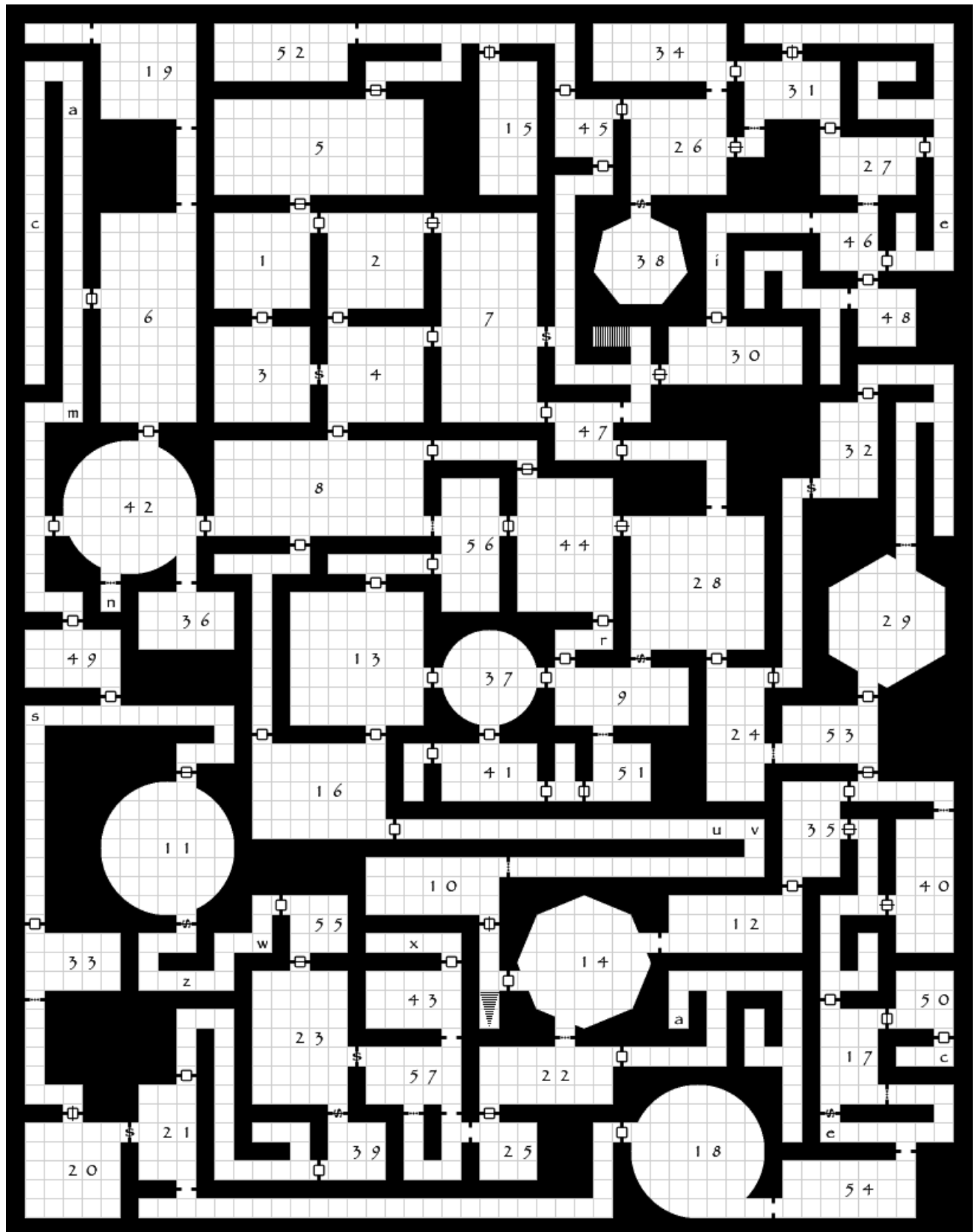


The Dread Tomb of Woe 01

Level 1





Archway



Portcullis



Door



Locked



Trapped



Secret



Up



Down

General**History**

The dungeon was created by worshippers of a good deity as a stronghold. It was eventually abandoned due to plague, and has fallen to ruin and been rebuilt many times since then.

