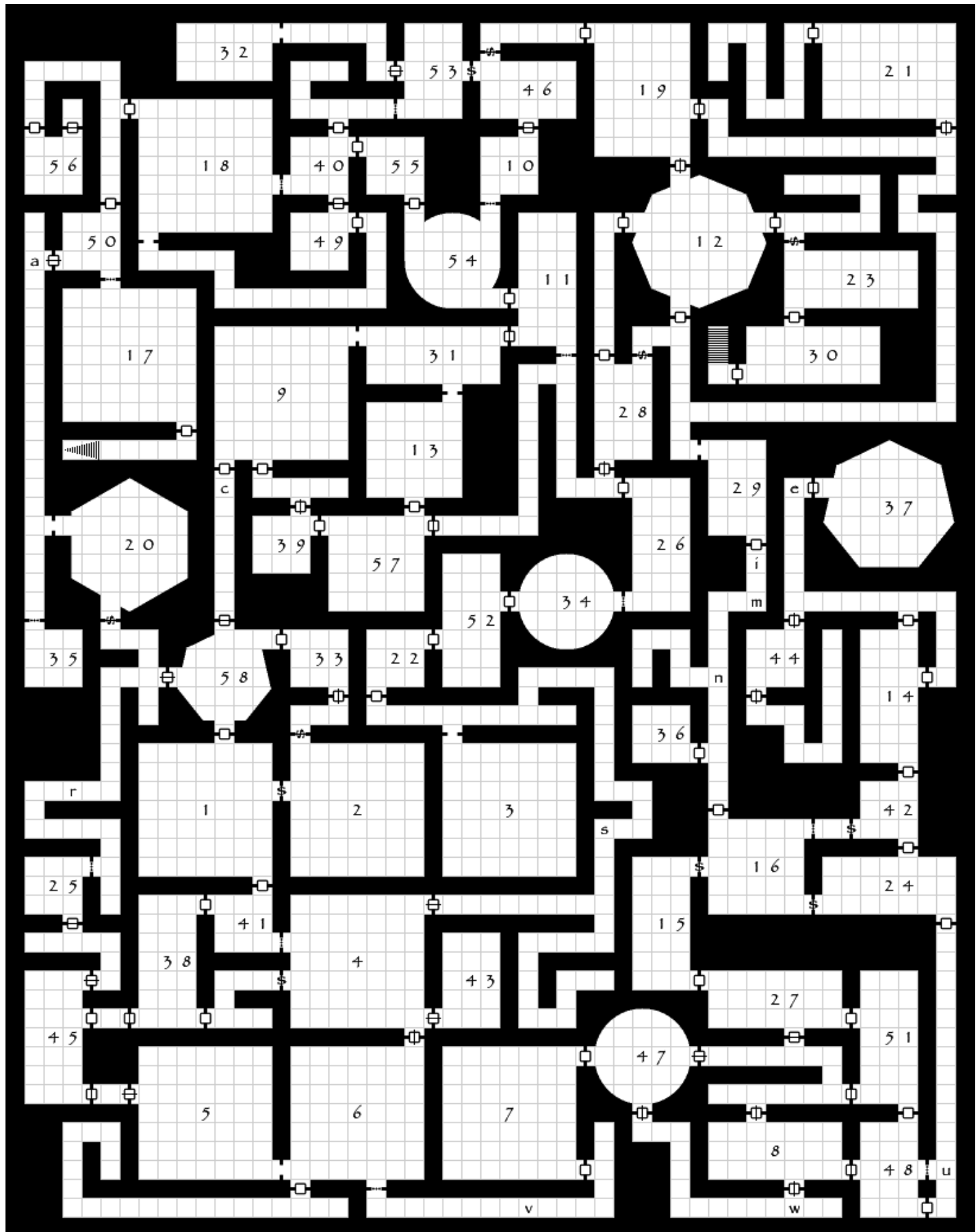


# The Secret Warrens of the Wurm Count 01

## Level 1



General	Walls	Masonry (Climb DC 20)
	Floor	Flagstone
	Temperature	Cold (unprotected creatures must succeed on a Fortitude saving throw every hour (DC 15, +1 per previous check) or take 1d6 points of non-lethal damage; a creature that takes any non-lethal damage from cold exposure suffers from hypothermia and is fatigued)
	Illumination	Dark (individual creatures may carry lights)
Corridor Features		
	a	Skeletons hang from chains and manacles against the walls
	c	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
	e	Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20
	i	A narrow shaft descends from the corridor into a magical cyst below
	m	A putrid odor fills the corridor
	n	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
	r	A chute descends from the corridor into the next dungeon level down
	s	Well-Camouflaged Pit Trap: CR 2; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 27; Disable Device DC 20
	u	Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20
	v	Someone has scrawled "Watch out for basilisk" in orcish runes here
	w	Withered corpses are nailed to the corridor walls
Wandering		
Monsters	1	1 x Shrieker (fungus), wandering senselessly
	2	14 x Tiny Monstrous Centipede (vermin), scavenging for food and treasure
	3	1 x Troglodyte Zombie, searching for an object stolen from their lair

- 4 1 x 1st Level Warrior Svirkneblin (gnome), trying to lure the party into an ambush
- 5 2 x Dire Rat, returning to their lair with plunder
- 6 1 x Spider Swarm, consumed by disease and madness

## Room #1

- North Entry* Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)  
(slides to one side, +1 to break DC)  
→ Leads to [room #58](#), inhabited by 1 x Shrieker
- East Entry* Secret (Search DC 20) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)  
Ⓢ The door is located several feet above the floor and concealed behind an area of fungus  
→ Leads to [room #2](#)
- South Entry* Unlocked Good Wooden Door (hard 5, 15 hp)  
