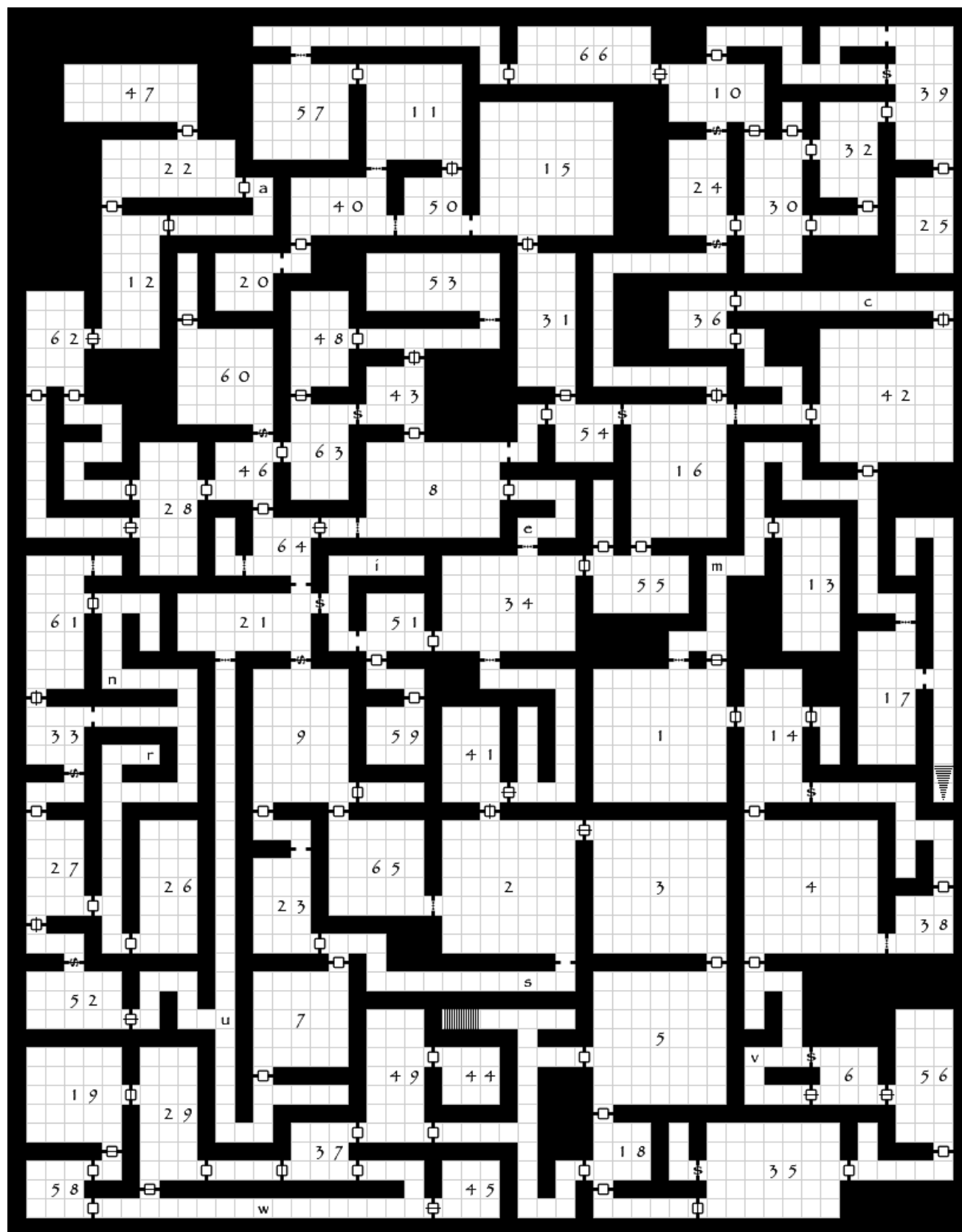


The Dark Chambers of Doom 01

Level 1





Archway



Portcullis



Door



Locked



Trapped



Secret



Up



Down

General**History**

The dungeon was created by a lich as a lair. Its creators were destroyed by a natural disaster, and the dungeon has been attacked and abandoned many times since then.

