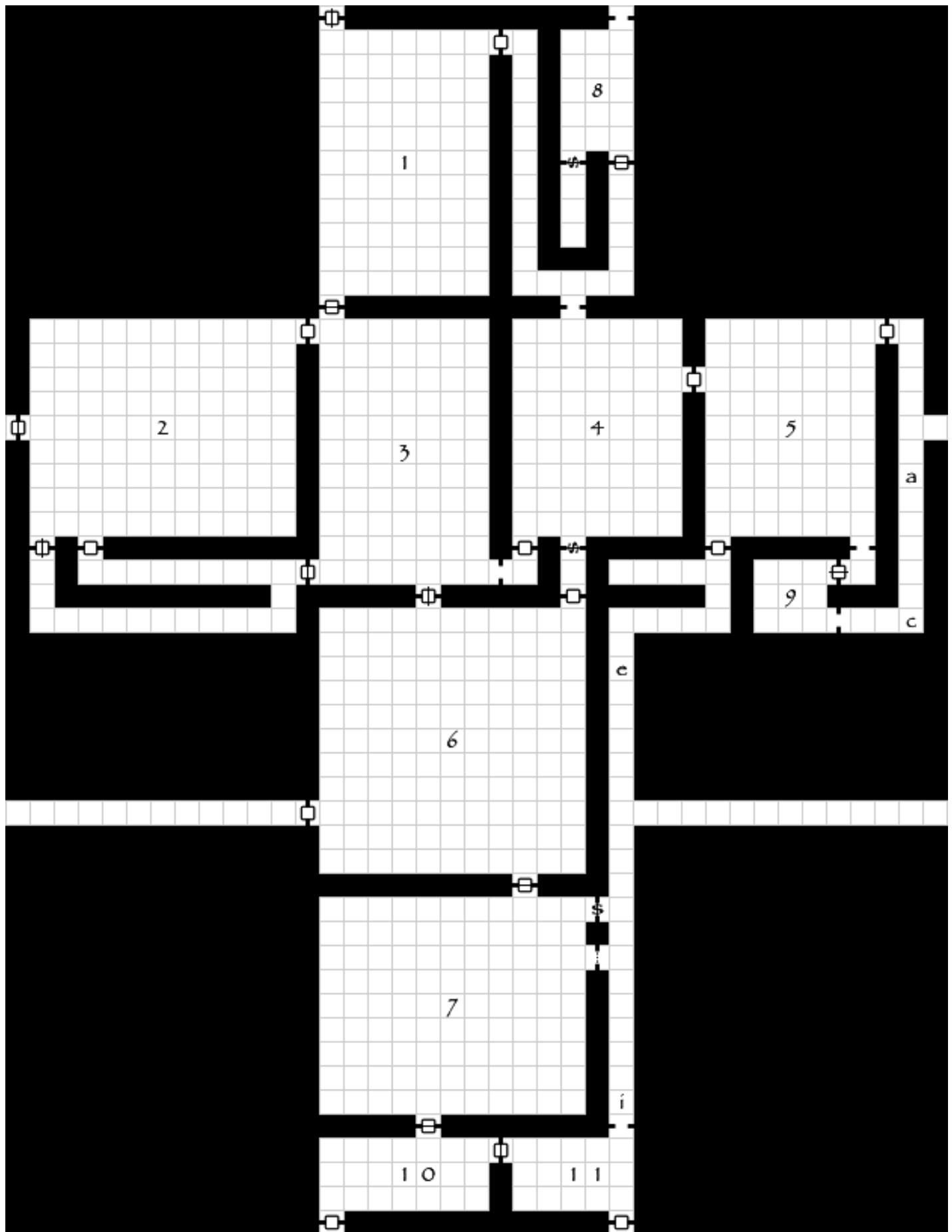


The Cacophony of Defeat 20

Level 20



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

General

History	The dungeon was created by kuo-toa as a planar gate. Its creators were destroyed by a magical catastrophe, and the dungeon has lain empty for many centuries until recently.
Walls	Reinforced Masonry (DC 15 to climb)
Floor	Smooth Stone
Temperature	Warm
Illumination	Bright (magical light every 40 ft.)

