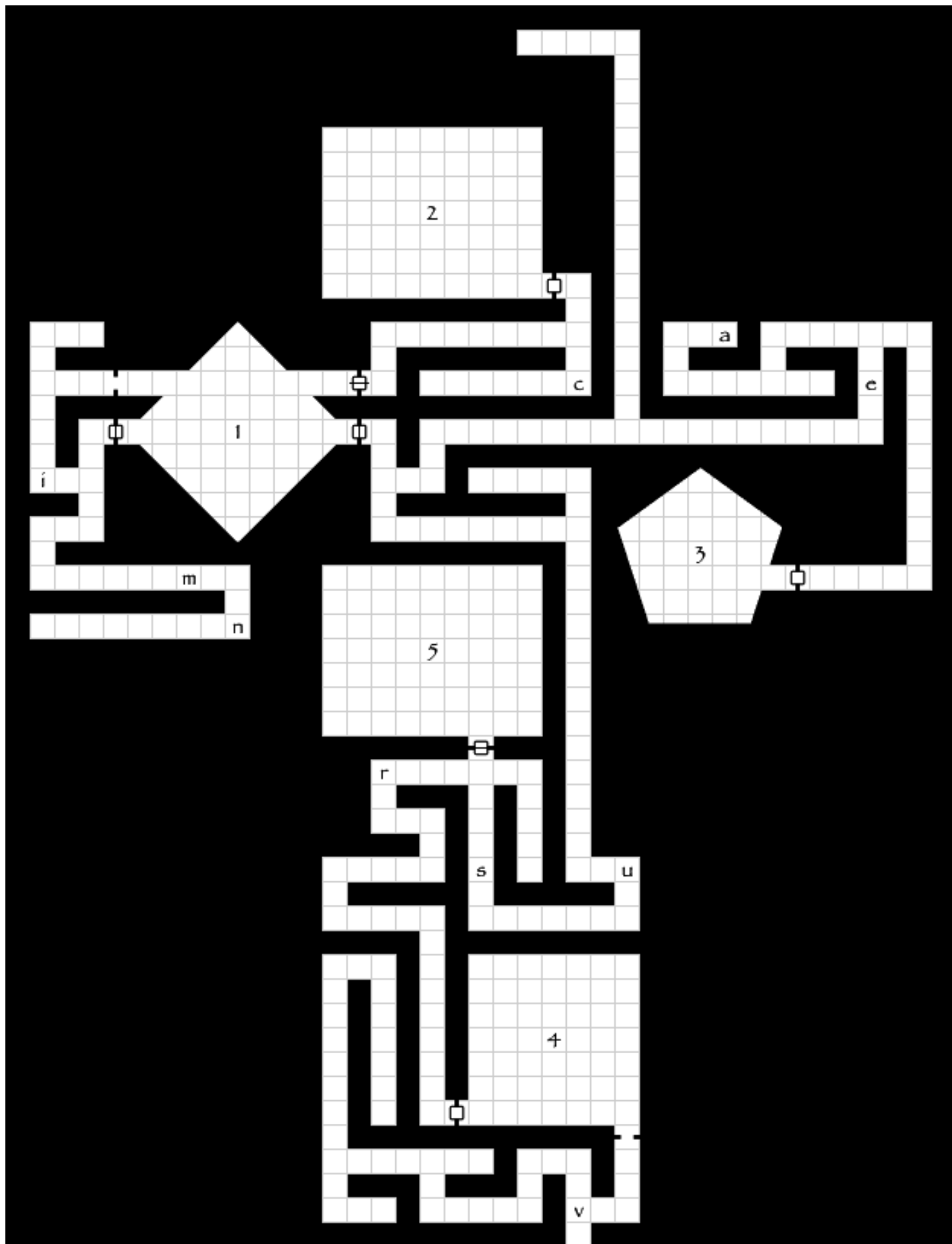


The Catacombs of Lisa 01

Level 1



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

General

History	The dungeon was created by a lawful evil rogue as a shrine. It was eventually conquered by invaders, and has been conquered and altered many times since then.
Walls	Masonry (DC 15 to climb)
Floor	Flagstone
Temperature	Cold (DC 10 Constitution save each hour or gain one level of exhaustion)
Illumination	Bright (lamps or torches every 40 ft.)

Corridor Features

- a** Withered corpses are nailed to the corridor walls
 - c** The scent of smoke fills the corridor
 - e** Poison Gas Trap: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 19 save or take 4d10 poison damage
 - i** A sulphurous odor fills the corridor
 - m** Withered corpses are nailed to the corridor walls
 - n** Poison Gas Trap: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 16 save or take 4d10 poison damage
 - r** A tile labyrinth covers the floor
 - s** A toppled statue lies across the corridor
 - u** Guillotine Blade: DC 10 to find, DC 10 to disable; +6 to hit against one target, 2d10 slashing damage
 - v** Skeletons hang from chains and manacles against the walls
-

Wandering Monsters

- 1** Gelatinous Cube (cr 2, mm 242); deadly, 450 xp, bloodied and fleeing a more powerful enemy
 - 2** Gelatinous Cube (cr 2, mm 242); deadly, 450 xp, hunting for food
 - 3** Orog (cr 2, mm 247); deadly, 450 xp, trying to lure the party into an ambush
 - 4** Bugbear (cr 1, mm 33); medium, 200 xp, wielding bizarre eldritch powers
 - 5** Orc Nurtured One of Yurtrus (cr 1/2, vgm 184) and 1 x Orc (cr 1/2, mm 246); hard, 200 xp, scavenging for food and treasure
 - 6** Gelatinous Cube (cr 2, mm 242); deadly, 450 xp, tracking the party
-

Room #1

- West Entry #1* Archway
- West Entry #2* Locked Iron Door (DC 25 to open, DC 30 to break; 60 hp)
- East Entry #1* Trapped and Unlocked Strong Wooden Door (20 hp)
 - Ⓣ Contact Poison: DC 10 to find, DC 15 to disable; affects

each creature which touches the trigger, DC 10 save or take 1d10 damage

East Entry #2 Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp)

Empty

Room #2 *East Entry* Unlocked Good Wooden Door (15 hp)

Empty

Room #3 *East Entry* Unlocked Simple Wooden Door (10 hp)

Room Features A mural of geometric patterns covers the ceiling, and a cube of solid stone stands in the north side of the room

Monster Ogre Zombie (cr 2, mm 316); deadly, 450 xp

Treasure: 2300 cp, 900 sp, 120 gp, 3 x diamond (50 gp), bloodstone (50 gp), chalcedony (50 gp), chrysoprase (50 gp), jasper (50 gp), moonstone (50 gp), star rose quartz (50 gp), Sword of Vengeance (longsword) (uncommon, dmg 206)

Room #4 *West Entry* Stuck Strong Wooden Door (DC 15 to break; 20 hp)

South Entry Archway

Empty

Room #5 *South Entry* Locked Stone Door (DC 25 to open, DC 25 to break; 60 hp) (slides down)

Monster Bugbear (cr 1, mm 33) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp

Treasure: 10 gp; 20 cp

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

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