→ Leads to [room #41](#), inhabited by 1 x Troglodyte

### Room Features

An overwhelming stench fills the south-east corner of the room, and a pile of candles lies in the west side of the room

### Monster

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: 10 pp; hoard total 100 gp

## Room #2

- North Entry* Secret (Search DC 20) Trapped and Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp)  
Ⓢ The door is located near the ceiling and designed to make noise when opened  
Ⓣ 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
- West Entry* Secret (Search DC 20) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)  
Ⓢ The door is located several feet above the floor and concealed behind an area of fungus  
→ Leads to [room #1](#), inhabited by 4 x 1st Level Warrior Goblin

**Empty**

**Room #3***North Entry*

Archway

**Room Features**

The floor is covered in square tiles, alternating white and black, and someone has scrawled "Don't sleep" on the west wall

**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: 80 gp; Masterwork Thieves' Tools (50 gp); hoard total 130 gp

**Room #4***West Entry #1*

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

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

*West Entry #2*

Secret (Search DC 20) Unlocked Good Wooden Door (hard 5, 15 hp)

⑤ The door is concealed behind a pile of skulls

*East Entry #1*

Trapped and Stuck Iron Door (break DC 28; hard 10, 60 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

*East Entry #2*

Trapped and Stuck Stone Door (break DC 28; hard 8, 60 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 #43](#)

*South Entry*

Trapped and Unlocked Iron Door (hard 10, 60 hp) (slides up, +2 to break DC)

① Falling Block: CR 1; mechanical; location trigger; no reset; Atk +10 melee (3d6); multiple targets (all targets in a 10 ft. square area); Search DC 20; Disable Device DC 20

→ Leads to [room #6](#)

**Room Features**

A rope ascends to a balcony hanging from the north wall, and someone has scrawled "Abandon all hope" in goblin runes on the east wall

