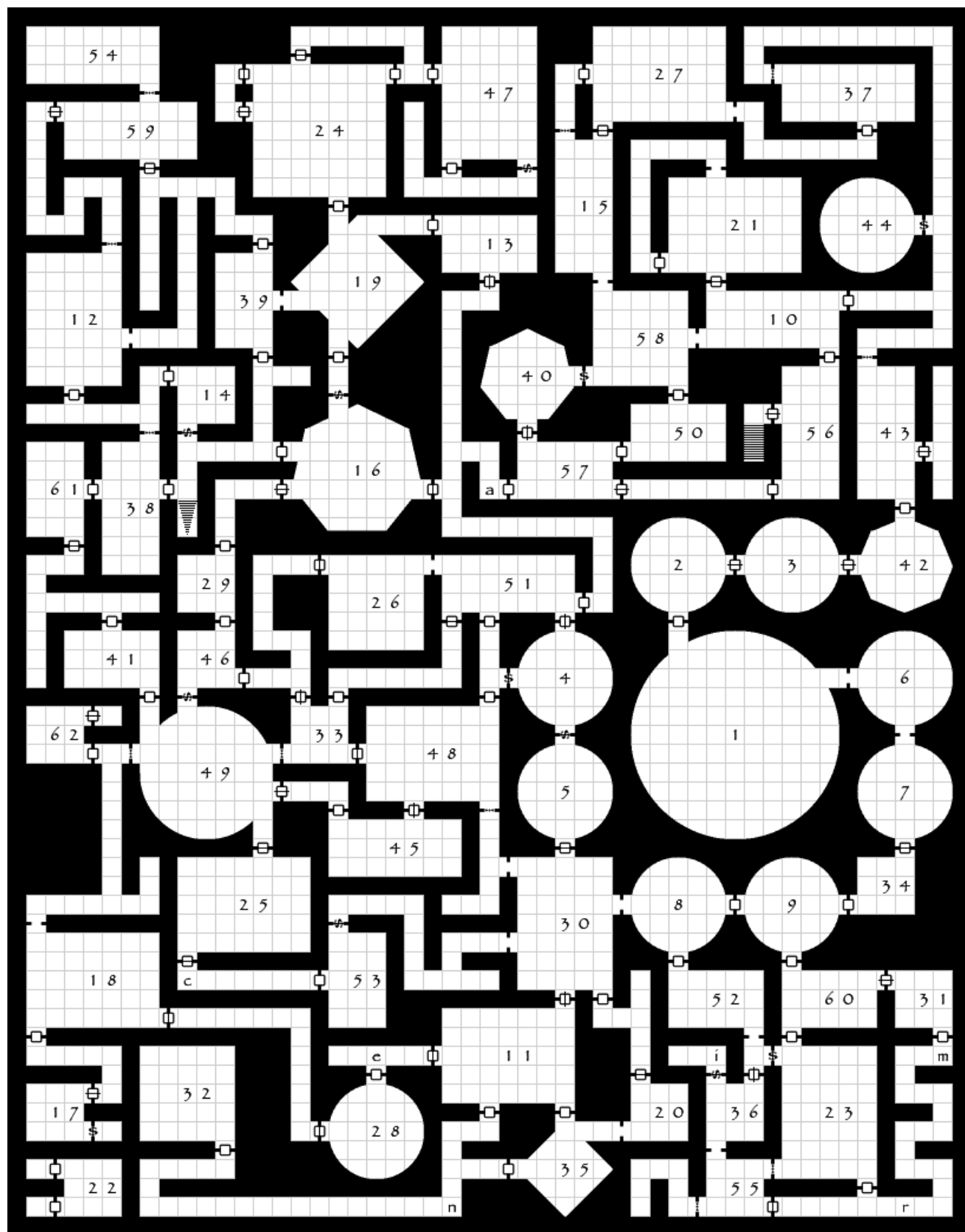


# The Tunnels of Shiva the Destroyer 01

## Level 1





Archway



Portcullis



Door



Locked



Trapped



Secret



Up



Down

**General****History**

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

**Size**

Medium (51 x 65)

**Walls**

Masonry (DC 15 to climb)

**Floor**

Smooth Stone

**Temperature**

Average

**Illumination**

Dark (individual creatures may carry lights)

**Corridor Features****a**

A narrow shaft descends from the corridor into a natural cavern below

**c**

Several alcoves are cut into the walls here

**e**

A mouldy odor fills the corridor

**i**

A fountain of water sits in an alcove here

**m**

The sound of horns fills the corridor

**n**

Chain Flail: DC 10 to find, DC 10 to disable; initiative +3, 1 attack per round, +12 to hit against all targets within 5 ft., 4d10 bludgeoning damage

**r**

Several alcoves are cut into the walls here

**Wandering Monsters****1**

Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); deadly, 475 xp, lost and desperate

