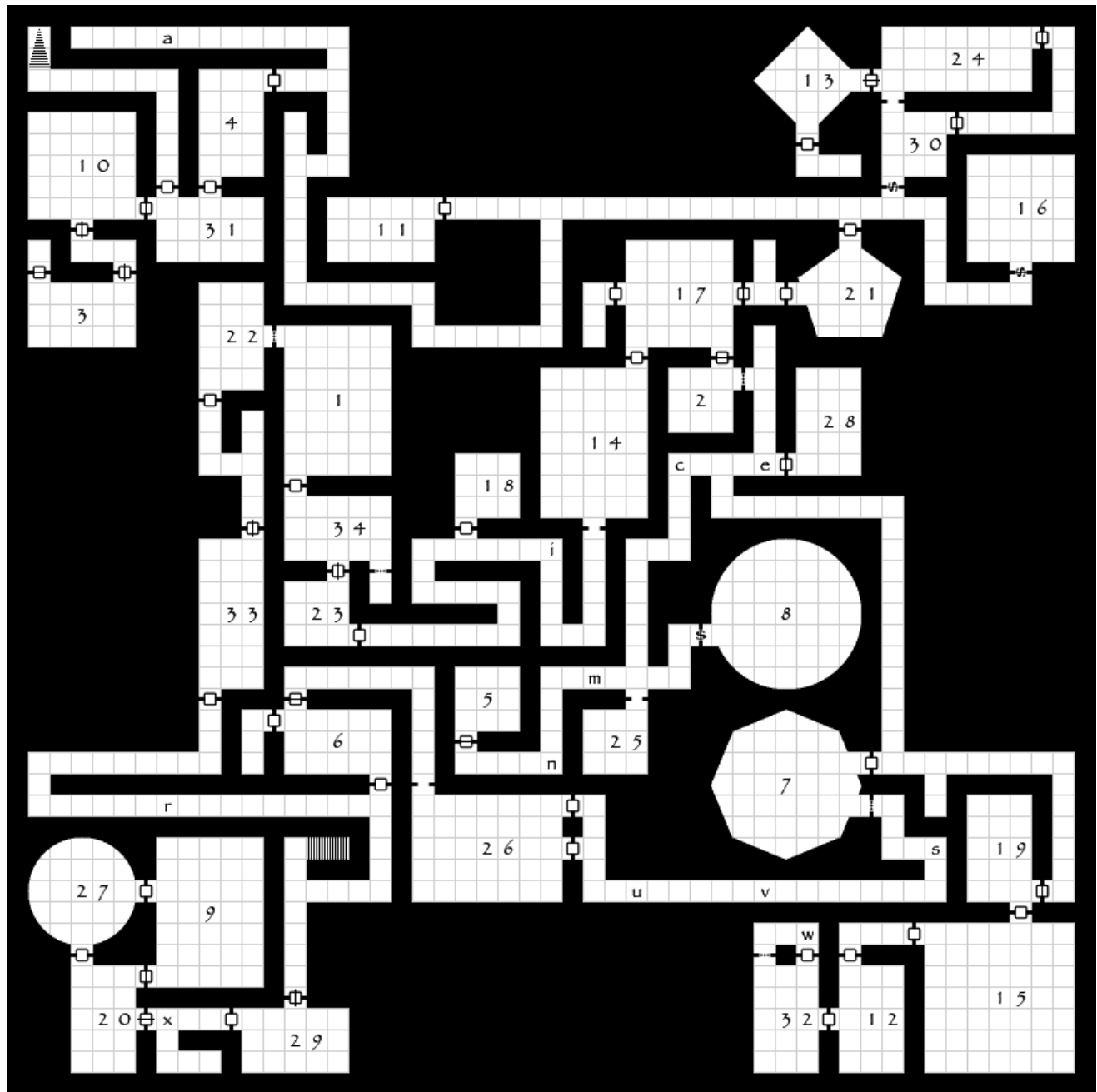


Palace of the Flickering Mage 01

Level 1



General

| | |
|---------------------|--|
| Walls | Hewn Stone (Climb DC 25) |
| Floor | Smooth Stone |
| Temperature | Warm |
| Illumination | Dark (individual creatures may carry lights) |

Corridor Features

- a** Numerous pillars line the corridor
- c** Part of the ceiling has collapsed into the corridor
- e** An unexplained breeze can be felt here
- i** Inflict Light Wounds Trap: CR 2; magic device; touch trigger; automatic reset; spell effect (Inflict Light Wounds, 1st level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26
- m** Camouflaged Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 24; Disable Device DC 19
- n** A tile labyrinth covers the floor
- r** A narrow shaft descends from the corridor into a magical cyst below
- s** Patches of mushrooms grow here
- u** The scent of ozone fills the corridor
- v** The scent of smoke fills the corridor
- w** Spiked Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 21; Disable Device DC 20
- x** Large Net Trap: CR 2; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 20; Disable Device DC 25; Note: Characters in 10 ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save.

