Spd 20 ft. (4 squares), fly 50 ft. (good); AC 14 (+2 dex, +2 size), touch 14, flat-footed 12; Base Atk +1; Grp -8; Atk +2 melee (1d4-1 plus poison, bite); Full Atk +2 melee (1d4-1 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA Poison; SQ Construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +0, Ref +4, Will +1; Str 8, Dex 15, Con -, Int 10, Wis 12, Cha 7

Skills and Feats: Hide +14, Listen +4, Spot +4; Lightning Reflexes

Room #10

East Entry

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

Room Features

A magical statue in the north-west corner of the room answers questions with lies and falsehoods, and a bent dagger lies in the south-west corner of the room

Room #11

West Entry

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

Ⓣ Bricks from Ceiling: CR 2; mechanical; touch trigger;

repair reset; Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5 ft. squares); Search DC 20; Disable Device DC 20

Room Features

A magical statue in the east side of the room speaks riddles and cryptic prophecies, and spirals of blue stones cover the floor

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

Room #12

North Entry

Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp)

→ Leads to [room #61](#), inhabited by 1 x Ghoul

West Entry #1

Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides to one side, +1 to break DC)

West Entry #2

Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp) (stuck, +2 to lift DC)

South Entry

Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)

→ Leads to [room #60](#), inhabited by 2 x Dire Rat

Room Features

The floor is covered in square tiles, alternating white and black, and several barrel staves are scattered throughout the room

Monster

1 x Troglodyte

Troglodyte: CR 1; Medium humanoid (reptilian); HD 2d8+4; hp 13; Init -1; Spd 30 ft. (6 squares); AC 15 (-1 dex, +6 natural), touch 9, flat-footed 15; Base Atk +1; Grp +1; Atk +1 melee (1d6, club) or +1 melee (1d4, claw) or +1 ranged (1d6, javelin); Full Atk +1 melee (1d6, club) and -1 melee (1d4, claw) and -1 melee (1d4, bite) or +1 melee (1d4, 2 claws) and -1 melee (1d4, bite) or +1 ranged (1d6, javelin); Space/Reach 5 ft./5 ft.; SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10

Skills and Feats: Hide +5*, Listen +3; Multiattack, Weapon Focus (javelin)

Room #13

North Entry

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

① Burning Hands Trap: CR 3; magic device; proximity trigger (alarm); automatic reset; spell effect (Burning Hands, 5th level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26

<i>West Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) → Leads to room #39 , inhabited by 1 x Shrieker
<i>South Entry</i>	Trapped and Stuck Iron Door (break DC 28; hard 10, 60 hp) (slides up, +2 to break DC) Ⓣ Spiked Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 21; Disable Device DC 20
Room Features	A tapestry of arcane patterns hangs from the east wall, and several monstrous corpses are scattered throughout the room
Hidden Treasure	Unlocked Simple Wooden Chest (hard 5, 10 hp) <hr/> 700 sp; Masterwork Manacles (50 gp); hoard total 120 gp

Room #14

<i>North Entry</i>	Unlocked Strong Wooden Door (hard 5, 20 hp) (slides down, +1 to break DC) → Leads to room #27
<i>South Entry</i>	Secret (Search DC 25) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓢ A bookcase and concealed door pivots smoothly → Leads to room #50 , inhabited by 1 x Huge Monstrous Centipede
Room Features	A wooden platform hangs over a deep pit in the north-east corner of the room, and the floor is covered in square tiles, alternating white and black

