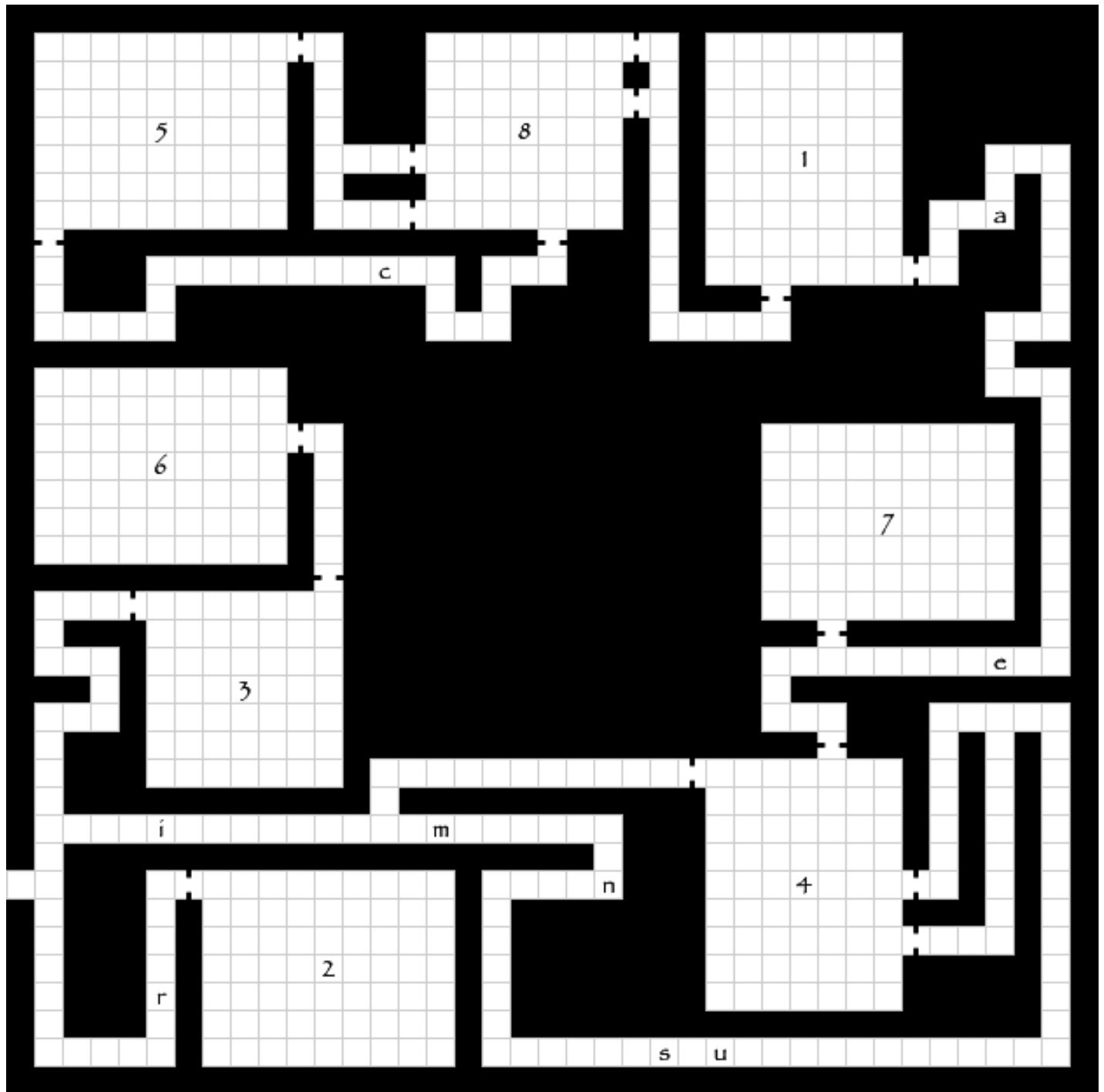


The Cyst of Adamant Devastation 01

Level 1



General

History

The dungeon was created by kuo-toa as a lair. Its creators were destroyed by a magical catastrophe, and the dungeon has lain empty for many centuries until recently.

Walls

Reinforced Masonry (DC 15 to climb)

Floor	Smooth Stone
Temperature	Cool
Illumination	Shadowy (phosphorescent fungus every 20 ft.)

