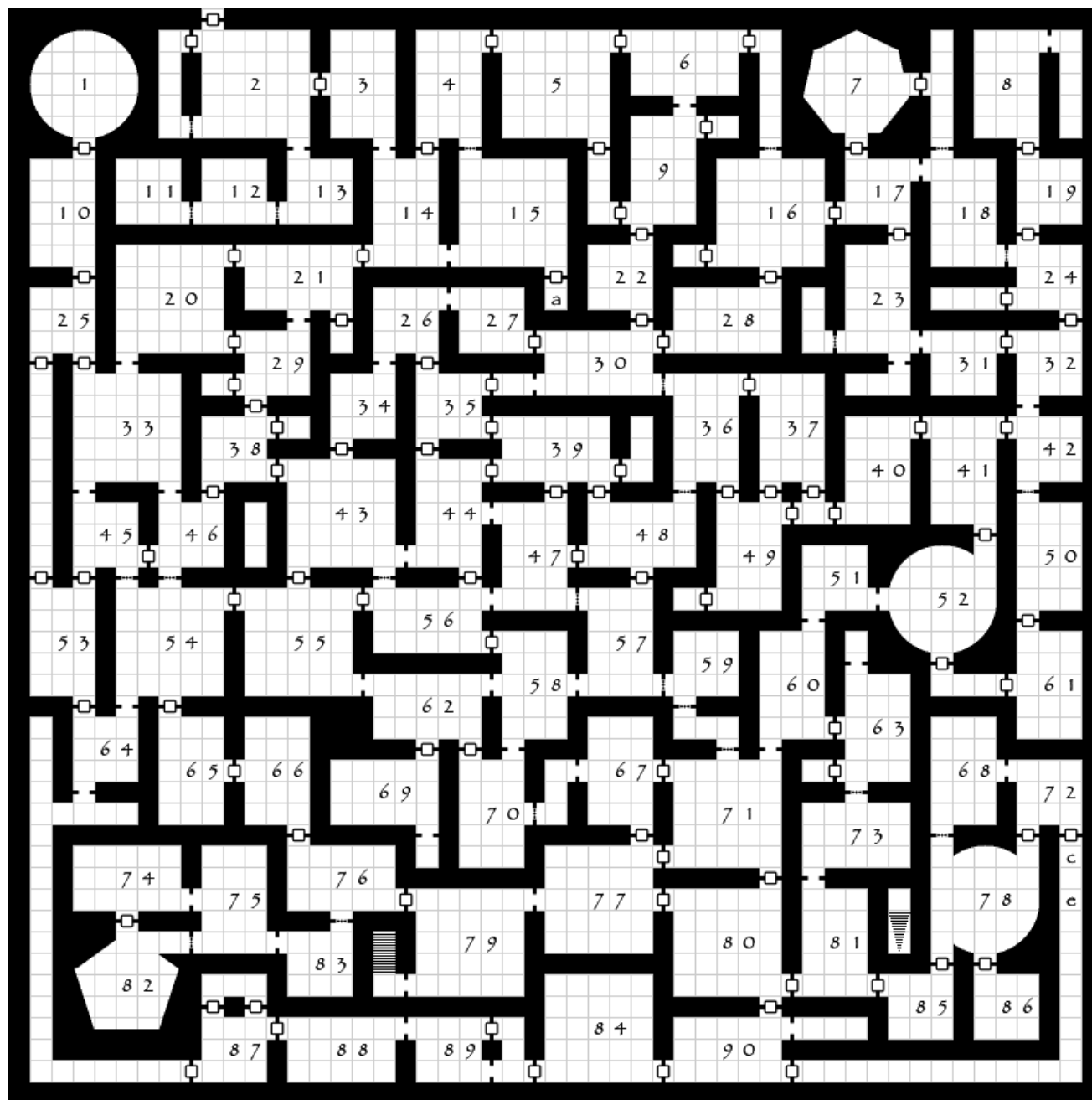


# The Tunnels of Shiva the Destroyer 02

## Level 2



<b>General</b>	<b>History</b>	The dungeon was created by dwarves as a temple. Its creators were destroyed by attacking raiders, and the dungeon has lain empty for many years until recently.
	<b>Size</b>	Medium (51 x 51)
	<b>Walls</b>	Reinforced Masonry (DC 15 to climb)
	<b>Floor</b>	Uneven Flagstone (DC 10 to charge or run)
	<b>Temperature</b>	Warm
	<b>Illumination</b>	Dark (individual creatures may carry lights)
<hr/>		
<b>Corridor Features</b>	<b>a</b>	Cobwebs fill the corridor
	<b>c</b>	An iron chandelier hangs from the ceiling here
	<b>e</b>	A narrow shaft descends from the corridor into a magical cyst below
<hr/>		
<b>Wandering Monsters</b>	<b>1</b>	Water Weird (cr 3, mm 299); hard, 700 xp, lost and desperate
	<b>2</b>	Silver Dragon Wyrmling (cr 2, mm 118); medium, 450 xp, bloodied and fleeing a more powerful enemy
	<b>3</b>	Hobgoblin (cr 1/2, mm 186) and 5 x Goblin (cr 1/4, mm 166); hard, 350 xp, trying to lure the party into an ambush
	<b>4</b>	Illusionist (cr 3, motm 263, vgm 214) and 2 x Apprentice Wizard (cr 1/4, motm 259, vgm 209); deadly, 800 xp, consumed by disease and madness
	<b>5</b>	Orog (cr 2, mm 247); medium, 450 xp, bloodied and fleeing a more powerful enemy
	<b>6</b>	Wight (cr 3, mm 300) and 2 x Zombie (cr 1/4, mm 316); deadly, 800 xp, consumed by disease and madness
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<b>Room #1</b>	<i>South Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to <a href="#">room #10</a> , inhabited by Hobgoblin Captain and 1 x Hobgoblin
	<b>Room Features</b>	Part of the ceiling has collapsed into the room, and someone has scrawled "Ale's well that ends well" in dwarvish runes on the north wall

<b>Room #2</b>	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>West Entry #1</i>	Unlocked Iron Door (60 hp)
	<i>West Entry #2</i>	Trapped Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) ① Arrow Trap: DC 10 to find, DC 15 to disable; +4 to hit against one target, 1d10 piercing damage
	<i>East Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to <a href="#">room #3</a> , inhabited by Water Weird
	<i>South Entry</i>	Archway → Leads to <a href="#">room #13</a> , inhabited by Orc Eye of Gruumsh and 1 x Orc
	<b>Room Features</b>	A stream of quicksilver flows along a channel in the floor, and a putrid odor fills the south side of the room
	<b>Monster</b>	4 x Goblin (cr 1/4, mm 166); medium, 200 xp Treasure: 13 cp; 17 sp; 15 gp; 23 sp
	<b>Trap</b>	Poison Gas Trap: DC 15 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 17 save or take 4d10 poison damage
<b>Room #3</b>	<i>West Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to <a href="#">room #2</a> , inhabited by 4 x Goblin
	<i>South Entry</i>	Archway → Leads to <a href="#">room #14</a> , inhabited by Spectator
	<b>Monster</b>	Water Weird (cr 3, mm 299); hard, 700 xp Treasure: 13 gp
<b>Room #4</b>	<i>East Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to <a href="#">room #5</a> , inhabited by Orc Eye of Gruumsh and 1 x Orc
	<i>South Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #14</a> , inhabited by Spectator
	<i>South Entry #2</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #15</a> , inhabited by Hobgoblin Captain and 1 x Hobgoblin
	<b>Room Features</b>	A tile labyrinth covers the floor, and the sound of rushing water fills the room

