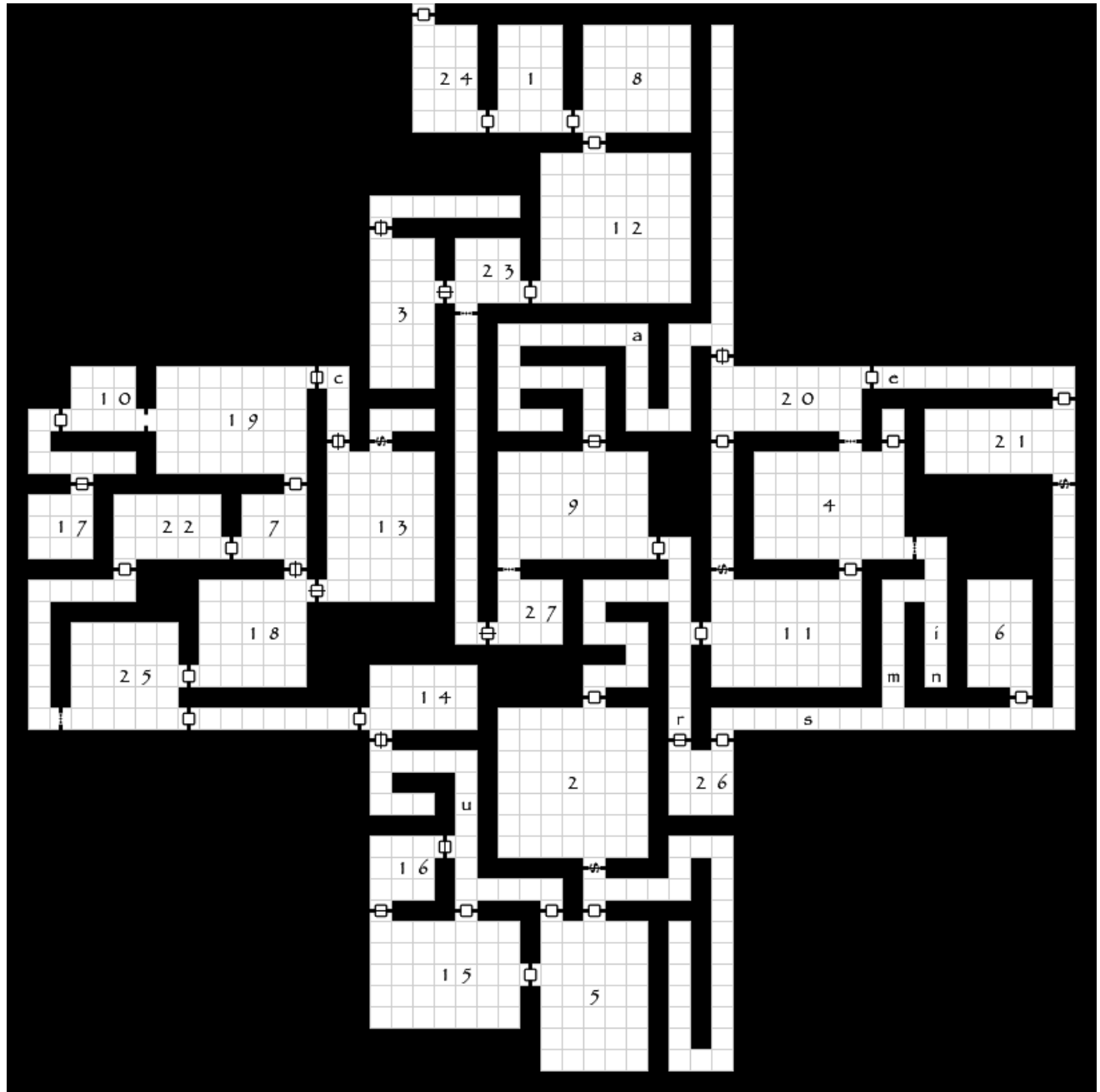


The Warrens of Adamant Ruin 01

Level 1



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

General	History	The dungeon was created by mind flayers as a shrine. It was eventually conquered by invaders, and has fallen to ruin and been rebuilt many times since then.
	Walls	Superior Masonry (DC 20 to climb)
	Floor	Natural Stone (difficult terrain, disadvantage on acrobatics)
	Temperature	Average
	Illumination	Bright (lamps or torches every 40 ft.)

