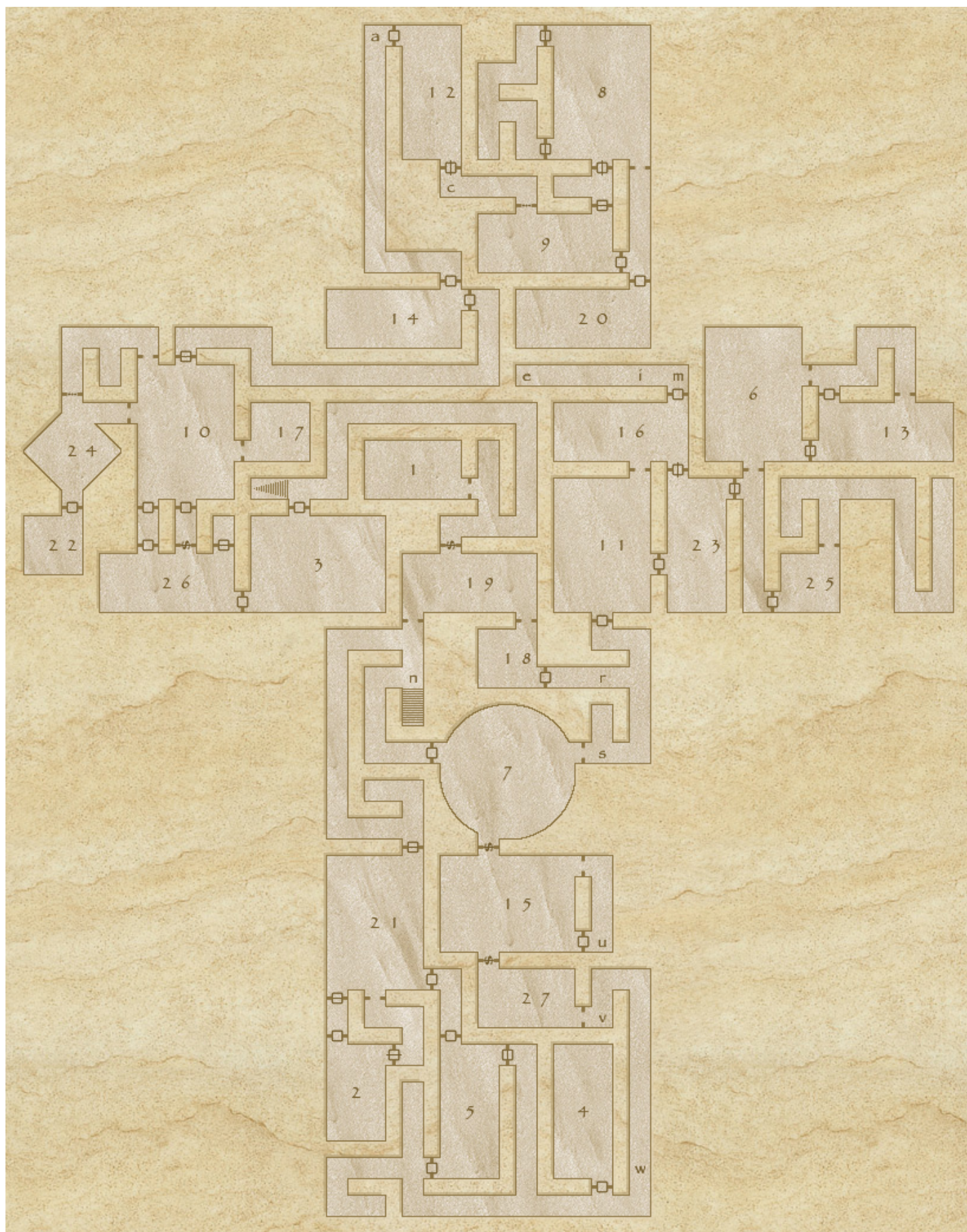


The Tomb of Oostath 20

Level 20



General		Walls	Masonry
		Floor	Sand
		Temperature	Warm
		Illumination	Dark (individual creatures may carry lights)
<hr/>			
Corridor Features		a	A narrow shaft falls into the corridor from above
		c	The scent of ozone fills the corridor
		e	Reverse Gravity Trap
		i	Wide-Mouth Pit Trap
		m	Patches of mushrooms grow here
		n	Several alcoves are cut into the walls here
		r	Dropping Ceiling
		s	A toppled statue lies across the corridor
		u	A 10-foot wide chasm cuts across the corridor
		v	A narrow shaft descends from the corridor into the next dungeon level down
		w	Burning torches in iron sconces line the corridor
<hr/>			
Wandering Monsters		1	1 x Ancient Brass Dragon, bloodied and fleeing a more powerful enemy
		2	1 x Ancient Brass Dragon, trying to lure the party into an ambush
		3	7 x 10th Level Cleric Mummy Lord, lost and desperate
		4	1 x Ancient Brass Dragon, scouting from another part of the dungeon
		5	1 x Ancient Brass Dragon, trying to lure the party into an ambush
		6	1 x Ancient Brass Dragon, trying to lure the party into an ambush
<hr/>			
Room #1		<i>East Entry</i>	Archway
		Room Features	A chute descends from the room into the next dungeon level down, and someone has scrawled "Death comes on silent wings" in draconic script on the north wall

Room #2	<i>North Entry</i>	Stuck Strong Wooden Door
	<i>East Entry</i>	Trapped and Unlocked Simple Wooden Door Ⓣ Dropping Ceiling
	Empty	
<hr/>		
Room #3	<i>North Entry</i>	Unlocked Good Wooden Door
	<i>West Entry</i>	Stuck Strong Wooden Door → Leads to room #26
	Empty	
<hr/>		
Room #4	<i>South Entry</i>	Unlocked Good Wooden Door
	Room Features	A forge and anvil sit in the south-west corner of the room, and a clicking noise can be faintly heard near the east wall
	Monster	2 x Old Brass Dragon
