



## Generic Dungeon

### A Random Adventure for Four 1st-Level Player Characters.

#### PREPARATION

You (the DM) need the D&D core rulebooks, including the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual* to run this adventure. In addition, you might want to keep the *Monster Manual II* handy. This adventure utilizes the D&D v.3.5 core rules, but it can easily be used with the 3.0 rules as well.

To get started, print out the adventure. Read through the encounters at least once to familiarize yourself with them. Text that appears in shaded boxes is player information that you can read aloud or paraphrase for the players at the proper times.

**DUNGEON FEATURES**

The following features are true unless otherwise noted in a specific room description

- *Walls*: All walls are standard masonry walls. Masonary walls are the most common kind of dungeon wall. Often these ancient walls sport cracks and crevices, and sometimes dangerous slimes or small monsters live in these areas and wait for prey. Masonary walls stop all but the loudest noises. (Typical thickness 1ft.; break DC 35; hardness 8; hp 90; climb DC 20). See Table 3-9: Walls in the *Dungeon Master's Guide* for other wall stats.
- *Floor*: All floors in the dungeon are Flagstone. Like masonry walls, flagstone floors are made of fitted stones, they are usually cracked and only somewhat level. Slime and mold grows in these cracks. Sometimes water runs in rivulets between the stones or sits in stagnant puddles. Flagstone is the most common dungeon floor.
- *Ceiling*: The average height of the ceiling in the dungeon is 15 ft.
- *Doors*: All doors have their qualities listed in the room descriptions below. You may replace any or all doors with different types. An average door would have the following qualities (Wooden Door: 1in. thick; hardness 5; hp 10; AC5; break DC 18).
- *Light*: Many rooms are lightless. A light source is required for characters to see without darkvision.
- *Ventilation*: All rooms contain an adequate air supply. The air is renewed from small vents leading to the exterior of the dungeon. These vents are individually too small for any but Fine creatures to navigate.

**WANDERING MONSTERS**

Monsters wander in areas of the dungeon not already populated with monsters. For every 4 hours the PCs spend in the dungeon, roll d% on the following table while the PCs are in an accessible hallway or room. (Characters who have locked themselves in a room or secret area are immune from wandering encounters.) On a roll of 41 or higher, no encounter occurs. On a roll of 1-40, read the result on the table and apply the suggested encounter.

**d% Monster Information**

- 1-8 Kobold Warriors** (4): hp 2, 4, 5, 4.  
[Amount: 1d4+2, HD: 1d8 (4), CR: 1/4, Source: *Monster Manual*]
- 9-16 Orc Warriors** (3): hp 6, 8, 3.  
[Amount: 1d3, HD: 1d8+1 (5), CR: 1/2, Source: *Monster Manual*]
- 17-24 Kobold Warriors** (5): hp 2, 2, 8, 6, 4.  
[Amount: 1d4+2, HD: 1d8 (4), CR: 1/4, Source: *Monster Manual*]
- 25-32 Human Commoner Zombies** (1): hp 24.  
[Amount: 1d3, HD: 2d12+3 (15), CR: 1/2, Source: *Monster Manual*]
- 33-40 Crested Felldrake** (1): hp 23.  
[Amount: 1, HD: 2d12+4 (17), CR: 1, Source: *Monster Manual II*]
- 41+ No Encounter**

**ROOM: 1**

This room is 40 x 30 feet (Medium)

You open the door to what must be a combat training room. Rough fighting circles are scratched into the surface of the floor. Wooden fighting dummies stand waiting for someone to attack them. A few punching bags hang from the ceiling. There's something peculiar about it all though. Every dummy is stocky and each has a bedraggled piece of leather hanging from its head that could be a long mask or a beard.

- Doors
  - North 40 feet from west wall. Stone, locked, and trapped.  
[4 in. thick; hardness 8; hp 60; break DC 28 – Wall Blade Trap; CR:1]
  - East 20 feet from north wall. Wood, simple, stuck.  
[1 in. thick; hardness 5; hp 10; break DC 13]
  - West 30 feet from north wall. Wood, strong, locked.  
[2 in. thick; hardness 5; hp 20; break DC 25]
  - South 20 feet from west wall. Wood, simple.  
[1 in. thick; hardness 5; hp 10]
- Hidden Treasure (Search DC 21)
  - Coins: 100 sp (10 gp)
  - Roll 1 time on Table 3-8: Mundane Items in the *Dungeon Masters Guild*  
(Total Value: 10 gp)

**ROOM: 2**

This room is 30 x 30 feet (Small)

Beyond the door lies a chamber covered in poorly cured animal hides and illuminated by smoking torches in bronze sconces. The smell is indescribable.

- Doors
  - West 20 feet from north wall. Wood, good, stuck.  
[1-1/2 in. thick; hardness 5; hp 15; break DC 18]
  - East 30 feet from north wall. Wood, strong.  
[2 in. thick; hardness 5; hp 20]
  - South 30 feet from west wall. Stone, locked, and trapped.  
[4 in. thick; hardness 8; hp 60; break DC 28 – Wall Blade Trap; CR:1]
- Nothing

**ROOM: 3**

This room is 30 x 50 feet (Medium)

You open the door and a gout of flame rushes at your face. A wave of heat strikes you at the same time and light fills the hall. The room beyond the door is ablaze! An inferno engulfs the place, clinging

to bare rock and burning without fuel.

