

Rooms 1-7	Rooms 1-7 (cont)	Rooms 1-7 (cont)	Rooms 1-7
<p>1) 30 x 10 ft: two hallways, a door, and stairs:</p> <p>2) oval room: filled with countless levers. One unlocks and opens the opposite door. The others have various nasty effects (release sleeping gases, laughing gases, flood the room, drop monster from a pipe in the ceiling [2d20 spiders])</p>	<p>3) 15 x 15 ft: A room with a ragged, bottomless-looking hole in the center. Closer inspection reveals massive toothmarks on the edge of the hole, and a deep breathing sound coming from far down in the bottom.</p> <p>4) 15 x 20 ft: A room full of bubbles that show the players' nightmares, bad memories and fears to them</p>	<p>5) 15 x 15 ft: A statue of a big buff man holding his bicep, hand halfway between open and a fist, and grinning. (Arm wrestle to get through)</p> <p>6) 10 x 25 ft: A room with a man hanging at the far end, his wrists and ankles in shackles, chained to the wall and over the door. Walking closer to him tightens the chains (like a rack). He screams in pain and begs for mercy every time they tighten.</p>	<p>7) 10 x 10 ft: treasure room</p>
<p>Coins 27 gp Mundane Items Masterwork Artisan's Tools (55 gp) Total value = 55 gp</p>	<p>Coins 122 gp 4 sp 4 cp Salvage 6 x Bottle of Honey (4 sp, 4 lb) 16 x Loaf of Bread (2 cp, 1/2 lb) 13 x Small Cask of Oil (8 sp, 5 lb) Total value = 13 gp 1 sp 2 cp</p> <p>Coins 176 sp Salvage Bedroll (1 sp, 5 lb) Box of Firewood (1 cp, 20 lb) Cheap Wig (1 sp) Grappling Hook (1 gp, 4 lb) Waterskin (1 gp, 1/2 lb) Wedge of Cheese (8 sp, 4 lb) Total value = 3 gp 1 cp</p>	<p>Coins 106 gp 5 sp Art Objects Porcelain Stele (1300 gp) Total value = 1300 gp Salvage Bow Saw (5 gp, 5 lb) Total value = 5 gp</p> <p>Coins 4306 cp Art Objects Platinum Earrings inlaid with Copper (900 gp) Total value = 900 gp</p>	<p>Rooms 11-12</p> <p>11) 7 pedestals each with three magic stones on it (all stones on the pedestals do the same thing but varies by pedestal)</p> <p>12) library</p>



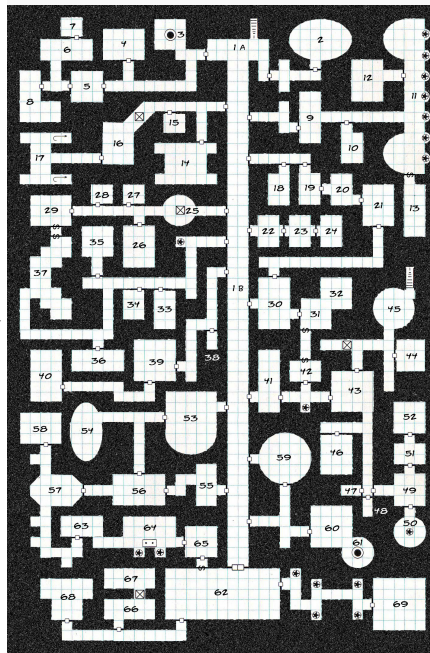
Rooms 11-13 (cont)		rooms 25-30	rooms 25-30 (cont)
13) secret treasure room	<p>Hoard #1 Coins 1529 gp 1 sp Gems Aquamarine (500 gp) Jet (100 gp) Pink Pearl (130 gp) Rhodochrosite (7 gp) Total value = 737 gp Magic Items Arcane Scroll (Magic Weapon (25 gp)) (total 25 gp) Gloves of Arrow Snaring (4000 gp) Hat of Disguise (1800 gp) Heavy Wooden Shield (Small) (+1 shield) (1157 gp) Total value = 6982 gp Salvage 14 x Bag of Rare Spice (10 gp, 1 lb) Canopy Bed (50 gp) Iron Pot (8 sp, 4 lb) Low Boots (1 gp, 2 lb) Pavilion Tent (100 gp, 300 lb) 20 x Small Cask of Pickled Fish (2 gp, 5 lb) Snowshoes (8 gp, 8 lb) Total value = 339 gp 8 sp Total value 9587 gp 9 sp Hoard #2 Coins 2891 gp Magic Items Arcane Scroll (Ray of Enfeeblement (25 gp), Fog Cloud (150 gp)) (total 175 gp) Potion of Aid (300 gp) Potion of Cure Moderate Wounds (300 gp) Potion of Remove Fear (50 gp) Total value = 825 gp Salvage 3 x Bookcase (30 gp) Total value = 90 gp Total value 3806 gp Hoard #3 Coins 2521 gp 9 sp Gems Aquamarine (700 gp) Black Pearl (500 gp) Carnelian (40 gp) Total value = 1240 gp Magic Items Ring of Minor Electricity Resistance (12000 gp) (inscription provides clue to function) Total value = 12000 gp Salvage 6 x Armchair (10 gp) Ballista (500 gp) Cheap Wig (1 sp) Flask of Oil (1 sp, 1 lb) Total value = 560 gp 2 sp Total value 16322 gp 1 sp</p>	<p>25) mintal circular coins! room :D with a slightly raised stage with some mintal coins around it.</p>	<p>26) Large monstrous centipede: CR 1; Large vermin; HD 3d8; hp 13; Init +2; Spd 40 ft. (8 squares), climb 40 ft.; AC 14 (-1 size, +2 dex, +3 natural), touch 11, flat-footed 12; Base Atk +2; Grp +7; Atk +3 melee (1d8+1 plus poison, bite); Full Atk +3 melee (1d8+1 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +1; Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2 Skills and Feats: Climb +10, Hide +6, Spot +4; Weapon Finesse</p>



