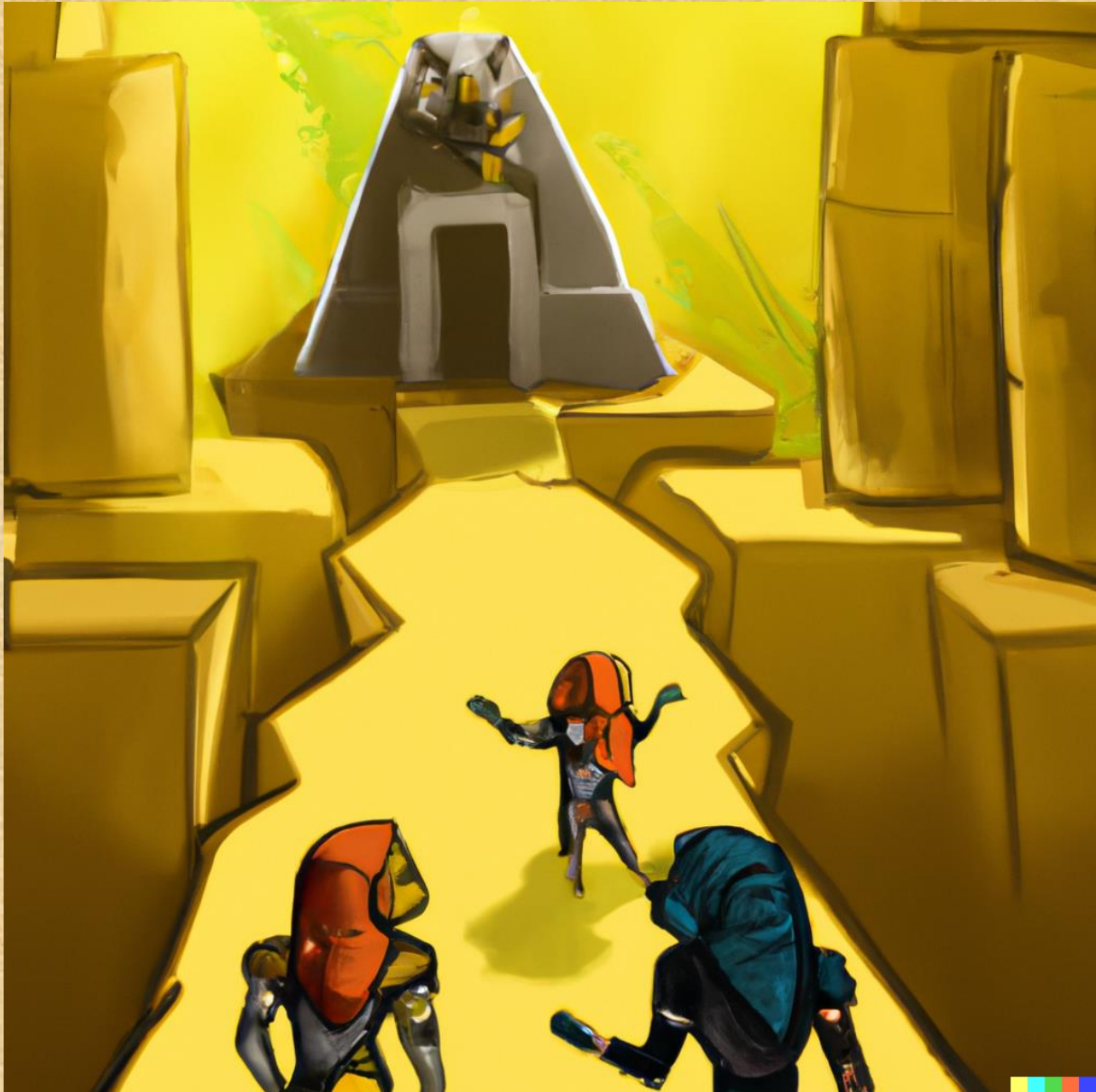


TOMB OF THE FORGOTTEN PHARAOH

(KEVEVÁRI ISTVÁN)