Walls

Hewn Stone (DC 20 to climb)

Floor

Uneven Flagstone (DC 10 to charge or run)

Temperature

Warm

Illumination

Average (shadowy in corridors, lamps or torches in most rooms)

Corridor Features

- a** Several square holes are cut into the walls here
- c** Several square holes are cut into the walls here
- e** Skeletons hang from chains and manacles against the walls
- i** Someone has scrawled "It's a trap" here
- m** A group of demonic faces have been carved into the walls
- n** An iron chandelier hangs from the ceiling here
- r** The walls here have been engraved with geometric patterns
- s** A tile labyrinth covers the floor
- u** Someone has scrawled a crude drawing of an orc here
- v** Fire Spray: DC 15 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 12 save or take 2d10 fire damage
- w** A chute falls into the corridor from above

Wandering Monsters

- 1** Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp, returning to their lair with plunder
- 2** Bugbear (cr 1, mm 33) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp, searching for an object stolen from their lair
- 3** Orog (cr 2, mm 247); deadly, 450 xp, trying to lure the party into an ambush
- 4** Gelatinous Cube (cr 2, mm 242); deadly, 450 xp, lost and desperate
- 5** Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp, tracking the party
- 6** Mimic (cr 2, mm 220); deadly, 450 xp, lost and desperate

Room #1	<i>North Entry #1</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) (stuck, disadvantage to open)
	<i>North Entry #2</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)
	<i>East Entry</i>	Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp) → Leads to room #14
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp
		Treasure: 15 sp
Room #2	<i>North Entry</i>	Trapped and Unlocked Iron Door (60 hp) ① Fire Spray: DC 15 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 14 save or take 2d10 fire damage → Leads to room #41
	<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #65 , inhabited by Silver Dragon Wyrmling
	<i>East Entry</i>	Trapped and Stuck Good Wooden Door (DC 15 to break; 15 hp) ① Arrow Trap: DC 10 to find, DC 10 to disable; +10 to hit against one target, 4d10 piercing damage → Leads to room #3
	<i>South Entry</i>	Archway
	Empty	
Room #3	<i>West Entry</i>	Trapped and Stuck Good Wooden Door (DC 15 to break; 15 hp) ① Arrow Trap: DC 10 to find, DC 10 to disable; +10 to hit against one target, 4d10 piercing damage → Leads to room #2
	<i>South Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) (slides up) → Leads to room #5 , inhabited by Bugbear
	Hidden Treasure	Hidden (DC 15 to find) Unlocked Simple Wooden Chest (10 hp) 2000 cp, 800 sp, 80 gp, hematite (10 gp), lapis lazuli (10 gp), malachite (10 gp)
Room #4	<i>North Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #14
	<i>East Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #38 , inhabited by Mimic
	<i>South Entry</i>	Unlocked Strong Wooden Door (20 hp)
	Monster	2 x Goblin (cr 1/4, mm 166) and 3 x Giant Rat (cr 1/8, mm 327); hard, 175 xp Treasure: 17 gp; 18 cp; 17 sp; 10 sp

Room #5	<i>North Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) (slides up) → Leads to room #3
	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>South Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #18 , inhabited by Hobgoblin
	Room Features	Part of the ceiling has collapsed into the room, and the north and west walls are covered with scorch marks
	Monster	Bugbear (cr 1, mm 33); medium, 200 xp
		Treasure: 14 gp
Room #6	<i>West Entry #1</i>	Secret (DC 25 to find) Unlocked Good Wooden Door (15 hp) ⑤ The door is concealed within a mosaic of ghoulish carnage
	<i>West Entry #2</i>	Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp) ① Earthmaw Trap: DC 20 to find, DC 10 to disable; +7 to hit against one target, 2d10 piercing damage
	<i>East Entry</i>	Trapped and Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp) ① Arrow Trap: DC 10 to find, DC 10 to disable; +3 to hit against one target, 1d10 piercing damage → Leads to room #56
	Room Features	A ladder ascends to a catwalk hanging between the north and south walls, and someone has scrawled a crude drawing of an orc on the west wall
Room #7	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>South Entry</i>	Unlocked Good Wooden Door (15 hp)
	Empty	
Room #8	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #43 , inhabited by Orc and 1 x Half-ogre
	<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) (stuck, disadvantage to open)
	<i>East Entry #1</i>	Archway
	<i>East Entry #2</i>	Unlocked Good Wooden Door (15 hp)
	Room Features	Someone has scrawled "Evet's Angels looted this place" on the west wall, and a shattered hammer lies in the west side of the room
	Monster	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp
		Treasure: 22 cp

Room #9	<i>North Entry</i>	Secret (DC 15 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) ⑤ A bookcase and concealed door pivots smoothly → Leads to room #21
	<i>East Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp)
	<i>South Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>South Entry #2</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #65 , inhabited by Silver Dragon Wyrmling
	Empty	
Room #10	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>West Entry</i>	Trapped and Unlocked Strong Wooden Door (20 hp) (magically reinforced, disadvantage to break) ① Earthmaw Trap: DC 15 to find, DC 10 to disable; +3 to hit against one target, 1d10 piercing damage → Leads to room #66 , inhabited by Hobgoblin
	<i>South Entry #1</i>	Secret (DC 25 to find) Unlocked Good Wooden Door (15 hp) ⑤ The door is concealed behind a statue of a troll archer, and opened by pulling an arrow in its quiver → Leads to room #24
	<i>South Entry #2</i>	Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp) → Leads to room #30
	Room Features	Someone has scrawled a large X on the north wall, and a crushed helm lies in the east side of the room
	Monster	Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp
		Treasure: 18 cp; 8 gp
Room #11	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #57
	<i>South Entry #1</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #40
	<i>South Entry #2</i>	Trapped and Locked Stone Door (DC 20 to open, DC 25 to break; 60 hp) ① Electrified Lock: DC 15 to find, DC 10 to disable; affects each creature which touches the lock, DC 14 save or take 2d10 lightning damage → Leads to room #50 , inhabited by Orog
	Empty	

