

General	Size	Colossal (115 x 115)
	Walls	Reinforced Masonry (Climb DC 20)
	Floor	Smooth Stone
	Temperature	Average
	Illumination	Bright (magical light every 40 ft.)
Corridor Features	a	A putrid odor fills the corridor
	c	Skeletons hang from chains and manacles against the walls
	e	Summon Monster VI Trap: CR 7; magic device; proximity trigger (alarm); no reset; spell effect (Summon Monster VI, 11th level wizard); Search DC 31; Disable Device DC 31
	i	Someone has scrawled "In the Empire of Bells, when light becomes shadow and the Seal of Ashes fails, the Staff of Charms shall be lost" here
	m	The walls here have been engraved with endless spirals
	n	Reverse Gravity Trap: CR 8; magic device; proximity trigger (alarm, 10 ft. area); automatic reset; spell effect (Reverse Gravity, 13th level wizard, 6d6 fall [upon hitting the ceiling of the 60 ft. high room], then 6d6 fall [upon falling 60 ft. to the floor when the spell ends], DC 20 Reflex save avoids damage); Search DC 32; Disable Device DC 32
	r	The sound of rushing water fills the corridor
	s	Ice Spear Trap: CR 9; magic device; visual trigger (true seeing); no reset; Atk +11 ranged (9d6 cold); Search DC 26; Disable Device DC 24
	u	A large demonic idol with ruby eyes sits in an alcove here
	v	Freeze Ray Trap: CR 11; magic device; proximity trigger (alarm); no reset; freeze ray (12d6 cold damage and grappled, DC 16 Reflex save for half damage only, otherwise Escape Artist DC 26 to escape grapple); Search DC 26; Disable Device DC 28
	w	A group of demonic faces have been carved into the walls
	x	A group of demonic faces have been carved into the walls
	z	The scent of ozone fills the corridor
Wandering Monsters	1	3 x Girallon; bloodied and fleeing a more powerful enemy
	2	14 x Medium Animated Object; wandering senselessly
	3	2 x Shambling Mound; wandering senselessly
	4	4 x Shambling Mound; hunting for food
	5	7 x Aranea; consumed by disease and madness
	6	6 x Chimera Skeleton; investigating a strange noise
Room #1	<i>West Entry</i>	Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp) → Leads to room #84 , inhabited by 4 x Large Air Elemental
	<i>South Entry</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)
	Room Features	Someone has scrawled "The blue dragon is not a dragon" in blood on the east wall, and a rusted breastplate lies in the south side of the room
	Monster	7 x Owlbear Skeleton Owbear skeleton: CR 2; Large undead; HD 5d12; hp 32; Init +6; Spd 30 ft. (6 squares); AC 13 (-1 size, +2 dex, +2 natural), touch 11, flat-footed 11; Base Atk +2; Grp +11; Atk +6 melee (1d6+5, claw); Full Atk +6 melee (1d6+5, 2 claws) and +1 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA -; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +1, Ref +3, Will +4; Str 21, Dex 14, Con -, Int -, Wis 10, Cha 1 Skills and Feats: ; Improved Initiative
Room #2	<i>North Entry</i>	Secret (Search DC 25) Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp) Ⓢ The door is located above a small stone dais and only four feet high → Leads to room #214 , inhabited by 8 x Medium Water Elemental
	<i>East Entry</i>	Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp) → Leads to room #83
	Monster	7 x Blink Dog Blink dog: CR 2; Medium magical beast; HD 4d10; hp 22; Init +3; Spd 40 ft. (8 squares); AC 16 (+3 dex, +3 natural), touch 13, flat-footed 13; Base Atk +4; Grp +4; Atk +4 melee (1d6, bite); Full Atk +4 melee (1d6, bite); Space/Reach 5 ft./5 ft.; SA -; SQ Blink, darkvision 60 ft., dimension door, low-light vision, scent; AL LG; SV Fort +4, Ref +7, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11 Skills and Feats: Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4; Iron Will, Run, Track
	Room #3	<i>East Entry</i>
Room #3	Room Features	A sloped pit lined with iron spikes lies in the east side of the room, and someone has scrawled "The silver dragon is not a dragon" on the west wall
	Hidden Treasure	Hidden (Search DC 30) Unlocked Good Wooden Chest (hard 5, 15 hp) 1300 gp; Arcane Scroll (Burning Hands (25 gp), Rage (375 gp)) (total 400 gp), Nunchaku (Medium) (+1 weapon) (sheds light) (2302 gp); hoard total 4002 gp
	Room #4	<i>South Entry #1</i>
Room #4	<i>South Entry #2</i>	Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp)
	Room Features	Someone has scrawled "The last wards have fallen" on the east wall, and a ring of keys lies in the north side of the room

Room #5	<i>South Entry</i>	Secret (Search DC 25) Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp) (slides down, +1 to break DC) Ⓢ The door is located several feet above the floor and concealed within a mosaic of geometric patterns → Leads to room #174
	Monster	7 x Owlbear Owlbear: CR 4; Large magical beast; HD 5d10+25; hp 52; Init +1; Spd 30 ft. (6 squares); AC 15 (-1 size, +1 dex, +5 natural), touch 10, flat-footed 14; Base Atk +5; Grp +14; Atk +9 melee (1d6+5, claw); Full Atk +9 melee (1d6+5, 2 claws) and +4 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Scent; AL N; SV Fort +9, Ref +5, Will +2; Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10 Skills and Feats: Listen +8, Spot +8; Alertness, Track
Room #6	<i>East Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓢ Acid Spray: CR 10; magic device; proximity trigger (alarm); no reset; acid spray (12d6 acid damage, DC 14 Reflex save for half damage); Search DC 24; Disable Device DC 24
	<i>South Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 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 → Leads to room #175 , inhabited by 3 x Annis
	Empty	
Room #7	<i>North Entry</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp) → Leads to room #172 , inhabited by 1 x Greater Fire Elemental
	<i>East Entry</i>	Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp)
	Trap	Thunder Blaster: CR 10; magic device; proximity trigger (alarm); no reset; thunder blast (12d6 sonic damage, DC 18 Fort save for half damage); multiple targets (all targets in a 20 ft. cone); Search DC 28; Disable Device DC 28
Room #8	<i>North Entry</i>	Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp) → Leads to room #173
	<i>West Entry</i>	Trapped and Stuck Iron Door (break DC 28; hard 10, 60 hp) Ⓢ 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
	Trick	A magical mosaic on the south wall depicts the betrayal of whomever views it
Room #9	<i>North Entry</i>	Trapped and Stuck Iron Door (break DC 28; hard 10, 60 hp) Ⓢ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33
	<i>East Entry</i>	Trapped and Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp) Ⓢ Electrified Lock: CR 10; magic device; touch trigger; no reset; electric shock (10d6 electricity damage, DC 16 Reflex save for half damage); Search DC 26; Disable Device DC 28
	Empty	
Room #10	<i>East Entry</i>	Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)
	Monster	4 x Greater Barghest Greater barghest: CR 5; Large outsider (evil, extraplanar, lawful, shapechanger); HD 9d8+27; hp 67; Init +6; Spd 40 ft. (8 squares); AC 20 (-1 size, +2 dex, +9 natural), touch 11, flat-footed 18; Base Atk +9; Grp +18; Atk +13 melee (1d8+5 (bite)); Full Atk +13 melee (1d8+5, bite) and +8 melee (1d6+2, 2 claws); Space/Reach 10 ft./5 ft.; SA Spell-like abilities, feed; SQ Change shape, damage reduction 10/magic, darkvision 60 ft., scent; AL LE; SV Fort +9, Ref +8, Will +10; Str 20, Dex 15, Con 16, Int 18, Wis 18, Cha 18 Skills and Feats: Bluff +16, Climb +17, Concentration +15, Diplomacy +8, Disguise +4 (+6 acting), Hide +10*, Intimidate +18, Jump +21, Listen +16, Move Silently +14, Sense Motive +16, Spot +16, Survival +16 (+18 following tracks), Tumble +16; Combat Casting, Combat Reflexes, Improved Initiative, Track Treasure: 2200 gp; Citrine (50 gp), Rich Purple Corundum (1100 gp); Arcane Scroll (Disguise Self (25 gp), Protection from Arrows (150 gp)) (total 175 gp), Arcane Scroll (Magic Weapon (25 gp), Summon Monster I (25 gp), Mirror Image (150 gp)) (total 200 gp), Arcane Scroll (Remove Fear (50 gp), Blur (150 gp), Cat's Grace (150 gp)) (total 350 gp), Arcane Scroll (Acid Arrow (150 gp), Fox's Cunning (150 gp), Locate Object (150 gp)) (total 450 gp), Oil of Invisibility (300 gp), Wand of Eagle's Splendor (20 of 50 charges) (1800 gp), Wand of Invisibility (42 of 50 charges) (3780 gp); hoard total 10405 gp
Room #11	<i>North Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) Ⓢ Summon Monster VI Trap: CR 7; magic device; proximity trigger (alarm); no reset; spell effect (Summon Monster VI, 11th level wizard); Search DC 31; Disable Device DC 31
	<i>East Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓢ Rune of Fear: CR 11; magic device; proximity trigger (alarm); no reset; fear (shaken for 1d4 rounds, DC 18 Will save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 28; Disable Device DC 26
	Room Features	Various torture devices are scattered throughout the room, and a corroded mace lies in the north side of the room
Room #12	<i>East Entry</i>	Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓢ Energy Drain Trap: CR 10; magic device; visual trigger (true seeing); automatic reset; Atk +8 ranged touch; spell effect (Energy Drain, 17th level wizard, 2d4 negative levels for 24 hours, DC 23 Fort save negates); Search DC 34; Disable Device DC 34
	<i>South Entry</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)
	Room Features	A mural of a god of wealth covers the ceiling, and someone has scrawled "Trespassers will be flayed alive" in orich runes on the north wall
	Monster	2 x Tendriculos Tendriculos: CR 6; Huge plant; HD 9d8+54; hp 94; Init -1; Spd 20 ft. (4 squares); AC 16 (-2 size, -1 dex, +9 natural), touch 7, flat-footed 16; Base Atk +6; Grp +23; Atk +13 melee (2d8+9, bite) or +8 melee (1d6+4, 2 tendrils); Full Atk +13 melee (2d8+9, bite) and +8 melee (1d6+4, 2 tendrils); Space/Reach 15 ft./15 ft.; SA Improved grab, paralysis, swallow whole; SQ Low-light vision, plant traits, regeneration 10; AL N; SV Fort +12, Ref +2, Will +4; Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3 Skills and Feats: Hide +9, Listen +1, Move Silently +1, Spot +1; Alertness, Iron Will, Power Attack, Stealthy Treasure: 900 sp; Alexandrite (600 gp), Aquamarine (500 gp), Carnelian (30 gp), Iolite (30 gp), Malachite (8 gp), Violet Garnet (600 gp); hoard total 1858 gp

Room #13	<i>North Entry #1</i>	Secret (Search DC 20) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) (slides down, +1 to break DC) Ⓢ A bookcase and concealed door pivots smoothly → Leads to room #183 , inhabited by 5 x Annis
	<i>North Entry #2</i>	Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp)
	<i>West Entry</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 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 → Leads to room #94 , inhabited by 7 x Barghest
	Room Features	This room might have been a prison, long ago. Several ruined iron cages stand against the south and east walls, and scorched and cracked stone marks an old fire pit.
	Monster	7 x Chimera Skeleton Chimera skeleton: CR 4; Large undead; HD 9d12; hp 58; Init +6; Spd 30 ft. (6 squares); AC 13 (+2 dex., -1 size, +2 natural), touch 11, flat-footed 11; Base Atk +4; Grp +12; Atk +7 melee (2d6+4, bite); Full Atk +7 melee (2d6+4, bite) and +7 melee (1d8+4, bite) and +7 melee (1d8+4, gore) and +2 melee (1d6+2, 2 claws); Space/Reach 10 ft./5 ft.; SA -; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +3, Ref +5, Will +6; Str 19, Dex 15, Con -, Int -, Wis 10, Cha 1 Skills and Feats: ; Improved Initiative
Room #14	<i>North Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓢ Acid Spray: CR 7; magic device; visual trigger (arcane eye); no reset; acid spray (7d6 acid damage, DC 16 Reflex save for half damage); Search DC 22; Disable Device DC 24 → Leads to room #184 , inhabited by 9 x Large Air Elemental
	<i>East Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓢ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #94 , inhabited by 7 x Barghest
	Room Features	This might have been a wizard's summoning room, long ago. The floor is still inscribed in places by a broken magic circle, and cracks in the walls pulse with residual arcane energy.
	Hidden Treasure	Hidden (Search DC 30) Locked Good Wooden Chest (Open Lock DC 30, break DC 18; hard 5, 15 hp) 12000 sp; Agateware Tile gilded and painted with Mythical Creatures (300 gp), Copper Warhammer inlaid with Silver (500 gp); Oil of Magic Weapon (50 gp); hoard total 2050 gp
Room #15	<i>North Entry</i>	Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp)
	<i>West Entry</i>	Secret (Search DC 25) Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp) Ⓢ The door is concealed behind a statue of a troll archer, and opened by pulling an arrow in its quiver → Leads to room #93
	<i>East Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓢ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33
	Room Features	A tile labyrinth covers the floor, and someone has scrawled "Ale's well that ends well" in dwarvish runes on the north wall
	Monster	10 x Blink Dog Blink dog: CR 2; Medium magical beast; HD 4d10; hp 22; Init +3; Spd 40 ft. (8 squares); AC 16 (+3 dex, +3 natural), touch 13, flat-footed 13; Base Atk +4; Grp +4; Atk +4 melee (1d6, bite); Full Atk +4 melee (1d6, bite); Space/Reach 5 ft./5 ft.; SA -; SQ Blink, darkvision 60 ft., dimension door, low-light vision, scent; AL LG; SV Fort +4, Ref +7, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11 Skills and Feats: Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4; Iron Will, Run, Track
Room #16	<i>East Entry</i>	Secret (Search DC 25) Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓢ A section of wall pivots open when a command word is spoken → Leads to room #93
	Monster	11 x Medium Animated Object Medium animated object: CR 2; Medium construct; HD 2d10+20; hp 31; Init +0; Spd 30 ft. (6 squares); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels; AC 14 (+4 natural), touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); Space/Reach 5 ft./5 ft.; SA See text; SQ Construct traits, darkvision 60 ft., low-light vision; also see text; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1 Skills and Feats: -; -
Room #17	<i>West Entry</i>	Secret (Search DC 30) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓢ The door is concealed behind a statue of Death, and opened by placing a coin in his open hand
	<i>East Entry #1</i>	Secret (Search DC 25) Trapped and Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp) Ⓢ The door is located several feet above the floor and concealed within a mosaic of geometric patterns Ⓢ Forcecage and Summon Monster VII Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; multiple traps (one forcecage trap and one summon monster VII trap); spell effect (Forcecage, 13th level wizard); spell effect (Summon Monster VII, 13th level wizard, hamatula); Search DC 32; Disable Device DC 32 → Leads to room #139 , inhabited by 4 x Will-o'-Wisp
	<i>East Entry #2</i>	Secret (Search DC 20) Stuck Iron Door (break DC 28; hard 10, 60 hp) Ⓢ The door is located above a small stone dais and concealed by an illusion
	Room Features	This room might once have been a crypt. A single intact iron coffin still lies in the south-west corner of the room, scarred by countless attempts to open it.

Room #18	<i>North Entry</i>	Secret (Search DC 30) Stuck Iron Door (break DC 28; hard 10, 60 hp) Ⓢ The door is concealed behind a statue of a terrified maiden, and opened by breaking her neck
	<i>West Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) Ⓢ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33
	<i>South Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓢ Acid Spray: CR 9; magic device; proximity trigger (alarm); no reset; acid spray (7d6 acid damage, DC 12 Reflex save for half damage); Search DC 22; Disable Device DC 22 → Leads to room #206 , inhabited by 4 x Shambling Mound
	Monster	3 x Tendriculos Tendriculos: CR 6; Huge plant; HD 9d8+54; hp 94; Init -1; Spd 20 ft. (4 squares); AC 16 (-2 size, -1 dex, +9 natural), touch 7, flat-footed 16; Base Atk +6; Grp +23; Atk +13 melee (2d8+9, bite) or +8 melee (1d6+4, 2 tendrils); Full Atk +13 melee (2d8+9, bite) and +8 melee (1d6+4, 2 tendrils); Space/Reach 15 ft./15 ft.; SA Improved grab, paralysis, swallow whole; SQ Low-light vision, plant traits, regeneration 10; AL N; SV Fort +12, Ref +2, Will +4; Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3 Skills and Feats: Hide +9, Listen +1, Move Silently +1, Spot +1; Alertness, Iron Will, Power Attack, Stealthy Treasure: 15 gp; Copper Chime engraved with Arcane Runes (150 gp), Copper Rapier etched with Arcane Runes (130 gp), Set of Ivory Dice with Copper Pips (50 gp), Stoneware Ewer embossed with Draconic Runes (80 gp); Potion of Remove Paralysis (300 gp); hoard total 860 gp
Room #19	<i>North Entry</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) Ⓢ Energy Drain Trap: CR 10; magic device; visual trigger (true seeing); automatic reset; Atk +8 ranged touch; spell effect (Energy Drain, 17th level wizard, 2d4 negative levels for 24 hours, DC 23 Fort save negates); Search DC 34; Disable Device DC 34 → Leads to room #189
	<i>South Entry</i>	Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)
	Room Features	The floor is covered in square tiles, alternating white and black, and a sundered club lies in the north-east corner of the room
	Monster	5 x Will-o'-Wisp Will-o'-Wisp: CR 6; Small aberration (air); HD 9d8; hp 40; Init +13; Spd Fly 50 ft. (perfect) (10 squares); AC 29 (+1 size, +9 dex, +9 deflection), touch 29, flat-footed 20; Base Atk +6; Grp -3; Atk +16 melee (2d8 electricity, shock); Full Atk +16 melee (2d8 electricity, shock); Space/Reach 5 ft./5 ft.; SA -; SQ Darkvision 60 ft., immunity to magic, natural invisibility; AL CE; SV Fort +3, Ref +12, Will +9; Str 1, Dex 29, Con 10, Int 15, Wis 16, Cha 12 Skills and Feats: Bluff +13, Diplomacy +3, Disguise +1 (+3 acting), Intimidate +3, Listen +17, Search +14, Spot +17, Survival +3 (+5 following tracks); Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse Treasure: 140 gp; hoard total 140 gp
Room #20	<i>West Entry</i>	Trapped and Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp) Ⓢ Acid Arrow Trap: CR 8; magic device; visual trigger (true seeing); automatic reset; multiple traps (two simultaneous acid arrow traps); Atk +9 ranged touch and +9 ranged touch; spell effect (Acid Arrow, 18th level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27 → Leads to room #136
	Room Features	This might once have been a wizard's summoning room. The floor is still inscribed in places by a broken magic circle, and scarred by blasts of acid.
	Monster	11 x Medium Animated Object Medium animated object: CR 2; Medium construct; HD 2d10+20; hp 31; Init +0; Spd 30 ft. (6 squares); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels; AC 14 (+4 natural), touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); Space/Reach 5 ft./5 ft.; SA See text; SQ Construct traits, darkvision 60 ft., low-light vision; also see text; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1 Skills and Feats: -; -
Room #21	<i>North Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓢ Power Word Stun Trap: CR 8; magic device; touch trigger; no reset; spell effect (Power Word Stun, 13th level wizard); Search DC 32; Disable Device DC 32 → Leads to room #226
	<i>West Entry</i>	Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp) → Leads to room #90
	<i>South Entry #1</i>	Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓢ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33
	<i>South Entry #2</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp) → Leads to room #80 , inhabited by 4 x Medium Earth Elemental
	Monster	11 x Owlbear Owlbear: CR 4; Large magical beast; HD 5d10+25; hp 52; Init +1; Spd 30 ft. (6 squares); AC 15 (-1 size, +1 dex, +5 natural), touch 10, flat-footed 14; Base Atk +5; Grp +14; Atk +9 melee (1d6+5, claw); Full Atk +9 melee (1d6+5, 2 claws) and +4 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Scent; AL N; SV Fort +9, Ref +5, Will +2; Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10 Skills and Feats: Listen +8, Spot +8; Alertness, Track
Room #22	<i>East Entry</i>	Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp) (slides up, +2 to break DC) → Leads to room #89
	<i>South Entry</i>	Trapped and Unlocked Iron Door (hard 10, 60 hp) Ⓢ Power Word Stun Trap: CR 8; magic device; touch trigger; no reset; spell effect (Power Word Stun, 13th level wizard); Search DC 32; Disable Device DC 32
	Monster	1 x Greater Earth Elemental Greater earth elemental: CR 9; Huge elemental (earth, extraplanar); HD 21d8+105; hp 199; Init -1; Spd 30 ft. (6 squares); AC 20 (-2 size, -1 dex, +13 natural), touch 7, flat-footed 20; Base Atk +15; Grp +33; Atk +23 melee (2d10+10, slam); Full Atk +23 2 melee (2d10+10, 2 slams); Space/Reach 15 ft./15 ft.; SA Earth mastery, push; SQ Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits; AL N; SV Fort +17, Ref +6, Will +9; Str 31, Dex 8, Con 21, Int 8, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack
	Hidden Treasure	Hidden (Search DC 20) Locked Simple Wooden Chest (Open Lock DC 25, break DC 15; hard 5, 10 hp) 1100 gp; Ring of Blinking (27000 gp); hoard total 28100 gp

Room #23	<i>North Entry</i>	Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp) (slides down, +1 to break DC)
	<i>East Entry</i>	Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp) Ⓣ Wail of the Banshee Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (Wail of the Banshee, 17th level wizard, DC 23 Fort save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34 → Leads to room #219
	Room Features	Someone has scrawled "Alert's Company killed a white dragon here" on the east wall, and several pieces of trash are scattered throughout the room
Room #24	<i>North Entry</i>	Secret (Search DC 25) Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓢ The door is concealed within a horrific torture device
	<i>East Entry</i>	Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp) → Leads to room #87 , inhabited by 4 x Tendriculos
	<i>South Entry</i>	Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp) → Leads to room #227
	Empty	
Room #25	<i>North Entry</i>	Secret (Search DC 20) Trapped and Unlocked Iron Door (hard 10, 60 hp) Ⓢ The door is concealed behind an area of mould Ⓣ Wail of the Banshee Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (Wail of the Banshee, 17th level wizard, DC 23 Fort save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34
	<i>West Entry</i>	Secret (Search DC 20) Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp) Ⓢ A bookcase and concealed door pivots smoothly → Leads to room #124
	Room Features	The north and west walls are covered with mould, and a rusted chain lies in the north-west corner of the room
	Monster	12 x Blink Dog Blink dog: CR 2; Medium magical beast; HD 4d10; hp 22; Init +3; Spd 40 ft. (8 squares); AC 16 (+3 dex, +3 natural), touch 13, flat-footed 13; Base Atk +4; Grp +4; Atk +4 melee (1d6, bite); Full Atk +4 melee (1d6, bite); Space/Reach 5 ft./5 ft.; SA -; SQ Blink, darkvision 60 ft., dimension door, low-light vision, scent; AL LG; SV Fort +4, Ref +7, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11 Skills and Feats: Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4; Iron Will, Run, Track
Room #26	<i>North Entry</i>	Trapped and Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp) Ⓣ Ice Dart Trap: CR 9; magic device; proximity trigger (alarm); no reset; Atk +15 ranged (8d6 cold); Search DC 26; Disable Device DC 22
	<i>South Entry</i>	Secret (Search DC 30) Stuck Stone Door (break DC 28; hard 8, 60 hp) (slides down, +1 to break DC) Ⓢ A trap door in the floor leads to a short tunnel beneath the wall
	Trap	Reverse Gravity Trap: CR 8; magic device; proximity trigger (alarm, 10 ft. area); automatic reset; spell effect (Reverse Gravity, 13th level wizard, 6d6 fall [upon hitting the ceiling of the 60 ft. high room], then 6d6 fall [upon falling 60 ft. to the floor when the spell ends], DC 20 Reflex save avoids damage); Search DC 32; Disable Device DC 32
Room #27	<i>West Entry</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) Ⓣ Ice Dart Trap: CR 11; magic device; visual trigger (true seeing); no reset; Atk +14 ranged (11d6 cold); Search DC 26; Disable Device DC 24 → Leads to room #126 , inhabited by 14 x Shocker Lizard
	<i>East Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) (slides up, +2 to break DC) Ⓣ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #88 , inhabited by 6 x Medium Animated Object
	<i>South Entry</i>	Secret (Search DC 20) Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓢ The door is concealed behind a statue of a medusa, and opened by uncovering her eyes
	Monster	7 x Owlbear Skeleton Owlbear skeleton: CR 2; Large undead; HD 5d12; hp 32; Init +6; Spd 30 ft. (6 squares); AC 13 (-1 size, +2 dex, +2 natural), touch 11, flat-footed 11; Base Atk +2; Grp +11; Atk +6 melee (1d6+5, claw); Full Atk +6 melee (1d6+5, 2 claws) and +1 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA -; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +1, Ref +3, Will +4; Str 21, Dex 14, Con -, Int -, Wis 10, Cha 1 Skills and Feats: ; Improved Initiative
Room #28	<i>West Entry</i>	Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp) → Leads to room #87 , inhabited by 4 x Tendriculos
	<i>East Entry</i>	Secret (Search DC 30) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓢ The door is concealed behind a pile of skulls → Leads to room #125
	Monster	3 x Tendriculos Tendriculos: CR 6; Huge plant; HD 9d8+54; hp 94; Init -1; Spd 20 ft. (4 squares); AC 16 (-2 size, -1 dex, +9 natural), touch 7, flat-footed 16; Base Atk +6; Grp +23; Atk +13 melee (2d8+9, bite) or +8 melee (1d6+4, 2 tendrils); Full Atk +13 melee (2d8+9, bite) and +8 melee (1d6+4, 2 tendrils); Space/Reach 15 ft./15 ft.; SA Improved grab, paralysis, swallow whole; SQ Low-light vision, plant traits, regeneration 10; AL N; SV Fort +12, Ref +2, Will +4; Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3 Skills and Feats: Hide +9, Listen +1, Move Silently +1, Spot +1; Alertness, Iron Will, Power Attack, Stealthy Treasure: 100 gp; Amber (130 gp), Chalcedony (70 gp), Golden Yellow Topaz (400 gp), Jasper (60 gp), Jet (80 gp), Moss Agate (7 gp), Red Garnet (140 gp); hoard total 987 gp

