

The Diabolical Lock

Deep below the earth there is a twisting maze filled with traps and dangers. Who made this and who were they trying to lock out, or worse.. Lock in...

About this module

This was made as a sort of homage to the old trap filled dungeons that are meant to kill and defeat characters as opposed to being overcome by them. There are deadly traps all over, however they are well telegraphed, so to be caught in them will be entirely the players fault.

There is no predetermined before the entrance or after the exit, that is up to you, the GM, to decide where in your world this maze is located and what it holds. I recommend, due to the lethality and lack of play testing, to have a bunch of new characters drawn up specifically for this dungeon.

The rooms do not go in exact order as there are multiple paths that can be taken by the players, so pay attention to the map and where the rooms are located at any given time.

This dungeon was made in mind for low level (1-4) but can easily be scaled to any level by changing the ability checks, damage taken by the traps, and number or type of monsters. The monsters in this dungeon are not intended to be defeated, but rather to be avoided and escaped.

The traps and monsters have been made for 5th edition but should be easy to translate to other systems.

Room 1

>Descending a long dark staircase you find yourself in small round room carved from living stone save a convex stone brick wall in front of you. The stone brick wall is worn and grooved. There is a lever to the side of the wall.

Upon pulling the lever

* rotate the first outer ring 90 degrees counterclockwise

>The wall rushes by at incredible speed revealing a new pathway.

Anyone Touching the wall must

* Make a dexterity saving throw of 10 or get thrown 10ft to the right taking 1d4 of falling damage

* Any other character in the path of the falling character must also make a dexterity saving throw of 10 or get knocked prone taking 1d4 of falling damage

Room 2

>As you enter this room you see intricate tapestries hung on the walls.

A character who studies the tapestries

>The tapestries are disturbingly intricate in their gruesome detail of adventurers falling prey to many different traps.

The character who studied the tapestry

* gets advantage on all checks to perceive and dodge traps in this dungeon.

>However, the tapestry stretches out towards you, like fingers pushing from behind

* Make a dexterity saving throw of 15 (no advantage) to dodge or the character becomes restrained, taking 1d10 of bludgeoning damage each turn.

* Roll initiative. The tapestry has +8 to Initiative

* To become free any adjacent character on their turn may make a strength 15 check

Room 3

> At the end of the room is a large trap door on the floor.

This trap door requires several tons to open, no amount of effort will open it.

Room 4

>As you enter you see the walls are about 20ft tall with torches hung high on them. The walls, floors, and ceiling is well worn to a concave. There is crushed bones and rubble scattered all over the floor along with with blood stains. The room curves around both sides

with an incline going up to the left (clockwise).

Room 5

> You see a a pile of crushed and broken bones and rubble in front of a stone door.

The door is a trap and leads a small room containing a giant 20 foot round stone. The trap can be detected with an active perception check of 15, and reveals that the wall is hinged and will fall down towards the person upon opening the door.

Anyone who attempts to disable the trap

* Make a dexterity 15 check: success nothing happens, failure triggers trap

**When triggered **

When the trap is triggered

* the 20 foot wall falls down around the person who opened the door.

* Anyone in the way of the wall must make a dexterity 15 save to jump back out of the way or take 2d10 bludgeoning damage

* Or make a strength check of 20 to hold the wall up preventing anyone from taking damage; however, the ball will still run over the wall if someone is holding it up dealing normal damage described below)

And then everyone

* Roll initiative, the stone ball gets +5 to initiative

* The Stone ball moves 60 ft per turn

* Upon touching a character the stone ball deals 4d10 bludgeoning damage and continues on it's path

* A dexterity check of 15 can take half damage

* A strength check of 20 can negate damage and slow the ball to half speed keeping the character in front of it. Another character that comes into the path can aid slowing it down an additional 5 feet. Following turn requires a strength check of 10 to continue holding the ball, or the character can run.

* To use the dash action in room 4 requires a dexterity check of 10 to not stumble on the rubble, failure results in half speed.

* The ball upon reaching the trap door at room 3 will open the trap door up and fall below. Anyone in the same space will fall below as well, taking 6d10 bludgeoning damage and being transported to room 5.

