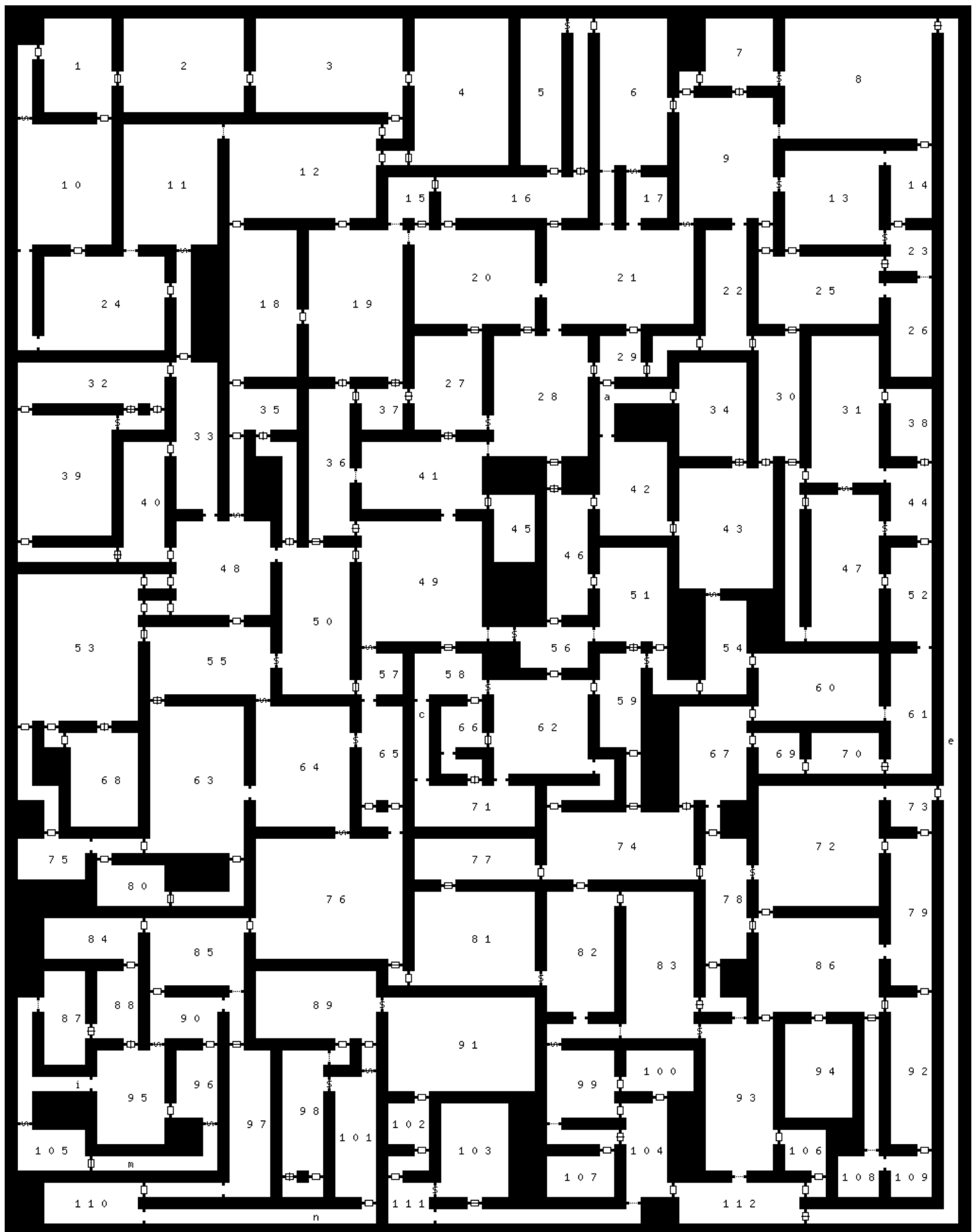


# The Caverns of Shiva the Destroyer

## Level 1



General	<b>Dungeon Walls</b>	Masonry (Climb DC 20)
	<b>Dungeon Floor</b>	Smooth Stone
	<b>Temperature</b>	Average
	<b>Illumination</b>	Shadowy (phosphorescent fungus every 20 ft.)
Corridors	<b>a</b>	Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20
	<b>c</b>	Acid Arrow Trap: CR 3; magic device; proximity trigger (alarm); automatic reset; Atk +2 ranged touch; spell effect (Acid Arrow, 3rd level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27
	<b>e</b>	Part of the ceiling has collapsed into the corridor
	<b>i</b>	A tile labyrinth covers the floor
	<b>m</b>	Burning torches in iron sconces line the corridor
	<b>n</b>	Deeper Pit Trap: CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 20; Disable Device DC 23
Wandering Monsters	<b>1</b>	1 x Ethereal Marauder, wandering senselessly
	<b>2</b>	12 x Tiny Monstrous Centipede (vermin), scouting from another part of the dungeon
	<b>3</b>	1 x Medium Monstrous Spider (vermin), tracking the party
	<b>4</b>	1 x Darkmantle, scouting from another part of the dungeon
	<b>5</b>	1 x Darkmantle, trying to lure the party into an ambush
	<b>6</b>	1 x Medium Monstrous Spider (vermin), investigating a strange noise
Room #1	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<i>East Entry</i>	Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp) → Leads to room #2
	<i>South Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) (slides to one side, +1 to break DC) → Leads to room #10, inhabited by 1 x Medium Monstrous Spider

<b>Room Features</b>		Someone has scrawled "Kill them with ice" on the north wall, and the floor is covered with dust
Room #2	<i>West Entry</i>	Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp) → Leads to room #1
	<i>East Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp) → Leads to room #3, inhabited by 1 x Medium Monstrous Spider
	<b>Empty</b>	
Room #3	<i>West Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp) → Leads to room #2
	<i>East Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp) → Leads to room #4
	<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<b>Monster</b>	1 x Medium Monstrous Spider (vermin)  Medium monstrous spider: CR 1; Medium vermin; HD 2d8+2; hp 11; Init +3; Spd 30 ft. (6 squares), climb 20 ft.; AC 14 (+3 dex, +1 natural), touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6 plus poison, bite); Full Atk +4 melee (1d6 plus poison, bite); Space/Reach 5 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2  Skills and Feats: Climb +11, Hide +7*, Jump +0*, Spot +4*; Weapon Finesse  Treasure: 16 gp; Masterwork Longsword (Medium) (315 gp); hoard total 331 gp
Room #4	<i>West Entry #1</i>	Unlocked Simple Wooden Door (hard 5, 10 hp) → Leads to room #3, inhabited by 1 x Medium Monstrous Spider
	<i>West Entry #2</i>	Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp)
	<b>Room Features</b>	A rope ascends to a catwalk hanging between the north and south walls, and a simple wooden table and lantern sit in the north-west corner of the room

## Room #5

<i>East Entry</i>	Secret (Search DC 25) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) ⑤ The door is concealed behind a tapestry of a legendary battle
<i>South Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #16
<b>Room Features</b>	Several alcoves are cut into the east and west walls, and several pieces of rotting wood are scattered throughout the room
<b>Monster</b>	1 x Huge Monstrous Centipede (vermin)  Huge monstrous centipede: CR 2; Huge vermin; HD 6d8+6; hp 33; Init +2; Spd 40 ft. (8 squares), climb 40 ft.; AC 16 (-2 size, +2 dex, +6 natural), touch 10, flat-footed 14; Base Atk +4; Grp +15; Atk +5 melee (2d6+4 plus poison, bite); Full Atk +5 melee (2d6+4 plus poison, bite); Space/Reach 15 ft./10 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +6, Ref +4, Will +2; Str 17, Dex 15, Con 12, Int -, Wis 10, Cha 2 Skills and Feats: Climb +11, Hide +2, Spot +4; -

## Room #6

<i>West Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp)
<i>East Entry</i>	Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp) → Leads to room #9, inhabited by 12 x Tiny Monstrous Centipede
<i>South Entry #1</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
<i>South Entry #2</i>	Secret (Search DC 25) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) ⑤ The door is concealed behind a pile of broken stone → Leads to room #17, inhabited by 1 x Darkmantle
<b>Monster</b>	1 x Ethereal Marauder  Ethereal marauder: CR 3; Medium magical beast (extraplanar); HD 2d10; hp 11; Init +5; Spd 40 ft. (8 squares); AC 14 (+1 dex, +3 natural), touch 11, flat-footed 13; Base Atk +2; Grp +4; Atk +4 melee (1d6+3, bite); Full Atk +4 melee (1d6+3, bite); Space/Reach 5 ft./5 ft.; SA ; SQ Darkvision 60 ft., ethereal jaunt; AL N; SV Fort +3, Ref +4, Will +1; Str 14, Dex 12, Con 11, Int 7, Wis 12, Cha 10 Skills and Feats: Listen +5, Move Silently +5, Spot +4; Improved Initiative

Room #7	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) (slides up, +2 to break DC)
	<i>East Entry</i>	Secret (Search DC 25) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) ⑤ A bookcase and concealed door pivots smoothly → Leads to room #8, inhabited by 1 x Shrieker
	<i>South Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) ① Camouflaged Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 24; Disable Device DC 19 → Leads to room #9, inhabited by 12 x Tiny Monstrous Centipede
	<b>Room Features</b>	The room has a high domed ceiling, and an iron sarcophagus sits in the north-east corner of the room
Room #8	<i>West Entry #1</i>	Secret (Search DC 25) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) ⑤ A bookcase and concealed door pivots smoothly → Leads to room #7
	<i>West Entry #2</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to room #9, inhabited by 12 x Tiny Monstrous Centipede
	<i>East Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) ① Hail of Needles: CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22
	<i>South Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) (slides down, +1 to break DC) → Leads to room #14
	<b>Monster</b>	1 x Shrieker (fungus)  Shrieker: CR 1; Medium plant; HD 2d8+2; hp 11; Init -5; Spd 0 ft.; AC 8 (-5 dex, +3 natural), touch 5, flat-footed 8; Base Atk +1; Grp -4; Atk -; Full Atk -; Space/Reach 5 ft./0 ft.; SA Shriek; SQ Low-light vision, plant traits; AL N; SV Fort +4, Ref -, Will -4; Str -, Dex -, Con 13, Int -, Wis 2, Cha 1  Skills and Feats: -; -

**Hidden Treasure**

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

2000 cp; hoard total 20 gp

**Room #9***North Entry #1*

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

*North Entry #2*

Trapped and Unlocked Stone Door (hard 8, 60 hp)

① Camouflaged Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 24; Disable Device DC 19

→ Leads to room #7

*West Entry*

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

→ Leads to room #6, inhabited by 1 x Ethereal Marauder

*East Entry #1*

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

→ Leads to room #8, inhabited by 1 x Shrieker

*East Entry #2*

Secret (Search DC 30) Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)

⑤ A bookcase and concealed door pivots smoothly

→ Leads to room #13

*South Entry #1*

Secret (Search DC 25) Stuck Iron Door (break DC 28; hard 10, 60 hp) (slides to one side, +1 to break DC)

⑤ The door is concealed within the mouth of a demonic face carved from stone

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

→ Leads to room #21

*South Entry #2*

Archway

→ Leads to room #22, inhabited by 5 x Small Monstrous Spider

*South Entry #3*

Unlocked Good Wooden Door (hard 5, 15 hp)

**Room Features**

Someone has scrawled "They ate Borgga" in dwarvish runes on the west wall, and an unidentifiable odor fills

