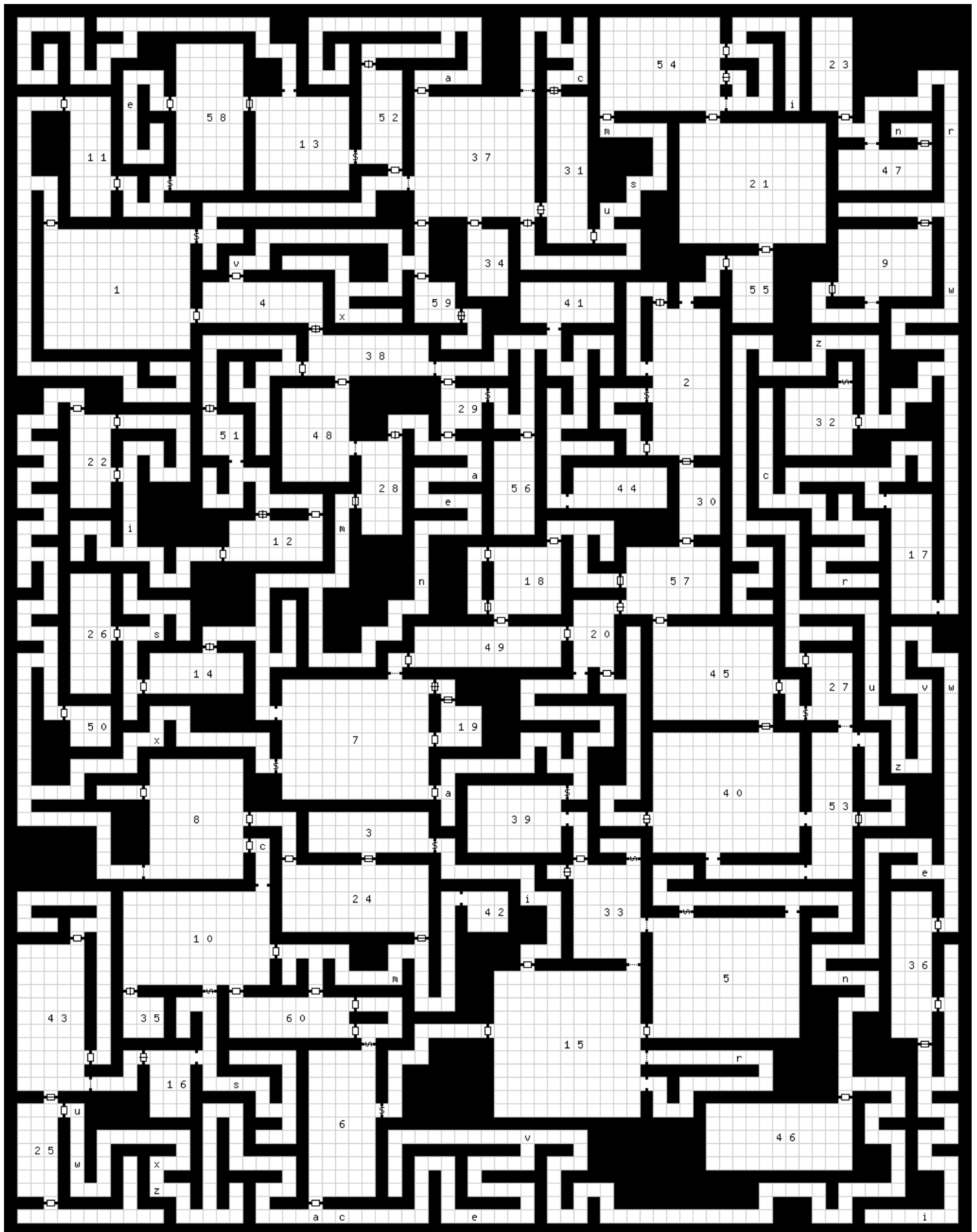


The Forsaken Vaults of Nightmares

Level 1



Arch



Door



Locked



Trapped



Secret



Portcullis

General	Dungeon Walls	Reinforced Masonry (Climb DC 20)
	Dungeon Floor	Smooth Stone
	Temperature	Average
	Illumination	Shadowy (phosphorescent fungus or candles every 20 ft.)
Corridors	a	Portcullis Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (3d6); Search DC 20; Disable Device DC 20; Note: Damage applies only to those underneath the portcullis. Portcullis blocks passageway.
	c	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
	e	Burning torches in iron sconces line the corridor
	i	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
	m	Part of the ceiling has collapsed into the corridor
	n	The walls here have been engraved with geometric patterns
	r	A grinding noise fills the corridor
	s	Screaming fills the corridor
	u	A group of demonic faces have been carved into the walls
	v	An iron chandelier hangs from the ceiling here
	w	Several adventurer corpses are scattered along the corridor
	x	Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20
	z	Withered corpses are nailed to the corridor walls
Wandering Monsters	1	1 x Ghoul, wielding bizarre eldritch powers
	2	1 x Troglodyte Zombie, investigating a strange noise
	3	1 x Darkmantle, trying to lure the party into an ambush
	4	2 x Dire Rat, lost and desperate

5 1 x Homunculus, trying to lure the party into an ambush

6 1 x Grimlock, tracking the party

Room #1

North Entry Unlocked Simple Wooden Door (hard 5, 10 hp)

East Entry #1 Secret (Search DC 30) Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) (slides down, +1 to break DC)

⑤ The door is concealed behind a tapestry of ancient mythology

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

East Entry #2 Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
→ Leads to room #4

Empty

Room #2

North Entry #1 Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) (slides up, +2 to break DC)

