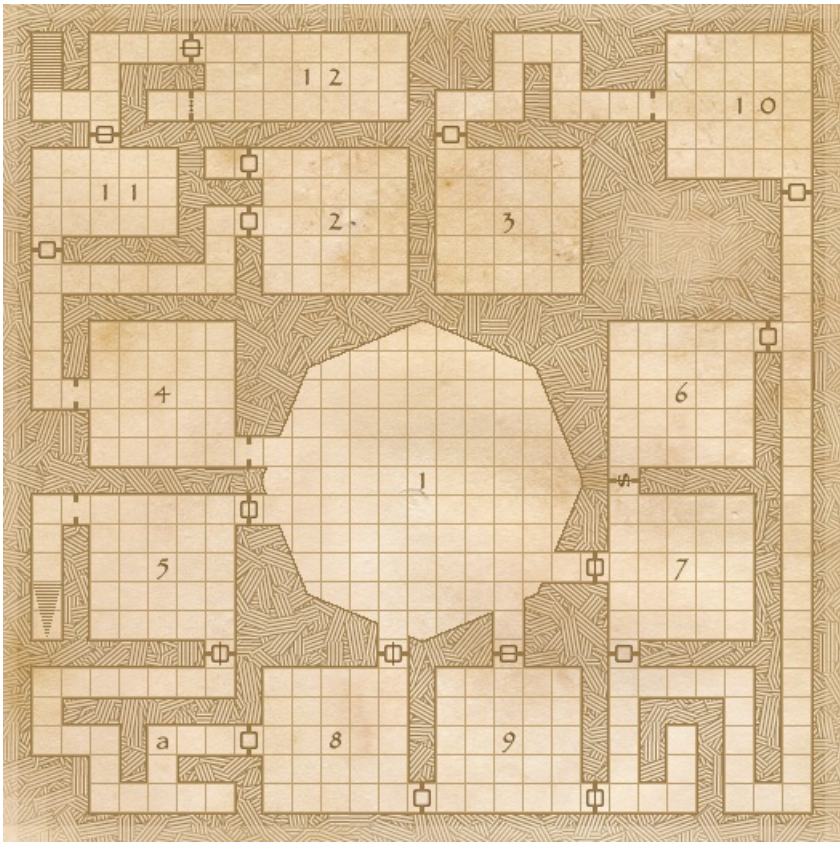


The Lost Halls of Sorrows 01

Level 1



General

History The dungeon was created by dwarves as a planar gate. Its creators were destroyed by a magical catastrophe, and the dungeon has been attacked and abandoned many times since then.

Walls Superior Masonry (DC 20 to climb)

Floor Uneven Flagstone (DC 10 to charge or run)

Temperature Average

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

Corridor Features

a The sound of rushing water fills the corridor

Wandering Monsters

- 1 Orog (cr 2, mm 247); deadly, 450 xp, returning to their lair with plunder
 - 2 Orog (cr 2, mm 247); deadly, 450 xp, searching for an object stolen from their lair
 - 3 Hobgoblin (cr 1/2, mm 186) and 1 x Bugbear (cr 1, mm 33); deadly, 300 xp, returning to their lair with plunder
 - 4 Orog (cr 2, mm 247); deadly, 450 xp, hunting for food
 - 5 Gelatinous Cube (cr 2, mm 242); deadly, 450 xp, scouting from another part of the dungeon
 - 6 2 x Goblin (cr 1/4, mm 166) and 4 x Giant Rat (cr 1/8, mm 327); deadly, 200 xp, scavenging for food and treasure
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Room #1

West Entry #1

Archway

→ Leads to [room #4](#), inhabited by Ogre Zombie and 1 x Zombie

West Entry #2

Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp)

→ Leads to [room #5](#), inhabited by Mimic

East Entry

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

→ Leads to [room #7](#), inhabited by Orog

South Entry #1

Trapped and Locked Iron Door (DC 10 to open, DC 30 to break; 60 hp)

① Electrified Lock: DC 15 to find, DC 15 to disable; affects each creature which touches the lock, DC 14 save or take 2d10 lightning damage

→ Leads to [room #8](#)

South Entry #2

Locked Stone Door (DC 20 to open, DC 25 to break; 60 hp)

→ Leads to [room #9](#)

Room Features

A large kiln and coal bin sit in the south-west corner of the room, and a corpse lies in front of an open chest in the north-west corner of the room

Monster

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

Treasure: 1700 cp, 1400 sp, 30 gp, azurite (10 gp), 2 x blue quartz (10 gp), hematite (10 gp), moss agate (10 gp), obsidian (10 gp), tiger eye (10 gp), turquoise (10 gp)

