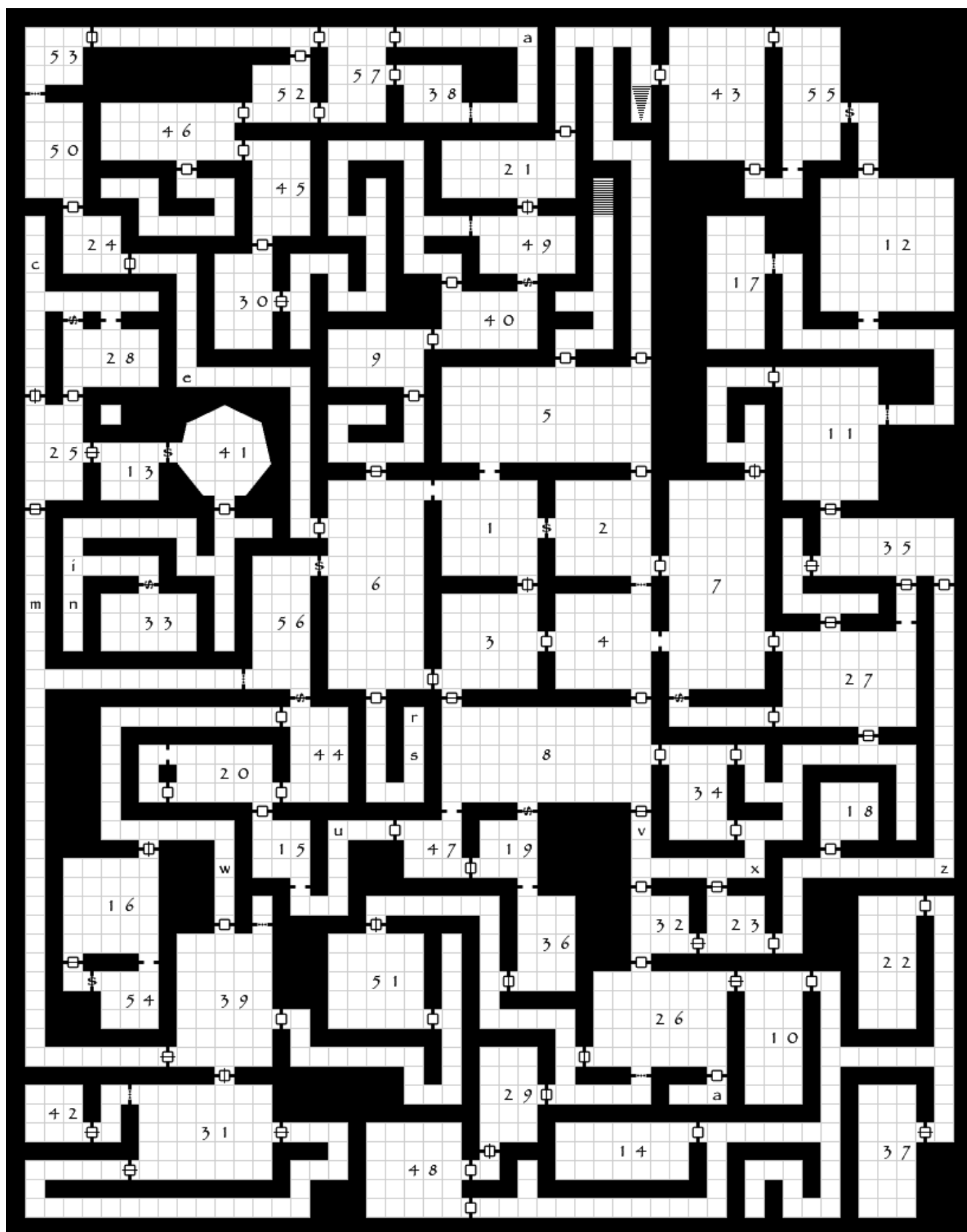


The Catacombs of Horrendous Devastation 01

Level 1



General

Walls	Masonry (Climb DC 20)
Floor	Smooth Stone
Temperature	Cool
Illumination	Shadowy (phosphorescent fungus or candles every 20 ft.)

