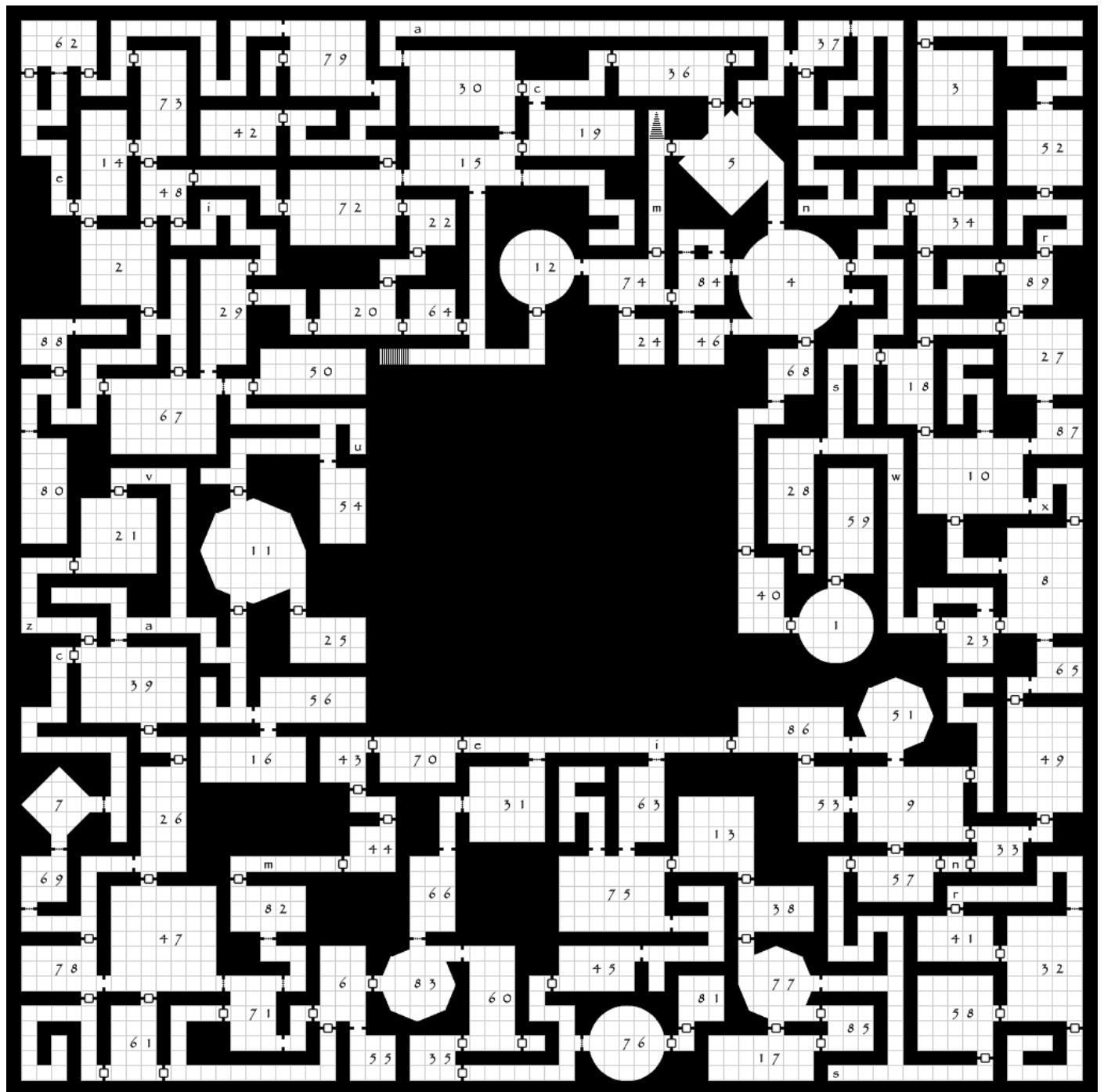


The Sanctum of Shadowy Nightmares 01

Level 1



General	History	The dungeon was created by dwarves as a mine. Its creators were destroyed by a magical catastrophe, and the dungeon has been conquered and altered many times since then.
	Size	Huge (73 x 73)
	Walls	Superior Masonry (DC 20 to climb)
	Floor	Hewn Stone (DC 10 to charge or run)
	Temperature	Average
	Illumination	Bright (lamps or torches every 40 ft.)
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Corridor Features	a	Oil drips from the ceiling
	c	A narrow shaft descends from the corridor into a midden chamber below
	e	Net Trap: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 10 save or become restrained
	i	The floor is covered with teeth
	m	Someone has scrawled "The Sword of Wisdom shall be lost until east becomes west" here
	n	Fire Spray: DC 15 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 15 save or take 2d10 fire damage
	r	A fountain of water sits in an alcove here
	s	Idol of Evil: DC 10 to find, DC 20 to disable; affects good creatures which touch the idol, DC 19 save or take 4d10 damage
	u	Numerous pillars line the corridor
	v	Magic Missile Trap: DC 10 to find, DC 15 to disable; one target, 1d10 force damage
	w	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
	x	A tile labyrinth covers the floor
	z	Acid Spray: DC 15 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 16 save or take 2d10 acid damage for 1d4 rounds
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Wandering Monsters	1	Hobgoblin (cr 1/2, mm 186) and 1 x Goblin (cr 1/4, mm 166); medium, 150 xp, gathered around an evil shrine
	2	Bugbear (cr 1, mm 33); medium, 200 xp, lost and desperate
	3	Orog (cr 2, mm 247); deadly, 450 xp, investigating a strange noise
	4	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp, gathered around an evil shrine
	5	Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); deadly, 475 xp, consumed by disease and madness
	6	Bugbear (cr 1, mm 33); medium, 200 xp, wielding bizarre eldritch powers
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Room #1	<i>North Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to room #59
	<i>West Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #40