* Room 5's wall and door reset and the stone ball is returned there

Room 6

>Hanging on the wall is a large ornate mirror passing by you notice that your reflection is not quite right.

The mirror could display the person has older, younger, different gender, etc. Any amount of time spent studying ones reflection will result in the mirror image coming out and attacking the party, this mirror image has the same stats, equipment and abilities as the person it was mirroring. The mirror image cannot leave sight of the mirror or open doorways. The mirror image focuses on the person they are mirroring and if they knock them down to 0 HP the mirror image attempts to drag them into the mirror thus ending the encounter (and the character). If the mirror image is dropped to 0 HP they dissipate leaving a vial of essence (completely heals the person and restores spell slots, but if anyone else drinks it, have them roll on the wild magic table) and that persons reflection no longer shows in the mirror.

Room 7

>This room is lined with tall statues holding spears, between each is a lit brazier, at the end of the room you see a pool of water with an eerie blue glow.

There is a trip wire between the last two statues before the pool, An active perception of 15 can detect it and a dexterity check of 15 can disarm it, failure triggers the trap.

Upon triggering anyone between any of the statues gets hit with poison darts

* 2d10 of Poison damage

* 1/2 damage on a dexterity save of 15

* gains the poisoned condition

Room 8

>There is a pool of water glowing with a blue tinge, within its depths is a large pile of gold.

There is a trip wire between the last two statues before the pool, An active perception of 15 can detect it and a dexterity check of 15 can disarm it, failure triggers the trap.

Anyone who investigates the pool must
* Make a wisdom save 15 or grab the gold
* Taking any gold triggers a water weird appearing

The water weird keeps attacking until the person who took the gold is at OHP and the gold is returned to the pool

Room 9

> The smell of burnt flesh infiltrates your nostrils, there are statues on either side with braziers in front of them. Dark ash is piled up against the outer wall forced there by the centrifugal force.

There are pressure plates on the floor an active perception of 15 can detect and avoid the plates.

When the trap is triggered
* Anyone in the room must take 4d10 Fire Damage
* 1/2 damage on a dexterity save of 15
* Anyone taken down to OHP is turned to ash

Room 10

> You enter a small, dark, dank room. There is fungus clinging to the walls and skeletons littering the floor. In the center is a round fountain.

An active perception of 15 on the fountain reveals that there is a plug for bringing in more water and one for draining. In the back of the room is a lever, when the the lever is pulled the trap is triggered.

When the trap is triggered
* Roll initiative, the trap has an initiative bonus of 10
* The door shuts and locks, anyone in the door way may make a strength 20 check to hold the door open, failure gets locked in the room.
* Water starts pouring out of the fountain filling the room 1 foot deep per round and is filled at 20 feet
* Checks and saves are done with disadvantage while in water 5 feet or deeper.

To disable the trap and drain the water the plug in the fountain must be discovered.

Room 11

> Two lit braziers stand on either side of a stone doorway.

There is nothing in this room, how nice.

Room 12

> Sarcophagus' line the walls, at the end is a pedestal upon which is a bag full of beautiful gems.

Anyone who investigates the gems
* Must succeed a Wis 15 save or take the gems
* If the gems are taken 5 zombies rise out of the sarcophagus
* The character may try to place an equal weight item on the pedestal with a sleight of hand 10 check, success keeps the zombies from rising.

Zombies cannot open doors.

If a person takes the gems and then examines them closer they find they are are beautifully cut and colored glass.

Behind the pedestal on the wall is a lever

When this lever is pulled
* Rotate next inner ring clockwise 90 degrees

Room 13

> There is a couple of dusty bookshelves filled with tomes.

An active perception 10 check reveals that the bookshelf is a trap that will fall on them.

Anyone who attempts to disable the trap

* Make a dexterity 15 check: success nothing happens, failure triggers trap

Taking a book triggers the trap.

When the trap is triggered

* Anyone directly in front of the bookshelf make a dexterity 10 check to dodge

* Unsuccessful dodge takes 1d10 crushing damage

Room 14

> On a stone table lies an ornate chest.

