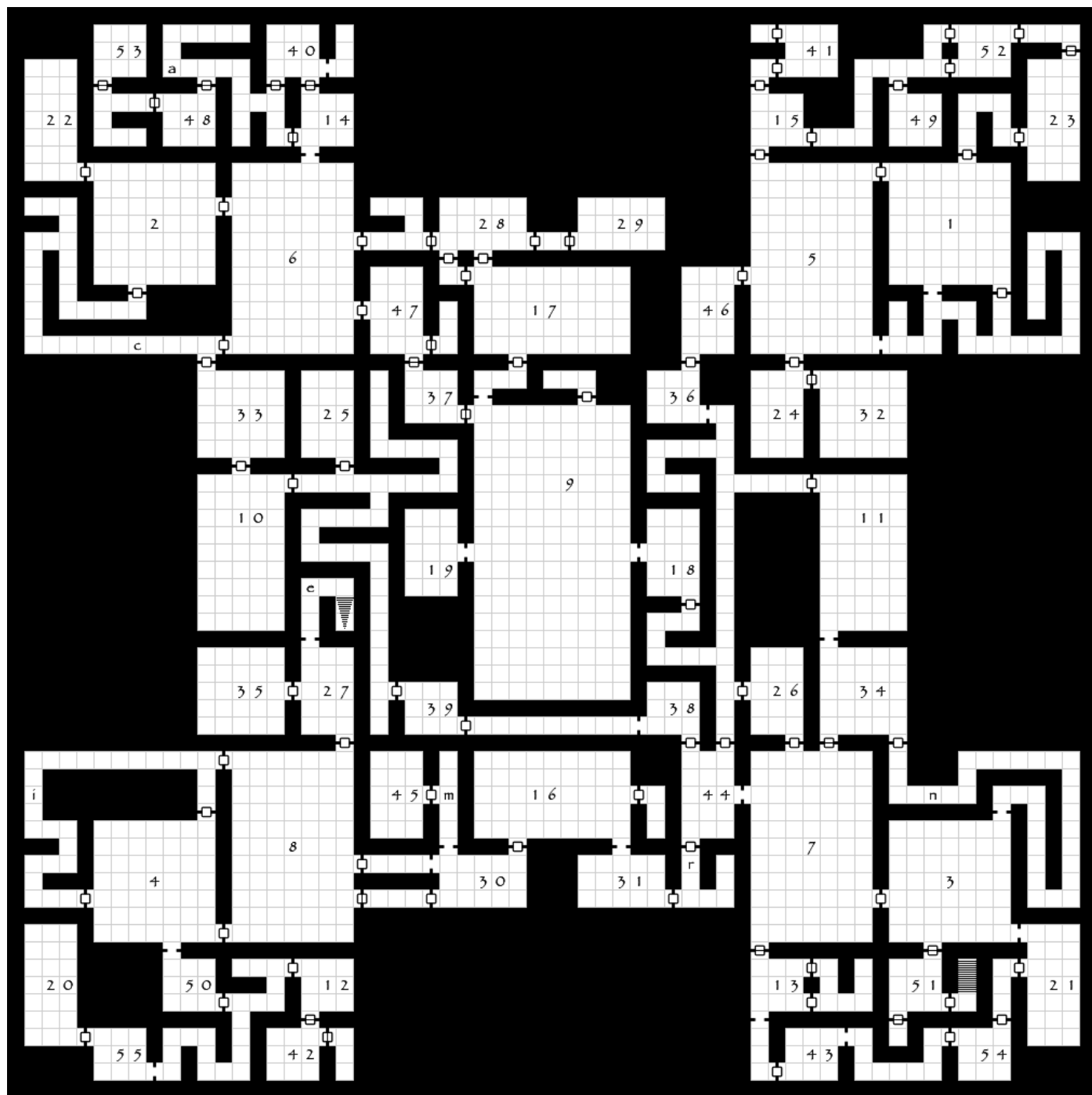


# The Forsaken Tomb of Gothmog of Udun 01

## Level 1



<b>General</b>	<b>History</b>	The dungeon was created by a neutral good ranger as a planar gate. It became cursed by the gods, and has lain empty for many centuries until recently.
	<b>Size</b>	Large (63 x 63)
	<b>Walls</b>	Hewn Stone (DC 20 to climb)
	<b>Floor</b>	Uneven Flagstone (DC 10 to charge or run)
	<b>Temperature</b>	Warm
	<b>Illumination</b>	Average (shadowy in corridors, lamps or torches in most rooms)
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<b>Corridor Features</b>	<b>a</b>	Burning torches in iron sconces line the corridor
	<b>c</b>	Someone has scrawled "Sharpen thy spear and ready thy shield" here
	<b>e</b>	The walls here have been engraved with endless spirals
	<b>i</b>	Several alcoves are cut into the walls here
	<b>m</b>	A 5-foot wide chasm cuts across the corridor
	<b>n</b>	Earthmaw Trap: DC 10 to find, DC 15 to disable; +6 to hit against one target, 2d10 piercing damage
	<b>r</b>	A 5-foot wide chasm cuts across the corridor
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<b>Wandering Monsters</b>	<b>1</b>	Cult Fanatic (cr 2, mm 345) and 1 x Cultist (cr 1/8, mm 345); deadly, 475 xp, scavenging for food and treasure
	<b>2</b>	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp, returning to their lair with plunder
	<b>3</b>	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp, bloodied and fleeing a more powerful enemy
	<b>4</b>	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp, searching for an object stolen from their lair
	<b>5</b>	Orog (cr 2, mm 247); deadly, 450 xp, hunting for food
	<b>6</b>	Mimic (cr 2, mm 220); deadly, 450 xp, bloodied and fleeing a more powerful enemy
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<b>Room #1</b>	<i>North Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp)
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #5</a> , inhabited by Silver Dragon Wyrmling
	<i>South Entry #1</i>	Archway
	<i>South Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<b>Room Features</b>	A tapestry of arcane patterns hangs from the east wall, and an iron sarcophagus sits in the center of the room
