Dungeon #1 Cheat Sheet

by DM (Dungeon Master) via cheatography.com/57566/cs/15243/

Rooms 1-7

1) 30 x 10 ft: two hallways, a door, and stairs:	
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])	Coins 27 gp Mundane Items Masterwork Artisan's Tools (55 gp) Total value = 55 gp
3) 15 x 15 ft: A room with a ragged, bottom-less-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.	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

Rooms 1-7 (cont)

4) 15 x 20 ft: A room full of bubbles that show the players' nightmares, bad memories and fears to them	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
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)	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

Rooms 1-7 (cont)

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.	Coins 4306 cp Art Objects Platinum Earrings inlaid with Copper (900 gp) Total value = 900 gp
7) 10 x 10 ft: treasure room	Coins 699 sp Salvage 8 x Box of Charcoal (1 sp, 20 lb) Vial of Ink (8 gp) Total value = 8 gp 8 sp

Rooms 11-13

11) 7 pedestals each with three magic stones on it (all stones on the pedestals do the same thing but varies by pedestal)	Coins 83 gp 7 sp 3 cp Salvage Bottle of Spiced Wine (2 gp, 4 lb) Flask of Oil (1 sp, 1 lb) Game Board (1 gp, 2 lb) 10 x Hemp Rope (50') (1 gp, 10 lb) 2 x Ladder (10') (2 sp, 20 lb) Low Boots (1 gp, 2 lb) Pair of Oars (4 gp, 20 lb) Pole (10') (5 cp, 8 lb) Total value = 18 gp 5 sp 5 cp

Rooms 11-13 (cont)

12) library	bookz

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Rooms 11-13 (cont)

13) secret treasure room	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)

rooms 25-30

25) circular room with a slightly raised stage with some mintal coins around it.	mintal coins! :D
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	Coins 596 sp

rooms 25-30 (cont)

27) nothing

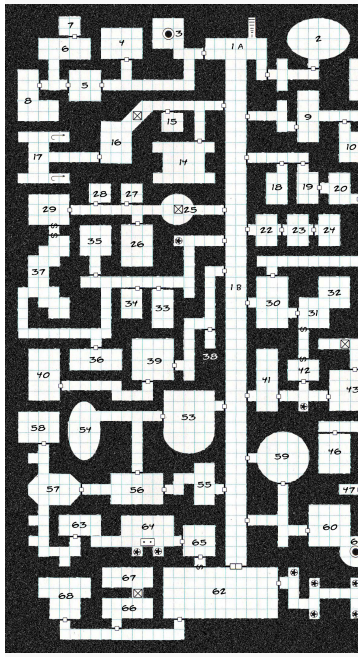
28) a mask on the far wall - does nothing

29) desk and lab table covered in bones: South Entry Secret (Search DC 25) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓢ The door is concealed within the mouth of a gargantuan skull carved from stone	bones, Coins 204 gp 7 sp Art Objects Platinum Cloth Gloves (500 gp) Total value = 500 gp Mundane Items Spyglass (1000 gp) Total value = 1000 gp Salvage 6 x Iron Bar (1 sp, 5 lb) 11 x Large Wooden Chest (2 gp, 50 lb) Total value = 22 gp 6 sp

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	Coins 2058 cp

map



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

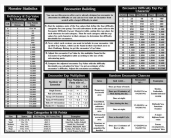
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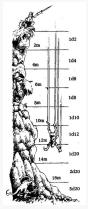
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exp



falling



Rooms 8-10

8) A pedestal with a 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.	Coins 494 sp

Rooms 8-10 (cont)

9) the trap painting. if you look into the painting you see a green meadow with rolling hills and a couple of sheep grazing… BUT you need a will save to stop looking at the painting i you fail the save you are sucked in to the picture and the “grazing” sheep start attacking you with their razor sharp teeth the best part is the other pcs don't know what happens because the picture didn't change at all	Coins 63 gp 5 sp Magic Items Arcane Scroll (Keen Edge (375 gp)) (total 375 gp) Total value = 375 gp Salvage Small Cask of Dried Figs (3 gp, 8 lb) Total value = 3 gp

Rooms 8-10 (cont)

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.	Coins 33 pp 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

rooms 14 -19

rooms 14 -19 (cont)

15) resource room	food, minor healing potions, tiny sentient plant v. friendly
16) statue of Palor leads into a sun room w/ large mosaic sun on the ground	
17) lunch room - lots of tables, few people eating	
18) void room - black hole type, gives off bad vibes	
19) empty room - Mintal coin	

rooms 20-24

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

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.	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

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rooms 20-24 (cont)

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

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

rooms 20-24 (cont)

