



**Room #1:** Door (north, 1 from west): wooden, good, free  
 Monsters:  
**kobold** (4)  
 Features: bloodstain, font, stall or pen, pillar

**Room #2:**  
 Door (west, 3 from north): wooden, strong, stuck  
 Door (south, 3 from west): wooden, simple, free  
 Door (north, 3 from west): wooden, simple, stuck, side-sliding  
 Door (south, 1 from west): wooden, simple, locked  
 Features: key, cards (playing cards), rags, books, statue (toppled), carving

**Room #3:**  
 Door (east, 2 from north): wooden, strong, stuck  
 Door (west, 2 from north): iron, locked  
 Door (south, 1 from west): wooden, good, stuck  
 Door (north, 1 from west): wooden, good, free  
 Features: words (scrawled), equipment (broken), pillory  
 Trap: spear trap (CR2) (Find/Disable DC 21)

**Room #4:**  
 Door (west, 1 from north): iron, locked, trapped [trap: spiked pit trap (20 ft. deep) (CR2) (Find/Disable DC 21)]  
 Monsters:  
**Gortrah, male bugbear Com1:** CR 2; Size M (6 ft., 11 in. tall); HD 3d8+9 + 1d4+3; hp 36; Init +0; Spd 30 ft.; AC 13 (+3 Natural); Attack +6 melee, or +2 ranged; SV Fort +4, Ref +3, Will +3; AL N; Str 19, Dex 11, Con 16, Int 14, Wis 14, Cha 7.  
 Languages Spoken: Abyssal, Common, Goblin, Infernal.  
 Skills and feats: Climb +6, Forgery +6, Hide +2, Intimidate +0, Intuit direction +4, Listen +5, Move silently +2, Open lock +1, Perform -1, Spot +5; [Alertness], Skill focus (forgery).  
 Possessions: 4 gp in gear.  
 Features: claw marks, jar, hay (pile), iron maiden, well

**Room #5:**  
 Door (north, 2 from west): (concealed) wooden, strong, locked, down-sliding, behind tapestry  
 Door (south, 1 from west): wooden, simple, locked, trapped [trap: poison needle trap (CR2) (Find/Disable DC 21)]  
 Monsters: **krenshar** (1)  
 Treasure: 350 silver coins (35 gp), Masterwork studded leather (175 gp)

**Room #6:**  
 Door (south, 2 from west): (secret) passwall, push-brick trigger, trapped [trap: spiked pit trap (40 ft. deep) (CR3) (Find/Disable DC 21)]  
 Monsters: **kobold** (2), **dire weasel** (1)  
 Treasure: 800 silver coins (80 gp), stone salve (4000 gp), 480 gold coins (480 gp), scroll (arcane), keen edge (l3, cl5) (375 gp), ring of feather falling (2200 gp)  
 Features: equipment (usable), mold, pottery shard, mosaic, stool, charcoal bin

**Room #7:**  
 Door (south, 1 from west): wooden, good, locked, Empty

**Room #8:**  
 Door (west, 3 from north): (concealed) wooden, strong, stuck, side-sliding, behind rubbish  
 Monsters: **skeleton, medium-size [human]** (4)  
 Treasure: 2,000 copper coins (20 gp), Acid (4) (40 gp)  
 Features: pole, cold spot, words (scrawled), corpse (monster), charcoal bin, pillar, evil symbol, firepit

**Room #9:**  
 Door (east, 2 from north): wooden, strong, stuck, trapped [trap: spiked pit trap (40 ft. deep) (CR3) (Find/Disable DC 21)]  
 Door (west, 1 from north): wooden, good, stuck, up-sliding  
 Features: scattered stones, corpse (monster), bits of fur, wall basin, forge

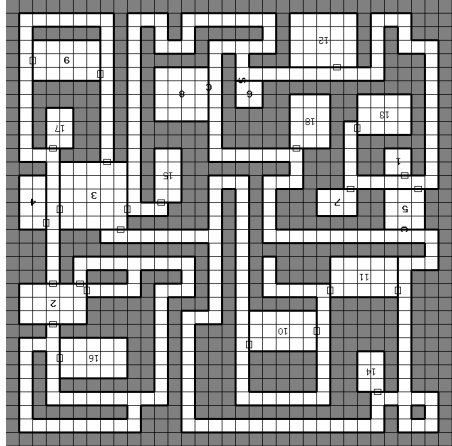
**Room #10:**  
 Door (west, 2 from north): wooden, strong, stuck  
 Door (east, 1 from north): wooden, simple, free  
 Monsters: **kobold** (5)  
 Treasure: 176 gold coins (176 gp)

**Room #11:**  
 Door (east, 1 from north): wooden, simple, locked, side-sliding  
 Door (west, 1 from north): wooden, strong, stuck  
 Monsters: **skeleton, large [ogre]** (1)  
 Treasure: 200 gold coins (200 gp), Masterwork greataxe (320 gp)  
 Features: rivulet, insects, paint, markings, tripod, coat rack, shelf, crate

**Room #12:**  
 Door (north, 2 from west): iron, free, trapped [trap: pit trap (40 ft. deep) (CR2) (Find/Disable DC 21)]  
 Empty

**Room #13:**  
 Door (east, 1 from north): wooden, strong, stuck  
 Monsters: **lemure (devil)** (1)  
 Treasure: gemstone - blue quartz (9 gp), composite longbow (100 gp)  
 Features: foodstuffs (edible), cards (playing cards), runes, spices, chandelier, hay (pile), statue (toppled)

**Room #14:**  
 Door (north, 1 from west): wooden, good, stuck  
 Features: puddle (water), blanket, cold spot, altar, fireplace, ladder



**Gortrah the Merciless**

**Room #15:**  
 Door (north, 2 from west): wooden, good, locked  
 Empty

**Room #16:**  
 Door (east, 2 from north): wooden, simple, locked  
 Monsters: **zombie, medium-size [human]** (2)  
 Treasure: 2,500 copper coins (25 gp)  
 Features: pot, corpse (monster), flint and tinder, candle, stall or pen

**Room #17:**  
 Door (north, 2 from west): wooden, good, stuck  
 Features: torch (stuck), jar, painting, hole (blasted)  
 Trap: scything blade trap (CR1) (Find/Disable DC 21)

**Room #18:**  
 Door (north, 3 from west): wooden, strong, locked  
 Monsters: **very young blue dragon**  
 Treasure: 400 gold coins (400 gp), gemstone - white pearl (140 gp), gemstone - deep blue sapphire (300 gp), gemstone - moss agate (8 gp), gemstone - hematite (12 gp), gemstone - blue quartz (13 gp), 64 platinum coins (64 gp), 160 gold coins (160 gp), Masterwork kama (302 gp), mighty composite longbow (+2 Str Bonus) (300 gp)  
 Features: spike, spike, table (small), rack