

# The Dark Shrine of Tubby the Dank, Esquire

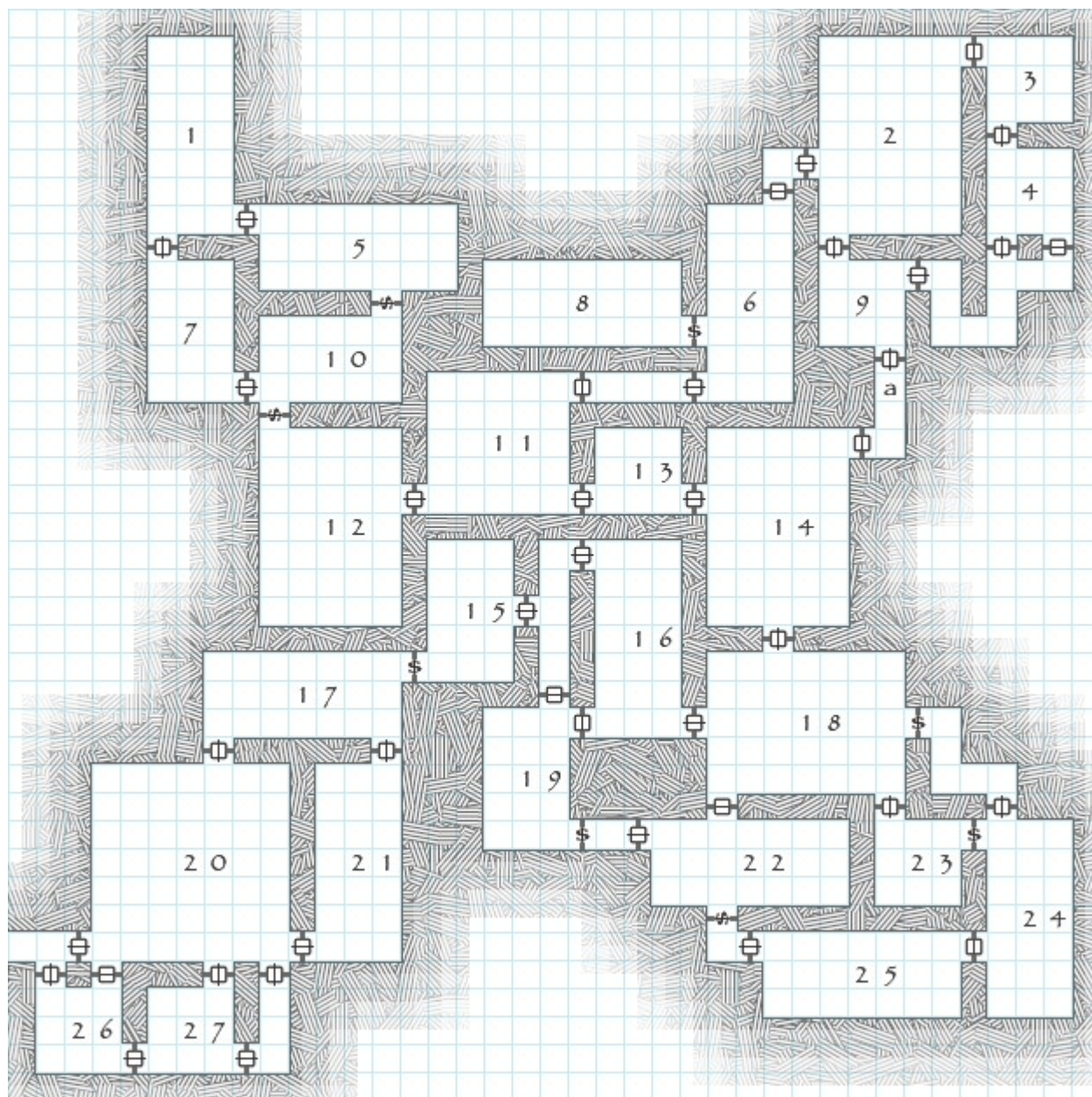
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## Map





Archway



Portcullis



Door



Locked



Trapped



Secret



Up



Down

## General

Walls	Reinforced Masonry (Climb DC 20)
Floor	Flagstone
Temperature	Average
Illumination	Dark (individual creatures may carry lights)

## Stuff

## Corridor Features

a	Rune of Dread: CR 2; magic; Perception DC 20; Disable Device DC 22; Trigger proximity (alarm); Reset none; Effect fear (frightened for 1d4 rounds, DC 10 Will save negates); multiple targets (all targets in a 10 ft. radius burst)
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## Wandering Monsters

1	1 x Hunting Spider, scavenging for food and treasure
2	1 x Goblin Dog, investigating a strange noise
3	1 x Goblin Dog, scavenging for food and treasure
4	1 x Spider Swarm, actively patrolling their territory
5	1 x Ghoul, actively patrolling their territory
6	1 x Spider Swarm, searching for an object stolen from their lair