- Doors
  - West 10 feet from north wall. Wood, simple, stuck.  
[1 in. thick; hardness 5; hp 10; break DC 13]
  - East 10 feet from north wall. Door slides up rather than opening normally. Iron, stuck.  
[2 in. thick; hardness 10; hp 60; break DC 31]
  - West 40 feet from north wall. Door slides up rather than opening normally. Wood, good, stuck.  
[1-1/2 in. thick; hardness 5; hp 15; break DC 21]
- Monsters
  - **Tiny Viper Snakes (animal)** (5): hp 1, 1, 1, 1, 1.  
[Amount: 1d4+1, HD: 1/4d8 (1), CR: 1/3, Source: *Monster Manual*]
- Features
  - Statue (toppled), Evil symbol.  
[1d4 Major Features]

#### ROOM: 4

This room is 30 x 40 feet (Medium)

You peer through the open doorway into a broad, pillared hall. The columns of stone are carved as tree trunks and seem placed at random like trees in a forest. Stone root systems crawl out into the floor and marble branches expand across the ceiling. You even note a few carvings of small birds and squirrels. Beautiful as they are, the sculpting doesn't appear elven, and it's nothing dwarves would carve.

- Doors
  - Secret: North 10 feet from west wall. Door slides to one side rather than opening normally. Iron, locked, and trapped.  
[2 in. thick; hardness 10; hp 60; break DC 29 -- Wall Blade Trap; CR:1 -- Secret Door Search Check DC 20]
  - East 20 feet from north wall. Wood, strong, locked.  
[2 in. thick; hardness 5; hp 20; break DC 25]
  - East 30 feet from north wall. Wood, good, stuck.  
[1-1/2 in. thick; hardness 5; hp 15; break DC 18]
  - Secret: West 40 feet from north wall. Wood, simple, stuck.  
[1 in. thick; hardness 5; hp 10; break DC 13 -- Secret Door Search Check DC 20]
  - South 20 feet from west wall. Iron, locked.  
[2 in. thick; hardness 10; hp 60; break DC 28]
- Features
  - Dripping water, Scattered stones, Fountain, Manger, Dome, Charcoal bin.  
[1d4 Minor Features and 1d4 Major Features]

#### ROOM: 5

This room is 30 x 50 feet (Medium)

This room is choked with corpses. The bodies of orcs and ogres lie in tangled heaps where they died, and the floor is sticky with dried blood. It looks like the orcs and ogres were fighting. Some side was the victor but you're not sure which one. The bodies are largely stripped of valuables, but a few broken weapons jut from the slain or lie discarded on the floor.

- Doors
  - North 10 feet from west wall. Wood, good, locked.  
[1-1/2 in. thick; hardness 5; hp 15; break DC 18]
  - West 10 feet from north wall. Wood, good, locked.  
[1-1/2 in. thick; hardness 5; hp 15; break DC 18]
  - Secret: East 10 feet from north wall. Wood, good, locked, and trapped.  
[1-1/2 in. thick; hardness 5; hp 15; break DC 18 -- Spear Trap; CR:1 -- Secret Door Search Check DC 20]
  - South 10 feet from west wall. Wood, simple, stuck.  
[1 in. thick; hardness 5; hp 10; break DC 13]
- Monsters
  - **Small Monstrous Spiders (vermin)** (3): hp 6, 5, 2.  
[Amount: 1d3, HD: 1d8 (4), CR: 1/2, Source: *Monster Manual*]

#### ROOM: 6

This room is 20 x 20 feet (Small)

Half-finished stone sarcophagi litter the room, as if they were picked up and thrown about: Some are cracked, others are smashed. The bodies of at least three humanoids the stone coffins once sheltered lie here and there, mostly rotted to the bone.

- Doors
  - Secret: North 20 feet from west wall. Iron, locked.  
[2 in. thick; hardness 10; hp 60; break DC 28 -- Secret Door Search Check DC 20]
  - East 20 feet from north wall. Wood, simple, stuck.  
[1 in. thick; hardness 5; hp 10; break DC 13]
- Nothing

#### ROOM: 7

This room is 50 x 50 feet (Medium)

You open the door and before you is a dragon's hoard of treasure. Coins cover every inch of the room, and jeweled objects of precious metal jut up from the money like glittering islands in a sea of gold.

- Doors

- North 50 feet from west wall. Iron, locked.  
[2 in. thick; hardness 10; hp 60; break DC 28]
- West 30 feet from north wall. Wood, simple.  
[1 in. thick; hardness 5; hp 10]
- South 20 feet from west wall. Wood, strong, and trapped.  
[2 in. thick; hardness 5; hp 20 -- Rolling Rock Trap; CR:1]
- Nothing

**ROOM: 8**

This room is 30 x 40 feet (Medium)

This chamber holds an odd contraption of metal and wood. It's a 20-foot-diameter circular platform that is tilted heavily to one side. Beneath it you can discern mechanisms that seem to attach to a large crank not far away. Above the platform hang metal weights on thin chains, which in turn are attached to discs and belts that are attached to other winches. It seems as though turning the winches turns and tilts the platform and sets the weights to moving.