Room #12	<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #22 , inhabited by Goblin Boss and 1 x Goblin
	<i>West Entry</i>	Trapped and Stuck Strong Wooden Door (DC 15 to break; 20 hp) ① Rune of Confusion: DC 15 to find, DC 10 to disable; affects all targets within 10 ft., DC 15 save or become confused (phb 224) for 1d4 rounds → Leads to room #62
	<i>East Entry</i>	Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp)
	Room Features	A stone ramp ascends towards the north wall, and several pieces of torn paper are scattered throughout the room
Room #13	<i>West Entry</i>	Unlocked Stone Door (60 hp)
	Room Features	Someone has scrawled "I've forgotten my name" on the south wall, and knocking can be faintly heard near the north wall
	Monster	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp
		Treasure: 14 gp; 16 sp
Room #14	<i>West Entry</i>	Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp) → Leads to room #1 , inhabited by Mimic
	<i>East Entry #1</i>	Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp) (slides down)
	<i>East Entry #2</i>	Secret (DC 15 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) ⑤ The door is concealed behind a tapestry of a draconic goddess
	<i>South Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #4 , inhabited by 2 x Goblin and 3 x Giant Rat
	Empty	
Room #15	<i>West Entry</i>	Archway → Leads to room #50 , inhabited by Orog
	<i>South Entry</i>	Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp) ① One-way Door: DC 10 to find, DC 10 to disable → Leads to room #31
	Room Features	An iron sarcophagus sits in the north side of the room, and the ceiling is covered with cracks
	Monster	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp
		Treasure: 17 sp

Room #16	<i>North Entry</i>	Trapped and Stuck Stone Door (DC 20 to break; 60 hp) ① Ice Dart Trap: DC 15 to find, DC 10 to disable; +4 to hit against one target, 1d10 cold damage
	<i>West Entry</i>	Secret (DC 25 to find) Unlocked Simple Wooden Door (10 hp) ⑤ The door is concealed behind a statue of an armored warrior, and opened by moving his sword → Leads to room #54 , inhabited by Silver Dragon Wyrmling
	<i>East Entry</i>	Trapped Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) ① Rune of Hypnosis: DC 10 to find, DC 10 to disable; affects all targets within 10 ft., DC 14 save or become incapacitated for 1d4 rounds
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #55
	Room Features	A circle of tall stones stands in the south-west corner of the room, and several shattered weapons are scattered throughout the room
	Monster	Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp
		Treasure: 3 pp; 13 sp
Room #17	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>East Entry</i>	Archway
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp
		Treasure: 2900 cp, 1000 sp, 30 gp, carnelian (50 gp), chrysoprase (50 gp), 2 x citrine (50 gp), onyx (50 gp), quartz (50 gp)
Room #18	<i>North Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #5 , inhabited by Bugbear
	<i>West Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>South Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	Monster	Hobgoblin (cr 1/2, mm 186); easy, 100 xp
		Treasure: 14 sp

Room #19*East Entry*

Locked Iron Door (DC 10 to open, DC 30 to break; 60 hp) (slides to one side)

→ Leads to [room #29](#), inhabited by Silver Dragon Wyrmling

South Entry

Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp)

Monster

Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp

Treasure: 1800 cp, 1400 sp, 60 gp, banded agate (10 gp), 2 x hematite (10 gp), lapis lazuli (10 gp), moss agate (10 gp), obsidian (10 gp), tiger eye (10 gp), Spell Scroll (Shillelagh) (common, dmg 200), Spell Scroll (Detect Evil and Good) (common, dmg 200), Potion of Climbing (common, dmg 187), Potion of Greater Healing (uncommon, dmg 187), 2 x Potion of Healing (common, dmg 187)

Room #20*East Entry*

Archway

Room Features

A cube of solid stone stands in the south side of the room, and a rattling noise can be faintly heard near the east wall

Monster

Orog (cr 2, mm 247); deadly, 450 xp

Treasure: 9 gp

Trap

Fire Spray: DC 10 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 13 save or take 2d10 fire damage

Hidden Treasure

Hidden (DC 25 to find) Trapped and Locked Strong Wooden Chest (DC 15 to unlock, DC 25 to break; 20 hp)

Contact Poison: DC 15 to find, DC 10 to disable; affects each creature which touches the trigger, DC 14 save or take 2d10 damage

