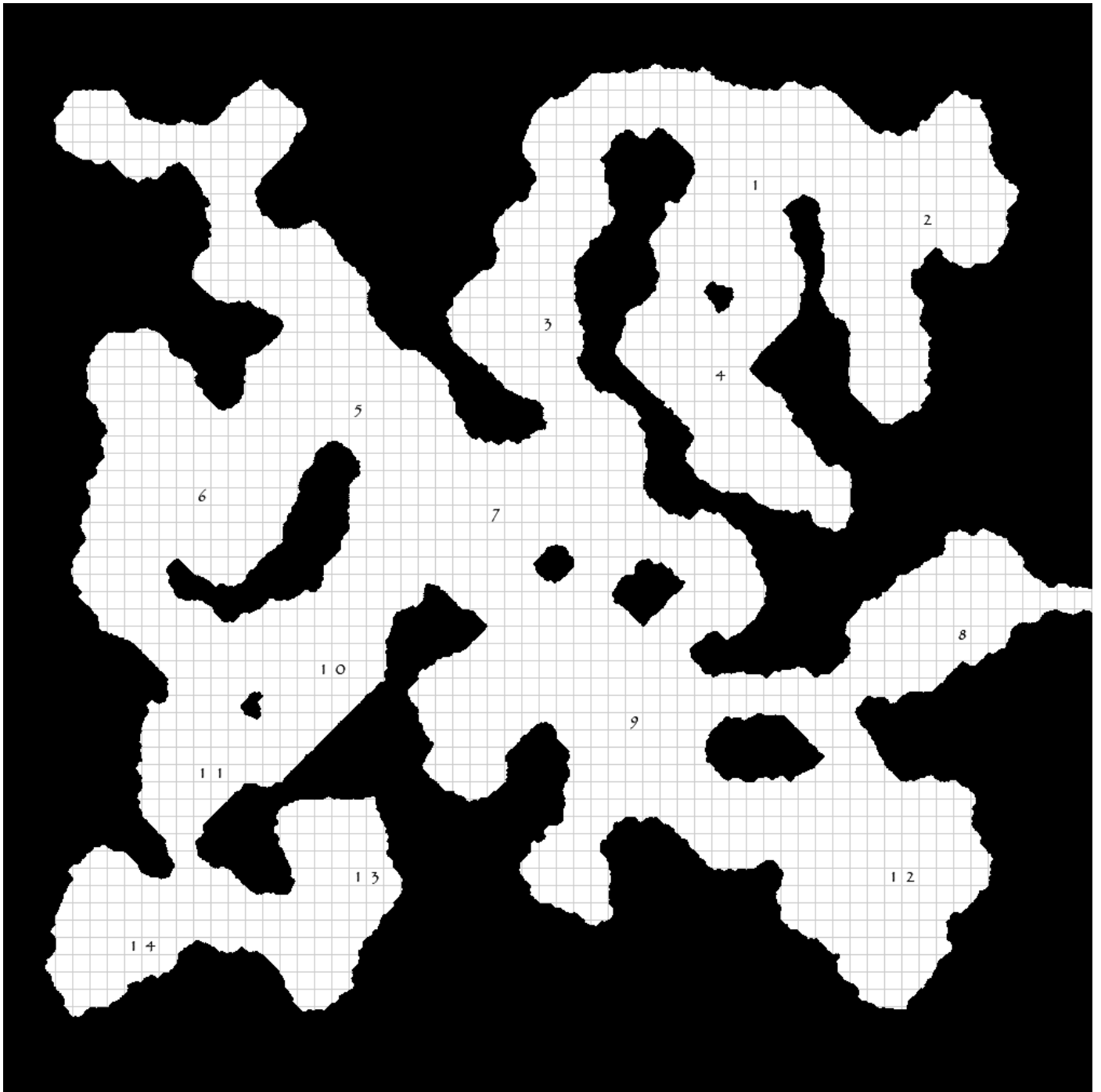


The Tomb of Arcane Evil 05

Level 5



General	History	The dungeon began as a complex of eroded caverns. It was once used as a lair, but has been conquered and altered many times since then.
	Walls	Coral (DC 10 to climb)
	Floor	Muck (difficult terrain)
	Special Conditions	Flooded (corridors underwater, most rooms have trapped air)
	Temperature	Average
	Illumination	Dark (individual creatures may carry lights)
Wandering Monsters	1	Kuo-toa Whip (cr 1, mm 200) and 10 x Kuo-toa (cr 1/4, mm 199); easy, 700 xp, consumed by disease and madness
	2	Black Dragon Wyrmling (cr 2, mm 88) and 6 x Kobold (cr 1/8, mm 195); easy, 600 xp, investigating a strange noise
	3	Sahuagin Baron (cr 5, mm 264) and 3 x Sahuagin (cr 1/2, mm 263); hard, 2100 xp, scouting from another part of the dungeon
	4	Young Black Dragon (cr 7, mm 88) and 1 x Kobold (cr 1/8, mm 195); medium, 2925 xp, bloodied and fleeing a more powerful enemy
	5	Lizard King/Queen (cr 4, mm 205) and 2 x Lizardfolk (cr 1/2, mm 204); medium, 1300 xp, consumed by disease and madness
	6	Sahuagin Baron (cr 5, mm 264) and 1 x Sahuagin (cr 1/2, mm 263); easy, 1900 xp, investigating a strange noise
Room #1	Room Features	Someone has scrawled "There is no way out" on the west wall, and the walls are covered with veins of metal
	Monster	13 x Bullywug (cr 1/4, mm 35); easy, 650 xp Treasure: 12 sp; 8 sp; 19 cp; 24 cp; 13 gp; 12 gp; 16 cp; 10 gp; 20 sp; 14 sp; 13 gp; 17 sp; 6 ep
Room #2	Room Features	A sloped pit lined with iron spikes lies in the north-east corner of the room, and groaning can be faintly heard near the north wall
Room #3	Room Features	The floor is covered in perfect hexagonal tiles, and someone has scrawled "Anwald died here, no honor among thieves" on the east wall
Room #4	Trap	Thunder Blaster: DC 20 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 12 save or take 4d10 thunder damage and become deafened for 1d4 rounds
	Hidden Treasure	Hidden (DC 15 to find) Locked Iron Chest (DC 20 to unlock, DC 30 to break; 60 hp) 1000 cp, 7000 sp, 2000 gp, 60 pp, 5 x diamond (50 gp), chalcedony (50 gp), chrysoprase (50 gp), moonstone (50 gp), star rose quartz (50 gp), Adamantine Armor (scale mail) (uncommon, dmg 150), Ring of Water Walking (uncommon, dmg 193)
Room #5	Room Features	A magical statue in the center of the room answers questions with lies and falsehoods, and a corroded key lies in the north side of the room
