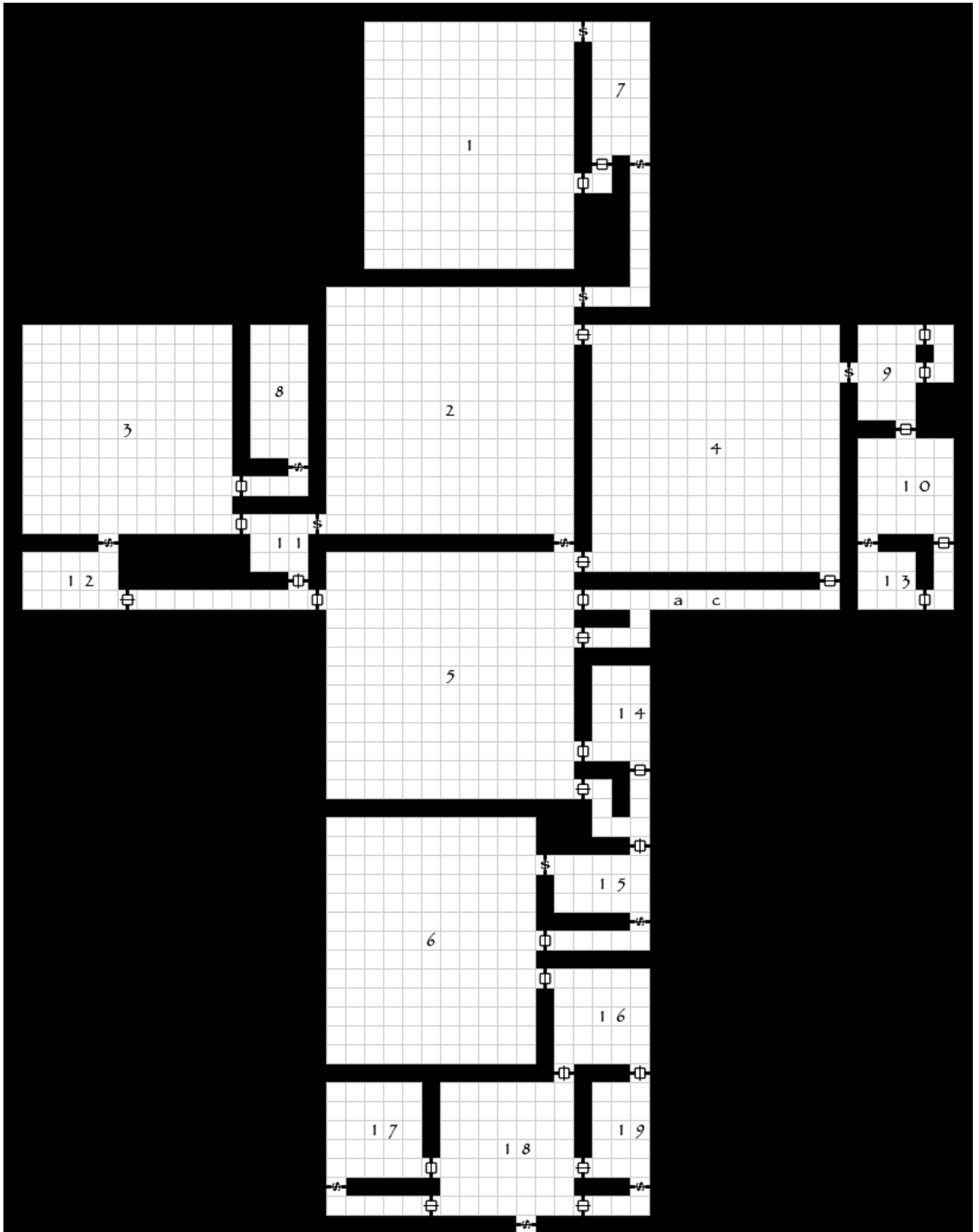


The Chambers of Ashmamum 01

Level 1



General

History The dungeon was created by worshippers of a neutral deity as a maze. Its creators were destroyed by internal conflict, and the dungeon has lain empty for many years until recently.

