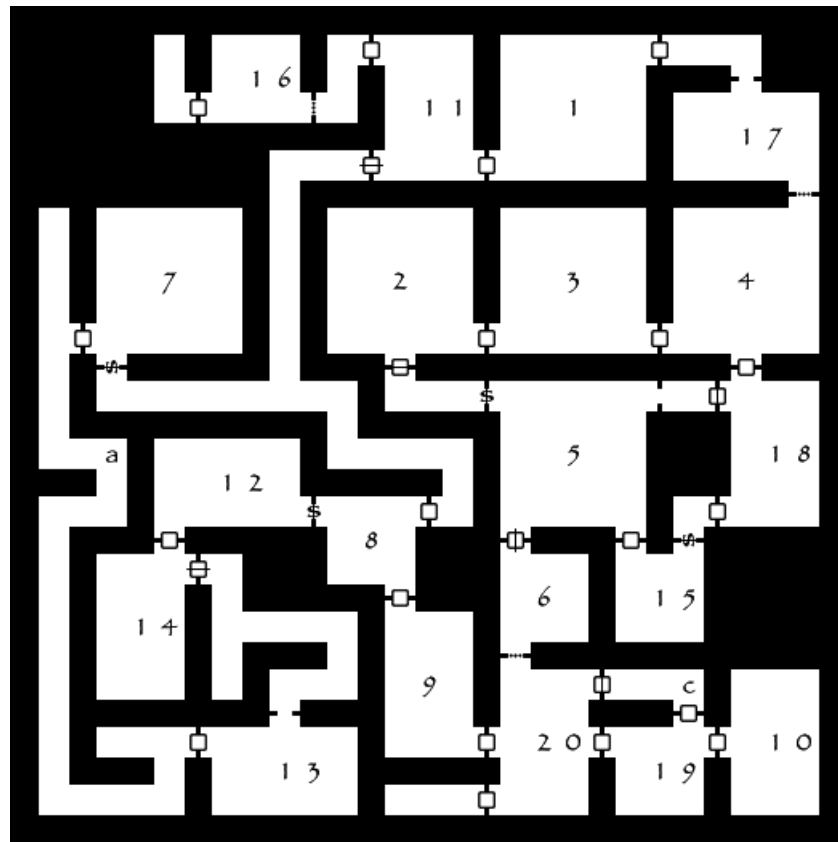


The Tomb of the Lost 05

Level 5



General

History

The dungeon was created by giants as a lair. It was eventually abandoned by its creators, and the dungeon has been attacked and abandoned many times since then.

Walls

Masonry (DC 15 to climb)

Floor

Uneven Flagstone (DC 10 to charge or run)

Temperature

Cool

Illumination

Shadowy (witchlight every 20 ft.)

Corridor Features

- a** Falling Cage Trap: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 11 save or become confined
- c** Several square holes are cut into the walls here

Wandering Monsters

- 1 Ghast (cr 2, mm 148) and 5 x Ghoul (cr 1, mm 148); medium, 1450 xp, wandering senselessly
 - 2 Spawn of Kyuss (cr 5, motm 225, vgm 192) and 8 x Zombie (cr 1/4, mm 316); deadly, 2200 xp, wandering senselessly
 - 3 Wraith (cr 5, mm 302) and 1 x Ghoul (cr 1, mm 148); easy, 2000 xp, wielding bizarre eldritch powers
 - 4 Wight (cr 3, mm 300) and 8 x Zombie (cr 1/4, mm 316); medium, 1100 xp, wandering senselessly
 - 5 Spawn of Kyuss (cr 5, motm 225, vgm 192); easy, 1800 xp, consumed by disease and madness
 - 6 5 x Ogre Zombie (cr 2, mm 316); hard, 2250 xp, gathered around an evil shrine
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Room #1

West Entry Unlocked Simple Wooden Door (10 hp)
→ Leads to [room #11](#), inhabited by Wraith and 1 x Wight

East Entry Unlocked Simple Wooden Door (10 hp)

Room Features A stone dais and throne sits in the east side of the room, and an unexplained breeze can be felt in the north-west corner of the room

Room #2

East Entry Unlocked Simple Wooden Door (10 hp)
→ Leads to [room #3](#), inhabited by Ghast and 2 x Ghoul

South Entry Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) (slides to one side)

Room Features A rope ascends to a wooden platform in the center of the room, and a tile mosaic of legendary monsters covers the floor

Monster Wraith (cr 5, mm 302) and 3 x Specter (cr 1, mm 279); hard, 2400 xp

Treasure: 1000 cp, 40 ep; 11 sp; 13 sp; 10 ep

Room #3

West Entry Unlocked Simple Wooden Door (10 hp)
→ Leads to [room #2](#), inhabited by Wraith and 3 x Specter

