

Dungeon Level: 2

Room #1:

- Door (west, 1 from north): wooden, simple, stuck
- Empty

Room #2:

- Door (north, 3 from west): wooden, strong, stuck
- Monsters
 - **vampire spawn** (1)
 - 4d12+3 (29 hp), AC 15, Slam +5 melee (1d6+4 plus energy drain)

Room #3:

- Door (east, 2 from north): wooden, simple, stuck
- Door (west, 2 from north): (concealed) false wall, stuck
- Door (south, 4 from west): wooden, good, stuck
- Monsters

- **wraith** (1)
- 5d12 (32 hp), AC 15, Incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain)

- Treasure
 - 50 gold coins (50 gp)
 - gemstone - lapis lazuli (8 gp)
 - gemstone - white pearl (110 gp)
 - carved bone statuette (90 gp)
 - scroll (arcane)
 - halt undead (l3, c15)
 - ghoul touch (l2, c13) (525 gp)

- Features
 - bones (humanoid)
 - anvil
 - cold spot
 - pit (shallow)

Room #4:

- Door (south, 1 from west): (concealed) false wall, free
- Monsters
 - **ghoul** (1)

2d12 (13 hp), AC 14, Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis)

- Treasure
 - 60 gold coins (60 gp)
 - gold dragon comb with red garnet eye (500 gp)
 - Masterwork rapier (320 gp)
- Features
 - bloodstain
 - words (scrawled)
 - pedestal
 - spinning wheel
 - chute
- Trap
 - spiked pit trap (20 ft. deep) (CR2) (Find/Disable DC 22)

Room #5:

- Door (east, 3 from north): iron, free, trapped [trap: pit trap (20 ft. deep) (CR1) (2d6, fall) (Find/Disable DC 22)]
- Door (west, 3 from north): wooden, simple, locked
- Features
 - teeth
 - chasm
 - tapestry

Room #6:

- Door (south, 1 from west): stone, locked
- Hidden Treasure (Search DC 22)
 - 1,000 silver coins (100 gp)

Room #7:

- Door (east, 2 from north): wooden, strong, stuck
- Features
 - ropes
 - nest (animal)
 - table (large)
 - rack

Room #8:

- Door (south, 3 from west): (concealed) iron, locked, behind tapestry
- Hidden Treasure (Search DC 22)
 - 3,000 copper coins (30 gp)
 - wand of magic missile (5th-level caster) (9 charges) (3750 gp)

Room #9:

- Door (south, 1 from west): wooden, simple, stuck
- Monsters
 - **lizardfolk** (3)
 - 2d8+2 (11 hp), AC 17, 2 claws +2 melee (1d4+1) and bite +0 melee (1d4); or club +2 melee (1d6+1) and bite +0 melee (1d4); or javelin +1 ranged (1d6+1)

- Treasure
 - potion: cure light wounds (50 gp)
- Features
 - dishes
 - branding iron
 - flint and tinder
 - hook
 - cupboard
 - casket

Room #10:

- Door (east, 2 from north): wooden, good, stuck
- Features
 - razor
 - discarded weapons
 - paint
 - curtain
 - arch
 - pit (shallow)
 - forge

Room #11:

- Door (east, 2 from north): (concealed) iron, locked,

- behind tapestry
- Monsters
 - **scorpion, medium-size monstrous (vermin)** (2)
 - 2d8+4 (13 hp), AC 14, 2 claws +2 melee (1d4+1) and sting -3 melee (1d4 plus poison)
- Features
 - rivulet
 - utensils
 - skull
 - branding iron
 - bookcase
 - tub

Room #12:

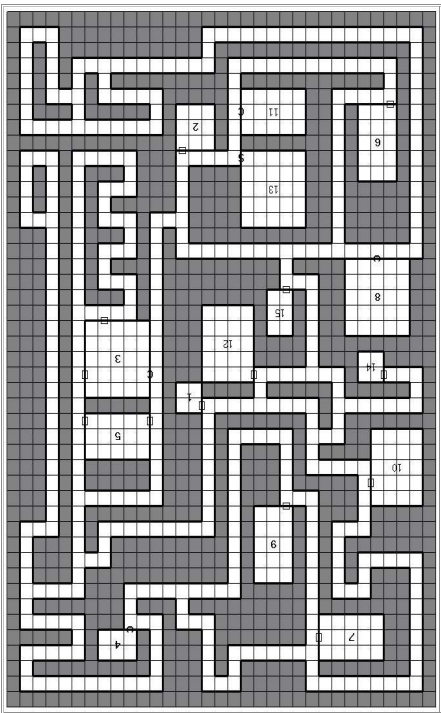
- Door (west, 1 from north): wooden, strong, stuck
- Monsters
 - **goblin** (8)
 - 1d8+1 (5 hp), AC 15, Morningstar +2 melee (1d6) or javelin +3 ranged (1d4)
- Treasure
 - 800 silver coins (80 gp)

Room #13:

- Door (east, 5 from north): (secret) passwall, magic word trigger
- Features
 - paint
 - pottery shard
 - carving

Room #14:

- Door (west, 1 from north): wooden, good, free, trapped [trap: spiked pit trap (40 ft. deep) (CR3) (4d6, fall) pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 each) (Find/Disable DC 22)]
- Monsters
 - **giant ant (vermin)** (3)
 - 2d8 (9 hp), AC 17, Bite +1 melee (1d6)
- Treasure



Hook
 You wander into town, and as you sit in the pub nursing your money ale, you hear news of a band of goblins who have raided and pillaged a small stretch of road nearby. You and your comrades decide to raid the nest, and seize their spoils.

Dungeon created and populated by Janis Bucks dungeon generator:
<http://www.aarg.net/~miam/dungeon.cgi>
 Modified for d20 SRD and PocketMod
 by Arthur H. Johnson II, dm@arcthorion.com
 More adventures available at:
<http://arthur.jfm.net/adventures/>
 and
<http://arthur.jfm.net/adventures/>
 November 11th, 2006

This dungeon generator has received 2,521,290 hits since 10 Nov 2000!
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