Dungeon Adventure for Word's Greatest Roleplaying Game



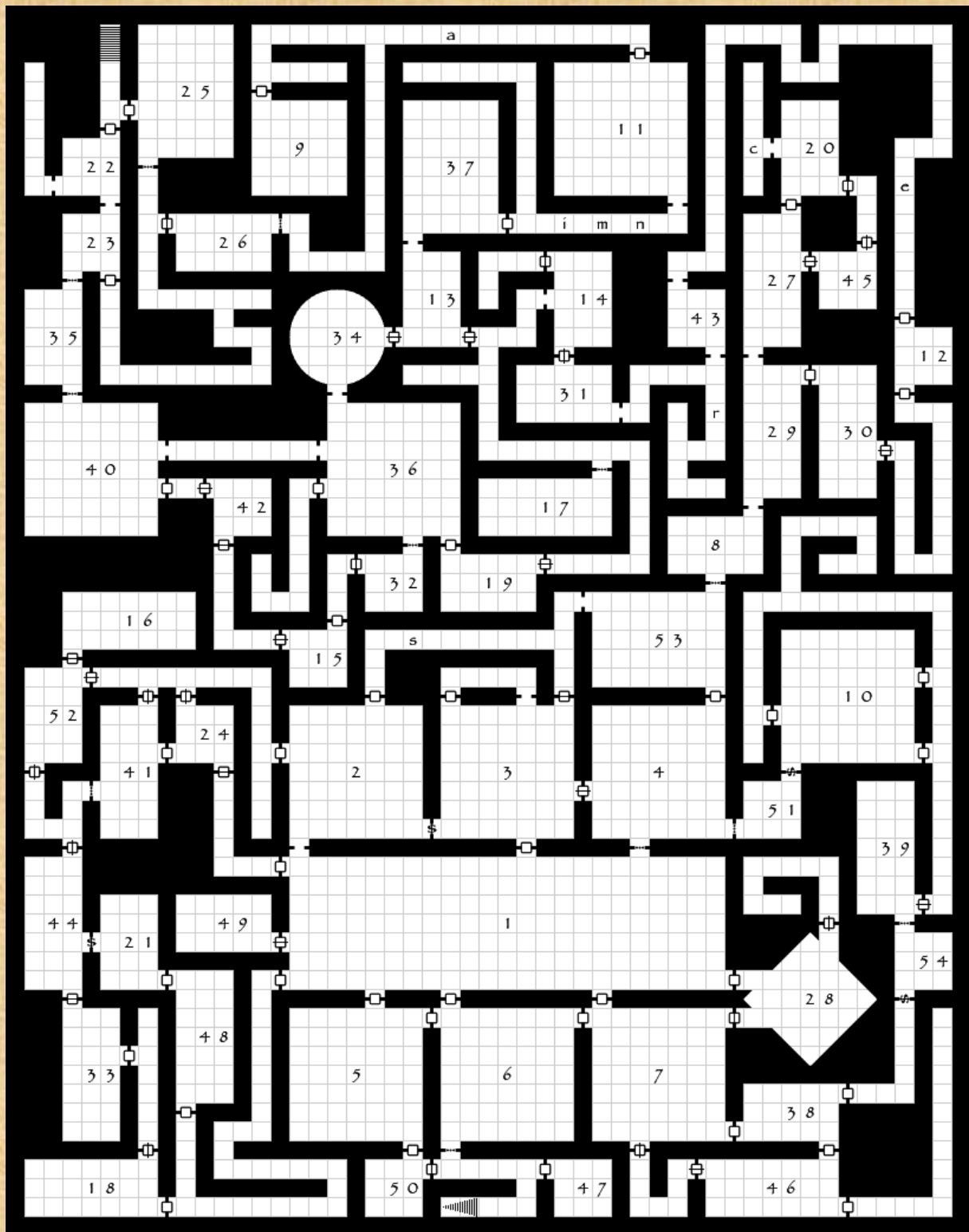
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Dall-E 2 Open AI

Making time: 15 minutes

Tomb of the Forgotten Pharaoh



- Archway
- Portcullis
- Door
- Locked
- Trapped
- Secret
- Up
- Down

General

History The dungeon was created by a cult of elemental water as a tomb. It was eventually conquered by invaders, and has lain empty for many years until recently.

Walls Superior Masonry (DC 20 to climb)

Floor Sand

Temperature Cool

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

Corridor Features

- a** A stream of acid cuts across the corridor
- c** Arrow Trap: DC 10 to find, DC 10 to disable; +4 to hit against one target, 1d10 piercing damage
- e** Skeletons hang from chains and manacles against the walls
- i** A briny odor fills the corridor
- m** A chute descends from the corridor into a midden chamber below
- n** A toppled statue lies across the corridor
- r** 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
- s** Scythe Blade: DC 15 to find, DC 15 to disable; +7 to hit against all targets within a 5 ft. arc, 2d10 slashing damage

Wandering

Monsters

- 1 Wight (cr 3, mm 300) and 3 x Zombie (cr 1/4, mm 316); deadly, 850 xp, gathered around an evil shrine
- 2 2 x Adult Kruthik (cr 2, motm 169, mtf 212); hard, 900 xp, wielding bizarre eldritch powers
- 3 Wight (cr 3, mm 300) and 2 x Zombie (cr 1/4, mm 316); medium, 800 xp, searching for an object stolen from their lair
- 4 3 x Yuan-ti Pureblood (cr 1, mm 310); hard, 600 xp, scavenging for food and treasure
- 5 3 x Gnoll (cr 1/2, mm 163) and 1 x Maw Demon (cr 1, motm 176, vgm 137); hard, 500 xp, wandering senselessly
- 6 3 x Gnoll Flesh Gnawer (cr 1, motm 144, vgm 154) and 1 x Maw Demon (cr 1, motm 176, vgm 137); deadly, 800 xp, gathered around an evil shrine

Room #1

- North Entry #1* Archway
→ Leads to [room #2](#)
- North Entry #2* Stuck Good Wooden Door (DC 15 to break; 15 hp)
→ Leads to [room #3](#)
- North Entry #3* Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
→ Leads to [room #4](#), inhabited by Lamia and 1 x Cultist
- West Entry #1* Unlocked Strong Wooden Door (20 hp)
- West Entry #2* Trapped and Stuck Strong Wooden Door (DC 15 to break; 20 hp)
Ⓣ Fire Spray: DC 10 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 11 save or take 1d10 fire damage
→ Leads to [room #49](#), inhabited by 3 x Gnoll Flesh Gnawer

<i>West Entry #3</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 room #28 , inhabited by 2 x Yuan-ti Broodguard and 1 x Yuan-ti Pureblood
<i>South Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #5 , inhabited by 5 x Dust Mephit and 1 x Ghoul
<i>South Entry #2</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #6
<i>South Entry #3</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to room #7 , inhabited by Hobgoblin Captain and 1 x Hobgoblin
Monster	Yuan-ti Pit Master (cr 5, motm 276, vgm 206) and 1 x Yuan-ti Pureblood (cr 1, mm 310); deadly, 2000 xp