Corridor Features	a	Teleporter Crystal: DC 15 to find, DC 15 to disable; affects each creature which touches the crystal, DC 10 save or be teleported to another location
	c	A group of demonic faces have been carved into the walls
	e	Chain Flail: DC 10 to find, DC 10 to disable; initiative +2, 1 attack per round, +8 to hit against all targets within 5 ft., 2d10 bludgeoning damage
	i	Chain Flail: DC 15 to find, DC 10 to disable; initiative +1, 1 attack per round, +8 to hit against all targets within 5 ft., 2d10 bludgeoning damage
	m	Guillotine Blade: DC 10 to find, DC 15 to disable; +10 to hit against one target, 4d10 slashing damage
	n	A large demonic idol with ruby eyes sits in an alcove here
	r	A crater has been blasted into the floor
	s	A toppled statue lies across the corridor
	u	A group of demonic faces have been carved into the walls

Wandering Monsters	1	Bugbear (cr 1, mm 33); medium, 200 xp, scavenging for food and treasure
	2	Bugbear (cr 1, mm 33) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp, scavenging for food and treasure
	3	Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp, trying to lure the party into an ambush
	4	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp, wielding bizarre eldritch powers
	5	Orc Nurtured One of Yurtrus (cr 1/2, vgm 184) and 1 x Orc (cr 1/2, mm 246); hard, 200 xp, scouting from another part of the dungeon
	6	Bugbear (cr 1, mm 33) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp, tracking the party

Room #1	<i>West Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #24 , inhabited by Orc and 1 x Half-ogre
	<i>East Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to room #8 , inhabited by Orc and 1 x Half-ogre
	Room Features	Several square holes are cut into the ceiling and floor, and someone has scrawled "Urin stands here, slain by a basilisk" on the south wall
	Monster	Orog (cr 2, mm 247); deadly, 450 xp
		Treasure: 19 cp
Room #2	<i>North Entry</i>	Unlocked Iron Door (60 hp)
	<i>South Entry</i>	Secret (DC 25 to find) Stuck Good Wooden Door (DC 15 to break; 15 hp) (slides down) Ⓢ The door is concealed within a horrific torture device
	Monster	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp
		Treasure: 15 sp; 22 cp
Room #3	<i>North Entry</i>	Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp) Ⓢ Contact Poison: DC 10 to find, DC 10 to disable; affects each creature which touches the trigger, DC 14 save or take 2d10 damage
	<i>East Entry</i>	Trapped and Unlocked Stone Door (60 hp) Ⓢ Fire Spray: DC 15 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 11 save or take 1d10 fire damage → Leads to room #23
	Room Features	A set of demonic war masks hangs on the north wall, and the sound of drums can be heard in the north-east corner of the room
	Monster	Orog (cr 2, mm 247); deadly, 450 xp
		Treasure: 8 gp

Room #4	<i>North Entry #1</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #20 , inhabited by Orog
	<i>North Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry</i>	Trapped Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) (stuck, disadvantage to open) Ⓢ Arrow Trap: DC 10 to find, DC 15 to disable; +5 to hit against one target, 1d10 piercing damage
	<i>South Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #11 , inhabited by Bugbear and 1 x Goblin
	Monster	Orog (cr 2, mm 247); deadly, 450 xp <hr/> Treasure: 20 sp
Room #5	<i>North Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>North Entry #2</i>	Unlocked Iron Door (60 hp)
	<i>West Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #15 , inhabited by Bugbear and 1 x Goblin
	Monster	Ogre Zombie (cr 2, mm 316) and 1 x Zombie (cr 1/4, mm 316); deadly, 500 xp <hr/> Treasure: 2000 cp, 800 sp, 40 gp, a bone puzzle box engraved with arcane runes (25 gp), a linen choker threaded with electrum (25 gp), a marble scepter engraved with dwarven axeheads (25 gp), a rosewood rod set with star rose quartz (25 gp), a stoneware salt cellar painted with noble imagery (25 gp), an earthenware vase painted with garden imagery (25 gp), an obsidian orb set with a rosette of banded agate (25 gp), Staff of the Python (uncommon, dmg 204)
Room #6	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp) Empty
Room #7	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #19
	<i>West Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #22
	<i>South Entry</i>	Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp) Ⓢ Falling Block: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 15 save or take 2d10 damage → Leads to room #18
	Monster	Orog (cr 2, mm 247); deadly, 450 xp <hr/> Treasure: 1700 cp, 900 sp, 80 gp, 2 x diamond (50 gp), onyx (50 gp), star rose quartz (50 gp), zircon (50 gp), 2 x Potion of Healing (common, dmg 187)