**2**

2 x Goblin (cr 1/4, mm 166) and 2 x Giant Rat (cr 1/8, mm 327); hard, 150 xp, returning to their lair with plunder

**3**

Cult Fanatic (cr 2, mm 345) and 1 x Cultist (cr 1/8, mm 345); deadly, 475 xp, wandering senselessly

**4**

Cult Fanatic (cr 2, mm 345) and 1 x Cultist (cr 1/8, mm 345); deadly, 475 xp, investigating a strange noise

**5**

Cult Fanatic (cr 2, mm 345) and 1 x Cultist (cr 1/8, mm 345); deadly, 475 xp, scouting from another part of the dungeon

**6**

Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp, searching for an object stolen from their lair

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

Unlocked Stone Door (60 hp)

→ Leads to [room #2](#)

**East Entry**

Archway

→ Leads to [room #6](#)

**Monster**

Bugbear (cr 1, mm 33); medium, 200 xp

Treasure: 9 gp

<b>Room #2</b>	<i>East Entry</i>	<p>Trapped and Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp)</p> <p>① Falling Block: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 10 save or take 1d10 damage</p> <p>→ Leads to <a href="#">room #3</a>, inhabited by Cult Fanatic and 1 x Cultist</p>
	<i>South Entry</i>	<p>Unlocked Stone Door (60 hp)</p> <p>→ Leads to <a href="#">room #1</a>, inhabited by Bugbear</p>
	<b>Room Features</b>	Numerous pillars line the south wall, and a tile mosaic of arcane patterns covers the floor
<b>Room #3</b>	<i>West Entry</i>	<p>Trapped and Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp)</p> <p>① Falling Block: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 10 save or take 1d10 damage</p> <p>→ Leads to <a href="#">room #2</a></p>
	<i>East Entry</i>	<p>Trapped and Unlocked Good Wooden Door (15 hp)</p> <p>① Arrow Trap: DC 10 to find, DC 10 to disable; +4 to hit against one target, 1d10 piercing damage</p> <p>→ Leads to <a href="#">room #42</a>, inhabited by Bandit Captain and 1 x Bandit</p>
	<b>Monster</b>	Cult Fanatic (cr 2, mm 345) and 1 x Cultist (cr 1/8, mm 345); deadly, 475 xp
		Treasure: 15 sp; 9 sp
<b>Room #4</b>	<i>North Entry</i>	<p>Trapped and Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp)</p> <p>① Guillotine Blade: DC 10 to find, DC 15 to disable; +8 to hit against one target, 2d10 slashing damage</p> <p>→ Leads to <a href="#">room #51</a></p>
	<i>West Entry</i>	<p>Secret (DC 15 to find) Stuck Iron Door (DC 25 to break; 60 hp)</p> <p>⑤ The door is concealed behind a statue of Death, and opened by placing a coin in his open hand</p>
	<i>South Entry</i>	<p>Secret (DC 15 to find) Unlocked Strong Wooden Door (20 hp)</p> <p>⑤ A bookcase and concealed door pivots smoothly</p> <p>→ Leads to <a href="#">room #5</a>, inhabited by Ogre Zombie and 1 x Zombie</p>
	<b>Room Features</b>	Someone has scrawled "Mind the gap" on the south wall, and a corroded iron key hangs from a hook on the north and south walls

<b>Room #5</b>	<i>North Entry</i>	Secret (DC 15 to find) Unlocked Strong Wooden Door (20 hp) ⑤ A bookcase and concealed door pivots smoothly → Leads to <a href="#">room #4</a>
	<i>South Entry</i>	Locked Stone Door (DC 15 to open, DC 25 to break; 60 hp) → Leads to <a href="#">room #30</a>
	<b>Monster</b>	Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp
		Treasure: 11 gp; 10 gp
<b>Room #6</b>	<i>West Entry</i>	Archway → Leads to <a href="#">room #1</a> , inhabited by Bugbear
	<i>South Entry</i>	Archway → Leads to <a href="#">room #7</a> , inhabited by Cult Fanatic and 1 x Cultist
	<b>Hidden Treasure</b>	Trapped and Locked Iron Chest (DC 25 to unlock, DC 30 to break; 60 hp) Arrow Trap: DC 10 to find, DC 15 to disable; +6 to hit against one target, 2d10 piercing damage
		2300 cp, 1000 sp, 110 gp, 2 x diamond (50 gp), carnelian (50 gp), 2 x onyx (50 gp), quartz (50 gp)
<b>Room #7</b>	<i>North Entry</i>	Archway → Leads to <a href="#">room #6</a>
	<i>South Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) (magically reinforced, disadvantage to break) → Leads to <a href="#">room #34</a> , inhabited by Cult Fanatic and 1 x Cultist
	<b>Room Features</b>	A sloped pit lined with iron spikes lies in the south side of the room, and an iron chain hangs from the ceiling in the north-east corner of the room
	<b>Monster</b>	Cult Fanatic (cr 2, mm 345) and 1 x Cultist (cr 1/8, mm 345); deadly, 475 xp
		Treasure: 17 ep; 3 gp
<b>Room #8</b>	<i>West Entry</i>	Archway → Leads to <a href="#">room #30</a>
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to <a href="#">room #9</a> , inhabited by Bugbear and 1 x Goblin
	<i>South Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #52</a>
	<b>Trap</b>	Poison Gas Trap: DC 15 to find, DC 15 to disable; affects all targets within a 10 ft. square area, DC 15 save or take 2d10 poison damage

