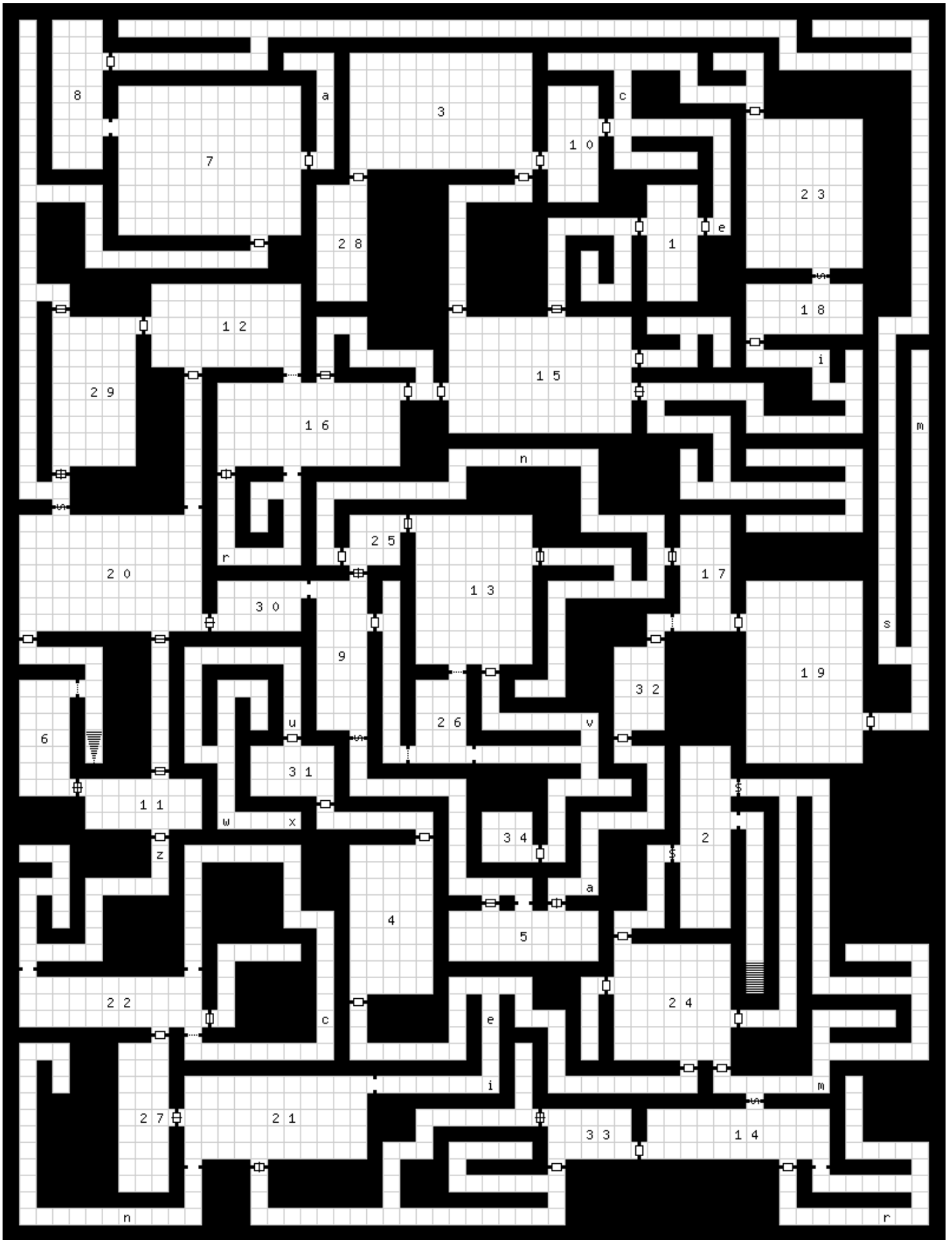


The Temple of Indomitable Terror

Level 1





Arch



Door



Locked



Trapped



Secret



Portcullis

General

Dungeon Walls	Hewn Stone (Athletics DC 20 to climb)
Dungeon Floor	Uneven Flagstone (Acrobatics DC 10 to charge or run)
Temperature	Cool
Illumination	Dark (individual creatures may carry lights)