Corridor Features

- a** Skeletons hang from chains and manacles against the walls
 - c** A narrow shaft descends from the corridor into a plundered tomb below
 - e** A tile labyrinth covers the floor
 - i** A briny odor fills the corridor
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Wandering Monsters

- 1** 13 x Mimic (cr 2, mm 220); easy, 5850 xp, wielding bizarre eldritch powers
 - 2** 8 x Mind Flayer (cr 7, mm 222); deadly, 23200 xp, scouting from another part of the dungeon
 - 3** Star Spawn Larva Mage (cr 16, mtf 235) and 7 x Cultist (cr 1/8, mm 345); easy, 15175 xp, searching for an object stolen from their lair
 - 4** Mind Flayer Arcanist (cr 8, mm 222) and 14 x Intellect Devourer (cr 2, mm 191); medium, 10200 xp, investigating a strange noise
 - 5** 15 x Yuan-ti Pureblood (cr 1, mm 310); easy, 3000 xp, consumed by disease and madness
 - 6** Mind Flayer (cr 7, mm 222) and 8 x Quaggoth (cr 2, mm 256); easy, 6500 xp, scavenging for food and treasure
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Room #1

<i>North Entry</i>	Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp) ① Fire Spray: DC 15 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 10 save or take 10d10 fire damage
<i>East Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
<i>South Entry</i>	Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) → Leads to room #3 , inhabited by Spirit Naga and 12 x Troglodyte
Monster	15 x Yuan-ti Pureblood (cr 1, mm 310); easy, 3000 xp
	Treasure: 2 pp; 17 sp; 14 cp; 12 gp; 6 ep; 8 gp; 16 cp; 10 sp; 8 sp; 16 cp; 11 cp; 14 sp; 8 sp; 21 cp; 13 sp

Room #2

<i>West Entry</i>	Locked Strong Wooden Door (DC 10 to open, DC 20 to break;
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		20 hp)
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #3 , inhabited by Spirit Naga and 12 x Troglodyte
	<i>South Entry #1</i>	Trapped and Locked Stone Door (DC 10 to open, DC 25 to break; 60 hp) Ⓣ Rune of Hypnosis: DC 15 to find, DC 15 to disable; affects all targets within 10 ft., DC 14 save or become incapacitated for 1d4 rounds
	<i>South Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Monster	Grick Alpha (cr 7, mm 173) and 7 x Grick (cr 2, mm 173); easy, 6050 xp
		Treasure: 180 gp; 22 cp; 11 ep; 16 cp; 17 cp; 8 gp; 11 sp; 12 ep
	Hidden Treasure	Hidden (DC 25 to find) Locked Strong Wooden Chest (DC 20 to unlock, DC 25 to break; 20 hp) 34000 gp, 22000 pp, 2 x agate (1000 gp), star ruby (1000 gp), 2 x star sapphire (1000 gp), 2 x yellow sapphire (1000 gp), Deck of Many Things (13 cards) (legendary, dmg 162), Armor of Invulnerability (legendary, dmg 152), Ring of Djinni Summoning (legendary, dmg 190)

Room #3

	<i>North Entry</i>	Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) → Leads to room #1 , inhabited by 15 x Yuan-ti Pureblood
	<i>West Entry #1</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #2 , inhabited by Grick Alpha and 7 x Grick
	<i>West Entry #2</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp)
	<i>East Entry</i>	Archway
	<i>South Entry</i>	Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp) Ⓣ One-way Door: DC 10 to find, DC 10 to disable → Leads to room #6 , inhabited by Mind Flayer Lich and 2 x Shadow Mastiff
	Monster	Spirit Naga (cr 8, mm 234) and 12 x Troglodyte (cr 1/4, mm 290); easy, 4500 xp
		Treasure: 140 gp; 15 sp; 21 cp; 2 pp; 14 gp; 4 pp; 7 ep; 17 ep; 7 gp; 12 sp; 15 sp; 11 ep; 9 gp
	Hidden Treasure	Hidden (DC 15 to find) Locked Iron Chest (DC 25 to unlock, DC 30 to break; 60 hp) 42000 gp, 30000 pp, a platinum crown engraved with mythical creatures (7500 gp), a silk robe threaded with platinum (7500 gp), +1 Armor (chain shirt) (rare, dmg 152), Mantle of Spell Resistance (rare, dmg 180), +2 Weapon (pike) (rare, dmg

Room #4	<i>North Entry</i>	Archway
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #5 , inhabited by Mind Flayer Arcanist and 13 x Grimlock
	<i>South Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>South Entry #2</i>	Secret (DC 15 to find) Stuck Simple Wooden Door (DC 10 to break; 10 hp) Ⓢ The door is located near the ceiling and concealed behind an area of fungus
	Room Features	Someone has scrawled "Explosive runes" on the north wall, and the ceiling is covered with cracks

Room #5	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #4
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>South Entry #1</i>	Unlocked Simple Wooden Door (10 hp)
	<i>South Entry #2</i>	Archway
	Monster	Mind Flayer Arcanist (cr 8, mm 222) and 13 x Grimlock (cr 1/4, mm 175); easy, 4550 xp Treasure: 120 gp; 22 sp; 17 cp; 22 sp; 13 gp; 9 gp; 7 ep; 12 gp; 18 sp; 15 cp; 9 ep; 20 cp; 17 sp; 10 cp