<b>Room #5</b>	<i>West Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to <a href="#">room #4</a>
	<i>East Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to <a href="#">room #6</a>
	<i>South Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp)
	<b>Room Features</b>	The floor is covered in perfect hexagonal tiles, and a simple fireplace sits against the south wall
	<b>Monster</b>	Orc Eye of Gruumsh (cr 2, mm 247) and 1 x Orc (cr 1/2, mm 246); medium, 550 xp <hr/> Treasure: 16 sp; 16 cp
<b>Room #6</b>	<i>West Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to <a href="#">room #5</a> , inhabited by Orc Eye of Gruumsh and 1 x Orc
	<i>East Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>South Entry</i>	Archway → Leads to <a href="#">room #9</a>
	<b>Room Features</b>	A magical idol of a goddess of dwarves in the south-west corner of the room grants the ability to conjure water (once per day) to whomever offers a prayer, and someone has scrawled "Don't lose your head" in blood on the north wall
<b>Room #7</b>	<i>East 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 #17</a>
	<b>Monster</b>	Wight (cr 3, mm 300); hard, 700 xp <hr/> Treasure: 2900 cp, 900 sp, 40 gp, bloodstone (50 gp), carnelian (50 gp), chalcedony (50 gp), chrysoprase (50 gp), moonstone (50 gp), 2 x quartz (50 gp), sardonyx (50 gp), Spell Scroll (Flaming Sphere) (uncommon, dmg 200), 2 x Potion of Healing (common, dmg 187)
<b>Room #8</b>	<i>East Entry</i>	Archway
	<i>South Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #19</a> , inhabited by Silver Dragon Wyrmling
	<b>Empty</b>	
<b>Room #9</b>	<i>North Entry</i>	Archway → Leads to <a href="#">room #6</a>
	<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)
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #22</a>
	<b>Room Features</b>	Several alcoves are cut into the north and south walls, and a hole has been blasted into the south wall

<b>Room #10</b>	<i>North Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to <a href="#">room #1</a>
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #25</a> , inhabited by Orc Eye of Gruumsh and 1 x Orc
	<b>Room Features</b>	A fountain decorated with five water-breathing dragon heads sits in the east side of the room, and a rusted axe lies in the south-east corner of the room
	<b>Monster</b>	Hobgoblin Captain (cr 3, mm 186) and 1 x Hobgoblin (cr 1/2, mm 186); deadly, 800 xp
		Treasure: 14 gp; 8 ep
<b>Room #11</b>	<i>East Entry</i>	Trapped Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) ① Falling Block: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 13 save or take 2d10 damage → Leads to <a href="#">room #12</a> , inhabited by Hobgoblin Captain and 1 x Hobgoblin
	<b>Room Features</b>	A balcony hangs from the west wall, and the north and west walls are covered with scorch marks
	<b>Monster</b>	Silver Dragon Wyrmling (cr 2, mm 118); medium, 450 xp
		Treasure: 8 ep
<b>Room #12</b>	<i>West Entry</i>	Trapped Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) ① Falling Block: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 13 save or take 2d10 damage → Leads to <a href="#">room #11</a> , inhabited by Silver Dragon Wyrmling
	<i>East Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #13</a> , inhabited by Orc Eye of Gruumsh and 1 x Orc
	<b>Room Features</b>	Spirals of white stones cover the floor, and the scent of smoke fills the west side of the room
	<b>Monster</b>	Hobgoblin Captain (cr 3, mm 186) and 1 x Hobgoblin (cr 1/2, mm 186); deadly, 800 xp
		Treasure: 2600 cp, 900 sp, 70 gp, bloodstone (50 gp), moonstone (50 gp), zircon (50 gp), Spell Scroll (Longstrider) (common, dmg 200), 2 x Potion of Climbing (common, dmg 187), Potion of Healing (common, dmg 187)

<b>Room #13</b>	<i>North Entry</i>	Archway → Leads to <a href="#">room #2</a> , inhabited by 4 x Goblin
	<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #12</a> , inhabited by Hobgoblin Captain and 1 x Hobgoblin
	<b>Room Features</b>	A stream of blood flows along a channel in the floor, and iron chains hang from the ceiling in the north-east corner of the room
	<b>Monster</b>	Orc Eye of Gruumsh (cr 2, mm 247) and 1 x Orc (cr 1/2, mm 246); medium, 550 xp
		Treasure: 18 sp; 9 sp
<b>Room #14</b>	<i>North Entry #1</i>	Archway → Leads to <a href="#">room #3</a> , inhabited by Water Weird
	<i>North Entry #2</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #4</a>
	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #21</a> , inhabited by Goblin Boss and 2 x Goblin
	<i>East Entry</i>	Archway → Leads to <a href="#">room #15</a> , inhabited by Hobgoblin Captain and 1 x Hobgoblin
	<b>Room Features</b>	A circle of tall stones stands in the north-east corner of the room, and someone has scrawled "Sharpen thy axe and ready thy shield" on the east wall
	<b>Monster</b>	Spectator (cr 3, mm 30); hard, 700 xp
		Treasure: 15 cp
<b>Room #15</b>	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #4</a>
	<i>West Entry</i>	Archway → Leads to <a href="#">room #14</a> , inhabited by Spectator
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<b>Room Features</b>	Spirals of black stones cover the floor, and a pile of iron spikes lies in the center of the room
	<b>Monster</b>	Hobgoblin Captain (cr 3, mm 186) and 1 x Hobgoblin (cr 1/2, mm 186); deadly, 800 xp
		Treasure: 14 sp; 12 ep

<b>Room #16</b>	<i>North Entry</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp)
	<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 <a href="#">room #17</a>
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #28</a>
	<b>Room Features</b>	A stone ramp ascends towards the west wall, and various torture devices are scattered throughout the room
<b>Room #17</b>	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #7</a> , inhabited by Wight
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #16</a>
	<i>East Entry</i>	Archway → Leads to <a href="#">room #18</a> , inhabited by Orc and 1 x Half-ogre
	<i>South Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to <a href="#">room #23</a>
	<b>Empty</b>	
<b>Room #18</b>	<i>North Entry</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) (stuck, disadvantage to open)
	<i>West Entry</i>	Archway → Leads to <a href="#">room #17</a>
	<i>East Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #24</a> , inhabited by Orog and 1 x Orc
	<b>Room Features</b>	The walls have been engraved with glowing symbols, and a pile of torn paper lies in the north-east corner of the room
	<b>Monster</b>	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); medium, 300 xp
		Treasure: 15 sp; 18 sp