1800 cp, 1000 sp, 30 gp, a fine leather mantle trimmed with rabbit fur (25 gp), a marble brazier set with a single jet (25 gp), a petrified squirrel inlaid with gold (25 gp), a rosewood medallion inlaid with a meandros of gold (25 gp), a silver cup inlaid with ornate electrum scrollwork (25 gp), a silver shield brooch inlaid with electrum (25 gp), an obsidian rod set with a rosette of jade (25 gp)

Room #21	<i>North Entry</i>	Archway → Leads to room #64 , inhabited by Hobgoblin and 2 x Goblin
	<i>East Entry</i>	Secret (DC 15 to find) Stuck Simple Wooden Door (DC 10 to break; 10 hp) ⑤ The door is concealed behind a tapestry of ancient mythology
	<i>South Entry #1</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>South Entry #2</i>	Secret (DC 15 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) ⑤ A bookcase and concealed door pivots smoothly → Leads to room #9
	Room Features	Spirals of red stones cover the floor, and several pieces of rotting wood are scattered throughout the room
Room #22	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #47 , inhabited by Orog
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #12
	Monster	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp <hr/> Treasure: 19 cp; 1 pp
	Trap	Fire Spray: DC 10 to find, DC 10 to disable; affects all targets within a 20 ft. cone, DC 13 save or take 2d10 fire damage
Room #23	<i>North Entry</i>	Archway
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Room Features	A faded and torn tapestry hangs from the north wall, and an acrid odor fills the south-east corner of the room
	Monster	Bugbear (cr 1, mm 33) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp <hr/> Treasure: 10 sp; 7 ep

Room #24	<i>North Entry</i>	Secret (DC 25 to find) Unlocked Good Wooden Door (15 hp) Ⓢ The door is concealed behind a statue of a troll archer, and opened by pulling an arrow in its quiver → Leads to room #10 , inhabited by Ogre Zombie and 1 x Zombie
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp) (slides to one side) → Leads to room #30
	<i>South Entry</i>	Secret (DC 20 to find) Unlocked Good Wooden Door (15 hp) Ⓢ The door is located near the ceiling and concealed behind an area of slime
	Trap	Concealed Pit: DC 10 to find, DC 15 to disable; affects all targets entering a 10 ft. square area, DC 13 save or take 2d10 damage
Room #25	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #39 , inhabited by Mimic
	Room Features	The scent of ozone fills the east side of the room, and a rusted breastplate lies in the west side of the room
	Monster	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp Treasure: 8 sp; 7 gp
Room #26	<i>West Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	Room Features	The floor is covered in square tiles, alternating white and black, and several pieces of torn paper are scattered throughout the room
Room #27	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>South Entry</i>	Trapped and Locked Stone Door (DC 10 to open, DC 25 to break; 60 hp) (slides up) ① Rune of Confusion: DC 15 to find, DC 20 to disable; affects all targets within 10 ft., DC 12 save or become confused (phb 224) for 1d4 rounds
	Monster	Ogre Zombie (cr 2, mm 316); deadly, 450 xp Treasure: 2000 cp, 1300 sp, 30 gp, diamond (50 gp), jasper (50 gp), moonstone (50 gp), onyx (50 gp), star rose quartz (50 gp), Cloak of the Manta Ray (uncommon, dmg 159), Oil of Slipperiness (uncommon, dmg 184), Potion of Growth (uncommon, dmg 187), Potion of Water Breathing (uncommon, dmg 188)

Room #28	<i>West Entry #1</i>	Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp)
	<i>West Entry #2</i>	Trapped and Stuck Iron Door (DC 25 to break; 60 hp) (magically reinforced, disadvantage to break) Ⓢ Magic Missile Trap: DC 15 to find, DC 10 to disable; one target, 1d10 force damage
	<i>East Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #46 , inhabited by Gelatinous Cube
	Room Features	A large demonic idol with ruby eyes sits in the south side of the room, and an unexplained breeze can be felt in the west side of the room
	Monster	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp Treasure: 2400 cp, 1200 sp, 50 gp, azurite (10 gp), banded agate (10 gp), blue quartz (10 gp), hematite (10 gp), lapis lazuli (10 gp), moss agate (10 gp), 2 x rhodochrosite (10 gp), tiger eye (10 gp), turquoise (10 gp)
Room #29	<i>West Entry</i>	Locked Iron Door (DC 10 to open, DC 30 to break; 60 hp) (slides to one side) → Leads to room #19 , inhabited by Silver Dragon Wyrmling
	<i>East Entry</i>	Unlocked Strong Wooden Door (20 hp)
	<i>South Entry</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)
	Monster	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp Treasure: 2300 cp, 900 sp, 120 gp, a bone orb set with chalcedony (25 gp), a fine leather coinpurse trimmed with lynx fur (25 gp), a rosewood medallion inlaid with a meandros of gold (25 gp), 2 x a rosewood rod engraved with elven script (25 gp), a steel amulet inlaid with a meandros of silver (25 gp)
	Hidden Treasure	Hidden (DC 15 to find) Trapped and Locked Good Wooden Chest (DC 25 to unlock, DC 20 to break; 15 hp) Acid Spray: DC 10 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 15 save or take 1d10 acid damage for 1d4 rounds 1900 cp, 1300 sp, 70 gp, 2 x diamond (50 gp), bloodstone (50 gp), chalcedony (50 gp), citrine (50 gp), jasper (50 gp), quartz (50 gp), sardonyx (50 gp), star rose quartz (50 gp), Cap of Water Breathing (uncommon, dmg 157), Oil of Slipperiness (uncommon, dmg 184), Rope of Climbing (uncommon, dmg 197)