	<b>Monster</b>	Cult Fanatic (cr 2, mm 345) and 1 x Cultist (cr 1/8, mm 345); deadly, 475 xp
		Treasure: 2400 cp, 1200 sp, 110 gp, a fine steel ring set with a single alexandrite (25 gp), a portrait (of a female halfling) in a wooden frame engraved with a labyrinth (25 gp), a wooden coffer inlaid with a filigree of silver (25 gp), 2 x Potion of Healing (common, dmg 187)

<b>Room #2</b>	<i>West Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to <a href="#">room #22</a>
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #6</a>
	<i>South Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp)
	<b>Room Features</b>	Part of the ceiling has collapsed into the room, and someone has scrawled "Madra fell here" on the west wall
	<b>Monster</b>	Hobgoblin (cr 1/2, mm 186) and 1 x Goblin (cr 1/4, mm 166); medium, 150 xp <hr/> Treasure: 22 cp; 17 cp
<b>Room #3</b>	<i>North Entry</i>	Archway
	<i>West Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to <a href="#">room #7</a> , inhabited by Mimic
	<i>East Entry</i>	Archway → Leads to <a href="#">room #21</a>
	<i>South Entry</i>	Locked Iron Door (DC 15 to open, DC 30 to break; 60 hp) → Leads to <a href="#">room #51</a>
	<b>Empty</b>	
<b>Room #4</b>	<i>North Entry</i>	Unlocked Iron Door (60 hp)
	<i>West Entry</i>	Unlocked Good Wooden Door (15 hp)
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #8</a>
	<i>South Entry</i>	Archway → Leads to <a href="#">room #50</a> , inhabited by Gelatinous Cube
	<b>Monster</b>	4 x Goblin (cr 1/4, mm 166); deadly, 200 xp <hr/> Treasure: 11 cp; 10 ep; 11 sp; 13 sp
	<b>Hidden Treasure</b>	Hidden (DC 15 to find) Locked Good Wooden Chest (DC 20 to unlock, DC 20 to break; 15 hp) <hr/> 1300 cp, 700 sp, 30 gp, a fine leather vest trimmed with rabbit fur (25 gp), a leather saddle trimmed with fur (25 gp), a petrified squirrel engraved with arcane runes (25 gp), a rosewood puzzle box inlaid with a meandros of silver (25 gp), a stoneware chalice painted with floral imagery (25 gp), a stoneware tankard painted with pastoral imagery (25 gp), Ring of Water Walking (uncommon, dmg 193)

