

Wandering Monkeys

(1-in-6 chance every ten minutes and previously cleared room)

1. **Skeletal Cadre 3*** HD (30) AC 10 Medium MOV 30 ATK Bone Phalanx** DAM 2d6+2 *Skeletal Cadre is a swarm **Creatures within 5 feet of the swarm take damage.
2. **Slimeoba 3** HD (21) AC 9 SMALL MOV 10 ATK +5 Slam DAM (1d6 Blunt + 1d6 Acid) * *Slam attack initiates a grapple attempt at +5. Grappled enemies take 1d6 acid damage on the Slimeoba's turn.
3. 1d3+1 **Drow Penitent**
4. A **Random Trap** reactivates in an old space. Roll 1d8 for type.
5. Spooky sounds or mysterious happening.
6. Friendly or Hungry rats moving in to the cleared room.

Rotting storeroom looted for usable lumber. Old food and spell components cross contaminate. A crawling passage is hidden behind barrels.

Friendly rat folk, Zeromi, Kraxiss, Lina, Marthulmel, Iridisa, and Aea farm fungal pits. Seek devil's name to banish it for more living space. Use spell components as fertilizer. Have map of traps. Adjacent room's east door is controlled by winches.

Friendly Ratfolk 4 HD (30) AC 12 Medium MOV 45ft. BUR 10ft. ATK +6 Sling 30ft. or +6 Claws DAM (1d4+3 Bludgeoning/1d6+3 Slashing) *Shaman Kraxiss can 1/day each create a Wall of Stone, cast Poison Bolt +6 (3d6 poison, 60ft.), and cast Bless (+1d4 to ally rolls, +5 hit points). **Spores. Release a 5ft. burst of spores from a pouch, Constitution save, DC 10, or be dazed for 1d4-1 rounds.

Sooty, red-robed figures chanting in low tones in the corner of an ancient cathedral. Seven Drow worshippers of the sun ignore or nonviolently resist outsiders while continuing their chants in Undercommon. They are secretly attempting to contact a sun god to bring light to below, but their ideas of sun and light aren't correct enough to draw divine attention. "Light to dark places. Warmth to cold hearts. Shining hope in a world of dark." The storage closet holds a passage hidden behind boxes. South door has a strong lock.

Drow Penitent 3 HD (16) AC 12 Medium MOV 35ft. ATK +4 Palm Strike DAM (1d4+2 non-lethal) Spells 1/day Sanctuary (10 ft. Aura, foes must make a DC 10 Wisdom save to attack, lasts 1 minute) and 1/day Solar Wave (10ft. burst of dim light, 2d6 radiant. DC 10 Constitution save for half damage. Failure pushes the creature back 10ft.)

Hungry rat folk, Ushuk, Shann, Teuaka, Darrow, and Gorn seek man flesh and marrow. Want to remove devil for its spell circle components. Will attack unless intimidated or made a good offer. Have a map of corridor traps. Don't like the taste of elves. Turned these two former dormitories into nests.

Hungry Ratfolk 5 HD (36) AC 13 Medium MOV 50ft. BUR 10ft. ATK +6 Bone Darts 60ft. or +6 Knife and +5 Bite DAM* (1d6+3 Pierce/1d6+2 Slash/1d4+2 Pierce) *Hungry Rat saliva carries disease. They slobber on their weapons. On a hit, make a Constitution save. DC 10, or contract a random disease. **Hunger. On reducing a creature to half or 0 hit points, Ratfolk gains advantage on attack rolls for one round and a bonus move.

An empty training room holds training dummies, weapons, straw mats, and metal stakes to secure them.

This old art gallery, featuring sad maidens, queens, and women in a romance style suffers from poor maintenance and acid burns. Klithmnora will move this area slowly and carefully to avoid the paintings.

A stone foyer holds magical apparatuses of a necromantic nature long since rotted and rusted. Arcana checks will reveal that these are components for creating a lich, with a strong success giving clues of disastrous overcompensation for acid magic.

A maze of wrought-iron fences is used by an air-elemental swordswoman as battleground and defense.

Swordswoman Elemental 8 HD (71) AC 16 Large FLY 60ft.* ATK +9 Wind Scimitar x2 or +9 Wind Blast 60ft. DAM (2d6+6 Slash x2/ 1d10+6 Slash) *Wind Form: Can move through any gap larger than 1 inch. As a reaction, the Swordswoman Elemental can force an attack to roll with disadvantage and take a move action after the attack.

Five corrosion beasts scrounge through the rusted equipment falling to pieces in this cave, half starved. This room is difficult terrain.

