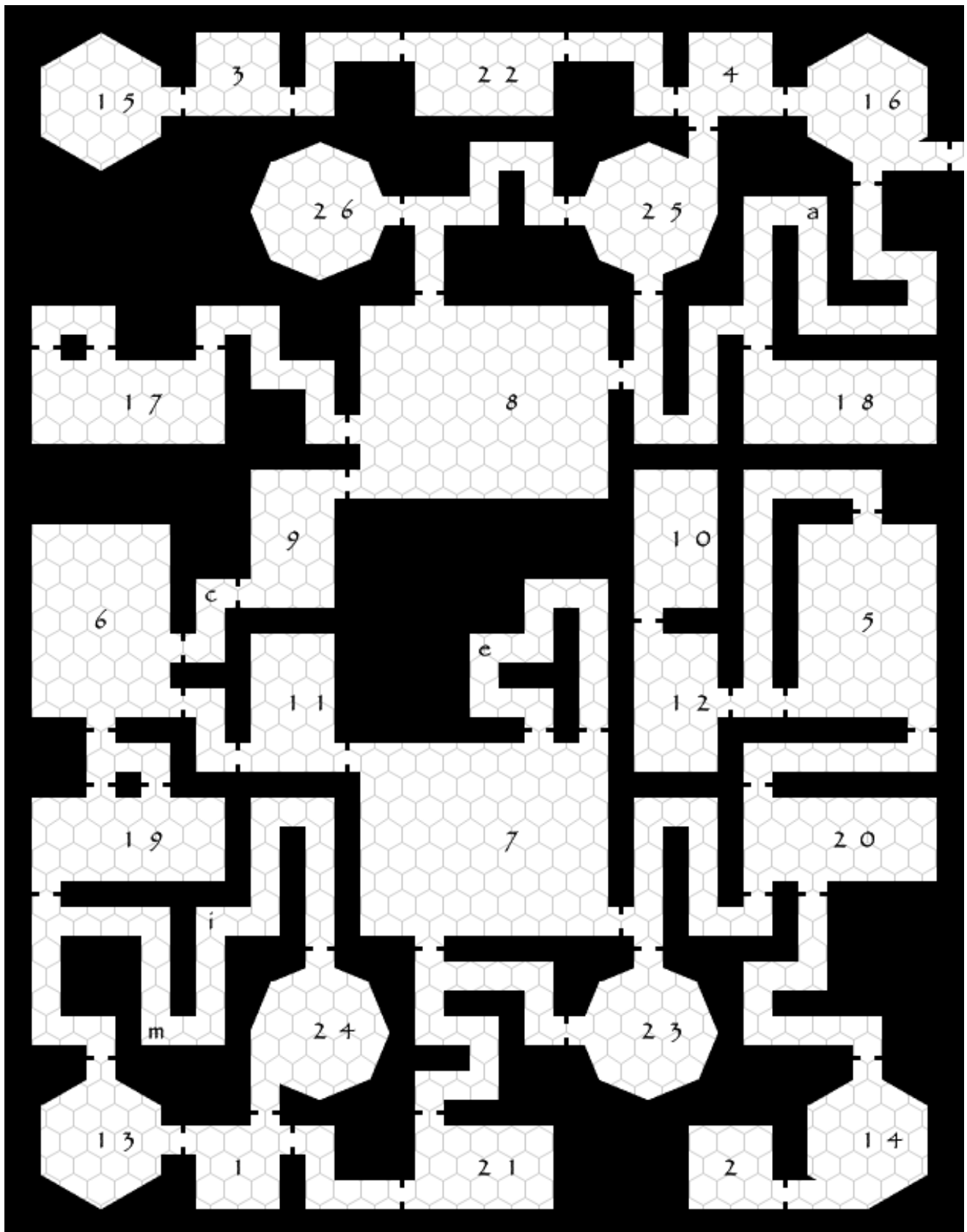


# AD&D Random Dungeon Generator

The Cyst of Abisan

Level 1



<b>General</b>	<b>Walls</b>	Reinforced Masonry
	<b>Floor</b>	Smooth Stone (Slippery Floor)
	<b>Temperature</b>	Cool
	<b>Illumination</b>	Dark (individual creatures may carry lights)
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<b>Corridor Features</b>	<b>a</b>	Skeletons hang from chains and manacles against the walls
	<b>c</b>	A tile labyrinth covers the floor
	<b>e</b>	Ghostly music fills the corridor
	<b>i</b>	Part of the ceiling has collapsed into the corridor
	<b>m</b>	Razor Wire Trap (6d6 damage)
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<b>Wandering Monsters</b>	<b>1</b>	9 x Bandit, bloodied and fleeing a more powerful enemy
	<b>2</b>	2 x NPC and 7 x Henchmen, scavenging for food and treasure
	<b>3</b>	1 x Very Young Black Dragon, searching for an object stolen from their lair
	<b>4</b>	1 x Shrieker, wielding bizarre eldritch powers
	<b>5</b>	2 x Shrieker, actively patrolling their territory
	<b>6</b>	2 x Giant Toad, bloodied and fleeing a more powerful enemy
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<b>Room #1</b>	<i>North Entry</i>	Archway → Leads to <a href="#">room #24</a>
	<i>West Entry</i>	Archway → Leads to <a href="#">room #13</a>
	<i>East Entry</i>	Archway
	<b>Room Features</b>	A tile labyrinth covers the floor, and someone has scrawled "In the Year of Iron, the Dominion of Orbs shall be sundered" on the west wall
	<hr/>	
<b>Room #2</b>	<i>East Entry</i>	Archway → Leads to <a href="#">room #14</a>
	<b>Room Features</b>	A faded and torn tapestry hangs from the south wall, and someone has scrawled a strange symbol on the north wall
	<b>Monster</b>	1 x Piercer <hr/> Treasure: 1000 cp, Cleric Scroll (Command, Putrify Food and Drink, Sanctuary) (900 gp)
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<b>Room #3</b>	<i>West Entry</i>	Archway → Leads to <a href="#">room #15</a>
	<i>East Entry</i>	Archway
	<b>Room Features</b>	A tile labyrinth covers the floor, and someone has scrawled "It's a trap" in draconic script on the west wall
	<b>Trap</b>	Scythe Trap (4d6 damage)
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<b>Room #4</b>	<i>West Entry</i>	Archway
	<i>East Entry</i>	Archway → Leads to <a href="#">room #16</a>
	<i>South Entry</i>	Archway → Leads to <a href="#">room #25</a>
