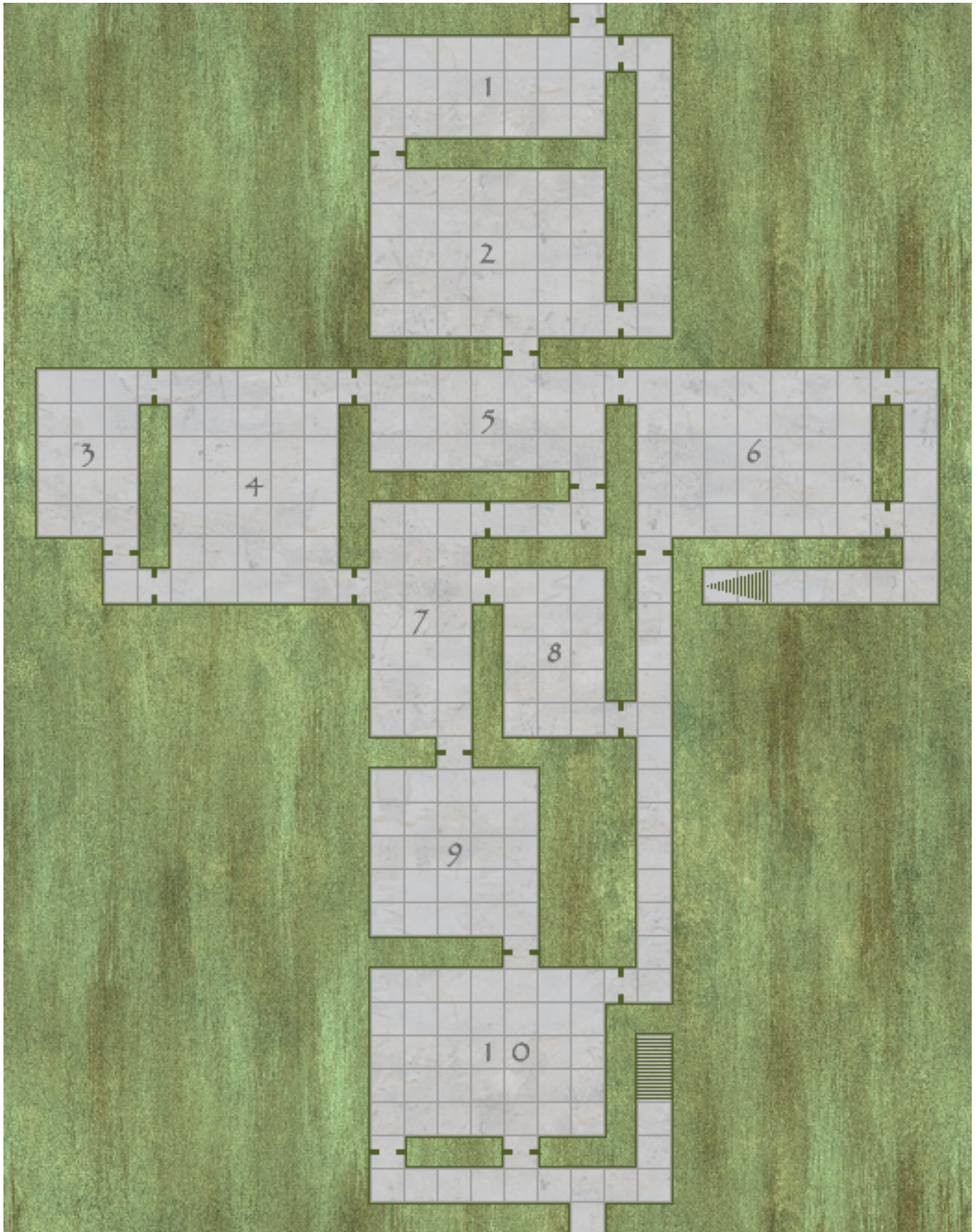


The Gauntlet of the Wyrms Tyrant 15

Level 15



General

History	The dungeon was created by kuo-toa as a lair. It was eventually abandoned by its creators, and the dungeon has fallen to ruin and been rebuilt many times since then.
Walls	Reinforced Masonry (DC 15 to climb)
Floor	Hewn Stone (DC 10 to charge or run)
Temperature	Average
Illumination	Shadowy (glowing crystals every 20 ft.)

Wandering Monsters

- 1 Beholder (cr 13, mm 28) and 1 x Cloaker (cr 8, mm 41); hard, 13900 xp, wielding bizarre eldritch powers
- 2 Mind Flayer Arcanist (cr 8, mm 222) and 13 x Grimlock (cr 1/4, mm 175); medium, 4550 xp, investigating a strange noise
- 3 Deathlock Mastermind (cr 8, mtf 129) and 15 x Cultist (cr 1/8, mm 345); medium, 4275 xp, returning to their lair with plunder
- 4 6 x Oaken Bolter (cr 5, mtf 126); hard, 10800 xp, gathered around an evil shrine
- 5 6 x Succubus (cr 4, mm 285); medium, 6600 xp, gathered around an evil shrine
- 6 11 x Mimic (cr 2, mm 220); medium, 4950 xp, bloodied and fleeing a more powerful enemy

