

The Ruins of Kalum Tye

An Adventure For 3 Level 4 Characters

With 28 Unique Floors Listed In Detail Below...

RANDOM ENCOUNTERS IN THIS DUNGEON...

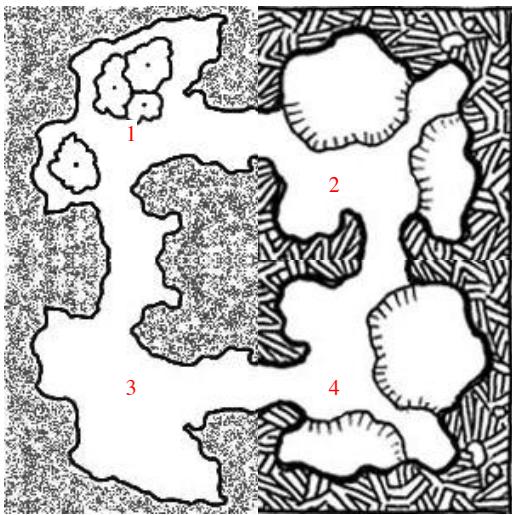
1d20 + Level	DUNGEON ENCOUNTER
2	BAT [AC: 14 HD: 1 Hit Point ATK: 1 DMG: Confusion MV: 30` Fly 40` #APP: 1d100, Wild 1d100, Lair 1d100 SV: Normal Man ML: 6 TRS: None XP: 10]
3	BLACK PUDDING* [AC: 14 HD: 10* (+9) ATK: 1 DMG: 3d8 MV: 20` #APP: 1 SV: Fighter: 10 ML: 12 TRS: None XP: 1,390]
4	BLADE SPIRIT, COMMON [AC: 17 HD: 9 ATK: 3/2 DMG: By weapon +4 MV: 30 feet hovering #APP: 1 SV: Fighter 9 ML: 9 TRS: Special XP: 1250]
5	BLADE SPIRIT, GREATER [AC: 19 HD: 12 ATK: 2 DMG: By weapon +6 MV: 30 feet hovering #APP: 1 SV: Fighter 12 ML: 10 TRS: Special XP: 2075]
6	BUGBEAR [AC: 15 HD: 3+1 ATK: 1 weapon DMG: 1d8+1 or by weapon +1 MV: 30` #APP: 2d4, Wild 5d4, Lair 5d4 SV: Fighter: 3 ML: 9 TRS: Q, R each; B, L, M in lair XP: 145 WEAPON: club (1d4 damage)]
7	CENTIPEDE, GIANT [AC: 11 HD: 1d4 Hit Points* ATK: 1 bite DMG: poison MV: 40` #APP: 2d4, Wild 2d4, Lair 2d4 SV: Normal Man ML: 7 TRS: None XP: 13]
8	COCKATRICE [AC: 14 HD: 5** ATK: 1 beak + special DMG: 1d6 + petrification MV: 30` Fly 60` (10`) #APP: 1d4, Wild 1d8, Lair 1d8 SV: Fighter: 5 ML: 7 TRS: D XP: 450]
9	COCKROACH, GIANT [AC: 15 HD: 1* ATK: 1 bite DMG: 1d4 MV: 50` #APP: 1d4, Wild 2d4, Lair 2d8 SV: Fighter: 1* ML: 6 TRS: None XP: 37]
10	DOPPLEGANGER [AC: 15 HD: 4* ATK: 1 DMG: 1d12 or by weapon MV: 30` #APP: 1d6, Wild 1d6, Lair 1d6 SV: Fighter: 4 ML: 10 TRS: E XP: 280]
11	GARGOYLE* [AC: 15 HD: 4** ATK: 2 claws/1 bite/1 horn DMG: 1d4/1d4/1d6/1d4 MV: 30` Fly 50` (15`) #APP: 1d6, Wild 2d4, Lair 2d4 SV: Fighter: 6 ML: 11 TRS: C XP: 320]
12	GHOUL [AC: 14 HD: 2* ATK: 2 claws/1 bite DMG: 1d4/1d4/1d4, all plus paralysis MV: 30` #APP: 1d6, Wild 2d8, Lair 2d8 SV: Fighter: 2 ML: 9 TRS: B XP: 100]
13	GOBLIN [AC: 14 (11) HD: 1-1 ATK: 1 weapon DMG: 1d6 or by weapon MV: 20` Unarmored 30` #APP: 2d4, Wild 6d10, Lair 6d10 SV: Fighter: 1 ML: 7 or see r TRS: R each; C in lair XP: 10 WEAPON: dagger (1d4 damage)]
14	GORGON [AC: 19 HD: 8* ATK: 1 gore or 1 breath DMG: 2d6 or petrification MV: 40` (10`) #APP: Wild 1d4 SV: Fighter: 8 ML: 8 TRS: None XP: 945]
15	GREEN SLIME* [AC: can always be hit HD: 2** ATK: 1 DMG: special MV: 1` #APP: 1 SV: Fighter: 2 ML: 12 TRS: None XP: 125]
16	HELLHOUND [AC: 14 to 18 HD: 3*** to 7** ATK: 1 bite or 1 breath DMG: 1d6 or 1d6 per Hit Die MV: 40` #APP: 2d4, Wild 2d4, Lair 2d4 SV: Fighter: 3 to 7 (same as Hit Dice) ML: 9 TRS: C XP: 205 - 800]
17	KOBOLD [AC: 13 (11) HD: 1d4 Hit Points ATK: 1 weapon DMG: 1d4 or by weapon MV: 20` Unarmored 30` #APP: 4d4, Wild 6d10, Lair 6d10 SV: Normal Man ML: 6 TRS: P, Q each; C in lair XP: 10 WEAPON: short sword (1d6 damage)]
18	LEECH, GIANT [AC: 17 HD: 6 ATK: 1 + hold DMG: 1d6 + 1d6/round MV: 30` #APP: Wild 1d4 SV: Fighter: 6 ML: 10 TRS: None XP: 500]
19	MANTICORE [AC: 18 HD: 6+1* ATK: 2 claws/1 bite or 6 spikes (180` range) DMG: 1d4/1d4/2d4 or 1d6 per spike MV: 40` Fly 60` (10`) #APP: 1d2, Wild 1d4, Lair 1d4 SV: Fighter: 6 ML: 9 TRS: D XP: 555]
20	MUMMY* [AC: 17 HD: 5** ATK: 1 touch + disease DMG: 1d12 + disease MV: 20` #APP: 1d4, Lair 1d12 SV: Fighter: 5 ML: 12 TRS: D XP: 450]
21	OCHRE JELLY* [AC: 12 (only hit by fire or cold) HD: 5* ATK: 1 DMG: 2d6 MV: 10` #APP: 1 SV: Fighter: 5 ML: 12 TRS: None XP: 405]
22	OGRE [AC: 15 (12) HD: 4+1 ATK: 1 weapon DMG: 2d6 MV: 30` Unarmored 40` #APP: 1d6, Wild 2d6, Lair 2d6 SV: Fighter: 4 ML: 10 TRS: C + 1d20x100 gp XP: 240 WEAPON: heavy warhammer (1d6+1 damage)]
23	OWLBEAR [AC: 15 HD: 5 ATK: 2 claws/1 bite + 1 hug DMG: 1d8/1d8/1d8 + 2d8 MV: 40` #APP: 1d4, Wild 1d4, Lair 1d4 SV: Fighter: 5 ML: 9 TRS: C XP: 360]
24	OWLBEAR, FIRE-BREATHING [AC: 18 HD: 8 ATK: 2 claws/1 bite + 1 hug or 1 breath DMG: 1d8/1d8/1d8 + 2d8 or 4d6 MV: 40` , fly 40` (10`) #APP: 1d4, Lair 1d4, Wild 1d4 SV: Fighter 8 ML: 9 TRS: C x2 XP: 1015]
25	RAT [AC: 11 13 HD: 1 Hit Point ATK: 1 bite per pack DMG: 1d6 + disease MV: 20` Swim 10` #APP: 5d10, Wild 5d10, Lair 5d10 SV: Normal Man ML: 5 TRS: None XP: 360*]
26	RED SLIME, SMALL [AC: 11 HD: 1 ATK: 1 DMG: 1d4 per round by Hit Dice MV: 10` #APP: 1 SV: Fighter: 1 ML: 12 TRS: None XP: 25]
27	SHADOW* [AC: 13 HD: 2* ATK: 1 touch DMG: 1d4 + 1 point Strength loss MV: 30` #APP: 1d10, Wild 1d10, Lair 1d10 SV: Fighter: 2 ML: 12 TRS: F XP: 100]
28	SHAMBLING MOUND [AC: 20 HD: 13*** (+10) ATK: 2 Slams DMG: 2d6 MV: 20` Swim 20` #APP: 1 SV: Fighter: 13 ML: 12 TRS: B, O XP: 2395]
29	SHRIEKER [AC: 13 HD: 3 ATK: Special DMG: None MV: 5` #APP: 1d8 SV: Fighter: 1 ML: 12 TRS: None XP: 145]
30	SNAIL, GIANT CONE [AC: 16 HD: 3* ATK: 1 dart DMG: 1d6 + paralysis MV: 10` #APP: 1d3, 1d3 Wild Lair 1d3 SV: Fighter: 3 ML: 8 TRS: None XP: 175]
31	SPIDER, GIANT CRAB [AC: 13 HD: 2* ATK: 1 bite DMG: 1d8 + poison MV: 40` #APP: 1d4, Wild 1d4, Lair 1d4 SV: Fighter: 2 ML: 7 TRS: None XP: 100]
32	STALAG [AC: 17 HD: 1 ATK: 1 DMG: 1d6 (1d6 per hit die) MV: 10` #APP: 3d6 SV: Fighter: 1 ML: 12 TRS: None XP: 25]
33	STIRGE [AC: 13 HD: 1* ATK: 1 bite DMG: 1d4 + 1d4/round blood drain MV: 10` Fly 60` #APP: 1d10, Wild 3d12, Lair 3d12 SV: Fighter: 1 ML: 9 TRS: D XP: 37]
34	TROGLODYTE [AC: 15 HD: 2 ATK: 2 claws/1 bite DMG: 1d4/1d4/1d4 MV: 40` #APP: 1d8, Lair 5d8 SV: Fighter: 2 ML: 9 TRS: A XP: 75 WEAPON: bastard sword (2d4 damage)]
	TROLL [AC: 16 HD: 6* ATK: 3 DMG: 1d6/1d6/1d10 MV: 40` #APP: 1d8, Wild 1d8, Lair 1d8 SV: Fighter: 6 ML: 10 (8) TRS: D

35	XP: 555 WEAPON: heavy flail (1d6+1 damage)]
36	WIGHT* [AC: 15 HD: 3* ATK: 1 touch DMG: Energy drain (1 level) MV: 30` #APP: 1d6, Wild 1d8, Lair 1d8 SV: Fighter: 3 ML: 12 TRS: B XP: 175]
37	WORG [AC: 14 HD: 4 ATK: 1 bite DMG: 1d6 MV: 50` #APP: 1d4 Pack 1d6 SV: Fighter: 4 ML: 7 TRS: U in lair only XP: 240]
38	WRAITH* [AC: 15 HD: 4** ATK: 1 touch DMG: 1d6 + energy drain (1 level) MV: Fly 80` #APP: 1d4, Lair 1d6 SV: Fighter: 4 ML: 12 TRS: E XP: 320]
39	ZOMBIE [AC: 12 (see rules) HD: 2 ATK: 1 DMG: 1d8 or by weapon MV: 20` #APP: 2d4, Wild 4d6 SV: Fighter: 2 ML: 12 TRS: None XP: 75]
40	ZOMBIE, FLESH EATER [AC: 14 HD: 2 ATK: 2 claws/1 bite DMG: 1d3/1d3/1d6 MV: 40` #APP: 2d8 SV: Fighter: 2 ML: 12 TRS: None XP: 125]

RANDOM ENCOUNTERS ON THE SURFACE...

1d12	OUTDOOR ENCOUNTER
1	LYCANTHROPE, WERECOCKROACH [AC: 15 HD: 3** ATK: 1 bite or 1 weapon DMG: 1d4 or 1d6 or by weapon MV: 50` Human Form 40` Fly 10` #APP: 2d4, Wild 2d10, Lair 2d10 SV: Fighter: 3* ML: 8 TRS: C XP: 205]
2	BASILISK [AC: 16 HD: 6** ATK: 1 bite/1 gaze DMG: 1d10/petrification MV: 20` (10`) #APP: 1d6, Wild 1d6, Lair 1d6 SV: Fighter: 6 ML: 9 TRS: F XP: 610]
3	FROGMAN [AC: 13 HD: 3 ATK: 2 weapons DMG: 1d8+1/1d8+1 or by weapon +1 MV: 40` #APP: 2d6 SV: Fighter: 3 ML: 10 TRS: XP: 145 WEAPON: longsword (1d8 damage)]
4	HYDRAMANDER [AC: 18 to 21 HD: 8 to 12 ATK: 5 to 8 bites DMG: 2d6 per bite MV: 20` (10`) #APP: 1, Lair 1 SV: Fighter: 8 to 12 ML: 11 TRS: None XP: Varies]
5	FLY, GIANT [AC: 14 HD: 2 ATK: 1 bite DMG: 1d8 MV: 30` Fly 60` #APP: 1d6, Wild 2d6 SV: Fighter: 2 ML: 8 TRS: None XP: 75]
6	TIGER [AC: 14 HD: 6 ATK: 2 claws/1 bite DMG: 1d6/1d6/2d6 MV: 50` #APP: Wild 1d3, Lair 1d3 SV: Fighter: 6 ML: 9 TRS: None XP: 500]
7	DRYAD [AC: 15 HD: 2* ATK: special DMG: 0 MV: 40` #APP: Lair 1d6 SV: Magic-User: 4 ML: 6 TRS: D XP: 100]
8	SPIDER, GIANT BLACK WIDOW [AC: 14 HD: 3* ATK: 1 bite DMG: 2d6 + poison MV: 20` Web 40` #APP: 1d3, Wild 1d3, Lair 1d3 SV: Fighter: 3 ML: 8 TRS: None XP: 175]
9	URGOBLIN [AC: 14 (11) HD: 2* ATK: 1 weapon DMG: 1d8 or by weapon MV: 30` Unarmored 40` #APP: Special SV: Fighter: 2 ML: 9 TRS: Q, R, S each; special in lair XP: 100 WEAPON: battle axe (1d8 damage)]
10	RHINOCEROS, BLACK [AC: 17 HD: 8 ATK: 1 butt or 1 trample DMG: 2d6 or 2d8 MV: 40` (15`) #APP: Wild 1d12 SV: Fighter: 6 ML: 6 TRS: None XP: 875]
11	BEETLE, GIANT FIRE [AC: 16 HD: 1+2 ATK: 1 bite DMG: 2d4 MV: 40` #APP: 1d8, Wild 2d6, Lair 2d6 SV: Fighter: 1 ML: 7 TRS: None XP: 25]
12	BEAR, CAVE [AC: 15 HD: 7 ATK: 2 claws/1 bite + hug DMG: 1d8/1d8/2d6 + 2d8 hug MV: 40` #APP: 1d2, Wild 1d2, Lair 1d2 SV: Fighter: 7 ML: 9 TRS: None XP: 670]

1 - TUNNELS (Level 4 Area)



1 - The area smells dusty. This is a cavernous area with a few stalactites and stalagmites.