<b>Room #9</b>	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to <a href="#">room #8</a>
	<i>East Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #34</a> , inhabited by Cult Fanatic and 1 x Cultist
	<i>South Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #60</a>
	<b>Monster</b>	Bugbear (cr 1, mm 33) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp
		Treasure: 18 cp; 13 sp
<b>Room #10</b>	<i>North Entry</i>	Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp) → Leads to <a href="#">room #21</a>
	<i>West Entry</i>	Archway → Leads to <a href="#">room #58</a> , inhabited by Orog
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>South Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to <a href="#">room #56</a>
	<b>Monster</b>	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp  Treasure: 2300 cp, 800 sp, 40 gp, azurite (10 gp), 2 x banded agate (10 gp), 2 x lapis lazuli (10 gp), rhodochrosite (10 gp), tiger eye (10 gp), Potion of Clairvoyance (rare, dmg 187), Potion of Diminution (rare, dmg 187)
<b>Room #11</b>	<i>North Entry</i>	Trapped and Unlocked Simple Wooden Door (10 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 → Leads to <a href="#">room #30</a>
	<i>West Entry</i>	Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp)
	<i>South Entry #1</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>South Entry #2</i>	Unlocked Iron Door (60 hp) → Leads to <a href="#">room #35</a> , inhabited by Goblin Boss and 1 x Goblin
	<b>Room Features</b>	Someone has scrawled "Save yourself, kill the others" in blood on the east wall, and a corpse lies in front of an open chest in the north-west corner of the room

<b>Room #12</b>	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>East Entry</i>	Archway
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<b>Monster</b>	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp
		Treasure: 14 cp
<b>Room #13</b>	<i>West Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to <a href="#">room #19</a> , inhabited by Mimic
	<i>South Entry</i>	Trapped and Unlocked Stone Door (60 hp) ① Falling Block: DC 15 to find, DC 15 to disable; affects all targets within a 10 ft. square area, DC 10 save or take 1d10 damage
	<b>Empty</b>	
<b>Room #14</b>	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>South Entry</i>	Secret (DC 25 to find) Locked Stone Door (DC 10 to open, DC 25 to break; 60 hp) ⑤ The door is located above a small stone dais and only three feet high
	<b>Room Features</b>	A faded and torn tapestry hangs from the south wall, and someone has scrawled "You cannot kill it with magic" on the north wall
	<b>Monster</b>	2 x Goblin (cr 1/4, mm 166) and 2 x Giant Rat (cr 1/8, mm 327); hard, 150 xp
		Treasure: 18 cp; 3 pp; 1 pp; 10 sp
<b>Room #15</b>	<i>North Entry #1</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>North Entry #2</i>	Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp) → Leads to <a href="#">room #27</a>
	<i>South Entry</i>	Archway → Leads to <a href="#">room #58</a> , inhabited by Orog
	<b>Room Features</b>	A rope ascends to a balcony hanging from the west wall, and someone has scrawled "Save yourself, kill the others" in blood on the north wall

<b>Room #16</b>	<i>North Entry</i>	Secret (DC 20 to find) Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp) ⑤ A bookcase and concealed door pivots smoothly
	<i>West Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>West Entry #2</i>	Trapped and Locked Stone Door (DC 20 to open, DC 25 to break; 60 hp) (slides to one side) ① Teleporter Crystal: DC 15 to find, DC 10 to disable; affects each creature which touches the crystal, DC 15 save or be teleported to another location
	<i>East Entry</i>	Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp)
	<b>Room Features</b>	A narrow pit covered by iron bars lies in the south side of the room, and someone has scrawled "Explosive runes" in draconic script on the north wall
<b>Room #17</b>	<i>East Entry #1</i>	Trapped and Unlocked Stone Door (60 hp) ① Electrified Lock: DC 20 to find, DC 15 to disable; affects each creature which touches the lock, DC 14 save or take 2d10 lightning damage
	<i>East Entry #2</i>	Secret (DC 25 to find) Unlocked Stone Door (60 hp) ⑤ A bookcase and section of wall pivots smoothly
	<b>Room Features</b>	An iron chandelier hangs from the ceiling in the west side of the room, and someone has scrawled "Sharpen thy sword and ready thy shield" on the east wall
	<b>Monster</b>	2 x Hobgoblin (cr 1/2, mm 186); hard, 200 xp Treasure: 10 sp; 12 sp
<b>Room #18</b>	<i>North Entry</i>	Archway
	<i>East Entry</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp)
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<b>Room Features</b>	The north and east walls are covered with veins of green crystal, and a pile of barrel staves lies in the north side of the room
	<b>Monster</b>	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp Treasure: 1800 cp, 900 sp, 20 gp, 3 x diamond (50 gp), 2 x quartz (50 gp), sardonyx (50 gp)