		Treasure: 19000 gp; Amber Idol (of a fire goddess) wreathed in Continual Flame (6000 gp), Amber Rod inlaid with a Meandros of Orichalcum (4000 gp), Belt of woven Silk Cord threaded with Platinum (4000 gp), Dragon Horn Coffin engraved with Draconic Scales (4000 gp), Dragon Horn Puzzle Box set with Blue Diamond (4000 gp), Dragon Horn Scepter set with Bright Green Emerald and Brown Diamond (7000 gp), Dragon Horn Shield Brooch set with a Rosette of Jacinth (4000 gp), Drake Hide Coinpurse tooled with an Ancient Coat of Arms (7000 gp), Drake Hide Vest trimmed with Ermine (11000 gp), Gilded Wooden Coffin set with a single flawless Jacinth (5000 gp), Gilded Wooden Rod set with a Rosette of Pink Diamond (6000 gp), Gold Censer engraved with Draconic Runes (3000 gp), Gold Crown engraved with Elven Script (2000 gp), Platinum Bracer engraved with Draconic Runes (6000 gp), Platinum Bracer inlaid with a Meandros of Orichalcum (5000 gp), Platinum Figurine (of a phoenix) wreathed in Continual Flame (7000 gp), Platinum Scepter engraved with Arcane Runes (8000 gp), Porcelain Statue (of a hart) adorned with Gold (6000 gp), Silk Brocade Choker threaded with Platinum (2000 gp), Silk Brocade Robe threaded with Platinum (6000 gp), Silk Carpet embroidered with Platinum (3000 gp), Silk Tapestry embroidered with Platinum (5000 gp); +2 Leather Armor, +4 Plate Armor; hoard total 134000 gp
<hr/>		
Room #5	<i>North Entry</i>	Unlocked Strong Wooden Door
	<i>West Entry</i>	Stuck Simple Wooden Door
	<i>East Entry</i>	Locked Good Wooden Door (magic lock)
	Room Features	Someone has scrawled "The maiden is cursed" on the north wall, and a broken spear lies in the east side of the room
	Monster	7 x 10th Level Cleric Mummy Lord
		Treasure: 25000 gp; Alexandrite (300 gp), Alexandrite (700 gp), Aquamarine (700 gp), Banded Agate (8 gp), Black Pearl

(400 gp), Bloodstone (20 gp), Blue Diamond (5000 gp), Blue Quartz (10 gp), Chalcedony (40 gp), Chrysoprase (50 gp), Citrine (40 gp), Deep Green Spinel (80 gp), Eye Agate (14 gp), Lapis Lazuli (11 gp), Malachite (11 gp), Malachite (13 gp), Red-brown Spinel (100 gp), Rhodochrosite (8 gp), Turquoise (10 gp), Violet Garnet (600 gp), Zircon (30 gp); +5 Heavy Steel Shield; hoard total 33145 gp

