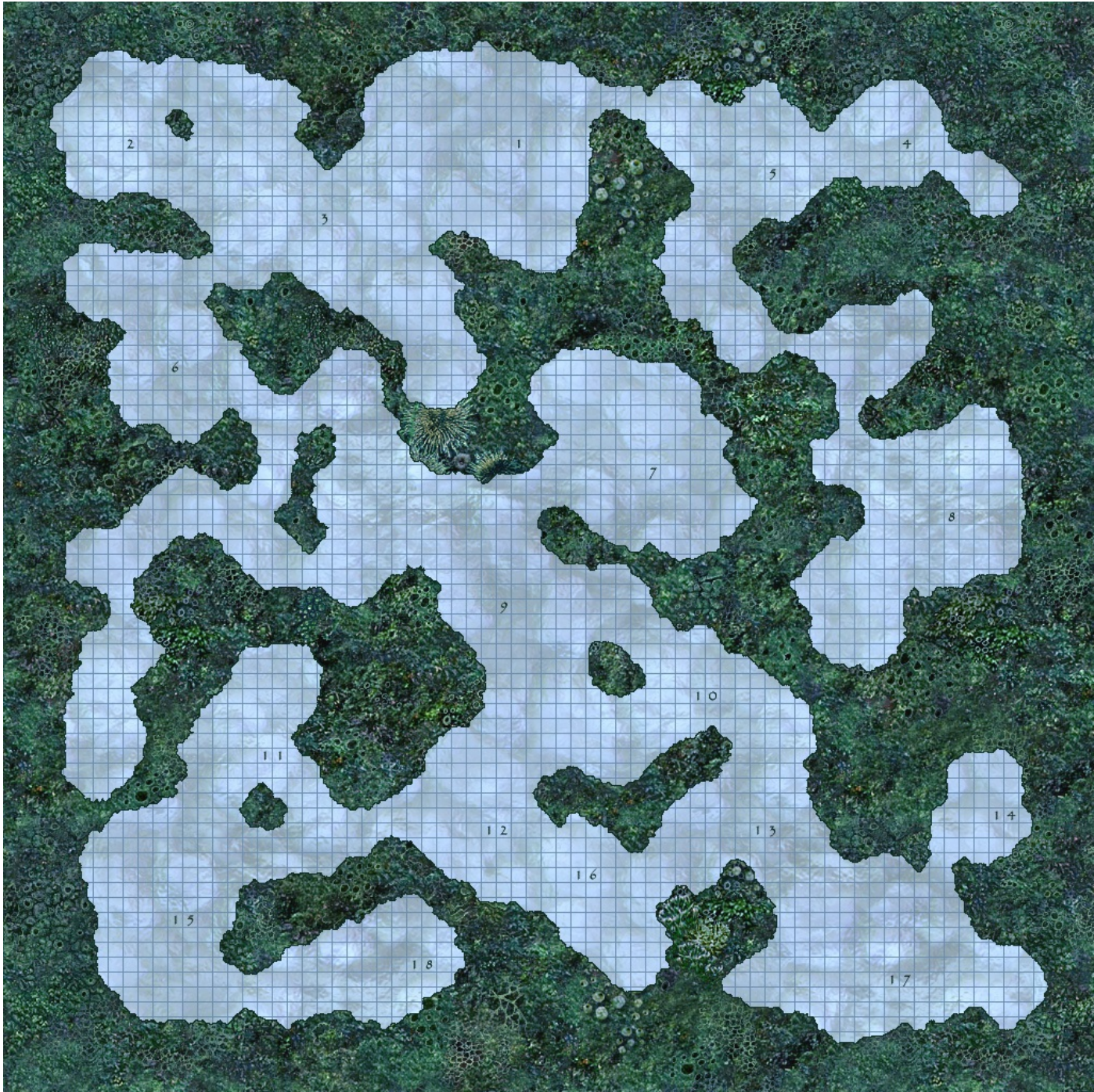


# The Vaults of Sale 01

## Level 1



Archway



Portcullis



Door



Locked



Trapped



Secret



Up



Down

|                           |                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|---------------------------|---------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>General</b>            | <b>Size</b>               | Huge (73 x 73)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|                           | <b>Walls</b>              | Coral (Climb DC 15)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|                           | <b>Floor</b>              | Sand                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|                           | <b>Special Conditions</b> | Completely Underwater                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|                           | <b>Temperature</b>        | Cool                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|                           | <b>Illumination</b>       | Shadowy (phosphorescent plankton)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <hr/>                     |                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Wandering Monsters</b> | <b>1</b>                  | 1 x 1st Level Warrior Drow (elf); hunting for food                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|                           | <b>2</b>                  | 1 x Homunculus; wielding bizarre eldritch powers                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|                           | <b>3</b>                  | 1 x Medium Monstrous Spider (vermin); gathered around an evil shrine                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|                           | <b>4</b>                  | 1 x Homunculus; investigating a strange noise                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|                           | <b>5</b>                  | 1 x Choker; investigating a strange noise                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|                           | <b>6</b>                  | 1 x Homunculus; gathered around an evil shrine                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <hr/>                     |                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Room #1</b>            | <b>Room Features</b>      | Someone has scrawled "Ale's well that ends well" in dwarvish runes on the north wall, and a rattling noise fills the room                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <hr/>                     |                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Room #2</b>            | <b>Room Features</b>      | A stone stair ascends towards the north wall, and a dagger hilt lies in the north-west corner of the room                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|                           | <b>Monster</b>            | 1 x Shrieker (fungus)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|                           |                           | Shrieker: CR 1; Medium plant; HD 2d8+2; hp 11; Init -5; Spd 0 ft.; AC 8 (-5 dex, +3 natural), touch 5, flat-footed 8; Base Atk +1; Grp -4; Atk -; Full Atk -; Space/Reach 5 ft./0 ft.; SA Shriek; SQ Low-light vision, plant traits; AL N; SV Fort +4, Ref -, Will -4; Str -, Dex -, Con 13, Int -, Wis 2, Cha 1                                                                                                                                                                                                                                                                                                                  |
|                           |                           | Skills and Feats: -; -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <hr/>                     |                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Room #3</b>            | <b>Monster</b>            | 1 x 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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <hr/>                     |                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Room #4</b>            | <b>Room Features</b>      | Someone has scrawled "Zigam died here" in dwarvish runes on the west wall, and several broken arrows are scattered throughout the