Corridor Features

- a** An iron chandelier hangs from the ceiling here
- c** Numerous pillars line the corridor
- e** Rune of Confusion: CR 3; magic device; proximity trigger (alarm); no reset; confusion (confused 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** A chute descends from the corridor into a midden chamber below
- m** A toppled statue lies across the corridor
- n** 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
- r** A chute descends from the corridor into a plundered tomb below
- s** Burning Hands Trap: CR 2; magic device; proximity trigger (alarm); automatic reset; spell effect (Burning Hands, 1st level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26
- u** 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
- v** Numerous pillars line the corridor
- w** A chute falls into the corridor from above
- x** Several alcoves are cut into the walls here
- z** Scythe Blade: CR 3; mechanical; location trigger; manual reset; Atk +10 melee (1d6/19-20); multiple targets (all targets in a 5 ft. radius arc); Search DC 22; Disable Device DC 20

Wandering

Monsters

- 1** 1 x Homunculus, actively patrolling their territory
- 2** 4 x 1st Level Warrior Goblin, lost and desperate
- 3** 1 x Homunculus, scouting from another part of the dungeon
- 4** 1 x Darkmantle, gathered around an evil shrine

- 5 1 x 1st Level Warrior Duergar (dwarf), bloodied and fleeing a more powerful enemy
- 6 1 x Troglodyte, wandering senselessly

Room #1

<i>North Entry</i>	Archway → Leads to room #5 , inhabited by 1 x 1st Level Warrior Duergar
<i>West Entry</i>	Archway → Leads to room #6
<i>East Entry</i>	Secret (Search DC 20) Trapped and Unlocked Iron Door (hard 10, 60 hp) Ⓢ The door is concealed within the mouth of a demonic face carved from stone ① Camouflaged Pit Trap: CR 2; 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); Search DC 24; Disable Device DC 19 → Leads to room #2
<i>South Entry</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp) ① Camouflaged Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18 → Leads to room #3 , inhabited by 1 x 1st Level Warrior Svirkneblin
Room Features	Chanting can be faintly heard near the north wall, and a rusted chisel lies in the west side of the room

Room #2

<i>North Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #5 , inhabited by 1 x 1st Level Warrior Duergar
<i>West Entry</i>	Secret (Search DC 20) Trapped and Unlocked Iron Door (hard 10, 60 hp) Ⓢ The door is concealed within the mouth of a demonic face carved from stone ① Camouflaged Pit Trap: CR 2; 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); Search DC 24; Disable Device DC 19 → Leads to room #1
<i>East Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp) → Leads to room #7 , inhabited by 13 x Rat
<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) (magically reinforced, +10 to break DC) → Leads to room #4 , inhabited by 1 x Troglodyte Zombie

Empty

Room #3

<i>North Entry</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp) ① Camouflaged Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18 → Leads to room #1
<i>West Entry</i>	Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp) → Leads to room #6
<i>East Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp) → Leads to room #4 , inhabited by 1 x Troglodyte Zombie
<i>South Entry</i>	Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp) → Leads to room #8
Monster	1 x 1st Level Warrior Svirkneblin (gnome) <hr/> 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: 40 gp; Masterwork Artisan's Tools (55 gp); hoard total 95 gp

Room #4

<i>North Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) (magically reinforced, +10 to break DC) → Leads to room #2
<i>West Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp) → Leads to room #3 , inhabited by 1 x 1st Level Warrior Svirkneblin
<i>East Entry</i>	Archway → Leads to room #7 , inhabited by 13 x Rat
<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #8
Monster	1 x Troglodyte Zombie <hr/> 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 #5

North Entry #1 Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
 (slides down, +1 to break DC)

North Entry #2 Unlocked Simple Wooden Door (hard 5, 10 hp)

South Entry #1 Archway
 → Leads to [room #1](#)

South Entry #2 Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
 → Leads to [room #2](#)

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: 90 gp; hoard total 90 gp

Room #6

North Entry Locked Iron Door (Open Lock DC 30, break DC 28; hard 10,
 60 hp)

West Entry #1 Unlocked Strong Wooden Door (hard 5, 20 hp)

West Entry #2 Secret (Search DC 30) Unlocked Simple Wooden Door (hard
 5, 10 hp)

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

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

East Entry #1 Archway
 → Leads to [room #1](#)