<b>Room #19</b>	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #24</a>
	<i>West Entry</i>	Archway → Leads to <a href="#">room #39</a> , inhabited by Cult Fanatic and 1 x Cultist
	<i>East Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to <a href="#">room #13</a>
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<b>Room Features</b>	Numerous pillars line the west wall, and a tapestry of a legendary battle hangs from the west wall
	<b>Monster</b>	Mimic (cr 2, mm 220); deadly, 450 xp
		Treasure: 12 sp
<b>Room #20</b>	<i>North Entry</i>	Locked Good Wooden Door (DC 25 to open, DC 15 to break; 15 hp)
	<i>West Entry</i>	Archway → Leads to <a href="#">room #35</a> , inhabited by Goblin Boss and 1 x Goblin
	<b>Room Features</b>	A narrow shaft descends from the room into a magical cyst below, and a pile of broken glass lies in the center of the room
<b>Room #21</b>	<i>North Entry</i>	Archway
	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp) (slides up)
	<i>South Entry</i>	Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp) → Leads to <a href="#">room #10</a> , inhabited by Orc and 1 x Half-ogre
	<b>Empty</b>	
<b>Room #22</b>	<i>West Entry #1</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) (magically reinforced, disadvantage to break)
	<i>West Entry #2</i>	Unlocked Good Wooden Door (15 hp)
	<b>Room Features</b>	Someone has scrawled an arrow pointing right on the east wall, and several pieces of rotten rope are scattered throughout the room
	<b>Monster</b>	Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp
		Treasure: 1800 cp, 900 sp, 70 gp, 3 x diamond (50 gp), carnelian (50 gp), moonstone (50 gp), sardonyx (50 gp), zircon (50 gp), Potion of Animal Friendship (uncommon, dmg 187), Potion of Greater Healing (uncommon, dmg 187)



<b>Room #23</b>	<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to <a href="#">room #60</a>
	<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>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) → Leads to <a href="#">room #55</a> , inhabited by Bugbear and 1 x Goblin
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<b>Room Features</b>	A group of draconic faces have been carved into the west wall, and someone has scrawled "Don't lose your head" in blood on the north wall
	<b>Trap</b>	Ice Dart Trap: DC 10 to find, DC 15 to disable; +7 to hit against one target, 2d10 cold damage
<b>Room #24</b>	<b>Hidden Treasure</b>	Hidden (DC 15 to find) Locked Good Wooden Chest (DC 25 to unlock, DC 20 to break; 15 hp)  2700 cp, 1600 sp, 70 gp, 2 x diamond (50 gp), 2 x moonstone (50 gp), sardonyx (50 gp), star rose quartz (50 gp), zircon (50 gp), Spell Scroll (Misty Step) (uncommon, dmg 200), Potion of Greater Healing (uncommon, dmg 187), Potion of Hill Giant Strength (uncommon, dmg 187)
	<i>North Entry</i>	Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp)
<b>Room #25</b>	<i>West Entry #1</i>	Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp)
	<i>West Entry #2</i>	Trapped and Unlocked Stone Door (60 hp) Ⓣ Thunderstone Mine: DC 15 to find, DC 15 to disable; affects all targets within 20 ft., DC 10 save or take 1d10 thunder damage and become deafened for 1d4 rounds
	<i>East Entry</i>	Unlocked Strong Wooden Door (20 hp)
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #19</a> , inhabited by Mimic
	<b>Room Features</b>	A magical pool in the north side of the room petrifies whomever drinks from it, and a corroded key lies in the south-east corner of the room
	<i>North Entry</i>	Locked Stone Door (DC 10 to open, DC 25 to break; 60 hp) (slides to one side) → Leads to <a href="#">room #49</a> , inhabited by Orog
<b>Room #26</b>	<i>South Entry</i>	Locked Good Wooden Door (DC 25 to open, DC 15 to break; 15 hp)
	<b>Room Features</b>	An iron sarcophagus sits in the north-east corner of the room, and a pile of empty bottles lies in the north-west corner of the room

