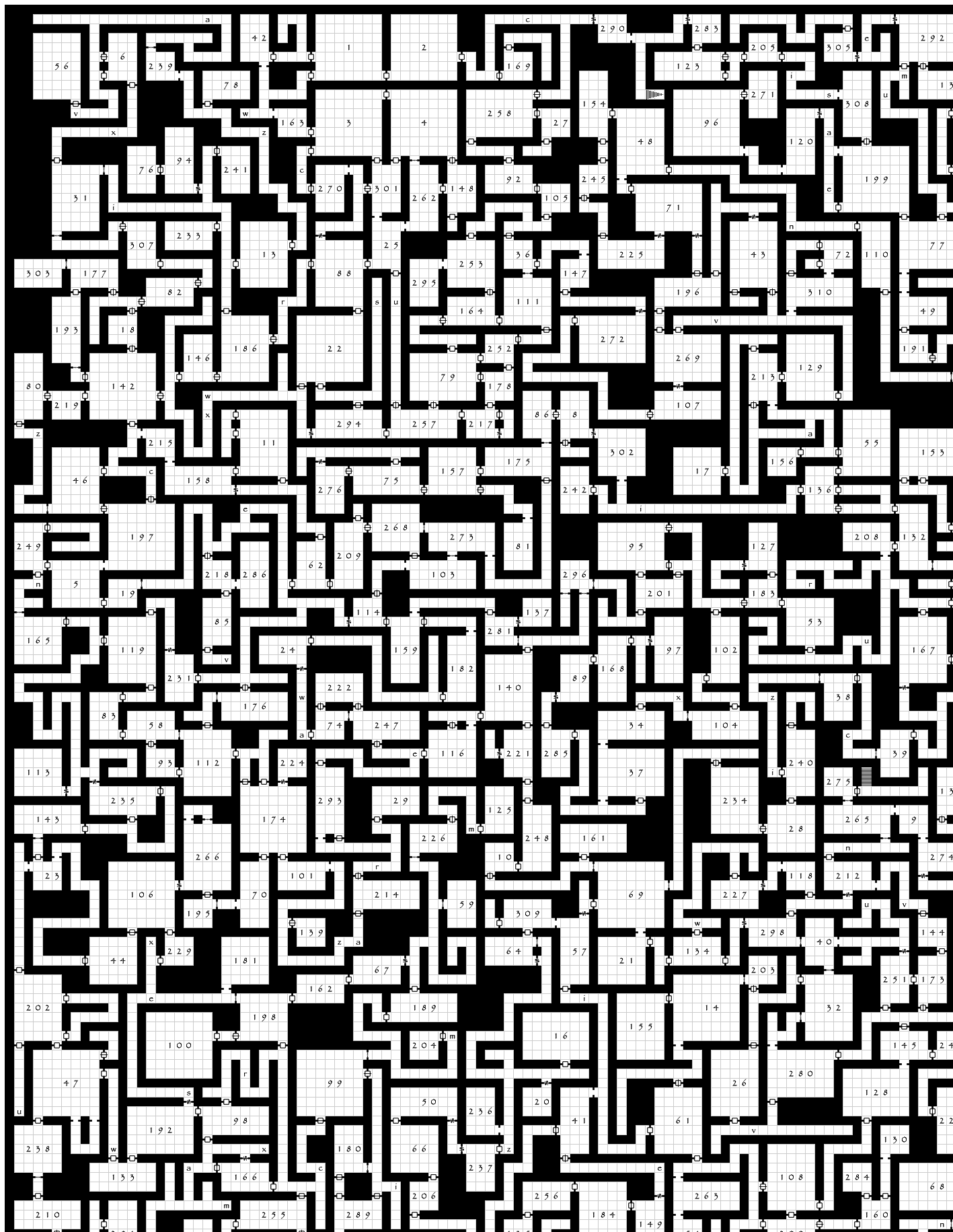
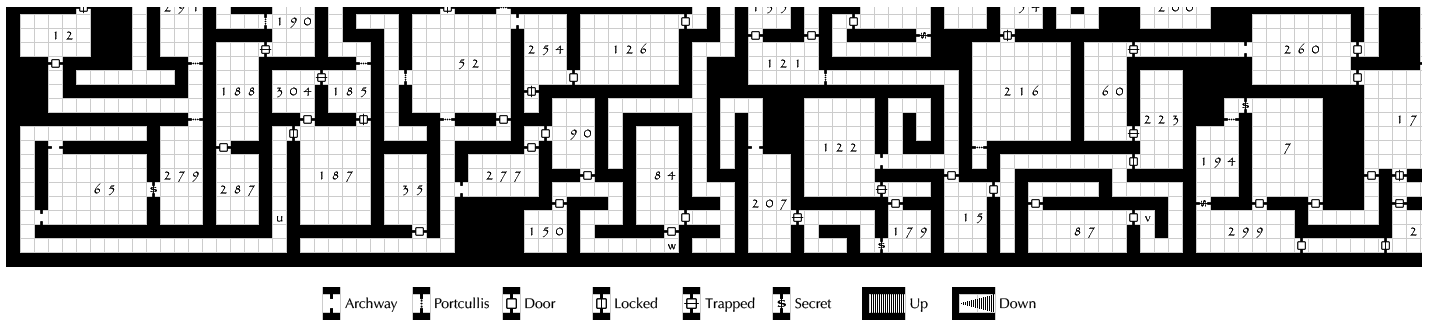


The Forsaken Cyst of Doom 01

Level 1





General	Size	Colossal (115 x 149)
	Walls	Masonry (climb DC 20)
	Floor	Hewn Stone (run DC 10)
	Temperature	Cool
	Illumination	Shadowy (phosphorescent fungus or candles every 20 ft.)
Corridor Features	a	Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	c	Someone has scrawled a basic map of the dungeon here
	e	Several adventurer corpses are scattered along the corridor
	i	A fountain of water sits in an alcove here
	m	Someone has scrawled "The Guild of the Whispering Sword killed a hydra here" in dwarvish runes here
	n	A narrow shaft falls into the corridor from above
	r	Several alcoves are cut into the walls here
	s	Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	u	Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	v	Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	w	A sulphurous odor fills the corridor
	x	A toppled statue lies across the corridor
	z	Part of the ceiling has collapsed into the corridor
Wandering Monsters	1	2 x Kobold: HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3), tracking the party
	2	2 x Small Monstrous Spider: HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison), wandering senselessly
	3	3 x Small Monstrous Spider: HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison), tracking the party
	4	4 x Goblin: HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4), actively patrolling their territory
	5	4 x Kobold: HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3), tracking the party
	6	5 x Small Monstrous Scorpion: HD 1d8+2 (6 hp), AC 14, Claw +1 (1d3-1) or sting -4 (1d3-1 plus poison), lost and desperate
Room #1	West Entry #1	Stuck Simple Wooden Door (break DC 13, 20 hp)
	West Entry #2	Stuck Good Wooden Door (break DC 18, 30 hp)
	East Entry	Unlocked Simple Wooden Door (20 hp) → Leads to room #2
	Room Features	A tapestry of ghoulish carnage hangs from the west wall, and the sound of horns fills the room
	Monster	2 x Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease) Treasure: 110 gp; Breastplate (200 gp); hoard total 310 gp
Room #2	West Entry	Unlocked Simple Wooden Door (20 hp) → Leads to room #1 , inhabited by 2 x Dire Rat
	East Entry	Stuck Simple Wooden Door (break DC 13, 20 hp)
	Empty	
Room #3	West Entry #1	Stuck Simple Wooden Door (break DC 13, 20 hp) → Leads to room #163 , inhabited by 2 x Goblin
	West Entry #2	Stuck Strong Wooden Door (break DC 23, 40 hp)
	East Entry	Unlocked Strong Wooden Door (40 hp) → Leads to room #4 , inhabited by 4 x Tiny Monstrous Spider
	South Entry	Unlocked Simple Wooden Door (20 hp) → Leads to room #301
	Empty	

Room #4	<i>West Entry</i>	Unlocked Strong Wooden Door (40 hp) → Leads to room #3
	<i>South Entry #1</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #301
	<i>South Entry #2</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp) → Leads to room #262
	<i>South Entry #3</i>	Trapped and Locked Simple Wooden Door (unlock DC 25, break DC 15, 20 hp) Ⓣ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #148 , inhabited by 4 x Hobgoblin
	Room Features	An enchanted pool in the south side of the room restores youth to whomever drinks from it (but only once), and a set of demonic war masks hangs on the south wall
	Monster	4 x Tiny Monstrous Spider: HD 1d4 (2 hp), AC 15, Bite +5 (1d3-4 plus poison) Treasure: 120 gp; hoard total 120 gp
Room #5	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) → Leads to room #249 , inhabited by 5 x Orc
	<i>East Entry #1</i>	Archway → Leads to room #197 , inhabited by 3 x Dire Rat
	<i>East Entry #2</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) → Leads to room #19
	Room Features	A tile mosaic of a legendary battle covers the floor, and a briny odor fills the center of the room
	Monster	4 x Small Monstrous Scorpion: HD 1d8+2 (6 hp), AC 14, Claw +1 (1d3-1) or sting -4 (1d3-1 plus poison) Treasure: 5000 cp; hoard total 50 gp
Room #6	<i>West Entry #1</i>	Trapped and Locked Good Wooden Door (unlock DC 20, break DC 18, 30 hp) Ⓣ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	<i>West Entry #2</i>	Unlocked Simple Wooden Door (20 hp)
	<i>South Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp)
	Room Features	The floor is covered in perfect hexagonal tiles, and the ceiling is covered with scorch marks
	Monster	4 x Small Monstrous Scorpion: HD 1d8+2 (6 hp), AC 14, Claw +1 (1d3-1) or sting -4 (1d3-1 plus poison) Treasure: 80 gp; hoard total 80 gp
Room #7	<i>West Entry</i>	Secret (search DC 20) Stuck Strong Wooden Door (break DC 23, 40 hp) Ⓢ The door is concealed within the mouth of a demonic face carved from stone
	<i>South Entry #1</i>	Unlocked Good Wooden Door (30 hp) → Leads to room #299
	<i>South Entry #2</i>	Stuck Strong Wooden Door (break DC 23, 40 hp)
	Room Features	A cube of solid stone stands in the east side of the room, and a shattered hammer lies in the west side of the room
	Monster	2 x Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease) Treasure: 100 sp; Banded Mail (250 gp); hoard total 260 gp
Room #8	<i>West Entry</i>	Trapped and Unlocked Simple Wooden Door (20 hp) Ⓣ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20 → Leads to room #86 , inhabited by 5 x Small Viper
	<i>East Entry</i>	Secret (search DC 30) Stuck Stone Door (break DC 28, 60 hp) Ⓢ A trap door in the floor leads to a short tunnel beneath the wall → Leads to room #302 , inhabited by 4 x Small Monstrous Spider
	<i>South Entry</i>	Trapped and Locked Stone Door (unlock DC 20, break DC 28, 60 hp) Ⓣ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	Room Features	A magical mirror on the north wall speaks riddles and cryptic prophecies, and the ceiling is covered with crystalline stalactites
	Monster	5 x Orc: HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3) Treasure: 3000 cp; hoard total 30 gp
Room #9	<i>West Entry</i>	Archway → Leads to room #265
	<i>South Entry</i>	Archway → Leads to room #274
	Room Features	Several square holes are cut into the ceiling and floor, and a pile of rotting wood lies in the south-east corner of the room
	Trap	Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	Hidden Treasure	Hidden (search DC 20) Locked Iron Chest (unlock DC 25, break DC 28; 60 hp) 100 gp; hoard total 100 gp

Room #10	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) → Leads to room #248
	<i>South Entry</i>	Trapped and Stuck Iron Door (break DC 28, 60 hp) Ⓣ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	Monster	2 x Orc: HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3)
		Treasure: 80 gp; hoard total 80 gp
Room #11	<i>West Entry #1</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	<i>West Entry #2</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) (magically reinforced, +10 to break DC)
	<i>West Entry #3</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #158 , inhabited by 5 x Orc
	<i>South Entry</i>	Stuck Iron Door (break DC 28, 60 hp)
	Room Features	The room has a high domed ceiling, and the floor is covered in square tiles, alternating white and black
	Monster	5 x Kobold: HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3)
		Treasure: 700 sp; hoard total 70 gp
Room #12	<i>North Entry</i>	Trapped and Locked Simple Wooden Door (unlock DC 30, break DC 15, 20 hp) Ⓣ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 → Leads to room #210
	<i>South Entry</i>	Unlocked Simple Wooden Door (20 hp)
	Room Features	Several iron cages are scattered throughout the room, and a corroded mace lies in the center of the room
	Monster	5 x Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 (1d4+1)
		Treasure: 120 gp; Bone Orb engraved with a Labyrinth (1500 gp); 50' Silk Rope (10 gp); hoard total 1630 gp
Room #13	<i>West Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) (slides up, +2 to break DC)
	<i>East Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	Monster	5 x Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease)
		Treasure: 110 gp; hoard total 110 gp
Room #14	<i>West Entry</i>	Locked Stone Door (unlock DC 25, break DC 28, 60 hp) → Leads to room #155
	<i>East Entry</i>	Trapped Wooden Portcullis (lift DC 25, break DC 28, 30 hp) Ⓣ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 → Leads to room #203
	<i>South Entry</i>	Archway
	Room Features	A mural of legendary monsters covers the ceiling, and several pieces of broken glass are scattered throughout the room
Room #15	<i>North Entry</i>	Stuck Iron Door (break DC 28, 60 hp)
	<i>East Entry</i>	Unlocked Good Wooden Door (30 hp)
	Room Features	An overwhelming stench fills the room, and a ruined chain shirt lies in the north side of the room
	Monster	5 x Goblin: HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4)
		Treasure: 600 sp; hoard total 60 gp
Room #16	<i>South Entry</i>	Unlocked Iron Door (60 hp)
	Empty	
Room #17	<i>East Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	Room Features	A tile mosaic of legendary monsters covers the floor, and someone has scrawled "Kill them with acid" on the east wall
Room #18	<i>North Entry</i>	Trapped and Unlocked Strong Wooden Door (40 hp) Ⓣ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	<i>South Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13, 20 hp) Ⓣ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 → Leads to room #142
	Room Features	A magical altar in the north-east corner of the room heals all wounds of whomever sacrifices a magical item upon it (but only once), and several headless statues are scattered throughout the room
	Monster	4 x Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease)
		Treasure: Moss Agate (10 gp); hoard total 10 gp