<b>Room #5</b>	<i>West Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) (slides to one side, +1 to break DC)  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
	<i>East Entry</i>	Archway → Leads to <a href="#">room #6</a>
	<b>Empty</b>	
<hr/>		
<b>Room #6</b>	<i>North Entry</i>	Trapped and Unlocked Iron Door (hard 10, 60 hp) (slides up, +2 to break DC)  ① Falling Block: CR 1; mechanical; location trigger; no reset; Atk +10 melee (3d6); multiple targets (all targets in a 10 ft. square area); Search DC 20; Disable Device DC 20 → Leads to <a href="#">room #4</a>
	<i>West Entry</i>	Archway → Leads to <a href="#">room #5</a>
	<i>South Entry #1</i>	Unlocked Strong Wooden Door (hard 5, 20 hp)
	<i>South Entry #2</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	<b>Room Features</b>	A mural of a legendary battle covers the ceiling, and oil drips from the ceiling in the west side of the room
<b>Room #7</b>	<i>East Entry #1</i>	Unlocked Strong Wooden Door (hard 5, 20 hp) (slides up, +2 to break DC) → Leads to <a href="#">room #47</a>
	<i>East Entry #2</i>	Stuck Iron Door (break DC 28; hard 10, 60 hp)
	<b>Room Features</b>	A mural of vile acts covers the ceiling, and someone has scrawled "Upon the solstice in the Year of Brass, when the Seal of Spells fails, the Indigo Court shall be found" on the east wall
	<b>Monster</b>	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
<hr/>		
<b>Room #8</b>	<i>North Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

		<p>① Falling Block: CR 3; mechanical; location trigger; no reset; Atk +12 melee (1d6); multiple targets (all targets in a 10 ft. square area); Search DC 22; Disable Device DC 22</p>
	<i>East Entry</i>	<p>Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)</p> <p>→ Leads to <a href="#">room #48</a></p>
	<i>South Entry</i>	<p>Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp)</p> <p>① Ceiling Pendulum: CR 3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 27</p>
	<b>Monster</b>	<p>1 x Large Monstrous Spider (vermin)</p> <hr/> <p>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</p> <p>Skills and Feats: Climb +11, Hide +3*, Jump +2*, Spot +4*; -</p> <p>Treasure: 27 gp; hoard total 27 gp</p> <hr/>
<b>Room #9</b>	<i>East Entry</i>	<p>Archway</p> <p>→ Leads to <a href="#">room #31</a>, inhabited by 9 x Rat</p>
	<i>South Entry #1</i>	Unlocked Strong Wooden Door (hard 5, 20 hp)
	<i>South Entry #2</i>	Unlocked Iron Door (hard 10, 60 hp)
	<b>Room Features</b>	A tapestry of an earth god hangs from the west wall, and the ceiling is covered with dripping stalactites
<b>Room #10</b>	<i>North Entry</i>	<p>Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)</p> <p>→ Leads to <a href="#">room #46</a>, inhabited by 1 x Troglodyte Zombie</p>
	<i>South Entry</i>	<p>Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)</p> <p>→ Leads to <a href="#">room #54</a></p>
	<b>Empty</b>	
<b>Room #11</b>	<i>West Entry #1</i>	<p>Unlocked Simple Wooden Door (hard 5, 10 hp)</p> <p>→ Leads to <a href="#">room #54</a></p>
	<i>West Entry #2</i>	<p>Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp)</p> <p>→ Leads to <a href="#">room #31</a>, inhabited by 9 x Rat</p>
	<i>South Entry</i>	Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp) (stuck, +2 to lift DC)
	<b>Room Features</b>	A set of demonic war masks hangs on the east wall, and a fountain and statue of a Goddess of Trickery sits in the south-

east corner of the room

**Monster**

11 x Tiny Monstrous Centipede (vermin)

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

Skills and Feats: Climb +10, Hide +18, Spot +4; Weapon Finesse

---

**Room #12**

*North Entry*

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

① Scything Blade Trap: CR 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20

→ Leads to [room #19](#), inhabited by 9 x Rat

*West Entry*

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

*East Entry*

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

*South Entry*

Unlocked Simple Wooden Door (hard 5, 10 hp)

**Room Features**

A ladder ascends to a catwalk hanging between the east and west walls, and the floor is covered with cracks