	Room Features	A magical altar of a god of thieves in the north-west corner of the room grants the ability to step through walls (once per day) to whomever offers a prayer, and a fountain of water sits against the north wall
	Monster	Ogre Zombie (cr 2, mm 316); deadly, 450 xp
		Treasure: 8 gp
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Room #2	<i>North Entry #1</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #14
	<i>North Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #48 , inhabited by Cult Fanatic and 1 x Cultist
	<i>South Entry</i>	Unlocked Good Wooden Door (15 hp)
	Room Features	A rope ascends to a wooden platform in the south side of the room, and the floor is covered in square tiles, alternating white and black
Room #3	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	Room Features	An iron chandelier hangs from the ceiling in the south-east corner of the room, and someone has scrawled "Death is the only exit" on the west wall
Room #4	<i>North Entry</i>	Archway → Leads to room #5
	<i>West Entry #1</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) (magically reinforced, disadvantage to break) → Leads to room #84 , inhabited by Orc and 1 x Half-ogre
	<i>West Entry #2</i>	Trapped Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) ① Teleporter Crystal: DC 15 to find, DC 20 to disable; affects each creature which touches the crystal, DC 14 save or be teleported to another location → Leads to room #46
	<i>East Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry #2</i>	Archway
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #68
	Monster	Cult Fanatic (cr 2, mm 345) and 1 x Cultist (cr 1/8, mm 345); deadly, 475 xp
		Treasure: 2300 cp, 1000 sp, 30 gp, banded agate (10 gp), 2 x hematite (10 gp), 2 x malachite (10 gp), 2 x obsidian (10 gp), tiger eye (10 gp), 2 x turquoise (10 gp), 2 x Potion of Healing (common, dmg 187)
Room #5	<i>North Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #36 , inhabited by Mimic
	<i>North Entry #2</i>	Unlocked Good Wooden Door (15 hp)
	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>South Entry</i>	Archway → Leads to room #4 , inhabited by Cult Fanatic and 1 x Cultist
	Empty	
Room #6	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #83
	<i>South Entry #1</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>South Entry #2</i>	Archway → Leads to room #55 , inhabited by Bandit Captain and 1 x Bandit
	Empty	