Room #1

<i>North Entry</i>	Archway
<i>East Entry</i>	Archway
<i>South Entry</i>	Archway

→ Leads to [room #2](#)

Room Features

A tile mosaic of a legendary battle covers the floor, and someone has scrawled "Upon the Twilight of Charms, when the Lion is broken and the Dread Gate opens, the Mirror of Treachery shall be found" on the west wall

Monster

Steel Predator (cr 16, mtf 239); medium, 15000 xp

Treasure: 600 ep, 200 gp

Room #2

<i>North Entry</i>	Archway
<i>East Entry</i>	Archway
<i>South Entry</i>	Archway

→ Leads to [room #1](#), inhabited by Steel Predator

→ Leads to [room #5](#), inhabited by Adult Blue Dracolich and 3 x Kobold

Room Features A rustling noise fills the room, and a pile of rotten rope lies in the south side of the room

Room #3

East Entry Archway
→ Leads to [room #4](#), inhabited by Guardian Naga and 1 x Mage

South Entry Archway

Room Features A sloped pit lined with iron spikes lies in the east side of the room, and someone has scrawled "Watch out for elves" in orcish runes on the east wall

Monster Mind Flayer (cr 7, mm 222) and 12 x Quaggoth (cr 2, mm 256); hard, 8300 xp

Treasure: 1400 cp, 50 ep; 15 sp; 3 ep; 19 cp; 18 cp; 11 gp; 16 sp; 18 cp; 12 cp; 11 gp; 10 sp; 21 cp; 12 sp

Trap Falling Block: DC 15 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 19 save or take 18d10 damage

Room #4

West Entry #1 Archway
→ Leads to [room #3](#), inhabited by Mind Flayer and 12 x Quaggoth

West Entry #2 Archway

East Entry #1 Archway
→ Leads to [room #5](#), inhabited by Adult Blue Dracolich and 3 x Kobold

East Entry #2 Archway
→ Leads to [room #7](#)

Room Features A forge and anvil sit in the east side of the room, and a sundered mace lies in the north-west corner of the room

Monster Guardian Naga (cr 10, mm 234) and 1 x Mage (cr 6, mm 347); medium, 8200 xp

Treasure: 1900 cp, 10 ep; 180 sp, 20 gp

Room #5

North Entry Archway
→ Leads to [room #2](#)

West Entry Archway
→ Leads to [room #4](#), inhabited by Guardian Naga and 1 x Mage

East Entry Archway
→ Leads to [room #6](#), inhabited by Balhannoth and 2 x Gibbering Moulder

South Entry Archway

Room Features A tile labyrinth covers the floor, and several pieces of trash are scattered throughout the room

Monster Adult Blue Dracolich (cr 17, mm 84) and 3 x Kobold (cr 1/8, mm 195); hard, 18075 xp

Treasure: 2000 gp, 600 pp; 12 ep; 13 sp; 17 cp

Room #6

West Entry Archway

→ Leads to [room #5](#), inhabited by Adult Blue Dracolich and 3 x Kobold

East Entry #1 Archway

East Entry #2 Archway

South Entry Archway

Monster Balhannoth (cr 11, mtf 118) and 2 x Gibbering Mouter (cr 2, mm 157); easy, 8100 xp

Treasure: 400 gp, 80 pp; 15 cp; 16 gp

Room #7

West Entry Archway

→ Leads to [room #4](#), inhabited by Guardian Naga and 1 x Mage

East Entry #1 Archway

East Entry #2 Archway

→ Leads to [room #8](#), inhabited by Balhannoth and 6 x Gibbering Mouter

South Entry Archway

→ Leads to [room #9](#)

Room Features The floor is covered in perfect hexagonal tiles, and the ceiling is covered with cracks

Room #8

West Entry Archway

→ Leads to [room #7](#)

East Entry Archway

Room Features The room has a high domed ceiling, and several iron blobs are scattered throughout the room

Monster Balhannoth (cr 11, mtf 118) and 6 x Gibbering Mouter (cr 2, mm 157); hard, 9900 xp

Treasure: 400 gp, 30 pp; 10 gp; 6 ep; 19 sp; 20 cp; 10 gp; 17 sp

Room #9

North Entry Archway

→ Leads to [room #7](#)

South Entry Archway

→ Leads to [room #10](#), inhabited by Alhoon and 1 x Shadow

Mastiff

Room Features

A mural of arcane patterns covers the ceiling, and the floor is covered with teeth

Room #10

North Entry

Archway

→ Leads to [room #9](#)

East Entry

Archway

South Entry #1

Archway

South Entry #2

Archway

Room Features

Various torture devices are scattered throughout the room, and someone has scrawled "The sword is cursed" on the west wall

Monster

Alhoon (cr 10, vgm 172) and 1 x Shadow Mastiff (cr 2, vgm 190); easy, 6350 xp

Treasure: 230 sp, 60 gp; 9 gp

Trap

Rune of Fear: DC 10 to find, DC 15 to disable; affects all targets within 10 ft., DC 10 save or become frightened for 1d4 rounds

Random Dungeon Generator

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

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