<b>Room #26</b>	<i>West Entry</i>	Locked Stone Door (DC 25 to open, DC 25 to break; 60 hp)
	<i>East Entry</i>	Archway → Leads to <a href="#">room #51</a>
	<b>Room Features</b>	A balcony hangs from the north wall, and a group of monstrous faces have been carved into the west wall
	<b>Monster</b>	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp  Treasure: 1600 cp, 600 sp, 40 gp, a bone chalice engraved with arcane runes (25 gp), a bone comb set with a single opal (25 gp), an agateware cup embossed with floral vines (25 gp), Spell Scroll (Color Spray) (common, dmg 200), Spell Scroll (Speak with Animals) (common, dmg 200), Spell Scroll (Silence) (uncommon, dmg 200)
<b>Room #27</b>	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>East Entry</i>	Archway
	<i>South Entry</i>	Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp) → Leads to <a href="#">room #15</a>
	<b>Room Features</b>	A large demonic idol with ruby eyes sits in the north-west corner of the room, and someone has scrawled "The Steel Cup is wreathed in flames" in draconic script on the west wall
	<b>Trap</b>	Arrow Trap: DC 15 to find, DC 10 to disable; +3 to hit against one target, 1d10 piercing damage
<b>Room #28</b>	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>West Entry</i>	Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp)
	<b>Monster</b>	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp  Treasure: 14 sp; 16 sp
<b>Room #29</b>	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to <a href="#">room #46</a> , inhabited by Goblin Boss and 1 x Goblin
	<b>Room Features</b>	A stone dais sits in the east side of the room, and the floor is covered with mould

<b>Room #30</b>	<i>North Entry</i>	Locked Stone Door (DC 15 to open, DC 25 to break; 60 hp) → Leads to <a href="#">room #5</a> , inhabited by Ogre Zombie and 1 x Zombie
	<i>West Entry #1</i>	Archway
	<i>West Entry #2</i>	Archway
	<i>East Entry</i>	Archway → Leads to <a href="#">room #8</a>
	<i>South Entry #1</i>	Trapped and Unlocked Simple Wooden Door (10 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 → Leads to <a href="#">room #11</a>
	<i>South Entry #2</i>	Stuck Stone Door (DC 20 to break; 60 hp)
	<b>Empty</b>	
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<b>Room #31</b>	<i>West Entry</i>	Trapped and Stuck Stone Door (DC 20 to break; 60 hp) ① Guillotine Blade: DC 10 to find, DC 15 to disable; +4 to hit against one target, 1d10 slashing damage → Leads to <a href="#">room #60</a>
	<i>South Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<b>Empty</b>	
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<b>Room #32</b>	<i>South Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<b>Room Features</b>	A stream of quicksilver flows along a channel in the floor, and lit candles are scattered across the floor
	<b>Monster</b>	Orog (cr 2, mm 247); deadly, 450 xp  Treasure: 1400 cp, 1000 sp, 80 gp, a bone shield brooch set with a single star ruby (25 gp), a brass torc etched with draconic scales (25 gp), a fine leather belt trimmed with rabbit fur (25 gp), a marble plate engraved with arcane runes (25 gp), a rosewood comb engraved with floral vines (25 gp), an agateware tile embossed with elven script (25 gp), an earthenware vase embossed with arcane runes (25 gp), Spell Scroll (Feather Fall) (common, dmg 200), Spell Scroll (Healing Word) (common, dmg 200), 3 x Potion of Healing (common, dmg 187)

<b>Room #33</b>	<i>North Entry #1</i>	Trapped and Unlocked Strong Wooden Door (20 hp) ① Contact Poison: DC 10 to find, DC 10 to disable; affects each creature which touches the trigger, DC 14 save or take 2d10 damage
	<i>North Entry #2</i>	Unlocked Simple Wooden Door (10 hp)
	<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #49</a> , inhabited by Orog
	<i>East Entry</i>	Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp) → Leads to <a href="#">room #48</a>
	<b>Room Features</b>	A tile labyrinth covers the floor, and someone has scrawled "If being drunk all the time were easy, everyone would do it" in dwarvish runes on the north wall
<b>Room #34</b>	<i>North Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) (magically reinforced, disadvantage to break) → Leads to <a href="#">room #7</a> , inhabited by Cult Fanatic and 1 x Cultist
	<i>West Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #9</a> , inhabited by Bugbear and 1 x Goblin
	<b>Monster</b>	Cult Fanatic (cr 2, mm 345) and 1 x Cultist (cr 1/8, mm 345); deadly, 475 xp <hr/> Treasure: 23 cp; 10 ep
<b>Room #35</b>	<i>North Entry</i>	Unlocked Iron Door (60 hp) → Leads to <a href="#">room #11</a>
	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>East Entry</i>	Archway → Leads to <a href="#">room #20</a>
	<b>Monster</b>	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp <hr/> Treasure: 15 sp; 9 gp

