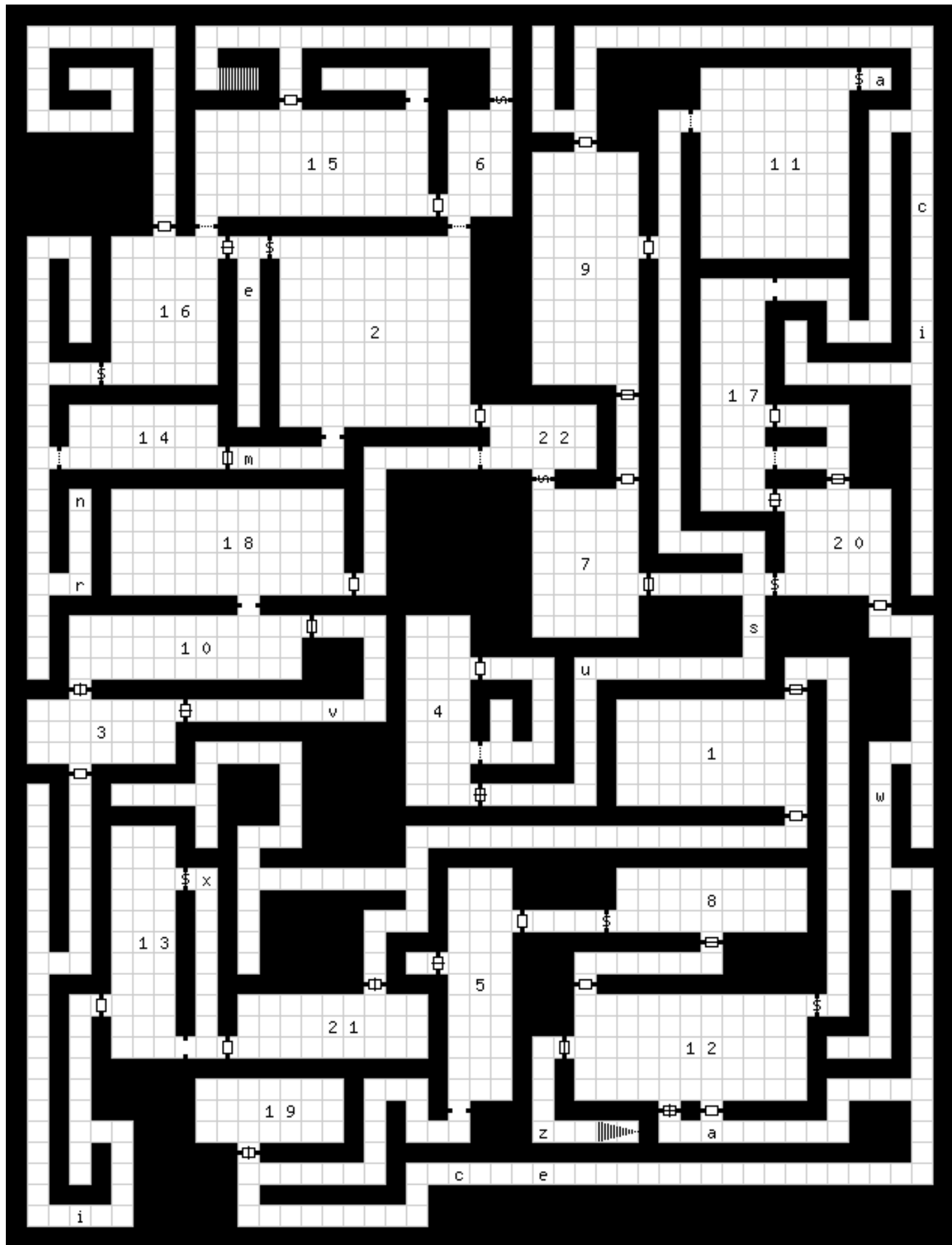


The Dark Lair of Horror

Level 3





Arch



Door



Locked



Trapped



Secret



Portcullis

General**Dungeon Walls**

Masonry (Climb DC 20)

Dungeon Floor

Uneven Flagstone (Balance DC 10 to charge or run)

Temperature

Cool

Illumination

Dark (individual creatures may carry lights)