Room #29	<i>West Entry</i>	Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓣ Earthmaw Trap: CR 11; magic device; location trigger; no reset; earthmaw (12d6 damage, DC 18 Reflex save for half damage); Search DC 24; Disable Device DC 24 → Leads to room #149 , inhabited by 4 x Medium Animated Object
	<i>South Entry</i>	Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp) → Leads to room #165
	Room Features	A stone dais and throne sits in the west side of the room, and a pile of rotting wood lies in the north-west corner of the room
	Monster	2 x Will-o'-Wisp Will-o'-Wisp: CR 6; Small aberration (air); HD 9d8; hp 40; Init +13; Spd Fly 50 ft. (perfect) (10 squares); AC 29 (+1 size, +9 dex, +9 deflection), touch 29, flat-footed 20; Base Atk +6; Grp -3; Atk +16 melee (2d8 electricity, shock); Full Atk +16 melee (2d8 electricity, shock); Space/Reach 5 ft./5 ft.; SA -; SQ Darkvision 60 ft., immunity to magic, natural invisibility; AL CE; SV Fort +3, Ref +12, Will +9; Str 1, Dex 29, Con 10, Int 15, Wis 16, Cha 12 Skills and Feats: Bluff +13, Diplomacy +3, Disguise +1 (+3 acting), Intimidate +3, Listen +17, Search +14, Spot +17, Survival +3 (+5 following tracks); Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse Treasure: 600 sp; Freshwater Pearl (8 gp); hoard total 68 gp
Room #30	<i>West Entry</i>	Secret (Search DC 25) Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp) Ⓢ The door is located above a small stone dais and concealed behind an area of fungus
	<i>South Entry</i>	Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp) → Leads to room #164 , inhabited by 1 x Greater Earth Elemental
	Monster	1 x Colossal Animated Object Colossal animated object: CR 10; Colossal construct; HD 32d10+80; hp 256; Init -3; Spd 10 ft. (2 squares); 20 ft. legs, 30 ft. multiple legs, 50 ft. wheels; AC 11 (-8 size, -3 dex, +12 natural), touch -1, flat-footed 11; Base Atk +24; Grp +49; Atk +25 melee (4d6+13, slam); Full Atk +25 melee (4d6+13, slam); Space/Reach 30 ft./20 ft. (long) 30 ft./30 ft. (tall); SA See text; SQ Construct traits, darkvision 60 ft., low-light vision; also see text; AL N; SV Fort +10, Ref +7, Will +5; Str 28, Dex 4, Con -, Int -, Wis 1, Cha 1 Skills and Feats: -; -
Room #31	<i>West Entry</i>	Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp) → Leads to room #151 , inhabited by 3 x Shambling Mound
	<i>East Entry</i>	Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp) Empty
Room #32	<i>West Entry</i>	Secret (Search DC 25) Trapped and Unlocked Iron Door (hard 10, 60 hp) Ⓢ A bookcase and concealed door pivots smoothly Ⓣ Ice Dart Trap: CR 11; magic device; proximity trigger (alarm); no reset; Atk +12 ranged (11d6 cold); Search DC 26; Disable Device DC 24
	Monster	2 x Girallon Girallon: CR 6; Large magical beast; HD 7d10+20; hp 58; Init +3; Spd 40 ft. (8 squares), climb 40 ft.; AC 16 (-1 size, +3 dex, +4 natural), touch 12, flat-footed 15; Base Atk +7; Grp +17; Atk +12 melee (1d4+6, claw); Full Atk +12 melee (1d4+6, 4 claws) and +7 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d4+9; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +5; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7 Skills and Feats: Climb +14, Move Silently +8, Spot +6; Iron Will, Toughness (2)
Room #33	<i>North Entry</i>	Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓣ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #142 , inhabited by 1 x Greater Earth Elemental
	<i>East Entry</i>	Secret (Search DC 30) Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) (slides up, +2 to break DC) Ⓢ A bookcase and concealed door pivots smoothly
	Hidden Treasure	Hidden (Search DC 25) Trapped and Unlocked Strong Wooden Chest (hard 5, 20 hp) Ice Dart Trap: CR 10; magic device; visual trigger (arcane eye); no reset; Atk +14 ranged (11d6 cold); Search DC 28; Disable Device DC 26 1700 gp; Amber (110 gp); Arcane Scroll (Alarm (25 gp), Protection from Chaos/evil/Good/Law (25 gp), Obscure Object (150 gp)) (total 200 gp), Potion of Owl's Wisdom (300 gp); hoard total 2310 gp
Room #34	<i>East Entry</i>	Secret (Search DC 25) Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓢ The door is concealed behind a statue of a demonic sorceress, and opened by moving her hand
	<i>South Entry</i>	Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp) Empty
Room #35	<i>North Entry</i>	Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp)
	<i>East Entry</i>	Secret (Search DC 30) Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp) Ⓢ The door is located above a small stone dais and concealed by an illusion
	<i>South Entry</i>	Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp) → Leads to room #140 , inhabited by 4 x Will-o'-Wisp
	Monster	3 x Will-o'-Wisp Will-o'-Wisp: CR 6; Small aberration (air); HD 9d8; hp 40; Init +13; Spd Fly 50 ft. (perfect) (10 squares); AC 29 (+1 size, +9 dex, +9 deflection), touch 29, flat-footed 20; Base Atk +6; Grp -3; Atk +16 melee (2d8 electricity, shock); Full Atk +16 melee (2d8 electricity, shock); Space/Reach 5 ft./5 ft.; SA -; SQ Darkvision 60 ft., immunity to magic, natural invisibility; AL CE; SV Fort +3, Ref +12, Will +9; Str 1, Dex 29, Con 10, Int 15, Wis 16, Cha 12 Skills and Feats: Bluff +13, Diplomacy +3, Disguise +1 (+3 acting), Intimidate +3, Listen +17, Search +14, Spot +17, Survival +3 (+5 following tracks); Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse Treasure: 100 gp; hoard total 100 gp
	Hidden Treasure	Trapped and Locked Strong Wooden Chest (Open Lock DC 25, break DC 25; hard 5, 20 hp) Wail of the Banshee Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (Wail of the Banshee, 17th level wizard, DC 23 Fort save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34 6000 sp; Deep Blue Spinel (400 gp); Potion of Cure Light Wounds (50 gp); hoard total 1050 gp

Room #36	<i>East Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) (slides down, +1 to break DC) Ⓣ 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
	Monster	4 x Annis (hag) Annis: CR 6; Large monstrous humanoid; HD 7d8+14; hp 45; Init +1; Spd 40 ft. (8 squares); AC 20 (-1 size, +1 dex, +10 natural), touch 10, flat-footed 19; Base Atk +7; Grp +18; Atk +13 melee (1d6+7, claw); Full Atk +13 melee (1d6+7, 2 claws) and +8 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA Improved grab, rake 1d6+7, rend 2d6+10, spell-like abilities; SQ Damage reduction 2/bludgeoning, darkvision 60 ft., spell resistance 19; AL CE; SV Fort +6, Ref +6, Will +6; Str 25, Dex 12, Con 14, Int 13, Wis 13, Cha 10 Skills and Feats: Bluff +8, Diplomacy +2, Disguise +0 (+2 acting), Hide +5, Intimidate +2, Listen +10, Spot +10; Alertness, Blind-Fight, Great Fortitude Treasure: 10000 sp; Blue Quartz (11 gp), Jasper (60 gp); Wand of Shatter (18 of 50 charges) (1620 gp); hoard total 2691 gp
Room #37	<i>North Entry</i>	Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp) (slides up, +2 to break DC) Ⓣ Electrified Lock: CR 8; magic device; touch trigger; no reset; electric shock (9d6 electricity damage, DC 12 Reflex save for half damage); Search DC 22; Disable Device DC 26 → Leads to room #102
	<i>West Entry</i>	Trapped and Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp) Ⓣ Forcecage and Summon Monster VII Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; multiple traps (one forcecage trap and one summon monster VII trap); spell effect (Forcecage, 13th level wizard); spell effect (Summon Monster VII, 13th level wizard, hamatula); Search DC 32; Disable Device DC 32
	<i>South Entry #1</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓣ Teleporter Crystal: CR 11; magic device; touch trigger; no reset; teleport (teleported one level down, DC 16 Will save negates); Search DC 28; Disable Device DC 26
	<i>South Entry #2</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 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 → Leads to room #151 , inhabited by 3 x Shambling Mound
	Room Features	A dark well lies in the south-west corner of the room, and a tile labyrinth covers the floor
	Monster	1 x Greater Earth Elemental Greater earth elemental: CR 9; Huge elemental (earth, extraplanar); HD 21d8+105; hp 199; Init -1; Spd 30 ft. (6 squares); AC 20 (-2 size, -1 dex, +13 natural), touch 7, flat-footed 20; Base Atk +15; Grp +33; Atk +23 melee (2d10+10, slam); Full Atk +23 2 melee (2d10+10, 2 slams); Space/Reach 15 ft./15 ft.; SA Earth mastery, push; SQ Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits; AL N; SV Fort +17, Ref +6, Will +9; Str 31, Dex 8, Con 21, Int 8, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack
	Room #38	<i>North Entry</i>
	<i>West Entry</i>	Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)
	<i>East Entry</i>	Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) (slides to one side, +1 to break DC) Ⓣ Power Word Stun Trap: CR 8; magic device; touch trigger; no reset; spell effect (Power Word Stun, 13th level wizard); Search DC 32; Disable Device DC 32
	<i>South Entry</i>	Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp) Ⓣ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #150
	Room Features	Someone has scrawled "Elil's Guardians looted this place" on the north wall, and clouds of flying insects fill the center of the room
	Monster	2 x Annis (hag) Annis: CR 6; Large monstrous humanoid; HD 7d8+14; hp 45; Init +1; Spd 40 ft. (8 squares); AC 20 (-1 size, +1 dex, +10 natural), touch 10, flat-footed 19; Base Atk +7; Grp +18; Atk +13 melee (1d6+7, claw); Full Atk +13 melee (1d6+7, 2 claws) and +8 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA Improved grab, rake 1d6+7, rend 2d6+10, spell-like abilities; SQ Damage reduction 2/bludgeoning, darkvision 60 ft., spell resistance 19; AL CE; SV Fort +6, Ref +6, Will +6; Str 25, Dex 12, Con 14, Int 13, Wis 13, Cha 10 Skills and Feats: Bluff +8, Diplomacy +2, Disguise +0 (+2 acting), Hide +5, Intimidate +2, Listen +10, Spot +10; Alertness, Blind-Fight, Great Fortitude Treasure: 80 gp; Deep Blue Spinel (600 gp), Deep Green Spinel (120 gp), Golden Pearl (110 gp), Obsidian (14 gp), White Opal (800 gp); hoard total 2444 gp
Room #39	<i>West Entry</i>	Secret (Search DC 20) Trapped and Stuck Iron Door (break DC 28; hard 10, 60 hp) Ⓢ A bookcase and concealed door pivots smoothly Ⓣ 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
	<i>East Entry</i>	Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
	Empty	
Room #40	<i>East Entry</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) Ⓣ Chain Lightning Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Chain Lightning, 11th level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31
	Room Features	A cube of solid stone stands in the north-west corner of the room, and someone has scrawled "This is not a secret door" on the north wall
	Monster	10 x Owlbear Skeleton Owlbear skeleton: CR 2; Large undead; HD 5d12; hp 32; Init +6; Spd 30 ft. (6 squares); AC 13 (-1 size, +2 dex, +2 natural), touch 11, flat-footed 11; Base Atk +2; Grp +11; Atk +6 melee (1d6+5, claw); Full Atk +6 melee (1d6+5, 2 claws) and +1 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA -; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +1, Ref +3, Will +4; Str 21, Dex 14, Con -, Int -, Wis 10, Cha 1 Skills and Feats: ; Improved Initiative

Room #41	<i>North Entry</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) Ⓜ Forcecage and Summon Monster VII Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; multiple traps (one forcecage trap and one summon monster VII trap); spell effect (Forcecage, 13th level wizard); spell effect (Summon Monster VII, 13th level wizard, hamatula); Search DC 32; Disable Device DC 32
	<i>West Entry</i>	Secret (Search DC 20) Unlocked Good Wooden Door (hard 5, 15 hp) Ⓢ The door is concealed within the mouth of a gargantuan skull carved from stone
	<i>South Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓜ Wail of the Banshee Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (Wail of the Banshee, 17th level wizard, DC 23 Fort save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34
	Monster	1 x Greater Air Elemental Greater air elemental: CR 9; Huge elemental (air, extraplanar); HD 21d8+84; hp 178; Init +14; Spd Fly 100 ft. (perfect) (20 squares); AC 26 (-2 size, +10 dex, +8 natural), touch 18, flat-footed 16; Base Atk +15; Grp +28; Atk +23 melee (2d8+5, slam); Full Atk +23 melee (2d8+5, 2 slams); Space/Reach 15 ft./15 ft.; SA Air mastery, whirlwind; SQ Damage reduction 10/-, darkvision 60 ft., elemental traits; AL N; SV Fort +11, Ref +22, Will +9; Str 20, Dex 31, Con 18, Int 8, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Blind-fight, Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse
Room #42	<i>East Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) Ⓜ Chain Lightning Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Chain Lightning, 11th level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31
	<i>South Entry</i>	Secret (Search DC 20) Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓢ The door is concealed by an illusion Ⓜ Energy Drain Trap: CR 10; magic device; visual trigger (true seeing); automatic reset; Atk +8 ranged touch; spell effect (Energy Drain, 17th level wizard, 2d4 negative levels for 24 hours, DC 23 Fort save negates); Search DC 34; Disable Device DC 34
	Room Features	The floor is covered in square tiles, alternating white and black, and a broken wooden chest lies in the east side of the room
	Monster	4 x Giralon Giralon: CR 6; Large magical beast; HD 7d10+20; hp 58; Init +3; Spd 40 ft. (8 squares), climb 40 ft.; AC 16 (-1 size, +3 dex, +4 natural), touch 12, flat-footed 15; Base Atk +7; Grp +17; Atk +12 melee (1d4+6, claw); Full Atk +12 melee (1d4+6, 4 claws) and +7 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d4+9; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +5; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7 Skills and Feats: Climb +14, Move Silently +8, Spot +6; Iron Will, Toughness (2)
Trap	Symbol of Petrification: CR 11; magic device; proximity trigger (alarm); no reset; petrification (petrified, DC 18 Fort save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 26; Disable Device DC 26	
Room #43	<i>North Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) Ⓜ Electrified Lock: CR 8; magic device; touch trigger; no reset; electric shock (8d6 electricity damage, DC 16 Reflex save for half damage); Search DC 24; Disable Device DC 22
	<i>West Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) Ⓜ Acid Arrow Trap: CR 8; magic device; visual trigger (true seeing); automatic reset; multiple traps (two simultaneous acid arrow traps); Atk +9 ranged touch and +9 ranged touch; spell effect (Acid Arrow, 18th level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27
	Empty	
Room #44	<i>North Entry</i>	Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp)
	<i>South Entry</i>	Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp) (slides down, +1 to break DC)
	Monster	1 x Greater Earth Elemental Greater earth elemental: CR 9; Huge elemental (earth, extraplanar); HD 21d8+105; hp 199; Init -1; Spd 30 ft. (6 squares); AC 20 (-2 size, -1 dex, +13 natural), touch 7, flat-footed 20; Base Atk +15; Grp +33; Atk +23 melee (2d10+10, slam); Full Atk +23 2 melee (2d10+10, 2 slams); Space/Reach 15 ft./15 ft.; SA Earth mastery, push; SQ Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits; AL N; SV Fort +17, Ref +6, Will +9; Str 31, Dex 8, Con 21, Int 8, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack
Room #45	<i>North Entry</i>	Secret (Search DC 30) Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp) Ⓢ The door is located above a small stone dais and concealed by an illusion
	<i>West Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓜ Rune of Confusion: CR 8; magic device; proximity trigger (alarm); no reset; confusion (confused for 1d4 rounds, DC 16 Will save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 22; Disable Device DC 22
	Room Features	This room might have been a treasure vault, before the dungeon fell to ruin. A few guardian statues still stand within alcoves cut into the walls, and fragments of smashed wooden chests litter the corners.
Trap	Ice Spear Trap: CR 8; magic device; proximity trigger (alarm); no reset; Atk +13 ranged (9d6 cold); Search DC 26; Disable Device DC 26	
Room #46	<i>North Entry</i>	Secret (Search DC 25) Stuck Iron Door (break DC 28; hard 10, 60 hp) Ⓢ A bookcase and concealed door pivots smoothly
	<i>East Entry</i>	Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)
	Monster	5 x Chimera Skeleton Chimera skeleton: CR 4; Large undead; HD 9d12; hp 58; Init +6; Spd 30 ft. (6 squares); AC 13 (+2 dex., -1 size, +2 natural), touch 11, flat-footed 11; Base Atk +4; Grp +12; Atk +7 melee (2d6+4, bite); Full Atk +7 melee (2d6+4, bite) and +7 melee (1d8+4, bite) and +7 melee (1d8+4, gore) and +2 melee (1d6+2, 2 claws); Space/Reach 10 ft./5 ft.; SA -; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +3, Ref +5, Will +6; Str 19, Dex 15, Con -, Int -, Wis 10, Cha 1 Skills and Feats: ; Improved Initiative
Hidden Treasure	Hidden (Search DC 30) Locked Strong Wooden Chest (Open Lock DC 30, break DC 25; hard 5, 20 hp) 1400 gp; Fine Porcelain Cup gilded and painted with Mythical Imagery (1900 gp), Gold Chalice set with a Rosette of Fiery Yellow Corundum (1200 gp), Porcelain Amphora (1100 gp); Heavy Steel Shield (Medium) (+1 shield) (Delusion curse) (1170 gp), Oil of Magic Weapon (50 gp), Potion of Fox's Cunning (300 gp), Potion of Remove Paralysis (300 gp); hoard total 7420 gp	

Room #47	<i>North Entry</i>	Trapped and Locked Stone Door (Open Lock DC 40, break DC 28; hard 8, 60 hp) Ⓣ Chain Lightning Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Chain Lightning, 11th level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31
	<i>East Entry</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)
	Monster	4 x Tendircolus Tendircolus: CR 6; Huge plant; HD 9d8+54; hp 94; Init -1; Spd 20 ft. (4 squares); AC 16 (-2 size, -1 dex, +9 natural), touch 7, flat-footed 16; Base Atk +6; Grp +23; Atk +13 melee (2d8+9, bite) or +8 melee (1d6+4, 2 tendrils); Full Atk +13 melee (2d8+9, bite) and +8 melee (1d6+4, 2 tendrils); Space/Reach 15 ft./15 ft.; SA Improved grab, paralysis, swallow whole; SQ Low-light vision, plant traits, regeneration 10; AL N; SV Fort +12, Ref +2, Will +4; Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3 Skills and Feats: Hide +9, Listen +1, Move Silently +1, Spot +1; Alertness, Iron Will, Power Attack, Stealthy Treasure: 11 pp; Bone Rod set with a single Black Pearl (90 gp), Brass Circlet inlaid with Electrum (100 gp), Earthenware Ewer painted with Pastoral Imagery (140 gp), Fine Leather Belt with a Copper Buckle (100 gp), Rosewood Puzzle Box inlaid with Ornate Silver Scrollwork (100 gp); hoard total 640 gp
Hidden Treasure	Hidden (Search DC 20) Trapped and Locked Iron Chest (Open Lock DC 30, break DC 28; hard 10, 60 hp) Symbol of Hypnosis: CR 7; magic device; proximity trigger (alarm); no reset; hypnosis (dazed for 1d4 rounds, DC 12 Will save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 26; Disable Device DC 22 None	
Room #48	<i>North Entry</i>	Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp) (slides to one side, +1 to break DC)
	<i>South Entry</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp) Ⓣ 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
	Room Features	A cube of solid stone stands in the north side of the room, and the ceiling is covered with scorch marks
Monster	12 x Medium Animated Object Medium animated object: CR 2; Medium construct; HD 2d10+20; hp 31; Init +0; Spd 30 ft. (6 squares); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels; AC 14 (+4 natural), touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); Space/Reach 5 ft./5 ft.; SA See text; SQ Construct traits, darkvision 60 ft., low-light vision; also see text; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1 Skills and Feats: -; -	
Room #49	<i>West Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) (slides up, +2 to break DC) Ⓣ Thunderstone Mine: CR 11; magic device; location trigger; no reset; thunder blast (11d6 sonic damage, DC 14 Fort save for half damage); multiple targets (all targets in a 10 ft. radius burst); Search DC 26; Disable Device DC 24 → Leads to room #120 , inhabited by 7 x Owlbear
	<i>East Entry</i>	Secret (Search DC 30) Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓢ The door is concealed behind a statue of Death, and opened by placing a coin in his open hand
	<i>South Entry</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)
	Trap	Magic Missile Trap: CR 10; magic device; visual trigger (true seeing); no reset; magic missile (7d6 force damage); never miss; Search DC 28; Disable Device DC 26
Room #50	<i>North Entry</i>	Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp)
	Room Features	This room might have been an amphitheater, until recently. A few low stone benches surround a central platform, and anyone who stands there casts an undead shadow.
	Monster	9 x Barghest Barghest: CR 4; Medium outsider (evil, extraplanar, lawful, shapechanger); HD 6d8+6; hp 33; Init +6; Spd 30 ft. (6 squares); AC 18 (+2 dex, +6 natural), touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +9 melee (1d6+3, bite); Full Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws); Space/Reach 5 ft./5 ft.; SA Spell-like abilities, feed; SQ Change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14 Skills and Feats: Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11*, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks); Combat Reflexes, Improved Initiative, Track Treasure: 340 pp; Full Plate (Medium) (+2 armor, Electricity Resistance) (23650 gp), Rod of Metal and Mineral Detection (10500 gp); hoard total 37550 gp
Room #51	<i>West Entry</i>	Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
	<i>South Entry</i>	Secret (Search DC 25) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓢ The door is concealed behind a pile of skulls
Room Features	This room might have been a maze, long ago. Iron nails driven into the stone mark the missing walls, but the pattern still seems confusing to perceive.	
Room #52	<i>North Entry</i>	Secret (Search DC 20) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides up, +2 to break DC) Ⓢ The door is concealed within a mosaic of ghoulish carnage
	<i>South Entry</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)
	Empty	
Room #53	<i>West Entry</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)
	<i>South Entry</i>	Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)
	Trap	Teleporter Crystal: CR 11; magic device; touch trigger; no reset; teleport (teleported one level down, DC 16 Will save negates); Search DC 28; Disable Device DC 26