	<b>Room Features</b>	A sloped pit lined with iron spikes lies in the center of the room, and the south and west walls are covered with goblin graffiti

<b>Room #5</b>	<i>North Entry</i>	Archway
	<i>West Entry</i>	Archway
	<i>South Entry</i>	Archway
	<b>Room Features</b>	A faded and torn tapestry hangs from the south wall, and a pile of trash lies in the center of the room
	<b>Monster</b>	5 x NPC and 4 x Henchmen
		<p>Sentwui: Male Human, 1st-level Fighter, LN. Sentwui is rough in appearance, with red hair and brown eyes. He wears chain mail and wields a halberd. Sentwui is covetous and harsh.</p> <p>Rine Cleyne: Female Human, 1st-level Illusionist, N. Rine has black hair and large brown eyes. She wears viridian robes and wields a quarterstaff and darts. Rine blames the gods for every misfortune.</p> <p>Wyna: Female Human, 1st-level Cleric, CN. Wyna is heavyset, with white hair and blue eyes. She wears scale mail and wields a footman's flail. Wyna is agreeable and truthful.</p> <p>Johny: Male Human, 1st-level Magic-User, N. Johny has tangled blonde hair and soft green eyes, and a thin moustache. He wears expensive clothing and wields a quarterstaff and dagger. Johny is impossibly lucky.</p> <p>Walda: Male Human, 1st-level Fighter, CN. Walda is tall and heavyset, with brown hair and soft green eyes. He wears scale mail and wields a morning star and light crossbow. Walda is instinctive and nervous.</p>
<b>Room #6</b>	<i>East Entry #1</i>	Archway
	<i>East Entry #2</i>	Archway
	<i>South Entry</i>	Archway
	<b>Room Features</b>	Spirals of white stones cover the floor, and several adventurer corpses are scattered throughout the room
<b>Room #7</b>	<i>North Entry #1</i>	Archway
	<i>North Entry #2</i>	Archway
	<i>West Entry</i>	Archway → Leads to <a href="#">room #11</a>
	<i>East Entry</i>	Archway
	<i>South Entry #1</i>	Archway
	<i>South Entry #2</i>	Archway
	<b>Room Features</b>	Someone has scrawled "The curse can never be broken" on the east wall, and a sundered shield lies in the north-east corner of the room
<b>Room #8</b>	<i>North Entry</i>	Archway
	<i>West Entry #1</i>	Archway
	<i>West Entry #2</i>	Archway → Leads to <a href="#">room #9</a>
	<i>East Entry</i>	Archway
	<b>Room Features</b>	A tapestry of a legendary battle hangs from the north wall, and a stone sarcophagus sits in the east side of the room
<b>Room #9</b>	<i>West Entry</i>	Archway
	<i>East Entry</i>	Archway

