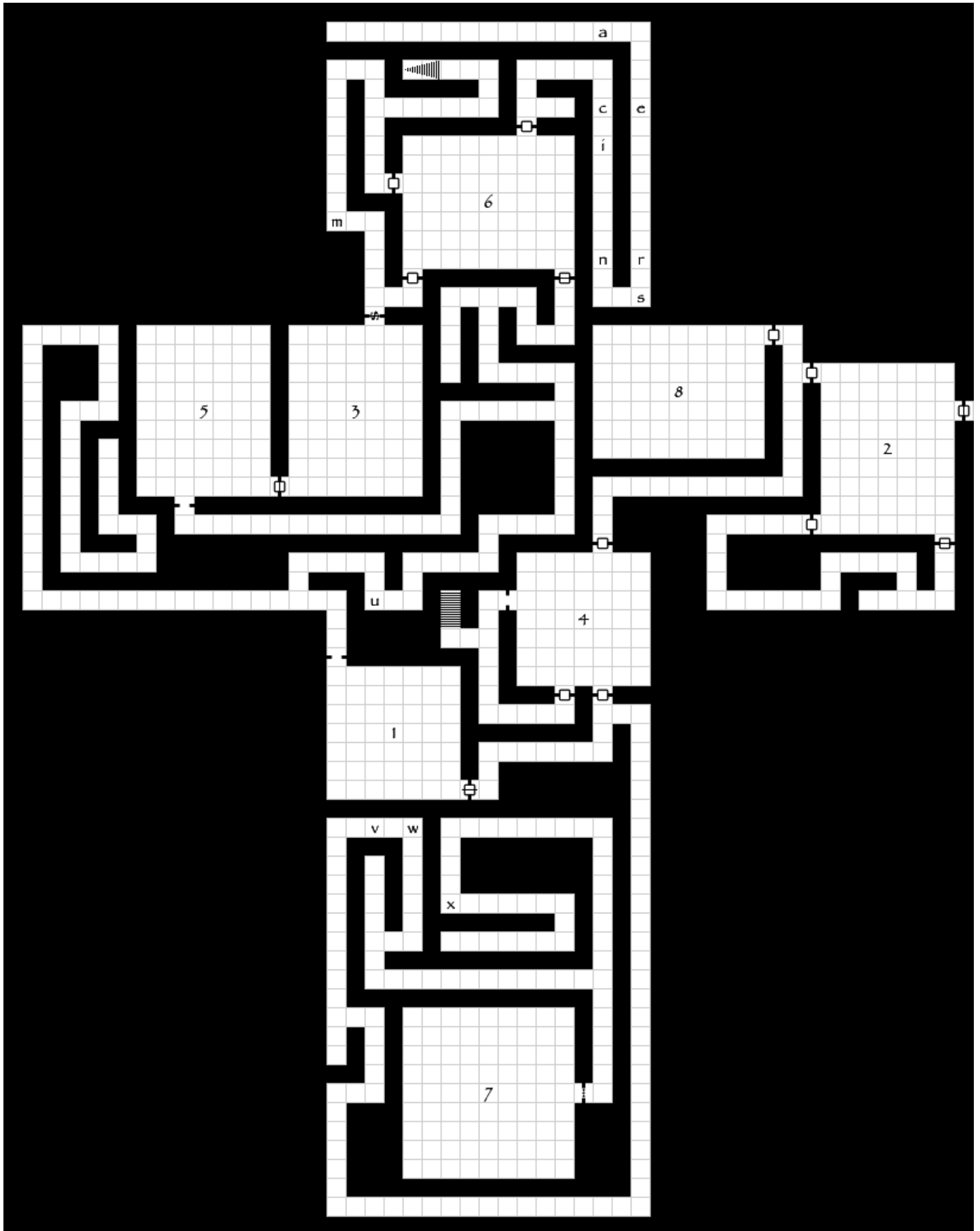


# The Dark Vaults of Malice 05

## Level 5



## General

<b>History</b>	The dungeon was created by a lawful neutral ranger as a stronghold. It was eventually abandoned due to plague, and has been attacked and abandoned many times since then.
<b>Walls</b>	Coral (DC 10 to climb)
<b>Floor</b>	Muck (difficult terrain)
<b>Special Conditions</b>	Completely Underwater
<b>Temperature</b>	Average
<b>Illumination</b>	Shadowy (phosphorescent plankton)

## Corridor Features

- a** The walls here have been engraved with glowing symbols
- c** Arrow Blaster: DC 15 to find, DC 10 to disable; +3 to hit against up to three targets within 10 ft., 2d10 piercing damage
- e** Several square holes are cut into the walls here
- i** An iron chandelier hangs from the ceiling here
- m** A metallic odor fills the corridor
- n** Several alcoves are cut into the walls here
- r** A group of demonic faces have been carved into the walls
- s** Scythe Blade: DC 10 to find, DC 15 to disable; +7 to hit against all targets within a 5 ft. arc, 4d10 slashing damage
- u** Earthmaw Trap: DC 15 to find, DC 15 to disable; +12 to hit against one target, 10d10 piercing damage
- v** Burning torches in iron sconces line the corridor
- w** Falling Cage Trap: DC 15 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 11 save or become confined
- x** A fountain of water sits in an alcove here