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**Room #5***North Entry*

Unlocked Simple Wooden Door (10 hp)

→ Leads to [room #15](#)*West Entry*

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

→ Leads to [room #46](#), inhabited by Orc and 1 x Half-ogre*East Entry #1*

Stuck Simple Wooden Door (DC 10 to break; 10 hp)

→ Leads to [room #1](#), inhabited by Cult Fanatic and 1 x Cultist*East Entry #2*

Archway

*South Entry*

Unlocked Simple Wooden Door (10 hp)

→ Leads to [room #24](#), inhabited by Bugbear**Room Features**

A faded and torn tapestry hangs from the west wall, and ghostly music can be heard in the north-east corner of the room

**Monster**

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

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Treasure: 1800 cp, 1200 sp, 70 gp, 2 x azurite (10 gp), eye agate (10 gp), hematite (10 gp), 2 x lapis lazuli (10 gp), rhodochrosite (10 gp), 2 x tiger eye (10 gp), turquoise (10 gp), Elixir of Health (rare, dmg 168), Potion of Frost Giant Strength (rare, dmg 187), Potion of Invulnerability (rare, dmg 188), Potion of Superior Healing (rare, dmg 187)

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**Room #6***North Entry*

Archway

→ Leads to [room #14](#), inhabited by Silver Dragon Wyrmling*West Entry #1*

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

→ Leads to [room #2](#), inhabited by Hobgoblin and 1 x Goblin*West Entry #2*

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

*East Entry #1*

Unlocked Strong Wooden Door (20 hp)

*East Entry #2*

Stuck Simple Wooden Door (DC 10 to break; 10 hp)

→ Leads to [room #47](#)**Trap**

Teleporter Crystal: DC 15 to find, DC 10 to disable; affects each creature which touches the crystal, DC 11 save or be teleported to another location

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**Room #7***North Entry #1*

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

→ Leads to [room #26](#)*North Entry #2*

Locked Strong Wooden Door (DC 20 to open, DC 20 to break; 20 hp)

→ Leads to [room #34](#), inhabited by Gelatinous Cube*West Entry*

Archway

→ Leads to [room #44](#), inhabited by Silver Dragon Wyrmling*East Entry*

Stuck Stone Door (DC 20 to break; 60 hp)

→ Leads to [room #3](#)*South Entry*

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

→ Leads to [room #13](#)**Monster**

Mimic (cr 2, mm 220); deadly, 450 xp

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Treasure: 1500 cp, 800 sp, 60 gp, diamond (50 gp), bloodstone (50 gp), jasper (50 gp), moonstone (50 gp), Glamoured Studded Leather (rare, dmg 172)