Room #6	Room Features	Mysterious levers and mechanisms cover the north and south walls, and a pile of rotten leather lies in the north-west corner of the room
Room #7	Room Features	Spirals of green stones cover the floor, and a pile of rotten rope lies in the north side of the room
	Monster	2 x Ogre Zombie (cr 2, mm 316); easy, 900 xp Treasure: 14 cp; 16 gp
Room #8	Room Features	The room has a high domed ceiling, and a mural of arcane patterns covers the ceiling

Room #9	Room Features	A wooden platform hangs over a deep pit in the south side of the room, and a sundered club lies in the north-west corner of the room
	Monster	7 x Bullywug (cr 1/4, mm 35) and 7 x Giant Frog (cr 1/4, mm 325); medium, 700 xp
		Treasure: 12 sp; 16 cp; 12 sp; 9 gp; 23 cp; 18 sp; 8 gp; 14 cp; 6 ep; 9 ep; 13 sp; 11 gp; 11 sp; 8 gp
Room #10	Room Features	Several square holes are cut into the north and east walls, and a tile labyrinth covers the floor
	Monster	3 x Sea Hag (cr 2, mm 179); medium, 1350 xp
		Treasure: 19 sp; 5 ep; 12 gp
Room #11	Room Features	An altar of evil sits in the north-east corner of the room, and someone has scrawled "The Bridge of Wands shall be restored when death becomes life" on the south wall
Room #12	Room Features	A stair ascends to a wooden platform in the east side of the room, and a hissing noise can be heard in the south side of the room
	Monster	Kuo-toa Whip (cr 1, mm 200) and 11 x Kuo-toa (cr 1/4, mm 199); medium, 750 xp
		Treasure: 7 ep; 24 cp; 8 sp; 10 ep; 28 cp; 10 cp; 13 cp; 21 cp; 12 gp; 17 sp; 22 cp; 12 cp
Room #13	Monster	Sahuagin Baron (cr 5, mm 264) and 3 x Sahuagin (cr 1/2, mm 263); hard, 2100 xp
		Treasure: 1500 cp, 50 ep; 14 cp; 10 gp; 11 ep
Room #14	Monster	13 x Bullywug (cr 1/4, mm 35); easy, 650 xp
		Treasure: 17 cp; 16 gp; 14 sp; 10 sp; 18 cp; 13 gp; 8 gp; 22 cp; 7 ep; 13 sp; 13 sp; 12 sp; 17 cp
	Trap	Shrine of Law: DC 10 to find, DC 15 to disable; affects chaotic creatures which touch the shrine, DC 15 save or take 4d10 damage and be stunned for 1 round
	Hidden Treasure	Hidden (DC 20 to find) Locked Strong Wooden Chest (DC 15 to unlock, DC 25 to break; 20 hp)
		200 cp, 5000 sp, 1400 gp, 150 pp, a lacquered wooden bowl set with star sapphire (250 gp), a porcelain salt cellar adorned with platinum and a demon in relief (250 gp), an ivory scepter engraved with arcane runes (250 gp), an onyx rod set with a rosette of black pearl (250 gp), Potion of Resistance (acid) (uncommon, dmg 188)

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

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