Wandering Monsters

- 1** 1 x Grimlock, lost and desperate
- 2** 1 x Large Monstrous Centipede (vermin), bloodied and fleeing a more powerful enemy
- 3** 1 x 1st Level Warrior Drow (elf), hunting for food
- 4** 1 x Spider Swarm, wandering senselessly
- 5** 1 x Large Monstrous Centipede (vermin), lost and desperate
- 6** 5 x Small Monstrous Spider (vermin), lost and desperate

Room #1

- West Entry* Trapped Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
 - Ⓢ Tripping Chain: CR 2; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain); Search DC 15; Disable Device DC 18
 - Leads to [room #22](#), inhabited by 3 x Dire Rat
- South Entry* Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
 - Leads to [room #34](#)

Empty

| | | |
|----------------|-----------------------|--|
| Room #2 | <i>North Entry</i> | Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp) → Leads to room #17 , inhabited by 1 x Troglodyte Zombie |
| | <i>East Entry</i> | Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) |
| | Empty | |
| Room #3 | <i>North Entry #1</i> | Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp) |
| | <i>North Entry #2</i> | Trapped and Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp) Ⓢ Scything Blade Trap: CR 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20 |
| | Room Features | Several square holes are cut into the north and west walls, and an overwhelming stench fills the east side of the room |
| Room #4 | <i>East Entry</i> | Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) |
| | <i>South Entry</i> | Unlocked Simple Wooden Door (hard 5, 10 hp) → Leads to room #31 |
| | Room Features | An altar of evil sits in the center of the room, and a stream of oil flows through the room |
| Room #5 | <i>South Entry</i> | Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp) (magically reinforced, +10 to break DC) Empty |
| Room #6 | <i>North Entry</i> | Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp) |
| | <i>West Entry</i> | Unlocked Strong Wooden Door (hard 5, 20 hp) |
| | <i>South Entry</i> | Unlocked Iron Door (hard 10, 60 hp) |
| | Room Features | Part of the ceiling has collapsed into the room, and an altar of evil sits in the north-west corner of the room |

Room #7

East Entry #1 Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

East Entry #2 Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)

Room Features Spirals of blue stones cover the floor, and a dagger hilt lies in the north-west corner of the room

Monster 1 x Large Monstrous Centipede (vermin)

Large monstrous centipede: CR 1; Large vermin; HD 3d8; hp 13; Init +2; Spd 40 ft. (8 squares), climb 40 ft.; AC 14 (-1 size, +2 dex, +3 natural), touch 11, flat-footed 12; Base Atk +2; Grp +7; Atk +3 melee (1d8+1 plus poison, bite); Full Atk +3 melee (1d8+1 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +1; Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2

Skills and Feats: Climb +10, Hide +6, Spot +4; Weapon Finesse

Room #8

West Entry Secret (Search DC 30) Unlocked Good Wooden Door (hard 5, 15 hp)

Ⓢ The door is concealed behind a pile of skulls

Room Features A tapestry of legendary monsters hangs from the east wall, and acid drips from the ceiling in the north side of the room

Monster 4 x 1st Level Warrior Goblin

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

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness

Treasure: 400 sp; hoard total 40 gp

Room #9

West Entry #1 Unlocked Strong Wooden Door (hard 5, 20 hp)
→ Leads to [room #27](#), inhabited by 1 x 1st Level Warrior Svirfneblin

West Entry #2 Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp)
→ Leads to [room #20](#)

Room Features A large demonic idol with ruby eyes sits in the east side of the room, and someone has scrawled "The Fangs of Thurfisetr looted this place" on the south wall

Monster 1 x Medium Monstrous Spider (vermin)

Medium monstrous spider: CR 1; Medium vermin; HD 2d8+2; hp 11; Init +3; Spd 30 ft. (6 squares), climb 20 ft.; AC 14 (+3 dex, +1 natural), touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6 plus poison, bite); Full Atk +4 melee (1d6 plus poison, bite); Space/Reach 5 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2