## the room

**Monster**

12 x Tiny Monstrous Centipede (vermin)

Tiny monstrous centipede: CR 1/8; Tiny vermin; HD 1/4 d8; hp 1; Init +2; Spd 20 ft. (4 squares), climb 20 ft.; AC 14 (+2 size, +2 dex), touch 14, flat-footed 12; Base Atk +0; Grp -13; Atk +4 melee (1d3-5 plus poison, bite); Full Atk +4 melee (1d3-5 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +2, Will +0; Str 1, Dex 15, Con 10, Int -, Wis 10, Cha 2

Skills and Feats: Climb +10, Hide +18, Spot +4; Weapon Finesse

## Room #10

*North Entry #1*

Secret (Search DC 25) Unlocked Strong Wooden Door (hard 5, 20 hp)

⑤ The door is concealed behind a tapestry of ghoulish carnage

*North Entry #2*

Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) (slides to one side, +1 to break DC)

→ Leads to room #1

*South Entry #1*

Archway

*South Entry #2*

Unlocked Strong Wooden Door (hard 5, 20 hp)

→ Leads to room #24

**Monster**

1 x Medium Monstrous Spider (vermin)

Medium monstrous spider: CR 1; Medium vermin; HD 2d8+2; hp 11; Init +3; Spd 30 ft. (6 squares), climb 20 ft.; AC 14 (+3 dex, +1 natural), touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6 plus poison, bite); Full Atk +4 melee (1d6 plus poison, bite); Space/Reach 5 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2

Skills and Feats: Climb +11, Hide +7\*, Jump +0\*, Spot +4\*; Weapon Finesse

Treasure: 400 cp; hoard total 4 gp

## Room #11

*East Entry*

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

→ Leads to room #12

*South Entry #1*

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



→ Leads to room #24

*South Entry #2*

Secret (Search DC 20) Stuck Stone Door (break DC 28; hard 8, 60 hp)

⑤ The door is opened by twisting an iron sconce

**Room Features**

A narrow ledge runs along the south and west walls, and a pile of rotten fruit lies in the south side of the room

**Monster**

1 x Shrieker (fungus)

Shrieker: CR 1; Medium plant; HD 2d8+2; hp 11; Init -5; Spd 0 ft.; AC 8 (-5 dex, +3 natural), touch 5, flat-footed 8; Base Atk +1; Grp -4; Atk -; Full Atk -; Space/Reach 5 ft./0 ft.; SA Shriek; SQ Low-light vision, plant traits; AL N; SV Fort +4, Ref -, Will -4; Str -, Dex -, Con 13, Int -, Wis 2, Cha 1

Skills and Feats: -; -

**Trap**

Scything Blade Trap: CR 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20

## Room #12

*West Entry*

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

→ Leads to room #11, inhabited by 1 x Shrieker

*East Entry #1*

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

*East Entry #2*

Unlocked Strong Wooden Door (hard 5, 20 hp)

*South Entry #1*

Unlocked Good Wooden Door (hard 5, 15 hp)

→ Leads to room #18, inhabited by 1 x Krenshar

*South Entry #2*

Unlocked Good Wooden Door (hard 5, 15 hp)

→ Leads to room #19, inhabited by 1 x Darkmantle

**Empty**

## Room #13

*West Entry*

Secret (Search DC 30) Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)

⑤ A bookcase and concealed door pivots smoothly

→ Leads to room #9, inhabited by 12 x Tiny Monstrous Centipede

*East Entry #1*

Archway

→ Leads to room #14

*East Entry #2*

Secret (Search DC 25) Unlocked Simple Wooden Door (hard 5, 10 hp)

- ⑤ The door is located near the ceiling and concealed behind a pile of broken stone
- Leads to room #23, inhabited by 1 x Large Monstrous Centipede

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

→ Leads to room #25

**Empty**

#### Room #14

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

→ Leads to room #8, inhabited by 1 x Shrieker

*West Entry* Archway

→ Leads to room #13

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

→ Leads to room #23, inhabited by 1 x Large Monstrous Centipede

**Room Features** An altar of evil sits in the north side of the room, and a pile of sundered shields lies in the south-east corner of the room

#### Room #15

*East Entry* Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)

→ Leads to room #16

*South Entry #1* Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp)

→ Leads to room #19, inhabited by 1 x Darkmantle

*South Entry #2* Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp)

→ Leads to room #20

**Room Features** The north and west walls have been engraved with arcane runes, and the sound of chimes can be heard in the east side of the room

**Monster** 1 x Shrieker (fungus)

Shrieker: CR 1; Medium plant; HD 2d8+2; hp 11; Init -5; Spd 0 ft.; AC 8 (-5 dex, +3 natural), touch 5, flat-footed 8; Base Atk +1; Grp -4; Atk -; Full Atk -; Space/Reach 5 ft./0 ft.; SA Shriek; SQ Low-light vision, plant traits; AL N; SV Fort +4, Ref -, Will -4; Str -, Dex -, Con 13, Int -, Wis 2, Cha 1

Skills and Feats: -; -

Room #16	<i>North Entry #1</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #5, inhabited by 1 x Huge Monstrous Centipede
	<i>North Entry #2</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) ① Well-Camouflaged Pit Trap: CR 2; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 27; Disable Device DC 20
	<i>West Entry</i>	Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp) → Leads to room #15, inhabited by 1 x Shrieker
	<i>South Entry #1</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #20
	<i>South Entry #2</i>	Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp) → Leads to room #21
	<b>Room Features</b>	A ruined siege weapon sits in the south-east corner of the room, and a sour odor fills the center of the room
Room #17	<i>North Entry</i>	Secret (Search DC 25) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) ⑤ The door is concealed behind a pile of broken stone → Leads to room #6, inhabited by 1 x Ethereal Marauder
	<i>South Entry</i>	Archway → Leads to room #21
	<b>Monster</b>	1 x Darkmantle  Darkmantle: CR 1; Small magical beast; HD 1d10+1; hp 6; Init +4; Spd 20 ft. (4 squares), fly 30 ft. (poor); AC 17 (+1 size, +6 natural), touch 11, flat-footed 17; Base Atk +1; Grp +0; Atk +5 melee (1d4+4, slam); Full Atk +5 melee (1d4+4, slam); Space/Reach 5 ft./5 ft.; SA Darkness, improved grab, constrict 1d4+4; SQ Blindsight 90 ft.; AL N; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10  Skills and Feats: Hide +10, Listen +5*, Spot +5*; Improved Initiative
Room #18	<i>North Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp)

→ Leads to room #12

<i>East Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #19, inhabited by 1 x Darkmantle
<i>South Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp) → Leads to room #35, inhabited by 1 x Medium Monstrous Spider
<b>Monster</b>	1 x Krenshar  Krenshar: CR 1; Medium magical beast; HD 2d10; hp 11; Init +2; Spd 40 ft. (8 squares); AC 15 (+2 dex, +3 natural), touch 12, flat-footed 13; Base Atk +2; Grp +2; Atk +2 melee (1d6, bite); Full Atk +2 melee (1d6, bite) and +0 melee (1d4, 2 claws); Space/Reach 5 ft./5 ft.; SA Scare; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +1; Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13  Skills and Feats: Hide +4, Jump +9, Listen +3, Move Silently +6; Multiattack, Track
<b>Trap</b>	Chain Flail: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (3d6); multiple targets (all targets in a 5 ft. radius burst); Search DC 22; Disable Device DC 20

## Room #19

<i>North Entry #1</i>	Unlocked Good Wooden Door (hard 5, 15 hp) → Leads to room #12
<i>North Entry #2</i>	Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp) → Leads to room #15, inhabited by 1 x Shrieker
<i>West Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #18, inhabited by 1 x Krenshar
<i>East Entry</i>	Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp) ① Spiked Pit Trap: CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15 → Leads to room #20
<i>South Entry #1</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) ① Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone

block); Search DC 20; Disable Device DC 20

→ Leads to room #36, inhabited by 1 x Darkmantle

### *South Entry #2*

Trapped and Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp) (slides down, +1 to break DC)

① Rune of Fear: CR 2; magic device; proximity trigger (alarm); no reset; fear (shaken for 1d4 rounds, DC 10 Will save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 20; Disable Device DC 20

→ Leads to room #37

### **Room Features**

A magical mirror on the west wall answers questions with lies and falsehoods, and a cube of solid stone stands in the south-east corner of the room

### **Monster**

1 x Darkmantle

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

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

## **Room #20**

### *North Entry #1*

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

→ Leads to room #15, inhabited by 1 x Shrieker

### *North Entry #2*

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

→ Leads to room #16

### *West Entry*

Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp)

① Spiked Pit Trap: CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15

→ Leads to room #19, inhabited by 1 x Darkmantle

### *East Entry*

Archway

→ Leads to room #21

	<i>South Entry #1</i>	Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp) (slides up, +2 to break DC) → Leads to room #27, inhabited by 1 x Shrieker
	<i>South Entry #2</i>	Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp) → Leads to room #28, inhabited by 1 x Medium Monstrous Spider
	<b>Room Features</b>	Someone has scrawled "Ran out of arrows" in blood on the south wall, and a charred wooden shield lies in the south-west corner of the room
Room #21	<i>North Entry #1</i>	Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp) → Leads to room #16
	<i>North Entry #2</i>	Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp)
	<i>North Entry #3</i>	Archway → Leads to room #17, inhabited by 1 x Darkmantle
	<i>North Entry #4</i>	Secret (Search DC 25) Stuck Iron Door (break DC 28; hard 10, 60 hp) (slides to one side, +1 to break DC) ⑤ The door is concealed within the mouth of a demonic face carved from stone ① Deeper Pit Trap: CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 20; Disable Device DC 23 → Leads to room #9, inhabited by 12 x Tiny Monstrous Centipede
	<i>West Entry</i>	Archway → Leads to room #20
	<i>South Entry #1</i>	Archway → Leads to room #28, inhabited by 1 x Medium Monstrous Spider
	<i>South Entry #2</i>	Unlocked Simple Wooden Door (hard 5, 10 hp) → Leads to room #29
	<b>Empty</b>	
Room #22	<i>North Entry</i>	Archway

→ Leads to room #9, inhabited by 12 x Tiny Monstrous Centipede

<i>West Entry</i>	Unlocked Strong Wooden Door (hard 5, 20 hp)
<i>East Entry</i>	Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp) → Leads to room #30, inhabited by 1 x Medium Monstrous Spider
<b>Room Features</b>	The floor is covered in square tiles, alternating white and black, and knocking fills the room
<b>Monster</b>	5 x Small Monstrous Spider (vermin)  Small monstrous spider: CR 1/2; Small vermin; HD 1d8; hp 4; Init +3; Spd 30 ft. (6 squares), climb 20 ft.; AC 14 (+1 size, +3 dex), touch 14, flat-footed 11; Base Atk +0; Grp -6; Atk +4 melee (1d4-2 plus poison, bite); Full Atk +4 melee (1d4-2 plus poison, bite); Space/Reach 5 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +2, Ref +3, Will +0; Str 7, Dex 17, Con 10, Int -, Wis 10, Cha 2  Skills and Feats: Climb +11, Hide +11*, Jump -2*, Spot +4*; Weapon Finesse