<b>Room #19</b>	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #8</a>
	<i>South Entry</i>	Unlocked Stone Door (60 hp) → Leads to <a href="#">room #24</a> , inhabited by Orog and 1 x Orc
	<b>Room Features</b>	A tile labyrinth covers the floor, and several pieces of broken glass are scattered throughout the room
	<b>Monster</b>	Silver Dragon Wyrmling (cr 2, mm 118); medium, 450 xp
		Treasure: 14 gp
	<b>Trap</b>	Arrow Trap: DC 15 to find, DC 10 to disable; +3 to hit against one target, 1d10 piercing damage
<b>Room #20</b>	<b>Hidden Treasure</b>	Hidden (DC 25 to find) Locked Iron Chest (DC 20 to unlock, DC 30 to break; 60 hp)  2400 cp, 300 sp, 50 gp, diamond (50 gp), bloodstone (50 gp), chalcedony (50 gp), chrysoprase (50 gp), Periapt of Health (uncommon, dmg 184), Potion of Invulnerability (rare, dmg 188), Potion of Superior Healing (rare, dmg 187)
	<i>East Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides up) → Leads to <a href="#">room #21</a> , inhabited by Goblin Boss and 2 x Goblin
	<i>East Entry #2</i>	Unlocked Good Wooden Door (15 hp) → Leads to <a href="#">room #29</a>
	<i>South Entry</i>	Archway → Leads to <a href="#">room #33</a> , inhabited by 2 x Bugbear
	<b>Room Features</b>	Part of the east wall has collapsed into the room, and a ring of keys lies in the center of the room
	<b>Monster</b>	Cult Fanatic (cr 2, mm 345) and 1 x Thug (cr 1/2, mm 350); medium, 550 xp
		Treasure: 7 ep; 9 gp



Room #21	West Entry	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides up) → Leads to <a href="#">room #20</a> , inhabited by Cult Fanatic and 1 x Thug
	East Entry	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #14</a> , inhabited by Spectator
	South Entry #1	Archway → Leads to <a href="#">room #29</a>
	South Entry #2	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	Room Features	Several iron cages are scattered throughout the room, and a metallic odor fills the north side of the room
	Monster	Goblin Boss (cr 1, mm 166) and 2 x Goblin (cr 1/4, mm 166); hard, 300 xp
	Trap	Treasure: 11 sp; 1 pp; 10 gp Electrified Floortile: DC 15 to find, DC 15 to disable; affects all targets within a 10 ft. square area, DC 13 save or take 2d10 lightning damage
Room #22	North Entry	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #9</a>
	South Entry	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to <a href="#">room #30</a> , inhabited by Ogre Zombie
	Empty	
Room #23	North Entry	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to <a href="#">room #17</a>
	West Entry	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp)
	East Entry	Archway → Leads to <a href="#">room #31</a>
	South Entry	Archway
	Room Features	A tapestry of a goddess of chaos hangs from the north wall, and a circle of tall stones stands in the south-west corner of the room

<b>Room #24</b>	<i>North Entry</i>	Unlocked Stone Door (60 hp) → Leads to <a href="#">room #19</a> , inhabited by Silver Dragon Wyrmling
	<i>West Entry #1</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #18</a> , inhabited by Orc and 1 x Half-ogre
	<i>West Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides up)
	<i>South Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to <a href="#">room #32</a>
	<b>Room Features</b>	A sloped pit lined with iron spikes lies in the south side of the room, and someone has scrawled an arrow pointing down on the east wall
	<b>Monster</b>	Orog (cr 2, mm 247) and 1 x Orc (cr 1/2, mm 246); medium, 550 xp
		Treasure: 13 cp; 18 cp
<b>Room #25</b>	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #10</a> , inhabited by Hobgoblin Captain and 1 x Hobgoblin
	<i>South Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>South Entry #2</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) (slides up) → Leads to <a href="#">room #33</a> , inhabited by 2 x Bugbear
	<b>Room Features</b>	The floor is covered in perfect hexagonal tiles, and several shattered weapons are scattered throughout the room
	<b>Monster</b>	Orc Eye of Gruumsh (cr 2, mm 247) and 1 x Orc (cr 1/2, mm 246); medium, 550 xp
	Treasure: 10 cp; 11 ep	
<b>Room #26</b>	<i>East Entry</i>	Archway → Leads to <a href="#">room #27</a>
	<i>South Entry #1</i>	Archway → Leads to <a href="#">room #34</a> , inhabited by Illusionist and 1 x Apprentice Wizard
	<i>South Entry #2</i>	Unlocked Simple Wooden Door (10 hp) → Leads to <a href="#">room #35</a> , inhabited by Illusionist and 1 x Guard
	<b>Empty</b>	

<b>Room #27</b>	<i>West Entry</i>	Archway → Leads to <a href="#">room #26</a>
	<i>East Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #30</a> , inhabited by Ogre Zombie
	<b>Empty</b>	
<b>Room #28</b>	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #16</a>
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #30</a> , inhabited by Ogre Zombie
	<b>Empty</b>	
<b>Room #29</b>	<i>North Entry</i>	Archway → Leads to <a href="#">room #21</a> , inhabited by Goblin Boss and 2 x Goblin
	<i>West Entry #1</i>	Unlocked Good Wooden Door (15 hp) → Leads to <a href="#">room #20</a> , inhabited by Cult Fanatic and 1 x Thug
	<i>West Entry #2</i>	Stuck Stone Door (DC 20 to break; 60 hp)
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #38</a> , inhabited by Hobgoblin and 3 x Goblin
	<b>Empty</b>	
<b>Room #30</b>	<i>North Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to <a href="#">room #22</a>
	<i>West Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #27</a>
	<i>West Entry #2</i>	Archway
	<i>East Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #28</a>
	<i>East Entry #2</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #36</a> , inhabited by Ghast and 1 x Ghoul
	<b>Monster</b>	Ogre Zombie (cr 2, mm 316); medium, 450 xp
		Treasure: 12 gp

<b>Room #31</b>	<i>West Entry</i>	Archway → Leads to <a href="#">room #23</a>
	<i>East Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #32</a>
	<b>Trap</b>	Symbol of Hypnosis: DC 10 to find, DC 15 to disable; affects all targets within 10 ft., DC 11 save or become incapacitated for 1d4 rounds
<b>Room #32</b>	<i>North Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to <a href="#">room #24</a> , inhabited by Orog and 1 x Orc
	<i>West Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #31</a>
	<i>South Entry</i>	Archway → Leads to <a href="#">room #42</a> , inhabited by 3 x Hobgoblin
	<b>Room Features</b>	Someone has scrawled "We've run out of time" on the south wall, and an iron chain hangs from the ceiling in the center of the room
<b>Room #33</b>	<i>North Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) (slides up) → Leads to <a href="#">room #25</a> , inhabited by Orc Eye of Gruumsh and 1 x Orc
	<i>North Entry #2</i>	Archway → Leads to <a href="#">room #20</a> , inhabited by Cult Fanatic and 1 x Thug
	<i>South Entry #1</i>	Archway → Leads to <a href="#">room #45</a> , inhabited by 2 x Hobgoblin
	<i>South Entry #2</i>	Archway → Leads to <a href="#">room #46</a> , inhabited by Ghast and 1 x Ghoul
	<b>Monster</b>	2 x Bugbear (cr 1, mm 33); hard, 400 xp
		Treasure: 2500 cp, 1200 sp, 100 gp, a cloth cloak threaded with dyed silk (25 gp), a petrified frog set with a rosette of black pearl (25 gp), a wooden bowl inlaid with ornate electrum scrollwork (25 gp), a wooden bowl set with a rosette of amber (25 gp), an agate puzzle box set with a rosette of carnelian (25 gp), Ring of Resistance (cold) (rare, dmg 192)

