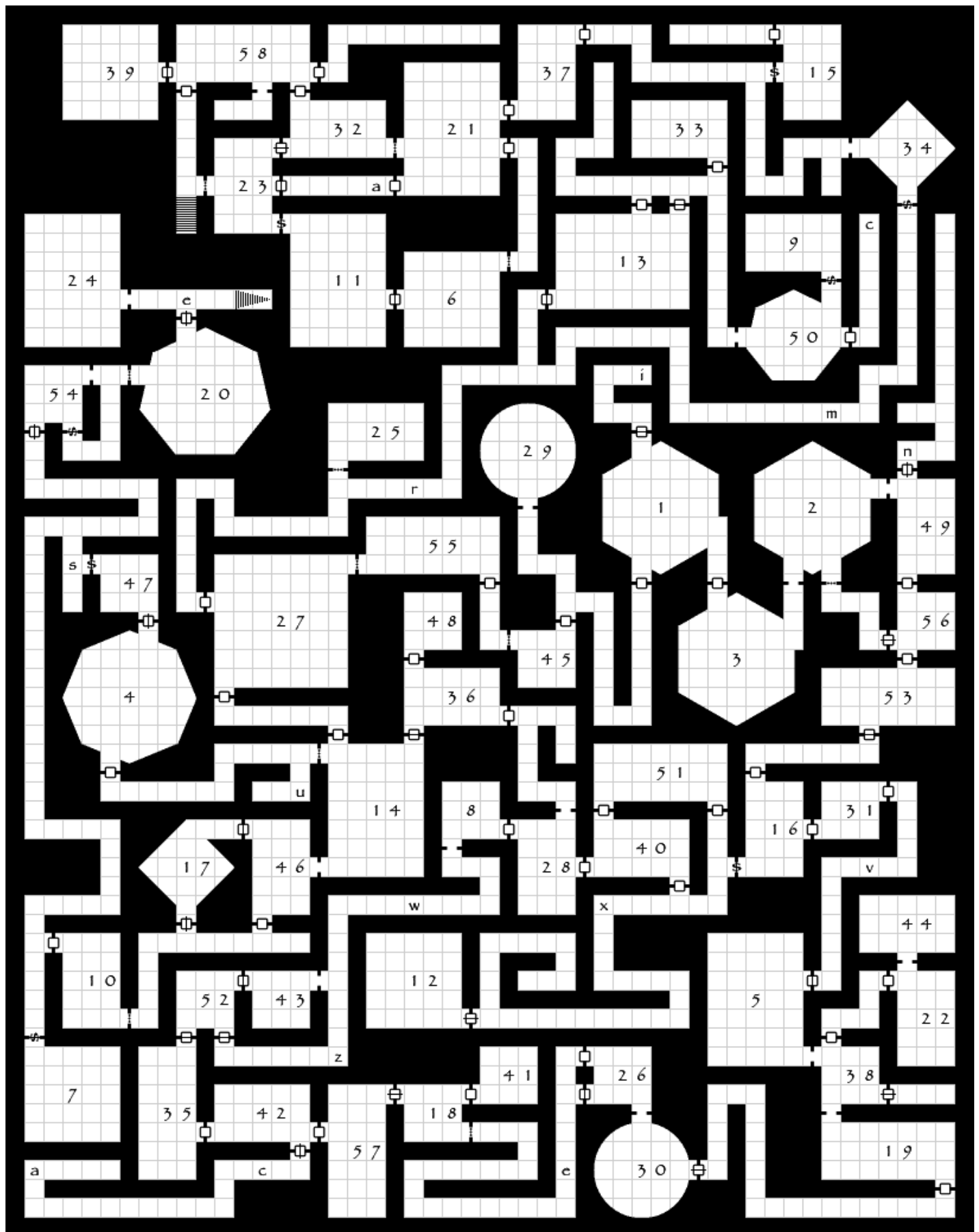


The Secret Sepulcher of Gono 01

Level 1



General	Walls	Masonry (Climb DC 20)
	Floor	Uneven Flagstone (Balance DC 10 to charge or run)
	Temperature	Warm
	Illumination	Average (shadowy in corridors, lamps or torches in most rooms)
Corridor Features	a	A group of demonic faces have been carved into the walls
	c	Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20
	e	Several square holes are cut into the walls here
	i	Fire Trap: CR 3; spell; spell trigger; no reset; spell effect (Fire Trap, 3rd level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27
	m	Numerous pillars line the corridor
	n	A hissing noise fills the corridor
	r	A fountain of water sits in an alcove here
	s	Rusting iron spikes line the walls
	u	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
	v	Skeletons hang from chains and manacles against the walls
	w	Someone has scrawled "Save yourself, kill the others" here
	x	A metallic odor fills the corridor
	z	Numerous pillars line the corridor
Wandering Monsters	1	1 x Large Monstrous Centipede (vermin), gathered around an evil shrine
	2	1 x Troglydte Zombie, bloodied and fleeing a more powerful enemy
	3	8 x Tiny Monstrous Centipede (vermin), hunting for food
	4	1 x Skum, actively patrolling their territory
	5	1 x Shrieker (fungus), searching for an object stolen from their lair
	6	1 x 1st Level Warrior Svirfneblin (gnome), lost and desperate

Room #1	<i>North Entry</i>	Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp)
	<i>South Entry #1</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<i>South Entry #2</i>	Unlocked Stone Door (hard 8, 60 hp) → Leads to room #3
	Room Features	A stone dais and throne sits in the north side of the room, and numerous humanoid skulls are scattered throughout the room
Room #2	<i>East Entry</i>	Archway → Leads to room #49
	<i>South Entry #1</i>	Archway → Leads to room #3
	<i>South Entry #2</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	Room Features	A magical mirror on the south wall answers questions with lies and falsehoods, and the floor is covered in perfect hexagonal tiles
Room #3	<i>North Entry #1</i>	Unlocked Stone Door (hard 8, 60 hp) → Leads to room #1