Room #19	<i>West Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) → Leads to room #5 , inhabited by 4 x Small Monstrous Scorpion
	<i>East Entry</i>	Trapped Wooden Portcullis (lift DC 25, break DC 28, 30 hp) ① Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	Room Features	Skeletons hang from chains and manacles against the south and east walls, and someone has scrawled an alien rune on the west wall
Room #20	<i>North Entry</i>	Secret (search DC 25) Trapped and Unlocked Stone Door (60 hp) ⑤ The door is located near the ceiling and opened by standing on a small floor tile ① Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	Trap	Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
Room #21	<i>North Entry</i>	Archway → Leads to room #69 , inhabited by 2 x Dire Rat
	<i>East Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	Empty	
Room #22	<i>North Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) → Leads to room #88
	<i>South Entry #1</i>	Locked Simple Wooden Door (unlock DC 40, break DC 15, 20 hp)
	<i>South Entry #2</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	Monster	4 x Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1)
		Treasure: 110 gp; hoard total 110 gp
Room #23	<i>North Entry #1</i>	Unlocked Strong Wooden Door (40 hp) (slides to one side, +1 to break DC)
	<i>North Entry #2</i>	Archway
	<i>West Entry</i>	Archway
	Empty	
Room #24	<i>East Entry</i>	Unlocked Simple Wooden Door (20 hp)
	<i>South Entry</i>	Secret (search DC 20) Locked Iron Door (unlock DC 25, break DC 28, 60 hp) ⑤ The door is concealed within an upright sarcophagus
	Empty	
Room #25	<i>North Entry</i>	Archway → Leads to room #301
	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) → Leads to room #88
	<i>East Entry</i>	Archway → Leads to room #262
	<i>South Entry</i>	Unlocked Strong Wooden Door (40 hp)
	Room Features	Spirals of blue stones cover the floor, and a stack of oil-filled barrels stands against the north wall
	Monster	5 x Small Monstrous Spider: HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison)
		Treasure: 20 gp; hoard total 20 gp
Room #26	<i>North Entry</i>	Locked Good Wooden Door (unlock DC 20, break DC 18, 30 hp)
	<i>South Entry</i>	Unlocked Good Wooden Door (30 hp)
	Room Features	Several headless statues are scattered throughout the room, and several pieces of trash are scattered throughout the room
Room #27	<i>West Entry</i>	Locked Good Wooden Door (unlock DC 25, break DC 18, 30 hp) → Leads to room #258 , inhabited by 3 x Small Monstrous Spider
	<i>South Entry</i>	Stuck Iron Door (break DC 28, 60 hp)
	Empty	
Room #28	<i>North Entry</i>	Stuck Iron Door (break DC 28, 60 hp) → Leads to room #240
	<i>West Entry</i>	Trapped and Locked Stone Door (unlock DC 25, break DC 28, 60 hp) ① Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 → Leads to room #234 , inhabited by 2 x Kobold
	Monster	2 x Small Monstrous Scorpion: HD 1d8+2 (6 hp), AC 14, Claw +1 (1d3-1) or sting -4 (1d3-1 plus poison)
		Treasure: 6000 cp; hoard total 60 gp

Room #29	<i>South Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp)
	Empty	
Room #30	<i>West Entry</i>	Trapped and Locked Good Wooden Door (unlock DC 30, break DC 18, 30 hp) Ⓣ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	<i>East Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	Room Features	The room has a high domed ceiling, and a cube of solid stone stands in the north side of the room
Room #31	<i>North Entry</i>	Unlocked Iron Door (60 hp)
	<i>East Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	Monster	3 x Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 (1d4+1) Treasure: 3000 cp; hoard total 30 gp
	Hidden Treasure	Hidden (search DC 30) Locked Simple Wooden Chest (unlock DC 20, break DC 15; 20 hp) 70 gp; Scroll of Shield of Faith; hoard total 70 gp
Room #32	<i>North Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp) → Leads to room #40
	<i>West Entry #1</i>	Stuck Strong Wooden Door (break DC 23, 40 hp)
	<i>West Entry #2</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	Room Features	A toppled statue lies in the north side of the room, and someone has scrawled "Nine steps forward, one steps back" on the south wall
	Monster	4 x Small Monstrous Scorpion: HD 1d8+2 (6 hp), AC 14, Claw +1 (1d3-1) or sting -4 (1d3-1 plus poison) Treasure: 200 sp; hoard total 20 gp
Room #33	<i>North Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	<i>South Entry</i>	Archway → Leads to room #282
	Room Features	A magical pool in the south-east corner of the room restores youth to whomever drinks from it (but only once), and a circle of tall stones stands in the south-east corner of the room
Room #34	<i>North Entry</i>	Unlocked Good Wooden Door (30 hp)
	<i>South Entry</i>	Archway → Leads to room #37
	Room Features	A stream of blood flows along a channel in the floor, and someone has scrawled "You cannot kill it with swords" on the south wall
	Monster	5 x Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1) Treasure: 20 gp; hoard total 20 gp
Room #35	<i>South Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	Monster	2 x Orc: HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3) Treasure: 400 sp; hoard total 40 gp
Room #36	<i>North Entry</i>	Locked Strong Wooden Door (unlock DC 20, break DC 25, 40 hp)
	<i>East Entry</i>	Unlocked Simple Wooden Door (20 hp)
	<i>South Entry</i>	Iron Portcullis (lift DC 25, break DC 28, 60 hp) → Leads to room #111
	Empty	
Room #37	<i>North Entry</i>	Archway → Leads to room #34 , inhabited by 5 x Hobgoblin
	<i>South Entry #1</i>	Archway
	<i>South Entry #2</i>	Unlocked Good Wooden Door (30 hp)
	Room Features	A wooden platform hangs over a deep pit in the west side of the room, and the floor is covered in perfect hexagonal tiles
Room #38	<i>West Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	<i>East Entry</i>	Locked Iron Door (unlock DC 20, break DC 28, 60 hp)
	Empty	

Room #39	<i>West Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	<i>East Entry</i>	Unlocked Strong Wooden Door (40 hp)
	Room Features	Several square holes are cut into the walls, and a buzzing noise can be faintly heard near the north wall
	Monster	6 x Tiny Monstrous Spider: HD 1d4 (2 hp), AC 15, Bite +5 (1d3-4 plus poison) Treasure: 20 pp; hoard total 200 gp
Room #40	<i>West Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp) → Leads to room #298
	<i>East Entry</i>	Archway
	<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp) → Leads to room #32 , inhabited by 4 x Small Monstrous Scorpion
	Empty	
Room #41	<i>West Entry</i>	Locked Simple Wooden Door (unlock DC 25, break DC 15, 20 hp) (slides down, +1 to break DC)
	<i>East Entry</i>	Archway
	<i>South Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13, 20 hp) Ⓣ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	Room Features	Part of the north wall has collapsed into the room, and a corroded holy symbol lies in the south-east corner of the room
	Monster	4 x Kobold: HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3) Treasure: 130 gp; hoard total 130 gp
Room #42	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	<i>South Entry</i>	Archway
	Monster	8 x Tiny Monstrous Spider: HD 1d4 (2 hp), AC 15, Bite +5 (1d3-4 plus poison) Treasure: None
Room #43	<i>North Entry</i>	Secret (search DC 20) Unlocked Strong Wooden Door (40 hp) Ⓢ The door is concealed behind a statue of a medusa, and opened by uncovering her eyes
	<i>South Entry #1</i>	Locked Strong Wooden Door (unlock DC 20, break DC 25, 40 hp)
	<i>South Entry #2</i>	Trapped and Stuck Simple Wooden Door (break DC 13, 20 hp) Ⓣ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	Room Features	A set of demonic war masks hangs on the north wall, and a metallic odor fills the north side of the room
	Monster	8 x Tiny Monstrous Spider: HD 1d4 (2 hp), AC 15, Bite +5 (1d3-4 plus poison) Treasure: None
Room #44	<i>North Entry</i>	Locked Strong Wooden Door (unlock DC 20, break DC 25, 40 hp) → Leads to room #106
	<i>West Entry</i>	Locked Iron Door (unlock DC 30, break DC 28, 60 hp)
	Monster	4 x Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 (1d4+1) Treasure: 130 gp; Pewter Plate inlaid with Ornate Silver Scrollwork (140 gp); hoard total 270 gp
	Hidden Treasure	Hidden (search DC 25) Unlocked Simple Wooden Chest (20 hp) 110 gp; Potion of Mage Armor (+4 AC for 1 hour); hoard total 110 gp
Room #45	<i>West Entry</i>	Archway
	<i>East Entry</i>	Locked Simple Wooden Door (unlock DC 40, break DC 15, 20 hp)
	Monster	2 x Goblin: HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4) Treasure: 60 gp; Electrum Torc engraved with Arcane Runes (1400 gp); hoard total 1460 gp
Room #46	<i>West Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	<i>East Entry #1</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	<i>East Entry #2</i>	Trapped and Stuck Strong Wooden Door (break DC 23, 40 hp) Ⓣ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20 → Leads to room #197 , inhabited by 3 x Dire Rat
	Room Features	The floor is covered in perfect hexagonal tiles, and a ring of keys lies in the south side of the room

Room #47	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) → Leads to room #202 , inhabited by 2 x Kobold
	<i>East Entry #1</i>	Trapped and Unlocked Iron Door (60 hp) ① Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	<i>East Entry #2</i>	Stuck Good Wooden Door (break DC 18, 30 hp) (slides down, +1 to break DC)
	<i>South Entry #1</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) → Leads to room #238 , inhabited by 3 x Small Viper
	<i>South Entry #2</i>	Archway
	<i>South Entry #3</i>	Archway
	Room Features	A narrow shaft falls into the room from above, and someone has scrawled "Inen died here" on the south wall
	Monster	3 x Small Monstrous Scorpion: HD 1d8+2 (6 hp), AC 14, Claw +1 (1d3-1) or sting -4 (1d3-1 plus poison) Treasure: 4000 cp; hoard total 40 gp
Room #48	<i>West Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) → Leads to room #154
	<i>East Entry</i>	Unlocked Good Wooden Door (30 hp) (slides down, +1 to break DC)
	<i>South Entry</i>	Archway
	Room Features	Spirals of green stones cover the floor, and a pile of shattered weapons lies in the west side of the room
Room #49	<i>North Entry</i>	Archway
	<i>South Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) → Leads to room #191 , inhabited by 2 x Small Monstrous Spider
	Monster	3 x Tiny Monstrous Scorpion: HD 1d4+2 (4 hp), AC 14, Claw +2 (1d2-4) or sting -3 (1d2-4 plus poison) Treasure: 60 gp; hoard total 60 gp
Room #50	<i>South Entry #1</i>	Stuck Iron Door (break DC 28, 60 hp) → Leads to room #66 , inhabited by 5 x Dire Rat
	<i>South Entry #2</i>	Secret (search DC 20) Locked Iron Door (unlock DC 25, break DC 28, 60 hp) ⑤ The door is concealed within an upright sarcophagus
	Empty	
Room #51	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	Monster	4 x Goblin: HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4) Treasure: 200 sp; Average Lock (40 gp); hoard total 60 gp
Room #52	<i>North Entry #1</i>	Trapped and Stuck Iron Door (break DC 28, 60 hp) ① Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #255 , inhabited by 4 x Small Monstrous Scorpion
	<i>North Entry #2</i>	Iron Portcullis (lift DC 25, break DC 28, 60 hp) → Leads to room #289
	<i>West Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	<i>East Entry</i>	Archway → Leads to room #254
	<i>South Entry #1</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	<i>South Entry #2</i>	Unlocked Good Wooden Door (30 hp)
	Room Features	Skeletons hang from chains and manacles against the north wall, and someone has scrawled "Save yourself, kill the others" in blood on the west wall
	Trap	Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
Room #53	<i>West Entry</i>	Unlocked Iron Door (60 hp) → Leads to room #183 , inhabited by 2 x Small Monstrous Scorpion
	<i>South Entry</i>	Unlocked Strong Wooden Door (40 hp)
	Room Features	The room has a high domed ceiling, and a stack of barrels filled with rotting fruit stands against the east wall
	Monster	3 x Small Monstrous Scorpion: HD 1d8+2 (6 hp), AC 14, Claw +1 (1d3-1) or sting -4 (1d3-1 plus poison) Treasure: 80 gp; hoard total 80 gp

Room #54	<i>North Entry</i>	Archway → Leads to room #263 , inhabited by 5 x Hobgoblin
	<i>South Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13, 20 hp) Ⓜ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #216 , inhabited by 4 x Stirge
	Monster	6 x Tiny Monstrous Spider: HD 1d4 (2 hp), AC 15, Bite +5 (1d3-4 plus poison) Treasure: 20 gp; hoard total 20 gp
	Trap	Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	Hidden Treasure	Hidden (search DC 20) Locked Simple Wooden Chest (unlock DC 25, break DC 15; 20 hp) 600 sp; hoard total 60 gp
Room #55	<i>West Entry #1</i>	Locked Good Wooden Door (unlock DC 30, break DC 18, 30 hp)
	<i>West Entry #2</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) → Leads to room #136
	Room Features	The floor is covered in square tiles, alternating white and black, and an iron sarcophagus sits in the center of the room
Room #56	<i>South Entry</i>	Locked Strong Wooden Door (unlock DC 20, break DC 25, 40 hp)
	Empty	
Room #57	<i>North Entry</i>	Secret (search DC 25) Stuck Simple Wooden Door (break DC 13, 20 hp) Ⓢ A bookcase and concealed door pivots smoothly
	<i>West Entry</i>	Archway → Leads to room #309 , inhabited by 4 x Hobgoblin
	<i>South Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) (slides up, +2 to break DC)
	Room Features	A balcony hangs from the north wall, and someone has scrawled "sapphire, silver, crimson" on the north wall
	Monster	3 x Small Monstrous Scorpion: HD 1d8+2 (6 hp), AC 14, Claw +1 (1d3-1) or sting -4 (1d3-1 plus poison) Treasure: 6000 cp; hoard total 60 gp
Room #58	<i>West Entry</i>	Unlocked Strong Wooden Door (40 hp) → Leads to room #83
	<i>East Entry</i>	Trapped Wooden Portcullis (lift DC 25, break DC 28, 30 hp) Ⓜ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20 → Leads to room #112
	<i>South Entry</i>	Trapped and Unlocked Stone Door (60 hp) Ⓜ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 → Leads to room #93 , inhabited by 2 x Ghoul
	Room Features	A tapestry of arcane patterns hangs from the south wall, and several pieces of rotting wood are scattered throughout the room
	Monster	2 x Orc: HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3) Treasure: 70 gp; hoard total 70 gp
Room #59	<i>West Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	Monster	2 x Small Viper: HD 1d8 (4 hp), AC 17, Bite +4 (1d2-2 plus poison) Treasure: 100 gp; Heavy Wooden Shield (7 gp); hoard total 107 gp
	Trap	Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
Room #60	<i>East Entry #1</i>	Trapped and Stuck Stone Door (break DC 28, 60 hp) Ⓜ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	<i>East Entry #2</i>	Trapped and Stuck Stone Door (break DC 28, 60 hp) Ⓜ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20 → Leads to room #223 , inhabited by 4 x Zombie
	Monster	4 x Kobold: HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3) Treasure: 110 gp; Buckler (15 gp); hoard total 125 gp
Room #61	<i>North Entry</i>	Trapped and Locked Stone Door (unlock DC 30, break DC 28, 60 hp) Ⓜ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	<i>West Entry</i>	Unlocked Good Wooden Door (30 hp)
	<i>South Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	Room Features	Several alcoves are cut into the west wall, and someone has scrawled "When the River of Grace runs red with blood, the Scepter of Bells shall be restored" on the west wall

Room #62	<i>North Entry</i>	Stuck Stone Door (break DC 28, 60 hp)
	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	<i>East Entry</i>	Locked Simple Wooden Door (unlock DC 30, break DC 15, 20 hp) → Leads to room #209 , inhabited by 5 x Kobold
	Room Features	Someone has scrawled "There is no way out" on the east wall, and a pile of trash lies in the north side of the room
Room #63	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	Monster	5 x Small Viper: HD 1d8 (4 hp), AC 17, Bite +4 (1d2-2 plus poison) Treasure: 70 gp; Petrified Fox inlaid with a Filigree of Orichalcum (2200 gp); hoard total 2270 gp
Room #64	<i>North Entry</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #309 , inhabited by 4 x Hobgoblin
	<i>East Entry #1</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	<i>East Entry #2</i>	Secret (search DC 20) Stuck Strong Wooden Door (break DC 23, 40 hp) Ⓢ A bookcase and concealed door pivots smoothly
	Trap	Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
Room #65	<i>North Entry</i>	Archway
	<i>West Entry</i>	Archway
	<i>East Entry</i>	Secret (search DC 20) Locked Iron Door (unlock DC 40, break DC 28, 60 hp) Ⓢ The door is located near the ceiling and concealed behind a tapestry of vile acts → Leads to room #279
	Room Features	A ladder ascends to a catwalk hanging between the east and west walls, and a circle of tall stones stands in the south side of the room
Room #66	<i>North Entry</i>	Stuck Iron Door (break DC 28, 60 hp) → Leads to room #50
	<i>South Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) → Leads to room #206 , inhabited by 5 x Tiny Monstrous Scorpion
	Room Features	The floor is covered in perfect hexagonal tiles, and several candles are scattered throughout the room
	Monster	5 x Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease) Treasure: 200 sp; hoard total 20 gp
Room #67	<i>West Entry</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #162 , inhabited by 8 x Tiny Monstrous Scorpion
	<i>East Entry</i>	Secret (search DC 30) Unlocked Good Wooden Door (30 hp) Ⓢ The door is concealed by an illusion
	Room Features	Part of the north wall has collapsed into the room, and a tile mosaic of a legendary battle covers the floor
	Trap	Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	Hidden Treasure	Hidden (search DC 20) Locked Simple Wooden Chest (unlock DC 30, break DC 15; 20 hp) 400 sp; hoard total 40 gp
Room #68	<i>North Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) → Leads to room #228
	<i>East Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) (slides to one side, +1 to break DC)
	Room Features	A rope ascends to a catwalk hanging between the north and south walls, and a stone dais and throne sits in the north side of the room
Room #69	Monster	2 x Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 (1d4+1) Treasure: 80 gp; Greataxe (20 gp); hoard total 100 gp
	Room Features	2 x Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease) Treasure: 800 sp; hoard total 80 gp

