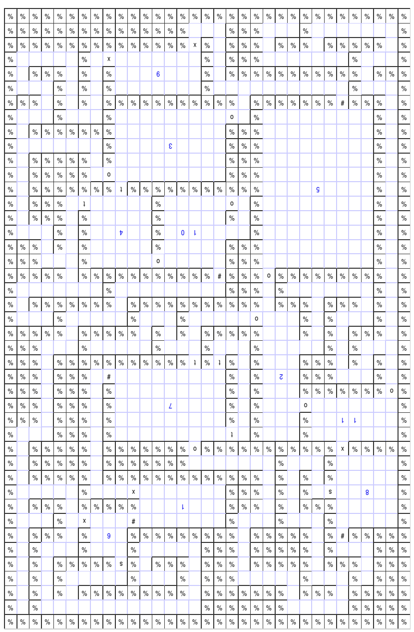
The Tomb of Mighty Madness

Level 1



o = Door | x = Locked | t = Trapped | s = Secret | # = Porticullis

General

Dungeon Walls Reinforced Masonry (Climb DC 15)

Dungeon Floor Smooth Stone

Temperature Warm

Illumination Dark (individual creatures may carry lights)

Room #1

East Entry #1 Iron Porticullis (lift DC 25, break DC 28; hard 10, 60 hp)

East Entry #2 Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)

Room Features Blasted hole, Bellows, Fireplace

Room #2

West Entry #1 Unlocked Stone Door (hard 8, 60 hp)

West Entry #2 Archway

East Entry Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)

South Entry Archway

Room Features Well

Room #3

North Entry Locked and Trapped Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)

Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20.

West Entry Unlocked Iron Door (hard 10, 60 hp)

East Entry Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp) (slides to one side, +1 break DC)

Room Features Pillars, Casket, Wall basin

Room #4

West Entry Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)

East Entry Stuck and Trapped Iron Door (break DC 28; hard 10, 60 hp) (magically reinforced, break DC 30 (wooden) or 40 (stone or iron))

Tripping Chain: CR 2; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain); Search DC 15; Disable Device DC 18.

South Entry Locked and Trapped Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)

Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20.

Trap Spear Trap: CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/x3, spear); Search DC 20; Disable Device DC 20. Note: 200 ft. max range, target determined randomly from those in its path.

Hidden Treasure Hidden (Search DC 25) Locked Good Wooden Chest (Open Lock DC 25, break DC 18; hard 5, 15 hp)

50 gp

Room #5

North Entry Unlocked Stone Door (hard 8, 60 hp) (magically reinforced, break DC 30 (wooden) or 40 (stone or iron))

South Entry Wooden Porticullis (lift DC 25, break DC 28; hard 5, 30 hp)

Monster 1 Troglodyte Zombie

Troglodyte zombie: CR 1; Medium undead; HD 4d12+3; hp 29; Init -2; Spd 30 ft. (6 squares; can't run); AC 16 (-2 dex, +8 natural), touch 8, flat-footed 16; Base Atk +2; Grp +3; Atk +3 melee (1d10+1, greatclub) or +3 melee (1d4+1, bite) or +3 melee (1d6+1, slam) or +0 ranged (1d6+1, javelin); Full Atk +3 melee (1d10+1, greatclub) or +3 melee (1d4+1, bite) or +3 melee (1d6+1, slam) or +0 ranged (1d6+1, javelin); Space/Reach 5 ft./5 ft; SA -; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +1, Ref -1, Will +4; Str 12, Dex 7, Con -, Int -, Wis 10, Cha 1

Skills and Feats: -; Toughness

Trap Bricks from Ceiling: CR 2; mechanical; touch trigger; repair reset; Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5 ft. squares); Search DC 20; Disable Device DC 20.

Hidden Treasure Hidden (Search DC 25) Unlocked and Trapped Iron Chest (hard 10, 60 hp)

Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus greenblood oil poison); Search DC 22; Disable Device DC 20.

