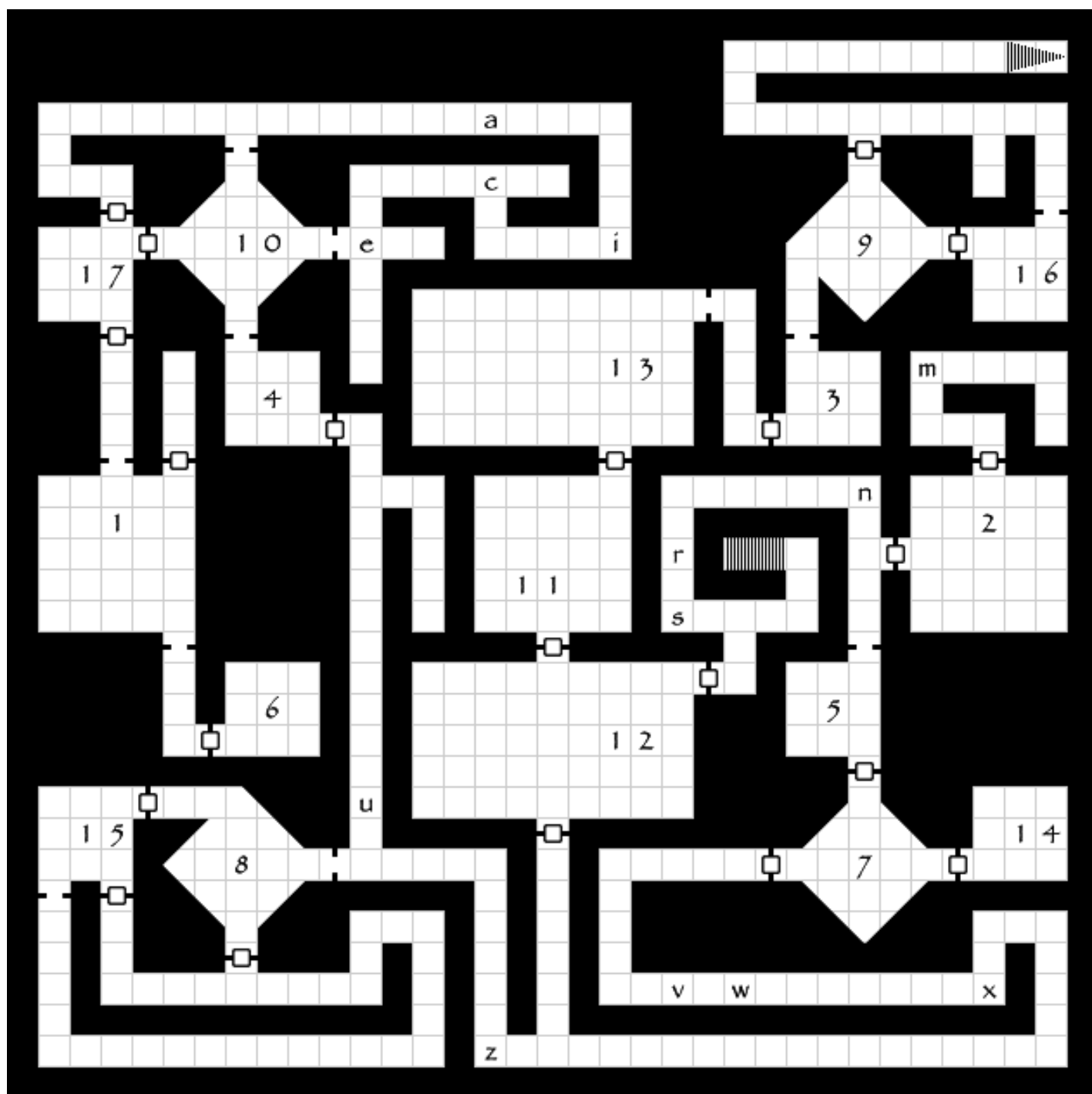


The Forsaken Crypts of the Lich Duchess 01

Level 1



General

Walls Superior Masonry (Climb DC 25)

Floor Natural Stone (move at half speed, can't charge or run, +5 to Balance and Tumble DC)

Temperature Average

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

Corridor Features

- a** Skeletons hang from chains and manacles against the walls
- c** Burning torches in iron sconces line the corridor
- e** Patches of mushrooms grow here
- i** A metallic odor fills the corridor
- m** 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
- n** An iron chandelier hangs from the ceiling here
- r** Javelin Trap: CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18
- s** Burning torches in iron sconces line the corridor
- u** A group of demonic faces have been carved into the walls
- v** An acrid odor fills the corridor
- w** A chute descends from the corridor into a plundered tomb below
- x** A briny odor fills the corridor
- z** 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.