room                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <hr/>                     |                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Room #5</b>            | <b>Room Features</b>      | A ladder ascends to a catwalk hanging between the east and west walls, and someone has scrawled "Save yourself, kill the others" on the west wall                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <hr/>                     |                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Room #6</b>            | <b>Monster</b>            | 1 x 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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
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|-----------------|------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Room #7</b>  | <b>Room Features</b>   | A well lies in the south-west corner of the room, and dancing motes of light fill the north side of the room                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>Room #8</b>  | <b>Room Features</b>   | A stone dais sits in the west side of the room, and a stone dais and throne sits in the south side of the room                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|                 | <b>Monster</b>         | <p>1 x Ghoul</p> <p>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</p> <p>Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack</p> |
| <b>Room #9</b>  | <b>Room Features</b>   | The north and east walls are covered with cracks, and a pile of blood-soaked clothing lies in the center of the room                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|                 | <b>Trap</b>            | 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                                                                                                                                                                                                                                                                                                                                                                                                         |
|                 | <b>Hidden Treasure</b> | <p>Trapped and Unlocked Good Wooden Chest (hard 5, 15 hp)</p> <p>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</p> <p>80 gp; Full Plate (Medium) (1500 gp); hoard total 1580 gp</p>                                                                                                                                                                                                                                                                           |
| <b>Room #10</b> | <b>Empty</b>           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>Room #11</b> | <b>Monster</b>         | <p>7 x Tiny Monstrous Spider (vermin)</p> <p>Tiny monstrous spider: CR 1/4; Tiny vermin; HD 1/2 d8; hp 2; Init +3; Spd 20 ft. (4 squares), climb 10 ft.; AC 15 (+2 size, +3 dex), touch 15, flat-footed 12; Base Atk +0; Grp -12; Atk +5 melee (1d3-4 plus poison, bite); Full Atk +5 melee (1d3-4 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +2, Ref +3, Will +0; Str 3, Dex 17, Con 10, Int -, Wis 10, Cha 2</p> <p>Skills and Feats: Climb +11, Hide +15*, Jump -4*, Spot +4*; Weapon Finesse</p>                            |
|                 | <b>Hidden Treasure</b> | <p>Hidden (Search DC 30) Locked Good Wooden Chest (Open Lock DC 25, break DC 18; hard 5, 15 hp)</p> <p>Masterwork Buckler (Medium) (165 gp); hoard total 165 gp</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>Room #12</b> | <b>Room Features</b>   | Burning torches in iron sconces line the east and west walls, and a pile of trash lies in the north side of the room                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|                 | <b>Monster</b>         | <p>1 x Darkmantle</p> <p>Darkmantle: CR 1; Small magical beast; HD 1d10+1; hp 6; Init +4; Spd 20 ft. (4 squares), fly 30 ft. (poor); AC 17 (+1 size, +6 natural), touch 11, flat-footed 17; Base Atk +1; Grp +0; Atk +5 melee (1d4+4, slam); Full Atk +5 melee (1d4+4, slam); Space/Reach 5 ft./5 ft.; SA Darkness, improved grab, constrict 1d4+4; SQ Blindsight 90 ft.; AL N; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10</p> <p>Skills and Feats: Hide +10, Listen +5*, Spot +5*; Improved Initiative</p>                                                                                  |