**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: 90 gp; hoard total 90 gp

---

**Room #13**

*North Entry*

Archway

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

*South Entry*

Unlocked Simple Wooden Door (hard 5, 10 hp)

→ Leads to [room #57](#), inhabited by 1 x 1st Level Warrior Svirfneblin

**Empty**

---

**Room #14**

*North Entry*

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

*East Entry*

Unlocked Simple Wooden Door (hard 5, 10 hp)

	<i>South Entry</i>	<p>Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)</p> <p>→ Leads to <a href="#">room #42</a>, inhabited by 1 x Medium Monstrous Spider</p>
	<b>Room Features</b>	A group of monstrous faces have been carved into the south wall, and several pieces of rotten leather are scattered throughout the room
	<b>Monster</b>	<p>1 x Large Monstrous Centipede (vermin)</p> <hr/> <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>
<b>Room #15</b>	<i>East Entry #1</i>	<p>Secret (Search DC 30) Trapped and Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)</p> <p>⑤ The door is concealed behind an area of mould</p> <p>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</p> <p>→ Leads to <a href="#">room #16</a></p>
	<i>East Entry #2</i>	<p>Unlocked Strong Wooden Door (hard 5, 20 hp)</p> <p>→ Leads to <a href="#">room #27</a></p>
	<b>Room Features</b>	A stack of barrels filled with rotting fruit stands against the north wall, and a pile of rotten bread lies in the north side of the room
	<i>North Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
	<i>West Entry</i>	<p>Secret (Search DC 30) Trapped and Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)</p> <p>⑤ The door is concealed behind an area of mould</p> <p>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</p> <p>→ Leads to <a href="#">room #15</a></p>
<b>Room #16</b>	<i>East Entry #1</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	<i>East Entry #2</i>	<p>Secret (Search DC 25) Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp)</p> <p>⑤ The door is located several feet above the floor and designed to make noise when opened</p> <p>→ Leads to <a href="#">room #24</a>, inhabited by 1 x 1st Level Warrior Svirfneblin</p>
	<b>Room Features</b>	A toppled statue lies in the south-east corner of the room, and a clicking noise can be heard in the south side of the room



<b>Room #17</b>	<i>North Entry</i>	Trapped Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp)  ① Acid Arrow Trap: CR 3; magic device; proximity trigger (alarm); automatic reset; Atk +2 ranged touch; spell effect (Acid Arrow, 3rd level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27  → Leads to <a href="#">room #50</a>
	<i>South Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
	<b>Room Features</b>	A large demonic idol with ruby eyes sits in the east side of the room, and someone has scrawled "The gold dragon is not a dragon" in blood on the north wall

<b>Room #18</b>	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<i>East Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)  → Leads to <a href="#">room #40</a> , inhabited by 1 x Troglodyte Zombie
	<i>South Entry</i>	Archway
	<b>Empty</b>	

<b>Room #19</b>	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
	<i>East Entry</i>	Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp)
	<i>South Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp)  ① Scything Blade Trap: CR 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20  → Leads to <a href="#">room #12</a> , inhabited by 1 x 1st Level Warrior Svirfneblin
	<b>Room Features</b>	A sloped pit lined with iron spikes lies in the center of the room, and someone has scrawled "nine, seven, ten" on the north wall
	<b>Monster</b>	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

<b>Room #20</b>	<i>West Entry</i>	Archway
	<i>South Entry</i>	Secret (Search DC 25) Stuck Iron Door (break DC 28; hard 10, 60 hp)  ⑤ The door is concealed behind a pile of broken stone
	<b>Room Features</b>	A magical idol of a goddess of dwarves in the west side of the

room summons an air elemental to serve whomever sacrifices a magical item upon it (but only once), and the south and east walls have been engraved with incoherent labyrinths

---

## Room #21

### West Entry

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

### South Entry

Trapped and Unlocked Iron Door (hard 10, 60 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

### Room Features

A circle of tall stones stands in the center of the room, and someone has scrawled "Ale's well that ends well" in dwarvish runes on the west 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 #22

### East Entry

Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)  
→ Leads to [room #52](#)