Corridors

a	Dart Blaster (Perception DC 10 to find, Thievery DC 15 to disable, Single-shot, Close blast 1, Attack +6 vs. AC, Damage 3d6+3, 25 xp)
c	An overwhelming stench fills the corridor
e	A fountain of water sits in an alcove here
i	The walls here have been engraved with numerous arcane symbols
m	A creaking sound fills the corridor
n	Numerous pillars line the corridor
r	A sour odor fills the corridor
s	A stream of water cuts across the corridor
u	Mournful weeping fills the corridor
v	A chute descends from the corridor into a natural cavern below
w	A stream of quicksilver cuts across the corridor
x	Acidic Burster (Perception DC 15 to find, Thievery DC 10 to disable, Single-shot, Close burst 2, Attack +4 vs. Reflex, Damage 3d6+3 acid, 25 xp)
z	A chute descends from the corridor into the next dungeon level down

Wandering Monsters

1	4 x Fire Beetle (mm 30, 100 xp), searching for an object stolen from their lair
2	2 x Goblin Warrior (mm 137, 100 xp), consumed by disease and madness
3	4 x Fell Taint Lasher (mm2 104, 100 xp), scouting from another part of the dungeon
4	3 x Kobold Skirmisher (mm 167, 100 xp), investigating a strange noise
5	3 x Fell Taint Lasher (mm2 104, 100 xp), scouting from another part of the dungeon
6	7 x Xivort Slasher (mm3 208, 100 xp), wandering aimlessly

Room #1

<i>West Entry</i>	Unlocked Stone Door (Strength DC 20 to break, 40 hp)
<i>East Entry</i>	Unlocked Good Wooden Door (Strength DC 12 to break, 30 hp)
Room Features	Spirals of black stones cover the floor, Burning torches in iron sconces line the north wall
Trap	Bolter Turret (Perception DC 10 to find, Thievery DC 10 to disable, Init +2, Target 1 creature within 10 squares, Attack +6 vs. AC, Damage 1d10+3, 100 xp)

Room #2

<i>West Entry</i>	Secret (Perception DC 30 to find) Stuck Simple Wooden Door (Strength DC 12 to break, 20 hp)
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\$ The door is concealed behind a statue of a dragon, and operated by reaching into its mouth

East Entry #1 Secret (Perception DC 15 to find) Unlocked Iron Door (Strength DC 25 to break, 60 hp)

\$ The door is located near the ceiling and concealed by an illusion

East Entry #2 Archway

Room Features A faded and torn tapestry hangs from the west wall, Several pieces of trash are scattered throughout the room

Room #3

East Entry Stuck Good Wooden Door (Strength DC 15 to break, 30 hp)

→ Leads to room #10

South Entry #1 Stuck Strong Wooden Door (Strength DC 18 to break, 40 hp)

→ Leads to room #28, inhabited by 4 x Goblin Warrior (mm 137, 100 xp) and 2 x Goblin Cutter (mm 136, 25 xp)

South Entry #2 Unlocked Strong Wooden Door (Strength DC 15 to break, 40 hp)

Room Features A chute falls into the room from above, A pile of bent copper coins lies in the north-west corner of the room

Monster 6 x Goblin Blackblade (mm 136, 100 xp) and 7 x Giant Rat (mm 219, 25 xp)

Room #4

North Entry Unlocked Strong Wooden Door (Strength DC 15 to break, 40 hp)

South Entry Unlocked Good Wooden Door (Strength DC 12 to break, 30 hp)

Room Features Sloped floor (add 1 square to any movement towards the west side of the room), Partition walls (Strength DC 15 to break)

Room #5

North Entry #1 Locked Good Wooden Door (Thievery DC 20 to unlock, Strength DC 18 to break, 30 hp)

North Entry #2 Archway

North Entry #3 Trapped and Stuck Stone Door (Strength DC 22 to break, 40 hp)

Ⓢ Iceshard Blaster (Perception DC 15 to find, Thievery DC 15 to disable, Single-shot, Close blast 1, Attack +4 vs. Reflex, Damage 3d6+3 cold, 25 xp)

Hidden Treasure Hidden (Perception DC 15 to find) Locked Simple Wooden Chest (Thievery DC 30 to unlock, Strength DC 15 to break, 20 hp)

144 sp; 3 x Small Blue Quartz (38 gp each), Small Turquoise (41 gp each); Bolt of Fine Cloth (65 gp), Pewter Holy Symbol (of a Demonic God) (71 gp), Platinum Cloth Ribbon (78 gp); +1 Challenge-Seeking Weapon (av2 17, 360 gp) Sickle (phb 218), +1 Magic Weapon (phb 235, 360 gp) Greatspear (av 9), +1 Magic Weapon (phb 235, 360 gp) Heavy Flail (phb 218), 5 x Divine Ritual Scroll (Create Holy Water (dp 156, 50 gp)), 5 x Potion of Cure Light Wounds (mme 96, 20 gp); hoard total 1813 gp 4 sp

Room #6

East Entry #1 Wooden Portcullis (Strength DC 15 to open, 20 hp)