22) West Entry Trapped and Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp) Ⓣ Black Tentacles Trap: CR 7; magic device; proximity trigger (alarm); no reset; spell effect (Black Tentacles, 7th level wizard, 1d4+7 tentacles, Atk +7 melee [1d6+4, tentacle]); multiple targets (up to six tentacles per target in each of two adjacent 5 ft. squares); Search DC 29; Disable Device DC 29 East Entry Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp): 1st level warrior dwarf: CR 1/2; Medium humanoid (dwarf); HD 1d8+2; hp 6; Init +0; Spd 20 ft. in scale mail (4 squares); base speed 20 ft.; AC 16 (+4 scale mail, +2 heavy shield), touch 10, flat-footed 16; Base Atk +1; Grp +2; Atk +3 melee (1d10+1/x3, dwarven waraxe) or +1 ranged (1d6/x3, shortbow); Full Atk +3 melee (1d10+1/x3, dwarven waraxe) or +1 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft.; SA Dwarf traits; SQ Darkvision 60

900 gp; Turquoise (6 gp), Turquoise (8 gp); Wand of Delay Poison (23 of 50 charges) (2070 gp); hoard total 2984 gp

rooms 20-24 (cont)

23) Room Features Someone has scrawled "The gold is cursed" on the east wall, Several torches are scattered throughout the room nothing

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

rooms 31-35

31) Part of the ceiling has collapsed into the room, Several pieces of broken glass are scattered throughout the room

rooms 31-35 (cont)

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 resist-ance; 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

Gems Azurite (7 gp) Total value = 7 gp Mundane Items Masterwork Light Crossbow (Medium) (335 gp) Total value = 335 gp

ft., dwarf traits; AL LG; SV Fort +4, *Ref +0*, Will -1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6 Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2; Weapon Focus (dwarven waraxe)

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rooms 31-35 (cont)

33) nothing

34) few mintal coins

35) A faded and torn tapestry hangs from the south wall, Someone has scrawled a diagram of a mechanical trap on the west wall — Coins 213 sp

rooms 36-43

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, tremor-sense 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; — 245 gp

rooms 36-43 (cont)

37) A stone sarcop-hagus — Coins 225 gp Mundane Items Half-plate (Medium) (600 gp) Total value = 600 gp Salvage Artisan's Tools (5 gp, 5 lb) Bag of Chestnuts (1 gp, 1 lb) Cart (15 gp, 200 lb) Crowbar (2 gp, 5 lb) 20 x Flask of Oil (1 sp, 1 lb) Glasscutter (2 gp) 10 x Hemp Rope (50') (1 gp, 10 lb) Large Wooden Chest (2 gp, 50 lb) Riding Saddle (10 gp, 25 lb) Sickle (1 gp, 2 lb) Total value = 50 gp

38) a singular mintal coin

rooms 36-43 (cont)

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 resist-ance, 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 Initia-tive, Lightning Reflexes — Coins 255 gp 8 sp 4 cp Art Objects Leather Belt with Brass Buckle (90 gp) Total value = 90 gp Mundane Items Breast-plate (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

rooms 36-43 (cont)

40) Grick: CR 3; Medium aberra-tion; HD 2d8; hp 9; Init +2; Spd 30 ft. (6 squares), climb 20 ft.; AC 16 (+2 dex, +4 natural), touch 12, flat-f-ooted 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 sp 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

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rooms 36-43 (cont)

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
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

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-Camo-uflaged 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

57) A stream of quicksilver flows along a channel in the floor, A carved stone statue stands in the dip thing of the room

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

mintal coins (cont)

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. 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 consci-ousness of the Mintal Coins is complete, and they want to have others collect the coins so they can be overcome with the same enchantment.

mintal coins (cont)

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’. You could make the character roll their Will save (-2 circumstantial to roll) whenever attempting to spend the coins to make it easier to get rid of them as long as the character is not yet enthralled.. Perceptions DC: Hard unless looking for the emblem or Detect Magic is used
Perceptions Success: Notice the coins are different
Additional Skills: Knowledge Arcana
Additional Skills DC: Hard unless the emblem is of a campaign specific group.
Additional Skills Success: Notice the coins are different.
Trigger: Each coin added to a characters stash, and each morning.
Action Type: Will Save
Aftereffect:Enthralled until Remove Curse or similar spell is used.