Room #30	<i>North Entry #1</i>	Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp) → Leads to room #10 , inhabited by Ogre Zombie and 1 x Zombie
	<i>North Entry #2</i>	Unlocked Simple Wooden Door (10 hp)
	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp) (slides to one side) → Leads to room #24
	<i>East Entry #1</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #32
	<i>East Entry #2</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	Room Features	Ghostly wailing can be faintly heard near the south wall, and a sundered club lies in the north side of the room
Room #31	<i>North Entry</i>	Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp) ① One-way Door: DC 10 to find, DC 10 to disable → Leads to room #15 , inhabited by Silver Dragon Wyrmling
	<i>South Entry</i>	Locked Stone Door (DC 20 to open, DC 25 to break; 60 hp) → Leads to room #54 , inhabited by Silver Dragon Wyrmling
	Room Features	A wooden ladder rests against the west wall, and several candles are scattered throughout the room
Room #32	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #30
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #39 , inhabited by Mimic
	<i>South Entry</i>	Unlocked Good Wooden Door (15 hp)
	Empty	
Room #33	<i>North Entry</i>	Trapped and Unlocked Good Wooden Door (15 hp) ① Rune of Dread: DC 10 to find, DC 15 to disable; affects all targets within 10 ft., DC 11 save or become frightened for 1d4 rounds → Leads to room #61 , inhabited by Mimic
	<i>East Entry</i>	Archway
	<i>South Entry</i>	Secret (DC 20 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) ⑤ A bookcase and concealed door pivots smoothly
	Empty	

Room #34	<i>North Entry</i>	Trapped Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) ① Falling Block: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 12 save or take 2d10 damage
	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #51 , inhabited by Bugbear and 1 x Goblin
	<i>East Entry</i>	Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp) → Leads to room #55
	<i>South Entry</i>	Trapped Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) ① Earthmaw Trap: DC 10 to find, DC 15 to disable; +4 to hit against one target, 1d10 piercing damage
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp
		Treasure: 8 sp
Room #35	<i>West Entry #1</i>	Secret (DC 25 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) ⑤ The door is concealed within the mouth of a demonic face carved from stone
	<i>West Entry #2</i>	Locked Iron Door (DC 15 to open, DC 30 to break; 60 hp)
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp)
	Room Features	The floor is covered in perfect hexagonal tiles, and the floor is covered with claw marks
Room #36	<i>East Entry #1</i>	Unlocked Iron Door (60 hp)
	<i>East Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Empty	
Room #37	<i>West Entry</i>	Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp)
	<i>East Entry #1</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #49
	<i>East Entry #2</i>	Unlocked Simple Wooden Door (10 hp)
	Room Features	A large kiln and coal bin sit in the east side of the room, and someone has scrawled "I'd rather be at the Red Blade" in dwarvish runes on the east wall

Room #38	<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #4 , inhabited by 2 x Goblin and 3 x Giant Rat
	Room Features	Various torture devices are scattered throughout the room, and an overwhelming stench fills the room
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp
		Treasure: 17 cp
Room #39	<i>West Entry #1</i>	Archway
	<i>West Entry #2</i>	Secret (DC 25 to find) Trapped and Unlocked Good Wooden Door (15 hp) (slides up) ⑤ The door is concealed within the mouth of a demonic face carved from stone ① Thunderstone Mine: DC 10 to find, DC 10 to disable; affects all targets within 20 ft., DC 10 save or take 1d10 thunder damage and become deafened for 1d4 rounds
	<i>West Entry #3</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #32
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #25 , inhabited by Orc and 1 x Half-ogre
	Room Features	A ladder ascends to a wooden platform in the north side of the room, and the floor is covered with stone rubble
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp
		Treasure: 15 sp

Room #40*North Entry*

Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)

→ Leads to [room #11](#)

East Entry

Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)

→ Leads to [room #50](#), inhabited by Orog

South Entry

Unlocked Good Wooden Door (15 hp) (slides to one side)