Room #6

East Entry #1 Archway

East Entry #2 Locked Simple Wooden Door (magic lock)
→ Leads to [room #13](#), inhabited by 5 x Old Brass Dragon

South Entry Archway

Monster 10 x 10th Level Cleric Mummy Lord

Treasure: 2500 gp; Agate Plate inlaid with Silver (500 gp), Agateware Salt Cellar adorned with Gold and a Coat of Arms in relief (300 gp), Agateware Tankard embossed with Floral Vines (500 gp), Bone Chalice engraved with Spirals (300 gp), Bone Scepter engraved with Spirals (500 gp), Brocade Vest trimmed with Lynx Fur (500 gp), Copper Crown etched with Draconic Scales (100 gp), Copper Scepter inlaid with Silver (400 gp), Electrum Bell engraved with Dwarven Axeheads (200 gp), Electrum Salt Cellar set with a single Black Star Sapphire (100 gp), Fine Leather Belt sewn with Electrum (200 gp), Fine Leather Merchant's Cap tooled with Draconic Scales (200 gp), Fine Steel Tankard set with Tourmaline (700 gp), Lacquered Wooden Medallion engraved with Arcane Runes (600 gp), Leather Scabbard sewn with Silver (1000 gp), Linen Gown threaded with Copper (600 gp), Linen Robe trimmed with Rabbit Fur (200 gp), Malachite Chalice inlaid with Gold (500 gp), Malachite Coffin engraved with a Labyrinth (200 gp), Onyx Cup set with a Rosette of Aquamarine (300 gp), Rosewood Coffin engraved with a Labyrinth (200 gp), Set of Crystal Polyhedral Dice (400 gp), Set of Crystal Polyhedral Dice (500 gp), Steel Censer inlaid with Ornate Silver Scrollwork (200 gp), Steel Ewer engraved with Arcane Runes (900 gp), Stoneware Jar painted with Mythical Imagery (800 gp); hoard total 35900 gp

Room #7

West Entry Stuck Strong Wooden Door

East Entry Archway

South Entry Secret Locked Simple Wooden Door (superior lock)
⑤ A bookcase and concealed door pivots smoothly
→ Leads to [room #15](#)

Empty

Room #8

West Entry #1 Locked Strong Wooden Door (magic lock)

West Entry #2 Locked Stone Door (common lock) (slides to one side)

South Entry #1 Trapped and Stuck Good Wooden Door
① Well-Camouflaged Pit Trap

South Entry #2 Archway

Room Features A magical mosaic on the north wall can be used as a portal to any known location within the dungeon, and a narrow shaft falls into the room from above

Room #9

North Entry #1 Trapped Iron Portcullis
Ⓣ Destruction Trap

North Entry #2 Locked Simple Wooden Door (common lock)

East Entry Unlocked Good Wooden Door

Room Features A stone ramp ascends towards the east wall, and someone has scrawled "The hammer is cursed" in dwarvish runes on the north wall

Room #10

North Entry #1 Archway

North Entry #2 Locked Simple Wooden Door (good lock)

West Entry Archway
→ Leads to [room #24](#), inhabited by 2 x Old Brass Dragon

East Entry Archway
→ Leads to [room #17](#), inhabited by 3 x Old Brass Dragon

South Entry #1 Stuck Strong Wooden Door

South Entry #2 Stuck Iron Door

Room Features A well lies in the south side of the room, and a corpse lies in front of an open chest in the south-west corner of the room

Monster 1 x Ancient Brass Dragon

Treasure: 13000 gp; Agate Bowl engraved with Dwarven Runes (130 gp), Agateware Tile painted with Garden Imagery (30 gp), Bone Chalice inlaid with a Meandros of Silver (90 gp), Bone Scepter engraved with Arcane Runes (60 gp), Brass Crown inlaid with a Meandros of Silver (50 gp), Cloth Cloak trimmed with Fur (120 gp), Earthenware Chalice painted with a Distinguished Coat of Arms (100 gp), Fine Leather Coinpurse trimmed with Squirrel Fur (20 gp), Fine Leather Mantle sewn with Copper (60 gp), Fine Leather Merchant's Cap sewn with Electrum (150 gp), Lacquered Wooden Comb inlaid with Electrum (10 gp), Linen Merchant's Cap threaded with Electrum (80 gp), Marble Bowl inlaid with Electrum (100 gp), Pewter Bracer etched with Arcane Runes (30 gp), Pewter Crown etched with Dwarven Axeheads (140 gp), Silver Salt Cellar engraved with Draconic Scales (60 gp), Small Woolen Carpet (80 gp), Wooden Bowl engraved with Elven Script (20 gp), Wooden Coffin engraved with Floral Vines (80 gp); +2 Plate Armor; hoard total 14410 gp