Corrosion Beast 4 HD (25) Medium MOV 40ft. ATK +6 Pincer and +4 Corrosive Feeler 5ft. DAM (2d6+3 Slash/ *Corrosion*) *A Corrosion Beast's touch or attack forces the target to make a Dexterity save, DC 13, or suffer a -1 penalty on a piece of gear: 25% torso, 50% limb or held item, 25% headgear. Penalties are cumulative. At -5, the item is rusted to uselessness. Magic items have a 50% chance to resist without a saving throw. Each point of corrosion heals the Corrosion Beast 1d4 hit points.

Grime Dungeon

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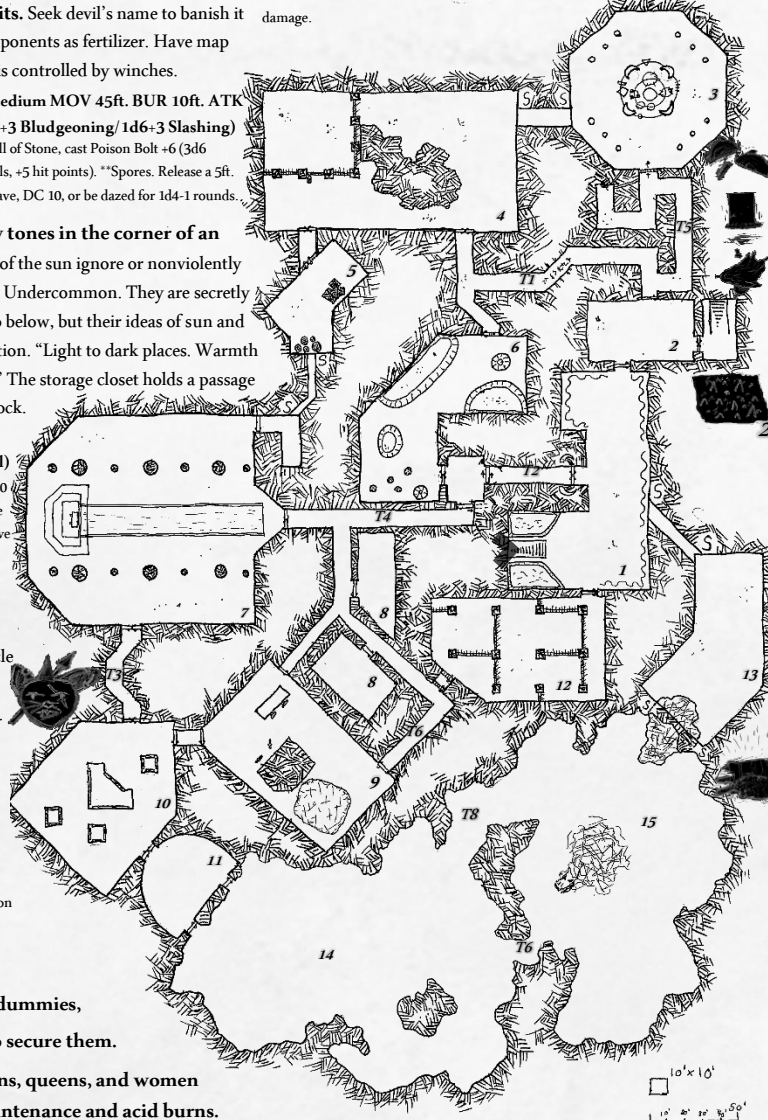
All the dungeon's squatters fear the powerful ooze of the failed Dracolich Klithmnora, the Weeping Knight. Make it a running fight and let her own former lair and traps be her undead undoing. What treasures remain after her bid for immortality?



Skeletal horde faking containment for a surprise attack.

Large jail is unlocked. Rotating wall secret passage to room 3 has one-way glass. Store room doors are locked with a simple lock.

Skeletal Horde 12* HD (120) AC 11 Huge MOV 30ft. ATK Bone Phalanx** DAM 2d6+2 *Skeletal Cadre is a swarm. They pursue the closest creature in sight. If two or more targets are available, it splits into two swarms one size smaller (minimum Medium) with remaining hit points split (rounded down). Vulnerability to radiant. **Creatures within 5 feet of a Skeletal Cadre take 2d6+2 damage.



A stylish devil, Zyminalixaxis waits inside a magic circle ritual room. Zym will bargain for someone to break the circle. He will twist the deal to backfire once he is free. He tricked the rats to think his true name has power and caused the split, fooling the hungry rats to think man-flesh holds strength. His advice on attaining lichdom was seeded with offhand comments about the dragon risking her acidic nature.

Zym 14 HD (123) AC 18 Large MOV 40ft FLY 90 ft. ATK +9 Claw and +8 Tail or +11 Firebolt 120 ft. DAM (1d6+4 Slash/1d4+3 Blunt/2d6+6 Fire) Spells (DC 19) As a 12th level wizard, including Fireball (6d6 fire damage, 20ft radius, Dexterity save for half), Death Touch (Constitution save or die), Major Illusion (Wisdom save to resist full sensory illusion), and Wish.