Treasure: 1900 cp, 1100 sp, 90 gp, 2 x diamond (50 gp), carnelian (50 gp), jasper (50 gp), onyx (50 gp), quartz (50 gp), Spell Scroll (Ensnaring Strike) (common, dmg 200), Spell Scroll (Healing Word) (common, dmg 200), Spell Scroll (Heroism) (common, dmg 200), Potion of Climbing (common, dmg 187), 2 x Potion of Greater Healing (uncommon, dmg 187)

Room #2

<i>North Entry</i>	Unlocked Strong Wooden Door (20 hp)
<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
<i>East Entry</i>	Secret (DC 15 to find) Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides to one side) Ⓢ The door is concealed behind an area of slime → Leads to room #3

Room #3

<i>South Entry</i>	Archway → Leads to room #1 , inhabited by Yuan-ti Pit Master and 1 x Yuan-ti Pureblood
Empty	
<i>North Entry #1</i>	Unlocked Simple Wooden Door (10 hp)
<i>North Entry #2</i>	Archway
<i>North Entry #3</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp)
<i>West Entry</i>	Secret (DC 15 to find) Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides to one side) Ⓢ The door is concealed behind an area of slime → Leads to room #2
<i>East Entry</i>	Trapped and Stuck Iron Door (DC 25 to break; 60 hp) Ⓣ Earthmaw Trap: DC 15 to find, DC 20 to disable; +9 to hit against one target, 4d10 piercing damage → Leads to room #4 , inhabited by Lamia and 1 x Cultist
<i>South Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #1 , inhabited by Yuan-ti Pit Master and 1 x Yuan-ti Pureblood
Room Features	An enchanted pool in the west side of the room ages whomever drinks from it (but only once), and the south and east walls are covered with cracks
Trap	Ice Dart Trap: DC 15 to find, DC 10 to disable; +7 to hit against one target, 2d10 cold damage
Hidden Treasure	Hidden (DC 15 to find) Locked Strong Wooden Chest (DC 20 to unlock, DC 25 to break; 20 hp)

2000 cp, 800 sp, 60 gp, a brass bracer etched with dwarven axeheads (25 gp), a lacquered wooden

medallion inlaid with a meandros of electrum (25 gp), a pewter orb etched with thorned vines (25 gp), a pewter torc etched with elven script (25 gp), an agateware salt cellar painted with noble imagery (25 gp), an ivory comb set with a rosette of pearl (25 gp), an obsidian coffer engraved with dwarven axeheads (25 gp), Spell Scroll (Light) (common, dmg 200), Spell Scroll (Message) (common, dmg 200), Spell Scroll (Faerie Fire) (common, dmg 200), 3 x Potion of Healing (common, dmg 187)

Room #4

<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #53 , inhabited by Yuan-ti Nightmare Speaker and 1 x Yuan-ti Pureblood
<i>West Entry</i>	Trapped and Stuck Iron Door (DC 25 to break; 60 hp) Ⓣ Earthmaw Trap: DC 15 to find, DC 20 to disable; +9 to hit against one target, 4d10 piercing damage → Leads to room #3
<i>East Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #51
<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #1 , inhabited by Yuan-ti Pit Master and 1 x Yuan-ti Pureblood
Room Features	The room has a high domed ceiling, and a swarm of crawling insects covers the floor
Monster	Lamia (cr 4, mm 201) and 1 x Cultist (cr 1/8, mm 345); hard, 1125 xp

Treasure: 10 sp; 9 ep

Room #5

<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #1 , inhabited by Yuan-ti Pit Master and 1 x Yuan-ti Pureblood
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East Entry Stuck Strong Wooden Door (DC 15 to break; 20 hp)
→ Leads to [room #6](#)

South Entry Unlocked Simple Wooden Door (10 hp)
→ Leads to [room #50](#), inhabited by 5 x Gnoll

Monster 5 x Dust Mephit (cr 1/2, mm 215) and 1 x Ghoul (cr 1, mm 148); hard, 700 xp

Treasure: 1900 cp, 1400 sp, 40 gp, a bloodstone cup engraved with dwarven runes (25 gp), a brass bracer etched with elven script (25 gp), a brass crown set with blue quartz (25 gp), a brass mask inlaid with electrum (25 gp), a cloth cloak trimmed with rabbit fur (25 gp), a cloth coat trimmed with fur (25 gp), Spell Scroll (Acid Splash) (common, dmg 200), Spell Scroll (Chromatic Orb) (common, dmg 200), Spell Scroll (Animal Messenger) (uncommon, dmg 200), 2 x Potion of Healing (common, dmg 187)

Room #6

North Entry Unlocked Good Wooden Door (15 hp)
→ Leads to [room #1](#), inhabited by Yuan-ti Pit Master and 1 x Yuan-ti Pureblood

West Entry Stuck Strong Wooden Door (DC 15 to break; 20 hp)
→ Leads to [room #5](#), inhabited by 5 x Dust Mephit and 1 x Ghoul

East Entry Unlocked Good Wooden Door (15 hp)
→ Leads to [room #7](#), inhabited by Hobgoblin Captain and 1 x Hobgoblin

South Entry Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)

Room Features A faded and torn tapestry hangs from the north wall, and someone has scrawled "Gimli was here" on the north wall