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**Room #34***North Entry* Archway→ Leads to [room #26](#)*South Entry* Stuck Simple Wooden Door (DC 10 to break; 10 hp)→ Leads to [room #43](#), inhabited by Bugbear

**Monster** Illusionist (cr 3, motm 263, vgm 214) and 1 x Apprentice Wizard (cr 1/4, motm 259, vgm 209); hard, 750 xp

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Treasure: 1900 cp, 1300 sp, 30 gp, 2 x azurite (10 gp), banded agate (10 gp), 2 x blue quartz (10 gp), lapis lazuli (10 gp), moss agate (10 gp), tiger eye (10 gp), Potion of Resistance (necrotic) (uncommon, dmg 188)

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**Room #35***North Entry* Unlocked Simple Wooden Door (10 hp)→ Leads to [room #26](#)*East Entry #1* Stuck Stone Door (DC 20 to break; 60 hp)*East Entry #2* Stuck Simple Wooden Door (DC 10 to break; 10 hp)→ Leads to [room #39](#)*South Entry* Unlocked Strong Wooden Door (20 hp)  
→ Leads to [room #44](#), inhabited by Bugbear and 1 x Half-ogre

**Room Features** A ladder ascends to a catwalk hanging between the north and south walls, and a charred wooden shield lies in the south-east corner of the room

**Monster** Illusionist (cr 3, motm 263, vgm 214) and 1 x Guard (cr 1/8, mm 347); hard, 725 xp

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Treasure: 17 sp; 6 gp

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**Room #36**

*West Entry*      Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)  
→ Leads to [room #30](#), inhabited by Ogre Zombie

*East Entry*      Unlocked Simple Wooden Door (10 hp)  
→ Leads to [room #37](#), inhabited by Water Weird

*South Entry #1*      Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)  
→ Leads to [room #48](#), inhabited by Spectator

*South Entry #2*      Stuck Simple Wooden Door (DC 10 to break; 10 hp)  
→ Leads to [room #49](#)

**Room Features**      A narrow shaft descends from the room into a plundered tomb below, and a faded and torn tapestry hangs from the west wall

**Monster**      Ghast (cr 2, mm 148) and 1 x Ghoul (cr 1, mm 148); deadly, 650 xp

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Treasure: 1900 cp, 800 sp, 70 gp, a fine leather belt with a steel buckle (25 gp), a steel pendant set with a single opal (25 gp), a stoneware tile painted with garden imagery (25 gp), Spell Scroll (Shield) (common, dmg 200), 2 x Potion of Healing (common, dmg 187)

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**Room #37**

*West Entry*      Unlocked Simple Wooden Door (10 hp)  
→ Leads to [room #36](#), inhabited by Ghast and 1 x Ghoul

*South Entry #1*      Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides to one side)  
→ Leads to [room #49](#)

*South Entry #2*      Stuck Simple Wooden Door (DC 10 to break; 10 hp)

**Room Features**      A stone stair ascends towards the north wall, and a tile mosaic of a legendary battle covers the floor

**Monster**      Water Weird (cr 3, mm 299); hard, 700 xp

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Treasure: 12 ep

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**Room #38**

*North Entry*      Stuck Simple Wooden Door (DC 10 to break; 10 hp)  
→ Leads to [room #29](#)

*East Entry #1*      Stuck Good Wooden Door (DC 15 to break; 15 hp)

*East Entry #2*      Unlocked Good Wooden Door (15 hp) (slides to one side)  
→ Leads to [room #43](#), inhabited by Bugbear

*South Entry*      Stuck Good Wooden Door (DC 15 to break; 15 hp)  
→ Leads to [room #46](#), inhabited by Ghast and 1 x Ghoul

**Monster**      Hobgoblin (cr 1/2, mm 186) and 3 x Goblin (cr 1/4, mm 166); medium, 250 xp

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Treasure: 8 gp; 10 gp; 5 pp; 9 gp

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<b>Room #39</b>	<i>West Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #35</a> , inhabited by Illusionist and 1 x Guard
	<i>West Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #44</a> , inhabited by Bugbear and 1 x Half-ogre
	<i>East Entry</i>	Unlocked Good Wooden Door (15 hp)
	<i>South Entry #1</i>	Unlocked Simple Wooden Door (10 hp) → Leads to <a href="#">room #47</a>
	<i>South Entry #2</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to <a href="#">room #48</a> , inhabited by Spectator
	<b>Room Features</b>	Someone has scrawled "Run away!" on the north wall, and rusting iron spikes line the south and west walls
<b>Room #40</b>	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #41</a> , inhabited by Silver Dragon Wyrmling
	<b>Monster</b>	Water Weird (cr 3, mm 299); hard, 700 xp
	<b>Hidden Treasure</b>	Treasure: 2100 cp, 1300 sp, 100 gp  Hidden (DC 15 to find) Trapped and Locked Iron Chest (DC 20 to unlock, DC 30 to break; 60 hp) Teleporter Crystal: DC 20 to find, DC 15 to disable; affects each creature which touches the crystal, DC 13 save or be teleported to another location  1900 cp, 1100 sp, 80 gp, 3 x diamond (50 gp), carnelian (50 gp), 2 x jasper (50 gp), 3 x moonstone (50 gp), onyx (50 gp), quartz (50 gp)
<b>Room #41</b>	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #40</a> , inhabited by Water Weird
	<i>East Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) (magically reinforced, disadvantage to break) → Leads to <a href="#">room #42</a> , inhabited by 3 x Hobgoblin
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #52</a>
	<b>Monster</b>	Silver Dragon Wyrmling (cr 2, mm 118); medium, 450 xp  Treasure: 12 gp

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**Room #42**

<i>North Entry</i>	Archway → Leads to <a href="#">room #32</a>
<i>West Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) (magically reinforced, disadvantage to break) → Leads to <a href="#">room #41</a> , inhabited by Silver Dragon Wyrmling
<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #50</a>
<b>Monster</b>	3 x Hobgoblin (cr 1/2, mm 186); hard, 300 xp  Treasure: 1500 cp, 1000 sp, 50 gp, a cloth robe trimmed with rabbit fur (25 gp), a leather scabbard trimmed with rabbit fur (25 gp), a necklace of eye agate (25 gp), a pewter mask engraved with dwarven axeheads (25 gp), a portrait (of a female halfling) in a wooden frame engraved with floral vines (25 gp), Spell Scroll (Hellish Rebuke) (common, dmg 200), Spell Scroll (Branding Smite) (uncommon, dmg 200), Potion of Climbing (common, dmg 187), Potion of Healing (common, dmg 187)
<b>Trap</b>	Arrow Trap: DC 10 to find, DC 10 to disable; +4 to hit against one target, 1d10 piercing damage