① 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

North Entry #2 Archway

West Entry #1 Archway

West Entry #2 Secret (Search DC 25) Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)

⑤ The door is concealed behind a statue of an armored warrior, and opened by moving his sword

West Entry #3 Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

South Entry Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)

→ Leads to room #30, inhabited by 1 x Troglodyte

Room Features A narrow shaft falls into the room from above, and a dulled dagger lies in the north-west corner of the room

Monster 1 x Grimlock

Grimlock: CR 1; Medium monstrous humanoid; HD 2d8+2; hp 11; Init +1; Spd 30 ft. (6 squares); AC 15 (+1

dex, +4 natural), touch 11, flat-footed 14; Base Atk +2; Grp +4; Atk +4 melee (1d8+3/3, battleaxe); Full Atk +4 melee (1d8+3/3, battleaxe); Space/Reach 5 ft./5 ft.; SA -; SQ Blindsight 40 ft., immunities, scent; AL NE; SV Fort +1, Ref +4, Will +2; Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6

Skills and Feats: Climb +4, Hide +3*, Listen +5, Spot +3; Alertness, Track

Room #3	<i>East Entry</i>	Secret (Search DC 25) Unlocked Iron Door (hard 10, 60 hp) (slides down, +1 to break DC) ⑤ The door is concealed behind a pile of broken stone
	<i>South Entry</i>	Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp) → Leads to room #24
	Room Features	A ladder ascends to a catwalk hanging between the north and south walls, and burning torches in iron sconces line the west wall
Room #4	<i>North Entry</i>	Unlocked Strong Wooden Door (hard 5, 20 hp)
	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #1
	<i>South Entry</i>	Trapped and Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp) (slides up, +2 to break DC) ① Portcullis Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (3d6); Search DC 20; Disable Device DC 20; Note: Damage applies only to those underneath the portcullis. Portcullis blocks passageway. → Leads to room #38, inhabited by 1 x Troglodyte
	Room Features	A magical mural on the north wall depicts the betrayal of whomever views it, and a mural of ancient mythology covers the ceiling
Room #5	<i>North Entry #1</i>	Secret (Search DC 30) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) ⑤ The door is concealed within an upright sarcophagus
	<i>North Entry #2</i>	Archway
	<i>West Entry #1</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)

→ Leads to room #33

West Entry #2

Unlocked Simple Wooden Door (hard 5, 10 hp)

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

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: 300 cp; hoard total 3 gp

Trap

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

Room #6

North Entry

Secret (Search DC 20) Unlocked Good Wooden Door (hard 5, 15 hp)

⑤ The door is concealed behind a statue of a noble king, and opened by stabbing a sword into his back

East Entry

Secret (Search DC 20) Unlocked Iron Door (hard 10, 60 hp) (slides to one side, +1 to break DC)

⑤ The door is concealed behind a statue of a hydra, and opened by reaching into several of its mouths

South Entry

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

Monster

1 x 1st Level Warrior Drow (elf)

1st level warrior drow: CR 1 (see text); Medium humanoid (elf); HD 1d8; hp 4; Init +1; Spd 30 ft. (6 squares); AC 16 (+1 dex, +4 chain shirt, +1 light shield), touch 11, flat-footed 15; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, rapier) or +2 ranged (1d4/19-20, hand crossbow); Full Atk +3 melee (1d6+1/18-20, rapier) or +2 ranged (1d4/19-20, hand crossbow); Space/Reach 5 ft./5 ft.; SA Poison, spell-like abilities; SQ Drow traits, spell resistance 12; AL NE; SV Fort +2, Ref +1, Will -1*; Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10

Skills and Feats: Hide +0, Listen +2, Search +4, Spot +3; Weapon Focus (rapier)

Treasure: 20 gp; hoard total 20 gp

Room #7	<i>North Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	<i>West Entry #1</i>	Archway
	<i>West Entry #2</i>	Secret (Search DC 30) Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp) ⑤ The door is located near the ceiling and only two feet high
	<i>East Entry #1</i>	Trapped and Locked Simple Wooden Door (Open Lock DC 40, break DC 15; 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
	<i>East Entry #2</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #19, inhabited by 1 x Spider Swarm
	<i>East Entry #3</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)
	Room Features	A stone ramp ascends towards the west wall, and a large demonic idol with ruby eyes sits in the east side of the room
Room #8	Monster	1 x Grimlock Grimlock: CR 1; Medium monstrous humanoid; HD 2d8+2; hp 11; Init +1; Spd 30 ft. (6 squares); AC 15 (+1 dex, +4 natural), touch 11, flat-footed 14; Base Atk +2; Grp +4; Atk +4 melee (1d8+3/3, battleaxe); Full Atk +4 melee (1d8+3/3, battleaxe); Space/Reach 5 ft./5 ft.; SA -; SQ Blindsight 40 ft., immunities, scent; AL NE; SV Fort +1, Ref +4, Will +2; Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6 Skills and Feats: Climb +4, Hide +3*, Listen +5, Spot +3; Alertness, Track Treasure: 1000 cp; hoard total 10 gp
	<i>West Entry #1</i>	Unlocked Simple Wooden Door (hard 5, 10 hp)
	<i>West Entry #2</i>	Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp)
	<i>East Entry #1</i>	Unlocked Simple Wooden Door (hard 5, 10 hp)
	<i>East Entry #2</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

hp)