- Doors
  - West 10 feet from north wall. Iron, locked, and trapped.  
[2 in. thick; hardness 10; hp 60; break DC 28 -- Fusillade of Darts; CR:1]
  - North 30 feet from west wall. Wood, strong.  
[2 in. thick; hardness 5; hp 20]
  - West 30 feet from north wall. Wood, simple, locked, and trapped.  
[1 in. thick; hardness 5; hp 10; break DC 15 -- Portcullis Trap; CR:1]
  - Secret: East 30 feet from north wall. Wood, simple, stuck.  
[1 in. thick; hardness 5; hp 10; break DC 13 -- Secret Door Search Check DC 30, well-hidden]
  - South 10 feet from west wall. Wood, strong, locked, and trapped.  
[2 in. thick; hardness 5; hp 20; break DC 25 -- Fusillade of Darts; CR:1]
- Nothing

**ROOM: 9**

This room is 40 x 30 feet (Medium)

A pungent, earthy odor greets you as you pull open the door and peer into this room. Mushrooms grow in clusters of hundreds all over the floor. Looking into the room is like looking down on a forest. Tall tangles of fungus resemble forested hills, the barren floor looks like a plain between the woods, and even a trickle of water and a puddle of water that pools in a low spot bears a resemblance to a river and lake, respectively.

*DM Note:* The darkness can come from a deeper darkness spell effect.

- Doors
  - North 10 feet from west wall. Door slides to one side rather than opening normally. Stone.  
[4 in. thick; hardness 8; hp 60; break DC 1]
  - South 20 feet from west wall. Stone, stuck.  
[4 in. thick; hardness 8; hp 60; break DC 28]
- Monsters
  - **Medium Monstrous Centipedes (vermin)** (3): hp 3, 8, 4.  
[Amount: 1d3, HD: 1d8 (4), CR: 1/2, Source: *Monster Manual*]
- Features
  - Rivulet, Puddle (water), Foodstuffs (edible).  
[1d4 Minor Features]

**ROOM: 10**

This room is 40 x 20 feet (Small)

Maps and diagrams cover the walls of this room. A large table dominates the center of the area, surrounded by several chairs of various sizes.

- Doors
  - North 10 feet from west wall. Door slides down rather than opening normally. Wood, simple, stuck.  
[1 in. thick; hardness 5; hp 10; break DC 14]
  - West 10 feet from north wall. Door slides down rather than opening normally. Wood, simple, stuck.  
[1 in. thick; hardness 5; hp 10; break DC 14]
  - North 40 feet from west wall. Door slides to one side rather than opening normally. Wood, simple, stuck.  
[1 in. thick; hardness 5; hp 10; break DC 14]
  - South 40 feet from west wall. Wood, good, locked.  
[1-1/2 in. thick; hardness 5; hp 15; break DC 18]
- Hidden Treasure (Search DC 21)
  - Coins: 100 gp
  - Roll 1 time on Table 3-8: Mundane Items in the *Dungeon Masters Guild*  
(Total Value: 100 gp)
- Trap
  - Rolling Rock Trap; CR:1

**ROOM: 11**

This room is 30 x 30 feet (Small)

As you open the door to this chamber, a waft of steam rushes out. As the steam clears you can see a pool of bubbling liquid in the center of the room. All surfaces of the room are damp.

- Doors
  - West 10 feet from north wall. Wood, good, stuck.  
[1-1/2 in. thick; hardness 5; hp 15; break DC 18]

- East 20 feet from north wall. Wood, good, locked.  
[1-1/2 in. thick; hardness 5; hp 15; break DC 18]
- Secret: South 20 feet from west wall. Wood, strong, and trapped.  
[2 in. thick; hardness 5; hp 20 -- Spear Trap; CR:1 -- Secret Door Search Check DC 20]
- Features
  - Corpse (adventurer).  
[1d4 Minor Features]

**ROOM: 12**

This room is 20 x 40 feet (Small)

Stone blocks of all sizes squat in this chamber under a thin layer of dust. Some of the blocks are completely square, but many of them show evidence of the sculptor's chisel: Rough heads, arms, faces, and other forms are visible. A workbench against the eastern wall is cluttered with rustier stoneworking implements of common design.