## Room #23

<i>North Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #14
<i>West Entry #1</i>	Secret (Search DC 25) Unlocked Simple Wooden Door (hard 5, 10 hp) ⑤ The door is located near the ceiling and concealed behind a pile of broken stone → Leads to room #13
<i>West Entry #2</i>	Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp) ① Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus poison); poison (greenblood oil [injury, Fort DC 13, 1 Con/1d2 Con]); Search DC 22; Disable Device DC 20 → Leads to room #25
<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to room #26, inhabited by 17 x Tiny Monstrous Centipede

**Room Features** Someone has scrawled "The Shield of Wisdom is sundered" on the south wall, and the ceiling is covered

## with cobwebs

	<b>Monster</b>	1 x Large Monstrous Centipede (vermin)
		Large monstrous centipede: CR 1; Large vermin; HD 3d8; hp 13; Init +2; Spd 40 ft. (8 squares), climb 40 ft.; AC 14 (-1 size, +2 dex, +3 natural), touch 11, flat-footed 12; Base Atk +2; Grp +7; Atk +3 melee (1d8+1 plus poison, bite); Full Atk +3 melee (1d8+1 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +1; Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2 Skills and Feats: Climb +10, Hide +6, Spot +4; Weapon Finesse
Room #24	<i>North Entry #1</i>	Unlocked Strong Wooden Door (hard 5, 20 hp) → Leads to room #10, inhabited by 1 x Medium Monstrous Spider
	<i>North Entry #2</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to room #11, inhabited by 1 x Shrieker
	<i>West Entry</i>	Archway
	<i>East Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp)
	<b>Empty</b>	
Room #25	<i>North Entry #1</i>	Unlocked Strong Wooden Door (hard 5, 20 hp)
	<i>North Entry #2</i>	Stuck Iron Door (break DC 28; hard 10, 60 hp) → Leads to room #13
	<i>East Entry #1</i>	Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp) Ⓣ Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus poison); poison (greenblood oil [injury, Fort DC 13, 1 Con/1d2 Con]); Search DC 22; Disable Device DC 20 → Leads to room #23, inhabited by 1 x Large Monstrous Centipede
	<i>East Entry #2</i>	Archway → Leads to room #26, inhabited by 17 x Tiny Monstrous Centipede
	<i>South Entry</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)



→ Leads to room #30, inhabited by 1 x Medium Monstrous Spider

**Trap**

Poison Dart Trap: CR 1; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot [injury, Fort DC 12, 0/1d4 Con + 1d3 Wis]); Search DC 20; Disable Device DC 18

**Room #26***North Entry*

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

→ Leads to room #23, inhabited by 1 x Large Monstrous Centipede

*West Entry*

Archway

→ Leads to room #25

**Room Features**

A mural of ancient mythology covers the ceiling, and a pile of bent copper coins lies in the east side of the room

**Monster**

17 x Tiny Monstrous Centipede (vermin)

Tiny monstrous centipede: CR 1/8; Tiny vermin; HD 1/4 d8; hp 1; Init +2; Spd 20 ft. (4 squares), climb 20 ft.; AC 14 (+2 size, +2 dex), touch 14, flat-footed 12; Base Atk +0; Grp -13; Atk +4 melee (1d3-5 plus poison, bite); Full Atk +4 melee (1d3-5 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +2, Will +0; Str 1, Dex 15, Con 10, Int -, Wis 10, Cha 2

Skills and Feats: Climb +10, Hide +18, Spot +4; Weapon Finesse

**Room #27***North Entry*

Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp) (slides up, +2 to break DC)

→ Leads to room #20

*West Entry*

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

① Hail of Needles: CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22

→ Leads to room #37

*East Entry*

Secret (Search DC 20) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

⑤ The door is concealed behind a statue of a demonic sorceress, and opened by moving her hand

→ Leads to room #28, inhabited by 1 x Medium Monstrous Spider

*South Entry*

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

① Poison Dart Trap: CR 1; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot [injury, Fort DC 12, 0/1d4 Con + 1d3 Wis]); Search DC 20; Disable Device DC 18

→ Leads to room #41, inhabited by 1 x Shrieker

**Room Features**

Someone has scrawled an incomplete drawing of a dragon on the north wall, and the scent of urine fills the east side of the room

**Monster**

1 x Shrieker (fungus)

Shrieker: CR 1; Medium plant; HD 2d8+2; hp 11; Init -5; Spd 0 ft.; AC 8 (-5 dex, +3 natural), touch 5, flat-footed 8; Base Atk +1; Grp -4; Atk -; Full Atk -; Space/Reach 5 ft./0 ft.; SA Shriek; SQ Low-light vision, plant traits; AL N; SV Fort +4, Ref -, Will -4; Str -, Dex -, Con 13, Int -, Wis 2, Cha 1

Skills and Feats: -; -

**Room #28***North Entry #1*

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

→ Leads to room #20

*North Entry #2*

Archway

→ Leads to room #21

*West Entry #1*

Secret (Search DC 20) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

⑤ The door is concealed behind a statue of a demonic sorceress, and opened by moving her hand

→ Leads to room #27, inhabited by 1 x Shrieker

*West Entry #2*

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

→ Leads to room #41, inhabited by 1 x Shrieker

*East Entry*

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

→ Leads to room #29

*South Entry*

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

**Room Features**

Someone has scrawled "Praise Asar the Sorcerer" on

the south wall, and sporadic knocking can be faintly heard near the south wall

**Monster**

1 x Medium Monstrous Spider (vermin)

Medium monstrous spider: CR 1; Medium vermin; HD 2d8+2; hp 11; Init +3; Spd 30 ft. (6 squares), climb 20 ft.; AC 14 (+3 dex, +1 natural), touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6 plus poison, bite); Full Atk +4 melee (1d6 plus poison, bite); Space/Reach 5 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2

Skills and Feats: Climb +11, Hide +7\*, Jump +0\*, Spot +4\*; Weapon Finesse

**Room #29***North Entry*

Unlocked Simple Wooden Door (hard 5, 10 hp)  
→ Leads to room #21

*West Entry*

Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp)  
→ Leads to room #28, inhabited by 1 x Medium Monstrous Spider

*East Entry*

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

*South Entry*

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

**Empty****Room #30***North Entry*

Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)  
→ Leads to room #25

*West Entry*

Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp)  
→ Leads to room #22, inhabited by 5 x Small Monstrous Spider

*South Entry #1*

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

① Ceiling Pendulum: CR 3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 27

→ Leads to room #43, inhabited by 1 x Krenshar

*South Entry #2*

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

**Room Features**

A narrow pit covered by iron bars lies in the south-east corner of the room, and someone has scrawled "Who took my dwarf skull" in goblin runes on the north wall

**Monster**

1 x Medium Monstrous Spider (vermin)

Medium monstrous spider: CR 1; Medium vermin; HD 2d8+2; hp 11; Init +3; Spd 30 ft. (6 squares), climb 20 ft.; AC 14 (+3 dex, +1 natural), touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6 plus poison, bite); Full Atk +4 melee (1d6 plus poison, bite); Space/Reach 5 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2

Skills and Feats: Climb +11, Hide +7\*, Jump +0\*, Spot +4\*; Weapon Finesse

Treasure: 16 gp; Darkwood Shield (Medium) (167 gp); hoard total 183 gp

**Room #31***West Entry*

Unlocked Strong Wooden Door (hard 5, 20 hp)

*East Entry #1*

Unlocked Good Wooden Door (hard 5, 15 hp)

→ Leads to room #38, inhabited by 1 x Krenshar

*East Entry #2*

Archway

→ Leads to room #44

*South Entry*

Secret (Search DC 25) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

⑤ The door is located several feet above the floor and concealed behind a tapestry of a legendary battle

→ Leads to room #47, inhabited by 1 x Krenshar

**Monster**

5 x Small Monstrous Centipede (vermin)

Small monstrous centipede: CR 1/4; Small vermin; HD 1/2 d8; hp 2; Init +2; Spd 30 ft. (6 squares), climb 30 ft.; AC 14 (+1 size, +2 dex, +1 natural), touch 13, flat-footed 12; Base Atk +0; Grp -7; Atk +3 melee (1d4-3 plus poison, bite); Full Atk +3 melee (1d4-3 plus poison, bite); Space/Reach 5 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +2, Will +0; Str 5, Dex 15, Con 10, Int -, Wis 10, Cha 2

Skills and Feats: Climb +10, Hide +14, Spot +4; Weapon Finesse

**Room #32***East Entry*

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

→ Leads to room #33

<i>South Entry #1</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #39, inhabited by 1 x Krenshar
<i>South Entry #2</i>	Trapped and Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp) Ⓣ Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20
<i>South Entry #3</i>	Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp) Ⓣ Acid Spray: CR 3; magic device; proximity trigger (alarm); no reset; acid spray (3d6 acid damage, DC 10 Reflex save for half damage); Search DC 20; Disable Device DC 20
<b>Empty</b>	

## Room #33

<i>North Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
<i>West Entry #1</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) → Leads to room #32
<i>West Entry #2</i>	Unlocked Simple Wooden Door (hard 5, 10 hp) → Leads to room #40, inhabited by 1 x Medium Monstrous Spider
<i>South Entry</i>	Archway → Leads to room #48, inhabited by 1 x Medium Monstrous Spider
<b>Room Features</b>	A tile mosaic of ancient mythology covers the floor, and someone has scrawled "Masym died here" on the west wall

## Room #34

<i>West Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp)
<i>South Entry</i>	Trapped and Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp) Ⓣ 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. → Leads to room #43, inhabited by 1 x Krenshar
<b>Room Features</b>	Numerous pillars line the east wall, and a crater has

been blasted into the floor in the east side of the room

**Monster**

1 x Darkmantle

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

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

**Room #35***North Entry*

Unlocked Good Wooden Door (hard 5, 15 hp)

→ Leads to room #18, inhabited by 1 x Krenshar

*South Entry #1*

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

*South Entry #2*

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

Ⓣ Ceiling Pendulum: CR 3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 27

**Room Features**

Someone has scrawled an arrow pointing left on the south wall, and an acrid odor fills the room

**Monster**

1 x Medium Monstrous Spider (vermin)

Medium monstrous spider: CR 1; Medium vermin; HD 2d8+2; hp 11; Init +3; Spd 30 ft. (6 squares), climb 20 ft.; AC 14 (+3 dex, +1 natural), touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6 plus poison, bite); Full Atk +4 melee (1d6 plus poison, bite); Space/Reach 5 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2

Skills and Feats: Climb +11, Hide +7\*, Jump +0\*, Spot +4\*; Weapon Finesse

Treasure: Fine Steel Decanter inlaid with Bronze (800 gp); Half-plate (Medium) (600 gp); hoard total 1400 gp

**Trap**

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

## Room #36

<i>North Entry</i>	<p>Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp)</p> <p>① Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20</p> <p>→ Leads to room #19, inhabited by 1 x Darkmantle</p>
<i>East Entry #1</i>	<p>Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp)</p> <p>→ Leads to room #37</p>
<i>East Entry #2</i>	<p>Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)</p> <p>→ Leads to room #41, inhabited by 1 x Shrieker</p>
<i>East Entry #3</i>	<p>Trapped and Stuck Iron Door (break DC 28; hard 10, 60 hp)</p> <p>① Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20</p> <p>→ Leads to room #49, inhabited by 1 x Medium Monstrous Spider</p>
<i>South Entry</i>	<p>Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)</p> <p>→ Leads to room #50</p>
<b>Monster</b>	<p>1 x Darkmantle</p> <p>Darkmantle: CR 1; Small magical beast; HD 1d10+1; hp 6; Init +4; Spd 20 ft. (4 squares), fly 30 ft. (poor); AC 17 (+1 size, +6 natural), touch 11, flat-footed 17; Base Atk +1; Grp +0; Atk +5 melee (1d4+4, slam); Full Atk +5 melee (1d4+4, slam); Space/Reach 5 ft./5 ft.; SA Darkness, improved grab, constrict 1d4+4; SQ Blindsight 90 ft.; AL N; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10</p> <p>Skills and Feats: Hide +10, Listen +5*, Spot +5*; Improved Initiative</p>