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is illusioned to look like something else.

TRAPPED: A portcullis or wall closes the exits to the area. [It can be deactivated by finding a piece of parchment somewhere within the nearest secret room, that shows the word that must be spoken out loud {kcaluht} to disable the trap]

A BROWN CANVAS BACKPACK CONTAINING: 3,604ep / 19,800cp

2 - The area smells stale. You can make out a muffled banging sound coming from somewhere. This is a cavernous area with a few stalactites and stalagmites. Some fungi grows in various places.

SOMETHING UNUSUAL IN THE AREA...

An idol (*it is about 1 feet high and made of iron [worth 85gp] and looks like a bull...any magic items that touch it will be disenchanted.*).

3 - The area has dampness in the air. This is a cavernous area with a few stalactites on the ceiling. Some fungi grows in various places.

SOMETHING UNUSUAL IN THE AREA...

An idol (*it is about 1 feet high and made of granite and looks like a griffin that has gems for eyes - Iolite (60gp).*).

ROOM TRAP: A wall closes the exits to the area. The walls then begin to compact the area where they will crush all inside in about 10 minutes. [It can be deactivated by tripping a thin wire somewhere on the floor]

4 - The area smells stale. This is a cavernous area.

2 - CAVE (Level 5 Area)



1 - The area smells of sulphur. This is a cavernous area with a few stalagmites on the ground.

SOMETHING UNUSUAL IN THE AREA...

A statue (*it is about 10 feet high and made of brass [worth 73gp] and looks like a devil...contains an intelligent spirit that will identify magic items in return for a favor.*).

WOLF, DIRE [AC: 14 | HD: 4 | ATK: 1 bite | DMG: 2d4 | MV: 50' | #APP: 1d4, Wild 2d4, Lair 2d4 | SV: Fighter: 4 | ML: 9 | TRS: None | XP: 240]

-- There are 2 in this area [HIT POINTS: 24, 17]

2 - The area smells dusty. This is a cavernous area with a few stalactites and stalagmites.

3 - The area has an oddly still air, but warm...with dryness in the air. This is a cavernous area with a few stalagmites on the ground.

4 - The area smells pungent. This is a cavernous area with a few stalactites and stalagmites.

5 - The area smells dusty. This is a cavernous area with a few stalactites on the ceiling.

CANEIN [AC: 14 (11) | HD: 1 | ATK: 1 weapon | DMG: 1d8 or by weapon | MV: 40' (subject to encumbrance) | #APP: 2d4, Wild 3d6, Lair 10d6 | SV: Fighter: 1 (+2 on Death Ray or Poison, Paralysis or Petrification). | ML: 8 | TRS: D | XP: 25 WEAPON: heavy flail (1d6+1 damage)]

-- There are 11 in this area [HIT POINTS: 8, 3, 6, 6, 3, 4, 8, 4, 4, 2, 3]

6 - The area smells dusty and has a gusting breeze. This is a cavernous area with a few stalagmites on the ground. Some fungi grows in various places.

7 - The area has stillness in the air. This is a cavernous area.

8 - The area has a strong updraft. This is a cavernous area with a few stalactites and stalagmites.

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is hidden under a concealed floor panel.

a rare porcelain jug worth 125gp ...and...

set of 6 baked and glazed clay tiles with a spider painted on them worth 1,250gp ...and...

a pretty glass jar of perfume worth 75gp

GEMS [1 each]: Brown Diamond (4,000gp)

9 - The area smells earthy. This is a cavernous area with a few stalactites on the ceiling. Water drips from up above in places.

SOMETHING UNUSUAL IN THE AREA...

A pool (*made of stone and is filled with a clear liquid...it is 4 feet deep and 9 feet wide in the shape of a triangle.*).

10 - The area has dust in the air. This is a cavernous area with a few stalactites and stalagmites. Some fungi grows in various places.

11 - The area smells musty and has an oddly still air...with dryness in the air. This is a cavernous area with a few stalactites on the ceiling.

SOMETHING UNUSUAL IN THE AREA...

An altar (*made of rusted iron and has 3 white candles on it on it...any magic items set on it needing charges will be recharged.*).

STALAG, GREATER [AC: 17 | HD: 4 | ATK: 1 | DMG: 4d6 (1d6 per hit die) | MV: 10' | #APP: 3d6 | SV: Fighter: 1 | ML: 12 | TRS: None | XP: 240]
-- There is 1 in this area [HIT POINTS: 13]

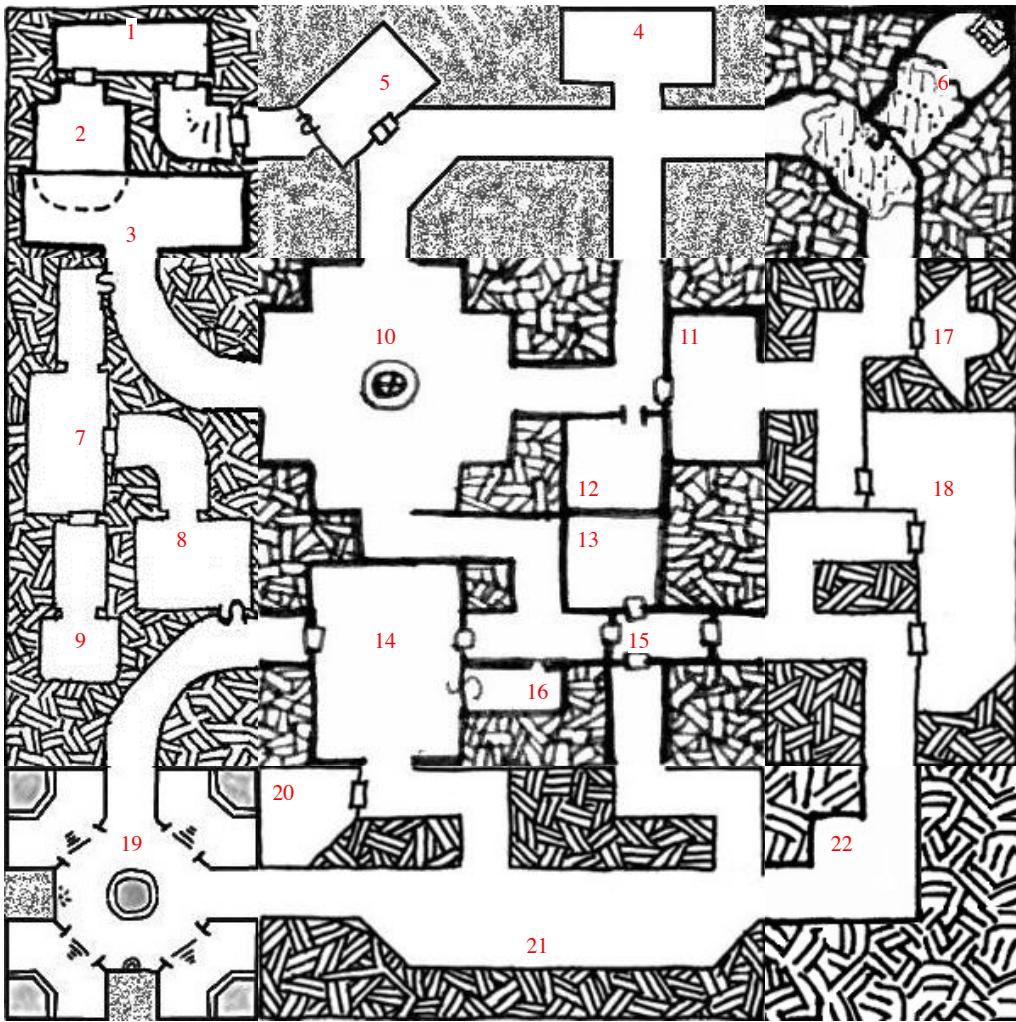
THESE SPECIAL ITEMS ARE LOCATED: in a walnut strongbox that is hidden behind a concealed wall panel.

A PILE OF COINS CONTAINING: 350gp / 120sp / 100cp

GEMS [1 each]: Turquoise (15gp)

JEWELRY: Silver Earring (800gp)

3 - DUNGEON (Level 5 Area)



1 - The area has a gray colored fog in the air. There is a pallet by the southern wall. There are coal writings that warns others to leave this place...but written in an ancient goblinoid language on the north wall.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

a rare spherical, glass bottle of wine worth 38gp ...and...

false hand made of steel decorated with 9 gems (pink pearl) worth 375gp (*Located under the pallet*)

2 - The area smells pungent and has a slight updraft. There is a birch barrel by the eastern wall. There are iron manacles on the north wall. There are rusty brass manacles with a mutilated body of an orc hanging on the northwest end of the ceiling. There is a long iron table at the southeast end of the room.

3 - The area smells metallic and has an oddly still air...with dryness in the air. There is alot of scratches and claw marks on the west wall.

THESE SPECIAL ITEMS ARE LOCATED: in a mahogany strongbox with a locked keyhole that is hidden above a concealed ceiling panel.
A TAN CANVAS RUCKSACK CONTAINING: 26ep / 6,200cp

4 - The area smells rancid. You can make out a distant musical sound coming from somewhere. There are chalk drawings of circles on the north wall. There is a torn tapestry of a hawk on the south wall. There is a birch armoire by the western wall.

5 - The area has a strong, gusting wind. There is dagger hilt, ruined brass knife, spyglass, page torn from a spell book --- 8 wet scrolls, wooden wrist sundial, brass tankard, lockpicks (3 ea), , metal ladle...scattered around the room.

6 - The area has a cold current. You can make out a faint laughing sound coming from somewhere. There is 60 feet of twine hanging on the west wall.

ROOM TRAP: A polymorph spell hits whoever first enters the area where they turn into a rat for 1d4+5 turns unless they can save for spells. [It can be deactivated by a switch in plain site on the floor of the nearest secret room]

THESE SPECIAL ITEMS ARE LOCATED: in a iron chest that is hidden behind a concealed wall panel.

7 - The area has a stillness in the air...with an average temperature for the area. There are many blood smears on the south wall. There are corroded bronze manacles with a mutilated remains of a bugbear fastened at the north end of the room. There is a broken cauldron by the western wall.

HELLHOUND [AC: 14 to 18 | HD: 3** to 7** | ATK: 1 bite or 1 breath | DMG: 1d6 or 1d6 per Hit Die | MV: 40` | #APP: 2d4, Wild 2d4, Lair 2d4 | SV: Fighter: 3 to 7 (same as Hit Dice) | ML: 9 | TRS: C | XP: 205 - 800]
-- There are 2 in this area [HIT POINTS: 27, 19]

ROOM TRAP: Many columns of fire shoot up through the floor at all in the area where they must save for breath or suffer 1d6x3 damage. [It can be deactivated by tapping the ceiling in a particular spot...and from a safe distance]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A BLACK CLOTH KNAPSACK CONTAINING: 125,000cp (*Located on the mutilated remains of a bugbear - TRAPPED: ROOM TRAP: A sticky substance is in front of the item and causes the one touching it to be stuck and must find a way to free themselves. [It can be deactivated by tapping the wall in a particular spot...and from a safe distance]*)

8 - The area smells pungent. You can make out a quiet musical sound coming from somewhere. There is small pouch of wolfsbane (3 oz), set of wooden teeth, 4 square feet of canvas, paint brush, shredded and torn clothing, wooden brooch, a large pile of dirt, decayed head of a human, wooden figurine...scattered around the room.

SOMETHING UNUSUAL IN THE AREA...

A statue (*it is about 9 feet high and made of gold [worth 7,600gp] and looks like a bull...grants good luck to anyone who touches it giving them a 1 bonus to die rolls [lasts for a single day].*).

ROOM TRAP: White acidic gases fill the area causing 1d8+2 damage to anyone inside. [It can be deactivated by tripping a thin wire somewhere on the floor]

9 - The area smells dusty and has a stillness in the air...with an average temperature for the area. There is a iron standing mirror by the northern wall. There is dented bronze lamp, maple cane, leather scrollcase, food scraps, soiled red rag, basket with a half-eaten head of a hobgoblin inside it, bronze lamp, a large pile of rocks, iron manacles, rhodochrosite (8gp)...scattered around the room. There are 10 bronze wall sconces with green, burned down candles on the east wall.

10 - The area smells putrid. This room is totally empty.

11 - The area has a slight breeze. There is a wooden throne by the northern wall. There is a broken leather bag hanging on the east wall. There is corroded metal pail, small bag of charcoal, thief tools, unusual coin of unknown metal with a symbol of a griffin on it...scattered around the room. There is a mahogany cupboard hanging on the south wall.

On the wooden throne is...shredded and torn clothing.

12 - The area smells stale and has a slight downdraft. There is corncob pipe, iron candlestick, broken torch, broken fishing pole, white silk handkerchief, wooden flagon, small bronze mirror, small portrait of a woman, wooden flagon...scattered around the room.

TOAD, GIANT [AC: 13 | HD: 2 | ATK: 1 tongue or 1 bite | DMG: grab or 1d4+1 | MV: 30` | Swim 30` | #APP: 1d4, Wild 1d4 | SV: Fighter: 2 | ML: 6 | TRS: None | XP: 75]
-- There are 6 in this area [HIT POINTS: 11, 4, 6, 7, 8, 14]

13 - The area smells pungent. There is a crumbling stone shelf hanging on the east wall. There is a bronze chandelier on the center of the ceiling. There is a maple barrel by the northern wall.

On top of the hanging crumbling stone shelf is...blue blanket --- wooden club.

14 - The area has a strong, gusting wind. There are many traces of mold on the east end of the ceiling. There is a few areas of a strange dark slime at the west end of the room.

15 - The area smells of rotten meat. You can make out a loud slithering sound coming from somewhere. There are 7 ruined brass wall sconces on the west wall. There is 80 feet of twine hanging on the north wall. There are 9 torches held in iron wall sconces [only 3 are useable] on the east wall. There is a loom at the southwest end of the room.

SOMETHING UNUSUAL IN THE AREA...

An idol (*it is about 1 feet high and made of brass [worth 59gp] and looks like a weasel that has gems for eyes - Peridot (80gp).*).

16 - The area smells putrid. There is alot of cracks on the south wall. There is a broken wood throne by the eastern wall.

SOMETHING UNUSUAL IN THE AREA...

A wizard floor symbol (*constructed with dirt, is 6 feet across, and in the shape of a circle...it has the mutilated bones of a human [CONTAINS: paint brush -- platinum weasel figurine worth 17 gold --- sea shell --- chalk]...speaking the magic word produces a cloud of red smoke that will show an event from the area's past. A mage with a 17 intellect can read the symbols to learn the magic word is 'manaire', which activates or deactivates the shape's power.*).

17 - The area smells musty. This room is void of anything.