<b>Room #8</b>	<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to <a href="#">room #27</a>
	<i>West Entry #1</i>	Unlocked Simple Wooden Door (10 hp)
	<i>West Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #4</a> , inhabited by 4 x Goblin
	<i>East Entry #1</i>	Unlocked Simple Wooden Door (10 hp)
	<i>East Entry #2</i>	Locked Stone Door (DC 15 to open, DC 25 to break; 60 hp)
	<b>Trap</b>	Poison Gas Trap: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 14 save or take 2d10 poison damage
	<b>Hidden Treasure</b>	Hidden (DC 15 to find) Locked Good Wooden Chest (DC 25 to unlock, DC 20 to break; 15 hp)  2600 cp, 900 sp, 50 gp, 2 x diamond (50 gp), 2 x carnelian (50 gp), 2 x chalcedony (50 gp), chrysoprase (50 gp), jasper (50 gp), onyx (50 gp), star rose quartz (50 gp), zircon (50 gp)
<b>Room #9</b>	<i>North Entry #1</i>	Archway
	<i>North Entry #2</i>	Unlocked Strong Wooden Door (20 hp) (slides down)
	<i>West Entry #1</i>	Locked Iron Door (DC 10 to open, DC 30 to break; 60 hp) → Leads to <a href="#">room #37</a>
	<i>West Entry #2</i>	Archway → Leads to <a href="#">room #19</a>
	<i>East Entry</i>	Archway → Leads to <a href="#">room #18</a>
	<b>Monster</b>	Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); deadly, 475 xp  Treasure: 22 sp; 21 cp
	<b>Trap</b>	Acid Spray: DC 10 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 15 save or take 1d10 acid damage for 1d4 rounds
<b>Room #10</b>	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #33</a>
	<i>East Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<b>Room Features</b>	Spirals of blue stones cover the floor, and someone has scrawled "Khorl has no beard" in dwarvish runes on the north wall
	<b>Monster</b>	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp  Treasure: 15 sp
<b>Room #11</b>	<i>West Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp)
	<i>South Entry</i>	Archway → Leads to <a href="#">room #34</a> , inhabited by Gelatinous Cube
	<b>Room Features</b>	Ghostly music can be faintly heard near the east wall, and a pile of iron blobs lies in the south-west corner of the room
	<b>Hidden Treasure</b>	Hidden (DC 15 to find) Locked Iron Chest (DC 20 to unlock, DC 30 to break; 60 hp)  2400 cp, 1400 sp, 100 gp, 2 x diamond (50 gp), quartz (50 gp), sardonyx (50 gp), Elixir of Health (rare, dmg 168), Heward's Handy Haversack (rare, dmg 174), Potion of Invulnerability (rare, dmg 188)

<b>Room #12</b>	<i>West Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>South Entry</i>	Locked Stone Door (DC 10 to open, DC 25 to break; 60 hp) → Leads to <a href="#">room #42</a>
	<b>Room Features</b>	An altar of evil sits in the south-west corner of the room, and someone has scrawled "You cannot kill it with swords" in draconic script on the west wall
<b>Room #13</b>	<i>North Entry</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp) → Leads to <a href="#">room #7</a> , inhabited by Mimic
	<i>East Entry #1</i>	Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp)
	<i>East Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>South Entry</i>	Archway
	<b>Room Features</b>	A group of demonic faces have been carved into the north wall, and rusting iron spikes line the south and west walls
<b>Room #14</b>	<i>North Entry</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp) → Leads to <a href="#">room #40</a>
	<i>West Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp)
	<i>South Entry</i>	Archway → Leads to <a href="#">room #6</a>
	<b>Room Features</b>	Iron chains hang from the ceiling in the north-west corner of the room, and several candles are scattered throughout the room
	<b>Monster</b>	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp  Treasure: 2200 cp, 1400 sp, 50 gp, 2 x lapis lazuli (10 gp), malachite (10 gp), moss agate (10 gp), 2 x tiger eye (10 gp), Driftglobe (uncommon, dmg 166), Potion of Animal Friendship (uncommon, dmg 187)
<b>Room #15</b>	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to <a href="#">room #5</a> , inhabited by Silver Dragon Wyrmling
	<b>Empty</b>	
<b>Room #16</b>	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>South Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #30</a>
	<i>South Entry #2</i>	Archway → Leads to <a href="#">room #31</a> , inhabited by Gelatinous Cube
	<b>Monster</b>	Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp  Treasure: 2400 cp, 1300 sp, 70 gp, 2 x diamond (50 gp), bloodstone (50 gp), quartz (50 gp), 2 x sardonyx (50 gp)
<b>Room #17</b>	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) (slides down) → Leads to <a href="#">room #28</a>
	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<b>Room Features</b>	A magical mural on the west wall can be used to scry upon any known individual within the dungeon, and several shattered weapons are scattered throughout the room