## Room #37

<i>North Entry</i>	<p>Trapped and Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp) (slides down, +1 to break DC)</p> <p>① Rune of Fear: CR 2; magic device; proximity trigger (alarm); no reset; fear (shaken for 1d4 rounds, DC 10 Will save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 20; Disable Device DC 20</p> <p>→ Leads to room #19, inhabited by 1 x Darkmantle</p>
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	<i>West Entry</i>	Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp) → Leads to room #36, inhabited by 1 x Darkmantle
	<i>East Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) ① Hail of Needles: CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22 → Leads to room #27, inhabited by 1 x Shrieker
	<b>Empty</b>	
Room #38	<i>West Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp) → Leads to room #31, inhabited by 5 x Small Monstrous Centipede
	<i>South Entry</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) ① 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 → Leads to room #44
	<b>Room Features</b>	A well lies in the south-west corner of the room, and someone has scrawled "Don't lose your head" in blood on the south wall
	<b>Monster</b>	1 x Krenshar
		Krenshar: CR 1; Medium magical beast; HD 2d10; hp 11; Init +2; Spd 40 ft. (8 squares); AC 15 (+2 dex, +3 natural), touch 12, flat-footed 13; Base Atk +2; Grp +2; Atk +2 melee (1d6, bite); Full Atk +2 melee (1d6, bite) and +0 melee (1d4, 2 claws); Space/Reach 5 ft./5 ft.; SA Scare; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +1; Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13 Skills and Feats: Hide +4, Jump +9, Listen +3, Move Silently +6; Multiattack, Track
Room #39	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #32
	<i>East Entry</i>	Secret (Search DC 30) Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp)



- ⑤ A bookcase and section of wall pivots open when a command word is spoken

<i>South Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp)
<b>Room Features</b>	A ruined siege weapon sits in the south-east corner of the room, and several pieces of rotten fruit are scattered throughout the room
<b>Monster</b>	1 x Krenshar  Krenshar: CR 1; Medium magical beast; HD 2d10; hp 11; Init +2; Spd 40 ft. (8 squares); AC 15 (+2 dex, +3 natural), touch 12, flat-footed 13; Base Atk +2; Grp +2; Atk +2 melee (1d6, bite); Full Atk +2 melee (1d6, bite) and +0 melee (1d4, 2 claws); Space/Reach 5 ft./5 ft.; SA Scare; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +1; Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13  Skills and Feats: Hide +4, Jump +9, Listen +3, Move Silently +6; Multiattack, Track

## Room #40

<i>West Entry</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp)  ① Thunderstone Mine: CR 2; magic device; location trigger; no reset; thunder blast (3d6 sonic damage, DC 12 Fort save for half damage); multiple targets (all targets in a 10 ft. radius burst); Search DC 20; Disable Device DC 22
<i>East Entry #1</i>	Unlocked Simple Wooden Door (hard 5, 10 hp) → Leads to room #33
<i>East Entry #2</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #48, inhabited by 1 x Medium Monstrous Spider
<b>Room Features</b>	A tile mosaic of geometric patterns covers the floor, and someone has scrawled "Don't lose your head" on the west wall
<b>Monster</b>	1 x Medium Monstrous Spider (vermin)  Medium monstrous spider: CR 1; Medium vermin; HD 2d8+2; hp 11; Init +3; Spd 30 ft. (6 squares), climb 20 ft.; AC 14 (+3 dex, +1 natural), touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6 plus poison, bite); Full Atk +4 melee (1d6 plus poison, bite); Space/Reach 5 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2

Skills and Feats: Climb +11, Hide +7\*, Jump +0\*, Spot +4\*; Weapon Finesse

Treasure: 10 gp; Small Bag of Incense (30 gp); hoard total 40 gp

Room #41	<i>North Entry</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)  ① Poison Dart Trap: CR 1; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot [injury, Fort DC 12, 0/1d4 Con + 1d3 Wis]); Search DC 20; Disable Device DC 18  → Leads to room #27, inhabited by 1 x Shrieker
	<i>West Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)  → Leads to room #36, inhabited by 1 x Darkmantle
	<i>East Entry #1</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)  → Leads to room #28, inhabited by 1 x Medium Monstrous Spider
	<i>East Entry #2</i>	Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)  → Leads to room #45, inhabited by 7 x Tiny Monstrous Centipede
	<i>South Entry</i>	Archway  → Leads to room #49, inhabited by 1 x Medium Monstrous Spider
	<b>Monster</b>	1 x Shrieker (fungus)  Shrieker: CR 1; Medium plant; HD 2d8+2; hp 11; Init -5; Spd 0 ft.; AC 8 (-5 dex, +3 natural), touch 5, flat-footed 8; Base Atk +1; Grp -4; Atk -; Full Atk -; Space/Reach 5 ft./0 ft.; SA Shriek; SQ Low-light vision, plant traits; AL N; SV Fort +4, Ref -, Will -4; Str -, Dex -, Con 13, Int -, Wis 2, Cha 1  Skills and Feats: -; -
Room #42	<i>North Entry</i>	Archway
	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)  → Leads to room #46, inhabited by 1 x Darkmantle
	<i>East Entry</i>	Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp)

→ Leads to room #43, inhabited by 1 x Krenshar

## Empty

### Room #43

#### North Entry #1

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

- ① 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.

→ Leads to room #34, inhabited by 1 x Darkmantle

#### North Entry #2

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

- ① Ceiling Pendulum: CR 3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 27

→ Leads to room #30, inhabited by 1 x Medium Monstrous Spider

#### West Entry

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

→ Leads to room #42

#### South Entry

Secret (Search DC 30) Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)

- ⑤ The door is concealed within the mouth of a demonic face carved from stone

→ Leads to room #54, inhabited by 1 x Medium Monstrous Spider

#### Room Features

A magical altar of a goddess of thieves in the south-west corner of the room causes unease in any lawful creature within 30 feet, and a pile of spoiled meat lies in the center of the room

#### Monster

1 x Krenshar

Krenshar: CR 1; Medium magical beast; HD 2d10; hp 11; Init +2; Spd 40 ft. (8 squares); AC 15 (+2 dex, +3 natural), touch 12, flat-footed 13; Base Atk +2; Grp +2; Atk +2 melee (1d6, bite); Full Atk +2 melee (1d6, bite) and +0 melee (1d4, 2 claws); Space/Reach 5 ft./5 ft.; SA Scare; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +1; Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13

Skills and Feats: Hide +4, Jump +9, Listen +3, Move Silently +6; Multiattack, Track

## Room #44

<i>North Entry</i>	<p>Trapped and Unlocked Good Wooden Door (hard 5, 15 hp)</p> <p>① 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</p> <p>→ Leads to room #38, inhabited by 1 x Krenshar</p>
<i>West Entry #1</i>	<p>Archway</p> <p>→ Leads to room #31, inhabited by 5 x Small Monstrous Centipede</p>
<i>West Entry #2</i>	<p>Secret (Search DC 25) Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)</p> <p>⑤ The door is concealed within a mosaic of ancient mythology</p> <p>→ Leads to room #47, inhabited by 1 x Krenshar</p>
<i>South Entry</i>	<p>Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)</p> <p>→ Leads to room #52</p>
<b>Room Features</b>	A magical mural on the east wall depicts the betrayal of whomever views it, and someone has scrawled "The walls listen" on the east wall

## Room #45

<i>West Entry</i>	<p>Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)</p> <p>→ Leads to room #41, inhabited by 1 x Shrieker</p>
<b>Room Features</b>	A tile labyrinth covers the floor, and someone has scrawled "Zivko fell here" on the west wall
<b>Monster</b>	<p>7 x Tiny Monstrous Centipede (vermin)</p> <p>Tiny monstrous centipede: CR 1/8; Tiny vermin; HD 1/4 d8; hp 1; Init +2; Spd 20 ft. (4 squares), climb 20 ft.; AC 14 (+2 size, +2 dex), touch 14, flat-footed 12; Base Atk +0; Grp -13; Atk +4 melee (1d3-5 plus poison, bite); Full Atk +4 melee (1d3-5 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +2, Will +0; Str 1, Dex 15, Con 10, Int -, Wis 10, Cha 2</p> <p>Skills and Feats: Climb +10, Hide +18, Spot +4; Weapon Finesse</p>

## Room #46

<i>North Entry</i>	<p>Trapped and Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp)</p>
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- ① Ceiling Pendulum: CR 3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 27

<i>East Entry #1</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #42
<i>East Entry #2</i>	Unlocked Strong Wooden Door (hard 5, 20 hp) → Leads to room #51
<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides to one side, +1 to break DC) → Leads to room #56
<b>Room Features</b>	A stair ascends to a balcony hanging from the north wall, and a tile mosaic of geometric patterns covers the floor
<b>Monster</b>	1 x Darkmantle  Darkmantle: CR 1; Small magical beast; HD 1d10+1; hp 6; Init +4; Spd 20 ft. (4 squares), fly 30 ft. (poor); AC 17 (+1 size, +6 natural), touch 11, flat-footed 17; Base Atk +1; Grp +0; Atk +5 melee (1d4+4, slam); Full Atk +5 melee (1d4+4, slam); Space/Reach 5 ft./5 ft.; SA Darkness, improved grab, constrict 1d4+4; SQ Blindsight 90 ft.; AL N; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10  Skills and Feats: Hide +10, Listen +5*, Spot +5*; Improved Initiative

## Room #47

<i>North Entry</i>	Secret (Search DC 25) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)  ⑤ The door is located several feet above the floor and concealed behind a tapestry of a legendary battle → Leads to room #31, inhabited by 5 x Small Monstrous Centipede
<i>West Entry #1</i>	Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp)
<i>West Entry #2</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
<i>East Entry #1</i>	Secret (Search DC 25) Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)  ⑤ The door is concealed within a mosaic of ancient mythology → Leads to room #44
<i>East Entry #2</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20

hp) (slides down, +1 to break DC)

→ Leads to room #52

**Monster** 1 x Krenshar

Krenshar: CR 1; Medium magical beast; HD 2d10; hp 11; Init +2; Spd 40 ft. (8 squares); AC 15 (+2 dex, +3 natural), touch 12, flat-footed 13; Base Atk +2; Grp +2; Atk +2 melee (1d6, bite); Full Atk +2 melee (1d6, bite) and +0 melee (1d4, 2 claws); Space/Reach 5 ft./5 ft.; SA Scare; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +1; Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13

Skills and Feats: Hide +4, Jump +9, Listen +3, Move Silently +6; Multiattack, Track

## Room #48

*North Entry #1* Archway

→ Leads to room #33

*North Entry #2* Secret (Search DC 30) Stuck Stone Door (break DC 28; hard 8, 60 hp)

⑤ A trap door in the floor leads to a short tunnel beneath the wall

*West Entry #1* Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)

→ Leads to room #40, inhabited by 1 x Medium Monstrous Spider

*West Entry #2* Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)*West Entry #3* Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)*East Entry* Archway

