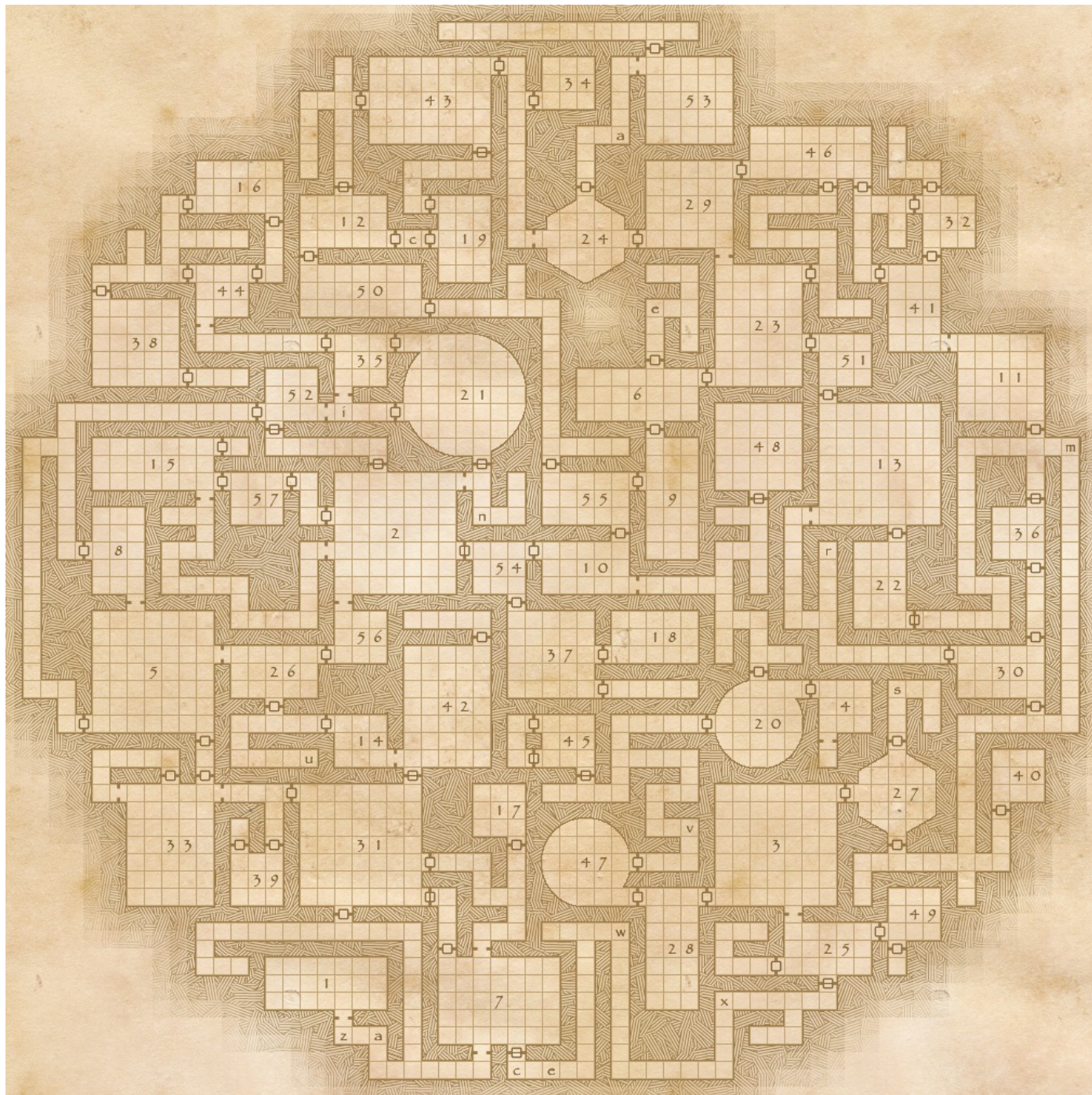


The Black Sanctum Mines 01

Level 1



General	History	The dungeon was created by a beholder as a tomb. Its creator was destroyed by a natural disaster, and the dungeon has been attacked and abandoned many times since then.
	Size	Large (63 x 63)
	Walls	Reinforced Masonry (DC 15 to climb)
	Floor	Smooth Stone
	Temperature	Warm
	Illumination	Dark (individual creatures may carry lights)
<hr/>		
Corridor Features	a	The walls here are covered with bloodstains
	c	A narrow shaft descends from the corridor into the next dungeon level down
	e	Magic Missile Trap: DC 20 to find, DC 15 to disable; one target, 1d10 force damage
	i	An iron chandelier hangs from the ceiling here
	m	A tile labyrinth covers the floor
	n	A shallow pool of oil covers the floor
	r	The walls here have been engraved with incoherent labyrinths
	s	Someone has scrawled "The red dragon is not a dragon" here
	u	A tile labyrinth covers the floor
	v	The walls here have been engraved with glowing symbols
	w	A large demonic idol with ruby eyes sits in an alcove here
	x	The sound of dripping water fills the corridor
	z	Someone has scrawled "The axe is cursed" in dwarvish runes here
<hr/>		
Wandering Monsters	1	2 x Skeleton (cr 1/4, mm 272); deadly, 100 xp, tracking the party
	2	Skeleton (cr 1/4, mm 272); easy, 50 xp, lost and desperate
	3	Skeleton (cr 1/4, mm 272); easy, 50 xp, searching for an object stolen from their lair
	4	Skeleton (cr 1/4, mm 272); easy, 50 xp, searching for an object stolen from their lair
	5	Skeleton (cr 1/4, mm 272); easy, 50 xp, bloodied and fleeing a more powerful enemy
	6	2 x Skeleton (cr 1/4, mm 272); deadly, 100 xp, returning to their lair with plunder
<hr/>		
Room #1	<i>South Entry</i>	Archway
	Room Features	A narrow pit covered by iron bars lies in the south side of the room, and a mural of a god of honor covers the ceiling