## Room #1 – Specimen storage

East Entry	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides to one side, +1 to break DC) Ⓢ Swinging Axe Trap: CR 1; mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset manual; Effect Atk +10 melee (1d8+1/x3); multiple targets (all targets in a 10 ft. line)
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	→ Leads to <a href="#">room #5</a>
South Entry	<p>Trapped and Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)</p> <p>① Fire Spray: CR 1; magic; Perception DC 22; Disable Device DC 22; Trigger proximity (alarm); Reset none; Effect fire spray (2d6 fire damage, DC 10 Reflex save for half damage)</p> <p>→ Leads to <a href="#">room #7</a>, inhabited by 3 x Flash Beetle</p>
Room Features	A wooden platform hangs over a deep pit in the south-west corner of the room, and groaning can be heard from the pit. Perception DC 20 to notice that the groaning is not from anything alive, but an echo from the pit as the wooden platform groans. The pit is filled with clotted blood from various creatures (drained from room #5)

## Room #2 – Ghoul's play room

West Entry	<p>Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)</p> <p>① Guillotine Blade: CR 1; mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset manual; Effect Atk +12 melee (2d6/19-20)</p>
East Entry	<p>Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp)</p> <p>→ Leads to <a href="#">room #3</a></p>
South Entry	<p>Strong Wooden Door (break DC 23; hard 5, 20 hp)</p> <p>→ Leads to <a href="#">room #9</a></p>
Room Features	A rope ascends to a catwalk hanging between the east and west walls, and several pieces of torn paper are scattered throughout the room. The East wall has a small vent to <a href="#">room #4</a>
Monster	<p>1 x Ghoul</p> <hr/> <p>Treasure: 36 sp, 350 cp; Alabaster (11 sp), Jasper (65 sp), Lapis Lazuli (13 sp), Milky Quartz (35 sp), Shell (9 sp), Tigereye (10 sp); Potion of Enlarge Person (cr, 50 sp); hoard total 264 sp</p>

## Room #3 – Ghoul's resting room

West Entry	<p>Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp)</p> <p>→ Leads to <a href="#">room #2</a>, inhabited by 1 x Ghoul</p>
South Entry	Unlocked Good Wooden Door (hard 5, 15 hp)

	→ Leads to <a href="#">room #4</a>
Room Features	A ladder ascends to a balcony hanging from the north wall, and the north and east walls are covered with claw marks

## Room #4

North Entry	Unlocked Good Wooden Door (hard 5, 15 hp) → Leads to <a href="#">room #3</a>
South Entry #1	Trapped Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓣ Javelin Trap: CR 2; mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset none; Effect Atk +15 ranged (1d6+6)
South Entry #2	Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp)
Room Features	A tile mosaic of ghoulish carnage covers the floor. If the ghoul still exists, a hissing noise can be heard through a vent in the east side of the room.

## Room #5 – Specimen gathering room

West Entry	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides to one side, +1 to break DC) Ⓣ Swinging Axe Trap: CR 1; mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset manual; Effect Atk +10 melee (1d8+1/x3); multiple targets (all targets in a 10 ft. line) → Leads to <a href="#">room #1</a>
South Entry	Secret (Search DC 20) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) (slides up, +2 to break DC) Ⓢ A bookcase and concealed door pivots smoothly → Leads to <a href="#">room #10</a>
Room Features	Several corpses are impaled upon iron spikes on the ceiling, and drains are scattered throughout the floor.

## Room #6 – Museum

North	Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp)
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Entry	
West Entry #1	<p>Secret (Search DC 30) Trapped and Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)</p> <p>⑤ The door is concealed within a horrific torture device, like an iron maiden but a cage. To enter, a person must get inside the cage and the wall rotates.</p> <p>① Rune of Fear: CR 1; magic; Perception DC 20; Disable Device DC 22; Trigger proximity (alarm); Reset none; Effect fear (shaken for 1d4 rounds, DC 10 Will save negates); multiple targets (all targets in a 10 ft. radius burst)</p> <p>→ Leads to <a href="#">room #8</a>, inhabited by 5 x Hunting Spider</p>
West Entry #2	Unlocked Simple Wooden Door (hard 5, 10 hp)
Room Features	Several headless statues are scattered throughout the room, and the south and west walls are covered with goblin graffiti