18 - The area smells putrid. There is a few areas of dried blood on the north wall. There is alot of areas of water at the center of the room. There is a worn down

grindstone by the western wall.

19 - The area has a white colored mist near the ceiling. You can make out a muffled scratching sound coming from somewhere. There is a fireplace on the west wall. There are many fungi growing at the center of the room.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A LEATHER BACKPACK CONTAINING: 1,262sp / 12,260cp (Located inside the fireplace - *TRAPPED: ROOM TRAP: Gray gases come out near the item causing laughter to the one touching it for about 4 turns (unless they can save for poison)...where wandering encounter checks are made each turn the laughing continues. [It can be deactivated by a button hidden on the floor]*)

20 - The area smells pungent. There are 2 metal hooks on the north wall. There is a pallet by the southern wall. There is basket with a half-eaten head of an orc inside it, 6 foot wood pole, eyeglasses, 8 crossbow bolts, test tube of water, wooden flagon, dart, silver hair brush worth 45 silver...scattered around the room. On the pallet is...brown leather satchel --- small iron carving knife.

21 - The area has an oddly still air, but cold...with stillness in the air. You can make out an odd walking sound coming from somewhere. There is a brazier by the western wall.

CANEIN [AC: 14 (11) | HD: 1 | ATK: 1 weapon | DMG: 1d8 or by weapon | MV: 40' (subject to encumbrance) | #APP: 2d4, Wild 3d6, Lair 10d6 | SV: Fighter: 1 (+2 on Death Ray or Poison, Paralysis or Petrification). | ML: 8 | TRS: D | XP: 25 WEAPON: halberd (1d10 damage)]

-- There are 6 in this area [HIT POINTS: 8, 6, 5, 4, 2, 5]

22 - The area smells fetid and stale and has a stillness in the air...with an average temperature for the area. There is a spiked torture chair made mostly of cedar with iron spikes on it with areas of dried blood by the southern wall. There is a loom by the eastern wall. There is bent metal fork, bent iron hammer head, ruined bronze rusty razor, 40 foot rope, bent bronze ladle...scattered around the room. There are 6 metal hooks on the west wall.

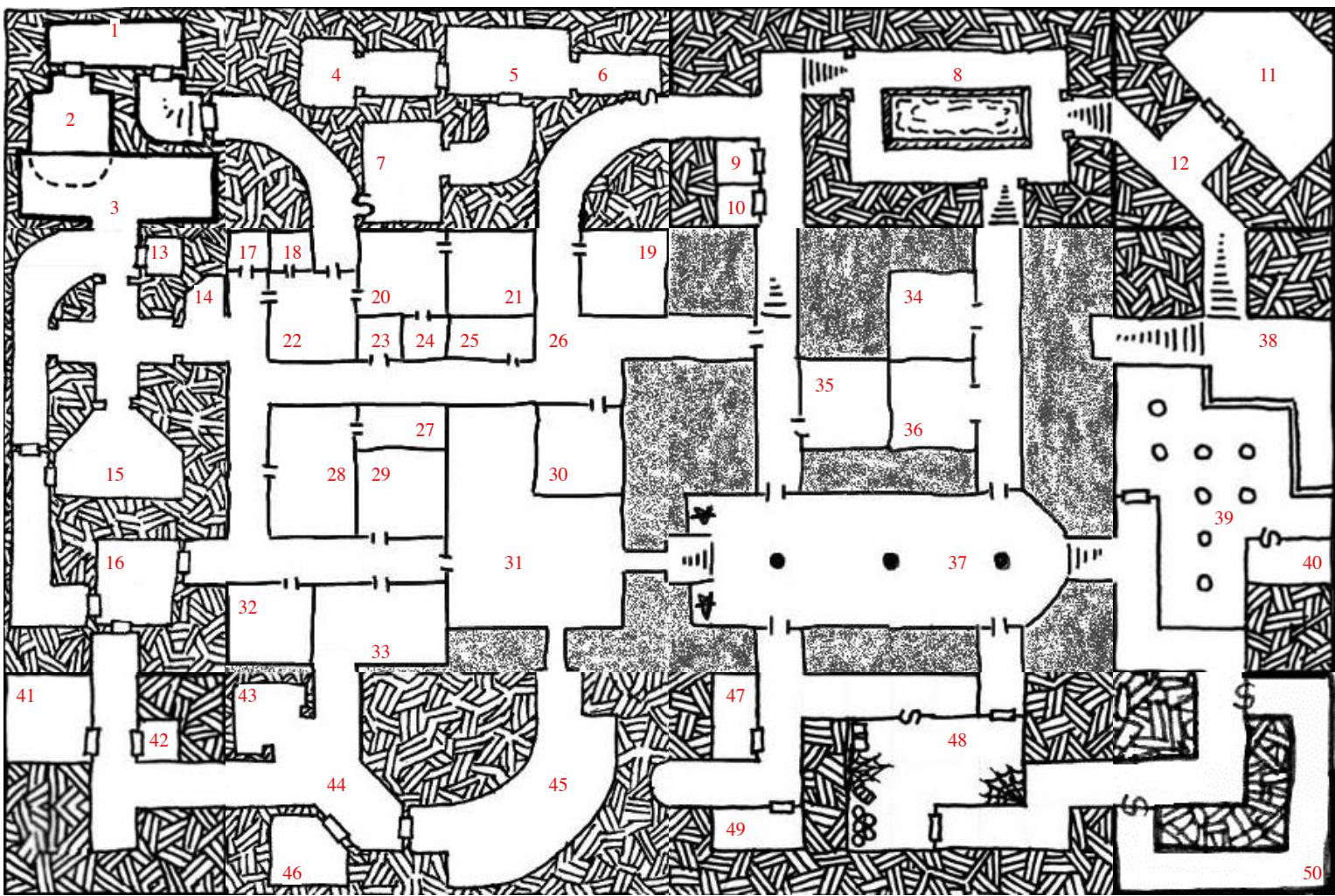
SOMETHING UNUSUAL IN THE AREA...

A wizard floor symbol (*constructed with salt, is 6 feet across, and in the shape of a pentagon...it has various wizard symbols among it.*).

THESE SPECIAL ITEMS ARE LOCATED: in a mahogany case with a locked keyhole that is hidden behind a concealed wall panel.

A PILE OF COINS CONTAINING: 1,233sp / 12,840cp

4 - DUNGEON (Level 6 Area)



1 - The area smells clean. There are some scratches and claw marks on the south wall.

2 - The area has stillness in the air. You can make out an eerie splintering sound coming from somewhere. There is bronze manacles, small piles of dirt, 16 dead bugs, white handkerchief, small bottle of ink, leather scrollcase, brass flask of alcohol, ceramic jug of spice...scattered around the room. There is a torn painting of some ruins on the south wall. There is a birch bed by the northern wall.

3 - The area smells bitter and has a slight downdraft. There are blue painted writings that warns of a nearby trap...but written in a demonic language on the north end of the ceiling. There is a granite workbench by the southern wall. On the granite workbench is...bronze ring.

4 - The area smells of chlorine. There is a medium-sized iron cage with a rotted mat on the bottom by the western wall. There is a large puddle of water at the northwest end of the room.

5 - The area has a gusting breeze. There is a pallet by the eastern wall. On the pallet is...small ruined iron bird cage --- silver whistle.

SOMETHING UNUSUAL IN THE AREA...

A magical talking mouth (*it warns that one of their magic items bears a horrible curse, which could be true or false.*).

ROOM TRAP: A pit opens up in the area that is 13 feet deep. Anyone who falls in will take 2d6 damage...where the opening then closes. [It can be deactivated by tapping the wall in a particular spot...and from a safe distance]

6 - The area has a strong downdraft. There is a walnut stool by the southern wall. There are 8 torches held in iron wall sconces [only 3 are useable] on the east wall. There is a ruined painting of a castle on the west wall. There is a maple barrel by the western wall.

7 - The area has dust in the air. There is a broken stone throne by the eastern wall. There are 5 bronze hooks on the south wall. There is a ripped brown couch by the

southern wall.

On the broken stone throne is...corroded iron mug.

8 - The area smells rancid. There is a rosewood cabinet by the western wall. There is a short granite table at the center of the room.

9 - The area has moisture in the air. You can make out an eerie scratching sound coming from somewhere. There is 6 pieces of fake platinum, dented bronze lamp, an empty keg, brass dented helm with a half-eaten head of an orc still in it, rusty bronze candlestick, bottle (filled with hydra extract), brass fork...scattered around the room.

10 - The area has a yellow colored fog in the air. There is a loom by the southern wall.

SOMETHING UNUSUAL IN THE AREA...

A magical talking mouth (*it warns that one of their magic items bears a horrible curse, which could be true or false.*).

11 - The area has dust in the air. There are 8 iron wall sconces with white candles on the east wall. There is a walnut bed by the southern wall.

12 - The area smells stale. This room is completely empty.

SOMETHING UNUSUAL IN THE AREA...

A wizard floor symbol (*constructed with bone dust, is 9 feet across, and in the shape of a triangle...it has various wizard symbols among it...speaking the magic word will summon a demon that will do one task for the summoner before leaving this plane. A mage with a 11 intellect can read the symbols to learn the magic word is 'gobreblehcie', which activates or deactivates the shape's power.*).

13 - The area smells putrid and has a strong downdraft. There are metal manacles with a bloody body of a human hanging on the northwest end of the ceiling. There is a pallet by the western wall.

On the pallet is...silver hair brush worth 12 silver.

BUGBEAR [AC: 15 | HD: 3+1 | ATK: 1 weapon | DMG: 1d8+1 or by weapon +1 | MV: 30° | #APP: 2d4, Wild 5d4, Lair 5d4 | SV: Fighter: 3 | ML: 9 | TRS: Q, R each; B, L, M in lair | XP: 145 WEAPON: light flail (1d4+1 damage)]

-- There are 2 in this area [HIT POINTS: 12, 11]

14 - The area smells metallic and has a slight downdraft. There is a pallet by the eastern wall.

15 - The area smells of rotten meat. There is a maple armoire by the eastern wall. There is a brown couch by the southern wall.

Inside the maple armoire is...moldy gray apron --- dirty red kerchief --- black apron --- green vest --- ripped red scarf --- brown apron.

16 - The area smells rancid. This room had been emptied recently.

SOMETHING UNUSUAL IN THE AREA...

A statue (*it is about 8 feet high and made of iron [worth 58gp] and looks like a horse...it points toward a secret door, clue, or treasure.*).

17 - The area smells clean. You can make out a close humming sound coming from somewhere. There is a useless leather satchel hanging on the south wall.

18 - The area smells earthy and has a stillness in the air...with an average temperature for the area. There is a mounted brass dragon head on the west wall. There is a crumbling stone shelf by the eastern wall.

19 - The area smells rancid. There are 9 bent metal hooks on the east wall. There is pint of lamp oil, cloth bag of crushed herbs, leather scrollcase, useless green cloth rucksack, glass jar of scented oil...scattered around the room. There is a mounted elk head on the west wall.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A LEATHER SATCHEL CONTAINING: 66pp / 106gp / 26ep / 4sp / 20cp (*Located inside the mounted elk head - TRAPPED: ROOM TRAP: Gray gases come out near the item causing laughter to the one touching it for about 5 turns (unless they can save for poison)...where wandering encounter checks are made each turn the laughing continues. [It can be deactivated by a lever concealed on the ceiling]*)

THESE SPECIAL ITEMS ARE LOCATED: in a iron strongbox that is hidden under a concealed floor panel.

an odd clay jug worth 450gp

20 - The area smells salty and damp. You can make out an eerie twanging sound coming from somewhere. There is a bunch of areas of moisture on the south wall. There is bent bronze tankard, 6 ruined iron spikes, pick handle, bent iron ladle, small piles of ashes...scattered around the room.

TROGLODYTE [AC: 15 | HD: 2 | ATK: 2 claws/1 bite | DMG: 1d4/1d4/1d4 | MV: 40° | #APP: 1d8, Lair 5d8 | SV: Fighter: 2 | ML: 9 | TRS: A | XP: 75 WEAPON: claymore (2d4 damage)]

-- There are 4 in this area [HIT POINTS: 11, 7, 9, 7]

THESE SPECIAL ITEMS ARE LOCATED: in a oak case with a locked padlock that is in a nearby secret room.

A PILE OF COINS CONTAINING: 492sp / 12,660cp

21 - The area smells dusty and has a stillness in the air...with an average temperature for the area. There are 9 torches held in metal wall sconces [only 5 are useable] on the east wall. There is a bent iron bell with a 1 foot corroded iron chain hanging on the southeast end of the ceiling.

THESE SPECIAL ITEMS ARE LOCATED: in a mahogany strongbox with a locked keyhole that is hidden under a concealed floor panel.

TRAPPED: Arrows fire from the wall at anyone in front of the container, attacking as a warrior (level 6), causing 1d6+6 damage. [It can be deactivated by tapping the floor in a particular spot...and from a safe distance]

A PILE OF COINS CONTAINING: 9,000cp

22 - The area smells metallic. There is a rosewood footlocker by the northern wall.

Inside the footlocker is...metal crowbar --- 4 crossbow bolts --- corncob pipe --- pick handle --- pipe tobacco.

SOMETHING UNUSUAL IN THE AREA...

A wizard floor symbol (*constructed with black paint, is 10 feet across, and in the shape of a pentagram...it has a statue [it is about 1 feet high and made of gold [worth 4,500gp] and looks like a leprechaun.] in the center..*)

23 - The area smells rancid. You can make out a loud musical sound coming from somewhere. There is a ruined wood tub at the north end of the room.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A BROWN CANVAS POUCH CONTAINING: 62ep / 375sp / 34,400cp (*Located inside the ruined wood tub*)

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is hidden under a concealed floor panel.

TRAPPED: An acid liquid that splashes the opener, causing 1d4x10 damage. They must also save for breath or be blind for 6 days. [It can be deactivated by tripping a thin wire within the container]

A PILE OF COINS CONTAINING: 231sp / 40,380cp

24 - The area has a white colored mist on the floor. There is a broken wood tub by the northern wall. There are faint cracks on the south wall. There is a cedar armor rack by the southern wall.

25 - The area smells clean. There are faint cracks on the west wall.

THESE SPECIAL ITEMS ARE LOCATED: in a iron coffer that is hidden under a concealed floor panel.

A PILE OF COINS CONTAINING: 32pp / 29,000cp

26 - The area smells dusty and has a strong, gusting wind. You can make out a strange clopping sound coming from somewhere. There is a brazier by the southern wall. There is grappling hook & hemp rope (100'), firewood (4 pieces), deck of tarot cards...scattered around the room. There is a short bent bronze mirror hanging on the north wall.

27 - The area has a slight breeze. There is a rusty brazier with a 1 foot corroded iron chain hanging on the east end of the ceiling.

28 - The area has a stillness in the air...with an average temperature for the area. You can make out an odd slithering sound coming from somewhere. This room seems to have nothing in it.