An active perception check of 15 reveals the chest is trapped. A dexterity check of 20 disables the trap, failure triggers the trap.

If anyone opens the chest

* The doors close and lock

* A poisonous cloud emerges from the chest

* Roll initiative, the trap gets +10 to initiative

* Each character in the room takes 1d10 of damage while in the room

* the trap ends when a door is opened requiring a dexterity 15 check

The chest has strange organic pouches in it. Sleight of hand check of 10 is required to not rupture them. Rupturing them causes 1d10 of poison damage and the poisoned condition.

Room 15

> A delicious aroma hits as you enter there is a table laid out with a lavish feast.

Anyone who investigates the table

* Make a wisdom 10 saving throw or eats the food

* eating the food causes 1d10 poison damage and the poison condition

Room 16

> Upon opening the door crushed and mangled skeletons come pouring out. This is a long dark room with blood streaked floors and a bunch of bones piled up against the entrance.

When the door closes the trap triggers, if a character is investigating the room holding the door it will close on them requiring a strength check of 20 to keep it open or they are in the room.

When the trap is triggered

* The door locks

* Roll initiative, the trap gets plus 10 to initiative

* Spikes come out of the far wall

* The trap moves 5 feet per turn and pushes anyone that it comes in contact with

* When the trap reaches the entrance anyone still in the room takes 4d10 of damage each turn

* The door can be unlocked with a dexterity check of 15

Room 17

> An empty room, a moment of solace.

Room 18

> This is a well lit room with an open chest revealing a pile of gold within it. A beautifully ornate rug lies at the foot of the chest.

Anyone who approaches the chest

* Falls into a spike pit hidden under the rug

* Take 2d10 of piercing damage

If anyone manages to get the gold in the chest

> The chest has a shallow bottom, what few coins are actually there are gold plated wood. Melting them down nets 3 gold.

Room 19

> There is a statute with a skeleton key in it's out stretched hand

An active perception of 15 reveals that if the key is removed it triggers a trap. A slight of hand 10 check can put an equal weight object in its place with out triggering the trap.

When the trap triggers

- * the first person directly in-front of the statue is hit with a petrify ray
- * A constitution 15 save is required to not gain the petrified condition

The key is much heavier then it looks. This key will unlock any closed and locked door in the dungeon.

Room 20

> Suits of armor line the walls, in the center there is a pedestal with a sword glowing a soft blue.

Anyone who investigates the sword

- * Make a wisdom 15 save, failure takes the sword.
- * Upon taking the sword the suits of armor animate, 8 in total, and attack the party

Animated armor cannot open doors

There is a lever on the far wall

When the lever is pulled

- * Rotate the next inner ring counterclockwise 90 degrees

The sword *The Devouring Edge*

- * Magic long sword
- * 1d8 slashing damage (versatile 1d10)
- * Adds no weight to inventory
- * The wielder may roll extra damage die by permanently sacrificing a constitution point per extra die rolled

Room 21

> There is an iron maiden.

Anyone who enters the iron maiden

- * Takes 2d10 piercing damage each round
- * Requires a strength 20 check from anyone in or adjacent to the iron maiden to open it

Room 22

> A swirling blue vortex of light sits at the center of this room. It's fsucking everyone into it.

Anyone in the room

- * make a strength 15 save to run past or away from the vortex or get drawn 5 feet towards it
- * anyone who enters the vortex (usually after two failed saves) is teleported to room 1

Room 23

> An empty quiet room, almost too empty, too quiet.

Room 24

> You enter a small dark room.

There are floor spike traps that trigger when the door is closed. the door closes automatically behind the character or if they are in the doorway investigating it requires a strength 20 check to keep it open or be locked in the room

When the door closes

- * Roll initiative, the trap gets +5 to initiative
- * anyone in the room takes 1d10 piercing damage each turn
- * door requires a dexterity 15 check to open

Room 25

> You made it! There are stairs descending down, what terrible or magnificent thing awaits

below....

Credit

This module was made by me TheWellDressedViking. Visit my Patreon at [Patreon.com/thewelldressedviking](https://patreon.com/thewelldressedviking)