	Monster	Skeleton (cr 1/4, mm 272); easy, 50 xp
		Treasure: 15 sp
<hr/>		
	Trap	Poison Gas Trap: DC 15 to find, DC 15 to disable; affects all targets within a 10 ft. square area, DC 17 save or take 4d10 poison damage

Room #2	<i>North Entry</i>	Locked Iron Door (DC 10 to open, DC 30 to break; 60 hp)
	<i>West Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>West Entry #2</i>	Archway
	<i>East Entry #1</i>	Archway
	<i>East Entry #2</i>	Locked Iron Door (DC 25 to open, DC 30 to break; 60 hp) → Leads to room #54 , inhabited by Skeleton
	<i>South Entry</i>	Archway → Leads to room #56
	Room Features	Someone has scrawled "Abandon all hope" in goblin runes on the south wall, and a rustling noise can be heard in the center of the room
	Monster	2 x Skeleton (cr 1/4, mm 272); deadly, 100 xp
		Treasure: 17 gp; 15 cp

Room #3	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #28
	<i>East Entry</i>	Unlocked Strong Wooden Door (20 hp) (slides to one side) → Leads to room #27
	<i>South Entry</i>	Archway → Leads to room #25
	Room Features	A jingling sound fills the room, and several empty flasks are scattered throughout the room
	Monster	Skeleton (cr 1/4, mm 272); easy, 50 xp
		Treasure: 12 gp

Room #4	<i>West Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #20 , inhabited by 2 x Skeleton
	<i>South Entry</i>	Archway
	Room Features	The north and west walls have been engraved with endless spirals, and a corroded key lies in the south-east corner of the room
	Monster	2 x Skeleton (cr 1/4, mm 272); deadly, 100 xp
		Treasure: 20 cp; 15 cp

Room #5	<i>North Entry</i>	Archway → Leads to room #8 , inhabited by 2 x Skeleton
	<i>West Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp)
	<i>East Entry</i>	Archway → Leads to room #26 , inhabited by Skeleton
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	Empty	