29 - The area smells pungent and has a stillness in the air...with an average temperature for the area. There is 2 feet of corroded iron chain hanging on the north wall. There is a 3 foot wide hole that is 4 feet deep at the center of the room. There is a lot of areas of dried blood on the south wall. There is a large bent brass mirror hanging on the west wall. There is 7 broken arrows, bent metal tankard, 4 feet of twine, animal bones, iron ladle, blue silk handkerchief, a brown leather boot...scattered around the room.

30 - The area smells metallic. There is a small broken cage with animal bones on the bottom at the southeast end of the room. There are chalk drawings of alchemic symbols on the north end of the ceiling. There is a orange cloth bag hanging on the west wall. There are 10 iron hooks on the east wall. Inside the orange cloth bag on the wall is...rusty metal pan.

31 - The area smells fetid and stale. There is a three quarters full keg of water by the eastern wall. There is a crumbling stone shelf at the southwest end of the room. There are ruined brass manacles on the east wall. There is 28 inch leather strap, broken chime, bottle (filled with wyvern blood), 8 pieces of wood...scattered around the room.

32 - The area has a cold current. You can make out a quiet snapping sound coming from somewhere. This room has nothing in it.

THESE SPECIAL ITEMS ARE LOCATED: in a oak box that is hidden behind a concealed wall panel.

A PILE OF COINS CONTAINING: 9,000cp

33 - The area has stillness in the air. There are many areas of dried blood on the west wall. There is a mahogany chandelier on the south end of the ceiling. There is a few blood smears on the south wall.

34 - The area smells pungent. There is a loom by the southern wall. There is a ruined orange couch by the northern wall.

35 - The area smells dusty and has a strong updraft. You can make out an echoey slithering sound coming from somewhere. There is leather scrollcase, dart, blunt bent spear head, 6 pieces of fake silver, 5 square feet of canvas...scattered around the room. There is a brazier by the southern wall.

36 - The area has dust in the air. This room is totally empty.

37 - The area smells putrid. There is a quarter full keg of water by the eastern wall. There is a broken stone tub by the northern wall.

SOMETHING UNUSUAL IN THE AREA...

An altar (*made of stone and has chains on it.*).

38 - The area smells musty and has a slight updraft. There is a medium-short locked metal cage with an empty wooden bowl on the bottom hanging on the center of the ceiling. There is a square rotting wood table by the northern wall. There is a birch barrel by the southern wall.

39 - The area has a stillness in the air...with an average temperature for the area. There is a rusty brass chandelier with 10 brown candles in it on the center of the ceiling. There is compass, small glass bottle (filled with snake scales), prayer beads, firewood (4 pieces), hourglass, wooden flagon, ruined iron kettle...scattered around the room.

40 - The area has a gusting breeze. There is a maple weapon rack by the southern wall. There are dried blood drawings of triangles on the center of the ceiling. There is a pile of dung, brass hacksaw, ripped purple jerkin, iron scissors, iron dented helm with a rotted head of an orc still in it, dart, 2 crossbow bolts...scattered around the room.

41 - The area smells of smoke. There is a maple bunk bed by the southern wall. There is a oak weapon rack hanging on the west wall. There is a padded oak chair by the northern wall.

On the maple bunk bed is...bottle of cheap wine.

On the oak weapon rack is...kryss [the blade is made of adamant with a leather grip].

42 - The area smells of chlorine. This room is totally empty.

YELLOW MOLD [AC: Can always be hit | HD: 2* | ATK: Spores | DMG: see rules | MV: 0 | #APP: 1d8 | SV: Normal Man | ML: N/A | TRS: None | XP: 100]
-- There are 15 in this area [HIT POINTS: 9, 11, 8, 5, 14, 12, 6, 6, 15, 4, 9, 10, 8, 9, 7]

43 - The area has moldiness in the air. You can make out a strange whining sound coming from somewhere. There is bits of fur and hair, torch, small leather pouch of silver powder, whip, bronze arrowhead, red silk handkerchief, hammer and chisel...scattered around the room.

44 - The area smells fetid and stale and has a strong updraft. This room is void of anything.

THESE SPECIAL ITEMS ARE LOCATED: in a iron coffer with a locked keyhole that is hidden under a concealed floor panel.

TRAPPED: A magical beam of fire hits all in front of the container where they must save for breath or suffer 1d12x4 damage. [It can be deactivated by tripping a thin wire within the container]

A BROWN CANVAS BAG CONTAINING: 247sp / 4,060cp

45 - The area smells musty. There is sword blade, unusual coin of unknown metal with a symbol of a wolf on it...scattered around the room. There is a walnut weapon rack by the southern wall. There is a bunch of scratches and claw marks on the west wall.

On the walnut weapon rack is...rusty long sword --- bastard sword [the blade is made of steel with a leather grip] --- light pick [the pick is made of iron and has a metal handle with a leather grip...the name of *Verabur* is engraved on the handle] --- rusty hand axe --- broken bastard sword --- battle axe [the blade is made of iron and has a silver handle with a leather grip].

46 - The area has a stillness in the air...with an average temperature for the area. There is a bunch of areas of moisture at the northeast end of the room. There is 5 feet of corroded iron chain hanging on the north wall. There is a corroded brazier with a 1 foot iron chain hanging on the center of the ceiling. There is a birch armor rack hanging on the east wall.

On the birch armor rack is...broken ring mail armor --- ruined plate mail armor --- ruined shield --- broken ring mail armor.

THESE SPECIAL ITEMS ARE LOCATED: in a iron strongbox that is hidden under a concealed floor panel.

TRAPPED: Poisonous insects come out of the container where they must save for poison from the bites or suffer 1d10x3 damage. [It can be deactivated by deciphering the gray painted writings of complicated instructions {requiring an intelligence check to follow} on the floor of the nearest secret room that shows how the trap can be triggered safely]

A PILE OF COINS CONTAINING: 119gp / 435ep / 153sp / 8,290cp

Scarab of Protection

47 - The area smells fetid and stale. There is a moldy purple couch by the northern wall. There is 14 feet of moldy rope fastened at the southeast end of the room. There is a mahogany armor rack hanging on the east wall.

SOMETHING UNUSUAL IN THE AREA...

An idol (*it is about 2 feet high and made of glass [worth 88gp] and looks like a fish...grants good luck to anyone who touches it giving them a 1 bonus to die rolls [lasts for a single day].*).

MUMMY* [AC: 17 | HD: 5** | ATK: 1 touch + disease | DMG: 1d12 + disease | MV: 20` | #APP: 1d4, Lair 1d12 | SV: Fighter: 5 | ML: 12 | TRS: D | XP: 450]
-- There are 3 in this area [HIT POINTS: 20, 22, 25]

ROOM TRAP: There is a shallow looking puddle of water in the room that really is 20 feet deep. The first one to walk into the area will fall into the water unless they specifically state they are going to investigate it. [It can be deactivated by tapping the wall in a particular spot...and from a safe distance]

48 - The area has a orange colored mist on the floor. There is a grindstone by the eastern wall. There is a walnut cupboard hanging on the north wall. There are 3 bronze hooks on the west wall.

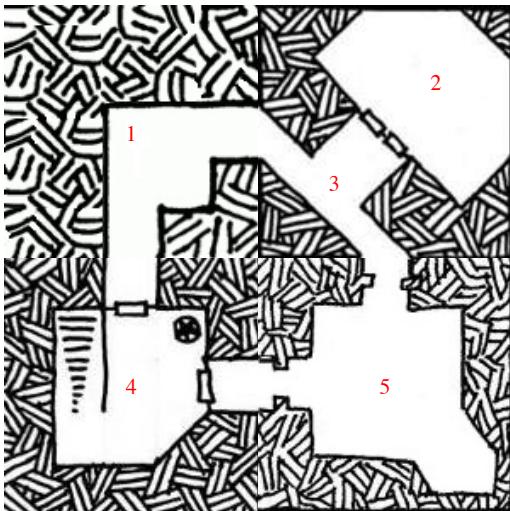
49 - The area smells dusty. There is a pillory made mostly of maple by the southern wall. There is a yellow cloth pouch hanging on the north wall. There is a rosewood trunk that has a locked keyhole by the northern wall.

50 - The area smells bitter. There are faint scratches and claw marks on the west wall. There are many scratches and claw marks on the east wall.

GUMP [AC: 14 | HD: 4* | ATK: 1 weapon | DMG: 1d8+3 or by weapon +3 | MV: 30' | #APP: 1 | SV: Fighter: 4 | ML: 10 | TRS: C | XP: 280
WEAPON: longsword (1d8 damage)]

-- There is 1 in this area [HIT POINTS: 17]

5 - DUNGEON (Level 6 Area)



1 - The area smells of sulphur. There is a walnut barrel by the western wall. There is a pallet at the center of the room. There is a warped wood chair by the northern wall. There is ruined iron small bell, 5 arrows...scattered around the room.

2 - The area smells musty. There is a mat at the center of the room. There is 16 dead bugs, glass bottle, compass, set of wooden teeth, wooden holy symbol, pint of lamp oil, rusted banded mail armor...scattered around the room.

ROOM TRAP: An explosion spell that causes $1d10x4$ damage to all of those close to the central spot of the area. They only take half damage if they save for spells. [It can be deactivated by tapping the wall in a particular spot...and from a safe distance]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

set of 6 adamant bars worth 188gp ...and...

an exquisite medium-sized red rug worth 75gp (*Located under the mat*)

3 - The area has a strong wind. There is a rusty brazier with a 3 foot iron chain hanging on the southwest end of the ceiling. There are dried blood writings that tells the location of a nearby treasure...but written in an odd draconic language on the east wall. There is an empty keg by the northern wall. There are bent iron manacles with a mutilated corpse of a kobold on the west wall.

SOMETHING UNUSUAL IN THE AREA...

A magical talking mouth (*it tells the adventurers about a magic item that is hidden in room #5, which will only appear if they go into the room and search for a secret panel in the south wall. It is really a trick that springs a trap.*) **ROOM TRAP:** A nearby wall opens to reveal a GHOST [AC: 20* | HD: 10 (+9) | ATK: 1 touch/1 gaze | DMG: 1d6 + special | MV: 30° | #APP: 1 | SV: Fighter: 10 | ML: 10 | TRS: E, N, O | XP: 5,500]. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill].

ROOM TRAP: An acid liquid that splashes anyone inside, causing $1d4x6$ damage. They must also save for breath or be blind for 4 days. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]

4 - The area smells stale. This room is totally empty.

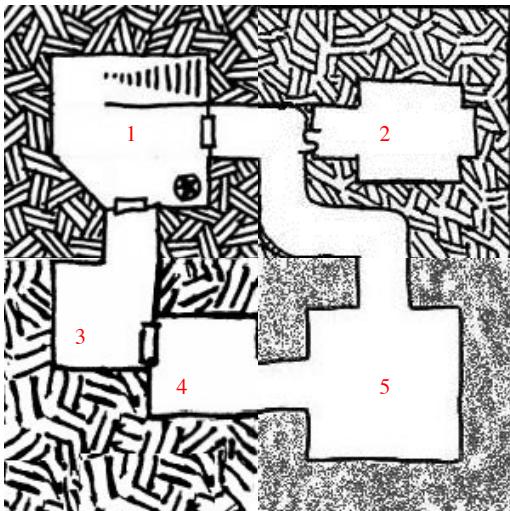
5 - The area smells musty. There are rusty iron manacles fastened at the south end of the room. There is a oak weapon rack by the southern wall. There is a cracked granite throne by the western wall.

On the cracked granite throne is...3 pieces of fake silver.

CHOKER [AC: 17 | HD: 3+3 | ATK: 2 tentacles | DMG: 1d3 + special | MV: 20° | #APP: 1 | SV: Fighter: 3 | ML: 7 | TRS: U | XP: 145]

-- There is 1 in this area [HIT POINTS: 11]

6 - DUNGEON (Level 7 Area)



1 - The area has a slight breeze. There is a rosewood chest of drawers by the western wall. There is a mahogany bed by the southern wall. Inside the rosewood chest of drawers is...ruined gray leather gloves --- ruined orange cap.

SOMETHING UNUSUAL IN THE AREA...

A magical talking mouth (*it chuckles at the adventurers and tells them that they will soon meet their doom.*).

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

set of 9 iron bars worth 18gp ...and...

an exquisite musical small harp worth 438gp ...and...

a magnificent spherical, glass bottle of glands from a pony worth 53gp to an herbalist (*Located inside the rosewood chest of drawers*)

- TRAPPED: ROOM TRAP: *Poisonous snakes drop on the one touching it where they must save for poison from the bites or die. [It can be deactivated by tapping the floor in a particular spot...and from a safe distance]*

Studded leather armor +1 [made of animal hide and is brown in color] (*Located under the mahogany bed*) - TRAPPED: ROOM TRAP: *A locked iron cage that falls from the ceiling and lands on all of those close to the item. [It can be deactivated by a switch concealed on the ceiling]*

2 - The area has a slight downdraft. There are 6 bronze hooks on the east wall. There is a broken grindstone by the western wall. There is a stone throne by the southern wall.

3 - The area has a strong updraft. There is a leather backpack hanging on the east wall.

Inside the leather backpack on the wall is...6 gold nuggets worth 2 gold each.

SOMETHING UNUSUAL IN THE AREA...

A wizard floor symbol (*constructed with salt, is 7 feet across, and in the shape of a hexagon...it has various plants and flowers scattered around it....contains a trapped demon that will attempt to answer 5 questions about the area if set free. A mage with a 14 intellect can read the symbols to learn the magic word is 'asif', which activates or deactivates the shape's power.*)

4 - The area has a white colored haze of smoke. There is 4 feet of iron chain hanging on the southeast end of the ceiling.

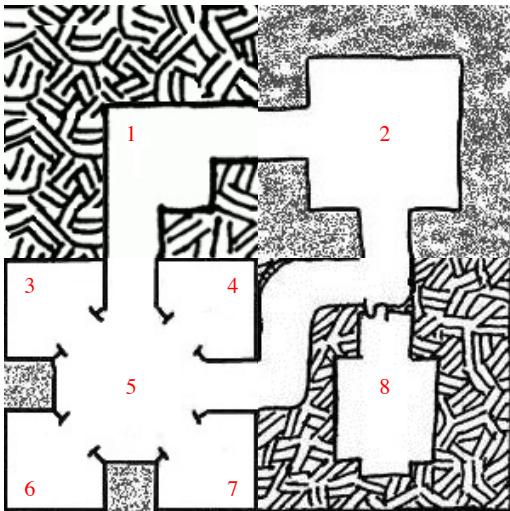
5 - The area smells of sulphur. There is a cedar barrel by the western wall. There is a pillory made mostly of oak with areas of dried blood and has a mutilated body of a human by the eastern wall. There is brass knife, brown leather boots, small bag of charcoal, a huge pile of various bones, wooden brooch...scattered around the room. There is 90 feet of twine hanging on the east wall.

On the mutilated body of a human is...dented bronze lamp --- ruined smoking pipe --- 5 sling stones.

SOMETHING UNUSUAL IN THE AREA...

A magical talking mouth (*it warns the adventurers to turn back now.*).

