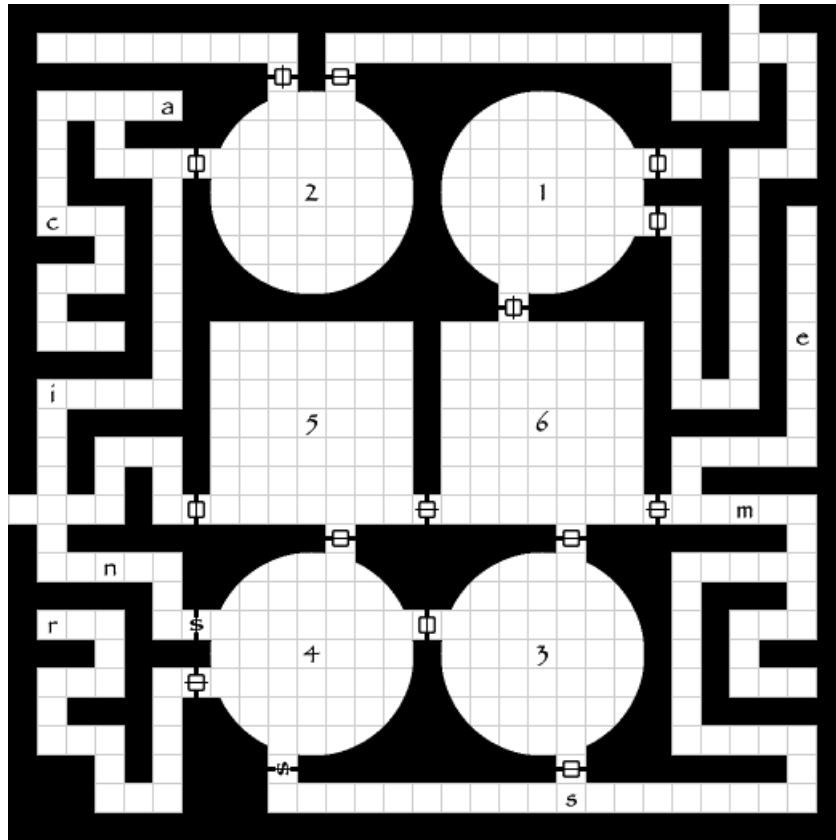


The Black Prison of Cimunda 03

Level 3



General

History

The dungeon was created by mind flayers as a stronghold. It was eventually conquered by invaders, and has been attacked and abandoned many times since then.

Walls

Masonry (DC 15 to climb)

Floor

Flagstone (Slippery Floor)

Temperature

Very Hot (DC 10 Constitution save each hour or gain one level of exhaustion)

Illumination

Dark (individual creatures may carry lights)

Corridor Features

- a** Acid Spray: DC 15 to find, DC 20 to disable; affects all targets within a 20 ft. cone, DC 19 save or take 2d10 acid damage for 1d4 rounds
 - c** Part of the ceiling has collapsed into the corridor
 - e** A toppled statue lies across the corridor
 - i** Guillotine Blade: DC 10 to find, DC 10 to disable; +11 to hit against one target, 4d10 slashing damage
 - m** A toppled statue lies across the corridor
 - n** An unexplained breeze can be felt here
 - r** A tile labyrinth covers the floor
 - s** Electrified Floortile: DC 20 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 12 save or take 2d10 lightning damage
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Wandering Monsters

- 1** Ogre Battering Ram (cr 4, motm 200, mtf 220) and 2 x Ogre (cr 2, mm 237); deadly, 2000 xp, lost and desperate
 - 2** Ogre Chain Brute (cr 3, motm 201, mtf 221) and 1 x Ogre (cr 2, mm 237); medium, 1150 xp, investigating a strange noise
 - 3** Ogre Chain Brute (cr 3, motm 201, mtf 221) and 1 x Ogre (cr 2, mm 237); medium, 1150 xp, wandering senselessly
 - 4** 5 x Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); medium, 700 xp, trying to lure the party into an ambush
 - 5** Roper (cr 5, mm 261); medium, 1800 xp, gathered around an evil shrine
 - 6** Wraith (cr 5, mm 302) and 1 x Wight (cr 3, mm 300); deadly, 2500 xp, scavenging for food and treasure
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Room #1