East Entry #2 Locked Stone Door (Open Lock DC 25, break DC 28; hard 8,
 60 hp)

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

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

Room Features

A magical mirror on the north wall answers questions with lies and falsehoods, and a narrow shaft descends from the room into a midden chamber below

Room #7*North Entry*

Trapped and Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp) (slides to one side, +1 to break DC)

① 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

West Entry #1

Unlocked Good Wooden Door (hard 5, 15 hp)

→ Leads to [room #2](#)

West Entry #2

Archway

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

East Entry

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

→ Leads to [room #27](#)

South Entry

Secret (Search DC 20) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)

⑤ The door is located several feet above the floor and concealed within a mosaic of geometric patterns

Room Features

A tapestry of a goddess of law hangs from the east wall, and someone has scrawled "Explosive runes" on the east wall

Monster

13 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

Room #8*North Entry #1*

Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp)

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

North Entry #2

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

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

East Entry

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

→ Leads to [room #34](#)

South Entry #1

Archway

→ Leads to [room #47](#), inhabited by 1 x Spider Swarm

South Entry #2

Secret (Search DC 30) Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)

		<p>⑤ The door is concealed behind a tapestry of a legendary battle</p> <p>→ Leads to room #19</p>
	<i>South Entry #3</i>	Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp)
	Empty	
<hr/>		
Room #9	<i>East Entry</i>	<p>Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)</p> <p>→ Leads to room #40, inhabited by 3 x Dire Rat</p>
	<i>South Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
	Empty	
<hr/>		
Room #10	<i>West Entry</i>	<p>Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp)</p> <p>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</p> <p>→ Leads to room #26</p>
	<i>East Entry</i>	Stuck Iron Door (break DC 28; hard 10, 60 hp)
	Room Features	A magical statue in the north side of the room answers questions with insults, and a large demonic idol with ruby eyes sits in the center of the room
	Monster	<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: 500 sp; hoard total 50 gp</p>
<hr/>		
Room #11	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<i>East Entry</i>	Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp)
	<i>South Entry</i>	<p>Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp)</p> <p>→ Leads to room #35, inhabited by 1 x Large Monstrous Centipede</p>
	Room Features	A well lies in the center of the room, and dancing wisps of flame fill the south side of the room
<hr/>		

Room #12

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

South 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: 20 gp; hoard total 20 gp

Room #13

West Entry Trapped and Unlocked Iron Door (hard 10, 60 hp)

Ⓣ 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 #25](#), inhabited by 1 x Large Monstrous Centipede

East Entry Secret (Search DC 20) Unlocked Stone Door (hard 8, 60 hp)

Ⓢ The door is located near the ceiling and only three feet high

→ Leads to [room #41](#), inhabited by 1 x Spider Swarm

Room Features Someone has scrawled "We've run out of torches" on the west wall, and a rotting odor fills the east side of the room

Room #14

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

Room Features A ladder ascends to a balcony hanging from the west wall, and a tile labyrinth covers the floor

Room #15

North Entry Unlocked Strong Wooden Door (hard 5, 20 hp) (slides down, +1 to break DC)

→ Leads to [room #20](#), inhabited by 1 x Troglodyte Zombie

South Entry Archway

Monster 5 x 1st Level Warrior Hobgoblin

1st level warrior hobgoblin: CR 1/2; Medium humanoid (goblinoid); HD 1d8+2; hp 6; Init +1; Spd 30 ft. (6 squares); AC 15 (+1 dex, +3 studded leather, +1 light shield), touch 11, flat-footed 14; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, longsword) or +2 ranged (1d6+1, javelin); Full Atk +2 melee (1d8+1/19-20, longsword) or +2 ranged (1d6+1, javelin); Space/Reach 5 ft./5 ft.; SA -; SQ Darkvision 60 ft.; AL

LE; SV Fort +4, Ref +1, Will -1; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Skills and Feats: Hide +3, Listen +2, Move Silently +3, Spot +2; Alertness

Treasure: 200 gp; Golden Pearl (130 gp), Tourmaline (90 gp); Ring of Counterspells (4000 gp); hoard total 4420 gp

Room #16

North Entry

Trapped and Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 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

