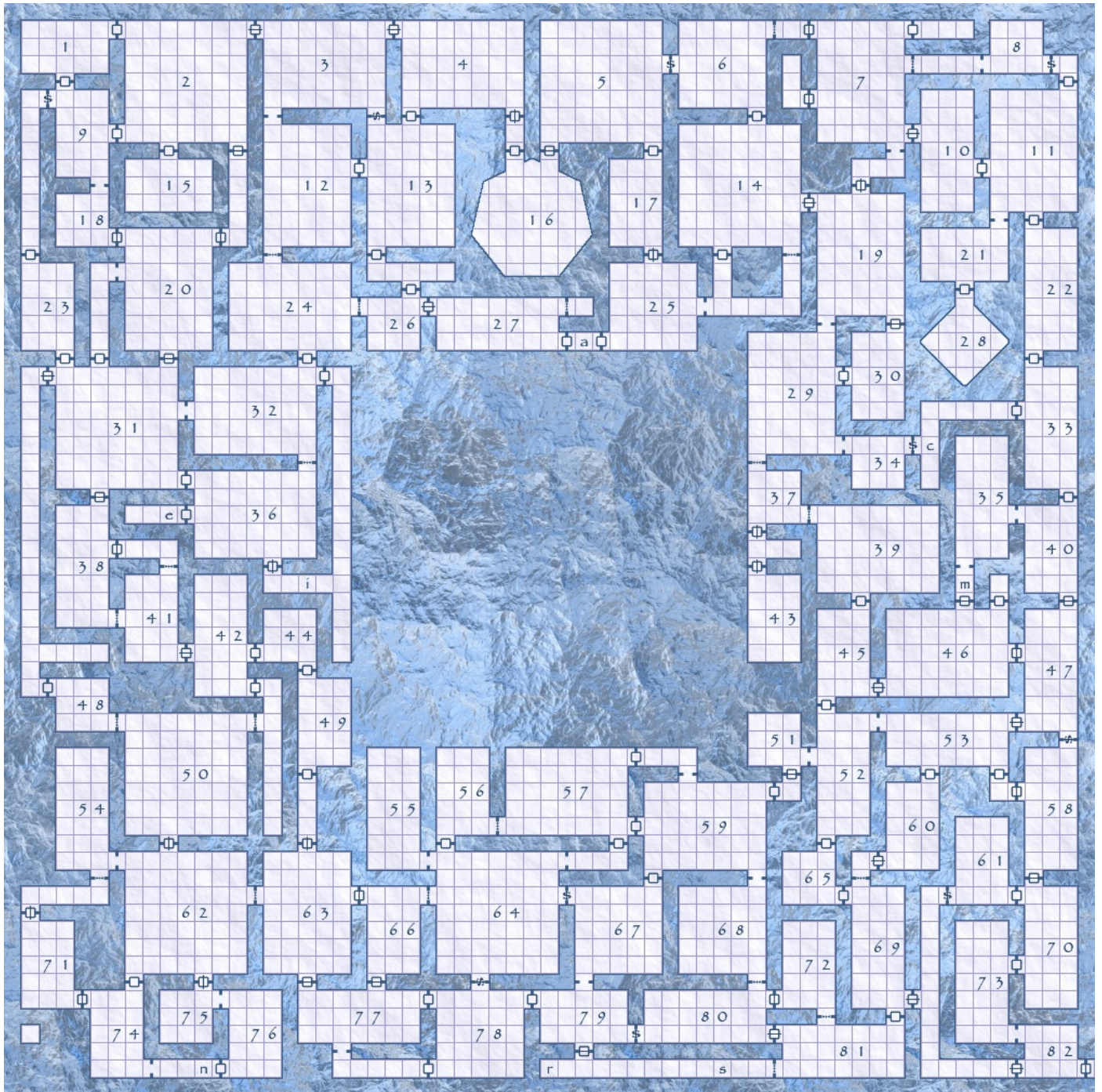


Blackstorm Prison 14

Level 14



General

Walls	Hewn Ice
Floor	Packed Snow (difficult to run)
Temperature	Extreme Cold
Illumination	Shadowy (phosphorescent fungus or candles every 20 ft.)

Corridor Features

- a** A narrow shaft falls into the corridor from above
- c** Several alcoves are cut into the walls here
- e** The sound of horns fills the corridor
- i** Wide-Mouth Pit Trap
- m** A whistling noise fills the corridor
- n** A chute descends from the corridor into a natural cavern below
- r** Several adventurer corpses are scattered along the corridor
- s** A toppled statue lies across the corridor

Wandering Monsters

- 1** 3 x Frost Giant, consumed by disease and madness
- 2** 1 x Adult Silver Dragon, investigating a strange noise
- 3** 4 x Frost Giant, consumed by disease and madness
- 4** 15 x Dire Bear, wandering senselessly
- 5** 12 x Dire Bear, wandering senselessly
- 6** 3 x Eleven-Headed Cryohydra, consumed by disease and madness

Room #1*East Entry*

Stuck Good Wooden Door
→ Leads to [room #2](#)

South Entry

Unlocked Simple Wooden Door
→ Leads to [room #9](#)

Room Features

Spirals of yellow stones cover the floor, and several pieces of blood-soaked clothing are scattered throughout the room

Room #2*West Entry #1*

Stuck Good Wooden Door
→ Leads to [room #1](#)

West Entry #2

Unlocked Strong Wooden Door
→ Leads to [room #9](#)

East Entry

Trapped and Stuck Iron Door
Ⓢ Chain Lightning Trap
→ Leads to [room #3](#)

South Entry #1

Stuck Good Wooden Door (slides to one side)
→ Leads to [room #15](#)

South Entry #2

Locked Stone Door (magic lock)

Room Features

A well lies in the north-east corner of the room, and several pieces of rotten fruit are scattered throughout the room

Room #3	<i>West Entry</i>	Trapped and Stuck Iron Door Ⓣ Chain Lightning Trap → Leads to room #2
	<i>East Entry</i>	Trapped and Locked Strong Wooden Door (common lock) Ⓣ Falling Block Trap → Leads to room #4
	<i>South Entry #1</i>	Archway → Leads to room #12 , inhabited by 5 x Ten-Headed Cryohydra
	<i>South Entry #2</i>	Secret Locked Good Wooden Door (superior lock) (slides to one side) Ⓢ The door is concealed within a horrific torture device → Leads to room #13
	Room Features	A stone stair ascends towards the east wall, and a rotting satchel lies in the west side of the room
Room #4	<i>West Entry</i>	Trapped and Locked Strong Wooden Door (common lock) Ⓣ Falling Block Trap → Leads to room #3
	<i>South Entry #1</i>	Stuck Good Wooden Door → Leads to room #13
	<i>South Entry #2</i>	Trapped and Unlocked Strong Wooden Door Ⓣ Poison Wall Spikes
	Room Features	The north and west walls have been engraved with endless spirals, and a warped door lies in the south-west corner of the room
Room #5	<i>East Entry</i>	Secret Stuck Simple Wooden Door Ⓢ The door is concealed behind a statue of a medusa, and opened by uncovering her eyes → Leads to room #6
	<i>South Entry #1</i>	Locked Good Wooden Door (good lock) → Leads to room #16
	<i>South Entry #2</i>	Unlocked Simple Wooden Door → Leads to room #17
	Empty	
Room #6	<i>West Entry</i>	Secret Stuck Simple Wooden Door Ⓢ The door is concealed behind a statue of a medusa, and opened by uncovering her eyes → Leads to room #5
	<i>East Entry</i>	Iron Portcullis
	<i>South Entry</i>	Stuck Strong Wooden Door → Leads to room #14
	Trap	Compacting Room