## Room #7 – Specimen entry

North Entry	<p>Trapped and Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)</p> <p>① Fire Spray: CR 1; magic; Perception DC 22; Disable Device DC 22; Trigger proximity (alarm); Reset none; Effect fire spray (2d6 fire damage, DC 10 Reflex save for half damage)</p> <p>→ Leads to <a href="#">room #1</a></p>
East Entry	<p>Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp)</p> <p>① Guillotine Blade: CR 1; mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset manual; Effect Atk +12 melee (2d6/19-20)</p> <p>→ Leads to <a href="#">room #10</a></p>
Room Features	<p>Someone has scrawled an arrow pointing left on the south wall, and a ring of keys lies in the east side of the room.</p> <p>One key disables the trap in the north door with an audible click. The other key unlocks the door.</p> <p>There is an empty bucket on the floor, and it smells like old blood.</p> <p>The floor is peppered with beetle poop.</p> <p>A hole in the floor (11' deep) leads to <a href="#">room #12</a>, inhabited by 4 x Flash Beetle</p>
Monster	3 x Flash Beetle

## Room #8 – Arachnophobia Room

East Entry	<p>Secret (Search DC 30) Trapped and Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)</p> <p>⑤ The door is concealed within a horrific torture device. When the cage comes around, it opens and spills the visitor into a spider web (Reflex DC 20 to avoid). This wakes up the spiders.</p> <p>① Rune of Fear: CR 1; magic; Perception DC 20; Disable Device DC 22; Trigger proximity (alarm); Reset none; Effect fear (shaken for 1d4 rounds, DC 10 Will save negates); multiple targets (all targets in a 10 ft. radius burst)</p> <p>→ Leads to <a href="#">room #6</a></p>
Room Features	The room is soundproofed and filled with spider webs in each square (DC 17 to escape).
Monster	<p>5 x Hunting Spider</p> <hr/> <p>Treasure: 24 sp; Scroll of Bless (cr, 25 sp), Wand of Cause Fear (cr, 750 sp); hoard total 799 sp</p>

## Room #9 – Ghoul's body disposal room

North Entry	<p>Strong Wooden Door (break DC 23; hard 5, 20 hp)</p> <p>→ Leads to <a href="#">room #2</a>, inhabited by 1 x Ghoul</p>
East Entry	Strong Wooden Door (break DC 23; hard 5, 20 hp)
South Entry	<p>Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp). Feint smell of smoke.</p> <p>① One-way Door: CR 2; mechanical; Perception DC 22; Disable Device DC 22</p>
Room Features	A stream of acid flows along a channel in the floor, and several pieces of blood-soaked clothing are scattered throughout the room
Hidden Treasure	<p>Hidden (Search DC 30) Locked Iron Chest (Open Lock DC 30, break DC 28; hard 10, 60 hp)</p> <hr/> <p>40 sp, 342 sp; Azurite (12 sp), Bloodstone (45 sp), 2 x Lapis Lazuli (11 sp), Peridot (35 sp), Turquoise (10 sp); Porcelain mask (40 sp); hoard total 238 sp 2 sp</p>

## Room #10

North Entry	Secret (Search DC 20) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) (slides up, +2
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	<p>to break DC)</p> <p>⑤ A bookcase and concealed door pivots smoothly</p> <p>→ Leads to <a href="#">room #5</a></p>
West Entry	<p>Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp)</p> <p>① Guillotine Blade: CR 1; mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset manual; Effect Atk +12 melee (2d6/19-20)</p> <p>→ Leads to <a href="#">room #7</a>, inhabited by 3 x Flash Beetle</p>
South Entry	<p>Secret (Search DC 20) Unlocked Stone Door (hard 8, 60 hp) (slides up, +2 to break DC)</p> <p>⑤ A trap door in the floor leads to a short tunnel beneath the wall</p> <p>→ Leads to <a href="#">room #12</a>, inhabited by 4 x Flash Beetle</p>
Room Features	<p>An iron chandelier hangs from the ceiling in the center of the room, and a broken spear lies in the south-east corner of the room</p>

## Room #11

West Entry	<p>Good Wooden Door (break DC 18; hard 5, 15 hp)</p> <p>→ Leads to <a href="#">room #12</a>, inhabited by 4 x Flash Beetle</p>
East Entry #1	<p>Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)</p>
East Entry #2	<p>Trapped and Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp). The door reeks of garbage.</p> <p>① Ice Dart Trap: CR 3; magic; Perception DC 20; Disable Device DC 20; Trigger visual (true seeing); Reset none; Effect Atk +12 ranged (1d6 cold)</p> <p>→ Leads to <a href="#">room #13</a>, inhabited by 2 x Dire Rat.</p>

## Room #12

North Entry	<p>Secret (Search DC 20) Unlocked Stone Door (hard 8, 60 hp) (slides up, +2 to break DC)</p> <p>⑤ When the secret door is opened, a trap door in the floor (Perception DC 20; Disable Device DC 20, 11' fall) drops into a short tunnel leading to <a href="#">room #7</a>, inhabited by 3 x Flash Beetle</p>
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	→ Leads to <a href="#">room #10</a>
East Entry	Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to <a href="#">room #11</a> , inhabited by 4 x Flash Beetle
Monster	4 x Flash Beetle