East Entry #2 Trapped and Locked Strong Wooden Door (Thievery DC 10 to unlock, Strength DC 20 to break, 40 hp)

Ⓢ One-way Door (Perception DC 15 to find, Thievery DC 10 to disable, 25 xp)

→ Leads to room #11, inhabited by 4 x Xivort Net Caster (mm3 209, 100 xp)

Room Features	Crude ballista (Strength DC 15 to arm, Dex attack vs. AC, deals 3d8+3 damage, single use), A chute falls into the room from above
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Room #7

<i>West Entry</i>	Archway → Leads to room #8
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<i>East Entry</i>	Stuck Strong Wooden Door (Strength DC 18 to break, 40 hp)
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<i>South Entry</i>	Unlocked Stone Door (Strength DC 20 to break, 40 hp)
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Room Features	A narrow ledge runs along the north and east walls, A simple wooden table and workbench sit in the center of the room
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Monster	4 x Goblin Acolyte of Maglubiyet (mm2 131, 100 xp)
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Treasure: 2 x Uncut Obsidian (32 gp each); +1 Magic Armor (phb 230, 360 gp) Scale Armor (phb 214), +1 Magic Weapon (phb 235, 360 gp) Tratnyr (av 9), Burglar's Gloves (phb 247, 360 gp), 5 x Potion of Cure Light Wounds (mme 96, 20 gp); hoard total 1244 gp

Room #8

<i>East Entry #1</i>	Stuck Strong Wooden Door (Strength DC 18 to break, 40 hp) (slides down, +1 to break DC)
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<i>East Entry #2</i>	Archway → Leads to room #7, inhabited by 4 x Goblin Acolyte of Maglubiyet (mm2 131, 100 xp)
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Room Features	Zone of zero gravity (Acrobatics DC 20 to move), Tar slicks (targets of forced movement must save or be slowed until the end of their next turn)
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Trap	6 x Frostcyst Burster (Perception DC 10 to find, Thievery DC 10 to disable, Single-shot, Close burst 3, Attack +4 vs. Fortitude, Damage 3d6+3 cold and the target is weakened until the end of its next turn, 25 xp)
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Room #9

<i>North Entry</i>	Trapped and Locked Stone Door (Thievery DC 15 to unlock, Strength DC 25 to break, 40 hp)
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Ⓣ Guillotine Blade (Perception DC 10 to find, Thievery DC 10 to disable, Single-shot, Target 1 creature, Attack +4 vs. Reflex, Damage 2d10+3, 25 xp)

→ Leads to room #25, inhabited by 7 x Fell Taint Pulsar (mm2 104, 100 xp)

<i>West Entry</i>	Archway → Leads to room #30
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<i>East Entry</i>	Stuck Strong Wooden Door (Strength DC 18 to break, 40 hp)
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<i>South Entry</i>	Secret (Perception DC 30 to find) Locked Iron Door (Thievery DC 15 to unlock, Strength DC 30 to break, 60 hp)
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\$ A bookcase and section of wall pivots smoothly

Monster	5 x Dire Rat (mm 219, 100 xp) and 4 x Giant Rat (mm 219, 25 xp)
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Treasure: 256 sp, 832 cp; Small Blue Quartz (28 gp each), 3 x Uncut Malachite (27 gp each); Polished Stone Idol (of a Goddess of Trickery) (77 gp); +1 Magic Armor (phb 230, 360 gp) Plate Armor (phb 214), 6 x Holy Water (mme 132, 20 gp); hoard total 699 gp 9 sp 2 cp

Room #10

<i>West Entry</i>	Stuck Good Wooden Door (Strength DC 15 to break, 30 hp) → Leads to room #3, inhabited by 6 x Goblin Blackblade (mm 136, 100 xp) and 7 x Giant Rat (mm 219, 25 xp)
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East Entry Stuck Good Wooden Door (Strength DC 15 to break, 30 hp)

Trap 4 x Falling Net (Perception DC 15 to find, Thievery DC 10 to disable, Single-shot, Close burst 1, Attack +4 vs. Reflex, the target is restrained (Acrobatics or Athletics DC 10 to escape), 25 xp)

Room #11

North Entry Locked Simple Wooden Door (Thievery DC 20 to unlock, Strength DC 15 to break, 20 hp)

West Entry Trapped and Locked Strong Wooden Door (Thievery DC 10 to unlock, Strength DC 20 to break, 40 hp)
Ⓣ One-way Door (Perception DC 15 to find, Thievery DC 10 to disable, 25 xp)
→ Leads to room #6

South Entry Unlocked Good Wooden Door (Strength DC 12 to break, 30 hp)