Room #7	<i>West Entry #1</i>	Locked Good Wooden Door (good lock)
	<i>West Entry #2</i>	Locked Iron Door (good lock)
	<i>East Entry #1</i>	Stuck Simple Wooden Door
	<i>East Entry #2</i>	Trapped Iron Portcullis Ⓣ Chain Lightning Trap
	<i>East Entry #3</i>	Trapped and Locked Stone Door (magic lock) Ⓣ Lock smeared with Contact Poison → Leads to room #10 , inhabited by 4 x Ten-Headed Cryohydra
	<i>South Entry</i>	Archway
	Room Features	A stone stair ascends towards the north wall, and spirals of white stones cover the floor
Monster		14 x Dire Bear
Treasure: 4000 gp; Banded Agate (9 gp), Black Pearl (500 gp), Deep Green Spinel (70 gp), Deep Green Spinel (110 gp), Emerald (1200 gp), Freshwater Pearl (8 gp), Golden Yellow Topaz (500 gp), Hematite (15 gp), Iolite (50 gp), Peridot (50 gp); +1 Heavy Mace, 2 x Potion of Remove Fear, Wand of Magic Missile; hoard total 6512 gp		
Room #8	<i>West Entry</i>	Archway
	<i>East Entry</i>	Secret Stuck Simple Wooden Door Ⓢ The door is concealed within an upright sarcophagus
	Hidden Treasure	Hidden Locked Simple Wooden Chest (common lock) Divine Scroll (Cure Light Wounds), Eversmoking Bottle, Feather Token, Potion of Cure Moderate Wounds, Wand of Summon Monster II; hoard total
Room #9	<i>North Entry</i>	Unlocked Simple Wooden Door → Leads to room #1
	<i>West Entry</i>	Secret Stuck Simple Wooden Door Ⓢ A bookcase and concealed door pivots smoothly
	<i>East Entry</i>	Unlocked Strong Wooden Door → Leads to room #2
	<i>South Entry</i>	Archway → Leads to room #18 , inhabited by 4 x Frost Giant
	Room Features	Someone has scrawled "Death is the only exit" on the south wall, and several pieces of rotting wood are scattered throughout the room
Room #10	<i>West Entry</i>	Trapped and Locked Stone Door (magic lock) Ⓣ Lock smeared with Contact Poison → Leads to room #7 , inhabited by 14 x Dire Bear
	<i>East Entry</i>	Unlocked Strong Wooden Door → Leads to room #11
	Monster	4 x Ten-Headed Cryohydra
Treasure: Bloodstone Scepter set with a Rosette of Fiery Yellow Corundum (1100 gp), Fine Porcelain Tile adorned with Platinum and a Coat of Arms in relief (1200 gp), Gold Medallion engraved with Dwarven Axeheads (1400 gp), Ivory Orb set with Deep Blue Spinel (1900 gp), Ornate Silver Mirror framed in Ivory (1000 gp), Platinum Cup engraved with Draconic Scales (1500 gp), Platinum Pendant engraved with Noble Imagery (1400 gp); hoard total 9500 gp		

Room #11	<i>North Entry</i>	Stuck Simple Wooden Door
	<i>West Entry</i>	Unlocked Strong Wooden Door → Leads to room #10 , inhabited by 4 x Ten-Headed Cryohydra
	<i>South Entry #1</i>	Archway → Leads to room #21
	<i>South Entry #2</i>	Unlocked Good Wooden Door → Leads to room #22
	Room Features	A stone dais sits in the east side of the room, and a broken door lies in the north-east corner of the room
Room #12	<i>North Entry</i>	Archway → Leads to room #3
	<i>East Entry</i>	Stuck Simple Wooden Door → Leads to room #13
	<i>South Entry</i>	Wooden Portcullis → Leads to room #24 , inhabited by 3 x Ten-Headed Cryohydra
	Monster	5 x Ten-Headed Cryohydra Treasure: 1000 gp; Alexandrite (700 gp), Amber (90 gp), Amethyst (140 gp), Blue Star Sapphire (1200 gp), Coral (90 gp), Deep Blue Spinel (700 gp), Red-brown Spinel (110 gp), Rose Quartz (70 gp), Tourmaline (80 gp), Zircon (40 gp); Medallion of Thought Projection; hoard total 4220 gp
Room #13	<i>North Entry #1</i>	Secret Locked Good Wooden Door (superior lock) (slides to one side) ⑤ The door is concealed within a horrific torture device → Leads to room #3
	<i>North Entry #2</i>	Stuck Good Wooden Door → Leads to room #4
	<i>West Entry</i>	Stuck Simple Wooden Door → Leads to room #12 , inhabited by 5 x Ten-Headed Cryohydra
	<i>South Entry</i>	Stuck Strong Wooden Door
	Empty	
Room #14	<i>North Entry</i>	Stuck Strong Wooden Door → Leads to room #6
	<i>East Entry</i>	Trapped and Unlocked Strong Wooden Door ① Camouflaged Pit Trap → Leads to room #19 , inhabited by 5 x Ten-Headed Cryohydra
	<i>South Entry #1</i>	Unlocked Simple Wooden Door
	<i>South Entry #2</i>	Wooden Portcullis (magically reinforced)
	Room Features	The floor is covered with mould, and a ruined iron box lies in the north-east corner of the room
Room #15	<i>North Entry</i>	Stuck Good Wooden Door (slides to one side) → Leads to room #2
	Room Features	A tile mosaic of a legendary battle covers the floor, and burning torches in iron sconces line the east wall

Room #16	<i>North Entry #1</i>	Stuck Iron Door
	<i>North Entry #2</i>	Locked Good Wooden Door (good lock) → Leads to room #5
	Room Features	A tile mosaic of ghoulish carnage covers the floor, and a rattling noise fills the room
Room #17	<i>North Entry</i>	Unlocked Simple Wooden Door → Leads to room #5
	<i>South Entry</i>	Trapped and Locked Good Wooden Door (superior lock) Ⓣ Acid Arrow Trap → Leads to room #25
	Room Features	A stream of oil flows along a channel in the floor, and a tile mosaic of a god of evil covers the floor
Room #18	<i>North Entry</i>	Archway → Leads to room #9
	<i>East Entry</i>	Locked Strong Wooden Door (magic lock) → Leads to room #20 , inhabited by 4 x Frost Giant
	Room Features	Someone has scrawled "You cannot kill it with swords" on the west wall, and several empty flasks are scattered throughout the room
	Monster	4 x Frost Giant Treasure: 500 gp; Amethyst (70 gp), Citrine (50 gp), Moonstone (80 gp), Pink Pearl (100 gp), Red Spinel (70 gp), Star Rose Quartz (40 gp), Tourmaline (130 gp), Violet Garnet (600 gp); +1 Shortbow, Potion of Aid, Potion of Cure Moderate Wounds, Wand of Fox's Cunning, Wand of Magic Missile, Wand of Owl's Wisdom; hoard total 6140 gp
Room #19	<i>North Entry</i>	Trapped and Unlocked Stone Door Ⓣ Dropping Ceiling
	<i>West Entry</i>	Trapped and Unlocked Strong Wooden Door Ⓣ Camouflaged Pit Trap → Leads to room #14
	<i>South Entry #1</i>	Archway → Leads to room #29
	<i>South Entry #2</i>	Locked Stone Door (magic lock) (slides to one side) → Leads to room #30
	Room Features	A simple fireplace sits against the north wall, and a pile of rotten leather lies in the north side of the room
	Monster	5 x Ten-Headed Cryohydra Treasure: 5000 gp; Alexandrite (400 gp), Blue Sapphire (1200 gp), Carnelian (70 gp), Chrysoberyl (110 gp), Deep Blue Spinel (800 gp), Deep Green Spinel (90 gp), Freshwater Pearl (9 gp), Jasper (50 gp), Malachite (10 gp), Moss Agate (10 gp), Pink Pearl (80 gp), Silver Pearl (120 gp), Turquoise (7 gp), Violet Garnet (600 gp); hoard total 8556 gp