	<i>North Entry #2</i>	Archway → Leads to room #2
	Room Features	Someone has scrawled "Watch out for basilisk" in orcish runes on the south wall, and several iron spikes are scattered throughout the room
	Trap	Earthmaw Trap: CR 2; magic device; location trigger; no reset; earthmaw (1d6 damage, DC 10 Reflex save for half damage); Search DC 22; Disable Device DC 22
Room #4	<i>North Entry</i>	Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) ① Electrified Lock: CR 2; magic device; touch trigger; no reset; electric shock (2d6 electricity damage, DC 12 Reflex save for half damage); Search DC 20; Disable Device DC 20 → Leads to room #47 , inhabited by 1 x Troglydyte Zombie
	<i>South Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp)
	Room Features	A stair ascends to a balcony hanging from the north wall, and someone has scrawled "Nine steps forward, six steps back" on the east wall
Room #5	<i>East Entry #1</i>	Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp)
	<i>East Entry #2</i>	Archway → Leads to room #38
	Room Features	A chute falls into the room from above, and a rusted breastplate lies in the east side of the room

Monster 1 x Darkmantle

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

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

Room #6

West Entry

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

→ Leads to [room #11](#)

East Entry

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

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: 3000 cp; Darkwood Buckler (Medium) (175 gp); hoard total 205 gp

Room #7

North Entry

Secret (Search DC 20) Unlocked Good Wooden Door (hard 5, 15 hp) (slides up, +2 to break DC)

⑤ A bookcase and concealed door pivots smoothly

Room Features

The south and east walls have been engraved with arcane symbols, and a rusted gauntlet lies in the north-west corner of the room

Room #8

East Entry

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

→ Leads to [room #28](#)

South Entry

Archway

Room Features

A fountain decorated with five water-breathing dragon heads sits in the south side of the room, and numerous humanoid skulls are scattered throughout the room