- Doors
  - Secret: West 10 feet from north wall. Wood, good, locked, and trapped.  
[1-1/2 in. thick; hardness 5; hp 15; break DC 18 -- Spear Trap; CR:1 -- Secret Door Search Check DC 20]
- Monsters
  - **Human Warrior Skeletons** (4): hp 3, 10, 5, 4.  
[Amount: 1d4, HD: 1d12 (6), CR: 1/3, Source: *Monster Manual*]
- Features
  - Mud, Bones (nonhumanoid), Scroll (nonmagical).  
[1d4 Minor Features]

**ROOM: 13**

This room is 40 x 20 feet (Small)

This chamber holds one occupant: the statue of a male figure with elven features but the broad, muscular body of a male human. It kneels on the floor as though fallen to that posture. Both its arms reach upward in supplication, and its face is a mask of grief. Two great feathered wings droop from its back, both sculpted to look broken. The statue is skillfully crafted.

- Doors
  - South 10 feet from west wall. Iron, locked.  
[2 in. thick; hardness 10; hp 60; break DC 28]
  - East 20 feet from north wall. Wood, strong, stuck.  
[2 in. thick; hardness 5; hp 20; break DC 23]
- Features
  - Chest of drawers.  
[1d4 Major Features]

**ROOM: 14**

This room is 30 x 20 feet (Small)

Burning torches in iron sconces line the walls of this room, lighting it brilliantly. At the room's center lies a squat stone altar, its top covered in recently spilled blood. A channel in the altar funnels the blood down its side to the floor where it fills grooves in the floor that trace some kind of pattern or symbol around the altar. Unfortunately, you can't tell what it is from your vantage point.

- Doors
  - Secret: North 10 feet from west wall. Stone, stuck.  
[4 in. thick; hardness 8; hp 60; break DC 28 -- Secret Door Search Check DC 20]
  - Secret: West 10 feet from north wall. Stone, stuck.  
[4 in. thick; hardness 8; hp 60; break DC 28 -- Secret Door Search Check DC 20]
  - South 10 feet from west wall. Door slides up rather than opening normally. Stone, locked.  
[4 in. thick; hardness 8; hp 60; break DC 31]
  - East 20 feet from north wall. Wood, strong, stuck.  
[2 in. thick; hardness 5; hp 20; break DC 23]
- Monsters
  - **Goblin Warriors** (3): hp 9, 7, 8.  
[Amount: 1d3+1, HD: 1d8+1 (5), CR: 1/3, Source: *Monster Manual*]
- Trap
  - Swinging Block Trap; CR:1

**ROOM: 15**

This room is 40 x 30 feet (Medium)

You peer into this room and spot the white orb of a skull lying on the floor. Suddenly a stone falls from the ceiling and smashes the skull to pieces. An instant later, another stone from the ceiling drops to strike the floor and shatter. You hear a low rumbling and cracking noise.

- Doors
  - North 10 feet from west wall. Door slides up rather than opening normally. Wood, strong, locked.  
[2 in. thick; hardness 5; hp 20; break DC 28]
  - West 10 feet from north wall. Door slides up rather than opening normally. Wood, strong, locked.  
[2 in. thick; hardness 5; hp 20; break DC 28]
  - East 10 feet from north wall. Wood, simple.  
[1 in. thick; hardness 5; hp 10]
- Monsters
  - **Goblin Warriors** (4): hp 5, 7, 3, 6.  
[Amount: 1d3+1, HD: 1d8+1 (5), CR: 1/3, Source: *Monster Manual*]

**ROOM: 16**

This room is 30 x 40 feet (Medium)

You smelled smoke as you moved down the hall, and entering this room you see why. Every surface bears scorch marks and ash piles on the floor. The room reeks of fire and burnt flesh. Either a great battle happened here or the room bears some fire danger you cannot see for no flames light the room anymore.

- Doors
  - North 30 feet from west wall. Wood, strong.  
[2 in. thick; hardness 5; hp 20]
  - Secret: West 30 feet from north wall. Wood, simple, stuck.  
[1 in. thick; hardness 5; hp 10; break DC 13 -- Secret Door Search Check DC 30, well-hidden]
- Features
  - Bellows, Dripping water.  
[1d4 Minor Features]

**ROOM: 17**

This room is 30 x 40 feet (Medium)

This room is a tomb. Stone sarcophagi stand in five rows of three, each carved with the visage of a warrior lying in state. In their center, one sarcophagus stands taller than the rest. Held up by six squat pillars, its stone bears the carving of a beautiful woman who seems more asleep than dead. The carving of the warriors is skillful but seems perfunctory compared to the love a sculptor must have lavished upon the lifelike carving of the woman.

- Doors
  - West 10 feet from north wall. Wood, strong, locked.  
[2 in. thick; hardness 5; hp 20; break DC 25]
  - North 20 feet from west wall. Wood, strong, stuck.  
[2 in. thick; hardness 5; hp 20; break DC 23]
  - Secret: South 10 feet from west wall. Stone, stuck.  
[4 in. thick; hardness 8; hp 60; break DC 28 -- Secret Door Search Check DC 20]
- Monsters
  - **Tatterdemanimal (raggamoffyn)** (1): hp 7.  
[Amount: 1, HD: 1d10 (5), CR: 1, Source: *Monster Manual II*]
- Features
  - Nest (animal), Oil (scented), Tray, Insects.  
[1d4 Minor Features]
- Hidden Treasure (Search DC 21)
  - Coins: 90 gp  
(Total Value: 90 gp)
- Trap
  - Scything Blade Trap; CR:1

**ROOM: 18**

This room is 30 x 20 feet (Small)

This chamber is dominated by a bizarre painting of a man's screaming face stretched out to impossible dimensions and held in place by silver chains. The chains are securely mounted to the masonry of the wall and hold the painting fast. There are traces of what may have once been some manner of magical circle on the floor surrounded by pools of melted wax.