<b>Room #36</b>	<i>North Entry #1</i>	Secret (DC 25 to find) Unlocked Good Wooden Door (15 hp) ⑤ The door is located near the ceiling and concealed behind an area of fungus
	<i>North Entry #2</i>	Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp) ① Symbol of Hypnosis: DC 15 to find, DC 20 to disable; affects all targets within 10 ft., DC 14 save or become incapacitated for 1d4 rounds
	<i>South Entry</i>	Archway → Leads to <a href="#">room #55</a> , inhabited by Bugbear and 1 x Goblin
	<b>Room Features</b>	A stream of oil flows along a channel in the floor, and a simple fireplace sits against the south wall
	<b>Monster</b>	3 x Goblin (cr 1/4, mm 166); hard, 150 xp Treasure: 9 gp; 18 cp; 16 sp
<b>Room #37</b>	<i>West Entry</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) (stuck, disadvantage to open)
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<b>Room Features</b>	A chute descends from the room into a plundered tomb below, and a tile labyrinth covers the floor
<b>Room #38</b>	<i>North Entry</i>	Trapped Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) ① Falling Block: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 10 save or take 1d10 damage
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #61</a> , inhabited by Gelatinous Cube
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides to one side)
	<b>Monster</b>	Bugbear (cr 1, mm 33) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp Treasure: 21 cp; 16 cp
<b>Room #39</b>	<i>North Entry</i>	Unlocked Strong Wooden Door (20 hp)
	<i>East Entry</i>	Archway → Leads to <a href="#">room #19</a> , inhabited by Mimic
	<i>South Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<b>Monster</b>	Cult Fanatic (cr 2, mm 345) and 1 x Cultist (cr 1/8, mm 345); deadly, 475 xp Treasure: 23 cp; 19 cp

<b>Room #40</b>	<i>East Entry</i>	Secret (DC 15 to find) Unlocked Good Wooden Door (15 hp) ⑤ A bookcase and concealed door pivots smoothly → Leads to <a href="#">room #58</a> , inhabited by Orog
	<i>South Entry</i>	Trapped and Unlocked Iron Door (60 hp) ① Guillotine Blade: DC 10 to find, DC 10 to disable; +7 to hit against one target, 2d10 slashing damage → Leads to <a href="#">room #57</a> , inhabited by Silver Dragon Wyrmling
	<b>Room Features</b>	Burning torches in iron sconces line the east and west walls, and an overwhelming stench fills the north-west corner of the room
<b>Room #41</b>	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #49</a> , inhabited by Orog
	<b>Room Features</b>	Someone has scrawled "We've run out of arrows" on the south wall, and several iron blobs are scattered throughout the room
	<b>Monster</b>	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp <hr/> Treasure: 15 ep
<b>Room #42</b>	<i>North Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to <a href="#">room #43</a>
	<i>West Entry</i>	Trapped and Unlocked Good Wooden Door (15 hp) ① Arrow Trap: DC 10 to find, DC 10 to disable; +4 to hit against one target, 1d10 piercing damage → Leads to <a href="#">room #3</a> , inhabited by Cult Fanatic and 1 x Cultist
	<b>Room Features</b>	The floor is covered in perfect hexagonal tiles, and someone has scrawled "Death comes on silent wings" in draconic script on the east wall
	<b>Monster</b>	Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); deadly, 475 xp <hr/> Treasure: 11 ep; 14 ep
	<b>Trap</b>	Ice Dart Trap: DC 15 to find, DC 20 to disable; +7 to hit against one target, 2d10 cold damage

<b>Room #43</b>	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>East Entry</i>	Trapped and Unlocked Strong Wooden Door (20 hp) Ⓣ 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
	<i>South Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to <a href="#">room #42</a> , inhabited by Bandit Captain and 1 x Bandit
	<b>Hidden Treasure</b>	Hidden (DC 20 to find) Locked Strong Wooden Chest (DC 25 to unlock, DC 25 to break; 20 hp)  2300 cp, 800 sp, 40 gp, banded agate (10 gp), 2 x hematite (10 gp), 3 x lapis lazuli (10 gp), malachite (10 gp), moss agate (10 gp), obsidian (10 gp)
<b>Room #44</b>	<i>East Entry</i>	Secret (DC 15 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) Ⓢ The door is concealed within an upright sarcophagus
	<b>Room Features</b>	The north and west walls have been engraved with glowing symbols, and a wooden ladder rests against the north wall
	<b>Monster</b>	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp  Treasure: 2200 cp, 600 sp, 40 gp, a bone chalice inlaid with a filigree of electrum (25 gp), a bone rod inlaid with a meandros of silver (25 gp), a necklace of tiger eye (25 gp), a scroll of calligraphy (25 gp), Quiver of Ehlonna (uncommon, dmg 189)
	<b>Trap</b>	Teleporter Crystal: DC 15 to find, DC 10 to disable; affects each creature which touches the crystal, DC 10 save or be teleported to another location
	<b>Hidden Treasure</b>	Hidden (DC 25 to find) Locked Iron Chest (DC 25 to unlock, DC 30 to break; 60 hp)  2400 cp, 900 sp, 100 gp, azurite (10 gp), banded agate (10 gp), eye agate (10 gp), 2 x hematite (10 gp), malachite (10 gp), turquoise (10 gp), Spell Scroll (Create or Destroy Water) (common, dmg 200), 2 x Potion of Healing (common, dmg 187)
<b>Room #45</b>	<i>North Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>North Entry #2</i>	Trapped and Unlocked Strong Wooden Door (20 hp) Ⓣ Ice Dart Trap: DC 15 to find, DC 15 to disable; +6 to hit against one target, 2d10 cold damage → Leads to <a href="#">room #48</a>
	<b>Room Features</b>	Several alcoves are cut into the east wall, and several headless statues are scattered throughout the room