7 - DUNGEON (Level 7 Area)



1 - The area has moisture in the air. There is a few fungi growing on the center of the ceiling. There is whip, 8 crossbow bolts, corroded iron hammer head...scattered around the room. There are 10 torches held in iron wall sconces [only 5 are useable] on the east wall.

SOMETHING UNUSUAL IN THE AREA...

A wizard floor symbol (*constructed with small rocks and pebbles, is 7 feet across, and in the shape of a pentagram...it has various wizard symbols among it.*).

2 - The area has a stillness in the air...with an average temperature for the area. This room has nothing in it.

3 - The area smells dusty. You can make out a distant drumming sound coming from somewhere. There is an iron maiden made mostly of ruined brass with areas of dried blood by the western wall. There is a useless leather knapsack hanging on the east wall. There is a maple armor rack by the southern wall.

Inside the useless leather knapsack on the wall is...small leather pouch of green powder.

On the maple armor rack is...splint mail armor [made of adamant...with a woman symbol on the front that is scarlet in color] --- ruined small shield --- chain mail armor [made of bronze] --- dented plate mail armor --- dented large shield.

SOMETHING UNUSUAL IN THE AREA...

An idol (*it is about 2 feet high and made of gold [worth 2,900gp] and looks like a angel that has gems for eyes - Green Spinel (60gp)...anyone examing it will find a hidden opening with A BROWN CLOTH SATCHEL CONTAINING: 11pp / 36gp / 77ep / 22sp / 110cp.*)

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A ORANGE LEATHER POUCH CONTAINING: 49pp / 69gp / 137ep / 644sp / 1,370cp (Located inside the useless leather knapsack on the wall)

- TRAPPED: ROOM TRAP: A pit opens up in front of the item that is 22 feet deep. Anyone who falls in will take 3d6 damage...where the walls begin to compact where they will crush all inside in about 10 minutes. [It can be deactivated by finding a stone tablet somewhere within this area, that shows how one can simply avoid the trap]

4 - The area has moisture in the air. There is a 3 foot wide hole that goes 1 feet up on the west end of the ceiling. There is a maple bed by the southern wall.

5 - The area smells pungent. There is a iron shield hanging on the north wall. There is a brazier by the southern wall. There is an iron maiden made mostly of rusty iron and has a bloody remains of a human at the north end of the room. There is alot of areas of a weird brown mold on the south end of the ceiling.

6 - The area smells stale. There is a ruined iron standing mirror by the southern wall. There is a ripped yellow couch by the northern wall.
On the ripped yellow couch is...iron manacles.

ROUSIRL [AC: 13 | HD: 2 | ATK: 1 bite | DMG: 2d6 | MV: 60' | #APP: 1d6 | SV: Fighter: 1 | ML: 6 | TRS: None | XP: 75]
-- There are 4 in this area [HIT POINTS: 11, 8, 12, 12]

ROOM TRAP: A wall closes the exits to the area. The ceiling then begins to descend. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]

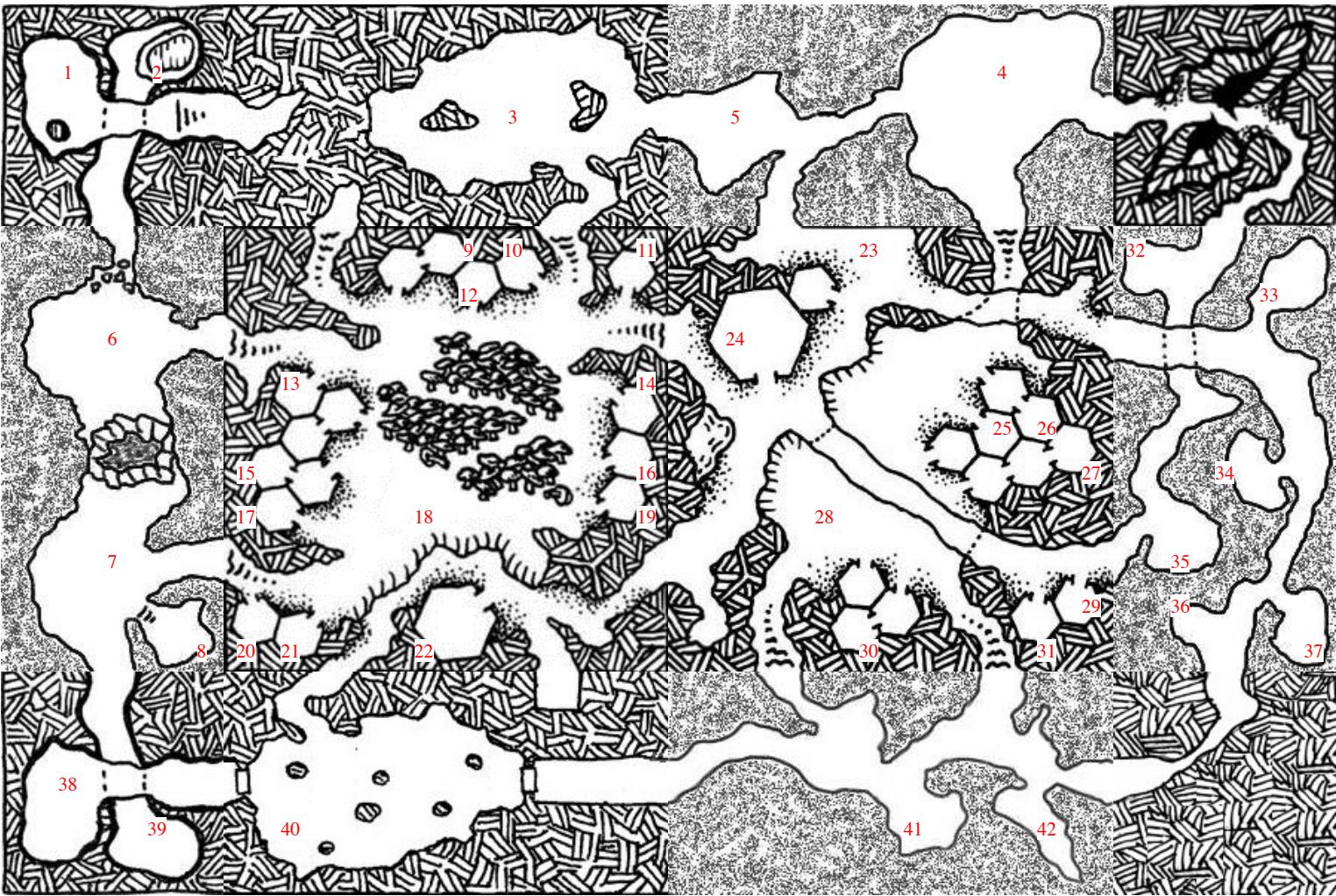
THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A BLACK CLOTH POUCH CONTAINING: 88pp / 112gp / 344ep / 40sp / 1,800cp (Located under the ripped yellow couch)

7 - The area smells dusty. There is alot of areas of moisture on the west wall. There is a pallet by the eastern wall.
On the pallet is...stone arrowhead --- green leather boots --- 39 foot ball of gray string.

8 - The area smells musty and has a strong wind. You can make out an odd rustling sound coming from somewhere. There is a walnut footlocker by the eastern wall.
Inside the footlocker is...10 foot ball of gray string --- iron tankard --- steel whistle --- 15 foot ruined rope --- deck of playing cards.

8 - TUNNELS (Level 8 Area)



1 - The area smells clean and has a stillness in the air...with an average temperature for the area. You can make out an odd clicking sound coming from somewhere. This is a cavernous area with a few stalactites on the ceiling.

2 - The area smells stale. This is a cavernous area with a few stalactites and stalagmites. Some fungi grows in various places.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A RED CANVAS KNAPSACK CONTAINING: 2,317gp / 134ep / 6,973sp / 22,140cp (*Located inside the footlocker - TRAPPED: ROOM TRAP: A pit opens up in front of the item that is 23 feet deep (taking 3d6 damage from the fall) and filled with some odd purple mushrooms. Anyone who falls in will land on them, causing them to release brown spores that cause the victim to fall asleep for 2 hours unless they can save for poison. [It can be deactivated by tapping the ceiling in a particular spot...and from a safe distance]*)

3 - The area smells of ozone. This is a cavernous area where fungi grows in various places.

4 - The area smells bitter. This is a cavernous area with a few stalactites and stalagmites.

SOMETHING UNUSUAL IN THE AREA...

A statue (*it is about 12 feet high and made of silver [worth 880gp] and looks like a pegasus.*).

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A LEATHER KNAPSACK CONTAINING: 79pp / 225ep / 203sp / 5,190cp (*Located inside the footlocker*)

5 - The area smells stale. You can make out a quiet sobbing sound coming from somewhere. This is a cavernous area with a few stalagmites on the ground.

SOMETHING UNUSUAL IN THE AREA...

A magical talking mouth (*it warns that this place is inhabited by Vairocan the demon.*).

6 - The area smells of smoke and has a stillness in the air...with an average temperature for the area. This is a cavernous area with a few stalactites and stalagmites.

7 - The area smells fetid and stale and has a strong updraft. This is a cavernous area with a few stalagmites on the ground. Some fungi grows in various places. Water drips from up above in places.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A GREEN CLOTH SATCHEL CONTAINING: 232gp / 76ep / 1,124sp / 10,520cp (*Located inside the footlocker*)

8 - The area smells rancid. This is a cavernous area with a few stalagmites on the ground. Some fungi grows in various places. Water drips from up above in places.

9 - The area has an oddly still air, but cold...with dampness in the air. This is a cavernous area with a few stalactites on the ceiling. Some fungi grows in various places.

SOMETHING UNUSUAL IN THE AREA...

A pool (*made of granite and is full of bluntness oil (makes blunt weapons behave at +1 for 3 hours) {this liquid looks vaporous in appearance. it also has a acidic taste and smell to it. it seems to be fallow (yellow) in color.}...it is 3 feet deep and 8 feet wide in the shape of a square.*).

10 - The area smells pungent. This is a cavernous area. Water drips from up above in places.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A ORANGE CLOTH KNAPSACK CONTAINING: 445pp / 916gp / 1,576ep / 77sp / 5,560cp (*Located inside the footlocker*)

11 - The area has a slight updraft. This is a cavernous area with a few stalagmites on the ground. Some fungi grows in various places.

12 - The area smells metallic. You can make out a distant bonging sound coming from somewhere. This is a cavernous area with a few stalagmites on the ground. Some fungi grows in various places.

13 - The area has moldiness in the air. This is a cavernous area with a few stalactites and stalagmites.

14 - The area smells clean. This is a cavernous area where fungi grows in various places.

RED SLIME, SMALL [AC: 11 | HD: 1 | ATK: 1 | DMG: 1d4 per round by Hit Dice | MV: 10` | #APP: 1 | SV: Fighter: 1 | ML: 12 | TRS: None | XP: 25]
-- There is 1 in this area [HIT POINTS: 3]

15 - The area smells dank and moldy. This is a cavernous area.

16 - The area smells stale. This is a cavernous area with a few stalactites and stalagmites. Some fungi grows in various places. Water drips from up above in places.

17 - The area smells of smoke. You can make out a strange howling sound coming from somewhere. This is a cavernous area with a few stalagmites on the ground.

18 - The area has stillness in the air. This is a cavernous area where fungi grows in various places.

19 - The area has stillness in the air. This is a cavernous area with a few stalagmites on the ground. Some fungi grows in various places.

SOMETHING UNUSUAL IN THE AREA...

An idol (*it is about 2 feet high and made of granite and looks like a boar...touching it triggers a trap [ROOM TRAP: Poison needles shoot from a nearby wall, attacking as a warrior (level 3). Anyone in front of it must save for poison or suffer 1d8x3 damage. [It can be deactivated by tripping a thin wire attached to the idol]].*).

20 - The area smells stale. This is a cavernous area. Water drips from up above in places.

21 - The area smells pungent. This is a cavernous area.

ROOM TRAP: A nearby wall opens to reveal a SNAKE, PIT VIPER [AC: 14 | HD: 1* | ATK: 1 bite | DMG: 1d4 + poison | MV: 30` | #APP: 1d4, Wild 1d4, Lair 1d4 | SV: Fighter: 1 | ML: 7 | TRS: None | XP: 37]. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A BROWN CANVAS POUCH CONTAINING: 107ep / 91sp / 7,830cp (*Located inside the footlocker*)

THESE SPECIAL ITEMS ARE LOCATED: in a cedar footlocker that is hidden behind a concealed wall panel.

A PILE OF COINS CONTAINING: 12gp / 27ep / 21sp / 30cp

22 - The area smells rancid. This is a cavernous area.

SOMETHING UNUSUAL IN THE AREA...

An idol (*it is about 3 feet high and made of clay and looks like a dwarf...contains an intelligent spirit that will identify magic items in return for a favor.*).

23 - The area smells salty and damp and has a stillness in the air...with an average temperature for the area. This is a cavernous area with a few stalagmites on the ground.

CANEIN [AC: 14 (11) | HD: 1 | ATK: 1 weapon | DMG: 1d8 or by weapon | MV: 40` (subject to encumbrance) | #APP: 2d4, Wild 3d6, Lair 10d6 | SV: Fighter: 1 (+2 on Death Ray or Poison, Paralysis or Petrification). | ML: 8 | TRS: D | XP: 25 WEAPON: heavy mace (1d6+1 damage)]
-- There are 8 in this area [HIT POINTS: 8, 1, 4, 6, 6, 3, 1, 2]

24 - The area smells rancid. This is a cavernous area with a few stalagmites on the ground. Some fungi grows in various places.

25 - The area has a blue colored haziness to the air. This is a cavernous area where fungi grows in various places.

ROOM TRAP: A pit opens up in the area that is 29 feet deep. Anyone who falls in will take 3d6 damage. If they survive, they then must face a TROLL [AC: 16 | HD: 6* | ATK: 3 | DMG: 1d6/1d6/1d10 | MV: 40` | #APP: 1d8, Wild 1d8, Lair 1d8 | SV: Fighter: 6 | ML: 10 (8) | TRS: D | XP: 555 WEAPON: bastard sword (2d4 damage)]. [It can be deactivated by a handle in plain site on the ceiling of the nearest secret room]

26 - The area smells bitter. This is a cavernous area with a few stalactites and stalagmites.

SKELETON, PITCH [AC: 15 | HD: 6* | ATK: 1 | DMG: 1d6+special | MV: 40` | #APP: 1d4 | SV: Fighter: 6 | ML: 12 (specia | TRS: B | XP: 555 WEAPON: halberd (1d10 damage)]
-- There is 1 in this area [HIT POINTS: 24]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A BLACK CLOTH BACKPACK CONTAINING: 6pp / 11gp / 10ep / 226sp / 1,380cp (*Located inside the footlocker*)

27 - The area has an oddly still air...with a gray colored steam in the air. This is a cavernous area with a few stalactites on the ceiling. Some fungi grows in various places. Water drips from up above in places.

SOMETHING UNUSUAL IN THE AREA...

An altar (*made of stone and has various carvings on it...any magic items set on it needing charges will be recharged.*).