Room #70	<i>North Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) (slides up, +2 to break DC) → Leads to room #174
	<i>West Entry</i>	Archway
	Room Features	A chute falls into the room from above, and a sundered helm lies in the south-west corner of the room
	Monster	2 x Small Viper: HD 1d8 (4 hp), AC 17, Bite +4 (1d2-2 plus poison) Treasure: 80 gp; hoard total 80 gp
Room #71	<i>West Entry</i>	Unlocked Simple Wooden Door (20 hp)
	<i>South Entry #1</i>	Secret (search DC 30) Unlocked Good Wooden Door (30 hp) Ⓢ The door is concealed behind a pile of skulls → Leads to room #225 , inhabited by 4 x Goblin
	<i>South Entry #2</i>	Secret (search DC 20) Trapped and Unlocked Good Wooden Door (30 hp) Ⓢ The door is concealed behind a pile of skulls Ⓣ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	Room Features	A splashing noise can be heard in the north-east corner of the room, and a rusted axe lies in the south-west corner of the room
	Monster	3 x Small Viper: HD 1d8 (4 hp), AC 17, Bite +4 (1d2-2 plus poison) Treasure: 600 sp; Heavy Mace (12 gp); hoard total 72 gp
Room #72	<i>West Entry #1</i>	Locked Strong Wooden Door (unlock DC 25, break DC 25, 40 hp)
	<i>West Entry #2</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) (slides down, +1 to break DC)
	<i>South Entry</i>	Archway → Leads to room #310
	Room Features	Numerous pillars line the north and west walls, and the sound of footsteps fills the room
Room #73	<i>West Entry</i>	Iron Portcullis (lift DC 25, break DC 28, 60 hp)
	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	Empty	
Room #74	<i>North Entry</i>	Trapped and Unlocked Simple Wooden Door (20 hp) Ⓣ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20 → Leads to room #222 , inhabited by 4 x Small Monstrous Spider
	<i>West Entry</i>	Unlocked Good Wooden Door (30 hp)
	<i>East Entry</i>	Trapped Wooden Portcullis (lift DC 25, break DC 28, 30 hp) Ⓣ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 → Leads to room #247
	Room Features	A ruined siege weapon sits in the south-east corner of the room, and someone has scrawled "Landa was here" on the north wall
Room #75	<i>North Entry</i>	Unlocked Good Wooden Door (30 hp)
	<i>West Entry</i>	Trapped and Unlocked Iron Door (60 hp) Ⓣ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20 → Leads to room #276
	<i>East Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23, 40 hp) Ⓣ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 → Leads to room #157
	Room Features	A magical statue in the north-west corner of the room answers simple questions about the dungeon (points directions), and someone has scrawled "This paladin is dead" on the west wall
Room #76	<i>East Entry</i>	Locked Good Wooden Door (unlock DC 30, break DC 18, 30 hp) → Leads to room #94
	Room Features	The room has a high domed ceiling, and a ring of keys lies in the north-east corner of the room
	Monster	4 x Medium Viper: HD 2d8 (9 hp), AC 16, Bite +4 (1d4-1 plus poison) Treasure: 2000 cp; Full Plate (1500 gp); hoard total 1520 gp
Room #77	<i>North Entry #1</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) → Leads to room #199 , inhabited by 2 x Stirge
	<i>North Entry #2</i>	Unlocked Good Wooden Door (30 hp)
	<i>East Entry</i>	Secret (search DC 30) Locked Simple Wooden Door (unlock DC 25, break DC 15, 20 hp) Ⓢ The door is concealed behind an area of mould → Leads to room #300
	<i>South Entry #1</i>	Archway
	<i>South Entry #2</i>	Trapped and Stuck Strong Wooden Door (break DC 23, 40 hp) Ⓣ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	Room Features	A group of draconic faces have been carved into the west wall, and a rusted chain shirt lies in the south side of the room

Room #78	<i>South Entry</i>	Stuck Stone Door (break DC 28, 60 hp)
	Room Features	A chute descends from the room into a plundered tomb below, and a large demonic idol with ruby eyes sits in the south side of the room
Room #79	<i>North Entry</i>	Unlocked Strong Wooden Door (40 hp)
	<i>East Entry #1</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) → Leads to room #252
	<i>East Entry #2</i>	Locked Simple Wooden Door (unlock DC 25, break DC 15, 20 hp) (slides to one side, +1 to break DC) → Leads to room #178
	<i>South Entry</i>	Trapped and Locked Strong Wooden Door (unlock DC 30, break DC 25, 40 hp) Ⓜ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #257 , inhabited by 3 x Orc
	Monster	3 x Small Viper: HD 1d8 (4 hp), AC 17, Bite +4 (1d2-2 plus poison)
		Treasure: 70 gp; Chain Shirt (100 gp); hoard total 170 gp
	Trap	Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	Hidden Treasure	Hidden (search DC 20) Locked Good Wooden Chest (unlock DC 30, break DC 18; 30 hp)
		40 gp; hoard total 40 gp
Room #80	<i>East Entry</i>	Trapped and Unlocked Strong Wooden Door (40 hp) Ⓜ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 → Leads to room #219
	<i>South Entry</i>	Locked Simple Wooden Door (unlock DC 25, break DC 15, 20 hp)
	Room Features	A cube of solid stone stands in the north side of the room, and someone has scrawled "The Blade of Hate is drawn" on the east wall
	Monster	3 x Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 (1d4+1)
		Treasure: Scroll of Flaming Sphere; hoard total
Room #81	<i>North Entry</i>	Archway
	Room Features	A fountain of water sits against the east wall, and someone has scrawled a draconic face on the north wall
Room #82	<i>West Entry</i>	Trapped and Unlocked Good Wooden Door (30 hp) Ⓜ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	<i>East Entry</i>	Trapped and Unlocked Iron Door (60 hp) Ⓜ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	Room Features	A wooden ladder rests against the south wall, and the south and east walls are covered with sword cuts
	Monster	5 x Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 (1d4+1)
		Treasure: 800 sp; Javelin (1 gp); hoard total 81 gp
Room #83	<i>East Entry #1</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	<i>East Entry #2</i>	Unlocked Strong Wooden Door (40 hp) → Leads to room #58 , inhabited by 2 x Orc
	Empty	
Room #84	<i>East Entry</i>	Unlocked Good Wooden Door (30 hp)
	<i>South Entry</i>	Stuck Iron Door (break DC 28, 60 hp)
	Monster	2 x Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1)
		Treasure: Buckler (15 gp); hoard total 15 gp
Room #85	<i>North Entry</i>	Unlocked Iron Door (60 hp) → Leads to room #218
	<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	Monster	2 x Stirge: HD 1d10 (5 hp), AC 16, Touch +7 (attach)
		Treasure: 100 gp; hoard total 100 gp
Room #86	<i>East Entry</i>	Trapped and Unlocked Simple Wooden Door (20 hp) Ⓜ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20 → Leads to room #8 , inhabited by 5 x Orc
	<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp) → Leads to room #175 , inhabited by 4 x Dire Rat
	Room Features	The floor is covered in perfect hexagonal tiles, and several iron spikes are scattered throughout the room
	Monster	5 x Small Viper: HD 1d8 (4 hp), AC 17, Bite +4 (1d2-2 plus poison)
		Treasure: 500 sp; hoard total 50 gp

Room #87	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	<i>East Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp)
	Monster	5 x Goblin: HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4)
		Treasure: 300 sp; Rapier (20 gp); hoard total 50 gp
Room #88	<i>North Entry</i>	Secret (search DC 25) Stuck Strong Wooden Door (break DC 23, 40 hp) ⑤ The door is concealed within a mosaic of ghoulish carnage
	<i>West Entry</i>	Locked Strong Wooden Door (unlock DC 20, break DC 25, 40 hp)
	<i>East Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) → Leads to room #25 , inhabited by 5 x Small Monstrous Spider
	<i>South Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) → Leads to room #22 , inhabited by 4 x Hobgoblin
	Empty	
Room #89	<i>West Entry</i>	Secret (search DC 25) Stuck Strong Wooden Door (break DC 23, 40 hp) (slides down, +1 to break DC) ⑤ The door is concealed within an upright sarcophagus
	<i>East Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) → Leads to room #168
	Room Features	A tapestry of a goddess of wealth hangs from the north wall, and someone has scrawled "Hjorva stands here, slain by a basilisk" on the south wall
Room #90	<i>West Entry</i>	Unlocked Good Wooden Door (30 hp)
	<i>South Entry</i>	Unlocked Strong Wooden Door (40 hp)
	Monster	4 x Orc: HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3)
		Treasure: 700 sp; hoard total 70 gp
Room #91	<i>North Entry</i>	Archway
	<i>West Entry</i>	Unlocked Good Wooden Door (30 hp)
	Monster	2 x Small Viper: HD 1d8 (4 hp), AC 17, Bite +4 (1d2-2 plus poison)
		Treasure: 20 pp; hoard total 200 gp
Room #92	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	<i>East Entry</i>	Locked Strong Wooden Door (unlock DC 25, break DC 25, 40 hp) → Leads to room #105
	Empty	
Room #93	<i>North Entry</i>	Trapped and Unlocked Stone Door (60 hp) ① Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 → Leads to room #58 , inhabited by 2 x Orc
	<i>East Entry</i>	Unlocked Strong Wooden Door (40 hp) → Leads to room #112
	Monster	2 x Ghoul: HD 2d12 (13 hp), AC 14, Bite +2 (1d6+1 plus paralysis) or claws +0 (1d3 plus paralysis)
		Treasure: 50 gp; hoard total 50 gp
Room #94	<i>West Entry</i>	Locked Good Wooden Door (unlock DC 30, break DC 18, 30 hp) → Leads to room #76 , inhabited by 4 x Medium Viper
	<i>East Entry</i>	Secret (search DC 25) Stuck Simple Wooden Door (break DC 13, 20 hp) ⑤ A bookcase and concealed door pivots smoothly
	Room Features	A tile mosaic of a legendary battle covers the floor, and the sound of horns can be faintly heard near the north wall
Room #95	<i>East Entry #1</i>	Trapped and Locked Simple Wooden Door (unlock DC 30, break DC 15, 20 hp) ① Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	<i>East Entry #2</i>	Locked Simple Wooden Door (unlock DC 25, break DC 15, 20 hp)
	<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) → Leads to room #201
	Room Features	A narrow pit covered by iron bars lies in the south side of the room, and a rusted gauntlet lies in the north-east corner of the room
Room #96	<i>East Entry #1</i>	Trapped and Unlocked Stone Door (60 hp) ① Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20 → Leads to room #271
	<i>East Entry #2</i>	Archway
	Monster	4 x Wererat: HD 2d8+3 (12 hp), AC 16, Rapier +5 (1d6+1) or light crossbow +4 (1d8)
		Treasure: 1000 cp; hoard total 10 gp

Room #97	<i>West Entry</i>	Secret (search DC 25) Stuck Strong Wooden Door (break DC 23, 40 hp) Ⓢ The door is concealed within the mouth of a demonic face carved from stone
	Room Features	A stone dais sits in the north side of the room, and an altar of evil sits in the north-west corner of the room
	Monster	2 x Kobold: HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3)
		Treasure: 800 sp; Vial of Antitoxin (50 gp); hoard total 130 gp
Room #98	<i>North Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	<i>West Entry</i>	Stuck Stone Door (break DC 28, 60 hp) → Leads to room #192
	<i>South Entry</i>	Unlocked Strong Wooden Door (40 hp)
	Monster	9 x Tiny Monstrous Scorpion: HD 1d4+2 (4 hp), AC 14, Claw +2 (1d2-4) or sting -3 (1d2-4 plus poison)
		Treasure: 600 sp; hoard total 60 gp
	Hidden Treasure	Hidden (search DC 20) Locked Good Wooden Chest (unlock DC 25, break DC 18; 30 hp)
		70 gp; hoard total 70 gp
Room #99	<i>East Entry #1</i>	Trapped Wooden Portcullis (lift DC 25, break DC 28, 30 hp) Ⓣ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	<i>East Entry #2</i>	Trapped and Unlocked Simple Wooden Door (20 hp) Ⓣ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	<i>South Entry</i>	Locked Strong Wooden Door (unlock DC 25, break DC 25, 40 hp)
	Room Features	A tile mosaic of geometric patterns covers the floor, and a dulled dagger lies in the north-west corner of the room
Room #100	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	Room Features	A magical mural on the north wall depicts the gruesome death of whomever views it, and laughter can be faintly heard near the west wall
	Monster	5 x Small Monstrous Scorpion: HD 1d8+2 (6 hp), AC 14, Claw +1 (1d3-1) or sting -4 (1d3-1 plus poison)
		Treasure: 60 gp; hoard total 60 gp
Room #101	<i>North Entry</i>	Unlocked Strong Wooden Door (40 hp) → Leads to room #174
	<i>East Entry</i>	Archway
	Room Features	Someone has scrawled an alien glyph on the west wall, and the ceiling is covered with cracks
	Monster	3 x Small Monstrous Spider: HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison)
		Treasure: 10 pp; hoard total 100 gp
Room #102	<i>North Entry</i>	Unlocked Strong Wooden Door (40 hp)
	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	Room Features	Part of the ceiling has collapsed into the room, and someone has scrawled "Eirall was here" on the east wall
Room #103	<i>North Entry #1</i>	Locked Good Wooden Door (unlock DC 20, break DC 18, 30 hp) → Leads to room #268
	<i>North Entry #2</i>	Iron Portcullis (lift DC 25, break DC 28, 60 hp) (stuck, +2 to lift DC) → Leads to room #273 , inhabited by 2 x Hobgoblin
	<i>West Entry</i>	Archway
	Empty	
Room #104	<i>North Entry</i>	Unlocked Strong Wooden Door (40 hp) (slides up, +2 to break DC)
	<i>West Entry</i>	Trapped Wooden Portcullis (lift DC 25, break DC 28, 30 hp) Ⓣ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	Room Features	A stone dais sits in the south-west corner of the room, and the floor is covered in square tiles, alternating white and black
	Monster	5 x Kobold: HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3)
		Treasure: 200 sp; Deep Blue Spinel (500 gp); hoard total 520 gp
Room #105	<i>West Entry</i>	Locked Strong Wooden Door (unlock DC 25, break DC 25, 40 hp) → Leads to room #92
	<i>South Entry</i>	Stuck Stone Door (break DC 28, 60 hp)
	Room Features	A magical statue in the south side of the room speaks riddles and cryptic prophecies, and someone has scrawled "two, eight, ten" on the west wall