Room #2

West Entry #1

Unlocked Strong Wooden Door (20 hp)

West Entry #2

Unlocked Strong Wooden Door (20 hp)

Monster

Ogre Zombie (cr 2, mm 316); deadly, 450 xp

Treasure: 6 gp

Room #3	<i>North Entry</i>	Unlocked Good Wooden Door (15 hp)
	Room Features	A narrow shaft descends from the room into a magical cyst below, and several headless statues are scattered throughout the room
	Trap	Scythe Blade: DC 15 to find, DC 10 to disable; +10 to hit against all targets within a 5 ft. arc, 4d10 slashing damage
Room #4	<i>West Entry</i>	Archway
	<i>East Entry</i>	Archway → Leads to room #1 , inhabited by Mimic
	Monster	Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp
		Treasure: 6 pp; 4 pp
Room #5	<i>West Entry</i>	Archway
	<i>East Entry</i>	Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp) → Leads to room #1 , inhabited by Mimic
	<i>South Entry</i>	Trapped and Unlocked Simple Wooden Door (10 hp) ① Arrow Trap: DC 15 to find, DC 15 to disable; +8 to hit against one target, 2d10 piercing damage
	Room Features	Wisps of green flame fill the east side of the room, and a rusted gauntlet lies in the north-west corner of the room
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp
		Treasure: 14 cp
Room #6	<i>East Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>South Entry</i>	Secret (DC 25 to find) Unlocked Strong Wooden Door (20 hp) ⑤ The door is concealed within a mosaic of vile acts → Leads to room #7 , inhabited by Orog
	Monster	Orog (cr 2, mm 247); deadly, 450 xp
		Treasure: 2200 cp, 1300 sp, 90 gp, a fine leather merchant's cap adorned with a feather (25 gp), a pewter bracelet engraved with elven script (25 gp)

Room #7	<i>North Entry</i>	Secret (DC 25 to find) Unlocked Strong Wooden Door (20 hp) ⑤ The door is concealed within a mosaic of vile acts → Leads to room #6 , inhabited by Orog
	<i>West Entry</i>	Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp) → Leads to room #1 , inhabited by Mimic
	<i>South Entry</i>	Unlocked Good Wooden Door (15 hp)
	Room Features	A shallow pit lies in the south-east corner of the room, and someone has scrawled "Upon the Night of Omens, in the Realm of Crowns, the Sword of Allegiance shall be found" on the east wall
	Monster	Orog (cr 2, mm 247); deadly, 450 xp
	Hidden Treasure	Treasure: 1400 cp, 1200 sp, 70 gp, a bone puzzle box engraved with draconic scales (25 gp), a leather armor tooled with elven script (25 gp), an ivory shield brooch engraved with draconic scales (25 gp), Armor of Vulnerability (rare, dmg 152) Hidden (DC 15 to find) Locked Iron Chest (DC 15 to unlock, DC 30 to break; 60 hp) 2400 cp, 900 sp, 80 gp, a cloth tabard threaded with silver (25 gp), a pair of brocade gloves trimmed with fox fur (25 gp), an agateware tile painted with woodland imagery (25 gp), Helm of Telepathy (uncommon, dmg 174)
Room #8	<i>North Entry</i>	Trapped and Locked Iron Door (DC 10 to open, DC 30 to break; 60 hp) ① Electrified Lock: DC 15 to find, DC 15 to disable; affects each creature which touches the lock, DC 14 save or take 2d10 lightning damage → Leads to room #1 , inhabited by Mimic
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #9
	Room Features	An enchanted pool in the south-west corner of the room petrifies whomever drinks from it, and someone has scrawled "Frinarv stands here, slain by a basilisk" on the north wall
Room #9	<i>North Entry</i>	Locked Stone Door (DC 20 to open, DC 25 to break; 60 hp) → Leads to room #1 , inhabited by Mimic
	<i>West Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #8
	<i>East Entry</i>	Locked Stone Door (DC 10 to open, DC 25 to break; 60 hp)
	Room Features	A set of demonic war masks hangs on the south wall, and someone has scrawled "Abandon all hope" in goblin runes on the west wall

Room #10	<i>West Entry</i>	Archway
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp)
	Empty	
Room #11	<i>North Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp)
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	Monster	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp
		Treasure: 7 gp; 15 gp
Room #12	<i>West Entry #1</i>	Trapped and Unlocked Iron Door (60 hp) ① Teleporter Crystal: DC 15 to find, DC 10 to disable; affects each creature which touches the crystal, DC 12 save or be teleported to another location
	<i>West Entry #2</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	Empty	

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

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