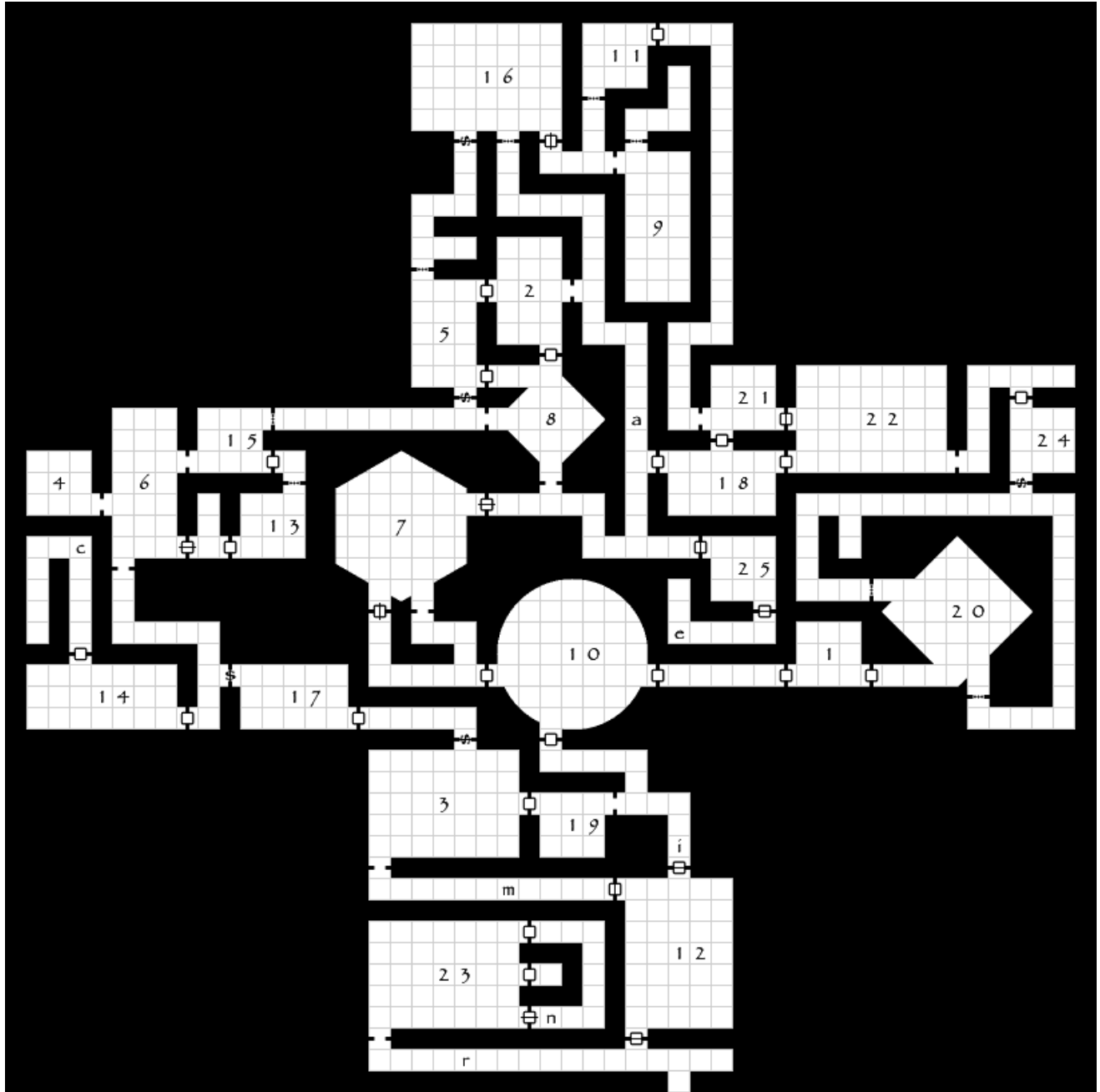


The Tunnels of Motha 04

Level 4



General	History	The dungeon was created by a cult of an evil deity as a temple. Its creators were destroyed by a natural disaster, and the dungeon has lain empty for many years until recently.
	Walls	Masonry (DC 15 to climb)
	Floor	Uneven Flagstone (DC 10 to charge or run)
	Temperature	Cold (DC 10 Constitution save each hour or gain one level of exhaustion)
	Illumination	Average (shadowy in corridors, magical light in most rooms)
Corridor Features	a	A mouldy odor fills the corridor
	c	Thunderstone Mine: DC 15 to find, DC 15 to disable; affects all targets within 20 ft., DC 14 save or take 2d10 thunder damage and become deafened for 1d4 rounds
	e	Thunderstone Mine: DC 15 to find, DC 15 to disable; affects all targets within 20 ft., DC 15 save or take 2d10 thunder damage and become deafened for 1d4 rounds
	i	Poison Gas Trap: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 13 save or take 2d10 poison damage
	m	Scythe Blade: DC 10 to find, DC 10 to disable; +8 to hit against all targets within a 5 ft. arc, 2d10 slashing damage
	n	Fire Spray: DC 15 to find, DC 10 to disable; affects all targets within a 20 ft. cone, DC 14 save or take 2d10 fire damage
	r	An unidentifiable odor fills the corridor
Wandering Monsters	1	Yuan-ti Mind Whisperer (cr 4, vgm 204) and 1 x Yuan-ti Pureblood (cr 1, mm 310); medium, 1300 xp, gathered around an evil shrine
	2	Drider (cr 6, mm 120); deadly, 2300 xp, consumed by disease and madness
	3	2 x Mimic (cr 2, mm 220); medium, 900 xp, consumed by disease and madness
	4	Roper (cr 5, mm 261) and 1 x Piercer (cr 1/2, mm 252); hard, 1900 xp, investigating a strange noise
	5	2 x Yuan-ti Pureblood (cr 1, mm 310); easy, 400 xp, tracking the party
