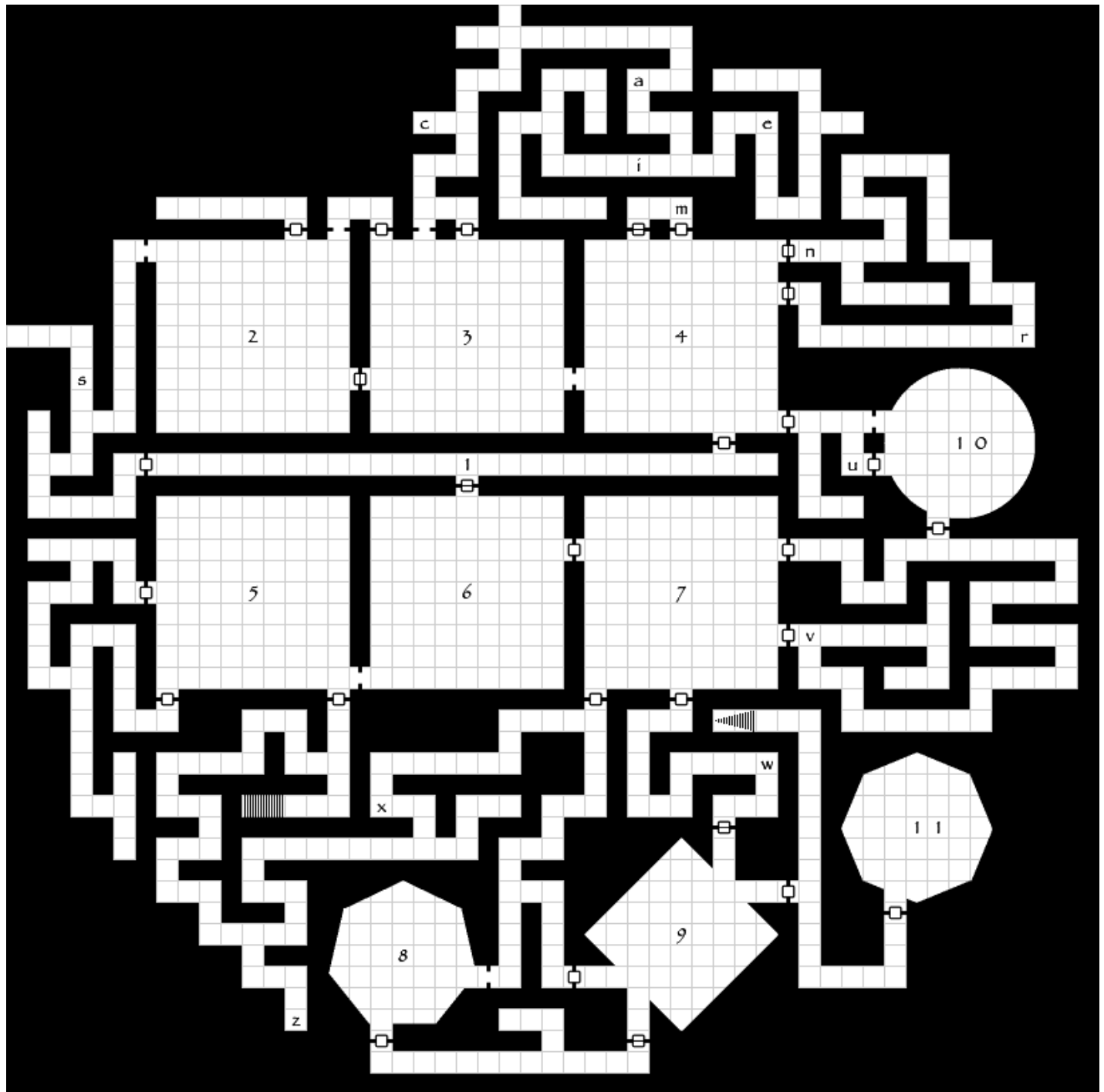


The Dungeon of Balbelp 10

Level 10



General

History

The dungeon was created by hobgoblins as a shrine. Its creators were destroyed by a natural disaster, and the dungeon has been attacked and abandoned many times since then.

Walls

Hewn Stone (DC 20 to climb)

Floor	Sand
Temperature	Average
Illumination	Shadowy (phosphorescent fungus or candles every 20 ft.)