rooms 25-30 (cont)

30) covered in tapestries: North Entry Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) → Leads to room #60 East Entry Trapped and Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp) Spiked Pit Trap (80 ft. Deep): CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall); pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 each); Search DC 20; Disable Device DC 20

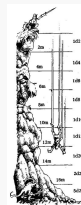
map



exp



falling



Rooms 8-10

8) A Coins 494
pedestal
with a sp
cute little
rabbit
sculpture
on it in
the
center of
a room.
Does
nothing,
but if
they ever
all look
away
from it at
once
(like if
they're
leaving)
it roars
and
shakes
the
room.

Rooms 8-10 (

9) the trap pair
into the paintir
green meadow
and a couple c
grazing... BUT
save to stop lo
painting i you f
are sucked in i
the "grazing" s
attacking you v
sharp teeth the
other pcs don't
happens beca
didn't change :

Rooms 8-10 (cont)	rooms 14 -19 (cont)	rooms 20-24 (cont)	rooms 20-24 (cont)
<p>10) A room with another smaller room inside of it. Blood and gore has seeped out through the door of the smaller room and soaked the floor. If the players go inside, they find a sickeningly macabre scene of dismembered corpses- then the door locks, and the walls (or the ceiling) sprout knives and start to move.</p> <p>Coins 33 gp 3 gp Salvage 13 x Amphora of Common Wine (2 gp, 80 lb) 8 x Pitchfork (2 gp, 5 lb) Portable Ram (10 gp, 20 lb) Riding Saddle (10 gp, 25 lb) 10 x Small Cask of Wax (2 sp, 5 lb) Small Magnet (10 gp, 1 lb) Total value = 74 gp</p>	<p>15) food, minor healing potions, tiny resource sentient plant v. friendly room</p> <p>16) statue of Palor leads into a sun room w/ large mosaic sun on the ground</p> <p>17) lunch room - lots of tables, few people eating</p> <p>18) void room - black hole type, gives off bad vibes</p> <p>19) empty room - Mintal coin</p>	<p>21) West Entry Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) South Entry Unlocked Simple Wooden Door (hard 5, 10 hp) Room Features A stack of barrels filled with sand stands against the south wall, Several corroded iron spikes are scattered throughout the room</p> <p>Coins 8759 cp Salvage Barrel of Ale (6 gp, 240 lb) 16 x Bottle of Common Wine (1 sp, 4 lb) 8 x Bottle of Vinegar (1 sp, 4 lb) Small Cask of Sausages (1 gp, 5 lb) Total value = 9 gp 4 sp</p>	<p>rooms 20-24</p> <p>22) West Entry Trapped Door (Open Lock DC 25 hard 10, 60 hp) Black 7; magic device; proximity no reset; spell effect (Bl level wizard, 1d4+7 tentacle) (up to six tentacles per t two adjacent 5 ft. square Disable Device DC 29 E Strong Wooden Door (b 20 hp): 1st level warrior Medium humanoid (dwa 6; Init +0; Spd 20 ft. in s squares); base speed 20 scale mail, +2 heavy shi footed 16; Base Atk +1; melee (1d10+1/x3, dwa ranged (1d6/x3, shortbo melee (1d10+1/x3, dwa ft./5 ft.; SA Dwarf traits; ft., dwarf traits; AL LG; S Will -1*; Str 13, Dex 11, 9, Cha 6 Skills and Feat Craft (blacksmithing) +2 onry) +2, Listen +2, Spo Focus (dwarven waraxe</p>
<p>rooms 14 -19</p>	<p>20) A wise-looking (or famous) sage/messiah waits for the characters in a room with no visible doors. He/she greets them, speaks with them, and if asked where to go or how to proceed, the sage tells them that only in death can one see and go through the door which lies in this room. It is locked to all else. Attempts to find the door should fail. The sage will continue to "help" them accept that they have to die, and will gladly kill them if they wish, (absorbing their spirits as payment and keeping them from passing to the next world, so they are just dead, gone forever.) The only way through is to confront the sage, who, after the players start getting aggressive, turns into some kind of hideous monster that turns out to be a real test of the characters' strengths. Killing the monster reveals the door and unlocks it.</p> <p>Coins 119 gp 7 sp Mundane Items Average Lock (40 gp) Total value = 40 gp Salvage Bag of 20 Marbles (2 sp, 1 lb) Bag of Chalk (1 sp, 1/2 lb) Bedroll (1 sp, 5 lb) 6 x Ladder (10') (2 sp, 20 lb) Large Iron Box (2 gp, 100 lb) Manacles (15 gp, 2 lb) 2 x Rope Ladder (50') (3 gp, 25 lb) 2 x Scroll Case (1 gp, 1/2 lb) Total value = 26 gp 6 sp</p>		