Size

Medium (51 x 65)

Walls

Natural Stone (DC 10 to climb)

Floor

Smooth Stone

Temperature

Cool

Illumination

Dark (individual creatures may carry lights)

Corridor Features

- a** Net Trap: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 11 save or become restrained
- c** Electrified Floortile: DC 15 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 20 save or take 4d10 lightning damage
- e** A group of demonic faces have been carved into the walls
- i** Teleporter Crystal: DC 15 to find, DC 10 to disable; affects each creature which touches the crystal, DC 10 save or be teleported to another location
- m** Someone has scrawled "Save yourself, kill the others" here
- n** Poison Gas Trap: DC 15 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 13 save or take 2d10 poison damage
- r** The walls here have been engraved with strange symbols
- s** The walls here have been engraved with incoherent labyrinths
- u** Concealed Pit: DC 10 to find, DC 15 to disable; affects all targets entering a 10 ft. square area, DC 15 save or take 2d10 damage
- v** Idol of Evil: DC 15 to find, DC 10 to disable; affects good creatures which touch the idol, DC 12 save or take 2d10 damage
- w** A large demonic idol with ruby eyes sits in an alcove here
- x** The walls here have been engraved with alien symbols
- z** Falling Block: DC 10 to find, DC 15 to disable; affects all targets within a 10 ft. square area, DC 13 save or take 2d10 damage

Wandering Monsters

- 1 Hobgoblin (cr 1/2, mm 186) and 2 x Goblin (cr 1/4, mm 166); deadly, 200 xp, returning to their lair with plunder
 - 2 Hobgoblin (cr 1/2, mm 186); easy, 100 xp, returning to their lair with plunder
 - 3 Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp, hunting for food
 - 4 Mimic (cr 2, mm 220); deadly, 450 xp, lost and desperate
 - 5 Mimic (cr 2, mm 220); deadly, 450 xp, scavenging for food and treasure
 - 6 Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp, gathered around an evil shrine
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Room #1

- North Entry* Locked Stone Door (DC 20 to open, DC 25 to break; 60 hp)
→ Leads to [room #5](#), inhabited by Goblin Boss and 1 x Goblin
- East Entry* Stuck Simple Wooden Door (DC 10 to break; 10 hp)
→ Leads to [room #2](#), inhabited by Orog
- South Entry* Stuck Simple Wooden Door (DC 10 to break; 10 hp)
→ Leads to [room #3](#)
- Room Features** A chute descends from the room into the next dungeon level down, and a tapestry of an earth goddess hangs from the south wall
-