Room #20	<i>West Entry #1</i>	Locked Strong Wooden Door (magic lock) → Leads to room #18 , inhabited by 4 x Frost Giant
	<i>West Entry #2</i>	Archway
	<i>East Entry</i>	Locked Good Wooden Door (superior lock)
	<i>South Entry</i>	Locked Stone Door (magic lock) → Leads to room #31
	Room Features	Several square holes are cut into the ceiling and floor, and several pieces of rotten bread are scattered throughout the room
	Monster	4 x Frost Giant
Treasure: 3000 gp; Chalcedony (50 gp), Iolite (30 gp), Jasper (30 gp), Jasper (80 gp), Peridot (70 gp), Turquoise (9 gp), Violet Garnet (500 gp); hoard total 3769 gp		
Room #21	<i>North Entry</i>	Archway → Leads to room #11
	<i>South Entry</i>	Stuck Simple Wooden Door → Leads to room #28 , inhabited by 4 x Frost Giant
	Room Features	A ladder ascends to a wooden platform in the north-west corner of the room, and the scent of ozone fills the room
Room #22	<i>North Entry</i>	Unlocked Good Wooden Door → Leads to room #11
	<i>South Entry</i>	Stuck Good Wooden Door → Leads to room #33 , inhabited by 3 x Frost Giant
	Room Features	The ceiling is covered with bloodstains, and a pile of wax blobs lies in the north-east corner of the room
Room #23	<i>North Entry</i>	Stuck Iron Door
	<i>South Entry</i>	Stuck Simple Wooden Door (slides up) → Leads to room #31
	Monster	1 x Ice Devil
		Treasure: 4000 gp; Aquamarine (600 gp), Banded Agate (12 gp), Black Star Sapphire (600 gp), Deep Green Spinel (90 gp), Iolite (50 gp), Jade (110 gp), Silver Pearl (110 gp), Tourmaline (100 gp), Turquoise (9 gp), Zircon (30 gp); Potion of Cure Moderate Wounds, Ring of Climbing; hoard total 5711 gp
Room #24	<i>North Entry</i>	Wooden Portcullis → Leads to room #12 , inhabited by 5 x Ten-Headed Cryohydra
	<i>East Entry</i>	Wooden Portcullis → Leads to room #26 , inhabited by 5 x Frost Giant
	<i>South Entry</i>	Unlocked Strong Wooden Door → Leads to room #32 , inhabited by 2 x Ten-Headed Cryohydra
	Monster	3 x Ten-Headed Cryohydra
		Treasure: 2000 gp; Agate Brazier engraved with Arcane Runes (600 gp), Agate Scepter engraved with Draconic Runes (600 gp), Bloodstone Bowl engraved with Draconic Runes (1100 gp), Bone Scepter engraved with Spirals (900 gp), Electrum Ring Brooch engraved with Draconic Scales (1100 gp), Jet Cup engraved with Arcane Runes (800 gp), Scroll of Masterwork Calligraphy (1200 gp); Arcane Scroll (Magic Circle against Law); hoard total 8300 gp

Room #25	<i>North Entry</i>	Trapped and Locked Good Wooden Door (superior lock) Ⓣ Acid Arrow Trap → Leads to room #17
	<i>West Entry</i>	Unlocked Good Wooden Door
	<i>East Entry</i>	Archway
	Room Features	A rope ascends to a catwalk hanging between the north and south walls, and a metallic odor fills the east side of the room
Room #26	<i>North Entry</i>	Unlocked Simple Wooden Door
	<i>West Entry</i>	Wooden Portcullis → Leads to room #24 , inhabited by 3 x Ten-Headed Cryohydra
	<i>East Entry</i>	Trapped and Unlocked Simple Wooden Door Ⓣ Flame Strike Trap → Leads to room #27 , inhabited by 9 x Frost Giant
	Monster	5 x Frost Giant Treasure: 2000 gp; Amber Salt Cellar engraved with a Legendary Coat of Arms (2000 gp), Fine Leather Saddle trimmed with Ermine (6000 gp), Fine Porcelain Vase gilded and painted with Mythical Imagery (5000 gp), Ivory Scepter engraved with Draconic Scales (2000 gp), Platinum Chime engraved with Noble Imagery (4000 gp), Silk Brocade Choker threaded with Platinum (5000 gp), Silk Brocade Mantle threaded with Platinum (2000 gp); Iron Bands of Binding; hoard total 28000 gp
Room #27	<i>West Entry</i>	Trapped and Unlocked Simple Wooden Door Ⓣ Flame Strike Trap → Leads to room #26 , inhabited by 5 x Frost Giant
	<i>East Entry #1</i>	Wooden Portcullis
	<i>East Entry #2</i>	Stuck Good Wooden Door
	Monster	9 x Frost Giant Treasure: 4000 gp; Aquamarine (300 gp), Bloodstone (40 gp), Blue Star Sapphire (1000 gp), Chrysoberyl (120 gp), Emerald (1300 gp), Freshwater Pearl (7 gp), Golden Yellow Topaz (400 gp), Golden Yellow Topaz (500 gp), Jet (110 gp), Onyx (50 gp), 2 x Rock Crystal (40 gp), Smoky Quartz (40 gp), Turquoise (14 gp), Zircon (40 gp), Zircon (60 gp); Net of Sharing, Potion of Cure Moderate Wounds; hoard total 8061 gp
Room #28	<i>North Entry</i>	Stuck Simple Wooden Door → Leads to room #21
	Room Features	A narrow shaft descends from the room into the next dungeon level down, and a fountain of water sits against the south wall
	Monster	4 x Frost Giant Treasure: Bloodstone Bowl set with a single Blue-white Diamond (800 gp), Bone Orb engraved with Spirals (900 gp), Carved Wooden Staff with Electrum Studs (1200 gp), Gold Cup engraved with Thorned Vines (900 gp), Gold Cup inlaid with a Meandros of Platinum (1200 gp), Lacquered Wooden Shield Brooch engraved with Arcane Runes (1000 gp), Linen Cloak trimmed with Squirrel Fur (1000 gp); hoard total 7000 gp
Room #29	<i>North Entry</i>	Archway → Leads to room #19 , inhabited by 5 x Ten-Headed Cryohydra
	<i>East Entry #1</i>	Stuck Simple Wooden Door → Leads to room #30
	<i>East Entry #2</i>	Archway → Leads to room #34 , inhabited by 2 x Mature Adult White Dragon
	<i>South Entry</i>	Iron Portcullis → Leads to room #37
	Room Features	Skeletons hang from chains and manacles against the north and east walls, and someone has scrawled "Run away!" in blood on the south wall