Room #11

North Entry Archway

→ Leads to [room #16](#)

East Entry Stuck Simple Wooden Door

→ Leads to [room #23](#)

South Entry Unlocked Strong Wooden Door
Empty

Room #12

West Entry Unlocked Simple Wooden Door

South Entry Trapped and Unlocked Strong Wooden Door
① Prismatic Spray Trap

Room Features The floor is covered in square tiles, alternating white and black, and someone has scrawled "Hari died here, not quick enough" on the south wall

Monster 6 x 10th Level Cleric Mummy Lord

Treasure: 15000 gp; Alexandrite (500 gp), Amber (70 gp), Amethyst (100 gp), Amethyst (120 gp), Aquamarine (400 gp), Black Pearl (400 gp), Blue Quartz (11 gp), Carnelian (50 gp), Chrysoberyl (50 gp), Chrysoberyl (100 gp), Chrysoberyl (130 gp), Deep Blue Spinel (700 gp), Deep Green Spinel (100 gp), Deep Green Spinel (120 gp), Iolite (30 gp), Jasper (50 gp), Lapis Lazuli (11 gp), Lapis Lazuli (12 gp), Moss Agate (10 gp), Obsidian (11 gp), Peridot (50 gp), Silver Pearl (110 gp), Tourmaline (150 gp), White Pearl (90 gp), White Pearl (110 gp), Zircon (70 gp); +4 Plate Armor, Rod of Absorption; hoard total 18555 gp

Room #13

North Entry #1 Stuck Strong Wooden Door

North Entry #2 Archway

West Entry Locked Simple Wooden Door (magic lock)
→ Leads to [room #6](#), inhabited by 10 x 10th Level Cleric Mummy Lord

Monster 5 x Old Brass Dragon

Treasure: 25000 gp; Agateware Plate gilded and painted with Noble Imagery (1600 gp), Agateware Vase adorned with Gold and a Griffon in relief (1300 gp), Brocade Cloak trimmed with Genette (1900 gp), Brocade Coat threaded with Gold (1600 gp), Dragon Horn Medallion inlaid with a Meandros of Orichalcum (1600 gp), Dragon Horn Rod engraved with Arcane Runes (1100 gp), Fine Leather Belt with a Platinum Buckle (1800 gp), Fine Leather Merchant's Cap adorned with a Feather (800 gp), Fine Leather Merchant's Cap adorned with a Feather (1900 gp), Fine Leather Merchant's Cap trimmed with Ermine (1500 gp), Fine Porcelain Cup gilded and painted with a Renowned Coat of Arms (1100 gp), Fine Porcelain Tile gilded and painted with Mythical Imagery (1300 gp), Fine Steel Crown set with Black Opal (1400 gp), Fine Steel Longsword set with Black Opal (1900 gp), Gilded Wooden Rod set with a Rosette of Black Opal (1000 gp), Gold Ring Brooch engraved with Elven Script (1300 gp), Gold Tankard engraved with Dwarven Axeheads (1200 gp), Jade Salt Cellar inlaid with Orichalcum (2000 gp), Jet Puzzle Box engraved with Dwarven Axeheads (1400 gp), Jet Salt Cellar set with Blue-white Diamond and Canary Diamond (1800 gp), Lacquered Wooden Scepter set with a Rosette of Star Ruby

(2500 gp), Onyx Rod engraved with Noble Imagery (1300 gp), Scroll of Masterwork Calligraphy on Vellum (1500 gp), Silk Mantle trimmed with Sable (1600 gp), Silver Longsword engraved with a Renowned Coat of Arms (2200 gp), Silver Orb engraved with Draconic Runes (1700 gp); +3 Longsword; hoard total 65300 gp

