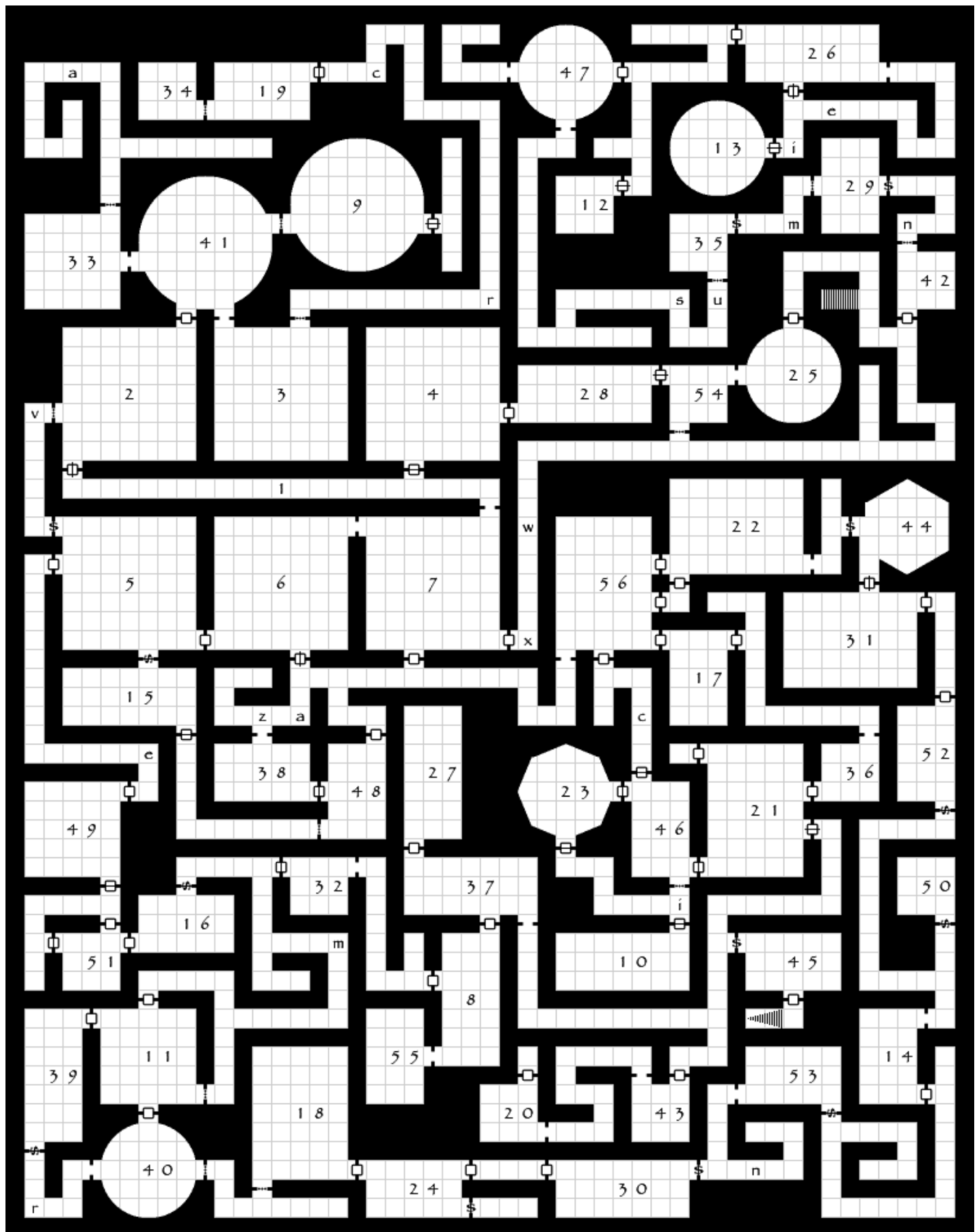


# The Forsaken Lair of Terror 01

## Level 1



## General

<b>Walls</b>	Masonry (Climb DC 20)
<b>Floor</b>	Smooth Stone
<b>Temperature</b>	Very Hot (creatures must succeed on a Fortitude saving throw each hour (DC 15, +1 per previous check) or take 1d4 points of non-lethal damage; creatures wearing heavy clothing or any type of armor take a -4 penalty on their saves; a creature that takes any non-lethal damage from heat exposure suffers from heatstroke and is fatigued)
<b>Illumination</b>	Dark (individual creatures may carry lights)

