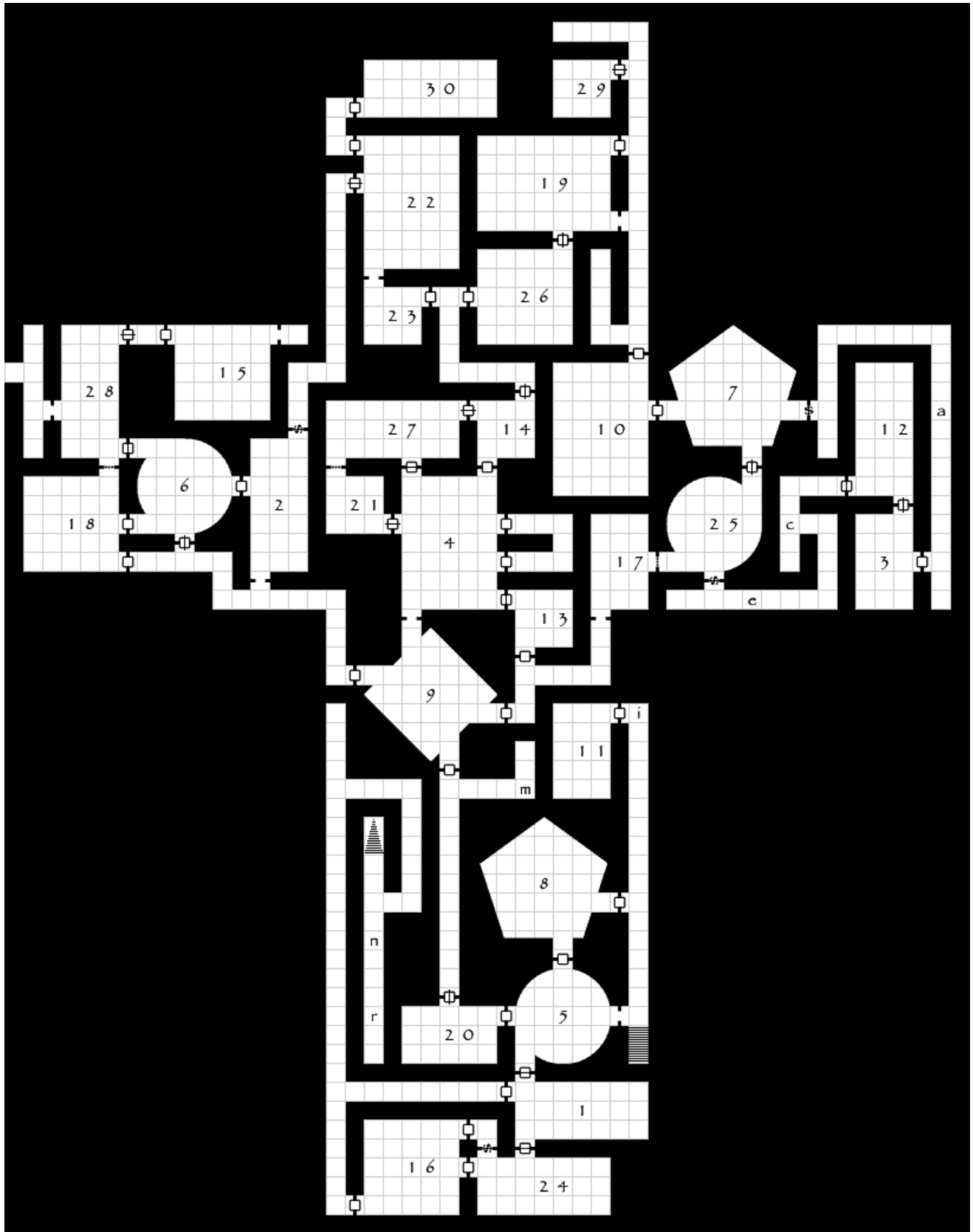


The Halls of Gothmog of Udun 06

Level 6





Archway



Portcullis



Door



Locked



Trapped



Secret



Up



Down

General**History**

The dungeon was created by giants as a mine. Its creators were destroyed by a natural disaster, and the dungeon has been attacked and abandoned many times since then.