Room #14*North Entry*

Stuck Strong Wooden Door

East Entry

Unlocked Strong Wooden Door

Room Features

A ladder ascends to a wooden platform in the east side of the room, and someone has scrawled a crude drawing of an orc on the south wall

Room #15*North Entry*

Secret Locked Simple Wooden Door (superior lock)

⑤ A bookcase and concealed door pivots smoothly

→ Leads to [room #7](#)*East Entry #1*

Archway

East Entry #2

Stuck Stone Door

South Entry

Secret Trapped and Unlocked Iron Door

⑤ The door is concealed behind a statue of a terrified maiden, and opened by breaking her neck

① Incendiary Cloud Trap

→ Leads to [room #27](#)**Room Features**

A magical mirror on the east wall speaks riddles and cryptic prophecies, and several iron blobs are scattered throughout the room

Room #16*North Entry*

Unlocked Simple Wooden Door

South Entry #1

Archway

→ Leads to [room #11](#)*South Entry #2*

Trapped and Locked Iron Door (good lock)

① Energy Drain Trap

→ Leads to [room #23](#)**Room Features**

A tile mosaic of vile acts covers the floor, and someone has scrawled "It's a trap" in draconic script on the east wall

Hidden Treasure

Hidden Unlocked Simple Wooden Chest

2300 pp; Azurite (9 gp), Black Pearl (500 gp), Bloodstone (20 gp), Blue Sapphire (800 gp), Carnelian (30 gp), Chrysoprase (50 gp), Chrysoprase (60 gp), Deep Green Spinel (60 gp), Deep Green Spinel (70 gp), Emerald (1100 gp), Freshwater Pearl (11 gp), Golden Yellow Topaz (600 gp), Hematite (14 gp), Jade (80 gp), Malachite (13 gp), Moss Agate (10 gp), Obsidian (10 gp), Red Garnet (130 gp), Rock Crystal (50 gp), Sardonyx (60 gp), Star Rose Quartz (60 gp), Star Ruby (1000 gp), Violet Garnet (400 gp), 2 x Violet Garnet (600 gp), White Opal (1100 gp), White Pearl (100 gp); Ring of Improved

Room #17*West Entry*

Archway

→ Leads to [room #10](#), inhabited by 1 x Ancient Brass Dragon**Room Features**

Dancing wisps of flame fill the north side of the room, and several corroded iron spikes are scattered throughout the room

Monster

3 x Old Brass Dragon

Treasure: 14000 gp; Brocade Cloak threaded with Gold (1400 gp), Coral Bowl engraved with Noble Imagery (1800 gp), Coral Cup engraved with Mythical Creatures (1600 gp), Dragon Horn Medallion set with a Rosette of Brown Diamond (2000 gp), Electrum Censer set with a Rosette of Deep Blue Spinel (1500 gp), Fine Leather Belt trimmed with Ermine (1500 gp), Fine Leather Vest sewn with Platinum (1900 gp), Fine Porcelain Salt Cellar gilded and painted with a Legendary Coat of Arms (1700 gp), Gilded Wooden Bowl engraved with Mythical Imagery (1900 gp), Gilded Wooden Medallion engraved with Elven Script (1900 gp), Gold Amulet set with Rich Purple Corundum (1300 gp), Gold Chalice set with a Rosette of Black Star Sapphire (1700 gp), Gold Medallion set with a Rosette of Fire Opal (2000 gp), Ivory Coffer engraved with Draconic Scales (1400 gp), Lacquered Wooden Chalice engraved with Arcane Runes (1100 gp), Ornate Silver Mirror framed in Carved Wood (900 gp), Platinum Bell set with a single flawless Blue Diamond (2000 gp), Scroll of Masterwork Calligraphy on Vellum (1500 gp), Silk Brocade Choker threaded with Platinum (1600 gp), Silk Merchant's Cap adorned with a Feather (1100 gp), Silk Merchant's Cap adorned with a Feather (1700 gp), Silk Vest threaded with Gold (1600 gp), Silk Vest threaded with Gold (1700 gp), Silver Bracer engraved with Mythical Imagery (1300 gp), Velvet Robe threaded with Electrum (1300 gp), Velvet Sash threaded with Platinum (1300 gp); hoard total 54700 gp

Room #18*North Entry*

Archway

→ Leads to [room #19](#), inhabited by 5 x Old Brass Dragon*East Entry*

Unlocked Good Wooden Door (slides up)

