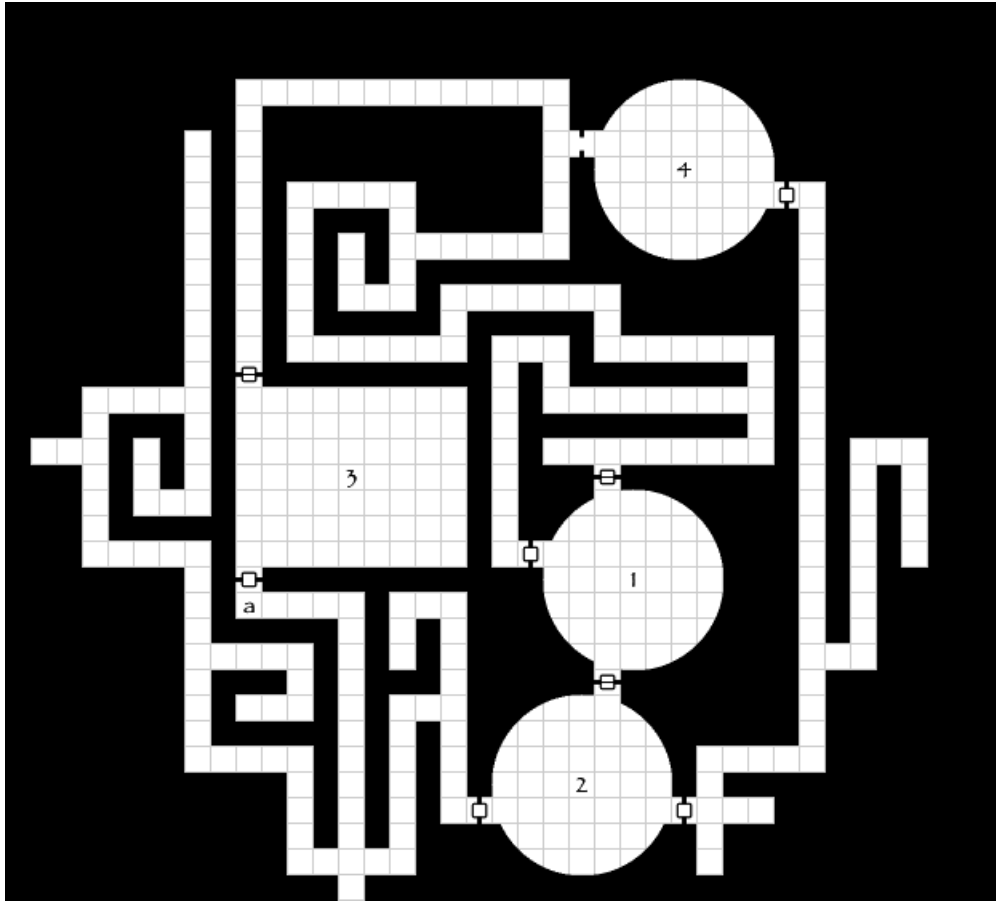


The Barrow of Bupilsu 06

Level 6



General

History

The dungeon was created by dwarves as a stronghold. It became the site of a great miracle, and has lain empty for many centuries until recently.

Walls

Masonry (DC 15 to climb)

Floor

Uneven Flagstone (DC 10 to charge or run)

Temperature

Warm

Illumination

Shadowy (glowing crystals every 20 ft.)

Corridor Features

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A 15-foot wide chasm cuts across the corridor

Wandering Monsters

- 1 Adult Oblex (cr 5, mtf 218); easy, 1800 xp, wielding bizarre eldritch powers
 - 2 Deathlock Mastermind (cr 8, mtf 129) and 2 x Cultist (cr 1/8, mm 345); hard, 3950 xp, actively patrolling their territory
 - 3 Gauth (cr 6, vgm 125); easy, 2300 xp, actively patrolling their territory
 - 4 Adult Oblex (cr 5, mtf 218); easy, 1800 xp, investigating a strange noise
 - 5 Oaken Bolter (cr 5, mtf 126) and 1 x Stone Defender (cr 4, mtf 126); hard, 2900 xp, scavenging for food and treasure
 - 6 Drow Mage (cr 7, mm 129) and 2 x Chitine (cr 1/2, vgm 131); medium, 3100 xp, scavenging for food and treasure
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Room #1

- North Entry* Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp)
- West Entry* Stuck Stone Door (DC 20 to break; 60 hp)
- South Entry* Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp)
→ Leads to [room #2](#), inhabited by 15 x Dust Mephit
- Empty**
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Room #2

- North Entry* Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp)
→ Leads to [room #1](#)
- West Entry* Stuck Strong Wooden Door (DC 15 to break; 20 hp) (magically reinforced, disadvantage to break)
- East Entry* Stuck Good Wooden Door (DC 15 to break; 15 hp)
- Monster** 15 x Dust Mephit (cr 1/2, mm 215); deadly, 1500 xp
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Hidden Treasure

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

1200 cp, 8000 sp, 1700 gp, 130 pp, a coral cup inlaid with ornate platinum scrollwork (250 gp), a fine leather coinpurse trimmed with sable (250 gp), a fine steel censer engraved with dwarven axeheads (250 gp), a lacquered wooden bowl set with topaz (250 gp), a stoneware tureen painted with garden imagery (250 gp), an ivory rod engraved with draconic scales (250 gp), +1 Wand of the War Mage (uncommon, dmg 212), Wand of Web (uncommon, dmg 212)

Room #3	<i>North Entry</i>	Locked Simple Wooden Door (DC 15 to open, DC 15 to break; 10 hp)
	<i>South Entry</i>	Unlocked Simple Wooden Door (10 hp) (slides down)
	Trap	Thunder Blaster: DC 10 to find, DC 10 to disable; affects all targets within a 20 ft. cone, DC 15 save or take 4d10 thunder damage and become deafened for 1d4 rounds
	Hidden Treasure	Hidden (DC 15 to find) Locked Iron Chest (DC 15 to unlock, DC 30 to break; 60 hp)

500 cp, 5000 sp, 900 gp, 130 pp, 4 x black onyx (150 gp), 4 x diamond (100 gp), pearl (100 gp), 2 x chrysoberyl (100 gp), jade (100 gp), jet (100 gp)

Room #4	<i>West Entry</i>	Archway
	<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	Room Features	A magical statue in the south-west corner of the room speaks riddles and cryptic prophecies, and part of the ceiling has collapsed into the room

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

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