Room #7	<i>East Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) (stuck, disadvantage to open)
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #69 , inhabited by Ogre Zombie and 1 x Zombie
	Monster	Cult Fanatic (cr 2, mm 345) and 1 x Cultist (cr 1/8, mm 345); deadly, 475 xp
		Treasure: 2100 cp, 1000 sp, 40 gp, 2 x diamond (50 gp), 2 x carnelian (50 gp)
Room #8	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>West Entry #1</i>	Archway
	<i>West Entry #2</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #23 , inhabited by Goblin Boss and 1 x Goblin
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) (magically reinforced, disadvantage to break) → Leads to room #65
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp
		Treasure: 2300 cp, 1200 sp, 80 gp, a leather armor trimmed with fur (25 gp), a pewter coffer inlaid with ornate silver scrollwork (25 gp), a steel flower brooch etched with elven script (25 gp), a steel ring engraved with draconic runes (25 gp), an earthenware vase painted with woodland imagery (25 gp)
Room #9	<i>North Entry</i>	Archway → Leads to room #51
	<i>West Entry</i>	Archway → Leads to room #53 , inhabited by Goblin and 3 x Giant Rat
	<i>East Entry #1</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>East Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #33 , inhabited by Cult Fanatic and 1 x Cultist
	<i>South Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #57 , inhabited by Goblin Boss and 1 x Goblin
	Room Features	A cube of solid stone stands in the north-east corner of the room, and someone has scrawled "Never trust an elf" in dwarvish runes on the east wall
	Hidden Treasure	Hidden (DC 15 to find) Unlocked Strong Wooden Chest (20 hp)
		3000 cp, 900 sp, 40 gp, a bloodstone cup set with a rosette of jet (25 gp), a bone rod engraved with draconic scales (25 gp), a bone rod inlaid with ornate silver scrollwork (25 gp), a marble scepter engraved with dwarven runes (25 gp), an earthenware tankard painted with garden imagery (25 gp), an ivory shield brooch engraved with arcane runes (25 gp)
Room #10	<i>North Entry #1</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #18
	<i>North Entry #2</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp)
	<i>East Entry #1</i>	Archway → Leads to room #87
	<i>East Entry #2</i>	Archway
	<i>South Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	Empty	

Room #11	<i>North Entry</i>	Unlocked Good Wooden Door (15 hp)
	<i>South Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>South Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides to one side) → Leads to room #25
	Room Features	Someone has scrawled "Abandon all hope" in draconic script on the north wall, and several iron blobs are scattered throughout the room
Room #12	<i>East Entry</i>	Archway → Leads to room #74
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	Room Features	Someone has scrawled "It is awake" in orcish runes on the west wall, and the scent of smoke fills the room
	Monster	Ogre Zombie (cr 2, mm 316); deadly, 450 xp Treasure: 22 cp
Room #13	<i>West Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #75
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #38 , inhabited by Gelatinous Cube
	Room Features	The south and west walls have been engraved with endless spirals, and a pile of rotten bread lies in the center of the room
Room #14	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #73 , inhabited by Bandit Captain and 1 x Bandit
	<i>South Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #2
	Empty	
Room #15	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) (magically reinforced, disadvantage to break) → Leads to room #30 , inhabited by Gelatinous Cube
	<i>West Entry</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) → Leads to room #72 , inhabited by Cult Fanatic and 1 x Cultist
	<i>East Entry #1</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #19
	<i>East Entry #2</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>South Entry</i>	Archway
	Monster	Bugbear (cr 1, mm 33); medium, 200 xp Treasure: 12 cp
Room #16	<i>North Entry</i>	Archway → Leads to room #56
	Room Features	A fountain and statue of a Goddess of Chaos sits in the south side of the room, and several pieces of rotten leather are scattered throughout the room
	Monster	Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); deadly, 475 xp Treasure: 11 gp; 11 gp

Room #17	<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #77
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #85 , inhabited by Orog
	Room Features	A chute descends from the room into a magical cyst below, and the floor is covered in perfect hexagonal tiles
Room #18	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>West Entry</i>	Unlocked Good Wooden Door (15 hp)
	<i>South Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #10
	Empty	
Room #19	<i>North Entry</i>	Archway
	<i>West Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #15 , inhabited by Bugbear
	Room Features	A well lies in the south-west corner of the room, and someone has scrawled a strange symbol on the west wall
Room #20	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) (slides up)
	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #64 , inhabited by Orc and 1 x Half-ogre
	Monster	Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); deadly, 475 xp
		Treasure: 7 ep; 16 sp
Room #21	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>West Entry</i>	Unlocked Strong Wooden Door (20 hp)
	Room Features	A balcony hangs from the south wall, and spirals of yellow stones cover the floor
Room #22	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #72 , inhabited by Cult Fanatic and 1 x Cultist
	<i>South Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	Room Features	Someone has scrawled "The green dragon is not a dragon" on the west wall, and several pieces of rotting wood are scattered throughout the room
	Monster	Hobgoblin (cr 1/2, mm 186) and 1 x Bugbear (cr 1, mm 33); deadly, 300 xp
		Treasure: 9 sp; 17 cp
Room #23	<i>North Entry</i>	Archway
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #8 , inhabited by Mimic
	Monster	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp
		Treasure: 3000 cp, 1200 sp, 100 gp, a brass torc etched with draconic scales (25 gp), a cloth cloak trimmed with rabbit fur (25 gp), a leather saddle trimmed with fur (25 gp), a leather scabbard trimmed with rabbit fur (25 gp), a linen vest threaded with copper (25 gp)

