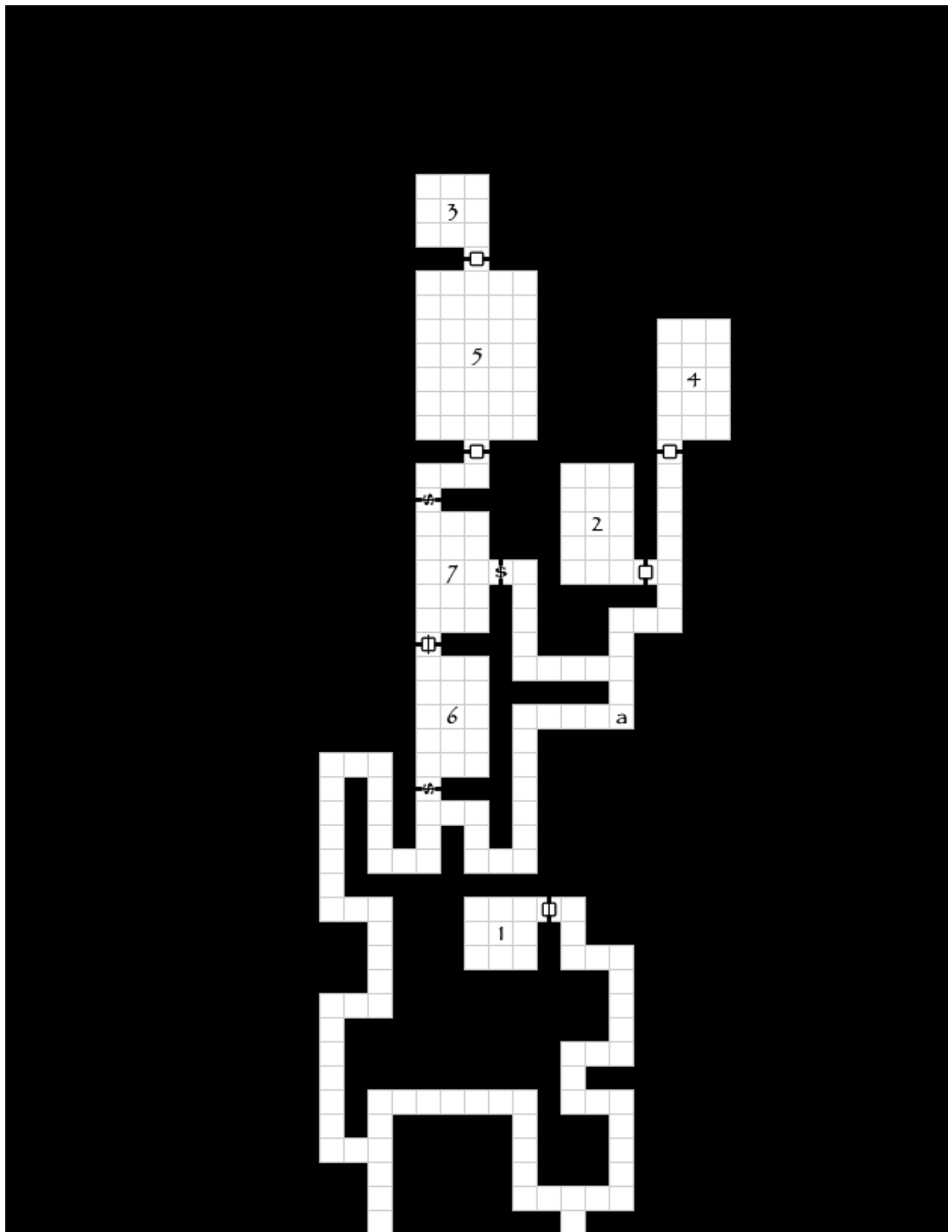


The Shrine of Malign Devastation 01

Level 1



-  Archway
-  Portcullis
-  Door
-  Locked
-  Trapped
-  Secret
-  Up
-  Down

General	History	The dungeon was created by a lawful good fighter as a death trap. It was eventually abandoned by its creator, and the dungeon has fallen to ruin and been rebuilt many times since then.
	Walls	Reinforced Masonry (DC 15 to climb)
	Floor	Uneven Flagstone (DC 10 to charge or run) (Slippery Floor)
	Temperature	Cool
	Illumination	Shadowy (phosphorescent fungus or candles every 20 ft.)

Corridor Features	a	A fountain of water sits in an alcove here
--------------------------	----------	--

Wandering Monsters	1	Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp, bloodied and fleeing a more powerful enemy
	2	Mimic (cr 2, mm 220); deadly, 450 xp, lost and desperate
	3	Hobgoblin (cr 1/2, mm 186) and 1 x Goblin (cr 1/4, mm 166); medium, 150 xp, scavenging for food and treasure
	4	2 x Goblin (cr 1/4, mm 166) and 2 x Wolf (cr 1/4, mm 341); deadly, 200 xp, bloodied and fleeing a more powerful enemy
	5	Mimic (cr 2, mm 220); deadly, 450 xp, consumed by disease and madness
	6	3 x Goblin (cr 1/4, mm 166); hard, 150 xp, actively patrolling their territory

Room #1	<i>East Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp)
	Room Features	Several square holes are cut into the north wall, and someone has scrawled "The Elven Blade lies in blood" on the south wall

Room #2	<i>East Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	Room Features	The south and west walls have been engraved with strange symbols, and someone has scrawled "Sunabi fell here, his luck ran out before his arrows" on the north wall

Room #3	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #5
	Room Features	A tile mosaic of vile acts covers the floor, and someone has scrawled "The Hounds of Dadun looted this place" on the south wall

Room #4	<i>South Entry</i>	Stuck Iron Door (DC 25 to break; 60 hp)
	Room Features	A narrow ledge runs along the north and west walls, and someone has scrawled "Explosive runes" on the south wall

Monster Gelatinous Cube (cr 2, mm 242); deadly, 450 xp

Treasure: 22 cp

Room #5

North Entry Stuck Simple Wooden Door (DC 10 to break; 10 hp)
→ Leads to [room #3](#)

South Entry Stuck Strong Wooden Door (DC 15 to break; 20 hp)

Empty

Room #6

North Entry Trapped and Unlocked Good Wooden Door (15 hp) (slides up)
Ⓣ Guillotine Blade: DC 10 to find, DC 10 to disable; +7 to hit against one target, 2d10 slashing damage
→ Leads to [room #7](#), inhabited by Mimic

South Entry Secret (DC 15 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp)

Ⓢ The door is concealed behind an area of mould

Room Features

A stair ascends to a balcony hanging from the north wall, and a fountain of water sits against the east wall

Room #7

North Entry Secret (DC 25 to find) Stuck Iron Door (DC 25 to break; 60 hp)
Ⓢ The door is concealed within an upright sarcophagus

East Entry Secret (DC 15 to find) Trapped and Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp)
Ⓢ The door is concealed behind a statue of an ancient lich, and opened by pressing runes on his staff

Ⓣ Magic Missile Trap: DC 10 to find, DC 15 to disable; one target, 4d10 force damage

South Entry Trapped and Unlocked Good Wooden Door (15 hp) (slides up)
Ⓣ Guillotine Blade: DC 10 to find, DC 10 to disable; +7 to hit against one target, 2d10 slashing damage
→ Leads to [room #6](#)

Monster Mimic (cr 2, mm 220); deadly, 450 xp

Treasure: 9 gp

http://donjon.bin.sh/

Some content used under the terms of the [Open Gaming License](#)