Walls Masonry (DC 15 to climb)

Floor Smooth Stone

Temperature Average

Illumination Dark (individual creatures may carry lights)

Corridor Features

- a** Thunderstone Mine: DC 15 to find, DC 10 to disable; affects all targets within 20 ft., DC 13 save or take 2d10 thunder damage and become deafened for 1d4 rounds
- c** Net Trap: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 10 save or become restrained

Wandering Monsters

- 1** Xvart (cr 1/8, vgm 200) and 4 x Rat (cr 0, mm 335); easy, 65 xp, consumed by disease and madness
- 2** Ettercap (cr 2, mm 131) and 1 x Giant Wolf Spider (cr 1/4, mm 330); deadly, 500 xp, searching for an object stolen from their lair
- 3** Ettercap (cr 2, mm 131) and 1 x Giant Wolf Spider (cr 1/4, mm 330); deadly, 500 xp, wielding bizarre eldritch powers
- 4** Kobold Dragonshield (cr 1, vgm 165) and 1 x Kobold (cr 1/8, mm 195); medium, 225 xp, scavenging for food and treasure
- 5** 3 x Kobold Inventor (cr 1/4, vgm 166); hard, 150 xp, hunting for food
- 6** Xvart Warlock of Raxivort (cr 1, vgm 200) and 2 x Xvart (cr 1/8, vgm 200); deadly, 250 xp, searching for an object stolen from their lair

Room #1

East Entry #1 Secret (DC 20 to find) Unlocked Simple Wooden Door (10 hp)
 ⓘ The door is located several feet above the floor and concealed behind an area of fungus
 → Leads to [room #7](#)

East Entry #2 Locked Stone Door (DC 15 to open, DC 25 to break; 60 hp)

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

Treasure: 9 ep

Room #2

West Entry Secret (DC 20 to find) Unlocked Strong Wooden Door (20 hp)

ⓘ The door is concealed behind a statue of a troll archer, and opened by pulling an arrow in its quiver

→ Leads to [room #11](#), inhabited by Wererat and 1 x Xvart

East Entry #1 Secret (DC 20 to find) Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp)

Ⓢ The door is concealed within the mouth of a demonic face carved from stone

East Entry #2 Trapped and Unlocked Stone Door (60 hp)

Ⓣ Contact Poison: DC 15 to find, DC 15 to disable; affects each creature which touches the trigger, DC 14 save or take 2d10 damage

→ Leads to [room #4](#)

South Entry Secret (DC 20 to find) Unlocked Simple Wooden Door (10 hp) (slides down)

Ⓢ The door is concealed behind a statue of a noble king, and opened by stabbing a sword into his back

→ Leads to [room #5](#), inhabited by Kobold Dragonshield and 1 x Kobold

Room Features A balcony hangs from the south wall, and a fountain of water sits against the south wall

Monster Kobold Dragonshield (cr 1, vgm 165) and 2 x Kobold (cr 1/8, mm 195); deadly, 250 xp

Treasure: 1700 cp, 800 sp, 90 gp, azurite (10 gp), banded agate (10 gp), blue quartz (10 gp), hematite (10 gp), moss agate (10 gp), obsidian (10 gp), 2 x tiger eye (10 gp), turquoise (10 gp)

Room #3

East Entry #1 Locked Iron Door (DC 10 to open, DC 30 to break; 60 hp)

East Entry #2 Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp)

→ Leads to [room #11](#), inhabited by Wererat and 1 x Xvart

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

Ⓢ The door is concealed behind a tapestry of arcane patterns

→ Leads to [room #12](#), inhabited by 2 x Kobold Inventor

Empty

Room #4

West Entry #1 Trapped and Unlocked Stone Door (60 hp)

Ⓣ Contact Poison: DC 15 to find, DC 15 to disable; affects each creature which touches the trigger, DC 14 save or take 2d10 damage

→ Leads to [room #2](#), inhabited by Kobold Dragonshield and 2 x Kobold

West Entry #2 Trapped and Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp)

Ⓣ Earthmaw Trap: DC 20 to find, DC 10 to disable; +5 to hit against one target, 1d10 piercing damage