Room #24	<i>North Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #74
	Room Features	A tile mosaic of a legendary battle covers the floor, and a sundered axe lies in the west side of the room
	Monster	Ogre Zombie (cr 2, mm 316); deadly, 450 xp Treasure: 23 cp
Room #25	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides to one side) → Leads to room #11
	Room Features	Someone has scrawled a crude drawing of a nymph on the north wall, and several pieces of trash are scattered throughout the room
Room #26	<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>West Entry</i>	Archway
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #47 , inhabited by Gelatinous Cube
	Monster	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp Treasure: 17 ep; 27 cp
Room #27	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #89
	<i>West Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp)
	<i>South Entry</i>	Trapped Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) Ⓢ Rune of Confusion: DC 15 to find, DC 15 to disable; affects all targets within 10 ft., DC 13 save or become confused (phb 224) for 1d4 rounds → Leads to room #87
	Room Features	A chute descends from the room into a plundered tomb below, and a pile of rotten bread lies in the west side of the room
	Monster	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp Treasure: 8 gp; 10 gp
Room #28	<i>East Entry</i>	Archway
	<i>South Entry</i>	Unlocked Good Wooden Door (15 hp)
	Trap	Guillotine Blade: DC 15 to find, DC 10 to disable; +8 to hit against one target, 2d10 slashing damage
Room #29	<i>East Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>South Entry</i>	Archway → Leads to room #67 , inhabited by Hobgoblin and 1 x Goblin
	Room Features	A shallow pit lies in the west side of the room, and someone has scrawled "I've forgotten my name" on the north wall
	Monster	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp Treasure: 15 cp; 10 gp

Room #30	<i>West 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)
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) (magically reinforced, disadvantage to break) → Leads to room #15 , inhabited by Bugbear
	Room Features	An enchanted pool in the south side of the room summons a water elemental to serve whomever drinks from it (but only once), and an iron chandelier hangs from the ceiling in the south-west corner of the room
	Monster	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp
		Treasure: 7 gp
Room #31	<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 15 to disable; affects all targets within a 10 ft. square area, DC 12 save or take 2d10 damage
	<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	Monster	Bugbear (cr 1, mm 33); medium, 200 xp
	Treasure: 10 gp	
Room #32	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>West Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #41 , inhabited by Goblin and 3 x Giant Rat
	<i>West Entry #2</i>	Unlocked Simple Wooden Door (10 hp) (slides down) → Leads to room #58
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Room Features	A tapestry of ancient mythology hangs from the north wall, and someone has scrawled "You cannot kill it with swords" in draconic script on the south wall
Room #33	<i>West Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #9
	<i>West Entry #2</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>East Entry</i>	Archway
	Monster	Cult Fanatic (cr 2, mm 345) and 1 x Cultist (cr 1/8, mm 345); deadly, 475 xp
	Treasure: 14 cp; 8 ep	
Room #34	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>West Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	Room Features	A stone stair ascends towards the west wall, and a ruined iron box lies in the north side of the room
	Monster	2 x Hobgoblin (cr 1/2, mm 186); hard, 200 xp
		Treasure: 18 cp; 20 cp
Room #35	<i>East Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #60
	<i>East Entry #2</i>	Unlocked Strong Wooden Door (20 hp)
	Room Features	The room has a high domed ceiling, and a rustling noise can be heard in the north-west corner of the room

Room #36	<i>West Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>East Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp)
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #5
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp Treasure: 1800 cp, 600 sp, 100 gp, 4 x diamond (50 gp), citrine (50 gp), 2 x onyx (50 gp), Spell Scroll (Dominate Person) (rare, dmg 200), Oil of Etherealness (rare, dmg 183), 2 x Potion of Superior Healing (rare, dmg 187)
Room #37	<i>West Entry</i>	Archway
	<i>East Entry</i>	Trapped Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) (stuck, disadvantage to open) 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>South Entry</i>	Unlocked Simple Wooden Door (10 hp)
	Room Features	A tile mosaic of arcane patterns covers the floor, and a grinding noise can be heard in the west side of the room
Room #38	<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #13
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #77
	Room Features	An iron chandelier hangs from the ceiling in the center of the room, and someone has scrawled "In the Jungle of Spells, when the Sunless Gate opens, the Temple of Mirrors shall be restored" on the east wall
	Monster	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp Treasure: 9 gp
Room #39	<i>North Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>North Entry #2</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>West 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)
	Monster	Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); deadly, 475 xp Treasure: 2300 cp, 400 sp, 50 gp, 2 x diamond (50 gp), carnelian (50 gp), 2 x chalcedony (50 gp), moonstone (50 gp), quartz (50 gp), sardonyx (50 gp), Deck of Illusions (20 cards) (uncommon, dmg 161), Javelin of Lightning (uncommon, dmg 178), Sentinel Shield (uncommon, dmg 199), Wind Fan (uncommon, dmg 213)
Room #40	<i>North Entry</i>	Unlocked Strong Wooden Door (20 hp)
	<i>East Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #1 , inhabited by Ogre Zombie
	Room Features	Part of the ceiling has collapsed into the room, and several candles are scattered throughout the room