Corridor Features

- a** Someone has scrawled "Death comes on silent wings" here
 - c** A group of demonic faces have been carved into the walls
 - e** Several alcoves are cut into the walls here
 - i** Ice Spear Trap: DC 15 to find, DC 20 to disable; +7 to hit against one target, 4d10 cold damage
 - m** A sulphurous odor fills the corridor
 - n** A group of demonic faces have been carved into the walls
 - r** Rune of Hypnosis: DC 15 to find, DC 15 to disable; affects all targets within 10 ft., DC 10 save or become incapacitated for 1d4 rounds
 - s** Burning torches in iron sconces line the corridor
 - u** A shallow pool of water covers the floor
 - v** Someone has scrawled "azure, jade, gray, jade, emerald" here
 - w** Someone has scrawled "Upon the second day of the Year of Dweomers, in the Mountains of Oaths, the Storm of Betrayal shall be freed" here
 - x** Symbol of Panic: DC 15 to find, DC 20 to disable; affects all targets within 10 ft., DC 10 save or become frightened for 1d4 rounds
 - z** Arrow Blaster: DC 10 to find, DC 15 to disable; +5 to hit against up to three targets within 10 ft., 2d10 piercing damage
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Wandering Monsters

- 1** Yuan-ti Mind Whisperer (cr 4, vgm 204) and 12 x Yuan-ti Pureblood (cr 1, mm 310); hard, 3500 xp, wandering senselessly
 - 2** Hobgoblin Captain (cr 3, mm 186) and 10 x Hobgoblin (cr 1/2, mm 186); medium, 1700 xp, actively patrolling their territory
 - 3** Ogre Chain Brute (cr 3, mtf 221) and 9 x Ogre (cr 2, mm 237); deadly, 4750 xp, actively patrolling their territory
 - 4** 5 x Adult Kruthik (cr 2, mtf 212); easy, 2250 xp, scouting from another part of the dungeon
 - 5** Ogre Chain Brute (cr 3, mtf 221) and 8 x Ogre (cr 2, mm 237); hard, 4300 xp, consumed by disease and madness
 - 6** 4 x Yuan-ti Malison (cr 3, mm 309) and 1 x Bone Naga (cr 4, mm 233); hard, 3900 xp, returning to their lair with plunder
-

Room #1

North Entry

Stuck Simple Wooden Door (DC 10 to break; 10 hp)
 → Leads to [room #4](#)

West Entry Unlocked Simple Wooden Door (10 hp)

South Entry Locked Iron Door (DC 15 to open, DC 30 to break; 60 hp)
(slides down)
→ Leads to [room #6](#), inhabited by Yuan-ti Abomination and 4 x Yuan-ti Pureblood

Empty

Room #2

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

North Entry #2 Archway

West Entry Archway

East Entry Locked Stone Door (DC 10 to open, DC 25 to break; 60 hp)
→ Leads to [room #3](#), inhabited by 10 x Adult Kruthik

Room Features

A carved stone statue stands in the north-east corner of the room, and a putrid odor fills the center of the room

Monster

15 x Kobold Inventor (cr 1/4, vgm 166); easy, 750 xp

Treasure: 14 gp; 24 cp; 7 gp; 9 sp; 13 sp; 14 gp; 20 cp; 22 cp; 22 cp; 16 sp; 10 ep; 19 sp; 11 ep; 3 pp; 13 sp

Room #3

North Entry #1 Unlocked Good Wooden Door (15 hp)

North Entry #2 Archway

North Entry #3 Unlocked Simple Wooden Door (10 hp)

West Entry Locked Stone Door (DC 10 to open, DC 25 to break; 60 hp)
→ Leads to [room #2](#), inhabited by 15 x Kobold Inventor

East Entry Archway
→ Leads to [room #4](#)

Room Features

A magical statue in the center of the room speaks riddles and cryptic prophecies, and a pile of torches lies in the north-east corner of the room

Monster

10 x Adult Kruthik (cr 2, mtf 212); deadly, 4500 xp

Treasure: 16 sp; 17 sp; 6 sp; 15 cp; 9 sp; 10 sp; 18 cp; 9 gp; 9 gp; 16 gp

Room #4

North Entry #1 Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp)

North Entry #2 Stuck Strong Wooden Door (DC 15 to break; 20 hp)

West Entry Archway
→ Leads to [room #3](#), inhabited by 10 x Adult Kruthik

East Entry #1 Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp)

East Entry #2 Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp)

East Entry #3 Unlocked Good Wooden Door (15 hp)

South Entry Stuck Simple Wooden Door (DC 10 to break; 10 hp)
→ Leads to [room #1](#)