Room #2

- West Entry* Stuck Simple Wooden Door (DC 10 to break; 10 hp)
→ Leads to [room #1](#)
- East Entry* Trapped and Stuck Strong Wooden Door (DC 15 to break; 20 hp)
① Contact Poison: DC 10 to find, DC 10 to disable; affects each creature which touches the trigger, DC 19 save or take 4d10 damage
→ Leads to [room #7](#)
- South Entry* Stuck Strong Wooden Door (DC 15 to break; 20 hp)
→ Leads to [room #4](#), inhabited by Gelatinous Cube
- Room Features** The floor is covered with fungus, and a pile of rotten leather lies in the center of the room
- Monster** Orog (cr 2, mm 247); deadly, 450 xp
-
- Trap** Symbol of Panic: DC 15 to find, DC 15 to disable; affects all targets within 10 ft., DC 11 save or become frightened for 1d4 rounds
- Hidden Treasure** Locked Good Wooden Chest (DC 25 to unlock, DC 20 to break; 15 hp)
-
- 2100 cp, 1300 sp, 30 gp
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Room #3	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #1
	<i>East Entry</i>	Secret (DC 20 to find) Locked Strong Wooden Door (DC 20 to open, DC 20 to break; 20 hp) ⑤ A bookcase and concealed door pivots smoothly → Leads to room #4 , inhabited by Gelatinous Cube
	Room Features	A wooden ladder rests against the north wall, and a pile of corroded iron spikes lies in the south-west corner of the room
Room #4	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #2 , inhabited by Orog
	<i>West Entry</i>	Secret (DC 20 to find) Locked Strong Wooden Door (DC 20 to open, DC 20 to break; 20 hp) ⑤ A bookcase and concealed door pivots smoothly → Leads to room #3
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #7
	<i>South Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to room #8 , inhabited by Orog
	Room Features	A magical statue in the east side of the room answers questions with insults, and a stone dais sits in the south-west corner of the room
	Monster	Gelatinous Cube (cr 2, mm 242); deady, 450 xp Treasure: 2200 cp, 1300 sp, 70 gp
Room #5	<i>North Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp)
	<i>South Entry</i>	Locked Stone Door (DC 20 to open, DC 25 to break; 60 hp) → Leads to room #1
	Room Features	A tile labyrinth covers the floor, and a mouldy odor fills the center of the room
	Monster	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp Treasure: 1800 cp, 1600 sp, 60 gp, a bone chalice engraved with arcane runes (25 gp), a brass bracer inlaid with a meandros of silver (25 gp), a silver bell set with a rosette of amber (25 gp), a silver shield brooch inlaid with electrum (25 gp), a small woolen tapestry (25 gp), a wooden bowl engraved with a labyrinth (25 gp), an earthenware ewer painted with a legendary coat of arms (25 gp), an earthenware tankard painted with a legendary coat of arms (25 gp), Spell Scroll (Acid Splash) (common, dmg 200), Spell Scroll (Shield of Faith) (common, dmg 200), Potion of Greater Healing (uncommon, dmg 187), Potion of Healing (common, dmg 187)

Room #6	<i>North Entry</i>	Archway
	<i>West Entry</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)
	<i>South Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #42 , inhabited by Mimic
	Monster	Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp
		Treasure: 17 cp; 10 gp
Room #7	<i>West Entry #1</i>	Trapped and Stuck Strong Wooden Door (DC 15 to break; 20 hp) ① Contact Poison: DC 10 to find, DC 10 to disable; affects each creature which touches the trigger, DC 19 save or take 4d10 damage → Leads to room #2 , inhabited by Orog
	<i>West Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #4 , inhabited by Gelatinous Cube
	<i>East Entry #1</i>	Secret (DC 15 to find) Trapped and Unlocked Good Wooden Door (15 hp) ⑤ A bookcase and concealed door pivots smoothly ① Ice Dart Trap: DC 10 to find, DC 10 to disable; +5 to hit against one target, 1d10 cold damage
	<i>East Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #47
	Hidden Treasure	Hidden (DC 20 to find) Trapped and Locked Iron Chest (DC 20 to unlock, DC 30 to break; 60 hp) Rune of Confusion: DC 15 to find, DC 15 to disable; affects all targets within 10 ft., DC 14 save or become confused (phb 224) for 1d4 rounds
		2700 cp, 1100 sp, 50 gp, a bone shield brooch engraved with spirals (25 gp), a brass flower brooch inlaid with a filigree of electrum (25 gp), a fine leather coinpurse trimmed with squirrel fur (25 gp), a small woolen tapestry (25 gp), a steel dagger engraved with thorned vines (25 gp), an agateware tile painted with an ancient coat of arms (25 gp), Helm of Telepathy (uncommon, dmg 174), Trident of Fish Command (uncommon, dmg 209), +1 Weapon (light crossbow) (uncommon, dmg 213)

