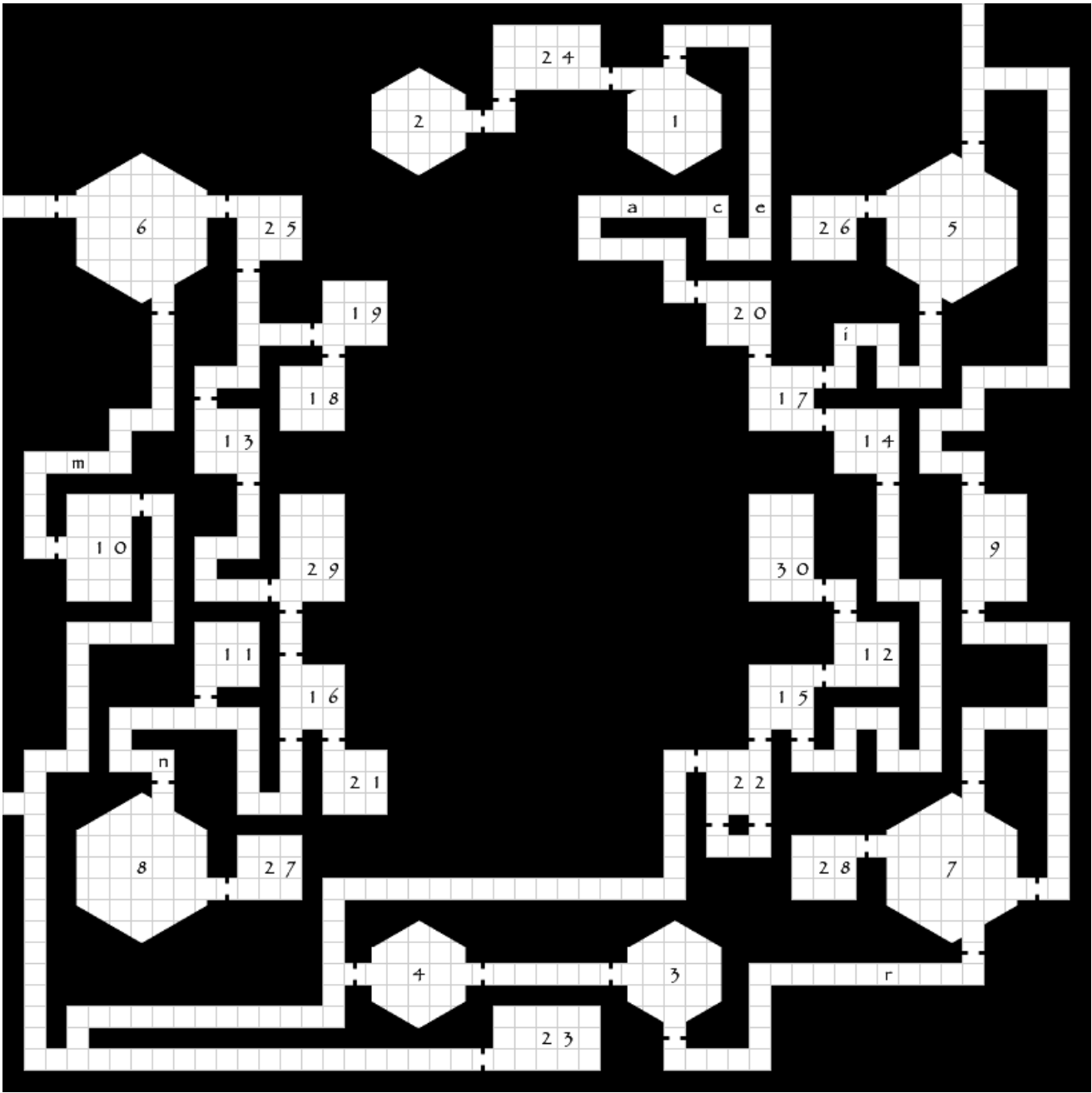


The Prison of Gano 03

Level 3



General

Size Medium (51 x 51)

Walls Superior Masonry (Climb DC 25)

Floor Flagstone

Temperature Warm

Illumination Shadowy (phosphorescent fungus or candles every 20 ft.)