Room #15

<i>West Entry #1</i>	Unlocked Strong Wooden Door (hard 5, 20 hp)
<i>West Entry #2</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
<i>West Entry #3</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to room #52 , inhabited by 1 x Shrieker
<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to room #45 , inhabited by 1 x Troglodyte
Room Features	A narrow ledge runs along the north and east walls, and a large demonic idol with ruby eyes sits in the east side of the room
Monster	1 x Troglodyte <hr/> Troglodyte: CR 1; Medium humanoid (reptilian); HD 2d8+4; hp 13; Init -1; Spd 30 ft. (6 squares); AC 15 (-1 dex, +6 natural), touch 9, flat-footed 15; Base Atk +1; Grp +1; Atk +1 melee (1d6, club) or +1 melee (1d4, claw) or +1 ranged (1d6, javelin); Full Atk +1 melee (1d6, club) and -1 melee (1d4, claw) and -1 melee (1d4, bite) or +1 melee (1d4, 2 claws) and -1 melee (1d4, bite) or +1 ranged (1d6, javelin); Space/Reach 5 ft./5 ft.; SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10 Skills and Feats: Hide +5*, Listen +3; Multiattack, Weapon

Focus (javelin)

Treasure: 65 gp; Full Plate (Medium) (1500 gp); hoard total 1565 gp

Room #16

East Entry

Trapped and Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp)

Ⓣ Contact Poison: CR 2; mechanical; touch trigger, no reset; contact poison (Malyass Root Paste); Search DC 20; Disable Device DC 20

South Entry

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

→ Leads to [room #48](#), inhabited by 1 x Spider Swarm

Room Features

A narrow shaft falls into the room from above, and a tile labyrinth covers the floor

Room #17

North Entry

Secret (Search DC 20) Unlocked Simple Wooden Door (hard 5, 10 hp)

Ⓢ The door is concealed behind a statue of Death, and opened by placing a coin in his open hand

→ Leads to [room #20](#)

South Entry

Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides to one side, +1 to break DC)

Room Features

A wooden ladder rests against the east wall, and a crater has been blasted into the floor in the north-east corner of the room

Monster

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

Room #18

North Entry

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

Ⓣ Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20

→ Leads to [room #36](#), inhabited by 3 x Dire Rat

East Entry

Unlocked Good Wooden Door (hard 5, 15 hp) (slides to one side, +1 to break DC)

→ Leads to [room #21](#)

Monster

12 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

Room #19*East Entry*

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

South Entry

Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)

→ Leads to [room #53](#)

Room Features

Spirals of green stones cover the floor, and a large demonic idol with ruby eyes sits in the west side of the room

Room #20*North Entry*

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

→ Leads to [room #59](#), inhabited by 3 x 1st Level Warrior Goblin

West Entry

Archway

South Entry

Secret (Search DC 20) Unlocked Simple Wooden Door (hard 5, 10 hp)

⑤ The door is concealed behind a statue of Death, and opened by placing a coin in his open hand

→ Leads to [room #17](#), inhabited by 10 x Tiny Monstrous Centipede

Empty

Room #21*North Entry*

Archway

West Entry

Unlocked Good Wooden Door (hard 5, 15 hp) (slides to one side, +1 to break DC)

→ Leads to [room #18](#), inhabited by 12 x Tiny Monstrous Centipede

East Entry

Secret (Search DC 30) Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp)

⑤ The door is concealed by an illusion

① Deeper Pit Trap: CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 20; Disable Device DC 23

→ Leads to [room #33](#), inhabited by 4 x Dire Rat

Room Features

A set of demonic war masks hangs on the east wall, and someone has scrawled "straight, door, left, straight, straight, right" on the west wall

Room #22*West Entry*

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

→ Leads to [room #56](#), inhabited by 1 x Grimlock

Room Features	Someone has scrawled "If being drunk all the time were easy, everyone would do it" in dwarvish runes on the north wall, and several pieces of rotten bread are scattered throughout the room
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Room #23*West Entry* Archway*East Entry* Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) (slides down, +1 to break DC)**Empty**

Room #24*North Entry #1* Secret (Search DC 20) Unlocked Simple Wooden Door (hard 5, 10 hp)
⑤ The door is concealed within the mouth of a demonic face carved from stone*North Entry #2* Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)*West Entry* Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)→ Leads to [room #5](#)**Room Features** Burning torches in iron sconces line the east wall, and a sundered helm lies in the south-east corner of the room**Monster** 1 x Medium Monstrous Spider (vermin)

