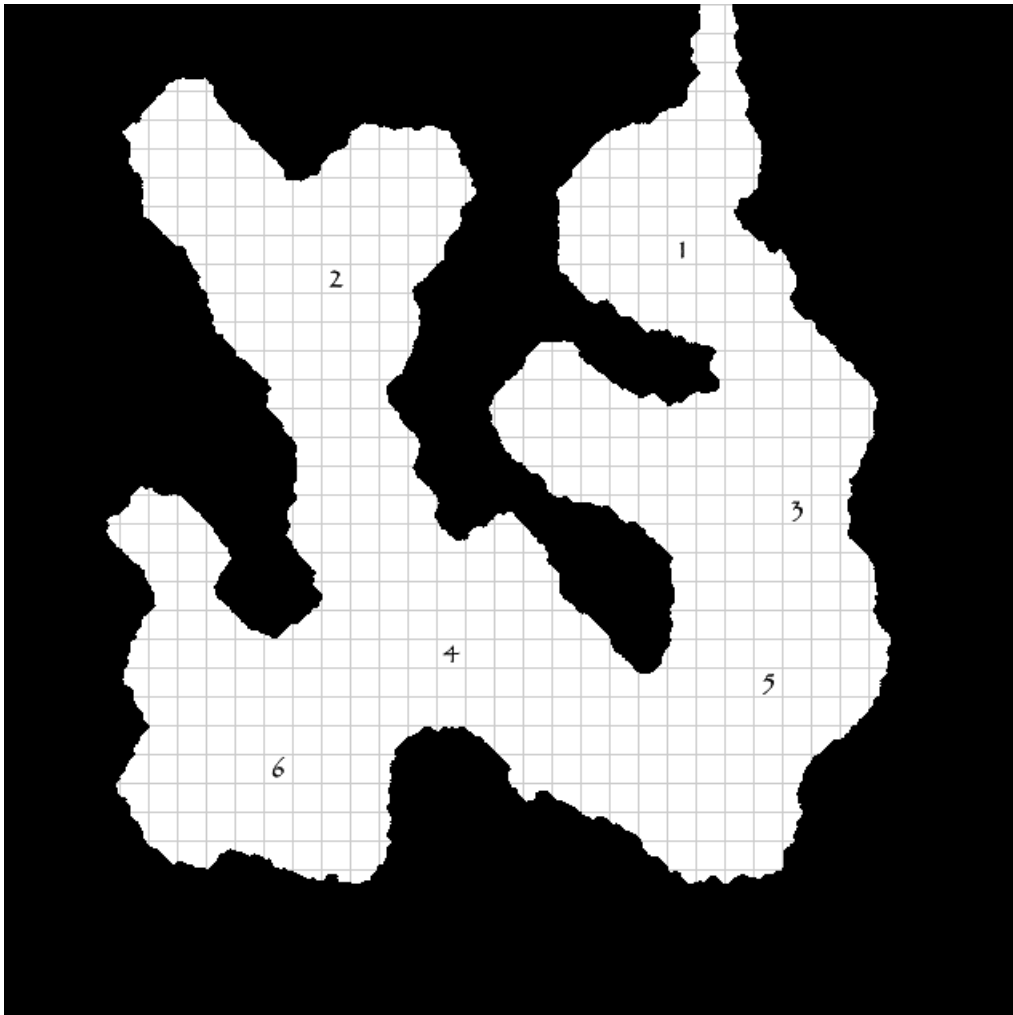


# Lost Mine 05

## Level 5



General	History	The dungeon was created by a lawful good bard as a lair. It was eventually abandoned by its creator, and the dungeon has been attacked and abandoned many times since then.
	Walls	Hewn Stone (DC 20 to climb)
	Floor	Smooth Stone (dense rubble, difficult terrain)
	Temperature	Cool
	Illumination	Dark (individual creatures may carry lights)

## Wandering Monsters

- 1 Red Dragon Wyrmling (cr 4, mm 98) and 10 x Magma Mephit (cr 1/2, mm 216); hard, 2100 xp, consumed by disease and madness
- 2 Hobgoblin Warlord (cr 6, mm 187) and 7 x Hobgoblin (cr 1/2, mm 186); hard, 3000 xp, actively patrolling their territory
- 3 Hobgoblin Warlord (cr 6, mm 187) and 3 x Hobgoblin (cr 1/2, mm 186); medium, 2600 xp, gathered around an evil shrine
- 4 Red Dragon Wyrmling (cr 4, mm 98) and 11 x Kobold (cr 1/8, mm 195); medium, 1375 xp, returning to their lair with plunder
- 5 Grick Alpha (cr 7, mm 173) and 1 x Grick (cr 2, mm 173); easy, 3350 xp, lost and desperate
- 6 Ogre Battering Ram (cr 4, motm 200, mtf 220) and 5 x Ogre (cr 2, mm 237); hard, 3350 xp, scouting from another part of the dungeon

### Room #1

#### Room Features

A toppled statue lies in the east side of the room, and several bent copper coins are scattered throughout the room

#### Monster

Ogre Zombie (cr 2, mm 316) and 15 x Zombie (cr 1/4, mm 316); medium, 1200 xp

Treasure: 10 gp; 15 cp; 13 cp; 15 sp; 22 cp; 14 cp; 1 pp; 17 cp; 6 ep; 13 ep; 11 cp; 9 sp; 16 sp; 18 cp; 12 sp; 8 gp

### Room #2

#### Room Features

The floor is covered in perfect hexagonal tiles, and someone has scrawled "The Covenant of the Shadow Sword looted this place" on the west wall

#### Monster

4 x Bugbear (cr 1, mm 33) and 1 x Half-ogre (cr 1, mm 238); easy, 1000 xp

Treasure: 12 sp; 15 cp; 7 sp; 15 cp; 17 cp

### Room #3

#### Empty

### Room #4

#### Room Features

Someone has scrawled "Mind the gap" on the west wall, and several pieces of blood-soaked clothing are scattered throughout the room

### Room #5

#### Monster

Half-Red Dragon Veteran (cr 5, mm 180) and 4 x Veteran (cr 3, mm 350); deadly, 4600 xp

Treasure: 700 cp, 10000 sp, 2900 gp, 70 pp, 5 x diamond (50 gp), bloodstone (50 gp), jasper (50 gp), star rose quartz (50 gp)

### Room #6

#### Empty

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

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