Corridor Features

- a** Fire Trap: CR 3; spell; spell trigger; no reset; spell effect (Fire Trap, 3rd level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27
- c** Wall Blade Trap: CR 1; mechanical; touch trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +10 melee (2d4/x4, scythe); Search DC 22; Disable Device DC 22
- e** Numerous pillars line the corridor
- i** A large demonic idol with ruby eyes sits in an alcove here
- m** Javelin Trap: CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18
- n** Spiked Pit Trap (80 ft. Deep): CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall); pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 each); Search DC 20; Disable Device DC 20
- r** A chute descends from the corridor into the next dungeon level down

Wandering Monsters

- 1** 1 x Ogre Zombie, bloodied and fleeing a more powerful enemy
- 2** 1 x Ghast (ghoul), actively patrolling their territory
- 3** 1 x Grick, hunting for food
- 4** 1 x Wight, investigating a strange noise
- 5** 1 x Grick, trying to lure the party into an ambush
- 6** 1 x Allip, bloodied and fleeing a more powerful enemy

Room #1

North Entry Archway

West Entry Archway
→ Leads to [room #24](#)

Empty

Room #2	<i>East Entry</i>	Archway
	Room Features	Spirals of blue stones cover the floor, and someone has scrawled "Has anyone seen my invisible cloak?" on the west wall
	Monster	6 x Small Monstrous Centipede (vermin) Small monstrous centipede: CR 1/4; Small vermin; HD 1/2 d8; hp 2; Init +2; Spd 30 ft. (6 squares), climb 30 ft.; AC 14 (+1 size, +2 dex, +1 natural), touch 13, flat-footed 12; Base Atk +0; Grp -7; Atk +3 melee (1d4-3 plus poison, bite); Full Atk +3 melee (1d4-3 plus poison, bite); Space/Reach 5 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +2, Will +0; Str 5, Dex 15, Con 10, Int -, Wis 10, Cha 2 Skills and Feats: Climb +10, Hide +14, Spot +4; Weapon Finesse
Room #3	<i>West Entry</i>	Archway
	<i>South Entry</i>	Archway
	Empty	
Room #4	<i>West Entry</i>	Archway
	<i>East Entry</i>	Archway
	Room Features	A stone dais sits in the south-east corner of the room, and a sundered club lies in the west side of the room
Room #5	<i>North Entry</i>	Archway
	<i>West Entry</i>	Archway → Leads to room #26 , inhabited by 1 x Wight
	<i>South Entry</i>	Archway
	Room Features	A shallow pit lies in the south-west corner of the room, and the floor is covered with stone rubble
Room #6	<i>West Entry</i>	Archway
	<i>East Entry</i>	Archway → Leads to room #25 , inhabited by 1 x Doppelganger
	<i>South Entry</i>	Archway
	Empty	
Room #7	<i>North Entry</i>	Archway
	<i>West Entry</i>	Archway → Leads to room #28 , inhabited by 1 x Ethereal Marauder
	<i>East Entry</i>	Archway
	<i>South Entry</i>	Archway
	Room Features	A mural of vile acts covers the ceiling, and the south and west walls are covered with bloodstains

Room #8	<i>North Entry</i>	Archway
	<i>East Entry</i>	Archway → Leads to room #27 , inhabited by 1 x Bugbear Zombie
	Room Features	A tile labyrinth covers the floor, and a ring of keys lies in the north-west corner of the room
	Monster	8 x 1st Level Warrior Goblin
<p>1st level warrior goblin: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft. (6 squares); AC 15 (+1 size, +1 dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); Full Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); Space/Reach 5 ft./5 ft.; SA -; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6</p> <p>Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness</p> <p>Treasure: 60 pp; Arcane Scroll (Charm Person (25 gp), Enlarge Person (25 gp), Animal Messenger (200 gp)) (total 250 gp); hoard total 850 gp</p>		
Room #9	<i>North Entry</i>	Archway
	<i>South Entry</i>	Archway
	Room Features	Part of the east wall has collapsed into the room, and several sundered shields are scattered throughout the room
	Monster	12 x Tiny Monstrous Spider (vermin)
<p>Tiny monstrous spider: CR 1/4; Tiny vermin; HD 1/2 d8; hp 2; Init +3; Spd 20 ft. (4 squares), climb 10 ft.; AC 15 (+2 size, +3 dex), touch 15, flat-footed 12; Base Atk +0; Grp -12; Atk +5 melee (1d3-4 plus poison, bite); Full Atk +5 melee (1d3-4 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +2, Ref +3, Will +0; Str 3, Dex 17, Con 10, Int -, Wis 10, Cha 2</p> <p>Skills and Feats: Climb +11, Hide +15*, Jump -4*, Spot +4*; Weapon Finesse</p>		