Room #7

North Entry Stuck Stone Door (DC 20 to break; 60 hp)
→ Leads to [room #1](#), inhabited by Yuan-ti Pit Master and 1 x Yuan-ti Pureblood

West Entry Unlocked Good Wooden Door (15 hp)
→ Leads to [room #6](#)

East Entry #1 Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp)
→ Leads to [room #28](#), inhabited by 2 x Yuan-ti Broodguard and 1 x Yuan-ti Pureblood

East Entry #2 Unlocked Good Wooden Door (15 hp)
→ Leads to [room #38](#), inhabited by Yuan-ti Pit Master and 1 x Yuan-ti Pureblood

South Entry Trapped and Unlocked Simple Wooden Door (10 hp)
Ⓣ Contact Poison: DC 15 to find, DC 10 to disable; affects each creature which touches the trigger, DC 16 save or take 4d10 damage

Room Features The north and east walls have been engraved with endless spirals, and someone has scrawled "eight, one, seven" on the north wall

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

Treasure: 8 gp; 18 cp

Room #8

North Entry Archway
→ Leads to [room #29](#)

South Entry 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 11 save or take 1d10 damage
→ Leads to [room #53](#), inhabited by Yuan-ti Nightmare Speaker and 1 x Yuan-ti Pureblood

Monster Yuan-ti Malison (cr 3, mm 309) and 1 x Yuan-ti Pureblood (cr 1, mm 310); hard, 900 xp

Treasure: 18 sp; 12 cp

Room #9

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

Room #10

Room Features	A stream of quicksilver flows along a channel in the floor, and someone has scrawled "They ate Limil" in dwarvish runes on the west wall
Trap	Falling Block: DC 15 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 15 save or take 2d10 damage
<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
<i>East Entry #1</i>	Unlocked Simple Wooden Door (10 hp) (slides to one side)
<i>East Entry #2</i>	Stuck Stone Door (DC 20 to break; 60 hp)
<i>South Entry</i>	Secret (DC 20 to find) Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides down) Ⓢ The door is located near the ceiling and concealed behind an area of slime → Leads to room #51
Monster	Kobold Inventor (cr 1/4, motm 164, vgm 166) and 7 x Kobold (cr 1/8, mm 195); easy, 225 xp

Treasure: 11 gp; 14 gp; 9 gp; 14 sp; 13 ep; 6 gp; 11 cp; 13 cp

Room #11

<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
<i>South Entry</i>	Archway
Room Features	Numerous pillars line the north and south walls, and a mural of a legendary battle covers the ceiling
Monster	Wight (cr 3, mm 300) and 3 x Zombie (cr 1/4, mm 316); deadly, 850 xp

Treasure: 2000 cp, 800 sp, 90 gp, diamond (50 gp), bloodstone (50 gp), chalcedony (50 gp), jasper (50 gp), onyx (50 gp), sardonyx (50 gp), +2

Ammunition (20 sling bullets) (rare, dmg 150),
Potion of Clairvoyance (rare, dmg 187), Potion of
Mind Reading (rare, dmg 188)

Room #12

North Entry Stuck Iron Door (DC 25 to break; 60 hp) (slides to one side)

South Entry Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides to one side)

Monster 4 x Gnoll (cr 1/2, mm 163) and 1 x Maw Demon (cr 1, motm 176, vgm 137); hard, 600 xp

Treasure: 19 cp; 20 cp; 20 sp; 1 pp; 20 cp

Room #13

North Entry Archway
→ Leads to [room #37](#)

West Entry Trapped and Stuck Strong Wooden Door (DC 15 to break; 20 hp)
Ⓣ Arrow Trap: DC 10 to find, DC 10 to disable; +5 to hit against one target, 1d10 piercing damage
→ Leads to [room #34](#), inhabited by Hobgoblin Captain and 2 x Hobgoblin

East Entry Trapped and Unlocked Good Wooden Door (15 hp)
Ⓣ Contact Poison: DC 15 to find, DC 10 to disable; affects each creature which touches the trigger, DC 12 save or take 2d10 damage

Room Features An iron chandelier hangs from the ceiling in the north side of the room, and the floor is covered with scorch marks

Monster Gnoll Fang of Yeenoghu (cr 4, mm 163) and 1 x Maw Demon (cr 1, motm 176, vgm 137); hard, 1300 xp

Treasure: 3 gp; 12 sp

Room #14

West Entry #1 Locked Stone Door (DC 25 to open, DC 25 to break; 60 hp)

	<i>West Entry #2</i>	Archway
	<i>South Entry</i>	Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp) Ⓣ Ice Dart Trap: DC 15 to find, DC 15 to disable; +12 to hit against one target, 4d10 cold damage → Leads to room #31 , inhabited by 2 x Gnoll Flesh Gnawer
	Room Features	A ladder ascends to a wooden platform in the north-east corner of the room, and someone has scrawled "Thimin was here" on the south wall
Room #15	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>West Entry</i>	Trapped and Unlocked Simple Wooden Door (10 hp) Ⓣ Guillotine Blade: DC 15 to find, DC 15 to disable; +4 to hit against one target, 1d10 slashing damage
	Empty	
Room #16	<i>South Entry</i>	Locked Iron Door (DC 15 to open, DC 30 to break; 60 hp) → Leads to room #52
	Monster	Firenewt Warlock of Imix (cr 1, motm 125, vgm 143) and 4 x Firenewt Warrior (cr 1/2, motm 125, vgm 142); hard, 600 xp
<hr/>		
		Treasure: 9 sp; 10 ep; 12 gp; 16 sp; 18 sp
Room #17	<i>North Entry</i>	Trapped Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) Ⓣ One-way Door: DC 10 to find, DC 10 to disable
	Room Features	A magical statue in the west side of the room speaks riddles and cryptic prophecies, and lit candles are scattered across the floor

