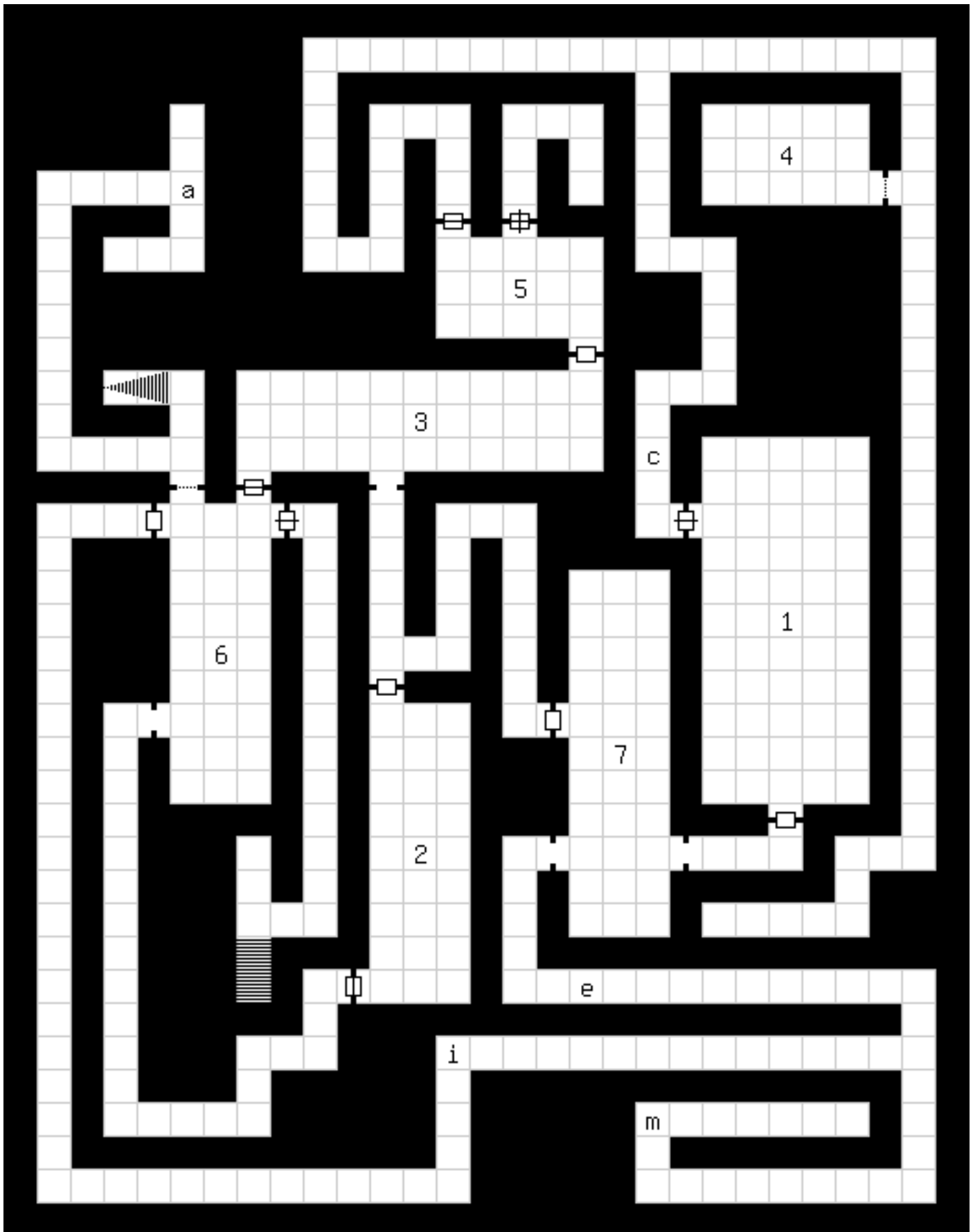


The Dark Tunnels of Mory

Level 1





Arch



Door



Locked



Trapped



Secret



Portcullis

General**Dungeon Walls**

Masonry (Climb DC 20)

Dungeon Floor

Flagstone

Temperature

Cool

Illumination

Shadowy (phosphorescent fungus or candles every 20 ft.)