→ Leads to room #50

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

→ Leads to room #55, inhabited by 1 x Large Monstrous Centipede

**Monster** 1 x Medium Monstrous Spider (vermin)

Medium monstrous spider: CR 1; Medium vermin; HD 2d8+2; hp 11; Init +3; Spd 30 ft. (6 squares), climb 20 ft.; AC 14 (+3 dex, +1 natural), touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6 plus poison, bite); Full Atk +4 melee (1d6 plus poison, bite); Space/Reach 5 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort

+4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2

Skills and Feats: Climb +11, Hide +7\*, Jump +0\*, Spot +4\*; Weapon Finesse

Treasure: 12 gp; Brass Hairpin set with Hematite (900 gp); Simple Lock (20 gp); hoard total 932 gp

## Room #49

<i>North Entry</i>	<p>Archway</p> <p>→ Leads to room #41, inhabited by 1 x Shrieker</p>
<i>West Entry #1</i>	<p>Trapped and Stuck Iron Door (break DC 28; hard 10, 60 hp)</p> <p>① Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20</p> <p>→ Leads to room #36, inhabited by 1 x Darkmantle</p>
<i>West Entry #2</i>	<p>Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)</p> <p>→ Leads to room #50</p>
<i>East Entry</i>	<p>Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp)</p>
<i>South Entry #1</i>	<p>Secret (Search DC 20) Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)</p> <p>⑤ The door is concealed behind an area of mould</p> <p>→ Leads to room #57, inhabited by 1 x Darkmantle</p>
<i>South Entry #2</i>	<p>Locked Stone Door (Open Lock DC 40, break DC 28; hard 8, 60 hp)</p> <p>→ Leads to room #58</p>
<b>Monster</b>	<p>1 x Medium Monstrous Spider (vermin)</p> <p>Medium monstrous spider: CR 1; Medium vermin; HD 2d8+2; hp 11; Init +3; Spd 30 ft. (6 squares), climb 20 ft.; AC 14 (+3 dex, +1 natural), touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6 plus poison, bite); Full Atk +4 melee (1d6 plus poison, bite); Space/Reach 5 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2</p> <p>Skills and Feats: Climb +11, Hide +7*, Jump +0*, Spot +4*; Weapon Finesse</p> <p>Treasure: 4 pp; hoard total 40 gp</p>

## Room #50

	<i>North Entry #1</i>	<p>Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)</p> <p>① Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20</p>
	<i>North Entry #2</i>	<p>Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)</p> <p>→ Leads to room #36, inhabited by 1 x Darkmantle</p>
	<i>West Entry #1</i>	<p>Archway</p> <p>→ Leads to room #48, inhabited by 1 x Medium Monstrous Spider</p>
	<i>West Entry #2</i>	<p>Secret (Search DC 20) Stuck Iron Door (break DC 28; hard 10, 60 hp)</p> <p>⑤ The door is concealed within an upright sarcophagus</p> <p>→ Leads to room #55, inhabited by 1 x Large Monstrous Centipede</p>
	<i>East Entry #1</i>	<p>Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)</p> <p>→ Leads to room #49, inhabited by 1 x Medium Monstrous Spider</p>
	<i>East Entry #2</i>	<p>Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp)</p> <p>→ Leads to room #57, inhabited by 1 x Darkmantle</p>
	<b>Room Features</b>	A group of draconic faces have been carved into the west wall, and someone has scrawled "Beware the basilisk" on the north wall
Room #51	<i>West Entry #1</i>	<p>Unlocked Strong Wooden Door (hard 5, 20 hp)</p> <p>→ Leads to room #46, inhabited by 1 x Darkmantle</p>
	<i>West Entry #2</i>	<p>Trapped Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp)</p> <p>① Rolling Rock Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22</p> <p>→ Leads to room #56</p>
	<i>South Entry #1</i>	<p>Trapped and Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)</p> <p>① Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20</p>



→ Leads to room #59, inhabited by 1 x Medium Monstrous Spider

*South Entry #2* Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)

**Room Features** Several iron cages are scattered throughout the room, and several pieces of rotten bread are scattered throughout the room

## Room #52

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

→ Leads to room #44

*West Entry* Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) (slides down, +1 to break DC)

→ Leads to room #47, inhabited by 1 x Krenshar

*South Entry* Archway  
→ Leads to room #61, inhabited by 1 x Shrieker

**Room Features** A group of monstrous faces have been carved into the north wall, and the ceiling is covered with cracks

## Room #53

*East Entry #1* Unlocked Good Wooden Door (hard 5, 15 hp)

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

*East Entry #3* Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp)

→ Leads to room #55, inhabited by 1 x Large Monstrous Centipede

*South Entry #1* Unlocked Simple Wooden Door (hard 5, 10 hp)

*South Entry #2* Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)

*South Entry #3* Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp)

① Well-Camouflaged Pit Trap: CR 2; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 27; Disable Device DC 20

→ Leads to room #68, inhabited by 1 x Darkmantle

**Room Features** A magical mural on the west wall depicts the betrayal of whomever views it, and a narrow ledge runs along the walls

## Room #54

*North Entry* Secret (Search DC 30) Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)

- ⑤ The door is concealed within the mouth of a demonic face carved from stone

→ Leads to room #43, inhabited by 1 x Krenshar

<i>West Entry</i>	Unlocked Strong Wooden Door (hard 5, 20 hp)
<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #60, inhabited by 1 x Large Monstrous Centipede
<b>Monster</b>	1 x Medium Monstrous Spider (vermin)  Medium monstrous spider: CR 1; Medium vermin; HD 2d8+2; hp 11; Init +3; Spd 30 ft. (6 squares), climb 20 ft.; AC 14 (+3 dex, +1 natural), touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6 plus poison, bite); Full Atk +4 melee (1d6 plus poison, bite); Space/Reach 5 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2  Skills and Feats: Climb +11, Hide +7*, Jump +0*, Spot +4*; Weapon Finesse  Treasure: 12 gp; hoard total 12 gp

## Room #55

<i>North Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) → Leads to room #48, inhabited by 1 x Medium Monstrous Spider
<i>West Entry</i>	Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp) → Leads to room #53
<i>East Entry</i>	Secret (Search DC 20) Stuck Iron Door (break DC 28; hard 10, 60 hp) ⑤ The door is concealed within an upright sarcophagus → Leads to room #50
<i>South Entry #1</i>	Trapped and Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp) ① Burning Hands Trap: CR 3; magic device; proximity trigger (alarm); automatic reset; spell effect (Burning Hands, 5th level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26 → Leads to room #63, inhabited by 1 x Darkmantle

*South Entry #2*

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

- ⑤ The door is located above a small stone dais and concealed behind an area of slime
- ① Ghoul Touch Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (Ghoul Touch, 3rd level wizard, DC 13 Fort save negates); Search DC 27; Disable Device DC 27

→ Leads to room #64

**Monster**

1 x Large Monstrous Centipede (vermin)

Large monstrous centipede: CR 1; Large vermin; HD 3d8; hp 13; Init +2; Spd 40 ft. (8 squares), climb 40 ft.; AC 14 (-1 size, +2 dex, +3 natural), touch 11, flat-footed 12; Base Atk +2; Grp +7; Atk +3 melee (1d8+1 plus poison, bite); Full Atk +3 melee (1d8+1 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +1; Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2  
Skills and Feats: Climb +10, Hide +6, Spot +4; Weapon Finesse

## Room #56

*North Entry*

Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides to one side, +1 to break DC)

→ Leads to room #46, inhabited by 1 x Darkmantle

*West Entry*

Secret (Search DC 25) Unlocked Simple Wooden Door (hard 5, 10 hp)

- ⑤ The door is concealed within a mosaic of vile acts

*East Entry*

Trapped Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp)

- ① Rolling Rock Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22

→ Leads to room #51

*South Entry*

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

→ Leads to room #62

**Empty**

## Room #57

*North Entry*

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

- ⑤ The door is concealed behind an area of mould

→ Leads to room #49, inhabited by 1 x Medium Monstrous Spider

<i>West Entry</i>	Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp) → Leads to room #50
<i>South Entry</i>	Archway → Leads to room #65, inhabited by 1 x Shrieker
<b>Room Features</b>	A fountain of water sits against the south wall, and a rotting odor fills the east side of the room
<b>Monster</b>	1 x Darkmantle  Darkmantle: CR 1; Small magical beast; HD 1d10+1; hp 6; Init +4; Spd 20 ft. (4 squares), fly 30 ft. (poor); AC 17 (+1 size, +6 natural), touch 11, flat-footed 17; Base Atk +1; Grp +0; Atk +5 melee (1d4+4, slam); Full Atk +5 melee (1d4+4, slam); Space/Reach 5 ft./5 ft.; SA Darkness, improved grab, constrict 1d4+4; SQ Blindsight 90 ft.; AL N; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10  Skills and Feats: Hide +10, Listen +5*, Spot +5*; Improved Initiative

## Room #58

<i>North Entry</i>	Locked Stone Door (Open Lock DC 40, break DC 28; hard 8, 60 hp) → Leads to room #49, inhabited by 1 x Medium Monstrous Spider
<i>East Entry</i>	Secret (Search DC 20) Trapped and Stuck Iron Door (break DC 28; hard 10, 60 hp)  ⑤ The door is concealed within the mouth of a demonic face carved from stone  ① Extended Bane Trap: CR 3; magic device; proximity trigger (detect good); automatic reset; spell effect (Extended Bane, 3rd level cleric, DC 13 Will save negates); Search DC 27; Disable Device DC 27 → Leads to room #62
<i>South Entry #1</i>	Archway
<i>South Entry #2</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) → Leads to room #66, inhabited by 1 x Darkmantle
<b>Empty</b>	

## Room #59

<i>North Entry</i>	Trapped and Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
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- ① Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20

→ Leads to room #51

<i>West Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) → Leads to room #62
<i>East Entry</i>	Secret (Search DC 20) Unlocked Simple Wooden Door (hard 5, 10 hp) ⑤ The door is concealed behind a statue of an armored warrior, and opened by moving his sword
<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

**Monster** 1 x Medium Monstrous Spider (vermin)

Medium monstrous spider: CR 1; Medium vermin; HD 2d8+2; hp 11; Init +3; Spd 30 ft. (6 squares), climb 20 ft.; AC 14 (+3 dex, +1 natural), touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6 plus poison, bite); Full Atk +4 melee (1d6 plus poison, bite); Space/Reach 5 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2

Skills and Feats: Climb +11, Hide +7\*, Jump +0\*, Spot +4\*; Weapon Finesse

Treasure: 9 gp; hoard total 9 gp

**Room #60**

<i>West Entry #1</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #54, inhabited by 1 x Medium Monstrous Spider
<i>West Entry #2</i>	Stuck Stone Door (break DC 28; hard 8, 60 hp) → Leads to room #67, inhabited by 1 x Darkmantle
<i>East Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to room #61, inhabited by 1 x Shrieker

**Monster** 1 x Large Monstrous Centipede (vermin)

Large monstrous centipede: CR 1; Large vermin; HD 3d8; hp 13; Init +2; Spd 40 ft. (8 squares), climb 40 ft.; AC 14 (-1 size, +2 dex, +3 natural), touch 11, flat-footed 12; Base Atk +2; Grp +7; Atk +3 melee (1d8+1 plus

poison, bite); Full Atk +3 melee (1d8+1 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +1; Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2  
Skills and Feats: Climb +10, Hide +6, Spot +4; Weapon Finesse