Room #30	<i>North Entry</i>	Locked Stone Door (magic lock) (slides to one side) → Leads to room #19 , inhabited by 5 x Ten-Headed Cryohydra
	<i>West Entry</i>	Stuck Simple Wooden Door → Leads to room #29
	Room Features	A group of monstrous faces have been carved into the east wall, and someone has scrawled "Watch out for shadows" in orcish runes on the east wall
Room #31	<i>North Entry #1</i>	Stuck Simple Wooden Door (slides up) → Leads to room #23 , inhabited by 1 x Ice Devil
	<i>North Entry #2</i>	Stuck Good Wooden Door
	<i>North Entry #3</i>	Locked Stone Door (magic lock) → Leads to room #20 , inhabited by 4 x Frost Giant
	<i>West Entry</i>	Trapped and Unlocked Strong Wooden Door Ⓣ Wide-Mouth Spiked Pit with Poisoned Spikes
	<i>East Entry #1</i>	Archway → Leads to room #32 , inhabited by 2 x Ten-Headed Cryohydra
	<i>East Entry #2</i>	Unlocked Strong Wooden Door → Leads to room #36 , inhabited by 10 x Dire Bear
	<i>South Entry</i>	Locked Simple Wooden Door (good lock) → Leads to room #38
	Empty	
Room #32	<i>North Entry</i>	Unlocked Strong Wooden Door → Leads to room #24 , inhabited by 3 x Ten-Headed Cryohydra
	<i>West Entry</i>	Archway → Leads to room #31
	<i>East Entry</i>	Stuck Simple Wooden Door
	<i>South Entry</i>	Wooden Portcullis → Leads to room #36 , inhabited by 10 x Dire Bear
	Monster	2 x Ten-Headed Cryohydra
		Treasure: 1000 gp; Aquamarine (800 gp), Azurite (7 gp), Blue Quartz (13 gp), Emerald (1200 gp), Eye Agate (7 gp), Freshwater Pearl (7 gp), Zircon (50 gp); Potion of Shield of Faith +2, Potion of Shield of Faith +3, Potion of Spider Climb; hoard total 12084 gp

Room #33*North Entry*

Stuck Good Wooden Door

→ Leads to [room #22](#)*West Entry*

Stuck Simple Wooden Door

South Entry

Stuck Good Wooden Door

→ Leads to [room #40](#), inhabited by 2 x Young Adult Silver Dragon**Room Features**

Someone has scrawled "Don't sleep" in goblin runes on the south wall, and a swarm of crawling insects covers the floor

Monster

3 x Frost Giant

Treasure: 6000 gp; Amber Cup engraved with a Renowned Coat of Arms (5000 gp), Fine Porcelain Tureen adorned with Gold and a Hydra in relief (2000 gp), Gold Crown engraved with an Ancient Coat of Arms (2000 gp), Lacquered Wooden Plate inlaid with Orichalcum (4000 gp), Platinum Dagger engraved with Draconic Runes (3000 gp); Ioun Stone; hoard total 22000 gp

Room #34*West Entry*

Archway

→ Leads to [room #29](#)*East Entry*

Secret Locked Iron Door (superior lock)

Ⓢ The door is concealed behind a pile of skulls

Monster

2 x Mature Adult White Dragon

Treasure: 300 gp; Alexandrite (700 gp), Amethyst (160 gp), Black Pearl (200 gp), Black Pearl (300 gp), Chrysoberyl (60 gp), Emerald (700 gp), Obsidian (12 gp), Red Garnet (100 gp), Rhodochrosite (12 gp); Slippers of Spider Climbing; hoard total 5244 gp

Room #35*East Entry*

Archway

→ Leads to [room #40](#), inhabited by 2 x Young Adult Silver Dragon*South Entry*

Archway

Room Features

A faded and torn tapestry hangs from the south wall, and someone has scrawled "Phony's Ravens looted this place" on the west wall

Monster

12 x Dire Bear

Treasure: 1000 gp; Blue Quartz (11 gp), Coral (110 gp), Eye Agate (9 gp), Hematite (9 gp), Jasper (40 gp), Moss Agate (12 gp), Turquoise (11 gp), White Pearl (80 gp); +4 Plate Armor; hoard total 1282 gp

Room #36*North Entry*

Wooden Portcullis

→ Leads to [room #32](#), inhabited by 2 x Ten-Headed Cryohydra*West Entry #1*

Unlocked Strong Wooden Door

→ Leads to [room #31](#)*West Entry #2*

Stuck Stone Door

South Entry

Trapped and Unlocked Simple Wooden Door

Ⓣ Lock smeared with Contact Poison

Room Features

A stone ramp ascends towards the south wall, and lit candles are scattered across the floor

Monster

10 x Dire Bear

Treasure: 2000 gp; Aquamarine (300 gp), Aquamarine (600 gp), Black Pearl (500 gp), Golden Yellow Topaz (400 gp), Rhodochrosite (11 gp), Rich Purple Corundum (1000 gp), Rock Crystal (20 gp), Star Ruby (700 gp), Star Ruby (900 gp), White Opal (1200 gp); Lens of Detection, Ring of Force Shield; hoard total 7631 gp

Room #37	<i>North Entry</i>	Iron Portcullis → Leads to room #29
	<i>East Entry</i>	Trapped Iron Portcullis Ⓣ Spiked Pit Trap (80 ft. Deep) → Leads to room #39
	<i>South Entry</i>	Trapped and Locked Stone Door (magic lock) Ⓣ Doorknob smeared with Contact Poison
	Room Features	Various torture devices are scattered throughout the room, and someone has scrawled "They ate Sabel" on the north wall
Room #38	<i>North Entry</i>	Locked Simple Wooden Door (good lock) → Leads to room #31
	<i>East Entry #1</i>	Locked Iron Door (magic lock)
	<i>East Entry #2</i>	Iron Portcullis → Leads to room #41 , inhabited by 1 x Old White Dragon
	Empty	
Room #39	<i>West Entry</i>	Trapped Iron Portcullis Ⓣ Spiked Pit Trap (80 ft. Deep) → Leads to room #37
	<i>South Entry</i>	Unlocked Simple Wooden Door → Leads to room #45
	Empty	
Room #40	<i>North Entry</i>	Stuck Good Wooden Door → Leads to room #33 , inhabited by 3 x Frost Giant
	<i>West Entry</i>	Archway → Leads to room #35 , inhabited by 12 x Dire Bear
	<i>South Entry</i>	Locked Iron Door (magic lock) → Leads to room #47 , inhabited by 1 x Twelve-Headed Cryohydra
	Room Features	A stair ascends to a balcony hanging from the south wall, and the floor is covered in square tiles, alternating white and black
	Monster	2 x Young Adult Silver Dragon
		Treasure: 5000 gp; Bone Miniature (of a tree) adorned with Silver (80 gp), Bone Puzzle Box engraved with Spirals (140 gp), Fine Leather Belt trimmed with Rabbit Fur (120 gp), Fine Leather Coinpurse trimmed with Squirrel Fur (40 gp), Small Woolen Carpet (90 gp), Wooden Plate set with Hematite (90 gp); +1 Dwarven Waraxe, Potion of Enlarge Person, Potion of Resist Cold; hoard total 5560 gp