<b>Room #46</b>	<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to <a href="#">room #29</a>
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>South Entry</i>	Secret (DC 25 to find) Unlocked Simple Wooden Door (10 hp) ⑤ The door is concealed behind a tapestry of geometric patterns → Leads to <a href="#">room #49</a> , inhabited by Orog
	<b>Room Features</b>	A stone stair ascends towards the east wall, and a tapestry of a demonic god hangs from the north wall
	<b>Monster</b>	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp
		Treasure: 9 sp; 7 gp
<b>Room #47</b>	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>South Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>South Entry #2</i>	Secret (DC 25 to find) Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp) ⑤ The door is located above a small stone dais and concealed within a mosaic of geometric patterns
	<b>Room Features</b>	A chirping noise can be heard in the center of the room, and a dagger hilt lies in the north-west corner of the room
<b>Room #48</b>	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) (slides down)
	<i>West Entry</i>	Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp) → Leads to <a href="#">room #33</a>
	<i>South Entry #1</i>	Trapped and Unlocked Strong Wooden Door (20 hp) ① Ice Dart Trap: DC 15 to find, DC 15 to disable; +6 to hit against one target, 2d10 cold damage → Leads to <a href="#">room #45</a>
	<i>South Entry #2</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<b>Room Features</b>	A cube of solid stone stands in the west side of the room, and several adventurer corpses are scattered throughout the room



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**Room #49**

<i>North Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #41</a> , inhabited by Silver Dragon Wyrmling
<i>North Entry #2</i>	Secret (DC 25 to find) Unlocked Simple Wooden Door (10 hp) ⑤ The door is concealed behind a tapestry of geometric patterns → Leads to <a href="#">room #46</a> , inhabited by Goblin Boss and 1 x Goblin
<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
<i>East Entry #1</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #33</a>
<i>East Entry #2</i>	Trapped and Stuck Good Wooden Door (DC 15 to break; 15 hp) ① Arrow Trap: DC 15 to find, DC 10 to disable; +5 to hit against one target, 1d10 piercing damage
<i>South Entry</i>	Locked Stone Door (DC 10 to open, DC 25 to break; 60 hp) (slides to one side) → Leads to <a href="#">room #25</a>
<b>Monster</b>	Orog (cr 2, mm 247); deadly, 450 xp  Treasure: 1800 cp, 1100 sp, 70 gp, a copper idol (of a goddess of love) adorned with amber (25 gp), a fine steel cup inlaid with electrum (25 gp), a linen vest threaded with copper (25 gp), a pewter bowl engraved with dwarven axeheads (25 gp), a pewter ring brooch set with a single topaz (25 gp), a set of ivory dice with copper pips (25 gp)

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**Room #50**

<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #58</a> , inhabited by Orog
<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #57</a> , inhabited by Silver Dragon Wyrmling
<b>Room Features</b>	Someone has scrawled "Sharpen thy sword and ready thy shield" on the south wall, and a pile of spoiled meat lies in the south-east corner of the room

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<b>Room #51</b>	<i>West Entry</i>	Archway → Leads to <a href="#">room #26</a> , inhabited by Gelatinous Cube
	<i>East Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>South Entry #1</i>	Locked Iron Door (DC 25 to open, DC 30 to break; 60 hp) (slides down)
	<i>South Entry #2</i>	Unlocked Simple Wooden Door (10 hp) (slides to one side)
	<i>South Entry #3</i>	Trapped and Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp) Ⓢ Guillotine Blade: DC 10 to find, DC 15 to disable; +8 to hit against one target, 2d10 slashing damage → Leads to <a href="#">room #4</a>
	<b>Room Features</b>	Spirals of black stones cover the floor, and someone has scrawled "Don't sleep" in goblin runes on the east wall
<b>Room #52</b>	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #8</a>
	<i>South Entry</i>	Archway
	<b>Room Features</b>	A group of monstrous faces have been carved into the east wall, and someone has scrawled "I've forgotten my name" on the south wall
<b>Room #53</b>	<i>North Entry</i>	Secret (DC 15 to find) Stuck Simple Wooden Door (DC 10 to break; 10 hp) Ⓢ The door is concealed within an upright sarcophagus
	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<b>Monster</b>	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp Treasure: 17 sp; 14 sp
<b>Room #54</b>	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) (magically reinforced, disadvantage to break) → Leads to <a href="#">room #59</a>
	<b>Room Features</b>	Someone has scrawled "The silver is cursed" in dwarvish runes on the west wall, and several pieces of spoiled meat are scattered throughout the room