Skills and Feats: Climb +11, Hide +7*, Jump +0*, Spot +4*; Weapon Finesse

Treasure: 200 cp; hoard total 2 gp

Room #10

East Entry Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp)
→ Leads to [room #31](#)

South Entry Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp)
Ⓜ 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

Room Features Someone has scrawled "The Ravens of Caleah killed a devil here" on the west wall, and the ceiling is covered with cobwebs

Monster 3 x Dire Rat

Dire rat: CR 1/3; Small animal; HD 1d8+1; hp 5; Init +3; Spd 40 ft. (8 squares), climb 20 ft.; AC 15 (+1 size, +3 dex, +1 natural), touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk +4 melee (1d4 plus disease, bite); Full Atk +4 melee (1d4 plus disease, bite); Space/Reach 5 ft./5 ft.; SA Disease; SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse

Room #11*East Entry*

Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)

Room Features

A stack of rotting wooden crates stands against the north wall, and a sulphurous odor fills the room

Monster

1 x Troglodyte

Troglodyte: CR 1; Medium humanoid (reptilian); HD 2d8+4; hp 13; Init -1; Spd 30 ft. (6 squares); AC 15 (-1 dex, +6 natural), touch 9, flat-footed 15; Base Atk +1; Grp +1; Atk +1 melee (1d6, club) or +1 melee (1d4, claw) or +1 ranged (1d6, javelin); Full Atk +1 melee (1d6, club) and -1 melee (1d4, claw) and -1 melee (1d4, bite) or +1 melee (1d4, 2 claws) and -1 melee (1d4, bite) or +1 ranged (1d6, javelin); Space/Reach 5 ft./5 ft.; SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10

Skills and Feats: Hide +5*, Listen +3; Multiattack, Weapon Focus (javelin)

Treasure: 2500 cp; hoard total 25 gp

Room #12*North Entry*

Unlocked Strong Wooden Door (hard 5, 20 hp)

West Entry

Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

→ Leads to [room #32](#)**Room Features**

Various torture devices are scattered throughout the room, and several pieces of torn paper are scattered throughout the room

Monster

1 x Large Monstrous Centipede (vermin)

Large monstrous centipede: CR 1; Large vermin; HD 3d8; hp 13; Init +2; Spd 40 ft. (8 squares), climb 40 ft.; AC 14 (-1 size, +2 dex, +3 natural), touch 11, flat-footed 12; Base Atk +2; Grp +7; Atk +3 melee (1d8+1 plus poison, bite); Full Atk +3 melee (1d8+1 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +1; Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2

Skills and Feats: Climb +10, Hide +6, Spot +4; Weapon Finesse

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| Room #13 | <i>East Entry</i> | Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓣ Spiked Pit Trap: CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15 → Leads to room #24 |
| | <i>South Entry</i> Empty | Unlocked Simple Wooden Door (hard 5, 10 hp) |
| Room #14 | <i>North Entry</i> | Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) → Leads to room #17 , inhabited by 1 x Troglodyte Zombie |
| | <i>South Entry</i> | Archway |
| | Room Features | A sulphurous odor fills the center of the room, and a pile of broken glass lies in the south-east corner of the room |
| | Monster | 1 x Large Monstrous Centipede (vermin) <hr/> Large monstrous centipede: CR 1; Large vermin; HD 3d8; hp 13; Init +2; Spd 40 ft. (8 squares), climb 40 ft.; AC 14 (-1 size, +2 dex, +3 natural), touch 11, flat-footed 12; Base Atk +2; Grp +7; Atk +3 melee (1d8+1 plus poison, bite); Full Atk +3 melee (1d8+1 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +1; Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2 Skills and Feats: Climb +10, Hide +6, Spot +4; Weapon Finesse |
| Room #15 | <i>North Entry</i> | Unlocked Good Wooden Door (hard 5, 15 hp) → Leads to room #19 |
| | <i>West Entry</i> Room Features | Stuck Stone Door (break DC 28; hard 8, 60 hp) A magical mosaic on the west wall can be used as a portal to any known location within the dungeon, and someone has scrawled "The Covenant of Undan looted this place" on the south wall |
| Room #16 | <i>South Entry</i> | Secret (Search DC 20) Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp) (slides down, +1 to break DC) Ⓢ The door is located above a small stone dais and concealed by an illusion |
| | Room Features | Lit candles are scattered across the floor, and someone has scrawled "When the Crown is broken and the Wound is healed, the Wand of Mercy shall be found" on the south wall |