Room #106	<i>East Entry</i>	Secret (search DC 20) Unlocked Simple Wooden Door (20 hp) Ⓢ The door is located above a small stone dais and concealed by an illusion → Leads to room #266
	<i>South Entry #1</i>	Locked Strong Wooden Door (unlock DC 20, break DC 25, 40 hp) → Leads to room #44 , inhabited by 4 x Skeleton Warrior
	<i>South Entry #2</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) (slides up, +2 to break DC) → Leads to room #229
	Room Features	Someone has scrawled "The gold dragon is not a dragon" in blood on the east wall, and a ruined chain shirt lies in the south side of the room
Room #107	<i>North Entry</i>	Secret (search DC 25) Trapped and Unlocked Iron Door (60 hp) Ⓢ The door is concealed within a mosaic of ghoulish carnage Ⓣ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #269
	<i>West Entry</i>	Trapped and Stuck Good Wooden Door (break DC 18, 30 hp) Ⓣ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	Room Features	A toppled statue lies in the center of the room, and a chirping noise fills the room
Room #108	<i>West Entry</i>	Trapped and Locked Simple Wooden Door (unlock DC 20, break DC 15, 20 hp) Ⓣ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	<i>East Entry</i>	Unlocked Strong Wooden Door (40 hp)
	<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) → Leads to room #200 , inhabited by 2 x Dire Rat
	Room Features	A set of demonic war masks hangs on the east wall, and the south and west walls are covered with mould
	Monster	5 x Goblin: HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4) Treasure: 70 gp; hoard total 70 gp
	Trap	Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	Hidden Treasure	Hidden (search DC 25) Locked Iron Chest (unlock DC 25, break DC 28; 60 hp) 100 gp; Freshwater Pearl (10 gp); hoard total 110 gp
Room #109	<i>West Entry</i>	Archway
	<i>South Entry</i>	Archway
	Monster	3 x Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1) Treasure: 5000 cp; hoard total 50 gp
Room #110	<i>West Entry</i>	Unlocked Good Wooden Door (30 hp) (slides down, +1 to break DC)
	<i>South Entry</i>	Unlocked Simple Wooden Door (20 hp)
	Room Features	A stone dais sits in the center of the room, and someone has scrawled "It's a trap" in draconic script on the south wall Monster 2 x Kobold: HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3) Treasure: 110 gp; hoard total 110 gp
Room #111	<i>North Entry</i>	Iron Portcullis (lift DC 25, break DC 28, 60 hp) → Leads to room #36
	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) → Leads to room #164 , inhabited by 2 x Hobgoblin
	<i>South Entry</i>	Locked Strong Wooden Door (unlock DC 25, break DC 25, 40 hp)
	Room Features	A stack of water-filled barrels stands against the east wall, and several pieces of blood-soaked clothing are scattered throughout the room
Room #112	<i>North Entry</i>	Locked Strong Wooden Door (unlock DC 30, break DC 25, 40 hp)
	<i>West Entry #1</i>	Trapped Wooden Portcullis (lift DC 25, break DC 28, 30 hp) Ⓣ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20 → Leads to room #58 , inhabited by 2 x Orc
	<i>West Entry #2</i>	Unlocked Strong Wooden Door (40 hp) → Leads to room #93 , inhabited by 2 x Ghoul
	<i>East Entry</i>	Unlocked Simple Wooden Door (20 hp)
	Empty	
Room #113	<i>East Entry</i>	Secret (search DC 20) Locked Simple Wooden Door (unlock DC 40, break DC 15, 20 hp) (slides down, +1 to break DC) Ⓢ The door is concealed within a horrific torture device
	Room Features	A narrow shaft descends from the room into a midden chamber below, and the walls have been engraved with endless spirals
	Monster	2 x Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1) Treasure: 150 gp; hoard total 150 gp

Room #114	<i>North Entry</i>	Trapped and Locked Good Wooden Door (unlock DC 30, break DC 18, 30 hp) Ⓣ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	<i>West Entry</i>	Secret (search DC 30) Trapped and Unlocked Good Wooden Door (30 hp) Ⓢ The door is located near the ceiling and concealed behind an area of slime Ⓣ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	<i>East Entry</i>	Locked Stone Door (unlock DC 20, break DC 28, 60 hp) → Leads to room #159 , inhabited by 4 x Small Monstrous Scorpion
	Empty	
Room #115	<i>West Entry</i>	Locked Stone Door (unlock DC 20, break DC 28, 60 hp)
	<i>East Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23, 40 hp) Ⓣ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #259 , inhabited by 4 x Tiny Monstrous Scorpion
	Room Features	A balcony hangs from the east wall, and an iron sarcophagus sits in the north-west corner of the room
	Hidden Treasure	Locked Iron Chest (unlock DC 20, break DC 28; 60 hp) 800 sp; hoard total 80 gp
Room #116	<i>North Entry #1</i>	Trapped and Unlocked Good Wooden Door (30 hp) Ⓣ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	<i>North Entry #2</i>	Archway
	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	Room Features	Someone has scrawled a basic map of the dungeon on the north wall, and the ceiling is covered with scorch marks
Room #117	<i>West Entry #1</i>	Unlocked Strong Wooden Door (40 hp)
	<i>West Entry #2</i>	Stuck Strong Wooden Door (break DC 23, 40 hp)
	<i>East Entry</i>	Trapped and Unlocked Good Wooden Door (30 hp) (slides up, +2 to break DC) Ⓣ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	Room Features	Someone has scrawled "The line of Beauty shall end when the Keep of Crowns is laid to ruin" on the west wall, and several pieces of trash are scattered throughout the room
Room #118	<i>West Entry</i>	Archway
	<i>South Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) (slides down, +1 to break DC)
	Room Features	A tapestry of ghoulish carnage hangs from the north wall, and someone has scrawled "Abandon all hope" in goblin runes on the south wall
	Monster	2 x Stirge: HD 1d10 (5 hp), AC 16, Touch +7 (attach) Treasure: 30 pp; hoard total 300 gp
Room #119	<i>North Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	<i>West Entry</i>	Locked Good Wooden Door (unlock DC 40, break DC 18, 30 hp)
	<i>South Entry</i>	Stuck Iron Door (break DC 28, 60 hp)
	Monster	9 x Tiny Monstrous Spider: HD 1d4 (2 hp), AC 15, Bite +5 (1d3-4 plus poison) Treasure: 100 gp; Banded Agate (8 gp); hoard total 108 gp
Room #120	<i>West Entry</i>	Archway
	<i>East Entry</i>	Secret (search DC 25) Stuck Simple Wooden Door (break DC 13, 20 hp) Ⓢ The door is concealed behind an area of slime
	Room Features	An altar of evil sits in the east side of the room, and a corroded holy symbol lies in the south-east corner of the room
Room #121	<i>North Entry #1</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #135
	<i>North Entry #2</i>	Stuck Strong Wooden Door (break DC 23, 40 hp)
	<i>East Entry</i>	Iron Portcullis (lift DC 25, break DC 28, 60 hp)
	Monster	3 x Goblin: HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4) Treasure: Linen Robe trimmed with Rabbit Fur (400 gp); Vial of Ink (8 gp); hoard total 408 gp
Room #122	<i>East Entry #1</i>	Archway
	<i>East Entry #2</i>	Trapped and Stuck Simple Wooden Door (break DC 13, 20 hp) Ⓣ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	Room Features	Someone has scrawled "You cannot kill it with swords" in draconic script on the west wall, and several iron spikes are scattered throughout the room
	Monster	2 x Lizardfolk: HD 2d8+2 (11 hp), AC 15, Claw +2 (1d4+1) or club +2 (1d6+1) or javelin +1 (1d6+1) Treasure: 4000 cp; Flask of Holy Water (25 gp); hoard total 65 gp

Room #123	<i>North Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) → Leads to room #283
	<i>East Entry #1</i>	Trapped and Unlocked Stone Door (60 hp) (slides to one side, +1 to break DC) Ⓣ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	<i>East Entry #2</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	Empty	
Room #124	<i>North Entry</i>	Secret (search DC 25) Locked Simple Wooden Door (unlock DC 25, break DC 15, 20 hp) Ⓢ The door is concealed behind a statue of an elemental salamander, and opened by setting it aflame → Leads to room #232
	<i>East Entry</i>	Unlocked Simple Wooden Door (20 hp)
	<i>South Entry</i>	Iron Portcullis (lift DC 25, break DC 28, 60 hp)
	Room Features	Someone has scrawled "Don't sleep" on the west wall, and a metallic odor fills the room
	Trap	Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	Hidden Treasure	Hidden (search DC 30) Unlocked Simple Wooden Chest (20 hp) 80 gp; Eye Agate (7 gp); hoard total 87 gp
Room #125	<i>West Entry</i>	Unlocked Good Wooden Door (30 hp)
	Room Features	A ladder ascends to a wooden platform in the south-east corner of the room, and a large demonic idol with ruby eyes sits in the north side of the room
	Monster	5 x Small Monstrous Spider: HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison) Treasure: 30 gp; hoard total 30 gp
Room #126	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) → Leads to room #254
	<i>East Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	Room Features	Someone has scrawled "right, left, left, door" on the east wall, and the floor is covered with dead insects
Room #127	<i>West Entry</i>	Secret (search DC 25) Unlocked Stone Door (60 hp) Ⓢ The door is opened by twisting an iron scone
	<i>South Entry</i>	Stuck Stone Door (break DC 28, 60 hp) → Leads to room #183 , inhabited by 2 x Small Monstrous Scorpion
	Room Features	A tile labyrinth covers the floor, and an iron chandelier hangs from the ceiling in the north-east corner of the room
	Monster	4 x Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 (1d4+1) Treasure: 100 gp; hoard total 100 gp
Room #128	<i>North Entry</i>	Archway → Leads to room #145
	<i>South Entry</i>	Stuck Iron Door (break DC 28, 60 hp)
	Monster	3 x Stirge: HD 1d10 (5 hp), AC 16, Touch +7 (attach) Treasure: 2000 cp; hoard total 20 gp
Room #129	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) → Leads to room #213
	<i>East Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	Room Features	A tile mosaic of ghoulish carnage covers the floor, and someone has scrawled "Marey died here" on the west wall
	Monster	5 x Orc: HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3) Treasure: 6000 cp; Vial of Antitoxin (50 gp); hoard total 110 gp
Room #130	<i>South Entry</i>	Archway
	Empty	
Room #131	<i>North Entry</i>	Trapped and Unlocked Iron Door (60 hp) Ⓣ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20 → Leads to room #292 , inhabited by 3 x Wererat
	<i>East Entry</i>	Stuck Stone Door (break DC 28, 60 hp)
	Room Features	Several square holes are cut into the south wall, and the north and west walls are covered with sword cuts
	Monster	4 x Small Viper: HD 1d8 (4 hp), AC 17, Bite +4 (1d2-2 plus poison) Treasure: 800 sp; Light Steel Shield (9 gp); hoard total 89 gp

Room #132	<i>West Entry #1</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	<i>West Entry #2</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) → Leads to room #208 , inhabited by 2 x Wererat
	<i>East Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	Room Features	Someone has scrawled "This is not a secret door" on the south wall, and the floor is covered with stone rubble
Room #133	<i>North Entry #1</i>	Unlocked Simple Wooden Door (20 hp)
	<i>North Entry #2</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #192
	Room Features	A tapestry of geometric patterns hangs from the south wall, and the ceiling is covered with bloodstains
	Monster	3 x Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 (1d4+1) Treasure: 200 sp; Greatsword (50 gp); hoard total 70 gp
Room #134	<i>North Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp)
	<i>West Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp)
	<i>East Entry</i>	Unlocked Simple Wooden Door (20 hp)
	Room Features	The room has a high domed ceiling, and a tapestry of a legendary battle hangs from the south wall Monster 5 x Orc: HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3) Treasure: 3000 cp; hoard total 30 gp
Room #135	<i>North Entry</i>	Unlocked Strong Wooden Door (40 hp) → Leads to room #256 , inhabited by 2 x Goblin
	<i>South Entry</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #121 , inhabited by 3 x Goblin
	Room Features	A balcony hangs from the south wall, and a faded and torn tapestry hangs from the north wall
Room #136	<i>West Entry</i>	Unlocked Good Wooden Door (30 hp)
	<i>East Entry #1</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) → Leads to room #55
	<i>East Entry #2</i>	Stuck Strong Wooden Door (break DC 23, 40 hp)
	<i>East Entry #3</i>	Trapped and Unlocked Iron Door (60 hp) Ⓜ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	Room Features	A cube of solid stone stands in the north-west corner of the room, and a cold spot can be felt in the west side of the room
Room #137	<i>West Entry</i>	Secret (search DC 30) Stuck Good Wooden Door (break DC 18, 30 hp) Ⓢ A bookcase and concealed door pivots smoothly → Leads to room #281 , inhabited by 3 x Hobgoblin
	Monster	4 x Stirge: HD 1d10 (5 hp), AC 16, Touch +7 (attach) Treasure: 70 gp; Heavy Flail (15 gp); hoard total 85 gp
Room #138	<i>East Entry</i>	Unlocked Simple Wooden Door (20 hp) (slides up, +2 to break DC) → Leads to room #282
	<i>South Entry</i>	Trapped and Stuck Good Wooden Door (break DC 18, 30 hp) Ⓜ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	Monster	2 x Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 (1d4+1) Treasure: 100 gp; hoard total 100 gp
Room #139	<i>West Entry</i>	Trapped and Unlocked Strong Wooden Door (40 hp) Ⓜ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	Room Features	A magical mosaic on the east wall can be used to scry upon any known individual within the dungeon, and the north and east walls have been engraved with incoherent labyrinths
	Monster	5 x Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1) Treasure: 40 gp; hoard total 40 gp
Room #140	<i>North Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	<i>West Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp)
	<i>South Entry</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #221
	Empty	

Room #141	<i>West Entry #1</i>	Trapped and Unlocked Simple Wooden Door (20 hp) Ⓣ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 → Leads to room #250 , inhabited by 4 x Hobgoblin
	<i>West Entry #2</i>	Locked Good Wooden Door (unlock DC 20, break DC 18, 30 hp)
	<i>West Entry #3</i>	Unlocked Simple Wooden Door (20 hp) (slides down, +1 to break DC)
	Room Features	Lit candles are scattered across the floor, and someone has scrawled "Bend the pin to reset the trap" on the west wall
	Monster	4 x Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease) Treasure: 400 sp; Velvet Tabard threaded with Electrum (600 gp); hoard total 640 gp
Room #142	<i>North Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13, 20 hp) Ⓣ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 → Leads to room #18 , inhabited by 4 x Dire Rat
	<i>West Entry #1</i>	Locked Stone Door (unlock DC 20, break DC 28, 60 hp)
	<i>West Entry #2</i>	Unlocked Strong Wooden Door (40 hp) → Leads to room #219
	<i>East Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13, 20 hp) Ⓣ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	<i>South Entry</i>	Unlocked Strong Wooden Door (40 hp)
	Room Features	The floor is covered in perfect hexagonal tiles, and someone has scrawled "Bend the pin to reset the trap" on the east wall
Room #143	<i>East Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp)
	<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	Monster	2 x Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 (1d4+1) Treasure: 200 sp; Healer's Kit (50 gp); hoard total 70 gp
Room #144	<i>North Entry</i>	Locked Good Wooden Door (unlock DC 20, break DC 18, 30 hp)
	<i>South Entry</i>	Unlocked Good Wooden Door (30 hp) → Leads to room #173 , inhabited by 2 x Small Monstrous Spider
	Empty	
Room #145	<i>North Entry</i>	Locked Strong Wooden Door (unlock DC 20, break DC 25, 40 hp)
	<i>East Entry</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #246
	<i>South Entry</i>	Archway → Leads to room #128 , inhabited by 3 x Stirge
	Room Features	The floor is covered in square tiles, alternating white and black, and someone has scrawled "The last wards have fallen" on the west wall
Room #146	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	<i>East Entry</i>	Trapped and Unlocked Stone Door (60 hp) Ⓣ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #186
	Room Features	A stone dais sits in the north-west corner of the room, and a weapon rack and small table sit in the west side of the room
	Monster	6 x Tiny Monstrous Scorpion: HD 1d4+2 (4 hp), AC 14, Claw +2 (1d2-4) or sting -3 (1d2-4 plus poison) Treasure: 6000 cp; hoard total 60 gp
	Hidden Treasure	Trapped and Locked Good Wooden Chest (unlock DC 30, break DC 18; 30 hp) Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 20 pp; hoard total 200 gp
Room #147	<i>North Entry</i>	Archway
	<i>South Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	Monster	4 x Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1) Treasure: 800 sp; hoard total 80 gp
Room #148	<i>North Entry</i>	Trapped and Locked Simple Wooden Door (unlock DC 25, break DC 15, 20 hp) Ⓣ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #4 , inhabited by 4 x Tiny Monstrous Spider
	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) (slides up, +2 to break DC) → Leads to room #262
	<i>South Entry</i>	Unlocked Simple Wooden Door (20 hp)
	Monster	4 x Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1) Treasure: 100 gp; Zircon (50 gp); Greatsword (50 gp); hoard total 200 gp
	Hidden Treasure	Hidden (search DC 30) Unlocked Good Wooden Chest (30 hp) 700 sp; Oil of Magic Weapon (+1 for 1 minute); hoard total 70 gp