## Corridor Features

- a** A narrow shaft falls into the corridor from above
- c** A shallow pool of water covers the floor
- e** A group of demonic faces have been carved into the walls
- i** A narrow shaft descends from the corridor into the next dungeon level down
- m** 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
- n** A fountain of water sits in an alcove here
- r** 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
- 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** 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
- v** Knocking fills the corridor
- w** Ghoul Touch Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (Ghoul Touch, 3rd level wizard, DC 13 Fort save negates); Search DC 27; Disable Device DC 27
- x** Ghoul Touch Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (Ghoul Touch, 3rd level wizard, DC 13 Fort save negates); Search DC 27; Disable Device DC 27
- z** 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

**Wandering****Monsters**

- |          |   |
|----------|---|
| <b>1</b> | 1 x Spider Swarm, tracking the party                                      |
| <b>2</b> | 1 x 1st Level Warrior Drow (elf), lost and desperate                      |
| <b>3</b> | 1 x 1st Level Warrior Svirkneblin (gnome), gathered around an evil shrine |
| <b>4</b> | 1 x Medium Monstrous Spider (vermin), hunting for food                    |
| <b>5</b> | 1 x Spider Swarm, lost and desperate                                      |
| <b>6</b> | 1 x Spider Swarm, investigating a strange noise                           |

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

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

Ⓣ 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

→ Leads to [room #2](#), inhabited by 1 x Large Monstrous Centipede

*North Entry #2*

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

→ Leads to [room #4](#)

*South Entry*

Archway

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

**Room Features**

A narrow shaft descends from the room into a natural cavern below, and clouds of flying insects fill the east side of the room

**Room #2***North Entry*

Unlocked Strong Wooden Door (hard 5, 20 hp)

→ Leads to [room #41](#), inhabited by 1 x Troglydyte Zombie

*West Entry*

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

Ⓣ Guillotine Blade: CR 2; mechanical; location trigger; manual reset; Atk +12 melee (1d6/19-20); Search DC 20; Disable Device DC 22

*South Entry*

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

Ⓣ 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

→ Leads to [room #1](#)

**Room Features**

Someone has scrawled "Here stands here, slain by a basilisk" on the west wall, and a pile of barrel staves lies in the south-west 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

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### Room #3

*North Entry #1*

Archway

→ Leads to [room #41](#), inhabited by 1 x Troglydte Zombie

*North Entry #2*

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

#### Room Features

A chute falls into the room from above, and a fountain engraved with alien runes sits in the east side of the room

#### Monster

1 x Large Monstrous Spider (vermin)

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Large monstrous spider: CR 2; Large vermin; HD 4d8+4; hp 22; Init +3; Spd 30 ft. (6 squares), climb 20 ft.; AC 14 (-1 size, +3 dex, +2 natural), touch 12, flat-footed 11; Base Atk +3; Grp +9; Atk +4 melee (1d8+3 plus poison, bite); Full Atk +4 melee (1d8+3 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int -, Wis 10, Cha 2

Skills and Feats: Climb +11, Hide +3\*, Jump +2\*, Spot +4\*; -

Treasure: 80 sp; Half-plate (Medium) (600 gp); hoard total 608 gp

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### Room #4

*East Entry*

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

→ Leads to [room #28](#), inhabited by 1 x 1st Level Warrior Drow

*South Entry*

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

→ Leads to [room #1](#)

#### Room Features

The south and west walls have been engraved with geometric patterns, and a pile of rotten apples lies in the north-west corner of the room

#### Trap

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

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### Room #5

*West Entry #1*

Secret (Search DC 25) Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp) (slides to one side, +1 to break DC)

⑤ A bookcase and concealed door pivots smoothly

*West Entry #2*

Unlocked Simple Wooden Door (hard 5, 10 hp)

*East Entry*

Unlocked Simple Wooden Door (hard 5, 10 hp)