<b>Room #18</b>	<i>West Entry</i>	Archway → Leads to <a href="#">room #9</a> , inhabited by Bandit Captain and 1 x Bandit
	<i>South Entry</i>	Unlocked Good Wooden Door (15 hp)
	<b>Room Features</b>	Someone has scrawled "It's a trap" in draconic script on the north wall, and a pile of rotten apples lies in the south-west corner of the room
<b>Room #19</b>	<i>East Entry</i>	Archway → Leads to <a href="#">room #9</a> , inhabited by Bandit Captain and 1 x Bandit
	<b>Room Features</b>	A set of demonic war masks hangs on the west wall, and a toppled statue lies in the center of the room
<b>Room #20</b>	<i>East Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #55</a>
	<b>Monster</b>	Goblin (cr 1/4, mm 166) and 1 x Wolf (cr 1/4, mm 341); easy, 100 xp
		Treasure: 21 cp; 12 gp
<b>Room #21</b>	<i>West Entry #1</i>	Archway → Leads to <a href="#">room #3</a>
	<i>West Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) (slides to one side)
	<b>Room Features</b>	A mural of ancient mythology covers the ceiling, and a pile of rotten leather lies in the north-east corner of the room
	<b>Trap</b>	Earthmaw Trap: DC 15 to find, DC 10 to disable; +10 to hit against one target, 4d10 piercing damage
	<b>Hidden Treasure</b>	Hidden (DC 25 to find) Trapped and Locked Good Wooden Chest (DC 15 to unlock, DC 20 to break; 15 hp) Ice Dart Trap: DC 20 to find, DC 15 to disable; +8 to hit against one target, 2d10 cold damage 2200 cp, 700 sp, 70 gp
<b>Room #22</b>	<i>East Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to <a href="#">room #2</a> , inhabited by Hobgoblin and 1 x Goblin
	<b>Room Features</b>	A faded and torn tapestry hangs from the south wall, and the south and west walls are covered with veins of metal
<b>Room #23</b>	<i>North Entry</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp) (slides up)
	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<b>Room Features</b>	A stone dais and throne sits in the north side of the room, and an overwhelming stench fills the east side of the room
	<b>Monster</b>	Orog (cr 2, mm 247); deadly, 450 xp Treasure: 14 cp
<b>Room #24</b>	<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to <a href="#">room #5</a> , inhabited by Silver Dragon Wyrmling
	<i>East Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) → Leads to <a href="#">room #32</a> , inhabited by Mimic
	<b>Room Features</b>	A wooden platform hangs over a deep pit in the south side of the room, and several pieces of trash are scattered throughout the room
	<b>Monster</b>	Bugbear (cr 1, mm 33); medium, 200 xp Treasure: 12 sp

<b>Room #25</b>	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<b>Monster</b>	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp
		Treasure: 2000 cp, 600 sp, 80 gp, a malachite salt cellar engraved with dwarven runes (25 gp), a silver pendant set with a single topaz (25 gp), Headband of Intellect (uncommon, dmg 173), Medallion of Thoughts (uncommon, dmg 181)
<b>Room #26</b>	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>South Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #7</a> , inhabited by Mimic
	<b>Room Features</b>	A well lies in the south-west corner of the room, and several pieces of broken glass are scattered throughout the room
<b>Room #27</b>	<i>North Entry</i>	Archway
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #35</a> , inhabited by Goblin Boss and 1 x Goblin
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to <a href="#">room #8</a>
	<b>Empty</b>	
<b>Room #28</b>	<i>West Entry</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)
	<i>East Entry</i>	Unlocked Iron Door (60 hp)
	<i>South Entry #1</i>	Stuck Iron Door (DC 25 to break; 60 hp)
	<i>South Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) (slides down) → Leads to <a href="#">room #17</a>
	<b>Empty</b>	
<b>Room #29</b>	<i>West Entry</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp)
	<b>Room Features</b>	A well lies in the south-east corner of the room, and someone has scrawled "The Kingdom of Bells shall triumph when the Temple of Storms is laid to ruin" on the east wall
	<b>Monster</b>	Cult Fanatic (cr 2, mm 345) and 1 x Cultist (cr 1/8, mm 345); deadly, 475 xp
		Treasure: 2000 cp, 900 sp, 120 gp, 4 x diamond (50 gp), citrine (50 gp), 2 x jasper (50 gp), moonstone (50 gp), zircon (50 gp)
<b>Room #30</b>	<i>North Entry #1</i>	Archway
	<i>North Entry #2</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #16</a> , inhabited by Ogre Zombie and 1 x Zombie
	<i>West Entry #1</i>	Archway
	<i>West Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<b>Room Features</b>	A narrow shaft descends from the room into a magical cyst below, and someone has scrawled "This paladin is dead" in draconic script on the east wall
<b>Room #31</b>	<i>North Entry</i>	Archway → Leads to <a href="#">room #16</a> , inhabited by Ogre Zombie and 1 x Zombie
	<i>East Entry</i>	Unlocked Strong Wooden Door (20 hp)
	<b>Room Features</b>	A set of demonic war masks hangs on the west wall, and rusting iron spikes line the east wall
	<b>Monster</b>	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp
		Treasure: 16 cp