Corridors**a**

The walls here have been engraved with glowing glyphs

c

A large demonic idol with ruby eyes sits in an alcove here

e

A metallic odor fills the corridor

i

A fountain of water sits in an alcove here

m

Part of the ceiling has collapsed into the corridor

Wandering Monsters**1**

1 x Spider Swarm, bloodied and fleeing a more powerful enemy

2

4 x Duergar, consumed by disease and madness

3

1 x Dark Creeper, bloodied and fleeing a more powerful enemy

4

3 x Dire Rat, searching for an object stolen from their lair

5

2 x Human Skeleton, wielding bizarre eldritch powers

6

1 x Svirfneblin, returning to their lair with plunder

Room #1*West Entry*

Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp)

① Contact Poison: CR 3; mechanical; Perception DC 22; Disable Device DC 20; Trigger touch; Reset none; Effect contact poison (malyass root paste [contact, Fort DC 16, onset 1 min., 1/min. for 6 min., 1d2 Dex, 1 save])

South Entry

Unlocked Strong Wooden Door (hard 5, 20 hp)

Room Features

A tapestry of ancient mythology hangs from the west wall, A carved stone statue stands in the north-east corner of the room

Room #2*North Entry*

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

West Entry

Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp)

Room Features

A tapestry of geometric patterns hangs from the south wall, Someone has scrawled "Sarry died here" on the south wall

Monster

5 x Duergar

Duergar: CR 1/3, XP 135; LE Medium Humanoid (dwarf); Init -1; Senses darkvision 120 ft; Perception +1; AC 17, touch 9, flat-footed 17 (+6 armor, -1 Dex, +2 shield); hp 8 (1d10+3); Fort +4, Ref -1, Will +1, +2 vs. spells; Immune paralysis, phantasms, poison; Weak light sensitivity; Speed 20 ft.; Melee warhammer +3 (1d8+1/x3); Ranged light crossbow +0 (1d8/19-20); SA spell-like abilities CL 3rd; Str 12, Dex 9, Con 15, Int 10, Wis 13, Cha 4; Base Atk +1, CMB +2, CMD 11; SQ slow and steady, stability

Skills and Feats: Intimidate +1, Stealth -3; Weapon Focus (warhammer)

Treasure: 8 gp, 90 sp; Masterwork Shortsword (310 gp); Potion of Endure Elements (cr, 50 gp), Potion of Guidance (cr, 25 gp); hoard total 402 gp

Room #3

<i>North Entry</i>	Stuck Iron Door (break DC 28; hard 10, 60 hp) → Leads to room #5, inhabited by 5 x Dire Rat
<i>South Entry #1</i>	Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp) → Leads to room #6
<i>South Entry #2</i>	Archway
Monster	1 x Giant Spider Giant Spider: CR 1, XP 400; N Medium Vermin; Init +3; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4; AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural); hp 16 (3d8+3); Fort +4, Ref +4, Will +1; Immune mind-affecting effects; Speed 30 ft., climb 30 ft.; Melee bite +2 (1d6 plus poison); SA web (+5 ranged, DC 12, hp 2); Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2; Base Atk +2, CMB +2, CMD 15 (27 vs. trip) Skills: Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs) Treasure: 11 gp, 70 sp; Freshwater Pearl (7 gp), Rock Quartz (11 gp), Sard (45 gp); Scroll of Know Direction (cr, 12 gp 5 sp); hoard total 93 gp 5 sp