Room #41	<i>North Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp)
	<i>East Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #32
	Room Features	Someone has scrawled "For the glory of the Shadow Count" in orcish runes on the west wall, and a metallic odor fills the room
	Monster	Goblin (cr 1/4, mm 166) and 3 x Giant Rat (cr 1/8, mm 327); medium, 125 xp <hr/> Treasure: 11 sp; 9 sp; 22 cp; 10 sp
Room #42	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	Room Features	A wooden ladder rests against the west wall, and a rusted gauntlet lies in the north-west corner of the room
	Monster	Cult Fanatic (cr 2, mm 345) and 1 x Cultist (cr 1/8, mm 345); deadly, 475 xp <hr/> Treasure: 14 sp; 5 pp
Room #43	<i>East Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #70
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	Room Features	A shallow pit lies in the north-east corner of the room, and a carved stone statue stands in the south side of the room
	Monster	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp <hr/> Treasure: 18 sp
Room #44	<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	Empty	
Room #45	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>East Entry</i>	Archway
	Room Features	The floor is covered in perfect hexagonal tiles, and a fountain of water sits against the north wall
	Monster	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp <hr/> Treasure: 10 cp
Room #46	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #84 , inhabited by Orc and 1 x Half-ogre
	<i>East Entry</i>	Trapped Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) Ⓢ Teleporter Crystal: DC 15 to find, DC 20 to disable; affects each creature which touches the crystal, DC 14 save or be teleported to another location → Leads to room #4 , inhabited by Cult Fanatic and 1 x Cultist
	Room Features	A large demonic idol with ruby eyes sits in the south-east corner of the room, and the south and west walls are covered with bloodstains

Room #47	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #26 , inhabited by Goblin Boss and 1 x Goblin
	<i>West Entry</i>	Archway → Leads to room #78
	<i>East Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #71
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #61 , inhabited by Mimic
	Room Features	A tile labyrinth covers the floor, and a charred blanket lies in the north side of the room
	Monster	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp
		Treasure: 10 gp
Room #48	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) (slides to one side) → Leads to room #73 , inhabited by Bandit Captain and 1 x Bandit
	<i>East Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp)
	<i>South Entry #1</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #2
	<i>South Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	Monster	Cult Fanatic (cr 2, mm 345) and 1 x Cultist (cr 1/8, mm 345); deadly, 475 xp Treasure: 2800 cp, 400 sp, 100 gp, diamond (50 gp), bloodstone (50 gp), citrine (50 gp), onyx (50 gp), Potion of Resistance (fire) (uncommon, dmg 188), Potion of Fire Breath (uncommon, dmg 187), Potion of Hill Giant Strength (uncommon, dmg 187)
Room #49	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp)
	Room Features	Someone has scrawled "Ran out of swords" in blood on the east wall, and an unexplained breeze can be felt in the east side of the room
Room #50	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	Room Features	The floor is covered in perfect hexagonal tiles, and a broken hammer lies in the south side of the room
	Monster	Hobgoblin (cr 1/2, mm 186) and 2 x Goblin (cr 1/4, mm 166); deadly, 200 xp Treasure: 1700 cp, 1000 sp, 80 gp, 3 x diamond (50 gp), bloodstone (50 gp), citrine (50 gp), moonstone (50 gp), onyx (50 gp), zircon (50 gp)
Room #51	<i>West Entry</i>	Archway → Leads to room #86
	<i>South Entry</i>	Archway → Leads to room #9
	Room Features	A stone dais and throne sits in the north side of the room, and several broken arrows are scattered throughout the room
Room #52	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>South Entry</i>	Unlocked Strong Wooden Door (20 hp)
	Empty	