		→ Leads to <a href="#">room #6</a> , inhabited by 1 x 1st Level Warrior Duergar
	<i>South Entry</i>	<p>Secret (Search DC 25) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)</p> <p>⑤ The door is concealed behind a statue of a troll archer, and opened by pulling an arrow in its quiver</p> <p>→ Leads to <a href="#">room #15</a>, inhabited by 1 x Homunculus</p>
	<b>Room Features</b>	Someone has scrawled "This paladin is dead" in draconic script on the east wall, and the south and east walls are covered with cracks
	<b>Monster</b>	<p>1 x Shrieker (fungus)</p> <hr/> <p>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</p> <p>Skills and Feats: -; -</p>
	<b>Trap</b>	Rolling Rock Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22
<hr/>		
<b>Room #6</b>	<i>West Entry</i>	<p>Unlocked Simple Wooden Door (hard 5, 10 hp)</p> <p>→ Leads to <a href="#">room #5</a>, inhabited by 1 x Shrieker</p>
	<i>East Entry</i>	<p>Archway</p> <p>→ Leads to <a href="#">room #7</a>, inhabited by 1 x Homunculus</p>
	<i>South Entry</i>	<p>Trapped and Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp)</p> <p>① Falling Block: CR 1; mechanical; location trigger; no reset; Atk +12 melee (2d6); multiple targets (all targets in a 10 ft. square area); Search DC 22; Disable Device DC 20</p>
	<b>Room Features</b>	A stone ramp ascends towards the north wall, and the floor is covered in square tiles, alternating white and black
	<b>Monster</b>	<p>1 x 1st Level Warrior Duergar (dwarf)</p> <hr/> <p>1st level warrior duergar: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft. in chainmail (4 squares); base speed 20 ft.; AC 17 (+5 chainmail, +2 heavy shield), touch 10, flat-footed 17; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/x3, warhammer) or +1 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d8+1/x3, warhammer) or +1 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA Duergar traits, spell-like abilities; SQ Darkvision 60 ft., duergar traits; AL LE; SV Fort +4*, Ref +0*, Will -1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4</p> <p>Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently -4, Spot +2; Toughness</p> <p>Treasure: 80 gp; Potion of Protection from Good (50 gp); hoard total 130 gp</p>

<b>Room #7</b>	<i>North Entry</i>	Archway → Leads to <a href="#">room #1</a>
	<i>West Entry</i>	Archway → Leads to <a href="#">room #6</a> , inhabited by 1 x 1st Level Warrior Duergar
	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<b>Room Features</b>	A cold spot can be felt in the east side of the room, and a ruined chain shirt lies in the north-west corner of the room
	<b>Monster</b>	1 x Homunculus
<p>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</p> <p>Skills and Feats: Hide +14, Listen +4, Spot +4; Lightning Reflexes</p>		
<b>Room #8</b>	<i>North Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to <a href="#">room #37</a>
	<i>West Entry #1</i>	Unlocked Good Wooden Door (hard 5, 15 hp)
	<i>West Entry #2</i>	Archway → Leads to <a href="#">room #55</a>
	<b>Hidden Treasure</b>	Hidden (Search DC 20) Trapped and Locked Simple Wooden Chest (Open Lock DC 30, break DC 15; hard 5, 10 hp)  Ghoul Touch Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (Ghoul Touch, 3rd level wizard, DC 13 Fort save negates); Search DC 27; Disable Device DC 27
300 sp; Acid (4 flasks, 10 gp each); hoard total 70 gp		
<b>Room #9</b>	<i>West Entry</i>	Trapped Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)  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  → Leads to <a href="#">room #41</a> , inhabited by 1 x Troglydte Zombie
	<i>East Entry</i>	Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 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

**Room Features**

A chute descends from the room into a magical cyst below, and someone has scrawled "left, left, door, right" on the west wall

**Monster**

1 x Troglodyte

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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: 100 sp; hoard total 10 gp

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**Room #10**

*North Entry*

Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp)

**Empty**

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**Room #11**

*North Entry*

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

*West Entry*

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

→ Leads to [room #39](#)

*East Entry*

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

Ⓢ Contact Poison: CR 2; mechanical; touch trigger, no reset; contact poison (Malyass Root Paste); Search DC 22; Disable Device DC 22