Room #8	<i>West Entry</i>	Stuck Stone Door (DC 20 to break; 60 hp) → Leads to room #1 , inhabited by Orog
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #12
	Monster	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp
		Treasure: 7 ep; 13 gp
Room #9	<i>North Entry</i>	Locked Good Wooden Door (DC 20 to open, DC 15 to break; 15 hp)
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #27
	Room Features	Skeletons hang from chains and manacles against the north and south walls, and an acrid odor fills the room
	Monster	Ogre Zombie (cr 2, mm 316); deadly, 450 xp
		Treasure: 11 sp
Room #10	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>East Entry</i>	Archway → Leads to room #19
	Empty	

Room #11	<i>North Entry #1</i>	Secret (DC 20 to find) Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) Ⓢ The door is concealed behind a statue of a hydra, and opened by reaching into several of its mouths
	<i>North Entry #2</i>	Unlocked Good Wooden Door (15 hp) → Leads to room #4 , inhabited by Orog
	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Room Features	A stone dais and throne sits in the west side of the room, and a briny odor fills the room
	Monster	Bugbear (cr 1, mm 33) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp
		Treasure: 18 cp; 16 cp
	Hidden Treasure	Hidden (DC 20 to find) Trapped and Locked Simple Wooden Chest (DC 25 to unlock, DC 15 to break; 10 hp) Poisoned Arrow Trap: DC 10 to find, DC 10 to disable; +8 to hit against one target, 2d10 piercing/poison damage
		2300 cp, 900 sp, 80 gp, 3 x diamond (50 gp), carnelian (50 gp), chrysoprase (50 gp), jasper (50 gp), onyx (50 gp), 2 x zircon (50 gp), Potion of Superior Healing (rare, dmg 187)

Room #12	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #8 , inhabited by Orc and 1 x Half-ogre
	<i>West Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #23
	Room Features	Several square holes are cut into the ceiling and floor, and a rusted chain lies in the south side of the room

Room #13	<i>North Entry #1</i>	Trapped and Unlocked Strong Wooden Door (20 hp) Ⓣ Falling Block: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 14 save or take 2d10 damage
	<i>North Entry #2</i>	Secret (DC 15 to find) Stuck Good Wooden Door (DC 15 to break; 15 hp) Ⓢ The door is concealed behind a tapestry of arcane patterns
	<i>West Entry</i>	Trapped and Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) Ⓣ Falling Block: DC 15 to find, DC 15 to disable; affects all targets within a 10 ft. square area, DC 14 save or take 2d10 damage → Leads to room #18
	Room Features	A stone ramp ascends towards the south wall, and an acrid odor fills the west side of the room
	Monster	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp Treasure: 12 sp
Room #14	<i>West Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>South Entry</i>	Trapped and Stuck Iron Door (DC 25 to break; 60 hp) Ⓣ Guillotine Blade: DC 10 to find, DC 10 to disable; +6 to hit against one target, 2d10 slashing damage
	Room Features	Several square holes are cut into the south and west walls, and a crater has been blasted into the floor in the south side of the room
Room #15	<i>North Entry #1</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp) → Leads to room #16 , inhabited by Ogre Zombie
	<i>North Entry #2</i>	Unlocked Good Wooden Door (15 hp)
	<i>East Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #5 , inhabited by Ogre Zombie and 1 x Zombie
	Room Features	A tile labyrinth covers the floor, and several rotten apples are scattered throughout the room
	Monster	Bugbear (cr 1, mm 33) and 1 x Goblin (cr 1/4, mm 166); medium, 250 xp Treasure: 18 cp; 5 gp