14) Description	Coins 2327
– A ordinary	gp Gems
room that the	Sardonyx (20
floor looks to be	gp) Star
made of some	Rose Quartz
sort of metal. A	(60 gp) Violet
low humming	Garnet (500
can be heard	gp) Total
emanating from	value = 580
the room.	gp Magic
Trigger – Step	Items Arcane
into the room	Scroll
while wearing	(Endure
metal armor.	Elements (25
Effect – Any	gp), Feather
PC's that enter	Fall (25 gp),
the room that	Reduce
are wearing any	Person (25
type of metal	gp)) (total 75
armor is	gp) Divine
immediately	Scroll (Warp
slowed while in	Wood (150
the room and	gp)) (total
take a -2 to all	150 gp)
attack rolls if	Potion of
their weapon is	Delay Poison
made of metal.	(300 gp)
	Total value =
	525 gp



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rooms 20-24 (cont)	rooms 31-35 (cont)	rooms 31-35 (cont)	rooms 31-35 (cont)
<p>23) Room Features Someone has scrawled "The gold is cursed" on the east wall, Several torches are scattered throughout the room nothing</p> <p>24) chest: 900 gp; Banded Agate (12 gp), Black Star Sapphire (600 gp), Citrine (70 gp), Eye Agate (9 gp); Arcane Scroll (See Invisibility (150 gp)) (total 150 gp), Short Sword (Small) (+1 weapon) (2310 gp); hoard total 4051 gp</p>	<p>32) Ghast: CR 3; Medium undead; HD 4d12+3; hp 29; Init +3; Spd 30 ft. (6 squares); AC 17 (+3 dex, +4 natural), touch 12, flat-footed 14; Base Atk +2; Grp +5; Atk +5 melee (1d8+3 plus paralysis, bite); Full Atk +5 melee (1d8+3 plus paralysis, bite) and +3 melee (1d4+1 plus paralysis, 2 claws); Space/Reach 5 ft./5 ft.; SA Ghoul fever, paralyis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +1, Ref +4, Will +6; Str 17, Dex 17, Con -, Int 13, Wis 14, Cha 16 Skills and Feats: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Multiattack, Toughness</p>	<p>Gems Azurite (7 gp) Total value = 7 gp Mundane Items Masterwork Light Crossbow (Medium) (335 gp) Total value = 335 gp</p>	<p>33) nothing</p> <p>34) few mintal coins</p> <p>35) A faded and torn tapestry hangs from the south wall, Someone has scrawled a diagram of a mechanical trap on the west wall</p> <p>Coins 213 sp</p>
			rooms 36-43
			<p>36) Room Features A stack of barrels filled with rotting fruit stands against the south wall, Someone has scrawled "Stay left" in draconic script on the west wall Monster 8 x Spider Swarm Spider swarm: CR 1; Diminutive vermin (swarm); HD 2d8; hp 9; Init +3; Spd 20 ft. (4 squares), climb 20 ft.; AC 17 (+4 size, +3 dex), touch 17, flat-footed 14; Base Atk +1; Grp -; Atk Swarm (1d6 plus poison); Full Atk Swarm (1d6 plus poison); Space/Reach 10 ft./0 ft.; SA Distraction, poison; SQ Darkvision 60 ft., swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2 Skills and Feats: Climb +11, Listen +4, Spot +4;</p> <p>245 gp</p>
rooms 31-35			
<p>31) Part of the ceiling has collapsed into the room, Several pieces of broken glass are scattered throughout the room</p>			