Room #18	Monster	Adult Kruthik (cr 2, motm 169, mtf 212); easy, 450 xp
		Treasure: 11 sp
	<i>North Entry</i>	Trapped and Locked Iron Door (DC 15 to open, DC 30 to break; 60 hp) Ⓣ Magic Missile Trap: DC 10 to find, DC 10 to disable; one target, 2d10 force damage
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
Room #19	Monster	Ogre Bolt Launcher (cr 2, motm 200, mtf 220) and 1 x Ogre (cr 2, mm 237); hard, 900 xp
		Treasure: 7 sp; 1 pp
	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #36 , inhabited by Couatl
	<i>East Entry</i>	Trapped and Unlocked Simple Wooden Door (10 hp) (slides to one side) Ⓣ Arrow Trap: DC 10 to find, DC 15 to disable; +7 to hit against one target, 2d10 piercing damage
Room #20	Monster	Ogre Bolt Launcher (cr 2, motm 200, mtf 220) and 1 x Ogre (cr 2, mm 237); hard, 900 xp
		Treasure: 20 cp; 18 cp
	<i>West Entry</i>	Archway
	<i>East Entry</i>	Locked Good Wooden Door (DC 25 to open, DC 15 to break; 15 hp)
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #27

Room Features A tapestry of geometric patterns hangs from the south wall, and knocking can be faintly heard near the west wall

Monster Yuan-ti Nightmare Speaker (cr 4, motm 275, vgm 205) and 1 x Yuan-ti Pureblood (cr 1, mm 310); hard, 1300 xp

Treasure: 1 pp; 4 pp

Room #21

West Entry Secret (DC 25 to find) Stuck Simple Wooden Door (DC 10 to break; 10 hp)
Ⓢ The door is concealed by an illusion
→ Leads to [room #44](#), inhabited by Ogre Chain Brute and 1 x Ogre

East Entry Stuck Simple Wooden Door (DC 10 to break; 10 hp)
→ Leads to [room #48](#), inhabited by Firenewt Warlock of Imix and 6 x Firenewt Warrior

Monster 7 x Firenewt Warrior (cr 1/2, motm 125, vgm 142); deadly, 700 xp

Treasure: 21 cp; 19 cp; 8 sp; 12 gp; 15 cp; 10 gp; 12 cp

Room #22

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

West Entry Archway

South Entry Archway
→ Leads to [room #23](#), inhabited by Couatl

Room Features A chute descends from the room into a midden chamber below, and someone has scrawled "Upon the first day of the Year of Incantations, in the Hills of Runes, the Night Walker shall be slain" on the west wall

Room #23

<i>North Entry</i>	Archway → Leads to room #22
<i>South Entry #1</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #35 , inhabited by 9 x Kobold Inventor
<i>South Entry #2</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
Room Features	A stone dais sits in the south-west corner of the room, and someone has scrawled "The Chosen of Zielach looted this place" on the north wall
Monster	Couatl (cr 4, mm 43); hard, 1100 xp

Treasure: 12 ep

Room #24

<i>North Entry</i>	Trapped and Unlocked Simple Wooden Door (10 hp) Ⓢ Rune of Confusion: DC 10 to find, DC 15 to disable; affects all targets within 10 ft., DC 20 save or become confused (phb 224) for 1d4 rounds
<i>West Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #41
<i>South Entry</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)
Monster	Hobgoblin Captain (cr 3, mm 186) and 1 x Hobgoblin (cr 1/2, mm 186); medium, 800 xp

Treasure: 13 cp; 22 cp

Room #25

<i>West Entry</i>	Unlocked Good Wooden Door (15 hp)
<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)

Monster 2 x Firenewt Warrior (cr 1/2, motm 125, vgm 142) and 2 x Giant Strider (cr 1, motm 137, vgm 143); hard, 600 xp

Treasure: 6 gp; 13 gp; 12 ep; 12 sp

Room #26

West Entry Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp)

East Entry Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)

Room Features A large demonic idol with ruby eyes sits in the center of the room, and a pile of barrel staves lies in the south-west corner of the room

Room #27

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

→ Leads to [room #20](#), inhabited by Yuan-ti Nightmare Speaker and 1 x Yuan-ti Pureblood

East Entry Trapped and Unlocked Simple Wooden Door (10 hp)

Ⓣ Contact Poison: DC 10 to find, DC 15 to disable; affects each creature which touches the trigger, DC 11 save or take 1d10 damage

→ Leads to [room #45](#)

South Entry Archway
→ Leads to [room #29](#)

Empty

Room #28

North Entry Trapped and Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp)

Ⓣ Electrified Lock: DC 15 to find, DC 10 to disable; affects each creature which touches the lock, DC 11 save or take 1d10 lightning damage

West Entry #1 Stuck Simple Wooden Door (DC 10 to break; 10 hp)

→ Leads to [room #1](#), inhabited by Yuan-ti Pit Master and 1 x Yuan-ti Pureblood

West Entry #2 Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp)
→ Leads to [room #7](#), inhabited by Hobgoblin Captain and 1 x Hobgoblin

Room Features An altar of evil sits in the center of the room, and a sundered helm lies in the south side of the room

