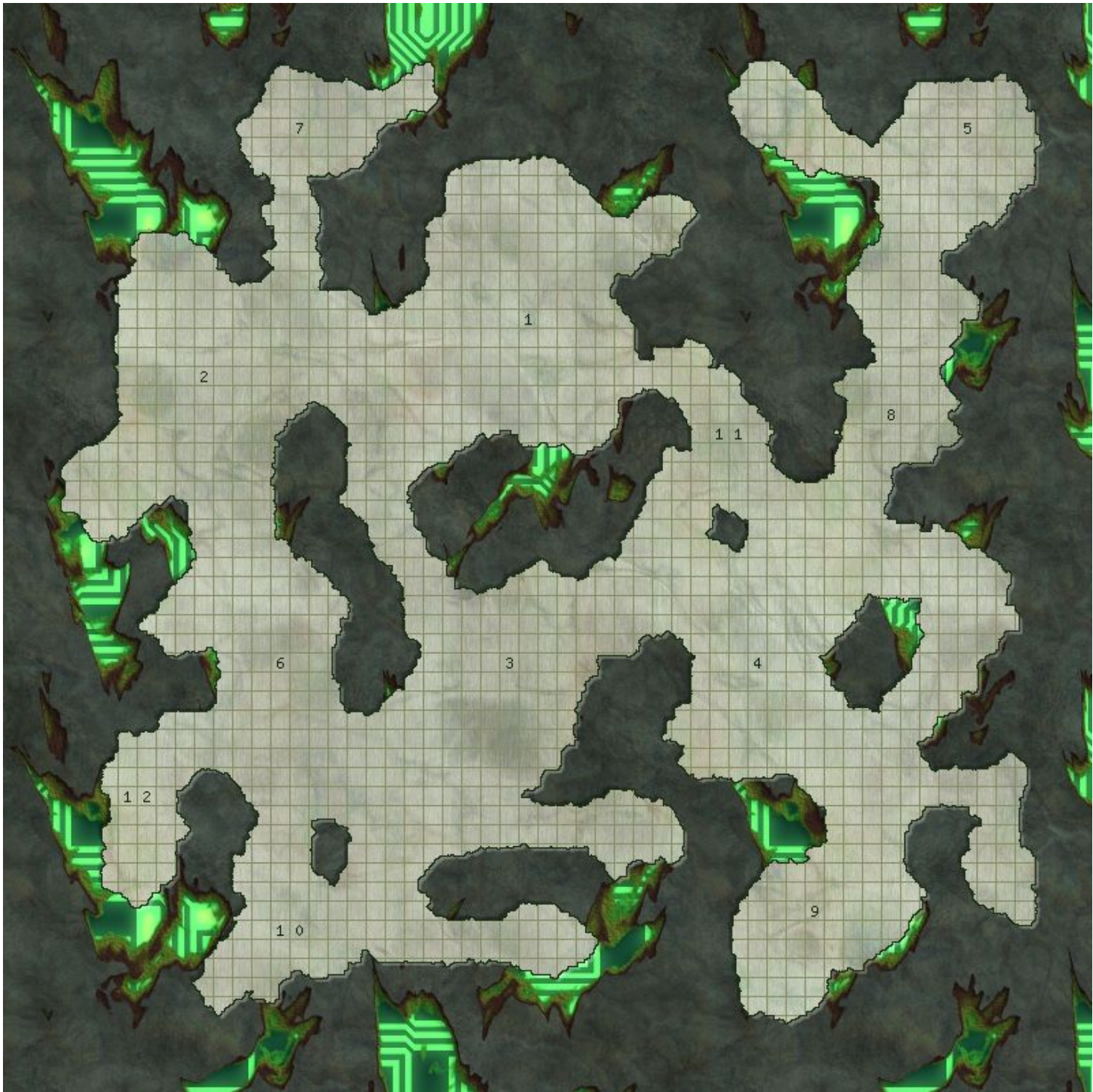


Cy-Wahi Cave

Level 1



Arch



Door



Locked



Trapped



Secret



Porticullis

General

Dungeon Walls	Hewn Stone (Athletics DC 20 to climb)
Dungeon Floor	Smooth Stone
Temperature	Average
Illumination	Dark (individual creatures may carry lights)

