



2

**Large storage room**

This dark room seems to be some kind of warehouse as it is littered with crates, barrels and sacks.

**Doors: 2****Special rules:**

Place 4 stacks of boxes and 2 barrels in the room. The stacks can each be individually searched.



3

**The Alchemist Chamber**

There is a foul odour in this chamber that must be emanating from one of the countless bottles and jars with alchemical ingredients. There is table propped up against the wall covered with this and that. On one side the party happily sees a small chest as well. Along the wall is dirty, unmade bed.

**Doors: 2****Special rules:**

The table and chest can be searched.



4

**The Library**

It feels like the air has been still in this room for a very long time. Dust is covering all the shelves and the hundreds of books in this room. It seems the shelves were not enough, since there are also piles of books on the floor. In the middle of the room is a table, probably used for reading.

**Doors: 2****Special rules:**

There are 3 bookshelves and a table in this room. They may all be searched.



5

**The Temple**

Clearly, this room has been used as a shrine for some forsaken god. On one side is an altar flanked by two lit braziers. Along the opposite wall are a large statue, maybe resembling the forgotten deity.

**Doors: 2****Special rules:**

Both the statue and altar can be searched.



6

**The Torture chambers**

The smell is terrible here. There are several contraptions, designed to cause as much pain as possible. In the middle of the rooms is a table covered in body parts and on the walls are the bloody remnants of torture masters' work. In one corner, there is small chest, maybe containing the belongings of some victim.

**Doors: 2****Special rules:**

The chest may be searched.



7

**The Guards chamber**

This dimly lit chamber is some kind of barrack. The fact that there are torches burning indicates that whoever sleeps here cannot be far away. There are several makeshift beds on the floor, some even with sacks or backpacks. Alongside one wall is a weapons rack.

**Doors: 3****Special rules:**

There are 3 bedrolls on the floor that can be searched, as well as the weapon rack. However, the threat level is also raised by 1. Furthermore, the chance of encounter in this room is increased by 15%.



8

**Monster Den**

This room is different. The smell of excrements is overwhelming, and there are no sources of light. Carefully setting one foot inside the room, you hear the crunching sound. The floor is littered in bones. Something non-human lives in here. However, gleaming in one corner is what seems to be a pile of gold.

**Doors: 2****Special rules:**

Roll on the table to decide what monster lives here. There is also an +10% increased chance of encounters, in which case the monster will appear instead of using the standard tables: **1:** Common troll, Armour 2; **2:** A Minotaur, Greataxe, Armour 2; **3:** A Gigantic snake; **4-6:** A Gigantic spider  
The pile can be searched.



9

**Small treasure chamber**

Finally, a room worthy of your presence. Even though the stones are as dank and dark as the rest of dungeon, there is a silver lining here. Alongside the walls are several chests just waiting to be plundered.

**Doors: 1****Special rules:**

There are 3 chests in this room, of one is considered an objective chest.



10

**The Sanctuary**

There is a silence in this room that somehow feels reassuring. The room is dimly lit and in the middle of the room is a large fountain. The water from the fountain mirrors the torches, making the light dance across the ceiling and walls.

**Doors: 2****Special rules:**

The water in the fountain can be drunk. Furthermore, it can be searched. The threat level is decreased by 2.

