
General

History The dungeon was created by yuan-ti as a lair. Its creators were destroyed by a natural disaster, and the dungeon has lain empty for many years until recently.

Walls Natural Stone (DC 10 to climb)

Floor Flagstone

Temperature Average

Illumination Shadowy (witchlight every 20 ft.)

Corridor Features

- a** Burning torches in iron sconces line the corridor
 - c** Several square holes are cut into the walls here
 - e** A mouldy odor fills the corridor
 - i** The sound of dripping water fills the corridor
 - m** Arrow Trap: DC 15 to find, DC 10 to disable; +3 to hit against one target, 1d10 piercing damage
 - n** Net Trap: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 11 save or become restrained
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Wandering Monsters

- 1** 4 x Skeleton (cr 1/4, mm 272); deadly, 200 xp, trying to lure the party into an ambush
 - 2** 3 x Skeleton (cr 1/4, mm 272); hard, 150 xp, bloodied and fleeing a more powerful enemy
 - 3** Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp, scouting from another part of the dungeon
 - 4** Ogre Zombie (cr 2, mm 316); deadly, 450 xp, gathered around an evil shrine
 - 5** 2 x Skeleton (cr 1/4, mm 272); easy, 100 xp, consumed by disease and madness
 - 6** 2 x Skeleton (cr 1/4, mm 272); easy, 100 xp, actively patrolling their territory
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Room #1

<i>West Entry #1</i>	Secret (DC 25 to find) Stuck Good Wooden Door (DC 15 to break; 15 hp) Ⓢ The door is concealed within a horrific torture device → Leads to room #8
<i>West Entry #2</i>	Trapped and Unlocked Iron Door (60 hp) Ⓢ Teleporter Crystal: DC 20 to find, DC 10 to disable; affects each creature which touches the crystal, DC 14 save or be teleported to another location
<i>East Entry</i>	Trapped and Unlocked Simple Wooden Door (10 hp) Ⓢ One-way Door: DC 10 to find, DC 10 to disable → Leads to room #9 , inhabited by Ogre Zombie
<i>South Entry</i>	Trapped and Unlocked Good Wooden Door (15 hp) Ⓢ Magic Missile Trap: DC 20 to find, DC 15 to disable; one target, 2d10 force damage
Monster	Ogre Zombie (cr 2, mm 316); deadly, 450 xp <hr/> Treasure: 10 ep

Room #2

<i>East Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) → Leads to room #14 , inhabited by Ogre Zombie
<i>South Entry #1</i>	Secret (DC 15 to find) Unlocked Strong Wooden Door (20 hp) (slides down) Ⓢ The door is located above a small stone dais and concealed behind a pile of broken stone → Leads to room #10
<i>South Entry #2</i>	Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp) → Leads to room #13
Empty	

Room #3

West Entry Secret (DC 20 to find) Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp)

Ⓢ The door is concealed behind a statue of a hydra, and opened by reaching into several of its mouths

East Entry Secret (DC 15 to find) Locked Iron Door (DC 15 to open, DC 30 to break; 60 hp) (slides down)

Ⓢ The door is concealed behind a statue of a dread vampire, and opened by filling his chalice with blood

South Entry Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp)

→ Leads to [room #15](#), inhabited by Ogre Zombie and 1 x Zombie

Room Features The floor is covered in perfect hexagonal tiles, and a corpse lies in front of an open chest in the east side of the room

Monster Skeleton (cr 1/4, mm 272) and 1 x Warhorse Skeleton (cr 1/2, mm 273); medium, 150 xp

Treasure: 10 gp; 16 cp

Room #4

West Entry #1 Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp)

West Entry #2 Secret (DC 15 to find) Unlocked Simple Wooden Door (10 hp)

Ⓢ The door is concealed behind a statue of a terrified maiden, and opened by breaking her neck

East Entry Trapped and Stuck Good Wooden Door (DC 15 to break; 15 hp)