South Entry #1

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

South Entry #2

Archway

→ Leads to [room #54](#), inhabited by 1 x Ghoul

Empty

Room #17

East Entry

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

Room Features

Various torture devices are scattered throughout the room, and someone has scrawled "door, straight, left, straight, left, left" on the south wall

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 #18

South Entry

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

Empty

Room #19

North Entry

Secret (Search DC 30) Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)

Ⓢ The door is concealed behind a tapestry of a legendary battle

→ Leads to [room #8](#)

West Entry

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

→ Leads to [room #47](#), inhabited by 1 x Spider Swarm

South Entry

Archway

→ Leads to [room #36](#), inhabited by 1 x 1st Level Warrior

Empty

Room #20

<i>West Entry #1</i>	Archway
<i>West Entry #2</i>	Unlocked Good Wooden Door (hard 5, 15 hp) (slides down, +1 to break DC)
<i>East Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) → Leads to room #44
<i>South Entry</i>	Unlocked Strong Wooden Door (hard 5, 20 hp) (slides down, +1 to break DC) → Leads to room #15 , inhabited by 5 x 1st Level Warrior Hobgoblin

Room Features

The floor is covered in perfect hexagonal tiles, and someone has scrawled "This paladin is dead" in draconic script on the south 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 #21

<i>North Entry</i>	Stuck Stone Door (break DC 28; hard 8, 60 hp)
<i>South Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 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 → Leads to room #49

Room Features

A group of monstrous faces have been carved into the east wall, and someone has scrawled "One steps forward, seven steps back" on the west wall

Room #22

<i>East Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp)
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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 #23

North Entry Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)

West Entry Trapped and Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp)

① Extended Bane Trap: CR 3; magic device; proximity trigger (detect good); automatic reset; spell effect (Extended Bane, 3rd level cleric, DC 13 Will save negates); Search DC 27; Disable Device DC 27

→ Leads to [room #32](#)

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

Empty

Room #24

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

→ Leads to [room #50](#), inhabited by 1 x Darkmantle

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

Room Features A narrow shaft descends from the room into a natural cavern below, and a rattling noise can be heard in the north side of the room

Monster 1 x Large Monstrous Centipede (vermin)

Large monstrous centipede: CR 1; Large vermin; HD 3d8; hp 13; Init +2; Spd 40 ft. (8 squares), climb 40 ft.; AC 14 (-1 size, +2 dex, +3 natural), touch 11, flat-footed 12; Base Atk +2; Grp +7; Atk +3 melee (1d8+1 plus poison, bite); Full Atk +3 melee (1d8+1 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +1; Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2

Skills and Feats: Climb +10, Hide +6, Spot +4; Weapon Finesse

Room #25

North Entry #1 Trapped and Unlocked Strong Wooden Door (hard 5, 20 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

North Entry #2 Stuck Stone Door (break DC 28; hard 8, 60 hp)
→ Leads to [room #28](#), inhabited by 1 x 1st Level Warrior Drow

East Entry Trapped and Unlocked Iron Door (hard 10, 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](#)

<i>South Entry</i>	Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp)
Room Features	A magical altar in the west side of the room heals all wounds of whomever sacrifices a gemstone upon it (but only once), and someone has scrawled "Geda died here" in dwarvish runes on the south wall
Monster	1 x Large Monstrous Centipede (vermin)
	<p>Large monstrous centipede: CR 1; Large vermin; HD 3d8; hp 13; Init +2; Spd 40 ft. (8 squares), climb 40 ft.; AC 14 (-1 size, +2 dex, +3 natural), touch 11, flat-footed 12; Base Atk +2; Grp +7; Atk +3 melee (1d8+1 plus poison, bite); Full Atk +3 melee (1d8+1 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +1; Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2</p> <p>Skills and Feats: Climb +10, Hide +6, Spot +4; Weapon Finesse</p>

Room #26

<i>North Entry</i>	<p>Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides up, +2 to break DC)</p> <p>→ Leads to room #32</p>
<i>West Entry</i>	Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp)
<i>East Entry</i>	<p>Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp)</p> <p>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</p> <p>→ Leads to room #10, inhabited by 1 x 1st Level Warrior Duergar</p>
<i>South Entry #1</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
<i>South Entry #2</i>	Stuck Stone Door (break DC 28; hard 8, 60 hp)
Room Features	A cube of solid stone stands in the west side of the room, and clouds of flying insects fill the south-east corner of the room