### South Entry

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

### 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: 2000 cp; Half-plate (Medium) (600 gp); hoard total 620 gp

---

## Room #23

### North Entry

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

Ⓢ The door is concealed behind a statue of a hydra, and opened by reaching into several of its mouths

### South Entry

Unlocked Simple Wooden Door (hard 5, 10 hp)

→ Leads to [room #30](#), inhabited by 3 x 1st Level Warrior

		Goblin
	<b>Monster</b>	2 x Dire Rat
		<p>Dire rat: CR 1/3; Small animal; HD 1d8+1; hp 5; Init +3; Spd 40 ft. (8 squares), climb 20 ft.; AC 15 (+1 size, +3 dex, +1 natural), touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk +4 melee (1d4 plus disease, bite); Full Atk +4 melee (1d4 plus disease, bite); Space/Reach 5 ft./5 ft.; SA Disease; SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4</p> <p>Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse</p>
<b>Room #24</b>	<i>North Entry</i>	<p>Unlocked Iron Door (hard 10, 60 hp)</p> <p>→ Leads to <a href="#">room #42</a>, inhabited by 1 x Medium Monstrous Spider</p>
	<i>West Entry</i>	<p>Secret (Search DC 25) Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp)</p> <p>⑤ The door is located several feet above the floor and designed to make noise when opened</p> <p>→ Leads to <a href="#">room #16</a></p>
	<i>South Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
	<b>Room Features</b>	A group of demonic faces have been carved into the west wall, and a sundered axe lies in the west side of the room
	<b>Monster</b>	1 x 1st Level Warrior Svirfneblin (gnome)
		<p>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</p> <p>Skills and Feats: Hide +2, Listen +2, Spot +2; Toughness</p> <p>Treasure: 1000 cp; Full Plate (Medium) (1500 gp); hoard total 1510 gp</p>
	<b>Trap</b>	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
	<b>Hidden Treasure</b>	<p>Hidden (Search DC 20) Locked Strong Wooden Chest (Open Lock DC 25, break DC 25; hard 5, 20 hp)</p> <p>1000 cp; hoard total 10 gp</p>
<b>Room #25</b>	<i>East Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	<i>South Entry</i>	Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp) (slides down, +1 to break DC)

<b>Room Features</b>	Someone has scrawled "The line of Charity shall be hidden until the stars fall from the sky and the Walls of Dweomers are broken" on the north wall, and a broken wooden chest lies in the north-east corner of the room
----------------------	--

---

**Room #26**

<i>West Entry #1</i>	Unlocked Strong Wooden Door (hard 5, 20 hp)
<i>West Entry #2</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
<b>Room Features</b>	A carved stone statue stands in the south-west corner of the room, and the north and east walls are covered with slime

---

**Room #27**

<i>West Entry</i>	Unlocked Strong Wooden Door (hard 5, 20 hp) → Leads to <a href="#">room #15</a>
<i>East Entry</i>	Unlocked Strong Wooden Door (hard 5, 20 hp) (magically reinforced, +10 to break DC) → Leads to <a href="#">room #51</a>
<i>South Entry</i>	Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp)
<b>Empty</b>	

---

**Room #28**

<i>North Entry #1</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
<i>North Entry #2</i>	Secret (Search DC 20) Unlocked Strong Wooden Door (hard 5, 20 hp)  ⑤ The door is located near the ceiling and concealed behind a tapestry of vile acts
<i>South Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 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>Monster</b>	5 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: 1000 cp; Blue Quartz (8 gp), Iolite (60 gp), Malachite (14 gp); hoard total 92 gp

---

**Room #29**

<i>West Entry</i>	Archway
<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

**Room Features** A stone ramp ascends towards the south wall, and the ceiling is covered with cobwebs

**Monster** 5 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 #30

*North Entry* Unlocked Simple Wooden Door (hard 5, 10 hp)  
→ Leads to [room #23](#), inhabited by 2 x Dire Rat