Room Features Font of blood (-2 to saving throws vs. ongoing damage), Anchor Stone (move at least 2 squares per turn or become immobilized, save ends)

Monster 4 x Xivort Net Caster (mm3 209, 100 xp)

Room #12

West Entry Stuck Simple Wooden Door (Strength DC 12 to break, 20 hp)
→ Leads to room #29, inhabited by 6 x Goblin Blackblade (mm 136, 100 xp) and 6 x Goblin Cutter (mm 136, 25 xp)

South Entry #1 Stuck Strong Wooden Door (Strength DC 18 to break, 40 hp)

South Entry #2 Iron Portcullis (Strength DC 20 to open, 60 hp)
Ⓣ Concealed Pit (Perception DC 15 to find, Thievery DC 10 to disable, Single-shot, Melee 1, Attack +4 vs. Reflex, Damage 2d10+3 falling, 25 xp)
→ Leads to room #16, inhabited by 6 x Goblin Blackblade (mm 136, 100 xp) and 5 x Giant Rat (mm 219, 25 xp)

Room Features Summoning circle, A clanking sound can be faintly heard near the west wall

Room #13

West Entry Locked Strong Wooden Door (Thievery DC 20 to unlock, Strength DC 20 to break, 40 hp)
→ Leads to room #25, inhabited by 7 x Fell Taint Pulsar (mm2 104, 100 xp)

East Entry Locked Stone Door (Thievery DC 20 to unlock, Strength DC 25 to break, 40 hp)

South Entry #1 Iron Portcullis (Strength DC 20 to open, 60 hp)
→ Leads to room #26, inhabited by 4 x Dire Rat (mm 219, 100 xp) and 3 x Giant Rat (mm 219, 25 xp)

South Entry #2 Unlocked Simple Wooden Door (Strength DC 10 to break, 20 hp) (slides up, +2 to break DC)

Room Features An enchanted pool in the north side of the room changes the gender of whomever drinks from it (but only once), Part of the ceiling has collapsed into the room

Monster 2 x Dire Rat (mm 219, 100 xp) and 6 x Giant Rat (mm 219, 25 xp)

Treasure: 896 sp, 1024 cp; Small Malachite (32 gp each); Antivenom (av 25, 20 gp); hoard total 151 gp 8 sp 4 cp

Trap 4 x Arrow Trap (Perception DC 15 to find, Thievery DC 10 to disable, Single-shot, Target 1 creature within 10 squares, Attack +6 vs. AC, Damage

single-shot, target 1 creature within 10 squares, Attack +6 vs. AC, Damage 2d10+3, 25 xp)

Room #14

<i>North Entry</i>	Secret (Perception DC 20 to find) Stuck Strong Wooden Door (Strength DC 18 to break, 40 hp) \$ The door is located several feet above the floor and concealed behind a tapestry of ghoulish carnage
<i>West Entry</i>	Stuck Simple Wooden Door (Strength DC 12 to break, 20 hp) → Leads to room #33
<i>South Entry #1</i>	Unlocked Simple Wooden Door (Strength DC 10 to break, 20 hp)
<i>South Entry #2</i>	Archway
Room Features	Shadowmere floor (creatures knocked prone are trapped in a mirror world), Someone has scrawled "The cleric will betray you" on the west wall

Room #15

<i>North Entry #1</i>	Stuck Good Wooden Door (Strength DC 15 to break, 30 hp)
<i>North Entry #2</i>	Locked Stone Door (Thievery DC 10 to unlock, Strength DC 25 to break, 40 hp)
<i>West Entry</i>	Stuck Simple Wooden Door (Strength DC 12 to break, 20 hp)
<i>East Entry #1</i>	Unlocked Good Wooden Door (Strength DC 12 to break, 30 hp)
<i>East Entry #2</i>	Trapped and Stuck Iron Door (Strength DC 28 to break, 60 hp) Ⓣ Iceshard Blaster (Perception DC 15 to find, Thievery DC 10 to disable, Single-shot, Close blast 2, Attack +4 vs. Reflex, Damage 3d6+3 cold, 25 xp)
Room Features	Clouds of smoke (provides concealment), The floor is covered in perfect hexagonal tiles
Monster	4 x Xivort Slasher (mm3 208, 100 xp) Treasure: 936 sp; Carved Wooden Miniature (of a Male Halfling Knight) (70 gp), Ceramic Scroll Case (77 gp), Polished Stone Rod (81 gp), Rabbit Fur Sash (77 gp); +1 Challenge-Seeking Weapon (av2 17, 360 gp) Broadsword (av 9), +1 Earth-Wrought Hammer (av2 17, 360 gp) Throwing Hammer (phb 218), 5 x Arcane Ritual Scroll (Purify Water (ap 158, 50 gp)), 8 x Holy Water (mme 132, 20 gp), Potion of Cure Light Wounds (mme 96, 20 gp); hoard total 1548 gp 6 sp
Trap	6 x Dart Blaster (Perception DC 15 to find, Thievery DC 15 to disable, Single-shot, Close blast 4, Attack +6 vs. AC, Damage 3d6+3, 25 xp)

