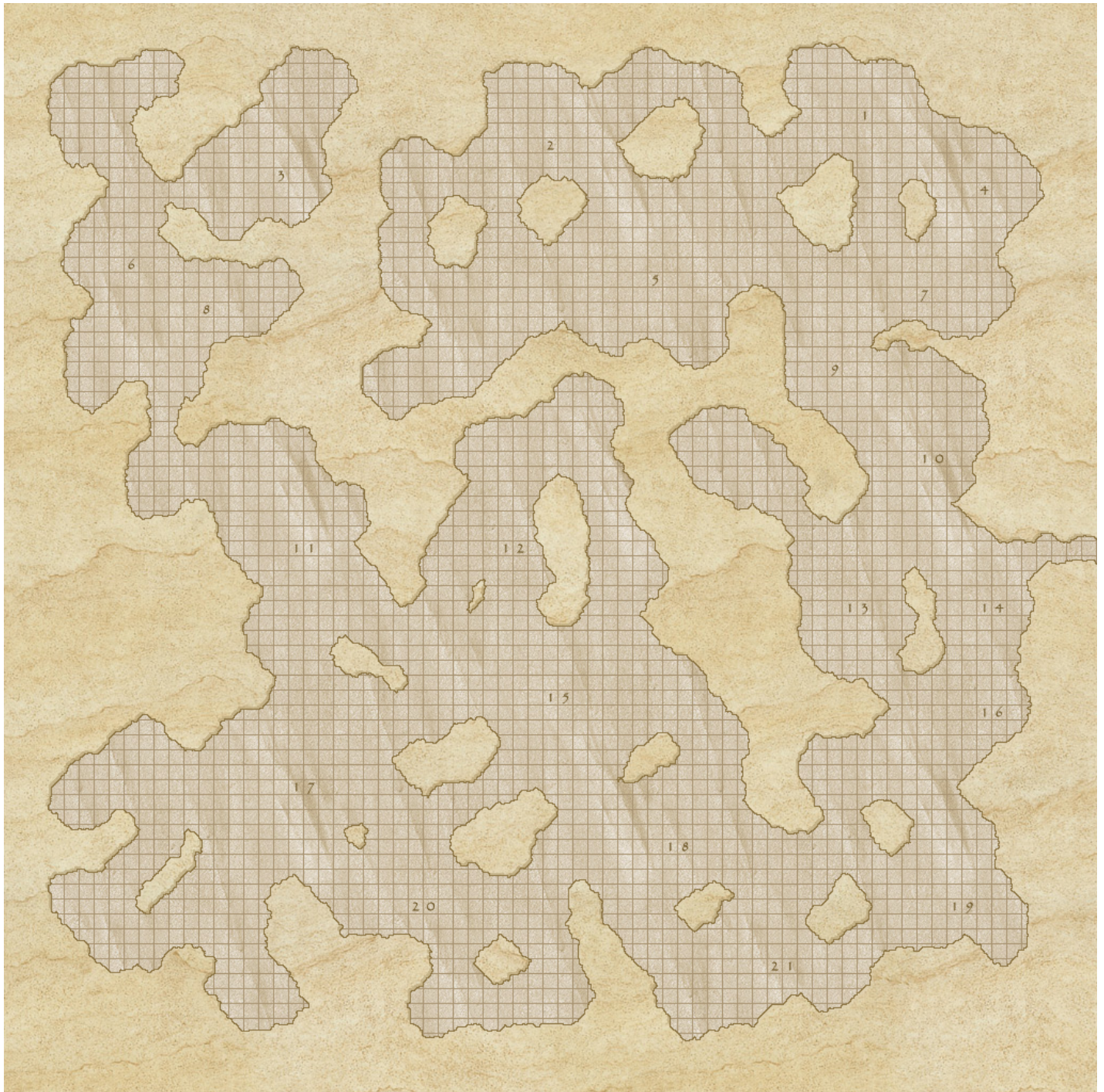


The Dread Halls of Ahas the Indomitable 01

Level 1



General

History

The dungeon was created by a cult of an evil deity as a stronghold. Its creators were destroyed by a magical catastrophe, and the dungeon has lain empty for many centuries until recently.