- Doors
  - North 10 feet from west wall. Wood, strong, stuck.  
[2 in. thick; hardness 5; hp 20; break DC 23]
  - West 20 feet from north wall. Wood, strong, stuck.  
[2 in. thick; hardness 5; hp 20; break DC 23]
- Monsters
  - **Crested Felldrake** (1): hp 15.  
[Amount: 1, HD: 2d12+4 (17), CR: 1, Source: *Monster Manual II*]
- Features
  - Balcony, Throne, Chandelier.  
[1d4 Major Features]

**ROOM: 19**

This room is 30 x 30 feet (Small)

The strong, sour-sweet scent of vinegar assaults your nose as you enter this room. Sundered casks and broken bottle glass line the walls of this room. Clearly this was someone's wine cellar for a time. The shards of glass are somewhat dusty, and the spilled wine is nothing more than a sticky residue in some places. Only one small barrel remains unbroken amid the rubbish.

- Doors
  - North 30 feet from west wall. Door magically reinforced. Wood, simple, locked.  
[1 in. thick; hardness 5; hp 10; break DC 15]
  - South 30 feet from west wall. Wood, strong.  
[2 in. thick; hardness 5; hp 20]
- Monsters
  - **Lemure (devil)** (1): hp 7.  
[Amount: 1, HD: 2d8 (4), CR: 1, Source: *Monster Manual*]

**ROOM: 20**

This room is 20 x 20 feet (Small)

Tapestries decorate the walls of this room. Although they may once have been brilliant in hue, they now hang in graying tatters. Despite the damage of time and neglect, you can perceive once-grand images of wizards' towers, magical beasts, and symbols of spellcasting. The tapestry that is in the best condition bulges out weirdly, as though someone stands behind it (an armless statue of a female human spellcaster).

- Doors
  - South 10 feet from west wall. Wood, strong.  
[2 in. thick; hardness 5; hp 20]
  - West 20 feet from north wall. Wood, good.  
[1-1/2 in. thick; hardness 5; hp 15]
  - South 20 feet from west wall. Iron, stuck, and trapped.  
[2 in. thick; hardness 10; hp 60; break DC 28 -- Swinging Block Trap; CR:1]
- Monsters
  - **Orc Warriors (1)**: hp 3.  
[Amount: 1d3, HD: 1d8+1 (5), CR: 1/2, Source: *Monster Manual*]
- Features
  - Cupboard, Cupboard, Recess.  
[1d4 Major Features]

**ROOM: 21**

This room is 40 x 20 feet (Small)

You've opened the door to a torture chamber. Several devices of degradation, pain, and death stand about the room, all of them showing signs of regular use. The wood of the rack is worn smooth by struggling bodies, and the iron maiden appears to be occupied by a corpse.

- Doors
  - North 40 feet from west wall. Wood, simple, stuck.  
[1 in. thick; hardness 5; hp 10; break DC 13]
  - Secret: East 10 feet from north wall. Wood, good.  
[1-1/2 in. thick; hardness 5; hp 15 -- Secret Door Search Check DC 20]
  - South 30 feet from west wall. Wood, strong, stuck, and trapped.  
[2 in. thick; hardness 5; hp 20; break DC 23 -- Portcullis Trap; CR:1]
- Features
  - Boots, Relief, Weapon rack, Casket.  
[1d4 Minor Features and 1d4 Major Features]

**ROOM: 22**

This room is 40 x 40 feet (Medium)

Stinking smoke wafts up from braziers made of skulls set around the edges of this room. The walls bear scratch marks and lines of soot that form crude pictures and what looks like words in some language [Goblin]. To the left lies a pile of rubbish and rubble heaped into a crude dais. The dais has upon it an ironbound chest that has been painted with a goblinlike face. Furs and skins of unknown origin are strewn haphazardly about the floor before the dais.

- Doors
  - West 10 feet from north wall. Wood, good, locked.  
[1-1/2 in. thick; hardness 5; hp 15; break DC 18]
  - Secret: North 30 feet from west wall. Iron, stuck.  
[2 in. thick; hardness 10; hp 60; break DC 28 -- Secret Door Search Check DC 30, well-hidden]
  - North 40 feet from west wall. Iron, locked.  
[2 in. thick; hardness 10; hp 60; break DC 28]
- Features
  - Mud, Mug.  
[1d4 Minor Features]

**ROOM: 23**

This room is 30 x 30 feet (Small)

Many small desks with high-backed chairs stand in three long rows in this room. Each desk has an inkwell, book stand, and a partially melted candle in a rusting tin candleholder. Everything is covered with dust.

*DM Note:* The PCs may have heard that these are common in a nearby city.