**Wandering
Monsters**

- 1** 1 x Large Monstrous Centipede (vermin), searching for an object stolen from their lair
- 2** 1 x Ghoul, scavenging for food and treasure
- 3** 4 x 1st Level Warrior Goblin, scavenging for food and treasure
- 4** 1 x Ghoul, hunting for food
- 5** 1 x Large Monstrous Centipede (vermin), consumed by disease and madness
- 6** 7 x Rat (animal), scouting from another part of the dungeon

Room #1

North Entry #1 Archway

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

South Entry Archway

Empty

Room #2	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	Room Features	A large demonic idol with ruby eyes sits in the south side of the room, and someone has scrawled "Sharpen thy axe and ready thy shield" in blood on the north wall
	Monster	1 x 1st Level Warrior Duergar (dwarf)
		<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: 90 gp; hoard total 90 gp</p>

Room #3	<i>North Entry</i>	Archway → Leads to room #9 , inhabited by 1 x Large Monstrous Centipede
	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
	Room Features	A chute descends from the room into a magical cyst below, and a ruined iron box lies in the north side of the room

Room #4	<i>North Entry</i>	Archway → Leads to room #10 , inhabited by 1 x Medium Monstrous Spider
	<i>East Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)
	Room Features	A ladder ascends to a wooden platform in the west side of the room, and a tile labyrinth covers the floor
	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 #5

<i>North Entry</i>	Archway
<i>South Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) → Leads to room #7 , inhabited by 1 x Darkmantle
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 #6

<i>West Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp)
Room Features	A magical mirror on the east wall answers questions with insults, and a simple fireplace sits against 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 #7

<i>North Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) → Leads to room #5 , inhabited by 1 x Spider Swarm
<i>West Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides up, +2 to break DC) → Leads to room #14
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 #8

<i>West Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #15 , inhabited by 4 x Dire Rat
<i>East Entry</i>	Archway
<i>South Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) (slides to one side, +1 to break DC)
Empty	

Room #9

<i>North Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)
<i>East Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp) → Leads to room #16
<i>South Entry</i>	Archway → Leads to room #3
Room Features	A stream of blood flows along a channel in the floor, and a clicking noise can be faintly heard near the north wall
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 #10

<i>North Entry</i>	Archway
<i>West Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp) → Leads to room #17 , inhabited by 2 x 1st Level Warrior Goblin
<i>East Entry</i>	Archway
<i>South Entry</i>	Archway → Leads to room #4 , inhabited by 1 x Troglydote Zombie
Room Features	The floor is covered in square tiles, alternating white and black, and someone has scrawled "No, I said it had eleven eyes" on the north wall
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: 50 sp; hoard total 5 gp

Trap

Teleporter Crystal: CR 1; magic device; touch trigger; no reset; teleport (teleported one level down, DC 10 Will save negates); Search DC 20; Disable Device DC 20

Room #11

North Entry

Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides up, +2 to break DC)

→ Leads to [room #13](#), inhabited by 11 x Rat

South Entry

Unlocked Stone Door (hard 8, 60 hp)

→ Leads to [room #12](#), inhabited by 1 x Shrieker

Room Features

Several alcoves are cut into the east and west walls, and someone has scrawled "I'd rather be at the King and Flail" on the south wall

Room #12

North Entry

Unlocked Stone Door (hard 8, 60 hp)

→ Leads to [room #11](#)

East Entry

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

South Entry

Unlocked Strong Wooden Door (hard 5, 20 hp)

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 #13

East Entry

Archway

South Entry

Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides up, +2 to break DC)

→ Leads to [room #11](#)

Monster

11 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 #14

West Entry

Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides up, +2 to break DC)

→ Leads to [room #7](#), inhabited by 1 x Darkmantle

Room Features

Someone has scrawled "crimson, gray" on the west wall, and

sporadic knocking can be heard in the west side of the room

Room #15

East Entry

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

→ Leads to [room #8](#)

South Entry #1

Archway

South Entry #2

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

Room #16

North Entry

Archway

West Entry

Unlocked Good Wooden Door (hard 5, 15 hp)

→ Leads to [room #9](#), inhabited by 1 x Large Monstrous Centipede

Room Features

Numerous pillars line the south and east walls, and a group of monstrous faces have been carved into the west wall

Room #17

North Entry

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

East Entry

Unlocked Good Wooden Door (hard 5, 15 hp)

→ Leads to [room #10](#), inhabited by 1 x Medium Monstrous Spider

South Entry

Unlocked Good Wooden Door (hard 5, 15 hp)

Room Features

A magical mirror on the east wall answers questions with lies and falsehoods, and the north and east walls are covered with veins of blue crystal

Monster

2 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