|                 |                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|-----------------|------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Room #13</b> | <b>Room Features</b>   | A narrow ledge runs along the south and west walls, and someone has scrawled "In the reign of Wisdom, the Staff of Candles shall be found" on the south wall                                                                                                                                                                                                                                                                                                                                                                                                                   |
|                 | <b>Monster</b>         | <p>5 x Dire Rat</p> <hr/> <p>Dire rat: CR 1/3; Small animal; HD 1d8+1; hp 5; Init +3; Spd 40 ft. (8 squares), climb 20 ft.; AC 15 (+1 size, +3 dex, +1 natural), touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk +4 melee (1d4 plus disease, bite); Full Atk +4 melee (1d4 plus disease, bite); Space/Reach 5 ft./5 ft.; SA Disease; SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4</p> <p>Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse</p> |
| <b>Room #14</b> | <b>Room Features</b>   | Burning torches in iron sconces line the south and east walls, and the ceiling is covered with pale stalactites                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>Room #15</b> | <b>Empty</b>           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>Room #16</b> | <b>Hidden Treasure</b> | <p>Hidden (Search DC 30) Trapped and Unlocked Good Wooden Chest (hard 5, 15 hp)</p> <p>Box of Brown Mold: CR 2; mechanical; touch trigger (opening the box); automatic reset; 5 ft. cold aura (3d6, cold nonlethal); Search DC 22; Disable Device DC 16</p> <hr/> <p>3000 cp; hoard total 30 gp</p>                                                                                                                                                                                                                                                                            |
|                 |                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>Room #17</b> | <b>Room Features</b>   | An unexplained breeze can be felt in the west side of the room, and several pieces of spoiled meat are scattered throughout the room                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|                 | <b>Monster</b>         | <p>1 x Homunculus</p> <hr/> <p>Homunculus: CR 1; Tiny construct; HD 2d10; hp 11; Init +2; Spd 20 ft. (4 squares), fly 50 ft. (good); AC 14 (+2 dex, +2 size), touch 14, flat-footed 12; Base Atk +1; Grp -8; Atk +2 melee (1d4-1 plus poison, bite); Full Atk +2 melee (1d4-1 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA Poison; SQ Construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +0, Ref +4, Will +1; Str 8, Dex 15, Con -, Int 10, Wis 12, Cha 7</p> <p>Skills and Feats: Hide +14, Listen +4, Spot +4; Lightning Reflexes</p>               |
|                 | <b>Hidden Treasure</b> | <p>Hidden (Search DC 25) Trapped and Locked Iron Chest (Open Lock DC 25, break DC 28; hard 10, 60 hp)</p> <p>Box of Brown Mold: CR 2; mechanical; touch trigger (opening the box); automatic reset; 5 ft. cold aura (3d6, cold nonlethal); Search DC 22; Disable Device DC 16</p> <hr/> <p>200 sp; hoard total 20 gp</p>                                                                                                                                                                                                                                                       |
| <b>Room #18</b> | <b>Monster</b>         | <p>1 x Shrieker (fungus)</p> <hr/> <p>Shrieker: CR 1; Medium plant; HD 2d8+2; hp 11; Init -5; Spd 0 ft.; AC 8 (-5 dex, +3 natural), touch 5, flat-footed 8; Base Atk +1; Grp -4; Atk -; Full Atk -; Space/Reach 5 ft./0 ft.; SA Shriek; SQ Low-light vision, plant traits; AL N; SV Fort +4, Ref -, Will -4; Str -, Dex -, Con 13, Int -, Wis 2, Cha 1</p> <p>Skills and Feats: -; -</p>                                                                                                                                                                                       |

Random Dungeon Generator  
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