Room #16

<i>North Entry #1</i>	Iron Portcullis (Strength DC 20 to open, 60 hp) Ⓣ Concealed Pit (Perception DC 15 to find, Thievery DC 10 to disable, Single-shot, Melee 1, Attack +4 vs. Reflex, Damage 2d10+3 falling, 25 xp) → Leads to room #12
<i>North Entry #2</i>	Locked Good Wooden Door (Thievery DC 20 to unlock, Strength DC 18 to break, 30 hp)
<i>East Entry</i>	Unlocked Simple Wooden Door (Strength DC 10 to break, 20 hp) (slides up, +2 to break DC)
<i>South Entry #1</i>	Trapped and Unlocked Simple Wooden Door (Strength DC 10 to break, 20 hp) Ⓣ Poison Needle (Perception DC 15 to find, Thievery DC 10 to disable, Single-shot, Melee 1, Attack +4 vs. Fortitude, Damage 2d10+3 poison, 25 xp)

South Entry #2 Archway

Room Features	A stair ascends to a catwalk hanging between the north and south walls, A carved stone statue stands in the north side of the room
Monster	6 x Goblin Blackblade (mm 136, 100 xp) and 5 x Giant Rat (mm 219, 25 xp)
	Treasure: 48 gp, 84 sp; 3 x Uncut Blue Quartz (42 gp each), 3 x Uncut Hematite (45 gp each); Iron Dice (pair) (79 gp), Leather Boots with Bronze Buckles (82 gp), Painted Glass Necklace (79 gp), Pewter Tiara (67 gp); 3 x +1 Magic Armor (phb 230, 360 gp) Leather Armor (phb 214), +1 Magic Rod (phb 239, 360 gp), +1 Magic Weapon (phb 235, 360 gp) Short Sword (phb 218); hoard total 2424 gp 4 sp

Room #17

<i>West Entry #1</i>	Locked Simple Wooden Door (Thievery DC 10 to unlock, Strength DC 15 to break, 20 hp)
<i>West Entry #2</i>	Wooden Portcullis (Strength DC 15 to open, 20 hp) (magically reinforced, +5 to open DC)
<i>East Entry</i>	Stuck Stone Door (Strength DC 22 to break, 40 hp) → Leads to room #19
Room Features	Several iron cages are scattered throughout the room, The ceiling is covered with scorch marks

Room #18

<i>North Entry</i>	Secret (Perception DC 15 to find) Trapped and Stuck Stone Door (Strength DC 22 to break, 40 hp) \$ A bookcase and section of wall pivots smoothly Ⓢ Poison Gas Cloud (Perception DC 15 to find, Thievery DC 15 to disable, Single-shot, Close burst 2, Attack +4 vs. Fortitude, Damage 3d6+3 poison, 25 xp) → Leads to room #23
<i>South Entry</i>	Stuck Good Wooden Door (Strength DC 15 to break, 30 hp)
Room Features	Numerous pillars line the north and east walls, Several wax blobs are scattered throughout the room
Monster	4 x Kobold Skirmisher (mm 167, 100 xp) and 6 x Kobold Minion (mm 167, 25 xp)
	Treasure: 90 gp, 90 sp; 3 x Small Rhodochrosite (45 gp each); +1 Magic Weapon (phb 235, 360 gp) Quarterstaff (phb 218), Floating Shield (av 117, 360 gp), Potion of Cure Light Wounds (mme 96, 20 gp); hoard total 974 gp

Room #19

<i>West Entry</i>	Stuck Stone Door (Strength DC 22 to break, 40 hp) → Leads to room #17
<i>East Entry</i>	Stuck Strong Wooden Door (Strength DC 18 to break, 40 hp)
Room Features	Several headless statues are scattered throughout the room, Someone has scrawled "Upon the solstice in the Year of Prisms, when light becomes shadow, the Tower of Time shall be destroyed." in dwarvish on the south wall

Room #20

<i>North Entry #1</i>	Secret (Perception DC 30 to find) Locked Iron Door (Thievery DC 30 to unlock, Strength DC 30 to break, 60 hp) (slides down, +1 to break DC) \$ The door is concealed behind a tapestry of ghoulish carnage
<i>North Entry #2</i>	Archway
<i>East Entry</i>	Trapped and Unlocked Good Wooden Door (Strength DC 12 to break, 30

hp) (slides up, +2 to break DC)