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| Room #17 | <i>West Entry</i> | Stuck Iron Door (break DC 28; hard 10, 60 hp) |
| | <i>East Entry</i> | Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp) |
| | <i>South Entry #1</i> | Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) → Leads to room #14 , inhabited by 1 x Large Monstrous Centipede |
| | <i>South Entry #2</i> | Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp) → Leads to room #2 |
| Room Features | A wooden platform hangs over a deep pit in the east side of the room, and someone has scrawled "The Mirror of Sorcery shall be restored when the moon is crowned" on the west wall | |
| Monster | 1 x Troglodyte Zombie | |
| | Troglodyte zombie: CR 1; Medium undead; HD 4d12+3; hp 29; Init -2; Spd 30 ft. (6 squares; can't run); AC 16 (-2 dex, +8 natural), touch 8, flat-footed 16; Base Atk +2; Grp +3; Atk +3 melee (1d10+1, greatclub) or +3 melee (1d4+1, bite) or +3 melee (1d6+1, slam) or +0 ranged (1d6+1, javelin); Full Atk +3 melee (1d10+1, greatclub) or +3 melee (1d4+1, bite) or +3 melee (1d6+1, slam) or +0 ranged (1d6+1, 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 +1, Ref -1, Will +4; Str 12, Dex 7, Con -, Int -, Wis 10, Cha 1 Skills and Feats: -; Toughness | |
| Room #18 | <i>South Entry</i> | Unlocked Simple Wooden Door (hard 5, 10 hp) |
| | Hidden Treasure | Hidden (Search DC 20) Locked Iron Chest (Open Lock DC 20, break DC 28; hard 10, 60 hp) 140 gp; hoard total 140 gp |
| Room #19 | <i>East Entry</i> | Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp) |
| | <i>South Entry</i> | Unlocked Good Wooden Door (hard 5, 15 hp) → Leads to room #15 |
| | Empty | |

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| Room #20 | <i>North Entry</i> | Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #27 , inhabited by 1 x 1st Level Warrior Svirfneblin |
| | <i>East Entry #1</i> | Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp) → Leads to room #9 , inhabited by 1 x Medium Monstrous Spider |
| | <i>East Entry #2</i> | Trapped and Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp) Ⓢ Hail of Needles: CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22 |
| | Room Features | Several iron cages are scattered throughout the room, and the floor is covered with fungus |
| Room #21 | <i>North Entry</i> | Stuck Stone Door (break DC 28; hard 8, 60 hp) |
| | <i>West Entry</i> | Unlocked Simple Wooden Door (hard 5, 10 hp) |
| | Monster | 1 x Spider Swarm Spider swarm: CR 1; Diminutive vermin (swarm); HD 2d8; hp 9; Init +3; Spd 20 ft. (4 squares), climb 20 ft.; AC 17 (+4 size, +3 dex), touch 17, flat-footed 14; Base Atk +1; Grp -; Atk Swarm (1d6 plus poison); Full Atk Swarm (1d6 plus poison); Space/Reach 10 ft./0 ft.; SA Distraction, poison; SQ Darkvision 60 ft., swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2 Skills and Feats: Climb +11, Listen +4, Spot +4; |
| Room #22 | <i>East Entry</i> | Trapped Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) Ⓢ Tripping Chain: CR 2; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain); Search DC 15; Disable Device DC 18 → Leads to room #1 |
| | <i>South Entry</i> | Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) |
| | Room Features | A magical mural on the west wall depicts the gruesome death of whomever views it, and the room has a high domed ceiling |
| | Monster | 3 x Dire Rat Dire rat: CR 1/3; Small animal; HD 1d8+1; hp 5; Init +3; Spd 40 ft. (8 squares), climb 20 ft.; AC 15 (+1 size, +3 dex, +1 natural), touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk +4 melee (1d4 plus disease, bite); Full Atk +4 melee (1d4 plus disease, bite); Space/Reach 5 ft./5 ft.; SA Disease; SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4 Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse |

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| Room #23 | <i>North Entry</i> | Trapped and Unlocked Stone Door (hard 8, 60 hp) Ⓣ Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20 → Leads to room #34 |
| | <i>East Entry</i> | Unlocked Stone Door (hard 8, 60 hp) |
| | Room Features | A narrow shaft falls into the room from above, and the ceiling is covered with bloodstains |
| | Trap | Camouflaged Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18 |
| | Hidden Treasure | Hidden (Search DC 30) Trapped and Unlocked Good Wooden Chest (hard 5, 15 hp) Burning Hands Trap: CR 2; magic device; proximity trigger (alarm); automatic reset; spell effect (Burning Hands, 1st level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26 <hr/> 400 sp; hoard total 40 gp |
| Room #24 | <i>West Entry</i> | Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓣ Spiked Pit Trap: CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15 → Leads to room #13 |
| | <i>East Entry</i> | Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp) |
| | <i>South Entry</i> | Archway → Leads to room #30 |
| | Room Features | A tapestry of ghoulish carnage hangs from the east wall, and someone has scrawled "The last wards have fallen" on the north wall |
| | Room #25 | <i>North Entry</i> |

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| Room #26 | <i>North Entry</i> | Archway |
| | <i>East Entry #1</i> | Stuck Iron Door (break DC 28; hard 10, 60 hp) |
| | <i>East Entry #2</i> | Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) |
| | Room Features | Patches of mushrooms grow in the south-west corner of the room, and a sundered mace lies in the south-west corner of the room |
| | Monster | 4 x Dire Rat |
| | | Dire rat: CR 1/3; Small animal; HD 1d8+1; hp 5; Init +3; Spd 40 ft. (8 squares), climb 20 ft.; AC 15 (+1 size, +3 dex, +1 natural), touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk +4 melee (1d4 plus disease, bite); Full Atk +4 melee (1d4 plus disease, bite); Space/Reach 5 ft./5 ft.; SA Disease; SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4 Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse |
| Room #27 | <i>East Entry</i> | Unlocked Strong Wooden Door (hard 5, 20 hp) → Leads to room #9 , inhabited by 1 x Medium Monstrous Spider |
| | <i>South Entry</i> | Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #20 |
| | Room Features | The room has a high domed ceiling, and someone has scrawled "The Blade of Betrayal is drawn" on the east wall |
| | Monster | 1 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: 50 gp; hoard total 50 gp |
| Room #28 | <i>West Entry</i> | Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp) |
| | Room Features | A rope ascends to a catwalk hanging between the north and south walls, and a large demonic idol with ruby eyes sits in the north-west corner of the room |

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| Room #29 | <i>North Entry</i> | Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓣ Deeper Pit Trap: CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 20; Disable Device DC 23 |
| | <i>West Entry</i> | Unlocked Simple Wooden Door (hard 5, 10 hp) |
| | Empty | |
| Room #30 | <i>North Entry</i> | Archway → Leads to room #24 |
| | <i>East Entry</i> | Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp) |
| | <i>South Entry</i> | Secret (Search DC 20) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓢ The door is concealed behind a statue of a medusa, and opened by uncovering her eyes |
| | Room Features | A stone dais sits in the east side of the room, and a clanking sound can be heard in the center of the room |
| Room #31 | <i>North Entry #1</i> | Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) |
| | <i>North Entry #2</i> | Unlocked Simple Wooden Door (hard 5, 10 hp) → Leads to room #4 |
| | <i>West Entry</i> | Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp) → Leads to room #10 , inhabited by 3 x Dire Rat |
| | Room Features | A fountain of water sits against the west wall, and a metallic odor fills the room |
| Room #32 | <i>North Entry #1</i> | Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) |
| | <i>North Entry #2</i> | Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) |
| | <i>East Entry</i> | Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #12 , inhabited by 1 x Large Monstrous Centipede |
| | Room Features | Someone has scrawled "Benne's Company killed three vampires here" on the east wall, and a pair of boots lies in the south-west corner of the room |

Room #33

North Entry Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp)

Ⓣ Spiked Pit Trap: CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15

South Entry Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

Empty

Room #34

North Entry Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)

→ Leads to [room #1](#)

South Entry #1 Trapped and Unlocked Stone Door (hard 8, 60 hp)

Ⓣ Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20

→ Leads to [room #23](#)

South Entry #2 Trapped Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp)

Ⓣ Poisoned Arrow Trap: CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +12 ranged (1d8 plus poison, arrow); poison (large scorpion venom [injury, Fort DC 18, 1d6 Str/1d6 Str]); Search DC 19; Disable Device DC 15

Empty

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

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