<b>Room #55</b>	<i>North Entry</i>	Archway → Leads to <a href="#">room #36</a> , inhabited by 3 x Goblin
	<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>East Entry #1</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) → Leads to <a href="#">room #23</a>
	<i>East Entry #2</i>	Locked Good Wooden Door (DC 20 to open, DC 15 to break; 15 hp)
	<b>Monster</b>	Bugbear (cr 1, mm 33) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp
		Treasure: 15 cp; 16 sp
<b>Room #56</b>	<i>North Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to <a href="#">room #10</a> , inhabited by Orc and 1 x Half-ogre
	<i>West Entry #1</i>	Trapped and Locked Strong Wooden Door (DC 20 to open, DC 20 to break; 20 hp) (slides up) ① One-way Door: DC 10 to find, DC 15 to disable
	<i>West Entry #2</i>	Unlocked Strong Wooden Door (20 hp)
	<b>Room Features</b>	A narrow ledge runs along the north and west walls, and someone has scrawled "left, left, door, door, straight, straight" on the north wall
<b>Room #57</b>	<i>North Entry</i>	Trapped and Unlocked Iron Door (60 hp) ① Guillotine Blade: DC 10 to find, DC 10 to disable; +7 to hit against one target, 2d10 slashing damage → Leads to <a href="#">room #40</a>
	<i>West Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp)
	<i>East Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #50</a>
	<i>East Entry #2</i>	Trapped and Unlocked Simple Wooden Door (10 hp) (magically reinforced, disadvantage to break) ① Guillotine Blade: DC 10 to find, DC 10 to disable; +6 to hit against one target, 2d10 slashing damage
	<b>Room Features</b>	A chute descends from the room into a plundered tomb below, and a cube of solid stone stands in the north side of the room
	<b>Monster</b>	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp
	Treasure: 2000 cp, 1500 sp, 80 gp, 5 x diamond (50 gp), 2 x carnelian (50 gp), chalcedony (50 gp), jasper (50 gp), star rose quartz (50 gp)	

<b>Room #58</b>	<i>North Entry</i>	Archway → Leads to <a href="#">room #15</a>
	<i>West Entry</i>	Secret (DC 15 to find) Unlocked Good Wooden Door (15 hp) ⑤ A bookcase and concealed door pivots smoothly → Leads to <a href="#">room #40</a>
	<i>East Entry</i>	Archway → Leads to <a href="#">room #10</a> , inhabited by Orc and 1 x Half-ogre
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #50</a>
	<b>Room Features</b>	Numerous pillars line the north and south walls, and a pile of torn paper lies in the north side of the room
	<b>Monster</b>	Orog (cr 2, mm 247); deadly, 450 xp  Treasure: 2000 cp, 1100 sp, 60 gp, banded agate (10 gp), moss agate (10 gp)
<b>Room #59</b>	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) (magically reinforced, disadvantage to break) → Leads to <a href="#">room #54</a>
	<i>West Entry</i>	Trapped and Stuck Strong Wooden Door (DC 15 to break; 20 hp) ① Guillotine Blade: DC 10 to find, DC 10 to disable; +8 to hit against one target, 2d10 slashing damage
	<i>South Entry</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)
	<b>Room Features</b>	A magical statue in the north-east corner of the room answers simple questions about the dungeon (points directions), and a toppled statue lies in the south-east corner of the room
<b>Room #60</b>	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #9</a> , inhabited by Bugbear and 1 x Goblin
	<i>East Entry</i>	Trapped and Stuck Stone Door (DC 20 to break; 60 hp) ① Guillotine Blade: DC 10 to find, DC 15 to disable; +4 to hit against one target, 1d10 slashing damage → Leads to <a href="#">room #31</a>
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to <a href="#">room #23</a>
	<b>Room Features</b>	A crude bookcase and several barrels sit in the south side of the room, and a rusted amulet lies in the south side of the room

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**Room #61**

*East Entry* Stuck Simple Wooden Door (DC 10 to break; 10 hp)  
→ Leads to [room #38](#), inhabited by Bugbear and 1 x Goblin

*South Entry* Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp)

**Monster** Gelatinous Cube (cr 2, mm 242); deadly, 450 xp

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Treasure: 1800 cp, 900 sp, 80 gp, 4 x diamond (50 gp), 2 x quartz (50 gp), Spell Scroll (Speak with Dead) (uncommon, dmg 200), Potion of Fire Breath (uncommon, dmg 187)

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**Room #62**

*East Entry #1* Trapped and Unlocked Stone Door (60 hp)  
① Teleporter Crystal: DC 15 to find, DC 15 to disable; affects each creature which touches the crystal, DC 15 save or be teleported to another location

*East Entry #2* Stuck Good Wooden Door (DC 15 to break; 15 hp)

**Room Features** Burning torches in iron sconces line the north and south walls, and the floor is covered with mud

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Random Dungeon Generator  
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