Medium monstrous spider: CR 1; Medium vermin; HD 2d8+2; hp 11; Init +3; Spd 30 ft. (6 squares), climb 20 ft.; AC 14 (+3 dex, +1 natural), touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6 plus poison, bite); Full Atk +4 melee (1d6 plus poison, bite); Space/Reach 5 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2

Skills and Feats: Climb +11, Hide +7*, Jump +0*, Spot +4*; Weapon Finesse

Treasure: Masterwork Longbow (Medium) (375 gp); hoard total 375 gp

Room #25*North Entry* Secret (Search DC 30) Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) (slides down, +1 to break DC)

⑤ The door is concealed behind a statue of a medusa, and opened by uncovering her eyes

→ Leads to [room #52](#), inhabited by 1 x Shrieker*West Entry* Archway→ Leads to [room #33](#), inhabited by 4 x Dire Rat*South Entry #1* Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)*South Entry #2* Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp)**Room Features** Someone has scrawled "It is awake" on the north wall, and the

ceiling is covered with crystalline stalactites

Monster 13 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

Room #26

East Entry Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)

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

Room Features A stone stair ascends towards the north wall, and several headless statues are scattered throughout 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;

Room #27

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

East Entry Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
→ Leads to [room #53](#)

South Entry Unlocked Strong Wooden Door (hard 5, 20 hp) (slides down, +1 to break DC)
→ Leads to [room #14](#)

Room Features A chute descends from the room into the next dungeon level down, and a tapestry of ghoulish carnage hangs from the south wall

Room #28

North Entry Archway

East Entry Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)

① 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

South Entry #1 Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) (stuck, +2 to lift DC)

<i>South Entry #2</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #57
Room Features	A briny odor fills the east side of the room, and several bent copper coins are scattered throughout the room
Monster	1 x Medium Monstrous Spider (vermin)

Medium monstrous spider: CR 1; Medium vermin; HD 2d8+2; hp 11; Init +3; Spd 30 ft. (6 squares), climb 20 ft.; AC 14 (+3 dex, +1 natural), touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6 plus poison, bite); Full Atk +4 melee (1d6 plus poison, bite); Space/Reach 5 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2

Skills and Feats: Climb +11, Hide +7*, Jump +0*, Spot +4*; Weapon Finesse

Treasure: 10 gp; hoard total 10 gp

Room #29	<i>East Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	<i>South Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
Room Features		A magical shrine in the center of the room grants the ability to speak with dragons to whomever offers a prayer, and a hissing noise fills the room
	Monster	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: 800 sp; hoard total 80 gp

Room #30	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #8 , inhabited by 1 x Troglydote
	<i>West Entry</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp) ① 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
	<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #38 , inhabited by 1 x Medium Monstrous Spider

Room Features	The south and west walls have been engraved with geometric patterns, and a fountain of water sits against the west wall
Monster	1 x Troglodyte Zombie
	<p>Troglodyte zombie: CR 1; Medium undead; HD 4d12+3; hp 29; Init -2; Spd 30 ft. (6 squares; can't run); AC 16 (-2 dex, +8 natural), touch 8, flat-footed 16; Base Atk +2; Grp +3; Atk +3 melee (1d10+1, greatclub) or +3 melee (1d4+1, bite) or +3 melee (1d6+1, slam) or +0 ranged (1d6+1, javelin); Full Atk +3 melee (1d10+1, greatclub) or +3 melee (1d4+1, bite) or +3 melee (1d6+1, slam) or +0 ranged (1d6+1, javelin); Space/Reach 5 ft./5 ft; SA -; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +1, Ref -1, Will +4; Str 12, Dex 7, Con -, Int -, Wis 10, Cha 1</p> <p>Skills and Feats: -; Toughness</p>

Room #31	<i>North Entry #1</i>	<p>Trapped and Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)</p> <p>① One-way Door: CR 1; mechanical; Search DC 22; Disable Device DC 22</p>
	<i>North Entry #2</i>	<p>Secret (Search DC 20) Unlocked Simple Wooden Door (hard 5, 10 hp)</p> <p>⑤ The door is located above a small stone dais and concealed behind a pile of skulls</p>
	<i>East Entry</i>	<p>Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)</p> <p>→ Leads to room #2, inhabited by 13 x Tiny Monstrous Centipede</p>
	Room Features	A circle of tall stones stands in the center of the room, and someone has scrawled "Alin's Marauders looted this place" on the west wall
	Trap	Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20