Ⓢ One-way Door (Perception DC 10 to find, Thievery DC 10 to disable, 25 xp)

→ Leads to room #30

South Entry #1 Unlocked Good Wooden Door (Strength DC 12 to break, 30 hp)

South Entry #2 Locked Strong Wooden Door (Thievery DC 15 to unlock, Strength DC 20 to break, 40 hp)

Empty

Room #21

West Entry Trapped and Stuck Strong Wooden Door (Strength DC 18 to break, 40 hp)

Ⓢ Poison Gas Cloud (Perception DC 15 to find, Thievery DC 15 to disable, Single-shot, Close burst 4, Attack +4 vs. Fortitude, Damage 3d6+3 poison, 25 xp)

→ Leads to room #27

East Entry Archway

South Entry #1 Archway

South Entry #2 Trapped and Stuck Simple Wooden Door (Strength DC 12 to break, 20 hp)

Ⓢ Rune of Death (Perception DC 10 to find, Thievery DC 15 to disable, Single-shot, Close burst 7, Attack +4 vs. Fortitude, Damage 3d6+3 necrotic, 25 xp)

Monster 6 x Xivort Net Caster (mm3 209, 100 xp)

Hidden Treasure Hidden (Perception DC 30 to find) Unlocked Good Wooden Chest (Strength DC 12 to break, 30 hp)

60 gp, 868 sp, 448 cp; Pewter Shuriken (79 gp), Small Bag of Incense (81 gp); hoard total 311 gp 2 sp 8 cp

Room #22

North Entry #1 Archway

North Entry #2 Archway

East Entry Locked Simple Wooden Door (Thievery DC 10 to unlock, Strength DC 15 to break, 20 hp)

South Entry #1 Stuck Strong Wooden Door (Strength DC 18 to break, 40 hp)

→ Leads to room #27

South Entry #2 Wooden Portcullis (Strength DC 15 to open, 20 hp)

Room Features Columns of fire (deals 1d10+3 fire damage), Someone has scrawled "Explosive runes" on the north wall

Monster 5 x Fell Taint Pulsar (mm2 104, 100 xp)

Treasure: 3 x Small Turquoise (29 gp each); Leather Ribbon (70 gp), Painted Glass Ring (66 gp), Silk Tabard (81 gp), Small Bag of Incense (67 gp); +1 Magic Ki Focus (phb3 205, 360 gp), +1 Magic Wand (phb 242, 360 gp), +1 Magic Weapon (phb 235, 360 gp) Heavy Flail (phb 218), 10 x Arcane Ritual Scroll (Silence (phb 312, 75 gp)), 3 x Sweet Water (mme 134, 20 gp); hoard total 2261 gp

Room #23

North Entry Unlocked Strong Wooden Door (Strength DC 15 to break, 40 hp)

South Entry Secret (Perception DC 15 to find) Trapped and Stuck Stone Door (Strength DC 22 to break, 40 hp)

\$ A bookcase and section of wall pivots smoothly

Ⓣ Poison Gas Cloud (Perception DC 15 to find, Thievery DC 15 to disable, Single-shot, Close burst 2, Attack +4 vs. Fortitude, Damage 3d6+3 poison, 25 xp)

→ Leads to room #18, inhabited by 4 x Kobold Skirmisher (mm 167, 100 xp) and 6 x Kobold Minion (mm 167, 25 xp)

Trap Petrification Ray (Perception DC 10 to find, Thievery DC 10 to disable, Init +2, Target 1 creature within 10 squares, Attack +4 vs. Fortitude, the target is slowed (save ends), First Failed Save the target is immobilized (save ends), Second Failed Save the target is petrified (no save), 100 xp)

Room #24

North Entry Unlocked Good Wooden Door (Strength DC 12 to break, 30 hp)

West Entry Unlocked Simple Wooden Door (Strength DC 10 to break, 20 hp)

East Entry Unlocked Good Wooden Door (Strength DC 12 to break, 30 hp)

South Entry #1 Unlocked Simple Wooden Door (Strength DC 10 to break, 20 hp)

South Entry #2 Stuck Simple Wooden Door (Strength DC 12 to break, 20 hp)

Monster 3 x Goblin Blackblade (mm 136, 100 xp) and 4 x Goblin Cutter (mm 136, 25 xp)

Room #25

West Entry Unlocked Good Wooden Door (Strength DC 12 to break, 30 hp)

East Entry Locked Strong Wooden Door (Thievery DC 20 to unlock, Strength DC 20 to break, 40 hp)