## Wandering Monsters

- 1** 13 x Sahuagin (cr 1/2, mm 263); hard, 1300 xp, lost and desperate
- 2** Black Dragon Wyrmling (cr 2, mm 88) and 7 x Kobold (cr 1/8, mm 195); easy, 625 xp, searching for an object stolen from their lair
- 3** Kuo-toa Archpriest (cr 6, mm 200) and 4 x Kuo-toa (cr 1/4, mm 199); medium, 2500 xp, gathered around an evil shrine
- 4** Lizardfolk Shaman (cr 2, mm 205) and 11 x Lizardfolk (cr 1/2, mm 204); deadly, 1550 xp, searching for an object stolen from their lair
- 5** Young Black Dragon (cr 7, mm 88) and 4 x Kobold (cr 1/8, mm 195)

195); hard, 3000 xp, tracking the party

**6** Wraith (cr 5, mm 302) and 1 x Ghoul (cr 1, mm 148); medium, 2000 xp, hunting for food

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<b>Room #1</b>	<i>North Entry</i>	Archway
	<i>East Entry</i>	Trapped and Locked Good Wooden Door (DC 25 to open, DC 15 to break; 15 hp)  Ⓣ Electrified Lock: DC 15 to find, DC 15 to disable; affects each creature which touches the lock, DC 13 save or take 4d10 lightning damage
	<b>Room Features</b>	A simple fireplace sits against the south wall, and the scent of urine fills the room
	<b>Monster</b>	Kuo-toa Whip (cr 1, mm 200) and 6 x Kuo-toa (cr 1/4, mm 199); easy, 500 xp

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Treasure: 9 gp; 7 sp; 15 cp; 12 gp; 17 cp; 16 cp; 19 cp

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<b>Room #2</b>	<i>West Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>West Entry #2</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>East Entry</i>	Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp)
	<i>South Entry</i>	Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp)
	<b>Monster</b>	Lizard King/Queen (cr 4, mm 205) and 1 x Lizardfolk (cr 1/2, mm 204); easy, 1200 xp

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Treasure: 15 cp; 11 sp

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<b>Room #3</b>	<i>North Entry</i>	Secret (DC 25 to find) Unlocked Good Wooden Door (15 hp)  Ⓢ The door is concealed behind a pile of skulls
	<i>West Entry</i>	Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp)  → Leads to <a href="#">room #5</a>
	<b>Room Features</b>	The floor is covered in square tiles, alternating white and black, and a cube of solid stone stands in the center of the room
	<b>Monster</b>	Young Black Dragon (cr 7, mm 88) and 7 x Kobold (cr 1/8, mm 195); hard, 3075 xp

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Treasure: 700 cp, 8000 sp, 1700 gp, 90 pp, 2 x diamond (50 gp), bloodstone (50 gp), chalcedony (50 gp), chrysoprase (50 gp), 2 x citrine (50 gp), star rose quartz (50 gp), zircon (50 gp), Spell Scroll (Dancing Lights) (common, dmg 200), Spell Scroll (Grease) (common, dmg 200), 2 x Potion of Healing (common, dmg 187)

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<b>Room #4</b>	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
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*West Entry* Archway

*South Entry #1* Stuck Simple Wooden Door (DC 10 to break; 10 hp)

*South Entry #2* Unlocked Stone Door (60 hp)

**Room Features** A magical mirror on the north wall speaks riddles and cryptic prophecies, and patches of mushrooms grow in the south-east corner of the room

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**Room #5**

*East Entry* Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp)  
→ Leads to [room #3](#), inhabited by Young Black Dragon and 7 x Kobold

*South Entry* Archway

**Room Features** A magical statue in the north-east corner of the room answers questions with lies and falsehoods, and a set of demonic war masks hangs on the north wall

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**Room #6**

*North Entry* Unlocked Good Wooden Door (15 hp)

*West Entry* Unlocked Strong Wooden Door (20 hp)

*South Entry #1* Stuck Simple Wooden Door (DC 10 to break; 10 hp)

*South Entry #2* Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp) (slides to one side)

**Monster** Lizardfolk Shaman (cr 2, mm 205) and 9 x Lizardfolk (cr 1/2, mm 204); hard, 1350 xp

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Treasure: 900 cp, 9000 sp, 2600 gp, 90 pp

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**Room #7**

*East Entry* Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)

**Room Features** A tile labyrinth covers the floor, and someone has scrawled "Who took my elf skull" in goblin runes on the west wall

**Monster** 8 x Bullywug (cr 1/4, mm 35); easy, 400 xp

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Treasure: 19 cp; 23 cp; 18 cp; 12 cp; 14 sp; 11 sp; 12 sp; 9 gp

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**Room #8**

*East Entry* Stuck Simple Wooden Door (DC 10 to break; 10 hp)

**Room Features** The ceiling is covered with scorch marks, and several pieces of rotten bread are scattered throughout the room

**Monster** Ogre Zombie (cr 2, mm 316) and 15 x Zombie (cr 1/4, mm 316); deadly, 1200 xp

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Treasure: 7 ep; 14 cp; 9 gp; 19 sp; 14 sp; 17 cp; 18 sp; 12 ep; 20 cp; 11 gp; 19 cp; 9 gp; 8 ep; 2 pp; 16 cp; 11 ep

**Trap** Greater Acid Spray: DC 15 to find, DC 10 to disable; affects all targets within a 20 ft. cone, DC 12 save or take 2d10 acid damage for 1d4 rounds

**Hidden Treasure** Hidden (DC 15 to find) Locked Simple Wooden Chest (DC 25 to unlock, DC 15 to break; 10 hp)

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600 cp, 5000 sp, 2000 gp, 50 pp, black onyx (150 gp), 3 x diamond (100 gp), 3 x pearl (100 gp), 2 x amber (100 gp), amethyst (100 gp), chrysoberyl (100 gp), jet (100 gp), spinel (100 gp), Potion of Healing (common, dmg 187)

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

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