General	
Dungeon Level	**Level 1**
Dungeon Walls	**Reinforced Masonry (Climb DC 15)**
Dungeon Floor	**Smooth Stone**
Temperature	**Warm**
Illumination	**Dark (individual creatures may carry lights)**
Room #1	
East Entry #1	**Iron Porticullis (lift DC 25, break DC 28; hard 10, 60 hp)**
East Entry #2	**Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)**
Room Features	**Blasted hole, Bellows, Fireplace**
Room #2	
West Entry #1	**Unlocked Stone Door (hard 8, 60 hp)**
West Entry #2	**Archway**
East Entry	**Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)**
South Entry	**Archway**
Room Features	**Well**
Room #3	
North Entry	**Locked and Trapped Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)** **Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20.**
West Entry	**Unlocked Iron Door (hard 10, 60 hp)**

East Entry	**Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) (slides to one side, +1 break DC)**
Room Features	**Pillars, Casket, Wall basin**
Room #4	
West Entry	**Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)**
East Entry	**Stuck and Trapped Iron Door (break DC 28; hard 10, 60 hp) (magically reinforced, break DC 30 (wooden) or 40 (stone or iron))** **Tripping Chain: CR 2; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain); Search DC 15; Disable Device DC 18.**
South Entry	**Locked and Trapped Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)** **Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20.**
Trap	**Spear Trap: CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/x3, spear); Search DC 20; Disable Device DC 20. Note: 200 ft. max range, target determined randomly from those in its path.**
Hidden Treasure	**Hidden (Search DC 25) Locked Good Wooden Chest (Open Lock DC 25, break DC 18; hard 5, 15 hp)** **50 gp**
Room #5	
North Entry	**Unlocked Stone Door (hard 8, 60 hp) (magically reinforced, break DC 30 (wooden) or 40 (stone or iron))**

South Entry	**Wooden Porticullis (lift DC 25, break DC 28; hard 5, 30 hp)**
Monster	**1 Troglodyte Zombie** **Troglodyte zombie: CR 1; Medium undead; HD 4d12+3; hp 29; AC 16; Atk +3 melee (1d10+1, greatclub) or +3 melee (1d4+1, bite) or +3 melee (1d6+1, slam) or +0 ranged (1d6+1, javelin); Str 12, Dex 7, Mind -**
Trap	**Bricks from Ceiling: CR 2; mechanical; touch trigger; repair reset; Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5 ft. squares); Search DC 20; Disable Device DC 20.**
Hidden Treasure	**Hidden (Search DC 25) Unlocked and Trapped Iron Chest (hard 10, 60 hp)** **Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus greenblood oil poison); Search DC 22; Disable Device DC 20.** **90 gp**
Room #6	
North Entry	**Secret (Search DC 30) Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp)**
West Entry	**Iron Porticullis (lift DC 25, break DC 28; hard 10, 60 hp)**
East Entry	**Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp)**
Monster	**1 Troglodyte Zombie** **Troglodyte zombie: CR 1; Medium undead; HD 4d12+3; hp 29; AC 16; Atk +3 melee (1d10+1, greatclub) or +3 melee (1d4+1, bite) or +3 melee (1d6+1, slam) or +0 ranged (1d6+1, javelin); Str 12, Dex 7, Mind -**

Hidden Treasure	**Hidden (Search DC 30) Locked Strong Wooden Chest (Open Lock DC 20, break DC 25; hard 5, 20 hp)** **200 sp**
Room #7	
North Entry	**Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)**
West Entry	**Locked and Trapped Iron Door (Open Lock DC 40, break DC 28; hard 10, 60 hp)** **Inflict Light Wounds Trap: CR 2; magic device; touch trigger; automatic reset; spell effect (Inflict Light Wounds, 1st level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26.**
East Entry	**Wooden Porticullis (lift DC 25, break DC 28; hard 5, 30 hp)**
South Entry #1	**Locked and Trapped Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp) (slides down, +1 break DC)** **Inflict Light Wounds Trap: CR 2; magic device; touch trigger; automatic reset; spell effect (Inflict Light Wounds, 1st level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26.**
South Entry #2	**Unlocked and Trapped Strong Wooden Door (hard 5, 20 hp)** **Camouflaged Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 24; Disable Device DC 19.**
Monster	**4 Kobold Zombies** **Kobold zombie: CR 1/2; HD 2d12+3; hp 16; AC 13; Atk +0 melee (1d6-1/x3, spear) or +0 melee (1d4-1, slam) or +1 ranged (1d6/19-20, light crossbow); Str 8, Dex 11, Mind -**

Room #8	
North Entry	**Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)**
East Entry	**Secret (Search DC 25) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)**
South Entry	**Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)**
Room Features	**Animal nest**
Monster	**1 Ghoul** **(Ghoul: CR 1; HD 2d12; hp 13; AC 14; Atk +2 melee (1d6+1 plus paralysis, bite) and +0 melee (1d3 plus paralysis, 2 claws) or Ghoul Fever, paralysis; Str 13, Dex 15, Mind 14; Sub +6**
Room #9	
East Entry	**Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)**
South Entry	**Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)**
Room Features	**Murder hole (ceiling), Spices, Utensils**
Monster	**5 Kobold Zombies** **Kobold zombie: CR 1/2; HD 2d12+3; hp 16; AC 13; Atk +0 melee (1d6-1/x3, spear) or +0 melee (1d4-1, slam) or +1 ranged (1d6/19-20, light crossbow); Str 8, Dex 11, Mind -**
Room #10	
North Entry	**Wooden Porticullis (lift DC 25, break DC 28; hard 5, 30 hp)**

Dex 11, Mind -

West Entry #1 Archway

West Entry #2 Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)

East Entry Stuck (Good Wooden Door (break DC 18; hard 5, 15 hp)

Room Features Loose masonry, Firepit (broken), Lamp, Torch stub

Room #11

North Entry Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)

East Entry Unlocked Stone Door (hard 8, 60 hp)

South Entry Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

Empty

random dungeon generator by drow
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Modified for Microlite20 and PocketMod
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Microlite20: The Tomb of Mighty Madness

o = Door | x = Locked | t = Trapped | s = Secret | # = Porticullis