Room #9	Room Features	Several headless statues are scattered throughout the room, and the floor is covered with broken glass
	<i>North Entry</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)
	<i>West Entry</i>	Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
	<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	Room Features	An acrid odor fills the north-west corner of the room, and several empty bottles are scattered throughout the room
Room #10	Monster	1 x 1st Level Warrior Drow (elf)
		1st level warrior drow: CR 1 (see text); Medium humanoid (elf); HD 1d8; hp 4; Init +1; Spd 30 ft. (6 squares); AC 16 (+1 dex, +4 chain shirt, +1 light shield), touch 11, flat-footed 15; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, rapier) or +2 ranged (1d4/19-20, hand crossbow); Full Atk +3 melee (1d6+1/18-20, rapier) or +2 ranged (1d4/19-20, hand crossbow); Space/Reach 5 ft./5 ft.; SA Poison, spell-like abilities; SQ Drow traits, spell resistance 12; AL NE; SV Fort +2, Ref +1, Will -1*; Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10
		Skills and Feats: Hide +0, Listen +2, Search +4, Spot +3; Weapon Focus (rapier)
		Treasure: 600 sp; hoard total 60 gp
	<i>North Entry</i>	Archway
	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<i>South Entry #1</i>	Trapped and Unlocked Stone Door (hard 8, 60 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 #35
	<i>South Entry #2</i>	Secret (Search DC 30) Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp) (slides down, +1 to break DC)

- ⑤ The door is concealed behind a statue of an elemental salamander, and opened by setting it aflame

South Entry #3

Stuck Iron Door (break DC 28; hard 10, 60 hp)
→ Leads to room #60, inhabited by 1 x Wererat

Empty**Room #11***West Entry*

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

East Entry

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

Room Features

A faded and torn tapestry hangs from the south wall, and a sundered amulet lies in the south-west corner of the room

Room #12*North Entry #1*

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

North Entry #2

Unlocked Simple Wooden Door (hard 5, 10 hp)

West Entry

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

Room Features

Someone has scrawled a diagram of a mechanical trap on the south wall, and several pieces of rotten leather are scattered throughout the room

Monster

1 x Spider Swarm

Spider swarm: CR 1; Diminutive vermin (swarm); HD 2d8; hp 9; Init +3; Spd 20 ft. (4 squares), climb 20 ft.; AC 17 (+4 size, +3 dex), touch 17, flat-footed 14; Base Atk +1; Grp -; Atk Swarm (1d6 plus poison); Full Atk Swarm (1d6 plus poison); Space/Reach 10 ft./0 ft.; SA Distraction, poison; SQ Darkvision 60 ft., swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2

Skills and Feats: Climb +11, Listen +4, Spot +4;

Room #13*North Entry*

Archway

West Entry

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

→ Leads to room #58, inhabited by 8 x Small Monstrous Centipede

<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 statue of an armored warrior, and opened by moving his sword</p> <p>→ Leads to room #52, inhabited by 1 x Spider Swarm</p>
Monster	<p>1 x Large Monstrous Spider (vermin)</p> <p>Large monstrous spider: CR 2; Large vermin; HD 4d8+4; hp 22; Init +3; Spd 30 ft. (6 squares), climb 20 ft.; AC 14 (-1 size, +3 dex, +2 natural), touch 12, flat-footed 11; Base Atk +3; Grp +9; Atk +4 melee (1d8+3 plus poison, bite); Full Atk +4 melee (1d8+3 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int -, Wis 10, Cha 2</p> <p>Skills and Feats: Climb +11, Hide +3*, Jump +2*, Spot +4*; -</p> <p>Treasure: 19 gp; Banded Agate (8 gp), Deep Blue Spinel (700 gp), Lapis Lazuli (12 gp); hoard total 739 gp</p>

Room #14

<i>North Entry</i>	<p>Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)</p> <p>① Teleporter Crystal: CR 2; magic device; touch trigger; no reset; teleport (teleported one level down, DC 12 Will save negates); Search DC 20; Disable Device DC 20</p>
<i>West Entry</i>	<p>Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)</p>
Room Features	<p>Part of the north wall has collapsed into the room, and a pile of rotten rope lies in the east side of the room</p>
Monster	<p>1 x Skum</p> <p>Skum: CR 2; Medium aberration (aquatic); HD 2d8+2; hp 11; Init +1; Spd 20 ft. (4 squares), swim 40 ft.; AC 13 (+1 dex, +2 natural), touch 11, flat-footed 12; Base Atk +1; Grp +5; Atk +5 melee (2d6+4, bite); Full Atk +5 melee (2d6+4, bite) and +0 melee (1d4+2, 2 claws); Space/Reach 5 ft./5 ft.; SA Rake 1d6+2; SQ Darkvision 60 ft., amphibious; AL LE; SV Fort +1, Ref +1, Will +3; Str 19, Dex 13, Con 13, Int 10, Wis 10, Cha 6</p> <p>Skills and Feats: Hide +6*, Listen +7*, Move Silently +6, Spot +7*, Swim +12; Alertness</p>

Room #15	<i>North Entry #1</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
	<i>North Entry #2</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to room #33
	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<i>East Entry #1</i>	Unlocked Simple Wooden Door (hard 5, 10 hp) → Leads to room #5, inhabited by 1 x Medium Monstrous Spider
	<i>East Entry #2</i>	Trapped Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 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
	<i>East Entry #3</i>	Archway
	Room Features	A wooden ladder rests against the west wall, and unintelligible whispering can be faintly heard near the west wall
	Monster	1 x Ghoul Ghoul: CR 1; Medium undead; HD 2d12; hp 13; Init +2; Spd 30 ft. (6 squares); AC 14 (+2 dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus paralysis, bite); Full Atk +2 melee (1d6+1 plus paralysis, bite) and +0 melee (1d3 plus paralysis, 2 claws); Space/Reach 5 ft./5 ft.; SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12 Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack
Room #16	<i>West Entry</i>	Trapped and Stuck Iron Door (break DC 28; hard 10, 60 hp) ① Symbol of Panic: CR 3; magic device; proximity trigger (alarm); no reset; fear (panicked 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
	<i>East Entry</i>	Archway
	Room Features	A set of demonic war masks hangs on the west wall, and a pile of rotting wood lies in the west side of the room