## Room #13 – Garbage chamber

West Entry	Trapped and Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)  Ⓢ Ice Dart Trap: CR 2; magic; Perception DC 20; Disable Device DC 20; Trigger visual (true seeing); Reset none; Effect Atk +10 ranged (1d6 cold)  → Leads to <a href="#">room #11</a>
East Entry	Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp) → Leads to <a href="#">room #14</a> , inhabited by 1 x Goblin Dog. It smells of smoke
Room Features	A set of demonic war masks hangs on the south wall, and someone has scrawled "It is awake" in goblin on the east wall The room is filled with garbage and stinks to high heck.
Monster	2 x Giant Rat
Trap	Arrow Trap: CR 1; mechanical; Perception DC 20; Disable Device DC 20; Trigger touch; Reset none; Effect Atk +15 ranged (1d8+1/x3)
Hidden Treasure	Trapped and Unlocked Good Wooden Chest (hard 5, 15 hp)  Acid Arrow Trap: CR 1; magic; Perception DC 17; Disable Device DC 22; Trigger proximity (alarm); Reset none; Effect spell effect (acid arrow, Atk +1 ranged, 2d4 acid damage for 2 rounds)  <hr/> 74 sp, 500 sp, 2200 cp; Silver holy symbol (25 sp); Scroll of False Life (cr, 150 sp), Scroll of Invisibility (cr, 150 sp); hoard total 471 sp

## Room #14 – Waste incinerator

West Entry	Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp) → Leads to <a href="#">room #13</a> , inhabited by 2 x Dire Rat. The door reeks of garbage.
East Entry	Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp)



South Entry	Unlocked Strong Wooden Door (hard 5, 20 hp) → Leads to <a href="#">room #18</a> , inhabited by 1 x Spider Swarm
Trap	Burning Hands Trap: CR 2; magic; Perception DC 26; Disable Device DC 26; Trigger proximity (alarm); Reset automatic; Effect spell effect (burning hands, 2d4 fire damage, DC 11 Reflex save for half damage); multiple targets (all targets in a 15 ft. cone)
Monster	1 x Goblin Dog, sifting through refuse

## Room #15 – Real entrance

West Entry	Secret (Search DC 30) 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 geometric patterns  → Leads to <a href="#">room #17</a>
East Entry	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp)  ① Ice Dart Trap: CR 1; magic; Perception DC 20; Disable Device DC 22; Trigger proximity (loud alarm); Reset automatic (10 minutes); Effect Atk +9 ranged (2d6 cold)
Room Features	Someone has scrawled "Sharpen thy wit and ready thy bowels" in charcoal on the north wall. Faint screaming (from the specimen gathering room) is heard from a drain in the floor. It smells slightly of blood.

## Room #16 – Airflow chamber

West Entry #1	Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp)  ① Guillotine Blade: CR 1; mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset manual; Effect Atk +12 melee (2d6/19-20)
West Entry #2	Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp)  → Leads to <a href="#">room #19</a>
East Entry	Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)  ① Arrow Trap: CR 1; mechanical; Perception DC 20; Disable Device DC 20; Trigger touch; Reset manual; Effect Atk +15 ranged (1d8+1/x3)  → Leads to <a href="#">room #18</a> , inhabited by 1 x Spider Swarm

Room Features	<p>A narrow shaft descends from the room into a natural cavern below, which functions as a crawlspace and natural ventilation.</p> <p>A fountain decorated with screaming faces sits in the north-west corner of the room</p>
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## Room #17

East Entry	<p>Secret (Search DC 30) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)</p> <p>⑤ The door is located several feet above the floor and concealed behind a tapestry of geometric patterns</p> <p>→ Leads to <a href="#">room #15</a></p>
South Entry #1	<p>Trapped and Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)</p> <p>① Guillotine Blade: CR 1; mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset manual; Effect Atk +12 melee (2d6/19-20)</p> <p>→ Leads to <a href="#">room #20</a>, inhabited by 3 x Flash Beetle</p>
South Entry #2	<p>Trapped and Stuck Iron Door (break DC 28; hard 10, 60 hp)</p> <p>① Burning Hands Trap: CR 2; magic; Perception DC 26; Disable Device DC 26; Trigger proximity (alarm); Reset 1/day; Effect spell effect (burning hands, 2d4 fire damage, DC 11 Reflex save for half damage); multiple targets (all targets in a 15 ft. cone)</p> <p>→ Leads to <a href="#">room #21</a>, inhabited by 1 x Spider Swarm</p>
Room Features	<p>Various torture devices are scattered throughout the room, and a spiderweb covered corpse lies in front of an empty chest in the west side of the room.</p> <p>Tapestries with geometric patterns line the walls.</p>

