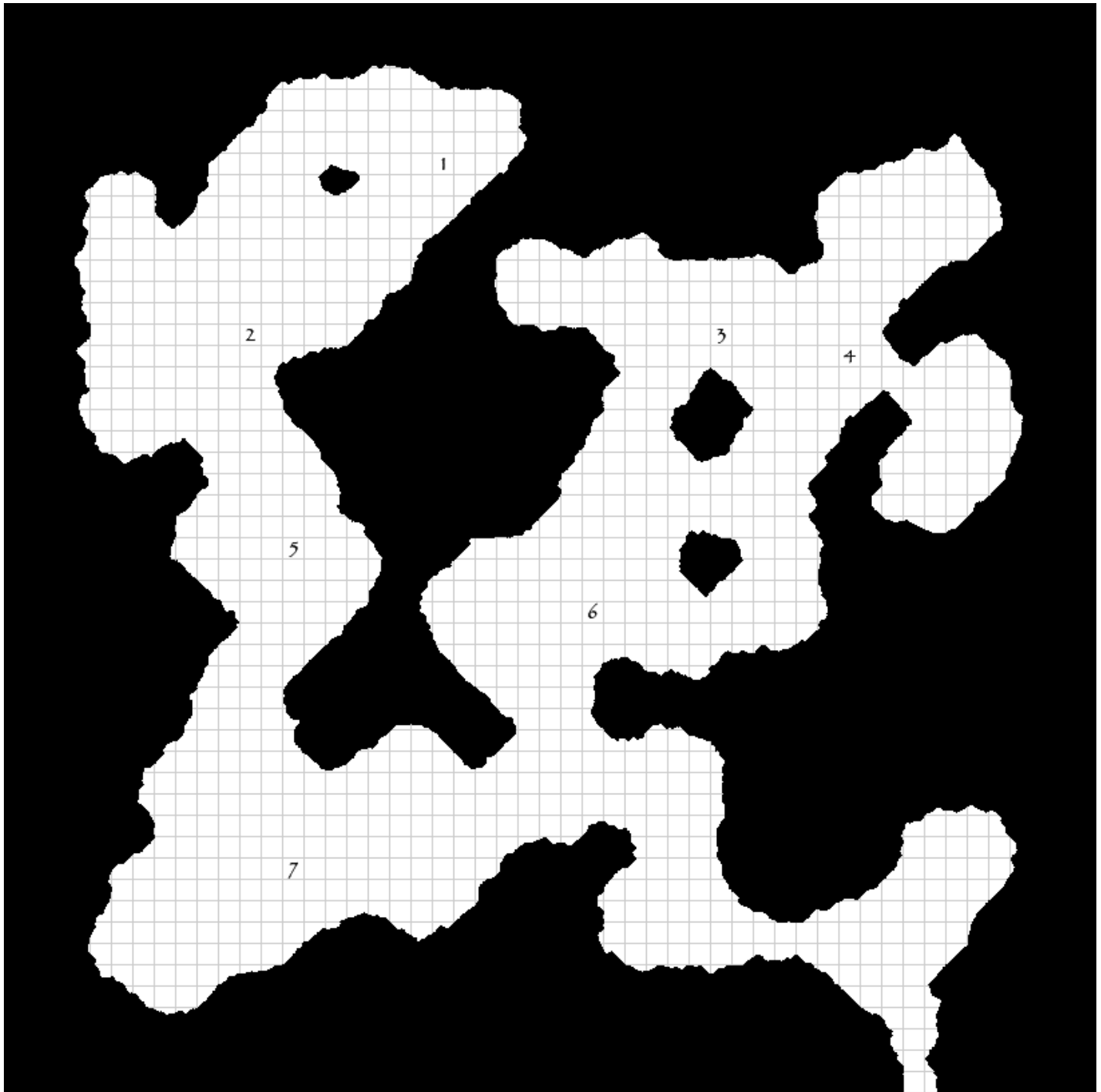


The Temple of Sunless Devastation 04

Level 4



General

History

The dungeon was created by dwarves as a stronghold. 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	Natural Stone (difficult terrain, disadvantage on acrobatics)
Temperature	Cool
Illumination	Dark (individual creatures may carry lights)

**Wandering
Monsters**

- 1 Roper (cr 5, mm 261) and 1 x Piercer (cr 1/2, mm 252); hard, 1900 xp, wandering senselessly
- 2 Ogre Chain Brute (cr 3, mtf 221) and 1 x Ogre (cr 2, mm 237); hard, 1150 xp, returning to their lair with plunder
- 3 6 x Goblin (cr 1/4, mm 166); easy, 300 xp, trying to lure the party into an ambush
- 4 Orc War Chief (cr 4, mm 246) and 1 x Orc (cr 1/2, mm 246); medium, 1200 xp, bloodied and fleeing a more powerful enemy
- 5 Ogre Battering Ram (cr 4, mtf 220) and 1 x Ogre (cr 2, mm 237); deadly, 1550 xp, tracking the party
- 6 Drider (cr 6, mm 120); deadly, 2300 xp, searching for an object stolen from their lair

Room #1	Room Features	The room has a high domed ceiling, and someone has scrawled "The Copper Castle shall be found when east becomes west and the Blade of Torment is drawn" on the west wall
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Room #2	Room Features	A set of demonic war masks hangs on the south wall, and a metallic odor fills the room
	Trap	Arrow Trap: DC 10 to find, DC 10 to disable; +4 to hit against one target, 1d10 piercing damage

Room #3	Room Features	A faded and torn tapestry hangs from the north wall, and a briny odor fills the north-west corner of the room
	Monster	Ogre Zombie (cr 2, mm 316) and 3 x Zombie (cr 1/4, mm 316); medium, 600 xp
		Treasure: 10 gp; 12 sp; 3 pp; 13 ep

Room #4	Empty
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Room #5	Room Features	The floor is covered with fungus, and a pile of corroded iron spikes lies in the north-west corner of the room
	Monster	Hobgoblin Captain (cr 3, mm 186) and 1 x Hobgoblin (cr 1/2, mm 186); easy, 800 xp
		Treasure: 17 sp; 17 cp

Room #6	Empty
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Room #7	Room Features	Someone has scrawled "Stay right" in goblin runes on the
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south wall, and a corroded iron key hangs from a hook on the south and east walls

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

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