	Monster	1 x Troglodyte Zombie
		Troglodyte zombie: CR 1; Medium undead; HD 4d12+3; hp 29; Init -2; Spd 30 ft. (6 squares; can't run); AC 16 (-2 dex, +8 natural), touch 8, flat-footed 16; Base Atk +2; Grp +3; Atk +3 melee (1d10+1, greatclub) or +3 melee (1d4+1, bite) or +3 melee (1d6+1, slam) or +0 ranged (1d6+1, javelin); Full Atk +3 melee (1d10+1, greatclub) or +3 melee (1d4+1, bite) or +3 melee (1d6+1, slam) or +0 ranged (1d6+1, javelin); Space/Reach 5 ft./5 ft.; SA -; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +1, Ref -1, Will +4; Str 12, Dex 7, Con -, Int -, Wis 10, Cha 1 Skills and Feats: -; Toughness
	Trap	Javelin Trap: CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18
	Hidden Treasure	Hidden (Search DC 30) Unlocked Simple Wooden Chest (hard 5, 10 hp) 70 gp; hoard total 70 gp
Room #17	<i>West Entry</i>	Archway
	<i>East Entry</i>	Archway
	Monster	1 x 1st Level Warrior Svirfneblin (gnome)
		1st level warrior svirfneblin: CR 1; Small humanoid (gnome); HD 1d8+4; hp 8; Init +1; Spd 15 ft. in banded mail armor (3 squares); base speed 20 ft.; AC 23 (+1 size, +1 dex, +4 dodge, +6 banded mail, +1 buckler), touch 16, flat-footed 18; Base Atk +1; Grp -3; Atk +2 melee (1d4/x4, heavy pick) or +3 ranged (1d6/19-20, light crossbow); Full Atk +2 melee (1d4/x4, heavy pick) or +3 ranged (1d6/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA Spell-like abilities; SQ Gnome traits, svirfneblin traits, spell resistance 12; AL N; SV Fort +5, Ref +3, Will +2; Str 11, Dex 13, Con 12, Int 10, Wis 11, Cha 4 Skills and Feats: Hide +2, Listen +2, Spot +2; Toughness Treasure: 4000 cp; Bolt of Platinum Cloth (2100 gp); Alchemist's Fire (2 flasks, 20 gp each); hoard total 2180 gp
Room #18	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

<i>West Entry #1</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
<i>West Entry #2</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)
<i>South Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp) → Leads to room #49
Room Features	A faded and torn tapestry hangs from the east wall, and someone has scrawled a demonic face on the west wall
Monster	1 x 1st Level Warrior Svirkneblin (gnome) 1st level warrior svirkneblin: CR 1; Small humanoid (gnome); HD 1d8+4; hp 8; Init +1; Spd 15 ft. in banded mail armor (3 squares); base speed 20 ft.; AC 23 (+1 size, +1 dex, +4 dodge, +6 banded mail, +1 buckler), touch 16, flat-footed 18; Base Atk +1; Grp -3; Atk +2 melee (1d4/x4, heavy pick) or +3 ranged (1d6/19-20, light crossbow); Full Atk +2 melee (1d4/x4, heavy pick) or +3 ranged (1d6/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA Spell-like abilities; SQ Gnome traits, svirkneblin traits, spell resistance 12; AL N; SV Fort +5, Ref +3, Will +2; Str 11, Dex 13, Con 12, Int 10, Wis 11, Cha 4 Skills and Feats: Hide +2, Listen +2, Spot +2; Toughness Treasure: 200 sp; hoard total 20 gp

Room #19

<i>North Entry</i>	Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp)
<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #7, inhabited by 1 x Grimlock
Room Features	A magical statue in the west side of the room answers simple questions about the dungeon (points directions), and someone has scrawled "This paladin is dead" in draconic script on the north wall
Monster	1 x Spider Swarm Spider swarm: CR 1; Diminutive vermin (swarm); HD 2d8; hp 9; Init +3; Spd 20 ft. (4 squares), climb 20 ft.; AC 17 (+4 size, +3 dex), touch 17, flat-footed 14; Base Atk +1; Grp -; Atk Swarm (1d6 plus poison); Full Atk Swarm (1d6 plus poison); Space/Reach 10 ft./0 ft.; SA Distraction, poison; SQ Darkvision 60 ft., swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort

+3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2

Skills and Feats: Climb +11, Listen +4, Spot +4;

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

Hidden Treasure

Hidden (Search DC 20) Trapped and Unlocked Iron Chest (hard 10, 60 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

800 sp; Potion of Cure Light Wounds (50 gp); hoard total 130 gp

Room #20

West Entry

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

→ Leads to room #49

East Entry

Trapped and Unlocked Iron Door (hard 10, 60 hp)

① 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

→ Leads to room #57

South Entry #1

Archway

South Entry #2

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

Monster

1 x Wererat (lycanthrope)

Wererat, human form: CR 2; Medium humanoid (human, shapechanger); HD 1d8+1 plus 1d8+2; hp 12; Init +0; Spd 30 ft. (6 squares); AC 15 (+2 natural, +2 leather, +1 buckler), touch 10, flat-footed 15; Base Atk +1; Grp +2; Atk +2 melee (1d6+1/18-20, rapier) or +1 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d6+1/18-20, rapier) or +1 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA -; SQ Alternate form, rat empathy, low-light vision, scent; AL LE; SV Fort +5, Ref +2, Will +4; Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8