*South Entry*

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

→ Leads to [room #40](#), inhabited by 1 x 1st Level Warrior Svirkneblin

**Empty**

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**Room #12**

*East Entry*

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

Ⓢ 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

**Monster**

1 x 1st Level Warrior Duergar (dwarf)

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1st level warrior duergar: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft. in chainmail (4 squares); base speed 20 ft.; AC 17 (+5 chainmail, +2 heavy shield), touch 10, flat-footed 17; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/x3, warhammer) or +1 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d8+1/x3, warhammer) or +1

ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA Duergar traits, spell-like abilities; SQ Darkvision 60 ft., duergar traits; AL LE; SV Fort +4\*, Ref +0\*, Will -1\*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4

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

Treasure: 400 sp; hoard total 40 gp

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## Room #13

### East Entry

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

Ⓣ Spiked Pit Trap: CR 2; mechanical; location trigger; automatic 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 18; Disable Device DC 15

### Monster

1 x Medium Monstrous Spider (vermin)

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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: 100 cp; Breastplate (Medium) (200 gp); hoard total 201 gp

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## Room #14

### East Entry #1

Archway

### East Entry #2

Unlocked Good Wooden Door (hard 5, 15 hp)

### Empty

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## Room #15

### North Entry

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

Ⓢ The door is concealed behind a statue of a troll archer, and opened by pulling an arrow in its quiver

→ Leads to [room #5](#), inhabited by 1 x Shrieker

### South Entry

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

### Monster

1 x Homunculus

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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
	<b>Hidden Treasure</b>	Hidden (Search DC 25) Locked Iron Chest (Open Lock DC 20, break DC 28; hard 10, 60 hp)
		600 sp; hoard total 60 gp
<b>Room #16</b>	<i>North Entry</i>	Secret (Search DC 20) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)  ⑤ The door is located above a small stone dais and concealed behind a tapestry of a legendary battle
	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to <a href="#">room #51</a>
	<b>Monster</b>	4 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: 150 gp; hoard total 150 gp
<b>Room #17</b>	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to <a href="#">room #56</a> , inhabited by 1 x 1st Level Warrior Drow
	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides up, +2 to break DC)
	<b>Monster</b>	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
<b>Room #18</b>	<i>East Entry</i>	Unlocked Iron Door (hard 10, 60 hp) → Leads to <a href="#">room #24</a>
	<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	<b>Room Features</b>	Spirals of red stones cover the floor, and a ruined siege weapon sits in the north side of the room

<b>Room #19</b>	<i>West Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to <a href="#">room #34</a> , inhabited by 1 x Spider Swarm
	<i>East Entry</i>	Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)
	<b>Room Features</b>	A narrow shaft falls into the room from above, and a toppled statue lies in the south side of the room
<b>Room #20</b>	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<i>East Entry</i>	Archway
	<b>Monster</b>	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
<b>Room #21</b>	<i>West Entry #1</i>	Unlocked Simple Wooden Door (hard 5, 10 hp)
	<i>West Entry #2</i>	Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp) → Leads to <a href="#">room #46</a>
	<i>East Entry #1</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) → Leads to <a href="#">room #36</a>
	<i>East Entry #2</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)  Ⓢ Rolling Rock Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22
	<b>Monster</b>	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: 70 gp; hoard total 70 gp
<b>Room #22</b>	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to <a href="#">room #56</a> , inhabited by 1 x 1st Level Warrior

	Drow
<i>East Entry</i>	Archway
<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
<b>Room Features</b>	Someone has scrawled "If being drunk all the time were easy, everyone would do it" in dwarvish runes on the south wall, and a putrid odor fills the south-west corner of the room

**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 #23

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

→ Leads to [room #46](#)

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

**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: 1 pp; hoard total 10 gp

**Hidden Treasure** Hidden (Search DC 20) Locked Simple Wooden Chest (Open Lock DC 20, break DC 15; hard 5, 10 hp)

400 sp; Half-plate (Medium) (600 gp); hoard total 640 gp

## Room #24

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

→ Leads to [room #18](#)

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

*East Entry #2* Secret (Search DC 30) Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp)

⑤ The door is located several feet above the floor and only three feet high

**Room Features** A tile mosaic of legendary monsters covers the floor, and a

circle of tall stones stands in the north-west corner of the room

---

## Room #25

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

*West Entry* Archway  
→ Leads to [room #54](#)