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A LEATHER RUCKSACK CONTAINING: 4pp / 25gp / 12ep / 106sp / 4,780cp (*Located inside the footlocker*)

28 - The area has a slight updraft. This is a cavernous area with a few stalagmites on the ground. Some fungi grows in various places. Water drips from up above in places.

29 - The area has moisture in the air. This is a cavernous area.

30 - The area smells dusty. This is a cavernous area with a few stalagmites on the ground. Some fungi grows in various places.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A GREEN CLOTH SATCHEL CONTAINING: 19pp / 18gp / 7ep / 16sp / 30cp (*Located inside the footlocker*)

31 - The area smells clean. This is a cavernous area with a few stalactites and stalagmites.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A LEATHER RUCKSACK CONTAINING: 9pp / 159gp / 497ep / 512sp / 4,510cp (*Located inside the footlocker - TRAPPED: ROOM TRAP: A pit opens up in front of the item that is 24 feet deep (taking 3d6 damage from the fall) and filled with some odd black mushrooms. Anyone who falls in will land on them, causing them to release gray spores that cause blindness for 3 hours unless they can save for poison. [It can be deactivated by a lever in plain site on the floor of the previous area]*)

32 - The area smells musty and has an oddly still air, but warm...with a gray colored steam in the air. This is a cavernous area with a few stalactites and stalagmites.

33 - The area smells pungent. This is a cavernous area with a few stalactites and stalagmites. Some fungi grows in various places.

HOBGOBLIN [AC: 14 (11) | HD: 1 | ATK: 1 weapon | DMG: 1d8 or by weapon | MV: 30` Unarmored 40` | #APP: 1d6, Wild 2d4, Lair 4d8 | SV: Fighter: 1 | ML: 8 | TRS: Q, R each; D, K in lair | XP: 25 WEAPON: light flail (1d4+1 damage)]
-- There is 1 in this area [HIT POINTS: 5]

34 - The area smells musty and has a stillness in the air...with an average temperature for the area. This is a cavernous area. Water drips from up above in places.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A ORANGE CANVAS SATCHEL CONTAINING: 362gp / 314sp / 17,520cp (*Located inside the footlocker*)

35 - The area smells of chlorine and has a slight updraft. This is a cavernous area with a few stalactites on the ceiling. Some fungi grows in various places. Water drips from up above in places.

36 - The area has an oddly still air, but cold...with a red colored fog in the air. You can make out a strange groaning sound coming from somewhere. This is a cavernous area with a few stalactites and stalagmites. Some fungi grows in various places.

37 - The area smells of smoke. This is a cavernous area with a few stalactites on the ceiling. Some fungi grows in various places.

38 - The area has a stillness in the air...with an average temperature for the area. This is a cavernous area with a few stalagmites on the ground. Some fungi grows in various places.

SOMETHING UNUSUAL IN THE AREA...

A wizard floor symbol (*constructed with blood, is 10 feet across, and in the shape of a oval...it has a statue [it is about 1 foot high and made of granite and looks like a basilisk.] in the center...contains a trapped demon that will attempt to answer 3 questions about the area if set free. A mage with a 15 intellect can read the symbols to learn the magic word is `oj-urdnar`am, which activates or deactivates the shape`s power.*).

39 - The area smells stale and has a stillness in the air...with an average temperature for the area. This is a cavernous area with a few stalactites and stalagmites. Water drips from up above in places.

40 - The area smells dank and moldy. This is a cavernous area with a few stalactites on the ceiling. Some fungi grows in various places. Water drips from up above in places.

SOMETHING UNUSUAL IN THE AREA...

A wizard floor symbol (*constructed with salt, is 5 feet across, and in the shape of a pentagram...it has blood scattered around it....anyone that enters the shape suffers 4d8 damage.*).

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A BROWN LEATHER POUCH CONTAINING: 529gp / 92ep / 5sp / 2,400cp (*Located inside the footlocker*)

41 - The area has dryness in the air. This is a cavernous area where fungi grows in various places. Water drips from up above in places.

42 - The area smells musty. This is a cavernous area.

LIZARD, GIANT TUATARA [AC: 16 | HD: 6 | ATK: 2 claws/1 bite | DMG: 1d4/1d4/2d6 | MV: 40' (10') | #APP: 1d2, Wild 1d4 | SV: Fighter: 5 | ML: 6 | TRS: None | XP: 500]

-- There is 1 in this area [HIT POINTS: 20]

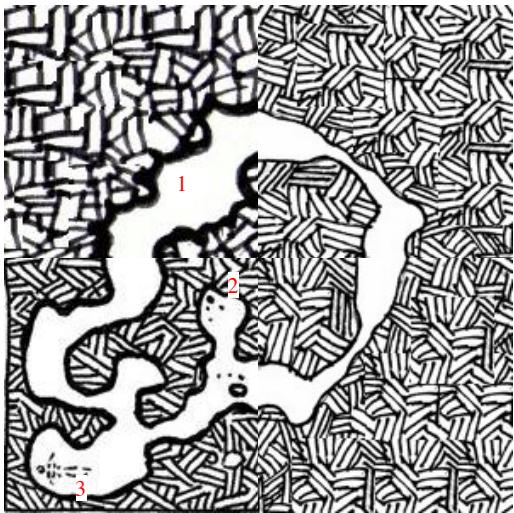
THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A BROWN CANVAS KNAPSACK CONTAINING: 41gp / 43ep / 70sp / 2,850cp (*Located inside the footlocker*)

THESE SPECIAL ITEMS ARE LOCATED: in a birch box that is hidden above a concealed ceiling panel.

A LEATHER RUCKSACK CONTAINING: 2,567ep / 61sp / 45,430cp

9 - TUNNELS (Level 8 Area)



1 - The area smells pungent. This is a cavernous area with a few stalagmites on the ground. Some fungi grows in various places.

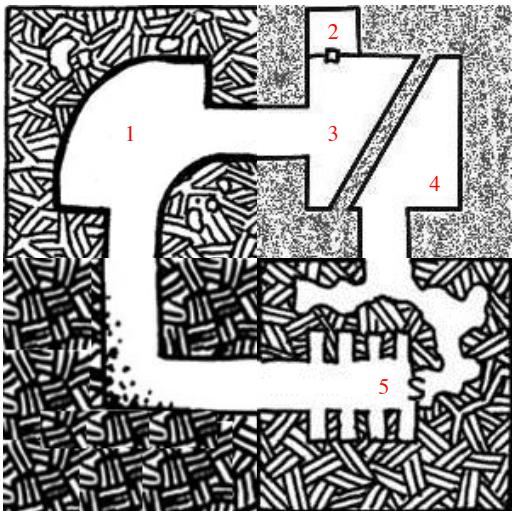
2 - The area smells earthy and has a slight breeze. This is a cavernous area with a few stalactites on the ceiling.

SOMETHING UNUSUAL IN THE AREA...

A statue (*it is about 11 feet high and made of bronze [worth 350gp] and looks like a monkey.*).

3 - The area has a strong downdraft. You can make out a loud walking sound coming from somewhere. This is a cavernous area with a few stalactites and stalagmites.

10 - DUNGEON (Level 9 Area)



1 - The area smells of rotting vegetation. There is a brass shield hanging on the west wall.

ELEMENTAL, AIR, LESSER* [AC: 18 | HD: 8* | ATK: special | DMG: 1d12 | MV: Fly 120' | #APP: special | SV: Fighter: 8 | ML: 10 | TRS: None | XP: 945]
-- There is 1 in this area [HIT POINTS: 28]

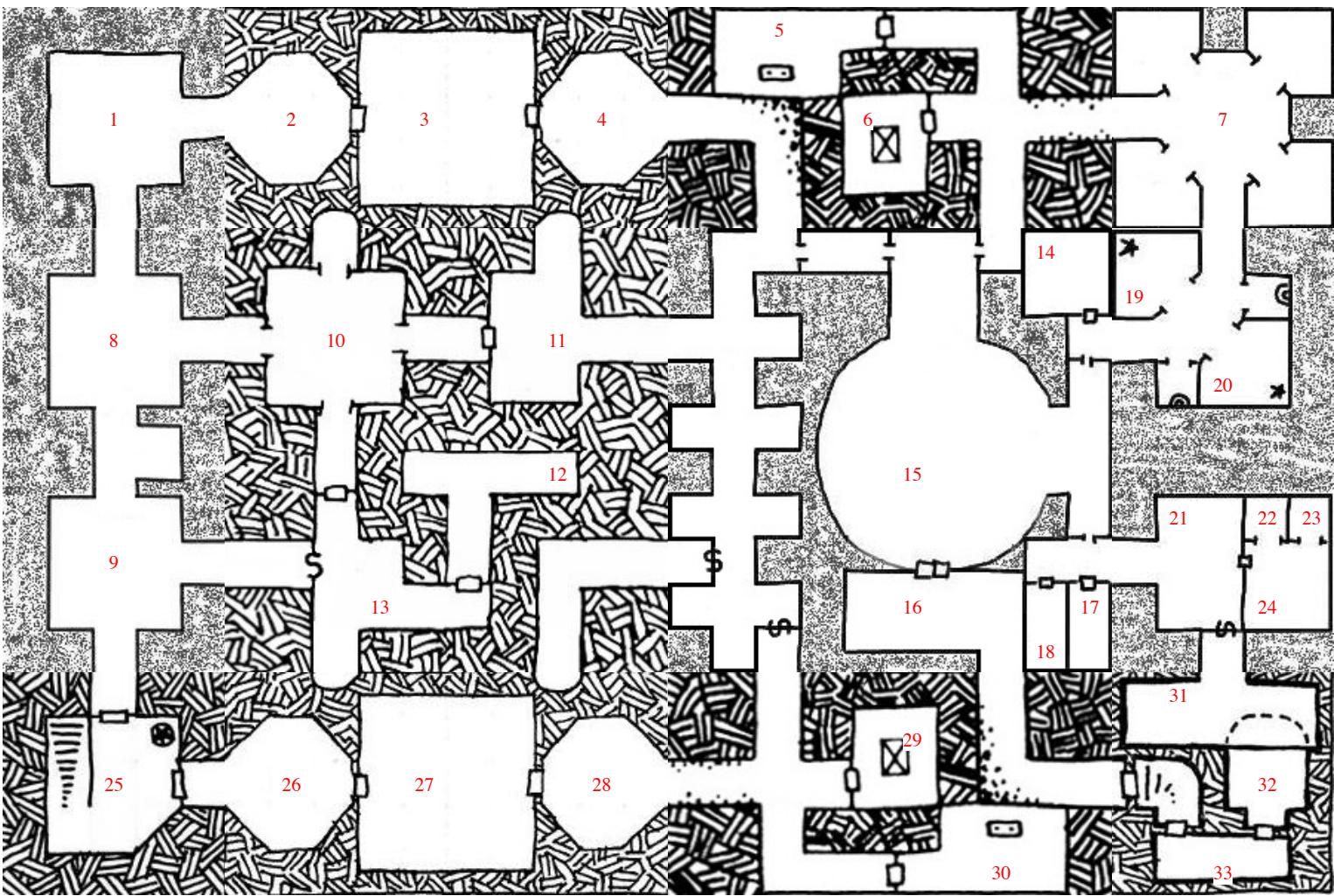
2 - The area smells dank and moldy. There is a warped wood chair by the northern wall. There is a granite bench by the eastern wall. There is 2 feet of iron chain hanging on the south wall. There is a walnut cupboard hanging on the west wall. There is a broken wood armchair by the southern wall.
On the warped wood chair is...pint of platinum paint.

3 - The area smells acrid. There is a padded crumbling stone chair by the northern wall. There are faint scratches and claw marks on the southeast end of the ceiling.
On the padded crumbling stone chair is...torch.

4 - The area smells dusty. There is a cedar stool by the southern wall.

5 - The area smells earthy. There is 3 feet of iron chain hanging on the east wall.

11 - DUNGEON (Level 9 Area)



1 - The area smells stale. There are brass manacles hanging on the northeast end of the ceiling. There is a fireplace on the east wall.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A GRAY CLOTH SATCHEL CONTAINING: 142sp / 447,160cp (Located inside the fireplace)

THESE SPECIAL ITEMS ARE LOCATED: in a oak footlocker that is in a nearby secret room.

TRAPPED: A pit opens up in front of the container that is 24 feet deep and layered in spikes. Anyone who falls in will take 3d6x2 damage. [It can be deactivated by a button disguised to look like something else]

A PILE OF COINS CONTAINING: 3,069sp / 6,120cp

2 - The area smells dusty. There is a ruined painting of a scenic ocean view on the west wall.

ROOM TRAP: Brown gases fill the area causing memory loss to anyone inside for about 3 hours...where memorized spells are also lost. [It can be deactivated by a lever concealed on the ceiling]

3 - The area smells dusty. This room has nothing within.

4 - The area has stillness in the air. There is a birch footlocker by the western wall. There are many scratches and claw marks on the southeast end of the ceiling. There is a fireplace with wood inside on the south wall. There is a few areas of dried blood on the north wall. There is thief tools, 5 foot wood pole, red silk handkerchief, food scraps, gold arrowhead worth 32 electrum, wooden case containing paints, paint brush, cork, bellows...scattered around the room.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A LEATHER SATCHEL CONTAINING: 23pp / 9gp / 16ep / 3sp / 240cp (Located inside the footlocker)

5 - The area smells metallic. There is a 4 foot wide hole that is 4 feet deep at the center of the room. There is 38 feet of moldy rope hanging on the north wall.

SOMETHING UNUSUAL IN THE AREA...

A wizard floor symbol (*constructed with ashes, is 8 feet across, and in the shape of a pentagon...it has 7 lit blue candles among it...contains a trapped demon that will*

attempt to answer 6 questions about the area if set free. A mage with a 11 intellect can read the symbols to learn the magic word is 'tempora', which activates or deactivates the shape's power.).

6 - The area smells of urine. There is a small rusty iron table by the eastern wall. There is a round broken stone table by the northern wall. There are bent brass manacles on the east wall.
On the small rusty iron table is...8 iron spikes --- basket.

7 - The area smells earthy. There is a medium-sized broken cage hanging on the center of the ceiling. There is a stone workbench by the western wall. There are dried blood writings that warns of a nearby trap...but written in a orcish language on the north wall.

SOMETHING UNUSUAL IN THE AREA...

A statue (*it is about 8 feet high and made of marble [worth 740gp] and looks like a spider..anyone who touches it experiences great pain where they suffer 3d4 damage.*).

8 - The area has a stillness in the air...with an average temperature for the area. There is a walnut cupboard by the northern wall.
Inside the walnut cupboard is...spoiled foods of peas --- pudding --- muffins --- tea --- greens --- fowl --- fowl --- onions --- mushrooms --- pie.

