

The Vaults Of Horrendous Ruin

Level 1



Arch



Door



Locked



Trapped



Secret



Portcullis

General

Dungeon Walls	Masonry
Dungeon Floor	Flagstone
Temperature	Average
Illumination	Dark (individuals may have their own lights)

Corridors

a	An infectious laugh haunts the corridor
c	A group of stone carved faces ooze from the walls
e	Noble gas cage
i	A cascading waterfall sits nearby deep recess caves
m	Venus flytrap
n	A cascading waterfall sits nearby deep recess caves
r	A section of the ceiling begins to feed the corridors like a slow drip IV
s	Noble gas cage (onset immediate, save or 50 damage)
u	A cascading waterfall sits nearby deep recess caves
v	Flaming torches in iron scones announce their presence
w	A breach in the corridors
x	Chanting upholds the transgression of the corridor breach
z	A cascading waterfall sits nearby deep recess caves

Wandering Monsters

1	2 x NPC and 7 x Squire, adrift and hopeless
2	2 x Dragonflies, flutter incessantly
3	1 x Classic Punishment Monster or trope, frolicking about in a remote location
4	1 x Trope, returning to his sanctuary after ransacking another part of the dungeon
5	13 x Marauder, scouting for the source of strange noises
6	7 x Troglodytes, hoarding medicinal plants

Room #1

<i>North Entry</i>	Wooden door ajar → Leads to room #32, inhabited by 7 x Orc
<i>East Entry</i>	Stuck wooden door → Leads to room #31
<i>South Entry</i>	Unlocked wooden door
Room Features	Spirals of pink marble stones invade the floor, a banknote and thunderhead sit in the south-east corner of the room
Monster	10 x Imp

Room #2

<i>North Entry</i>	Propped wooden door
Room Features	The floor is paraded by purple octagon tiles, someone has scurried a painting of a fire-breathing dragon on the west wall

Room #3*North Entry* Locked iron door (common lock)*East Entry* Stuck wooden door**Room Features** A vine climbs to a balcony and hangs from the south wall, a diary sits with a chastity belt wrapped around her on the table in the corner of the room**Hidden Treasure** Invisible locked wooden chest (superior lock)
1000 cp; hoard total 5 gp**Room #4***North Entry* Stuck wooden door*West Entry* Archway*South Entry* Archway**Room Features** Several vases of flowers are dispersed like a crowd throughout the room, a balcony vacates the south wall**Trap** Gushing Room Trap**Room #5***West Entry* Stuck wood door (slides up)*South Entry* Trapped and Locked Good Wooden Door (common lock)
Ⓣ False Trap**Room Features** A wooden ladder in pursuit of the north wall, the sound of screaming can be heard in the south side of the room**Monster** 3 x Troll

Treasure: 750 ep, 1000 cp; hoard total 380 gp

Room #6*North Entry* Dead end*West Entry* Secret wood door

Ⓢ The door is veiled by a life size bookcase

Ⓣ Falling Block Trap (5d6 damage)

→ Leads to room #26, infested by 8 x Gnome

South Entry Archway**Room Features** Someone has sprawled "Let no man write my epitaph" on the south wall, a feather pen quill set waits for the ambush in the south-west corner of the room**Monster** 11 x Orc

Treasure: 750 ep, 1000 cp; hoard total 380 gp

Room #7*West Entry #1* Unlocked wooden door*West Entry #2* Unlocked wooden door*East Entry #1* Lock wooden door (common lock) (slides down)*East Entry #2* Secret wood door (superior lock, -20% to open)

Ⓢ The door has sank into the eye of a massive Cyclops (outdoor décor)