Room #27

<i>North Entry #1</i>	Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp) (slides down, +1 to break DC)
<i>North Entry #2</i>	Archway
<i>West Entry #1</i>	<p>Stuck Stone Door (break DC 28; hard 8, 60 hp)</p> <p>→ Leads to room #7, inhabited by 13 x Rat</p>
<i>West Entry #2</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
<i>South Entry</i>	Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp)
Room Features	A rope ascends to a balcony hanging from the west wall, and someone has scrawled "Edramros fell here" on the south wall

Room #28*North Entry #1*

Secret (Search DC 20) Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) (slides down, +1 to break DC)

⑤ The door is concealed behind a tapestry of a legendary battle

① Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20

North Entry #2

Archway

South Entry

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

→ Leads to [room #25](#), inhabited by 1 x Large Monstrous Centipede

Room Features

A narrow shaft descends from the room into a plundered tomb below, and a cube of solid stone stands in the north-east corner of 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: 90 gp; Masterwork Manacles (50 gp); hoard total 140 gp

Room #29*East Entry*

Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp)

South Entry

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

① Arrow Trap: CR 3; mechanical; location trigger; manual reset; Atk +10 ranged (1d6/x3); Search DC 22; Disable Device DC 20

Empty**Room #30***North Entry*

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

→ Leads to [room #45](#)

East Entry

Trapped and Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp) (slides up, +2 to break DC)

① One-way Door: CR 2; mechanical; Search DC 22; Disable Device DC 20

Room Features

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

Room #31

<i>North Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) ① Arrow Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d6/x3); Search DC 22; Disable Device DC 22 → Leads to room #39
<i>West Entry #1</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
<i>West Entry #2</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp) 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
<i>East Entry</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 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
Room Features	A stream of oil flows along a channel in the floor, and a pile of torches lies in the center of the room
Monster	10 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

Room #32

<i>North Entry</i>	Unlocked Strong Wooden Door (hard 5, 20 hp)
<i>East Entry</i>	Trapped and Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp) ① Extended Bane Trap: CR 3; magic device; proximity trigger (detect good); automatic reset; spell effect (Extended Bane, 3rd level cleric, DC 13 Will save negates); Search DC 27; Disable Device DC 27 → Leads to room #23
<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides up, +2 to break DC) → Leads to room #26
Room Features	A wooden platform hangs over a deep pit in the south-east corner of the room, and a tapestry of vile acts hangs from the north wall

Room #33

<i>North Entry</i>	Secret (Search DC 20) Unlocked Strong Wooden Door (hard
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5, 20 hp)

⑤ The door is concealed within the mouth of a demonic face carved from stone

Room Features

A magical shrine in the north side of the room heals all wounds of whomever offers a prayer (but only once), and a toppled statue lies in the south-west corner of the room

Room #34

West Entry

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

→ Leads to [room #8](#)

East Entry #1

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

East Entry #2

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

Room Features

A chute descends from the room into a magical cyst below, and a rattling noise can be heard in the south-west corner of the room

Trap

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 #35

North Entry

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

→ Leads to [room #11](#)

West Entry

Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp)

① Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20

South Entry #1

Locked Stone Door (Open Lock DC 40, break DC 28; hard 8, 60 hp)

South Entry #2

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

Room Features

Someone has scrawled "Ale's well that ends well" in dwarvish runes on the east wall, and a pile of bent copper coins lies in the south-east corner of the room

Monster

1 x Large Monstrous Centipede (vermin)

Large monstrous centipede: CR 1; Large vermin; HD 3d8; hp 13; Init +2; Spd 40 ft. (8 squares), climb 40 ft.; AC 14 (-1 size, +2 dex, +3 natural), touch 11, flat-footed 12; Base Atk +2; Grp +7; Atk +3 melee (1d8+1 plus poison, bite); Full Atk +3 melee (1d8+1 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +1; Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2

Skills and Feats: Climb +10, Hide +6, Spot +4; Weapon Finesse

Room #36

North Entry

Archway

→ Leads to [room #19](#)

West Entry

Locked Stone Door (Open Lock DC 30, break DC 28; hard 8,

60 hp)