Walls

Natural Stone (DC 10 to climb)

Floor

Uneven Flagstone (DC 10 to charge or run)

Temperature

Warm

Illumination

Dark (individual creatures may carry lights)

Corridor Features

- a** Skeletons hang from chains and manacles against the walls
- c** Burning torches in iron sconces line the corridor
- e** Greater Acid Spray: DC 15 to find, DC 20 to disable; affects all targets within a 20 ft. cone, DC 15 save or take 2d10 acid damage for 1d4 rounds
- i** Concealed Pit with Spikes: DC 10 to find, DC 10 to disable; affects all targets entering a 10 ft. square area, DC 14 save or take 4d10 damage
- m** A tile labyrinth covers the floor
- n** Someone has scrawled "The thief will betray you" here
- r** Barbed Net Trap: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 11 save or take 2d10 damage and become restrained

Wandering Monsters

- 1** Stone Giant (cr 7, mm 156); medium, 2900 xp, lost and desperate
- 2** Ogre Battering Ram (cr 4, mtf 220) and 2 x Ogre (cr 2, mm 237); hard, 2000 xp, investigating a strange noise
- 3** Ogre Zombie (cr 2, mm 316) and 5 x Zombie (cr 1/4, mm 316); easy, 700 xp, wandering senselessly
- 4** Orog (cr 2, mm 247) and 10 x Orc (cr 1/2, mm 246); hard, 1450 xp, investigating a strange noise
- 5** Hobgoblin Warlord (cr 6, mm 187) and 2 x Hobgoblin (cr 1/2, mm 186); medium, 2500 xp, gathered around an evil shrine
- 6** Ogre Zombie (cr 2, mm 316) and 7 x Zombie (cr 1/4, mm 316); easy, 800 xp, actively patrolling their territory

Room #1	<i>North Entry</i>	Locked Good Wooden Door (DC 25 to open, DC 15 to break; 15 hp) → Leads to room #5
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides to one side)
	<i>South Entry</i>	Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp) → Leads to room #24 , inhabited by Orc Blade of Ilneval and 4 x Orc
	Room Features	A stream of blood flows along a channel in the floor, and spirals of white stones cover the floor
Room #2	<i>North Entry</i>	Secret (DC 20 to find) Unlocked Simple Wooden Door (10 hp) Ⓢ The door is concealed behind a statue of a troll archer, and opened by pulling an arrow in its quiver
	<i>West Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) (slides down) → Leads to room #6 , inhabited by Hobgoblin Captain and 8 x Hobgoblin
	<i>South Entry</i>	Archway
	Empty	
Room #3	<i>North Entry</i>	Trapped and Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) Ⓣ Falling Block: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 18 save or take 10d10 damage → Leads to room #12 , inhabited by Bugbear Chief and 4 x Bugbear
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp)
	Room Features	A ladder ascends to a catwalk hanging between the east and west walls, and a charred club lies in the east side of the room
	Monster	Hobgoblin Warlord (cr 6, mm 187) and 5 x Hobgoblin (cr 1/2, mm 186); deadly, 2800 xp <hr/> Treasure: 180 sp, 50 gp; 10 ep; 27 cp; 11 sp; 13 gp; 6 pp

Room #4

<i>North Entry #1</i>	Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp) → Leads to room #27
<i>North Entry #2</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #14 , inhabited by Bugbear and 10 x Goblin
<i>West Entry</i>	Trapped and Locked Stone Door (DC 15 to open, DC 25 to break; 60 hp) Ⓢ Acid Spray: DC 15 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 14 save or take 2d10 acid damage for 1d4 rounds → Leads to room #21
<i>East Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
<i>East Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
<i>East Entry #3</i>	Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) → Leads to room #13 , inhabited by Bugbear Chief and 3 x Bugbear
<i>South Entry</i>	Archway → Leads to room #9 , inhabited by Orc War Chief and 1 x Orc
Monster	Venom Troll (cr 7, mtf 245) and 1 x Troll (cr 5, mm 291); deadly, 4700 xp
	Treasure: 70 gp; 250 sp, 110 gp

Room #5

<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #8 , inhabited by Hobgoblin Warlord and 5 x Hobgoblin
<i>West Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #20
<i>East Entry</i>	Archway
<i>South Entry</i>	Locked Good Wooden Door (DC 25 to open, DC 15 to break; 15 hp) → Leads to room #1
Empty	

Room #6

<i>West Entry #1</i>	Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp) → Leads to room #28
<i>West Entry #2</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to room #18
<i>East Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) (slides down) → Leads to room #2
<i>South Entry</i>	Trapped and Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp) Ⓣ Teleporter Crystal: DC 10 to find, DC 15 to disable; affects each creature which touches the crystal, DC 11 save or be teleported to another location
Monster	Hobgoblin Captain (cr 3, mm 186) and 8 x Hobgoblin (cr 1/2, mm 186); hard, 1500 xp <hr/> Treasure: 900 cp, 8000 sp, 2500 gp, 150 pp, 4 x diamond (50 gp), chalcedony (50 gp), star rose quartz (50 gp), 2 x zircon (50 gp)