→ Leads to room #13, inhabited by 2 x Dire Rat (mm 219, 100 xp) and 6 x Giant Rat (mm 219, 25 xp)

South Entry Trapped and Locked Stone Door (Thievery DC 15 to unlock, Strength DC 25 to break, 40 hp)

Ⓣ Guillotine Blade (Perception DC 10 to find, Thievery DC 10 to disable, Single-shot, Target 1 creature, Attack +4 vs. Reflex, Damage 2d10+3, 25 xp)

→ Leads to room #9, inhabited by 5 x Dire Rat (mm 219, 100 xp) and 4 x Giant Rat (mm 219, 25 xp)

Room Features Summoning circle, Someone has scrawled "In the Empire of Bells, when the Seal of Runes fails and the Shield of Allegiance is sundered, the Castle of Quests shall be restored." on the west wall

Monster 7 x Fell Taint Pulsar (mm2 104, 100 xp)

Treasure: 84 gp, 78 sp, 90 cp; 2 x Uncut Moss Agate (35 gp each), 2 x Uncut Rhodochrosite (27 gp each); Pewter Candlesticks (77 gp), Small Bag of Incense (68 gp); 5 x Alchemist's Acid (av 24, 20 gp); hoard total 461 gp 7 sp

Room #26

North Entry Iron Portcullis (Strength DC 20 to open, 60 hp)

→ Leads to room #13, inhabited by 2 x Dire Rat (mm 219, 100 xp) and 6 x Giant Rat (mm 219, 25 xp)

West Entry Wooden Portcullis (Strength DC 15 to open, 20 hp)

East Entry Archway

Monster 4 x Dire Rat (mm 219, 100 xp) and 3 x Giant Rat (mm 219, 25 xp)

Treasure: 720 sp; Small Obsidian (37 gp each); Feathered Bracers (66 gp), Pewter Pendant (72 gp); Arcane Ritual Scroll (Glib Limerick (phb2 215, 50 gp)), Burglar's Gloves (phb 247, 360 gp), 6 x Potion of Cure Light Wounds (mme 96, 20 gp); hoard total 777 gp

Hidden Treasure Hidden (Perception DC 15 to find) Locked Simple Wooden Chest (Thievery DC 30 to unlock, Strength DC 15 to break, 20 hp)

144 sp; 2 x Uncut Azurite (32 gp each); Brass Cloth Gloves (68 gp); Eternal Chalk (av 171, 360 gp), Martial Practice Book (Master Artisan (mp2 150, 50 gp), Temporary Fix (mp2 152, 50 gp), Tracker's Eye (mp2 152, 50 gp), Travel Sense (mp2 152, 50 gp)), Woundstitch Powder (av2 78, 360 gp); hoard total 916 gp 4 sp

Room #27

North Entry Stuck Strong Wooden Door (Strength DC 18 to break, 40 hp)
→ Leads to room #22, inhabited by 5 x Fell Taint Pulsar (mm2 104, 100 xp)

East Entry Trapped and Stuck Strong Wooden Door (Strength DC 18 to break, 40 hp)
Ⓢ Poison Gas Cloud (Perception DC 15 to find, Thievery DC 15 to disable, Single-shot, Close burst 4, Attack +4 vs. Fortitude, Damage 3d6+3 poison, 25 xp)
→ Leads to room #21, inhabited by 6 x Xivort Net Caster (mm3 209, 100 xp)

Room Features Spirals of green stones cover the floor, Someone has scrawled an arrow pointing right on the south wall

Trap 3 x Arrow Trap (Perception DC 10 to find, Thievery DC 10 to disable, Single-shot, Target 1 creature within 10 squares, Attack +6 vs. AC, Damage 2d10+3, 25 xp)

Hidden Treasure Hidden (Perception DC 15 to find) Locked Iron Chest (Thievery DC 20 to unlock, Strength DC 30 to break, 60 hp)

180 gp, 1308 sp, 120 cp; Small Moss Agate (28 gp each); Copper Cloth Hunter's Cap (80 gp), Small Bag of Spices (75 gp); +1 Magic Weapon (phb 235, 360 gp) Long Spear (phb 218); hoard total 855 gp

Room #28

North Entry Stuck Strong Wooden Door (Strength DC 18 to break, 40 hp)
→ Leads to room #3, inhabited by 6 x Goblin Blackblade (mm 136, 100 xp) and 7 x Giant Rat (mm 219, 25 xp)

Monster 4 x Goblin Warrior (mm 137, 100 xp) and 2 x Goblin Cutter (mm 136, 25 xp)