Room #53	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #86
	<i>East Entry</i>	Archway → Leads to room #9
	Monster	Goblin (cr 1/4, mm 166) and 3 x Giant Rat (cr 1/8, mm 327); medium, 125 xp
		Treasure: 12 gp; 16 cp; 12 ep; 14 sp
Room #54	<i>North Entry</i>	Archway
	Room Features	A chute descends from the room into a midden chamber below, and a tile mosaic of a legendary battle covers the floor
Room #55	<i>North Entry</i>	Archway → Leads to room #6
	Room Features	A stone dais sits in the north side of the room, and a pierced breastplate lies in the east side of the room
	Monster	Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); deadly, 475 xp
		Treasure: 1100 cp, 1200 sp, 90 gp, a jasper salt cellar engraved with dwarven axeheads (25 gp), a linen merchant's cap adorned with a plume (25 gp), a necklace of tiger eye (25 gp), an earthenware chalice painted with noble imagery (25 gp), an earthenware plate embossed with arcane runes (25 gp), Spell Scroll (Thorn Whip) (common, dmg 200), Spell Scroll (Hellish Rebuke) (common, dmg 200), Potion of Healing (common, dmg 187)
Room #56	<i>West Entry</i>	Archway
	<i>South Entry</i>	Archway → Leads to room #16 , inhabited by Bandit Captain and 1 x Bandit
	Empty	
Room #57	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #9
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) (slides to one side)
	Monster	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp
		Treasure: 14 cp; 9 sp
Room #58	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp) (slides down) → Leads to room #32
	<i>South Entry</i>	Unlocked Stone Door (60 hp)
	Room Features	A tile labyrinth covers the floor, and a sundered mace lies in the south-west corner of the room
Room #59	<i>South Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to room #1 , inhabited by Ogre Zombie
	Room Features	A wooden platform hangs over a deep pit in the south-east corner of the room, and someone has scrawled "Ellaning died here" on the south wall

Room #60	<i>West Entry #1</i>	Archway → Leads to room #83
	<i>West Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #35
	<i>East Entry</i>	Unlocked Strong Wooden Door (20 hp)
	Trap	Scythe Blade: DC 10 to find, DC 15 to disable; +7 to hit against all targets within a 5 ft. arc, 2d10 slashing damage
Room #61	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #47 , inhabited by Gelatinous Cube
	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp)
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp
	Trap	Treasure: 2300 cp, 1200 sp, 50 gp, 3 x lapis lazuli (10 gp), 2 x rhodochrosite (10 gp), turquoise (10 gp) Guillotine Blade: DC 10 to find, DC 10 to disable; +12 to hit against one target, 4d10 slashing damage
Room #62	<i>South Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>South Entry #2</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp)
	<i>South Entry #3</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Room Features	A fountain decorated with tormented faces sits in the east side of the room, and several pieces of blood-soaked clothing are scattered throughout the room
	Monster	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp Treasure: 2600 cp, 1200 sp, 110 gp, 3 x diamond (50 gp), chrysoprase (50 gp), jasper (50 gp), moonstone (50 gp), onyx (50 gp)
Room #63	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>South Entry</i>	Archway → Leads to room #75
	Room Features	Someone has scrawled "Galie died here" on the north wall, and a pile of wax blobs lies in the west side of the room
	Monster	2 x Goblin (cr 1/4, mm 166) and 4 x Giant Rat (cr 1/8, mm 327); deadly, 200 xp Treasure: 2500 cp, 1000 sp, 80 gp, a bloodstone salt cellar engraved with dwarven runes (25 gp), a bone chalice engraved with spirals (25 gp), a bone coffer engraved with spirals (25 gp), a linen mantle trimmed with rabbit fur (25 gp), a pewter crown set with banded agate (25 gp), a pewter torc set with chrysoprase and jasper (25 gp), a stoneware tankard embossed with draconic runes (25 gp), a wooden rod engraved with arcane runes (25 gp), +1 Shield (uncommon, dmg 200), +1 Weapon (morningstar) (uncommon, dmg 213)
	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 10 to find, DC 15 to disable; affects each creature which touches the trigger, DC 20 save or take 4d10 damage 2300 cp, 800 sp, 50 gp, hematite (10 gp), lapis lazuli (10 gp), moss agate (10 gp)