- East Entry #1* Locked Stone Door (DC 20 to open, DC 25 to break; 60 hp)
 - East Entry #2* Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp)
 - South Entry* Trapped and Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)
 - ① Contact Poison: DC 10 to find, DC 10 to disable; affects each creature which touches the trigger, DC 12 save or take 2d10 damage
 - Leads to [room #6](#), inhabited by 8 x Goblin
 - Room Features** Someone has scrawled an incomplete drawing of a dragon on the east wall, and jagged steel blades project from cracks in the north wall
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Room #2	<i>North Entry #1</i>	Trapped and Locked Iron Door (DC 25 to open, DC 30 to break; 60 hp) ① 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
	<i>North Entry #2</i>	Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp)
	<i>West Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) (slides to one side)
	Room Features	A toppled statue lies in the north side of the room, and someone has scrawled "Watch out for basilisk" in orcish runes on the west wall
	Monster	Wight (cr 3, mm 300) and 6 x Zombie (cr 1/4, mm 316); hard, 1000 xp Treasure: 1900 cp, 1200 sp, 60 gp, a bone rod inlaid with a meandros of electrum (25 gp), a lacquered wooden comb engraved with arcane runes (25 gp), a necklace of eye agate (25 gp), a petrified frog set with a rosette of sardonyx (25 gp), a pewter ewer set with a single aquamarine (25 gp), a rosewood shield brooch engraved with elven script (25 gp), a small woolen carpet (25 gp), +1 Weapon (shortbow) (uncommon, dmg 213)
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Room #3	<i>North Entry</i>	Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) → Leads to room #6 , inhabited by 8 x Goblin
	<i>West Entry</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp) (slides down) → Leads to room #4 , inhabited by Orc War Chief and 1 x Orc
	<i>South Entry</i>	Locked Stone Door (DC 15 to open, DC 25 to break; 60 hp)
	Empty	

Room #4	<i>North Entry</i>	Locked Strong Wooden Door (DC 20 to open, DC 20 to break; 20 hp) → Leads to room #5
	<i>West Entry #1</i>	Secret (DC 15 to find) Unlocked Strong Wooden Door (20 hp) ⑤ The door is concealed within the mouth of a demonic face carved from stone
	<i>West Entry #2</i>	Trapped and Stuck Strong Wooden Door (DC 15 to break; 20 hp) ① Arrow Trap: DC 10 to find, DC 15 to disable; +7 to hit against one target, 2d10 piercing damage
	<i>East Entry</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp) (slides down) → Leads to room #3
	<i>South Entry</i>	Secret (DC 15 to find) Unlocked Simple Wooden Door (10 hp) ⑤ The door is concealed behind a statue of a noble king, and opened by stabbing a sword into his back
	Room Features	A stone stair ascends towards the north wall, and several corroded iron spikes are scattered throughout the room
	Monster	Orc War Chief (cr 4, mm 246) and 1 x Orc (cr 1/2, mm 246); easy, 1200 xp
		Treasure: 14 sp; 10 sp
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Room #5	<i>West Entry</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)
	<i>East Entry</i>	Trapped and Unlocked Simple Wooden Door (10 hp) ① One-way Door: DC 15 to find, DC 15 to disable → Leads to room #6 , inhabited by 8 x Goblin
	<i>South Entry</i>	Locked Strong Wooden Door (DC 20 to open, DC 20 to break; 20 hp) → Leads to room #4 , inhabited by Orc War Chief and 1 x Orc
	Empty	

Room #6*North Entry*

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

① Contact Poison: DC 10 to find, DC 10 to disable; affects each creature which touches the trigger, DC 12 save or take 2d10 damage

→ Leads to [room #1](#)

West Entry

Trapped and Unlocked Simple Wooden Door (10 hp)

① One-way Door: DC 15 to find, DC 15 to disable

→ Leads to [room #5](#)

East Entry #1

Trapped and Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) (slides to one side)

① Falling Block: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 10 save or take 1d10 damage

East Entry #2

Trapped and Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) (slides to one side)

① Falling Block: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 10 save or take 1d10 damage

South Entry

Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp)

→ Leads to [room #3](#)

Monster

8 x Goblin (cr 1/4, mm 166); easy, 400 xp

Treasure: 13 cp; 12 sp; 17 cp; 11 cp; 22 cp; 11 sp; 14 cp; 10 gp

Random Dungeon Generator
<http://donjon.bin.sh/>

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