Monster 2 x Yuan-ti Broodguard (cr 2, motm 273, vgm 203) and 1 x Yuan-ti Pureblood (cr 1, mm 310); deadly, 1100 xp

Treasure: 1900 cp, 1600 sp, 110 gp, a leather coat trimmed with rabbit fur (25 gp), an earthenware tureen embossed with draconic runes (25 gp), an obsidian brazier inlaid with a meandros of copper (25 gp)

Room #29

North Entry Archway
→ Leads to [room #27](#)

East Entry Stuck Simple Wooden Door (DC 10 to break; 10 hp)
→ Leads to [room #30](#), inhabited by Young Kruthik and 1 x Adult Kruthik

South Entry Archway
→ Leads to [room #8](#), inhabited by Yuan-ti Malison and 1 x Yuan-ti Pureblood

Trap Net Trap: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 11 save or become restrained

Room #30

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

East Entry Trapped and Unlocked Strong Wooden Door (20 hp)
Ⓣ Fire Spray: DC 15 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 14 save or take 2d10 fire damage

Room Features A chute falls into the room from above, and several headless statues are scattered throughout the room

	Monster	Young Kruthik (cr 1/8, motm 168, mtf 211) and 1 x Adult Kruthik (cr 2, motm 169, mtf 212); easy, 475 xp
		Treasure: 17 sp; 13 sp
Room #31	<i>North Entry</i>	Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp) Ⓣ Ice Dart Trap: DC 15 to find, DC 15 to disable; +12 to hit against one target, 4d10 cold damage → Leads to room #14
	<i>East Entry</i>	Archway
	Monster	2 x Gnoll Flesh Gnawer (cr 1, motm 144, vgm 154); medium, 400 xp

		Treasure: 17 cp; 18 cp
Room #32	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #36 , inhabited by Couatl
	<i>West Entry</i>	Locked Stone Door (DC 25 to open, DC 25 to break; 60 hp)
	Trap	Scythe Blade: DC 15 to find, DC 15 to disable; +7 to hit against all targets within a 5 ft. arc, 2d10 slashing damage

Room #33	<i>North Entry</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp) → Leads to room #44 , inhabited by Ogre Chain Brute and 1 x Ogre
	<i>East Entry</i>	Unlocked Good Wooden Door (15 hp)
	Hidden Treasure	Hidden (DC 20 to find) Locked Iron Chest (DC 15 to unlock, DC 30 to break; 60 hp)

1600 cp, 1000 sp, 70 gp, blue quartz (10 gp), rhodochrosite (10 gp), tiger eye (10 gp), Dust of Sneezing and Choking (uncommon, dmg 166), Lantern of Revealing (uncommon, dmg 179), Potion of Animal Friendship (uncommon, dmg 187)

Room #34

*East
Entry*

Trapped and Stuck Strong Wooden Door (DC 15 to break; 20 hp)

Ⓣ Arrow Trap: DC 10 to find, DC 10 to disable; +5 to hit against one target, 1d10 piercing damage
→ Leads to [room #13](#), inhabited by Gnoll Fang of Yeenoghu and 1 x Maw Demon

*South
Entry*

Archway
→ Leads to [room #36](#), inhabited by Couatl

**Room
Features**

The walls are covered with sword cuts, and several sundered shields are scattered throughout the room

Monster

Hobgoblin Captain (cr 3, mm 186) and 2 x Hobgoblin (cr 1/2, mm 186); deadly, 900 xp

Treasure: 2000 cp, 1200 sp, 80 gp, a brass longsword inlaid with a meandros of silver (25 gp), a copper tankard etched with arcane runes (25 gp), a fine steel bell engraved with arcane runes (25 gp), a marble coffer inlaid with silver (25 gp), a necklace of azurite (25 gp), a pewter scepter etched with thorned vines (25 gp), a steel ring engraved with draconic runes (25 gp), a steel ring set with blue spinel and peridot (25 gp), Bead of Force (rare, dmg 154), Potion of Diminution (rare, dmg 187)

Room #35

*North
Entry*

Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)

→ Leads to [room #23](#), inhabited by Couatl

*South
Entry*

Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)

→ Leads to [room #40](#), inhabited by Ogre Bolt Launcher and 1 x Ogre

	Monster	9 x Kobold Inventor (cr 1/4, motm 164, vgm 166); hard, 450 xp
		Treasure: 10 ep; 9 sp; 15 sp; 15 gp; 14 sp; 9 gp; 20 cp; 12 cp; 21 cp
Room #36	<i>North Entry</i>	Archway → Leads to room #34 , inhabited by Hobgoblin Captain and 2 x Hobgoblin
	<i>West Entry #1</i>	Archway
	<i>West Entry #2</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>South Entry #1</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #32
	<i>South Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #19 , inhabited by Ogre Bolt Launcher and 1 x Ogre
	Monster	Couatl (cr 4, mm 43); hard, 1100 xp

		Treasure: 2500 cp, 1200 sp, 70 gp, a linen choker threaded with electrum (25 gp), a marble coffer set with chalcedony and chrysoprase (25 gp), a steel bracelet etched with draconic runes (25 gp), an agateware tile painted with noble imagery (25 gp), Driftglobe (uncommon, dmg 166), Potion of Greater Healing (uncommon, dmg 187)
Room #37	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>South Entry</i>	Archway → Leads to room #13 , inhabited by Gnoll Fang of Yeenoghu and 1 x Maw Demon
	Room Features	A shallow pit lies in the north-west corner of the room, and a charred wooden shield lies in the south-west corner of the room