Room #9

South Entry

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

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

→ Leads to [room #50](#)

Empty

Room #10	<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)
	Room Features	Someone has scrawled "No, I said it had eleven eyes" on the west wall, and a pile of barrel staves lies in the west side of the room
Room #11	<i>West Entry</i>	Secret (Search DC 30) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) ⑤ The door is concealed within the mouth of a gargantuan skull carved from stone → Leads to room #23 , inhabited by 1 x Ghoul
	<i>East Entry</i>	Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp) → Leads to room #6 , inhabited by 4 x 1st Level Warrior Goblin
	Empty	
Room #12	<i>East Entry</i>	Trapped and Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp) ① Electrified Lock: CR 2; magic device; touch trigger; no reset; electric shock (2d6 electricity damage, DC 10 Reflex save for half damage); Search DC 22; Disable Device DC 20
	Room Features	A narrow pit covered by iron bars lies in the east side of the room, and several wax blobs are scattered throughout the room
Room #13	<i>North Entry #1</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
	<i>North Entry #2</i>	Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp) (slides to one side, +1 to break DC)
	<i>West Entry</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)
	Room Features	A stream of oil flows along a channel in the floor, and a thumping sound can be heard in the south-east corner of the room
Room #14	<i>North Entry #1</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
	<i>North Entry #2</i>	Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp) → Leads to room #36
	<i>West Entry #1</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	<i>West Entry #2</i>	Archway → Leads to room #46
	Room Features	An iron chain hangs from the ceiling in the north-west corner

of the room, and a sundered amulet lies in the south-east corner of the room

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: 45 gp; hoard total 45 gp

Room #15

West Entry #1 Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

West Entry #2 Secret (Search DC 25) Trapped and Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp)

⑤ The door is located near the ceiling and designed to make noise when opened

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

Monster 1 x Homunculus

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

Room #16

North Entry Unlocked Stone Door (hard 8, 60 hp)

West Entry Secret (Search DC 30) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)

⑤ The door is located above a small stone dais and concealed by an illusion

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

→ Leads to [room #31](#)

Room Features Skeletons hang from chains and manacles against the south and west walls, and several pieces of broken glass are scattered throughout the room

Room #17

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

		→ Leads to room #46
	<i>South Entry</i>	Trapped and Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp) ① Falling Block: CR 2; mechanical; location trigger; no reset; Atk +12 melee (2d6); multiple targets (all targets in a 10 ft. square area); Search DC 20; Disable Device DC 22
	Room Features	A stair ascends to a wooden platform in the south side of the room, and a faded and torn tapestry hangs from the east wall
	Trap	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
<hr/>		
Room #18	<i>West Entry</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp) ① Hail of Needles: CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22 → Leads to room #57
	<i>East Entry #1</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) → Leads to room #41 , inhabited by 1 x Homunculus
	<i>East Entry #2</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	Room Features	Someone has scrawled "Who took my elf skull" in goblin runes on the south wall, and a corroded mace lies in the west side of the room
<hr/>		
Room #19	<i>North Entry</i>	Archway → Leads to room #38
	<i>South Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp)
	Empty	
<hr/>		
Room #20	<i>North Entry</i>	Trapped and Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp) ① Ice Dart Trap: CR 2; magic device; proximity trigger (alarm); no reset; Atk +12 ranged (1d6 cold); Search DC 22; Disable Device DC 20
	<i>West Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 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: 30 sp; hoard total 3 gp

Room #21

West Entry #1 Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
→ Leads to [room #32](#), inhabited by 1 x Troglodyte

West Entry #2 Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

East Entry #1 Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
→ Leads to [room #37](#)

East Entry #2 Stuck Iron Door (break DC 28; hard 10, 60 hp)

Room Features The floor is covered in square tiles, alternating white and black, and a pile of rotten leather lies in the south-west corner of the room

Monster 1 x 1st Level Warrior Duergar (dwarf)