Room #149	<i>North Entry</i>	Secret (search DC 20) Stuck Good Wooden Door (break DC 18, 30 hp) Ⓢ The door is concealed behind a statue of a troll archer, and opened by pulling an arrow in its quiver
	<i>West Entry</i>	Locked Simple Wooden Door (unlock DC 25, break DC 15, 20 hp) → Leads to room #184
	Room Features	A sloped pit lined with iron spikes lies in the center of the room, and a shattered sword lies in the east side of the room
	Hidden Treasure	Hidden (search DC 20) Locked Simple Wooden Chest (unlock DC 20, break DC 15; 20 hp) 100 gp; Throwing Axe (8 gp); hoard total 108 gp
Room #150	<i>North Entry</i>	Unlocked Simple Wooden Door (20 hp)
	Room Features	The sound of dripping water fills the room, and a sundered axe lies in the east side of the room
	Monster	5 x Orc: HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3) Treasure: 5000 cp; hoard total 50 gp
Room #151	<i>North Entry</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #230 , inhabited by 3 x Skeleton Warrior
	<i>West Entry</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #246
	<i>South Entry</i>	Locked Stone Door (unlock DC 40, break DC 28, 60 hp) → Leads to room #232
	Empty	
Room #152	<i>North Entry</i>	Archway
	<i>South Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23, 40 hp) Ⓢ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #297
	Monster	3 x Small Viper: HD 1d8 (4 hp), AC 17, Bite +4 (1d2-2 plus poison) Treasure: 800 sp; Potion of Cure Light Wounds (1d8+1); hoard total 80 gp
Room #153	<i>East Entry</i>	Trapped and Stuck Stone Door (break DC 28, 60 hp) Ⓢ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20 → Leads to room #250 , inhabited by 4 x Hobgoblin
	<i>South Entry #1</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) (magically reinforced, +10 to break DC)
	<i>South Entry #2</i>	Unlocked Iron Door (60 hp)
	Room Features	Someone has scrawled "Abeth fell here" on the south wall, and a pile of torches lies in the south side of the room
	Monster	4 x Kobold: HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3) Treasure: 400 sp; hoard total 40 gp
Room #154	<i>East Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) → Leads to room #48
	<i>South Entry</i>	Unlocked Iron Door (60 hp)
	Empty	
Room #155	<i>East Entry</i>	Locked Stone Door (unlock DC 25, break DC 28, 60 hp) → Leads to room #14
	Room Features	Someone has scrawled "door, left, straight, door, straight" on the south wall, and a sulphurous odor fills the north side of the room
Room #156	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	Empty	
Room #157	<i>West Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23, 40 hp) Ⓢ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 → Leads to room #75
	<i>East Entry #1</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #175 , inhabited by 4 x Dire Rat
	<i>East Entry #2</i>	Trapped and Unlocked Stone Door (60 hp) Ⓢ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	Room Features	A set of demonic war masks hangs on the south wall, and ghostly wailing can be heard in the south side of the room

Room #158	<i>North Entry</i>	Archway → Leads to room #215
	<i>East Entry #1</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #11 , inhabited by 5 x Kobold
	<i>East Entry #2</i>	Secret (search DC 30) Locked Stone Door (unlock DC 30, break DC 28, 60 hp) Ⓢ A trap door in the floor leads to a short tunnel beneath the wall
	Monster	5 x Orc: HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3) Treasure: 300 sp; hoard total 30 gp
Room #159	<i>North Entry</i>	Archway
	<i>West Entry</i>	Locked Stone Door (unlock DC 20, break DC 28, 60 hp) → Leads to room #114
	<i>East Entry</i>	Locked Simple Wooden Door (unlock DC 30, break DC 15, 20 hp) (slides up, +2 to break DC)
	Monster	4 x Small Monstrous Scorpion: HD 1d8+2 (6 hp), AC 14, Claw +1 (1d3-1) or sting -4 (1d3-1 plus poison) Treasure: 5000 cp; hoard total 50 gp
Room #160	<i>North Entry #1</i>	Unlocked Simple Wooden Door (20 hp) (slides down, +1 to break DC) → Leads to room #284 , inhabited by 3 x Tiny Monstrous Scorpion
	<i>North Entry #2</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	Empty	
Room #161	<i>South Entry</i>	Unlocked Simple Wooden Door (20 hp)
	Trap	Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
Room #162	<i>West Entry</i>	Unlocked Strong Wooden Door (40 hp) → Leads to room #198 , inhabited by 4 x Kobold
	<i>East Entry</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #67
	Room Features	Someone has scrawled "They ate Arwel" on the south wall, and numerous humanoid skulls are scattered throughout the room
	Monster	8 x Tiny Monstrous Scorpion: HD 1d4+2 (4 hp), AC 14, Claw +2 (1d2-4) or sting -3 (1d2-4 plus poison) Treasure: 60 gp; hoard total 60 gp
Room #163	<i>West Entry</i>	Archway
	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) → Leads to room #3
	Room Features	A group of demonic faces have been carved into the east wall, and a carved stone statue stands in the south-west corner of the room
	Monster	2 x Goblin: HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4) Treasure: 5000 cp; hoard total 50 gp
Room #164	<i>North Entry</i>	Trapped and Unlocked Good Wooden Door (30 hp) Ⓢ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20 → Leads to room #253
	<i>West Entry</i>	Trapped and Unlocked Simple Wooden Door (20 hp) Ⓢ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	<i>East Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) → Leads to room #111
	Monster	2 x Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1) Treasure: 90 gp; Full Plate (1500 gp); hoard total 1590 gp
Room #165	<i>North Entry</i>	Iron Portcullis (lift DC 25, break DC 28, 60 hp)
	<i>East Entry</i>	Locked Good Wooden Door (unlock DC 40, break DC 18, 30 hp)
	Room Features	A set of demonic war masks hangs on the west wall, and a sundered club lies in the south side of the room
	Monster	3 x Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 (1d4+1) Treasure: 90 gp; hoard total 90 gp
Room #166	<i>North Entry</i>	Secret (search DC 25) Stuck Simple Wooden Door (break DC 13, 20 hp) Ⓢ A bookcase and concealed door pivots smoothly
	<i>West Entry</i>	Locked Good Wooden Door (unlock DC 20, break DC 18, 30 hp)
	<i>East Entry</i>	Unlocked Simple Wooden Door (20 hp)
	Monster	5 x Goblin: HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4) Treasure: 5000 cp; hoard total 50 gp

Room #167	<i>North Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	<i>East Entry</i>	Locked Good Wooden Door (unlock DC 20, break DC 18, 30 hp)
	<i>South Entry</i>	Secret (search DC 25) Unlocked Simple Wooden Door (20 hp) ⑤ The door is located near the ceiling and concealed behind a pile of skulls
	Empty	
Room #168	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) → Leads to room #89
	<i>East Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) (slides down, +1 to break DC)
	Room Features	A magical statue in the north side of the room answers questions with insults, and an iron chandelier hangs from the ceiling in the west side of the room
Room #169	<i>North Entry</i>	Unlocked Simple Wooden Door (20 hp) (slides down, +1 to break DC)
	<i>West Entry</i>	Locked Iron Door (unlock DC 20, break DC 28, 60 hp)
	Room Features	A wooden platform hangs over a deep pit in the west side of the room, and a pile of torn paper lies in the north-east corner of the room
	Monster	3 x Stirge: HD 1d10 (5 hp), AC 16, Touch +7 (attach) Treasure: Moonstone (60 gp); hoard total 60 gp
	Trap	Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	Hidden Treasure	Hidden (search DC 20) Trapped and Unlocked Good Wooden Chest (30 hp) Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 Scroll of Lesser Restoration; hoard total
Room #170	<i>North Entry</i>	Trapped and Unlocked Stone Door (60 hp) Ⓣ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #259 , inhabited by 4 x Tiny Monstrous Scorpion
	<i>South Entry</i>	Archway → Leads to room #306 , inhabited by 5 x Tiny Monstrous Scorpion
	Empty	
Room #171	<i>North Entry</i>	Unlocked Strong Wooden Door (40 hp) → Leads to room #261 , inhabited by 4 x Hobgoblin
	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) → Leads to room #260
	<i>South Entry #1</i>	Stuck Stone Door (break DC 28, 60 hp)
	<i>South Entry #2</i>	Trapped and Stuck Simple Wooden Door (break DC 13, 20 hp) Ⓣ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	Monster	3 x Small Viper: HD 1d8 (4 hp), AC 17, Bite +4 (1d2-2 plus poison) Treasure: 600 sp; hoard total 60 gp
Room #172	<i>West Entry</i>	Unlocked Simple Wooden Door (20 hp)
	<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	Room Features	The floor is covered in square tiles, alternating white and black, and unintelligible whispering fills the room
	Monster	2 x Stirge: HD 1d10 (5 hp), AC 16, Touch +7 (attach) Treasure: 90 gp; Simple Lock (20 gp); hoard total 110 gp
Room #173	<i>North Entry</i>	Unlocked Good Wooden Door (30 hp) → Leads to room #144
	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) → Leads to room #251 , inhabited by 4 x Goblin
	<i>South Entry</i>	Trapped and Locked Good Wooden Door (unlock DC 30, break DC 18, 30 hp) Ⓣ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	Room Features	Spirals of black stones cover the floor, and several corroded iron spikes are scattered throughout the room
	Monster	2 x Small Monstrous Spider: HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison) Treasure: 10 pp; hoard total 100 gp

Room #174	<i>North Entry #1</i>	Locked Good Wooden Door (unlock DC 30, break DC 18, 30 hp)
	<i>North Entry #2</i>	Unlocked Simple Wooden Door (20 hp) (slides down, +1 to break DC)
	<i>North Entry #3</i>	Secret (search DC 25) Locked Stone Door (unlock DC 25, break DC 28, 60 hp) ⓘ The door is located several feet above the floor and only two feet high → Leads to room #224
	<i>South Entry #1</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) (slides up, +2 to break DC) → Leads to room #70 , inhabited by 2 x Small Viper
	<i>South Entry #2</i>	Unlocked Strong Wooden Door (40 hp) → Leads to room #101 , inhabited by 3 x Small Monstrous Spider
	Room Features	The south and east walls have been engraved with endless spirals, and a corpse lies in front of an open chest in the north-east corner of the room
Room #175	<i>North Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp) → Leads to room #86 , inhabited by 5 x Small Viper
	<i>West Entry</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #157
	<i>South Entry</i>	Locked Good Wooden Door (unlock DC 25, break DC 18, 30 hp)
	Room Features	A forge and anvil sit in the east side of the room, and someone has scrawled "emerald, gray, azure, emerald, iron" on the south wall
	Monster	4 x Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease) Treasure: 70 gp; hoard total 70 gp
Room #176	<i>North Entry</i>	Trapped and Locked Stone Door (unlock DC 25, break DC 28, 60 hp) ⓘ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	<i>West Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	Room Features	Someone has scrawled "Don't lose your head" on the west wall, and a pile of iron spikes lies in the west side of the room
	Monster	5 x Small Monstrous Spider: HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison) Treasure: 70 gp; hoard total 70 gp
Room #177	<i>West Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp) → Leads to room #303 , inhabited by 3 x Kobold
	<i>South Entry #1</i>	Stuck Good Wooden Door (break DC 18, 30 hp) → Leads to room #193
	<i>South Entry #2</i>	Trapped and Stuck Stone Door (break DC 28, 60 hp) ⓘ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	Empty	
Room #178	<i>North Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) → Leads to room #252
	<i>West Entry</i>	Locked Simple Wooden Door (unlock DC 25, break DC 15, 20 hp) (slides to one side, +1 to break DC) → Leads to room #79 , inhabited by 3 x Small Viper
	<i>South Entry</i>	Unlocked Simple Wooden Door (20 hp) (slides to one side, +1 to break DC) → Leads to room #217
	Room Features	A stair ascends to a balcony hanging from the east wall, and a tile mosaic of ghoulish carnage covers the floor
	Hidden Treasure	Hidden (search DC 20) Locked Good Wooden Chest (unlock DC 25, break DC 18; 30 hp) 400 sp; hoard total 40 gp
Room #179	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	<i>West Entry</i>	Secret (search DC 20) Stuck Simple Wooden Door (break DC 13, 20 hp) ⓘ The door is concealed within a horrific torture device
	Monster	2 x Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 (1d4+1) Treasure: None
Room #180	<i>East Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp) (magically reinforced, +10 to break DC)
	<i>South Entry</i>	Locked Good Wooden Door (unlock DC 30, break DC 18, 30 hp)
	Empty	
Room #181	<i>South Entry</i>	Archway
	Room Features	A balcony hangs from the east wall, and a sundered axe lies in the south-west corner of the room
	Monster	3 x Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease) Treasure: 10 pp; Falchion (75 gp); hoard total 175 gp

Room #182	<i>North Entry</i>	Archway
	<i>West Entry</i>	Unlocked Good Wooden Door (30 hp)
	Monster	2 x Small Monstrous Scorpion: HD 1d8+2 (6 hp), AC 14, Claw +1 (1d3-1) or sting -4 (1d3-1 plus poison)
		Treasure: 4000 cp; hoard total 40 gp
Room #183	<i>North Entry</i>	Stuck Stone Door (break DC 28, 60 hp) → Leads to room #127 , inhabited by 4 x Skeleton Warrior
	<i>West Entry</i>	Trapped and Stuck Stone Door (break DC 28, 60 hp) ① Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	<i>East Entry</i>	Unlocked Iron Door (60 hp) → Leads to room #53 , inhabited by 3 x Small Monstrous Scorpion
	Monster	2 x Small Monstrous Scorpion: HD 1d8+2 (6 hp), AC 14, Claw +1 (1d3-1) or sting -4 (1d3-1 plus poison)
		Treasure: 100 sp; hoard total 10 gp
	Trap	Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
Room #184	<i>West Entry #1</i>	Unlocked Strong Wooden Door (40 hp) → Leads to room #256 , inhabited by 2 x Goblin
	<i>West Entry #2</i>	Stuck Stone Door (break DC 28, 60 hp)
	<i>East Entry</i>	Locked Simple Wooden Door (unlock DC 25, break DC 15, 20 hp) → Leads to room #149
	<i>South Entry</i>	Secret (search DC 25) Unlocked Simple Wooden Door (20 hp) ⑤ The door is concealed within a horrific torture device
Room Features		Someone has scrawled "Odmulf stands here, slain by a basilisk" on the west wall, and several bent copper coins are scattered throughout the room
Room #185	<i>North Entry</i>	Iron Portcullis (lift DC 25, break DC 28, 60 hp)
	<i>West Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23, 40 hp) ① Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 → Leads to room #304 , inhabited by 4 x Kobold
	<i>South Entry</i>	Trapped and Locked Simple Wooden Door (unlock DC 30, break DC 15, 20 hp) (slides down, +1 to break DC) ① Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #187
	Monster	3 x Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 (1d4+1)
		Treasure: 1000 cp; hoard total 10 gp
Room #186	<i>North Entry</i>	Unlocked Simple Wooden Door (20 hp)
	<i>West Entry</i>	Trapped and Unlocked Stone Door (60 hp) ① Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #146 , inhabited by 6 x Tiny Monstrous Scorpion
	<i>East Entry</i>	Trapped and Stuck Stone Door (break DC 28, 60 hp) ① Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	Room Features	Someone has scrawled "Bethon Nolley was here" on the west wall, and several pieces of trash are scattered throughout the room
Room #187	<i>North Entry #1</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) → Leads to room #304 , inhabited by 4 x Kobold
	<i>North Entry #2</i>	Trapped and Locked Simple Wooden Door (unlock DC 30, break DC 15, 20 hp) (slides down, +1 to break DC) ① Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #185 , inhabited by 3 x Skeleton Warrior
	<i>West Entry</i>	Locked Good Wooden Door (unlock DC 20, break DC 18, 30 hp)
	Room Features	Part of the north wall has collapsed into the room, and a mouldy odor fills the room
Room #188	<i>East Entry</i>	Trapped and Locked Strong Wooden Door (unlock DC 25, break DC 25, 40 hp) ① Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #190
	<i>South Entry</i>	Unlocked Simple Wooden Door (20 hp) (slides down, +1 to break DC) → Leads to room #287 , inhabited by 2 x Small Monstrous Scorpion
	Room Features	The floor is covered in square tiles, alternating white and black, and someone has scrawled "four, eight, four, eight" in draconic script on the east wall
Room #189	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	<i>West Entry</i>	Unlocked Stone Door (60 hp)
	Empty	