		→ Leads to <a href="#">room #8</a>
	<b>Room Features</b>	A tapestry of vile acts hangs from the north wall, and several iron cages are scattered throughout the room
<b>Room #10</b>	<i>South Entry</i>	Archway → Leads to <a href="#">room #12</a>
	<b>Room Features</b>	A ruined siege weapon sits in the south-west corner of the room, and several pieces of torn paper are scattered throughout the room
	<b>Trap</b>	Flooding Pit Trap (10', 1d6 damage)
<b>Room #11</b>	<i>West Entry</i>	Archway
	<i>East Entry</i>	Archway → Leads to <a href="#">room #7</a>
	<b>Room Features</b>	A simple fireplace sits against the east wall, and an iron chain hangs from the ceiling in the north-west corner of the room
<b>Room #12</b>	<i>North Entry</i>	Archway → Leads to <a href="#">room #10</a>
	<i>East Entry</i>	Archway
	<b>Room Features</b>	A tile labyrinth covers the floor, and a ruined chain shirt lies in the south-east corner of the room
<b>Room #13</b>	<i>North Entry</i>	Archway
	<i>East Entry</i>	Archway → Leads to <a href="#">room #1</a>
	<b>Room Features</b>	A tile labyrinth covers the floor, and a rotting satchel lies in the south side of the room
<b>Room #14</b>	<i>North Entry</i>	Archway
	<i>West Entry</i>	Archway → Leads to <a href="#">room #2</a> , inhabited by 1 x Piercer
	<b>Room Features</b>	A large demonic idol with ruby eyes sits in the south-west corner of the room, and a chirping noise fills the room
<b>Room #15</b>	<i>East Entry</i>	Archway → Leads to <a href="#">room #3</a>
	<b>Room Features</b>	A rope ascends to a balcony hanging from the east wall, and spirals of gray stones cover the floor
<b>Room #16</b>	<i>West Entry</i>	Archway → Leads to <a href="#">room #4</a>
	<i>East Entry</i>	Archway
	<i>South Entry</i>	Archway
	<b>Room Features</b>	A magical idol of a god of death in the north-east corner of the room summons an air elemental to serve whomever sacrifices a gemstone upon it (but only once), and a dulled dagger lies in the west side of the room
<b>Room #17</b>	<i>North Entry #1</i>	Archway
	<i>North Entry #2</i>	Archway

	<i>North Entry #3</i>	Archway
	<b>Room Features</b>	A magical idol in the west side of the room heals all wounds of whomever offers a prayer (but only once), and a hissing noise can be faintly heard near the south wall
<b>Room #18</b>	<i>North Entry</i>	Archway
	<b>Room Features</b>	Someone has scrawled "The last wards have fallen" on the north wall, and the floor is covered with slime
	<b>Monster</b>	12 x Goblin
<b>Room #19</b>	<i>North Entry #1</i>	Archway
	<i>North Entry #2</i>	Archway
	<i>South Entry</i>	Archway
	<b>Room Features</b>	Numerous pillars line the east and west walls, and someone has scrawled "six, one, two, ten, one" in draconic script on the east wall
<b>Room #20</b>	<i>North Entry</i>	Archway
	<i>South Entry #1</i>	Archway
	<i>South Entry #2</i>	Archway
	<b>Room Features</b>	Several headless statues are scattered throughout the room, and someone has scrawled "Sharpen thy spear and ready thy shield" on the east wall
<b>Room #21</b>	<i>North Entry</i>	Archway
	<i>West Entry</i>	Archway
	<b>Room Features</b>	A stone ramp ascends towards the east wall, and a group of demonic faces have been carved into the north wall
<b>Room #22</b>	<i>West Entry</i>	Archway
	<i>East Entry</i>	Archway
	<b>Room Features</b>	A sloped pit lined with iron spikes lies in the center of the room, and skeletons hang from chains and manacles against the east wall
	<b>Monster</b>	1 x Ear Seeker
		Treasure: 1000 sp, Platinum crown set with gems (7000 gp)
<b>Room #23</b>	<i>North Entry</i>	Archway
	<i>West Entry</i>	Archway
	<b>Room Features</b>	Someone has scrawled "The Black Arrow is broken" in draconic script on the north wall, and a pile of torn paper lies in the center of the room
	<b>Monster</b>	12 x Orc
		Treasure: 1000 cp, 750 ep
<b>Room #24</b>	<i>North Entry</i>	Archway
	<i>South Entry</i>	Archway
		→ Leads to <a href="#">room #1</a>
<b>Room #25</b>	<b>Room Features</b>	Someone has scrawled "seven, three, eight, seven, four" on the north wall, and the north and west walls are covered with veins of metal
	<i>North Entry</i>	Archway

→ Leads to [room #4](#)

*West Entry* Archway

*South Entry* Archway

**Room Features** A narrow shaft descends from the room into a plundered tomb below, and a crude bookcase and several benches sit in the west side of the room

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## Room #26

*East Entry* Archway

**Room Features** A narrow shaft falls into the room from above, and burning torches in iron sconces line the north wall

**Hidden Treasure** Hidden Locked Good Wooden Chest (good lock)

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1000 sp

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