## Room #18

North Entry	<p>Unlocked Strong Wooden Door (hard 5, 20 hp)</p> <p>→ Leads to <a href="#">room #14</a>, inhabited by 1 x Goblin Dog. The air from the door smells like smoke and garbage</p>
West Entry	<p>Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)</p> <p>① Arrow Trap: CR 1; mechanical; Perception DC 20; Disable Device DC 20; Trigger touch; Reset none; Effect Atk +15 ranged (1d8+1/x3)</p> <p>→ Leads to <a href="#">room #16</a></p>
East Entry	<p>Secret (Search DC 30) Unlocked Simple Wooden Door (hard 5, 10 hp) (slides down, +1 to</p>

	break DC)  ⑤ The door is located near the ceiling and concealed by an illusion
South Entry #1	Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp) → Leads to <a href="#">room #22</a>
South Entry #2	Trapped and Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)  ① Arrow Trap: CR 1; mechanical; Perception DC 22; Disable Device DC 22; Trigger location; Reset manual; Effect Atk +10 ranged (1d6/x3)  → Leads to <a href="#">room #23</a> , inhabited by 1 x Goblin Dog
Monster	1 x Spider Swarm

## Room #19

North Entry	Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp)
East Entry #1	Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp) → Leads to <a href="#">room #16</a>
East Entry #2	Secret (Search DC 20) Unlocked Strong Wooden Door (hard 5, 20 hp)  ⑤ The door is concealed behind a pile of broken stone
Empty	

## Room #20 – Flash beetle hatchery

North Entry	Trapped and Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)  ① Guillotine Blade: CR 1; mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset manual; Effect Atk +12 melee (2d6/19-20)  → Leads to <a href="#">room #17</a>
West Entry	Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp)  ① Guillotine Blade: CR 1; mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset manual; Effect Atk +12 melee (2d6/19-20)
East Entry	Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)

	<p>① Burning Hands Trap: CR 2; magic; Perception DC 26; Disable Device DC 26; Trigger proximity (alarm); Reset 1/day; Effect spell effect (burning hands, 2d4 fire damage, DC 11 Reflex save for half damage); multiple targets (all targets in a 15 ft. cone)</p> <p>→ Leads to <a href="#">room #21</a>, inhabited by 1 x Spider Swarm</p>
South Entry #1	<p>Locked Iron Door (Open Lock DC 40, break DC 28; hard 10, 60 hp)</p> <p>→ Leads to <a href="#">room #26</a>, inhabited by 1 x Hunting Spider</p>
South Entry #2	<p>Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp)</p> <p>→ Leads to <a href="#">room #27</a>, inhabited by 1 x Hunting Spider</p>
South Entry #3	<p>Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp)</p> <p>① Pit Trap: CR 1; mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset manual; Effect 20 ft. deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10 ft. square area)</p>
Room feature	A thick curtain is in the southeast corner, connecting the two entrances.
Monster	3 x Flash Beetle

## Room #21 – Spider hatchery

North Entry	<p>Trapped and Stuck Iron Door (break DC 28; hard 10, 60 hp)</p> <p>① Burning Hands Trap: CR 2; magic; Perception DC 26; Disable Device DC 26; Trigger proximity (alarm); Reset 1/day; Effect spell effect (burning hands, 2d4 fire damage, DC 11 Reflex save for half damage); multiple targets (all targets in a 15 ft. cone)</p> <p>→ Leads to <a href="#">room #17</a></p>
West Entry	<p>Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)</p> <p>① Burning Hands Trap: CR 2; magic; Perception DC 26; Disable Device DC 26; Trigger proximity (alarm); Reset 1/day; Effect spell effect (burning hands, 2d4 fire damage, DC 11 Reflex save for half damage); multiple targets (all targets in a 15 ft. cone)</p> <p>→ Leads to <a href="#">room #20</a>, inhabited by 3 x Flash Beetle</p>
Room Features	A faded and torn tapestry hangs from the north wall, and someone has scrawled "Mind the gap" on the south wall
Monster	1 x Spider Swarm

Hidden Treasure	<p>Hidden (Search DC 30) Locked Simple Wooden Chest (Open Lock DC 20, break DC 15; hard 5, 10 hp)</p> <hr/> <p>49 sp, 350 sp, 900 cp; Agate (9 sp), Azurite (7 sp), Lapis Lazuli (11 sp); Silver candelabra with holy symbol (75 sp); Potion of Stabilize (cr, 25 sp), Scroll of Enlarge Person (cr, 25 sp); hoard total 245 sp</p>

## Room #22

North Entry	<p>Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp)</p> <p>→ Leads to <a href="#">room #18</a>, inhabited by 1 x Spider Swarm</p>
West Entry	<p>Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)</p> <p>① Acid Spray: CR 1; magic; Perception DC 22; Disable Device DC 20; Trigger visual (arcane eye); Reset none; Effect acid spray (1d6 acid damage, DC 12 Reflex save for half damage)</p>
South Entry	<p>Secret (Search DC 20) Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp) (slides down, +1 to break DC)</p> <p>⑤ The door is concealed behind a statue of an elemental salamander, and opened by setting it aflame</p>
Room Features	A shallow pit lies in the west side of the room, and a toppled statue lies in the south-west corner of the room
Trap	Acid Spray: CR 3; magic; Perception DC 22; Disable Device DC 22; Trigger visual (arcane eye); Reset none; Effect acid spray (1d6 acid damage, DC 10 Reflex save for half damage)