Room #8	<i>North Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to room #4 , inhabited by Gelatinous Cube
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #42 , inhabited by Mimic
	<i>East Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry #2</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) → Leads to room #56
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp)
	Monster	Orog (cr 2, mm 247); deadly, 450 xp
		Treasure: 19 cp
Room #9	<i>North Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>North Entry #2</i>	Secret (DC 20 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) ⑤ A bookcase and concealed door pivots smoothly → Leads to room #28 , inhabited by Ogre Zombie and 1 x Zombie
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #37
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #51
	Room Features	A circle of tall stones stands in the center of the room, and a rusted sword lies in the south side of the room
	Monster	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp
		Treasure: 14 sp; 21 cp
Room #10	<i>East Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>South Entry</i>	Trapped and Unlocked Stone Door (60 hp) ① Ice Dart Trap: DC 15 to find, DC 20 to disable; +8 to hit against one target, 2d10 cold damage
	Room Features	A ladder ascends to a balcony hanging from the south wall, and someone has scrawled "door, left, left, left, door" in dwarvish runes on the south wall
	Monster	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp
		Treasure: 23 cp

Room #11	<i>North Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp)
	<i>South Entry</i>	Secret (DC 15 to find) Stuck Good Wooden Door (DC 15 to break; 15 hp) ⑤ The door is concealed behind an area of slime
	Trap	Symbol of Panic: DC 15 to find, DC 20 to disable; affects all targets within 10 ft., DC 10 save or become frightened for 1d4 rounds
	Hidden Treasure	Hidden (DC 20 to find) Unlocked Simple Wooden Chest (10 hp) 2200 cp, 1100 sp, 40 gp, a fine leather merchant's cap trimmed with squirrel fur (25 gp), a fine steel bell engraved with thorned vines (25 gp), Gauntlets of Ogre Power (uncommon, dmg 171), Javelin of Lightning (uncommon, dmg 178)
Room #12	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #35 , inhabited by Bugbear
	<i>West Entry</i>	Archway → Leads to room #14 , inhabited by Bandit Captain and 1 x Bandit
	Room Features	A set of demonic war masks hangs on the east wall, and someone has scrawled "The Blade of Charity is reforged" in draconic script on the north wall
Room #13	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #37
	<i>South Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to room #16 , inhabited by 2 x Goblin
	Room Features	A stone dais and throne sits in the north-west corner of the room, and the sound of chimes can be faintly heard near the south wall
	Monster	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp Treasure: 2400 cp, 1400 sp, 70 gp, 2 x diamond (50 gp), chrysoprase (50 gp), jasper (50 gp), moonstone (50 gp), quartz (50 gp), sardonyx (50 gp), star rose quartz (50 gp)

Room #14	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>East Entry</i>	Archway → Leads to room #12
	<i>South Entry</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) → Leads to room #22 , inhabited by Silver Dragon Wyrmling
	Monster	Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); deadly, 475 xp
		Treasure: 2300 cp, 1000 sp, 60 gp, diamond (50 gp), chalcedony (50 gp), citrine (50 gp), Spell Scroll (Acid Splash) (common, dmg 200), Spell Scroll (Friends) (common, dmg 200), Potion of Climbing (common, dmg 187), 2 x Potion of Healing (common, dmg 187)
Room #15	<i>North Entry</i>	Trapped and Stuck Stone Door (DC 20 to break; 60 hp) Ⓣ Contact Poison: DC 15 to find, DC 15 to disable; affects each creature which touches the trigger, DC 10 save or take 1d10 damage
	Room Features	A simple fireplace sits against the east wall, and the floor is covered with scorch marks
	Monster	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp
		Treasure: 19 cp; 19 cp
Room #16	<i>North Entry #1</i>	Unlocked Strong Wooden Door (20 hp) (slides up)
	<i>North Entry #2</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to room #13 , inhabited by Gelatinous Cube
	<i>East Entry</i>	Unlocked Strong Wooden Door (20 hp)
	Room Features	Spirals of yellow stones cover the floor, and a sundered axe lies in the north-east corner of the room
	Monster	2 x Goblin (cr 1/4, mm 166); easy, 100 xp
		Treasure: 2 pp; 13 ep
Room #17	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>East Entry #1</i>	Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp) → Leads to room #50
	<i>East Entry #2</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp)
	<i>South Entry</i>	Secret (DC 15 to find) Unlocked Simple Wooden Door (10 hp) Ⓢ The door is concealed within a mosaic of a legendary battle
	Empty	