1st level warrior duergar: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft. in chainmail (4 squares); base speed 20 ft.; AC 17 (+5 chainmail, +2 heavy shield), touch 10, flat-footed 17; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/x3, warhammer) or +1 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d8+1/x3, warhammer) or +1 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA Duergar traits, spell-like abilities; SQ Darkvision 60 ft., duergar traits; AL LE; SV Fort +4*, Ref +0*, Will -1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4

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

Treasure: 120 gp; Potion of Mage Armor (50 gp); hoard total 170 gp

Room #22

North Entry Archway
→ Leads to [room #44](#), inhabited by 1 x Troglodyte Zombie

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

Empty

Room #23

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

East Entry #1 Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 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

→ Leads to [room #32](#), inhabited by 1 x Troglodyte

East Entry #2 Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp) (slides up, +2 to break DC)

East Entry #3 Secret (Search DC 30) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

⑤ The door is concealed within the mouth of a gargantuan

skull carved from stone

→ Leads to [room #11](#)

Monster

1 x Ghoul

Ghoul: CR 1; Medium undead; HD 2d12; hp 13; Init +2; Spd 30 ft. (6 squares); AC 14 (+2 dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus paralysis, bite); Full Atk +2 melee (1d6+1 plus paralysis, bite) and +0 melee (1d3 plus paralysis, 2 claws); Space/Reach 5 ft./5 ft.; SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack

Room #24

East Entry

Archway

Room Features

Someone has scrawled "Don't lose your head" on the east wall, and several broken arrows are scattered throughout 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: 60 gp; hoard total 60 gp

Room #25

South Entry

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

Room Features

The south and east walls have been engraved with strange glyphs, and an iron sarcophagus sits in the east side of the room

Room #26

West Entry #1

Unlocked Simple Wooden Door (hard 5, 10 hp)

West Entry #2

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

South Entry

Archway

→ Leads to [room #30](#)

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 #27

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

East Entry Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
→ Leads to [room #55](#), inhabited by 5 x 1st Level Warrior Goblin

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

Room Features The floor is covered in square tiles, alternating white and black, and a putrid odor fills 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 #28

North Entry Archway

West Entry Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)
→ Leads to [room #8](#)

East Entry Unlocked Simple Wooden Door (hard 5, 10 hp) (slides up, +2 to break DC)
→ Leads to [room #40](#)

Empty

Room #29

South Entry Archway

Room Features A cube of solid stone stands in the north-west corner of the room, and a corroded iron key hangs from a hook on the east and west walls

Room #30*North Entry*

Archway

→ Leads to [room #26](#), inhabited by 1 x Troglodyte Zombie*East 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

Empty**Room #31***West Entry*

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

→ Leads to [room #16](#)*East Entry*

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

Room Features

A chute falls into the room from above, and several pieces of blood-soaked clothing are scattered throughout the room

Room #32*North Entry*

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

→ Leads to [room #58](#)*West Entry*

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

→ Leads to [room #23](#), inhabited by 1 x Ghoul*East Entry*

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

→ Leads to [room #21](#), inhabited by 1 x 1st Level Warrior Duergar**Room Features**

A stone stair ascends towards the west wall, and a rotting backpack lies in the center of the room

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: 100 sp; Dragon Horn Comb set with Brown Diamond (1300 gp); hoard total 1310 gp

Room #33*South Entry*

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

Room Features

A magical idol of a goddess of dwarves in the north-east corner of the room grants the ability to speak with stone (for

one day) to whomever offers a prayer, and someone has scrawled "Kill them with acid" on the north wall

Room #34*West Entry*

Archway

South Entry

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

⑤ The door is concealed behind a pile of broken stone

Room FeaturesSpirals of black stones cover the floor, and a pile of rotten fruit lies in the south-west corner of the room