rooms 36-43 (cont)		rooms 36-43 (cont)		rooms 36-43 (cont)		rooms 53-59	
39) Allip: CR 3; Medium undead (incorporeal); HD 4d12; hp 26; Init +5; Spd Fly 30 ft. (perfect) (6 squares); AC 15 (+1 dex, +4 deflection), touch 15, flat-footed 14; Base Atk +2; Grp -; Atk +3 melee (1d4 Wisdom drain, incorporeal touch); Full Atk +3 melee (1d4 Wisdom drain, incorporeal touch); Space/Reach 5 ft./5 ft.; SA Babble, madness, Wisdom drain; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +1, Ref +4, Will +4; Str -, Dex 12, Con -, Int 11, Wis 11, Cha 18 Skills and Feats: Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 following tracks); Improved Initiative, Lightning Reflexes	Coins 255 gp 8 sp 4 cp Art Objects Leather Belt with Brass Buckle (90 gp) Total value = 90 gp Mundane Items Breastplate (Medium) (200 gp) Total value = 200 gp Salvage Bag of Salt (2 sp, 1 lb) Explorer's Outfit (10 gp, 8 lb) Iron Bar (1 sp, 5 lb) Rope Net (10' x 10') (4 gp, 40 lb) Sledge (1 gp, 10 lb) Small Cask of Ale (2 sp, 8 lb) Small Cask of Oil (8 sp, 5 lb) 5 x Vial of Ink (8 gp) Whetsone (2 cp, 1 lb) Total value = 56 gp 3 sp 2 cp	40) Grick: CR 3; Medium aberration; HD 2d8; hp 9; Init +2; Spd 30 ft. (6 squares), climb 20 ft.; AC 16 (+2 dex, +4 natural), touch 12, flat-footed 14; Base Atk +1; Grp +3; Atk +3 melee (1d4+2, tentacle); Full Atk +3 melee (1d4+2, 4 tentacles) and -2 melee (1d3+1, bite); Space/Reach 5 ft./5 ft.; SA -; SQ Damage reduction 10/magic, darkvision 60 ft., scent; AL N; SV Fort +0, Ref +2, Will +5; Str 14, Dex 14, Con 11, Int 3, Wis 14, Cha 5 Skills and Feats: Climb +10, Hide +3*, Listen +6, Spot +6; Alertness, Track	Coins 1053 gp 5 cp Salvage Amphora of Vinegar (2 gp, 80 lb) Bag of Chestnuts (1 gp, 1 lb) Bag of Iron Nails (5 sp, 1 lb) 10 x Bag of Wheat (1 cp, 1 lb) Bolt of Canvas (1 gp, 10 lb) Box of Charcoal (1 sp, 20 lb) Hammer (5 sp, 2 lb) Iron Bar (1 sp, 5 lb) Rake (2 gp, 10 lb) 2 x Vial of Ink (8 gp) Total value = 23 gp 3 sp	41) Greater Acid Spray: CR 6; magic device; visual trigger (arcane eye); no reset; acid spray (2d6 acid damage for 1d4 rounds, DC 10 Reflex save for half damage); Search DC 20; Disable Device DC 22	Coins 806 sp Salvage Cold Weather Outfit (8 gp, 7 lb) 6 x Wedge of Cheese (8 sp, 4 lb) Total value = 12 gp 8 sp	53) Secret (Search DC 30) treasure chest: concealed behind a statue of a noble king, and opened by stabbing a sword into his back	Hi M Co St 60 Co 16 Hi G 50 Co (2 gp 25 St lb 5 ve Co of (6 Sa of Ar Br gp lb Tc
				42) The floor is covered in square tiles, alternating white and black, The sound of chimes can be faintly heard near the east wall	Coins 145 gp 3 sp		



rooms 53-59 (cont)