Room #190	<i>West Entry #1</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	<i>West Entry #2</i>	Trapped and Locked Strong Wooden Door (unlock DC 25, break DC 25, 40 hp) ① Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #188
	Empty	
Room #191	<i>North Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) → Leads to room #49 , inhabited by 3 x Tiny Monstrous Scorpion
	<i>East Entry</i>	Trapped and Stuck Iron Door (break DC 28, 60 hp) ① Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	Monster	2 x Small Monstrous Spider: HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison)
	Trap	Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	Hidden Treasure	Hidden (search DC 30) Locked Simple Wooden Chest (unlock DC 20, break DC 15; 20 hp) 150 gp; hoard total 150 gp
Room #192	<i>North Entry</i>	Secret (search DC 20) Unlocked Good Wooden Door (30 hp) ⑤ The door is concealed within the mouth of a gargantuan skull carved from stone
	<i>East Entry</i>	Stuck Stone Door (break DC 28, 60 hp) → Leads to room #98 , inhabited by 9 x Tiny Monstrous Scorpion
	<i>South Entry</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #133 , inhabited by 3 x Skeleton Warrior
	Room Features	The floor is covered in perfect hexagonal tiles, and someone has scrawled "Nichye stands here, slain by a basilisk" on the east wall
Room #193	<i>North Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) → Leads to room #177
	<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	Empty	
Room #194	<i>North Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	<i>South Entry</i>	Secret (search DC 20) Stuck Strong Wooden Door (break DC 23, 40 hp) ⑤ The door is concealed behind a statue of Death, and opened by placing a coin in his open hand → Leads to room #299
	Monster	4 x Ghoul: HD 2d12 (13 hp), AC 14, Bite +2 (1d6+1 plus paralysis) or claws +0 (1d3 plus paralysis)
		Treasure: 20 pp; hoard total 200 gp
Room #195	<i>North Entry</i>	Locked Good Wooden Door (unlock DC 25, break DC 18, 30 hp) → Leads to room #266
	<i>East Entry</i>	Iron Portcullis (lift DC 25, break DC 28, 60 hp)
	Room Features	Several square holes are cut into the ceiling and floor, and a wooden ladder rests against the west wall
Room #196	<i>North Entry #1</i>	Locked Good Wooden Door (unlock DC 20, break DC 18, 30 hp)
	<i>North Entry #2</i>	Unlocked Strong Wooden Door (40 hp)
	<i>South Entry</i>	Unlocked Strong Wooden Door (40 hp)
	Monster	3 x Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1) Treasure: 20 gp; hoard total 20 gp
Room #197	<i>North Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23, 40 hp) ① Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	<i>West Entry #1</i>	Trapped and Stuck Strong Wooden Door (break DC 23, 40 hp) ① Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20 → Leads to room #46
	<i>West Entry #2</i>	Archway → Leads to room #5 , inhabited by 4 x Small Monstrous Scorpion
	Room Features	A simple fireplace sits against the south wall, and a rotting journal lies in the center of the room
	Monster	3 x Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease)
		Treasure: 2000 cp; hoard total 20 gp

Room #198	<i>West Entry #1</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	<i>West Entry #2</i>	Trapped and Locked Simple Wooden Door (unlock DC 20, break DC 15, 20 hp) Ⓣ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	<i>East Entry</i>	Unlocked Strong Wooden Door (40 hp) → Leads to room #162 , inhabited by 8 x Tiny Monstrous Scorpion
	<i>South Entry</i>	Unlocked Good Wooden Door (30 hp) (slides down, +1 to break DC)
	Room Features	A wooden platform hangs over a deep pit in the north-east corner of the room, and a tapestry of arcane patterns hangs from the south wall
	Monster	4 x Kobold: HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3) Treasure: None
Room #199	<i>North Entry</i>	Trapped and Stuck Iron Door (break DC 28, 60 hp) Ⓣ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #308
	<i>West Entry #1</i>	Archway
	<i>West Entry #2</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	<i>South Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) → Leads to room #77
	Monster	2 x Stirge: HD 1d10 (5 hp), AC 16, Touch +7 (attach) Treasure: 80 gp; Scroll of Sleep; hoard total 80 gp
Room #200	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) → Leads to room #108 , inhabited by 5 x Goblin
	<i>West Entry</i>	Unlocked Simple Wooden Door (20 hp)
	<i>East Entry</i>	Trapped and Stuck Iron Door (break DC 28, 60 hp) Ⓣ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	Monster	2 x Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease) Treasure: 40 gp; Average Lock (40 gp); hoard total 80 gp
	Trap	Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
Room #201	<i>North Entry #1</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) → Leads to room #95
	<i>North Entry #2</i>	Locked Stone Door (unlock DC 20, break DC 28, 60 hp)
	<i>South Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp)
	Room Features	An overwhelming stench fills the south-west corner of the room, and a bent key lies in the north-east corner of the room
Room #202	<i>North Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	<i>East Entry #1</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) (slides down, +1 to break DC)
	<i>East Entry #2</i>	Unlocked Simple Wooden Door (20 hp)
	<i>South Entry #1</i>	Stuck Stone Door (break DC 28, 60 hp)
	<i>South Entry #2</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) → Leads to room #47 , inhabited by 3 x Small Monstrous Scorpion
	Room Features	The room has a high domed ceiling, and a stone sarcophagus sits in the north side of the room
	Monster	2 x Kobold: HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3) Treasure: 90 gp; Painting of a Paladin in Hell in a Lacquered Wooden Frame engraved with Mythical Creatures (2000 gp); hoard total 2090 gp
Room #203	<i>West Entry</i>	Trapped Wooden Portcullis (lift DC 25, break DC 28, 30 hp) Ⓣ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 → Leads to room #14
	<i>South Entry</i>	Trapped and Locked Stone Door (unlock DC 25, break DC 28, 60 hp) Ⓣ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	Trap	Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	Hidden Treasure	Hidden (search DC 30) Trapped and Locked Iron Chest (unlock DC 25, break DC 28; 60 hp) Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 50 gp; Half-plate (600 gp); hoard total 650 gp
Room #204	<i>East Entry</i>	Locked Simple Wooden Door (unlock DC 20, break DC 15, 20 hp)
	Trap	Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
Room #205	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	<i>East Entry</i>	Unlocked Strong Wooden Door (40 hp)
	Room Features	An enchanted pool in the center of the room summons a water elemental to serve whomever drinks from it (but only once), and a pile of corroded iron spikes lies in the south side of the room

Room #206	<i>North Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) → Leads to room #66 , inhabited by 5 x Dire Rat
	<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	Monster	5 x Tiny Monstrous Scorpion: HD 1d4+2 (4 hp), AC 14, Claw +2 (1d2-4) or sting -3 (1d2-4 plus poison) Treasure: 130 gp; hoard total 130 gp
Room #207	<i>North Entry</i>	Archway
	<i>East Entry</i>	Trapped and Unlocked Iron Door (60 hp) ① Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	Monster	4 x Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 (1d4+1) Treasure: 5000 cp; Scroll of Cure Light Wounds; hoard total 50 gp
	Trap	Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
Room #208	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) → Leads to room #132
	<i>South Entry</i>	Archway
	Monster	2 x Wererat: HD 2d8+3 (12 hp), AC 16, Rapier +5 (1d6+1) or light crossbow +4 (1d8) Treasure: 800 sp; Potion of Cure Light Wounds (1d8+1); hoard total 80 gp
Room #209	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	<i>West Entry</i>	Locked Simple Wooden Door (unlock DC 30, break DC 15, 20 hp) → Leads to room #62
	<i>East Entry</i>	Trapped and Locked Simple Wooden Door (unlock DC 20, break DC 15, 20 hp) ① Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 → Leads to room #268
	Room Features	An iron sarcophagus sits in the south-west corner of the room, and someone has scrawled "Aldor stands here, slain by a basilisk" on the north wall
	Monster	5 x Kobold: HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3) Treasure: Average Lock (40 gp); hoard total 40 gp
Room #210	<i>North Entry</i>	Unlocked Strong Wooden Door (40 hp) (slides up, +2 to break DC)
	<i>South Entry</i>	Trapped and Locked Simple Wooden Door (unlock DC 30, break DC 15, 20 hp) ① Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 → Leads to room #12 , inhabited by 5 x Skeleton Warrior
	Hidden Treasure	Hidden (search DC 30) Trapped and Locked Good Wooden Chest (unlock DC 30, break DC 18; 30 hp) Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 100 sp; hoard total 10 gp
Room #211	<i>North Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp)
	<i>East Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) (slides up, +2 to break DC)
	Room Features	A mural of a legendary battle covers the ceiling, and someone has scrawled "Lightning comes before thunder" on the east wall
Room #212	<i>North Entry</i>	Stuck Stone Door (break DC 28, 60 hp)
	<i>East Entry</i>	Archway
	<i>South Entry</i>	Secret (search DC 30) Unlocked Strong Wooden Door (40 hp) ⑤ The door is located near the ceiling and concealed behind a tapestry of ancient mythology
	Empty	
Room #213	<i>North Entry</i>	Stuck Stone Door (break DC 28, 60 hp)
	<i>East Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) → Leads to room #129 , inhabited by 5 x Orc
	<i>South Entry #1</i>	Trapped and Stuck Iron Door (break DC 28, 60 hp) ① Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	<i>South Entry #2</i>	Archway
	Empty	
Room #214	<i>North Entry</i>	Trapped and Stuck Iron Door (break DC 28, 60 hp) (slides up, +2 to break DC) ① Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	<i>South Entry</i>	Locked Strong Wooden Door (unlock DC 30, break DC 25, 40 hp)
	Empty	

Room #215	<i>West Entry</i>	Archway
	<i>South Entry</i>	Archway → Leads to room #158 , inhabited by 5 x Orc
	Room Features	Part of the ceiling has collapsed into the room, and skeletons hang from chains and manacles against the north wall
Room #216	<i>North Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13, 20 hp) Ⓢ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #54 , inhabited by 6 x Tiny Monstrous Spider
	<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	Room Features	A narrow shaft descends from the room into a magical cyst below, and a group of draconic faces have been carved into the west wall
	Monster	4 x Stirge: HD 1d10 (5 hp), AC 16, Touch +7 (attach) Treasure: 100 gp; hoard total 100 gp
Room #217	<i>North Entry</i>	Unlocked Simple Wooden Door (20 hp) (slides to one side, +1 to break DC) → Leads to room #178
	<i>West Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) → Leads to room #257 , inhabited by 3 x Orc
	<i>East Entry #1</i>	Locked Good Wooden Door (unlock DC 25, break DC 18, 30 hp)
	<i>East Entry #2</i>	Secret (search DC 25) Unlocked Simple Wooden Door (20 hp) Ⓢ The door is concealed by an illusion
	Room Features	The floor is covered in square tiles, alternating white and black, and skeletons hang from chains and manacles against the north and east walls
Room #218	<i>North Entry</i>	Trapped and Locked Iron Door (unlock DC 25, break DC 28, 60 hp) Ⓢ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	<i>East Entry</i>	Archway → Leads to room #286 , inhabited by 5 x Small Monstrous Spider
	<i>South Entry</i>	Unlocked Iron Door (60 hp) → Leads to room #85 , inhabited by 2 x Stirge
	Room Features	A stair ascends to a catwalk hanging between the east and west walls, and a tile labyrinth covers the floor
Room #219	<i>West Entry</i>	Trapped and Unlocked Strong Wooden Door (40 hp) Ⓢ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 → Leads to room #80 , inhabited by 3 x Skeleton Warrior
	<i>East Entry</i>	Unlocked Strong Wooden Door (40 hp) → Leads to room #142
	Empty	
Room #220	<i>North Entry</i>	Locked Good Wooden Door (unlock DC 30, break DC 18, 30 hp)
	<i>West Entry</i>	Locked Iron Door (unlock DC 20, break DC 28, 60 hp)
	Room Features	A narrow shaft descends from the room into a natural cavern below, and someone has scrawled "The curse can never be broken" on the north wall
Room #221	Monster	2 x Small Monstrous Spider: HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison) Treasure: 700 sp; hoard total 70 gp
	<i>North Entry</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #140
	<i>West Entry</i>	Secret (search DC 25) Trapped and Locked Iron Door (unlock DC 20, break DC 28, 60 hp) Ⓢ The door is concealed behind a statue of a terrified maiden, and opened by breaking her neck Ⓢ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	<i>South Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp)
Room #222	Room Features	The room has a high domed ceiling, and a tapestry of arcane patterns hangs from the north wall
	<i>South Entry #1</i>	Trapped and Unlocked Simple Wooden Door (20 hp) Ⓢ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20 → Leads to room #74
	<i>South Entry #2</i>	Trapped and Locked Iron Door (unlock DC 30, break DC 28, 60 hp) Ⓢ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #247
	Monster	4 x Small Monstrous Spider: HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison) Treasure: 90 gp; hoard total 90 gp

Room #223	<i>West Entry #1</i>	Trapped and Stuck Stone Door (break DC 28, 60 hp) Ⓢ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20 → Leads to room #60 , inhabited by 4 x Kobold
	<i>West Entry #2</i>	Locked Simple Wooden Door (unlock DC 20, break DC 15, 20 hp)
	Room Features	Several alcoves are cut into the west wall, and howling can be heard in the east side of the room
	Monster	4 x Zombie: HD 2d12+3 (16 hp), AC 11, Slam +2 (1d6+1) or club +2 (1d6+1) Treasure: 300 sp; hoard total 30 gp
Room #224	<i>South Entry</i>	Secret (search DC 25) Locked Stone Door (unlock DC 25, break DC 28, 60 hp) Ⓢ The door is located several feet above the floor and only two feet high → Leads to room #174
	Empty	
Room #225	<i>North Entry #1</i>	Locked Simple Wooden Door (unlock DC 40, break DC 15, 20 hp)
	<i>North Entry #2</i>	Secret (search DC 30) Unlocked Good Wooden Door (30 hp) Ⓢ The door is concealed behind a pile of skulls → Leads to room #71 , inhabited by 3 x Small Viper
	Monster	4 x Goblin: HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4) Treasure: 50 gp; Banded Mail (250 gp); hoard total 300 gp
Room #226	<i>North Entry</i>	Trapped and Stuck Stone Door (break DC 28, 60 hp) Ⓢ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	Monster	4 x Goblin: HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4) Treasure: 300 sp; hoard total 30 gp
Room #227	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	<i>East Entry</i>	Secret (search DC 20) Locked Stone Door (unlock DC 25, break DC 28, 60 hp) Ⓢ The door is located near the ceiling and only three feet high
	Room Features	A tile labyrinth covers the floor, and a large demonic idol with ruby eyes sits in the north side of the room
	Hidden Treasure	Hidden (search DC 20) Unlocked Simple Wooden Chest (20 hp) 10 pp; hoard total 100 gp
Room #228	<i>West Entry</i>	Locked Iron Door (unlock DC 25, break DC 28, 60 hp)
	<i>East Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	<i>South Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) → Leads to room #68 , inhabited by 2 x Skeleton Warrior
	Room Features	A tile mosaic of ancient mythology covers the floor, and someone has scrawled "The Lanterns of Celye killed a rust monster here" on the east wall
Room #229	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) (slides up, +2 to break DC) → Leads to room #106
	<i>West Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp)
	Empty	
Room #230	<i>South Entry #1</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #151
	<i>South Entry #2</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	Monster	3 x Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 (1d4+1) Treasure: None
Room #231	<i>North Entry</i>	Secret (search DC 25) Trapped and Stuck Stone Door (break DC 28, 60 hp) Ⓢ The door is located several feet above the floor and only three feet high Ⓢ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	<i>East Entry</i>	Unlocked Strong Wooden Door (40 hp)
	Empty	