**Room Features** Someone has scrawled "Lava stands here, slain by a basilisk" on the east wall, and a pile of trash lies in the west side of the room

---

## Room #26

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

*East Entry* Archway

*South Entry* Trapped and Unlocked Iron Door (hard 10, 60 hp)  
① Rolling Rock Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22

**Room Features** A stone ramp ascends towards the west wall, and someone has scrawled "Ale's well that ends well" in dwarvish runes on the east wall

**Monster** 1 x 1st Level Warrior Svirfneblin (gnome)

---

1st level warrior svirfneblin: 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: 200 sp; hoard total 20 gp

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## Room #27

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

→ Leads to [room #37](#)

**Monster** 9 x Tiny Monstrous Centipede (vermin)

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Tiny monstrous centipede: CR 1/8; Tiny vermin; HD 1/4 d8; hp 1; Init +2; Spd 20 ft. (4 squares), climb 20 ft.; AC 14 (+2 size, +2 dex), touch 14, flat-footed 12; Base Atk +0; Grp -13; Atk +4 melee (1d3-5 plus poison, bite); Full Atk +4 melee (1d3-5 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +2, Will +0; Str 1, Dex 15, Con 10, Int -, Wis 10, Cha 2  
Skills and Feats: Climb +10, Hide +18, Spot +4; Weapon Finesse

	<b>Trap</b>	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 20; Disable Device DC 22
	<b>Hidden Treasure</b>	<p>Hidden (Search DC 20) Trapped and Unlocked Iron Chest (hard 10, 60 hp)</p> <p>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</p> <hr/> <p>None</p>
<b>Room #28</b>	<i>West Entry</i>	<p>Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)</p> <p>→ Leads to <a href="#">room #4</a></p>
	<i>East Entry</i>	<p>Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)</p> <p>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</p> <p>→ Leads to <a href="#">room #54</a></p>
	<b>Room Features</b>	A faded and torn tapestry hangs from the east wall, and someone has scrawled a drawing of a door on the south wall
	<b>Monster</b>	<p>1 x 1st Level Warrior Drow (elf)</p> <hr/> <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 (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</p> <p>Skills and Feats: Hide +0, Listen +2, Search +4, Spot +3; Weapon Focus (rapier)</p> <p>Treasure: 110 gp; hoard total 110 gp</p>
<b>Room #29</b>	<i>West Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	<i>East Entry</i>	<p>Secret (Search DC 25) Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)</p> <p>⑤ The door is concealed within the mouth of a gargantuan skull carved from stone</p> <p>① Spear Trap: CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/x3, spear); Search DC 20; Disable Device DC 20; Note: 200 ft. max range, target determined randomly from those in its path.</p>
	<b>Empty</b>	

**Room #30***West Entry*

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

*East Entry*

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

⑤ The door is opened by tracing an arcane rune

**Room Features**

A sloped pit lined with iron spikes lies in the center of the room, and a simple fireplace sits against the west 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 #31***North Entry*

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

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

→ Leads to [room #44](#), inhabited by 1 x Troglydte

*East Entry*

Unlocked Good Wooden Door (hard 5, 15 hp)

**Room Features**

A faded and torn tapestry hangs from the south wall, and the sound of rushing water can be faintly heard near the east wall

**Monster**

9 x Rat (animal)

---

Rat: CR 1/8; Tiny animal; HD 1/4 d8; hp 1; Init +2; Spd 15 ft. (3 squares), climb 15 ft., swim 15 ft.; AC 14 (+2 size, +2 dex), touch 14, flat-footed 12; Base Atk +0; Grp -12; Atk +4 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); Space/Reach 2-1/2 ft./0 ft.; SA -; SQ Low-light vision, scent; AL N; SV Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2

Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Weapon Finesse

**Hidden Treasure**

Hidden (Search DC 25) Locked Simple Wooden Chest (Open Lock DC 30, break DC 15; hard 5, 10 hp)

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120 gp; Climber's Kit (80 gp); hoard total 200 gp

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**Room #32***West Entry*

Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp)

*East Entry*

Archway

**Room Features**

An enchanted pool in the west side of the room petrifies whomever drinks from it, and a dagger hilt lies in the north-east corner of the room