	6	Drider (cr 6, mm 120); deadly, 2300 xp, scavenging for food and treasure
Room #1	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #20
	Room Features	A toppled statue lies in the north-east corner of the room, and a scratching sound fills the room

Room #2	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp) (slides up) → Leads to room #5 , inhabited by 2 x Yuan-ti Broodguard and 1 x Yuan-ti Pureblood
	<i>East Entry</i>	Archway
	<i>South Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #8 , inhabited by Star Spawn Mangler and 1 x Star Spawn Grue
	Room Features	A narrow ledge runs along the south and west walls, and several iron blobs are scattered throughout the room
Room #3	<i>North Entry</i>	Secret (DC 15 to find) Stuck Good Wooden Door (DC 15 to break; 15 hp) Ⓢ The door is concealed behind a statue of a terrified maiden, and opened by breaking her neck
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #19
	<i>South Entry</i>	Archway
	Room Features	A narrow shaft falls into the room from above, and someone has scrawled "The Knights of Bedon looted this place" on the south wall
Room #4	<i>East Entry</i>	Archway → Leads to room #6 , inhabited by 4 x Yuan-ti Pureblood
	Room Features	A magical shrine in the east side of the room heals all wounds of whomever sacrifices a gemstone upon it (but only once), and a pile of barrel staves lies in the south-west corner of the room
	Monster	Spectator (cr 3, mm 30) and 1 x Nothic (cr 2, mm 236); hard, 1150 xp
		Treasure: 10 gp; 7 gp
	Trap	Thunderstone Mine: DC 10 to find, DC 10 to disable; affects all targets within 20 ft., DC 14 save or take 2d10 thunder damage and become deafened for 1d4 rounds
Hidden Treasure	Hidden (DC 20 to find) Locked Strong Wooden Chest (DC 20 to unlock, DC 25 to break; 20 hp) 2200 cp, 1100 sp, 40 gp, 2 x diamond (50 gp), quartz (50 gp)	