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

**Room Features** A group of demonic faces have been carved into the north wall, and a carved stone statue stands in the south side of the room

**Monster** 3 x 1st Level Warrior Goblin

---

1st level warrior goblin: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft. (6 squares); AC 15 (+1 size, +1 dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); Full Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); Space/Reach 5 ft./5 ft.; SA -; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness

Treasure: 700 sp; hoard total 70 gp

---

## Room #31

*West Entry* Archway  
→ Leads to [room #9](#)

*East Entry* Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp)  
→ Leads to [room #11](#), inhabited by 11 x Tiny Monstrous Centipede

*South Entry* Archway  
→ Leads to [room #13](#)

**Room Features** A wooden ladder rests against the west wall, and a putrid odor fills the room

**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

---

**Room #32***East Entry*

Archway

**Empty**

---

**Room #33***West Entry*

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

→ Leads to [room #58](#), inhabited by 1 x Shrieker*South Entry*

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

Ⓣ Scything Blade Trap: CR 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20

**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: 40 pp; Gold Ewer set with Black Opal and Rich Purple Corundum (1000 gp); hoard total 1400 gp

---

**Room #34***West Entry*

Unlocked Strong Wooden Door (hard 5, 20 hp)

→ Leads to [room #52](#)*East Entry*

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

→ Leads to [room #26](#)**Room Features**

A circle of tall stones stands in the center of the room, and a pile of sundered shields lies in the north side of the room

**Monster**

1 x Spider Swarm

---

Spider swarm: CR 1; Diminutive vermin (swarm); HD 2d8; hp 9; Init +3; Spd 20 ft. (4 squares), climb 20 ft.; AC 17 (+4 size, +3 dex), touch 17, flat-footed 14; Base Atk +1; Grp -; Atk Swarm (1d6 plus poison); Full Atk Swarm (1d6 plus poison); Space/Reach 10 ft./0 ft.; SA Distraction, poison; SQ Darkvision 60 ft., swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2

Skills and Feats: Climb +11, Listen +4, Spot +4;

---

**Room #35***North Entry*

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

**Trap**

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

---

**Room #36**

*East Entry*

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

**Room Features**

A set of demonic war masks hangs on the south wall, and burning torches in iron sconces line the east wall

---

**Room #37**

*West Entry*

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

**Room Features**

A wooden ladder rests against the west wall, and a metallic odor fills the room

---

**Room #38**

*West Entry*

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

*East Entry #1*

Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)  
→ Leads to [room #41](#), inhabited by 1 x Troglodyte

*East Entry #2*

Stuck Stone Door (break DC 28; hard 8, 60 hp) (slides to one side, +1 to break DC)

**Empty**

---

**Room #39**

*North Entry*

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

*East Entry*

Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)  
→ Leads to [room #57](#), inhabited by 1 x 1st Level Warrior Svirfneblin

**Empty**

---

**Room #40**

*North Entry*

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

*West Entry*

Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)  
→ Leads to [room #18](#)

*East Entry*

Unlocked Simple Wooden Door (hard 5, 10 hp)  
→ Leads to [room #55](#)



*South Entry* Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)

→ Leads to [room #49](#), inhabited by 1 x Ghoul

**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 #41

*North Entry* Unlocked Good Wooden Door (hard 5, 15 hp)

→ Leads to [room #1](#), inhabited by 4 x 1st Level Warrior Goblin

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

→ Leads to [room #38](#)

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

→ Leads to [room #4](#)

**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: 40 gp; hoard total 40 gp

---

## Room #42

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

→ Leads to [room #14](#), inhabited by 1 x Large Monstrous Centipede

*West Entry* Secret (Search DC 20) Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp)

Ⓢ A trap door in the floor leads to a short tunnel beneath the wall

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

→ Leads to [room #24](#), inhabited by 1 x 1st Level Warrior Svirfneblin



<b>Room Features</b>	A tile labyrinth covers the floor, and a stack of rotting wooden crates stands against the south wall
<b>Monster</b>	1 x Medium Monstrous Spider (vermin)
	<p>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</p> <p>Skills and Feats: Climb +11, Hide +7*, Jump +0*, Spot +4*; Weapon Finesse</p> <p>Treasure: 8 gp; hoard total 8 gp</p>