Hidden Treasure

Locked Good Wooden Chest (DC 15 to unlock, DC 20 to break; 15 hp)

1000 cp, 700 sp, 90 gp, a bone chalice set with garnet (25 gp), a bone comb engraved with arcane runes (25 gp), a cloth robe trimmed with fur (25 gp), an earthenware jar painted with woodland imagery (25 gp), Spell Scroll (Sending) (uncommon, dmg 200), Driftglobe (uncommon, dmg 166), Potion of Animal Friendship (uncommon, dmg 187)

Room #41*East Entry*

Trapped and Locked Stone Door (DC 10 to open, DC 25 to break; 60 hp)

① Electrified Lock: DC 20 to find, DC 10 to disable; affects each creature which touches the lock, DC 12 save or take 2d10 lightning damage

South Entry

Trapped and Unlocked Iron Door (60 hp)

① Fire Spray: DC 15 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 14 save or take 2d10 fire damage

→ Leads to [room #2](#)

Room Features

A circle of tall stones stands in the west side of the room, and someone has scrawled "Bifur stands here, slain by a basilisk" on the south wall

Room #42*North Entry*

Trapped and Unlocked Stone Door (60 hp)

① Falling Block: DC 10 to find, DC 15 to disable; affects all targets within a 10 ft. square area, DC 12 save or take 2d10 damage

West Entry

Unlocked Good Wooden Door (15 hp)

South Entry

Stuck Good Wooden Door (DC 15 to break; 15 hp)

Room Features

A group of demonic faces have been carved into the east wall, and an overwhelming stench fills the room

Room #43	<i>North Entry</i>	Trapped and Unlocked Stone Door (60 hp) (slides to one side) ① Thunderstone Mine: DC 10 to find, DC 15 to disable; affects all targets within 20 ft., DC 14 save or take 2d10 thunder damage and become deafened for 1d4 rounds
	<i>West Entry</i>	Secret (DC 20 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) ⑤ The door is located near the ceiling and concealed behind a tapestry of ghoulish carnage → Leads to room #63 , inhabited by Gelatinous Cube
	<i>South Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #8 , inhabited by Gelatinous Cube
	Monster	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp
		Treasure: 12 sp; 7 gp
	Trap	Poison Gas Trap: DC 15 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 15 save or take 2d10 poison damage
	Hidden Treasure	Hidden (DC 25 to find) Locked Iron Chest (DC 15 to unlock, DC 30 to break; 60 hp) 2000 cp, 1000 sp, 40 gp, diamond (50 gp), carnelian (50 gp), 2 x chrysoprase (50 gp), 2 x zircon (50 gp)
Room #44	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #49
	Room Features	A group of monstrous faces have been carved into the north wall, and a cube of solid stone stands in the west side of the room
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp
		Treasure: 2700 cp, 1200 sp, 80 gp, blue quartz (10 gp), eye agate (10 gp), lapis lazuli (10 gp), obsidian (10 gp), rhodochrosite (10 gp), turquoise (10 gp)
Room #45	<i>West Entry</i>	Trapped and Unlocked Good Wooden Door (15 hp) ① Rune of Dread: DC 10 to find, DC 20 to disable; affects all targets within 10 ft., DC 12 save or become frightened for 1d4 rounds
	Monster	Orog (cr 2, mm 247); deadly, 450 xp
		Treasure: 2400 cp, 1600 sp, 120 gp, banded agate (10 gp), 2 x blue quartz (10 gp), eye agate (10 gp), 2 x hematite (10 gp), lapis lazuli (10 gp), malachite (10 gp), obsidian (10 gp), turquoise (10 gp)