Corridors

- a** Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20
- c** Water drips from the ceiling
- e** A group of demonic faces have been carved into the walls
- i** A narrow shaft descends from the corridor into a midden chamber below
- m** A narrow shaft falls into the corridor from above
- n** A narrow shaft descends from the corridor into a natural cavern below
- r** A foul odor fills the corridor
- s** Javelin Trap: CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18
- u** The walls here have been engraved with incoherent labyrinths
- v** Burning torches in iron sconces line the corridor
- w** A large demonic idol with ruby eyes sits in an alcove here
- x** Numerous pillars line the corridor
- z** The walls here have been engraved with glowing symbols

Wandering Monsters

- 1** 1 x Grick, scouting from another part of the dungeon
- 2** 1 x Phantom Fungus, returning to their lair with plunder
- 3** 3 x Darkmantle, tracking the party
- 4** 1 x Derro, investigating a strange noise
- 5** 1 x Phantom Fungus, returning to their lair with plunder
- 6** 1 x Ogre Zombie, wielding bizarre eldritch powers

Room #1*North Entry*

Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)

South Entry

Stuck Stone Door (break DC 28; hard 8, 60 hp)

Room Features

A stack of rotting wooden crates stands against the north wall, A sour odor fills the south-west corner of the room

Monster

1 x Rust Monster

Rust monster: CR 3; Medium aberration; HD 5d8+5; hp 27; Init +3; Spd 40 ft. (8 squares); AC 18 (+3 dex, +5 natural), touch 13, flat-footed 15; Base Atk +3; Grp +3; Atk +3 melee (rust, antennae touch); Full Atk +3 melee (rust, antennae touch) and -2 melee (1d3, bite); Space/Reach 5 ft./5 ft.; SA Rust; SQ Darkvision, scent; AL N; SV Fort +2, Ref +4, Will +5; Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8

Skills and Feats: Listen +7, Spot +7; Alertness, Track

Room #2	<i>North Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to room #6
	<i>West Entry</i>	Secret (Search DC 20) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) ⑤ The door is concealed behind a statue of an armored warrior, and opened by moving his sword
	<i>East Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) → Leads to room #22
	<i>South Entry</i>	Archway
	Room Features	Someone has scrawled "Endent stands here, slain by a basilisk" in goblin runes on the east wall, A broken spear lies in the center of the room
Room #3	<i>North Entry</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) ① Fire Trap: CR 3; spell; spell trigger; no reset; spell effect (Fire Trap, 3rd level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27 → Leads to room #10
	<i>East Entry</i>	Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) ① Poison Wall Spikes: CR 5; mechanical; location trigger; manual reset; Atk +16 melee (1d8+4 plus poison, spike); poison (small centipede poison [injury, Fort DC 11, 1d2 Dex/1d2 Dex]); multiple targets (closest target in each of two adjacent 5 ft. squares); Search DC 17; Disable Device DC 21
	<i>South Entry</i>	Unlocked Strong Wooden Door (hard 5, 20 hp)
	Room Features	Spirals of red stones cover the floor, A wooden ladder rests against the south wall
	Monster	1 x Ethereal Marauder Ethereal marauder: CR 3; Medium magical beast (extraplanar); HD 2d10; hp 11; Init +5; Spd 40 ft. (8 squares); AC 14 (+1 dex, +3 natural), touch 11, flat-footed 13; Base Atk +2; Grp +4; Atk +4 melee (1d6+3, bite); Full Atk +4 melee (1d6+3, bite); Space/Reach 5 ft./5 ft.; SA ; SQ Darkvision 60 ft., ethereal jaunt; AL N; SV Fort +3, Ref +4, Will +1; Str 14, Dex 12, Con 11, Int 7, Wis 12, Cha 10 Skills and Feats: Listen +5, Move Silently +5, Spot +4; Improved Initiative
Room #4	<i>East Entry #1</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)
	<i>East Entry #2</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	<i>East Entry #3</i>	Trapped and Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp) ① Spiked Pit Trap: CR 4; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20
	Room Features	A wooden platform hangs over a deep pit in the north-west corner of the room, A wooden ladder rests against the north wall
Room #5	<i>West Entry</i>	Trapped and Stuck Iron Door (break DC 28; hard 10, 60 hp) ① Burning Hands Trap: CR 2; magic device; proximity trigger (alarm);