Treasure: 880 sp, 576 cp; 2 x Small Banded Agate (37 gp each); +1 Magic Armor (phb 230, 360 gp) Cloth Armor (phb 214), +1 Magic Armor (phb 230, 360 gp) Scale Armor (phb 214); hoard total 887 gp 7 sp 6 cp

Trap 2 x Falling Block (Perception DC 15 to find, Thievery DC 10 to disable, Single-shot, Melee 1, Attack +4 vs. Reflex, Damage 3d8+3, 25 xp)

Room #29

North Entry Locked Good Wooden Door (Thievery DC 15 to unlock, Strength DC 18 to break, 30 hp)

East Entry Stuck Simple Wooden Door (Strength DC 12 to break, 20 hp)
→ Leads to room #12

South Entry Trapped and Locked Stone Door (Thievery DC 20 to unlock, Strength DC 25 to break, 40 hp)
Ⓢ Iceshard Blaster (Perception DC 15 to find, Thievery DC 10 to disable, Single-shot, Close blast 1, Attack +4 vs. Reflex, Damage 3d6+3 cold, 25 xp)

Room Features Shadowfell gloom (non-magical light sources provide only dim light), Stone barricades (provides cover, Strength DC 30 to break)

Monster 6 x Goblin Blackblade (mm 136, 100 xp) and 6 x Goblin Cutter (mm 136, 25 xp)

Treasure: 192 sp, 192 cp; Carved Wooden Ring (67 gp); +1 Challenge-Seeking Weapon (av2 17, 360 gp) Greatclub (phb 218), +1 Magic Rod (phb 239, 360 gp), +1 Magic Weapon (phb 235, 360 gp) Club (phb 218), 3 x Foaming Plaster (mme 131, 20 gp); hoard total 1228 gp 1 sp 2 cp

Room #30

West Entry Trapped and Unlocked Good Wooden Door (Strength DC 12 to break, 30 hp) (slides up, +2 to break DC)
Ⓢ One-way Door (Perception DC 10 to find, Thievery DC 10 to disable, 25 xp)
→ Leads to room #20

East Entry Archway
→ Leads to room #9, inhabited by 5 x Dire Rat (mm 219, 100 xp) and 4 x Giant Rat (mm 219, 25 xp)

Room Features Chaos wind (pushed 1d6 squares in a random direction at end of turn), A dull dagger lies in the south-east corner of the room

Room #31

North Entry Stuck Iron Door (Strength DC 28 to break, 60 hp) (magically reinforced, +5 to break DC)

South Entry Unlocked Simple Wooden Door (Strength DC 10 to break, 20 hp)

Room Features Pool of water (difficult terrain), Someone has scrawled "There is no way out" in draconic on the south wall

Room #32

North Entry Unlocked Simple Wooden Door (Strength DC 10 to break, 20 hp)

South Entry Stuck Simple Wooden Door (Strength DC 12 to break, 20 hp)

Room Features Intermittent obstructions (provides cover), A toppled statue lies in the west side of the room

Monster 3 x Fell Taint Pulsar (mm2 104, 100 xp)

Treasure: 86 gp, 36 sp, 6 cp; Iron Candlesticks (67 gp); hoard total 156 gp 6 sp 6 cp

Room #33

West Entry Trapped and Locked Simple Wooden Door (Thievery DC 20 to unlock, Strength DC 15 to break, 20 hp)
Ⓢ Guillotine Blade (Perception DC 10 to find, Thievery DC 15 to disable, Single-shot, Target 1 creature, Attack +4 vs. Reflex, Damage 2d10+3, 25 xp)

<i>East Entry</i>	Stuck Simple Wooden Door (Strength DC 12 to break, 20 hp) → Leads to room #14
<i>South Entry</i>	Unlocked Strong Wooden Door (Strength DC 15 to break, 40 hp)
Room Features	Dimensional lock (cannot teleport), Sloped floor (add 1 square to any movement towards the south-west corner of the room)

Room #34

<i>East Entry</i>	Stuck Stone Door (Strength DC 22 to break, 40 hp)
Room Features	Alchemical laboratory, Stone sphere (Strength DC 10 to push, deals 2d10+3 damage)
Monster	6 x Dire Rat (mm 219, 100 xp) and 5 x Giant Rat (mm 219, 25 xp) Treasure: 1152 sp, 192 cp; Iron Hairpin (77 gp), Leather Boots with Fine Steel Buckles (73 gp), Leather Talisman (71 gp), Silver Cloth Ribbon (69 gp); hoard total 407 gp 1 sp 2 cp
Trap	Necrotic Blaster (Perception DC 15 to find, Thievery DC 15 to disable, Init +2, Target 1 creature within 10 squares, Attack +4 vs. Fortitude, Damage 1d10+3 necrotic, 100 xp)

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