Room #35*North Entry*

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

→ Leads to [room #52](#)*East Entry*

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

→ Leads to [room #42](#)**Monster**

4 x 1st Level Warrior Dwarf

1st level warrior dwarf: CR 1/2; Medium humanoid (dwarf); HD 1d8+2; hp 6; Init +0; Spd 20 ft. in scale mail (4 squares); base speed 20 ft.; AC 16 (+4 scale mail, +2 heavy shield), touch 10, flat-footed 16; Base Atk +1; Grp +2; Atk +3 melee (1d10+1/x3, dwarven waraxe) or +1 ranged (1d6/x3, shortbow); Full Atk +3 melee (1d10+1/x3, dwarven waraxe) or +1 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft.; SA Dwarf traits; SQ Darkvision 60 ft., dwarf traits; AL LG; SV Fort +4*, Ref +0*, Will -1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2; Weapon Focus (dwarven waraxe)

Treasure: 90 pp; Wand of Detect Magic (4 of 50 charges) (30 gp); hoard total 930 gp

Room #36*North Entry*

Unlocked Simple Wooden Door (hard 5, 10 hp)

→ Leads to [room #48](#), inhabited by 1 x Large Monstrous Centipede*East Entry*

Unlocked Good Wooden Door (hard 5, 15 hp)

South Entry

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

→ Leads to [room #14](#), inhabited by 1 x Troglydote**Room Features**A tapestry of ghoulish carnage hangs from the east wall, and a buzzing noise can be heard in the east side of the room

Room #37*West Entry*

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

→ Leads to [room #21](#), inhabited by 1 x 1st Level Warrior Duergar*East Entry*

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

Room Features

A magical shrine in the south-east corner of the room summons an air elemental to serve whomever offers a prayer

(but only once), and a pile of rotten leather lies in the center of the room

Room #38	<i>North Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
	<i>West Entry</i>	Archway → Leads to room #5 , inhabited by 1 x Darkmantle
	<i>East Entry</i>	Trapped and Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 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>	Archway → Leads to room #19
	Room Features	A chute falls into the room from above, and several corroded iron spikes are scattered throughout the room

Room #39	<i>East Entry</i>	Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp) → Leads to room #58
	Room Features	The walls have been engraved with incoherent labyrinths, and a wooden ladder rests against the south wall
	Trap	Falling Block: CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6); multiple targets (all targets in a 10 ft. square area); Search DC 22; Disable Device DC 22
	Hidden Treasure	Hidden (Search DC 20) Locked Simple Wooden Chest (Open Lock DC 30, break DC 15; hard 5, 10 hp) <hr/> 700 sp; Chain Shirt (Small) (100 gp); hoard total 170 gp

Room #40	<i>North Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp) → Leads to room #51
	<i>West Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp) (slides up, +2 to break DC) → Leads to room #28
	<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	Room Features	The floor is covered in square tiles, alternating white and black, and burning torches in iron sconces line the east and west walls

Room #41	<i>West Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) → Leads to room #18
	Room Features	Spirals of gray stones cover the floor, and the scent of urine fills the room

Monster 1 x Homunculus

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

Room #42

West Entry

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

→ Leads to [room #35](#), inhabited by 4 x 1st Level Warrior Dwarf

East Entry

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

→ Leads to [room #57](#)

South Entry

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

① Fire Trap: CR 3; spell; spell trigger; no reset; spell effect (Fire Trap, 3rd level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27

Room Features

A chute descends from the room into a plundered tomb below, and the north and east walls have been engraved with incoherent labyrinths

Trap

Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20

Room #43

West Entry

Locked Iron Door (Open Lock DC 40, break DC 28; hard 10, 60 hp)

→ Leads to [room #52](#)

East Entry

Archway

Room Features

Several square holes are cut into the walls, and a group of monstrous faces have been carved into the east wall

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 #44*South Entry*

Archway

→ Leads to [room #22](#)**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 #45*North Entry*

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

West Entry

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

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

Hidden Treasure

Hidden (Search DC 25) Unlocked Good Wooden Chest (hard 5, 15 hp)