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**Room #43**

<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #34</a> , inhabited by Illusionist and 1 x Apprentice Wizard
<i>West Entry</i>	Unlocked Good Wooden Door (15 hp) (slides to one side) → Leads to <a href="#">room #38</a> , inhabited by Hobgoblin and 3 x Goblin
<i>East Entry</i>	Archway → Leads to <a href="#">room #44</a> , inhabited by Bugbear and 1 x Half-ogre
<i>South Entry #1</i>	Unlocked Good Wooden Door (15 hp) → Leads to <a href="#">room #55</a>
<i>South Entry #2</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #56</a> , inhabited by Hobgoblin Captain and 1 x Hobgoblin
<b>Monster</b>	Bugbear (cr 1, mm 33); easy, 200 xp  Treasure: 8 gp

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**Room #44**

<i>North Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to <a href="#">room #35</a> , inhabited by Illusionist and 1 x Guard
<i>West Entry</i>	Archway → Leads to <a href="#">room #43</a> , inhabited by Bugbear
<i>East Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #39</a>
<i>East Entry #2</i>	Archway → Leads to <a href="#">room #47</a>
<i>South Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to <a href="#">room #56</a> , inhabited by Hobgoblin Captain and 1 x Hobgoblin
<b>Monster</b>	Bugbear (cr 1, mm 33) and 1 x Half-ogre (cr 1, mm 238); hard, 400 xp
Treasure: 10 gp; 8 cp	

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**Room #45**

<i>North Entry</i>	Archway → Leads to <a href="#">room #33</a> , inhabited by 2 x Bugbear
<i>East Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #46</a> , inhabited by Ghast and 1 x Ghoul
<i>South Entry #1</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to <a href="#">room #53</a> , inhabited by Spectator
<i>South Entry #2</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #54</a> , inhabited by Cult Fanatic and 1 x Thug
<b>Monster</b>	2 x Hobgoblin (cr 1/2, mm 186); easy, 200 xp
Treasure: 14 ep; 13 sp	

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**Room #46**

<i>North Entry #1</i>	Archway → Leads to <a href="#">room #33</a> , inhabited by 2 x Bugbear
<i>North Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #38</a> , inhabited by Hobgoblin and 3 x Goblin
<i>West Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #45</a> , inhabited by 2 x Hobgoblin
<i>South Entry</i>	Trapped Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) (stuck, disadvantage to open) ① Rune of Dread: DC 20 to find, DC 10 to disable; affects all targets within 10 ft., DC 12 save or become frightened for 1d4 rounds → Leads to <a href="#">room #54</a> , inhabited by Cult Fanatic and 1 x Thug
<b>Monster</b>	Ghast (cr 2, mm 148) and 1 x Ghoul (cr 1, mm 148); deadly, 650 xp  Treasure: 1700 cp, 1200 sp, 80 gp, 4 x diamond (50 gp), Potion of Resistance (necrotic) (uncommon, dmg 188), Spell Scroll (Aid) (uncommon, dmg 200), Potion of Greater Healing (uncommon, dmg 187)

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**Room #47**

<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to <a href="#">room #39</a>
<i>West Entry #1</i>	Archway → Leads to <a href="#">room #44</a> , inhabited by Bugbear and 1 x Half-ogre
<i>West Entry #2</i>	Archway → Leads to <a href="#">room #56</a> , inhabited by Hobgoblin Captain and 1 x Hobgoblin
<i>East Entry #1</i>	Unlocked Iron Door (60 hp) → Leads to <a href="#">room #48</a> , inhabited by Spectator
<i>East Entry #2</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #57</a>
<b>Room Features</b>	A forge and anvil sit in the north-east corner of the room, and several candles are scattered throughout the room

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<b>Room #48</b>	<i>North Entry #1</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to <a href="#">room #39</a>
	<i>North Entry #2</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #36</a> , inhabited by Ghast and 1 x Ghoul
	<i>West Entry</i>	Unlocked Iron Door (60 hp) → Leads to <a href="#">room #47</a>
	<i>South Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to <a href="#">room #57</a>
	<b>Room Features</b>	A wooden platform hangs over a deep pit in the north-east corner of the room, and a pile of iron blobs lies in the south side of the room
	<b>Monster</b>	Spectator (cr 3, mm 30); hard, 700 xp Treasure: 13 gp
<b>Room #49</b>	<i>North Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #36</a> , inhabited by Ghast and 1 x Ghoul
	<i>North Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides to one side) → Leads to <a href="#">room #37</a> , inhabited by Water Weird
	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<b>Room Features</b>	A set of demonic war masks hangs on the west wall, and a weapon rack and pile of books sit in the south-east corner of the room
<b>Room #50</b>	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #42</a> , inhabited by 3 x Hobgoblin
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to <a href="#">room #61</a>
	<b>Room Features</b>	A magical idol of a goddess of light in the east side of the room heals all wounds of whomever offers a prayer (but only once), and a grinding noise fills the room
<b>Room #51</b>	<i>East Entry</i>	Archway → Leads to <a href="#">room #52</a>
	<i>South Entry</i>	Archway → Leads to <a href="#">room #60</a> , inhabited by Goblin Boss and 4 x Goblin
	<b>Monster</b>	Cult Fanatic (cr 2, mm 345) and 2 x Cultist (cr 1/8, mm 345); medium, 500 xp Treasure: 8 sp; 10 gp; 11 gp

<b>Room #52</b>	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #41</a> , inhabited by Silver Dragon Wyrmling
	<i>West Entry</i>	Archway → Leads to <a href="#">room #51</a> , inhabited by Cult Fanatic and 2 x Cultist
	<i>South Entry</i>	Unlocked Good Wooden Door (15 hp)
	<b>Room Features</b>	A shallow pool of oil lies in the north side of the room, and a bent dagger lies in the south side of the room
<b>Room #53</b>	<i>North Entry #1</i>	Unlocked Good Wooden Door (15 hp)
	<i>North Entry #2</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to <a href="#">room #45</a> , inhabited by 2 x Hobgoblin
	<i>South Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to <a href="#">room #64</a> , inhabited by Orc Eye of Gruumsh and 1 x Orc
	<b>Monster</b>	Spectator (cr 3, mm 30); hard, 700 xp Treasure: 1600 cp, 900 sp, 60 gp
<b>Room #54</b>	<i>North Entry #1</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #45</a> , inhabited by 2 x Hobgoblin
	<i>North Entry #2</i>	Trapped Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) (stuck, disadvantage to open) ① Rune of Dread: DC 20 to find, DC 10 to disable; affects all targets within 10 ft., DC 12 save or become frightened for 1d4 rounds → Leads to <a href="#">room #46</a> , inhabited by Ghast and 1 x Ghoul
	<i>East Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to <a href="#">room #55</a>
	<i>South Entry #1</i>	Archway → Leads to <a href="#">room #64</a> , inhabited by Orc Eye of Gruumsh and 1 x Orc
	<i>South Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #65</a> , inhabited by Bandit Captain and 1 x Bandit
	<b>Monster</b>	Cult Fanatic (cr 2, mm 345) and 1 x Thug (cr 1/2, mm 350); medium, 550 xp Treasure: 22 cp; 6 ep