Room #32	<i>East Entry #1</i>	<p>Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)</p> <p>→ Leads to room #57</p>
	<i>East Entry #2</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<i>South Entry</i>	<p>Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)</p> <p>→ Leads to room #41</p>
	Room Features	The south and west walls have been engraved with endless spirals, and someone has scrawled "Upon the solstice in the Year of Omens, when the Silver Boar lies in blood and the moon is crowned, the Eight Empresses shall be sundered" on the north wall

Room #33	<i>West Entry</i>	<p>Secret (Search DC 30) Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp)</p> <p>⑤ The door is concealed by an illusion</p>
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① Deeper Pit Trap: CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 20; Disable Device DC 23

→ Leads to [room #21](#)

East Entry Archway

→ Leads to [room #25](#), inhabited by 13 x Tiny Monstrous Centipede

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

Monster 4 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

Hidden Treasure Hidden (Search DC 25) Locked Iron Chest (Open Lock DC 20, break DC 28; hard 10, 60 hp)

4000 cp; hoard total 40 gp

Room #34

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

West Entry Archway

Room Features A crude bed and several barrels sit in the north-east corner of the room, and someone has scrawled "We've run out of swords" on the west wall

Monster 1 x Troglodyte Zombie

Troglodyte zombie: CR 1; Medium undead; HD 4d12+3; hp 29; Init -2; Spd 30 ft. (6 squares; can't run); AC 16 (-2 dex, +8 natural), touch 8, flat-footed 16; Base Atk +2; Grp +3; Atk +3 melee (1d10+1, greatclub) or +3 melee (1d4+1, bite) or +3 melee (1d6+1, slam) or +0 ranged (1d6+1, javelin); Full Atk +3 melee (1d10+1, greatclub) or +3 melee (1d4+1, bite) or +3 melee (1d6+1, slam) or +0 ranged (1d6+1, javelin); Space/Reach 5 ft./5 ft.; SA -; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +1, Ref -1, Will +4; Str 12, Dex 7, Con -, Int -, Wis 10, Cha 1

Skills and Feats: -; Toughness

Room #35

South Entry Unlocked Simple Wooden Door (hard 5, 10 hp)

Room Features A well lies in the north-east corner of the room, and a stack of crates filled with rocks stands against the east wall

Room #36

West Entry Archway

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

① Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20

→ Leads to [room #18](#), inhabited by 12 x Tiny Monstrous Centipede

Room Features A well lies in the north-west corner of the room, and someone has scrawled "Berdi has no beard" in dwarvish runes on the east wall

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

Room #37

East Entry #1 Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp)

East Entry #2 Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp)

South Entry Trapped and Unlocked Strong Wooden Door (hard 5, 20 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 #61](#), inhabited by 1 x Ghoul

Room Features A stair ascends to a wooden platform in the north-west corner of the room, and the ceiling is covered with scorch marks

Monster 1 x Bat Swarm

Bat swarm: CR 2; Diminutive animal (swarm); HD 3d8; hp 13; Init +2; Spd 5 ft. (1 square), fly 40 ft. (good); AC 16 (+4 size, +2 dex), touch 14, flat-footed 12; Base Atk +2; Grp -; Atk Swarm (1d6); Full Atk Swarm (1d6); Space/Reach 10 ft./0 ft.; SA Distraction, wounding; SQ Blindsense 20 ft., half damage from slashing and piercing, low-light vision, swarm traits; AL N; SV Fort +3, Ref +7, Will +3; Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4

Skills and Feats: Listen +11, Spot +11; Alertness, Lightning Reflexes

Room #38*North Entry*

Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
→ Leads to [room #30](#), inhabited by 1 x Troglodyte Zombie

West Entry

Archway

Room Features

An altar of evil sits in the west side of the room, and several pieces of rotten rope are scattered throughout the room