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**Room #33***North Entry*

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

*East Entry*

Archway

→ Leads to [room #41](#), inhabited by 1 x Troglodyte Zombie

**Room Features**

A fountain and statue of a God of Chaos sits in the south-west corner of the room, and someone has scrawled a draconic face 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: 65 gp; Platinum Ring engraved with Thorned Vines (2100 gp); hoard total 2165 gp

---

**Room #34***East Entry*

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

→ Leads to [room #19](#)

**Room Features**

A magical idol in the west side of the room summons an air elemental to serve whomever offers a prayer (but only once), and a rusted chain lies in the south 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;

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**Room #35***East Entry*

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

Ⓢ The door is concealed behind an area of mould

*South Entry*

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

**Room Features**

A set of demonic war masks hangs on the north wall, and a pile of rotten leather lies in the west side of the room

**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

**Trap**

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

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**Room #36**

*North Entry*

Archway

*West Entry*

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

→ Leads to [room #21](#), inhabited by 1 x Troglodyte

**Room Features**

Numerous pillars line the west wall, and several empty bottles are scattered throughout the room

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**Room #37**

*North Entry*

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

→ Leads to [room #27](#), inhabited by 9 x Tiny Monstrous Centipede

*South Entry #1*

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

→ Leads to [room #8](#)

*South Entry #2*

Archway

**Room Features**

A tile mosaic of arcane patterns covers the floor, and sporadic knocking can be faintly heard near the west wall

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**Room #38**

*North Entry*

Archway

*East Entry*

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

→ Leads to [room #48](#)

**Room Features**

A balcony hangs from the north wall, and a bent chisel lies in the east side 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: 40 gp; Wooden Coffin engraved with Floral Vines (600 gp); hoard total 640 gp

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**Room #39***East Entry*

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

→ Leads to [room #11](#)

*South Entry*

Secret (Search DC 30) Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)

⑤ The door is concealed within the mouth of a gargantuan skull carved from stone

**Room Features**

Lit candles are scattered across the floor, and the floor is covered with mould

**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

**Hidden Treasure**

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

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120 gp; hoard total 120 gp

**Room #40***North Entry*

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

→ Leads to [room #11](#)

*West Entry*

Archway

*East Entry*

Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) (magically reinforced, +10 to break DC)

**Monster**

1 x 1st Level Warrior Svirfneblin (gnome)

---

1st level warrior svirfneblin: 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: 100 sp; hoard total 10 gp

**Room #41***West Entry*

Archway

→ Leads to [room #33](#), inhabited by 1 x Troglodyte

*East Entry*

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

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

→ Leads to [room #9](#), inhabited by 1 x Troglodyte

*South Entry #1*

Unlocked Strong Wooden Door (hard 5, 20 hp)

→ Leads to [room #2](#), inhabited by 1 x Large Monstrous

		Centipede
	<i>South Entry #2</i>	Archway → Leads to <a href="#">room #3</a> , inhabited by 1 x Large Monstrous Spider
	<b>Monster</b>	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
<b>Room #42</b>	<i>North Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	<i>South Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp)
	<b>Room Features</b>	A chute descends from the room into a midden chamber below, and a set of demonic war masks hangs on the west wall
	<b>Monster</b>	1 x Spider Swarm
		Spider swarm: CR 1; Diminutive vermin (swarm); HD 2d8; hp 9; Init +3; Spd 20 ft. (4 squares), climb 20 ft.; AC 17 (+4 size, +3 dex), touch 17, flat-footed 14; Base Atk +1; Grp -; Atk Swarm (1d6 plus poison); Full Atk Swarm (1d6 plus poison); Space/Reach 10 ft./0 ft.; SA Distraction, poison; SQ Darkvision 60 ft., swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2 Skills and Feats: Climb +11, Listen +4, Spot +4;
<b>Room #43</b>	<i>North Entry #1</i>	Archway
	<i>North Entry #2</i>	Unlocked Simple Wooden Door (hard 5, 10 hp) (magically reinforced, +10 to break DC)
	<b>Room Features</b>	The south and east walls have been engraved with glowing glyphs, and a toppled statue lies in the south-west corner of the room
<b>Room #44</b>	<i>West Entry</i>	Secret (Search DC 30) Unlocked Simple Wooden Door (hard 5, 10 hp) Ⓢ The door is concealed within the mouth of a gargantuan skull carved from stone
	<i>South Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓣ 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

