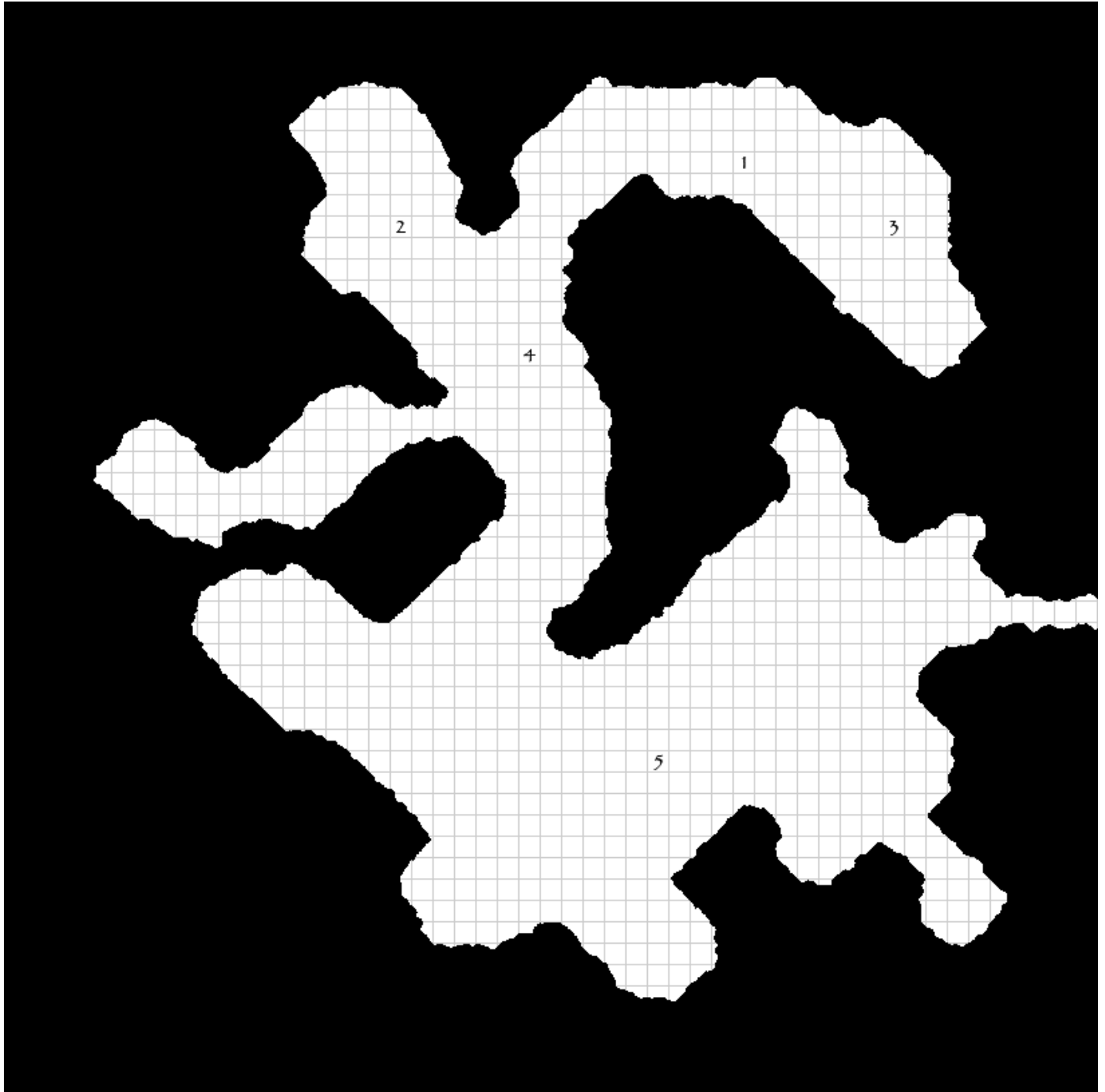


Terror Cavana 03

Level 3



General

History

The dungeon was created by a demonic cult as a maze. It was eventually conquered by invaders, and has been conquered and altered many times since then.