Room #6	<i>North Entry</i>	Unlocked Good Wooden Door (15 hp)
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides down) → Leads to room #23 , inhabited by Skeleton
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #9 , inhabited by 2 x Skeleton
	Room Features	A group of monstrous faces have been carved into the east wall, and someone has scrawled a crude drawing of an orc on the south wall
	Monster	2 x Skeleton (cr 1/4, mm 272); deadly, 100 xp <hr/> Treasure: 1600 cp, 1300 sp, 40 gp, blue quartz (10 gp), hematite (10 gp), moss agate (10 gp), obsidian (10 gp), turquoise (10 gp), Heward's Handy Haversack (rare, dmg 174), Potion of Heroism (rare, dmg 188), Potion of Superior Healing (rare, dmg 187)
Room #7	<i>North Entry #1</i>	Unlocked Simple Wooden Door (10 hp)
	<i>North Entry #2</i>	Archway
	<i>South Entry #1</i>	Archway
	<i>South Entry #2</i>	Locked Strong Wooden Door (DC 20 to open, DC 20 to break; 20 hp)
	Room Features	A faded and torn tapestry hangs from the south wall, and moaning can be faintly heard near the west wall
	Monster	2 x Skeleton (cr 1/4, mm 272); deadly, 100 xp <hr/> Treasure: 17 sp; 23 cp
Room #8	<i>West Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) (slides up)
	<i>South Entry</i>	Archway → Leads to room #5
	Monster	2 x Skeleton (cr 1/4, mm 272); deadly, 100 xp <hr/> Treasure: 18 sp; 17 cp
Room #9	<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #6 , inhabited by 2 x Skeleton
	<i>West Entry</i>	Unlocked Iron Door (60 hp) → Leads to room #55 , inhabited by Skeleton
	Monster	2 x Skeleton (cr 1/4, mm 272); deadly, 100 xp <hr/> Treasure: 1300 cp, 800 sp, 30 gp, banded agate (10 gp), eye agate (10 gp), malachite (10 gp), 2 x moss agate (10 gp), turquoise (10 gp), Potion of Greater Healing (uncommon, dmg 187), Potion of Growth (uncommon, dmg 187)
Room #10	<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #55 , inhabited by Skeleton
	<i>West Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #54 , inhabited by Skeleton
	<i>East Entry</i>	Archway
	Room Features	A shallow pit lies in the west side of the room, and a tile mosaic of legendary monsters covers the floor
Room #11	<i>West Entry</i>	Archway → Leads to room #41
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	Empty	

Room #12	<i>North Entry</i>	Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp) (magically reinforced, disadvantage to break)
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>South Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to room #50
	Room Features	A mural of a legendary battle covers the ceiling, and a pile of torches lies in the north side of the room
	Monster	2 x Skeleton (cr 1/4, mm 272); deadly, 100 xp <hr/> Treasure: 2200 cp, 500 sp, 70 gp, a bone chalice engraved with a labyrinth (25 gp), a cloth robe trimmed with rabbit fur (25 gp), a pair of brocade gloves threaded with copper (25 gp), a scroll of calligraphy (25 gp), a wooden bowl inlaid with a meandros of electrum (25 gp)
Room #13	<i>North Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #51
	<i>West Entry</i>	Archway
	<i>South Entry</i>	Unlocked Strong Wooden Door (20 hp) (slides down) → Leads to room #22 , inhabited by 2 x Skeleton
	Monster	2 x Skeleton (cr 1/4, mm 272); deadly, 100 xp <hr/> Treasure: 15 gp; 19 cp
Room #14	<i>West Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp)
	<i>East Entry</i>	Archway → Leads to room #42
	Room Features	A mural of a sea god covers the ceiling, and someone has scrawled "The Scarred Oak shall be lost until iron is made flesh" on the south wall
	Monster	Skeleton (cr 1/4, mm 272); easy, 50 xp <hr/> Treasure: 22 sp
	Hidden Treasure	Hidden (DC 15 to find) Trapped and Unlocked Simple Wooden Chest (10 hp) Symbol of Petrification: DC 15 to find, DC 20 to disable; affects all targets within 10 ft., DC 10 save or become paralyzed for 1d4 rounds, while paralyzed save again each round or become petrified <hr/> 1800 cp, 800 sp, 60 gp, azurite (10 gp), blue quartz (10 gp), eye agate (10 gp), moss agate (10 gp), 3 x rhodochrosite (10 gp), tiger eye (10 gp)
Room #15	<i>East Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry #2</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #57
	<i>South Entry</i>	Archway
	Room Features	A carved stone statue stands in the south side of the room, and someone has scrawled "When light becomes shadow, the Temple of Blades shall be restored" on the east wall
	Monster	2 x Skeleton (cr 1/4, mm 272); deadly, 100 xp <hr/> Treasure: 10 sp; 15 cp
Room #16	<i>West Entry</i>	Unlocked Iron Door (60 hp)
	<i>South Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	Empty	