East Entry Stuck Iron Door (DC 25 to break; 60 hp)
→ Leads to [room #4](#)

Room Features A toppled statue lies in the center of the room, and a rotting odor fills the room

Monster Ghast (cr 2, mm 148) and 2 x Ghoul (cr 1, mm 148); easy, 850 xp

Treasure: 12 sp; 14 cp; 10 cp

Room #4	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #17
	<i>West Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp) → Leads to room #3 , inhabited by Ghast and 2 x Ghoul
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #18 , inhabited by Wraith and 2 x Wight
	Empty	
Room #5	<i>West Entry</i>	Secret (DC 15 to find) Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp) ⑤ A bookcase and concealed door pivots smoothly
	<i>East Entry</i>	Archway
	<i>South Entry #1</i>	Trapped and Unlocked Stone Door (60 hp) (slides up) ① Acid Spray: DC 15 to find, DC 10 to disable; affects all targets within a 20 ft. cone, DC 13 save or take 2d10 acid damage for 1d4 rounds → Leads to room #6
	<i>South Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #15
	Empty	
Room #6	<i>North Entry</i>	Trapped and Unlocked Stone Door (60 hp) (slides up) ① Acid Spray: DC 15 to find, DC 10 to disable; affects all targets within a 20 ft. cone, DC 13 save or take 2d10 acid damage for 1d4 rounds → Leads to room #5
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) (magically reinforced, disadvantage to break) → Leads to room #20 , inhabited by 14 x Skeleton
	Hidden Treasure	Hidden (DC 15 to find) Locked Simple Wooden Chest (DC 20 to unlock, DC 15 to break; 10 hp) 700 cp, 5000 sp, 2900 gp, 90 pp, 2 x black onyx (150 gp), 2 x diamond (100 gp), amber (100 gp), amethyst (100 gp), chrysoberyl (100 gp), 2 x garnet (100 gp), 2 x tourmaline (100 gp), Armor of Resistance (scale mail, cold) (rare, dmg 152), Censer of Controlling Air Elementals (rare, dmg 158), Cloak of the Bat (rare, dmg 159)

Room #7	<i>West Entry</i>	Unlocked Strong Wooden Door (20 hp)
	<i>South Entry</i>	Secret (DC 25 to find) Locked Stone Door (DC 10 to open, DC 25 to break; 60 hp) ⑤ A trap door in the floor leads to a short tunnel beneath the wall
	Room Features	A magical statue in the south-west corner of the room answers simple questions about the dungeon (points directions), and a foul odor fills the south-west corner of the room
	Trap	Scythe Blade: DC 10 to find, DC 10 to disable; +11 to hit against all targets within a 5 ft. arc, 10d10 slashing damage
	Hidden Treasure	Trapped and Locked Good Wooden Chest (DC 15 to unlock, DC 20 to break; 15 hp) Poisoned Arrow Trap: DC 15 to find, DC 15 to disable; +6 to hit against one target, 4d10 piercing/poison damage 400 cp, 4000 sp, 2400 gp, 140 pp, a gilded wooden medallion engraved with mythical imagery (250 gp), a set of a fine steel rapier and dagger inlaid with ornate electrum scrollwork (250 gp), an ivory medallion engraved with arcane runes (250 gp), Javelin of Lightning (uncommon, dmg 178), Sentinel Shield (uncommon, dmg 199)
Room #8	<i>West Entry</i>	Secret (DC 20 to find) Trapped and Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp) ⑤ The door is concealed within the mouth of a demonic face carved from stone ① Thunderstone Mine: DC 15 to find, DC 20 to disable; affects all targets within 20 ft., DC 11 save or take 2d10 thunder damage and become deafened for 1d4 rounds → Leads to room #12
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #9 , inhabited by Allip and 4 x Shadow
	Empty	
Room #9	<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #8
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #20 , inhabited by 14 x Skeleton
	Room Features	An altar of evil sits in the north-west corner of the room, and someone has scrawled "Abandon all hope" on the west wall
	Monster	Allip (cr 5, motm 45, mtf 116) and 4 x Shadow (cr 1/2, mm 269); hard, 2200 xp
		Treasure: 150 gp; 15 sp; 19 sp; 23 cp; 19 cp