Room #46	<i>North Entry</i>	<p>Secret (DC 15 to find) Stuck Iron Door (DC 25 to break; 60 hp)</p> <p>⑤ The door is located several feet above the floor and concealed behind a tapestry of a legendary battle</p> <p>→ Leads to room #60</p>
	<i>West Entry</i>	<p>Stuck Strong Wooden Door (DC 15 to break; 20 hp)</p> <p>→ Leads to room #28, inhabited by Silver Dragon Wyrmling</p>
	<i>East Entry</i>	<p>Unlocked Simple Wooden Door (10 hp)</p> <p>→ Leads to room #63, inhabited by Gelatinous Cube</p>
	<i>South Entry</i>	<p>Stuck Simple Wooden Door (DC 10 to break; 10 hp)</p> <p>→ Leads to room #64, inhabited by Hobgoblin and 2 x Goblin</p>
	Monster	<p>Gelatinous Cube (cr 2, mm 242); deadly, 450 xp</p> <hr/> <p>Treasure: 2300 cp, 900 sp, 90 gp, 2 x diamond (50 gp), 2 x carnelian (50 gp), citrine (50 gp), jasper (50 gp), moonstone (50 gp), Spell Scroll (Spiritual Weapon) (uncommon, dmg 200), Potion of Animal Friendship (uncommon, dmg 187), Ring of Swimming (uncommon, dmg 193)</p>
Room #47	<i>South Entry</i>	<p>Stuck Simple Wooden Door (DC 10 to break; 10 hp)</p> <p>→ Leads to room #22, inhabited by Goblin Boss and 1 x Goblin</p>
	Room Features	<p>Spirals of gray stones cover the floor, and someone has scrawled "Stay left" in goblin runes on the north wall</p>
	Monster	<p>Orog (cr 2, mm 247); deadly, 450 xp</p> <hr/> <p>Treasure: 14 sp</p>
Room #48	<i>East Entry</i>	<p>Stuck Good Wooden Door (DC 15 to break; 15 hp)</p>
	<i>South Entry</i>	<p>Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp) (slides down)</p> <p>→ Leads to room #63, inhabited by Gelatinous Cube</p>
	Monster	<p>Gelatinous Cube (cr 2, mm 242); deadly, 450 xp</p> <hr/> <p>Treasure: 2200 cp, 900 sp, 100 gp, azurite (10 gp), blue quartz (10 gp), 2 x hematite (10 gp), Potion of Greater Healing (uncommon, dmg 187)</p>

Room #49	<i>West Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #37
	<i>East Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #44 , inhabited by Mimic
	<i>East Entry #2</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	Room Features	Someone has scrawled "Sharpen thy spear and ready thy shield" on the south wall, and several pieces of trash are scattered throughout the room
Room #50	<i>North Entry</i>	Trapped and Locked Stone Door (DC 20 to open, DC 25 to break; 60 hp) Ⓢ Electrified Lock: DC 15 to find, DC 10 to disable; affects each creature which touches the lock, DC 14 save or take 2d10 lightning damage → Leads to room #11
	<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #40
	<i>East Entry</i>	Archway → Leads to room #15 , inhabited by Silver Dragon Wyrmling
	Room Features	Part of the east wall has collapsed into the room, and someone has scrawled "I've forgotten my name" on the east wall
	Monster	Orog (cr 2, mm 247); deadly, 450 xp Treasure: 1800 cp, 1600 sp, 120 gp, 3 x diamond (50 gp), chalcedony (50 gp), citrine (50 gp), 2 x sardonyx (50 gp), star rose quartz (50 gp), Spell Scroll (Awaken) (rare, dmg 200), Potion of Invulnerability (rare, dmg 188)
Room #51	<i>West Entry</i>	Archway
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #34 , inhabited by Mimic
	<i>South Entry</i>	Unlocked Iron Door (60 hp)
	Room Features	Howling fills the room, and a pile of torn paper lies in the east side of the room
	Monster	Bugbear (cr 1, mm 33) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp Treasure: 13 sp; 14 gp

Room #52	<i>North Entry</i>	Secret (DC 15 to find) Unlocked Simple Wooden Door (10 hp) (slides up) ⑤ A bookcase and concealed door pivots smoothly
	<i>East Entry</i>	Trapped and Stuck Iron Door (DC 25 to break; 60 hp) (slides to one side) ① Magic Missile Trap: DC 10 to find, DC 15 to disable; one target, 4d10 force damage
	Monster	Ogre Zombie (cr 2, mm 316); deadly, 450 xp
		Treasure: 2300 cp, 1300 sp, 50 gp, a bloodstone cup engraved with dwarven axeheads (25 gp), a cloth gown threaded with copper (25 gp), a leather saddle sewn with copper (25 gp), a linen choker threaded with electrum (25 gp), +1 Rod of the Pact Keeper (uncommon, dmg 197), Boots of Elvenkind (uncommon, dmg 155), Weapon of Warning (sickle) (uncommon, dmg 213)
Room #53	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	Trap	Ice Dart Trap: DC 10 to find, DC 15 to disable; +6 to hit against one target, 2d10 cold damage
Room #54	<i>North Entry</i>	Locked Stone Door (DC 20 to open, DC 25 to break; 60 hp) → Leads to room #31
	<i>West Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) (slides down)
	<i>East Entry</i>	Secret (DC 25 to find) Unlocked Simple Wooden Door (10 hp) ⑤ The door is concealed behind a statue of an armored warrior, and opened by moving his sword → Leads to room #16 , inhabited by Ogre Zombie and 1 x Zombie
	Room Features	A tapestry of a legendary battle hangs from the east wall, and ghostly music can be faintly heard near the north wall
	Monster	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp
		Treasure: 1500 cp, 1000 sp, 40 gp, azurite (10 gp), 2 x blue quartz (10 gp), eye agate (10 gp), hematite (10 gp), 2 x rhodochrosite (10 gp), Spell Scroll (Shillelagh) (common, dmg 200), Potion of Healing (common, dmg 187)
Room #55	<i>North Entry #1</i>	Stuck Stone Door (DC 20 to break; 60 hp) (slides to one side)
	<i>North Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #16 , inhabited by Ogre Zombie and 1 x Zombie
	<i>West Entry</i>	Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp) → Leads to room #34 , inhabited by Mimic
	Empty	