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**Room #55**

- North Entry*      Unlocked Good Wooden Door (15 hp)  
→ Leads to [room #43](#), inhabited by Bugbear
- West Entry*      Stuck Stone Door (DC 20 to break; 60 hp)  
→ Leads to [room #54](#), inhabited by Cult Fanatic and 1 x Thug
- East Entry #1*      Unlocked Simple Wooden Door (10 hp)  
→ Leads to [room #56](#), inhabited by Hobgoblin Captain and 1 x Hobgoblin
- East Entry #2*      Archway  
→ Leads to [room #62](#), inhabited by Orc Eye of Gruumsh and 1 x Orc

**Empty**

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**Room #56**

- North Entry #1*      Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)  
→ Leads to [room #43](#), inhabited by Bugbear
- North Entry #2*      Stuck Iron Door (DC 25 to break; 60 hp)  
→ Leads to [room #44](#), inhabited by Bugbear and 1 x Half-ogre
- West Entry*      Unlocked Simple Wooden Door (10 hp)  
→ Leads to [room #55](#)
- East Entry #1*      Archway  
→ Leads to [room #47](#)
- East Entry #2*      Unlocked Simple Wooden Door (10 hp)  
→ Leads to [room #58](#), inhabited by Hobgoblin Captain and 1 x Hobgoblin

**Room Features**      The floor is covered in square tiles, alternating white and black, and an iron chandelier hangs from the ceiling in the west side of the room

**Monster**      Hobgoblin Captain (cr 3, mm 186) and 1 x Hobgoblin (cr 1/2, mm 186); deadly, 800 xp

Treasure: 1700 cp, 1300 sp, 60 gp, a pewter torc set with moss agate (25 gp), a silver bell set with chrysoberyl (25 gp), Potion of Resistance (lightning) (uncommon, dmg 188), Spell Scroll (Gentle Repose) (uncommon, dmg 200), Bag of Holding (uncommon, dmg 153)

**Trap**      Electrified Floortile: DC 15 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 14 save or take 2d10 lightning damage

**Hidden Treasure**      Hidden (DC 25 to find) Locked Good Wooden Chest (DC 15 to unlock, DC 20 to break; 15 hp)

2400 cp, 1200 sp, 30 gp, diamond (50 gp), carnelian (50 gp), 2 x chrysoprase (50 gp), jasper (50 gp), Slippers of Spider Climbing (uncommon, dmg 200)

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**Room #57**

<i>North Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to <a href="#">room #48</a> , inhabited by Spectator
<i>West Entry #1</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #47</a>
<i>West Entry #2</i>	Archway → Leads to <a href="#">room #58</a> , inhabited by Hobgoblin Captain and 1 x Hobgoblin
<i>East Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #59</a> , inhabited by Spectator
<b>Room Features</b>	Someone has scrawled an arrow pointing right on the west wall, and several pieces of broken glass are scattered throughout the room

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**Room #58**

<i>West Entry #1</i>	Unlocked Simple Wooden Door (10 hp) → Leads to <a href="#">room #56</a> , inhabited by Hobgoblin Captain and 1 x Hobgoblin
<i>West Entry #2</i>	Archway → Leads to <a href="#">room #62</a> , inhabited by Orc Eye of Gruumsh and 1 x Orc
<i>East Entry</i>	Archway → Leads to <a href="#">room #57</a>
<i>South Entry</i>	Archway → Leads to <a href="#">room #70</a> , inhabited by Silver Dragon Wyrmling
<b>Monster</b>	Hobgoblin Captain (cr 3, mm 186) and 1 x Hobgoblin (cr 1/2, mm 186); deadly, 800 xp <hr/> Treasure: 2100 cp, 1100 sp, 80 gp, a bone chalice engraved with draconic scales (25 gp), a bone puzzle box engraved with arcane runes (25 gp), a leather mantle trimmed with lynx fur (25 gp), a wooden plate engraved with a labyrinth (25 gp), an obsidian orb engraved with arcane runes (25 gp), Potion of Resistance (lightning) (uncommon, dmg 188), Dust of Dryness (uncommon, dmg 166), Keoghtom's Ointment (uncommon, dmg 179)

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**Room #59**

<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #57</a>
<i>South Entry</i>	Trapped Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) Ⓢ Contact Poison: DC 10 to find, DC 10 to disable; affects each creature which touches the trigger, DC 10 save or take 1d10 damage
<b>Monster</b>	Spectator (cr 3, mm 30); hard, 700 xp <hr/> Treasure: 23 cp

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<b>Room #60</b>	<i>North Entry</i>	Archway → Leads to <a href="#">room #51</a> , inhabited by Cult Fanatic and 2 x Cultist
	<i>East Entry</i>	Unlocked Strong Wooden Door (20 hp) (slides up) → Leads to <a href="#">room #63</a> , inhabited by Mimic
	<i>South Entry</i>	Archway → Leads to <a href="#">room #71</a> , inhabited by Water Weird
	<b>Room Features</b>	A wooden platform hangs over a deep pit in the north side of the room, and a rusted gauntlet lies in the south-west corner of the room
	<b>Monster</b>	Goblin Boss (cr 1, mm 166) and 4 x Goblin (cr 1/4, mm 166); deadly, 400 xp  Treasure: 2300 cp, 1200 sp, 30 gp, a brocade choker trimmed with lynx fur (25 gp), a leather coat trimmed with rabbit fur (25 gp), Potion of Fire Giant Strength (rare, dmg 187), Potion of Gaseous Form (rare, dmg 187), 2 x Potion of Stone Giant Strength (rare, dmg 187)
<b>Room #61</b>	<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to <a href="#">room #50</a>
	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<b>Room Features</b>	A carved stone statue stands in the east side of the room, and a sulphurous odor fills the south-east corner of the room
<b>Room #62</b>	<i>West Entry</i>	Archway → Leads to <a href="#">room #55</a>
	<i>East Entry</i>	Archway → Leads to <a href="#">room #58</a> , inhabited by Hobgoblin Captain and 1 x Hobgoblin
	<i>South Entry #1</i>	Unlocked Good Wooden Door (15 hp) → Leads to <a href="#">room #69</a>
	<i>South Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #70</a> , inhabited by Silver Dragon Wyrmling
	<b>Monster</b>	Orc Eye of Gruumsh (cr 2, mm 247) and 1 x Orc (cr 1/2, mm 246); medium, 550 xp  Treasure: 2100 cp, 800 sp, 60 gp, 4 x diamond (50 gp), 2 x onyx (50 gp), star rose quartz (50 gp)

