

KEY

- 3 dragonclaws (from 12): 4 guards
- concealed passage
- 4 violet fungi, trapped stairs
- 10 stirges, spike trap
- 6 troglodytes
- trapped curtains
- 6 kobolds, 2 winged kobolds, 3 guard drakes (from 8): 9 kobolds, 4 winged kobolds
- 9 kobolds, 9 winged kobolds
- [9] Cyanwrath, 4 berserkers, acid trap
- [10] (from 10b) 6 kobolds
- [10 A] 3 eggs, roper
- [10 B] 4 kobolds
- [11] frulam mondath
- [12] 5 guards, 12 cultists
- [13] 1 drunk cultist

For areas 3-10, roll d6, triggers on a 1

Concealed Passage; dragonclaws set ambush here if alerted to PCs



= steps enclosed in iron cage

Encounter

4 kobolds

6 kobolds, 2 winged kobolds

3 winged kobolds

5 winged kobolds

2 winged kobolds, 1 guard drake (appendix B)

2 ambush drakes (appendix B)