Room #10	<i>West Entry</i>	Archway
	<i>East Entry</i>	Archway
	Room Features	Someone has scrawled "Look to the right" on the south wall, and a rusted sword lies in the north-west corner of the room
	Monster	<p>1 x Derro</p> <hr/> <p>Derro: CR 3; Small monstrous humanoid; HD 3d8+3; hp 16; Init +6; Spd 20 ft. (4 squares); AC 19 (+1 size, +2 dex, +2 natural, +3 studded leather armor, +1 buckler), touch 13, flat-footed 17; Base Atk +3; Grp -1; Atk +4 melee (1d4/19-20, short sword) or +6 ranged (1d6/19-20 plus poison, repeating light crossbow); Full Atk +4 melee (1d4/19-20, short sword) or +6 ranged (1d6/19-20 plus poison, repeating light crossbow); Space/Reach 5 ft./5 ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Madness, spell resistance 15 vulnerability to sunlight; AL CE; SV Fort +2, Ref +5, Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*</p> <p>Skills and Feats: Bluff +5, Hide +10, Listen +1, Move Silently +8; Blind-Fight, Improved Initiative</p> <p>Treasure: 300 gp; hoard total 300 gp</p>
Room #11	<i>South Entry</i>	Archway
	Room Features	Several iron cages are scattered throughout the room, and the scent of urine fills the room
Room #12	<i>North Entry</i>	Archway
	<i>West Entry</i>	<p>Archway</p> <p>→ Leads to room #15</p>
	Monster	<p>1 x Locust Swarm</p> <hr/> <p>Locust swarm: CR 3; Diminutive vermin (swarm); HD 6d8-6; hp 21; Init +4; Spd 10 ft. (2 squares), fly 30 ft. (poor); AC 18 (+4 size, +4 dex), touch 18, flat-footed 14; Base Atk +4; Grp -; Atk Swarm (2d6); Full Atk Swarm (2d6); Space/Reach 10 ft./0 ft.; SA Distraction; SQ Darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits; AL N; SV Fort +4, Ref +6, Will +2; Str 1, Dex 19, Con 8, Int -, Wis 10, Cha 2</p> <p>Skills and Feats: Listen +4, Spot +4; -</p>

Room #13	<i>North Entry</i>	Archway
	<i>South Entry</i>	Archway
	Room Features	Various torture devices are scattered throughout the room, and the scent of smoke fills the south-east corner of the room
	Monster	1 x Locust Swarm
<p>Locust swarm: CR 3; Diminutive vermin (swarm); HD 6d8-6; hp 21; Init +4; Spd 10 ft. (2 squares), fly 30 ft. (poor); AC 18 (+4 size, +4 dex), touch 18, flat-footed 14; Base Atk +4; Grp -; Atk Swarm (2d6); Full Atk Swarm (2d6); Space/Reach 10 ft./0 ft.; SA Distraction; SQ Darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits; AL N; SV Fort +4, Ref +6, Will +2; Str 1, Dex 19, Con 8, Int -, Wis 10, Cha 2</p> <p>Skills and Feats: Listen +4, Spot +4; -</p>		
Room #14	<i>West Entry</i>	Archway → Leads to room #17
	<i>South Entry</i>	Archway
	Monster	1 x Violet Fungus
	<p>Violet fungus: CR 3; Medium plant; HD 2d8+6; hp 15; Init -1; Spd 10 ft. (2 squares); AC 13 (-1 dex, +4 natural), touch 9, flat-footed 13; Base Atk +1; Grp +3; Atk +3 melee (1d6+2 plus poison, tentacle); Full Atk +3 melee (1d6+2 plus poison, 4 tentacles); Space/Reach 5 ft./10 ft.; SA Poison; SQ Low-light vision, plant traits; AL N; SV Fort +6, Ref -1, Will +0; Str 14, Dex 8, Con 16, Int -, Wis 11, Cha 9</p> <p>Skills and Feats: -; -</p>	
Room #15	<i>East Entry</i>	Archway → Leads to room #12 , inhabited by 1 x Locust Swarm
	<i>South Entry #1</i>	Archway → Leads to room #22
	<i>South Entry #2</i>	Archway
	Room Features	Spirals of yellow stones cover the floor, and the ceiling is covered with crystalline stalactites
	Hidden Treasure	Hidden (Search DC 25) Unlocked Good Wooden Chest (hard 5, 15 hp)
	<p>400 gp; Arcane Scroll (Prestidigitation (12 gp 5 sp), Delay Poison (200 gp), See Invisibility (150 gp)) (total 362 gp 5 sp); hoard total 762 gp 5 sp</p>	