90 gp

Room #6

North Entry Secret (Search DC 30) Locked Stone Door (Open Lock DC 20, break DC 28; hard 8, 60 hp)

West Entry Iron Porticullis (lift DC 25, break DC 28; hard 10, 60 hp)

East Entry Locked Good Wooden Door (Open Lock DC 30, break DC 18; hard 5, 15 hp)

Monster 1 Troglodyte Zombie

Troglodyte zombie: CR 1; Medium undead; HD 4d12+3; hp 29; Init -2; Spd 30 ft. (6 squares; can't run); AC 16 (-2 dex, +8 natural), touch 8, flat-footed 16; Base Atk +2; Grp +3; Atk +3 melee (1d10+1, greatclub) or +3 melee (1d4+1, bite) or +3 melee (1d6+1, slam) or +0 ranged (1d6+1, javelin); Full Atk +3 melee (1d10+1, greatclub) or +3 melee (1d4+1, bite) or +3 melee (1d6+1, slam) or +0 ranged (1d6+1, javelin); Space/Reach 5 ft./5 ft; SA -; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +1, Ref -1, Will +4; Str 12, Dex 7, Con -, Int -, Wis 10, Cha 1

Skills and Feats: -; Toughness

Hidden Treasure Hidden (Search DC 30) Locked Strong Wooden Chest (Open Lock DC 20, break DC 25; hard 5, 20 hp)

200 sp

Room #7

North Entry Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

West Entry Locked and Trapped Iron Door (Open Lock DC 40, break DC 28; hard 10, 60 hp)

Inflict Light Wounds Trap: CR 2; magic device; touch trigger; automatic reset; spell effect (Inflict Light Wounds, 1st level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26.

East Entry Wooden Porticullis (lift DC 25, break DC 28; hard 5, 30 hp)

South Entry #1 Locked and Trapped Iron Door (Open Lock DC 20, break DC 28; hard 10, 60 hp) (slides down, +1 break DC)

Inflict Light Wounds Trap: CR 2; magic device; touch trigger; automatic reset; spell effect (Inflict Light Wounds, 1st level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26.

South Entry #2 Unlocked and Trapped Strong Wooden Door (hard 5, 20 hp)

Camouflaged Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 24; Disable Device DC 19.

Monster 4 Kobold Zombies

Kobold zombie: CR 1/2; Small undead; HD 2d12+3; hp 16; Init +0; Spd 30 ft. (6 squares; can't run); AC 13 (+1 size, +2 natural), touch 11, flat-footed 13; Base Atk +1; Grp -4; Atk +1 melee (1d6-1/x3, spear) or +1 melee (1d4-1, slam) or +2 ranged (1d6/19-20, light crossbow); Full Atk +0 melee (1d6-1/x3, spear) or +0 melee (1d4-1, slam) or +1 ranged (1d6/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA -; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref +0, Will +3; Str 8, Dex 11, Con -, Int -, Wis 10, Cha 1

Skills and Feats: -; Toughness

Room #8

North Entry Wooden Porticullis (lift DC 25, break DC 28; hard 5, 30 hp)

East Entry Secret (Search DC 25) Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)

South Entry Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)

Room Features Animal nest

Monster 1 Ghoul

Ghoul: CR 1; Medium undead; HD 2d12; hp 13; Init +2; Spd 30 ft. (6 squares); AC 14 (+2 dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus paralysis, bite); Full Atk +2 melee (1d6+1 plus paralysis, bite) and +0 melee (1d3 plus paralysis, 2 claws); Space/Reach 5 ft./5 ft.; SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack

Room #9

East Entry Locked Simple Wooden Door (Open Lock DC 40, break DC 15; hard 5, 10 hp)

South Entry Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)

Room Features Murder hole (ceiling), Spices, Utensils

Monster 5 Kobold Zombies

Kobold zombie: CR 1/2; Small undead; HD 2d12+3; hp 16; Init +0; Spd 30 ft. (6 squares; can't run); AC 13 (+1 size, +2 natural), touch 11, flat-footed 13; Base Atk +1; Grp -4; Atk +1 melee (1d6-1/x3, spear) or +1 melee (1d4-1, slam) or +2 ranged (1d6/19-20, light crossbow); Full Atk +0 melee (1d6-1/x3, spear) or +0 melee (1d4-1, slam) or +1 ranged (1d6/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA -; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref +0, Will +3; Str 8, Dex 11, Con -, Int -, Wis 10, Cha 1

Skills and Feats: -; Toughness

Room #10

North Entry Wooden Porticullis (lift DC 25, break DC 28; hard 5, 30 hp)

West Entry #1 Archway

West Entry #2 Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)

East Entry Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)

Room Features Loose masonry, Firepit (broken), Lamp, Torch stub

Room #11

North Entry Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)

East Entry Unlocked Stone Door (hard 8, 60 hp)

South Entry Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)

Empty

random dungeon generator by drow
http://www.bin.sh/

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