- Doors
  - Secret: South 10 feet from west wall. Wood, strong, stuck.  
[2 in. thick; hardness 5; hp 20; break DC 23 -- Secret Door Search Check DC 30, well-hidden]
- Monsters
  - **Lemure (devil) (1)**: hp 15.  
[Amount: 1, HD: 2d8 (4), CR: 1, Source: *Monster Manual*]

**ROOM: 24**

This room is 20 x 20 feet (Small)

A litter of debris and dust partially covers a small altar. The debris has been scraped away, revealing a relief sculpture on the altar's face.

- Doors
  - East 10 feet from north wall. Wood, strong, locked.  
[2 in. thick; hardness 5; hp 20; break DC 25]
- Monsters
  - **Kobold Warriors** (6): hp 6, 6, 5, 4, 8, 7.  
[Amount: 1d4+2, HD: 1d8 (4), CR: 1/4, Source: *Monster Manual*]

**ROOM: 25**

This room is 30 x 20 feet (Small)

Upon entering this room you are assaulted by the smells of decay and earth. A fine layer of dirt settles itself on the floor and on the many objects found in the chamber. Torn and rotted purple silk tapestries hang loosley from ceiling to floor on tarnished brass hooks. Used and unlit torches are spaced at even length throughout the room. In the rear of the room sits a large coffin on a raised platform. You notice that no dust graces it black marble shell.

- Doors
  - West 20 feet from north wall. Wood, good.  
[1-1/2 in. thick; hardness 5; hp 15]
- Nothing

**ROOM: 26**

This room is 20 x 20 feet (Small)

This room has a fine layer of black ash in a flash pattern across the entire floor reaching to the mid point of each wall. The faint smell of sulfer assaults your nose and your eyes water slightly. Among the small peices of burned debris lays a small and tarnished silver cylinder.

- Doors
  - Secret: North 20 feet from west wall. Wood, strong, and trapped.  
[2 in. thick; hardness 5; hp 20 -- Spear Trap; CR:1 -- Secret Door Search Check DC 20]
- Nothing

**ROOM: 27**

This room is 20 x 30 feet (Small)

A tremendous roaring pillar if fire burns in th ecenter of this room. The fire almost reaches the ceiling, some 40 feet high here. A mosaic pattern of abstract design is tiled on the ceiling, though the tiles are so burnt that the pattern is eradicated in places. The floor is covered in ash and charred bones to a depth of 1 foot, but drifts and mounds of ash rise higher here and there. The stink of charred flesh is strong.

- Doors
  - South 20 feet from west wall. Wood, good, stuck.  
[1-1/2 in. thick; hardness 5; hp 15; break DC 18]
- Nothing

**ROOM: 28**

This room is 20 x 30 feet (Small)

Opening the door to this room you see that the chamber walls have been disguised by wood paneling, and the stone ceiling and floor are hidden by bright marble tiles. Several large and well-stuffed chairs are arranged about the room along with some small reading tables.

- Doors
  - South 20 feet from west wall. Wood, strong, stuck.  
[2 in. thick; hardness 5; hp 20; break DC 23]
- Monsters
  - **Human Commoner Zombies** (2): hp 14, 15.  
[Amount: 1d3, HD: 2d12+3 (15), CR: 1/2, Source: *Monster Manual*]

**ROOM: 29**

This room is 30 x 30 feet (Small)

Several stone sarcophagi stand in dusty ruin about the chamber. The carved stone sarcophagi lids each resemble al elflike humanoid with odd hints of reptilian characteristics. The stone coffins cast ominous shadows in available light.

*DM Note:* The PCs may have heard that these are common in a nearby city.

- Doors
  - East 30 feet from north wall. Wood, strong, locked.  
[2 in. thick; hardness 5; hp 20; break DC 25]
- Nothing

**ROOM: 30**

This room is 30 x 20 feet (Small)

Two round, rusty metal vats take up much of the floor space in this chamber. The vats are each 10 feet in diameter and 4 feet high. One is empty; th eother is filled with an opaque liquid from which a faint, bitter fragrance rises. The southern and eastern walls hold shelves on which dozens of glass jars sit,



though the thick layer of dust prevents easy viewing of the jars' contents.

- Doors
  - East 10 feet from north wall. Wood, simple, locked.  
[1 in. thick; hardness 5; hp 10; break DC 15]
- Monsters
  - **Kobold Warriors** (4): hp 8, 3, 6, 5.  
[Amount: 1d4+2, HD: 1d8 (4), CR: 1/4, Source: *Monster Manual*]
- Features
  - Dishes, Lantern.  
[1d4 Minor Features]

#### ROOM: 31

This room is 20 x 20 feet (Small)

A smashed pedestal lies in the chamber's center. The tiled chamber is darkened as if from extreme heat. The outlines of humanoid forms can be seen on the walls, as if their bodies somewhat protected the wall from an extreme explosion from the chamber's center, creating blast silhouettes.