Room #5	<i>North Entry</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp)
	<i>East Entry #1</i>	Unlocked Simple Wooden Door (10 hp) (slides up) → Leads to room #2
	<i>East Entry #2</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #8 , inhabited by Star Spawn Mangler and 1 x Star Spawn Grue
	<i>South Entry</i>	Secret (DC 25 to find) Locked Stone Door (DC 25 to open, DC 25 to break; 60 hp) Ⓢ The door is located several feet above the floor and designed to make noise when opened
	Monster	2 x Yuan-ti Broodguard (cr 2, vgm 203) and 1 x Yuan-ti Pureblood (cr 1, mm 310); hard, 1100 xp <hr/> Treasure: 15 cp; 13 gp; 2 pp
Room #6	<i>West Entry</i>	Archway → Leads to room #4 , inhabited by Spectator and 1 x Nothic
	<i>East Entry #1</i>	Archway → Leads to room #15 , inhabited by Star Spawn Mangler and 1 x Star Spawn Grue
	<i>East Entry #2</i>	Trapped and Stuck Stone Door (DC 20 to break; 60 hp) Ⓢ Symbol of Hypnosis: DC 20 to find, DC 15 to disable; affects all targets within 10 ft., DC 15 save or become incapacitated for 1d4 rounds
	<i>South Entry</i>	Archway
	Monster	4 x Yuan-ti Pureblood (cr 1, mm 310); hard, 800 xp <hr/> Treasure: 2500 cp, 1000 sp, 80 gp, bloodstone (50 gp), chalcedony (50 gp), chrysoprase (50 gp), citrine (50 gp), star rose quartz (50 gp)
Room #7	<i>East Entry</i>	Trapped and Unlocked Simple Wooden Door (10 hp) Ⓢ Guillotine Blade: DC 10 to find, DC 15 to disable; +8 to hit against one target, 2d10 slashing damage
	<i>South Entry #1</i>	Trapped and Unlocked Stone Door (60 hp) Ⓢ Thunderstone Mine: DC 15 to find, DC 10 to disable; affects all targets within 20 ft., DC 17 save or take 4d10 thunder damage and become deafened for 1d4 rounds
	<i>South Entry #2</i>	Archway
	Room Features	A ladder ascends to a catwalk hanging between the north and south walls, and a briny odor fills the north side of the room

Room #8	<i>North Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #2
	<i>West Entry #1</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #5 , inhabited by 2 x Yuan-ti Broodguard and 1 x Yuan-ti Pureblood
	<i>West Entry #2</i>	Archway
	<i>South Entry</i>	Archway
	Room Features	A narrow ledge runs along the south and east walls, and a pile of wax blobs lies in the center of the room
	Monster	Star Spawn Mangler (cr 5, mtf 236) and 1 x Star Spawn Grue (cr 1/4, mtf 234); hard, 1850 xp
		Treasure: 1800 cp, 1600 sp, 30 gp, a fine leather belt trimmed with rabbit fur (25 gp), a lacquered wooden cup engraved with elven script (25 gp), a rosewood comb engraved with a labyrinth (25 gp), a stoneware salt cellar painted with mythical creatures (25 gp), a stoneware tile painted with an ancient coat of arms (25 gp), Spell Scroll (Command) (common, dmg 200), Spell Scroll (Mage Armor) (common, dmg 200), 2 x Potion of Healing (common, dmg 187)
Room #9	<i>North Entry</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) (stuck, disadvantage to open)
	<i>West Entry</i>	Archway
	Empty	
Room #10	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry</i>	Unlocked Good Wooden Door (15 hp)
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Empty	
Room #11	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	Monster	Drider (cr 6, mm 120) and 1 x Giant Spider (cr 1, mm 328); deadly, 2500 xp
		Treasure: 1400 cp, 40 ep; 27 cp
Room #12	<i>North Entry</i>	Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp) (slides to one side)
	<i>West Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp)
	<i>South Entry</i>	Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp)
	Room Features	A forge and anvil sit in the north-west corner of the room, and someone has scrawled a basic map of the dungeon on the south wall