<b>Room #32</b>	<i>West Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) → Leads to <a href="#">room #24</a> , inhabited by Bugbear
	<b>Room Features</b>	Someone has scrawled "ruby, black, emerald, ruby" on the east wall, and the floor is covered with bloodstains
	<b>Monster</b>	Mimic (cr 2, mm 220); deadly, 450 xp
	<b>Trap</b>	Treasure: 2300 cp, 900 sp, 100 gp, blue quartz (10 gp), 2 x eye agate (10 gp), malachite (10 gp), 3 x moss agate (10 gp), 3 x rhodochrosite (10 gp), 2 x tiger eye (10 gp), 2 x Potion of Climbing (common, dmg 187) Acid Spray: DC 15 to find, DC 20 to disable; affects all targets within a 20 ft. cone, DC 15 save or take 1d10 acid damage for 1d4 rounds
<b>Room #33</b>	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #10</a> , inhabited by Gelatinous Cube
	<b>Room Features</b>	The sound of drums can be faintly heard near the south wall, and a pile of rotten fruit lies in the north-west corner of the room
<b>Room #34</b>	<i>North Entry</i>	Archway → Leads to <a href="#">room #11</a>
	<i>South Entry #1</i>	Locked Strong Wooden Door (DC 20 to open, DC 20 to break; 20 hp) → Leads to <a href="#">room #7</a> , inhabited by Mimic
	<i>South Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<b>Monster</b>	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp
		Treasure: 900 cp, 700 sp, 90 gp, a bone orb inlaid with ornate copper scrollwork (25 gp), a bone scepter set with a single amber (25 gp), a rosewood rod inlaid with a filigree of silver (25 gp), an earthenware tureen embossed with elven script (25 gp), an ivory medallion engraved with spirals (25 gp)
<b>Room #35</b>	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #27</a>
	<b>Room Features</b>	A cube of solid stone stands in the south-west corner of the room, and a rustling noise fills the room
	<b>Monster</b>	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp Treasure: 6 ep; 6 ep
<b>Room #36</b>	<i>North Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to <a href="#">room #46</a> , inhabited by Orc and 1 x Half-ogre
	<i>East Entry</i>	Archway
	<b>Room Features</b>	A chute falls into the room from above, and a circle of tall stones stands in the north-west corner of the room
	<b>Monster</b>	Mimic (cr 2, mm 220); deadly, 450 xp Treasure: 15 sp