Room #64	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #20 , inhabited by Bandit Captain and 1 x Bandit
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	Room Features	Someone has scrawled an incomplete drawing of a dragon on the south wall, and several pieces of torn paper are scattered throughout the room
	Monster	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp Treasure: 2000 cp, 700 sp, 40 gp, a cloth sash threaded with silver (25 gp), a copper dagger engraved with dwarven axeheads (25 gp), a stoneware ewer embossed with arcane runes (25 gp), a wooden coffer set with a rosette of onyx (25 gp), an agate puzzle box engraved with dwarven runes (25 gp), Spell Scroll (Sleep) (common, dmg 200), Potion of Climbing (common, dmg 187), Potion of Greater Healing (uncommon, dmg 187), Potion of Healing (common, dmg 187)
Room #65	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) (magically reinforced, disadvantage to break) → Leads to room #8 , inhabited by Mimic
	<i>West Entry</i>	Archway
	Empty	
Room #66	<i>North Entry</i>	Archway
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #83
	Monster	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp Treasure: 20 sp; 18 cp
Room #67	<i>North Entry #1</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>North Entry #2</i>	Archway → Leads to room #29 , inhabited by Goblin Boss and 1 x Goblin
	<i>West Entry</i>	Unlocked Strong Wooden Door (20 hp)
	<i>East Entry</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp)
	Monster	Hobgoblin (cr 1/2, mm 186) and 1 x Goblin (cr 1/4, mm 166); medium, 150 xp Treasure: 20 cp; 5 gp
Room #68	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #4 , inhabited by Cult Fanatic and 1 x Cultist
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	Empty	
Room #69	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #7 , inhabited by Cult Fanatic and 1 x Cultist
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	Room Features	The scent of urine fills the room, and several empty flasks 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: 2100 cp, 1600 sp, 70 gp, 2 x diamond (50 gp), bloodstone (50 gp), carnelian (50 gp), chrysoprase (50 gp), sardonyx (50 gp), Spell Scroll (Eldritch Blast) (common, dmg 200), Spell Scroll (Misty Step) (uncommon, dmg 200), Potion of Climbing (common, dmg 187), Potion of Healing (common, dmg 187)

Room #70	<i>West Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #43 , inhabited by Silver Dragon Wyrmling
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Empty	
Room #71	<i>West Entry #1</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #47 , inhabited by Gelatinous Cube
	<i>West Entry #2</i>	Unlocked Simple Wooden Door (10 hp)
	<i>East Entry #1</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>East Entry #2</i>	Archway
	Room Features	Several alcoves are cut into the east wall, and an overwhelming stench fills the south-east corner of the room
Room #72	<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>West Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>East Entry #1</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) → Leads to room #15 , inhabited by Bugbear
	<i>East Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #22 , inhabited by Hobgoblin and 1 x Bugbear
	Room Features	The floor is covered in square tiles, alternating white and black, and numerous monstrous skulls lie within niches in the north and south walls
	Monster	Cult Fanatic (cr 2, mm 345) and 1 x Cultist (cr 1/8, mm 345); deadly, 475 xp Treasure: 9 gp; 13 cp
Room #73	<i>West Entry #1</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>West Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #14
	<i>South Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) (slides to one side) → Leads to room #48 , inhabited by Cult Fanatic and 1 x Cultist
	Room Features	A large kiln and coal bin sit in the west side of the room, and the walls are covered with veins of metal
	Monster	Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); deadly, 475 xp Treasure: 14 sp; 11 gp
Room #74	<i>North Entry</i>	Unlocked Stone Door (60 hp)
	<i>West Entry</i>	Archway → Leads to room #12 , inhabited by Ogre Zombie
	<i>East Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #84 , inhabited by Orc and 1 x Half-ogre
	<i>South Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #24 , inhabited by Ogre Zombie
	Room Features	A faded and torn tapestry hangs from the east wall, and a thumping sound fills the room