→ Leads to [room #5](#), inhabited by Kobold Dragonshield and

		1 x Kobold
	<i>East Entry</i>	Secret (DC 15 to find) Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp) Ⓢ A bookcase and concealed door pivots smoothly → Leads to room #9
	<i>South Entry</i>	Locked Stone Door (DC 15 to open, DC 25 to break; 60 hp)
	Room Features	Someone has scrawled "The curse can't be broken" in orcish runes on the south wall, and a splashing noise can be heard in the north side of the room
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Room #5	<i>North Entry</i>	Secret (DC 20 to find) Unlocked Simple Wooden Door (10 hp) (slides down) Ⓢ The door is concealed behind a statue of a noble king, and opened by stabbing a sword into his back → Leads to room #2 , inhabited by Kobold Dragonshield and 2 x Kobold
	<i>West Entry</i>	Locked Good Wooden Door (DC 25 to open, DC 15 to break; 15 hp)
	<i>East Entry #1</i>	Trapped and Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) Ⓣ Earthmaw Trap: DC 20 to find, DC 10 to disable; +5 to hit against one target, 1d10 piercing damage → Leads to room #4
	<i>East Entry #2</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)
	<i>East Entry #3</i>	Trapped and Stuck Iron Door (DC 25 to break; 60 hp) Ⓣ Contact Poison: DC 15 to find, DC 10 to disable; affects each creature which touches the trigger, DC 11 save or take 1d10 damage
	<i>East Entry #4</i>	Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) → Leads to room #14 , inhabited by Xvart Warlock of Raxivort and 2 x Xvart
	<i>East Entry #5</i>	Trapped and Unlocked Iron Door (60 hp) Ⓣ Ice Dart Trap: DC 20 to find, DC 15 to disable; +4 to hit against one target, 1d10 cold damage
	Room Features	Several square holes are cut into the south wall, and a faded and torn tapestry hangs from the west wall
	Monster	Kobold Dragonshield (cr 1, vgm 165) and 1 x Kobold (cr 1/8, mm 195); medium, 225 xp
		Treasure: 11 cp; 8 gp
<hr/>		
Room #6	<i>East Entry #1</i>	Secret (DC 25 to find) Unlocked Good Wooden Door (15 hp) Ⓢ The door is concealed behind a pile of skulls

		→ Leads to room #15 , inhabited by Wererat
	<i>East Entry #2</i>	Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp) (slides up)
	<i>East Entry #3</i>	Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) → Leads to room #16
	Room Features	Part of the west wall has collapsed into the room, and someone has scrawled "Has anyone seen my invisible cloak?" on the south wall
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Room #7	<i>West Entry</i>	Secret (DC 20 to find) Unlocked Simple Wooden Door (10 hp) Ⓢ The door is located several feet above the floor and concealed behind an area of fungus → Leads to room #1 , inhabited by Gelatinous Cube
	<i>South Entry #1</i>	Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp)
	<i>South Entry #2</i>	Secret (DC 15 to find) Stuck Simple Wooden Door (DC 10 to break; 10 hp) Ⓢ The door is concealed behind a statue of an ancient lich, and opened by pressing runes on his staff
	Empty	
<hr/>		
Room #8	<i>South Entry</i>	Secret (DC 20 to find) Locked Stone Door (DC 10 to open, DC 25 to break; 60 hp) Ⓢ The door is located above a small stone dais and only four feet high
	Room Features	Someone has scrawled "The Blade of Charity is reforged" on the west wall, and a pile of rotten fruit lies in the north side of the room
	Monster	Ettercap (cr 2, mm 131) and 1 x Giant Wolf Spider (cr 1/4, mm 330); deadly, 500 xp
		Treasure: 9 sp; 1 pp
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Room #9	<i>West Entry</i>	Secret (DC 15 to find) Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp) Ⓢ A bookcase and concealed door pivots smoothly → Leads to room #4
	<i>East Entry #1</i>	Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp)
	<i>East Entry #2</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp)
	<i>South Entry</i>	Locked Iron Door (DC 15 to open, DC 30 to break; 60 hp) → Leads to room #10 , inhabited by 2 x Chitine

Empty

Room #10

<i>North Entry</i>	Locked Iron Door (DC 15 to open, DC 30 to break; 60 hp) → Leads to room #9
<i>South Entry #1</i>	Secret (DC 25 to find) Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp) Ⓢ The door is concealed within an upright sarcophagus → Leads to room #13 , inhabited by Ettercap and 1 x Giant Wolf Spider
<i>South Entry #2</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp) (slides to one side)
Room Features	A narrow ledge runs along the north and west walls, and someone has scrawled "The curse can't be broken" in goblin runes on the west wall
Monster	2 x Chitine (cr 1/2, vgm 131); hard, 200 xp <hr/> Treasure: 2300 cp, 900 sp, 100 gp, 2 x diamond (50 gp), carnelian (50 gp), jasper (50 gp), 2 x moonstone (50 gp), onyx (50 gp), zircon (50 gp), Elixir of Health (rare, dmg 168), Potion of Frost Giant Strength (rare, dmg 187), Potion of Gaseous Form (rare, dmg 187), Potion of Superior Healing (rare, dmg 187)