Monster

1 x Medium Monstrous Spider (vermin)

Medium monstrous spider: CR 1; Medium vermin; HD 2d8+2; hp 11; Init +3; Spd 30 ft. (6 squares), climb 20 ft.; AC 14 (+3 dex, +1 natural), touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6 plus poison, bite); Full Atk +4 melee (1d6 plus poison, bite); Space/Reach 5 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2

Skills and Feats: Climb +11, Hide +7*, Jump +0*, Spot +4*; Weapon Finesse

Treasure: 70 sp; hoard total 7 gp

Room #39*West Entry*

Archway

East Entry

Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)
→ Leads to [room #13](#)

South Entry

Archway

Room Features

A chute falls into the room from above, and patches of mushrooms grow in the north-east corner of the room

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: -; -

Room #40*West Entry*

Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp)

South Entry

Secret (Search DC 20) Stuck Stone Door (break DC 28; hard 8, 60 hp)

Ⓢ The door is located near the ceiling and designed to make noise when opened

Room Features

A carved stone statue stands in the north side of the room, and someone has scrawled "Lightning comes before thunder" on the east wall

Monster

1 x Troglodyte

Troglodyte: CR 1; Medium humanoid (reptilian); HD 2d8+4; hp 13; Init -1; Spd 30 ft. (6 squares); AC 15 (-1 dex, +6 natural), touch 9, flat-footed 15; Base Atk +1; Grp +1; Atk +1 melee (1d6, club) or +1 melee (1d4, claw) or +1 ranged (1d6, javelin); Full Atk +1 melee (1d6, club) and -1 melee (1d4,

claw) and -1 melee (1d4, bite) or +1 melee (1d4, 2 claws) and -1 melee (1d4, bite) or +1 ranged (1d6, javelin); Space/Reach 5 ft./5 ft.; SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10

Skills and Feats: Hide +5*, Listen +3; Multiattack, Weapon Focus (javelin)

Treasure: 350 sp; hoard total 35 gp

Room #41

North Entry

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

→ Leads to [room #32](#)

South Entry

Trapped Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)

① Acid Arrow Trap: CR 3; magic device; proximity trigger (alarm); automatic reset; Atk +2 ranged touch; spell effect (Acid Arrow, 3rd level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27

Room Features

A large demonic idol with ruby eyes sits in the west side of the room, and a pile of corroded iron spikes lies in the north-east corner of the room

Room #42

North Entry

Archway

East Entry

Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)

Room Features

A ladder ascends to a catwalk hanging between the north and south walls, and a forge and anvil sit in the south side of the room

Monster

1 x 1st Level Warrior Duergar (dwarf)

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

Room #43

North Entry

Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp)

East Entry

Unlocked Good Wooden Door (hard 5, 15 hp)

South Entry

Archway

Room Features

A carved stone statue stands in the east side of the room, and a rotting journal lies in the south-west corner of the room

Monster

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, svirfneblin 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: 80 gp; hoard total 80 gp

Room #44

North Entry

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

Room Features

A stone dais sits in the north side of the room, and the scent of urine fills the north-east corner of the room

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

Room #45

North Entry #1

Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)

→ Leads to [room #15](#), inhabited by 1 x Troglodyte

North Entry #2

Secret (Search DC 25) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)

⑤ A bookcase and concealed door pivots smoothly

East Entry

Archway

Monster

1 x Troglodyte

Troglodyte: CR 1; Medium humanoid (reptilian); HD 2d8+4; hp 13; Init -1; Spd 30 ft. (6 squares); AC 15 (-1 dex, +6 natural), touch 9, flat-footed 15; Base Atk +1; Grp +1; Atk +1 melee (1d6, club) or +1 melee (1d4, claw) or +1 ranged (1d6, javelin); Full Atk +1 melee (1d6, club) and -1 melee (1d4, claw) and -1 melee (1d4, bite) or +1 melee (1d4, 2 claws) and -1 melee (1d4, bite) or +1 ranged (1d6, javelin); Space/Reach 5 ft./5 ft.; SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10