Room #54	<i>East Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) Ⓣ Thunderstone Mine: CR 11; magic device; location trigger; no reset; thunder blast (10d6 sonic damage, DC 14 Fort save for half damage); multiple targets (all targets in a 10 ft. radius burst); Search DC 26; Disable Device DC 28
	Room Features	A briny odor fills the north-west corner of the room, and several iron blobs are scattered throughout the room
	Monster	5 x Girallon Girallon: CR 6; Large magical beast; HD 7d10+20; hp 58; Init +3; Spd 40 ft. (8 squares), climb 40 ft.; AC 16 (-1 size, +3 dex, +4 natural), touch 12, flat-footed 15; Base Atk +7; Grp +17; Atk +12 melee (1d4+6, claw); Full Atk +12 melee (1d4+6, 4 claws) and +7 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d4+9; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +5; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7 Skills and Feats: Climb +14, Move Silently +8, Spot +6; Iron Will, Toughness (2)
Room #55	<i>West Entry</i>	Secret (Search DC 20) Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp) Ⓢ The door is located above a small stone dais and concealed within a mosaic of ghoulish carnage
	<i>South Entry</i>	Secret (Search DC 30) Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp) Ⓢ The door is concealed within a horrific torture device Ⓣ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33
	Room Features	An altar of evil sits in the south-east corner of the room, and several pieces of broken glass are scattered throughout the room
	Monster	4 x Girallon Girallon: CR 6; Large magical beast; HD 7d10+20; hp 58; Init +3; Spd 40 ft. (8 squares), climb 40 ft.; AC 16 (-1 size, +3 dex, +4 natural), touch 12, flat-footed 15; Base Atk +7; Grp +17; Atk +12 melee (1d4+6, claw); Full Atk +12 melee (1d4+6, 4 claws) and +7 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d4+9; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +5; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7 Skills and Feats: Climb +14, Move Silently +8, Spot +6; Iron Will, Toughness (2)
	Hidden Treasure	Hidden (Search DC 25) Trapped and Locked Iron Chest (Open Lock DC 30, break DC 28; hard 10, 60 hp) Forcecage and Summon Monster VII Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; multiple traps (one forcecage trap and one summon monster VII trap); spell effect (Forcecage, 13th level wizard); spell effect (Summon Monster VII, 13th level wizard, hamatula); Search DC 32; Disable Device DC 32 10000 sp; hoard total 1000 gp
Room #56	<i>North Entry</i>	Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp)
	<i>West Entry</i>	Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)
	Room Features	This room might once have been a forge. The ruin of an iron hearth lies in the north side of the room, beside a heavy anvil, split asunder by a massive blow.
Monster	7 x Barghest Barghest: CR 4; Medium outsider (evil, extraplanar, lawful, shapechanger); HD 6d8+6; hp 33; Init +6; Spd 30 ft. (6 squares); AC 18 (+2 dex, +6 natural), touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +9 melee (1d6+3, bite); Full Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws); Space/Reach 5 ft./5 ft.; SA Spell-like abilities, feed; SQ Change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14 Skills and Feats: Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11*, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks); Combat Reflexes, Improved Initiative, Track Treasure: 1800 gp; Brown-green Garnet (110 gp), 2 x Chrysoptase (30 gp), Deep Blue Spinel (600 gp), Golden Yellow Topaz (400 gp); Divine Scroll (Divine Favor (25 gp), Flaming Sphere (150 gp), Reduce Animal (150 gp)) (total 325 gp), Potion of Aid (300 gp); hoard total 3595 gp	
Room #57	<i>East Entry</i>	Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)
	<i>South Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓣ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33
	Monster	9 x Chimera Skeleton Chimera skeleton: CR 4; Large undead; HD 9d12; hp 58; Init +6; Spd 30 ft. (6 squares); AC 13 (+2 dex., -1 size, +2 natural), touch 11, flat-footed 11; Base Atk +4; Grp +12; Atk +7 melee (2d6+4, bite); Full Atk +7 melee (2d6+4, bite) and +7 melee (1d8+4, bite) and +7 melee (1d8+4, gore) and +2 melee (1d6+2, 2 claws); Space/Reach 10 ft./5 ft.; SA -; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +3, Ref +5, Will +6; Str 19, Dex 15, Con -, Int -, Wis 10, Cha 1 Skills and Feats: ; Improved Initiative
Hidden Treasure	Hidden (Search DC 30) Unlocked Iron Chest (hard 10, 60 hp) 1400 gp; Azurite (11 gp), Emerald (1100 gp), Golden Pearl (100 gp), Moss Agate (10 gp), Moss Agate (13 gp); hoard total 2634 gp	
Room #58	<i>North Entry</i>	Secret (Search DC 30) Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓢ A bookcase and concealed door pivots smoothly Ⓣ Rune of Dread: CR 11; magic device; proximity trigger (alarm); no reset; fear (frightened for 1d4 rounds, DC 16 Will save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 28; Disable Device DC 28
	<i>South Entry</i>	Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp)
	Monster	6 x Medium Earth Elemental Medium earth elemental: CR 3; Medium elemental (earth, extraplanar); HD 4d8+12; hp 30; Init -1; Spd 20 ft. (4 squares); AC 18 (-1 dex, +9 natural), touch 9, flat-footed 18; Base Atk +3; Grp +8; Atk +8 melee (1d8+7, slam); Full Atk +8 melee (1d8+7, slam); Space/Reach 5 ft./5 ft.; SA Earth mastery, push; SQ Darkvision 60 ft., earth glide, elemental traits; AL N; SV Fort +7, Ref +0, Will +1; Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11 Skills and Feats: Listen +4, Spot +3; Cleave, Power Attack
	Trick	A magical lantern in the north side of the room grants immunity to fire (for one day) to whomever sets it alight

Room #59	<i>North Entry</i>	Secret (Search DC 20) Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓢ The door is concealed by an illusion
	<i>East Entry</i>	Secret (Search DC 20) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓢ The door is concealed within a horrific torture device
	Room Features	Someone has scrawled "Who took my dwarf skull" in goblin runes on the west wall, and a sundered helm lies in the south-west corner of the room
	Monster	4 x Owlbear Owlbear: CR 4; Large magical beast; HD 5d10+25; hp 52; Init +1; Spd 30 ft. (6 squares); AC 15 (-1 size, +1 dex, +5 natural), touch 10, flat-footed 14; Base Atk +5; Grp +14; Atk +9 melee (1d6+5, claw); Full Atk +9 melee (1d6+5, 2 claws) and +4 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Scent; AL N; SV Fort +9, Ref +5, Will +2; Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10 Skills and Feats: Listen +8, Spot +8; Alertness, Track
Room #60	<i>North Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓣ Acid Spray: CR 11; magic device; visual trigger (true seeing); no reset; acid spray (12d6 acid damage, DC 18 Reflex save for half damage); Search DC 28; Disable Device DC 26
	<i>East Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 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
	Empty	
Room #61	<i>South Entry</i>	Trapped and Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp) Ⓣ Electrified Lock: CR 10; magic device; touch trigger; no reset; electric shock (11d6 electricity damage, DC 18 Reflex save for half damage); Search DC 26; Disable Device DC 26
	Empty	
Room #62	<i>North Entry</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)
	<i>East Entry</i>	Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
	<i>South Entry</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)
	Room Features	This room might have been a kitchen, until recently. The ruin of a stone hearth lies in the north side of the room, and a few broken iron cages still hang from the ceiling.
Room #63	<i>West Entry</i>	Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓣ Fire Spray: CR 11; magic device; proximity trigger (alarm); no reset; fire spray (11d6 fire damage, DC 16 Reflex save for half damage); Search DC 26; Disable Device DC 26
	<i>East Entry</i>	Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp)
	Room Features	This room might once have been a cistern. The floor is like a shallow bowl, carved with the baleful symbol of a deity of elemental water.
	Trick	A magical idol of a god of dwarves in the north-west corner of the room heals all wounds of whomever sacrifices a magical item upon it (but only once)
Room #64	<i>East Entry</i>	Secret (Search DC 25) Unlocked Simple Wooden Door (hard 5, 10 hp) Ⓢ The door is concealed behind an area of fungus
	<i>South Entry</i>	Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp)
	Room Features	Part of the south wall has collapsed into this room, and a corroded chain lies in the north-east corner of the room
	Monster	7 x Barghest Barghest: CR 4; Medium outsider (evil, extraplanar, lawful, shapechanger); HD 6d8+6; hp 33; Init +6; Spd 30 ft. (6 squares); AC 18 (+2 dex, +6 natural), touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +9 melee (1d6+3, bite); Full Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws); Space/Reach 5 ft./5 ft.; SA Spell-like abilities, feed; SQ Change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14 Skills and Feats: Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11*, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks); Combat Reflexes, Improved Initiative, Track Treasure: 2200 gp; Bone Coffin engraved with Spirals (120 gp), Brass Ewer engraved with Arcane Runes (80 gp), Fine Leather Mantle trimmed with Rabbit Fur (60 gp), Ivory Comb engraved with Draconic Scales (120 gp); hoard total 2580 gp
Room #65	<i>North Entry</i>	Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp)
	<i>South Entry</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)
	Room Features	A chute descends from this room into a plundered tomb below, and ghostly music fills the room
	Monster	11 x Owlbear Skeleton Owlbear skeleton: CR 2; Large undead; HD 5d12; hp 32; Init +6; Spd 30 ft. (6 squares); AC 13 (-1 size, +2 dex, +2 natural), touch 11, flat-footed 11; Base Atk +2; Grp +11; Atk +6 melee (1d6+5, claw); Full Atk +6 melee (1d6+5, 2 claws) and +1 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA -: SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +1, Ref +3, Will +4; Str 21, Dex 14, Con -, Int -, Wis 10, Cha 1 Skills and Feats: ; Improved Initiative
Room #66	<i>West Entry</i>	Locked Iron Door (Open Lock DC 40, break DC 28; hard 10, 60 hp)
	Trap	Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33

Room #67	<i>North Entry</i>	Trapped and Unlocked Iron Door (hard 10, 60 hp) Ⓣ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33
	<i>West Entry</i>	Secret (Search DC 25) Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp) Ⓢ A bookcase and concealed door pivots smoothly Ⓣ Magic Missile Trap: CR 8; magic device; visual trigger (true seeing); no reset; magic missile (6d6 force damage); never miss; Search DC 22; Disable Device DC 22
	<i>South Entry</i>	Secret (Search DC 25) Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) (slides down, +1 to break DC) Ⓢ The door is concealed behind a statue of an elemental salamander, and opened by setting it aflame Ⓣ Forcecage and Summon Monster VII Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; multiple traps (one forcecage trap and one summon monster VII trap); spell effect (Forcecage, 13th level wizard); spell effect (Summon Monster VII, 13th level wizard, hamatula); Search DC 32; Disable Device DC 32
	Monster	12 x Owlbear Owlbear: CR 4; Large magical beast; HD 5d10+25; hp 52; Init +1; Spd 30 ft. (6 squares); AC 15 (-1 size, +1 dex, +5 natural), touch 10, flat-footed 14; Base Atk +5; Grp +14; Atk +9 melee (1d6+5, claw); Full Atk +9 melee (1d6+5, 2 claws) and +4 mele (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Scent; AL N; SV Fort +9, Ref +5, Will +2; Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10 Skills and Feats: Listen +8, Spot +8; Alertness, Track
Hidden Treasure	Hidden (Search DC 30) Locked Good Wooden Chest (Open Lock DC 20, break DC 18; hard 5, 15 hp) 1000 gp; Lacquered Wooden Plate set with Bright Green Emerald and Jacinth (6000 gp); hoard total 7000 gp	
Room #68	<i>South Entry</i>	Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)
	Room Features	A faded and torn tapestry hangs from the east wall, and a sundered helm lies in the south-east corner of the room
Room #69	<i>West Entry</i>	Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓣ Acid Fog Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Acid Fog, 11th level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31 → Leads to room #117 , inhabited by 9 x Medium Animated Object
	<i>South Entry</i>	Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp) → Leads to room #191 , inhabited by 3 x Annis
	Monster	9 x Blink Dog Blink dog: CR 2; Medium magical beast; HD 4d10; hp 22; Init +3; Spd 40 ft. (8 squares); AC 16 (+3 dex, +3 natural), touch 13, flat-footed 13; Base Atk +4; Grp +4; Atk +4 melee (1d6, bite); Full Atk +4 melee (1d6, bite); Space/Reach 5 ft./5 ft.; SA -; SQ Blink, darkvision 60 ft., dimension door, low-light vision, scent; AL LG; SV Fort +4, Ref +7, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11 Skills and Feats: Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4; Iron Will, Run, Track
Room #70	<i>West Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓣ Chain Lightning Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Chain Lightning, 11th level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31
	<i>East Entry</i>	Secret (Search DC 30) Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp) Ⓢ The door is concealed behind a tapestry of ancient mythology
	<i>South Entry</i>	Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp) → Leads to room #192 , inhabited by 1 x Greater Earth Elemental
	Monster	2 x Girallon Girallon: CR 6; Large magical beast; HD 7d10+20; hp 58; Init +3; Spd 40 ft. (8 squares), climb 40 ft.; AC 16 (-1 size, +3 dex, +4 natural), touch 12, flat-footed 15; Base Atk +7; Grp +17; Atk +12 melee (1d4+6, claw); Full Atk +12 melee (1d4+6, 4 claws) and +7 mele (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d4+9; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +5; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7 Skills and Feats: Climb +14, Move Silently +8, Spot +6; Iron Will, Toughness (2)
Room #71	<i>North Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) (slides up, +2 to break DC) Ⓣ Energy Drain Trap: CR 10; magic device; visual trigger (true seeing); automatic reset; Atk +8 ranged touch; spell effect (Energy Drain, 17th level wizard, 2d4 negative levels for 24 hours, DC 23 Fort save negates); Search DC 34; Disable Device DC 34 → Leads to room #191 , inhabited by 3 x Annis
	<i>South Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) Ⓣ Acid Fog Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Acid Fog, 11th level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31
	Room Features	This room might have been a forge, long ago. The ruin of an iron hearth lies in the north-east corner of the room, and piles of slag and ash litter the corners.
	Trap	Energy Drain Trap: CR 10; magic device; visual trigger (true seeing); automatic reset; Atk +8 ranged touch; spell effect (Energy Drain, 17th level wizard, 2d4 negative levels for 24 hours, DC 23 Fort save negates); Search DC 34; Disable Device DC 34
Room #72	<i>North Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) (slides down, +1 to break DC) Ⓣ 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 → Leads to room #192 , inhabited by 1 x Greater Earth Elemental
	<i>South Entry</i>	Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
Room Features	Someone has scrawled "Mind the gap" on the north wall, and several pieces of blood-soaked clothing are scattered throughout the room	

Room #73	<i>East Entry</i>	Trapped and Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp) Ⓢ Magic Missile Trap: CR 11; magic device; proximity trigger (alarm); no reset; magic missile (7d6 force damage); never miss; Search DC 24; Disable Device DC 24
	<i>South Entry</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp) Ⓢ Magic Missile Trap: CR 7; magic device; proximity trigger (alarm); no reset; magic missile (4d6 force damage); never miss; Search DC 26; Disable Device DC 22 → Leads to room #198 , inhabited by 1 x Greater Air Elemental
	Monster	4 x Shambling Mound Shambling mound: CR 6; Large plant; HD 8d8+24; hp 60; Init +0; Spd 20 ft. (4 squares), swim 20 ft.; AC 20 (-1 size, +11 natural), touch 9, flat-footed 20; Base Atk +6; Grp +15; Atk +11 melee (2d6+5, slam); Full Atk +11 melee (2d6+5, 2 slams); Space/Reach 10 ft./10 ft.; SA Improved grab, constrict 2d6+7; SQ Darkvision 60 ft., immunity to electricity, low-light vision, plant traits, fire resistance 10; AL N; SV Fort +9, Ref +2, Will +4; Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9 Skills and Feats: Hide +3*, Listen +8, Move Silently +8; Iron Will, Power Attack, Weapon Focus (slam) Treasure: 140 gp; Aquamarine (800 gp), Coral (60 gp), Deep Blue Spinel (400 gp), Hematite (10 gp), Red Garnet (80 gp), Red-brown Spinel (120 gp), Rhodochrosite (7 gp), Star Rose Quartz (60 gp); hoard total 1677 gp
Room #74	<i>West Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides up, +2 to break DC) Ⓢ Acid Arrow Trap: CR 8; magic device; visual trigger (true seeing); automatic reset; multiple traps (two simultaneous acid arrow traps); Atk +9 ranged touch and +9 ranged touch; spell effect (Acid Arrow, 18th level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27
	<i>South Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓢ Earthmaw Trap: CR 10; magic device; location trigger; no reset; earthmaw (10d6 damage, DC 18 Reflex save for half damage); Search DC 28; Disable Device DC 28 → Leads to room #197
	Empty	
Room #75	<i>North Entry</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) Ⓢ Electrified Lock: CR 8; magic device; touch trigger; no reset; electric shock (9d6 electricity damage, DC 14 Reflex save for half damage); Search DC 22; Disable Device DC 26 → Leads to room #200 , inhabited by 2 x Will-o'-Wisp
	<i>West Entry</i>	Secret (Search DC 30) Trapped and Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp) Ⓢ The door is located several feet above the floor and concealed behind an area of slime Ⓢ Electrified Lock: CR 11; magic device; touch trigger; no reset; electric shock (10d6 electricity damage, DC 14 Reflex save for half damage); Search DC 28; Disable Device DC 24
	Room Features	A fountain of water sits against the south wall, and someone has scrawled "The curse can never be broken" on the east wall
	Monster	12 x Medium Earth Elemental Medium earth elemental: CR 3; Medium elemental (earth, extraplanar); HD 4d8+12; hp 30; Init -1; Spd 20 ft. (4 squares); AC 18 (-1 dex, +9 natural), touch 9, flat-footed 18; Base Atk +3; Grp +8; Atk +8 melee (1d8+7, slam); Full Atk +8 melee (1d8+7, slam); Space/Reach 5 ft./5 ft.; SA Earth mastery, push; SQ Darkvision 60 ft., earth glide, elemental traits; AL N; SV Fort +7, Ref +0, Will +1; Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11 Skills and Feats: Listen +4, Spot +3; Cleave, Power Attack
Room #76	<i>West Entry #1</i>	Trapped and Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp) Ⓢ Rune of Hypnosis: CR 8; magic device; proximity trigger (alarm); no reset; hypnosis (fascinated for 1d4 rounds, DC 14 Will save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 22; Disable Device DC 26 → Leads to room #174
	<i>West Entry #2</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)
	<i>South Entry #1</i>	Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓢ Ice Dart Trap: CR 9; magic device; proximity trigger (alarm); no reset; Atk +13 ranged (8d6 cold); Search DC 26; Disable Device DC 24
	<i>South Entry #2</i>	Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp)
	Room Features	Someone has scrawled "Don't lose your head" on the north wall, and the ceiling is covered with scorch marks
	Monster	1 x Greater Earth Elemental Greater earth elemental: CR 9; Huge elemental (earth, extraplanar); HD 21d8+105; hp 199; Init -1; Spd 30 ft. (6 squares); AC 20 (-2 size, -1 dex, +13 natural), touch 7, flat-footed 20; Base Atk +15; Grp +33; Atk +23 melee (2d10+10, slam); Full Atk +23 2 melee (2d10+10, 2 slams); Space/Reach 15 ft./15 ft.; SA Earth mastery, push; SQ Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits; AL N; SV Fort +17, Ref +6, Will +9; Str 31, Dex 8, Con 21, Int 8, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack
Room #77	<i>East Entry</i>	Trapped and Unlocked Iron Door (hard 10, 60 hp) Ⓢ Power Word Stun Trap: CR 8; magic device; touch trigger; no reset; spell effect (Power Word Stun, 13th level wizard); Search DC 32; Disable Device DC 32
	<i>South Entry</i>	Trapped and Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp) Ⓢ Electrified Lock: CR 11; magic device; touch trigger; no reset; electric shock (10d6 electricity damage, DC 18 Reflex save for half damage); Search DC 26; Disable Device DC 24
	Room Features	An iron sarcophagus sits in the east side of the room, and someone has scrawled "Kater was here" on the north wall
	Trap	Reverse Gravity Trap: CR 8; magic device; proximity trigger (alarm, 10 ft. area); automatic reset; spell effect (Reverse Gravity, 13th level wizard, 6d6 fall [upon hitting the ceiling of the 60 ft. high room], then 6d6 fall [upon falling 60 ft. to the floor when the spell ends], DC 20 Reflex save avoids damage); Search DC 32; Disable Device DC 32
Room #78	<i>North Entry</i>	Trapped and Stuck Iron Door (break DC 28; hard 10, 60 hp) Ⓢ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33
	<i>West Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓢ Rune of Fear: CR 9; magic device; proximity trigger (alarm); no reset; fear (shaken for 1d4 rounds, DC 14 Will save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 24; Disable Device DC 24
	Empty	

Room #79	<i>West Entry</i>	Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)
	Monster	9 x Blink Dog Blink dog: CR 2; Medium magical beast; HD 4d10; hp 22; Init +3; Spd 40 ft. (8 squares); AC 16 (+3 dex, +3 natural), touch 13, flat-footed 13; Base Atk +4; Grp +4; Atk +4 melee (1d6, bite); Full Atk +4 melee (1d6, bite); Space/Reach 5 ft./5 ft.; SA -; SQ Blink, darkvision 60 ft., dimension door, low-light vision, scent; AL LG; SV Fort +4, Ref +7, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11 Skills and Feats: Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4; Iron Will, Run, Track
Room #80	<i>North Entry #1</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp) → Leads to room #21 , inhabited by 11 x Owlbear
	<i>North Entry #2</i>	Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
	<i>West Entry</i>	Locked Iron Door (Open Lock DC 40, break DC 28; hard 10, 60 hp)
	Monster	4 x Medium Earth Elemental Medium earth elemental: CR 3; Medium elemental (earth, extraplanar); HD 4d8+12; hp 30; Init -1; Spd 20 ft. (4 squares); AC 18 (-1 dex, +9 natural), touch 9, flat-footed 18; Base Atk +3; Grp +8; Atk +8 melee (1d8+7, slam); Full Atk +8 melee (1d8+7, slam); Space/Reach 5 ft./5 ft.; SA Earth mastery, push; SQ Darkvision 60 ft., earth glide, elemental traits; AL N; SV Fort +7, Ref +0, Will +1; Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11 Skills and Feats: Listen +4, Spot +3; Cleave, Power Attack
Room #81	<i>East Entry #1</i>	Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
	<i>East Entry #2</i>	Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)
	Empty	
Room #82	<i>West Entry</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) Ⓣ Acid Arrow Trap: CR 8; magic device; visual trigger (true seeing); automatic reset; multiple traps (two simultaneous acid arrow traps); Atk +9 ranged touch and +9 ranged touch; spell effect (Acid Arrow, 18th level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27
	<i>East Entry</i>	Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓣ Chain Lightning Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Chain Lightning, 11th level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31
	<i>South Entry</i>	Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓣ Acid Fog Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Acid Fog, 11th level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31 → Leads to room #105 , inhabited by 1 x Greater Earth Elemental
	Monster	1 x Greater Air Elemental Greater air elemental: CR 9; Huge elemental (air, extraplanar); HD 21d8+84; hp 178; Init +14; Spd Fly 100 ft. (perfect) (20 squares); AC 26 (-2 size, +10 dex, +8 natural), touch 18, flat-footed 16; Base Atk +15; Grp +28; Atk +23 melee (2d8+5, slam); Full Atk +23 melee (2d8+5, 2 slams); Space/Reach 15 ft./15 ft.; SA Air mastery, whirlwind; SQ Damage reduction 10/-, darkvision 60 ft., elemental traits; AL N; SV Fort +11, Ref +22, Will +9; Str 20, Dex 31, Con 18, Int 8, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Blind-fight, Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse
	Hidden Treasure	Hidden (Search DC 20) Locked Simple Wooden Chest (Open Lock DC 20, break DC 15; hard 5, 10 hp) 1400 gp; hoard total 1400 gp
Room #83	<i>North Entry</i>	Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓣ Wail of the Banshee Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (Wail of the Banshee, 17th level wizard, DC 23 Fort save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34 → Leads to room #108 , inhabited by 3 x Chimera Skeleton
	<i>West Entry</i>	Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp) → Leads to room #2 , inhabited by 7 x Blink Dog
	<i>South Entry</i>	Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp)
	Empty	
Room #84	<i>North Entry</i>	Secret (Search DC 20) Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp) Ⓢ The door is located near the ceiling and designed to make noise when opened → Leads to room #107
	<i>West Entry</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)
	<i>East Entry</i>	Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp) → Leads to room #1 , inhabited by 7 x Owlbear Skeleton
	Monster	4 x Large Air Elemental Large air elemental: CR 5; Large elemental (air, extraplanar); HD 8d8+24; hp 60; Init +11; Spd Fly 100 ft. (perfect) (20 squares); AC 20 (-1 size, +7 dex, +4 natural), touch 16, flat-footed 13; Base Atk +6; Grp +12; Atk +12 melee (2d6+2, slam); Full Atk +12 melee (2d6+2, 2 slams); Space/Reach 10 ft./10 ft.; SA Air mastery, whirlwind; SQ Damage reduction 5/-, darkvision 60 ft., elemental traits; AL N; SV Fort +5, Ref +13, Will +2; Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11 Skills and Feats: Listen +5, Spot +6; Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse

Room #85	<i>West Entry</i>	Secret (Search DC 30) Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓢ The door is opened by standing on a small floor tile Ⓣ Ice Dart Trap: CR 10; magic device; proximity trigger (alarm); no reset; Atk +12 ranged (11d6 cold); Search DC 28; Disable Device DC 26
	<i>East Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓣ Earthmaw Trap: CR 9; magic device; location trigger; no reset; earthmaw (8d6 damage, DC 16 Reflex save for half damage); Search DC 26; Disable Device DC 22 → Leads to room #91 , inhabited by 2 x Girallon
	<i>South Entry</i>	Trapped and Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp) Ⓣ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #95 , inhabited by 1 x Greater Air Elemental
	Empty	
Room #86	<i>North Entry</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp) → Leads to room #98
	<i>West Entry</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp) Ⓣ Acid Spray: CR 9; magic device; visual trigger (true seeing); no reset; acid spray (7d6 acid damage, DC 14 Reflex save for half damage); Search DC 22; Disable Device DC 22
	Monster	4 x Girallon Girallon: CR 6; Large magical beast; HD 7d10+20; hp 58; Init +3; Spd 40 ft. (8 squares), climb 40 ft.; AC 16 (-1 size, +3 dex, +4 natural), touch 12, flat-footed 15; Base Atk +7; Grp +17; Atk +12 melee (1d4+6, claw); Full Atk +12 melee (1d4+6, 4 claws) and +7 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d4+9; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +5; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7 Skills and Feats: Climb +14, Move Silently +8, Spot +6; Iron Will, Toughness (2)
Room #87	<i>West Entry</i>	Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp) → Leads to room #24
	<i>East Entry</i>	Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp) → Leads to room #28 , inhabited by 3 x Tendriculos
	Room Features	This room might have been a maze, before the dungeon fell to ruin. Iron nails driven into the stone mark the missing walls, and parts of the room remain shrouded in magical darkness.
	Monster	4 x Tendriculos Tendriculos: CR 6; Huge plant; HD 9d8+54; hp 94; Init -1; Spd 20 ft. (4 squares); AC 16 (-2 size, -1 dex, +9 natural), touch 7, flat-footed 16; Base Atk +6; Grp +23; Atk +13 melee (2d8+9, bite) or +8 melee (1d6+4, 2 tendrils); Full Atk +13 melee (2d8+9, bite) and +8 melee (1d6+4, 2 tendrils); Space/Reach 15 ft./15 ft.; SA Improved grab, paralysis, swallow whole; SQ Low-light vision, plant traits, regeneration 10; AL N; SV Fort +12, Ref +2, Will +4; Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3 Skills and Feats: Hide +9, Listen +1, Move Silently +1, Spot +1; Alertness, Iron Will, Power Attack, Stealthy Treasure: 180 gp; Alexandrite (700 gp), Eye Agate (7 gp), Jet (90 gp); Arcane Scroll (Grease (25 gp), Calm Emotions (200 gp), Eagle's Splendor (150 gp)) (total 375 gp), Divine Scroll (Delay Poison (150 gp)) (total 150 gp), Potion of Endure Elements (50 gp); hoard total 1552 gp
Room #88	<i>North Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓣ Energy Drain Trap: CR 10; magic device; visual trigger (true seeing); automatic reset; Atk +8 ranged touch; spell effect (Energy Drain, 17th level wizard, 2d4 negative levels for 24 hours, DC 23 Fort save negates); Search DC 34; Disable Device DC 34
	<i>West Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) (slides up, +2 to break DC) Ⓣ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #27 , inhabited by 7 x Owlbear Skeleton
	<i>South Entry</i>	Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓣ Symbol of Panic: CR 11; magic device; proximity trigger (alarm); no reset; fear (panicked for 1d4 rounds, DC 18 Will save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 24; Disable Device DC 24
	Room Features	This room might once have been a kitchen. The ruin of a stone hearth lies in the south-east corner of the room, and a few broken wooden shelves still hang from the walls.
Monster	6 x Medium Animated Object Medium animated object: CR 2; Medium construct; HD 2d10+20; hp 31; Init +0; Spd 30 ft. (6 squares); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels; AC 14 (+4 natural), touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); Space/Reach 5 ft./5 ft.; SA See text; SQ Construct traits, darkvision 60 ft., low-light vision; also see text; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1 Skills and Feats: -;	
Room #89	<i>West Entry</i>	Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp) (slides up, +2 to break DC) → Leads to room #22 , inhabited by 1 x Greater Earth Elemental
	<i>South Entry</i>	Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp) Ⓣ Thunderstone Mine: CR 11; magic device; location trigger; no reset; thunder blast (11d6 sonic damage, DC 16 Fort save for half damage); multiple targets (all targets in a 10 ft. radius burst); Search DC 28; Disable Device DC 24
	Room Features	A ruined siege weapon sits in the east side of the room, and a briny odor fills the room
Hidden Treasure	Hidden (Search DC 25) Locked Iron Chest (Open Lock DC 20, break DC 28; hard 10, 60 hp) 1100 gp; Blue Sapphire (1000 gp), Chalcedony (70 gp), Deep Blue Spinel (500 gp), Iolite (80 gp), Obsidian (9 gp), Red Garnet (100 gp), Turquoise (14 gp); Heavy Steel Shield (Medium) (+1 shield) (design provides clue to function) (1170 gp), Oil of Levitate (300 gp), Wand of Cure Moderate Wounds (20 of 50 charges) (design provides clue to function) (1800 gp); hoard total 6143 gp	

Room #90	<i>North Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) (slides to one side, +1 to break DC) Ⓣ Acid Spray: CR 11; magic device; proximity trigger (alarm); no reset; acid spray (10d6 acid damage, DC 14 Reflex save for half damage); Search DC 24; Disable Device DC 24
	<i>East Entry</i>	Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp) → Leads to room #21 , inhabited by 11 x Owlbear
	<i>South Entry</i>	Secret (Search DC 25) Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓢ The door is located several feet above the floor and concealed behind a tapestry of arcane patterns
	Trap	Wail of the Banshee Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (Wail of the Banshee, 17th level wizard, DC 23 Fort save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34
Room #91	<i>West Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓣ Earthmaw Trap: CR 9; magic device; location trigger; no reset; earthmaw (8d6 damage, DC 16 Reflex save for half damage); Search DC 26; Disable Device DC 22 → Leads to room #85
	<i>East Entry</i>	Trapped and Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp) Ⓣ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #145 , inhabited by 8 x Barghest
	Room Features	A set of demonic war masks hangs on the south wall, and a fountain of water sits against the west wall
	Monster	2 x Girallon Girallon: CR 6; Large magical beast; HD 7d10+20; hp 58; Init +3; Spd 40 ft. (8 squares), climb 40 ft.; AC 16 (-1 size, +3 dex, +4 natural), touch 12, flat-footed 15; Base Atk +7; Grp +17; Atk +12 melee (1d4+6, claw); Full Atk +12 melee (1d4+6, 4 claws) and +7 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d4+9; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +5; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7 Skills and Feats: Climb +14, Move Silently +8, Spot +6; Iron Will, Toughness (2)
Room #92	<i>North Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) Ⓣ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33
	<i>West Entry</i>	Trapped and Unlocked Iron Door (hard 10, 60 hp) Ⓣ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #144
	Empty	
Room #93	<i>North Entry</i>	Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓣ Electrified Lock: CR 8; magic device; touch trigger; no reset; electric shock (7d6 electricity damage, DC 16 Reflex save for half damage); Search DC 24; Disable Device DC 24
	<i>West Entry</i>	Secret (Search DC 25) Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓢ A section of wall pivots open when a command word is spoken → Leads to room #16 , inhabited by 11 x Medium Animated Object
	<i>East Entry #1</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) Ⓣ Thunderstone Mine: CR 11; magic device; location trigger; no reset; thunder blast (10d6 sonic damage, DC 14 Fort save for half damage); multiple targets (all targets in a 10 ft. radius burst); Search DC 28; Disable Device DC 24
	<i>East Entry #2</i>	Secret (Search DC 25) Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp) Ⓢ The door is concealed behind a statue of a troll archer, and opened by pulling an arrow in its quiver → Leads to room #15 , inhabited by 10 x Blink Dog
	<i>South Entry #1</i>	Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp)
	<i>South Entry #2</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp) Ⓣ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #185
	Room Features	A rope ascends to a balcony hanging from the north wall, and the sound of rushing water fills the room
	Trick	A magical torch in the north side of the room causes all other sources of light to go out while lit

Room #94	<i>West Entry #1</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓢ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #14
	<i>West Entry #2</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) (slides to one side, +1 to break DC) Ⓢ 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
	<i>East Entry</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 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 → Leads to room #13 , inhabited by 7 x Chimera Skeleton
	Monster	7 x Barghest Barghest: CR 4; Medium outsider (evil, extraplanar, lawful, shapechanger); HD 6d8+6; hp 33; Init +6; Spd 30 ft. (6 squares); AC 18 (+2 dex, +6 natural), touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +9 melee (1d6+3, bite); Full Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws); Space/Reach 5 ft./5 ft.; SA Spell-like abilities, feed; SQ Change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14 Skills and Feats: Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11*, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks); Combat Reflexes, Improved Initiative, Track Treasure: 12000 sp; Black Pearl (300 gp), Chrysoprase (60 gp), Citrine (60 gp), Hematite (14 gp), Jasper (50 gp), Jet (120 gp); hoard total 1804 gp
Hidden Treasure	Hidden (Search DC 20) Unlocked Iron Chest (hard 10, 60 hp) 9000 sp; Fine Steel Mace inlaid with Electrum (900 gp), Lacquered Wooden Bowl inlaid with a Filiigree of Gold (900 gp), Lacquered Wooden Scepter engraved with a Labyrinth (1300 gp), Silk Carpet embroidered with Silver (700 gp); Hand of Glory (8000 gp); hoard total 12700 gp	
Room #95	<i>North Entry</i>	Trapped and Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp) Ⓢ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #85
	<i>West Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 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
	Room Features	A rope ascends to a catwalk hanging between the east and west walls, and an iron chandelier hangs from the ceiling in the center of the room
	Monster	1 x Greater Air Elemental Greater air elemental: CR 9; Huge elemental (air, extraplanar); HD 21d8+84; hp 178; Init +14; Spd Fly 100 ft. (perfect) (20 squares); AC 26 (-2 size, +10 dex, +8 natural), touch 18, flat-footed 16; Base Atk +15; Grp +28; Atk +23 melee (2d8+5, slam); Full Atk +23 melee (2d8+5, 2 slams); Space/Reach 15 ft./15 ft.; SA Air mastery, whirlwind; SQ Damage reduction 10/-, darkvision 60 ft., elemental traits; AL N; SV Fort +11, Ref +22, Will +9; Str 20, Dex 31, Con 18, Int 8, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Blind-fight, Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse
Trap	Earthmaw Trap: CR 9; magic device; location trigger; no reset; earthmaw (9d6 damage, DC 14 Reflex save for half damage); Search DC 26; Disable Device DC 26	
Room #96	<i>West Entry</i>	Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp)
	<i>South Entry</i>	Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp)
	Empty	
Room #97	<i>West Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓢ 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
	<i>East Entry</i>	Locked Stone Door (Open Lock DC 40, break DC 28; hard 8, 60 hp)
	Monster	4 x Shambling Mound Shambling mound: CR 6; Large plant; HD 8d8+24; hp 60; Init +0; Spd 20 ft. (4 squares), swim 20 ft.; AC 20 (-1 size, +11 natural), touch 9, flat-footed 20; Base Atk +6; Grp +15; Atk +11 melee (2d6+5, slam); Full Atk +11 melee (2d6+5, 2 slams); Space/Reach 10 ft./10 ft.; SA Improved grab, constrict 2d6+7; SQ Darkvision 60 ft., immunity to electricity, low-light vision, plant traits, fire resistance 10; AL N; SV Fort +9, Ref +2, Will +4; Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9 Skills and Feats: Hide +3*, Listen +8, Move Silently +8; Iron Will, Power Attack, Weapon Focus (slam) Treasure: 130 gp; hoard total 130 gp
Room #98	<i>South Entry</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp) → Leads to room #86 , inhabited by 4 x Girallon
	Hidden Treasure	Hidden (Search DC 30) Locked Simple Wooden Chest (Open Lock DC 30, break DC 15; hard 5, 10 hp) 1200 gp; Divine Scroll (Delay Poison (150 gp)) (total 150 gp); hoard total 1350 gp

Room #99	<i>East Entry #1</i>	Secret (Search DC 25) Unlocked Good Wooden Door (hard 5, 15 hp) (slides down, +1 to break DC) ⑤ The door is located near the ceiling and concealed by an illusion
	<i>East Entry #2</i>	Secret (Search DC 25) Unlocked Good Wooden Door (hard 5, 15 hp) (slides down, +1 to break DC) ⑤ The door is located near the ceiling and concealed by an illusion
	<i>South Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) (slides to one side, +1 to break DC) ① Acid Spray: CR 11; magic device; proximity trigger (alarm); no reset; acid spray (11d6 acid damage, DC 16 Reflex save for half damage); Search DC 24; Disable Device DC 28
	Room Features	A narrow pit covered by iron bars lies in the west side of the room, and a set of demonic war masks hangs on the west wall
Monster	11 x Blink Dog Blink dog: CR 2; Medium magical beast; HD 4d10; hp 22; Init +3; Spd 40 ft. (8 squares); AC 16 (+3 dex, +3 natural), touch 13, flat-footed 13; Base Atk +4; Grp +4; Atk +4 melee (1d6, bite); Full Atk +4 melee (1d6, bite); Space/Reach 5 ft./5 ft.; SA -; SQ Blink, darkvision 60 ft., dimension door, low-light vision, scent; AL LG; SV Fort +4, Ref +7, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11 Skills and Feats: Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4; Iron Will, Run, Track	
Room #100	<i>North Entry</i>	Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)
	<i>East Entry</i>	Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp)
	Room Features	This might have been a meeting room, before the dungeon fell to ruin. A round table of ornate stone still dominates the center of the room, beneath a dragon's skull hung by chains from the ceiling.
Monster	7 x Aranea Aranea: CR 4; Medium magical beast (shapechanger); HD 3d10+6; hp 22; Init +6; Spd 50 ft. (10 squares), climb 25 ft.; AC 13 (+2 dex, +1 natural), touch 12, flat-footed 11; Base Atk +3; Grp +3; Atk +5 melee (1d6 plus poison, bite) or +5 ranged (web); Full Atk +5 melee (1d6 plus poison, bite) or +5 ranged (web); Space/Reach 5 ft./5 ft.; SA Poison, spells, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +5, Ref +5, Will +4; Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14 Skills and Feats: Climb +14, Concentration +8, Escape Artist +5, Jump +13, Listen +6, Spot +6; Improved Initiative, Iron Will, Weapon Finesse Treasure: 1500 gp; Aquamarine (300 gp), Citrine (30 gp); hoard total 1830 gp	
Room #101	<i>West Entry</i>	Secret (Search DC 25) Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp) ⑤ The door is located above a small stone dais and concealed behind an area of mould → Leads to room #166 , inhabited by 7 x Owlbear
	<i>South Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) ① Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #38 , inhabited by 2 x Annis
	Room Features	This room might once have been a gallery. The floor is covered by a tile labyrinth, scarred where heavy artifacts were dragged away.
	Monster	10 x Owlbear Skeleton Owlbear skeleton: CR 2; Large undead; HD 5d12; hp 32; Init +6; Spd 30 ft. (6 squares); AC 13 (-1 size, +2 dex, +2 natural), touch 11, flat-footed 11; Base Atk +2; Grp +11; Atk +6 melee (1d6+5, claw); Full Atk +6 melee (1d6+5, 2 claws) and +1 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA -; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +1, Ref +3, Will +4; Str 21, Dex 14, Con -, Int -, Wis 10, Cha 1 Skills and Feats: ; Improved Initiative
Room #102	<i>East Entry</i>	Secret (Search DC 20) Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp) ⑤ The door is concealed within the mouth of a demonic face carved from stone
	<i>South Entry</i>	Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp) (slides up, +2 to break DC) ① Electrified Lock: CR 8; magic device; touch trigger; no reset; electric shock (9d6 electricity damage, DC 12 Reflex save for half damage); Search DC 22; Disable Device DC 26 → Leads to room #37 , inhabited by 1 x Greater Earth Elemental
	Room Features	This room might have been a forge, before the dungeon fell to ruin. The ruin of a stone hearth lies in the south-west corner of the room, surrounded by blade-shaped cavities cut into the floor.
	Hidden Treasure	Hidden (Search DC 20) Locked Simple Wooden Chest (Open Lock DC 25, break DC 15; hard 5, 10 hp) 150 pp; Arcane Scroll (Touch of Idiocy (150 gp)) (Dependent curse) (total 150 gp), Druid's Vestment (3750 gp), Wand of Detect Secret Doors (23 of 50 charges) (345 gp); hoard total 5745 gp
Room #103	<i>West Entry</i>	Secret (Search DC 25) Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) ⑤ A section of wall makes a loud grinding noise as it pivots open ① Earthmaw Trap: CR 11; magic device; location trigger; no reset; earthmaw (12d6 damage, DC 16 Reflex save for half damage); Search DC 26; Disable Device DC 28 → Leads to room #164 , inhabited by 1 x Greater Earth Elemental
	Room Features	This room might once have been a tomb. A massive stone sarcophagus still lies in the south side of the room, seemingly torn open from the inside.
Room #104	<i>East Entry</i>	Trapped and Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp) ① Teleporter Crystal: CR 10; magic device; touch trigger; no reset; teleport (teleported one level down, DC 16 Will save negates); Search DC 26; Disable Device DC 26
	Room Features	This room might have been a prison, long ago. Several ruined iron cages stand against the walls, each seemingly torn open from the inside.
Monster	11 x Medium Animated Object Medium animated object: CR 2; Medium construct; HD 2d10+20; hp 31; Init +0; Spd 30 ft. (6 squares); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels; AC 14 (+4 natural), touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); Space/Reach 5 ft./5 ft.; SA See text; SQ Construct traits, darkvision 60 ft., low-light vision; also see text; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1 Skills and Feats: -; -	

Room #105	<i>North Entry</i>	Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓣ Acid Fog Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Acid Fog, 11th level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31 → Leads to room #82 , inhabited by 1 x Greater Air Elemental
	<i>West Entry</i>	Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp)
	<i>South Entry</i>	Trapped and Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp) Ⓣ Symbol of Panic: CR 7; magic device; proximity trigger (alarm); no reset; fear (panicked for 1d4 rounds, DC 14 Will save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 26; Disable Device DC 22
	Monster	1 x Greater Earth Elemental Greater earth elemental: CR 9; Huge elemental (earth, extraplanar); HD 21d8+105; hp 199; Init -1; Spd 30 ft. (6 squares); AC 20 (-2 size, -1 dex, +13 natural), touch 7, flat-footed 20; Base Atk +15; Grp +33; Atk +23 melee (2d10+10, slam); Full Atk +23 2 melee (2d10+10, 2 slams); Space/Reach 15 ft./15 ft.; SA Earth mastery, push; SQ Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits; AL N; SV Fort +17, Ref +6, Will +9; Str 31, Dex 8, Con 21, Int 8, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack
Room #106	<i>West Entry</i>	Secret (Search DC 25) Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓢ The door is concealed behind an area of mould
	<i>East Entry</i>	Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp) Ⓣ Forcecage and Summon Monster VII Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; multiple traps (one forcecage trap and one summon monster VII trap); spell effect (Forcecage, 13th level wizard); spell effect (Summon Monster VII, 13th level wizard, hamatula); Search DC 32; Disable Device DC 32
	Empty	
Room #107	<i>North Entry #1</i>	Locked Stone Door (Open Lock DC 40, break DC 28; hard 8, 60 hp)
	<i>North Entry #2</i>	Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓣ Fire Spray: CR 9; magic device; proximity trigger (alarm); no reset; fire spray (7d6 fire damage, DC 16 Reflex save for half damage); Search DC 22; Disable Device DC 24
	<i>South Entry</i>	Secret (Search DC 20) Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp) Ⓢ The door is located near the ceiling and designed to make noise when opened → Leads to room #84 , inhabited by 4 x Large Air Elemental
	Room Features	The floor is covered in square tiles, alternating white and black, and an iron sarcophagus sits in the north-east corner of the room
Room #108	<i>South Entry #1</i>	Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp)
	<i>South Entry #2</i>	Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓣ Wail of the Banshee Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (Wail of the Banshee, 17th level wizard, DC 23 Fort save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34 → Leads to room #83
	Room Features	This might once have been a wizard's summoning room. The floor is still inscribed in places by a broken magic circle, many of its symbols and runes destroyed by claw marks.
	Monster	3 x Chimera Skeleton Chimera skeleton: CR 4; Large undead; HD 9d12; hp 58; Init +6; Spd 30 ft. (6 squares); AC 13 (+2 dex., -1 size, +2 natural), touch 11, flat-footed 11; Base Atk +4; Grp +12; Atk +7 melee (2d6+4, bite); Full Atk +7 melee (2d6+4, bite) and +7 melee (1d8+4, bite) and +7 melee (1d8+4, gore) and +2 melee (1d6+2, 2 claws); Space/Reach 10 ft./5 ft.; SA -; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +3, Ref +5, Will +6; Str 19, Dex 15, Con -, Int -, Wis 10, Cha 1 Skills and Feats: ; Improved Initiative
Hidden Treasure	Locked Iron Chest (Open Lock DC 25, break DC 28; hard 10, 60 hp) 1500 gp; Chrysoprase (50 gp), Malachite (10 gp), Turquoise (9 gp), White Pearl (110 gp); Heavy Steel Shield (Small) (+1 shield) (1170 gp); hoard total 2849 gp	
Room #109	<i>North Entry</i>	Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp)
	<i>South Entry</i>	Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp) → Leads to room #195
	Room Features	A tapestry of a legendary battle hangs from the east wall, and someone has scrawled a diagram of a mechanical trap on the south wall
Trick	A magical mirror on the west wall answers questions with insults	
Room #110	<i>North Entry</i>	Secret (Search DC 30) Unlocked Good Wooden Door (hard 5, 15 hp) (slides up, +2 to break DC) Ⓢ A bookcase and concealed door pivots smoothly
Room Features	This room might once have been a barracks. A tattered banner of a pale dagger hangs on the west wall, above a long stone table scarred by knives and blades.	