Room #75	<i>North Entry #1</i>	Archway
	<i>North Entry #2</i>	Archway → Leads to room #63 , inhabited by 2 x Goblin and 4 x Giant Rat
	<i>East Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #13
	<i>East Entry #2</i>	Archway
	Room Features	A ruined siege weapon sits in the east side of the room, and a pile of iron blobs lies in the south side of the room
Room #76	<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>East Entry</i>	Unlocked Good Wooden Door (15 hp)
	Hidden Treasure	Hidden (DC 25 to find) Locked Iron Chest (DC 15 to unlock, DC 30 to break; 60 hp) 2200 cp, 600 sp, 70 gp, diamond (50 gp), bloodstone (50 gp), chalcedony (50 gp), jasper (50 gp), quartz (50 gp), +1 Armor (leather) (rare, dmg 152)
Room #77	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #38 , inhabited by Gelatinous Cube
	<i>East Entry #1</i>	Archway
	<i>East Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #85 , inhabited by Orog
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #17
	Room Features	A balcony hangs from the west wall, and a pile of wax blobs lies in the south-east corner of the room
	Trap	Concealed Pit: DC 15 to find, DC 10 to disable; affects all targets entering a 10 ft. square area, DC 13 save or take 2d10 damage
	Hidden Treasure	Hidden (DC 20 to find) Unlocked Good Wooden Chest (15 hp) 2200 cp, 1200 sp, 120 gp, 2 x banded agate (10 gp), blue quartz (10 gp), eye agate (10 gp), hematite (10 gp), 3 x turquoise (10 gp), Bag of Holding (uncommon, dmg 153), Keoghtom's Ointment (uncommon, dmg 179), Potion of Animal Friendship (uncommon, dmg 187)
Room #78	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides up)
	<i>East Entry</i>	Archway → Leads to room #47 , inhabited by Gelatinous Cube
	<i>South Entry</i>	Unlocked Good Wooden Door (15 hp)
	Room Features	A narrow ledge runs along the south and west walls, and someone has scrawled "The cleric will betray you" on the south wall
Room #79	<i>West Entry #1</i>	Archway
	<i>West Entry #2</i>	Unlocked Iron Door (60 hp)
	<i>East Entry</i>	Archway
	Monster	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp Treasure: 1800 cp, 1000 sp, 40 gp, a brass rod engraved with dwarven axeheads (25 gp), a brocade merchant's cap threaded with silver (25 gp), a portrait (of a male dragonborn) in a wooden frame set with banded agate and obsidian (25 gp), a set of crystal dice (25 gp), a silver dagger engraved with draconic runes (25 gp)

Room #80	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp
		Treasure: 11 gp
Room #81	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp)
	Room Features	Someone has scrawled "The Obsidian Orb is wreathed in flames" in draconic script on the south wall, and a pile of rotten rope lies in the west side of the room
Room #82	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>South Entry</i>	Trapped Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp)
		① Falling Block: DC 10 to find, DC 15 to disable; affects all targets within a 10 ft. square area, DC 13 save or take 2d10 damage
	Room Features	A magical statue in the south side of the room answers questions with lies and falsehoods, and a sloped pit lined with iron spikes lies in the east side of the room
Room #83	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #66 , inhabited by Goblin Boss and 1 x Goblin
	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #6
	<i>East Entry</i>	Archway → Leads to room #60
	Empty	
Room #84	<i>North Entry #1</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>North Entry #2</i>	Archway
	<i>West Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #74
	<i>East Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) (magically reinforced, disadvantage to break) → Leads to room #4 , inhabited by Cult Fanatic and 1 x Cultist
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #46
	Monster	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp
		Treasure: 11 gp; 10 gp
	Trap	Rune of Paralyzation: DC 20 to find, DC 15 to disable; affects all targets within 10 ft., DC 10 save or become paralyzed for 1d4 rounds
Room #85	<i>West Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #77
	<i>West Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #17
	Room Features	A wooden platform hangs over a deep pit in the south-east corner of the room, and spirals of black stones cover the floor
	Monster	Orog (cr 2, mm 247); deadly, 450 xp
		Treasure: 2700 cp, 1000 sp, 50 gp, 2 x diamond (50 gp), carnelian (50 gp), citrine (50 gp), sardonyx (50 gp)

Room #86	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry</i>	Archway → Leads to room #51
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #53 , inhabited by Goblin and 3 x Giant Rat
	Empty	
Room #87	<i>North Entry</i>	Trapped Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) Ⓣ Rune of Confusion: DC 15 to find, DC 15 to disable; affects all targets within 10 ft., DC 13 save or become confused (phb 224) for 1d4 rounds → Leads to room #27 , inhabited by Goblin Boss and 1 x Goblin
	<i>West Entry</i>	Archway → Leads to room #10
	Room Features	Several square holes are cut into the ceiling and floor, and someone has scrawled "Sala stands here, slain by a basilisk" on the east wall
Room #88	<i>East Entry</i>	Archway
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Room Features	A round table and lantern sit in the north side of the room, and a creaking sound can be faintly heard near the south wall
	Monster	Hobgoblin (cr 1/2, mm 186); easy, 100 xp Treasure: 13 sp
Room #89	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #27 , inhabited by Goblin Boss and 1 x Goblin
	Room Features	Burning torches in iron sconces line the south wall, and someone has scrawled "They ate Raga" in dwarvish runes on the south wall

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