Room #232	<i>North Entry</i>	Locked Stone Door (unlock DC 40, break DC 28, 60 hp) → Leads to room #151
	<i>South Entry #1</i>	Secret (search DC 20) Stuck Stone Door (break DC 28, 60 hp) Ⓢ A trap door in the floor leads to a short tunnel beneath the wall
	<i>South Entry #2</i>	Secret (search DC 25) Locked Simple Wooden Door (unlock DC 25, break DC 15, 20 hp) Ⓢ The door is concealed behind a statue of an elemental salamander, and opened by setting it aflame → Leads to room #124
	Room Features	A tile mosaic of ghoulish carnage covers the floor, and a crushed helm lies in the south-west corner of the room
	Trap	Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	Hidden Treasure	Hidden (search DC 20) Locked Iron Chest (unlock DC 20, break DC 28; 60 hp) 400 sp; hoard total 40 gp
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Room #233	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	Monster	5 x Orc: HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3) Treasure: 300 sp; Average Lock (40 gp); hoard total 70 gp
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Room #234	<i>North Entry</i>	Trapped and Unlocked Iron Door (60 hp) Ⓣ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	<i>East Entry</i>	Trapped and Locked Stone Door (unlock DC 25, break DC 28, 60 hp) Ⓣ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 → Leads to room #28 , inhabited by 2 x Small Monstrous Scorpion
	Monster	2 x Kobold: HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3)
		Treasure: 120 gp; hoard total 120 gp
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Room #235	<i>North Entry</i>	Secret (search DC 30) Locked Simple Wooden Door (unlock DC 40, break DC 15, 20 hp) (slides up, +2 to break DC) Ⓢ The door is located near the ceiling and concealed behind an area of slime
	<i>East Entry</i>	Locked Iron Door (unlock DC 30, break DC 28, 60 hp) (slides to one side, +1 to break DC)
	<i>South Entry</i>	Unlocked Simple Wooden Door (20 hp)
	Room Features	A narrow ledge runs along the south and east walls, and someone has scrawled an incomplete drawing of a dragon on the south wall
	Monster	2 x Kobold: HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3) Treasure: 120 gp; hoard total 120 gp
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Room #236	<i>East Entry</i>	Archway
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Room #237	<i>West Entry</i>	Secret (search DC 20) Trapped and Unlocked Good Wooden Door (30 hp) Ⓢ A bookcase and concealed door pivots smoothly Ⓣ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	Room Features	A chute descends from the room into a natural cavern below, and someone has scrawled an incomplete drawing of a dragon on the east wall
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Room #238	<i>North Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) → Leads to room #47 , inhabited by 3 x Small Monstrous Scorpion
	<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	Monster	3 x Small Viper: HD 1d8 (4 hp), AC 17, Bite +4 (1d2-2 plus poison) Treasure: 70 gp; hoard total 70 gp
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Room #239	<i>North Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	<i>East Entry</i>	Archway
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Room #240	<i>North Entry</i>	Locked Strong Wooden Door (unlock DC 20, break DC 25, 40 hp)
	<i>West Entry</i>	Unlocked Simple Wooden Door (20 hp)
	<i>South Entry</i>	Stuck Iron Door (break DC 28, 60 hp) → Leads to room #28 , inhabited by 2 x Small Monstrous Scorpion
	Empty	
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Room #241	<i>West Entry</i>	Locked Strong Wooden Door (unlock DC 20, break DC 25, 40 hp)
	Room Features	A group of draconic faces have been carved into the east wall, and an iron chandelier hangs from the ceiling in the east side of the room
	Monster	3 x Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease) Treasure: 600 sp; Flask of Acid (10 gp); hoard total 70 gp
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Room #242	<i>East Entry</i>	Unlocked Strong Wooden Door (40 hp)
	Monster	3 x Small Monstrous Spider: HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison)
		Treasure: 110 gp; hoard total 110 gp
Room #243	<i>South Entry #1</i>	Unlocked Strong Wooden Door (40 hp)
	<i>South Entry #2</i>	Unlocked Strong Wooden Door (40 hp)
	Room Features	The south and west walls are covered with claw marks, and several pieces of broken glass are scattered throughout the room
	Monster	2 x Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 (1d4+1)
		Treasure: 4000 cp; Bullseye Lantern (12 gp); hoard total 52 gp
Room #244	<i>North Entry</i>	Unlocked Good Wooden Door (30 hp)
	<i>South Entry</i>	Locked Stone Door (unlock DC 25, break DC 28, 60 hp) → Leads to room #250 , inhabited by 4 x Hobgoblin
	Empty	
Room #245	<i>North Entry</i>	Unlocked Strong Wooden Door (40 hp)
	<i>South Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23, 40 hp) Ⓢ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	Empty	
Room #246	<i>West Entry</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #145
	<i>East Entry #1</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	<i>East Entry #2</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #151
	<i>South Entry</i>	Unlocked Stone Door (60 hp)
	Empty	
Room #247	<i>North Entry</i>	Trapped and Locked Iron Door (unlock DC 30, break DC 28, 60 hp) Ⓢ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #222 , inhabited by 4 x Small Monstrous Spider
	<i>West Entry</i>	Trapped Wooden Portcullis (lift DC 25, break DC 28, 30 hp) Ⓢ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 → Leads to room #74
	<i>South Entry</i>	Trapped and Locked Good Wooden Door (unlock DC 40, break DC 18, 30 hp) Ⓢ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	Room Features	The walls have been engraved with incoherent labyrinths, and someone has scrawled "Don't sleep" on the south wall
Room #248	<i>North Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) (slides to one side, +1 to break DC)
	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) → Leads to room #10 , inhabited by 2 x Orc
	Trap	Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	Hidden Treasure	Hidden (search DC 25) Locked Simple Wooden Chest (unlock DC 30, break DC 15; 20 hp) 6000 cp; Greataxe (20 gp); hoard total 80 gp
Room #249	<i>East Entry #1</i>	Locked Simple Wooden Door (unlock DC 20, break DC 15, 20 hp)
	<i>East Entry #2</i>	Stuck Good Wooden Door (break DC 18, 30 hp) → Leads to room #5 , inhabited by 4 x Small Monstrous Scorpion
	<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	Monster	5 x Orc: HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3)
		Treasure: 120 gp; hoard total 120 gp

Room #250	<i>North Entry</i>	Locked Stone Door (unlock DC 25, break DC 28, 60 hp) → Leads to room #244
	<i>West Entry</i>	Trapped and Stuck Stone Door (break DC 28, 60 hp) Ⓢ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20 → Leads to room #153 , inhabited by 4 x Kobold
	<i>East Entry</i>	Trapped and Unlocked Simple Wooden Door (20 hp) Ⓢ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 → Leads to room #141 , inhabited by 4 x Dire Rat
	Room Features	The south and east walls have been engraved with geometric patterns, and a pile of torn paper lies in the west side of the room
	Monster	4 x Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1) Treasure: 3000 cp; hoard total 30 gp
Room #251	<i>North Entry</i>	Secret (search DC 30) Stuck Simple Wooden Door (break DC 13, 20 hp) Ⓢ The door is located several feet above the floor and concealed behind a tapestry of ancient mythology
	<i>East Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) → Leads to room #173 , inhabited by 2 x Small Monstrous Spider
	<i>South Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	Room Features	Someone has scrawled "Explosive runes" in draconic script on the south wall, and a pile of rotten rope lies in the north-west corner of the room
	Monster	4 x Goblin: HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4) Treasure: 100 sp; hoard total 10 gp
Room #252	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) → Leads to room #79 , inhabited by 3 x Small Viper
	<i>East Entry</i>	Locked Good Wooden Door (unlock DC 40, break DC 18, 30 hp)
	<i>South Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) → Leads to room #178
	Empty	
Room #253	<i>North Entry</i>	Unlocked Good Wooden Door (30 hp)
	<i>West Entry</i>	Archway → Leads to room #295 , inhabited by 3 x Stirge
	<i>South Entry</i>	Trapped and Unlocked Good Wooden Door (30 hp) Ⓢ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20 → Leads to room #164 , inhabited by 2 x Hobgoblin
	Empty	
Room #254	<i>West Entry</i>	Archway → Leads to room #52
	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) → Leads to room #126
	<i>South Entry</i>	Trapped and Stuck Good Wooden Door (break DC 18, 30 hp) Ⓢ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	Empty	
Room #255	<i>North Entry</i>	Locked Strong Wooden Door (unlock DC 30, break DC 25, 40 hp)
	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	<i>South Entry</i>	Trapped and Stuck Iron Door (break DC 28, 60 hp) Ⓢ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #52
	Monster	4 x Small Monstrous Scorpion: HD 1d8+2 (6 hp), AC 14, Claw +1 (1d3-1) or sting -4 (1d3-1 plus poison) Treasure: 3000 cp; Onyx Puzzle Box set with a single flawless Jacinth (900 gp); Hourglass (25 gp); hoard total 955 gp
Room #256	<i>East Entry</i>	Unlocked Strong Wooden Door (40 hp) → Leads to room #184
	<i>South Entry</i>	Unlocked Strong Wooden Door (40 hp) → Leads to room #135
	Room Features	A tapestry of a fire god hangs from the north wall, and several wax blobs are scattered throughout the room
	Monster	2 x Goblin: HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4) Treasure: 300 sp; hoard total 30 gp

Room #257	<i>North Entry #1</i>	Trapped and Unlocked Simple Wooden Door (20 hp) ① Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	<i>North Entry #2</i>	Trapped and Locked Strong Wooden Door (unlock DC 30, break DC 25, 40 hp) ① Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #79 , inhabited by 3 x Small Viper
	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) (slides down, +1 to break DC) → Leads to room #294 , inhabited by 4 x Orc
	<i>East Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) → Leads to room #217
	Room Features	A narrow ledge runs along the south and east walls, and the walls have been engraved with endless spirals
	Monster	3 x Orc: HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3) Treasure: None
Room #258	<i>East Entry #1</i>	Trapped and Stuck Simple Wooden Door (break DC 13, 20 hp) ① Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	<i>East Entry #2</i>	Locked Good Wooden Door (unlock DC 25, break DC 18, 30 hp) → Leads to room #27
	<i>South Entry</i>	Unlocked Stone Door (60 hp)
	Room Features	The south and west walls have been engraved with glowing symbols, and a stack of barrels filled with rotting fruit stands against the east wall
	Monster	3 x Small Monstrous Spider: HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison) Treasure: 40 gp; hoard total 40 gp
Room #259	<i>West Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23, 40 hp) ① Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #115
	<i>South Entry</i>	Trapped and Unlocked Stone Door (60 hp) ① Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #170
	Room Features	Someone has scrawled "In the reign of Virtue, the Staff of Roses shall be destroyed" on the east wall, and a dagger hilt lies in the south side of the room
	Monster	4 x Tiny Monstrous Scorpion: HD 1d4+2 (4 hp), AC 14, Claw +2 (1d2-4) or sting -3 (1d2-4 plus poison) Treasure: 100 sp; Half-plate (600 gp); hoard total 610 gp
Room #260	<i>West Entry</i>	Archway
	<i>East Entry #1</i>	Unlocked Strong Wooden Door (40 hp)
	<i>East Entry #2</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) → Leads to room #171 , inhabited by 3 x Small Viper
	Trap	Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	Hidden Treasure	Hidden (search DC 20) Locked Good Wooden Chest (unlock DC 20, break DC 18; 30 hp) 200 sp; hoard total 20 gp
Room #261	<i>West Entry</i>	Iron Portcullis (lift DC 25, break DC 28, 60 hp)
	<i>South Entry</i>	Unlocked Strong Wooden Door (40 hp) → Leads to room #171 , inhabited by 3 x Small Viper
	Monster	4 x Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1) Treasure: 70 gp; hoard total 70 gp
Room #262	<i>North Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp) → Leads to room #4 , inhabited by 4 x Tiny Monstrous Spider
	<i>West Entry</i>	Archway → Leads to room #25 , inhabited by 5 x Small Monstrous Spider
	<i>East Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp) (slides up, +2 to break DC) → Leads to room #148 , inhabited by 4 x Hobgoblin
	Empty	
Room #263	<i>North Entry</i>	Archway
	<i>South Entry</i>	Archway → Leads to room #54 , inhabited by 6 x Tiny Monstrous Spider
	Room Features	The north and west walls are covered with slime, and a blood-soaked blanket lies in the east side of the room
	Monster	5 x Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1) Treasure: Amber (110 gp); hoard total 110 gp

Room #264	<i>West Entry #1</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	<i>West Entry #2</i>	Stuck Strong Wooden Door (break DC 23, 40 hp)
	Monster	2 x Small Monstrous Scorpion: HD 1d8+2 (6 hp), AC 14, Claw +1 (1d3-1) or sting -4 (1d3-1 plus poison)
		Treasure: 5000 cp; hoard total 50 gp
Room #265	<i>North Entry</i>	Iron Portcullis (lift DC 25, break DC 28, 60 hp) → Leads to room #275 , inhabited by 2 x Skeleton Warrior
	<i>East Entry</i>	Archway → Leads to room #9
	<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	Empty	
Room #266	<i>North Entry #1</i>	Archway
	<i>North Entry #2</i>	Trapped Wooden Portcullis (lift DC 25, break DC 28, 30 hp) Ⓢ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	<i>West Entry</i>	Secret (search DC 20) Unlocked Simple Wooden Door (20 hp) Ⓢ The door is located above a small stone dais and concealed by an illusion → Leads to room #106
	<i>South Entry</i>	Locked Good Wooden Door (unlock DC 25, break DC 18, 30 hp) → Leads to room #195
	Room Features	A tile mosaic of legendary monsters covers the floor, and a rusted chain shirt lies in the south side of the room
Room #267	<i>East Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	Room Features	A tile mosaic of a goddess of ice covers the floor, and someone has scrawled "The Dragoons of Gawic looted this place" on the south wall
	Monster	5 x Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1) Treasure: 400 sp; hoard total 40 gp
Room #268	<i>West Entry</i>	Trapped and Locked Simple Wooden Door (unlock DC 20, break DC 15, 20 hp) Ⓢ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 → Leads to room #209 , inhabited by 5 x Kobold
	<i>East Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp) → Leads to room #273 , inhabited by 2 x Hobgoblin
	<i>South Entry</i>	Locked Good Wooden Door (unlock DC 20, break DC 18, 30 hp) → Leads to room #103
	Empty	
Room #269	<i>North Entry #1</i>	Unlocked Good Wooden Door (30 hp)
	<i>North Entry #2</i>	Unlocked Simple Wooden Door (20 hp)
	<i>South Entry</i>	Secret (search DC 25) Trapped and Unlocked Iron Door (60 hp) Ⓢ The door is concealed within a mosaic of ghoulish carnage Ⓢ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #107
	Empty	
Room #270	<i>West Entry</i>	Locked Iron Door (unlock DC 30, break DC 28, 60 hp)
	<i>East Entry</i>	Archway
	Room Features	Numerous pillars line the south and east walls, and iron chains hang from the ceiling in the east side of the room
	Monster	4 x Small Monstrous Spider: HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison) Treasure: 600 sp; hoard total 60 gp
Room #271	<i>West Entry</i>	Trapped and Unlocked Stone Door (60 hp) Ⓢ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20 → Leads to room #96 , inhabited by 4 x Wererat
	Empty	
Room #272	<i>North Entry</i>	Secret (search DC 30) Trapped and Stuck Good Wooden Door (break DC 18, 30 hp) Ⓢ A bookcase and concealed door pivots smoothly Ⓢ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	<i>West Entry</i>	Stuck Iron Door (break DC 28, 60 hp)
	Room Features	A large kiln and coal bin sit in the north-west corner of the room, and several pieces of rotten fruit are scattered throughout the room
	Monster	2 x Stirge: HD 1d10 (5 hp), AC 16, Touch +7 (attach) Treasure: 400 sp; hoard total 40 gp