Room #16	<i>East Entry</i>	Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp)
	<i>South Entry</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp) → Leads to room #15 , inhabited by Bugbear and 1 x Goblin
	Room Features	Several iron cages are scattered throughout the room, and someone has scrawled an incomplete drawing of a dragon on the east wall
	Monster	Ogre Zombie (cr 2, mm 316); deadly, 450 xp Treasure: 13 gp
Room #17	<i>North Entry</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp) (slides to one side)
	Room Features	A mural of a legendary battle covers the ceiling, and the south and east walls are covered with mould
Room #18	<i>North Entry</i>	Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp) Ⓣ Falling Block: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 15 save or take 2d10 damage → Leads to room #7 , inhabited by Orog
	<i>West Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #25 , inhabited by Bugbear
	<i>East Entry</i>	Trapped and Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) Ⓣ Falling Block: DC 15 to find, DC 15 to disable; affects all targets within a 10 ft. square area, DC 14 save or take 2d10 damage → Leads to room #13 , inhabited by Gelatinous Cube
	Room Features	A fountain of water sits against the west wall, and a cold spot can be felt in the east side of the room
Room #19	<i>West Entry</i>	Archway → Leads to room #10
	<i>East Entry</i>	Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp) (slides up)
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #7 , inhabited by Orog
	Room Features	A mouldy odor fills the south-east corner of the room, and a warped spear lies in the north-west corner of the room

Room #20	<i>North Entry</i>	Trapped and Stuck Iron Door (DC 25 to break; 60 hp) Ⓣ Arrow Trap: DC 10 to find, DC 10 to disable; +4 to hit against one target, 1d10 piercing damage
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) (slides down)
	<i>South Entry #1</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>South Entry #2</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #4 , inhabited by Orog
	Monster	Orog (cr 2, mm 247); deadly, 450 xp Treasure: 11 cp
Room #21	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>South Entry</i>	Secret (DC 20 to find) Trapped and Unlocked Good Wooden Door (15 hp) Ⓢ The door is located above a small stone dais and concealed behind an area of fungus Ⓣ Contact Poison: DC 10 to find, DC 10 to disable; affects each creature which touches the trigger, DC 10 save or take 1d10 damage
	Monster	Orog (cr 2, mm 247); deadly, 450 xp Treasure: 2300 cp, 1100 sp, 60 gp, diamond (50 gp), 2 x sardonyx (50 gp), star rose quartz (50 gp)
Room #22	<i>East Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #7 , inhabited by Orog
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Empty	
Room #23	<i>West Entry</i>	Trapped and Unlocked Stone Door (60 hp) Ⓣ Fire Spray: DC 15 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 11 save or take 1d10 fire damage → Leads to room #3 , inhabited by Orog
	<i>East Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to room #12
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	Empty	

Room #24	<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp) → Leads to room #1 , inhabited by Orog
	Monster	Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly, 300 xp
		Treasure: 2400 cp, 1300 sp, 90 gp, azurite (10 gp), obsidian (10 gp), turquoise (10 gp)
Room #25	<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<i>East Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to room #18
	<i>East Entry #2</i>	Unlocked Simple Wooden Door (10 hp)
	Monster	Bugbear (cr 1, mm 33); medium, 200 xp
		Treasure: 14 cp
Room #26	<i>North Entry #1</i>	Locked Stone Door (DC 20 to open, DC 25 to break; 60 hp)
	<i>North Entry #2</i>	Unlocked Strong Wooden Door (20 hp)
	Room Features	The north and west walls have been engraved with arcane symbols, and the scent of urine fills the room
Room #27	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to room #9 , inhabited by Ogre Zombie
	<i>West Entry</i>	Trapped and Stuck Good Wooden Door (DC 15 to break; 15 hp) Ⓢ Guillotine Blade: DC 10 to find, DC 15 to disable; +7 to hit against one target, 2d10 slashing damage
	Trap	Falling Block: DC 10 to find, DC 15 to disable; affects all targets within a 10 ft. square area, DC 14 save or take 2d10 damage

Random Dungeon Generator
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