## Room #23

North Entry	<p>Trapped and Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)</p> <p>① Arrow Trap: CR 2; mechanical; Perception DC 22; Disable Device DC 22; Trigger location; Reset manual; Effect Atk +10 ranged (1d6/x3)</p> <p>→ Leads to <a href="#">room #18</a>, inhabited by 1 x Spider Swarm</p>
East Entry	Secret (Search DC 25) Stuck Stone Door (break DC 28; hard 8, 60 hp) (magically reinforced, +10 to break DC)

	Ⓢ The door is opened by pulling an iron sconce → Leads to <a href="#">room #24</a> , inhabited by 3 x Goblin Warriors
Monster	1 x Goblin Dog

## Room #24

North Entry	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓢ Falling Block: CR 2; mechanical; Perception DC 20; Disable Device DC 22; Trigger location; Reset none; Effect Atk +10 melee (1d6); multiple targets (all targets in a 10 ft. square area)
West Entry #1	Secret (Search DC 25) Stuck Stone Door (break DC 28; hard 8, 60 hp) (magically reinforced, +10 to break DC) Ⓢ The door is opened by pulling an iron sconce → Leads to <a href="#">room #23</a> , inhabited by 1 x Goblin Dog
West Entry #2	Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp) → Leads to <a href="#">room #25</a>
Room Features	The floor is covered in perfect hexagonal tiles, and several headless statues are scattered throughout the room
Monster	3 x Goblin warriors... The zookeeper, the trapsmith and the artist. All three are named Chug. <hr/> Treasure: 13 sp, 258 cp; Alabaster (12 sp), Azurite (10 sp), Carnelian (35 sp), Freshwater Pearl (9 sp), Rock Quartz (10 sp), Smoky Quartz (55 sp); Oil of Light (cr, 25 sp), Scroll of Gust of Wind (cr, 150 sp); hoard total 328 sp 6 cp

## Room #25

West Entry	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) Ⓢ Acid Arrow Trap: CR 1; magic; Perception DC 17; Disable Device DC 22; Trigger proximity (alarm); Reset none; Effect spell effect (acid arrow, Atk +1 ranged, 2d4 acid damage for 2 rounds)
East Entry	Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp) → Leads to <a href="#">room #24</a> , inhabited by 3 x Goblin Warriors

Room Features	The floor is covered in square tiles, alternating white and black, and flickering wisps of flame fill the south side of the room
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## Room #26 – Papa spider

North Entry #1	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓣ Acid Arrow Trap: CR 1; magic; Perception DC 17; Disable Device DC 22; Trigger proximity (alarm); Reset none; Effect spell effect (acid arrow, Atk +1 ranged, 2d4 acid damage for 2 rounds)
North Entry #2	Locked Iron Door (Open Lock DC 40, break DC 28; hard 10, 60 hp) → Leads to <a href="#">room #20</a> , inhabited by 3 x Flash Beetle
East Entry	Iron Door (break DC 28; hard 10, 60 hp) Ⓣ One-way Door (out): CR 2; mechanical; Perception DC 22; Disable Device DC 22 → Leads to <a href="#">room #27</a> , inhabited by 1 x Hunting Spider
Room Features	A ladder ascends to a balcony hanging from the north wall, and spirals of red stones cover the floor
Monster	1 x Hunting Spider <hr/> Treasure: 101 sp, 150 cp; Alabaster (12 sp), Ivory (55 sp), Obsidian (7 sp); hoard total 150ish sp

## Room #27 – Mama spider

North Entry	Stone Door (break DC 28; hard 8, 60 hp) → Leads to <a href="#">room #20</a> , inhabited by 3 x Flash Beetle
West Entry	Iron Door (break DC 28; hard 10, 60 hp) Ⓣ One-way Door (in): CR 2; mechanical; Perception DC 22; Disable Device DC 22 → Leads to <a href="#">room #26</a> , inhabited by 1 x Hunting Spider
East Entry	Trapped and Stuck Iron Door (break DC 28; hard 10, 60 hp) Ⓣ Thunderstone Mine: CR 3; magic; Perception DC 20; Disable Device DC 20; Trigger location; Reset manual; Effect thunder blast (2d6 sonic damage, DC 12 Fort save for half



	damage); multiple targets (all targets in a 10 ft. radius burst)
Monster	1 x Hunting Spider <hr/> Treasure: 14 sp, 180 sp; Agate (10 sp), Sard (55 sp), Tigereye (10 sp); Scroll of Silent Image (cr, 25 sp); hoard total 132 sp