Room #7

<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #10
<i>East Entry</i>	Secret (DC 20 to find) Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp) Ⓢ The door is concealed behind a statue of Death, and opened by placing a coin in his open hand Ⓣ Falling Block: DC 15 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 10 save or take 2d10 damage
<i>South Entry</i>	Trapped and Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp) Ⓣ Earthmaw Trap: DC 15 to find, DC 10 to disable; +7 to hit against one target, 4d10 piercing damage → Leads to room #25
Monster	Hobgoblin Captain (cr 3, mm 186) and 5 x Hobgoblin (cr 1/2, mm 186); medium, 1200 xp <hr/> Treasure: 17 cp; 21 cp; 19 cp; 15 gp; 10 gp; 9 gp

Room #8

<i>East Entry</i>	Unlocked Strong Wooden Door (20 hp)
<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #5
Monster	Hobgoblin Warlord (cr 6, mm 187) and 5 x Hobgoblin (cr 1/2, mm 186); deadly, 2800 xp <hr/> Treasure: 900 cp, 6000 sp, 2300 gp, 130 pp, a bone coffer engraved with draconic scales (25 gp), a jasper salt cellar engraved with arcane runes (25 gp), a jasper salt cellar inlaid with ornate electrum scrollwork (25 gp), a stoneware jar embossed with floral vines (25 gp), Quaal's Feather Token (anchor) (rare, dmg 188), Spell Scroll (Seeming) (rare, dmg 200), Potion of Gaseous Form (rare, dmg 187), Potion of Invulnerability (rare, dmg 188)

Room #9	<i>North Entry</i>	Archway → Leads to room #4 , inhabited by Venom Troll and 1 x Troll
	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Monster	Orc War Chief (cr 4, mm 246) and 1 x Orc (cr 1/2, mm 246); easy, 1200 xp
	Trap	Earthmaw Trap: DC 10 to find, DC 20 to disable; +10 to hit against one target, 10d10 piercing damage
Hidden Treasure	Hidden (DC 15 to find) Trapped and Unlocked Strong Wooden Chest (20 hp) Magic Missile Trap: DC 20 to find, DC 10 to disable; one target, 4d10 force damage	
		800 cp, 6000 sp, 2400 gp, 130 pp, black onyx (150 gp), 5 x pearl (100 gp), amber (100 gp), amethyst (100 gp), coral (100 gp), jade (100 gp), spinel (100 gp), Spell Scroll (Resistance) (common, dmg 200), 2 x Potion of Climbing (common, dmg 187)
Room #10	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #7 , inhabited by Hobgoblin Captain and 5 x Hobgoblin
	Room Features	The floor is covered with stone rubble, and several torches are scattered throughout the room
Room #11	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Monster	Ogre Bolt Launcher (cr 2, mtf 220) and 6 x Ogre (cr 2, mm 237); deadly, 3150 xp
		Treasure: 10 gp; 15 cp; 16 cp; 12 gp; 15 sp; 13 gp; 15 gp
Room #12	<i>West Entry</i>	Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp) (slides to one side)
	<i>South Entry</i>	Trapped and Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) Ⓢ Falling Block: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 18 save or take 10d10 damage → Leads to room #3 , inhabited by Hobgoblin Warlord and 5 x Hobgoblin
	Monster	Bugbear Chief (cr 3, mm 33) and 4 x Bugbear (cr 1, mm 33); medium, 1500 xp
		Treasure: 21 cp; 2 pp; 11 ep; 13 gp; 15 ep

