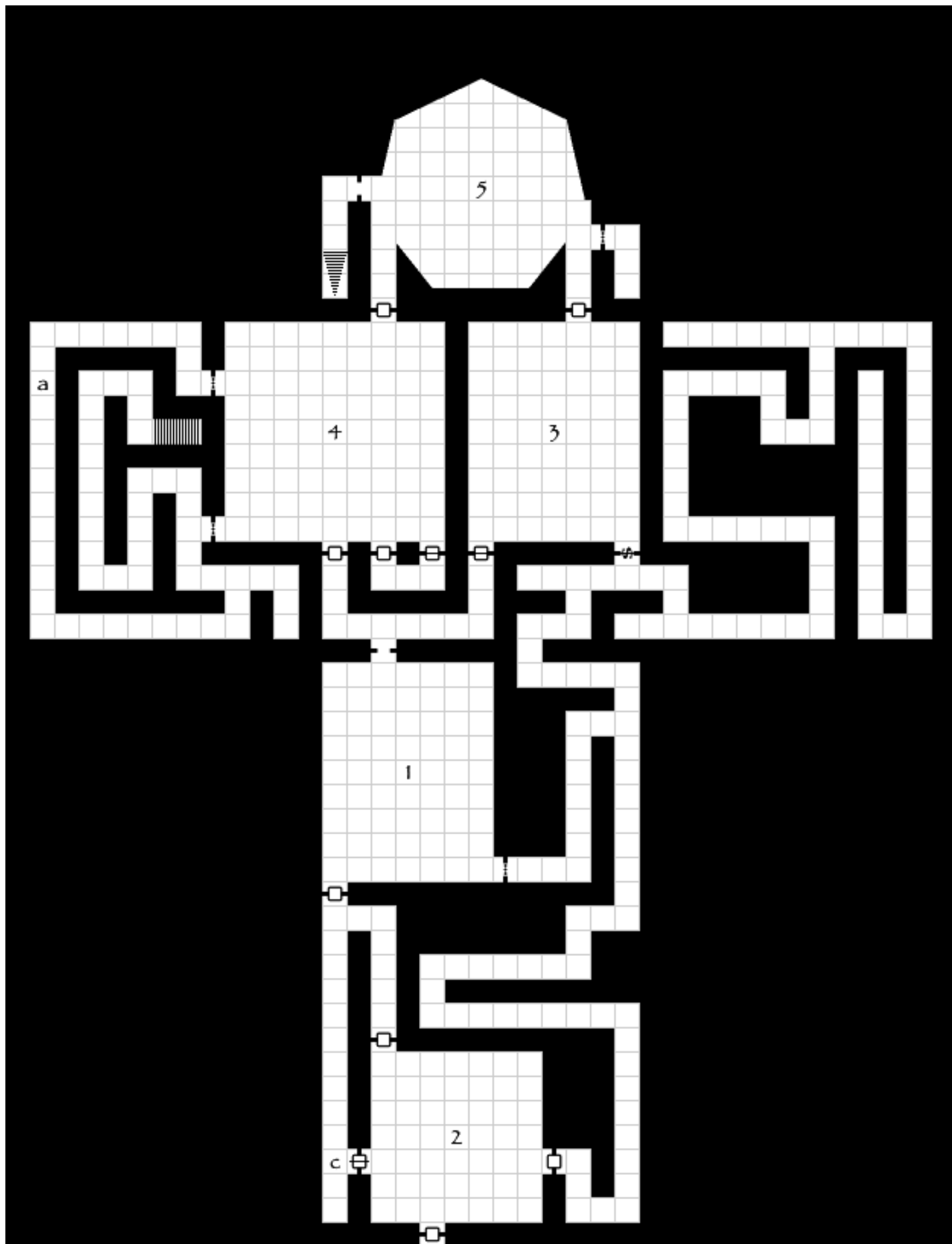


The Gauntlet of Eldritch Souls 05

Level 5



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

General	History	The dungeon was created by dwarves as a stronghold. Its creators were destroyed by a terrible discovery, and the dungeon has lain empty for many centuries until recently.
	Walls	Reinforced Masonry (DC 15 to climb)
	Floor	Hewn Stone (DC 10 to charge or run)
	Temperature	Extreme Heat (1d6 fire damage per hour, and DC 15 Constitution save or gain one level of exhaustion)
	Illumination	Bright (fires every 40 ft.)