Walls

Coral (DC 10 to climb)

Floor	Muck (difficult terrain)
Special Conditions	Completely Underwater
Temperature	Warm
Illumination	Shadowy (phosphorescent plankton)

**Wandering
Monsters**

- 1 Sahuagin Baron (cr 5, mm 264) and 1 x Sahuagin (cr 1/2, mm 263); deadly, 1900 xp, wielding bizarre eldritch powers
- 2 Wraith (cr 5, mm 302) and 1 x Specter (cr 1, mm 279); deadly, 2000 xp, consumed by disease and madness
- 3 Black Dragon Wyrmling (cr 2, mm 88) and 4 x Kobold (cr 1/8, mm 195); hard, 550 xp, consumed by disease and madness
- 4 Sahuagin Baron (cr 5, mm 264) and 1 x Sahuagin (cr 1/2, mm 263); deadly, 1900 xp, hunting for food
- 5 Lizardfolk Shaman (cr 2, mm 205) and 2 x Lizardfolk (cr 1/2, mm 204); hard, 650 xp, bloodied and fleeing a more powerful enemy
- 6 Gelatinous Cube (cr 2, mm 242); easy, 450 xp, consumed by disease and madness

Room #1

Monster Sahuagin Baron (cr 5, mm 264) and 1 x Sahuagin (cr 1/2, mm 263); deadly, 1900 xp

Treasure: 220 sp, 70 gp; 1 pp

Room #2

Room Features Various torture devices are scattered throughout the room, and a warped spear lies in the north side of the room

Monster Kuo-toa Whip (cr 1, mm 200) and 5 x Kuo-toa (cr 1/4, mm 199); hard, 450 xp

Treasure: 12 sp; 6 gp; 10 cp; 15 gp; 11 ep; 17 sp

Room #3

Monster Black Dragon Wyrmling (cr 2, mm 88) and 7 x Kobold (cr 1/8, mm 195); hard, 625 xp

Treasure: 5 ep; 10 gp; 17 gp; 14 sp; 12 ep; 9 cp; 7 gp; 12 ep

Hidden Treasure Hidden (DC 15 to find) Locked Strong Wooden Chest (DC 15 to unlock, DC 25 to break; 20 hp)

2700 cp, 900 sp, 70 gp, 4 x diamond (50 gp), jasper (50 gp), moonstone (50 gp), onyx (50 gp), sardonyx (50 gp)

Room #4

Room Features A toppled statue lies in the north side of the room, and a pile of rotting wood lies in the north-east corner of the room

Trap Fire Spray: DC 15 to find, DC 10 to disable; affects all targets within a 20 ft. cone, DC 14 save or take 2d10 fire damage

Hidden Treasure Hidden (DC 25 to find) Unlocked Simple Wooden Chest (10 hp)

1600 cp, 900 sp, 110 gp, a cloth tabard threaded with silver (25 gp), a leather coat tooled with floral vines (25 gp), a leather scabbard sewn with copper (25 gp), a pair of brocade gloves trimmed with rabbit fur (25 gp), a rosewood shield brooch engraved with floral vines (25 gp), a steel dagger engraved with thorned vines (25 gp), an ivory shield brooch engraved with a labyrinth (25 gp), Deck of Illusions (27 cards) (uncommon, dmg 161), Necklace of Adaptation (uncommon, dmg 182), +1 Weapon (net) (uncommon, dmg 213), Weapon of Warning (longbow) (uncommon, dmg 213)

Room #5**Monster** 7 x Bullywug (cr 1/4, mm 35); medium, 350 xp

Treasure: 12 ep; 14 cp; 13 sp; 16 sp; 15 cp; 13 cp; 14 gp

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

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