		automatic reset; spell effect (Burning Hands, 1st level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26
	<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<i>South Entry</i>	Archway
	Trap	Javelin Trap: CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18
Room #6	<i>North Entry</i>	Secret (Search DC 25) Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp) ⑤ The door is located several feet above the floor and concealed behind a tapestry of geometric patterns
	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #15
	<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to room #2
	Room Features	A set of demonic war masks hangs on the north wall, A stack of barrels filled with sand stands against the south wall
Room #7	<i>North Entry #1</i>	Secret (Search DC 25) Trapped and Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp) (slides to one side, +1 to break DC) ⑤ A bookcase and section of wall pivots smoothly ① Sepia Snake Sigil Trap: CR 4; spell; spell trigger; no reset; spell effect (Sepia Snake Sigil, 5th level wizard, DC 14 Reflex save negates); Search DC 28; Disable Device DC 28 → Leads to room #22
	<i>North Entry #2</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)
	<i>East Entry</i>	Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp)
	Room Features	Several alcoves are cut into the walls, A mural of geometric patterns covers the ceiling
	Monster	1 x Ogre Ogre: CR 3; Large giant; HD 4d8+11; hp 29; Init -1; Spd 30 ft. in hide armor (6 squares); base speed 40 ft.; AC 16 (-1 size, -1 dex, +5 natural, +3 hide armor), touch 8, flat-footed 16; Base Atk +3; Grp +12; Atk +8 melee (2d8+7, greatclub) or +1 ranged (1d8+5, javelin); Full Atk +8 melee (2d8+7, greatclub) or +1 ranged (1d8+5, javelin); Space/Reach 10 ft./10 ft.; SA -; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7 Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub) Treasure: 200 gp; Bloodstone (20 gp), Rhodochrosite (11 gp); hoard total 231 gp
Room #8	<i>West Entry</i>	Secret (Search DC 30) Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp) (magically reinforced, +10 to break DC) ⑤ The door is concealed behind a tapestry of arcane patterns
	<i>South Entry</i>	Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp) (slides down, +1 to break DC)

Monster	1 x Ogre Zombie
	Ogre zombie: CR 3; Large undead; HD 8d12+3; hp 55; Init -2; Spd 40 ft. (8 squares; can't run); AC 15 (-1 size, -2 dex, +8 natural), touch 7, flat-footed 15; Base Atk +4; Grp +14; Atk +9 melee (2d8+9, greatclub) or +9 melee (1d8+9, slam) or +1 ranged (1d8+6, javelin); Full Atk +9 melee (2d8+9, greatclub) or +9 melee (1d8+9, slam) or +1 ranged (1d8+6, javelin); Space/Reach 10 ft./10 ft.; SA -; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con -, Int -, Wis 10, Cha 1
	Skills and Feats: -; Toughness

Room #9

<i>North Entry</i>	Unlocked Strong Wooden Door (hard 5, 20 hp)
<i>East Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
<i>South Entry</i>	Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp)
Room Features	A mural of vile acts covers the ceiling, Someone has scrawled "nine, three, seven, six, nine" on the north wall
Monster	1 x Phantom Fungus
	Phantom fungus: CR 3; Medium plant; HD 2d8+6; hp 15; Init +0; Spd 20 ft. (4 squares); AC 14 (+4 natural), touch 10, flat-footed 14; Base Atk +1; Grp +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); Space/Reach 5 ft./5 ft.; SA -; SQ Low-light vision, plant traits, greater invisibility; AL N; SV Fort +6, Ref +0, Will +0; Str 14, Dex 10, Con 16, Int 2, Wis 11, Cha 9
	Skills and Feats: Listen +4, Move Silently +6, Spot +4; Alertness

Room #10

<i>North Entry</i>	Archway → Leads to room #18, inhabited by 1 x Ethereal Marauder
<i>East Entry</i>	Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)
<i>South Entry</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) ① Fire Trap: CR 3; spell; spell trigger; no reset; spell effect (Fire Trap, 3rd level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27 → Leads to room #3, inhabited by 1 x Ethereal Marauder
Room Features	A rope ascends to a wooden platform in the north-east corner of the room, A tile mosaic of ghoulish carnage covers the floor