Room #61	<i>North Entry</i>	Archway → Leads to room #52
	<i>West Entry #1</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to room #60, inhabited by 1 x Large Monstrous Centipede
	<i>West Entry #2</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) ① Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus poison); poison (greenblood oil [injury, Fort DC 13, 1 Con/1d2 Con]); Search DC 22; Disable Device DC 20 → Leads to room #70, inhabited by 1 x Shrieker
	<b>Room Features</b>	A magical mirror on the west wall answers questions with lies and falsehoods, and someone has scrawled "Lightning comes before thunder" on the north wall
	<b>Monster</b>	1 x Shrieker (fungus)  Shrieker: CR 1; Medium plant; HD 2d8+2; hp 11; Init -5; Spd 0 ft.; AC 8 (-5 dex, +3 natural), touch 5, flat-footed 8; Base Atk +1; Grp -4; Atk -; Full Atk -; Space/Reach 5 ft./0 ft.; SA Shriek; SQ Low-light vision, plant traits; AL N; SV Fort +4, Ref -, Will -4; Str -, Dex -, Con 13, Int -, Wis 2, Cha 1 Skills and Feats: -; -
	<b>Trap</b>	Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20
	<b>Hidden Treasure</b>	Hidden (Search DC 30) Locked Simple Wooden Chest (Open Lock DC 25, break DC 15; hard 5, 10 hp)  800 sp; Alchemist's Fire (4 flasks, 20 gp each); hoard total 160 gp
Room #62	<i>North Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #56

**West Entry #1**

Secret (Search DC 20) Trapped and Stuck Iron Door (break DC 28; hard 10, 60 hp)

- ⑤ The door is concealed within the mouth of a demonic face carved from stone
- ① Extended Bane Trap: CR 3; magic device; proximity trigger (detect good); automatic reset; spell effect (Extended Bane, 3rd level cleric, DC 13 Will save negates); Search DC 27; Disable Device DC 27

→ Leads to room #58

**West Entry #2**

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

→ Leads to room #66, inhabited by 1 x Darkmantle

**East Entry #1**

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

→ Leads to room #59, inhabited by 1 x Medium Monstrous Spider

**East Entry #2**

Archway

**South Entry**

Archway

→ Leads to room #71

**Empty****Room #63****North Entry**

Trapped and Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)

- ① Burning Hands Trap: CR 3; magic device; proximity trigger (alarm); automatic reset; spell effect (Burning Hands, 5th level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26

→ Leads to room #55, inhabited by 1 x Large Monstrous Centipede

**West Entry**

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

**East Entry**

Archway

→ Leads to room #64

**South Entry**

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

**Room Features**

A mural of vile acts covers the ceiling, and several pieces of rotten rope are scattered throughout the room

**Monster**

1 x Darkmantle

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

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

Room #64	<i>North Entry</i>	<p>Secret (Search DC 20) Unlocked Strong Wooden Door (hard 5, 20 hp)</p> <p>⑤ The door is located above a small stone dais and concealed behind an area of slime</p> <p>① Ghoul Touch Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (Ghoul Touch, 3rd level wizard, DC 13 Fort save negates); Search DC 27; Disable Device DC 27</p> <p>→ Leads to room #55, inhabited by 1 x Large Monstrous Centipede</p>
	<i>West Entry</i>	<p>Archway</p> <p>→ Leads to room #63, inhabited by 1 x Darkmantle</p>
	<i>East Entry</i>	<p>Secret (Search DC 30) Unlocked Good Wooden Door (hard 5, 15 hp)</p> <p>⑤ The door is concealed behind a pile of broken stone</p> <p>→ Leads to room #65, inhabited by 1 x Shrieker</p>
	<i>South Entry</i>	<p>Secret (Search DC 20) Trapped and Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp)</p> <p>⑤ The door is opened by twisting an iron scone</p> <p>① Burning Hands Trap: CR 3; magic device; proximity trigger (alarm); automatic reset; spell effect (Burning Hands, 5th level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26</p> <p>→ Leads to room #76</p>
	<b>Room Features</b>	A set of demonic war masks hangs on the south wall, and a rusted axe lies in the south side of the room
Room #65	<i>North Entry</i>	<p>Archway</p> <p>→ Leads to room #57, inhabited by 1 x Darkmantle</p>
	<i>West Entry</i>	<p>Secret (Search DC 30) Unlocked Good Wooden Door (hard 5, 15 hp)</p>



⑤ The door is concealed behind a pile of broken stone

→ Leads to room #64

<i>South Entry #1</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides up, +2 to break DC)
<i>South Entry #2</i>	Unlocked Simple Wooden Door (hard 5, 10 hp)
<b>Room Features</b>	A sloped pit lined with iron spikes lies in the north-east corner of the room, and someone has scrawled "Lightning comes before thunder" on the east wall
<b>Monster</b>	1 x Shrieker (fungus)
	Shrieker: CR 1; Medium plant; HD 2d8+2; hp 11; Init -5; Spd 0 ft.; AC 8 (-5 dex, +3 natural), touch 5, flat-footed 8; Base Atk +1; Grp -4; Atk -; Full Atk -; Space/Reach 5 ft./0 ft.; SA Shriek; SQ Low-light vision, plant traits; AL N; SV Fort +4, Ref -, Will -4; Str -, Dex -, Con 13, Int -, Wis 2, Cha 1
	Skills and Feats: -; -

## Room #66

<i>North Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) → Leads to room #58
<i>East Entry</i>	Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp) → Leads to room #62
<i>South Entry</i>	Archway
<b>Monster</b>	1 x Darkmantle
	Darkmantle: CR 1; Small magical beast; HD 1d10+1; hp 6; Init +4; Spd 20 ft. (4 squares), fly 30 ft. (poor); AC 17 (+1 size, +6 natural), touch 11, flat-footed 17; Base Atk +1; Grp +0; Atk +5 melee (1d4+4, slam); Full Atk +5 melee (1d4+4, slam); Space/Reach 5 ft./5 ft.; SA Darkness, improved grab, constrict 1d4+4; SQ Blindsight 90 ft.; AL N; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10
	Skills and Feats: Hide +10, Listen +5*, Spot +5*; Improved Initiative

## Room #67

<i>East Entry #1</i>	Stuck Stone Door (break DC 28; hard 8, 60 hp) → Leads to room #60, inhabited by 1 x Large Monstrous Centipede
<i>East Entry #2</i>	Unlocked Strong Wooden Door (hard 5, 20 hp)

→ Leads to room #69, inhabited by 1 x Medium Monstrous Spider

<i>South Entry #1</i>	<p>Trapped and Unlocked Iron Door (hard 10, 60 hp)</p> <p>① Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20</p> <p>→ Leads to room #74, inhabited by 1 x Krenshar</p>
<i>South Entry #2</i>	Archway
<b>Monster</b>	<p>1 x Darkmantle</p> <p>Darkmantle: CR 1; Small magical beast; HD 1d10+1; hp 6; Init +4; Spd 20 ft. (4 squares), fly 30 ft. (poor); AC 17 (+1 size, +6 natural), touch 11, flat-footed 17; Base Atk +1; Grp +0; Atk +5 melee (1d4+4, slam); Full Atk +5 melee (1d4+4, slam); Space/Reach 5 ft./5 ft.; SA Darkness, improved grab, constrict 1d4+4; SQ Blindsight 90 ft.; AL N; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10</p> <p>Skills and Feats: Hide +10, Listen +5*, Spot +5*; Improved Initiative</p>
<b>Trap</b>	<p>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</p>
<b>Hidden Treasure</b>	<p>Hidden (Search DC 30) Locked Simple Wooden Chest (Open Lock DC 20, break DC 15; hard 5, 10 hp)</p> <p>500 sp; hoard total 50 gp</p>

## Room #68

<i>North Entry</i>	<p>Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp)</p> <p>① Well-Camouflaged Pit Trap: CR 2; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 27; Disable Device DC 20</p> <p>→ Leads to room #53</p>
<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
<b>Monster</b>	<p>1 x Darkmantle</p> <p>Darkmantle: CR 1; Small magical beast; HD 1d10+1; hp 6; Init +4; Spd 20 ft. (4 squares), fly 30 ft. (poor); AC 17 (+1 size, +6 natural), touch 11, flat-footed 17; Base Atk +1; Grp +0; Atk +5 melee (1d4+4, slam); Full Atk +5</p>

melee (1d4+4, slam); Space/Reach 5 ft./5 ft.; SA Darkness, improved grab, constrict 1d4+4; SQ Blindsight 90 ft.; AL N; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10

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

Room #69	<i>West Entry</i>	Unlocked Strong Wooden Door (hard 5, 20 hp) → Leads to room #67, inhabited by 1 x Darkmantle
	<i>East Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) → Leads to room #70, inhabited by 1 x Shrieker
	<b>Room Features</b>	A chute falls into the room from above, and someone has scrawled "The Lions of Naramunz killed a white dragon here" on the east wall
	<b>Monster</b>	1 x Medium Monstrous Spider (vermin)  Medium monstrous spider: CR 1; Medium vermin; HD 2d8+2; hp 11; Init +3; Spd 30 ft. (6 squares), climb 20 ft.; AC 14 (+3 dex, +1 natural), touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6 plus poison, bite); Full Atk +4 melee (1d6 plus poison, bite); Space/Reach 5 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2  Skills and Feats: Climb +11, Hide +7*, Jump +0*, Spot +4*; Weapon Finesse  Treasure: 10 gp; hoard total 10 gp
Room #70	<i>West Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) → Leads to room #69, inhabited by 1 x Medium Monstrous Spider
	<i>East Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)  ① Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus poison); poison (greenblood oil [injury, Fort DC 13, 1 Con/1d2 Con]); Search DC 22; Disable Device DC 20  → Leads to room #61, inhabited by 1 x Shrieker
	<b>Monster</b>	1 x Shrieker (fungus)

Shrieker: CR 1; Medium plant; HD 2d8+2; hp 11; Init -5; Spd 0 ft.; AC 8 (-5 dex, +3 natural), touch 5, flat-footed 8; Base Atk +1; Grp -4; Atk -; Full Atk -; Space/Reach 5 ft./0 ft.; SA Shriek; SQ Low-light vision, plant traits; AL N; SV Fort +4, Ref -, Will -4; Str -, Dex -, Con 13, Int -, Wis 2, Cha 1

Skills and Feats: -; -

Room #71	<i>North Entry #1</i>	Archway
	<i>North Entry #2</i>	Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)  ① Bricks from Ceiling: CR 2; mechanical; touch trigger; repair reset; Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5 ft. squares); Search DC 20; Disable Device DC 20
	<i>North Entry #3</i>	Archway → Leads to room #62
	<b>Room Features</b>	A chute falls into the room from above, and someone has scrawled "Abandon all hope" on the west wall
Room #72	<i>West Entry</i>	Secret (Search DC 25) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)  ⑤ A bookcase and concealed door pivots smoothly → Leads to room #78, inhabited by 14 x Tiny Monstrous Centipede
	<i>East Entry #1</i>	Archway → Leads to room #73
	<i>East Entry #2</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #79
	<i>South Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp) → Leads to room #86
	<b>Empty</b>	
Room #73	<i>West Entry</i>	Archway → Leads to room #72
	<i>East Entry</i>	Unlocked Strong Wooden Door (hard 5, 20 hp) (slides down, +1 to break DC)
	<i>South Entry</i>	Stuck Stone Door (break DC 28; hard 8, 60 hp) → Leads to room #79

