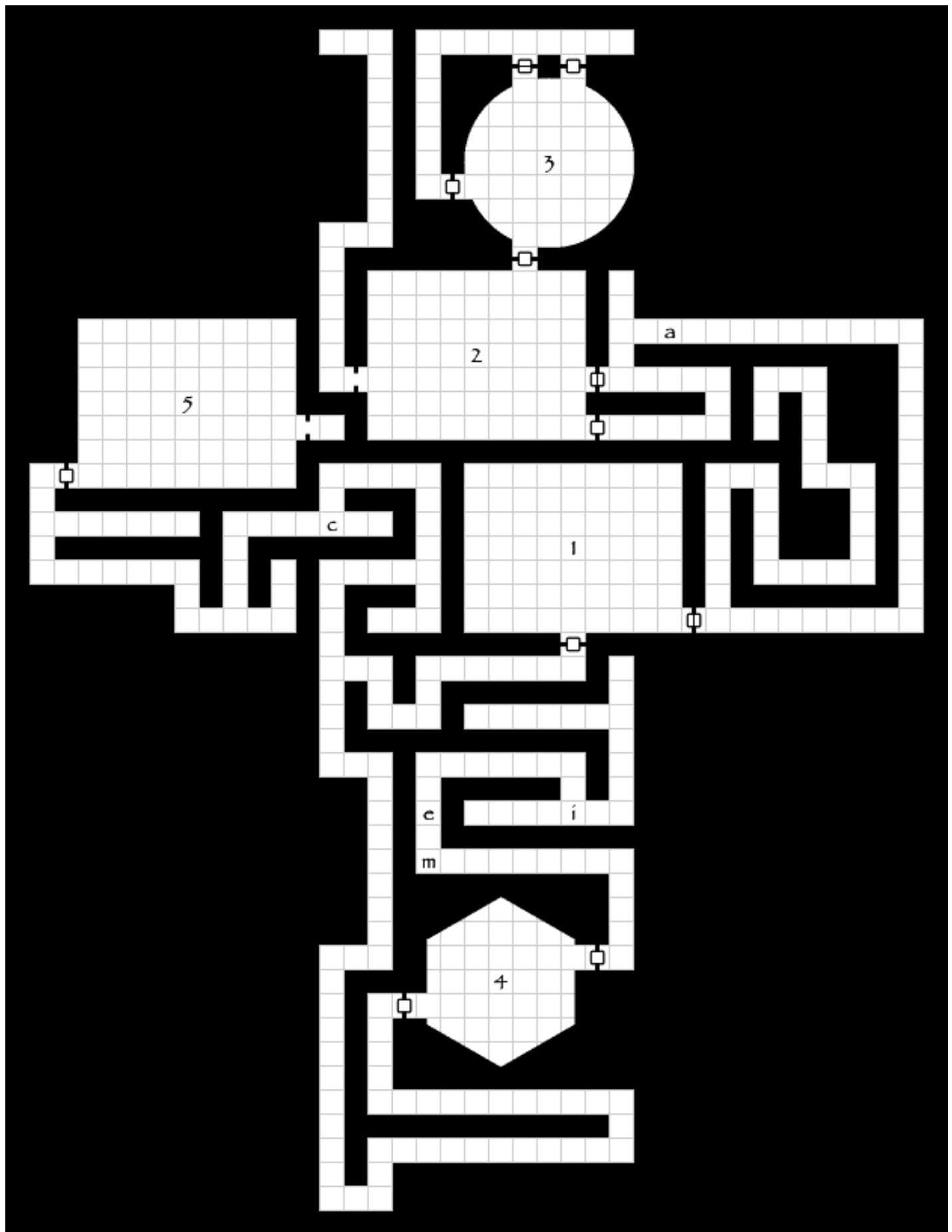


# The Hive of Ricusa 01

Level 1



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

## General

<b>History</b>	The dungeon was created by a neutral good fighter as a death trap. It was eventually conquered by invaders, and has fallen to ruin and been rebuilt many times since then.
<b>Walls</b>	Reinforced Masonry (DC 15 to climb)
<b>Floor</b>	Smooth Stone
<b>Temperature</b>	Average
<b>Illumination</b>	Dark (individual creatures may carry lights)

---

## Corridor Features

- a** Teleporter Crystal: DC 10 to find, DC 15 to disable; affects each creature which touches the crystal, DC 11 save or be teleported to another location
  - c** An iron chandelier hangs from the ceiling here
  - e** The scent of ozone fills the corridor
  - i** Several adventurer corpses are scattered along the corridor
  - m** Someone has scrawled "Sighve has no beard" in dwarvish runes here
- 

## Wandering Monsters

- 1** Ogre Zombie (cr 2, mm 316); deadly, 450 xp, investigating a strange noise
  - 2** Ogre Zombie (cr 2, mm 316); deadly, 450 xp, tracking the party
  - 3** Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp, hunting for food
  - 4** 2 x Skeleton (cr 1/4, mm 272); easy, 100 xp, searching for an object stolen from their lair
  - 5** 2 x Skeleton (cr 1/4, mm 272); easy, 100 xp, actively patrolling their territory
  - 6** Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp, wandering senselessly
- 

## Room #1

<i>East Entry</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)
<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
<b>Empty</b>	

---

## Room #2

<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #3</a> , inhabited by Ogre Zombie and 1 x Zombie
<i>West Entry</i>	Archway
<i>East Entry #1</i>	Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp)

*East Entry #2* Stuck Strong Wooden Door (DC 15 to break; 20 hp) (slides up)

**Room Features** A tile mosaic of arcane patterns covers the floor, and someone has scrawled a basic map of the dungeon on the west wall

---

### Room #3

*North Entry #1* Locked Stone Door (DC 10 to open, DC 25 to break; 60 hp)

*North Entry #2* Stuck Strong Wooden Door (DC 15 to break; 20 hp)

*West Entry* Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides up)

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

→ Leads to [room #2](#)

**Room Features** The floor is covered in square tiles, alternating white and black, and several pieces of rotten fruit are scattered throughout the room

**Monster** Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp

---

Treasure: 2000 cp, 900 sp, 60 gp, a bone orb inlaid with ornate silver scrollwork (25 gp), a bone scepter inlaid with silver (25 gp), a brass bracelet set with a single blue spinel (25 gp), a rosewood chalice engraved with floral vines (25 gp)

---

### Room #4

*West Entry* Stuck Good Wooden Door (DC 15 to break; 15 hp)

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

**Monster** Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp

---

Treasure: 12 gp; 15 sp

---

### Room #5

*West Entry* Stuck Good Wooden Door (DC 15 to break; 15 hp)

*East Entry* Archway

**Room Features** A shallow pool of quicksilver lies in the north-east corner of the room, and a sundered helm lies in the south-east corner of the room

---

http://donjon.bin.sh/

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