Walls

Natural Stone (DC 10 to climb)

| | |
|---------------------|---|
| Floor | Smooth Stone |
| Temperature | Average |
| Illumination | Shadowy (phosphorescent fungus or candles every 20 ft.) |

**Wandering
Monsters**

- 1 Silver Dragon Wyrmling (cr 2, mm 118); deadly, 450 xp, lost and desperate
 - 2 Hobgoblin (cr 1/2, mm 186) and 2 x Goblin (cr 1/4, mm 166); deadly, 200 xp, consumed by disease and madness
 - 3 Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp, wielding bizarre eldritch powers
 - 4 Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp, returning to their lair with plunder
 - 5 Bugbear (cr 1, mm 33) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp, trying to lure the party into an ambush
 - 6 Orog (cr 2, mm 247); deadly, 450 xp, consumed by disease and madness
-

Room #1

Room Features

A faded and torn tapestry hangs from the north wall, and someone has scrawled a strange symbol on the north wall

Monster

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

Treasure: 17 cp

Room #2

Empty

Room #3

Monster

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

Treasure: 15 sp; 20 cp

Room #4

Room Features

A tile labyrinth covers the floor, and a thumping sound fills the room

Trap

Guillotine Blade: DC 15 to find, DC 10 to disable; +11 to hit against one target, 4d10 slashing damage

Room #5

Room Features

A rope ascends to a balcony hanging from the east wall, and someone has scrawled "I'd rather be at the Spear of Lightning" in dwarvish runes on the north wall

Monster

Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp

Treasure: 18 sp; 13 sp

Room #6

Room Features

Someone has scrawled "Twist the cog to reset the trap" on the north wall, and a crater has been blasted into the floor in the north-west corner of the room

Monster

Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316);

deadly, 500 xp

Treasure: 2900 cp, 1400 sp, 40 gp, a bone puzzle box engraved with spirals (25 gp), a fine leather merchant's cap trimmed with squirrel fur (25 gp), a stoneware tile painted with noble imagery (25 gp)

Room #7

Room Features

A tile labyrinth covers the floor, and several pieces of broken glass are scattered throughout the room

Monster

Goblin (cr 1/4, mm 166) and 3 x Giant Rat (cr 1/8, mm 327); medium, 125 xp

Treasure: 3 pp; 9 gp; 13 cp; 11 sp

Room #8

Monster

4 x Goblin (cr 1/4, mm 166); deadly, 200 xp

Treasure: 1500 cp, 1400 sp, 90 gp, a brocade merchant's cap adorned with a feather (25 gp), a jasper salt cellar set with a rosette of jade (25 gp), a pewter scepter set with moss agate (25 gp), a scroll of calligraphy (25 gp), a silver shield brooch inlaid with a meandros of electrum (25 gp), an obsidian scepter inlaid with a meandros of copper (25 gp), +1 Armor (leather) (rare, dmg 152)

Room #9

Monster

Goblin Boss (cr 1, mm 166) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp

Treasure: 12 gp; 16 sp

Room #10

Empty

Room #11

Room Features

An iron chandelier hangs from the ceiling in the north side of the room, and someone has scrawled a basic map of the dungeon on the south wall

Room #12

Empty

Room #13

Room Features

Several square holes are cut into the ceiling and floor, and a clanking sound can be heard in the south-east corner of the room

Monster

Bugbear (cr 1, mm 33); medium, 200 xp

Treasure: 9 cp

Room #14

Room Features

An altar of evil sits in the south-west corner of the room, and someone has scrawled "Lightning comes before thunder" on the west wall

Room #15

Room Features

A tapestry of vile acts hangs from the north wall, and a toppled statue lies in the south side of the room

Room #16

Room Features

Someone has scrawled "The Emerald Guild looted this place"

in dwarvish runes on the south wall, and the south and east walls are covered with veins of metal

Room #17 **Empty**

Room #18 **Room Features** Someone has scrawled "They ate Flibo" on the east wall, and the ceiling is covered with pale stalactites

Monster Orog (cr 2, mm 247); deadly, 450 xp

Treasure: 21 cp

Room #19 **Empty**

Room #20 **Room Features** Part of the ceiling has collapsed into the room, and several pieces of rotten fruit are scattered throughout the room

Room #21 **Empty**

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

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