## Empty

Room #74	<i>North Entry #1</i>	Unlocked Iron Door (hard 10, 60 hp)
	<i>North Entry #2</i>	Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp) (slides to one side, +1 to break DC)
	<i>North Entry #3</i>	Trapped and Unlocked Iron Door (hard 10, 60 hp) ① Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20 → Leads to room #67, inhabited by 1 x Darkmantle
	<i>West Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp) → Leads to room #77
	<i>East Entry</i>	Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp) → Leads to room #78, inhabited by 14 x Tiny Monstrous Centipede
	<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #82, inhabited by 1 x Darkmantle
	<b>Room Features</b>	The floor is covered in perfect hexagonal tiles, and someone has scrawled "The Ravens of Frefeld killed a blue dragon here" on the west wall
	<b>Monster</b>	1 x Krenshar Krenshar: CR 1; Medium magical beast; HD 2d10; hp 11; Init +2; Spd 40 ft. (8 squares); AC 15 (+2 dex, +3 natural), touch 12, flat-footed 13; Base Atk +2; Grp +2; Atk +2 melee (1d6, bite); Full Atk +2 melee (1d6, bite) and +0 melee (1d4, 2 claws); Space/Reach 5 ft./5 ft.; SA Scare; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +1; Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13 Skills and Feats: Hide +4, Jump +9, Listen +3, Move Silently +6; Multiattack, Track
Room #75	<i>North Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp)
	<i>East Entry</i>	Archway
	<b>Room Features</b>	A narrow ledge runs along the walls, and a sulphurous odor fills the room
	<b>Trap</b>	Camouflaged Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft.

deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 24; Disable Device DC 19

Room #76	<i>North Entry #1</i>	Secret (Search DC 20) Trapped and Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp) Ⓢ The door is opened by twisting an iron sconce Ⓣ Burning Hands Trap: CR 3; magic device; proximity trigger (alarm); automatic reset; spell effect (Burning Hands, 5th level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26 → Leads to room #64
	<i>North Entry #2</i>	Archway
	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) (slides to one side, +1 to break DC) → Leads to room #85, inhabited by 2 x Small Monstrous Spider
	<i>South Entry</i>	Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
	<b>Empty</b>	
Room #77	<i>East Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp) → Leads to room #74, inhabited by 1 x Krenshar
	<i>South Entry</i>	Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp) (slides up, +2 to break DC) → Leads to room #81, inhabited by 1 x Medium Monstrous Spider
	<b>Room Features</b>	Spirals of blue stones cover the floor, and someone has scrawled "I've forgotten my name" on the west wall
Room #78	<i>North Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
	<i>West Entry</i>	Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp) → Leads to room #74, inhabited by 1 x Krenshar
	<i>East Entry #1</i>	Secret (Search DC 25) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓢ A bookcase and concealed door pivots smoothly → Leads to room #72
	<i>East Entry #2</i>	Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp)

→ Leads to room #86

<i>South Entry</i>	Unlocked Strong Wooden Door (hard 5, 20 hp)
<b>Room Features</b>	Skeletons hang from chains and manacles against the east and west walls, and someone has scrawled "Upon the solstice in the Year of Thunder, when the Golden Scepter lies in blood, the Court of Brass shall be lost" on the east wall
<b>Monster</b>	14 x Tiny Monstrous Centipede (vermin)  Tiny monstrous centipede: CR 1/8; Tiny vermin; HD 1/4 d8; hp 1; Init +2; Spd 20 ft. (4 squares), climb 20 ft.; AC 14 (+2 size, +2 dex), touch 14, flat-footed 12; Base Atk +0; Grp -13; Atk +4 melee (1d3-5 plus poison, bite); Full Atk +4 melee (1d3-5 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +2, Will +0; Str 1, Dex 15, Con 10, Int -, Wis 10, Cha 2  Skills and Feats: Climb +10, Hide +18, Spot +4; Weapon Finesse
<b>Trap</b>	Scything Blade Trap: CR 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20

## Room #79

<i>North Entry</i>	Stuck Stone Door (break DC 28; hard 8, 60 hp) → Leads to room #73
<i>West Entry #1</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #72
<i>West Entry #2</i>	Archway → Leads to room #86
<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #92
<b>Empty</b>	

## Room #80

<i>North Entry</i>	Stuck Stone Door (break DC 28; hard 8, 60 hp)
<i>East Entry</i>	Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp)
<b>Empty</b>	

## Room #81

<i>North Entry</i>	Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp) (slides up, +2 to break DC)
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→ Leads to room #77

<i>West Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp)
<i>East Entry</i>	Secret (Search DC 20) Unlocked Good Wooden Door (hard 5, 15 hp) ⑤ The door is concealed within the mouth of a demonic face carved from stone → Leads to room #82, inhabited by 1 x Darkmantle
<b>Monster</b>	1 x Medium Monstrous Spider (vermin) Medium monstrous spider: CR 1; Medium vermin; HD 2d8+2; hp 11; Init +3; Spd 30 ft. (6 squares), climb 20 ft.; AC 14 (+3 dex, +1 natural), touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6 plus poison, bite); Full Atk +4 melee (1d6 plus poison, bite); Space/Reach 5 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2 Skills and Feats: Climb +11, Hide +7*, Jump +0*, Spot +4*; Weapon Finesse Treasure: 400 cp; hoard total 4 gp

## Room #82

<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #74, inhabited by 1 x Krenshar
<i>West Entry</i>	Secret (Search DC 20) Unlocked Good Wooden Door (hard 5, 15 hp) ⑤ The door is concealed within the mouth of a demonic face carved from stone → Leads to room #81, inhabited by 1 x Medium Monstrous Spider
<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides to one side, +1 to break DC) → Leads to room #83
<i>South Entry</i>	Archway
<b>Monster</b>	1 x Darkmantle Darkmantle: CR 1; Small magical beast; HD 1d10+1; hp 6; Init +4; Spd 20 ft. (4 squares), fly 30 ft. (poor); AC 17 (+1 size, +6 natural), touch 11, flat-footed 17; Base Atk +1; Grp +0; Atk +5 melee (1d4+4, slam); Full Atk +5 melee (1d4+4, slam); Space/Reach 5 ft./5 ft.; SA Darkness, improved grab, constrict 1d4+4; SQ



Blindsight 90 ft.; AL N; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10

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

Room #83	<i>West Entry #1</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides to one side, +1 to break DC) → Leads to room #82, inhabited by 1 x Darkmantle
	<i>West Entry #2</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	<i>East Entry #1</i>	Trapped and Unlocked Iron Door (hard 10, 60 hp) Ⓣ Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20
	<i>East Entry #2</i>	Secret (Search DC 20) Stuck Iron Door (break DC 28; hard 10, 60 hp) Ⓢ A bookcase and concealed door pivots smoothly → Leads to room #93
	<b>Trap</b>	Poison Dart Trap: CR 1; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot [injury, Fort DC 12, 0/1d4 Con + 1d3 Wis]); Search DC 20; Disable Device DC 18
Room #84	<i>East Entry</i>	Stuck Stone Door (break DC 28; hard 8, 60 hp) → Leads to room #85, inhabited by 2 x Small Monstrous Spider
	<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #88, inhabited by 9 x Tiny Monstrous Centipede
	<b>Empty</b>	
Room #85	<i>West Entry</i>	Stuck Stone Door (break DC 28; hard 8, 60 hp) → Leads to room #84
	<i>East Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) (slides to one side, +1 to break DC) → Leads to room #76
	<i>South Entry #1</i>	Unlocked Good Wooden Door (hard 5, 15 hp) (slides up, +2 to break DC) → Leads to room #90, inhabited by 1 x Shrieker

*South Entry #2*

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

**Room Features**

Part of the east wall has collapsed into the room, and the north and east walls have been engraved with geometric patterns

**Monster**

2 x Small Monstrous Spider (vermin)

Small monstrous spider: CR 1/2; Small vermin; HD 1d8; hp 4; Init +3; Spd 30 ft. (6 squares), climb 20 ft.; AC 14 (+1 size, +3 dex), touch 14, flat-footed 11; Base Atk +0; Grp -6; Atk +4 melee (1d4-2 plus poison, bite); Full Atk +4 melee (1d4-2 plus poison, bite); Space/Reach 5 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +2, Ref +3, Will +0; Str 7, Dex 17, Con 10, Int -, Wis 10, Cha 2

Skills and Feats: Climb +11, Hide +11\*, Jump -2\*, Spot +4\*; Weapon Finesse

**Room #86***North Entry*

Unlocked Simple Wooden Door (hard 5, 10 hp)

→ Leads to room #72

*West Entry*

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

→ Leads to room #78, inhabited by 14 x Tiny Monstrous Centipede

*East Entry #1*

Archway

→ Leads to room #79

*East Entry #2*

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

→ Leads to room #92

*South Entry #1*

Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (magically reinforced, +10 to break DC)

→ Leads to room #93

*South Entry #2*

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

→ Leads to room #94

*South Entry #3*

Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp)

**Room Features**

A narrow ledge runs along the north and west walls, and several headless statues are scattered throughout the room

**Room #87***West Entry*

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

*East Entry*

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

- ① Poisoned Arrow Trap: CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +12 ranged (1d8 plus poison, arrow); poison (large scorpion venom [injury, Fort DC 18, 1d6 Str/1d6 Str]); Search DC 19; Disable Device DC 15

→ Leads to room #88, inhabited by 9 x Tiny Monstrous Centipede

**Room Features**

A tile mosaic of geometric patterns covers the floor, and a pierced breastplate lies in the north side of the room

**Monster**

1 x Large Monstrous Centipede (vermin)

Large monstrous centipede: CR 1; Large vermin; HD 3d8; hp 13; Init +2; Spd 40 ft. (8 squares), climb 40 ft.; AC 14 (-1 size, +2 dex, +3 natural), touch 11, flat-footed 12; Base Atk +2; Grp +7; Atk +3 melee (1d8+1 plus poison, bite); Full Atk +3 melee (1d8+1 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +1; Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2  
Skills and Feats: Climb +10, Hide +6, Spot +4; Weapon Finesse

**Room #88***North Entry*

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

→ Leads to room #84

*West Entry*

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

- ① Poisoned Arrow Trap: CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +12 ranged (1d8 plus poison, arrow); poison (large scorpion venom [injury, Fort DC 18, 1d6 Str/1d6 Str]); Search DC 19; Disable Device DC 15

→ Leads to room #87, inhabited by 1 x Large Monstrous Centipede

*South Entry*

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

- ① Inflict Light Wounds Trap: CR 2; magic device; touch trigger; automatic reset; spell effect (Inflict Light Wounds, 1st level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26

→ Leads to room #95

<b>Room Features</b>	A large kiln and coal bin sit in the south-east corner of the room, and someone has scrawled "No, I said it had eleven eyes" on the north wall
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<b>Monster</b>	9 x Tiny Monstrous Centipede (vermin)
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Tiny monstrous centipede: CR 1/8; Tiny vermin; HD 1/4 d8; hp 1; Init +2; Spd 20 ft. (4 squares), climb 20 ft.; AC 14 (+2 size, +2 dex), touch 14, flat-footed 12; Base Atk +0; Grp -13; Atk +4 melee (1d3-5 plus poison, bite); Full Atk +4 melee (1d3-5 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +2, Will +0; Str 1, Dex 15, Con 10, Int -, Wis 10, Cha 2

Skills and Feats: Climb +10, Hide +18, Spot +4; Weapon Finesse

**Room #89**

<i>East Entry</i>	Secret (Search DC 20) Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)
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⑤ The door is concealed behind an area of fungus  
→ Leads to room #91