Skills and Feats: Climb +0, Handle Animal +3, Hide +1, Listen +4, Move Silently +0, Spot +4, Swim +9;

Alertness, Dodge, Iron Will, Weapon Finesse

Wererat, dire rat form: CR 2; Small humanoid (human, shapechanger); HD 1d8+1 plus 1d8+2; hp 12; Init +3; Spd 40 ft. (8 squares), climb 20 ft.; AC 17 (+1 size, +3 dex, +3 natural), touch 14, flat-footed 14; Base Atk +1; Grp -2; Atk +6 melee (1d4+1 plus disease, bite); Full Atk +6 melee (1d4+1 plus disease, bite); Space/Reach 5 ft./5 ft.; SA Curse of lycanthropy, disease; SQ Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; AL LE; SV Fort +6, Ref +5, Will +4; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8

Skills and Feats: Climb +11, Handle Animal +3, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; (same as human form)

Wererat, hybrid form: CR 2; Medium humanoid (human, shapechanger); HD 1d8+1 plus 1d8+2; hp 12; Init +3; Spd 30 ft. (6 squares); AC 16 (+3 dex, +3 natural), touch 13, flat-footed 13; Base Atk +1; Grp +2; Atk +5 melee (1d6+1/18-20, rapier) or +4 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d6+1/18-20, rapier) and -1 melee (1d6 plus disease, bite) or +4 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA Curse of lycanthropy, disease; SQ Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; AL LE; SV Fort +6, Ref +5, Will +4; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8

Skills and Feats: Climb +4, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +9; (same as human form)

Treasure: 220 gp; hoard total 220 gp

Room #21	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #54
	<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #55, inhabited by 1 x Shrieker
	Empty	
Room #22	<i>North Entry</i>	Stuck Stone Door (break DC 28; hard 8, 60 hp)
	<i>East Entry #1</i>	Unlocked Strong Wooden Door (hard 5, 20 hp)
	<i>East Entry #2</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)

Empty

Room #23	<i>South Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp)
	Empty	
Room #24	<i>North Entry #1</i>	Unlocked Simple Wooden Door (hard 5, 10 hp)
	<i>North Entry #2</i>	Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp) → Leads to room #3
	<i>South Entry</i>	Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp) (slides down, +1 to break DC)
	Empty	
Room #25	<i>North Entry</i>	Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp) → Leads to room #43, inhabited by 11 x Tiny Monstrous Centipede
	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<i>South Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
	Room Features	A sloped pit lined with iron spikes lies in the south side of the room, and a swarm of crawling insects covers the floor
	Monster	1 x Grimlock
		Grimlock: CR 1; Medium monstrous humanoid; HD 2d8+2; hp 11; Init +1; Spd 30 ft. (6 squares); AC 15 (+1 dex, +4 natural), touch 11, flat-footed 14; Base Atk +2; Grp +4; Atk +4 melee (1d8+3/3, battleaxe); Full Atk +4 melee (1d8+3/3, battleaxe); Space/Reach 5 ft./5 ft.; SA -; SQ Blindsight 40 ft., immunities, scent; AL NE; SV Fort +1, Ref +4, Will +2; Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6 Skills and Feats: Climb +4, Hide +3*, Listen +5, Spot +3; Alertness, Track Treasure: 70 gp; hoard total 70 gp
Room #26	<i>East Entry</i>	Unlocked Strong Wooden Door (hard 5, 20 hp)
	Room Features	A large demonic idol with ruby eyes sits in the north-east corner of the room, and a creaking sound can be heard in the north side of the room

Room #27

<i>West Entry #1</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
<i>West Entry #2</i>	Secret (Search DC 20) Unlocked Good Wooden Door (hard 5, 15 hp) ⑤ The door is concealed by an illusion
<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to room #53, inhabited by 1 x Medium Monstrous Spider
Trap	Portcullis Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (3d6); Search DC 20; Disable Device DC 20; Note: Damage applies only to those underneath the portcullis. Portcullis blocks passageway.
Hidden Treasure	Hidden (Search DC 20) Locked Iron Chest (Open Lock DC 20, break DC 28; hard 10, 60 hp) 140 gp; hoard total 140 gp

Room #28

<i>North Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) ① Rolling Rock Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22
<i>West Entry #1</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to room #48, inhabited by 1 x Troglodyte
<i>West Entry #2</i>	Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
Monster	1 x 1st Level Warrior Duergar (dwarf) 1st level warrior duergar: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft. in chainmail (4 squares); base speed 20 ft.; AC 17 (+5 chainmail, +2 heavy shield), touch 10, flat-footed 17; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/x3, warhammer) or +1 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d8+1/x3, warhammer) or +1 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA Duergar traits, spell-like abilities; SQ Darkvision 60 ft., duergar traits; AL LE; SV Fort +4*, Ref +0*, Will -1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4 Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently -4,

Spot +2; Toughness

Treasure: 80 gp; Helm of Comprehend Languages and Read Magic (5200 gp); hoard total 5280 gp

Trap	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
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Room #29

<i>North Entry</i>	Unlocked Strong Wooden Door (hard 5, 20 hp)
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<i>East Entry</i>	Secret (Search DC 25) Unlocked Simple Wooden Door (hard 5, 10 hp)
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⑤ The door is concealed by an illusion

<i>South Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp)
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Empty	
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Room #30

<i>North Entry</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)
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→ Leads to room #2, inhabited by 1 x Grimlock