Room #41	<i>North Entry</i>	Iron Portcullis (magically reinforced)
	<i>West Entry</i>	Iron Portcullis → Leads to room #38
	<i>East Entry</i>	Trapped and Locked Simple Wooden Door (good lock) Ⓢ Built-to-Collapse Wall → Leads to room #42
	Room Features	A cube of solid stone stands in the east side of the room, and someone has scrawled "The Silver Daggers looted this place" on the west wall
	Monster	1 x Old White Dragon <hr/> Treasure: 6000 gp; Banded Agate (10 gp), Brown Diamond (5000 gp), Chalcedony (40 gp), Deep Blue Spinel (400 gp), Deep Green Spinel (100 gp), Eye Agate (8 gp), Fiery Yellow Corundum (700 gp), Freshwater Pearl (11 gp), Hematite (13 gp), Peridot (60 gp), Red-brown Spinel (100 gp), Rock Crystal (30 gp), Smoky Quartz (60 gp), Star Ruby (1300 gp), Violet Garnet (500 gp); Arcane Scroll (Lightning Bolt), Bracers of Armor; hoard total 14332 gp
Room #42	<i>West Entry</i>	Trapped and Locked Simple Wooden Door (good lock) Ⓢ Built-to-Collapse Wall → Leads to room #41 , inhabited by 1 x Old White Dragon
	<i>East Entry #1</i>	Unlocked Good Wooden Door → Leads to room #44
	<i>East Entry #2</i>	Stuck Iron Door
	Room Features	A shallow pit lies in the south-west corner of the room, and a fountain of water sits against the north wall
Room #43	<i>North Entry</i>	Trapped and Unlocked Good Wooden Door Ⓢ Wide-Mouth Spiked Pit with Poisoned Spikes
	Room Features	A tile labyrinth covers the floor, and the scent of smoke fills the room
Room #44	<i>West Entry</i>	Unlocked Good Wooden Door → Leads to room #42
	<i>South Entry</i>	Unlocked Good Wooden Door → Leads to room #49
	Room Features	A fountain and statue of a God of Chaos sits in the south side of the room, and someone has scrawled "Gery Verney died here" on the east wall
Room #45	<i>North Entry</i>	Unlocked Simple Wooden Door → Leads to room #39
	<i>East Entry</i>	Trapped and Locked Good Wooden Door (common lock) Ⓢ Spiked Pit Trap (80 ft. Deep) → Leads to room #46
	<i>South Entry</i>	Unlocked Simple Wooden Door (slides to one side) → Leads to room #52
	Empty	

Room #46	<i>North Entry #1</i>	Locked Good Wooden Door (magic lock)
	<i>North Entry #2</i>	Stuck Iron Door (slides down)
	<i>West Entry</i>	Trapped and Locked Good Wooden Door (common lock) Ⓣ Spiked Pit Trap (80 ft. Deep) → Leads to room #45
	<i>East Entry</i>	Locked Good Wooden Door (common lock) → Leads to room #47 , inhabited by 1 x Twelve-Headed Cryohydra
	Room Features	Someone has scrawled "I'd rather be at the Broken Dagger" on the east wall, and a pile of broken arrows lies in the south-east corner of the room
Room #47	<i>North Entry</i>	Locked Iron Door (magic lock) → Leads to room #40 , inhabited by 2 x Young Adult Silver Dragon
	<i>West Entry #1</i>	Locked Good Wooden Door (common lock) → Leads to room #46
	<i>West Entry #2</i>	Trapped and Unlocked Iron Door Ⓣ Fire Trap → Leads to room #53
	<i>South Entry</i>	Secret Stuck Strong Wooden Door Ⓢ The door is concealed within a horrific torture device → Leads to room #58 , inhabited by 8 x Dire Bear
	Room Features	A narrow shaft descends from the room into the next dungeon level down, and the floor is covered with dust
	Monster	1 x Twelve-Headed Cryohydra <hr/> Treasure: 4000 gp; Aquamarine (500 gp), Banded Agate (6 gp), Freshwater Pearl (8 gp), Hematite (13 gp), Obsidian (11 gp), Red-brown Spinel (140 gp), Tourmaline (70 gp); hoard total 4748 gp
Room #48	<i>West Entry</i>	Unlocked Simple Wooden Door
	<i>East Entry</i>	Wooden Portcullis → Leads to room #50 , inhabited by 13 x Dire Bear
	Empty	
Room #49	<i>North Entry</i>	Unlocked Good Wooden Door → Leads to room #44
	<i>South Entry</i>	Stuck Strong Wooden Door
	Room Features	Several square holes are cut into the north and east walls, and a sundered shield lies in the north-west corner of the room

Room #50	<i>West Entry</i>	Wooden Portcullis → Leads to room #48
	<i>East Entry</i>	Wooden Portcullis
	<i>South Entry</i>	Trapped and Unlocked Simple Wooden Door Ⓢ Wide-Mouth Pit Trap → Leads to room #62 , inhabited by 11 x Dire Bear
	Room Features	A balcony hangs from the south wall, and a ruined siege weapon sits in the south side of the room
	Monster	13 x Dire Bear
Treasure: 1000 gp; Black Opal (1200 gp), Blue Sapphire (700 gp), Chalcedony (50 gp), Citrine (50 gp), Deep Green Spinel (90 gp), Fiery Yellow Corundum (800 gp), Fiery Yellow Corundum (1000 gp), Freshwater Pearl (7 gp), Iolite (30 gp), Jasper (50 gp), Red-brown Spinel (100 gp), Star Ruby (1200 gp), Star Ruby (1300 gp), Turquoise (13 gp), Turquoise (14 gp); Figurine of Wondrous Power; hoard total 7604 gp		
Room #51	<i>East Entry</i>	Archway → Leads to room #52
	<i>South Entry</i>	Locked Good Wooden Door (superior lock)
	Empty	
Room #52	<i>North Entry</i>	Unlocked Simple Wooden Door (slides to one side) → Leads to room #45
	<i>West Entry</i>	Archway → Leads to room #51
	<i>East Entry</i>	Archway → Leads to room #53
	<i>South Entry</i>	Unlocked Simple Wooden Door (slides to one side) → Leads to room #65
	Trap	Wide-Mouth Pit Trap
	Hidden Treasure	Hidden Locked Iron Chest (superior lock)
		2000 gp; Cloth Coat threaded with Copper (60 gp), Copper Rapier inlaid with a Meandros of Silver (80 gp), Earthenware Vase embossed with Elven Script (120 gp), Lacquered Wooden Shield Brooch engraved with a Labyrinth (90 gp), Pewter Chalice set with Silver Pearl (90 gp), Pewter Coffer inlaid with Ornate Copper Scrollwork (70 gp); Arcane Scroll (Magic Circle against Law); hoard total 2510 gp
Room #53	<i>West Entry</i>	Archway → Leads to room #52
	<i>East Entry</i>	Trapped and Unlocked Iron Door Ⓢ Fire Trap → Leads to room #47 , inhabited by 1 x Twelve-Headed Cryohydra
	<i>South Entry #1</i>	Stuck Strong Wooden Door → Leads to room #60
	<i>South Entry #2</i>	Unlocked Simple Wooden Door
	Room Features	The floor is covered in perfect hexagonal tiles, and a buzzing noise fills the room