Ⓣ One-way Door: DC 10 to find, DC 15 to disable

→ Leads to [room #15](#), inhabited by Ogre Zombie and 1 x Zombie

Room Features A circle of tall stones stands in the east side of the room, and someone has scrawled "Stay left!" on the south wall

Monster Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp

Treasure: 15 ep; 16 sp

Room #5	<i>North Entry</i>	Secret (DC 25 to find) Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp) Ⓢ The door is concealed within the mouth of a demonic face carved from stone
	<i>South Entry</i>	Locked Iron Door (DC 15 to open, DC 30 to break; 60 hp)
	Room Features	A simple fireplace sits against the east wall, and someone has scrawled "Kater's Order killed thirteen orcs here" in dwarvish runes on the west wall
	Monster	Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp
		Treasure: 18 cp; 15 sp
Room #6	<i>North Entry</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp) (slides up) → Leads to room #16
	<i>East Entry #1</i>	Trapped and Locked Stone Door (DC 20 to open, DC 25 to break; 60 hp) Ⓣ Arrow Trap: DC 15 to find, DC 15 to disable; +3 to hit against one target, 1d10 piercing damage → Leads to room #11
	<i>East Entry #2</i>	Locked Stone Door (DC 10 to open, DC 25 to break; 60 hp)
	<i>South Entry</i>	Trapped and Stuck Good Wooden Door (DC 15 to break; 15 hp) Ⓣ Rune of Fear: DC 15 to find, DC 10 to disable; affects all targets within 10 ft., DC 17 save or become frightened for 1d4 rounds
	Room Features	Someone has scrawled "Mind the gap" on the west wall, and a scratching sound fills the room
	Monster	Ogre Zombie (cr 2, mm 316); deadly, 450 xp
		Treasure: 2100 cp, 1100 sp, 90 gp, 3 x diamond (50 gp), 2 x sardonyx (50 gp)
Room #7	<i>West Entry</i>	Secret (DC 25 to find) Stuck Simple Wooden Door (DC 10 to break; 10 hp) Ⓢ The door is concealed by an illusion → Leads to room #12
	<i>East Entry</i>	Secret (DC 15 to find) Locked Iron Door (DC 15 to open, DC 30 to break; 60 hp) Ⓢ The door is concealed behind a statue of a troll archer, and opened by pulling an arrow in its quiver
	Monster	Ogre Zombie (cr 2, mm 316); deadly, 450 xp
		Treasure: 2200 cp, 500 sp, 60 gp

Room #8	<i>North Entry</i>	Secret (DC 25 to find) Unlocked Strong Wooden Door (20 hp) Ⓢ The door is located near the ceiling and concealed behind an area of fungus
	<i>East Entry</i>	Secret (DC 25 to find) Stuck Good Wooden Door (DC 15 to break; 15 hp) Ⓢ The door is concealed within a horrific torture device → Leads to room #1 , inhabited by Ogre Zombie
	Room Features	A rotting odor fills the south-west corner of the room, and a pile of sundered shields lies in the south-west corner of the room

Room #9	<i>North Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) → Leads to room #10
	<i>West Entry</i>	Trapped and Unlocked Simple Wooden Door (10 hp) Ⓣ One-way Door: DC 10 to find, DC 10 to disable → Leads to room #1 , inhabited by Ogre Zombie
	<i>South Entry</i>	Locked Good Wooden Door (DC 20 to open, DC 15 to break; 15 hp) (slides down) → Leads to room #16
	Monster	Ogre Zombie (cr 2, mm 316); deadly, 450 xp
		Treasure: 13 sp