→ Leads to room #27

	Room Features	A chute descends into a pile of woodchips, Spirals of alabaster stone coronate the floor
	Monster	4 x NPC and 5 x Squire
		<p>Agen: Female Human, 1st-level Fighter, CG. Agen dark skin, narrow eyes and umber hair. She wears full slashed sleeves and tall hats with brims. She is altruistic and salacious.</p> <p>Dikeledi: Male Human, 1st-level Magic-User, NG. Dikeledi has blonde dreads and chestnut eyes. His clothes are tailor-made is accompanied by a stout pole. He is susceptible to dust mites, pollen, mold, spores and fungi.</p> <p>Nyah: Female Human, 1st-level Fighter, CG. Nyah is accompanied by the Mongol long bow. Heavy fabrics like silk, brocades and velvets compliment her personality which is reserved and trite.</p> <p>Obi: Male Human, 1st-level Fighter, NG. Obi has a narrow face, with unattended hair and blue eyes. His tools of the trade include a dagger set and he speaks with an unidentified accent.</p>
		Treasure: 1000 sp; hoard total 50 gp
Room #8	<i>North Entry</i>	Stuck wooden door
	<i>East Entry</i>	Stuck wooden door
	Room Features	A stone dais sits in the south-west corner of the room, there are some runes on a table near the south wall
Room #9	<i>East Entry</i>	Unlocked iron Door
	<i>South Entry #1</i>	Iron Portcullis (stuck)
	<i>South Entry #2</i>	Locked stone door (good lock, -20% to open)
	Room Features	A harpoon noise covets the room, several pieces of fruit are scattered across the room
	Monster	5 x Black phantasms
		Treasure: 1000 sp, 1000 cp; hoard total 55 gp
Room #10	<i>East Entry</i>	Locked wooden door (superior lock, -20% to open)
	Room Features	A water well lies in the east side of the room, nearby a gnome forages for elderberries while mushrooms hunt him down. He goes almost undetected on top of creaky wooden floors paved with shards of sun and grass seeping upright.
	Trap	Noble Gas Trap
Room #11	<i>North Entry</i>	Locked wooden door (common lock)
	<i>South Entry #1</i>	Stuck wooden door
	<i>South Entry #2</i>	Locked iron door (superior lock, -10% to open)
	Room Features	A narrow ledge entices a snail along the north and east walls, A pair of dice lays in the south corner of the room
Room #12	<i>North Entry</i>	simple wooden door
	<i>West Entry</i>	Locked stone door (superior lock, -20% to open) → Leads to room #25, inhabited by 11 x Giant rats

East Entry Trapped and unlocked wooden door

Ⓣ Pendulum Trap (4d6

damage)

Room Features A mural of the Sistine Chapel hankers after the ceiling, an open treasure chest engulfs the west side of the room

Room #13

North Entry unlocked wooden door

Room Features Someone has written "Where am I?" in draconic script on the south wall, moaning penetrates the air

Monster 13 x Giant rat

Treasure: 1000 cp; hoard total 5 gp

Room #14

North Entry #1 Trapped iron portcullis

Ⓣ Arrow trap (1d6 damage)

North Entry #2 Stuck wooden door

North Entry #3 Secret stuck wooden door (slides up)

Ⓢ The door is hidden behind a pile of broken Bohemian chalked glass

South Entry #1 Archway

South Entry #2 Trapped and unlocked wooden door (magically reinforced)

Ⓣ Poison arrow trap (1d6 damage plus poison; onset 1d4 rounds, save or 10 damage)

→ Leads to room #23

Room Features The floor is protected by square tiles that alternate b/w, a shallow quarry hides in the east corner of the room

Monster 2 x Shrieker

Room #15

North Entry Archway

South Entry Archway

→ Leads to room #32, inhabited by 7 x Orc

Room Features A single right male gauntlet glove rests in east side of the room, several broken arrows are scattered all over the floor in the room, a goblet of wine (untouched)

Room #16

North Entry Archway

East Entry #1 Locked wooden door (wizard lock)

→ Leads to room #25, inhabited by 11 x Giant rat

East Entry #2 Locked stone door (good lock, -10% to open)

East Entry #3 Stuck wooden door

Room Features An idol in the south-east corner of the room grants the ability move up in the ranks to anyone who offers a sweet treat (but only once), the sound of footsteps fills the room

Room #17

North Entry #1 Stuck simple wooden door

North Entry #2 Stuck Simple Wooden Door

<i>North Entry #3</i>	Stuck strong wooden door
<i>East Entry</i>	Unlocked wood door
<i>South Entry</i>	Stuck wood door

Room Features The north and west walls are covered with sword piercings

Room #18

<i>North Entry</i>	Secret stuck wood door
	Ⓢ The door is located near the ceiling and concealed by a mirage → Leads to room #21, inhabited by 2 x Dung Beetle
<i>West Entry</i>	Wooden portcullis
<i>East Entry</i>	Locked iron door (good lock, -10% to open)

Room Features A stair rises a catwalk hanging between the north and south walls, Someone has written "The battle of Dumphries took place here" on the west wall

