

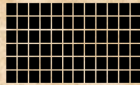
◆2

Large Pillar hall

This grand hall is adorned with two rows of pillars. On one of the long sides are a small water basin and there are two sinister statues on either side of the room. Two armour mannequins are propped up against the wall.

Doors: 3

Special rules:



The statues can be searched, and the water in the basin can be drunk. The mannequins can be searched. See notes under furniture chapter.

◆3

Empty room

This room is completely empty. Looking around you discover a large lever set in one of the walls.

Doors: 2

Special rules:



The lever can be pulled. If you chose to pull it roll below: **1-3:** A rumbling noise is heard, but nothing happens. **4:** The unopened door opens. **5:** Will a loud bang, a portcullis falls down, now covering the opening you came from. **6:** A hidden door opens, leading to a small treasure chamber. See **Hearts 9**.

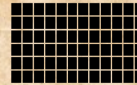
◆4

Large dining hall

This large hall appears to be some kind of dining hall. There are several tables with chairs in the room, and in a corner is a large fireplace. It is difficult to say when it was last used, but the tables are filled with plates and old food. Alongside one wall is two armoured mannequins, covered in cobweb.

Doors: 2

Special rules:



There are 3 tables in the room. They are considered dining tables for searching purposes. The mannequins may also be searched.

◆5

The Pit

Just inside the door is a steep ledge. Carefully peeking over the edge, you see a pit so deep that cannot see the bottom. You drop a small pebble down the chams and wait, but after a minute of waiting, there is still no sound. Luckily, there is a rickety bridge going across to the other side and the door you've seen.

Doors: 2

Special rules:



Fighting on the bridge is treacherous. Any hero reduced to 0 hit points must make a DEX roll. A failure will send the hero over the edge, plummeting to his death.

◆6

Cell

The heroes open the door and notice that this is a small cell. There is a grating in the floor and there are the remnants of some poor soul chained to the wall.

Doors: 1

Special rules:



The prisoner can be searched (dead adventurer) as well as the grating.

◆7

Storage room

This small room seem to be some kind of storage. There are piles of boxes lined up against the wall.

Doors: 2

Special rules:



There are 2 sets of boxes that can be searched.

◆8

The small study

This room has a stained wooden floor and seems to be some kind of study. There is a table along the wall, and a bookshelf along the opposite wall. Besides the table, there is a small chest.

Doors: 1

Special rules:



The table, chest and shelf can be searched.

◆9

The small bedroom

Compared to the rest of the rooms you've seen in the dungeon, this room is almost cosy. There is a bed along one of the walls and at the end of the bed, there is a small chest. In a corner, there is a comfortable chair and there is a cupboard along the wall.

Doors: 1

Special rules:



The chest, bed and cupboard may be searched

◆10

The well

In the middle of this small room there is a round well. Besides the well lies the remnants of a dead adventurer. Probably best to not test the water.

Doors: 2

Special rules:



The adventurer may be searched.