- Doors
  - East 20 feet from north wall. Wood, good.  
[1-1/2 in. thick; hardness 5; hp 15]
- Features
  - Blanket, Urn.  
[1d4 Minor Features]

#### ROOM: 32

This room is 30 x 20 feet (Small)

Broken glass from jars and vats competes with stony debris, small rusted tools, and loose embalmed body parts to cover the floor here.

- Doors
  - West 10 feet from north wall. Wood, simple, stuck.  
[1 in. thick; hardness 5; hp 10; break DC 13]
- Nothing

#### ROOM: 33

This room is 20 x 20 feet (Small)

Dust, bits of stony debris, and rubble lie scattered on the floor. An ornate fountain is built into the southern wall. Though cracked, stained, and dry, the fountains's carving of a rampant dragon remains inspiring.

- Doors
  - Secret: West 10 feet from north wall. Wood, good.  
[1-1/2 in. thick; hardness 5; hp 15 -- Secret Door Search Check DC 20]
- Nothing

#### ROOM: 34

This room is 20 x 20 feet (Small)

You round the corner to see a ghastly scene. A semitranslucent figure hangs in the air, studded with crossbow bolts and with blood pouring from every wound. It reaches toward you in a pleading gesture, points to the walls on either side of the room, and then vanishes. Once it has gone, you notice small holes in the walls, each just large enough for a bolt to pass through.

- Doors
  - West 10 feet from north wall. Wood, good, locked.  
[1-1/2 in. thick; hardness 5; hp 15; break DC 18]
- Nothing

#### ROOM: 35

This room is 30 x 30 feet (Small)

A tapestry hangs along the southern wall depicting a scene filled with large, horned, red-skinned humanoids in the foreground and brass towers in the background suggesting a massive city, all set in an inferno. High above, an unbelievably large red dragon wings through the fiery sky. The chamber is otherwise empty.

- Doors
  - North 10 feet from west wall. Wood, strong, stuck, and trapped.  
[2 in. thick; hardness 5; hp 20; break DC 23 -- Portcullis Trap; CR:1]
- Monsters
  - **Orc Warriors** (3): hp 9, 5, 4.  
[Amount: 1d3, HD: 1d8+1 (5), CR: 1/2, Source: *Monster Manual*]
- Features
  - Stool, Catwalk, Peephole.  
[1d4 Major Features]

#### ROOM: 36

This room is 20 x 30 feet (Small)

Coffin-shaped vats, filled with bitter liquid, are situated haphazardly about this room. In fact, some are

tipped over and have spilled forth a whittish, bitter-smelling mineral as well as a number of partially preserved bodies. The entire north wall contains shelving filled with small tools, jars, linen pads, and what appears to be bags of sawdust.

- Doors
  - North 20 feet from west wall. Stone, stuck.  
[4 in. thick; hardness 8; hp 60; break DC 28]
- Monsters
  - **Ether Scarab** (1): hp 8.  
[Amount: 1, HD: 1d8 (4), CR: 1, Source: *Monster Manual II*]
- Features
  - Boots, Candelabra, Mold, Markings.  
[1d4 Minor Features]

**ROOM: 37**

This room is 30 x 30 feet (Small)

This room seems divided into three parts. The first has several hooks on the walls from which hang dusty robes. An open curtain separates that space from the next, which has a dry basin set in the floor. Beyond that lies another parted curtain behind which you can see several straw mats in a semicircle pointing toward a statue of a dog-headed man.

- Doors
  - East 20 feet from north wall. Wood, good, locked.  
[1-1/2 in. thick; hardness 5; hp 15; break DC 18]
- Features
  - Pedestal, Pit (shallow).  
[1d4 Major Features]

**ROOM: 38**

This room is 10 x 10 feet (Tiny)

This chamber of well-laid stones holds a wide bas-relief of a pastoral scene. In it you see a nearby mountain and several tall towers.

- Doors
  - Secret: South 10 feet from west wall. Iron, locked.  
[2 in. thick; hardness 10; hp 60; break DC 28 -- Secret Door Search Check DC 20]
- Nothing

**ROOM: 39**

This room is 10 x 10 feet (Tiny)

You open the door, and the reek of garbage assaults your nose. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling. In the ceiling above it is a small hole that is roughly as wide as two human hands. No doubt someone above disposes of his rubbish without ever thinking about where it goes.

- Doors
  - South 10 feet from west wall. Wood, simple, locked.  
[1 in. thick; hardness 5; hp 10; break DC 15]
- Features
  - Rags, Backpack, Broken glass, Ramp, Ledge, Gong, Font.  
[1d4 Minor Features and 1d4 Major Features]

**ROOM: 40**

This room is 10 x 10 feet (Tiny)

Luminescent moss covers the floor to this empty chamber.

- Doors
  - South 10 feet from west wall. Wood, strong, stuck.  
[2 in. thick; hardness 5; hp 20; break DC 23]
- Nothing

**ROOM: 41**

This room is 10 x 10 feet (Tiny)

The burble of water reaches your ears after you open the door to this room. You see the source of the noise in the far wall: a fountain artfully carved to look like a seashell with the figure of a seacat spewing clear water into its basin.