Room #38

<i>West Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #7 , inhabited by Hobgoblin Captain and 1 x Hobgoblin
<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 room #46
Room Features	The sound of horns fills the room, and a sundered helm lies in the south-west corner of the room
Monster	Yuan-ti Pit Master (cr 5, motm 276, vgm 206) and 1 x Yuan-ti Pureblood (cr 1, mm 310); deadly, 2000 xp

Treasure: 2800 cp, 1200 sp, 80 gp, a fine leather merchant's cap adorned with a feather (25 gp), a fine leather merchant's cap adorned with a plume (25 gp), a fine steel shield brooch inlaid with ornate electrum scrollwork (25 gp), a jasper cup engraved with dwarven runes (25 gp), a leather mantle tooled with draconic scales (25 gp), a stoneware tankard embossed with elven script (25 gp), an ivory medallion engraved with spirals (25 gp), Spell Scroll (Remove Curse) (uncommon, dmg 200), Lantern of Revealing (uncommon, dmg 179), Philter of Love (uncommon, dmg 184), Ring of Swimming (uncommon, dmg 193)

Room #39

<i>East Entry</i>	Trapped and Stuck Stone Door (DC 20 to break; 60 hp) Ⓣ Teleporter Crystal: DC 15 to find, DC 15 to disable; affects each creature which touches the crystal, DC 11 save or be teleported to another location
<i>South Entry</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) → Leads to room #54 , inhabited by Blue Dragon Wyrmling and 3 x Kobold
Room Features	A balcony hangs from the north wall, and the floor is covered with dust

Room #40

Monster 2 x Yuan-ti Pureblood (cr 1, mm 310); medium, 400 xp

Treasure: 6 gp; 7 sp

North Entry Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
→ Leads to [room #35](#), inhabited by 9 x Kobold Inventor

East Entry #1 Archway

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

Room Features A balcony hangs from the west wall, and someone has scrawled "Ale's well that ends well" in dwarvish runes on the east wall

Monster Ogre Bolt Launcher (cr 2, motm 200, mtf 220) and 1 x Ogre (cr 2, mm 237); hard, 900 xp

Treasure: 1900 cp, 1200 sp, 110 gp, a cloth gown threaded with dyed silk (25 gp), a cloth gown trimmed with fur (25 gp), a fine leather coinpurse trimmed with squirrel fur (25 gp), a pair of brocade gloves trimmed with fur (25 gp), an obsidian brazier engraved with draconic runes (25 gp)

Hidden Treasure Hidden (DC 20 to find) Locked Iron Chest (DC 20 to unlock, DC 30 to break; 60 hp)

2000 cp, 1600 sp, 60 gp, a brass censer inlaid with copper (25 gp), a leather mantle trimmed with fox fur (25 gp), a portrait (of a male dwarf) in a wooden frame engraved with elven script (25 gp), a stoneware ewer embossed with elven script (25 gp), an earthenware bowl embossed with arcane runes (25 gp)

Room #41

North Entry Trapped and Unlocked Strong Wooden Door (20 hp)
Ⓣ Guillotine Blade: DC 10 to find, DC 15 to disable; +6 to hit against one target, 2d10 slashing damage

West Entry Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)

East Entry Unlocked Strong Wooden Door (20 hp)
→ Leads to [room #24](#), inhabited by Hobgoblin Captain and 1 x Hobgoblin

Room Features A stream of oil flows along a channel in the floor, and a stack of barrels filled with sand stands against the east wall

Room #42

West Entry Trapped and Stuck Stone Door (DC 20 to break; 60 hp)
Ⓣ One-way Door: DC 10 to find, DC 10 to disable

South Entry Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp)

Monster Kobold Dragonschild (cr 1, motm 163, vgm 165) and 9 x Kobold (cr 1/8, mm 195); hard, 425 xp

Treasure: 14 gp; 11 sp; 7 gp; 8 gp; 15 ep; 9 gp; 8 sp; 10 ep; 19 sp; 13 gp

Room #43

North Entry Archway

South Entry Archway

Empty

Room #44

North Entry Trapped and Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)
Ⓣ Thunderstone Mine: DC 20 to find, DC 15 to disable; affects all targets within 20 ft., DC 15

save or take 2d10 thunder damage and become deafened for 1d4 rounds

East Entry Secret (DC 25 to find) Stuck Simple Wooden Door (DC 10 to break; 10 hp)
Ⓢ The door is concealed by an illusion
→ Leads to [room #21](#), inhabited by 7 x Firenewt Warrior

South Entry Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)
→ Leads to [room #33](#)

Room Features An enchanted pool in the west side of the room petrifies whomever drinks from it, and the floor is covered in square tiles, alternating white and black

Monster Ogre Chain Brute (cr 3, motm 201, mtf 221) and 1 x Ogre (cr 2, mm 237); deadly, 1150 xp

Treasure: 11 ep; 14 sp

Room #45

North Entry Trapped and Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)
Ⓣ Magic Missile Trap: DC 15 to find, DC 15 to disable; one target, 2d10 force damage

West Entry Trapped and Unlocked Simple Wooden Door (10 hp)
Ⓣ Contact Poison: DC 10 to find, DC 15 to disable; affects each creature which touches the trigger, DC 11 save or take 1d10 damage
→ Leads to [room #27](#)

Room Features Burning torches in iron sconces line the north and east walls, and several pieces of torn paper are scattered throughout the room

Room #46

North Entry Stuck Simple Wooden Door (DC 10 to break; 10 hp)
→ Leads to [room #38](#), inhabited by Yuan-ti Pit Master and 1 x Yuan-ti Pureblood