<b>Room #43</b>	<i>West Entry</i>	<p>Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp)</p> <p>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</p> <p>→ Leads to <a href="#">room #4</a></p>
	<b>Room Features</b>	A magical mural on the east wall depicts the betrayal of whomever views it, and someone has scrawled "Kari has no beard" in dwarvish runes on the north wall

<b>Room #44</b>	<i>North Entry</i>	<p>Trapped and Unlocked Iron Door (hard 10, 60 hp)</p> <p>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</p>
	<i>South Entry</i>	<p>Trapped and Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp)</p> <p>① Arrow Trap: CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (3d6/x3); Search DC 22; Disable Device DC 22</p>
	<b>Room Features</b>	A group of draconic faces have been carved into the west wall, and a cube of solid stone stands in the east side of the room

<b>Room #45</b>	<i>East Entry #1</i>	<p>Trapped and Stuck Iron Door (break DC 28; hard 10, 60 hp)</p> <p>① 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</p>
	<i>East Entry #2</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<i>East Entry #3</i>	Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp)
	<b>Room Features</b>	A stair ascends to a catwalk hanging between the north and south walls, and a foul odor fills the room

## Room #46

<i>North Entry</i>	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 an upright sarcophagus
<i>West Entry</i>	Secret (Search DC 25) Trapped and Stuck Iron Door (break DC 28; hard 10, 60 hp)  ⑤ The door is concealed behind a statue of an armored warrior, and opened by moving his sword  ① Electrified Lock: CR 1; magic device; touch trigger; no reset; electric shock (1d6 electricity damage, DC 10 Reflex save for half damage); Search DC 20; Disable Device DC 20 → Leads to <a href="#">room #53</a>
<i>South Entry</i>	Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp) → Leads to <a href="#">room #10</a>
<b>Monster</b>	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 #47

<i>West Entry</i>	Unlocked Strong Wooden Door (hard 5, 20 hp) (slides up, +2 to break DC) → Leads to <a href="#">room #7</a> , inhabited by 1 x Troglodyte Zombie
<i>East Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp)  ① Tripping Chain: CR 2; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain); Search DC 15; Disable Device DC 18
<i>South Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)  ① Javelin Trap: CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18
<b>Empty</b>	

## Room #48

<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to <a href="#">room #51</a>
<i>West Entry</i>	Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp) → Leads to <a href="#">room #8</a> , inhabited by 1 x Large Monstrous

		Spider
	<i>East Entry #1</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	<i>East Entry #2</i>	Stuck Stone Door (break DC 28; hard 8, 60 hp)
	<b>Room Features</b>	A faded and torn tapestry hangs from the south wall, and a creaking sound can be faintly heard near the west wall
<b>Room #49</b>	<i>North Entry</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp) → Leads to <a href="#">room #40</a> , inhabited by 1 x Troglydte Zombie
	<i>East Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)
	<b>Room Features</b>	A sulphurous odor fills the room, and several barrel staves are scattered throughout the room
	<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 #50</b>	<i>North Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp)
	<i>West Entry</i>	Trapped and Unlocked Iron Door (hard 10, 60 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
	<i>South Entry</i>	Trapped Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp) ① Acid Arrow Trap: CR 3; magic device; proximity trigger (alarm); automatic reset; Atk +2 ranged touch; spell effect (Acid Arrow, 3rd level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27 → Leads to <a href="#">room #17</a>
	<b>Room Features</b>	A stone stair ascends towards the south wall, and a hole has been blasted into the south wall
<b>Room #51</b>	<i>West Entry #1</i>	Unlocked Strong Wooden Door (hard 5, 20 hp) (magically reinforced, +10 to break DC) → Leads to <a href="#">room #27</a>
	<i>West Entry #2</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)
	<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