Room #18	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>East Entry</i>	Archway → Leads to room #54
	Room Features	Burning torches in iron sconces line the north and east walls, and a pile of corroded iron spikes lies in the south side of the room
	Monster	Ogre Zombie (cr 2, mm 316); deadly, 450 xp
		Treasure: 22 cp
Room #19	<i>West Entry</i>	Archway
	<i>South Entry</i>	Archway
	Room Features	A tapestry of vile acts hangs from the west wall, and a fountain of water sits against the east wall
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp
		Treasure: 2300 cp, 1300 sp, 60 gp, a bone chalice engraved with arcane runes (25 gp), a bone coffer engraved with draconic scales (25 gp), a bone scepter engraved with draconic scales (25 gp), a copper amulet inlaid with silver (25 gp), a leather saddle tooled with elven script (25 gp), a silver bell set with jet (25 gp), a wooden orb engraved with a labyrinth (25 gp), Potion of Climbing (common, dmg 187)
Room #20	<i>North Entry</i>	Trapped and Stuck Iron Door (DC 25 to break; 60 hp) (slides up) ① Fire Spray: DC 10 to find, DC 10 to disable; affects all targets within a 20 ft. cone, DC 11 save or take 1d10 fire damage
	<i>East Entry</i>	Secret (DC 15 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) ⑤ The door is concealed within the mouth of a demonic face carved from stone → Leads to room #21 , inhabited by Mimic
	Room Features	A rope ascends to a balcony hanging from the east wall, and a circle of tall stones stands in the north-west corner of the room
Room #21	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>West Entry</i>	Secret (DC 15 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) ⑤ The door is concealed within the mouth of a demonic face carved from stone → Leads to room #20
	<i>South Entry</i>	Archway
	Room Features	Someone has scrawled "Upon the solstice in the Year of Mercy, in the Labyrinth of Mercy, the Tree of Oaths shall be lost" on the north wall, and a pile of candles lies in the center of the room
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp
		Treasure: 14 ep

Room #22	<i>North Entry</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) → Leads to room #14 , inhabited by Bandit Captain and 1 x Bandit
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>South Entry</i>	Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) → Leads to room #25 , inhabited by Silver Dragon Wyrmling
	Room Features	A tile mosaic of a legendary battle covers the floor, and a forge and anvil sit in the center of the room
	Monster	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp
		Treasure: 9 gp
Room #23	<i>North Entry</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp) → Leads to room #55 , inhabited by Goblin Boss and 1 x Goblin
	<i>East Entry</i>	Secret (DC 25 to find) Locked Iron Door (DC 25 to open, DC 30 to break; 60 hp) ⑤ The door is located above a small stone dais and concealed behind a pile of skulls → Leads to room #57 , inhabited by Goblin Boss and 1 x Goblin
	<i>South Entry</i>	Secret (DC 20 to find) Unlocked Simple Wooden Door (10 hp) ⑤ The door is concealed within a mosaic of a goddess of destruction → Leads to room #39 , inhabited by Silver Dragon Wyrmling
	Empty	
Room #24	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #28 , inhabited by Ogre Zombie and 1 x Zombie
	<i>East Entry #1</i>	Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp)
	<i>East Entry #2</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) → Leads to room #53 , inhabited by Bandit Captain and 1 x Bandit
	Room Features	The floor is covered in perfect hexagonal tiles, and a pile of broken arrows lies in the north side of the room