Room #6	<i>North Entry #1</i>	Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp) Ⓢ One-way Door: DC 10 to find, DC 10 to disable → Leads to room #3 , inhabited by Spirit Naga and 12 x Troglodyte
	<i>North Entry #2</i>	Unlocked Simple Wooden Door (10 hp)
	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) (slides up)
	<i>South Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) → Leads to room #7 , inhabited by Yuan-ti Pit Master and 11 x Yuan-ti Pureblood
	Room Features	Someone has scrawled an arrow pointing down on the east wall, and a dagger hilt lies in the north-east corner of the room
	Monster	Mind Flayer Lich (cr 22, vgm 172) and 2 x Shadow Mastiff (cr 2, vgm 190); hard, 41900 xp Treasure: 6000 gp, 400 pp; 11 gp; 7 sp
	Hidden Treasure	Hidden (DC 20 to find) Locked Good Wooden Chest (DC 15 to unlock, DC 20 to break; 15 hp)

48000 gp, 33000 pp, a silk brocade mantle threaded with platinum (2500 gp), a silk brocade sash threaded with platinum (2500 gp), Spell Scroll (Tsunami) (very rare, dmg 200), Potion of Storm Giant Strength (legendary, dmg 187)

Room #7	<i>North Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) → Leads to room #6 , inhabited by Mind Flayer Lich and 2 x Shadow Mastiff
	<i>East Entry #1</i>	Secret (DC 25 to find) Unlocked Simple Wooden Door (10 hp) Ⓢ The door is located several feet above the floor and concealed behind an area of mould
	<i>East Entry #2</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>South Entry</i>	Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp) → Leads to room #10 , inhabited by Star Spawn Larva Mage and 3 x Cultist
	Room Features	A chute falls into the room from above, and several empty bottles are scattered throughout the room
	Monster	Yuan-ti Pit Master (cr 5, vgm 206) and 11 x Yuan-ti Pureblood (cr 1, mm 310); easy, 4000 xp
		Treasure: 150 gp; 6 gp; 17 cp; 18 cp; 12 sp; 9 gp; 12 sp; 3 pp; 13 sp; 8 ep; 10 gp; 11 sp

Room #8	<i>North Entry</i>	Archway
	<i>South Entry #1</i>	Secret (DC 25 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) Ⓢ The door is concealed behind a statue of a medusa, and opened by uncovering her eyes
	<i>South Entry #2</i>	Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp) (magically reinforced, disadvantage to break)
	Monster	15 x Yuan-ti Pureblood (cr 1, mm 310); easy, 3000 xp
		Treasure: 15 sp; 16 cp; 7 gp; 2 pp; 9 ep; 14 cp; 15 cp; 22 cp; 20 cp; 16 sp; 21 cp; 11 gp; 17 sp; 13 sp; 15 sp

Room #9	<i>East Entry #1</i>	Trapped and Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp) Ⓣ Electrified Lock: DC 15 to find, DC 20 to disable; affects each creature which touches the lock, DC 10 save or take 10d10 lightning damage
	<i>East Entry #2</i>	Archway
	Room Features	A sloped pit lined with iron spikes lies in the north-west corner of the room, and the north and east walls are covered with bloodstains

Room #10	<i>North Entry</i>	Locked Good Wooden Door (DC 10 to open, DC 15 to break;
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15 hp)

→ Leads to [room #7](#), inhabited by Yuan-ti Pit Master and 11 x Yuan-ti Pureblood

East Entry

Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp)

→ Leads to [room #11](#), inhabited by Balhannoth and 11 x Gibbering Moulder

South Entry

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

Room Features

A narrow ledge runs along the south and east walls, and a sundered amulet lies in the south side of the room

Monster

Star Spawn Larva Mage (cr 16, mtf 235) and 3 x Cultist (cr 1/8, mm 345); easy, 15075 xp

Treasure: 800 gp, 80 pp; 16 sp; 11 sp; 6 pp

Room #11

North Entry

Archway

West Entry

Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp)

→ Leads to [room #10](#), inhabited by Star Spawn Larva Mage and 3 x Cultist

South Entry

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

Room Features

A balcony hangs from the south wall, and someone has scrawled "Abandon all hope" in draconic script on the north wall

Monster

Balhannoth (cr 11, mtf 118) and 11 x Gibbering Moulder (cr 2, mm 157); hard, 12150 xp

Treasure: 1200 gp, 10 pp; 17 sp; 23 cp; 17 cp; 12 gp; 1 pp; 13 gp; 18 sp; 19 sp; 9 sp; 14 gp; 13 ep

Random Dungeon Generator

<http://donjon.bin.sh/>

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