Room #11

<i>West Entry</i>	Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp) → Leads to room #3
<i>East Entry</i>	Secret (DC 20 to find) Unlocked Strong Wooden Door (20 hp) Ⓢ The door is concealed behind a statue of a troll archer, and opened by pulling an arrow in its quiver → Leads to room #2 , inhabited by Kobold Dragonshield and 2 x Kobold
<i>South Entry</i>	Trapped and Stuck Strong Wooden Door (DC 15 to break; 20 hp) Ⓣ Teleporter Crystal: DC 15 to find, DC 10 to disable; affects each creature which touches the crystal, DC 13 save or be teleported to another location
Room Features	A tapestry of a legendary battle hangs from the west wall, and someone has scrawled "Amandame fell here" on the north wall
Monster	Wererat (cr 2, mm 209) and 1 x Xvart (cr 1/8, vgm 200); deadly, 475 xp <hr/> Treasure: 11 sp; 14 sp
Hidden Treasure	Hidden (DC 25 to find) Locked Iron Chest (DC 25 to unlock, DC 30 to break; 60 hp) <hr/> 2200 cp, 600 sp, 100 gp, a bone coffer engraved with spirals (25 gp), a copper pendant engraved with draconic runes (25 gp), a fine leather belt trimmed with rabbit fur (25 gp), a fine

steel chime engraved with dwarven axeheads (25 gp), Potion of Greater Healing (uncommon, dmg 187)

Room #12

North Entry

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

⑤ The door is concealed behind a tapestry of arcane patterns

→ Leads to [room #3](#)

East Entry

Trapped and Stuck Good Wooden Door (DC 15 to break; 15 hp)

① Falling Block: DC 10 to find, DC 15 to disable; affects all targets within a 10 ft. square area, DC 10 save or take 1d10 damage

Monster

2 x Kobold Inventor (cr 1/4, vgm 166); easy, 100 xp

Treasure: 8 gp; 17 cp

Room #13

North Entry

Secret (DC 25 to find) Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp)

⑤ The door is concealed within an upright sarcophagus

→ Leads to [room #10](#), inhabited by 2 x Chitine

East Entry

Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp)

Monster

Ettercap (cr 2, mm 131) and 1 x Giant Wolf Spider (cr 1/4, mm 330); deadly, 500 xp

Treasure: 6 gp; 6 ep

Room #14

West Entry

Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp)

→ Leads to [room #5](#), inhabited by Kobold Dragonshield and 1 x Kobold

South Entry

Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp)

Room Features

An altar of evil sits in the east side of the room, and someone has scrawled "The Sapphire Guild looted this place" on the east wall

Monster

Xvart Warlock of Raxivort (cr 1, vgm 200) and 2 x Xvart (cr 1/8, vgm 200); deadly, 250 xp

Treasure: 2300 cp, 1000 sp, 100 gp, azurite (10 gp), 2 x lapis lazuli (10 gp), 2 x malachite (10 gp), obsidian (10 gp), rhodochrosite (10 gp), tiger eye (10 gp), Potion of Resistance (force) (uncommon, dmg 188), Rope of Climbing (uncommon, dmg 197)

Room #15

North Entry

Trapped and Stuck Stone Door (DC 20 to break; 60 hp)

① Thunderstone Mine: DC 10 to find, DC 20 to disable; affects all targets within 20 ft., DC 12 save or take 2d10