Room Features An iron sarcophagus sits in the north side of the room, and a pile of torches lies in the west side of the room

Trap Flamethrower: DC 10 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 15 save or take 4d10 fire damage

Hidden Treasure Unlocked Simple Wooden Chest (10 hp)

1100 cp, 9000 sp, 2200 gp, 130 pp, a bone figurine (of a goddess of evil) adorned with electrum (25 gp), a brass medallion set with a single peridot (25 gp), a jasper salt cellar set with a rosette of amber (25 gp), a leather coat tooled with floral vines (25 gp), a pewter torc etched with thorned vines (25 gp), a portrait (of a male human) in a wooden frame engraved with a labyrinth (25 gp), an ivory comb engraved with draconic scales (25 gp), an obsidian rod inlaid with electrum (25 gp)

Room #5

West Entry Stuck Strong Wooden Door (DC 15 to break; 20 hp)

East Entry Archway

→ Leads to [room #6](#), inhabited by Yuan-ti Abomination and 4 x Yuan-ti Pureblood

South Entry #1 Stuck Strong Wooden Door (DC 15 to break; 20 hp)

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

Monster 13 x Gnoll Flesh Gnawer (cr 1, vgm 154) and 1 x Maw Demon (cr 1, vgm 137); hard, 2800 xp

Treasure: 9 gp; 14 sp; 12 sp; 18 cp; 16 sp; 16 sp; 16 sp; 19 sp; 8 gp; 18 cp; 15 gp; 13 gp; 15 cp; 28 cp

Trap Large Electrified Floortile: DC 15 to find, DC 10 to disable; affects all targets within a 20 ft. square area, DC 16 save or take 10d10 lightning damage

Room #6

North Entry Locked Iron Door (DC 15 to open, DC 30 to break; 60 hp) (slides down)

→ Leads to [room #1](#)

West Entry Archway

→ Leads to [room #5](#), inhabited by 13 x Gnoll Flesh Gnawer and 1 x Maw Demon

East Entry Unlocked Good Wooden Door (15 hp)

→ Leads to [room #7](#)

Room Features Someone has scrawled "Look to the ceiling" on the east wall, and a pile of rotten leather lies in the south-west corner of the

room

Monster

Yuan-ti Abomination (cr 7, mm 308) and 4 x Yuan-ti Pureblood (cr 1, mm 310); medium, 3700 xp

Treasure: 600 cp, 7000 sp, 2300 gp, 80 pp, a bloodstone brazier engraved with dwarven runes (250 gp), a fine porcelain salt cellar gilded and painted with mythical creatures (250 gp), an ivory puzzle box set with black opal (250 gp), Potion of Resistance (psychic) (uncommon, dmg 188), Cap of Water Breathing (uncommon, dmg 157), Potion of Greater Healing (uncommon, dmg 187), Potion of Poison (uncommon, dmg 188)

Room #7

West Entry

Unlocked Good Wooden Door (15 hp)

→ Leads to [room #6](#), inhabited by Yuan-ti Abomination and 4 x Yuan-ti Pureblood

East Entry #1

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

East Entry #2

Stuck Iron Door (DC 25 to break; 60 hp)

South Entry #1

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

South Entry #2

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

Empty

Room #8

East Entry

Archway

South Entry

Unlocked Simple Wooden Door (10 hp)

Room Features

Part of the ceiling has collapsed into the room, and a cube of solid stone stands in the west side of the room

Monster

Yuan-ti Pit Master (cr 5, vgm 206) and 6 x Yuan-ti Pureblood (cr 1, mm 310); medium, 3000 xp

Treasure: 100 sp, 50 gp; 16 sp; 12 sp; 20 cp; 23 cp; 14 sp; 15 cp

Room #9

North Entry

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

West Entry

Unlocked Good Wooden Door (15 hp)

East Entry

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

South Entry

Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp)

Room Features

A tapestry of ancient mythology hangs from the east wall, and the south and east walls are covered with goblin graffiti

Room #10

West Entry #1

Archway

West Entry #2

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

South Entry

Unlocked Strong Wooden Door (20 hp)

Room Features

A narrow shaft falls into the room from above, and a simple

cabinet and several crates sit in the south side of the room

Room #11

South Entry Unlocked Simple Wooden Door (10 hp)

Monster Guardian Naga (cr 10, mm 234) and 1 x Knight (cr 3, mm 347); medium, 6600 xp

Treasure: 200 sp, 50 gp; 13 ep

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

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