Wandering Monsters	1	Level 0 Undead Dungeon Monster, wielding bizarre eldritch powers
	2	5 x Goblin Warrior (mm 137, 100 xp) and 5 x Goblin Cutter (mm 136, 25 xp), consumed by disease and madness
	3	Level 0 Undead Dungeon Monster, trying to lure the party into an ambush
	4	5 x Dire Rat (mm 219, 100 xp) and 4 x Giant Rat (mm 219, 25 xp), tracking the party
	5	Level 0 Undead Dungeon Monster, returning to their lair with plunder
	6	Level 0 Undead Dungeon Monster, returning to their lair with plunder
Room #1	Empty	
Room #2	Monster	Level 0 Undead Dungeon Monster Treasure: 178 gp, 90 sp, 90 cp; 3 x Small Lapis Lazuli (43 gp each), 2 x Small Obsidian (31 gp each), 2 x Small Rhodochrosite (46 gp each); +1 Magic Totem (phb2 208, 360 gp), +1 Magic Wand (phb 242, 360 gp), 6 x Alchemist's Acid (av 24, 20 gp), 9 x Alchemist's Fire (av 24, 20 gp), 10 x Clearwater Solution (av 27, 20 gp); hoard total 1690 gp 9 sp
Room #3	Room Features	The south and east walls have been engraved with evil symbols, Several rotten apples are scattered throughout the room
Room #4	Room Features	Explosive fumes (explosion deals 3d8+3 fire damage), Stone barricades (provides cover, Strength DC 20 to break), Lit candles are scattered across the floor
	Trap	Stonemaw (Perception DC 15 to find, Thievery DC 10 to disable, Init +2, Target 1 creature, Attack +6 vs. AC, Damage 1d10+3, 100 xp)
Room #5	Room Features	Fire pit (deals 1d10+3 fire damage), Stone sphere (Strength DC 10 to push, deals 2d10+3 damage), A faded and torn tapestry hangs from the east wall
	Trap	4 x Guillotine Blade (Perception DC 15 to find, Thievery DC 15 to disable, Single-shot, Target 1 creature, Attack +4 vs. Reflex, Damage 2d10+3, 25 xp)
Room #6	Room Features	Blood-soaked altar (attacks score a critical hit on a natural 19 or 20), Clouds of smoke (provides concealment), Several square holes are cut into the ceiling and floor
	Monster	3 x Goblin Warrior (mm 137, 100 xp) Treasure: 54 gp, 36 sp; 2 x Small Moss Agate (35 gp each), 2 x Uncut Hematite (28 gp each), 2 x Uncut Moss Agate (38 gp each); Ceramic Orb (76 gp); +1 Magic Holy Symbol (phb 236, 360 gp), +1 Magic Staff (phb 241, 360 gp), +1 Magic Wand (phb 242, 360 gp), +1 Magic Weapon (phb 235, 360 gp) Spiked Gauntlet (av 9), 10 x Alchemist's Fire (av 24, 20 gp), Alchemist's Frost (av 25, 20 gp), 10 x Clearwater Solution (av 27, 20 gp), Floating Shield (av 117, 360 gp); hoard total 2555 gp 6 sp
Room #7	Room Features	Tenebrous veils (deals 1d6 necrotic damage per move action), Scaffolding (Acrobatics or Athletics DC 10 to climb)
	Monster	Level 0 Undead Dungeon Monster
Room #8	Room Features	A tile mosaic of ancient mythology covers the floor, An iron chandelier hangs from the ceiling in the north-west corner of the room
	Trap	7 x Swinging Block (Perception DC 10 to find, Thievery DC 15 to disable, Single

Trap 7 x Swinging Block (Perception DC 10 to find, Thievery DC 15 to disable, Single-shot, Target all creatures in a row of squares, Attack +4 vs. Reflex, Damage 2d10+3, 25 xp)

Room #9

Room Features

Dimensional lock (cannot teleport), A simple fireplace sits against the north wall

Trap

Telekinetic Blaster (Perception DC 10 to find, Thievery DC 15 to disable, Init +2, Target 1 creature within 10 squares, Attack +4 vs. Fortitude, the target is pushed 3 squares, 100 xp)

Room #10

Room Features

A narrow ledge runs along the north and west walls, A faded and torn tapestry hangs from the south wall

Room #11

Room Features

Shadowfell gloom (non-magical light sources provide only dim light), Pool of water (difficult terrain)

Monster

4 x Dire Rat (mm 219, 100 xp) and 4 x Giant Rat (mm 219, 25 xp)

Treasure: Small Lapis Lazuli (31 gp each), Uncut Moss Agate (31 gp each); Leather Belt with Fine Steel Buckle (64 gp), Pewter Warhammer (71 gp); 2 x Antivenom (av 25, 20 gp), 7 x Clearwater Solution (av 27, 20 gp); hoard total 377 gp

Room #12

Monster

Level 0 Undead Dungeon Monster

Treasure: 1856 sp, 64 cp; Small Freshwater Pearl (39 gp each), 2 x Uncut Rhodochrosite (29 gp each); +1 Magic Armor (phb 230, 360 gp) Hide Armor (phb 214), 6 x Alchemist's Acid (av 24, 20 gp); hoard total 763 gp 2 sp 4 cp

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

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