Room #16	<i>North Entry</i>	Archway
	<i>South Entry #1</i>	Archway
	<i>South Entry #2</i>	Archway → Leads to room #21
	Room Features	Numerous pillars line the north and south walls, and a pile of iron blobs lies in the north-east corner of the room
Room #17	<i>North Entry</i>	Archway → Leads to room #20 , inhabited by 1 x Locust Swarm
	<i>East Entry #1</i>	Archway
	<i>East Entry #2</i>	Archway → Leads to room #14 , inhabited by 1 x Violet Fungus
	Empty	
Room #18	<i>North Entry</i>	Archway → Leads to room #19 , inhabited by 4 x 1st Level Warrior Svirfneblin
	Room Features	A narrow shaft falls into the room from above, and a set of demonic war masks hangs on the west wall
Room #19	<i>West Entry</i>	Archway
	<i>South Entry</i>	Archway → Leads to room #18
	Room Features	A balcony hangs from the west wall, and a broken spear lies in the south-east corner of the room
	Monster	4 x 1st Level Warrior Svirfneblin (gnome)
		1st level warrior svirfneblin: CR 1; Small humanoid (gnome); HD 1d8+4; hp 8; Init +1; Spd 15 ft. in banded mail armor (3 squares); base speed 20 ft.; AC 23 (+1 size, +1 dex, +4 dodge, +6 banded mail, +1 buckler), touch 16, flat-footed 18; Base Atk +1; Grp -3; Atk +2 melee (1d4/x4, heavy pick) or +3 ranged (1d6/19-20, light crossbow); Full Atk +2 melee (1d4/x4, heavy pick) or +3 ranged (1d6/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA Spell-like abilities; SQ Gnome traits, svirfneblin traits, spell resistance 12; AL N; SV Fort +5, Ref +3, Will +2; Str 11, Dex 13, Con 12, Int 10, Wis 11, Cha 4 Skills and Feats: Hide +2, Listen +2, Spot +2; Toughness Treasure: 600 gp; Banded Agate (12 gp), Black Star Sapphire (1500 gp), Red-brown Spinel (100 gp); hoard total 2212 gp

Room #20	<i>West Entry</i>	Archway
	<i>South Entry</i>	Archway → Leads to room #17
	Monster	1 x Locust Swarm Locust swarm: CR 3; Diminutive vermin (swarm); HD 6d8-6; hp 21; Init +4; Spd 10 ft. (2 squares), fly 30 ft. (poor); AC 18 (+4 size, +4 dex), touch 18, flat-footed 14; Base Atk +4; Grp -; Atk Swarm (2d6); Full Atk Swarm (2d6); Space/Reach 10 ft./0 ft.; SA Distraction; SQ Darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits; AL N; SV Fort +4, Ref +6, Will +2; Str 1, Dex 19, Con 8, Int -, Wis 10, Cha 2 Skills and Feats: Listen +4, Spot +4; -
Room #21	<i>North Entry</i>	Archway → Leads to room #16
	Room Features	Spirals of gray stones cover the floor, and a large kiln and coal bin sit in the south side of the room
Room #22	<i>North Entry</i>	Archway → Leads to room #15
	<i>West Entry</i>	Archway
	<i>South Entry #1</i>	Archway
	<i>South Entry #2</i>	Archway
	Room Features	A group of draconic faces have been carved into the north wall, and a ruined siege weapon sits in the north-east corner of the room
Room #23	<i>West Entry #1</i>	Archway
	<i>West Entry #2</i>	Archway
	Trap	Flooding Room Trap: CR 5; mechanical; proximity trigger; automatic reset; no attack roll necessary (see note below); Search DC 20; Disable Device DC 25; Note: Room floods in 4 rounds.
	Hidden Treasure	Hidden (Search DC 25) Locked Iron Chest (Open Lock DC 30, break DC 28; hard 10, 60 hp) 400 gp; Potion of Cure Moderate Wounds (300 gp); hoard total 700 gp
Room #24	<i>East Entry</i>	Archway → Leads to room #1
	<i>South Entry</i>	Archway
	Room Features	Skeletons hang from chains and manacles against the east and west walls, and someone has scrawled "Beware the elves" on the west wall