Room #54	<i>East Entry</i>	Archway → Leads to room #62 , inhabited by 11 x Dire Bear
	<i>South Entry</i>	Iron Portcullis
	Room Features	A wooden platform hangs over a deep pit in the east side of the room, and a thumping sound can be heard in the north side of the room
	Monster	6 x Dire Bear
Treasure: Aquamarine (400 gp), Fiery Yellow Corundum (1500 gp), Golden Yellow Topaz (300 gp), Lapis Lazuli (12 gp), Moonstone (40 gp), Red Garnet (140 gp), Red-brown Spinel (90 gp), Tourmaline (100 gp), Zircon (40 gp), Zircon (60 gp); Oil of Magic Weapon, Potion of Sanctuary; hoard total 2682 gp		
Room #55	<i>East Entry</i>	Archway → Leads to room #64 , inhabited by 3 x Frost Giant
	Monster	9 x Frost Giant
Treasure: 100 gp; Aquamarine (300 gp), Black Pearl (500 gp), Blue Quartz (8 gp), Freshwater Pearl (9 gp), Jade (160 gp), Jet (110 gp), Pink Pearl (90 gp), Rock Crystal (50 gp), Rock Crystal (70 gp), White Opal (1000 gp); Wand of Summon Monster III; hoard total 3297 gp		
Room #56	<i>East Entry</i>	Wooden Portcullis → Leads to room #57 , inhabited by 2 x Ten-Headed Cryohydra
	<i>South Entry</i>	Unlocked Simple Wooden Door → Leads to room #64 , inhabited by 3 x Frost Giant
	Room Features	The floor is covered in perfect hexagonal tiles, and acid drips from the ceiling in the east side of the room
	Monster	6 x Frost Giant
Treasure: 5000 gp; Aquamarine (300 gp), Black Pearl (700 gp), Carnelian (70 gp), Fire Opal (1400 gp), Jasper (40 gp), Moonstone (30 gp), Moonstone (60 gp), Red Garnet (70 gp), Smoky Quartz (80 gp), Star Rose Quartz (50 gp); hoard total 7800 gp		
Room #57	<i>West Entry</i>	Wooden Portcullis → Leads to room #56 , inhabited by 6 x Frost Giant
	<i>East Entry #1</i>	Unlocked Good Wooden Door
	<i>East Entry #2</i>	Stuck Stone Door → Leads to room #59
	<i>South Entry</i>	Unlocked Simple Wooden Door
	Room Features	A magical statue in the north side of the room answers questions with lies and falsehoods, and a set of demonic war masks hangs on the west wall
	Monster	2 x Ten-Headed Cryohydra
Treasure: 3000 gp; Carnelian (60 gp), Deep Blue Spinel (500 gp), Golden Pearl (70 gp), Hematite (7 gp), Jacinth (4000 gp), Malachite (8 gp), Rose Quartz (60 gp), Smoky Quartz (60 gp), Star Ruby (1000 gp); hoard total 8765 gp		
Room #58	<i>North Entry</i>	Secret Stuck Strong Wooden Door Ⓢ The door is concealed within a horrific torture device → Leads to room #47 , inhabited by 1 x Twelve-Headed Cryohydra
	<i>West Entry</i>	Locked Strong Wooden Door (magic lock)
	<i>South Entry</i>	Locked Iron Door (good lock) (slides up) → Leads to room #70 , inhabited by 10 x Dire Bear
	Monster	8 x Dire Bear
Treasure: 4000 gp; Amethyst (70 gp), Black Pearl (700 gp), Chalcedony (60 gp), 2 x Eye Agate (8 gp), Jade (80 gp), Onyx (50 gp), Peridot (70 gp), Red Spinel (70 gp), Rhodochrosite (13 gp); hoard total 5129 gp		

Room #59	<i>North Entry</i>	Archway
	<i>West Entry</i>	Stuck Stone Door → Leads to room #57 , inhabited by 2 x Ten-Headed Cryohydra
	<i>East Entry</i>	Stuck Strong Wooden Door
	<i>South Entry #1</i>	Stuck Stone Door (slides up) → Leads to room #67
	<i>South Entry #2</i>	Archway → Leads to room #68
	Room Features	A tile labyrinth covers the floor, and a pile of trash lies in the south side of the room
Room #60	<i>North Entry</i>	Stuck Strong Wooden Door → Leads to room #53
	<i>West Entry</i>	Trapped and Locked Simple Wooden Door (magic lock) Ⓣ Spiked Pit Trap (80 ft. Deep)
	Empty	
Room #61	<i>West Entry</i>	Secret Locked Simple Wooden Door (common lock) Ⓢ The door is concealed within the mouth of a gargantuan skull carved from stone
	<i>East Entry</i>	Stuck Iron Door (slides to one side) → Leads to room #70 , inhabited by 10 x Dire Bear
	Room Features	Spirals of blue stones cover the floor, and a shattered hammer lies in the north-east corner of the room
	Monster	8 x Dire Bear Treasure: 600 gp; Agateware Plate embossed with Arcane Runes (1600 gp), Dragon Horn Medallion set with Rich Purple Corundum (600 gp), Fine Porcelain Tile gilded and painted with Mythical Creatures (800 gp), Ivory Shield Brooch inlaid with Orichalcum (1500 gp), Linen Robe threaded with Electrum (1200 gp), Marble Bust (of a female human aristocrat) adorned with Tourmaline (600 gp); hoard total 12300 gp
Room #62	<i>North Entry</i>	Trapped and Unlocked Simple Wooden Door Ⓣ Wide-Mouth Pit Trap → Leads to room #50 , inhabited by 13 x Dire Bear
	<i>West Entry</i>	Archway → Leads to room #54 , inhabited by 6 x Dire Bear
	<i>East Entry</i>	Trapped Wooden Portcullis Ⓣ Wide-Mouth Spiked Pit with Poisoned Spikes → Leads to room #63 , inhabited by 1 x Ice Devil
	<i>South Entry #1</i>	Unlocked Good Wooden Door → Leads to room #74 , inhabited by 2 x Ten-Headed Cryohydra
	<i>South Entry #2</i>	Trapped and Locked Strong Wooden Door (superior lock) Ⓣ Whirling Poison Blades → Leads to room #75 , inhabited by 3 x Ten-Headed Cryohydra
	Room Features	A mural of arcane patterns covers the ceiling, and a fountain of water sits against the south wall
	Monster	11 x Dire Bear Treasure: 500 gp; Bloodstone Rod engraved with Noble Imagery (1100 gp), Brocade Mantle trimmed with Sable (800 gp), Brocade Robe trimmed with Lynx Fur (400 gp), Fine Leather Coinpurse tooled with Draconic Scales (1000 gp), Ornate Silver Mirror (800 gp), Rosewood Plate set with Alexandrite (600 gp); hoard total 9700 gp