Skills and Feats: Hide +5*, Listen +3; Multiattack, Weapon Focus (javelin)

Treasure: 300 sp; hoard total 30 gp

Room #46

West Entry

Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp) (slides up, +2 to break DC)

South Entry

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

Room Features

A stone dais and throne sits in the south side of the room, and a ruined chain shirt lies in the east side of the room

Room #47*South Entry*

Archway

Room Features

The room has a high domed ceiling, and several pieces of blood-soaked clothing are scattered throughout the room

Monster

1 x Troglodyte

Troglodyte: CR 1; Medium humanoid (reptilian); HD 2d8+4; hp 13; Init -1; Spd 30 ft. (6 squares); AC 15 (-1 dex, +6 natural), touch 9, flat-footed 15; Base Atk +1; Grp +1; Atk +1 melee (1d6, club) or +1 melee (1d4, claw) or +1 ranged (1d6, javelin); Full Atk +1 melee (1d6, club) and -1 melee (1d4, claw) and -1 melee (1d4, bite) or +1 melee (1d4, 2 claws) and -1 melee (1d4, bite) or +1 ranged (1d6, javelin); Space/Reach 5 ft./5 ft.; SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10

Skills and Feats: Hide +5*, Listen +3; Multiattack, Weapon Focus (javelin)

Room #48*North Entry*

Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
→ Leads to [room #16](#)

South Entry #1

Unlocked Simple Wooden Door (hard 5, 10 hp)
→ Leads to [room #8](#), inhabited by 1 x Troglodyte

South Entry #2

Unlocked Good Wooden Door (hard 5, 15 hp)

Room Features

The scent of smoke fills the room, and a pile of sundered shields lies in the east 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;

Room #49*North Entry #1*

Unlocked Simple Wooden Door (hard 5, 10 hp)

North Entry #2

Secret (Search DC 30) Stuck Stone Door (break DC 28; hard 8, 60 hp)

⑤ The door is located above a small stone dais and only four feet high

Empty**Room #50***North Entry #1*

Secret (Search DC 25) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

⑤ A bookcase and concealed door pivots smoothly

		→ Leads to room #14
	<i>North Entry #2</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) (magically reinforced, +10 to break DC) → Leads to room #56 , inhabited by 1 x Grimlock
	<i>West Entry</i>	Trapped and Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp) (slides up, +2 to break DC) ① Large Net Trap: CR 2; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 20; Disable Device DC 25; Note: Characters in 10 ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save. → Leads to room #4 , inhabited by 1 x 1st Level Warrior Drow
	<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) (stuck, +2 to lift DC)
	Room Features	A circle of tall stones stands in the south side of the room, and someone has scrawled "Run away!" on the east wall
	Monster	1 x Huge Monstrous Centipede (vermin) <hr/> Huge monstrous centipede: CR 2; Huge vermin; HD 6d8+6; hp 33; Init +2; Spd 40 ft. (8 squares), climb 40 ft.; AC 16 (-2 size, +2 dex, +6 natural), touch 10, flat-footed 14; Base Atk +4; Grp +15; Atk +5 melee (2d6+4 plus poison, bite); Full Atk +5 melee (2d6+4 plus poison, bite); Space/Reach 15 ft./10 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +6, Ref +4, Will +2; Str 17, Dex 15, Con 12, Int -, Wis 10, Cha 2 Skills and Feats: Climb +11, Hide +2, Spot +4; -
Room #51	<i>North Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)
	<i>West Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp)
	<i>East Entry</i>	Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp) (slides up, +2 to break DC)
	Room Features	A toppled statue lies in the center of the room, and someone has scrawled "ten, three, two, five" on the east wall
Room #52	<i>West Entry</i>	Unlocked Strong Wooden Door (hard 5, 20 hp)
	<i>East Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to room #15 , inhabited by 1 x Troglydte
	<i>South Entry</i>	Secret (Search DC 30) Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) (slides down, +1 to break DC) ⑤ The door is concealed behind a statue of a medusa, and opened by uncovering her eyes → Leads to room #25 , inhabited by 13 x Tiny Monstrous Centipede
	Monster	1 x Shrieker (fungus) <hr/> 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: -; -