Room #19

<i>West Entry</i>	Archway
<i>East Entry</i>	Unlocked wooden door
<i>South Entry</i>	Stuck wooden door

Room Features Portage of mutton fills the room

Room #20

<i>East Entry</i>	Locked wooden door (superior lock, -20% to open) → Leads to room #22, inhabited by 3 x Piercer
<i>South Entry</i>	Locked Iron Door (good lock, -10% to open)

Room Features Medieval torture (redirect here)

Room #21

<i>South Entry</i>	Secret wood door
	Ⓢ The door is located near the ceiling → Leads to room #18

Room Features Skeleton heads (with their teeth removed) are piled up in the east side of the room

Monster 2 x Fire Flies
Treasure: 100 pp, 750 ep; hoard total 875 gp

Room #22

<i>West Entry</i>	Locked wooden door (superior lock, -20% to open) → Leads to room #20
<i>East Entry</i>	Stuck wooden door
<i>South Entry #1</i>	Unlocked stone Door (slides up)

South Entry #2 Secret unlocked wooden door
Ⓢ The door is concealed behind a bookcase, when "The Three Musketeers" book is opened then the door reveals itself.

Room Features A torn handbag lies in the south-west corner of the room

Monster 3 x Piercer

Room #23

North Entry #1 Trapped and unlocked wooden door (magically reinforced)
Ⓣ Poison arrow trap (1d6 damage plus poison; onset 1d4 rounds, save or 10 damage)
→ Leads to room #14, inhabited by 2 x Shrieker

North Entry #2 Stuck wooden door

North Entry #3 Trapped and locked iron door (common lock)
Ⓣ Spear trap (1d8 damage)

Room Features The south and west walls have been engraved with some arcane/ archetypal symbols

Hidden Treasure Hidden, trapped and unlocked iron Chest
Poison Dart Trap (1d4 damage plus poison; onset 2d4 rounds, save or 10 damage)
250 gp; hoard total 250 gp

Room #24

North Entry Archway

South Entry Unlocked wood door

Room Features Moaning comes from the south side of the room

Room #25

West Entry #1 Iron portcullis

West Entry #2 Stuck iron door

West Entry #3 Locked wooden door (wizard lock)
→ Leads to room #16

East Entry Locked stone door (superior lock, -20% to open)
→ Leads to room #12

Room Features A salty odor fills the center of the room, water drops from the ceiling, a statue lies knocked over.

Monster 11 x Giant rat

Treasure: 100 pp, 250 gp; hoard total 750 gp

Room #26

West Entry Archway

East Entry #1 Archway
→ Leads to room #32, inhabited by 7 x Orc

East Entry #2 Secret trapped wooden door
Ⓢ The door is concealed within a horrific torture device
Ⓣ Falling block trap (5d6 damage)
→ Leads to room #6, inhabited by 11 x Orc

Room Features A rotting odor fills the room, rotten fruit is scattered over the floor.

<i>West Entry</i>	Archway → Leads to room #26, inhabited by 8 x gnome
<i>South Entry #1</i>	Iron portcullis
<i>South Entry #2</i>	Stuck wooden door → Leads to room #1, inhabited by 10 x weasels
Room Features	A charming fireplace
Monster	7 x Orc

Room #33

<i>South Entry</i>	Stuck wooden door
Room Features	A tile mosaic of large sailing ships covers the floor, someone scribbled "I can't sleep" in pixie dust on the west wall

Room #34

<i>North Entry</i>	Stuck wooden door (slides down)
<i>South Entry #1</i>	Stuck wooden door
<i>South Entry #2</i>	Stuck wooden door
Room Features	Feathers are spread out over the floor

Room #35

<i>East Entry #1</i>	Trapped and locked wooden door (common lock) Ⓣ Noble Gas Trap
<i>East Entry #2</i>	Archway
Room Features	A stone dais and throne sits in the center of the room, Someone has inscribed "Beware Regulus" on the west wall

Room #36

<i>West Entry #1</i>	Locked strong wooden door (common lock) (slides down)
<i>West Entry #2</i>	Trapped wooden portcullis Ⓣ Venus flytrap
<i>South Entry</i>	Secret locked wooden door (good lock, -10% to open) Ⓢ The door is located above a stone dais, protected by a mirror → Leads to room #29
Room Features	The floor is covered in square tiles (pink and green marble)
Monster	13 x Bandit
	Treasure: 1000 sp; hoard total 50 gp

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*script completely re-worked