Room #111	<i>North Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓜ Chain Lightning Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Chain Lightning, 11th level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31 → Leads to room #193
	<i>West Entry</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp) → Leads to room #224
	<i>East Entry</i>	Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp)
	Room Features	Someone has scrawled "The curse can't be broken" in goblin runes on the south wall, and numerous monstrous skulls lie within niches in the north wall
Monster	1 x Greater Water Elemental Greater water elemental: CR 9; Huge elemental (water, extraplanar); HD 21d8+105; hp 199; Init +5; Spd 30 ft. (6 squares), swim 120 ft.; AC 22 (-2 size, +5 dex, +9 natural), touch 13, flat-footed 17; Base Atk +15; Grp +31; Atk +21 melee (2d10+8, slam); Full Atk +21 melee (2d10+8, 2 slams); Space/Reach 15 ft./15 ft.; SA Water mastery, drench, vortex; SQ Damage reduction 10/-, darkvision 60 ft., elemental traits; AL N; SV Fort +17, Ref +14, Will +9; Str 26, Dex 20, Con 21, Int 8, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack	
Room #112	<i>North Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓜ Forcecage and Summon Monster VII Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; multiple traps (one forcecage trap and one summon monster VII trap); spell effect (Forcecage, 13th level wizard); spell effect (Summon Monster VII, 13th level wizard, hamatula); Search DC 32; Disable Device DC 32 → Leads to room #194
	<i>East Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓜ Teleporter Crystal: CR 11; magic device; touch trigger; no reset; teleport (teleported one level down, DC 16 Will save negates); Search DC 24; Disable Device DC 28 → Leads to room #223 , inhabited by 3 x Girallon
	Empty	
Room #113	<i>East Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) Ⓜ Teleporter Crystal: CR 9; magic device; touch trigger; no reset; teleport (teleported one level down, DC 14 Will save negates); Search DC 24; Disable Device DC 24
	<i>South Entry #1</i>	Secret (Search DC 30) Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp) Ⓜ The door is located near the ceiling and opened by pulling an iron chain
	<i>South Entry #2</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) (slides up, +2 to break DC) Ⓜ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #224
	Monster	5 x Chimera Skeleton Chimera skeleton: CR 4; Large undead; HD 9d12; hp 58; Init +6; Spd 30 ft. (6 squares); AC 13 (+2 dex., -1 size, +2 natural), touch 11, flat-footed 11; Base Atk +4; Grp +12; Atk +7 melee (2d6+4, bite); Full Atk +7 melee (2d6+4, bite) and +7 melee (1d8+4, bite) and +7 melee (1d8+4, gore) and +2 melee (1d6+2, 2 claws); Space/Reach 10 ft./5 ft.; SA -; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +3, Ref +5, Will +6; Str 19, Dex 15, Con -, Int -, Wis 10, Cha 1 Skills and Feats: ; Improved Initiative
Room #114	<i>East Entry</i>	Secret (Search DC 25) Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp) Ⓜ The door is located above a small stone dais and only two feet high
	Trick	The statue of a satyr with horns of diamond stands in the north side of the room, and animates as a stone golem if it is disturbed in any way
Room #115	<i>West Entry</i>	Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)
	<i>South Entry</i>	Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp)
Room Features	Several headless statues are scattered throughout the room, and someone has scrawled "Sogne Horeson was here" on the south wall	
Room #116	<i>North Entry</i>	Trapped and Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp) Ⓜ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33
	<i>South Entry #1</i>	Secret (Search DC 20) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓜ The door is concealed behind an area of fungus
	<i>South Entry #2</i>	Trapped and Unlocked Iron Door (hard 10, 60 hp) Ⓜ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33
	Monster	12 x Blink Dog Blink dog: CR 2; Medium magical beast; HD 4d10; hp 22; Init +3; Spd 40 ft. (8 squares); AC 16 (+3 dex, +3 natural), touch 13, flat-footed 13; Base Atk +4; Grp +4; Atk +4 melee (1d6, bite); Full Atk +4 melee (1d6, bite); Space/Reach 5 ft./5 ft.; SA -; SQ Blink, darkvision 60 ft., dimension door, low-light vision, scent; AL LG; SV Fort +4, Ref +7, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11 Skills and Feats: Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4; Iron Will, Run, Track
Hidden Treasure	Hidden (Search DC 25) Unlocked Strong Wooden Chest (hard 5, 20 hp) 140 pp; hoard total 1400 gp	

Room #117	<i>West Entry</i>	Secret (Search DC 20) Trapped and Unlocked Stone Door (hard 8, 60 hp) Ⓢ The door is opened by standing on a small floor tile Ⓣ Symbol of Panic: CR 11; magic device; proximity trigger (alarm); no reset; fear (panicked for 1d4 rounds, DC 14 Will save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 26; Disable Device DC 26 → Leads to room #162
	<i>East Entry #1</i>	Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓣ Acid Fog Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Acid Fog, 11th level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31 → Leads to room #69 , inhabited by 9 x Blink Dog
	<i>East Entry #2</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓣ 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 → Leads to room #191 , inhabited by 3 x Annis
	Room Features	A faded and torn tapestry hangs from the east wall, and a putrid odor fills the room
	Monster	9 x Medium Animated Object Medium animated object: CR 2; Medium construct; HD 2d10+20; hp 31; Init +0; Spd 30 ft. (6 squares); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels; AC 14 (+4 natural), touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); Space/Reach 5 ft./5 ft.; SA See text; SQ Construct traits, darkvision 60 ft., low-light vision; also see text; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1 Skills and Feats: -; -
Room #118	<i>West Entry</i>	Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp) → Leads to room #192 , inhabited by 1 x Greater Earth Elemental
	<i>East Entry #1</i>	Trapped and Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp) Ⓣ Chain Lightning Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Chain Lightning, 11th level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31 → Leads to room #163 , inhabited by 4 x Annis
	<i>East Entry #2</i>	Secret (Search DC 20) Unlocked Simple Wooden Door (hard 5, 10 hp) (slides up, +2 to break DC) Ⓢ The door is concealed behind a statue of a terrified maiden, and opened by breaking her neck
	Room Features	The north and east walls are covered with veins of metal, and a broken hammer lies in the north-west corner of the room
	Monster	1 x Greater Water Elemental Greater water elemental: CR 9; Huge elemental (water, extraplanar); HD 21d8+105; hp 199; Init +5; Spd 30 ft. (6 squares), swim 120 ft.; AC 22 (-2 size, +5 dex, +9 natural), touch 13, flat-footed 17; Base Atk +15; Grp +31; Atk +21 melee (2d10+8, slam); Full Atk +21 melee (2d10+8, 2 slams); Space/Reach 15 ft./15 ft.; SA Water mastery, drench, vortex; SQ Damage reduction 10/-, darkvision 60 ft., elemental traits; AL N; SV Fort +17, Ref +14, Will +9; Str 26, Dex 20, Con 21, Int 8, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack
Room #119	<i>North Entry</i>	Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓣ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33
	<i>West Entry</i>	Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
	Room Features	A narrow ledge runs along the south and west walls, and spirals of red stones cover the floor
Room #120	<i>West Entry</i>	Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp)
	<i>East Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) (slides up, +2 to break DC) Ⓣ Thunderstone Mine: CR 11; magic device; location trigger; no reset; thunder blast (11d6 sonic damage, DC 14 Fort save for half damage); multiple targets (all targets in a 10 ft. radius burst); Search DC 26; Disable Device DC 24 → Leads to room #49
	Monster	7 x Owlbear Owlbear: CR 4; Large magical beast; HD 5d10+25; hp 52; Init +1; Spd 30 ft. (6 squares); AC 15 (-1 size, +1 dex, +5 natural), touch 10, flat-footed 14; Base Atk +5; Grp +14; Atk +9 melee (1d6+5, claw); Full Atk +9 melee (1d6+5, 2 claws) and +4 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Scent; AL N; SV Fort +9, Ref +5, Will +2; Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10 Skills and Feats: Listen +8, Spot +8; Alertness, Track
	Trick	A magical mosaic on the south wall depicts the gruesome death of whomever views it
Room #121	<i>East Entry</i>	Secret (Search DC 20) Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp) Ⓢ The door is concealed within the mouth of a gargantuan skull carved from stone
	<i>South Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓣ Summon Monster VI Trap: CR 7; magic device; proximity trigger (alarm); no reset; spell effect (Summon Monster VI, 11th level wizard); Search DC 31; Disable Device DC 31
	Room Features	A faded and torn tapestry hangs from the east wall, and several pieces of blood-soaked clothing are scattered throughout the room
	Monster	11 x Shocker Lizard Shocker lizard: CR 2; Small magical beast; HD 2d10+2; hp 13; Init +6; Spd 40 ft. (8 squares), climb 20 ft., swim 20 ft.; AC 16 (+1 size, +2 dex, +3 natural), touch 13, flat-footed 14; Base Atk +2; Grp -2; Atk +3 melee (1d4, bite); Full Atk +3 melee (1d4, bite); Space/Reach 5 ft./5 ft.; SA Stunning shock, lethal shock; SQ Darkvision 60 ft., electricity sense, immunity to electricity, low-light vision; AL N; SV Fort +4, Ref +5, Will +1; Str 10, Dex 15, Con 13, Int 2, Wis 12, Cha 6 Skills and Feats: Climb +11, Hide +11, Jump +7, Listen +4, Spot +4, Swim +10; Improved Initiative Treasure: Brocade Choker trimmed with Sable (100 gp), Wooden Scepter engraved with Elven Script (200 gp); Potion of Eagle's Splendor (300 gp); hoard total 600 gp
Room #122	<i>North Entry</i>	Secret (Search DC 30) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓢ The door is concealed behind an area of slime
	<i>South Entry</i>	Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)
	Empty	

Room #123	<i>East Entry</i>	Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
	<i>South Entry</i>	Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp) (slides down, +1 to break DC)
	Trap	Rune of Hypnosis: CR 8; magic device; proximity trigger (alarm); no reset; hypnosis (fascinated for 1d4 rounds, DC 12 Will save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 26; Disable Device DC 26
	Hidden Treasure	Hidden (Search DC 30) Locked Simple Wooden Chest (Open Lock DC 25, break DC 15; hard 5, 10 hp) 1400 gp; Wand of Magic Missile (1st) (24 of 50 charges) (360 gp); hoard total 1760 gp
Room #124	<i>North Entry</i>	Trapped and Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp) Ⓜ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33
	<i>West Entry</i>	Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp) → Leads to room #155
	<i>East Entry</i>	Secret (Search DC 20) Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp) Ⓜ A bookcase and concealed door pivots smoothly → Leads to room #25 , inhabited by 12 x Blink Dog
	<i>South Entry</i>	Trapped and Unlocked Iron Door (hard 10, 60 hp) (slides to one side, +1 to break DC) Ⓜ Wail of the Banshee Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (Wail of the Banshee, 17th level wizard, DC 23 Fort save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34
	Empty	
	Room #125	<i>North Entry</i>
	<i>West Entry</i>	Secret (Search DC 30) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓜ The door is concealed behind a pile of skulls → Leads to room #28 , inhabited by 3 x Tendriculos
	<i>South Entry</i>	Locked Stone Door (Open Lock DC 40, break DC 28; hard 8, 60 hp)
	Empty	
Room #126	<i>North Entry</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp) Ⓜ Thunderstone Mine: CR 11; magic device; location trigger; no reset; thunder blast (11d6 sonic damage, DC 16 Fort save for half damage); multiple targets (all targets in a 10 ft. radius burst); Search DC 24; Disable Device DC 26
	<i>West Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓜ Symbol of Panic: CR 7; magic device; proximity trigger (alarm); no reset; fear (panicked for 1d4 rounds, DC 16 Will save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 26; Disable Device DC 22
	<i>East Entry</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) Ⓜ Ice Dart Trap: CR 11; magic device; visual trigger (true seeing); no reset; Atk +14 ranged (11d6 cold); Search DC 26; Disable Device DC 24 → Leads to room #27 , inhabited by 7 x Owlbear Skeleton
	Room Features	The north and east walls have been engraved with geometric patterns, and someone has scrawled "Bralphye died here" in blood on the west wall
	Monster	14 x Shocker Lizard Shocker lizard: CR 2; Small magical beast; HD 2d10+2; hp 13; Init +6; Spd 40 ft. (8 squares), climb 20 ft., swim 20 ft.; AC 16 (+1 size, +2 dex, +3 natural), touch 13, flat-footed 14; Base Atk +2; Grp -2; Atk +3 melee (1d4, bite); Full Atk +3 melee (1d4, bite); Space/Reach 5 ft./5 ft.; SA Stunning shock, lethal shock; SQ Darkvision 60 ft., electricity sense, immunity to electricity, low-light vision; AL N; SV Fort +4, Ref +5, Will +1; Str 10, Dex 15, Con 13, Int 2, Wis 12, Cha 6 Skills and Feats: Climb +11, Hide +11, Jump +7, Listen +4, Spot +4, Swim +10; Improved Initiative Treasure: 110 gp; 2 x Golden Yellow Topaz (300 gp), 2 x Lapis Lazuli (7 gp), Lapis Lazuli (13 gp), Star Rose Quartz (50 gp), Violet Garnet (600 gp); Wand of Cure Moderate Wounds (34 of 50 charges) (3060 gp); hoard total 4447 gp
		<i>North Entry</i>
	<i>West Entry</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp) (slides to one side, +1 to break DC)
	Room Features	This room might once have been an arcane laboratory. A round table fitted with iron chains and manacles still dominates the center of the room, carved with the baleful symbol of a deity of magic.
	Monster	3 x Girallon Girallon: CR 6; Large magical beast; HD 7d10+20; hp 58; Init +3; Spd 40 ft. (8 squares), climb 40 ft.; AC 16 (-1 size, +3 dex, +4 natural), touch 12, flat-footed 15; Base Atk +7; Grp +17; Atk +12 melee (1d4+6, claw); Full Atk +12 melee (1d4+6, 4 claws) and +7 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d4+9; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +5; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7 Skills and Feats: Climb +14, Move Silently +8, Spot +6; Iron Will, Toughness (2)
Room #128	<i>East Entry</i>	Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓜ Magic Missile Trap: CR 11; magic device; proximity trigger (alarm); no reset; magic missile (8d6 force damage); never miss; Search DC 26; Disable Device DC 26 → Leads to room #169
	<i>South Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) Ⓜ Acid Spray: CR 11; magic device; proximity trigger (alarm); no reset; acid spray (11d6 acid damage, DC 18 Reflex save for half damage); Search DC 28; Disable Device DC 28
	Room Features	A tile labyrinth covers the floor, and someone has scrawled "We can graffiti too" on the east wall

Room #129	<i>West Entry</i>	Trapped and Unlocked Iron Door (hard 10, 60 hp) Ⓣ Earthmaw Trap: CR 11; magic device; location trigger; no reset; earthmaw (12d6 damage, DC 14 Reflex save for half damage); Search DC 26; Disable Device DC 28 → Leads to room #168
	<i>South Entry</i>	Secret (Search DC 20) Unlocked Good Wooden Door (hard 5, 15 hp) Ⓢ The door is concealed by an illusion
	Monster	18 x Troglodyte Zombie Troglodyte zombie: CR 1; Medium undead; HD 4d12+3; hp 29; Init -2; Spd 30 ft. (6 squares; can't run); AC 16 (-2 dex, +8 natural), touch 8, flat-footed 16; Base Atk +2; Grp +3; Atk +3 melee (1d10+1, greatclub) or +3 melee (1d4+1, bite) or +3 melee (1d6+1, slam) or +0 ranged (1d6+1, javelin); Full Atk +3 melee (1d10+1, greatclub) or +3 melee (1d4+1, bite) or +3 melee (1d6+1, slam) or +0 ranged (1d6+1, javelin); Space/Reach 5 ft./5 ft; SA -; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +1, Ref -1, Will +4; Str 12, Dex 7, Con -, Int -, Wis 10, Cha 1 Skills and Feats: -; Toughness
Room #130	<i>North Entry</i>	Secret (Search DC 30) Unlocked Simple Wooden Door (hard 5, 10 hp) Ⓢ The door is concealed behind a pile of skulls
	<i>East Entry</i>	Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp) → Leads to room #171
	Trick	A magical statue in the east side of the room grants the ability to detect undead (for one day) to the first person who answers its riddle, "A strange earthen house none wish to attain, yet those who dwell there never complain" (a grave)
Room #131	<i>North Entry</i>	Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp) Empty
Room #132	<i>West Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓣ Rune of Hypnosis: CR 9; magic device; proximity trigger (alarm); no reset; hypnosis (fascinated for 1d4 rounds, DC 16 Will save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 22; Disable Device DC 22
	<i>South Entry</i>	Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)
	Room Features	This room might once have been a gathering hall. A long table of crudely-wrought iron still dominates the center of the room, and a ruined chandelier hangs from the ceiling.
Room #133	<i>North Entry</i>	Secret (Search DC 20) Unlocked Good Wooden Door (hard 5, 15 hp) Ⓢ The door is located several feet above the floor and concealed within a mosaic of a nature god
	Room Features	A narrow spiral stair descends from this room into a natural cavern below, and a rusted amulet lies in the south-west corner of the room
Room #134	<i>North Entry</i>	Secret (Search DC 30) Trapped and Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp) Ⓢ The door is located above a small stone dais and concealed by an illusion Ⓣ 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
	<i>East Entry</i>	Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp)
	<i>South Entry</i>	Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓣ Summon Monster VI Trap: CR 7; magic device; proximity trigger (alarm); no reset; spell effect (Summon Monster VI, 11th level wizard); Search DC 31; Disable Device DC 31
	Room Features	This room might once have been an arena. The floor is still covered in places by blood-soaked sand, and numerous skulls hang from the vaulted ceiling.
	Trick	A magical altar of a god of light in the west side of the room summons an air elemental to serve whomever sacrifices a magical item upon it (but only once)
Room #135	<i>East Entry</i>	Secret (Search DC 20) Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp) Ⓢ The door is concealed behind a tapestry of a legendary battle Empty
Room #136	<i>West Entry</i>	Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp) → Leads to room #207 , inhabited by 1 x Greater Water Elemental
	<i>East Entry #1</i>	Trapped and Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp) Ⓣ Acid Arrow Trap: CR 8; magic device; visual trigger (true seeing); automatic reset; multiple traps (two simultaneous acid arrow traps); Atk +9 ranged touch and +9 ranged touch; spell effect (Acid Arrow, 18th level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27 → Leads to room #20 , inhabited by 11 x Medium Animated Object
	<i>East Entry #2</i>	Secret (Search DC 20) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓢ The door is concealed behind a pile of broken stone
	Room Features	A tile labyrinth covers the floor, and a pile of blood-soaked clothing lies in the east side of the room
	Hidden Treasure	Hidden (Search DC 30) Trapped and Unlocked Simple Wooden Chest (hard 5, 10 hp) Acid Arrow Trap: CR 8; magic device; visual trigger (true seeing); automatic reset; multiple traps (two simultaneous acid arrow traps); Atk +9 ranged touch and +9 ranged touch; spell effect (Acid Arrow, 18th level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27 1500 gp; Black Pearl (500 gp), Blue Sapphire (1200 gp), Chrysoprase (40 gp), Deep Blue Spinel (500 gp), Lapis Lazuli (8 gp), Malachite (7 gp), Star Ruby (1000 gp); Ring of Counterspells (4000 gp); hoard total 8755 gp

Room #137	<i>North Entry</i>	Trapped and Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp) Ⓣ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33
	<i>West Entry</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) Ⓣ Chain Lightning Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Chain Lightning, 11th level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31
	Room Features	A stone dais sits in the east side of the room, and someone has scrawled "Sharpen thy blade and ready thy shield" in blood on the west wall
	Monster	5 x Girallon Girallon: CR 6; Large magical beast; HD 7d10+20; hp 58; Init +3; Spd 40 ft. (8 squares), climb 40 ft.; AC 16 (-1 size, +3 dex, +4 natural), touch 12, flat-footed 15; Base Atk +7; Grp +17; Atk +12 melee (1d4+6, claw); Full Atk +12 melee (1d4+6, 4 claws) and +7 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d4+9; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +5; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7 Skills and Feats: Climb +14, Move Silently +8, Spot +6; Iron Will, Toughness (2)
Room #138	<i>North Entry</i>	Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp)
	<i>East Entry</i>	Trapped and Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp) Ⓣ Electrified Lock: CR 10; magic device; touch trigger; no reset; electric shock (12d6 electricity damage, DC 16 Reflex save for half damage); Search DC 26; Disable Device DC 24
	<i>South Entry</i>	Secret (Search DC 30) Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓢ The door is concealed behind a tapestry of vile acts
	Monster	6 x Aranea Aranea: CR 4; Medium magical beast (shapechanger); HD 3d10+6; hp 22; Init +6; Spd 50 ft. (10 squares), climb 25 ft.; AC 13 (+2 dex, +1 natural), touch 12, flat-footed 11; Base Atk +3; Grp +3; Atk +5 melee (1d6 plus poison, bite) or +5 ranged (web); Full Atk +5 melee (1d6 plus poison, bite) or +5 ranged (web); Space/Reach 5 ft./5 ft.; SA Poison, spells, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +5, Ref +5, Will +4; Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14 Skills and Feats: Climb +14, Concentration +8, Escape Artist +5, Jump +13, Listen +6, Spot +6; Improved Initiative, Iron Will, Weapon Finesse Treasure: 1500 gp; hoard total 1500 gp
Room #139	<i>West Entry</i>	Secret (Search DC 25) Trapped and Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp) Ⓢ The door is located several feet above the floor and concealed within a mosaic of geometric patterns Ⓣ Forcecage and Summon Monster VII Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; multiple traps (one forcecage trap and one summon monster VII trap); spell effect (Forcecage, 13th level wizard); spell effect (Summon Monster VII, 13th level wizard, hamatula); Search DC 32; Disable Device DC 32 → Leads to room #17
	<i>East Entry</i>	Secret (Search DC 25) Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓢ The door is concealed behind a tapestry of vile acts → Leads to room #210 , inhabited by 1 x Greater Fire Elemental
	Monster	4 x Will-o'-Wisp Will-o'-Wisp: CR 6; Small aberration (air); HD 9d8; hp 40; Init +13; Spd Fly 50 ft. (perfect) (10 squares); AC 29 (+1 size, +9 dex, +9 deflection), touch 29, flat-footed 20; Base Atk +6; Grp -3; Atk +16 melee (2d8 electricity, shock); Full Atk +16 melee (2d8 electricity, shock); Space/Reach 5 ft./5 ft.; SA -; SQ Darkvision 60 ft., immunity to magic, natural invisibility; AL CE; SV Fort +3, Ref +12, Will +9; Str 1, Dex 29, Con 10, Int 15, Wis 16, Cha 12 Skills and Feats: Bluff +13, Diplomacy +3, Disguise +1 (+3 acting), Intimidate +3, Listen +17, Search +14, Spot +17, Survival +3 (+5 following tracks); Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse Treasure: 16 pp; Ornate Porcelain Cup adorned with Platinum and a Coat of Arms in relief (4000 gp); hoard total 4160 gp
	Room Features	
Room #140	<i>North Entry</i>	Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp) → Leads to room #35 , inhabited by 3 x Will-o'-Wisp
	<i>West Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓣ Earthmaw Trap: CR 11; magic device; location trigger; no reset; earthmaw (12d6 damage, DC 16 Reflex save for half damage); Search DC 24; Disable Device DC 24
	Room Features	This might once have been a wizard's conjuring room. The floor is still inscribed in places by a broken magic circle, and the air here is unnaturally still and cold.
Monster	4 x Will-o'-Wisp Will-o'-Wisp: CR 6; Small aberration (air); HD 9d8; hp 40; Init +13; Spd Fly 50 ft. (perfect) (10 squares); AC 29 (+1 size, +9 dex, +9 deflection), touch 29, flat-footed 20; Base Atk +6; Grp -3; Atk +16 melee (2d8 electricity, shock); Full Atk +16 melee (2d8 electricity, shock); Space/Reach 5 ft./5 ft.; SA -; SQ Darkvision 60 ft., immunity to magic, natural invisibility; AL CE; SV Fort +3, Ref +12, Will +9; Str 1, Dex 29, Con 10, Int 15, Wis 16, Cha 12 Skills and Feats: Bluff +13, Diplomacy +3, Disguise +1 (+3 acting), Intimidate +3, Listen +17, Search +14, Spot +17, Survival +3 (+5 following tracks); Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse Treasure: 1300 sp; Banded Agate (10 gp), Deep Blue Spinel (500 gp), Violet Garnet (400 gp), Zircon (30 gp); hoard total 1070 gp	
Room #141	<i>North Entry</i>	Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp) (slides down, +1 to break DC)
	<i>West Entry</i>	Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)
	<i>East Entry</i>	Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp)
	Room Features	A narrow spiral stair descends from this room into a natural cavern below, and an iron sarcophagus sits in the center of the room
Monster	1 x Greater Earth Elemental Greater earth elemental: CR 9; Huge elemental (earth, extraplanar); HD 21d8+105; hp 199; Init -1; Spd 30 ft. (6 squares); AC 20 (-2 size, -1 dex, +13 natural), touch 7, flat-footed 20; Base Atk +15; Grp +33; Atk +23 melee (2d10+10, slam); Full Atk +23 2 melee (2d10+10, 2 slams); Space/Reach 15 ft./15 ft.; SA Earth mastery, push; SQ Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits; AL N; SV Fort +17, Ref +6, Will +9; Str 31, Dex 8, Con 21, Int 8, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack	