Room #4

<i>East Entry</i>	Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp)
Room Features	A set of demonic war masks hangs on the west wall, A bent dagger lies in the south side of the room
Monster	2 x Duergar Duergar: CR 1/3, XP 135; LE Medium Humanoid (dwarf); Init -1; Senses darkvision 120 ft; Perception +1; AC 17, touch 9, flat-footed 17 (+6 armor, -1 Dex, +2 shield); hp 8 (1d10+3); Fort +4, Ref -1, Will +1, +2 vs. spells; Immune paralysis, phantasms, poison; Weak light sensitivity; Speed 20 ft.; Melee warhammer +3 (1d8+1/x3); Ranged light crossbow +0 (1d8/19-20); SA spell-like abilities CL 3rd; Str 12, Dex 9, Con 15, Int 10, Wis 13, Cha 4; Base Atk +1, CMB +2, CMD 11; SQ slow and steady, stability Skills and Feats: Intimidate +1, Stealth -3; Weapon Focus (warhammer) Treasure: 71 gp, 300 sp, 1800 cp; Alabaster (12 gp), Malachite (10 gp), Moonstone (55 gp); Oil of Arcane Mark (cr, 25 gp); hoard total 221 gp
Hidden Treasure	Hidden (Search DC 30) Unlocked Simple Wooden Chest (hard 5, 10 hp) 53 gp, 250 sp, 1700 cp; Agate (13 gp), Freshwater Pearl (11 gp), Peridot (50 gp); Decorated silver plate (60 gp); hoard total 229 gp

Room #5

<i>North Entry #1</i>	Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp)
<i>North Entry #2</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp) Ⓣ Arrow Trap: CR 2; mechanical; Perception DC 22; Disable Device DC 20; Trigger location; Reset manual; Effect Atk +12 ranged (1d6/x3)
<i>South Entry</i>	Stuck Iron Door (break DC 28; hard 10, 60 hp) → Leads to room #3, inhabited by 1 x Giant Spider
Room Features	A stone sarcophagus sits in the west side of the room, The scent of ozone fills the room
Monster	5 x Dire Rat Dire Rat: CR 1/3, XP 135; N Small Animal; Init +3; Senses low-light vision, scent; Perception +4; AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size); hp 5 (1d8+1); Fort +3, Ref +5, Will +1; Speed 40 ft., climb 20 ft., swim 20 ft.; Melee bite +1 (1d4 plus disease); SA disease; Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 4; Base Atk +0, CMB -1, CMD 12 (16 vs. trip) Skills and Feats: Climb +11, Perception +4, Stealth +11, Swim +11; Skill

Room #6

<i>North Entry #1</i>	Trapped Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) Ⓣ Arrow Trap: CR 1; mechanical; Perception DC 20; Disable Device DC 20; Trigger touch; Reset none; Effect Atk +15 ranged (1d8+1/x3)
<i>North Entry #2</i>	Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp) → Leads to room #3, inhabited by 1 x Giant Spider
<i>West Entry #1</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
<i>West Entry #2</i>	Archway
<i>East Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓣ Arrow Trap: CR 1; mechanical; Perception DC 20; Disable Device DC 20; Trigger touch; Reset none; Effect Atk +15 ranged (1d8+1/x3)
Room Features	A sour odor fills the room, A rusted axe lies in the east side of the room

Room #7

<i>West Entry #1</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
<i>West Entry #2</i>	Archway
<i>East Entry</i>	Archway
Room Features	Numerous humanoid skulls are scattered throughout the room, A rusted chain shirt lies in the north side of the room
Monster	1 x Giant Spider Giant Spider: CR 1, XP 400; N Medium Vermin; Init +3; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4; AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural); hp 16 (3d8+3); Fort +4, Ref +4, Will +1; Immune mind-affecting effects; Speed 30 ft., climb 30 ft.; Melee bite +2 (1d6 plus poison); SA web (+5 ranged, DC 12, hp 2); Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2; Base Atk +2, CMB +2, CMD 15 (27 vs. trip) Skills: Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs) Treasure: 2 gp, 50 sp, 29 cp; Freshwater Pearl (9 gp), Green Spinel (55 gp), Rose Quartz (50 gp), Turquoise (10 gp); hoard total 131 gp 2 sp 9 cp