Room #25	<i>North Entry</i>	Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) → Leads to room #22 , inhabited by Silver Dragon Wyrmling
	<i>West Entry</i>	Archway
	Monster	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp Treasure: 1100 cp, 1500 sp, 60 gp, bloodstone (50 gp), carnelian (50 gp), moonstone (50 gp), Spell Scroll (Spare the Dying) (common, dmg 200), Spell Scroll (Fog Cloud) (common, dmg 200), Spell Scroll (Magic Missile) (common, dmg 200), Spell Scroll (Wrathful Smite) (common, dmg 200), Potion of Climbing (common, dmg 187), Potion of Healing (common, dmg 187)
Room #26	<i>North Entry</i>	Archway → Leads to room #34
	<i>West Entry</i>	Locked Iron Door (DC 25 to open, DC 30 to break; 60 hp) → Leads to room #45
	<i>East Entry</i>	Trapped and Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp) ① Earthmaw Trap: DC 10 to find, DC 15 to disable; +3 to hit against one target, 1d10 piercing damage
	<i>South Entry</i>	Secret (DC 15 to find) Stuck Stone Door (DC 20 to break; 60 hp) ⑤ The door is opened by standing on a small floor tile → Leads to room #38 , inhabited by Silver Dragon Wyrmling
	Empty	
Room #27	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #31
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp) (slides up)
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #46
	Room Features	The walls are covered with veins of gray crystal, and several pieces of spoiled meat are scattered throughout the room
	Monster	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp Treasure: 2900 cp, 800 sp, 20 gp, azurite (10 gp), hematite (10 gp), 2 x lapis lazuli (10 gp), tiger eye (10 gp), turquoise (10 gp), Spell Scroll (Speak with Animals) (common, dmg 200), Potion of Healing (common, dmg 187)

Room #28	<i>North Entry</i>	Archway
	<i>West Entry</i>	<p>Trapped and Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)</p> <p>① Rune of Dread: DC 10 to find, DC 15 to disable; affects all targets within 10 ft., DC 14 save or become frightened for 1d4 rounds</p> <p>→ Leads to room #44, inhabited by Goblin Boss and 1 x Goblin</p>
	<i>South Entry #1</i>	<p>Secret (DC 20 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp)</p> <p>⑤ A bookcase and concealed door pivots smoothly</p> <p>→ Leads to room #9, inhabited by Orc and 1 x Half-ogre</p>
	<i>South Entry #2</i>	<p>Stuck Strong Wooden Door (DC 15 to break; 20 hp)</p> <p>→ Leads to room #24</p>
	Room Features	Someone has scrawled "Ran out of torches" in blood on the east wall, and a pile of iron spikes lies in the south-west corner of the room
	Monster	<p>Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp</p> <hr/> <p>Treasure: 1800 cp, 900 sp, 80 gp, 3 x diamond (50 gp), carnelian (50 gp), moonstone (50 gp), quartz (50 gp), star rose quartz (50 gp), Broom of Flying (uncommon, dmg 156), Instrument of the Bards (Mac-Fuimidh cittern) (uncommon, dmg 176), Periapt of Wound Closure (uncommon, dmg 184), Stone of Good Luck (uncommon, dmg 205)</p>
Room #29	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>South Entry</i>	<p>Stuck Simple Wooden Door (DC 10 to break; 10 hp)</p> <p>→ Leads to room #53, inhabited by Bandit Captain and 1 x Bandit</p>
	Empty	
Room #30	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides down)
	<i>West Entry</i>	<p>Trapped and Stuck Good Wooden Door (DC 15 to break; 15 hp) (slides down)</p> <p>① Teleporter Crystal: DC 15 to find, DC 15 to disable; affects each creature which touches the crystal, DC 14 save or be teleported to another location</p>
	Room Features	The north and west walls are covered with veins of metal, and several wax blobs are scattered throughout the room