Room #142	<i>North Entry</i>	Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)
	<i>West Entry</i>	Secret (Search DC 25) Unlocked Good Wooden Door (hard 5, 15 hp) Ⓢ The door is concealed behind an area of slime
	<i>South Entry</i>	Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓢ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #33
	Room Features	A narrow shaft falls into this room from above, and someone has scrawled "Don't lose your head" in orcsish runes on the north wall
	Monster	1 x Greater Earth Elemental Greater earth elemental: CR 9; Huge elemental (earth, extraplanar); HD 21d8+105; hp 199; Init -1; Spd 30 ft. (6 squares); AC 20 (-2 size, -1 dex, +13 natural), touch 7, flat-footed 20; Base Atk +15; Grp +33; Atk +23 melee (2d10+10, slam); Full Atk +23 2 melee (2d10+10, 2 slams); Space/Reach 15 ft./15 ft.; SA Earth mastery, push; SQ Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits; AL N; SV Fort +17, Ref +6, Will +9; Str 31, Dex 8, Con 21, Int 8, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack
Room #143	<i>North Entry</i>	Trapped and Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp) Ⓢ Wall of the Banshee Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (Wall of the Banshee, 17th level wizard, DC 23 Fort save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34
	<i>West Entry #1</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓢ Ice Dart Trap: CR 9; magic device; visual trigger (arcane eye); no reset; Atk +11 ranged (7d6 cold); Search DC 24; Disable Device DC 26
	<i>West Entry #2</i>	Secret (Search DC 20) Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓢ The door is concealed behind a statue of a terrified maiden, and opened by breaking her neck Ⓢ Forcecage and Summon Monster VII Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; multiple traps (one forcecage trap and one summon monster VII trap); spell effect (Forcecage, 13th level wizard); spell effect (Summon Monster VII, 13th level wizard, hamatula); Search DC 32; Disable Device DC 32
	Room Features	A large demonic idol with ruby eyes sits in the south-east corner of the room, and someone has scrawled "Has anyone seen my invisible cloak?" on the south wall
	Monster	12 x Medium Animated Object Medium animated object: CR 2; Medium construct; HD 2d10+20; hp 31; Init +0; Spd 30 ft. (6 squares); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels; AC 14 (+4 natural), touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); Space/Reach 5 ft./5 ft.; SA See text; SQ Construct traits, darkvision 60 ft., low-light vision; also see text; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1 Skills and Feats: -; -
Room #144	<i>East Entry</i>	Trapped and Unlocked Iron Door (hard 10, 60 hp) Ⓢ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #92
	Room Features	A ladder ascends to a balcony hanging from the east wall, and a pile of rotten leather lies in the north side of the room
	Trap	Magic Missile Trap: CR 7; magic device; visual trigger (arcane eye); no reset; magic missile (4d6 force damage); never miss; Search DC 26; Disable Device DC 24
Room #145	<i>West Entry</i>	Trapped and Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp) Ⓢ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #91 , inhabited by 2 x Girallon
	<i>South Entry</i>	Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓢ Ice Dart Trap: CR 8; magic device; proximity trigger (alarm); no reset; Atk +13 ranged (7d6 cold); Search DC 22; Disable Device DC 22
	Monster	8 x Barghest Barghest: CR 4; Medium outsider (evil, extraplanar, lawful, shapechanger); HD 6d8+6; hp 33; Init +6; Spd 30 ft. (6 squares); AC 18 (+2 dex, +6 natural), touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +9 melee (1d6+3, bite); Full Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws); Space/Reach 5 ft./5 ft.; SA Spell-like abilities, feed; SQ Change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14 Skills and Feats: Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11*, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks); Combat Reflexes, Improved Initiative, Track Treasure: 3200 gp; Arcane Scroll (Displacement (375 gp)) (total 375 gp); hoard total 3575 gp
Room #146	<i>North Entry #1</i>	Secret (Search DC 30) Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓢ The door is concealed behind a statue of an ancient lich, and opened by pressing runes on his staff
	<i>North Entry #2</i>	Trapped and Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp) Ⓢ Acid Arrow Trap: CR 8; magic device; visual trigger (true seeing); automatic reset; multiple traps (two simultaneous acid arrow traps); Atk +9 ranged touch and +9 ranged touch; spell effect (Acid Arrow, 18th level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27
	<i>West Entry</i>	Secret (Search DC 25) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides down, +1 to break DC) Ⓢ A bookcase and concealed door pivots smoothly → Leads to room #227
	<i>East Entry</i>	Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)
	Trap	Earthmaw Trap: CR 10; magic device; location trigger; no reset; earthmaw (10d6 damage, DC 18 Reflex save for half damage); Search DC 26; Disable Device DC 26

Room #147	<i>West Entry</i>	Secret (Search DC 30) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓢ The door is located above a small stone dais and concealed by an illusion
	<i>East Entry</i>	Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp) → Leads to room #228
	Room Features	This room might once have been used for torture. A massive stone table still lies in the north-east corner of the room, beneath cruel hooks hanging by chains from the ceiling.
	Monster	1 x Greater Fire Elemental Greater fire elemental: CR 9; Huge elemental (fire, extraplanar); HD 21d8+84; hp 178; Init +12; Spd 60 ft. (12 squares); AC 24 (-2 size, +8 dex, +8 natural), touch 16, flat-footed 16; Base Atk +15; Grp +28; Atk +22 melee (2d8+5 plus 2d8 fire, slam); Full Atk +22 melee (2d8+5 plus 2d8 fire, 2 slams); Space/Reach 15 ft./15 ft.; SA Burn; SQ Damage reduction 10/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +11, Ref +20, Will +9; Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam)
Room #148	<i>North Entry</i>	Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
	<i>East Entry</i>	Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp) → Leads to room #201
	Empty	
Room #149	<i>North Entry</i>	Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓢ Teleporter Crystal: CR 10; magic device; touch trigger; no reset; teleport (teleported one level down, DC 16 Will save negates); Search DC 28; Disable Device DC 24
	<i>West Entry</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)
	<i>East Entry</i>	Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓢ Earthmaw Trap: CR 11; magic device; location trigger; no reset; earthmaw (12d6 damage, DC 18 Reflex save for half damage); Search DC 24; Disable Device DC 24 → Leads to room #29 , inhabited by 2 x Will-o'-Wisp
	Room Features	A balcony hangs from the west wall, and a charred wooden shield lies in the center of the room
	Monster	4 x Medium Animated Object Medium animated object: CR 2; Medium construct; HD 2d10+20; hp 31; Init +0; Spd 30 ft. (6 squares); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels; AC 14 (+4 natural), touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); Space/Reach 5 ft./5 ft.; SA See text; SQ Construct traits, darkvision 60 ft., low-light vision; also see text; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1 Skills and Feats: -; -
Room #150	<i>North Entry</i>	Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp) Ⓢ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #38 , inhabited by 2 x Annis
	<i>East Entry #1</i>	Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓢ Wail of the Banshee Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (Wail of the Banshee, 17th level wizard, DC 23 Fort save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34
	<i>East Entry #2</i>	Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp) → Leads to room #202
	<i>South Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓢ Rune of Hypnosis: CR 11; magic device; proximity trigger (alarm); no reset; hypnosis (fascinated for 1d4 rounds, DC 16 Will save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 24; Disable Device DC 26
	Empty	
Room #151	<i>North Entry #1</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 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 → Leads to room #37 , inhabited by 1 x Greater Earth Elemental
	<i>North Entry #2</i>	Secret (Search DC 30) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓢ The door is concealed behind an area of slime
	<i>East Entry</i>	Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp) → Leads to room #31
	Room Features	A ladder ascends to a balcony hanging from the north wall, and a corroded iron key hangs from a hook on the east wall
	Monster	3 x Shambling Mound Shambling mound: CR 6; Large plant; HD 8d8+24; hp 60; Init +0; Spd 20 ft. (4 squares), swim 20 ft.; AC 20 (-1 size, +11 natural), touch 9, flat-footed 20; Base Atk +6; Grp +15; Atk +11 melee (2d6+5, slam); Full Atk +11 melee (2d6+5, 2 slams); Space/Reach 10 ft./10 ft.; SA Improved grab, constrict 2d6+7; SQ Darkvision 60 ft., immunity to electricity, low-light vision, plant traits, fire resistance 10; AL N; SV Fort +9, Ref +2, Will +4; Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9 Skills and Feats: Hide +3*, Listen +8, Move Silently +8; Iron Will, Power Attack, Weapon Focus (slam) Treasure: 120 gp; hoard total 120 gp
	Trick	A magical statue in the north-west corner of the room answers simple questions about the dungeon (points directions)

Room #152	<i>East Entry</i>	Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp)
	<i>South Entry</i>	Secret (Search DC 20) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓢ The door is concealed within the mouth of a demonic face carved from stone → Leads to room #220 , inhabited by 1 x Greater Water Elemental
	Room Features	This room might have been a treasury, long ago. A few guardian statues still stand within alcoves cut into the walls, and the floor has been smashed by thieves searching for secret spaces.
	Monster	4 x Annis (hag) Annis: CR 6; Large monstrous humanoid; HD 7d8+14; hp 45; Init +1; Spd 40 ft. (8 squares); AC 20 (-1 size, +1 dex, +10 natural), touch 10, flat-footed 19; Base Atk +7; Grp +18; Atk +13 melee (1d6+7, claw); Full Atk +13 melee (1d6+7, 2 claws) and +8 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA Improved grab, rake 1d6+7, rend 2d6+10, spell-like abilities; SQ Damage reduction 2/bludgeoning, darkvision 60 ft., spell resistance 19; AL CE; SV Fort +6, Ref +6, Will +6; Str 25, Dex 12, Con 14, Int 13, Wis 13, Cha 10 Skills and Feats: Bluff +8, Diplomacy +2, Disguise +0 (+2 acting), Hide +5, Intimidate +2, Listen +10, Spot +10; Alertness, Blind-Fight, Great Fortitude Treasure: 1800 gp; hoard total 1800 gp
Room #153	<i>West Entry</i>	Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp)
	<i>East Entry</i>	Secret (Search DC 25) Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp) Ⓢ The door is concealed within the mouth of a gargantuan skull carved from stone
	Monster	7 x Barghest Barghest: CR 4; Medium outsider (evil, extraplanar, lawful, shapechanger); HD 6d8+6; hp 33; Init +6; Spd 30 ft. (6 squares); AC 18 (+2 dex, +6 natural), touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +9 melee (1d6+3, bite); Full Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws); Space/Reach 5 ft./5 ft.; SA Spell-like abilities, feed; SQ Change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14 Skills and Feats: Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11*, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks); Combat Reflexes, Improved Initiative, Track Treasure: 2000 gp; Potion of Invisibility (300 gp); hoard total 2300 gp
Room #154	<i>West Entry</i>	Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp)
	Room Features	This room might have been an arena, long ago. The floor is still covered in places by blood-soaked sand, and rusted iron spikes are set into the walls at irregular intervals.
	Monster	8 x Barghest Barghest: CR 4; Medium outsider (evil, extraplanar, lawful, shapechanger); HD 6d8+6; hp 33; Init +6; Spd 30 ft. (6 squares); AC 18 (+2 dex, +6 natural), touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +9 melee (1d6+3, bite); Full Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws); Space/Reach 5 ft./5 ft.; SA Spell-like abilities, feed; SQ Change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14 Skills and Feats: Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11*, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks); Combat Reflexes, Improved Initiative, Track Treasure: 2600 gp; Amethyst (80 gp), Deep Blue Spinel (500 gp), Golden Pearl (100 gp), Obsidian (9 gp), Rhodochrosite (11 gp); Wand of Owl's Wisdom (5 of 50 charges) (design provides clue to function) (450 gp); hoard total 3750 gp
	Hidden Treasure	Hidden (Search DC 25) Locked Strong Wooden Chest (Open Lock DC 20, break DC 25; hard 5, 20 hp) 130 gp; Copper Rod etched with Draconic Runes (70 gp), Fine Steel Shield Brooch engraved with Dwarven Axeheads (140 gp); hoard total 1510 gp
Room #155	<i>West Entry</i>	Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓢ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33
	<i>East Entry</i>	Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp) → Leads to room #124
	Empty	
Room #156	<i>North Entry</i>	Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)
	Empty	
Room #157	<i>North Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓢ Acid Fog Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Acid Fog, 11th level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31
	<i>West Entry</i>	Secret (Search DC 25) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓢ The door is located several feet above the floor and concealed by an illusion
	Monster	1 x Greater Fire Elemental Greater fire elemental: CR 9; Huge elemental (fire, extraplanar); HD 21d8+84; hp 178; Init +12; Spd 60 ft. (12 squares); AC 24 (-2 size, +8 dex, +8 natural), touch 16, flat-footed 16; Base Atk +15; Grp +28; Atk +22 melee (2d8+5 plus 2d8 fire, slam); Full Atk +22 melee (2d8+5 plus 2d8 fire, 2 slams); Space/Reach 15 ft./15 ft.; SA Burn; SQ Damage reduction 10/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +11, Ref +20, Will +9; Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam)
	Trap	Forcecage and Summon Monster VII Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; multiple traps (one forcecage trap and one summon monster VII trap); spell effect (Forcecage, 13th level wizard); spell effect (Summon Monster VII, 13th level wizard, hamatula); Search DC 32; Disable Device DC 32
Room #158	<i>North Entry</i>	Trapped and Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp) Ⓢ Power Word Stun Trap: CR 8; magic device; touch trigger; no reset; spell effect (Power Word Stun, 13th level wizard); Search DC 32; Disable Device DC 32
	<i>South Entry</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp) → Leads to room #218
	Hidden Treasure	Hidden (Search DC 20) Locked Iron Chest (Open Lock DC 30, break DC 28; hard 10, 60 hp) 1300 gp; Divine Scroll (Protection from Chaos/Evil/Good/Law (25 gp), Calm Emotions (150 gp), Flaming Sphere (150 gp)) (total 325 gp), Ring of Climbing (2500 gp) (inscription provides clue to function); hoard total 4125 gp

Room #159	<i>North Entry</i>	Secret (Search DC 30) Trapped and Locked Iron Door (Open Lock DC 40, break DC 28; hard 10, 60 hp) Ⓢ The door is concealed behind a statue of a demonic sorceress, and opened by moving her hand ① Energy Drain Trap: CR 10; magic device; visual trigger (true seeing); automatic reset; Atk +8 ranged touch; spell effect (Energy Drain, 17th level wizard, 2d4 negative levels for 24 hours, DC 23 Fort save negates); Search DC 34; Disable Device DC 34
	<i>West Entry #1</i>	Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp)
	<i>West Entry #2</i>	Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)
	Empty	
Room #160	<i>North Entry</i>	Secret (Search DC 25) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓢ A bookcase and concealed door pivots smoothly → Leads to room #216
	<i>East Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) ① Acid Fog Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Acid Fog, 11th level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31
	Room Features	A simple fireplace sits against the north wall, and several pieces of rotten rope are scattered throughout the room
	Trick	A magical lantern in the west side of the room summons a fire elemental to serve whomever sets it alight (but only once)
Room #161	<i>North Entry</i>	Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp) → Leads to room #215
	Monster	3 x Girallon Girallon: CR 6; Large magical beast; HD 7d10+20; hp 58; Init +3; Spd 40 ft. (8 squares), climb 40 ft.; AC 16 (-1 size, +3 dex, +4 natural), touch 12, flat-footed 15; Base Atk +7; Grp +17; Atk +12 melee (1d4+6, claw); Full Atk +12 melee (1d4+6, 4 claws) and +7 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d4+9; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +5; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7 Skills and Feats: Climb +14, Move Silently +8, Spot +6; Iron Will, Toughness (2)
Room #162	<i>North Entry</i>	Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp)
	<i>East Entry</i>	Secret (Search DC 20) Trapped and Unlocked Stone Door (hard 8, 60 hp) Ⓢ The door is opened by standing on a small floor tile ① Symbol of Panic: CR 11; magic device; proximity trigger (alarm); no reset; fear (panicked for 1d4 rounds, DC 14 Will save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 26; Disable Device DC 26 → Leads to room #117 , inhabited by 9 x Medium Animated Object
	Room Features	Ghostly wailing fills the room, and a broken spear lies in the south side of the room
Room #163	<i>West Entry</i>	Trapped and Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp) ① Chain Lightning Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Chain Lightning, 11th level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31 → Leads to room #118 , inhabited by 1 x Greater Water Elemental
	<i>South Entry</i>	Secret (Search DC 20) Unlocked Simple Wooden Door (hard 5, 10 hp) Ⓢ The door is concealed within an upright sarcophagus
	Monster	4 x Annis (hag) Annis: CR 6; Large monstrous humanoid; HD 7d8+14; hp 45; Init +1; Spd 40 ft. (8 squares); AC 20 (-1 size, +1 dex, +10 natural), touch 10, flat-footed 19; Base Atk +7; Grp +18; Atk +13 melee (1d6+7, claw); Full Atk +13 melee (1d6+7, 2 claws) and +8 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA Improved grab, rake 1d6+7, rend 2d6+10, spell-like abilities; SQ Damage reduction 2/bludgeoning, darkvision 60 ft., spell resistance 19; AL CE; SV Fort +6, Ref +6, Will +6; Str 25, Dex 12, Con 14, Int 13, Wis 13, Cha 10 Skills and Feats: Bluff +8, Diplomacy +2, Disguise +0 (+2 acting), Hide +5, Intimidate +2, Listen +10, Spot +10; Alertness, Blind-Fight, Great Fortitude Treasure: 1200 gp; Arcane Scroll (Cat's Grace (150 gp)) (total 150 gp), Boots of Striding and Springing (5500 gp) (inscription provides clue to function), Longsword (Medium) (+2 weapon) (8315 gp), Wand of Daylight (24 of 50 charges) (inscription provides clue to function) (2160 gp); hoard total 17325 gp
	Room Features	
Room #164	<i>North Entry</i>	Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp) → Leads to room #30 , inhabited by 1 x Colossal Animated Object
	<i>West Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) ① Ice Dart Trap: CR 9; magic device; visual trigger (true seeing); no reset; Atk +11 ranged (7d6 cold); Search DC 22; Disable Device DC 22
	<i>East Entry</i>	Secret (Search DC 25) Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓢ A section of wall makes a loud grinding noise as it pivots open ① Earthmaw Trap: CR 11; magic device; location trigger; no reset; earthmaw (12d6 damage, DC 16 Reflex save for half damage); Search DC 26; Disable Device DC 28 → Leads to room #103
	Room Features	A stack of oil-filled barrels stands against the west wall, and someone has scrawled a large X on the north wall
	Monster	1 x Greater Earth Elemental Greater earth elemental: CR 9; Huge elemental (earth, extraplanar); HD 21d8+105; hp 199; Init -1; Spd 30 ft. (6 squares); AC 20 (-2 size, -1 dex, +13 natural), touch 7, flat-footed 20; Base Atk +15; Grp +33; Atk +23 melee (2d10+10, slam); Full Atk +23 2 melee (2d10+10, 2 slams); Space/Reach 15 ft./15 ft.; SA Earth mastery, push; SQ Damage reduction 10/earth glide, darkvision 60 ft., elemental traits; AL N; SV Fort +17, Ref +6, Will +9; Str 31, Dex 8, Con 21, Int 8, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack
Room #165	<i>North Entry</i>	Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp) → Leads to room #29 , inhabited by 2 x Will-o'-Wisp
	<i>West Entry</i>	Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp) (slides to one side, +1 to break DC)
	<i>East Entry</i>	Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp)
	Trap	Acid Fog Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Acid Fog, 11th level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31

Room #166	<i>North Entry</i>	Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)
	<i>East Entry</i>	Secret (Search DC 25) Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp) Ⓢ The door is located above a small stone dais and concealed behind an area of mould → Leads to room #101 , inhabited by 10 x Owlbear Skeleton
	Monster	7 x Owlbear Owlbear: CR 4; Large magical beast; HD 5d10+25; hp 52; Init +1; Spd 30 ft. (6 squares); AC 15 (-1 size, +1 dex, +5 natural), touch 10, flat-footed 14; Base Atk +5; Grp +14; Atk +9 melee (1d6+5, claw); Full Atk +9 melee (1d6+5, 2 claws) and +4 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Scent; AL N; SV Fort +9, Ref +5, Will +2; Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10 Skills and Feats: Listen +8, Spot +8; Alertness, Track
Room #167	<i>North Entry</i>	Secret (Search DC 20) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓢ The door is concealed behind a pile of broken stone
	<i>West Entry</i>	Secret (Search DC 30) Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓢ The door is located above a small stone dais and concealed by an illusion
	Room Features	A tile mosaic of vile acts covers the floor, and someone has scrawled "Upon the Twilight of Mercy, in the Realm of Swords, the Helm of Cruelty shall be restored" on the west wall
	Hidden Treasure	Hidden (Search DC 20) Trapped and Locked Strong Wooden Chest (Open Lock DC 20, break DC 25; hard 5, 20 hp) Forcecage and Summon Monster VII Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; multiple traps (one forcecage trap and one summon monster VII trap); spell effect (Forcecage, 13th level wizard); spell effect (Summon Monster VII, 13th level wizard, hamatula); Search DC 32; Disable Device DC 32 Arcane Scroll (2 x Protection from Chaos/Evil/Good/Law (25 gp), Whispering Wind (150 gp)) (total 175 gp), Potion of Cure Light Wounds (50 gp); hoard total 225 gp
Room #168	<i>West Entry</i>	Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp) → Leads to room #208 , inhabited by 5 x Chimera Skeleton
	<i>East Entry</i>	Trapped and Unlocked Iron Door (hard 10, 60 hp) Ⓢ Earthmaw Trap: CR 11; magic device; location trigger; no reset; earthmaw (12d6 damage, DC 14 Reflex save for half damage); Search DC 26; Disable Device DC 28 → Leads to room #129 , inhabited by 18 x Troglodyte Zombie
	Room Features	A tapestry of vile acts hangs from the north wall, and a pile of spoiled meat lies in the north-west corner of the room
Room #169	<i>North Entry</i>	Secret (Search DC 25) Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓢ The door is concealed behind a pile of broken stone
	<i>West Entry</i>	Trapped and Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓢ Magic Missile Trap: CR 11; magic device; proximity trigger (alarm); no reset; magic missile (8d6 force damage); never miss; Search DC 26; Disable Device DC 26 → Leads to room #128
	<i>East Entry</i>	Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp) → Leads to room #207 , inhabited by 1 x Greater Water Elemental
	Room Features	A tile labyrinth covers the floor, and the ceiling is covered with cobwebs
Room #170	<i>North Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓢ 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
	<i>West Entry</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp) → Leads to room #210 , inhabited by 1 x Greater Fire Elemental
	Room Features	This room might have been an armory, until recently. The walls are scarred by centuries of blades, and marked by faded and illegible graffiti.
	Trick	A magical mirror on the west wall answers questions with insults
Room #171	<i>North Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) Ⓢ Wail of the Banshee Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (Wail of the Banshee, 17th level wizard, DC 23 Fort save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34
	<i>West Entry</i>	Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp) → Leads to room #130
	<i>East Entry</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp) Ⓢ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #209
	<i>South Entry</i>	Trapped and Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp) Ⓢ Summon Monster VI Trap: CR 7; magic device; proximity trigger (alarm); no reset; spell effect (Summon Monster VI, 11th level wizard); Search DC 31; Disable Device DC 31
	Room Features	This might once have been a meeting room. A round stone table still dominates the center of the room, scarred and inscribed with baleful symbols and runes.