Random Dungeon Generator

<http://donjon.bin.sh/>

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## Creatures

### FLASH BEETLE

CREATURE –1

N SMALL ANIMAL

Perception +6; low-light vision

**Skills** Acrobatics +6, Athletics +4

Str +1, Dex +3, Con +2, Int –5, Wis +1, Cha –2

AC 16; Fort +5, Ref +8, Will +4

HP 6

**Luminescent Aura** (aura, light) 10 feet. The flash beetle's bioluminescent organs fill the area with bright light.

**Speed** 20 feet, fly 15 feet

**Melee** [one-action] mandibles +8 (agile, finesse), Damage 1d4+1 piercing

**Light Flash** [one-action] (concentrate, light) The flash beetle creates a brilliant flash of light. All creatures in its luminescent aura must succeed at a DC 17 Fortitude save or be dazzled for 1 minute. The flash beetle's glow then goes out, disabling its aura for 24 hours, during which time it cannot use Light Flash.

### GOBLIN DOG

CREATURE 1

N MEDIUM ANIMAL

Perception +6; low-light vision, scent (imprecise) 30 feet

**Skills** Athletics +6, Stealth +7

Str +3, Dex +2, Con +2, Int –4, Wis +1, Cha –1

AC 17; Fort +8, Ref +8, Will +5

HP 17

**Buck** [reaction] DC 17

**Irritating Dander** A creature that hits the goblin dog with an unarmed attack, tries to Grapple it, or otherwise touches it is exposed to goblin pox.

**Juke** [reaction] Requirement A creature must be mounted on the goblin dog. Trigger The rider issues a command to the goblin dog. Effect The goblin dog Steps before following the command.

**Speed** 40 feet

**Melee** [one-action] jaws +9, Damage 1d6+3 piercing plus goblin pox

**Goblin Pox** (disease); Goblins and goblin dogs are immune to goblin pox. Saving Throw DC 17 Fortitude; Stage 1 sickened 1 (1 round); Stage 2 sickened 1 and slowed 1 (1 round); Stage 3 sickened 2 and can't reduce its sickened value below 1 (1 day).

**Scratch** [two-actions] (manipulate) The goblin dog vigorously scratches itself, exposing all adjacent creatures to goblin pox.

## GHOUL

### CREATURE 1

#### CE MEDIUM GHOUL UNDEAD

Perception +7; darkvision

Languages Common, Necril

**Skills** Acrobatics +7, Athletics +4, Stealth +7, Survival +5

Str +1, Dex +4, Con +1, Int +1, Wis +2, Cha +2

AC 16; Fort +4, Ref +9, Will +5

HP 20, negative healing; Immunities death effects, disease, paralyzed, poison, unconscious

**Speed** 30 feet, burrow 5 feet

**Melee** [one-action] jaws +9 (finesse), Damage 1d6+1 piercing plus ghoul fever and paralysis

**Melee** [one-action] claw +9 (agile, finesse), Damage 1d4+1 slashing plus paralysis

**Consume Flesh** [one-action] (manipulate) See Ghoul Abilities. The ghoul regains 1d6 Hit Points.

**Ghoul Fever** (disease) See Ghoul Abilities; DC 15.

**Paralysis** (incapacitation, occult, necromancy) See Ghoul Abilities; DC 15.

**Swift Leap** [one-action] (move) See Ghoul Abilities.

## Ghoul Abilities

A ghoul gains the undead and ghoul traits, and it usually becomes evil. If the base creature has any abilities that come from it being a living creature, it loses them. It also loses any traits that represented its life as a living creature, such as human and humanoid. You might also need to adjust abilities that conflict with the theme of a ghoul. All ghouls gain the following abilities. The save DC for all abilities uses the DC of the ghoul's level (Core Rulebook 503).

### Darkvision

### Negative Healing

**Immunities** death effects, disease, paralyzed, poison, unconscious

**Claws** If the creature had hands, it gains a claw Strike (an agile unarmed attack that deals slashing damage plus paralysis). If it had any agile attacks, the damage dealt by its claws should be roughly the same as the damage dealt by those attacks. If it had only non-agile attacks, its claws should deal three-quarters that damage.

**Jaws** If the creature had a mouth, it gains a jaws Strike (an unarmed attack that deals slashing damage plus ghoul fever and paralysis). The damage amount should be the same as the creature's non-agile attacks.

**Consume Flesh** [one-action] (manipulate) Requirements The ghoul is adjacent to the corpse of a creature that died within the last hour. Effect The ghoul devours a chunk of the corpse and regains 1d6 Hit Points plus 1d6 for every 2 levels it has. It can regain Hit Points from any given corpse only once.

**Ghoul Fever** (disease) Saving Throw Fortitude; Stage 1 carrier with no ill effect (1 day); Stage 2 2d6 negative damage and regains half as many Hit Points from all healing (1 day); Stage 3 as stage 2 (1 day); Stage 4 2d6 negative damage and gains no benefit from healing (1 day); Stage 5 as stage 4 (1 day); Stage 6 dead, and rises as a ghoul the next midnight.