None

Room #46*West Entry*

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

→ Leads to [room #17](#)*East Entry*

Archway

→ Leads to [room #14](#), inhabited by 1 x Troglodyte*South Entry*

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

Room Features

Spirals of black stones cover the floor, and a putrid odor fills the room

Room #47*West Entry*

Secret (Search DC 20) Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp) (slides to one side, +1 to break DC)

⑤ The door is concealed behind a statue of an ancient lich,

and opened by pressing runes on his staff

South Entry Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp)
① Electrified Lock: CR 2; magic device; touch trigger; no reset; electric shock (2d6 electricity damage, DC 12 Reflex save for half damage); Search DC 20; Disable Device DC 20
→ Leads to [room #4](#)

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

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

300 sp; hoard total 30 gp

Room #48

South Entry Unlocked Simple Wooden Door (hard 5, 10 hp)
→ Leads to [room #36](#)

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

Hidden Treasure Hidden (Search DC 30) Locked Simple Wooden Chest (Open Lock DC 20, break DC 15; hard 5, 10 hp)

None

Room #49

North Entry Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
① Arrow Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d6/x3); Search DC 22; Disable Device DC 22

West Entry Archway
→ Leads to [room #2](#)

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

→ Leads to [room #56](#)

Empty

Room #50

North Entry

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

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

→ Leads to [room #9](#)

West Entry

Archway

East Entry

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

Room Features

A magical mosaic on the south wall can be used to scry upon any known individual within the dungeon, and a thumping sound can be heard in the south side of the room

Room #51

South Entry #1

Unlocked Good Wooden Door (hard 5, 15 hp)

→ Leads to [room #40](#)

South Entry #2

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

Room Features

A narrow pit covered by iron bars lies in the south-west corner of the room, and a ruined siege weapon sits in the north-east corner of the room

Room #52

East Entry

Locked Iron Door (Open Lock DC 40, break DC 28; hard 10, 60 hp)

→ Leads to [room #43](#), inhabited by 11 x Tiny Monstrous Centipede

South Entry #1

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

→ Leads to [room #35](#), inhabited by 4 x 1st Level Warrior Dwarf

South Entry #2

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

Empty

Room #53

North Entry

Unlocked Simple Wooden Door (hard 5, 10 hp)

→ Leads to [room #56](#)

South Entry

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

Room Features

An enchanted pool in the center of the room petrifies whomever drinks from it, and a pile of spoiled meat lies in the west 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;

Trap

Deeper Pit Trap: CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 20; Disable Device DC 23

Room #54

East Entry

Archway

South Entry #1

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

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

South Entry #2

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

⑤ The door is concealed by an illusion

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: 2000 cp; Full Plate (Medium) (1500 gp); hoard total 1520 gp

Room #55

West Entry

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

→ Leads to [room #27](#), inhabited by 1 x Spider Swarm

South Entry

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

Monster

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: 280 gp; Blue Star Sapphire (700 gp), Carnelian (60 gp), Rock Crystal (60 gp); Full Plate (Medium) (1500 gp);

Room #56

<i>North Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) → Leads to room #49
<i>West Entry</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 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>	Unlocked Simple Wooden Door (hard 5, 10 hp) → Leads to room #53 , inhabited by 1 x Spider Swarm
Room Features	A tapestry of legendary monsters hangs from the south wall, and the scent of smoke fills the room

Room #57

<i>West Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #42
<i>East Entry</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp) ① Hail of Needles: CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22 → Leads to room #18
Room Features	A well lies in the south side of the room, and the south and west walls are covered with mould

Room #58

<i>West Entry</i>	Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp) → Leads to room #39
<i>East Entry</i>	Unlocked Strong Wooden Door (hard 5, 20 hp)
<i>South Entry #1</i>	Unlocked Simple Wooden Door (hard 5, 10 hp)
<i>South Entry #2</i>	Archway
<i>South Entry #3</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) (slides down, +1 to break DC) → Leads to room #32 , inhabited by 1 x Troglydte
Empty	