ROOM TRAP: A magical teleporter will send anyone inside to a random location in the adventuring area naked while their belongings are teleported somewhere else in the area. [It can be deactivated by finding a stone tablet somewhere within the nearest secret room, that shows how the trap can be activated and deactivated]

9 - The area smells pungent. There is a cedar chest of drawers by the southern wall. There is a corroded iron standing mirror by the western wall. There is a pillory made mostly of birch with areas of dried blood by the eastern wall.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A PURPLE CLOTH BAG CONTAINING: 25pp / 12ep / 8sp / 240cp (*Located inside the cedar chest of drawers*)

10 - The area has stillness in the air. There is a broken cauldron by the eastern wall. There is a padded maple chair at the east end of the room. There is a broken cauldron by the western wall. There is a mounted polar bear head on the east wall.

SOMETHING UNUSUAL IN THE AREA...

An idol (*it is about 1 feet high and made of stone and looks like a leprechaun...it is cursed where the toucher's skin turns to a white color for about 20 hours.*).

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A LEATHER SACK CONTAINING: 440gp / 410ep / 139sp / 220cp (*Located inside the cauldron*)

11 - The area smells of sulphur. There is a padded cracked granite chair by the southern wall. There is vial of mild poison, 4 foot long rusty iron chain, wooden holy symbol, ruined bellows, 4 sling stones, basket with a rotted head of a dwarf inside it...scattered around the room. There is a mounted ogre head on the south wall. There are 3 bronze wall sconces with red, burned down candles on the east wall.

SOMETHING UNUSUAL IN THE AREA...

An altar (*made of glass and has various carvings on it...anyone who touches it experiences great pain where they suffer 3d8 damage.*).

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A RED CLOTH SACK CONTAINING: 14pp / 21gp / 39ep / 107sp / 310cp (*Located under the padded cracked granite chair*)

12 - The area has a white colored mist near the ceiling. You can make out a close squealing sound coming from somewhere. There is a maple armor rack by the western wall. There is rusty metal candlestick, rabbit's foot, rabbit's foot, ivory dice...scattered around the room. There are many areas of mold on the center of the ceiling.

THESE SPECIAL ITEMS ARE LOCATED:

TRAPPED: An acid liquid that splashes the opener, causing 1d4x16 damage. They must also save for breath or be blind for 9 days. [It can be deactivated by deciphering the orange painted writings of a cryptic dwarfish language on the floor of the previous area that shows how the trap can be triggered safely]

A PILE OF COINS CONTAINING: 13,500cp

13 - The area smells stale. There is a mahogany armor rack hanging on the north wall. There are corroded iron manacles with a mutilated bones of a bugbear on the south wall.

On the mahogany armor rack is...small shield [made of gold] --- tower shield [made of steel] --- ruined chain mail armor.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A TAN LEATHER POUCH CONTAINING: 76gp / 2ep / 242sp / 960cp (*Located on a mutilated bones of a bugbear*)

THESE SPECIAL ITEMS ARE LOCATED:

TRAPPED: Green poisonous gases come out of the container where the opener must save for poison or die. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]

A PILE OF COINS CONTAINING: 869ep / 593sp / 12,190cp

GEMS [2 each]: Obsidian (11gp)

14 - The area smells rancid. There is a mahogany bed by the western wall. There is a rosewood stool by the eastern wall.

On the mahogany bed is...black feather --- iron padlock with key --- bent bronze mug.

15 - The area smells acrid and has a strong wind. There is 5 feet of iron chain hanging on the north wall. There are 9 brass wall sconces with white candles on the west

wall. There is a few cobwebs on the center of the ceiling. There is a corroded iron standing mirror at the center of the room.

SOMETHING UNUSUAL IN THE AREA...

A wizard floor symbol (*constructed with bone dust, is 5 feet across, and in the shape of a pentagram...it has a pile of ropes in it....anyone that enters the shape will gain 1 wisdom point only once.*).

16 - The area smells clean. There is a birch weapon rack by the western wall. There is a rusty iron armchair by the southern wall. There are ruined brass manacles on the south wall.

On the rusty iron armchair is...9 square feet of canvas.

17 - The area smells stale. There is a maple weapon rack by the southern wall. There is a maple armchair by the western wall. There is a bunch of cobwebs on the west wall.

On the maple weapon rack is...heavy mace [the blunt end is made of gold and has a iron handle with a leather grip] --- pole arm [the tip is made of mithril and has a bone handle] --- rusty bastard sword --- broken hand axe --- ruined light pick --- torn sling.

LYCANTHROPE, WERECOCKROACH [AC: 15 | HD: 3** | ATK: 1 bite or 1 weapon | DMG: 1d4 or 1d6 or by weapon | MV: 50' Human Form 40' Fly 10' | #APP: 2d4, Wild 2d10, Lair 2d10 | SV: Fighter: 3* | ML: 8 | TRS: C | XP: 205]
-- There are 16 in this area [HIT POINTS: 17, 16, 10, 12, 11, 14, 12, 14, 10, 9, 5, 16, 17, 13, 8, 19]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A LEATHER BAG CONTAINING: 12pp (*Located under the maple armchair*)

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is hidden under a concealed floor panel.

A PILE OF COINS CONTAINING: 6,000cp

18 - The area smells dusty. There are brass manacles on the south wall. There are dried blood writings that tells the location of a nearby secret room...but written in a cryptic human language on the west wall.

19 - The area smells bitter and has a strong, gusting wind. There is 8 iron spikes, bronze hacksaw, 3 sling stones...scattered around the room. There is a small iron cage with animal bones on the bottom by the eastern wall.

20 - The area smells of rotting vegetation and has a gusting breeze. There is a medium-sized metal cage with a rotted mat on the bottom by the northern wall.

21 - The area smells of urine and has an oddly still air, but cold...with dampness in the air. You can make out an echoey jingling sound coming from somewhere. There is brass bucket, bronze ladle, shredded and torn clothing, fishing pole, small bronze mirror, deck of tarot cards...scattered around the room. There is a cedar desk by the southern wall. There is a loom by the eastern wall.

22 - The area smells pungent and has a stillness in the air...with an average temperature for the area. There are 10 bronze wall sconces with purple candles on the north wall. There are 2 ruined iron hooks on the east wall. There is a broken stone shelf hanging on the south wall.
On top of the hanging broken stone shelf is...iron dented plate armor.

ROOM TRAP: White gases fill the area causing memory loss to anyone inside for about 2 hours...where memorized spells are also lost. [It can be deactivated by deciphering the chalk writings of mystical runic symbols {that can be read by a wizard-type with an intelligence check} on the floor that shows how one can simply avoid the trap]

23 - The area smells metallic. There is a few blood smears on the west wall.

THESE SPECIAL ITEMS ARE LOCATED: in a walnut trunk that is hidden above a concealed ceiling panel.

A PILE OF COINS CONTAINING: 106gp / 100sp / 900cp

JEWELRY: Silvery Gold Arm-ring (1,100gp)

24 - The area has a stillness in the air...with an average temperature for the area. There is a moldy green couch by the western wall.

ANKHEG [AC: 18 | HD: 5* | ATK: 1 bite + special | DMG: 2d6 + special | MV: 30' Burrow 20' | #APP: 2d8 Wild 2d8 Lair 1 | SV: Fighter: 5 | ML: 7 | TRS: None | XP: 405]
-- There are 2 in this area [HIT POINTS: 26, 24]

25 - The area has a slight updraft. There is a oak armoire by the western wall.

26 - The area has a strong, moaning wind. You can make out a loud gong sound coming from somewhere. There is 38 foot ball of green string, wooden figurine, bronze dented helm with a decayed head of an ogre still in it, ruined bronze mug, 10 dead bugs, a pile of ashes, a pile of dung, a pile of black ashes, 7 pieces of fake platinum, iron dinner plate...scattered around the room. There is a marble bench by the eastern wall. There is a loom by the western wall. There is a lot of scratches and claw marks on the center of the ceiling.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

JEWELRY: Silver Bracelet (200gp) (*Located under the marble bench*)

27 - The area smells of chlorine and has a stillness in the air...with an average temperature for the area. There is a broken cauldron by the western wall.

28 - The area smells metallic and has a stillness in the air...with an average temperature for the area. There is a maple bunk bed by the southern wall.

29 - The area has a stillness in the air...with an average temperature for the area. There is a torture rack made mostly of birch by the southern wall. There is a leather pouch hanging on the east wall.

30 - The area smells bitter. There is small lead figurine, vial of insect repellent, small leather pouch of silver powder, small bag of charcoal...scattered around the room. There is a torn tapestry of a keep on the west wall.

MUMMY* [AC: 17 | HD: 5** | ATK: 1 touch + disease | DMG: 1d12 + disease | MV: 20` | #APP: 1d4, Lair 1d12 | SV: Fighter: 5 | ML: 12 | TRS: D | XP: 450]
-- There are 5 in this area [HIT POINTS: 32, 15, 17, 15, 23]

ROOM TRAP: A sticky substance is in the area and causes anyone inside to be stuck and must find a way to free themselves. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]

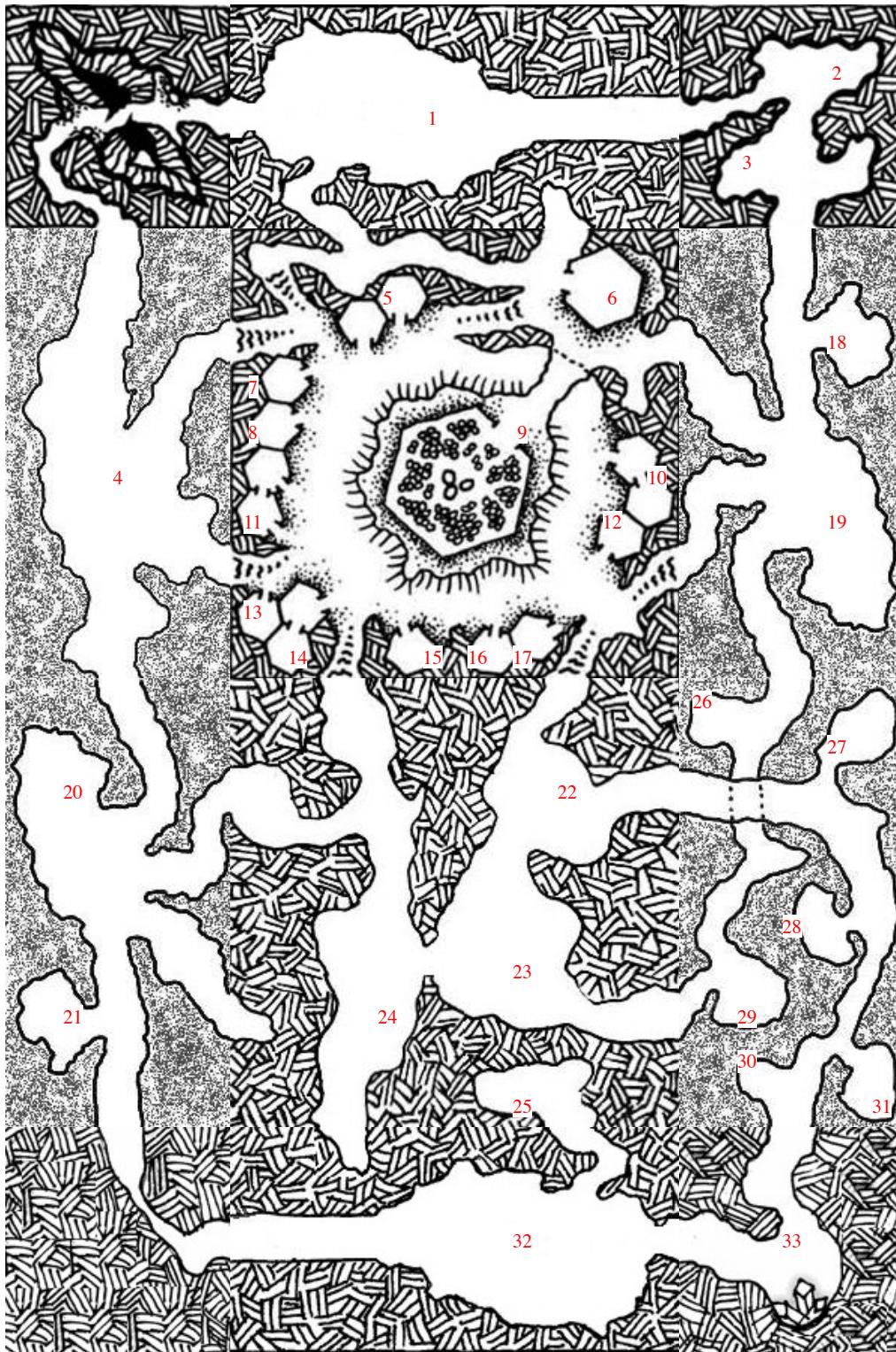
31 - The area smells stale and has a gusting breeze. There is a loom by the western wall. There is a mahogany armor rack hanging on the west wall. There is a birch weapon rack by the eastern wall.

ROOM TRAP: A magical beam of energy hits all in the area where they must save for petrification or suffer 1d4x6 damage and become paralyzed for 1d4 rounds. [It can be deactivated by a lever disguised to look like something else]

32 - The area smells fetid and stale. There is a ruined wood bench by the eastern wall. There is a wooden chair by the western wall.
On the ruined wood bench is...compass.
On the wooden chair is...torch.

33 - The area has a slight breeze. There are some areas of mold at the southwest end of the room. There is 31 foot ball of brown string, ruined red blanket, 2 broken crossbow bolts, iron goblet, set of wooden teeth, bronze hacksaw, broken smoking pipe...scattered around the room.

12 - TUNNELS (Level 10 Area)



1 - The area smells rancid and has a strong downdraft. This is a cavernous area with a few stalactites and stalagmites. Some fungi grows in various places.

2 - The area smells of manure. This is a cavernous area with a few stalactites and stalagmites. Some fungi grows in various places.

3 - The area has a strong, gusting wind. This is a cavernous area with a few stalagmites on the ground. Some fungi grows in various places.

4 - The area smells clean. This is a cavernous area with a few stalactites on the ceiling. Some fungi grows in various places.

5 - The area smells putrid. This is a cavernous area with a few stalactites and stalagmites. Some fungi grows in various places.

THESE SPECIAL ITEMS ARE LOCATED: in a iron box that is hidden above a concealed ceiling panel.

A PILE OF COINS CONTAINING: 923gp / 2,063ep / 2,623sp / 2,090cp

GEMS [3 each]: Obsidian (9gp)

GEMS [2 each]: Amber (60gp)

6 - The area has a stillness in the air...with an average temperature for the area. This is a cavernous area with a few stalactites on the ceiling. Some fungi grows in various places.

SOMETHING UNUSUAL IN THE AREA...

A magical talking mouth (*created by Chamdar the Shaman...it tells the adventurers the location of a nearby treasure.*).

DEVIL, SPINED {Known as Nikaon} [AC: 19* | HD: 8 | ATK: 1 bite or 2 blades (or horns) or spines or by 3/2 weapon |

DMG: 1d6+poison or 1d8+2/1d8+2 or 4d6 or by weapon+2 | MV: 30` | #APP: 2-5 (wild), 3-18 (lair) | SV: Fighter 8 | ML: 9 | TRS: None | XP: 1225 |

-- There are 2 in this area [HIT POINTS: 36, 39]

THESE SPECIAL ITEMS ARE LOCATED: in a oak casket that is hidden under a concealed floor panel.