Room #56	<i>West Entry</i>	Trapped and Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp) ① Arrow Trap: DC 10 to find, DC 10 to disable; +3 to hit against one target, 1d10 piercing damage → Leads to room #6
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	Room Features	A tile labyrinth covers the floor, and a wooden ladder rests against the west wall
Room #57	<i>North Entry</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp)
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #11
	Empty	
Room #58	<i>East Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry #2</i>	Unlocked Simple Wooden Door (10 hp)
	Room Features	A large table and weapon rack sit in the west side of the room, and unintelligible whispering fills the room
Room #59	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Room Features	An altar of evil sits in the north side of the room, and the floor is covered with mould
Room #60	<i>North Entry</i>	Locked Good Wooden Door (DC 20 to open, DC 15 to break; 15 hp)
	<i>South Entry</i>	Secret (DC 15 to find) Stuck Iron Door (DC 25 to break; 60 hp) ⑤ The door is located several feet above the floor and concealed behind a tapestry of a legendary battle → Leads to room #46 , inhabited by Gelatinous Cube
	Room Features	Part of the ceiling has collapsed into the room, and someone has scrawled "left, left" on the east wall
	Hidden Treasure	Hidden (DC 20 to find) Trapped and Locked Simple Wooden Chest (DC 25 to unlock, DC 15 to break; 10 hp) Poisoned Arrow Trap: DC 10 to find, DC 10 to disable; +7 to hit against one target, 2d10 piercing/poison damage
		1900 cp, 800 sp, 40 gp, 2 x azurite (10 gp), banded agate (10 gp), eye agate (10 gp), lapis lazuli (10 gp), 2 x obsidian (10 gp), rhodochrosite (10 gp), 2 x turquoise (10 gp)

Room #61	<i>East Entry #1</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>East Entry #2</i>	Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp)
	<i>South Entry</i>	Trapped and Unlocked Good Wooden Door (15 hp) Ⓣ Rune of Dread: DC 10 to find, DC 15 to disable; affects all targets within 10 ft., DC 11 save or become frightened for 1d4 rounds → Leads to room #33
	Room Features	A large demonic idol with ruby eyes sits in the south-east corner of the room, and a metallic odor fills the north-east corner of the room
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp Treasure: 5 pp
Room #62	<i>East Entry</i>	Trapped and Stuck Strong Wooden Door (DC 15 to break; 20 hp) Ⓣ Rune of Confusion: DC 15 to find, DC 10 to disable; affects all targets within 10 ft., DC 15 save or become confused (phb 224) for 1d4 rounds → Leads to room #12
	<i>South Entry #1</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>South Entry #2</i>	Stuck Iron Door (DC 25 to break; 60 hp)
	Room Features	A stone ramp ascends towards the east wall, and someone has scrawled an arcane symbol on the south wall
Room #63	<i>North Entry</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp) (slides down) → Leads to room #48 , inhabited by Gelatinous Cube
	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #46 , inhabited by Gelatinous Cube
	<i>East Entry</i>	Secret (DC 20 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) Ⓢ The door is located near the ceiling and concealed behind a tapestry of ghoulish carnage → Leads to room #43 , inhabited by Orc and 1 x Half-ogre
	Monster	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp Treasure: 5 gp

Room #64	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #46 , inhabited by Gelatinous Cube
	<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>East Entry</i>	Trapped and Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp) Ⓢ Fire Spray: DC 15 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 11 save or take 1d10 fire damage
	<i>South Entry</i>	Archway → Leads to room #21
	Room Features	A stone dais sits in the west side of the room, and someone has scrawled "Death comes on silent wings" on the north wall
	Monster	Hobgoblin (cr 1/2, mm 186) and 2 x Goblin (cr 1/4, mm 166); deadly, 200 xp <hr/> Treasure: 6 pp; 22 cp; 15 sp
Room #65	<i>North Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #9
	<i>East Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #2
	Room Features	A simple fireplace sits against the north wall, and a charred club lies in the west side of the room
	Monster	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp <hr/> Treasure: 16 cp
Room #66	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>East Entry</i>	Trapped and Unlocked Strong Wooden Door (20 hp) (magically reinforced, disadvantage to break) Ⓢ Earthmaw Trap: DC 15 to find, DC 10 to disable; +3 to hit against one target, 1d10 piercing damage → Leads to room #10 , inhabited by Ogre Zombie and 1 x Zombie
	Monster	Hobgoblin (cr 1/2, mm 186); easy, 100 xp <hr/> Treasure: 26 cp