Clean, old stone tiles line the hallways. Halls are 10ft. tall, rooms are 30ft. tall, and doors are wood with metal banding. Traps wait to be tripped by a pressure plate, hidden tripwire, or magical proximity detector to hit a 20ft length of corridor. Signs of combat and magical damage mar the halls. Damage is halved on a save. Traps reset in 1d4+2 rounds.

T1 Spinning Blades: Dexterity (DC 15) 3d6 slashing damage.

T2 Crushing Pistons: Dexterity (DC 13) 3d10 blunt damage.

T3 Cold Blast: Constitution (DC 13) 4d8 cold damage.

T4 Fire Jets: Dexterity (DC 15) 4d6 fire.

T5 Electric Trap: Constitution (DC 13) 3d6 electricity.

T6 Spikes: Dexterity (DC 15) or take 2d12+4 piercing damage.

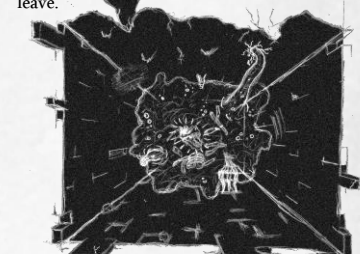
T7 Acid Blast: Dexterity (DC 15) or take 4d6 acid damage.

T8 Force Shards: Dexterity (DC 14) or take 4d4+4 force damage.

Necromancer killed by acid haunts the room. On one's 1st round in the room the room and two adventurer corpses appear to melt. Each round after, make a Wisdom save, DC12, or be unable to see the exits and take 2d6 psychic damage. Save ends. The adjacent room holds a staircase to another floor.

Tapestry covered hall with old, dead garden pits flanking the entrance stairs. A locked stone doorway leads east behind a frayed tapestry. The door south is held by a difficult lock. The door west is badly stuck.

The unsquandered remainder of Klithmnora's hoard, mostly consisting of rare bones, gems, and coins. The secret entrance to the north only allows one door open at a time, and will only allow valuables to enter, but not leave.



A pile of bones is encased in a green jelly jiggles to life when approached. Klithmnora is a failed Dracolich that will hunt intruders that approach. She has three layers, an outer, mindless acidic jelly, an inner, animal-cunning bone swarm, and a protected core of an animated magical skull. Destroying a layer exposes the one underneath, changing her behavior and attacks. Her hoard is hidden through a pile of bones concealing a low northeast tunnel.

Grime Dragon, Slime 8 HD (67) Gargantuan* AC 5 MOV 10 ft. ATK +5 Pseudopod 20ft.** DAM 1d10 Acid. *Slime Body. The Slime Body occupies 64, 5ft cubes of space. Any creature in its space takes 4d6+3 Acid damage at the start of their turn. Creatures must make a Dexterity or Strength save, DC 11, to move out of the slime. The slime is difficult terrain. It can move through any gap wider than 3 feet. Resistant to acid, poison, and targeted attacks but vulnerable to cold and necrotic damage. **Pseudopod Grab. Struck creature must make a Strength save, DC 11, or be pulled into the slime. On a successful save, the creature is only pulled five feet closer.

Grime Dragon, Bone 10 HD (100) Huge* AC 10 MOV 20 ft. ATK Bone Swarm DAM 3d6+5 Piercing *Bone Mass. The Grime Dragon occupies 9, 5 ft. cubes of contiguous space along the floor. Space it occupies is difficult terrain and creatures that start their turn in it are hit by its Bone Swarm attack. It is resistant to targeted attacks, necrotic, and cold damage but is vulnerable to piercing and bludgeoning damage.

Grime Dragon, Skull 14 HD (98) Large AC 14 FLY 30 ft. MOV 5 ft. ATK +8 Bite DAM 1d10+3 Piercing Spells Have a chance to recharge each turn and have one fewer chance to recharge after each recharge. Acid Spray (+8 60ft/2d10 Acid), Shield (Reaction: +5 AC for one turn, 6in6 recharge), Mirror Image (Create three duplicates, dispelled on taking damage, 3in6 recharge), Acid Bomb (8d6 Acid damage, 20ft radius within 120 ft. DC 16 Dexterity save for half damage, 2in6 recharge)

Legendary: In any form, the Grime Dragon can take legendary actions at the end of other creatures turns. Call Slime (Summon a Slimeoba within 60 ft. 3in6 recharge), Slime Anchor (Slingshot with slime to make two non-flying move actions, usable twice each recharge, 3in6 recharge), or Ichor Pool (Create 5ft radius of acid pool, 3d6 Acid damage to creatures that end their turn in it, lasts 5 rounds, 2in6recharge)