<i>South Entry</i>	Unlocked Good Wooden Door (hard 5, 15 hp)
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→ Leads to room #57

Monster	1 x Troglodyte
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Troglodyte: CR 1; Medium humanoid (reptilian); HD 2d8+4; hp 13; Init -1; Spd 30 ft. (6 squares); AC 15 (-1 dex, +6 natural), touch 9, flat-footed 15; Base Atk +1; Grp +1; Atk +1 melee (1d6, club) or +1 melee (1d4, claw) or +1 ranged (1d6, javelin); Full Atk +1 melee (1d6, club) and -1 melee (1d4, claw) and -1 melee (1d4, bite) or +1 melee (1d4, 2 claws) and -1 melee (1d4, bite) or +1 ranged (1d6, javelin); Space/Reach 5 ft./5 ft.; SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10

Skills and Feats: Hide +5*, Listen +3; Multiattack, Weapon Focus (javelin)

Treasure: 150 sp; hoard total 15 gp

Room #31

<i>North Entry</i>	Trapped and Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp)
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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

West Entry Trapped and Unlocked Good Wooden Door (hard 5, 15 hp)
 ① Large Net Trap: CR 2; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 20; Disable Device DC 25; Note: Characters in 10 ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save.
 → Leads to room #37, inhabited by 4 x 1st Level Warrior Goblin

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

Room Features Burning torches in iron sconces line the south and east walls, and an overwhelming stench fills the north-east corner of the room

Room #32

North Entry Secret (Search DC 20) Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
 ⑤ The door is concealed within an upright sarcophagus

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

Room Features Part of the ceiling has collapsed into the room, and someone has scrawled "When the forests are made spears, the Empire of Wands shall be sundered" on the west wall

Monster 1 x Troglodyte

Troglodyte: CR 1; Medium humanoid (reptilian); HD 2d8+4; hp 13; Init -1; Spd 30 ft. (6 squares); AC 15 (-1 dex, +6 natural), touch 9, flat-footed 15; Base Atk +1; Grp +1; Atk +1 melee (1d6, club) or +1 melee (1d4, claw) or +1 ranged (1d6, javelin); Full Atk +1 melee (1d6, club) and -1 melee (1d4, claw) and -1 melee (1d4, bite) or +1 melee (1d4, 2 claws) and -1 melee (1d4, bite) or +1 ranged (1d6, javelin); Space/Reach 5 ft./5 ft.; SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10
 Skills and Feats: Hide +5*, Listen +3; Multiattack, Weapon Focus (javelin)
 Treasure: 20 pp; hoard total 200 gp

Room #33

North Entry #1 Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

North Entry #2

Secret (Search DC 30) Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)

- ⑤ A bookcase and concealed door pivots smoothly
- ① Camouflaged Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18

West Entry

Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) (slides to one side, +1 to break DC)

- 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

East Entry

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

→ Leads to room #5, inhabited by 1 x Medium Monstrous Spider

South Entry

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

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

Empty**Room #34***North Entry*

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

→ Leads to room #37, inhabited by 4 x 1st Level Warrior Goblin

Room Features

Someone has scrawled "Suse Enyn was here" on the north wall, and a pair of dice lies in the center of the room

Room #35*North Entry*

Trapped and Unlocked Stone Door (hard 8, 60 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 #10

Empty**Room #36***East Entry #1*

Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) (slides up, +2 to break DC)

<i>East Entry #2</i>	Stuck Iron Door (break DC 28; hard 10, 60 hp)
<i>South Entry</i>	Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)
Room Features	A magical statue in the west side of the room answers questions with insults, and a stack of crates filled with rocks stands against the east wall
Monster	1 x Ghoul
	Ghoul: CR 1; Medium undead; HD 2d12; hp 13; Init +2; Spd 30 ft. (6 squares); AC 14 (+2 dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus paralysis, bite); Full Atk +2 melee (1d6+1 plus paralysis, bite) and +0 melee (1d3 plus paralysis, 2 claws); Space/Reach 5 ft./5 ft.; SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12
	Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack

Room #37

<i>North Entry #1</i>	Unlocked Strong Wooden Door (hard 5, 20 hp)
<i>North Entry #2</i>	Trapped Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) ① Large Net Trap: CR 2; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 20; Disable Device DC 25; Note: Characters in 10 ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save.
<i>West Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
<i>East Entry</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) ① Large Net Trap: CR 2; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 20; Disable Device DC 25; Note: Characters in 10 ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save. → Leads to room #31
<i>South Entry #1</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
<i>South Entry #2</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #34
<i>South Entry #3</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 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

Room Features	A cube of solid stone stands in the north side of the room, and a warped holy symbol lies in the south side of the room
Monster	4 x 1st Level Warrior Goblin
	1st level warrior goblin: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft. (6 squares); AC 15 (+1 size, +1 dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); Full Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); Space/Reach 5 ft./5 ft.; SA -; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6 Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness Treasure: 1000 cp; Crowbar (2 gp); hoard total 12 gp

Room #38

<i>North Entry</i>	Trapped and Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp) (slides up, +2 to break DC) ① Portcullis Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (3d6); Search DC 20; Disable Device DC 20; Note: Damage applies only to those underneath the portcullis. Portcullis blocks passageway. → Leads to room #4
<i>West Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)
<i>East Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #48, inhabited by 1 x Troglodyte
Room Features	A balcony hangs from the north wall, and a pile of iron blobs lies in the center of the room
Monster	1 x Troglodyte