Room #172	<i>North Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓢ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33
	<i>South Entry #1</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp) → Leads to room #7
	<i>South Entry #2</i>	Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp)
	Room Features	This room might have been an arcane laboratory, long ago. A round table fitted with iron chains and manacles still dominates the center of the room, scarred and inscribed with baleful symbols and runes.
	Monster	1 x Greater Fire Elemental Greater fire elemental: CR 9; Huge elemental (fire, extraplanar); HD 21d8+84; hp 178; Init +12; Spd 60 ft. (12 squares); AC 24 (-2 size, +8 dex, +8 natural), touch 16, flat-footed 16; Base Atk +15; Grp +28; Atk +22 melee (2d8+5 plus 2d8 fire, slam); Full Atk +22 melee (2d8+5 plus 2d8 fire, 2 slams); Space/Reach 15 ft./15 ft.; SA Burn; SQ Damage reduction 10/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +11, Ref +20, Will +9; Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam)
Room #173	<i>North Entry</i>	Trapped and Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 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
	<i>East Entry</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)
	<i>South Entry</i>	Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp) → Leads to room #8
	Room Features	A narrow ledge runs along the south and west walls, and the floor is covered in square tiles, alternating white and black
Room #174	<i>North Entry</i>	Secret (Search DC 25) Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp) (slides down, +1 to break DC) Ⓢ The door is located several feet above the floor and concealed within a mosaic of geometric patterns → Leads to room #5 , inhabited by 7 x Owlbear
	<i>West Entry</i>	Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp)
	<i>East Entry</i>	Trapped and Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp) Ⓢ Rune of Hypnosis: CR 8; magic device; proximity trigger (alarm); no reset; hypnosis (fascinated for 1d4 rounds, DC 14 Will save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 22; Disable Device DC 26 → Leads to room #76 , inhabited by 1 x Greater Earth Elemental
	Room Features	An overwhelming stench fills the south-east corner of the room, and a pile of rotten apples lies in the south side of the room
Room #175	<i>North Entry</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 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 → Leads to room #6
	<i>South Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) Ⓢ Earthmaw Trap: CR 8; magic device; location trigger; no reset; earthmaw (8d6 damage, DC 12 Reflex save for half damage); Search DC 24; Disable Device DC 24
	Room Features	This room might once have been a treasure vault. A few guardian statues still stand within alcoves cut into the walls, and their gemstone eyes glint even in darkness.
	Monster	3 x Annis (hag) Annis: CR 6; Large monstrous humanoid; HD 7d8+14; hp 45; Init +1; Spd 40 ft. (8 squares); AC 20 (-1 size, +1 dex, +10 natural), touch 10, flat-footed 19; Base Atk +7; Grp +18; Atk +13 melee (1d6+7, claw); Full Atk +13 melee (1d6+7, 2 claws) and +8 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA Improved grab, rake 1d6+7, rend 2d6+10, spell-like abilities; SQ Damage reduction 2/bludgeoning, darkvision 60 ft., spell resistance 19; AL CE; SV Fort +6, Ref +6, Will +6; Str 25, Dex 12, Con 14, Int 13, Wis 13, Cha 10 Skills and Feats: Bluff +8, Diplomacy +2, Disguise +0 (+2 acting), Hide +5, Intimidate +2, Listen +10, Spot +10; Alertness, Blind-Fight, Great Fortitude Treasure: 1200 gp; Freshwater Pearl (13 gp), Sardonix (70 gp); hoard total 1283 gp
Room #176	<i>North Entry</i>	Trapped and Unlocked Iron Door (hard 10, 60 hp) Ⓢ Chain Lightning Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Chain Lightning, 11th level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31
	<i>East Entry</i>	Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp)
	<i>South Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) Ⓢ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33
	Room Features	This might have been a wizard's summoning room, long ago. The floor is still inscribed in places by a broken magic circle, and the air within it seethes with heat and the scent of sulphur.
	Monster	2 x Huge Earth Elemental Huge earth elemental: CR 7; Huge elemental (earth, extraplanar); HD 16d8+80; hp 152; Init -1; Spd 30 ft. (6 squares); AC 18 (-2 size, -1 dex, +11 natural), touch 7, flat-footed 18; Base Atk +12; Grp +29; Atk +19 melee (2d10+9, slam); Full Atk +19 melee (2d10+9, 2 slams); Space/Reach 15 ft./15 ft.; SA Earth mastery, push; SQ Damage reduction 5/-, earth glide, darkvision 60 ft., elemental traits; AL N; SV Fort +15, Ref +4, Will +7; Str 29, Dex 8, Con 21, Int 6, Wis 11, Cha 11 Skills and Feats: Listen +10, Spot +9; Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack
	Trap	Energy Drain Trap: CR 10; magic device; visual trigger (true seeing); automatic reset; Atk +8 ranged touch; spell effect (Energy Drain, 17th level wizard, 2d4 negative levels for 24 hours, DC 23 Fort save negates); Search DC 34; Disable Device DC 34
Room #177	<i>North Entry</i>	Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp)
	<i>West Entry</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)
	<i>South Entry</i>	Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp)
	Room Features	This room might have been a treasury, until recently. A few guardian statues still stand within alcoves cut into the walls, and their gemstone eyes glint even in darkness.

Room #178	<i>North Entry #1</i>	Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp)
	<i>North Entry #2</i>	Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)
	<i>East Entry</i>	Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓜ Teleporter Crystal: CR 9; magic device; touch trigger; no reset; teleport (teleported one level down, DC 16 Will save negates); Search DC 22; Disable Device DC 26
	<i>South Entry</i>	Trapped and Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp) Ⓜ Fire Spray: CR 10; magic device; proximity trigger (alarm); no reset; fire spray (10d6 fire damage, DC 16 Reflex save for half damage); Search DC 26; Disable Device DC 28
	Monster	1 x Colossal Animated Object Colossal animated object: CR 10; Colossal construct; HD 32d10+80; hp 256; Init -3; Spd 10 ft. (2 squares); 20 ft. legs, 30 ft. multiple legs, 50 ft. wheels; AC 11 (-8 size, -3 dex, +12 natural), touch -1, flat-footed 11; Base Atk +24; Grp +49; Atk +25 melee (4d6+13, slam); Full Atk +25 melee (4d6+13, slam); Space/Reach 30 ft./20 ft. (long) 30 ft./30 ft. (tall); SA See text; SQ Construct traits, darkvision 60 ft., low-light vision; also see text; AL N; SV Fort +10, Ref +7, Will +5; Str 28, Dex 4, Con -, Int -, Wis 1, Cha 1 Skills and Feats: -; -
Hidden Treasure	Hidden (Search DC 20) Trapped and Unlocked Simple Wooden Chest (hard 5, 10 hp) Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 1100 gp; Oil of Bless Weapon (100 gp); hoard total 1200 gp	
Room #179	<i>North Entry</i>	Secret (Search DC 25) Trapped and Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp) Ⓜ The door is concealed within an upright sarcophagus Ⓜ Symbol of Hypnosis: CR 9; magic device; proximity trigger (alarm); no reset; hypnosis (dazed for 1d4 rounds, DC 12 Will save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 26; Disable Device DC 22
	<i>West Entry</i>	Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓜ Magic Missile Trap: CR 9; magic device; visual trigger (arcane eye); no reset; magic missile (6d6 force damage); never miss; Search DC 22; Disable Device DC 26
	<i>South Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) Ⓜ Forcecage and Summon Monster VII Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; multiple traps (one forcecage trap and one summon monster VII trap); spell effect (Forcecage, 13th level wizard); spell effect (Summon Monster VII, 13th level wizard, hamatula); Search DC 32; Disable Device DC 32
	Monster	10 x Medium Animated Object Medium animated object: CR 2; Medium construct; HD 2d10+20; hp 31; Init +0; Spd 30 ft. (6 squares); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels; AC 14 (+4 natural), touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); Space/Reach 5 ft./5 ft.; SA See text; SQ Construct traits, darkvision 60 ft., low-light vision; also see text; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1 Skills and Feats: -; -
Room #180	<i>North Entry</i>	Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp)
	<i>South Entry</i>	Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp) (slides down, +1 to break DC)
	Empty	
Room #181	<i>East Entry</i>	Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp) → Leads to room #184 , inhabited by 9 x Large Air Elemental
	Room Features	A cube of solid stone stands in the north side of the room, and someone has scrawled "You cannot kill it with swords" in blood on the west wall
	Monster	8 x Barghest Barghest: CR 4; Medium outsider (evil, extraplanar, lawful, shapechanger); HD 6d8+6; hp 33; Init +6; Spd 30 ft. (6 squares); AC 18 (+2 dex, +6 natural), touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +9 melee (1d6+3, bite); Full Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws); Space/Reach 5 ft./5 ft.; SA Spell-like abilities, feed; SQ Change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14 Skills and Feats: Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks); Combat Reflexes, Improved Initiative, Track Treasure: 2800 gp; Bloodstone (40 gp), Blue Quartz (8 gp), Citrine (50 gp), Iolite (50 gp), Red Spinel (80 gp), Star Rose Quartz (20 gp); Eyes of the Eagle (2500 gp), Gauntlet (Small) (+1 weapon) (2302 gp), Potion of Cat's Grace (300 gp), Potion of Cure Moderate Wounds (300 gp); hoard total 8450 gp
Room #182	<i>North Entry</i>	Secret (Search DC 30) Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp) Ⓜ The door is located above a small stone dais and concealed behind a tapestry of ghoulish carnage
	<i>West Entry</i>	Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp) → Leads to room #183 , inhabited by 5 x Annis
	Room Features	Someone has scrawled "Abandon all hope" in draconic script on the south wall, and the floor is covered with teeth
	Monster	12 x Blink Dog Blink dog: CR 2; Medium magical beast; HD 4d10; hp 22; Init +3; Spd 40 ft. (8 squares); AC 16 (+3 dex, +3 natural), touch 13, flat-footed 13; Base Atk +4; Grp +4; Atk +4 melee (1d6, bite); Full Atk +4 melee (1d6, bite); Space/Reach 5 ft./5 ft.; SA -; SQ Blink, darkvision 60 ft., dimension door, low-light vision, scent; AL LG; SV Fort +4, Ref +7, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11 Skills and Feats: Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4; Iron Will, Run, Track
Trap	Magic Missile Turret: CR 11; magic device; proximity trigger (alarm); duration 5 rounds; no reset; magic missile (7d6 force damage); never miss; Search DC 24; Disable Device DC 28	

Room #183	<i>West Entry</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp) Ⓜ Energy Drain Trap: CR 10; magic device; visual trigger (true seeing); automatic reset; Atk +8 ranged touch; spell effect (Energy Drain, 17th level wizard, 2d4 negative levels for 24 hours, DC 23 Fort save negates); Search DC 34; Disable Device DC 34
	<i>East Entry</i>	Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp) → Leads to room #182 , inhabited by 12 x Blink Dog
	<i>South Entry</i>	Secret (Search DC 20) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) (slides down, +1 to break DC) Ⓜ A bookcase and concealed door pivots smoothly → Leads to room #13 , inhabited by 7 x Chimera Skeleton
	Monster	5 x Annis (hag) Annis: CR 6; Large monstrous humanoid; HD 7d8+14; hp 45; Init +1; Spd 40 ft. (8 squares); AC 20 (-1 size, +1 dex, +10 natural), touch 10, flat-footed 19; Base Atk +7; Grp +18; Atk +13 melee (1d6+7, claw); Full Atk +13 melee (1d6+7, 2 claws) and +8 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA Improved grab, rake 1d6+7, rend 2d6+10, spell-like abilities; SQ Damage reduction 2/bludgeoning, darkvision 60 ft., spell resistance 19; AL CE; SV Fort +6, Ref +6, Will +6; Str 25, Dex 12, Con 14, Int 13, Wis 13, Cha 10 Skills and Feats: Bluff +8, Diplomacy +2, Disguise +0 (+2 acting), Hide +5, Intimidate +2, Listen +10, Spot +10; Alertness, Blind-Fight, Great Fortitude Treasure: 1900 gp; hoard total 1900 gp
	Trap	Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33
Room #184	<i>West Entry #1</i>	Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp) → Leads to room #181 , inhabited by 8 x Barghest
	<i>West Entry #2</i>	Secret (Search DC 30) Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓜ The door is concealed within an upright sarcophagus Ⓜ Magic Missile Trap: CR 11; magic device; visual trigger (arcane eye); no reset; magic missile (7d6 force damage); never miss; Search DC 28; Disable Device DC 26
	<i>South Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓜ Acid Spray: CR 7; magic device; visual trigger (arcane eye); no reset; acid spray (7d6 acid damage, DC 16 Reflex save for half damage); Search DC 22; Disable Device DC 24 → Leads to room #14
	Monster	9 x Large Air Elemental Large air elemental: CR 5; Large elemental (air, extraplanar); HD 8d8+24; hp 60; Init +11; Spd Fly 100 ft. (perfect) (20 squares); AC 20 (-1 size, +7 dex, +4 natural), touch 16, flat-footed 13; Base Atk +6; Grp +12; Atk +12 melee (2d6+2, slam); Full Atk +12 melee (2d6+2, 2 slams); Space/Reach 10 ft./10 ft.; SA Air mastery, whirlwind; SQ Damage reduction 5/-, darkvision 60 ft., elemental traits; AL N; SV Fort +5, Ref +13, Will +2; Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11 Skills and Feats: Listen +5, Spot +6; Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse
Room #185	<i>North Entry</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp) Ⓜ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #93
	Room Features	A shallow pit lies in the south side of the room, and a pile of corroded iron spikes lies in the north-west corner of the room
Room #186	<i>East Entry</i>	Secret (Search DC 25) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓜ The door is concealed within a mosaic of ghoulish carnage
	<i>South Entry</i>	Secret (Search DC 20) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓜ The door is concealed behind an area of mould
	Empty	
Room #187	<i>East Entry #1</i>	Secret (Search DC 20) Unlocked Good Wooden Door (hard 5, 15 hp) Ⓜ The door is located several feet above the floor and concealed by an illusion
	<i>East Entry #2</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp) Ⓜ Power Word Stun Trap: CR 8; magic device; touch trigger; no reset; spell effect (Power Word Stun, 13th level wizard); Search DC 32; Disable Device DC 32
	Monster	10 x Barghest Barghest: CR 4; Medium outsider (evil, extraplanar, lawful, shapechanger); HD 6d8+6; hp 33; Init +6; Spd 30 ft. (6 squares); AC 18 (+2 dex, +6 natural), touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +9 melee (1d6+3, bite); Full Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws); Space/Reach 5 ft./5 ft.; SA Spell-like abilities, feed; SQ Change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14 Skills and Feats: Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks); Combat Reflexes, Improved Initiative, Track Treasure: 2600 gp; Gold Miniature (of a castle) adorned with Alexandrite (1300 gp), Ivory Rod engraved with a Renowned Coat of Arms (700 gp), Stoneware Tureen painted with an Ancient Coat of Arms (1100 gp); Arcane Scroll (Dancing Lights (12 gp 5 sp), Hypnotic Pattern (150 gp)) (Dependent curse) (total 162 gp 5 sp), Composite Longbow (Medium, +2 Str bonus) (+1 weapon, Frost) (inscription provides clue to function) (8600 gp), Divine Scroll (Cause Fear (25 gp), Doom (25 gp), Protection from Chaos/Evil/Good/Law (25 gp)) (total 75 gp), Druid's Vestment (3750 gp), Oil of Magic Weapon (50 gp), Wand of Ghoul Touch (49 of 50 charges) (4410 gp); hoard total 22747 gp 5 sp
Room #188	<i>East Entry</i>	Trapped and Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp) Ⓜ 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 → Leads to room #206 , inhabited by 4 x Shambling Mound
	<i>South Entry</i>	Locked Iron Door (Open Lock DC 40, break DC 28; hard 10, 60 hp)
	Monster	4 x Girallon Girallon: CR 6; Large magical beast; HD 7d10+20; hp 58; Init +3; Spd 40 ft. (8 squares), climb 40 ft.; AC 16 (-1 size, +3 dex, +4 natural), touch 12, flat-footed 15; Base Atk +7; Grp +17; Atk +12 melee (1d4+6, claw); Full Atk +12 melee (1d4+6, 4 claws) and +7 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d4+9; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +5; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7 Skills and Feats: Climb +14, Move Silently +8, Spot +6; Iron Will, Toughness (2)

Room #189	<i>West Entry</i>	Trapped and Unlocked Iron Door (hard 10, 60 hp) Ⓢ Electrified Lock: CR 10; magic device; touch trigger; no reset; electric shock (11d6 electricity damage, DC 14 Reflex save for half damage); Search DC 26; Disable Device DC 28 → Leads to room #203 , inhabited by 4 x Girallon
	<i>East Entry</i>	Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp)
	<i>South Entry #1</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) Ⓢ Energy Drain Trap: CR 10; magic device; visual trigger (true seeing); automatic reset; Atk +8 ranged touch; spell effect (Energy Drain, 17th level wizard, 2d4 negative levels for 24 hours, DC 23 Fort save negates); Search DC 34; Disable Device DC 34 → Leads to room #19 , inhabited by 5 x Will-o'-Wisp
	<i>South Entry #2</i>	Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp) (slides to one side, +1 to break DC)
	Trap	Teleporter Crystal: CR 9; magic device; touch trigger; no reset; teleport (teleported one level down, DC 14 Will save negates); Search DC 26; Disable Device DC 26
Hidden Treasure	Hidden (Search DC 25) Unlocked Strong Wooden Chest (hard 5, 20 hp) 1200 gp; Carved Wooden Staff with Electrum Studs (800 gp), Deck of Ivory Tarot Cards inlaid with Ornate Platinum Scrollwork (900 gp), Electrum Rapier engraved with Dwarven Axeheads (1200 gp); Arcane Scroll (Enlarge Person (25 gp), Remove Fear (50 gp)) (total 75 gp), Potion of Jump (50 gp), Potion of Levitate (300 gp); hoard total 4525 gp	
Room #190	<i>North Entry</i>	Locked Good Wooden Door (Open Lock DC 25, break DC 18; hard 5, 15 hp)
	<i>South Entry</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp) (slides down, +1 to break DC) Ⓢ Chain Lightning Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Chain Lightning, 11th level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31
	Trick	A magical pool in the north side of the room petrifies whomever drinks from it
Room #191	<i>North Entry</i>	Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp) → Leads to room #69 , inhabited by 9 x Blink Dog
	<i>West Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓢ 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 → Leads to room #117 , inhabited by 9 x Medium Animated Object
	<i>East Entry #1</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)
	<i>East Entry #2</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)
	<i>South Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) (slides up, +2 to break DC) Ⓢ Energy Drain Trap: CR 10; magic device; visual trigger (true seeing); automatic reset; Atk +8 ranged touch; spell effect (Energy Drain, 17th level wizard, 2d4 negative levels for 24 hours, DC 23 Fort save negates); Search DC 34; Disable Device DC 34 → Leads to room #71
	Room Features	The south and east walls have been engraved with endless spirals, and a crushed helm lies in the south-east corner of the room
	Monster	3 x Annis (hag) Annis: CR 6; Large monstrous humanoid; HD 7d8+14; hp 45; Init +1; Spd 40 ft. (8 squares); AC 20 (-1 size, +1 dex, +10 natural), touch 10, flat-footed 19; Base Atk +7; Grp +18; Atk +13 melee (1d6+7, claw); Full Atk +13 melee (1d6+7, 2 claws) and +8 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA Improved grab, rake 1d6+7, rend 2d6+10, spell-like abilities; SQ Damage reduction 2/bludgeoning, darkvision 60 ft., spell resistance 19; AL CE; SV Fort +6, Ref +6, Will +6; Str 25, Dex 12, Con 14, Int 13, Wis 13, Cha 10 Skills and Feats: Bluff +8, Diplomacy +2, Disguise +0 (+2 acting), Hide +5, Intimidate +2, Listen +10, Spot +10; Alertness, Blind-Fight, Great Fortitude Treasure: 1400 gp; Dragon Horn Rod set with Pink Diamond (1000 gp), Jade Chalice inlaid with Ornate Orichalcum Scrollwork (3000 gp), Porcelain Amphora adorned with Gold and a Dragon in relief (3000 gp); hoard total 8400 gp
Room #192	<i>North Entry</i>	Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp) → Leads to room #70 , inhabited by 2 x Girallon
	<i>West Entry #1</i>	Secret (Search DC 20) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓢ A bookcase and concealed door pivots smoothly
	<i>West Entry #2</i>	Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp)
	<i>East Entry</i>	Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp) → Leads to room #118 , inhabited by 1 x Greater Water Elemental
	<i>South Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) (slides down, +1 to break DC) Ⓢ 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 → Leads to room #72
	Monster	1 x Greater Earth Elemental Greater earth elemental: CR 9; Huge elemental (earth, extraplanar); HD 21d8+105; hp 199; Init -1; Spd 30 ft. (6 squares); AC 20 (-2 size, -1 dex, +13 natural), touch 7, flat-footed 20; Base Atk +15; Grp +33; Atk +23 melee (2d10+10, slam); Full Atk +23 2 melee (2d10+10, 2 slams); Space/Reach 15 ft./15 ft.; SA Earth mastery, push; SQ Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits; AL N; SV Fort +17, Ref +6, Will +9; Str 31, Dex 8, Con 21, Int 8, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack

Room #193	<i>North Entry</i>	Locked Iron Door (Open Lock DC 40, break DC 28; hard 10, 60 hp) (slides down, +1 to break DC)
	<i>South Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓣ Chain Lightning Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Chain Lightning, 11th level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31 → Leads to room #111 , inhabited by 1 x Greater Water Elemental
	Empty	
Room #194	<i>East Entry</i>	Secret (Search DC 25) Unlocked Simple Wooden Door (hard 5, 10 hp) Ⓢ The door is located above a small stone dais and concealed by an illusion
	<i>South Entry</i>	Trapped and Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓣ Forcecage and Summon Monster VII Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; multiple traps (one forcecage trap and one summon monster VII trap); spell effect (Forcecage, 13th level wizard); spell effect (Summon Monster VII, 13th level wizard, hamatula); Search DC 32; Disable Device DC 32 → Leads to room #112
	Empty	
Room #195	<i>North Entry</i>	Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp) → Leads to room #109
	<i>East Entry</i>	Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓣ Thunderstone Mine: CR 7; magic device; location trigger; no reset; thunder blast (8d6 sonic damage, DC 12 Fort save for half damage); multiple targets (all targets in a 10 ft. radius burst); Search DC 24; Disable Device DC 24
	Empty	
Room #196	<i>East Entry</i>	Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp)
	<i>South Entry</i>	Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp)
	Empty	
Room #197	<i>North Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓣ Earthmaw Trap: CR 10; magic device; location trigger; no reset; earthmaw (10d6 damage, DC 18 Reflex save for half damage); Search DC 28; Disable Device DC 28 → Leads to room #74
	<i>South Entry</i>	Trapped and Locked Stone Door (Open Lock DC 40, break DC 28; hard 8, 60 hp) Ⓣ Acid Arrow Trap: CR 8; magic device; visual trigger (true seeing); automatic reset; multiple traps (two simultaneous acid arrow traps); Atk +9 ranged touch and +9 ranged touch; spell effect (Acid Arrow, 18th level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27
	Trick	A magical candle in the south-west corner of the room causes all other sources of light to go out while lit
Room #198	<i>North Entry</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp) Ⓣ Magic Missile Trap: CR 7; magic device; proximity trigger (alarm); no reset; magic missile (4d6 force damage); never miss; Search DC 26; Disable Device DC 22 → Leads to room #73 , inhabited by 4 x Shambling Mound
	<i>West Entry</i>	Trapped and Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp) Ⓣ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33
	Room Features	Various torture devices are scattered throughout the room, and the ceiling is covered with bloodstains
	Monster	1 x Greater Air Elemental Greater air elemental: CR 9; Huge elemental (air, extraplanar); HD 21d8+84; hp 178; Init +14; Spd Fly 100 ft. (perfect) (20 squares); AC 26 (-2 size, +10 dex, +8 natural), touch 18, flat-footed 16; Base Atk +15; Grp +28; Atk +23 melee (2d8+5, slam); Full Atk +23 melee (2d8+5, 2 slams); Space/Reach 15 ft./15 ft.; SA Air mastery, whirlwind; SQ Damage reduction 10/-, darkvision 60 ft., elemental traits; AL N; SV Fort +11, Ref +22, Will +9; Str 20, Dex 31, Con 18, Int 8, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Blind-fight, Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse
	Hidden Treasure	Hidden (Search DC 30) Locked Simple Wooden Chest (Open Lock DC 20, break DC 15; hard 5, 10 hp) Eye Agate (6 gp), Eye Agate (10 gp), Moss Agate (9 gp), Moss Agate (13 gp), Zircon (80 gp); Belt of Dwarvenkind (14900 gp) (design provides clue to function); hoard total 15018 gp
Room #199	<i>North Entry</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)
	<i>East Entry</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)
	Trick	A magical mosaic on the south wall can be used as a portal to any known location within the dungeon