Room Features

A narrow shaft descends from the room into a midden chamber below, and the scent of urine fills the room

Room #19*North Entry*

Secret Trapped and Locked Good Wooden Door (common lock)

⑤ The door is concealed within a mosaic of vile acts

① Lock smeared with Contact Poison

South Entry #1

Archway

South Entry #2

Archway

→ Leads to [room #18](#)

Monster 5 x Old Brass Dragon

Treasure: 9000 gp; Bone Chalice set with Chrysoprase and Zircon (160 gp), Bone Puzzle Box engraved with Spirals (110 gp), Bone Shield Brooch set with a Rosette of Alexandrite (120 gp), Brass Orb etched with Dwarven Axeheads (130 gp), Brocade Choker trimmed with Fox Fur (20 gp), Copper Amulet etched with Draconic Runes (80 gp), Copper Chime engraved with Arcane Runes (120 gp), Copper Shield Brooch engraved with Thorned Vines (100 gp), Fine Leather Coinpurse sewn with Silver (30 gp), Fine Leather Merchant's Cap trimmed with Squirrel Fur (50 gp), Lacquered Wooden Shield Brooch set with a Rosette of Coral (120 gp), Leather Belt trimmed with Lynx Fur (140 gp), Leather Coat trimmed with Fur (40 gp), Leather Scabbard tooled with Arcane Runes (130 gp), Linen Choker threaded with Electrum (110 gp), Malachite Salt Cellar engraved with Dwarven Runes (50 gp), Marble Bowl engraved with Draconic Runes (80 gp), Marble Coffin inlaid with a Meandros of Copper (40 gp), Marble Rod engraved with Draconic Runes (100 gp), Pewter Bracelet engraved with Draconic Scales (130 gp), Pewter Longsword etched with Arcane Runes (140 gp), Rosewood Medallion inlaid with Gold (110 gp), Set of Crystal Dice (100 gp), Silver Chime engraved with Arcane Runes (100 gp), Silver Cup inlaid with Electrum (110 gp), Silver Ring engraved with Dwarven Axeheads (120 gp), Stoneware Cup adorned with Silver and a Demon in relief (150 gp), Wooden Plate inlaid with a Meandros of Copper (120 gp); hoard total 11810 gp

Hidden Treasure Locked Iron Chest (good lock)

21000 gp; Agate Cup engraved with Draconic Runes (50 gp), Agateware Salt Cellar painted with Pastoral Imagery (70 gp), Agateware Salt Cellar painted with Woodland Imagery (80 gp), Agateware Tile painted with Pastoral Imagery (80 gp), Bone Puzzle Box inlaid with Silver (70 gp), Brass Bracer inlaid with a Meandros of Copper (90 gp), Brass Circlet inlaid with a Meandros of Electrum (110 gp), Brass Mask engraved with Thorned Vines (80 gp), Brass Warhammer set with a Rosette of Jasper (80 gp), Cloth Coat threaded with Copper (100 gp), Cloth Sash trimmed with Fox Fur (50 gp), Copper Bell engraved with Thorned Vines (70 gp), Fine Leather Coinpurse sewn with Silver (80 gp), Fine Leather Merchant's Cap adorned with a Feather (70 gp), Fine Leather Merchant's Cap adorned with a Plume (110 gp), Jasper Cup engraved with Arcane Runes (100 gp), Leather Mantle sewn with Silver (40 gp), Linen Merchant's Cap trimmed with Squirrel Fur (100 gp), Necklace of Eye Agate (30 gp), Pewter Plate etched with Draconic Scales (120 gp), Rosewood Comb inlaid with Ornate Gold Scrollwork (80 gp), Rosewood Shield Brooch engraved with Floral Vines (50 gp), Scroll of Calligraphy (90 gp), 2 x Small Woolen Carpet (100 gp), Steel Rapier inlaid with a Meandros of Silver (100 gp), Stoneware Jar embossed with Elven Script (40 gp), Stoneware Jar painted with Floral Imagery (60 gp), Wooden Coffin engraved with Elven Script (100 gp), Wooden Orb engraved with Arcane Runes (110 gp); Staff of Divination; hoard total 23410 gp