West Entry Trapped and Unlocked Strong Wooden Door (20 hp)

Ⓣ Guillotine Blade: DC 15 to find, DC 10 to disable; +3 to hit against one target, 1d10 slashing damage

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

Empty

Room #47

West Entry Unlocked Simple Wooden Door (10 hp) (slides to one side)

Empty

Room #48

West Entry Stuck Simple Wooden Door (DC 10 to break; 10 hp)
→ Leads to [room #21](#), inhabited by 7 x Firenewt Warrior

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

Monster Firenewt Warlock of Imix (cr 1, motm 125, vgm 143) and 6 x Firenewt Warrior (cr 1/2, motm 125, vgm 142); deadly, 800 xp

Treasure: 11 gp; 9 gp; 3 pp; 21 cp; 20 sp; 4 gp; 6 gp

Hidden Treasure Hidden (DC 15 to find) Unlocked Iron Chest (60 hp)

2500 cp, 1200 sp, 110 gp, 2 x banded agate (10 gp), eye agate (10 gp), malachite (10 gp), obsidian (10 gp), tiger eye (10 gp), turquoise (10 gp), Spell Scroll (Friends) (common, dmg 200), Spell Scroll (Speak with Animals) (common, dmg 200), Spell Scroll (Gentle Repose) (uncommon, dmg 200), Potion of Greater Healing (uncommon, dmg 187), 2 x Potion of Healing (common, dmg 187)

Room #49

East Entry Trapped and Stuck Strong Wooden Door (DC 15 to break; 20 hp)
Ⓣ Fire Spray: DC 10 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 11 save or take 1d10 fire damage
→ Leads to [room #1](#), inhabited by Yuan-ti Pit Master and 1 x Yuan-ti Pureblood

Room Features A stone stair ascends towards the east wall, and a cold spot can be felt in the south-east corner of the room

Monster 3 x Gnoll Flesh Gnawer (cr 1, motm 144, vgm 154); hard, 600 xp

Treasure: 17 sp; 14 cp; 14 sp

Room #50

North Entry Unlocked Simple Wooden Door (10 hp)
→ Leads to [room #5](#), inhabited by 5 x Dust Mephit and 1 x Ghoul

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

Monster 5 x Gnoll (cr 1/2, mm 163); hard, 500 xp

Treasure: 14 sp; 18 sp; 13 gp; 8 gp; 21 cp

Trap Scythe Blade: DC 15 to find, DC 10 to disable; +6 to hit against all targets within a 5 ft. arc, 2d10 slashing damage

Hidden Treasure Hidden (DC 25 to find) Unlocked Simple Wooden Chest (10 hp)

2100 cp, 700 sp, 40 gp, a bone coffer set with a single tourmaline (25 gp), a brass mace etched with arcane runes (25 gp), a fine leather coinpurse trimmed with squirrel fur (25 gp), a rosewood puzzle box engraved with floral vines (25 gp), a set of ivory dice with copper pips (25 gp), Spell Scroll (Identify) (common, dmg 200), Spell Scroll (Inflict Wounds) (common, dmg 200), Spell Scroll (Pass without Trace) (uncommon, dmg 200), 3 x Potion of Healing (common, dmg 187)

Room #51

<i>North Entry</i>	Secret (DC 20 to find) Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides down) Ⓢ The door is located near the ceiling and concealed behind an area of slime → Leads to room #10 , inhabited by Kobold Inventor and 7 x Kobold
<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #4 , inhabited by Lamia and 1 x Cultist
Room Features	Laughter fills the room, and several pieces of rotting wood are scattered throughout the room

Room #52

<i>North Entry</i>	Locked Iron Door (DC 15 to open, DC 30 to break; 60 hp) → Leads to room #16 , inhabited by Firenewt Warlock of Imix and 4 x Firenewt Warrior
<i>East Entry</i>	Trapped and Stuck Stone Door (DC 20 to break; 60 hp) Ⓣ Guillotine Blade: DC 15 to find, DC 10 to disable; +6 to hit against one target, 2d10 slashing damage
<i>South Entry</i>	Trapped and Locked Good Wooden Door (DC 25 to open, DC 15 to break; 15 hp) Ⓣ Acid Spray: DC 10 to find, DC 10 to disable; affects all targets within a 20 ft. cone, DC 19 save or take 2d10 acid damage for 1d4 rounds

Empty

Room #53

<i>North 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 11 save or take 1d10 damage → Leads to room #8 , inhabited by Yuan-ti Malison and 1 x Yuan-ti Pureblood
<i>West Entry</i>	Archway

Room #54

South Entry Unlocked Simple Wooden Door (10 hp)
→ Leads to [room #4](#), inhabited by Lamia and 1 x Cultist

Monster Yuan-ti Nightmare Speaker (cr 4, motm 275, vgm 205) and 1 x Yuan-ti Pureblood (cr 1, mm 310); hard, 1300 xp

Treasure: 14 cp; 2 pp

North Entry Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp)
→ Leads to [room #39](#), inhabited by 2 x Yuan-ti Pureblood

South Entry Secret (DC 15 to find) Stuck Simple Wooden Door (DC 10 to break; 10 hp)
Ⓢ The door is concealed within a horrific torture device

Monster Blue Dragon Wyrmling (cr 3, mm 91) and 3 x Kobold (cr 1/8, mm 195); medium, 775 xp

Treasure: 3 pp; 17 cp; 12 sp; 14 cp

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

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