→ Leads to [room #48](#)

**Room Features**

The floor is covered in square tiles, alternating white and black, and several pieces of rotten rope are scattered throughout the room

**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

---

**Room #52**

*West Entry*

Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)  
→ Leads to [room #22](#), inhabited by 1 x 1st Level Warrior Drow

*East Entry*

Unlocked Strong Wooden Door (hard 5, 20 hp)  
→ Leads to [room #34](#), inhabited by 1 x Spider Swarm

**Room Features**

Skeletons hang from chains and manacles against the east and west walls, and someone has scrawled "Look to the left" on the north wall

---

**Room #53**

*West Entry #1*

Trapped and Unlocked Iron Door (hard 10, 60 hp) (slides down, +1 to break DC)  
① Well-Camouflaged Pit Trap: CR 2; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 27; Disable Device DC 20

*West Entry #2*

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

*East Entry*

Secret (Search DC 25) Trapped and Stuck Iron Door (break DC 28; hard 10, 60 hp)  
⑤ The door is concealed behind a statue of an armored warrior, and opened by moving his sword  
① Electrified Lock: CR 1; magic device; touch trigger; no reset; electric shock (1d6 electricity damage, DC 10 Reflex save for half damage); Search DC 20; Disable Device DC 20  
→ Leads to [room #46](#), inhabited by 1 x Troglydte Zombie

**Room Features**

A tile mosaic of legendary monsters covers the floor, and a sundered shield lies in the south side of the room

---

**Room #54**

*North Entry #1*

Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)  
→ Leads to [room #55](#)

*North Entry #2*

Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)  
→ Leads to [room #10](#)

*East Entry*

Unlocked Simple Wooden Door (hard 5, 10 hp)  
→ Leads to [room #11](#), inhabited by 11 x Tiny Monstrous Centipede

**Room Features**

A narrow shaft descends from the room into the next dungeon level down, and a mural of legendary monsters covers the ceiling

**Hidden Treasure**

Hidden (Search DC 20) Unlocked Strong Wooden Chest (hard

5, 20 hp)

90 gp; hoard total 90 gp

---

### Room #55

*West Entry*

Unlocked Simple Wooden Door (hard 5, 10 hp)

→ Leads to [room #40](#), inhabited by 1 x Troglodyte Zombie

*South Entry*

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

→ Leads to [room #54](#)

**Empty**

---

### Room #56

*North Entry #1*

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

*North Entry #2*

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

**Empty**

---

### Room #57

*North Entry*

Unlocked Simple Wooden Door (hard 5, 10 hp)

→ Leads to [room #13](#)

*West Entry*

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

→ Leads to [room #39](#)

*East Entry*

Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)

**Room Features**

A circle of tall stones stands in the north side of the room, and several torches are scattered throughout the room

**Monster**

1 x 1st Level Warrior Svirkneblin (gnome)

---

1st level warrior svirkneblin: CR 1; Small humanoid (gnome); HD 1d8+4; hp 8; Init +1; Spd 15 ft. in banded mail armor (3 squares); base speed 20 ft.; AC 23 (+1 size, +1 dex, +4 dodge, +6 banded mail, +1 buckler), touch 16, flat-footed 18; Base Atk +1; Grp -3; Atk +2 melee (1d4/x4, heavy pick) or +3 ranged (1d6/19-20, light crossbow); Full Atk +2 melee (1d4/x4, heavy pick) or +3 ranged (1d6/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA Spell-like abilities; SQ Gnome traits, 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: 5000 cp; hoard total 50 gp

---

### Room #58

*North Entry*

Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp) (slides up, +2 to break DC)

*West Entry*

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

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

*East Entry*

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

→ Leads to [room #33](#), inhabited by 1 x 1st Level Warrior

Svirfneblin

*South Entry* Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)  
(slides to one side, +1 to break DC)  
→ Leads to [room #1](#), inhabited by 4 x 1st Level Warrior  
Goblin

**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: -; -

---

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

Some content used under the terms of the [Open Gaming License](#)