<b>Room #37</b>	<i>North Entry</i>	Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) → Leads to <a href="#">room #47</a>
	<i>East Entry</i>	Locked Iron Door (DC 10 to open, DC 30 to break; 60 hp) → Leads to <a href="#">room #9</a> , inhabited by Bandit Captain and 1 x Bandit
	<b>Room Features</b>	A sloped pit lined with iron spikes lies in the center of the room, and a mural of arcane patterns covers the ceiling
	<b>Trap</b>	Acid Spray: DC 15 to find, DC 10 to disable; affects all targets within a 20 ft. cone, DC 12 save or take 1d10 acid damage for 1d4 rounds
	<b>Hidden Treasure</b>	Hidden (DC 15 to find) Trapped and Unlocked Iron Chest (60 hp) Acid Spray: DC 15 to find, DC 10 to disable; affects all targets within a 20 ft. cone, DC 15 save or take 1d10 acid damage for 1d4 rounds  2100 cp, 1100 sp, 80 gp, a brocade choker threaded with silver (25 gp), a copper cup engraved with elven script (25 gp), a necklace of azurite (25 gp), a wooden scepter engraved with a labyrinth (25 gp), an agateware cup painted with floral imagery (25 gp), Potion of Hill Giant Strength (uncommon, dmg 187)
<b>Room #38</b>	<i>West Entry</i>	Archway
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #44</a> , inhabited by Silver Dragon Wyrmling
	<b>Room Features</b>	A carved stone statue stands in the south-west corner of the room, and mysterious levers and mechanisms cover the north and south walls
<b>Room #39</b>	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp) (slides down)
	<b>Room Features</b>	A narrow ledge runs along the south and east walls, and several corpses are impaled upon iron spikes on the ceiling
	<b>Monster</b>	2 x Goblin (cr 1/4, mm 166) and 2 x Wolf (cr 1/4, mm 341); deadly, 200 xp Treasure: 19 cp; 11 gp; 17 sp; 7 gp
<b>Room #40</b>	<i>East Entry</i>	Archway
	<i>South Entry #1</i>	Locked Iron Door (DC 10 to open, DC 30 to break; 60 hp)
	<i>South Entry #2</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp) → Leads to <a href="#">room #14</a> , inhabited by Silver Dragon Wyrmling
	<b>Empty</b>	
<b>Room #41</b>	<i>West Entry #1</i>	Unlocked Strong Wooden Door (20 hp)
	<i>West Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<b>Room Features</b>	A mural of ancient mythology covers the ceiling, and several iron blobs are scattered throughout the room
<b>Room #42</b>	<i>North Entry</i>	Locked Stone Door (DC 10 to open, DC 25 to break; 60 hp) → Leads to <a href="#">room #12</a>
	<i>East Entry</i>	Locked Stone Door (DC 20 to open, DC 25 to break; 60 hp)
	<b>Empty</b>	
<b>Room #43</b>	<i>West Entry</i>	Unlocked Strong Wooden Door (20 hp)
	<i>East Entry</i>	Archway
	<b>Empty</b>	

<b>Room #44</b>	<i>North Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #38</a>
	<i>North Entry #2</i>	Unlocked Simple Wooden Door (10 hp)
	<i>East Entry</i>	Archway → Leads to <a href="#">room #7</a> , inhabited by Mimic
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<b>Monster</b>	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp  Treasure: 1500 cp, 900 sp, 90 gp, a bone rod engraved with a labyrinth (25 gp), a cloth coat threaded with copper (25 gp), a fine steel dagger engraved with draconic runes (25 gp), a linen mantle trimmed with rabbit fur (25 gp), a marble scepter set with blue quartz and rhodochrosite (25 gp), a portrait (of a male elf) in a wooden frame engraved with a labyrinth (25 gp), Potion of Climbing (common, dmg 187), Potion of Healing (common, dmg 187)
<b>Room #45</b>	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<b>Room Features</b>	Someone has scrawled "Beneath the statue" in dwarvish runes on the west wall, and the sound of horns can be heard in the east side of the room
<b>Room #46</b>	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #5</a> , inhabited by Silver Dragon Wyrmling
	<i>South Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to <a href="#">room #36</a> , inhabited by Mimic
	<b>Monster</b>	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp  Treasure: 2400 cp, 1500 sp, 70 gp, a fine steel ring engraved with thorned vines (25 gp), a leather scabbard trimmed with fur (25 gp), a marble plate engraved with dwarven axeheads (25 gp), a portrait (of a female dwarf) in a wooden frame engraved with a labyrinth (25 gp), a rosewood puzzle box set with a rosette of quartz (25 gp), a wooden orb engraved with floral vines (25 gp), Dust of Sneezing and Choking (uncommon, dmg 166)
<b>Room #47</b>	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #6</a>
	<i>East Entry</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp)
	<i>South Entry</i>	Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) → Leads to <a href="#">room #37</a>
	<b>Room Features</b>	Someone has scrawled "The cleric will betray you" on the west wall, and a pile of shattered weapons lies in the center of the room
<b>Room #48</b>	<i>North Entry</i>	Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp)
	<i>West Entry</i>	Locked Good Wooden Door (DC 25 to open, DC 15 to break; 15 hp)
	<b>Monster</b>	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp  Treasure: 19 cp
	<b>Hidden Treasure</b>	Hidden (DC 20 to find) Locked Simple Wooden Chest (DC 25 to unlock, DC 15 to break; 10 hp)  2800 cp, 1600 sp, 80 gp, 2 x diamond (50 gp), quartz (50 gp), sardonyx (50 gp), zircon (50 gp)