Room #63*North Entry*

Trapped and Stuck Iron Door

Ⓣ Incendiary Cloud Trap

West Entry

Trapped Wooden Portcullis

Ⓣ Wide-Mouth Spiked Pit with Poisoned Spikes

→ Leads to [room #62](#), inhabited by 11 x Dire Bear*East Entry*

Locked Simple Wooden Door (magic lock)

→ Leads to [room #66](#)*South Entry*

Locked Strong Wooden Door (good lock)

→ Leads to [room #77](#), inhabited by 7 x Frost Giant**Room Features**

Burning torches in iron sconces line the north wall, and a shallow pool of quicksilver lies in the center of the room

Monster

1 x Ice Devil

Treasure: 6000 gp; Azurite (5 gp), Chrysoberyl (110 gp), Emerald (1200 gp), Freshwater Pearl (12 gp), Jasper (50 gp), Lapis Lazuli (11 gp), Pink Pearl (70 gp), Sardonyx (60 gp), Smoky Quartz (60 gp), Star Ruby (900 gp); +4 Leather Armor; hoard total 8478 gp

Room #64*North Entry*

Unlocked Simple Wooden Door

→ Leads to [room #56](#), inhabited by 6 x Frost Giant*West Entry #1*

Archway

→ Leads to [room #55](#), inhabited by 9 x Frost Giant*West Entry #2*

Wooden Portcullis

→ Leads to [room #66](#)*East Entry #1*

Archway

East Entry #2

Secret Stuck Good Wooden Door

Ⓢ A bookcase and concealed door pivots smoothly

→ Leads to [room #67](#)*South Entry*

Secret Stuck Simple Wooden Door (slides down)

Ⓢ The door is concealed within a horrific torture device

→ Leads to [room #78](#), inhabited by 5 x Ten-Headed Cryohydra**Room Features**

Someone has scrawled "The maiden is cursed" on the east wall, and a charred club lies in the north-east corner of the room

Monster

3 x Frost Giant

Treasure: 2000 gp; Black Pearl (700 gp), Freshwater Pearl (11 gp), Sardonyx (60 gp); Oil of Darkness; hoard total 2771 gp

Room #65*North Entry*

Unlocked Simple Wooden Door (slides to one side)

→ Leads to [room #52](#)*East Entry*

Stuck Stone Door

→ Leads to [room #69](#)**Empty****Room #66***West Entry*

Locked Simple Wooden Door (magic lock)

→ Leads to [room #63](#), inhabited by 1 x Ice Devil*East Entry*

Wooden Portcullis

→ Leads to [room #64](#), inhabited by 3 x Frost Giant*South Entry*

Locked Stone Door (common lock) (slides to one side)

→ Leads to [room #77](#), inhabited by 7 x Frost Giant**Empty**

Room #67	<i>North Entry</i>	Stuck Stone Door (slides up) → Leads to room #59
	<i>West Entry</i>	Secret Stuck Good Wooden Door Ⓢ A bookcase and concealed door pivots smoothly → Leads to room #64 , inhabited by 3 x Frost Giant
	<i>South Entry</i>	Archway → Leads to room #79 , inhabited by 5 x Ten-Headed Cryohydra
	Empty	
Room #68	<i>North Entry</i>	Archway → Leads to room #59
	<i>South Entry</i>	Trapped Wooden Portcullis Ⓣ Well-Camouflaged Pit Trap → Leads to room #80
	Empty	
Room #69	<i>North Entry</i>	Wooden Portcullis
	<i>West Entry</i>	Stuck Stone Door → Leads to room #65
	<i>East Entry</i>	Trapped and Locked Iron Door (good lock) Ⓣ Well-Camouflaged Pit Trap
	<i>South Entry</i>	Stuck Stone Door → Leads to room #81 , inhabited by 4 x Ten-Headed Cryohydra
	Room Features	A simple fireplace sits against the north wall, and oil drips from the ceiling in the west side of the room
Room #70	<i>North Entry</i>	Locked Iron Door (good lock) (slides up) → Leads to room #58 , inhabited by 8 x Dire Bear
	<i>West Entry #1</i>	Stuck Iron Door (slides to one side) → Leads to room #61 , inhabited by 8 x Dire Bear
	<i>West Entry #2</i>	Stuck Strong Wooden Door → Leads to room #73
	Monster	10 x Dire Bear
		Treasure: 2000 gp; Chrysoprase (50 gp), Coral (60 gp), Deep Blue Spinel (400 gp), Tourmaline (90 gp); Ring of Clumsiness; hoard total 2600 gp
Room #71	<i>North Entry</i>	Trapped and Locked Strong Wooden Door (common lock) Ⓣ Blade Barrier Trap
	<i>East Entry</i>	Locked Strong Wooden Door (good lock) → Leads to room #74 , inhabited by 2 x Ten-Headed Cryohydra
	Monster	9 x Frost Giant
		Treasure: 6000 gp; Ring of Force Shield; hoard total 6000 gp

Room #72	<i>West Entry</i>	Locked Good Wooden Door (superior lock) → Leads to room #80
	<i>South Entry</i>	Wooden Portcullis → Leads to room #81 , inhabited by 4 x Ten-Headed Cryohydra
	Room Features	A fountain decorated with three gargoyles sits in the north side of the room, and someone has scrawled "Galu stands here, slain by a basilisk" on the north wall
	Monster	14 x Dire Bear <hr/> Treasure: 200 gp; Alexandrite (400 gp), Amethyst (90 gp), Azurite (10 gp), Black Pearl (800 gp), Brown-green Garnet (110 gp), Golden Pearl (110 gp), Iolite (50 gp), Jet (80 gp), Malachite (13 gp), Malachite (14 gp), Obsidian (8 gp), Pink Pearl (60 gp), Rock Crystal (50 gp), White Pearl (80 gp); +3 Longsword; hoard total 3875 gp
Room #73	<i>East Entry #1</i>	Stuck Strong Wooden Door → Leads to room #70 , inhabited by 10 x Dire Bear
	<i>East Entry #2</i>	Archway → Leads to room #82
	Room Features	Someone has scrawled "I'd rather be at the Sage and Flail" in dwarvish runes on the west wall, and the north and west walls are covered with veins of red crystal
Room #74	<i>North Entry</i>	Unlocked Good Wooden Door → Leads to room #62 , inhabited by 11 x Dire Bear
	<i>West Entry</i>	Locked Strong Wooden Door (good lock) → Leads to room #71 , inhabited by 9 x Frost Giant
	<i>East Entry</i>	Archway
	Room Features	Someone has scrawled "Kuta was here" on the south wall, and the floor is covered with sand
	Monster	2 x Ten-Headed Cryohydra <hr/> Treasure: Alexandrite (300 gp), Alexandrite (500 gp), Amber (130 gp), 2 x Black Pearl (600 gp), Deep Blue Spinel (500 gp), Eye Agate (10 gp), Golden Yellow Topaz (500 gp), Jade (130 gp), Moonstone (50 gp), Moss Agate (14 gp), Red Garnet (100 gp); +2 Battleaxe; hoard total 3434 gp
Room #75	<i>North Entry</i>	Trapped and Locked Strong Wooden Door (superior lock) Ⓣ Whirling Poison Blades → Leads to room #62 , inhabited by 11 x Dire Bear
	<i>East Entry</i>	Archway → Leads to room #76 , inhabited by 2 x Frost Worm
	Monster	3 x Ten-Headed Cryohydra <hr/> Treasure: 3000 gp; Immovable Rod; hoard total 3000 gp
	Trap	Object smeared with Contact Poison
	Hidden Treasure	Hidden Locked Iron Chest (good lock) <hr/> Black Pearl (600 gp), Bloodstone (60 gp), Blue Quartz (11 gp), Brown-green Garnet (140 gp), Canary Diamond (6000 gp), Jacinth (6000 gp), Jasper (50 gp), Jet (70 gp), Lapis Lazuli (7 gp), Tourmaline (110 gp), Violet Garnet (400 gp), White Opal (700 gp); hoard total 14148 gp