Corridor Features

- a** A toppled statue lies across the corridor
- c** Burning torches in iron sconces line the corridor

Wandering Monsters

- 1** Red Dragon Wyrmling (cr 4, mm 98) and 1 x Magma Mephit (cr 1/2, mm 216); easy, 1200 xp, scouting from another part of the dungeon
- 2** 2 x Barbed Devil (cr 5, mm 70); deadly, 3600 xp, wandering senselessly
- 3** 2 x Barbed Devil (cr 5, mm 70); deadly, 3600 xp, searching for an object stolen from their lair
- 4** Half-Red Dragon Veteran (cr 5, mm 180) and 2 x Thug (cr 1/2, mm 350); medium, 2000 xp, bloodied and fleeing a more powerful enemy
- 5** Kobold Dragonschild (cr 1, vgm 165) and 8 x Kobold (cr 1/8, mm 195); easy, 400 xp, wandering senselessly
- 6** Firenewt Warlock of Imix (cr 1, vgm 143) and 6 x Firenewt Warrior (cr 1/2, vgm 142); easy, 800 xp, trying to lure the party into an ambush

Room #1

- North Entry* Archway
- East Entry* Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp)
- South Entry* Unlocked Iron Door (60 hp)

Room Features

A faded and torn tapestry hangs from the south wall, and a rusted chain shirt lies in the south side of the room

Room #2

- North Entry* Stuck Stone Door (DC 20 to break; 60 hp) (slides to one side)
- West Entry* Trapped and Unlocked Stone Door (60 hp)
 - Ⓣ Rune of Dread: DC 20 to find, DC 20 to disable; affects all targets within 10 ft., DC 12 save or become frightened for 1d4 rounds
- East Entry* Stuck Iron Door (DC 25 to break; 60 hp)
- South Entry* Unlocked Iron Door (60 hp) (slides to one side)

Room Features

Someone has scrawled "I'd rather be at the Bronze Wand" on the north wall, and several barrel staves are scattered throughout the room

Monster 2 x Firenewt Warrior (cr 1/2, vgm 142) and 2 x Giant Strider (cr 1, vgm 143); easy, 600 xp

Treasure: 14 cp; 16 sp; 10 ep; 25 cp

Room #3

North Entry Unlocked Stone Door (60 hp)
→ Leads to [room #5](#), inhabited by Half-Red Dragon Veteran and 1 x Veteran

South Entry #1 Locked Iron Door (DC 10 to open)

South Entry #2 Secret (DC 15 to find) Stuck Stone Door (DC 20 to break; 60 hp)

Ⓢ A stone column and section of wall pivots open when a command word is spoken

Empty

Room #4

North Entry Stuck Stone Door (DC 20 to break; 60 hp)
→ Leads to [room #5](#), inhabited by Half-Red Dragon Veteran and 1 x Veteran

West Entry #1 Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp)

West Entry #2 Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) (magically reinforced, disadvantage to break)

South Entry #1 Stuck Stone Door (DC 20 to break; 60 hp)

South Entry #2 Stuck Stone Door (DC 20 to break; 60 hp) (slides up)

South Entry #3 Locked Iron Door (DC 15 to open) (slides up)

Monster Firenewt Warlock of Imix (cr 1, vgm 143) and 3 x Firenewt Warrior (cr 1/2, vgm 142); easy, 500 xp

Treasure: 12 sp; 6 gp; 17 cp; 15 cp

Room #5

West Entry Archway

East Entry Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) (stuck, disadvantage to open)

South Entry #1 Stuck Stone Door (DC 20 to break; 60 hp)
→ Leads to [room #4](#), inhabited by Firenewt Warlock of Imix and 3 x Firenewt Warrior

South Entry #2 Unlocked Stone Door (60 hp)
→ Leads to [room #3](#)

Monster Half-Red Dragon Veteran (cr 5, mm 180) and 1 x Veteran (cr 3, mm 350); hard, 2500 xp

Treasure: 1300 cp, 50 ep; 11 cp

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