Room #10	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides to one side) → Leads to room #19
	Room Features	A sloped pit lined with iron spikes lies in the north-west corner of the room, and a rusted axe lies in the east side of the room
	Monster	10 x Skeleton (cr 1/4, mm 272); easy, 500 xp Treasure: 3 pp; 2 pp; 8 ep; 12 cp; 12 gp; 15 sp; 13 sp; 8 gp; 21 cp; 24 cp
Room #11	<i>West Entry #1</i>	Stuck Iron Door (DC 25 to break; 60 hp)
	<i>West Entry #2</i>	Trapped and Unlocked Strong Wooden Door (20 hp) ① Contact Poison: DC 10 to find, DC 15 to disable; affects each creature which touches the trigger, DC 15 save or take 4d10 damage
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #1
	Monster	Wraith (cr 5, mm 302) and 1 x Wight (cr 3, mm 300); hard, 2500 xp Treasure: 90 ep, 80 gp; 16 sp
Room #12	<i>East Entry</i>	Secret (DC 20 to find) Trapped and Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp) ⑤ The door is concealed within the mouth of a demonic face carved from stone ① Thunderstone Mine: DC 15 to find, DC 20 to disable; affects all targets within 20 ft., DC 11 save or take 2d10 thunder damage and become deafened for 1d4 rounds → Leads to room #8
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #14
	Empty	
Room #13	<i>North Entry</i>	Archway
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Room Features	A magical statue in the north-east corner of the room answers questions with insults, and an altar of evil sits in the south-east corner of the room
Room #14	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #12
	<i>East Entry</i>	Trapped and Stuck Stone Door (DC 20 to break; 60 hp) ① Acid Spray: DC 15 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 14 save or take 2d10 acid damage for 1d4 rounds
	Empty	

Room #15	<i>North Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #5
	<i>North Entry #2</i>	Secret (DC 15 to find) Locked Good Wooden Door (DC 25 to open, DC 15 to break; 15 hp) ⑤ The door is concealed behind a statue of a terrified maiden, and opened by breaking her neck
	Hidden Treasure	Hidden (DC 20 to find) Locked Iron Chest (DC 20 to unlock, DC 30 to break; 60 hp) 400 cp, 4000 sp, 1900 gp, 60 pp, 2 x diamond (100 gp), chrysoberyl (100 gp), garnet (100 gp), 2 x jet (100 gp), 3 x pearl (100 gp), Spell Scroll (Contagion) (rare, dmg 200)
Room #16	<i>West Entry</i>	Unlocked Strong Wooden Door (20 hp)
	<i>East Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) (stuck, disadvantage to open)
	Room Features	A mural of vile acts covers the ceiling, and skeletons hang from chains and manacles against the south and east walls
	Monster	14 x Skeleton (cr 1/4, mm 272); easy, 700 xp Treasure: 10 gp; 7 sp; 4 gp; 10 gp; 10 sp; 18 sp; 7 sp; 16 sp; 9 gp; 6 ep; 16 ep; 9 gp; 14 sp; 17 gp
Room #17	<i>North Entry</i>	Archway
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #4
	Room Features	Someone has scrawled a drawing of a sword on the east wall, and several sundered shields are scattered throughout the room
Room #18	<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #4
	<i>West Entry #1</i>	Locked Stone Door (DC 25 to open, DC 25 to break; 60 hp)
	<i>West Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Monster	Wraith (cr 5, mm 302) and 2 x Wight (cr 3, mm 300); deadly, 3200 xp Treasure: 180 gp; 22 cp; 20 cp
	Trap	Scythe Blade: DC 15 to find, DC 10 to disable; +8 to hit against all targets within a 5 ft. arc, 4d10 slashing damage

Room #19	<i>North Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<i>West Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) (slides to one side) → Leads to room #20 , inhabited by 14 x Skeleton
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides to one side) → Leads to room #10 , inhabited by 10 x Skeleton
	Room Features	Several alcoves are cut into the south wall, and several monstrous corpses are scattered throughout the room
Room #20	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) (magically reinforced, disadvantage to break) → Leads to room #6
	<i>West Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #9 , inhabited by Allip and 4 x Shadow
	<i>West Entry #2</i>	Unlocked Simple Wooden Door (10 hp)
	<i>East Entry #1</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp)
	<i>East Entry #2</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) (slides to one side) → Leads to room #19
	Room Features	The floor is covered in perfect hexagonal tiles, and someone has scrawled "Kurda has no beard" in dwarvish runes on the south wall
	Monster	14 x Skeleton (cr 1/4, mm 272); easy, 700 xp
		Treasure: 19 cp; 12 cp; 6 pp; 11 ep; 21 sp; 9 gp; 18 cp; 18 sp; 12 ep; 20 sp; 12 gp; 13 gp; 9 sp; 10 sp

Random Dungeon Generator
<http://donjon.bin.sh/>

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