Room #17	<i>South Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) (slides up)
	Room Features	A magical mural on the south wall depicts the betrayal of whomever views it, and lit candles are scattered across the floor
	Monster	2 x Skeleton (cr 1/4, mm 272); deadly, 100 xp
Treasure: 1800 cp, 1200 sp, 50 gp, 2 x diamond (50 gp), 2 x chalcedony (50 gp), 2 x chrysoprase (50 gp), citrine (50 gp), jasper (50 gp), sardonyx (50 gp), 2 x zircon (50 gp), Spell Scroll (Longstrider) (common, dmg 200), Potion of Climbing (common, dmg 187), Potion of Greater Healing (uncommon, dmg 187), Potion of Healing (common, dmg 187)		
Room #18	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #37
	Room Features	A magical mirror on the east wall answers simple questions about the dungeon (yes/no), and someone has scrawled "Save yourself, kill the others" in blood on the east wall
	Monster	2 x Skeleton (cr 1/4, mm 272); deadly, 100 xp
		Treasure: 11 gp; 13 sp
	Hidden Treasure	Hidden (DC 15 to find) Locked Iron Chest (DC 25 to unlock, DC 30 to break; 60 hp) 1900 cp, 600 sp, 80 gp, banded agate (10 gp), blue quartz (10 gp), 2 x obsidian (10 gp), 3 x rhodochrosite (10 gp)
Room #19	<i>West Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>West Entry #2</i>	Unlocked Strong Wooden Door (20 hp)
	Room Features	A stream of quicksilver flows along a channel in the floor, and a weapon rack and stuffed beast sit in the south-east corner of the room
Room #20	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #4 , inhabited by 2 x Skeleton
	Room Features	Spirals of white stones cover the floor, and the floor is covered with mould
	Monster	2 x Skeleton (cr 1/4, mm 272); deadly, 100 xp
		Treasure: 2000 cp, 1100 sp, 60 gp, a leather saddle trimmed with fur (25 gp), a pair of brocade gloves threaded with silver (25 gp), a wooden puzzle box inlaid with a filigree of electrum (25 gp), an obsidian rod inlaid with a filigree of electrum (25 gp), Potion of Climbing (common, dmg 187), 2 x Potion of Healing (common, dmg 187)
Room #21	<i>West Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #35 , inhabited by Skeleton
	<i>West Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>South Entry</i>	Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) (slides to one side)
	Room Features	Someone has scrawled "Mind the gap" on the south wall, and a shattered sword lies in the east side of the room

Room #22	<i>North Entry</i>	Unlocked Strong Wooden Door (20 hp) (slides down) → Leads to room #13 , inhabited by 2 x Skeleton
	<i>East Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp)
	Monster	2 x Skeleton (cr 1/4, mm 272); deadly, 100 xp
	Hidden Treasure	Treasure: 11 sp; 20 cp Hidden (DC 15 to find) Unlocked Simple Wooden Chest (10 hp) 2800 cp, 500 sp, 50 gp, 3 x blue quartz (10 gp), eye agate (10 gp), obsidian (10 gp), rhodochrosite (10 gp), turquoise (10 gp)
Room #23	<i>North Entry</i>	Archway → Leads to room #29
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides down) → Leads to room #6 , inhabited by 2 x Skeleton
	<i>East Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>East Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) (slides to one side) → Leads to room #51
	Room Features	The north and east walls have been engraved with incoherent labyrinths, and a corroded chain lies in the south side of the room
	Monster	Skeleton (cr 1/4, mm 272); easy, 50 xp
		Treasure: 12 gp
Room #24	<i>North Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) (slides to one side)
	<i>West Entry</i>	Archway
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #29
	Monster	2 x Skeleton (cr 1/4, mm 272); deadly, 100 xp Treasure: 17 cp; 14 gp
Room #25	<i>North Entry</i>	Archway → Leads to room #3 , inhabited by Skeleton
	<i>West Entry</i>	Unlocked Strong Wooden Door (20 hp) (slides up)
	<i>East Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #49
	<i>South Entry</i>	Locked Good Wooden Door (DC 25 to open, DC 15 to break; 15 hp)
	Empty	
Room #26	<i>West Entry</i>	Archway → Leads to room #5
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #56
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	Monster	Skeleton (cr 1/4, mm 272); easy, 50 xp Treasure: 12 gp