Room #76*West Entry #1*

Archway

→ Leads to [room #75](#), inhabited by 3 x Ten-Headed Cryohydra*West Entry #2*

Stuck Simple Wooden Door

Room Features

A stone ramp ascends towards the west wall, and burning torches in iron sconces line the south and east walls

Monster

2 x Frost Worm

Treasure: 3000 gp; Aquamarine (400 gp), Blue Quartz (9 gp), Blue Quartz (13 gp), Carnelian (40 gp), Chrysoprase (40 gp), Eye Agate (14 gp), Jasper (40 gp), Onyx (40 gp), Red Spinel (110 gp), Rose Quartz (80 gp), Sardonyx (40 gp); Gloves of Arrow Snaring; hoard total 3826 gp

Room #77*North Entry #1*

Locked Strong Wooden Door (good lock)

→ Leads to [room #63](#), inhabited by 1 x Ice Devil*North Entry #2*

Locked Stone Door (common lock) (slides to one side)

→ Leads to [room #66](#)*East Entry*

Stuck Simple Wooden Door

→ Leads to [room #78](#), inhabited by 5 x Ten-Headed Cryohydra*South Entry*

Archway

Monster

7 x Frost Giant

Treasure: 3000 gp; Dragon Horn Puzzle Box set with Brown Diamond and Canary Diamond (1000 gp), Electrum Orb set with Bright Green Emerald (1000 gp), Electrum Torc inlaid with Ornate Orichalcum Scrollwork (3000 gp), Gold Torc engraved with Mythical Creatures (4000 gp), Jade Salt Cellar set with Blue-white Diamond (4000 gp), Ornate Porcelain Cup gilded and painted with Noble Imagery (2000 gp), Ornate Porcelain Tankard adorned with Platinum and a Griffon in relief (2000 gp), Platinum Chime set with a single flawless Blue-white Diamond (6000 gp), Platinum Ring Brooch inlaid with a Filigree of Orichalcum (5000 gp); hoard total 31000 gp

Room #78*North Entry*

Secret Stuck Simple Wooden Door (slides down)

Ⓢ The door is concealed within a horrific torture device

→ Leads to [room #64](#), inhabited by 3 x Frost Giant*West Entry #1*

Stuck Simple Wooden Door

→ Leads to [room #77](#), inhabited by 7 x Frost Giant*West Entry #2*

Unlocked Strong Wooden Door

East Entry

Stuck Good Wooden Door

→ Leads to [room #79](#), inhabited by 5 x Ten-Headed Cryohydra**Room Features**

A wooden ladder rests against the north wall, and someone has scrawled an incomplete drawing of a dragon on the north wall

Monster

5 x Ten-Headed Cryohydra

Treasure: 6000 gp; Aquamarine (600 gp), Brown-green Garnet (120 gp), Hematite (8 gp), Moss Agate (10 gp), Rose Quartz (50 gp), Tourmaline (90 gp); +1 Greataxe, +2 Dwarven Waraxe, Amulet of Inescapable Location; hoard total 6878 gp

Room #79*North Entry*

Archway

→ Leads to [room #67](#)*West Entry*

Stuck Good Wooden Door

→ Leads to [room #78](#), inhabited by 5 x Ten-Headed Cryohydra*East Entry*

Secret Stuck Strong Wooden Door

Ⓢ The door is concealed within a horrific torture device

→ Leads to [room #80](#)*South Entry*

Locked Strong Wooden Door (superior lock)

Room Features

Several square holes are cut into the east and west walls, and the south and east walls have been engraved with alien glyphs

Monster

5 x Ten-Headed Cryohydra

Treasure: 3000 gp; Black Opal (1200 gp), Black Star Sapphire (1200 gp), Blue Sapphire (1000 gp), Chalcedony (30 gp), Eye Agate (14 gp), Golden Yellow Topaz (500 gp), Peridot (70 gp), Sardonyx (50 gp); Potion of Cure Light Wounds, Wand of Hold Person; hoard total 7064 gp

Room #80*North Entry*

Trapped Wooden Portcullis

Ⓣ Well-Camouflaged Pit Trap

→ Leads to [room #68](#)*West Entry*

Secret Stuck Strong Wooden Door

Ⓢ The door is concealed within a horrific torture device

→ Leads to [room #79](#), inhabited by 5 x Ten-Headed Cryohydra*East Entry #1*

Locked Good Wooden Door (superior lock)

→ Leads to [room #72](#), inhabited by 14 x Dire Bear*East Entry #2*

Trapped and Unlocked Strong Wooden Door

Ⓣ Wide-Mouth Pit Trap

→ Leads to [room #81](#), inhabited by 4 x Ten-Headed Cryohydra**Hidden Treasure**

Hidden Locked Iron Chest (common lock)

3000 gp; Cloth Gown trimmed with Rabbit Fur (110 gp), Fine Steel Shield Brooch inlaid with a Filigree of Electrum (10 gp), Silver Shield Brooch engraved with Thorned Vines (120 gp), Stoneware Cup adorned with Silver and a Castle in relief (20 gp), Stoneware Idol (of a Goddess of Good) adorned with Golden Yellow Topaz (130 gp), Stoneware Salt Cellar painted with Garden Imagery (130 gp), Wooden Rod engraved with Elven Script (90 gp); hoard total 3610 gp

Room #81*North Entry #1*

Wooden Portcullis

→ Leads to [room #72](#), inhabited by 14 x Dire Bear*North Entry #2*

Stuck Stone Door

→ Leads to [room #69](#)*West Entry #1*

Trapped and Unlocked Strong Wooden Door

Ⓣ Wide-Mouth Pit Trap

→ Leads to [room #80](#)*West Entry #2*

Wooden Portcullis

Room Features

A tile mosaic of a legendary battle covers the floor, and someone has scrawled "The walls listen" on the north wall

Monster

4 x Ten-Headed Cryohydra

Treasure: 2000 gp; Banded Agate (13 gp), Bloodstone (70 gp), Bloodstone (80 gp), Blue Quartz (12 gp), Citrine (60 gp), Coral (90 gp), Deep Green Spinel (120 gp), Eye Agate (13 gp), Iolite (60 gp), Moss Agate (9 gp), Obsidian (10 gp), Red Spinel (140 gp), Rock Crystal (20 gp), Violet Garnet (600 gp), Zircon (40 gp); Major Cloak of Displacement; hoard total 3337 gp

Room #82

West Entry #1 Archway

→ Leads to [room #73](#)

West Entry #2 Trapped and Locked Simple Wooden Door (common lock)

Ⓢ Incendiary Cloud Trap

East Entry Locked Good Wooden Door (magic lock)

Empty

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

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