Room #13	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Room Features	A chute descends from the room into a natural cavern below, and the floor is covered in perfect hexagonal tiles
	Monster	Yuan-ti Nightmare Speaker (cr 4, vgm 205) and 1 x Yuan-ti Pureblood (cr 1, mm 310); medium, 1300 xp
Treasure: 2700 cp, 1100 sp, 110 gp, azurite (10 gp), 2 x banded agate (10 gp), 2 x blue quartz (10 gp), eye agate (10 gp), hematite (10 gp), lapis lazuli (10 gp), tiger eye (10 gp)		
Room #14	<i>North Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp)
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Room Features	The ceiling is covered with cracks, and a bent dagger lies in the east side of the room
Room #15	<i>West Entry</i>	Archway → Leads to room #6 , inhabited by 4 x Yuan-ti Pureblood
	<i>East Entry #1</i>	Trapped Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) Ⓣ Guillotine Blade: DC 10 to find, DC 15 to disable; +6 to hit against one target, 2d10 slashing damage
	<i>East Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	Monster	Star Spawn Mangler (cr 5, mtf 236) and 1 x Star Spawn Grue (cr 1/4, mtf 234); hard, 1850 xp
	Treasure: 2200 cp, 900 sp, 40 gp, eye agate (10 gp), obsidian (10 gp), rhodochrosite (10 gp), tiger eye (10 gp), 3 x Potion of Healing (common, dmg 187)	
Room #16	<i>South Entry #1</i>	Secret (DC 15 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) Ⓢ The door is concealed within an upright sarcophagus
	<i>South Entry #2</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) (magically reinforced, disadvantage to break)
	<i>South Entry #3</i>	Trapped and Unlocked Good Wooden Door (15 hp) Ⓣ Electrified Lock: DC 15 to find, DC 15 to disable; affects each creature which touches the lock, DC 14 save or take 2d10 lightning damage
	Room Features	The floor is covered in square tiles, alternating white and black, and a crater has been blasted into the floor in the west side of the room

Room #17	<i>West Entry</i>	Secret (DC 15 to find) Stuck Stone Door (DC 20 to break; 60 hp) Ⓢ The door is located above a small stone dais and designed to make noise when opened
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Room Features	A mural of a legendary battle covers the ceiling, and a rusted gauntlet lies in the north side of the room
	Monster	Yuan-ti Nightmare Speaker (cr 4, vgm 205) and 1 x Yuan-ti Pureblood (cr 1, mm 310); medium, 1300 xp
Treasure: 9 sp; 18 cp		
Room #18	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #21
	<i>West Entry</i>	Unlocked Strong Wooden Door (20 hp)
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #22
	Room Features	A chute falls into the room from above, and sporadic knocking can be heard in the north-east corner of the room
	Monster	Roper (cr 5, mm 261) and 1 x Piercer (cr 1/2, mm 252); hard, 1900 xp
Treasure: 1500 cp, 10 ep; 18 cp		
Room #19	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #3
	<i>East Entry</i>	Archway
	Room Features	A wooden ladder rests against the south wall, and someone has scrawled "Trespassers will be flayed alive" in blood on the west wall
Room #20	<i>West Entry #1</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>West Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #1
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	Empty	
Room #21	<i>West Entry</i>	Archway
	<i>East Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) → Leads to room #22
	<i>South Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to room #18 , inhabited by Roper and 1 x Piercer
	Room Features	Someone has scrawled "The sword is cursed" on the west wall, and flickering wisps of flame fill the north-west corner of the room

Room #22	<i>West Entry #1</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) → Leads to room #21
	<i>West Entry #2</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #18 , inhabited by Roper and 1 x Piercer
	<i>East Entry</i>	Archway
	Room Features	Someone has scrawled a diagram of a mechanical trap on the east wall, and several pieces of torn paper are scattered throughout the room
Room #23	<i>East Entry #1</i>	Stuck Stone Door (DC 20 to break; 60 hp)
	<i>East Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry #3</i>	Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp) Ⓣ Fire Spray: DC 15 to find, DC 10 to disable; affects all targets within a 20 ft. cone, DC 14 save or take 2d10 fire damage
	<i>South Entry</i>	Archway
	Room Features	Someone has scrawled "Vera stands here, slain by a basilisk" on the south wall, and a bloody journal lies in the west side of the room
Room #24	<i>North Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp)
	<i>South Entry</i>	Secret (DC 15 to find) Stuck Stone Door (DC 20 to break; 60 hp) (slides down) Ⓢ A bookcase and section of wall pivots smoothly
	Monster	Trapper (cr 3, vgm 194); easy, 700 xp Treasure: 14 gp
	Trap	Ice Dart Trap: DC 10 to find, DC 20 to disable; +8 to hit against one target, 2d10 cold damage
	Room #25	<i>West Entry</i>
	<i>South Entry</i>	Locked Good Wooden Door (DC 20 to open, DC 15 to break; 15 hp)
	Room Features	A stack of barrels filled with rotting fruit stands against the east wall, and several empty flasks are scattered throughout the room