Room #53

North Entry

Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)

→ Leads to [room #19](#)

West Entry #1

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

① 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

West Entry #2

Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)

→ Leads to [room #27](#)

South Entry

Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides to one side, +1 to break DC)

→ Leads to [room #7](#), inhabited by 1 x 1st Level Warrior Drow

Room Features

A set of demonic war masks hangs on the west wall, and someone has scrawled "I'd rather be at the Beggar's Alehouse" in dwarvish runes on the north wall

Room #54

North Entry

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

East Entry

Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp)

Room Features

The south and east walls have been engraved with endless spirals, and a circle of tall stones stands in the east side of the room

Room #55

North Entry

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

⑤ The door is concealed behind a statue of an ancient lich, and opened by pressing runes on his staff

East Entry

Unlocked Simple Wooden Door (hard 5, 10 hp) (slides up, +2 to break DC)

Room Features

A wooden platform hangs over a deep pit in the center of the room, and someone has scrawled "Death is the only exit" on the west wall

Monster

1 x 1st Level Warrior Duergar (dwarf)

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: 60 gp; Violet Garnet (400 gp); hoard total 460 gp

Room #56

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

East Entry Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp) (magically reinforced, +10 to break DC)
→ Leads to [room #22](#)

South Entry #1 Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) (magically reinforced, +10 to break DC)
→ Leads to [room #50](#), inhabited by 1 x Huge Monstrous Centipede

South Entry #2 Unlocked Good Wooden Door (hard 5, 15 hp)

Monster 1 x Grimlock

Grimlock: CR 1; Medium monstrous humanoid; HD 2d8+2; hp 11; Init +1; Spd 30 ft. (6 squares); AC 15 (+1 dex, +4 natural), touch 11, flat-footed 14; Base Atk +2; Grp +4; Atk +4 melee (1d8+3/3, battleaxe); Full Atk +4 melee (1d8+3/3, battleaxe); Space/Reach 5 ft./5 ft.; SA -; SQ Blindsight 40 ft., immunities, scent; AL NE; SV Fort +1, Ref +4, Will +2; Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6

Skills and Feats: Climb +4, Hide +3*, Listen +5, Spot +3; Alertness, Track

Treasure: 30 pp; Breastplate (Medium) (200 gp); hoard total 500 gp

Room #57

North Entry Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
→ Leads to [room #28](#), inhabited by 1 x Medium Monstrous Spider

West Entry Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
→ Leads to [room #32](#)

Empty

Room #58

East Entry #1 Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

East Entry #2 Secret (Search DC 25) Stuck Iron Door (break DC 28; hard 10, 60 hp)

⑤ A bookcase and concealed door pivots smoothly

Room Features A mural of legendary monsters covers the ceiling, and several shattered weapons are scattered throughout the room

Room #59

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

→ Leads to [room #20](#)

Room Features	Someone has scrawled a large X on the east wall, and a pile of candles lies in the north side of the room
Monster	3 x 1st Level Warrior Goblin
	1st level warrior goblin: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft. (6 squares); AC 15 (+1 size, +1 dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); Full Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); Space/Reach 5 ft./5 ft.; SA -; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6
	Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness
	Treasure: 200 sp; hoard total 20 gp
Hidden Treasure	Hidden (Search DC 30) Locked Strong Wooden Chest (Open Lock DC 20, break DC 25; hard 5, 20 hp)
	None

Room #60	<i>North Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to room #12 , inhabited by 1 x Troglodyte
	<i>South Entry</i>	Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp)
Room Features		Several square holes are cut into the ceiling and floor, and someone has scrawled "The silver is cursed" in dwarvish runes on the east wall
Monster		2 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

Room #61	<i>North Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 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 #37 , inhabited by 1 x Bat Swarm
	<i>East Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
	<i>South Entry</i>	Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp) → Leads to room #12 , inhabited by 1 x Troglodyte

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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