Room #11

<i>West Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
<i>East Entry</i>	Secret (Search DC 25) Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) ⑤ The door is concealed behind a statue of a medusa, and opened by opening her eyes
Room Features	A magical pool in the north-east corner of the room restores youth to whomever drinks from it (but only once), Someone has scrawled "The Legion of the Sapphire Dagger killed a black dragon here" on the west wall

Room #12

<i>North Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
<i>West Entry</i>	Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp)
<i>East Entry</i>	Secret (Search DC 30) Trapped and Locked Simple Wooden Door (Open

Lock DC 30, break DC 15; hard 5, 10 hp)

- ⑤ The door is located several feet above the floor and concealed behind an area of mold
- ① Poison Dart Trap: CR 1; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot [injury, Fort DC 12, 0/1d4 Con + 1d3 Wis]); Search DC 20; Disable Device DC 18

South Entry #1 Trapped and Locked Stone Door (Open Lock DC 40, break DC 28; hard 8, 60 hp)

- ① Pit Trap: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall); Search DC 20; Disable Device DC 20

South Entry #2 Unlocked Strong Wooden Door (hard 5, 20 hp)

Empty

Room #13

West Entry Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)

East Entry #1 Secret (Search DC 25) Trapped and Unlocked Iron Door (hard 10, 60 hp)

- ⑤ The door is concealed behind a statue of a fearsome dragon, and opened by reaching into its mouth
- ① Pit Trap: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall); Search DC 20; Disable Device DC 20

East Entry #2 Archway

Monster 7 x 1st Level Warrior Goblin

1st level warrior goblin: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft. (6 squares); AC 15 (+1 size, +1 dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); Full Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); Space/Reach 5 ft./5 ft.; SA -; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness

Treasure: 200 gp; Deep Green Spinel (110 gp), Golden Pearl (90 gp), Iolite (40 gp); Potion of Protection from Arrows (10/magic) (300 gp); hoard total 740 gp

Room #14

West Entry Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) (stuck, +2 to lift DC)

East Entry Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)

Monster 10 x 1st Level Warrior Goblin

1st level warrior goblin: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft. (6 squares); AC 15 (+1 size, +1 dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); Full Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); Space/Reach 5 ft./5 ft.; SA -; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness

Treasure: 20 pp; Freshwater Pearl (9 gp), Precious Stone (500 gp), Precious Stone (600 gp); hoard total 1309 gp

Room #15

<i>North Entry #1</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
<i>North Entry #2</i>	Archway
<i>East Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) → Leads to room #6
<i>South Entry</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to room #16, inhabited by 1 x Doppelganger
Empty	

Room #16

<i>North Entry #1</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)
<i>North Entry #2</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) → Leads to room #15
<i>West Entry</i>	Secret (Search DC 20) Stuck Stone Door (break DC 28; hard 8, 60 hp) (slides to one side, +1 to break DC) ⑤ A bookcase and section of wall pivots smoothly
<i>East Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) ① Fusillade of Darts: CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5 ft. squares); Search DC 14; Disable Device DC 20
Room Features	The floor is covered in square tiles, alternating white and black, A rustling noise can be faintly heard near the east wall
Monster	1 x Doppelganger Doppelganger: CR 3; Medium monstrous humanoid (shapechanger); HD 4d8+4; hp 22; Init +1; Spd 30 ft. (6 squares); AC 15 (+1 dex, +4 natural), touch 11, flat-footed 14; Base Atk +4; Grp +5; Atk +5 melee (1d6+1, slam); Full Atk +5 melee (1d6+1, slam); Space/Reach 5 ft./5 ft.; SA Detect thoughts; SQ Change shape, immunity to sleep and charm effects; AL N; SV Fort +4, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13 Skills and Feats: Bluff +10*, Diplomacy +3, Disguise +9* (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6; Dodge, Great Fortitude Treasure: 3800 sp; Full Plate (Small) (1500 gp), Masterwork Artisan's Tools (55 gp), Masterwork Short Sword (Medium) (310 gp); hoard total 2245 gp