Troglodyte: CR 1; Medium humanoid (reptilian); HD 2d8+4; hp 13; Init -1; Spd 30 ft. (6 squares); AC 15 (-1

dex, +6 natural), touch 9, flat-footed 15; Base Atk +1; Grp +1; Atk +1 melee (1d6, club) or +1 melee (1d4, claw) or +1 ranged (1d6, javelin); Full Atk +1 melee (1d6, club) and -1 melee (1d4, claw) and -1 melee (1d4, bite) or +1 melee (1d4, 2 claws) and -1 melee (1d4, bite) or +1 ranged (1d6, javelin); Space/Reach 5 ft./5 ft.; SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10

Skills and Feats: Hide +5*, Listen +3; Multiattack, Weapon Focus (javelin)

Treasure: 500 cp; hoard total 5 gp

Room #39	<i>East Entry #1</i>	Secret (Search DC 20) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) ⑤ The door is concealed within the mouth of a demonic face carved from stone
	<i>East Entry #2</i>	Archway
	Room Features	A mural of ancient mythology covers the ceiling, and someone has scrawled "The green dragon is not a dragon" on the east wall
Room #40	<i>North Entry</i>	Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp) → Leads to room #45, inhabited by 11 x Tiny Monstrous Centipede
	<i>West Entry</i>	Trapped and Unlocked Iron Door (hard 10, 60 hp) ① Contact Poison: CR 1; mechanical; touch trigger, no reset; contact poison (Malyass Root Paste); Search DC 20; Disable Device DC 22
	<i>East Entry</i>	Archway → Leads to room #53, inhabited by 1 x Medium Monstrous Spider
	<i>South Entry</i>	Archway
	Empty	
Room #41	<i>South Entry</i>	Archway
	Room Features	A stone stair ascends towards the west wall, and the ceiling is covered with cracks
Room #42	<i>West Entry</i>	Archway
	Room Features	A shallow pit lies in the south side of the room, and

someone has scrawled "The Iron Angels looted this place" on 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

Treasure: 9 gp; Masterwork Lance (Medium) (310 gp); hoard total 319 gp

Room #43

North Entry

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

East Entry #1

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

East Entry #2

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

South Entry

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

→ Leads to room #25, inhabited by 1 x Grimlock

Monster

11 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 #44

West Entry

Archway

Room Features

A chute falls into the room from above, and a faded and torn tapestry hangs from the north wall

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 #45	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #57
	<i>East Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)
	<i>South Entry</i>	Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp) → Leads to room #40
	Room Features	The ceiling is covered with cracks, and a bent chisel lies in the west side of the room
	Monster	11 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 #46	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides down, +1 to break DC)
	Room Features	A stack of crates filled with rocks stands against the east wall, and someone has scrawled a demonic face on the north wall
Room #47	<i>North Entry #1</i>	Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp)
	<i>North Entry #2</i>	Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp)

	Room Features	Lit candles are scattered across the floor, and someone has scrawled "Kill them with acid" on the south wall
Room #48	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #38, inhabited by 1 x Troglodyte
	<i>East Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to room #28, inhabited by 1 x 1st Level Warrior Duergar
	Monster	1 x Troglodyte Troglodyte: CR 1; Medium humanoid (reptilian); HD 2d8+4; hp 13; Init -1; Spd 30 ft. (6 squares); AC 15 (-1 dex, +6 natural), touch 9, flat-footed 15; Base Atk +1; Grp +1; Atk +1 melee (1d6, club) or +1 melee (1d4, claw) or +1 ranged (1d6, javelin); Full Atk +1 melee (1d6, club) and -1 melee (1d4, claw) and -1 melee (1d4, bite) or +1 melee (1d4, 2 claws) and -1 melee (1d4, bite) or +1 ranged (1d6, javelin); Space/Reach 5 ft./5 ft.; SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10 Skills and Feats: Hide +5*, Listen +3; Multiattack, Weapon Focus (javelin) Treasure: 15 pp; hoard total 150 gp
Room #49	<i>North Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp) → Leads to room #18, inhabited by 1 x 1st Level Warrior Svirfneblin
	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #20, inhabited by 1 x Wererat
	Room Features	A whistling noise can be faintly heard near the east wall, and several pieces of trash are scattered throughout the room
Room #50	<i>West Entry</i>	Unlocked Simple Wooden Door (hard 5, 10 hp)
	Empty	
Room #51	<i>North Entry</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 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

<i>South Entry</i>	Archway
Room Features	The north and west walls have been engraved with strange symbols, and a spinning wheel and candelabra sit in the south-west corner of the room
Monster	3 x Dire Rat
	Dire rat: CR 1/3; Small animal; HD 1d8+1; hp 5; Init +3; Spd 40 ft. (8 squares), climb 20 ft.; AC 15 (+1 size, +3 dex, +1 natural), touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk +4 melee (1d4 plus disease, bite); Full Atk +4 melee (1d4 plus disease, bite); Space/Reach 5 ft./5 ft.; SA Disease; SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4
	Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse

Room #52

<i>North Entry</i>	Trapped and Stuck Iron Door (break DC 28; hard 10, 60 hp) (slides up, +2 to break DC) 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.
<i>West Entry</i>	Secret (Search DC 30) Unlocked Good Wooden Door (hard 5, 15 hp) ⑤ The door is concealed behind a statue of an armored warrior, and opened by moving his sword → Leads to room #13, inhabited by 1 x Large Monstrous Spider
<i>South Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)
Room Features	Part of the ceiling has collapsed into the room, and the ceiling is covered with bloodstains
Monster	1 x Spider Swarm
	Spider swarm: CR 1; Diminutive vermin (swarm); HD 2d8; hp 9; Init +3; Spd 20 ft. (4 squares), climb 20 ft.; AC 17 (+4 size, +3 dex), touch 17, flat-footed 14; Base

