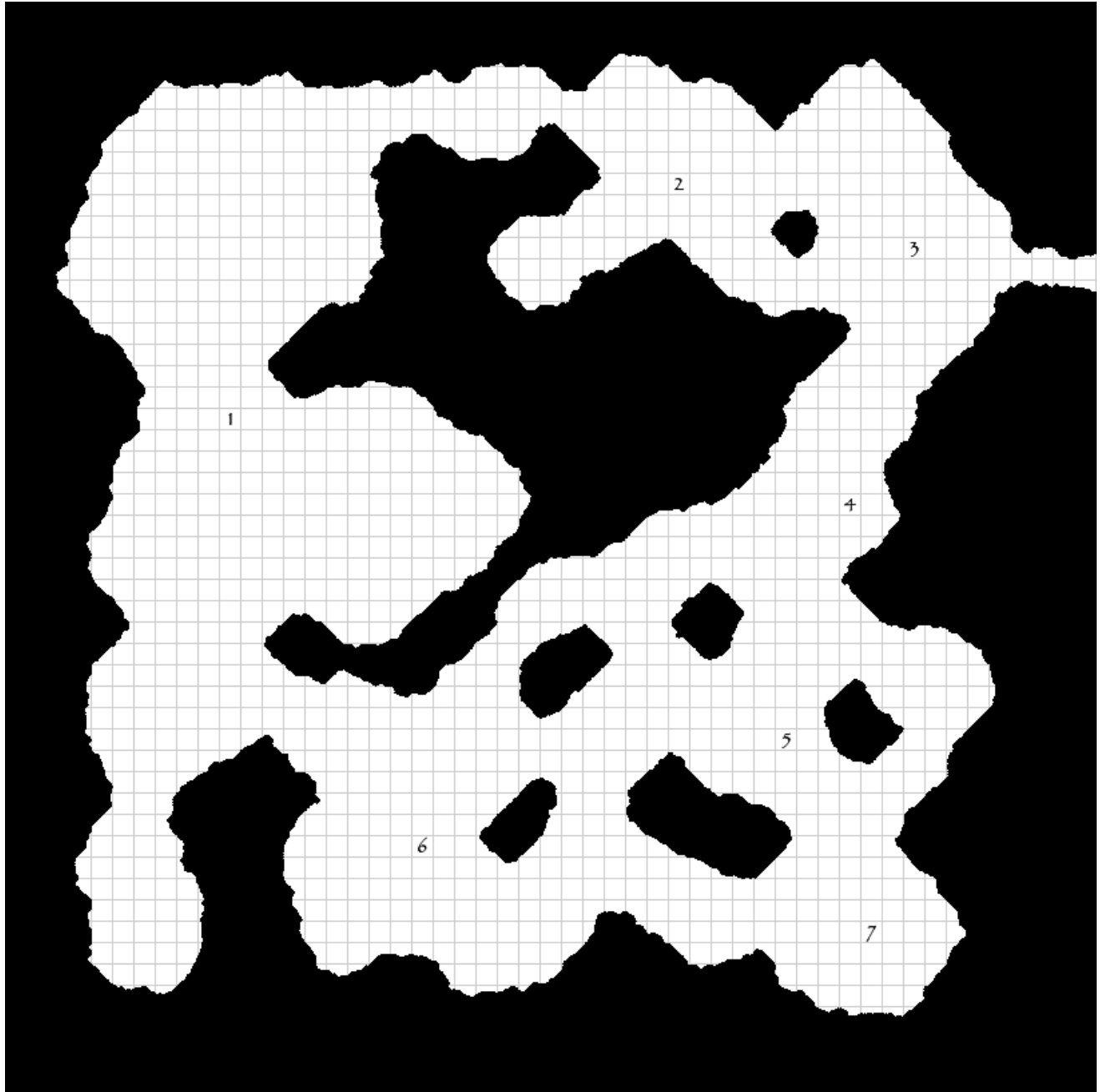


The Pied Halls of the Piper 01

Level 1



General	History	The dungeon was created by a cult of an evil deity as a lair. It was eventually abandoned due to plague, and has been conquered and altered many times since then.
	Walls	Hewn Stone (DC 20 to climb)
	Floor	Natural Stone (difficult terrain, disadvantage on acrobatics)
	Temperature	Average
	Illumination	Dark (individual creatures may carry lights)
Wandering Monsters	1	Wererat (cr 2, mm 209) and 2 x Xvart (cr 1/8, vgm 200); deadly, 500 xp, wielding bizarre eldritch powers
	2	Xvart (cr 1/8, vgm 200) and 7 x Rat (cr 0, mm 335); easy, 95 xp, scavenging for food and treasure
	3	Ettercap (cr 2, mm 131) and 1 x Giant Wolf Spider (cr 1/4, mm 330); deadly, 500 xp, consumed by disease and madness
	4	Kobold Dragonshield (cr 1, vgm 165) and 1 x Kobold (cr 1/8, mm 195); easy, 225 xp, trying to lure the party into an ambush
	5	Gelatinous Cube (cr 2, mm 242); hard, 450 xp, bloodied and fleeing a more powerful enemy
	6	Kobold Dragonshield (cr 1, vgm 165) and 1 x Kobold (cr 1/8, mm 195); easy, 225 xp, searching for an object stolen from their lair
Room #1	Empty	
Room #2	Room Features	A faded and torn tapestry hangs from the east wall, and someone has scrawled "The last wards have fallen" on the west wall
Room #3	Room Features	A faded and torn tapestry hangs from the east wall, and a cube of solid stone stands in the east side of the room
	Monster	3 x Goblin (cr 1/4, mm 166); medium, 150 xp Treasure: 6 pp; 8 ep; 9 gp
Room #4	Room Features	Someone has scrawled "five, seven, eight, five" on the east wall, and a pile of wax blobs lies in the north side of the room
	Monster	Wererat (cr 2, mm 209) and 2 x Xvart (cr 1/8, vgm 200); deadly, 500 xp Treasure: 2500 cp, 800 sp, 110 gp, a bone chalice set with garnet (25 gp), a lacquered wooden medallion engraved with arcane runes (25 gp), a leather belt with a silver buckle (25 gp), a leather saddle trimmed with rabbit fur (25 gp), a linen merchant's cap trimmed with squirrel fur (25 gp), a wooden plate set with bloodstone (25 gp), Potion of Animal Friendship (uncommon, dmg 187)

Room #5	Room Features	A well lies in the south side of the room, and a carved stone statue stands in the east side of the room
Room #6	Room Features	A magical mosaic on the south wall can be used as a portal to any known location within the dungeon, and an acrid odor fills the room
	Monster	2 x Goblin (cr 1/4, mm 166) and 2 x Wolf (cr 1/4, mm 341); hard, 200 xp
		Treasure: 22 cp; 18 sp; 8 sp; 23 cp
Room #7	Monster	Ettercap (cr 2, mm 131) and 1 x Giant Wolf Spider (cr 1/4, mm 330); deadly, 500 xp
		Treasure: 2000 cp, 900 sp, 100 gp

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

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