54) oval room unnaturally lit

55) A crude bed and iron brazier sit in the south side of the room, Someone has scrawled "Abandon all hope" in dwarvish runes on the south wall

56) Well-Camouflaged Pit Trap: CR 7; mechanical; location trigger; repair reset; DC 25 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 27; Disable Device DC 18	Coins 71 pp 5 gp Salvage Carriage (100 gp, 600 lb) Spinning Wheel (10 gp) Total value = 110 gp Total value 825 gp
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57) A stream of quicksilver flows along a channel in the floor, A carved stone statue stands in the dip thing of the room

rooms 53-59 (cont)

58) Earthquake Trap: CR 8; magic device; proximity trigger (alarm); automatic reset; spell effect (Earthquake, 13th level cleric, 65 ft. radius, DC 15 or 20 Reflex save, depending on terrain); Search DC 32; Disable Device DC 32

59) circle room: sun painted onto the ceiling

mintal coins

XP: 100XP per coin spent or uncursed

Quick Description:

Collective coins make a Will save harder and harder until finally a greedy character becomes possessed by their own greed.

Full Description:

The PCs find a gold coin with a brain emblem (or the emblem of a secret society the DM chooses). It could be stacked in with other gold coins, nothing seemingly special about it, unless Detect Magic is used, then slight Enchantment and possibly Necromancy is detected.

mintal coins (cont)

The single coin by itself is no big deal, secretly roll a Will save with a DC of 5 each day. The bugger is this: each coin that is together (ie. on the same person) adds +2 to the save DC! Once a character has accrued enough of these to fail the save, they want to collect more until the collective consciousness of the Mintal Coins is complete, and they want to have others collect the coins so they can be overcome with the same enchantment. Only a spell capable of removing curses will allow a character to get rid of the coins (even if they have not succumbed to the effect), and the coins will ALWAYS be the remainder after purchasing equipment, or the 'change'.

mintal coins (cont)	rooms 43- (cont)	room 49-52	room 49-52
<p>Aftereffect: Enthralled until Remove Curse or similar spell is used.</p> <p>Countermeasures: Spending the coins (see above), Dispell before the character is enthralled, Remove Curse on character effected will remove the curse, but the Will Saves begin again the next day unless the coins are removed from the person.</p>	<p>44) Several alcoves are cut into the east wall, Coins 178 sp</p> <p>45) circular room with spiral stairs leading out of the building</p> <p>46) Troglodyte: CR 1; Medium humanoid (reptilian); HD 2d8+4; hp 13; Init -1; Spd 30 ft. (6 squares); AC 15 (-1 dex, +6 natural), touch 9, flat-footed 15; Base Atk +1; Grp +1; Atk +1 melee (1d6, club) or +1 melee (1d4, claw) or +1 ranged (1d6, javelin); Full Atk +1 melee (1d6, club) and -1 melee (1d4, claw) and -1 melee (1d4, bite) or +1 melee (1d4, 2 claws) and -1 melee (1d4, bite) or +1 ranged (1d6, javelin); Space/Reach 5 ft./5 ft.; SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10 Skills and Feats: Hide +5*, Listen +3; Multiattack, Weapon Focus (javelin)</p> <p>47) its as empty as my heart</p> <p>48) two whole mintle coins and a broom</p>	<p>49) Prismatic Spray Trap: CR 8; magic device; proximity trigger (alarm); automatic reset; spell effect (Prismatic Spray, 13th level wizard, DC 20 Reflex, Fort, or Will save, depending on effect); Search DC 32; Disable Device DC 32</p> <p>Coins 1290 sp</p> <p>8 cp Salvage 9 x Bedroll (1 sp, 5 lb) Bolt of Linen (5 gp, 10 lb) Bottle of Olive Oil (3 gp, 4 lb) 9 x Cheap Wig (1 sp) Miner's Pick (3 gp, 10 lb) Mortar and Pestle (5 gp, 2 lb) Pitchfork (2 gp, 5 lb) 9 x Pole (10') (5 cp, 8 lb) Total value = 20 gp 2 sp 5 cp</p>	<p>50) i li circular At Di with Sp treasure Cl chest in ne the Ba center At Fu (1 Sp Sp ft. Sa At In Cl +8 Li Fc</p>
rooms 43-			
<p>43) Shadow: CR 3; Medium undead (incorporeal); HD 3d12; hp 19; Init +2; Spd Fly 40 ft. (good) (8 squares); AC 13 (+2 dex, +1 deflection), touch 13, flat-footed 11; Base Atk +1; Grp -; Atk +3 melee (1d6 Str, incorporeal touch); Full Atk +3 melee (1d6 Str, incorporeal touch); Space/Reach 5 ft./5 ft.; SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13 Skills and Feats: Hide +8*, Listen +7, Search +4, Spot +7; Alertness, Dodge</p> <p>Salvage Portable Ram (10 gp, 20 lb) 19 x Rack of Firewood (1 sp, 200 lb) 7 x Wool Cloak (5 sp, 3 lb) Total value = 15 gp 4 sp</p>			