Room #31	<i>North Entry</i>	Trapped and Unlocked Good Wooden Door (15 hp) ① Teleporter Crystal: DC 10 to find, DC 15 to disable; affects each creature which touches the crystal, DC 18 save or be teleported to another location
	<i>West Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #34
	<i>South Entry #1</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp)
	<i>South Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #27 , inhabited by Orc and 1 x Half-ogre
	Room Features	A faded and torn tapestry hangs from the west wall, and someone has scrawled "In the Caverns of Stone, when north becomes south, the Tome of Oaths shall be lost" on the south wall
Room #32	<i>North Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp)
	<i>West Entry</i>	Secret (DC 25 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) ⑤ The door is concealed within a horrific torture device
	Room Features	A sloped pit lined with iron spikes lies in the west side of the room, and the floor is covered in square tiles, alternating white and black
Room #33	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) (stuck, disadvantage to open)
	Trap	Chain Flail: DC 15 to find, DC 15 to disable; initiative +2, 1 attack per round, +8 to hit against all targets within 5 ft., 2d10 bludgeoning damage
Room #34	<i>East Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #31
	<i>South Entry</i>	Archway → Leads to room #26
	Empty	
Room #35	<i>East Entry #1</i>	Unlocked Strong Wooden Door (20 hp)
	<i>East Entry #2</i>	Trapped and Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp) ① One-way Door: DC 15 to find, DC 10 to disable
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #12
	Monster	Bugbear (cr 1, mm 33); medium, 200 xp Treasure: 6 gp

Room #36	<i>North Entry</i>	Archway → Leads to room #42 , inhabited by Mimic
	Monster	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp
		Treasure: 2600 cp, 800 sp, 70 gp
Room #37	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #13 , inhabited by Gelatinous Cube
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #9 , inhabited by Orc and 1 x Half-ogre
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #41
	Room Features	Someone has scrawled "You cannot kill it with swords" in blood on the north wall, and a pile of blood-soaked clothing lies in the center of the room
Room #38	<i>North Entry</i>	Secret (DC 15 to find) Stuck Stone Door (DC 20 to break; 60 hp) ⑤ The door is opened by standing on a small floor tile → Leads to room #26
	Monster	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp
		Treasure: 9 sp
Room #39	<i>North Entry</i>	Secret (DC 20 to find) Unlocked Simple Wooden Door (10 hp) ⑤ The door is concealed within a mosaic of a goddess of destruction → Leads to room #23
	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp)
	Room Features	A stream of oil flows along a channel in the floor, and spirals of white stones cover the floor
	Monster	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp
		Treasure: 9 ep
Room #40	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>West Entry</i>	Trapped and Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) ① Ice Dart Trap: DC 20 to find, DC 10 to disable; +5 to hit against one target, 1d10 cold damage
	Monster	2 x Goblin (cr 1/4, mm 166) and 2 x Wolf (cr 1/4, mm 341); deadly, 200 xp
		Treasure: 19 cp; 18 cp; 10 gp; 17 gp

Room #41	<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #37
	<i>West Entry</i>	Unlocked Strong Wooden Door (20 hp)
	<i>East Entry</i>	Unlocked Strong Wooden Door (20 hp)
	Empty	
Room #42	<i>North Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #6 , inhabited by Ogre Zombie and 1 x Zombie
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #8 , inhabited by Orog
	<i>South Entry #1</i>	Trapped Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) Ⓢ Acid Spray: DC 15 to find, DC 10 to disable; affects all targets within a 20 ft. cone, DC 16 save or take 2d10 acid damage for 1d4 rounds
	<i>South Entry #2</i>	Archway → Leads to room #36 , inhabited by Gelatinous Cube
	Room Features	An iron chandelier hangs from the ceiling in the south-west corner of the room, and several monstrous corpses are scattered throughout the room
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp Treasure: 9 gp
Room #43	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>South Entry</i>	Archway → Leads to room #57 , inhabited by Goblin Boss and 1 x Goblin
	Room Features	Someone has scrawled a draconic face on the south wall, and a jingling sound can be faintly heard near the west wall
	Monster	Orog (cr 2, mm 247); deadly, 450 xp Treasure: 3 pp

Room #44

<i>North Entry</i>	Locked Good Wooden Door (DC 25 to open, DC 15 to break; 15 hp) (slides up)
<i>West Entry</i>	Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp) → Leads to room #56
<i>East Entry</i>	Trapped and Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp) Ⓢ Rune of Dread: DC 10 to find, DC 15 to disable; affects all targets within 10 ft., DC 14 save or become frightened for 1d4 rounds → Leads to room #28 , inhabited by Ogre Zombie and 1 x Zombie
<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp)
Room Features	Part of the north wall has collapsed into the room, and a shallow pool of water lies in the center of the room
Monster	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp
	Treasure: 10 cp; 22 cp