Room #20**North Entry**

Stuck Strong Wooden Door

Monster3 x Mature Adult Blue Dragon

Treasure: 17000 gp; Amber Salt Cellar set with a Rosette of Canary Diamond (1400 gp), Coral Rod engraved with a Labyrinth (1100 gp), Dragon Horn Puzzle Box inlaid with Platinum (2100 gp), Electrum Mace set with a single Blue Star Sapphire (2100 gp), Fine Steel Censer inlaid with a Meandros of Platinum (1700 gp), Ivory Orb set with a single Bright Green Emerald (1200 gp), Ivory Puzzle Box set with a Rosette of Blue-white Diamond (800 gp), Moonstone Brazier inlaid with a Filigree of Gold (700 gp), Moonstone Brazier set with Golden Yellow Topaz (1000 gp), Onyx Chalice engraved with Mythical Imagery (900 gp), Onyx Coffin inlaid with a Meandros of Gold (1800 gp), Pair of Fine Leather Boots tooled with Mythical Creatures (1200 gp), Platinum Idol (of a fire god) wreathed in Silver Continual Flame (2600 gp), Platinum Pendant set with Brown Diamond and Pink Diamond (1100 gp), Velvet Cloak threaded with Electrum (1000 gp), Velvet Tabard threaded with Platinum (1000 gp); Periapt of Foul Rotting, Wand of Fox's Cunning, Wand of Magic Missile; hoard total 38700 gp

Trap Prismatic Spray Trap

Hidden Treasure Invisible Locked Iron Chest (common lock)

16000 gp; Alexandrite (700 gp), Banded Agate (12 gp), Blue Quartz (10 gp), Citrine (20 gp), Eye Agate (8 gp), Fiery Yellow Corundum (1100 gp), Iolite (50 gp), Lapis Lazuli (9 gp), Moonstone (80 gp), Obsidian (10 gp), Red Spinel (110 gp), Rhodochrosite (14 gp), Rich Purple Corundum (1300 gp), Rose Quartz (50 gp), Sardonyx (60 gp), Silver Pearl (90 gp), Silver Pearl (120 gp), Tourmaline (110 gp), Violet Garnet (500 gp), White Opal (800 gp); hoard total 21153 gp

Room #21

North Entry Locked Good Wooden Door (superior lock)

East Entry Stuck Simple Wooden Door

South Entry #1 Locked Iron Door (magic lock)

South Entry #2 Archway

Room Features A circle of tall stones stands in the north-west corner of the room, and a sundered shield lies in the north-west corner of the room

Room #22

North Entry Unlocked Simple Wooden Door
→ Leads to [room #24](#), inhabited by 2 x Old Brass Dragon

Room Features Several headless statues are scattered throughout the room, and someone has scrawled a basic map of the dungeon on the north wall

Monster 1 x Ancient Brass Dragon

Treasure: 1500 gp; Black Pearl (400 gp), Black Pearl (700 gp), Bloodstone (20 gp), Brown-green Garnet (100 gp), Carnelian (50 gp), Carnelian (70 gp), Chalcedony (40 gp), Chrysoprase (60 gp), Deep Blue Spinel (500 gp), Deep Blue Spinel (600 gp), Deep Blue Spinel (700 gp), Deep Green Spinel (130 gp), Emerald (1200 gp), Eye Agate (11 gp), Golden Yellow Topaz (600 gp), Hematite (9 gp), Iolite (30 gp), Iolite (40 gp), Jet (110 gp), Malachite (9 gp), Malachite (11 gp), Moss Agate (8 gp),

Moss Agate (13 gp), Onyx (30 gp), Red Spinel (140 gp), Red-brown Spinel (90 gp), Rock Crystal (50 gp), Silver Pearl (110 gp), White Opal (1300 gp), Zircon (60 gp); hoard total 22191 gp

Room #23

North Entry Trapped and Locked Iron Door (good lock)

① Energy Drain Trap

→ Leads to [room #16](#)

West Entry Stuck Simple Wooden Door

→ Leads to [room #11](#)

East Entry Locked Simple Wooden Door (magic lock)

Room Features A cube of solid stone stands in the south-west corner of the room, and someone has scrawled a basic map of the dungeon on the west wall

Room #24

North Entry Iron Portcullis

East Entry Archway

→ Leads to [room #10](#), inhabited by 1 x Ancient Brass Dragon

South Entry Unlocked Simple Wooden Door

→ Leads to [room #22](#), inhabited by 1 x Ancient Brass Dragon

Room Features A stack of barrels filled with sand stands against the east wall, and ghostly wailing can be faintly heard near the south wall