53) Secret (Search DC 30) treasure chest: concealed behind a statue of a noble king, and opened by stabbing a sword into his back	Hoard #1 Coins 10506 cp Mundane Items Masterwork Composite Longbow (Medium, +2 Str bonus) (600 gp) Total value = 600 gp Salvage 16 x Bolt of Canvas (1 gp, 10 lb) Total value = 16 gp Total value 721 gp 6 cp Hoard #2 Coins 153 gp 2 sp 5 cp Gems Citrine (50 gp) Total value = 50 gp Salvage Amphora of Common Wine (2 gp, 80 lb) Barrel (2 gp, 30 lb) 9 x Game Board (1 gp, 2 lb) Rope Ladder (50') (3 gp, 25 lb) 19 x Sewing Needle (5 sp) Small Cask of Dried Figs (3 gp, 8 lb) Small Cask of Sausages (1 gp, 5 lb) Total value = 29 gp 5 sp Total value 232 gp 7 sp 5 cp Hoard #3 Coins 726 sp 4 cp Art Objects Bolt of Silver Cloth set with Pink Pearl (6000 gp) Total value = 6000 gp Salvage Barrel (2 gp, 30 lb) Bottle of Honey (4 sp, 4 lb) Box of 20 Arrowheads (5 sp, 1 lb) Loaf of Bread (2 cp, 1/2 lb) Snowshoes (8 gp, 8 lb) Wooden Drum (5 gp, 3 lb) Total value = 15 gp 9 sp 2 cp Total value 6088 gp 5 sp 6 cp

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mintal coins (cont)

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.

rooms 43-

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	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

rooms 43- (cont)

44) Several alcoves are cut into the east wall,	Coins 178 sp

45) circular room with spiral stairs leading out of the building

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)

47) its as empty as my heart

48) two whole mintle coins and a broom

room 49-52

room 49-52 (cont)

50) circular room with treasure chest in the center	i lied its a mimic: Size/Type: Large Aberration (Shapechanger) Hit Dice: 7d8+21 (52 hp) Initiative: +1 Speed: 10 ft. (2 squares) Armor Class: 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 15 Base Attack/Grapple: +5/+13 Attack: Slam +9 melee (1d8+4) Full Attack: 2 slams +9 melee (1d8+4) Space/Reach: 10 ft./10 ft. Special Attacks: Adhesive, crush Special Qualities: Darkvision 60 ft., immunity to acid, mimic shape Saves: Fort +5, Ref +5, Will +6 Abilities: Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10 Skills: Climb +9, Disguise +13, Listen +8, Spot +8 Feats: Alertness, Lightning Reflexes, Weapon Focus (slam)

room 49-52 (cont)

51) Various torture devices are scattered throughout the room	Danni's Stool, The Rack, cattle prod, etc.
52) Ethereal filcher: CR 3; Medium aberration; HD 5d8; hp 22; Init +8; Spd 40 ft. (8 squares); AC 17 (+4 dex, +3 natural), touch 14, flat-footed 13; Base Atk +3; Grp +3; Atk +3 melee (1d4, bite); Full Atk +3 melee (1d4, bite); Space/Reach 5 ft./5 ft.; SA -; SQ Darkvision 60 ft., detect magic, ethereal jaunt; AL N; SV Fort +1, Ref +5, Will +5; Str 10, Dex 18, Con 11, Int 7, Wis 12, Cha 10 Skills and Feats: Listen +9, Sleight of Hand +12, Spot +9; Dodge, Improved Initiative	Antitoxin (4 doses, 50 gp each), Chain Shirt (Medium) (100 gp), Magnifying Glass (100 gp), Smokesticks (3 sticks, 20 gp each); hoard total 460 gp

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	Coins 1290 sp 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

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rooms 60-64

60) 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

Coins 373 sp 5 cp Salvage Bag of 10 Pitons (1 gp, 5 lb) Large Wooden Chest (2 gp, 50 lb) Sickle (1 gp, 2 lb) 18 x Small Cask of Ale (2 sp, 8 lb) Tiny Wooden Box (5 sp, 1 lb) Total value = 8 gp 1 sp Total value 45 gp 4 sp 5 cp

rooms 60-64 (cont)

61) A narrow pit covered by iron bars lies in the center of the room, The walls have been engraved with endless spirals

Coins 88 gp 6 sp

62) large training room

63) three medium spiders - table and chair

Coins 373 sp 5 cp Salvage Bag of 10 Pitons (1 gp, 5 lb) Large Wooden Chest (2 gp, 50 lb) Sickle (1 gp, 2 lb) 18 x Small Cask of Ale (2 sp, 8 lb) Tiny Wooden Box (5 sp, 1 lb) Total value = 8 gp 1 sp Total value 45 gp 4 sp 5 cp

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 DEFENSE AC 14, touch 9, flat-footed 14 (+5 natural, -1 size) hp 19 (3d8+6) Fort +5, Ref +0, Will +2 Immune plant traits OFFENSE Speed 5 ft. Melee 2 slam +5 (1d6+3 plus grab), bite -1 (1d8+1) Space 10 ft.; Reach 60 ft. (5 ft with bite) STATISTICS Str 17, Dex 10, Con 15, Int 1, Wis 13, Cha 6 Base Atk +2; CMB +6; CMD 16 (cannot be tripped) Feats Improved Initiative, Weapon Focus (slam) Skills Perception +7 SPECIAL ABILITIES Grab (Ex) If a giant fly trap successfully grabs its prey, it can pull the creature toward its mouths at a rate of 10 ft. per round. (in its root system there is a treasure chest with nonliving skeletons)

help

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