Room #200	<i>North Entry</i>	Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp)
	<i>South Entry</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) Ⓣ Electrified Lock: CR 8; magic device; touch trigger; no reset; electric shock (9d6 electricity damage, DC 14 Reflex save for half damage); Search DC 22; Disable Device DC 26 → Leads to room #75 , inhabited by 12 x Medium Earth Elemental
	Monster	2 x Will-o'-Wisp Will-o'-Wisp: CR 6; Small aberration (air); HD 9d8; hp 40; Init +13; Spd Fly 50 ft. (perfect) (10 squares); AC 29 (+1 size, +9 dex, +9 deflection), touch 29, flat-footed 20; Base Atk +6; Grp -3; Atk +16 melee (2d8 electricity, shock); Full Atk +16 melee (2d8 electricity, shock); Space/Reach 5 ft./5 ft.; SA -; SQ Darkvision 60 ft., immunity to magic, natural invisibility; AL CE; SV Fort +3, Ref +12, Will +9; Str 1, Dex 29, Con 10, Int 15, Wis 16, Cha 12 Skills and Feats: Bluff +13, Diplomacy +3, Disguise +1 (+3 acting), Intimidate +3, Listen +17, Search +14, Spot +17, Survival +3 (+5 following tracks); Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse Treasure: 1000 sp; 2 x Potion of Cure Light Wounds (50 gp), Wand of Ghoul Touch (19 of 50 charges) (inscription provides clue to function) (1710 gp); hoard total 1910 gp
	Hidden Treasure	Hidden (Search DC 30) Unlocked Simple Wooden Chest (hard 5, 10 hp) 1400 gp; Electrum Bracer engraved with Arcane Runes (1400 gp), Moonstone Puzzle Box engraved with Draconic Runes (1300 gp), Painting of a Paladin in Hell in an Ivory Frame engraved with Spirals (900 gp), Silk Brocade Merchant's Cap threaded with Platinum (2000 gp); hoard total 7000 gp
Room #201	<i>West Entry</i>	Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp) → Leads to room #148
	<i>South Entry #1</i>	Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp)
	<i>South Entry #2</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) Ⓣ Acid Spray: CR 11; magic device; proximity trigger (alarm); no reset; acid spray (10d6 acid damage, DC 18 Reflex save for half damage); Search DC 28; Disable Device DC 24
	Room Features	A ladder ascends to a catwalk hanging between the north and south walls, and someone has scrawled "Mind the gap" on the west wall
Room #202	<i>West Entry #1</i>	Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp) → Leads to room #150
	<i>West Entry #2</i>	Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp)
	<i>West Entry #3</i>	Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp)
	Trick	A magical brazier in the west side of the room summons a fire elemental to serve whomever sets it alight (but only once)
Room #203	<i>West Entry</i>	Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp)
	<i>East Entry</i>	Trapped and Unlocked Iron Door (hard 10, 60 hp) Ⓣ Electrified Lock: CR 10; magic device; touch trigger; no reset; electric shock (11d6 electricity damage, DC 14 Reflex save for half damage); Search DC 26; Disable Device DC 28 → Leads to room #189
	<i>South Entry</i>	Trapped and Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp) Ⓣ Teleporter Crystal: CR 11; magic device; touch trigger; no reset; teleport (teleported one level down, DC 18 Will save negates); Search DC 24; Disable Device DC 28
	Monster	4 x Girallon Girallon: CR 6; Large magical beast; HD 7d10+20; hp 58; Init +3; Spd 40 ft. (8 squares), climb 40 ft.; AC 16 (-1 size, +3 dex, +4 natural), touch 12, flat-footed 15; Base Atk +7; Grp +17; Atk +12 melee (1d4+6, claw); Full Atk +12 melee (1d4+6, 4 claws) and +7 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d4+9; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +5; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7 Skills and Feats: Climb +14, Move Silently +8, Spot +6; Iron Will, Toughness (2)
	Hidden Treasure	Hidden (Search DC 20) Locked Iron Chest (Open Lock DC 30, break DC 28; hard 10, 60 hp) 1300 gp; Amber (140 gp), Black Pearl (600 gp), Chrysoprase (50 gp), Golden Yellow Topaz (200 gp), Malachite (9 gp), Malachite (10 gp), Moss Agate (8 gp), Star Rose Quartz (50 gp); Arcane Scroll (Web (150 gp)) (total 150 gp), Potion of Magic Fang (50 gp) (Delusion curse), Wand of Silence (22 of 50 charges) (design provides clue to function) (1980 gp); hoard total 4547 gp
Room #204	<i>North Entry</i>	Secret (Search DC 20) Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓢ A stone column and section of wall pivots smoothly → Leads to room #223 , inhabited by 3 x Girallon
	<i>South Entry</i>	Trapped and Stuck Iron Door (break DC 28; hard 10, 60 hp) (magically reinforced, +10 to break DC) Ⓣ Rune of Confusion: CR 9; magic device; proximity trigger (alarm); no reset; confusion (confused for 1d4 rounds, DC 12 Will save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 22; Disable Device DC 26
	Room Features	A sloped pit lined with iron spikes lies in the east side of the room, and a rusted gauntlet lies in the west side of the room
	Monster	1 x Greater Water Elemental Greater water elemental: CR 9; Huge elemental (water, extraplanar); HD 21d8+105; hp 199; Init +5; Spd 30 ft. (6 squares), swim 120 ft.; AC 22 (-2 size, +5 dex, +9 natural), touch 13, flat-footed 17; Base Atk +15; Grp +31; Atk +21 melee (2d10+8, slam); Full Atk +21 melee (2d10+8, 2 slams); Space/Reach 15 ft./15 ft.; SA Water mastery, drench, vortex; SQ Damage reduction 10/-, darkvision 60 ft., elemental traits; AL N; SV Fort +17, Ref +14, Will +9; Str 26, Dex 20, Con 21, Int 8, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack

Room #205	<i>West Entry #1</i>	Secret (Search DC 30) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp) Ⓢ The door is concealed within an upright sarcophagus
	<i>West Entry #2</i>	Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp)
	<i>South Entry</i>	Trapped and Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp) Ⓜ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #222 , inhabited by 3 x Tendirulos
	Monster	11 x Cockatrice Cockatrice: CR 3; Small magical beast; HD 5d10; hp 27; Init +3; Spd 20 ft. (4 squares), fly 60 ft. (poor); AC 14 (+1 size, +3 dex), touch 14, flat-footed 11; Base Atk +5; Grp -1; Atk +9 melee (1d4-2 plus petrification, bite); Full Atk +9 melee (1d4-2 plus petrification, bite); Space/Reach 5 ft./5 ft.; SA Petrification; SQ Darkvision 60 ft., low-light vision; AL N; SV Fort +4, Ref +7, Will +2; Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 9 Skills and Feats: Listen +7, Spot +7; Alertness, Dodge, Weapon Finesse
Trick	When any door of this room is opened, a complex clockwork mechanism whirrs to life and scribes "Which path is shortest if all paths arrive eventually?" onto a scroll of parchment while a sandglass turns over to indicate that four minutes remain	
Room #206	<i>North Entry #1</i>	Trapped and Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓜ Acid Spray: CR 9; magic device; proximity trigger (alarm); no reset; acid spray (7d6 acid damage, DC 12 Reflex save for half damage); Search DC 22; Disable Device DC 22 → Leads to room #18 , inhabited by 3 x Tendirulos
	<i>North Entry #2</i>	Secret (Search DC 30) Locked Simple Wooden Door (Open Lock DC 25, break DC 15; hard 5, 10 hp) Ⓢ The door is located above a small stone dais and concealed behind a pile of skulls
	<i>West Entry</i>	Trapped and Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp) Ⓜ 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 → Leads to room #188 , inhabited by 4 x Girallon
	Monster	4 x Shambling Mound Shambling mound: CR 6; Large plant; HD 8d8+24; hp 60; Init +0; Spd 20 ft. (4 squares), swim 20 ft.; AC 20 (-1 size, +11 natural), touch 9, flat-footed 20; Base Atk +6; Grp +15; Atk +11 melee (2d6+5, slam); Full Atk +11 melee (2d6+5, 2 slams); Space/Reach 10 ft./10 ft.; SA Improved grab, constrict 2d6+7; SQ Darkvision 60 ft., immunity to electricity, low-light vision, plant traits, fire resistance 10; AL N; SV Fort +9, Ref +2, Will +4; Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9 Skills and Feats: Hide +3*, Listen +8, Move Silently +8; Iron Will, Power Attack, Weapon Focus (slam) Treasure: 200 gp; Wand of Summon Monster I (28 of 50 charges) (420 gp); hoard total 620 gp
Room #207	<i>North Entry</i>	Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp)
	<i>West Entry</i>	Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp) → Leads to room #169
	<i>East Entry</i>	Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp) → Leads to room #136
	<i>South Entry</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) Ⓜ 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
Monster	1 x Greater Water Elemental Greater water elemental: CR 9; Huge elemental (water, extraplanar); HD 21d8+105; hp 199; Init +5; Spd 30 ft. (6 squares), swim 120 ft.; AC 22 (-2 size, +5 dex, +9 natural), touch 13, flat-footed 17; Base Atk +15; Grp +31; Atk +21 melee (2d10+8, slam); Full Atk +21 melee (2d10+8, 2 slams); Space/Reach 15 ft./15 ft.; SA Water mastery, drench, vortex; SQ Damage reduction 10/-, darkvision 60 ft., elemental traits; AL N; SV Fort +17, Ref +14, Will +9; Str 26, Dex 20, Con 21, Int 8, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack	
Room #208	<i>North Entry</i>	Trapped and Unlocked Iron Door (hard 10, 60 hp) Ⓜ 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
	<i>East Entry</i>	Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp) → Leads to room #168
	<i>South Entry</i>	Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp)
	Room Features	A tapestry of vile acts hangs from the north wall, and someone has scrawled a large X on the east wall
Monster	5 x Chimera Skeleton Chimera skeleton: CR 4; Large undead; HD 9d12; hp 58; Init +6; Spd 30 ft. (6 squares); AC 13 (+2 dex., -1 size, +2 natural), touch 11, flat-footed 11; Base Atk +4; Grp +12; Atk +7 melee (2d6+4, bite); Full Atk +7 melee (2d6+4, bite) and +7 melee (1d8+4, bite) and +7 melee (1d8+4, gore) and +2 melee (1d6+2, 2 claws); Space/Reach 10 ft./5 ft.; SA -; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +3, Ref +5, Will +6; Str 19, Dex 15, Con -, Int -, Wis 10, Cha 1 Skills and Feats: ; Improved Initiative	

Room #209	<i>North Entry</i>	Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp) Ⓣ Ice Dart Trap: CR 11; magic device; visual trigger (true seeing); no reset; Atk +12 ranged (11d6 cold); Search DC 24; Disable Device DC 26
	<i>West Entry</i>	Trapped and Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp) Ⓣ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #171
	Room Features	Unintelligible whispering fills the room, and a sundered helm lies in the west side of the room
	Hidden Treasure	Hidden (Search DC 25) Trapped and Locked Iron Chest (Open Lock DC 30, break DC 28; hard 10, 60 hp) Acid Fog Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Acid Fog, 11th level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31 1500 gp; Arcane Scroll (Summon Monster I (25 gp)) (total 25 gp), Light Mace (Medium) (+1 weapon) (2305 gp); hoard total 3830 gp
Room #210	<i>West Entry</i>	Secret (Search DC 25) Unlocked Strong Wooden Door (hard 5, 20 hp) Ⓢ The door is concealed behind a tapestry of vile acts → Leads to room #139 , inhabited by 4 x Will-o'-Wisp
	<i>East Entry</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp) → Leads to room #170
	<i>South Entry</i>	Trapped and Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp) Ⓣ Acid Arrow Trap: CR 8; magic device; visual trigger (true seeing); automatic reset; multiple traps (two simultaneous acid arrow traps); Atk +9 ranged touch and +9 ranged touch; spell effect (Acid Arrow, 18th level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27
	Room Features	The floor is covered in square tiles, alternating white and black, and a pile of corroded iron spikes lies in the south side of the room
	Monster	1 x Greater Fire Elemental Greater fire elemental: CR 9; Huge elemental (fire, extraplanar); HD 21d8+84; hp 178; Init +12; Spd 60 ft. (12 squares); AC 24 (-2 size, +8 dex, +8 natural), touch 16, flat-footed 16; Base Atk +15; Grp +28; Atk +22 melee (2d8+5 plus 2d8 fire, slam); Full Atk +22 melee (2d8+5 plus 2d8 fire, 2 slams); Space/Reach 15 ft./15 ft.; SA Burn; SQ Damage reduction 10/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +11, Ref +20, Will +9; Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam)
	Trick	An enchanted pool in the south-east corner of the room summons a water elemental to serve whomever drinks from it (but only once)
Room #211	<i>West Entry</i>	Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
	<i>East Entry</i>	Secret (Search DC 30) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓢ A bookcase and concealed door pivots smoothly
	Monster	4 x Aranea Aranea: CR 4; Medium magical beast (shapechanger); HD 3d10+6; hp 22; Init +6; Spd 50 ft. (10 squares), climb 25 ft.; AC 13 (+2 dex, +1 natural), touch 12, flat-footed 11; Base Atk +3; Grp +3; Atk +5 melee (1d6 plus poison, bite) or +5 ranged (web); Full Atk +5 melee (1d6 plus poison, bite) or +5 ranged (web); Space/Reach 5 ft./5 ft.; SA Poison, spells, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +5, Ref +5, Will +4; Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14 Skills and Feats: Climb +14, Concentration +8, Escape Artist +5, Jump +13, Listen +6, Spot +6; Improved Initiative, Iron Will, Weapon Finesse Treasure: 700 gp; Arcane Scroll (Floating Disk (25 gp), Shield (25 gp), Knock (150 gp)) (total 200 gp), Arcane Scroll (Command Undead (150 gp), Protection from Arrows (150 gp)) (total 300 gp), Potion of Eagle's Splendor (300 gp), Potion of Shield of Faith (+2) (50 gp); hoard total 1550 gp
Trap	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	
Room #212	<i>North Entry</i>	Trapped and Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp) Ⓣ Teleporter Crystal: CR 11; magic device; touch trigger; no reset; teleport (teleported one level down, DC 18 Will save negates); Search DC 28; Disable Device DC 24 → Leads to room #4
	<i>West Entry</i>	Secret (Search DC 25) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓢ A bookcase and concealed door pivots smoothly
	Empty	
Room #213	<i>East Entry #1</i>	Secret (Search DC 20) Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp) Ⓢ The door is concealed within a mosaic of a god of fate
	<i>East Entry #2</i>	Trapped and Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp) Ⓣ Acid Fog Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Acid Fog, 11th level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31
	Room Features	This room might have been a crypt, long ago. A single intact stone coffin still lies in the west side of the room, flanked by broken statues of cloaked mourners.
	Monster	1 x Greater Fire Elemental Greater fire elemental: CR 9; Huge elemental (fire, extraplanar); HD 21d8+84; hp 178; Init +12; Spd 60 ft. (12 squares); AC 24 (-2 size, +8 dex, +8 natural), touch 16, flat-footed 16; Base Atk +15; Grp +28; Atk +22 melee (2d8+5 plus 2d8 fire, slam); Full Atk +22 melee (2d8+5 plus 2d8 fire, 2 slams); Space/Reach 15 ft./15 ft.; SA Burn; SQ Damage reduction 10/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +11, Ref +20, Will +9; Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam)
Trick	A magical candle in the west side of the room causes all other sources of light to go out while lit	

Room #214	<i>West Entry</i>	Secret (Search DC 25) Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓢ A bookcase and concealed door pivots smoothly
	<i>South Entry</i>	Secret (Search DC 25) Locked Stone Door (Open Lock DC 25, break DC 28; hard 8, 60 hp) Ⓢ The door is located above a small stone dais and only four feet high → Leads to room #2 , inhabited by 7 x Blink Dog
	Room Features	A set of demonic war masks hangs on the north wall, and someone has scrawled "Who took my dwarf skull" in goblin runes on the east wall
	Monster	8 x Medium Water Elemental Medium water elemental: CR 3; Medium elemental (water, extraplanar); HD 4d8+12; hp 30; Init +1; Spd 20 ft. (4 squares), swim 90 ft.; AC 19 (+1 dex, +8 natural), touch 11, flat-footed 18; Base Atk +3; Grp +6; Atk +6 melee (1d8+4, slam); Full Atk +6 melee (1d8+4, slam); Space/Reach 5 ft./5 ft.; SA Water mastery, drench, vortex; SQ Darkvision 60 ft., elemental traits; AL N; SV Fort +7, Ref +2, Will +1; Str 16, Dex 12, Con 17, Int 4, Wis 11, Cha 11 Skills and Feats: Listen +3, Spot +4; Cleave, Power Attack
Room #215	<i>North Entry</i>	Locked Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp)
	<i>South Entry #1</i>	Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp) → Leads to room #161 , inhabited by 3 x Girallon
	<i>South Entry #2</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) Ⓣ Rune of Fear: CR 11; magic device; proximity trigger (alarm); no reset; fear (shaken for 1d4 rounds, DC 18 Will save negates); multiple targets (all targets in a 10 ft. radius burst); Search DC 28; Disable Device DC 28
	Empty	
Room #216	<i>North Entry</i>	Trapped and Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓣ 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
	<i>South Entry</i>	Secret (Search DC 25) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓢ A bookcase and concealed door pivots smoothly → Leads to room #160
	Empty	
Room #217	<i>South Entry #1</i>	Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp) (slides up, +2 to break DC) Ⓣ 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
	<i>South Entry #2</i>	Trapped and Unlocked Stone Door (hard 8, 60 hp) Ⓣ Energy Drain Trap: CR 10; magic device; visual trigger (true seeing); automatic reset; Atk +8 ranged touch; spell effect (Energy Drain, 17th level wizard, 2d4 negative levels for 24 hours, DC 23 Fort save negates); Search DC 34; Disable Device DC 34
	Room Features	A sloped pit lined with iron spikes lies in the north-east corner of the room, and a ruined chain shirt lies in the east side of the room
	Monster	1 x Greater Air Elemental Greater air elemental: CR 9; Huge elemental (air, extraplanar); HD 21d8+84; hp 178; Init +14; Spd Fly 100 ft. (perfect) (20 squares); AC 26 (-2 size, +10 dex, +8 natural), touch 18, flat-footed 16; Base Atk +15; Grp +28; Atk +23 melee (2d8+5, slam); Full Atk +23 melee (2d8+5, 2 slams); Space/Reach 15 ft./15 ft.; SA Air mastery, whirlwind; SQ Damage reduction 10/-, darkvision 60 ft., elemental traits; AL N; SV Fort +11, Ref +22, Will +9; Str 20, Dex 31, Con 18, Int 8, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Blind-fight, Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse
Room #218	<i>North Entry</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp) → Leads to room #158
	<i>West Entry</i>	Secret (Search DC 25) Unlocked Good Wooden Door (hard 5, 15 hp) Ⓢ The door is concealed behind a statue of an ancient lich, and opened by pressing runes on his staff
	<i>South Entry</i>	Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp)
	Trick	A completely mundane harp rests upon a pedestal in the south-west corner of the room, surrounded by scorch marks and bone dust
Room #219	<i>North Entry</i>	Secret (Search DC 20) Unlocked Good Wooden Door (hard 5, 15 hp) Ⓢ The door is concealed behind a tapestry of a god of law
	<i>West Entry</i>	Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp) Ⓣ Wail of the Banshee Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (Wail of the Banshee, 17th level wizard, DC 23 Fort save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34 → Leads to room #23
	Empty	
Room #220	<i>North Entry</i>	Secret (Search DC 20) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) Ⓢ The door is concealed within the mouth of a demonic face carved from stone → Leads to room #152 , inhabited by 4 x Annis
	<i>South Entry</i>	Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp)
	Room Features	This room might have been a crypt, before the dungeon fell to ruin. A single intact iron coffin still lies in the east side of the room, flanked by broken statues of cloaked mourners.
Monster	1 x Greater Water Elemental Greater water elemental: CR 9; Huge elemental (water, extraplanar); HD 21d8+105; hp 199; Init +5; Spd 30 ft. (6 squares), swim 120 ft.; AC 22 (-2 size, +5 dex, +9 natural), touch 13, flat-footed 17; Base Atk +15; Grp +31; Atk +21 melee (2d10+8, slam); Full Atk +21 melee (2d10+8, 2 slams); Space/Reach 15 ft./15 ft.; SA Water mastery, drench, vortex; SQ Damage reduction 10/-, darkvision 60 ft., elemental traits; AL N; SV Fort +17, Ref +14, Will +9; Str 26, Dex 20, Con 21, Int 8, Wis 11, Cha 11 Skills and Feats: Listen +14, Spot +14; Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack	

Room #221	<i>East Entry #1</i>	Locked Stone Door (Open Lock DC 40, break DC 28; hard 8, 60 hp)
	<i>East Entry #2</i>	Secret (Search DC 30) Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp) Ⓢ The door is located above a small stone dais and concealed behind a tapestry of geometric patterns
	Trick	A magical candle in the east side of the room repels any undead creature within 30 feet while lit
Room #222	<i>North Entry</i>	Trapped and Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp) Ⓢ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #205 , inhabited by 11 x Cockatrice
	Monster	3 x Tendriculos Tendriculos: CR 6; Huge plant; HD 9d8+54; hp 94; Init -1; Spd 20 ft. (4 squares); AC 16 (-2 size, -1 dex, +9 natural), touch 7, flat-footed 16; Base Atk +6; Grp +23; Atk +13 melee (2d8+9, bite) or +8 melee (1d6+4, 2 tendrils); Full Atk +13 melee (2d8+9, bite) and +8 melee (1d6+4, 2 tendrils); Space/Reach 15 ft./15 ft.; SA Improved grab, paralysis, swallow whole; SQ Low-light vision, plant traits, regeneration 10; AL N; SV Fort +12, Ref +2, Will +4; Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3 Skills and Feats: Hide +9, Listen +1, Move Silently +1, Spot +1; Alertness, Iron Will, Power Attack, Stealthy Treasure: 120 gp; Bone Coffin inlaid with Silver (120 gp); hoard total 240 gp
Room #223	<i>West Entry #1</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓢ Teleporter Crystal: CR 11; magic device; touch trigger; no reset; teleport (teleported one level down, DC 16 Will save negates); Search DC 24; Disable Device DC 28 → Leads to room #112
	<i>West Entry #2</i>	Trapped and Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp) Ⓢ Forcecage and Summon Monster VII Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; multiple traps (one forcecage trap and one summon monster VII trap); spell effect (Forcecage, 13th level wizard); spell effect (Summon Monster VII, 13th level wizard, hamatula); Search DC 32; Disable Device DC 32
	<i>South Entry</i>	Secret (Search DC 20) Stuck Stone Door (break DC 28; hard 8, 60 hp) Ⓢ A stone column and section of wall pivots smoothly → Leads to room #204 , inhabited by 1 x Greater Water Elemental
	Room Features	This might once have been a wizard's summoning room. The floor is still inscribed in places by a broken magic circle, and the air within it seethes with heat and the scent of sulphur.
	Monster	3 x Girallon Girallon: CR 6; Large magical beast; HD 7d10+20; hp 58; Init +3; Spd 40 ft. (8 squares), climb 40 ft.; AC 16 (-1 size, +3 dex, +4 natural), touch 12, flat-footed 15; Base Atk +7; Grp +17; Atk +12 melee (1d4+6, claw); Full Atk +12 melee (1d4+6, 4 claws) and +7 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d4+9; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +5; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7 Skills and Feats: Climb +14, Move Silently +8, Spot +6; Iron Will, Toughness (2)
Room #224	<i>North Entry #1</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) (slides up, +2 to break DC) Ⓢ Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (Incendiary Cloud, 15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33 → Leads to room #113 , inhabited by 5 x Chimera Skeleton
	<i>North Entry #2</i>	Trapped and Unlocked Good Wooden Door (hard 5, 15 hp) Ⓢ Fire Spray: CR 9; magic device; proximity trigger (alarm); no reset; fire spray (8d6 fire damage, DC 16 Reflex save for half damage); Search DC 22; Disable Device DC 24
	<i>East Entry</i>	Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp) → Leads to room #111 , inhabited by 1 x Greater Water Elemental
	Empty	
Room #225	<i>West Entry</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)
Room Features	Someone has scrawled "Kumi Thorison stands here, slain by a basilisk" on the north wall, and a bloody journal lies in the south-east corner of the room	
Room #226	<i>West Entry</i>	Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp)
	<i>East Entry</i>	Locked Strong Wooden Door (Open Lock DC 40, break DC 25; hard 5, 20 hp)
	<i>South Entry</i>	Trapped and Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) Ⓢ Power Word Stun Trap: CR 8; magic device; touch trigger; no reset; spell effect (Power Word Stun, 13th level wizard); Search DC 32; Disable Device DC 32 → Leads to room #21 , inhabited by 11 x Owlbear
	Room Features	A stone dais and throne sits in the south side of the room, and a corroded iron key hangs from a hook on the east wall
Trap	Freeze Ray Trap: CR 11; magic device; proximity trigger (alarm); no reset; freeze ray (11d6 cold damage and grappled, DC 16 Reflex save for half damage only, otherwise Escape Artist DC 26 to escape grapple); Search DC 24; Disable Device DC 28	

Room #227	<i>North Entry</i>	Locked Strong Wooden Door (Open Lock DC 30, break DC 25; hard 5, 20 hp) → Leads to room #24
	<i>West Entry</i>	Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp) (slides up, +2 to break DC)
	<i>East Entry</i>	Secret (Search DC 25) Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (slides down, +1 to break DC) Ⓢ A bookcase and concealed door pivots smoothly → Leads to room #146
	Room Features	Someone has scrawled "Ran out of swords" in blood on the south wall, and a buzzing noise can be faintly heard near the north wall
Hidden Treasure	Hidden (Search DC 25) Trapped and Locked Iron Chest (Open Lock DC 20, 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 1200 gp; Aquamarine (700 gp), Blue Star Sapphire (1000 gp), Eye Agate (9 gp), Moss Agate (11 gp); Divine Scroll (Hide from Undead (25 gp), Barkskin (150 gp), Flaming Sphere (150 gp)) (total 325 gp); hoard total 3245 gp	

Room #228	<i>West Entry</i>	Locked Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp) → Leads to room #147 , inhabited by 1 x Greater Fire Elemental
	<i>East Entry</i>	Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp)
	Room Features	This room might have been a tomb, until recently. A shattered sarcophagus still lies in the west side of the room, surrounded by strange urns filled with poisonous black ichor.
Trap	Chain Lightning Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (Chain Lightning, 11th level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31	

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