Monster 2 x Old Brass Dragon

Treasure: 1700 pp; Bloodstone Cup engraved with Dwarven Runes (600 gp), Earthenware Vase painted with Woodland Imagery (900 gp), Fine Leather Coinpurse trimmed with Squirrel Fur (600 gp), Fine Steel Cup set with Blue Sapphire and Fire Opal (700 gp), Fine Steel Shield Brooch inlaid with Platinum (200 gp), Ivory Chalice engraved with a Labyrinth (200 gp), Ivory Comb set with Rich Purple Corundum and Star Ruby (800 gp), Ivory Medallion inlaid with Gold (300 gp), Lacquered Wooden Chalice set with White Pearl (300 gp), Lacquered Wooden Comb engraved with Mythical Imagery (300 gp), Large Silver Mirror (600 gp), Leather Armor trimmed with Fox Fur (600 gp), Onyx Salt Cellar engraved with Dwarven Axeheads (200 gp), Porcelain Salt Cellar painted with Garden Imagery (500 gp), Porcelain Salt Cellar painted with a Renowned Coat of Arms (300 gp), Rosewood Chalice engraved with Floral Vines (200 gp), Scroll of Fine Calligraphy (1000 gp), Steel Bracer etched with Draconic Runes (400 gp), Stoneware Ewer painted with Mythical Imagery (200 gp), Stoneware Plate painted with Garden Imagery (300 gp), Velvet Choker threaded with Electrum (100 gp); +3 Heavy Crossbow, Maul of the Titans, Stone of Weight, Wand of Fireball; hoard total 26300 gp

Room #25*North Entry* Archway*West Entry* Stuck Good Wooden Door

Room Features The floor is covered in square tiles, alternating white and black, and several pieces of spoiled meat are scattered throughout the room

Monster 5 x Greater Stone Golem

Treasure: 10000 gp; Brocade Robe trimmed with Fox Fur (900 gp), Carved Wooden Staff with Electrum Studs (800 gp), Copper Longsword engraved with Elven Script (500 gp), Electrum Amulet set with a Rosette of Black Pearl (700 gp), Electrum Ewer inlaid with Gold (700 gp), Fine Leather Coinpurse trimmed with Genette (900 gp), Fine Leather Merchant's Cap adorned with a Plume (1300 gp), Fine Leather Merchant's Cap tooled with Draconic Scales (1500 gp), Fine Leather Vest trimmed with Squirrel Fur (800 gp), Ivory Shield Brooch set with a single flawless Bright Green Emerald (800 gp), Jasper Plate inlaid with a Meandros of Electrum (300 gp), Lacquered Wooden Comb set with a single flawless Bright Green Emerald (500 gp), Malachite Coffin engraved with Dwarven Runes (1300 gp), Pair of Silk Gloves adorned with a Plume (900 gp), Porcelain Chalice adorned with Silver and a Demon in relief (1000 gp), Porcelain Jar adorned with Silver and a Castle in relief (1100 gp), Set of a Fine Steel Rapier and Dagger set with Violet Garnet (900 gp), Steel Scepter engraved with Thorned Vines (1100 gp), Stoneware Tureen adorned with Silver and a Coat of Arms in relief (1100 gp), Velvet Choker threaded with Platinum (400 gp), Velvet Merchant's Cap trimmed with Ermine (900 gp); +2 Heavy Steel Shield, Loun Stone; hoard total 28400 gp

Room #26*North Entry #1* Unlocked Simple Wooden Door

North Entry #2 Secret Trapped and Unlocked Simple Wooden Door

⑤ The door is concealed behind a statue of a dread vampire, and opened by filling his chalice with blood

① Energy Drain Trap

North Entry #3 Locked Stone Door (common lock)

East Entry Stuck Strong Wooden Door

→ Leads to [room #3](#)

Room Features A stone stair ascends towards the west wall, and someone has scrawled a crude drawing of a succubus on the west wall

Room #27

North Entry Secret Trapped and Unlocked Iron Door

⑤ The door is concealed behind a statue of a terrified maiden, and opened by breaking her neck

① Incendiary Cloud Trap

→ Leads to [room #15](#)

East Entry Archway

Empty

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

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