Room #25*West Entry* Archway→ Leads to [room #6](#)*South Entry* Archway**Room Features** A carved stone statue stands in the center of the room, and several bent copper coins are scattered throughout the room**Monster** 1 x Doppelganger

Doppelganger: CR 3; Medium monstrous humanoid (shapechanger); HD 4d8+4; hp 22; Init +1; Spd 30 ft. (6 squares); AC 15 (+1 dex, +4 natural), touch 11, flat-footed 14; Base Atk +4; Grp +5; Atk +5 melee (1d6+1, slam); Full Atk +5 melee (1d6+1, slam); Space/Reach 5 ft./5 ft.; SA Detect thoughts; SQ Change shape, immunity to sleep and charm effects; AL N; SV Fort +4, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13

Skills and Feats: Bluff +10*, Diplomacy +3, Disguise +9* (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6; Dodge, Great Fortitude

Treasure: 400 gp; Darkwood Buckler (Medium) (175 gp), Half-plate (Medium) (600 gp); hoard total 1175 gp

Room #26*East Entry* Archway→ Leads to [room #5](#)**Room Features** A well lies in the south-east corner of the room, and several headless statues are scattered throughout the room**Monster** 1 x Wight

Wight: CR 3; Medium undead; HD 4d12; hp 26; Init +1; Spd 30 ft. (6 squares); AC 15 (+1 dex, +4 natural), touch 11, flat-footed 14; Base Atk +2; Grp +3; Atk +3 melee (1d4+1 plus energy drain, slam); Full Atk +3 melee (1d4+1 plus energy drain, slam); Space/Reach 5 ft./5 ft.; SA Create spawn, energy drain; SQ Darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight

Room #27	<i>West Entry</i>	Archway → Leads to room #8 , inhabited by 8 x 1st Level Warrior Goblin
	Monster	1 x Bugbear Zombie Bugbear zombie: CR 2; Medium undead; HD 6d12+3; hp 42; Init +0; Spd 30 ft. (6 squares; can't run); AC 16 (+5 natural, +1 light wooden shield), touch 10, flat-footed 16; Base Atk +3; Grp +6; Atk +6 melee (1d8+3, morningstar) or +6 melee (1d6+3, slam) or +3 ranged (1d6+2, javelin); Full Atk +6 melee (1d8+3, morningstar) or +6 melee (1d6+3, slam) or +3 ranged (1d6+2, javelin); Space/Reach 5 ft./5 ft.; SA -; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +2, Will +5; Str 17, Dex 10, Con -, Int -, Wis 10, Cha 1 Skills and Feats: -; Toughness
Room #28	<i>East Entry</i>	Archway → Leads to room #7
	Room Features	A group of draconic faces have been carved into the east wall, and a pile of shattered weapons lies in the center of the room
	Monster	1 x Ethereal Marauder Ethereal marauder: CR 3; Medium magical beast (extraplanar); HD 2d10; hp 11; Init +5; Spd 40 ft. (8 squares); AC 14 (+1 dex, +3 natural), touch 11, flat-footed 13; Base Atk +2; Grp +4; Atk +4 melee (1d6+3, bite); Full Atk +4 melee (1d6+3, bite); Space/Reach 5 ft./5 ft.; SA ; SQ Darkvision 60 ft., ethereal jaunt; AL N; SV Fort +3, Ref +4, Will +1; Str 14, Dex 12, Con 11, Int 7, Wis 12, Cha 10 Skills and Feats: Listen +5, Move Silently +5, Spot +4; Improved Initiative
Room #29	<i>West Entry</i>	Archway
	<i>South Entry</i>	Archway
	Room Features	A narrow ledge runs along the south and east walls, and a set of demonic war masks hangs on the west wall
Room #30	<i>East Entry</i>	Archway
	Room Features	Part of the ceiling has collapsed into the room, and a faded and torn tapestry hangs from the east wall
	Monster	1 x Rust Monster Rust monster: CR 3; Medium aberration; HD 5d8+5; hp 27; Init +3; Spd 40 ft. (8 squares); AC 18 (+3 dex, +5 natural), touch 13, flat-footed 15; Base Atk +3; Grp +3; Atk +3 melee (rust, antennae touch); Full Atk +3 melee (rust, antennae touch) and -2 melee (1d3, bite); Space/Reach 5 ft./5 ft.; SA Rust; SQ Darkvision, scent; AL N; SV Fort +2, Ref +4, Will +5; Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8 Skills and Feats: Listen +7, Spot +7; Alertness, Track

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