room 49-52 (cont)		room 49-52 (cont)		rooms 60-64	
51)	Danni's	52) Ethereal filcher: CR 3; Medium	Antitoxin	60) Ghast: CR 3; Medium undead; HD 4d12+3;	Coins 373 sp 5
Various	Stool,	aberration; HD 5d8; hp 22; Init +8;	(4 doses,	hp 29; Init +3; Spd 30 ft. (6 squares); AC 17 (+3	cp Salvage Bag
torture	The	Spd 40 ft. (8 squares); AC 17 (+4	50 gp	dex, +4 natural), touch 12, flat-footed 14; Base	of 10 Pitons (1
devices	Rack,	dex, +3 natural), touch 14, flat-footed	each),	Atk +2; Grp +5; Atk +5 melee (1d8+3 plus	gp, 5 lb) Large
are	cattle	13; Base Atk +3; Grp +3; Atk +3	Chain	paralysis, bite); Full Atk +5 melee (1d8+3 plus	Wooden Chest
scattered	prod,	melee (1d4, bite); Full Atk +3 melee	Shirt	paralysis, bite) and +3 melee (1d4+1 plus	(2 gp, 50 lb)
throughout	etc.	(1d4, bite); Space/Reach 5 ft./5 ft.;	(Medium)	paralysis, 2 claws); Space/Reach 5 ft./5 ft.; SA	Sickle (1 gp, 2
the room		SA -; SQ Darkvision 60 ft., detect	(100 gp),	Ghoul fever, paralyis, stench; SQ Darkvision 60	lb) 18 x Small
		magic, ethereal jaunt; AL N; SV Fort	Magnifying	ft., undead traits, +2 turn resistance; AL CE; SV	Cask of Ale (2
		+1, Ref +5, Will +5; Str 10, Dex 18,	Glass (100	Fort +1, Ref +4, Will +6; Str 17, Dex 17, Con -,	sp, 8 lb) Tiny
		Con 11, Int 7, Wis 12, Cha 10 Skills	gp),	Int 13, Wis 14, Cha 16 Skills and Feats: Balance	Wooden Box (5
		and Feats: Listen +9, Sleight of Hand	Smokes-	+7, Climb +9, Hide +8, Jump +9, Move Silently	sp, 1 lb) Total
		+12, Spot +9; Dodge, Improved	ticks (3	+8, Spot +8; Multiattack, Toughness	value = 8 gp 1
		Initiative	sticks, 20		sp Total value
			gp each);		45 gp 4 sp 5 cp
			hoard total		
			460 gp		

rooms 60-64 (cont)

64) two statues of famous followers of Pallor, alter with two golden goblets of blood, walls are covered in tapestries

65) mimic

66) pool room with fountain

67) deep blue colored room with an alter to Poseidon

68) wooden stairs that lead into a pit with beautiful religious icons and a ritual floor. the ceiling has a disturbing amount of moss caused by spider venom. cave in far left top corner with spider nest, gooey ledge

rooms 60-64 (cont)

69) familiars room. walls covered in green and brown vines with leaves and hay on the floor

Giant Flytrap CR 2 XP 600 N Large plant Init +4; Senses blindsense 60 ft; Perception +7 DE ooted 14 (+5 natural, -1 size) hp 19 (3d8+6) Fort +5, Ref +0, Will +2 Immune plant traits OFF slam +5 (1d6+3 plus grab), bite -1 (1d8+1) Space 10 ft.; Reach 60 ft. (5 ft with bite) STATIS Int 1, Wis 13, Cha 6 Base Atk +2; CMB +6; CMD 16 (cannot be tripped) Feats Improved Initi Skills Perception +7 SPECIAL ABILITIES Grab (Ex) If a giant fly trap successfully grabs its p toward its mouths at a rate of 10 ft. per round. (in its root system there is a treasure chest wi

help



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