Room #10	<i>North Entry #1</i>	Trapped and Unlocked Good Wooden Door (15 hp) Ⓣ Magic Missile Trap: DC 20 to find, DC 10 to disable; one target, 1d10 force damage
	<i>North Entry #2</i>	Secret (DC 15 to find) Unlocked Strong Wooden Door (20 hp) (slides down) Ⓢ The door is located above a small stone dais and concealed behind a pile of broken stone → Leads to room #2
	<i>East Entry</i>	Locked Good Wooden Door (DC 20 to open, DC 15 to break; 15 hp) (slides up) → Leads to room #13
	<i>South Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) → Leads to room #9 , inhabited by Ogre Zombie
	Room Features	A forge and anvil sit in the north-east corner of the room, and a ruined gauntlet lies in the south side of the room

Room #11	<i>North Entry</i>	Locked Iron Door (DC 10 to open, DC 30 to break; 60 hp)
	<i>West Entry</i>	Trapped and Locked Stone Door (DC 20 to open, DC 25 to break; 60 hp) Ⓣ Arrow Trap: DC 15 to find, DC 15 to disable; +3 to hit against one target, 1d10 piercing damage → Leads to room #6 , inhabited by Ogre Zombie
	Empty	
Room #12	<i>North Entry #1</i>	Secret (DC 15 to find) Locked Strong Wooden Door (DC 20 to open, DC 20 to break; 20 hp) Ⓢ A bookcase and concealed door pivots smoothly
	<i>North Entry #2</i>	Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp) (slides to one side)
	<i>East Entry</i>	Secret (DC 25 to find) Stuck Simple Wooden Door (DC 10 to break; 10 hp) Ⓢ The door is concealed by an illusion → Leads to room #7 , inhabited by Ogre Zombie
	<i>South Entry #1</i>	Secret (DC 25 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) Ⓢ A bookcase and concealed door pivots smoothly
	<i>South Entry #2</i>	Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp)
	Empty	
Room #13	<i>North Entry</i>	Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp) → Leads to room #2
	<i>West Entry</i>	Locked Good Wooden Door (DC 20 to open, DC 15 to break; 15 hp) (slides up) → Leads to room #10
	<i>East Entry</i>	Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp) → Leads to room #14 , inhabited by Ogre Zombie
	<i>South Entry</i>	Secret (DC 25 to find) Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp) Ⓢ A bookcase and concealed door pivots smoothly Ⓣ Guillotine Blade: DC 10 to find, DC 10 to disable; +7 to hit against one target, 2d10 slashing damage
	Room Features	A magical mural on the west wall depicts the betrayal of whomever views it, and an iron chain hangs from the ceiling in the south side of the room

Room #14	<i>North Entry</i>	Trapped and Unlocked Iron Door (60 hp) Ⓣ 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
	<i>West Entry #1</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) → Leads to room #2
	<i>West Entry #2</i>	Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp) → Leads to room #13
	Room Features	A chute falls into the room from above, and a fountain decorated with tormented faces sits in the north-west corner of the room
	Monster	Ogre Zombie (cr 2, mm 316); deadly, 450 xp Treasure: 18 cp
Room #15	<i>North Entry</i>	Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp) → Leads to room #3 , inhabited by Skeleton and 1 x Warhorse Skeleton
	<i>West Entry</i>	Trapped and Stuck Good Wooden Door (DC 15 to break; 15 hp) Ⓣ One-way Door: DC 10 to find, DC 15 to disable → Leads to room #4 , inhabited by Ogre Zombie and 1 x Zombie
	Monster	Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp Treasure: 2400 cp, 1300 sp, 70 gp, diamond (50 gp), 2 x bloodstone (50 gp), 2 x onyx (50 gp), zircon (50 gp), Potion of Greater Healing (uncommon, dmg 187), Robe of Useful Items (11 other patches) (uncommon, dmg 195)
	Empty	
Room #16	<i>North Entry #1</i>	Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp)
	<i>North Entry #2</i>	Locked Good Wooden Door (DC 20 to open, DC 15 to break; 15 hp) (slides down) → Leads to room #9 , inhabited by Ogre Zombie
	<i>South Entry</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp) (slides up) → Leads to room #6 , inhabited by Ogre Zombie
	Empty	