Room #45

<i>North Entry</i>	Unlocked Good Wooden Door (15 hp) (magically reinforced, disadvantage to break)
<i>East Entry</i>	Locked Iron Door (DC 25 to open, DC 30 to break; 60 hp) → Leads to room #26
<i>South Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp)
Room Features	Several square holes are cut into the ceiling and floor, and a charred wooden chest lies in the south-west corner of the room

Room #46

<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #27 , inhabited by Orc and 1 x Half-ogre
<i>West Entry</i>	Archway
<i>East Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp)
<i>South Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #48 , inhabited by Hobgoblin and 1 x Worg
Room Features	Someone has scrawled "This is not a secret door" on the north wall, and several candles are scattered throughout the room

Room #47	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #7
	<i>East Entry #1</i>	Archway
	<i>East Entry #2</i>	Unlocked Good Wooden Door (15 hp)
	Empty	
Room #48	<i>North Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #46
	<i>West Entry</i>	Archway
	Monster	Hobgoblin (cr 1/2, mm 186) and 1 x Worg (cr 1/2, mm 341); hard, 200 xp <hr/> Treasure: 19 cp; 12 gp
Room #49	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	Monster	Hobgoblin (cr 1/2, mm 186) and 1 x Goblin (cr 1/4, mm 166); medium, 150 xp <hr/> Treasure: 11 sp; 23 cp
Room #50	<i>West Entry</i>	Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp) → Leads to room #17
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp) (slides to one side)
	Room Features	A group of demonic faces have been carved into the north wall, and a briny odor fills the room
Room #51	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #9 , inhabited by Orc and 1 x Half-ogre
	<i>West Entry</i>	Locked Good Wooden Door (DC 25 to open, DC 15 to break; 15 hp)
	Room Features	A faded and torn tapestry hangs from the south wall, and a torn satchel lies in the north-west corner of the room
Room #52	<i>East Entry</i>	Archway
	Room Features	An unidentifiable odor fills the east side of the room, and a sundered mace lies in the north-west corner of the room

Room #53	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #29
	<i>West Entry</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) → Leads to room #24
	<i>South Entry</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)
	Monster	Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); deadly, 475 xp <hr/> Treasure: 2200 cp, 1400 sp, 70 gp, 2 x diamond (50 gp), 2 x bloodstone (50 gp), chalcedony (50 gp), chrysoprase (50 gp), quartz (50 gp), star rose quartz (50 gp), Potion of Resistance (radiant) (uncommon, dmg 188), Potion of Fire Breath (uncommon, dmg 187), 2 x Potion of Greater Healing (uncommon, dmg 187)
Room #54	<i>North Entry</i>	Archway
	<i>West Entry</i>	Archway → Leads to room #18 , inhabited by Ogre Zombie
	Room Features	Someone has scrawled "The Hounds of Baydon looted this place" on the north wall, and a pile of rotten bread lies in the south-east corner of the room
Room #55	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>South Entry</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp) → Leads to room #23
	Monster	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp <hr/> Treasure: 18 sp; 19 cp
Room #56	<i>West Entry #1</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) → Leads to room #8 , inhabited by Orog
	<i>West Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry</i>	Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp) → Leads to room #44 , inhabited by Goblin Boss and 1 x Goblin
	Empty	

Room #57*North Entry* Archway→ Leads to [room #43](#), inhabited by Orog*West Entry* Secret (DC 25 to find) Locked Iron Door (DC 25 to open, DC 30 to break; 60 hp)

⑤ The door is located above a small stone dais and concealed behind a pile of skulls

→ Leads to [room #23](#)*South Entry #1* Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)*South Entry #2* Archway**Room Features** An altar of evil sits in the east side of the room, and a pile of wax blobs lies in the north-west corner of the room**Monster** Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xpTreasure: 13 sp; 12 sp

Random Dungeon Generator
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