<i>South Entry #1</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)
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<i>South Entry #2</i>	Stuck Stone Door (break DC 28; hard 8, 60 hp)
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<b>Empty</b>	
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**Room #90**

<i>North Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp) (slides up, +2 to break DC)
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→ Leads to room #85, inhabited by 2 x Small Monstrous Spider

<i>East Entry</i>	Archway
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<i>South Entry #1</i>	Secret (Search DC 30) Trapped and Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp)
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⑤ A stone statue and section of wall pivots open when a command word is spoken

① Javelin Trap: CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18

→ Leads to room #95

<i>South Entry #2</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)
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→ Leads to room #96

**Monster** 1 x Shrieker (fungus)

Shrieker: CR 1; Medium plant; HD 2d8+2; hp 11; Init -5; Spd 0 ft.; AC 8 (-5 dex, +3 natural), touch 5, flat-footed 8; Base Atk +1; Grp -4; Atk -; Full Atk -; Space/Reach 5 ft./0 ft.; SA Shriek; SQ Low-light vision, plant traits; AL N; SV Fort +4, Ref -, Will -4; Str -, Dex -, Con 13, Int -, Wis 2, Cha 1

Skills and Feats: -; -

**Room #91**
*West Entry*

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

⑤ The door is concealed behind an area of fungus  
→ Leads to room #89

*South Entry*

Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) (slides to one side, +1 to break DC)

→ Leads to room #102

**Empty**
**Room #92**
*North Entry*

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

→ Leads to room #79

*West Entry*

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

→ Leads to room #86

*South Entry*

Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (magically reinforced, +10 to break DC)

→ Leads to room #109

**Empty**
**Room #93**
*North Entry #1*

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

*North Entry #2*

Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (magically reinforced, +10 to break DC)

→ Leads to room #86

*West Entry*

Secret (Search DC 20) Stuck Iron Door (break DC 28; hard 10, 60 hp)

⑤ A bookcase and concealed door pivots smoothly  
→ Leads to room #83

*East Entry*

Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides to one side, +1 to break DC)

→ Leads to room #106, inhabited by 8 x Tiny Monstrous Centipede

*South Entry* Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)  
→ Leads to room #112

**Room Features** Someone has scrawled "I'd rather be at the Broken Thorn" in dwarvish runes on the west wall, and a pile of rotten leather lies in the center of the room

## Room #94

*North Entry* Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)  
→ Leads to room #86

**Empty**

## Room #95

*North Entry #1* Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)  
Ⓣ Inflict Light Wounds Trap: CR 2; magic device; touch trigger; automatic reset; spell effect (Inflict Light Wounds, 1st level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26  
→ Leads to room #88, inhabited by 9 x Tiny Monstrous Centipede

*North Entry #2* Secret (Search DC 30) Trapped and Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp)  
Ⓢ A stone statue and section of wall pivots open when a command word is spoken  
Ⓣ Javelin Trap: CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18  
→ Leads to room #90, inhabited by 1 x Shrieker

*West Entry* Archway

*East Entry* Unlocked Strong Wooden Door (hard 5, 20 hp)  
→ Leads to room #96

**Empty**

## Room #96

*North Entry* Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)  
→ Leads to room #90, inhabited by 1 x Shrieker

*West Entry* Unlocked Strong Wooden Door (hard 5, 20 hp)  
→ Leads to room #95

*South Entry*

Secret (Search DC 20) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

⑤ A bookcase and concealed door pivots smoothly

**Empty**

## Room #97

*North Entry*

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

*West Entry*

Archway

**Room Features**

A stone ramp ascends towards the north wall, and howling can be faintly heard near the south wall

## Room #98

*East Entry #1*

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

*East Entry #2*

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

⑤ The door is located several feet above the floor and concealed behind a tapestry of legendary monsters

① Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20

→ Leads to room #101, inhabited by 1 x Darkmantle

*South Entry #1*

Trapped and Locked Stone Door (Open Lock DC 40, break DC 28; hard 8, 60 hp)

① Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20

*South Entry #2*

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

**Empty**

## Room #99

*North Entry*

Secret (Search DC 30) Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp)

⑤ The door is located above a small stone dais and opened by twisting an iron ring

① Tripping Chain: CR 2; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15

melee (2d4+2, spiked chain); Search DC 15;  
Disable Device DC 18

<i>East Entry #1</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #100, inhabited by 1 x Shrieker
<i>East Entry #2</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides up, +2 to break DC) → Leads to room #104
<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
<b>Room Features</b>	Someone has scrawled "The cleric will betray you" in blood on the north wall, and a pile of broken glass lies in the west side of the room
<b>Monster</b>	<p>1 x Choker</p> <p>Choker: CR 2; Small aberration; HD 3d8+3; hp 16; Init +6; Spd 20 ft. (4 squares), climb 10 ft.; AC 17 (+1 size, +2 dex, +4 natural), touch 13, flat-footed 15; Base Atk +2; Grp +5; Atk +6 melee (1d3+3, tentacle); Full Atk +6 melee (1d3+3, 2 tentacles); Space/Reach 5 ft./10 ft.; SA Improved grab, constrict 1d3+3; SQ Darkvision 60 ft., quickness; AL CE; SV Fort +2, Ref +5, Will +4; Str 16, Dex 14, Con 13, Int 4, Wis 13, Cha 7</p> <p>Skills and Feats: Climb +13, Hide +10, Move Silently +6; Improved Initiative, Lightning Reflexes, Stealthy</p> <p>Treasure: 20 gp; Black Opal (900 gp), Fire Opal (800 gp); hoard total 1720 gp</p>
<b>Trap</b>	Camouflaged Pit Trap: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20
<b>Hidden Treasure</b>	<p>Hidden (Search DC 25) Unlocked Simple Wooden Chest (hard 5, 10 hp)</p> <p>5000 cp; Full Plate (Medium) (1500 gp); hoard total 1550 gp</p>
<i>West Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #99, inhabited by 1 x Choker
<i>South Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) → Leads to room #104
<b>Monster</b>	1 x Shrieker (fungus)



Shrieker: CR 1; Medium plant; HD 2d8+2; hp 11; Init -5; Spd 0 ft.; AC 8 (-5 dex, +3 natural), touch 5, flat-footed 8; Base Atk +1; Grp -4; Atk -; Full Atk -; Space/Reach 5 ft./0 ft.; SA Shriek; SQ Low-light vision, plant traits; AL N; SV Fort +4, Ref -, Will -4; Str -, Dex -, Con 13, Int -, Wis 2, Cha 1

Skills and Feats: -; -

Room #101	<i>North Entry</i>	Secret (Search DC 25) Unlocked Strong Wooden Door (hard 5, 20 hp)  ⑤ The door is located above a small stone dais and concealed behind an area of fungus
	<i>West Entry</i>	Secret (Search DC 25) Trapped and Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)  ⑤ The door is located several feet above the floor and concealed behind a tapestry of legendary monsters  ① Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20  → Leads to room #98
	<i>South Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp)
	<b>Monster</b>	1 x Darkmantle  Darkmantle: CR 1; Small magical beast; HD 1d10+1; hp 6; Init +4; Spd 20 ft. (4 squares), fly 30 ft. (poor); AC 17 (+1 size, +6 natural), touch 11, flat-footed 17; Base Atk +1; Grp +0; Atk +5 melee (1d4+4, slam); Full Atk +5 melee (1d4+4, slam); Space/Reach 5 ft./5 ft.; SA Darkness, improved grab, constrict 1d4+4; SQ Blindsight 90 ft.; AL N; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10  Skills and Feats: Hide +10, Listen +5*, Spot +5*; Improved Initiative
Room #102	<i>North Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) (slides to one side, +1 to break DC)  → Leads to room #91
	<i>South Entry</i>	Unlocked Strong Wooden Door (hard 5, 20 hp)
	<b>Room Features</b>	Someone has scrawled "straight, straight, door, left" on the north wall, and an iron chain hangs from the ceiling in the center of the room

Room #103	<i>West Entry</i>	Secret (Search DC 25) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)  ⑤ The door is concealed by an illusion → Leads to room #111
	<i>South Entry</i>	Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp)
	<b>Trap</b>	Spiked Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 21; Disable Device DC 20
Room #104	<i>North Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) → Leads to room #100, inhabited by 1 x Shrieker
	<i>West Entry #1</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides up, +2 to break DC) → Leads to room #99, inhabited by 1 x Choker
	<i>West Entry #2</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp)  ① Acid Arrow Trap: CR 3; magic device; proximity trigger (alarm); automatic reset; Atk +2 ranged touch; spell effect (Acid Arrow, 3rd level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27
	<i>East Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #112
	<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	<b>Empty</b>	
Room #105	<i>North Entry</i>	Secret (Search DC 20) Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp) (slides down, +1 to break DC)  ⑤ The door is located several feet above the floor and concealed behind an area of fungus
	<i>East Entry</i>	Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp)
	<b>Room Features</b>	Several iron cages are scattered throughout the room, and a pile of rotten fruit lies in the east side of the

## room

Room #106	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides to one side, +1 to break DC) → Leads to room #93
	<i>South Entry</i>	Stuck Iron Door (break DC 28; hard 10, 60 hp)
	<b>Room Features</b>	A narrow ledge runs along the south and east walls, and a forge and anvil sit in the south-east corner of the room
	<b>Monster</b>	8 x Tiny Monstrous Centipede (vermin)  Tiny monstrous centipede: CR 1/8; Tiny vermin; HD 1/4 d8; hp 1; Init +2; Spd 20 ft. (4 squares), climb 20 ft.; AC 14 (+2 size, +2 dex), touch 14, flat-footed 12; Base Atk +0; Grp -13; Atk +4 melee (1d3-5 plus poison, bite); Full Atk +4 melee (1d3-5 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +2, Will +0; Str 1, Dex 15, Con 10, Int -, Wis 10, Cha 2  Skills and Feats: Climb +10, Hide +18, Spot +4; Weapon Finesse
Room #107	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<b>Empty</b>	
Room #108	<i>North Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	<i>East Entry</i>	Archway → Leads to room #109
	<b>Room Features</b>	The floor is covered with humanoid bones, and several pieces of blood-soaked clothing are scattered throughout the room
Room #109	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (magically reinforced, +10 to break DC) → Leads to room #92
	<i>West Entry</i>	Archway → Leads to room #108
	<b>Room Features</b>	Someone has scrawled "Bend the pin to reset the trap" on the east wall, and a mouldy odor fills the north-west corner of the room

Room #110	<i>East Entry #1</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<i>East Entry #2</i>	Archway
	<b>Room Features</b>	Someone has scrawled "Explosive runes" on the south wall, and a pile of rotten rope lies in the north side of the room
Room #111	<i>North Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
	<i>East Entry #1</i>	Secret (Search DC 25) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) ⑤ The door is concealed by an illusion → Leads to room #103
	<i>East Entry #2</i>	Archway
	<b>Empty</b>	
Room #112	<i>North Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to room #93
	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #104
	<i>East Entry #1</i>	Unlocked Good Wooden Door (hard 5, 15 hp)
	<i>East Entry #2</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) ① Extended Bane Trap: CR 3; magic device; proximity trigger (detect good); automatic reset; spell effect (Extended Bane, 3rd level cleric, DC 13 Will save negates); Search DC 27; Disable Device DC 27
	<b>Empty</b>	

The Caverns of Shiva the Destroyer  
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