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: 90 gp; hoard total 90 gp

Room #37

East Entry

Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) (slides down, +1 to break DC)

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

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 #38

West Entry

Unlocked Strong Wooden Door (hard 5, 20 hp)

→ Leads to [room #57](#), inhabited by 6 x Rat

East Entry

Trapped Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) (stuck, +2 to lift DC)

① Wall Blade Trap: CR 1; mechanical; touch trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +10 melee (2d4/x4, scythe); Search DC 22; Disable Device DC 22

Room Features

The room has a high domed ceiling, and numerous monstrous skulls lie within niches in the east and west walls

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 #39

<i>North Entry #1</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
<i>North Entry #2</i>	Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp)
<i>West Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓣ Javelin Trap: CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18
<i>East Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)
<i>South Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓣ Arrow Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d6/x3); Search DC 22; Disable Device DC 22 → Leads to room #31 , inhabited by 10 x Rat
Room Features	A group of demonic faces have been carved into the east wall, and a pierced breastplate lies in the north-east corner of the room

Room #40

<i>North Entry #1</i>	Stuck Stone Door (break DC 28; hard 8, 60 hp)
<i>North Entry #2</i>	Secret (Search DC 20) Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp) Ⓢ The door is concealed within an upright sarcophagus → Leads to room #49
<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #9
Room Features	A ruined siege weapon sits in the north side of the room, and someone has scrawled "Stay left" on the south 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
Trap	Hail of Needles: CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22
Hidden Treasure	Hidden (Search DC 30) Locked Good Wooden Chest (Open Lock DC 20, break DC 18; hard 5, 15 hp)

100 gp; Masterwork Composite Longbow (Medium) (400 gp);
hoard total 500 gp

Room #41

West Entry

Secret (Search DC 20) Unlocked Stone Door (hard 8, 60 hp)

⑤ The door is located near the ceiling and only three feet high

→ Leads to [room #13](#)

South Entry

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

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 #42

East Entry

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

① Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); Search DC 20; Disable Device DC 20

Monster

1 x Large Monstrous Centipede (vermin)

Large monstrous centipede: CR 1; Large vermin; HD 3d8; hp 13; Init +2; Spd 40 ft. (8 squares), climb 40 ft.; AC 14 (-1 size, +2 dex, +3 natural), touch 11, flat-footed 12; Base Atk +2; Grp +7; Atk +3 melee (1d8+1 plus poison, bite); Full Atk +3 melee (1d8+1 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +1; Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2

Skills and Feats: Climb +10, Hide +6, Spot +4; Weapon Finesse

Room #43

West Entry

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

East Entry

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

→ Leads to [room #55](#)

South Entry

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

Monster

1 x Large Monstrous Centipede (vermin)

Large monstrous centipede: CR 1; Large vermin; HD 3d8; hp 13; Init +2; Spd 40 ft. (8 squares), climb 40 ft.; AC 14 (-1 size, +2 dex, +3 natural), touch 11, flat-footed 12; Base Atk +2; Grp +7; Atk +3 melee (1d8+1 plus poison, bite); Full Atk +3 melee (1d8+1 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +1; Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2

Skills and Feats: Climb +10, Hide +6, Spot +4; Weapon

Room #44	<i>North Entry</i>	Secret (Search DC 20) Unlocked Stone Door (hard 8, 60 hp) ⓘ A trap door in the floor leads to a short tunnel beneath the wall → Leads to room #56 , inhabited by 1 x Grimlock
	<i>West Entry #1</i>	Unlocked Simple Wooden Door (hard 5, 10 hp)
	<i>West Entry #2</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) → Leads to room #20 , inhabited by 1 x Troglodyte Zombie
	Room Features	A tile labyrinth covers the floor, and a pile of rotten rope lies in the south side of the room
Room #45	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #46
	<i>South Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) → Leads to room #30
	Room Features	Someone has scrawled "door, left, door, door, straight, right" in dwarvish runes on the east wall, and a buzzing noise fills the room
Room #46	<i>East Entry #1</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) (slides up, +2 to break DC) → Leads to room #52
	<i>East Entry #2</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #45
	<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	Room Features	A tile labyrinth covers the floor, and a cube of solid stone stands in the west side of the room
Room #47	<i>North Entry</i>	Archway → Leads to room #8
	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<i>East Entry</i>	Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp) → Leads to room #19
	Room Features	A tapestry of legendary monsters hangs from the east wall, and an iron chain hangs from the ceiling in the center 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 #48