Room #17

<i>East Entry #1</i>	Archway
<i>East Entry #2</i>	Unlocked Good Wooden Door (hard 5, 15 hp)
<i>East Entry #3</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
<i>East Entry #4</i>	Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) ① Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20 → Leads to room #20
Room Features	An altar of evil sits in the north side of the room, A pair of boots lies in the south-east corner of the room
Monster	9 x Dire Rat Dire rat: CR 1/3; Small animal; HD 1d8+1; hp 5; Init +3; Spd 40 ft. (8 squares), climb 20 ft.; AC 15 (+1 size, +3 dex, +1 natural), touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk +4 melee (1d4 plus disease, bite); Full Atk +4 melee (1d4 plus disease, bite); Space/Reach 5 ft./5 ft.; SA Disease; SQ Low light vision, scent; AL N; SV Fort +2, Ref +5, Will +2; Str 10, Dex

SQ Low-light vision, Scent, AL N; SV Fort +3, Ref +3, Will +3, Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse

Room #18

East Entry Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

South Entry Archway
→ Leads to room #10

Monster 1 x Ethereal Marauder

Ethereal marauder: CR 3; Medium magical beast (extraplanar); HD 2d10; hp 11; Init +5; Spd 40 ft. (8 squares); AC 14 (+1 dex, +3 natural), touch 11, flat-footed 13; Base Atk +2; Grp +4; Atk +4 melee (1d6+3, bite); Full Atk +4 melee (1d6+3, bite); Space/Reach 5 ft./5 ft.; SA ; SQ Darkvision 60 ft., ethereal jaunt; AL N; SV Fort +3, Ref +4, Will +1; Str 14, Dex 12, Con 11, Int 7, Wis 12, Cha 10

Skills and Feats: Listen +5, Move Silently +5, Spot +4; Improved Initiative

Trap Poisoned Dart Trap: CR 4; mechanical; location trigger; manual reset; Atk +15 ranged (1d4+4 plus poison, dart); poison (small centipede poison [injury, Fort DC 11, 1d2 Dex/1d2 Dex]); multiple targets (1 dart per target in a 10 ft. by 10 ft. area); Search DC 21; Disable Device DC 22

Room #19

South Entry Trapped and Stuck Iron Door (break DC 28; hard 10, 60 hp)
Ⓢ Bestow Curse Trap: CR 4; magic device; touch trigger (detect chaos); automatic reset; spell effect (Bestow Curse, 5th level cleric, DC 14 Will save negates); Search DC 28; Disable Device DC 28

Empty

Room #20

North Entry Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp)

West Entry #1 Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp)
Ⓢ Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20
→ Leads to room #17, inhabited by 9 x Dire Rat

West Entry #2 Secret (Search DC 20) Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)
Ⓢ The door is located several feet above the floor and concealed by an illusion

South Entry Unlocked Simple Wooden Door (hard 5, 10 hp)

Room Features A faded and torn tapestry hangs from the north wall, Someone has scrawled "right, straight, left, door, door, right" on the east wall

Room #21

North Entry Trapped and Unlocked Stone Door (hard 8, 60 hp)
Ⓢ Poison Needle Trap: CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (blue whinnis [injury, Fort DC 14, 1 Con/unconscious]); Search DC 22; Disable Device DC 17

West Entry Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

Monster 1 x Ghast (ghoul)

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, paralysis, 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

Treasure: 1500 sp; hoard total 150 gp

Room #22

<i>West Entry #1</i>	<p>Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)</p> <p>→ Leads to room #2</p>
<i>West Entry #2</i>	<p>Trapped Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)</p> <p>Ⓣ Doorknob smeared with Contact Poison: CR 5; mechanical; touch trigger (attached); manual reset; contact poison (nitharit [contact, Fort DC 13, 0/3d6 Con]); Search DC 25; Disable Device DC 19</p>
<i>South Entry</i>	<p>Secret (Search DC 25) Trapped and Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp) (slides to one side, +1 to break DC)</p> <p>Ⓢ A bookcase and section of wall pivots smoothly</p> <p>Ⓣ Sepia Snake Sigil Trap: CR 4; spell; spell trigger; no reset; spell effect (Sepia Snake Sigil, 5th level wizard, DC 14 Reflex save negates); Search DC 28; Disable Device DC 28</p> <p>→ Leads to room #7, inhabited by 1 x Ogre</p>

Empty

The Dark Lair of Horror
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