<b>Room #63</b>	<i>North Entry</i>	Archway
	<i>West Entry #1</i>	Unlocked Strong Wooden Door (20 hp) (slides up) → Leads to <a href="#">room #60</a> , inhabited by Goblin Boss and 4 x Goblin
	<i>West Entry #2</i>	Unlocked Simple Wooden Door (10 hp) (slides to one side)
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #73</a> , inhabited by Cult Fanatic and 2 x Cultist
	<b>Monster</b>	Mimic (cr 2, mm 220); medium, 450 xp Treasure: 5 gp
<b>Room #64</b>	<i>North Entry #1</i>	Unlocked Strong Wooden Door (20 hp) → Leads to <a href="#">room #53</a> , inhabited by Spectator
	<i>North Entry #2</i>	Archway → Leads to <a href="#">room #54</a> , inhabited by Cult Fanatic and 1 x Thug
	<i>South Entry</i>	Archway
	<b>Room Features</b>	A group of draconic faces have been carved into the north wall, and someone has scrawled "Abandon all hope" in goblin runes on the south wall
	<b>Monster</b>	Orc Eye of Gruumsh (cr 2, mm 247) and 1 x Orc (cr 1/2, mm 246); medium, 550 xp Treasure: 19 cp; 23 cp
<b>Room #65</b>	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #54</a> , inhabited by Cult Fanatic and 1 x Thug
	<i>East Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to <a href="#">room #66</a>
	<b>Room Features</b>	A narrow ledge runs along the north and west walls, and a crude bed and stuffed beast sit in the south side of the room
	<b>Monster</b>	Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); medium, 475 xp Treasure: 18 cp; 8 gp
<b>Room #66</b>	<i>West Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to <a href="#">room #65</a> , inhabited by Bandit Captain and 1 x Bandit
	<i>South Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #76</a>
	<b>Room Features</b>	The floor is covered with cracks, and several broken arrows are scattered throughout the room



<b>Room #67</b>	<i>West Entry</i>	Archway
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #71</a> , inhabited by Water Weird
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides down) → Leads to <a href="#">room #77</a>
	<b>Room Features</b>	A tile labyrinth covers the floor, and someone has scrawled "Abandon all hope" in goblin runes on the north wall
	<b>Monster</b>	Bandit Captain (cr 2, mm 344) and 1 x Bandit (cr 1/8, mm 343); medium, 475 xp <hr/> Treasure: 14 gp; 8 gp
<b>Room #68</b>	<i>East Entry</i>	Archway → Leads to <a href="#">room #72</a>
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #78</a> , inhabited by Bugbear and 2 x Goblin
	<b>Room Features</b>	A narrow shaft falls into the room from above, and someone has scrawled "Ran out of rope" in blood on the east wall
	<b>Monster</b>	Hobgoblin Captain (cr 3, mm 186) and 1 x Hobgoblin (cr 1/2, mm 186); deadly, 800 xp <hr/> Treasure: 3 pp; 24 cp
<b>Room #69</b>	<i>North Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to <a href="#">room #62</a> , inhabited by Orc Eye of Gruumsh and 1 x Orc
	<i>South Entry</i>	Archway
	<b>Room Features</b>	Someone has scrawled a drawing of a castle on the west wall, and a rusted chain shirt lies in the north side of the room
<b>Room #70</b>	<i>North Entry #1</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #62</a> , inhabited by Orc Eye of Gruumsh and 1 x Orc
	<i>North Entry #2</i>	Archway → Leads to <a href="#">room #58</a> , inhabited by Hobgoblin Captain and 1 x Hobgoblin
	<i>East Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<b>Room Features</b>	A shallow pit lies in the north-west corner of the room, and a crater has been blasted into the floor in the center of the room
	<b>Monster</b>	Silver Dragon Wyrmling (cr 2, mm 118); medium, 450 xp <hr/> Treasure: 6 pp

<b>Room #71</b>	<i>North Entry #1</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>North Entry #2</i>	Archway → Leads to <a href="#">room #60</a> , inhabited by Goblin Boss and 4 x Goblin
	<i>West Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #67</a> , inhabited by Bandit Captain and 1 x Bandit
	<i>West Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #77</a>
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #80</a> , inhabited by Goblin Boss and 1 x Goblin
	<b>Room Features</b>	Part of the north wall has collapsed into the room, and a briny odor fills the east side of the room
	<b>Monster</b>	Water Weird (cr 3, mm 299); hard, 700 xp
Treasure: 2600 cp, 1000 sp, 50 gp, lapis lazuli (10 gp), 2 x moss agate (10 gp), rhodochrosite (10 gp)		
<b>Room #72</b>	<i>West Entry</i>	Archway → Leads to <a href="#">room #68</a> , inhabited by Hobgoblin Captain and 1 x Hobgoblin
	<i>South Entry #1</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #78</a> , inhabited by Bugbear and 2 x Goblin
	<i>South Entry #2</i>	Unlocked Simple Wooden Door (10 hp)
	<b>Room Features</b>	Skeletons hang from chains and manacles against the north and south walls, and a sundered amulet lies in the center of the room
<b>Room #73</b>	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #63</a> , inhabited by Mimic
	<i>South Entry</i>	Archway → Leads to <a href="#">room #81</a>
	<b>Room Features</b>	Someone has scrawled a fell symbol on the north wall, and the scent of smoke fills the east side of the room
	<b>Monster</b>	Cult Fanatic (cr 2, mm 345) and 2 x Cultist (cr 1/8, mm 345); medium, 500 xp
Treasure: 7 gp; 9 ep; 16 sp		

<b>Room #74</b>	<i>East Entry</i>	Archway → Leads to <a href="#">room #75</a>
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) (slides up) → Leads to <a href="#">room #82</a> , inhabited by Hobgoblin and 5 x Goblin
	<b>Monster</b>	4 x Hobgoblin (cr 1/2, mm 186); deadly, 400 xp
	<b>Trap</b>	Treasure: 24 sp; 15 gp; 15 cp; 12 cp Rune of Dread: DC 15 to find, DC 10 to disable; affects all targets within 10 ft., DC 11 save or become frightened for 1d4 rounds
<b>Room #75</b>	<i>West Entry #1</i>	Archway → Leads to <a href="#">room #74</a> , inhabited by 4 x Hobgoblin
	<i>West Entry #2</i>	Trapped Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) Ⓢ Electrified Lock: DC 15 to find, DC 15 to disable; affects each creature which touches the lock, DC 20 save or take 4d10 lightning damage → Leads to <a href="#">room #82</a> , inhabited by Hobgoblin and 5 x Goblin
	<i>East Entry</i>	Archway → Leads to <a href="#">room #83</a>
	<b>Empty</b>	
<b>Room #76</b>	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #66</a>
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides up) → Leads to <a href="#">room #79</a> , inhabited by Mimic
	<i>South Entry</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) → Leads to <a href="#">room #83</a>
	<b>Empty</b>	