**Paralysis** (incapacitation, occult, necromancy) Any living, non-elf creature hit by a ghoul's attack must succeed at a Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

**Swift Leap** [one-action] (move) The ghoul jumps up to half its Speed. This movement doesn't trigger

reactions.

## SPIDER SWARM

CREATURE 0

N LARGE ANIMAL SWARM

Perception +4; darkvision, web sense

**Skills** Acrobatics +5, Athletics +2, Stealth +5

Str -2, Dex +3, Con +0, Int -5, Wis +0, Cha -4

**Web Sense** The spider swarm has imprecise tremorsense to detect the vibrations of creatures touching its web.

AC 15; Fort +4, Ref +7, Will +2

HP 12; Immunities precision, swarm mind; Weaknesses area damage 5, splash damage 5; Resistances bludgeoning 2, piercing 5, slashing 5

**Speed** 20 feet, climb 20 feet

**Swarming Bites** [one-action] Each enemy in the spider swarm's space takes 1d4 piercing damage with a DC 14 basic Reflex save. A creature that fails its save is exposed to spider swarm venom.

**Spider Swarm Venom** (poison); Saving Throw Fortitude DC 14; Maximum Duration 4 rounds; Stage 1 1 poison and enfeebled 1 (1 round); Stage 2 1d4 poison and enfeebled 1 (1 round).

## HUNTING SPIDER

CREATURE 1

N MEDIUM ANIMAL

Perception +7; darkvision, web sense

**Skills** Acrobatics +7, Athletics +5, Stealth +7

Str +2, Dex +4, Con +1, Int -5, Wis +2, Cha -4

**Web Sense** As spider swarm.

AC 17; Fort +6, Ref +9, Will +5

HP 16

**Spring Upon Prey** [reaction] (attack); Requirement Initiative has not yet been rolled. Trigger A creature touches the hunting spider's web while the spider is on it. Effect The hunting spider automatically notices the creature and Strides, Climbs, or Descends on a Web before it rolls initiative.

**Speed** 25 feet, climb 25 feet

**Melee** [one-action] fangs +9 (finesse), Damage 1d6+2 piercing plus hunting spider venom

**Ranged** [one-action] web +7 (range increment 30 feet), Effect web trap

**Descend on a Web** [one-action] (move) The hunting spider moves straight down up to 40 feet, suspended by a web line. It can hang from the web or drop off. The distance it Descends on a Web doesn't count for falling damage. A creature that successfully Strikes the web (AC 20, Hardness 3, 5 HP) severs it, causing the spider to fall.

**Hunting Spider Venom** (poison); Saving Throw Fortitude DC 16; Maximum Duration 6 rounds; Stage 1 1d10 poison and flat-footed (1 round); Stage 2 1d12 poison, clumsy 1, and flat-footed (1 round); Stage 3 2d6 poison, clumsy 2, and flat-footed (1 round).

**Web Trap** A creature hit by the hunting spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 17).

## GIANT RAT

CREATURE -1

## N SMALL ANIMAL

Perception +5; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +5, Athletics +2 (+4 to Climb or Swim), Stealth +5

Str +1, Dex +3, Con +2, Int -4, Wis +1, Cha -3

AC 15; Fort +6, Ref +7, Will +3

HP 8

**Speed** 30 feet, climb 10 feet

**Melee** [one-action] jaws +7 (agile, finesse), Damage 1d6+1 piercing plus filth fever

**Filth Fever** (disease) The sickened and unconscious conditions from filth fever don't improve on their own until the disease is cured. Saving Throw DC 14 Fortitude; Stage 1 carrier with no ill effect (1d4 hours), Stage 2 sickened 1 (1 day), Stage 3 sickened 1 and slowed 1 (1 day), Stage 4 unconscious (1 day), Stage 5 dead

## GOBLIN WARRIOR

CREATURE -1

CE SMALL GOBLIN HUMANOID

Perception +2; darkvision

Languages Goblin

**Skills** Acrobatics +5, Athletics +2, Nature +1, Stealth +5

Str +0, Dex +3, Con +1, Int +0, Wis -1, Cha +1

**Items** dogslicer, leather armor, shortbow (10 arrows), set of keys, trapmaking tools

AC 16; Fort +5, Ref +7, Will +3

HP 6

**Goblin Scuttle** [reaction] Trigger A goblin ally ends a move action adjacent to the warrior. Effect The goblin warrior Steps.

Speed 25 feet

**Melee** [one-action] dogslicer +8 (agile, backstabber, finesse), Damage 1d6 slashing

**Ranged** [one-action] shortbow +8 (deadly 1d10, range increment 60 feet, reload 0), Damage 1d6 piercing