Room #27	<i>North Entry</i>	Unlocked Stone Door (60 hp)
	<i>West Entry</i>	Unlocked Strong Wooden Door (20 hp) (slides to one side) → Leads to room #3 , inhabited by Skeleton
	<i>South Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	Room Features	Part of the east wall has collapsed into the room, and several pieces of blood-soaked clothing are scattered throughout the room
Room #28	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #47 , inhabited by Skeleton
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #3 , inhabited by Skeleton
	Room Features	A faded and torn tapestry hangs from the east wall, and a circle of tall stones stands in the north side of the room
Room #29	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #24 , inhabited by 2 x Skeleton
	<i>East Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) (slides up) → Leads to room #46 , inhabited by 2 x Skeleton
	<i>South Entry</i>	Archway → Leads to room #23 , inhabited by Skeleton
	Room Features	A fountain of water sits against the south wall, and a rotting satchel lies in the south-east corner of the room
	Hidden Treasure	Hidden (DC 20 to find) Locked Iron Chest (DC 15 to unlock, DC 30 to break; 60 hp) 1700 cp, 1300 sp, 110 gp, azurite (10 gp), banded agate (10 gp), 4 x blue quartz (10 gp), eye agate (10 gp), Spell Scroll (Acid Splash) (common, dmg 200)
Room #30	<i>North Entry</i>	Unlocked Strong Wooden Door (20 hp)
	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp)
	Room Features	Someone has scrawled a draconic face on the west wall, and a whistling noise can be faintly heard near the north wall
	Monster	Skeleton (cr 1/4, mm 272); easy, 50 xp Treasure: 20 cp
Room #31	<i>North Entry</i>	Locked Stone Door (DC 15 to open, DC 25 to break; 60 hp) → Leads to room #42
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides to one side)
	<i>East Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>East Entry #2</i>	Locked Stone Door (DC 20 to open, DC 25 to break; 60 hp)
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Empty	

Room #32	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides to one side)
	<i>West Entry</i>	Unlocked Strong Wooden Door (20 hp)
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #41
	Room Features	The floor is covered in perfect hexagonal tiles, and a charred wooden chest lies in the west side of the room
	Monster	Skeleton (cr 1/4, mm 272); easy, 50 xp Treasure: 10 sp
Room #33	<i>North Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>North Entry #2</i>	Unlocked Simple Wooden Door (10 hp) (slides to one side)
	<i>West Entry</i>	Archway
	<i>East Entry</i>	Archway
	Room Features	A round table and iron brazier sit in the north-west corner of the room, and a sulphurous odor fills the room
Room #34	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Room Features	A stone stair ascends towards the west wall, and someone has scrawled "Grobern's Hammers looted this place" on the north wall
	Monster	2 x Skeleton (cr 1/4, mm 272); deadly, 100 xp Treasure: 13 gp; 15 sp
Room #35	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #21
	<i>South Entry</i>	Archway
	Room Features	Skeletons hang from chains and manacles against the east and west walls, and a rusted sword lies in the west side of the room
	Monster	Skeleton (cr 1/4, mm 272); easy, 50 xp Treasure: 20 cp
Room #36	<i>North Entry</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	Monster	Skeleton (cr 1/4, mm 272); easy, 50 xp Treasure: 7 sp
Room #37	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #54 , inhabited by Skeleton
	<i>East Entry #1</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #18 , inhabited by 2 x Skeleton
	<i>East Entry #2</i>	Unlocked Simple Wooden Door (10 hp)
	Empty	
Room #38	<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	Empty	