		thunder damage and become deafened for 1d4 rounds
	<i>West Entry</i>	Secret (DC 25 to find) Unlocked Good Wooden Door (15 hp) Ⓢ The door is concealed behind a pile of skulls → Leads to room #6
	<i>South Entry</i>	Secret (DC 20 to find) Stuck Good Wooden Door (DC 15 to break; 15 hp) Ⓢ The door is concealed within an upright sarcophagus
	Room Features	An iron chandelier hangs from the ceiling in the center of the room, and someone has scrawled "Upon the solstice in the Year of Aether, in the Kingdom of Scepters, the Shield of Strength shall be found" on the west wall
	Monster	Wererat (cr 2, mm 209); deadly, 450 xp
		Treasure: 2400 cp, 1200 sp, 60 gp, diamond (50 gp), bloodstone (50 gp), 2 x chalcedony (50 gp), 2 x chrysoprase (50 gp), 2 x jasper (50 gp), star rose quartz (50 gp), Quaal's Feather Token (swan boat) (rare, dmg 188)
	Trap	Thunderstone Mine: DC 15 to find, DC 10 to disable; affects all targets within 20 ft., DC 14 save or take 2d10 thunder damage and become deafened for 1d4 rounds
Room #16	<i>West Entry</i>	Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) → Leads to room #6
	<i>South Entry #1</i>	Trapped and Unlocked Strong Wooden Door (20 hp) (slides to one side) Ⓢ Symbol of Hypnosis: DC 15 to find, DC 15 to disable; affects all targets within 10 ft., DC 15 save or become incapacitated for 1d4 rounds → Leads to room #18
	<i>South Entry #2</i>	Trapped and Locked Stone Door (DC 15 to open, DC 25 to break; 60 hp) Ⓢ Earthmaw Trap: DC 10 to find, DC 15 to disable; +4 to hit against one target, 1d10 piercing damage → Leads to room #19 , inhabited by Gelatinous Cube
	Room Features	A stone stair ascends towards the north wall, and a cube of solid stone stands in the north-east corner of the room
Room #17	<i>East Entry</i>	Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp) → Leads to room #18
	<i>South Entry</i>	Secret (DC 25 to find) Unlocked Strong Wooden Door (20 hp) Ⓢ The door is concealed behind a statue of an ancient lich, and opened by pressing runes on his staff
	Monster	4 x Kobold Inventor (cr 1/4, vgm 166); deadly, 200 xp
		Treasure: 2600 cp, 1600 sp, 80 gp, diamond (50 gp), onyx (50

gp), sardonyx (50 gp), star rose quartz (50 gp), 2 x zircon (50 gp)

Trap Thunderstone Mine: DC 10 to find, DC 15 to disable; affects all targets within 20 ft., DC 13 save or take 2d10 thunder damage and become deafened for 1d4 rounds

Room #18

North Entry Trapped and Unlocked Strong Wooden Door (20 hp) (slides to one side)

Ⓣ Symbol of Hypnosis: DC 15 to find, DC 15 to disable; affects all targets within 10 ft., DC 15 save or become incapacitated for 1d4 rounds

→ Leads to [room #16](#)

West Entry #1 Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp)

→ Leads to [room #17](#), inhabited by 4 x Kobold Inventor

West Entry #2 Trapped and Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp)

Ⓣ Rune of Dread: DC 15 to find, DC 20 to disable; affects all targets within 10 ft., DC 11 save or become frightened for 1d4 rounds

East Entry #1 Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp)

Ⓣ One-way Door: DC 15 to find, DC 10 to disable

→ Leads to [room #19](#), inhabited by Gelatinous Cube

East Entry #2 Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp)

Ⓣ Falling Block: DC 10 to find, DC 15 to disable; affects all targets within a 10 ft. square area, DC 15 save or take 2d10 damage

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

Ⓢ A bookcase and concealed door pivots smoothly

Empty

Room #19

North Entry Trapped and Locked Stone Door (DC 15 to open, DC 25 to break; 60 hp)

Ⓣ Earthmaw Trap: DC 10 to find, DC 15 to disable; +4 to hit against one target, 1d10 piercing damage

→ Leads to [room #16](#)

West Entry Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp)

Ⓣ One-way Door: DC 15 to find, DC 10 to disable

→ Leads to [room #18](#)

South Entry Secret (DC 20 to find) Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp)

Ⓢ The door is concealed behind a statue of a dread

vampire, and opened by filling his chalice with blood

Room Features

A circle of tall stones stands in the south-east corner of the room, and someone has scrawled "Upon the second day of the reign of Wisdom, when the Black Cat lies in blood and iron is made flesh, the Wanderers shall triumph" on the east wall

Monster

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

Treasure: 1800 cp, 1400 sp, 50 gp, azurite (10 gp), blue quartz (10 gp), lapis lazuli (10 gp), obsidian (10 gp), Spell Scroll (Mislead) (rare, dmg 200), 2 x Potion of Heroism (rare, dmg 188), Potion of Superior Healing (rare, dmg 187)

Random Dungeon Generator
<http://donjon.bin.sh/>

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