→ Leads to [room #31](#), inhabited by 9 x Rat

**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)

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## Room #45

*West Entry*

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

⑤ The door is concealed behind a statue of a troll archer, and opened by pulling an arrow in its quiver

*South Entry*

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

**Room Features**

A forge and anvil sit in the center of the room, and several pieces of rotting wood are scattered throughout the room

**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 #46

*North Entry*

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

*West Entry*

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

→ Leads to [room #23](#), inhabited by 1 x Medium Monstrous Spider

*East Entry*

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

→ Leads to [room #21](#), inhabited by 1 x Troglodyte

*South Entry*

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

<b>Room Features</b>	A narrow pit covered by iron bars lies in the south-west corner of the room, and several candles are scattered throughout the room
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**Room #47**

<i>West Entry</i>	Archway
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<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
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<i>South Entry</i>	Archway
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<b>Room Features</b>	Lit candles are scattered across the floor, and someone has scrawled "Orfin died here, his luck ran out before his arrows" on the east wall
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<b>Monster</b>	1 x Troglodyte
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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: 55 gp; Headband of Intellect (+2) (4000 gp); hoard total 4055 gp

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**Room #48**

<i>North Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
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<i>West Entry #1</i>	Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp)
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→ Leads to [room #38](#), inhabited by 1 x 1st Level Warrior Drow

<i>West Entry #2</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
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<b>Room Features</b>	The north and east walls have been engraved with incoherent labyrinths, and someone has scrawled "I'd rather be at the Cursed Sword" on the west wall
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**Room #49**

<i>East Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp)
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<i>South Entry</i>	Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)
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<b>Monster</b>	1 x 1st Level Warrior Svirkneblin (gnome)
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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: 700 sp; hoard total 70 gp

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## Room #50

### South Entry

Secret (Search DC 30) Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

⑤ The door is located several feet above the floor and concealed by an illusion

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

### Room Features

A magical altar of a god of dwarves in the north-east corner of the room heals all wounds of any dwarf within 30 feet (but only once), and several square holes are cut into the ceiling and floor

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## Room #51

### North Entry

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

### West Entry

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

### East Entry

Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)  
→ Leads to [room #16](#), inhabited by 4 x 1st Level Warrior Goblin

### Empty

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## Room #52

### North Entry

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

### South Entry

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

⑤ The door is concealed within a horrific torture device

### Room Features

A narrow ledge runs along the north and east walls, and knocking fills the room

### Monster

1 x 1st Level Warrior Svirfneblin (gnome)

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1st level warrior svirfneblin: 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: 600 sp; hoard total 60 gp

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## Room #53

### West Entry

Archway

### South Entry

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

⑤ The door is located several feet above the floor and

opened by standing on a small floor tile

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**

Someone has scrawled "Alix Parry fell here, slain by orcs" in blood on the north wall, and laughter can be faintly heard near the west wall

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**Room #54**

*West Entry*

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

→ Leads to [room #28](#), inhabited by 1 x 1st Level Warrior Drow

*East Entry*

Archway

→ Leads to [room #25](#)

*South Entry*

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

**Room Features**

Numerous pillars line the north and south walls, and someone has scrawled "Don't lose your head" on the west wall

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**Room #55**

*East Entry*

Archway

→ Leads to [room #8](#)

**Empty**

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**Room #56**

*East Entry #1*

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

→ Leads to [room #22](#), inhabited by 4 x Dire Rat

*East Entry #2*

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

*East Entry #3*

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

→ Leads to [room #17](#), inhabited by 1 x Ghoul

*South Entry #1*

Archway

*South Entry #2*

Unlocked Simple Wooden Door (hard 5, 10 hp)

**Room Features**

Burning torches in iron sconces line the south wall, and unintelligible whispering can be heard in the south side of the room

**Monster**

1 x 1st Level Warrior Drow (elf)

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

+2, Ref +1, Will -1\*; Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10

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

Treasure: 500 sp; Silk Rope (50') (10 gp); hoard total 60 gp

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

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