



Every hour:
1d6 fire + save 15 → exh

5 x Smoke Mephit (mm 217, x250) *Dancing lights*
[imm fire pois, splode obscure, breathe 2 trg dc10→blind (recharge 6) 12/22/6/4]
Tapestry of Usamigaras
Unlkd iron door 60hp
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Pile of rotting wood

Secret 20, locked 10 Stone
Trap
4 x Fire Snake (mm 265, x800) [vul cold, res nwm, imm fire touch or mel - take 3 14/22/7/6 twice (bite → tail)]
Flame Jet 10/20 4 tht one targ, 2d10
locked 15 iron
Secret 20 (ill), locked 20 Iron

Rusted Axe
1 x Azer (mm 22, x450) [imm fire pois, touch or mel - take 5 17/39/5/10]
Stuck stone door DC 20, 60hp
"Mind the gap" scrawled
Archway

Stuck iron door DC 25, 60hp
Smoke smell
3 x Magmin (mm 212, x300) [imm fire, res nmw splode dc11/ or take 7 14/9/6/7 + keep burning 3]
Archway
Trp/Lk Iron 15pk 30br 60hp
Hypnograph 10/15 2 closest save 15, incap 1d4 rounds

Acid spray 10/20 2 closest save 12, 1d10 x 1d4 rounds
Trpd/Unlkd Stn 60hp
Trap
Poison Gas 10/10 2 closest save 12, 2d10 dmg
1800c, 1000s, 60g, 8 gems ytza
Hunter's Mark scroll
Unlkd stone door 60hp
Iron Portcullis 20L/25br/60hp

Stuck stone door DC 20, 60hp
Stuck stone door DC 20, 60hp
Iron Portcullis 20L/25br/60hp
Carved demonic faces

Guillotine Flame: 10/10, 3 tht one, 2d10 dmg

Steam Jet Spray: 20/15, two closest trg save 20 → 2d10 x 1d4 rounds

Unlkd stone door 60hp
8 x Steam Mephit (mm 217, x400) [imm fire pois, splode dc10→4 breathe 2 trg dc10→4 or half (recharge 6) 10/21/8/4]
Secret 20 (ill), locked 10 stone trace a labyrinthine pattern

Locked Iron door 15pk 30br 60hp
large demon idol, ruby eyes
12 x G Fire Beetle (mm 325, x120) [13/4/9/2]
Stuck stone door DC 20, 60hp ↑
faint sporadic knocking

Falling Coal: 10/15, two closest trg save 18 → 4d10

Concealed Pit: 15/15, 2 closest trg save 18 → 4d10

Skeletons hang from chains and manacles

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Ghostly music

Acrid odor

Floor tile labyrinth

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