Room #273	<i>West Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp) → Leads to room #268
	<i>South Entry #1</i>	Iron Portcullis (lift DC 25, break DC 28, 60 hp) (stuck, +2 to lift DC) → Leads to room #103
	<i>South Entry #2</i>	Archway
	Room Features	A magical idol in the south-west corner of the room heals all wounds of whomever offers a prayer (but only once), and several pieces of trash are scattered throughout the room
	Monster	2 x Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1) Treasure: 90 gp; hoard total 90 gp
Room #274	<i>North Entry</i>	Archway → Leads to room #9
	<i>South Entry</i>	Secret (search DC 30) Stuck Simple Wooden Door (break DC 13, 20 hp) Ⓢ The door is concealed behind a tapestry of ghoulish carnage
	Room Features	A magical mosaic on the south wall can be used as a portal to any known location within the dungeon, and someone has scrawled "Lightning comes before thunder" on the east wall
Room #275	<i>East Entry</i>	Locked Iron Door (unlock DC 30, break DC 28, 60 hp)
	<i>South Entry</i>	Iron Portcullis (lift DC 25, break DC 28, 60 hp) → Leads to room #265
	Room Features	Spirals of blue stones cover the floor, and a pile of bent copper coins lies in the center of the room
	Monster	2 x Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 (1d4+1) Treasure: 60 gp; Vial of Antitoxin (50 gp); hoard total 110 gp
Room #276	<i>North Entry</i>	Secret (search DC 25) Stuck Simple Wooden Door (break DC 13, 20 hp) Ⓢ The door is concealed behind a statue of a hydra, and opened by reaching into several of its mouths
	<i>East Entry</i>	Trapped and Unlocked Iron Door (60 hp) Ⓣ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20 → Leads to room #75
	Room Features	A group of demonic faces have been carved into the south wall, and a large kiln and coal bin sit in the east side of the room
Room #277	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	<i>West Entry</i>	Archway
	Monster	3 x Goblin: HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4) Treasure: 2000 cp; Flask of Acid (10 gp); hoard total 30 gp
Room #278	<i>North Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp) → Leads to room #297
	<i>West Entry</i>	Unlocked Simple Wooden Door (20 hp)
	Room Features	Someone has scrawled a strange glyph on the south wall, and a creaking sound fills the room
	Monster	4 x Tiny Monstrous Spider: HD 1d4 (2 hp), AC 15, Bite +5 (1d3-4 plus poison) Treasure: 10 pp; hoard total 100 gp
Room #279	<i>North Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp) (magically reinforced, +10 to break DC)
	<i>West Entry</i>	Secret (search DC 20) Locked Iron Door (unlock DC 40, break DC 28, 60 hp) Ⓢ The door is located near the ceiling and concealed behind a tapestry of vile acts → Leads to room #65
	Empty	
Room #280	<i>North Entry</i>	Archway
	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	<i>South Entry</i>	Unlocked Good Wooden Door (30 hp)
	Monster	2 x Ghoul: HD 2d12 (13 hp), AC 14, Bite +2 (1d6+1 plus paralysis) or claws +0 (1d3 plus paralysis) Treasure: 90 gp; Banded Mail (250 gp); hoard total 340 gp
Room #281	<i>North Entry</i>	Stuck Stone Door (break DC 28, 60 hp)
	<i>East Entry #1</i>	Secret (search DC 30) Stuck Good Wooden Door (break DC 18, 30 hp) Ⓢ A bookcase and concealed door pivots smoothly → Leads to room #137 , inhabited by 4 x Stirge
	<i>East Entry #2</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	Room Features	A toppled statue lies in the west side of the room, and the ceiling is covered with cobwebs
	Monster	3 x Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1) Treasure: 160 gp; Blue Quartz (10 gp); hoard total 170 gp

Room #282	<i>North Entry</i>	Archway → Leads to room #33
	<i>West Entry</i>	Unlocked Simple Wooden Door (20 hp) (slides up, +2 to break DC) → Leads to room #138 , inhabited by 2 x Skeleton Warrior
	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	Empty	
Room #283	<i>West Entry</i>	Secret (search DC 25) Unlocked Strong Wooden Door (40 hp) (slides up, +2 to break DC) Ⓢ The door is located several feet above the floor and concealed within a mosaic of legendary monsters
	<i>South Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) → Leads to room #123
	Room Features	Someone has scrawled a large X on the south wall, and an acrid odor fills the south-east corner of the room
Room #284	<i>South Entry</i>	Unlocked Simple Wooden Door (20 hp) (slides down, +1 to break DC) → Leads to room #160
	Monster	3 x Tiny Monstrous Scorpion: HD 1d4+2 (4 hp), AC 14, Claw +2 (1d2-4) or sting -3 (1d2-4 plus poison) Treasure: 70 gp; hoard total 70 gp
Room #285	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	Room Features	A tile labyrinth covers the floor, and a pair of dice lies in the north-west corner of the room
	Monster	5 x Small Viper: HD 1d8 (4 hp), AC 17, Bite +4 (1d2-2 plus poison) Treasure: None
Room #286	<i>West Entry</i>	Archway → Leads to room #218
	Room Features	Skeletons hang from chains and manacles against the walls, and a creaking sound can be faintly heard near the south wall
	Monster	5 x Small Monstrous Spider: HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison) Treasure: 500 sp; Rapier (20 gp); hoard total 70 gp
Room #287	<i>North Entry</i>	Unlocked Simple Wooden Door (20 hp) (slides down, +1 to break DC) → Leads to room #188
	Room Features	Several square holes are cut into the ceiling and floor, and a mouldy odor fills the south-west corner of the room
	Monster	2 x Small Monstrous Scorpion: HD 1d8+2 (6 hp), AC 14, Claw +1 (1d3-1) or sting -4 (1d3-1 plus poison) Treasure: 800 sp; hoard total 80 gp
Room #288	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	<i>West Entry</i>	Locked Simple Wooden Door (unlock DC 20, break DC 15, 20 hp)
	Empty	
Room #289	<i>North Entry #1</i>	Unlocked Iron Door (60 hp)
	<i>North Entry #2</i>	Locked Good Wooden Door (unlock DC 30, break DC 18, 30 hp)
	<i>South Entry</i>	Iron Portcullis (lift DC 25, break DC 28, 60 hp) → Leads to room #52
	Empty	
Room #290	<i>West Entry</i>	Secret (search DC 25) Unlocked Strong Wooden Door (40 hp) Ⓢ A bookcase and concealed door pivots smoothly
	<i>East Entry</i>	Archway
	Room Features	A stair ascends to a wooden platform in the south-west corner of the room, and the ceiling is covered with scorch marks
	Monster	4 x Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease) Treasure: 400 sp; hoard total 40 gp
Room #291	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	Monster	6 x Tiny Monstrous Spider: HD 1d4 (2 hp), AC 15, Bite +5 (1d3-4 plus poison) Treasure: None

Room #292	<i>West Entry</i>	Secret (search DC 30) Trapped and Locked Strong Wooden Door (unlock DC 20, break DC 25, 40 hp) (slides to one side, +1 to break DC) ⓘ The door is concealed behind an area of mould ⓘ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	<i>South Entry #1</i>	Stuck Strong Wooden Door (break DC 23, 40 hp)
	<i>South Entry #2</i>	Trapped and Unlocked Iron Door (60 hp) ⓘ Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20 → Leads to room #131 , inhabited by 4 x Small Viper
	Monster	3 x Wererat: HD 2d8+3 (12 hp), AC 16, Rapier +5 (1d6+1) or light crossbow +4 (1d8)
		Treasure: 110 gp; hoard total 110 gp
Room #293	<i>North Entry</i>	Unlocked Strong Wooden Door (40 hp)
	<i>South Entry #1</i>	Archway
	<i>South Entry #2</i>	Locked Iron Door (unlock DC 40, break DC 28, 60 hp)
	Empty	
Room #294	<i>North Entry</i>	Locked Simple Wooden Door (unlock DC 40, break DC 15, 20 hp)
	<i>West Entry</i>	Secret (search DC 30) Locked Iron Door (unlock DC 20, break DC 28, 60 hp) ⓘ A bookcase and concealed door pivots smoothly
	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) (slides down, +1 to break DC) → Leads to room #257 , inhabited by 3 x Orc
	Monster	4 x Orc: HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3)
		Treasure: 10 pp; Glaive (8 gp); hoard total 108 gp
Room #295	<i>East Entry</i>	Archway → Leads to room #253
	Room Features	Spirals of green stones cover the floor, and a large kiln and coal bin sit in the south-east corner of the room
	Monster	3 x Stirge: HD 1d10 (5 hp), AC 16, Touch +7 (attach)
		Treasure: 70 gp; hoard total 70 gp
Room #296	<i>East Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	<i>South Entry #1</i>	Trapped Iron Portcullis (lift DC 25, break DC 28, 60 hp) ⓘ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	<i>South Entry #2</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp)
	Empty	
Room #297	<i>North Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23, 40 hp) ⓘ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #152 , inhabited by 3 x Small Viper
	<i>East Entry</i>	Locked Good Wooden Door (unlock DC 30, break DC 18, 30 hp)
	<i>South Entry #1</i>	Stuck Strong Wooden Door (break DC 23, 40 hp)
	<i>South Entry #2</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp) → Leads to room #278 , inhabited by 4 x Tiny Monstrous Spider
	Room Features	A narrow ledge runs along the north and east walls, and someone has scrawled "It's a trap" in draconic script on the east wall
Room #298	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	<i>West Entry</i>	Secret (search DC 25) Unlocked Simple Wooden Door (20 hp) (slides down, +1 to break DC) ⓘ The door is concealed within a mosaic of a legendary battle
	<i>East Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp) → Leads to room #40
	Hidden Treasure	Hidden (search DC 20) Trapped and Unlocked Good Wooden Chest (30 hp) Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
		70 gp; hoard total 70 gp
Room #299	<i>North Entry #1</i>	Secret (search DC 20) Stuck Strong Wooden Door (break DC 23, 40 hp) ⓘ The door is concealed behind a statue of Death, and opened by placing a coin in his open hand → Leads to room #194 , inhabited by 4 x Ghoul
	<i>North Entry #2</i>	Unlocked Good Wooden Door (30 hp) → Leads to room #7 , inhabited by 2 x Dire Rat
	<i>East Entry</i>	Stuck Strong Wooden Door (break DC 23, 40 hp) (slides down, +1 to break DC)
	Empty	

Room #300	<i>West Entry</i>	Secret (search DC 30) Locked Simple Wooden Door (unlock DC 25, break DC 15, 20 hp) Ⓢ The door is concealed behind an area of mould → Leads to room #77
	<i>East Entry</i>	Archway
	Room Features	A tile labyrinth covers the floor, and a metallic odor fills the south-east corner of the room
Room #301	<i>North Entry #1</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #3
	<i>North Entry #2</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #4 , inhabited by 4 x Tiny Monstrous Spider
	<i>West Entry</i>	Trapped and Unlocked Simple Wooden Door (20 hp) Ⓢ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20
	<i>South Entry</i>	Archway → Leads to room #25 , inhabited by 5 x Small Monstrous Spider
	Empty	
Room #302	<i>West Entry</i>	Secret (search DC 30) Stuck Stone Door (break DC 28, 60 hp) Ⓢ A trap door in the floor leads to a short tunnel beneath the wall → Leads to room #8 , inhabited by 5 x Orc
	<i>South Entry</i>	Archway
	Room Features	A stone sarcophagus sits in the east side of the room, and someone has scrawled "Afgir fell here" on the west wall
	Monster	4 x Small Monstrous Spider: HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison) Treasure: 300 sp; Half-plate (600 gp); hoard total 630 gp
Room #303	<i>East Entry</i>	Wooden Portcullis (lift DC 25, break DC 28, 30 hp) → Leads to room #177
	Room Features	A group of draconic faces have been carved into the north wall, and a broken hammer lies in the north side of the room
	Monster	3 x Kobold: HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3) Treasure: 110 gp; hoard total 110 gp
Room #304	<i>East Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23, 40 hp) Ⓢ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18 → Leads to room #185 , inhabited by 3 x Skeleton Warrior
	<i>South Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp) → Leads to room #187
	Monster	4 x Kobold: HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3) Treasure: 200 sp; hoard total 20 gp
	Trap	Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
Room #305	<i>North Entry</i>	Stuck Simple Wooden Door (break DC 13, 20 hp)
	<i>East Entry</i>	Secret (search DC 25) Stuck Good Wooden Door (break DC 18, 30 hp) Ⓢ The door is concealed behind a statue of a troll archer, and opened by pulling an arrow in its quiver
	Room Features	Someone has scrawled "We've run out of time" on the west wall, and a corroded mace lies in the south-west corner of the room
Room #306	<i>North Entry</i>	Archway → Leads to room #170
	<i>West Entry</i>	Unlocked Stone Door (60 hp)
	Monster	5 x Tiny Monstrous Scorpion: HD 1d4+2 (4 hp), AC 14, Claw +2 (1d2-4) or sting -3 (1d2-4 plus poison) Treasure: None
Room #307	<i>West Entry</i>	Trapped and Locked Strong Wooden Door (unlock DC 20, break DC 25, 40 hp) Ⓢ Poison Dart Trap: Atk +8 (1d4 plus poison, dart); search DC 20, disable DC 18
	<i>East Entry</i>	Stuck Iron Door (break DC 28, 60 hp)
	Empty	
Room #308	<i>West Entry</i>	Archway
	<i>South Entry</i>	Trapped and Stuck Iron Door (break DC 28, 60 hp) Ⓢ Basic Arrow Trap: Atk +10 (1d6, arrow); search DC 20, disable DC 20 → Leads to room #199 , inhabited by 2 x Stirge
	Room Features	Someone has scrawled "The walls listen" on the west wall, and the north and west walls are covered with mould

Room #309	<i>West Entry</i>	Stuck Good Wooden Door (break DC 18, 30 hp)
	<i>East Entry</i>	Archway → Leads to room #57 , inhabited by 3 x Small Monstrous Scorpion
	<i>South Entry</i>	Unlocked Simple Wooden Door (20 hp) → Leads to room #64
	Monster	4 x Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1)
		Treasure: 200 sp; hoard total 20 gp
Room #310	<i>North Entry #1</i>	Locked Iron Door (unlock DC 25, break DC 28, 60 hp)
	<i>North Entry #2</i>	Archway → Leads to room #72
	<i>South Entry</i>	Archway
	Room Features	A tile mosaic of legendary monsters covers the floor, and a circle of tall stones stands in the south-west corner of the room
	Trap	Camouflaged Pit Trap: 10 ft. deep (1d6, fall); save DC 15 to avoid; search DC 24, disable DC 20
	Hidden Treasure	Hidden (search DC 20) Locked Simple Wooden Chest (unlock DC 25, break DC 15; 20 hp) 90 gp; hoard total 90 gp

Random Dungeon Generator
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