Corridor Features

- a** A narrow shaft descends from the corridor into a natural cavern below
 - c** A narrow shaft falls into the corridor from above
 - e** A swarm of crawling insects covers the floor
 - i** An iron chandelier hangs from the ceiling here
 - m** Numerous pillars line the corridor
 - n** Fire Spray: DC 10 to find, DC 20 to disable; affects all targets within a 20 ft. cone, DC 12 save or take 2d10 fire damage
 - r** Chanting fills the corridor
 - s** Skeletons hang from chains and manacles against the walls
 - u** The sound of footsteps fills the corridor
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Wandering Monsters

- 1** Gelatinous Cube (cr 2, mm 242); deadly, 450 xp, gathered around an evil shrine
 - 2** Yuan-ti Pureblood (cr 1, mm 310); medium, 200 xp, actively patrolling their territory
 - 3** Mimic (cr 2, mm 220); deadly, 450 xp, scavenging for food and treasure
 - 4** Mimic (cr 2, mm 220); deadly, 450 xp, scavenging for food and treasure
 - 5** Yuan-ti Pureblood (cr 1, mm 310); medium, 200 xp, returning to their lair with plunder
 - 6** Mimic (cr 2, mm 220); deadly, 450 xp, consumed by disease and madness
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Room #1

East Entry Archway

South Entry Archway

Room Features

Someone has scrawled "The Dragonbone Wand is lost" in draconic script on the east wall, and screaming can be faintly heard near the west wall

Monster

Mimic (cr 2, mm 220); deadly, 450 xp

Treasure: 2000 cp, 1400 sp, 20 gp, diamond (50 gp), citrine (50 gp), 2 x jasper (50 gp), moonstone (50 gp), 2 x star rose quartz (50 gp), 2 x zircon (50 gp), Eyes of Minute Seeing (uncommon, dmg 168), Necklace of Fireballs (rare, dmg 182), Potion of Diminution (rare, dmg 187), Potion of Invulnerability (rare, dmg 188)

Room #2	<i>West Entry</i>	Archway
	Room Features	A ladder ascends to a catwalk hanging between the north and south walls, and a circle of tall stones stands in the south-west corner of the room
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp
		Treasure: 13 cp
Room #3	<i>North Entry</i>	Archway
	<i>West Entry</i>	Archway
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp
		Treasure: 2400 cp, 500 sp, 50 gp, a brass censer etched with arcane runes (25 gp), a copper flower brooch etched with draconic runes (25 gp), a fine leather merchant's cap adorned with a feather (25 gp)
Room #4	<i>North Entry</i>	Archway
	<i>West Entry</i>	Archway
	<i>East Entry #1</i>	Archway
	<i>East Entry #2</i>	Archway
	Room Features	Someone has scrawled "The Shield of Knowledge is sundered" on the east wall, and the ceiling is covered with cobwebs
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp
		Treasure: 11 gp
Room #5	<i>East Entry</i>	Archway
	<i>South Entry</i>	Archway
	Room Features	A stack of water-filled barrels stands against the north wall, and someone has scrawled "The Shield of Strength is sundered" in draconic script on the north wall
	Monster	Mimic (cr 2, mm 220); deadly, 450 xp
		Treasure: 13 cp
Room #6	<i>East Entry</i>	Archway
	Monster	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp
		Treasure: 8 gp
Room #7	<i>South Entry</i>	Archway
	Room Features	Someone has scrawled "Explosive runes" on the east wall, and ghostly wailing can be heard in the south-east corner of the room

Monster Gelatinous Cube (cr 2, mm 242); deadly, 450 xp

Treasure: 13 ep

Room #8

West Entry #1 Archway

West Entry #2 Archway

East Entry #1 Archway

East Entry #2 Archway

South Entry Archway

Monster Gelatinous Cube (cr 2, mm 242); deadly, 450 xp

Treasure: 2900 cp, 1300 sp, 50 gp, a bone coffer engraved with spirals (25 gp), a bone medallion engraved with spirals (25 gp), a copper medallion inlaid with silver (25 gp), a leather scabbard tooled with arcane runes (25 gp), a marble puzzle box inlaid with a filigree of electrum (25 gp), an earthenware tureen embossed with draconic runes (25 gp), Adamantine Armor (chain mail) (uncommon, dmg 150), +1 Weapon (spear) (uncommon, dmg 213), +1 Weapon (light crossbow) (uncommon, dmg 213)

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

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