**Rat King’s Lair**

**Lore**

This humble hovel originally belonged to the reclusive wizard Grimbeard, who was legendary for his strange experiments. One such experiment was the creation of intelligent rats to act as his servants and guards. He enhanced the rats size, strength and intelligence, and called them Master Rats.

Unfortunately, three of the Master Rats hatched a plot to escape their servitude, capture the wizard and enslave their own brethren. They stole Grimbeard’s Rat Ring, which he used to control the Master Rats, cut out his tongue, and imprisoned him. They then created a ritual in which they bound themselves together by the tails to become invincible.

**Room 1 – Entrance**

* A rug made of rough animal furs lies under your feet as you enter this room. It leads to the middle of the room, and then continues to the east door.
* Burned out torch sconces line the walls.
* A mural on the north wall shows a powerful wizard conquering various lizard men and trolls. The words “Grimbeard is merciful to those who bring proper tribute” are painted across the top in Lizardkin ***(Language 8)***
* A shallow, murky pool of water is in the middle of the room. Near it are two racks holding several pairs of muddy boots, shoes, and foot wrappings.
  + Most of the boots are mundane, but one pair are Boots of Passage – normal passage in rough terrain, AV 1
  + Under close examination, the pool has six pressure plates in the floor, evenly spaced to form a hexagonal shape.
    - The third plate is pressed (SE).
    - It seems stuck and none of the plates can be pressed, or depressed.
* Both doors are closed and are magically sealed to anyone with muddy feet or boots. ***(Dungeon Lore 10, Spell Lore 10)***

**Room 2 – Rat Guards**

* **Four Master Rats** are here – they are about 4 foot tall, humanoid rats with elongated legs, and opposable thumbs. They wield spears and have makeshift helmets and chest plates on.

**Room 3 – Cells**

* Cells hold various specimens of swamp denizens, now long dead
  + Troll skeleton
  + Two lizardmen
  + One human
  + Cell interior is entirely covered in mold/fungus, in one dark corner, some shadows can be seen moving, and you can hear a mumbling, barely audible voice from within
    - Anyone investigating will be attacked by the **Fungal Horror** that has grown in the cell. It will try to grab the character with fungal tentacles.

**Room 4 – Live Experiments**

* This place was once a laboratory.
* Alchemical apparatus is lined up on the south wall.
  + Though much of the apparatus is empty and broken, some valuables can be collected. (Alchemy 12)
    - A potion of Growth (+2 Muscle, +2 Toughness, +2 Move, -2 Defense, Reach (1) for 1 hour)
    - A potion of Wit (+4 Wit for 6 hours)
    - A potion of Sleep (throw at enemy who must save vs. Toughness 14, or fall asleep for 10R)
    - 4 vials
    - 6 chems
    - 2 metal
    - 10 cloth
* A dozen 4-5 foot tall cages are on the north wall.
* As PCs enter, a **Clockwork Sweeper** appears from the east and starts cleaning. If any of the PCs is dirty, or has tracked mud, or knocked something over… the cleaner will go mad and attack.

**Room 5 – Trapped Entrance to Inner Sanctum**

* Once PCs enter, everything is locked down and the ceiling starts to quickly descend.
* Anyone investigating the ceiling can see that there are 6 circular grooves in the ceiling, each about 2 meters in width. They are spaced evenly around the ceiling in the form of a hexagon.
* Five of the six grooves are just that, grooves. However, the third groove (SE) is a compartment where the ceiling will NOT come all the way down, leaving anyone in this area safe, while others are crushed. (Note: this corresponds to the panel that was pressed in the pool of the entrance way)

**Room 6 – Library**

**Room 7 – Magical Experiments (Looted)**

**Room 8 – Wizard’s Prison**

**Room 9 – Clockwork Experiment**

**Room 10 – Wizard’s Bedroom**

**Room 11 – Tribute Room**

**Room 12 – Throne Room**

**Room 13 – Ritual Room**

* Has a stone, circular tablet with a Y-shaped carved into it. In the center is a clockwork apparatus with many arms and grasping hooks, as well as needles and thread.