<b>Room #49</b>	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<b>Room Features</b>	A wooden platform hangs over a deep pit in the east side of the room, and a stone dais and throne sits in the north-west corner of the room
	<b>Monster</b>	Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp
	<b>Hidden Treasure</b>	Treasure: 10 gp Hidden (DC 15 to find) Locked Iron Chest (DC 15 to unlock, DC 30 to break; 60 hp) 2300 cp, 1200 sp, 70 gp, chalcedony (50 gp), 2 x chrysoprase (50 gp), 2 x jasper (50 gp), 2 x onyx (50 gp), star rose quartz (50 gp)
<b>Room #50</b>	<i>North Entry</i>	Archway → Leads to <a href="#">room #4</a> , inhabited by 4 x Goblin
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<b>Monster</b>	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp
		Treasure: 1700 cp, 500 sp, 60 gp
<b>Room #51</b>	<i>North Entry</i>	Locked Iron Door (DC 15 to open, DC 30 to break; 60 hp) → Leads to <a href="#">room #3</a>
	<i>East Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>South Entry</i>	Locked Stone Door (DC 20 to open, DC 25 to break; 60 hp)
	<b>Empty</b>	
<b>Room #52</b>	<i>West Entry #1</i>	Unlocked Iron Door (60 hp)
	<i>West Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<b>Room Features</b>	A forge and anvil sit in the north side of the room, and a briny odor fills the room
	<b>Monster</b>	Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); deadly, 475 xp Treasure: 2500 cp, 600 sp, 60 gp, a bone chalice engraved with draconic scales (25 gp), a portrait (of a male tiefling) in a wooden frame engraved with arcane runes (25 gp), a small woolen carpet (25 gp), a wooden orb inlaid with a meandros of copper (25 gp), Headband of Intellect (uncommon, dmg 173), +1 Weapon (warhammer) (uncommon, dmg 213), Weapon of Warning (hand crossbow) (uncommon, dmg 213)
<b>Room #53</b>	<i>South Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp)
	<b>Room Features</b>	A magical pool in the west side of the room ages whomever drinks from it (but only once), and a stone dais sits in the north side of the room
	<b>Monster</b>	Orog (cr 2, mm 247); deadly, 450 xp Treasure: 9 gp
<b>Room #54</b>	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<b>Room Features</b>	A magical statue in the center of the room answers simple questions about the dungeon (points directions), and someone has scrawled "two, five, four" in draconic script on the south wall

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**Room #55**

*West Entry*    Stuck Strong Wooden Door (DC 15 to break; 20 hp)  
→ Leads to [room #20](#), inhabited by Goblin and 1 x Wolf

*East Entry*    Archway

**Room Features**    A shallow pit lies in the south side of the room, and a group of draconic faces have been carved into the west wall

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