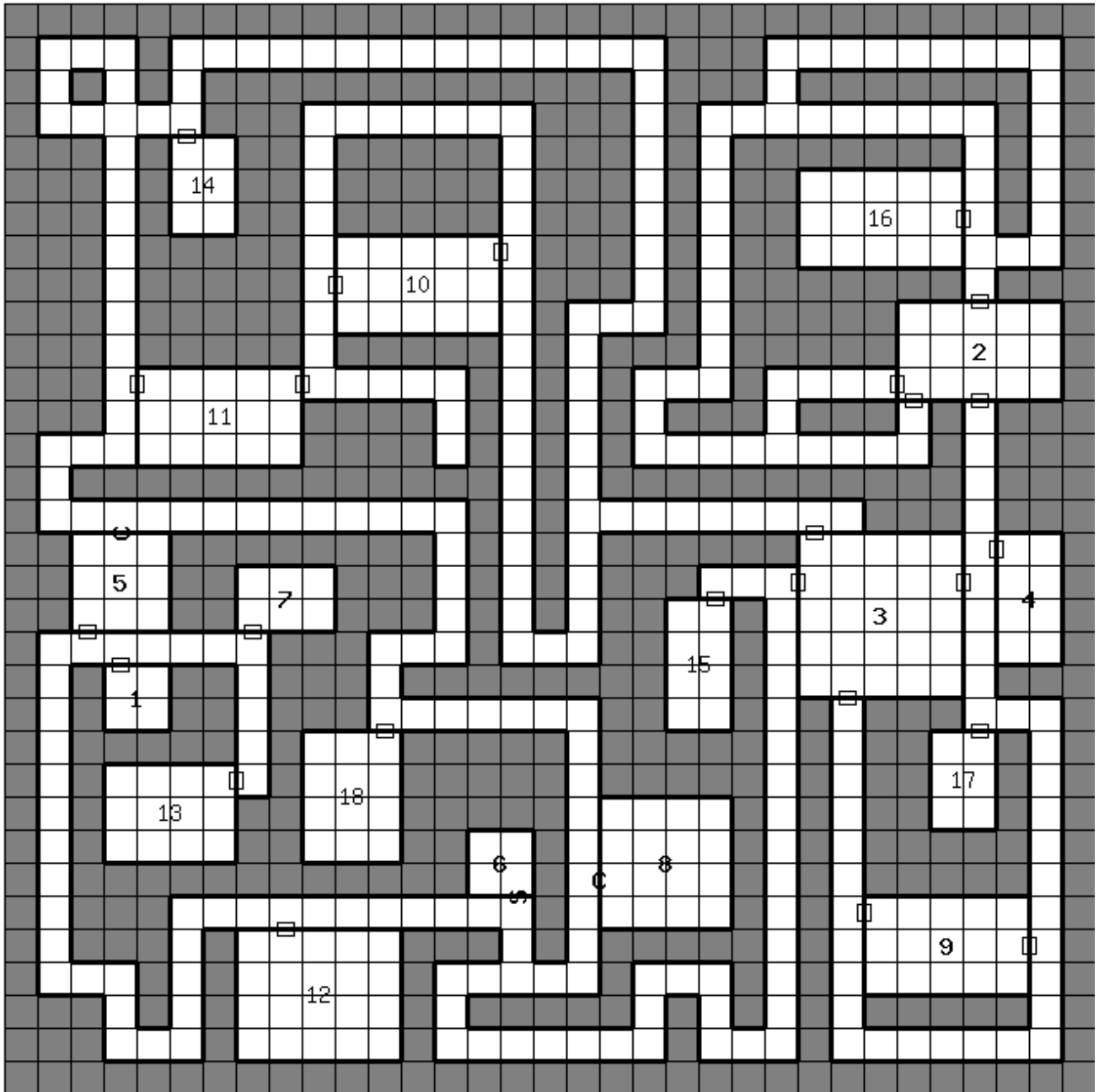


# Gortrah the Merciless



**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, 2 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 (I3, cI5) (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

### **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 (stub), 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 spinel (300 gp), gemstone - moss agate (8 gp), gemstone - hematite (12 gp), gemstone - blue quartz (13 gp), 64 platinum coins (640 gp), 160 gold coins (160 gp), Masterwork kama (302 gp), mighty composite longbow (+2 Str bonus) (300 gp)  
Features: spike, spike, table (small), rack