Room #39	<i>North Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>North Entry #2</i>	Unlocked Good Wooden Door (15 hp)
	Room Features	A tile labyrinth covers the floor, and a large kiln and coal bin sit in the north-west corner of the room
	Monster	Skeleton (cr 1/4, mm 272); easy, 50 xp
	Trap	Treasure: 12 sp Electrified Floortile: DC 15 to find, DC 20 to disable; affects all targets within a 10 ft. square area, DC 16 save or take 4d10 lightning damage
Room #40	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp)
	Room Features	A wooden platform hangs over a deep pit in the center of the room, and an overwhelming stench fills the room
	Monster	Skeleton (cr 1/4, mm 272); easy, 50 xp Treasure: 14 cp
Room #41	<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #32 , inhabited by Skeleton
	<i>West Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>East Entry</i>	Archway → Leads to room #11
	Room Features	Skeletons hang from chains and manacles against the south and west walls, and a pierced breastplate lies in the south side of the room
Room #42	<i>North Entry</i>	Unlocked Strong Wooden Door (20 hp)
	<i>West Entry</i>	Archway → Leads to room #14 , inhabited by Skeleton
	<i>South Entry</i>	Locked Stone Door (DC 15 to open, DC 25 to break; 60 hp) → Leads to room #31
	Room Features	Numerous pillars line the south wall, and a carved stone statue stands in the east side of the room
Room #43	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>East Entry</i>	Unlocked Stone Door (60 hp)
	<i>South Entry</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)
	Room Features	The south and west walls are covered with bloodstains, and a ruined chain shirt lies in the center of the room
	Monster	2 x Skeleton (cr 1/4, mm 272); deadly, 100 xp Treasure: 10 gp; 13 gp
Room #44	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>South Entry</i>	Archway
	Room Features	A stone ramp ascends towards the south wall, and the floor is covered in perfect hexagonal tiles
	Monster	Skeleton (cr 1/4, mm 272); easy, 50 xp Treasure: 19 sp

Room #45	<i>West Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>West Entry #2</i>	Locked Iron Door (DC 10 to open, DC 30 to break; 60 hp)
	<i>South Entry</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp)
	Room Features	A sloped pit lined with iron spikes lies in the north side of the room, and lit candles are scattered across the floor
	Monster	2 x Skeleton (cr 1/4, mm 272); deadly, 100 xp Treasure: 8 ep; 16 sp
Room #46	<i>West Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) (slides up) → Leads to room #29
	<i>South Entry #1</i>	Unlocked Iron Door (60 hp)
	<i>South Entry #2</i>	Unlocked Good Wooden Door (15 hp)
	Monster	2 x Skeleton (cr 1/4, mm 272); deadly, 100 xp Treasure: 7 sp; 14 sp
Room #47	<i>East Entry #1</i>	Unlocked Iron Door (60 hp)
	<i>East Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #28
	Room Features	A tapestry of vile acts hangs from the north wall, and someone has scrawled "Explosive runes" in draconic script on the north wall
	Monster	Skeleton (cr 1/4, mm 272); easy, 50 xp Treasure: 16 sp
Room #48	<i>South Entry</i>	Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp)
	Empty	
Room #49	<i>West Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #25
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp)
	Empty	
Room #50	<i>North Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to room #12 , inhabited by 2 x Skeleton
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	Room Features	Various torture devices are scattered throughout the room, and someone has scrawled a diagram of a mechanical trap on the east wall
Room #51	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) (slides to one side) → Leads to room #23 , inhabited by Skeleton
	<i>South Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #13 , inhabited by 2 x Skeleton
	Room Features	A stone dais and throne sits in the south side of the room, and the floor is covered with humanoid bones

Room #52	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry</i>	Archway
	<i>South Entry</i>	Locked Iron Door (DC 15 to open, DC 30 to break; 60 hp)
	Room Features	A rope ascends to a catwalk hanging between the north and south walls, and someone has scrawled "right, straight, door, right" in dwarvish runes on the east wall
Room #53	<i>North Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp)
	<i>West Entry</i>	Archway
	Room Features	Someone has scrawled "You cannot kill it with swords" on the north wall, and a rustling noise can be faintly heard near the west wall
Room #54	<i>West Entry</i>	Locked Iron Door (DC 25 to open, DC 30 to break; 60 hp) → Leads to room #2 , inhabited by 2 x Skeleton
	<i>East Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #10
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #37
	Monster	Skeleton (cr 1/4, mm 272); easy, 50 xp
		Treasure: 16 cp
Room #55	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>East Entry</i>	Unlocked Iron Door (60 hp) → Leads to room #9 , inhabited by 2 x Skeleton
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #10
	Monster	Skeleton (cr 1/4, mm 272); easy, 50 xp
		Treasure: 12 sp
Room #56	<i>North Entry</i>	Archway → Leads to room #2 , inhabited by 2 x Skeleton
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #26 , inhabited by Skeleton
	Empty	
Room #57	<i>West Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #15 , inhabited by 2 x Skeleton
	<i>East Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) (slides to one side)
	Room Features	The floor is covered with cracks, and several torches are scattered throughout the room