East Entry #1

Unlocked Simple Wooden Door (hard 5, 10 hp)

East Entry #2

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

Room Features

A group of draconic faces have been carved into the east wall, and several monstrous corpses are scattered throughout the room

Room #49

North Entry

Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp)

Ⓣ 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

→ Leads to [room #21](#)

West Entry

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

South Entry

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

Ⓢ The door is concealed within an upright sarcophagus

→ Leads to [room #40](#), inhabited by 3 x Dire Rat

Empty

Room #50

North Entry

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

→ Leads to [room #53](#)

South Entry

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

→ Leads to [room #24](#), inhabited by 1 x Large Monstrous Centipede

Monster

1 x Darkmantle

Darkmantle: CR 1; Small magical beast; HD 1d10+1; hp 6; Init +4; Spd 20 ft. (4 squares), fly 30 ft. (poor); AC 17 (+1 size, +6 natural), touch 11, flat-footed 17; Base Atk +1; Grp +0; Atk +5 melee (1d4+4, slam); Full Atk +5 melee (1d4+4, slam); Space/Reach 5 ft./5 ft.; SA Darkness, improved grab, constrict 1d4+4; SQ Blindsight 90 ft.; AL N; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10

Skills and Feats: Hide +10, Listen +5*, Spot +5*; Improved Initiative

Room #51

North Entry

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

Ⓣ 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

	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	Room Features	A well lies in the west side of the room, and a pile of broken arrows lies in the south-west corner of the room
Room #52	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<i>West Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) (slides up, +2 to break DC) → Leads to room #46
	<i>East Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp) → Leads to room #57 , inhabited by 6 x Rat
	Room Features	A wooden platform hangs over a deep pit in the north side of the room, and a forge and anvil sit in the west side of the room
Room #53	<i>East Entry</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)
	<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to room #50 , inhabited by 1 x Darkmantle
	Empty	
Room #54	<i>North Entry</i>	Archway → Leads to room #16
	<i>West Entry</i>	Secret (Search DC 30) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) ⑤ The door is concealed within an upright sarcophagus
	Room Features	A mural of legendary monsters covers the ceiling, and a crushed helm lies in the south-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
	Hidden Treasure	Hidden (Search DC 25) Trapped and Unlocked Iron Chest (hard 10, 60 hp) Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20
		20 pp; hoard total 200 gp
Room #55	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

		→ Leads to room #43 , inhabited by 1 x Large Monstrous Centipede
	<i>East Entry</i>	Secret (Search DC 20) Unlocked Good Wooden Door (hard 5, 15 hp) ⑤ The door is located several feet above the floor and concealed by an illusion
	<i>South Entry</i>	Archway
	Room Features	A stair ascends to a balcony hanging from the west wall, and someone has scrawled "Eliod was here" on the west wall
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Room #56	<i>West Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	<i>East Entry</i>	Secret (Search DC 30) Unlocked Simple Wooden Door (hard 5, 10 hp) ⑤ The door is concealed behind a statue of a medusa, and opened by uncovering her eyes → Leads to room #6
	<i>South Entry</i>	Secret (Search DC 20) Unlocked Stone Door (hard 8, 60 hp) ⑤ A trap door in the floor leads to a short tunnel beneath the wall → Leads to room #44
	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
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Room #57	<i>West Entry #1</i>	Stuck Stone Door (break DC 28; hard 8, 60 hp)
	<i>West Entry #2</i>	Unlocked Simple Wooden Door (hard 5, 10 hp) → Leads to room #52
	<i>East Entry #1</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides up, +2 to break DC)
	<i>East Entry #2</i>	Unlocked Strong Wooden Door (hard 5, 20 hp) → Leads to room #38 , inhabited by 1 x 1st Level Warrior Duergar
	Room Features	A tile labyrinth covers the floor, and several pieces of rotten leather are scattered throughout the room
	Monster	6 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

Trap

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

Hidden Treasure

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

700 sp; hoard total 70 gp

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

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