<b>Room #77</b>	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides down) → Leads to <a href="#">room #67</a> , inhabited by Bandit Captain and 1 x Bandit
	<i>West Entry</i>	Archway → Leads to <a href="#">room #79</a> , inhabited by Mimic
	<i>East Entry #1</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #71</a> , inhabited by Water Weird
	<i>East Entry #2</i>	Unlocked Simple Wooden Door (10 hp) → Leads to <a href="#">room #80</a> , inhabited by Goblin Boss and 1 x Goblin
	<b>Room Features</b>	A mural of geometric patterns covers the ceiling, and someone has scrawled "Don't sleep" on the south wall
<b>Room #78</b>	<i>North Entry #1</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #68</a> , inhabited by Hobgoblin Captain and 1 x Hobgoblin
	<i>North Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #72</a>
	<i>South Entry #1</i>	Unlocked Good Wooden Door (15 hp) → Leads to <a href="#">room #85</a>
	<i>South Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #86</a>
	<b>Room Features</b>	Several alcoves are cut into the west wall, and someone has scrawled "It is awake" in goblin runes on the north wall
	<b>Monster</b>	Bugbear (cr 1, mm 33) and 2 x Goblin (cr 1/4, mm 166); hard, 300 xp
		Treasure: 16 cp; 22 cp; 17 sp
<b>Room #79</b>	<i>West Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides up) → Leads to <a href="#">room #76</a>
	<i>West Entry #2</i>	Archway
	<i>East Entry</i>	Archway → Leads to <a href="#">room #77</a>
	<b>Monster</b>	Mimic (cr 2, mm 220); medium, 450 xp
		Treasure: 18 cp

<b>Room #80</b>	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #71</a> , inhabited by Water Weird
	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to <a href="#">room #77</a>
	<i>East Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to <a href="#">room #81</a>
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #90</a> , inhabited by Ghast and 1 x Ghoul
	<b>Room Features</b>	A group of monstrous faces have been carved into the west wall, and a pile of rotten leather lies in the south-east corner of the room
	<b>Monster</b>	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); easy, 250 xp
		Treasure: 13 sp; 8 gp
<b>Room #81</b>	<i>North Entry</i>	Archway → Leads to <a href="#">room #73</a> , inhabited by Cult Fanatic and 2 x Cultist
	<i>West Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to <a href="#">room #80</a> , inhabited by Goblin Boss and 1 x Goblin
	<i>East Entry</i>	Unlocked Stone Door (60 hp) → Leads to <a href="#">room #85</a>
	<b>Hidden Treasure</b>	Hidden (DC 20 to find) Unlocked Simple Wooden Chest (10 hp)
		2200 cp, 1100 sp, 110 gp, blue quartz (10 gp), lapis lazuli (10 gp), moss agate (10 gp), rhodochrosite (10 gp), tiger eye (10 gp), turquoise (10 gp)
<b>Room #82</b>	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) (slides up) → Leads to <a href="#">room #74</a> , inhabited by 4 x Hobgoblin
	<i>East Entry</i>	Trapped Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) Ⓢ Electrified Lock: DC 15 to find, DC 15 to disable; affects each creature which touches the lock, DC 20 save or take 4d10 lightning damage → Leads to <a href="#">room #75</a>
	<b>Monster</b>	Hobgoblin (cr 1/2, mm 186) and 5 x Goblin (cr 1/4, mm 166); hard, 350 xp
		Treasure: 7 gp; 21 cp; 6 gp; 16 cp; 16 sp; 7 sp

<b>Room #83</b>	<i>North Entry</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) → Leads to <a href="#">room #76</a>
	<i>West Entry</i>	Archway → Leads to <a href="#">room #75</a>
	<b>Room Features</b>	A faded and torn tapestry hangs from the east wall, and several iron cages are scattered throughout the room
	<b>Trap</b>	Arrow Trap: DC 10 to find, DC 10 to disable; +4 to hit against one target, 1d10 piercing damage
	<b>Hidden Treasure</b>	Hidden (DC 15 to find) Locked Good Wooden Chest (DC 20 to unlock, DC 20 to break; 15 hp) <hr/> 2400 cp, 900 sp, 60 gp, blue quartz (10 gp), hematite (10 gp), 2 x moss agate (10 gp)
<b>Room #84</b>	<i>West Entry</i>	Unlocked Good Wooden Door (15 hp)
	<i>East Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to <a href="#">room #90</a> , inhabited by Ghast and 1 x Ghoul
	<b>Room Features</b>	Someone has scrawled an evil symbol on the north wall, and a rusted sword lies in the north side of the room
<b>Room #85</b>	<i>North Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to <a href="#">room #78</a> , inhabited by Bugbear and 2 x Goblin
	<i>West Entry</i>	Unlocked Stone Door (60 hp) → Leads to <a href="#">room #81</a>
	<b>Room Features</b>	An altar of evil sits in the east side of the room, and the sound of footsteps can be heard in the south side of the room
<b>Room #86</b>	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #78</a> , inhabited by Bugbear and 2 x Goblin
	<b>Room Features</b>	The floor is covered with rotting straw, and a pile of bent copper coins lies in the center of the room
<b>Room #87</b>	<i>North Entry #1</i>	Unlocked Simple Wooden Door (10 hp)
	<i>North Entry #2</i>	Unlocked Strong Wooden Door (20 hp)
	<i>West Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to <a href="#">room #88</a> , inhabited by Orc Eye of Gruumsh and 1 x Orc
	<b>Room Features</b>	A stair ascends to a wooden platform in the north side of the room, and someone has scrawled a large X on the west wall

<b>Room #88</b>	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to <a href="#">room #87</a>
	<i>East Entry</i>	Archway → Leads to <a href="#">room #89</a>
	<b>Room Features</b>	A well lies in the north side of the room, and someone has scrawled "Raga was here" on the south wall
	<b>Monster</b>	Orc Eye of Gruumsh (cr 2, mm 247) and 1 x Orc (cr 1/2, mm 246); medium, 550 xp <hr/> Treasure: 3 pp; 12 ep
<b>Room #89</b>	<i>West Entry</i>	Archway → Leads to <a href="#">room #88</a> , inhabited by Orc Eye of Gruumsh and 1 x Orc
	<i>East Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry #2</i>	Archway
	<b>Empty</b>	
<b>Room #90</b>	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #80</a> , inhabited by Goblin Boss and 1 x Goblin
	<i>West Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to <a href="#">room #84</a>
	<i>East Entry #1</i>	Archway
	<i>East Entry #2</i>	Unlocked Simple Wooden Door (10 hp)
	<b>Monster</b>	Ghast (cr 2, mm 148) and 1 x Ghoul (cr 1, mm 148); deadly, 650 xp <hr/> Treasure: 2400 cp, 500 sp, 60 gp, 3 x diamond (50 gp), carnelian (50 gp), chalcedony (50 gp), chrysoprase (50 gp), 2 x onyx (50 gp), 3 x zircon (50 gp)
	<b>Trap</b>	Thunderstone Mine: DC 20 to find, DC 15 to disable; affects all targets within 20 ft., DC 13 save or take 2d10 thunder damage and become deafened for 1d4 rounds

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