- Doors
  - East 10 feet from north wall. Wood, simple, stuck.  
[1 in. thick; hardness 5; hp 10; break DC 13]
- Nothing

**ROOM: 42**

This room is 10 x 10 feet (Tiny)

The floor of this room is a morass of splintered stone, rotted tapestry, smashed wood, and glass.

- Doors
  - North 10 feet from west wall. Door slides up rather than opening normally. Wood, good, stuck.

[1-1/2 in. thick; hardness 5; hp 15; break DC 21]

- **Monsters**
  - **Orc Warriors (1)**: hp 3.  
[Amount: 1d3, HD: 1d8+1 (5), CR: 1/2, Source: *Monster Manual*]
- **Features**
  - Engraving.  
[1d4 Minor Features]

#### ROOM: 43

This room is 10 x 10 feet (Tiny)

A 1-foot-tall pile of ash, broken bones, stony debris, and filth is heaped below a 5-foot-diameter shaft in the ceiling. The heap is libererraly marked with footprints both monstrous and skeletal. The smell of old death permeates the chamber.

- **Doors**
  - West 10 feet from north wall. Wood, simple.  
[1 in. thick; hardness 5; hp 10]
- **Monsters**
  - **Tiny Viper Snakes (animal) (3)**: hp 1, 1, 2.  
[Amount: 1d4+1, HD: 1/4d8 (1), CR: 1/3, Source: *Monster Manual*]
- **Features**
  - Spinning wheel, Pit (shallow).  
[1d4 Major Features]

#### ROOM: 44

This room is 10 x 10 feet (Tiny)

Rusting spikes line the walls and ceiling of this chamber. The dusty floor shows no sign that the walls move over it, but you can see the skeleton of some humanoid impaled on some wall spikes nearby.

- **Doors**
  - East 10 feet from north wall. Wood, simple, locked, and trapped.  
[1 in. thick; hardness 5; hp 10; break DC 15 -- Portcullis Trap; CR:1]
- **Monsters**
  - **Spider Swarm (1)**: hp 10.  
[Amount: 1, HD: 2d8 (8), CR: 1, Source: *Monster Manual*]
- **Features**
  - Stuffed beast, Relief.  
[1d4 Major Features]

#### ROOM: 45

This room is 10 x 10 feet (Tiny)

A flurry of bats suddenly flaps through the doorway, their screeching barely audible as they careen past your heads. They flap past you into the rooms and halls beyond. The room from which they came seems barren at first glance.

- **Doors**
  - East 10 feet from north wall. Door slides down rather than opening normally. Stone, and trapped.  
[4 in. thick; hardness 8; hp 60; break DC 1 -- Spear Trap; CR:1]
- **Monsters**
  - **Tiny Viper Snakes (animal) (3)**: hp 1, 1, 1.  
[Amount: 1d4+1, HD: 1/4d8 (1), CR: 1/3, Source: *Monster Manual*]

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#### TRAP SUMMARY

- *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.
- *Portcullis Trap*: CR:1; mechanical; location trigger; manual reset; Atk +10 melee (3d6); Search DC 20; Disable Device DC 20. Note: Damage applies only to those underneath the portcullis. Portcullis blocks passageway. Lifting the portcullis requires a DC 25 Strength check.
- *Rolling Rock Trap*: CR:1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22.
- *Scything Blade Trap*: CR:1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20.
- *Spear Trap*: CR:1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/x3, spear); Search DC 20; Disable Device DC 20. Note: 200-ft. max range, target determined randomly from those in its path.
- *Swinging Block Trap*: CR:1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20.
- *Wall Blade Trap*: CR:1; mechanical; touch trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +10 melee (2d4/x4, scythe); Search DC 22; Disable Device DC 22.

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#### ADVENTURE HOOKS

##### Hook 1:

- You meet a powerful legendary wizard, who gives you your mission.
- You have to resolve the arcane lights and unidentified sounds that come at night .

- They've determined it is the work of the nemesis of one of the player characters, and it's up to you to stop it.
- You must travel to local swamps and marshes to find the nemesis of one of the player characters.
- End the threat in exchange for your armor and weapons repaired for free.

**Hook 2:**

- You meet a rich guildmaster , who gives you your mission.
- You have to resolve the destruction of property by fire.
- They've determined it is the work of a brilliant and ruthless assassin, and it's up to you to stop it.
- You must travel to a desecrated temple or shrine to find a brilliant and ruthless assassin.
- End the threat in exchange for whatever the village can gather (2d20 gp).

**Hook 3:**

- You meet a friendly ranger, who gives you your mission.
- You have to resolve the unexplained murders among the poor.
- They've determined it is the work of the nemesis of one of the player characters, and it's up to you to stop it.
- You must travel to the graveyard of a nearby town to find the nemesis of one of the player characters.
- End the threat in exchange for whatever the town can gather (2d20 gp each).

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**Map Only**

6,6,50,4,4,2,1,1,5,4,0,1577915116816,1,0,,0,1,A,C2,0,0,0,3,0,0

**Map and Adventure** ([Create New Adventure](#))

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