Atk +1; Grp -; Atk Swarm (1d6 plus poison); Full Atk Swarm (1d6 plus poison); Space/Reach 10 ft./0 ft.; SA Distraction, poison; SQ Darkvision 60 ft., swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2

Skills and Feats: Climb +11, Listen +4, Spot +4;

Room #53	<i>North Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to room #27
	<i>West Entry #1</i>	Archway → Leads to room #40
	<i>West Entry #2</i>	Archway
	<i>East Entry #1</i>	Archway
	<i>East Entry #2</i>	Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp)
	Room Features	Several headless statues are scattered throughout the room, and the south and east walls are covered with bloodstains
	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: 7 gp; hoard total 7 gp
Room #54	<i>East Entry #1</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<i>East Entry #2</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) ① Teleporter Crystal: CR 3; magic device; touch trigger; no reset; teleport (teleported one level down, DC 10 Will save negates); Search DC 22; Disable Device DC 20
	<i>East Entry #3</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30

hp)

South Entry #1

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

South Entry #2

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

→ Leads to room #21

Empty

Room #55

North Entry

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

→ Leads to room #21

West Entry

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

Room Features

A stone dais sits in the north-west corner of the room, and someone has scrawled "Don't lose your head" on the north wall

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 #56

North Entry

Unlocked Simple Wooden Door (hard 5, 10 hp)

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 #57

North Entry

Unlocked Good Wooden Door (hard 5, 15 hp)

→ Leads to room #30, inhabited by 1 x Troglodyte

West Entry #1

Locked Simple Wooden Door (Open Lock DC 25, break

DC 15; hard 5, 10 hp)

West Entry #2

Trapped and Unlocked Iron Door (hard 10, 60 hp)

- ① 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

→ Leads to room #20, inhabited by 1 x Wererat

South Entry

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

→ Leads to room #45, inhabited by 11 x Tiny Monstrous Centipede

Room Features

Various torture devices are scattered throughout the room, and someone has scrawled "Ran out of arrows" in blood on the east wall

Room #58

West Entry #1

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

West Entry #2

Secret (Search DC 25) Unlocked Good Wooden Door (hard 5, 15 hp)

- ⑤ The door is located above a small stone dais and concealed by an illusion

East Entry

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

→ Leads to room #13, inhabited by 1 x Large Monstrous Spider

Room Features

Someone has scrawled "Sharpen thy spear and ready thy shield" in blood on the south wall, and a tapping sound can be heard in the center of the room

Monster

8 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 #59

North Entry

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

	<i>East Entry</i>	Trapped and Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp) Ⓣ Hail of Needles: CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22
	Room Features	A stone dais sits in the south-west corner of the room, and a large demonic idol with ruby eyes sits in the north side of the room
	Hidden Treasure	Hidden (Search DC 30) Locked Strong Wooden Chest (Open Lock DC 30, break DC 25; hard 5, 20 hp) 90 gp; hoard total 90 gp
Room #60	<i>North Entry #1</i>	Stuck Iron Door (break DC 28; hard 10, 60 hp) → Leads to room #10
	<i>North Entry #2</i>	Unlocked Simple Wooden Door (hard 5, 10 hp)
	<i>East Entry #1</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<i>East Entry #2</i>	Stuck Iron Door (break DC 28; hard 10, 60 hp)
	Monster	1 x Wererat (lycanthrope)
		<p>Wererat, human form: CR 2; Medium humanoid (human, shapechanger); HD 1d8+1 plus 1d8+2; hp 12; Init +0; Spd 30 ft. (6 squares); AC 15 (+2 natural, +2 leather, +1 buckler), touch 10, flat-footed 15; Base Atk +1; Grp +2; Atk +2 melee (1d6+1/18-20, rapier) or +1 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d6+1/18-20, rapier) or +1 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA -; SQ Alternate form, rat empathy, low-light vision, scent; AL LE; SV Fort +5, Ref +2, Will +4; Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8</p> <p>Skills and Feats: Climb +0, Handle Animal +3, Hide +1, Listen +4, Move Silently +0, Spot +4, Swim +9; Alertness, Dodge, Iron Will, Weapon Finesse</p> <p>Wererat, dire rat form: CR 2; Small humanoid (human, shapechanger); HD 1d8+1 plus 1d8+2; hp 12; Init +3; Spd 40 ft. (8 squares), climb 20 ft.; AC 17 (+1 size, +3 dex, +3 natural), touch 14, flat-footed 14; Base Atk +1; Grp -2; Atk +6 melee (1d4+1 plus disease, bite); Full Atk +6 melee (1d4+1 plus disease, bite); Space/Reach 5 ft./5 ft.; SA Curse of lycanthropy, disease; SQ Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; AL LE; SV Fort +6, Ref +5, Will +4; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8</p>

Skills and Feats: Climb +11, Handle Animal +3, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; (same as human form)

Wererat, hybrid form: CR 2; Medium humanoid (human, shapechanger); HD 1d8+1 plus 1d8+2; hp 12; Init +3; Spd 30 ft. (6 squares); AC 16 (+3 dex, +3 natural), touch 13, flat-footed 13; Base Atk +1; Grp +2; Atk +5 melee (1d6+1/18-20, rapier) or +4 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d6+1/18-20, rapier) and -1 melee (1d6 plus disease, bite) or +4 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA Curse of lycanthropy, disease; SQ Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; AL LE; SV Fort +6, Ref +5, Will +4; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8

Skills and Feats: Climb +4, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +9; (same as human form)

Treasure: 280 gp; hoard total 280 gp

The Forsaken Vaults of Nightmares
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