Room #13	<i>West Entry</i>	Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) → Leads to room #4 , inhabited by Venom Troll and 1 x Troll
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp)
	Monster	Bugbear Chief (cr 3, mm 33) and 3 x Bugbear (cr 1, mm 33); medium, 1300 xp <hr/> Treasure: 9 gp; 10 sp; 10 cp; 15 sp
Room #14	<i>North Entry</i>	Trapped and Locked Good Wooden Door (DC 20 to open, DC 15 to break; 15 hp) (slides up) Ⓢ Falling Block: DC 15 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 14 save or take 4d10 damage
	<i>West Entry</i>	Trapped and Unlocked Good Wooden Door (15 hp) Ⓢ Electrified Lock: DC 10 to find, DC 15 to disable; affects each creature which touches the lock, DC 12 save or take 4d10 lightning damage → Leads to room #27
	<i>South Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #4 , inhabited by Venom Troll and 1 x Troll
	Monster	Bugbear (cr 1, mm 33) and 10 x Goblin (cr 1/4, mm 166); easy, 700 xp <hr/> Treasure: 11 gp; 6 gp; 7 gp; 10 gp; 11 gp; 14 gp; 14 sp; 20 cp; 5 pp; 10 gp; 17 sp
	Trap	Heavy Chain Flail: DC 10 to find, DC 15 to disable; initiative +3, 1 attack per round, +8 to hit against all targets within 5 ft., 4d10 bludgeoning damage and knocked prone
Room #15	<i>West Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp)
	<i>East Entry</i>	Archway
	Room Features	A stone ramp ascends towards the east wall, and a tile mosaic of ancient mythology covers the floor
	Monster	Venom Troll (cr 7, mtf 245) and 1 x Troll (cr 5, mm 291); deadly, 4700 xp <hr/> Treasure: 400 cp, 8000 sp, 2500 gp, 60 pp, 2 x diamond (100 gp), 2 x coral (100 gp), jade (100 gp), pearl (100 gp), tourmaline (100 gp)

Room #16	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<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) → Leads to room #24 , inhabited by Orc Blade of Ilneval and 4 x Orc
	Room Features	A group of draconic faces have been carved into the west wall, and several iron cages are scattered throughout the room
	Monster	Frost Giant (cr 8, mm 155); hard, 3900 xp
		Treasure: 1000 cp, 10000 sp, 2100 gp, 80 pp, 3 x diamond (50 gp), 2 x chalcedony (50 gp), citrine (50 gp), star rose quartz (50 gp), zircon (50 gp)

Room #17	<i>East Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #25
	<i>South Entry</i>	Archway
	Room Features	The north and east walls have been engraved with incoherent labyrinths, and a creaking sound fills the room
	Monster	5 x Bugbear (cr 1, mm 33) and 1 x Ogre (cr 2, mm 237); medium, 1450 xp
		Treasure: 13 sp; 13 sp; 13 sp; 16 cp; 18 sp; 17 gp

Room #18	<i>North Entry</i>	Trapped Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) Ⓢ Arrow Trap: DC 10 to find, DC 10 to disable; +3 to hit against one target, 2d10 piercing damage → Leads to room #28
	<i>East Entry #1</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to room #6 , inhabited by Hobgoblin Captain and 8 x Hobgoblin
	<i>East Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	Empty	

Room #19	<i>East Entry #1</i>	Unlocked Good Wooden Door (15 hp)
	<i>East Entry #2</i>	Archway
	<i>South Entry</i>	Trapped and Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) (slides down) Ⓣ Teleporter Crystal: DC 20 to find, DC 15 to disable; affects each creature which touches the crystal, DC 10 save or be teleported to another location → Leads to room #26 , inhabited by Orc Claw of Luthic and 14 x Orc
	Room Features	Someone has scrawled "Look to the ceiling" on the east wall, and a shallow pool of acid lies in the west side of the room
Room #20	<i>North Entry</i>	Trapped and Unlocked Good Wooden Door (15 hp) Ⓣ Ice Dart Trap: DC 15 to find, DC 15 to disable; +3 to hit against one target, 2d10 cold damage
	<i>East Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #5
	Room Features	The floor is covered in perfect hexagonal tiles, and a dagger hilt lies in the center of the room
Room #21	<i>North Entry</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) (magically reinforced, disadvantage to break) → Leads to room #27
	<i>East Entry</i>	Trapped and Locked Stone Door (DC 15 to open, DC 25 to break; 60 hp) Ⓣ Acid Spray: DC 15 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 14 save or take 2d10 acid damage for 1d4 rounds → Leads to room #4 , inhabited by Venom Troll and 1 x Troll
	Room Features	Someone has scrawled "Narder's Order looted this place" on the north wall, and a swarm of crawling insects covers the floor
Room #22	<i>West Entry #1</i>	Unlocked Strong Wooden Door (20 hp)
	<i>West Entry #2</i>	Trapped and Unlocked Simple Wooden Door (10 hp) Ⓣ Falling Block: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 12 save or take 4d10 damage
	<i>South Entry</i>	Archway → Leads to room #23 , inhabited by Orc and 1 x Troll
	Monster	Bugbear Chief (cr 3, mm 33) and 3 x Bugbear (cr 1, mm 33); medium, 1300 xp
		Treasure: 11 gp; 16 sp; 17 sp; 17 cp

Room #23	<i>North Entry</i>	Archway → Leads to room #22 , inhabited by Bugbear Chief and 3 x Bugbear
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides to one side)
	Room Features	A narrow shaft falls into the room from above, and spirals of blue stones cover the floor
	Monster	Orc (cr 1/2, mm 246) and 1 x Troll (cr 5, mm 291); easy, 1900 xp
		Treasure: 16 cp; 110 gp, 8 pp

Room #24	<i>North Entry #1</i>	Secret (DC 25 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) (slides down) Ⓢ The door is concealed within an upright sarcophagus
	<i>North Entry #2</i>	Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp) → Leads to room #1
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #16 , inhabited by Frost Giant
	Monster	Orc Blade of Ilneval (cr 4, vgm 183) and 4 x Orc (cr 1/2, mm 246); medium, 1500 xp
		Treasure: 16 cp; 10 gp; 15 cp; 21 sp; 7 gp

Room #25	<i>North Entry</i>	Trapped and Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp) Ⓣ Earthmaw Trap: DC 15 to find, DC 10 to disable; +7 to hit against one target, 4d10 piercing damage → Leads to room #7 , inhabited by Hobgoblin Captain and 5 x Hobgoblin
	<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #17 , inhabited by 5 x Bugbear and 1 x Ogre
	<i>South Entry</i>	Secret (DC 15 to find) Stuck Iron Door (DC 25 to break; 60 hp) Ⓢ A bookcase and concealed door pivots smoothly
	Room Features	A tapestry of geometric patterns hangs from the east wall, and several empty flasks are scattered throughout the room

Room #26*North Entry*

Trapped and Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) (slides down)

Ⓢ Teleporter Crystal: DC 20 to find, DC 15 to disable; affects each creature which touches the crystal, DC 10 save or be teleported to another location

→ Leads to [room #19](#)

West Entry

Stuck Simple Wooden Door (DC 10 to break; 10 hp)

Monster

Orc Claw of Luthic (cr 2, vgm 183) and 14 x Orc (cr 1/2, mm 246); hard, 1850 xp

Treasure: 8 gp; 15 sp; 4 pp; 15 sp; 20 cp; 15 cp; 16 sp; 15 cp; 18 cp; 9 gp; 10 gp; 15 cp; 14 ep; 17 cp; 9 ep

Room #27*East Entry*

Trapped and Unlocked Good Wooden Door (15 hp)

Ⓢ Electrified Lock: DC 10 to find, DC 15 to disable; affects each creature which touches the lock, DC 12 save or take 4d10 lightning damage

→ Leads to [room #14](#), inhabited by Bugbear and 10 x Goblin

South Entry #1

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

→ Leads to [room #21](#)

South Entry #2

Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp)

→ Leads to [room #4](#), inhabited by Venom Troll and 1 x Troll

Room Features

A narrow shaft descends from the room into the next dungeon level down, and a cube of solid stone stands in the south-west corner of the room

Room #28*West Entry*

Archway

East Entry #1

Trapped and Stuck Stone Door (DC 20 to break; 60 hp)

Ⓢ One-way Door: DC 10 to find, DC 10 to disable

East Entry #2

Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp)

→ Leads to [room #6](#), inhabited by Hobgoblin Captain and 8 x Hobgoblin

South Entry

Trapped Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)

Ⓢ Arrow Trap: DC 10 to find, DC 10 to disable; +3 to hit against one target, 2d10 piercing damage

→ Leads to [room #18](#)

Room Features

Burning torches in iron sconces line the walls, and the ceiling is covered with bloodstains

Room #29*East Entry*

Trapped and Stuck Strong Wooden Door (DC 15 to break; 20 hp)

Ⓣ Guillotine Blade: DC 10 to find, DC 10 to disable; +4 to hit against one target, 2d10 slashing damage

Room Features

Several alcoves are cut into the north and east walls, and a sundered helm lies in the west side of the room

Room #30*West Entry*

Unlocked Good Wooden Door (15 hp)

Room Features

Clouds of flying insects fill the north-west corner of the room, and a pair of boots lies in the east side of the room

Monster

Orc Blade of Ilneval (cr 4, vgm 183) and 3 x Orc (cr 1/2, mm 246); medium, 1400 xp

Treasure: 11 gp; 12 sp; 15 ep; 11 gp

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

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