TRAPPED: A sticky substance is in front of the container and causes the opener to be stuck and must find a way to free themselves. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]

A PILE OF COINS CONTAINING: 8,328ep / 10,723sp / 44,140cp

GEMS [2 each]: Jade (140gp)

GEMS [3 each]: Blue Star Sapphire (1,600gp)

Ring of Delusion

7 - The area smells stale. This is a cavernous area with a few stalactites on the ceiling. Some fungi grows in various places. Water drips from up above in places.

8 - The area smells of rotten meat and has a stillness in the air...with an average temperature for the area. This is a cavernous area with a few stalactites on the ceiling.

9 - The area smells pungent. This is a cavernous area where fungi grows in various places.

ROOM TRAP: A magical beam of fire hits all in the area where they must save for breath or be turned to ash. [It can be deactivated by tapping the wall in a particular spot...and from a safe distance]

10 - The area smells of rotten meat and has a stillness in the air...with an average temperature for the area. This is a cavernous area where fungi grows in various places.

11 - The area smells stale and has a strong updraft. This is a cavernous area where fungi grows in various places.

12 - The area has a slight downdraft. This is a cavernous area with a few stalagmites on the ground. Some fungi grows in various places.

THESE SPECIAL ITEMS ARE LOCATED: in a cedar footlocker that is hidden under a concealed floor panel.

A LEATHER SATCHEL CONTAINING: 164sp / 11,720cp

13 - The area has dryness in the air. This is a cavernous area with a few stalactites and stalagmites.

14 - The area smells of rotting vegetation and has a stillness in the air...with an average temperature for the area. This is a cavernous area with a few stalactites and stalagmites. Some fungi grows in various places.

15 - The area smells putrid. This is a cavernous area with a few stalactites on the ceiling.

ROOM TRAP: Darts fire from the wall at anyone in the area, attacking as a warrior (level 7), causing 1d4+7 damage. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]

THESE SPECIAL ITEMS ARE LOCATED: in a iron footlocker that is illusioned to look like something else.

TRAPPED: A magical beam of energy hits all in front of the container where they must save for petrification or be turned into a statue of solid ivory [worth 430gp]. [It can be deactivated by tapping the ceiling in a particular spot...and from a safe distance]

a strange ornamental sword made of silver where the hilt is decorated with 3 chalcedony and the name of `Serez` is engraved on the blade worth 175gp ...and...

a gorgeous, large diary titled `The Mule in the Chains` and is bound in black crocodile skin with a maroon colored symbol of a sword on the front, and is worth 53gp ...and...

a pretty, large omnibus titled `Bard and the Mirror` and is bound in brown animal skin with a maroon colored symbol of a ram on the front, and is worth 525gp
GEMS [3 each]: Amethyst (120gp)

16 - The area has a gray colored mist near the ceiling. This is a cavernous area with a few stalactites on the ceiling.

SOMETHING UNUSUAL IN THE AREA...

A wizard floor symbol (*constructed with red sand, is 5 feet across, and in the shape of a pentagram...it has a pile of ropes in it...any magic items brought in it will be disenchanted.*)

ORC, SNOW [AC: 14 (11) | HD: 1* | ATK: 1 | DMG: 1d8 or by weapon | MV: 40' | #APP: 2d4, Wild 3d6, Lair 10d6, Horde 10d20 | SV: Fighter: 1 (but see rules) | ML: 8 | TRS: D | XP: 37 WEAPON: longsword (1d8 damage)]
-- There are 10 in this area [HIT POINTS: 3, 6, 2, 4, 8, 3, 7, 8, 7, 1]

17 - The area has moisture in the air. This is a cavernous area with a few stalactites and stalagmites. Some fungi grows in various places.

THESE SPECIAL ITEMS ARE LOCATED: in a iron box with a locked keyhole that is hidden under a concealed floor panel.
A PILE OF COINS CONTAINING: 461gp / 390ep / 161sp / 6,180cp

18 - The area has a cold current. This is a cavernous area with a few stalactites and stalagmites. Some fungi grows in various places.

EELBAT [AC: 14 | HD: 1* | ATK: 1 bite | DMG: 1d6 + 1d6/round blood drain | MV: 5' Fly 70' | #APP: 2d6 | SV: Fighter: 1 | ML: 10 | TRS: None | XP: 37]
-- There are 4 in this area [HIT POINTS: 2, 4, 3, 7]

19 - The area has a slight breeze. This is a cavernous area with a few stalactites on the ceiling. Some fungi grows in various places.

THESE SPECIAL ITEMS ARE LOCATED: in a iron case with a locked padlock that is hidden under a concealed floor panel.
A GREEN LEATHER KNAPSACK CONTAINING: 38gp / 132ep / 16sp / 4,280cp
Protection from wereboar scroll

20 - The area smells dusty and has a strong updraft. This is a cavernous area where fungi grows in various places.

21 - The area smells of urine and has a cold current. This is a cavernous area with a few stalactites on the ceiling.

SOMETHING UNUSUAL IN THE AREA...

A magical talking mouth (*it tells the adventurers about a magic item that is hidden in room #33, which will only appear if they go into the room and search for a secret panel in the floor. A magic item will be found. Black-colored, glass bottle of cold resistance draught. This liquid looks fuming in appearance. It also has a dusty taste and smell to it. It seems to be bronze (metallic) in color..*)

22 - The area smells stale. This is a cavernous area with a few stalagmites on the ground.

23 - The area smells stale. This is a cavernous area with a few stalagmites on the ground. Some fungi grows in various places.

DRAGONNE [AC: 18 | HD: 9* | ATK: 2 claws/1 bite | DMG: 2d4x2/2d6 | MV: 40' fly 30' | #APP: 1d6 Wild 1d6 Lair 1d10 | SV: Fighter: 9 | ML: 10 | TRS: None | XP: 1150]
-- There are 2 in this area [HIT POINTS: 49, 32]

24 - The area smells of manure. This is a cavernous area with a few stalagmites on the ground. Some fungi grows in various places.

25 - The area smells bitter. This is a cavernous area with a few stalactites on the ceiling.

SOMETHING UNUSUAL IN THE AREA...

An altar (*made of stone and has various carvings on it.*)

26 - The area has a slight downdraft. This is a cavernous area with a few stalactites and stalagmites. Some fungi grows in various places.

27 - The area has moisture in the air. This is a cavernous area with a few stalactites on the ceiling. Some fungi grows in various places.

PLAQUE HOUND [AC: 14 | HD: 4* | ATK: 1 bite | DMG: 2d4 | MV: 50' | #APP: 1d8, Wild 2d8, Lair 3d8 | SV: Fighter: 4 | ML: 9 | TRS: None | XP: 280]
-- There is 1 in this area [HIT POINTS: 12]

28 - The area smells stale. This is a cavernous area with a few stalactites and stalagmites. Some fungi grows in various places.

SOMETHING UNUSUAL IN THE AREA...

A fountain (*made of steel and appears to be empty...it is 4 feet deep and 10 feet wide in the shape of a circle.*)

ROOM TRAP: A polymorph spell hits whoever first enters the area where they turn into a toad for 1d4+9 turns unless they can save for spells. [It can be deactivated by deciphering the carved writings of mystical runic symbols {that can be read by a wizard-type with an intelligence check} on the floor that shows how the trap can be broken]

29 - The area smells salty and damp. This is a cavernous area with a few stalagmites on the ground.

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is hidden behind a concealed wall panel.

TRAPPED: A wall closes the exits to the area. The walls then begin to compact the area where they will crush all inside in about 20 minutes. [It can be deactivated by finding a scroll somewhere within this area, that shows how the trap can be broken]

A PILE OF COINS CONTAINING: 404ep / 11,860sp / 242,600cp

GEMS [3 each]: Smoky Quartz (70gp)

30 - The area smells of ozone. This is a cavernous area with a few stalagmites on the ground. Some fungi grows in various places.

ROOM TRAP: A pit opens up in the area that is 32 feet deep and layered in spikes. Anyone who falls in will take 4d6x2 damage. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]

THESE SPECIAL ITEMS ARE LOCATED: in a birch casket that is hidden behind a concealed wall panel.

A PILE OF COINS CONTAINING: 129gp / 312ep / 173sp / 28,040cp

31 - The area smells stale. This is a cavernous area where fungi grows in various places.

32 - The area has a slight breeze. This is a cavernous area where fungi grows in various places.

THESE SPECIAL ITEMS ARE LOCATED: in a iron case that is hidden under a concealed floor panel.

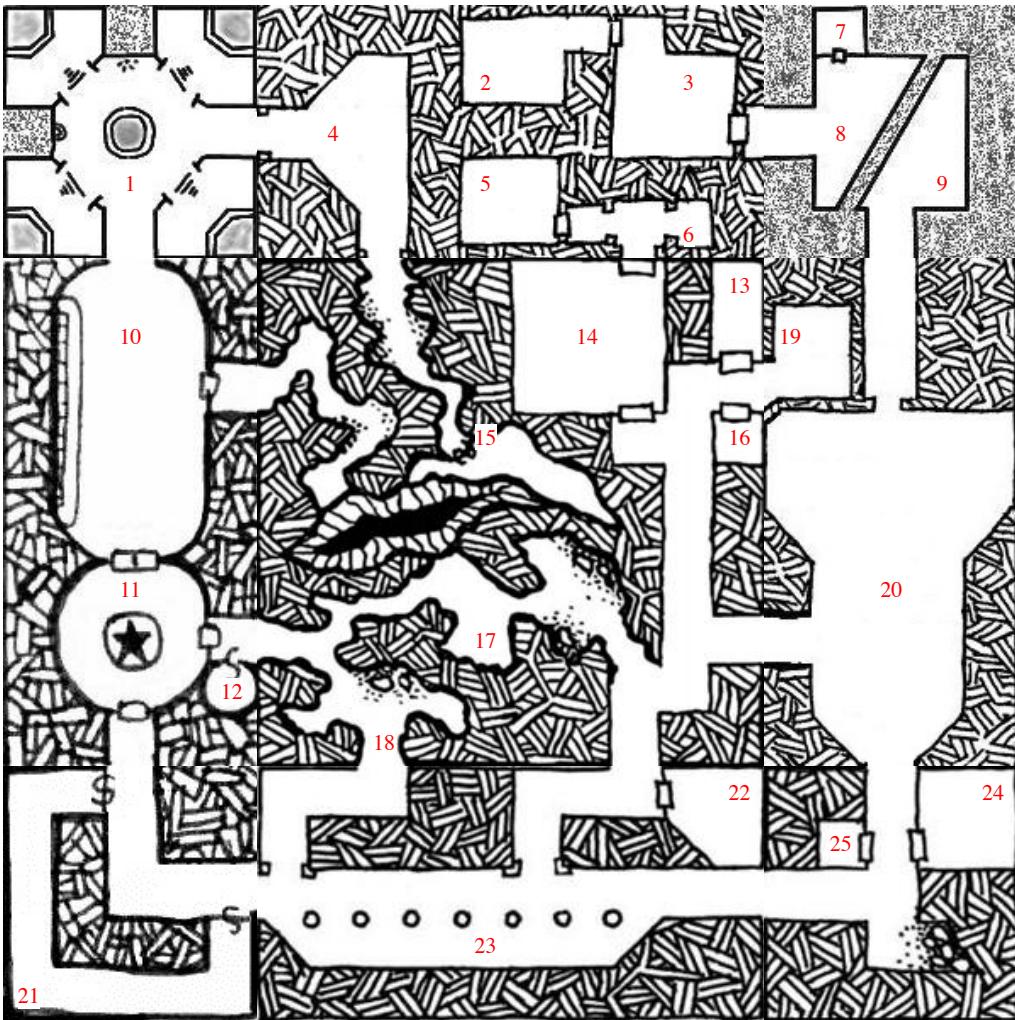
A LEATHER KNAPSACK CONTAINING: 15,000cp

33 - The area smells of chlorine and has a stillness in the air...with an average temperature for the area. This is a cavernous area where fungi grows in various places.

THESE SPECIAL ITEMS ARE LOCATED: in a iron strongbox that is hidden behind a concealed wall panel.

a large yellow cloth satchel of unique coins used centuries ago that are made of bronze with a symbol of a bat on it (57 ea) worth a total of 75gp ...and...
a fine platinum-colored, decanter of nixie organs worth 2,500gp to an alchemist

13 - DUNGEON (Level 10 Area)



1 - The area smells putrid and has a strong, moaning wind. There is a maple throne by the northern wall. There are bent iron manacles fastened at the southwest end of the room. There is a torn tapestry of some ruins on the west wall. There is a rosewood armor rack hanging on the south wall. There is a granite shelf by the southern wall.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A LEATHER RUCKSACK CONTAINING: 91gp / 721ep / 630sp / 17,250cp (Located behind the maple throne)

2 - The area smells clean and has a stillness in the air...with an average temperature for the area. There are some scratches and claw marks on the south wall. There is a small green rug with a dark gray design on it at the center of the room.

SOMETHING UNUSUAL IN THE AREA...

A magical talking mouth (*created by Dracus the Wizard...it pleads to the adventurers to hurry and save her.*).

SKELETAIRE [AC: 13 (see rules) | HD: 1* (variable) | ATK: 1 dagger or 1 spell | DMG: 1d4 or per spell | MV: 40` | #APP: 1 | SV: Magic-User: 1 (variable) | ML: 12 | TRS: None | XP: 37 WEAPON: claymore (2d4 damage)]
-- There is 1 in this area [HIT POINTS: 3]

3 - The area smells stale and has a stillness in the air...with an average temperature for the area. There is 4 feet of corroded iron chain hanging on the west wall. There are carved drawings of the map for this area on the south wall. There is a mounted lion head on the north wall.

4 - The area smells putrid. There are coal drawings of triangles on the north wall. There is a ruined bronze shield hanging on the south wall. There is a padded wooden chair by the southern wall.

5 - The area smells bitter and has a slight breeze. There is a tall ruined iron mirror hanging on the east wall.

SOMETHING UNUSUAL IN THE AREA...

A wizard floor symbol (*constructed with brown paint, is 8 feet across, and in the shape of a rectangle...it has various wizard symbols among it.*).

6 - The area smells of chlorine and has a stillness in the air...with an average temperature for the area. There is a birch bunk bed by the northern wall. There is a medium-sized iron cage at the southwest end of the room.

On the birch bunk bed is...16 small sticks and twigs --- vial of mild poison.

7 - The area has a slight breeze. There is a maple bunk bed by the southern wall. There is torch, metal mug, stone arrowhead, 4 pieces of wood, 5 crossbow bolts, iron bucket...scattered around the room.

On the maple bunk bed is...17 foot moldy rope.

ROOM TRAP: Thorny vines fill the area and tangle around anyone inside causing 1d4+8 damage each round and can only be removed after 160 points of damage have been done to the thick vines. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]

8 - The area smells of rotten meat and has a stillness in the air...with an average temperature for the area. There are ruined bronze manacles with a rotted bones of a human hanging on the southwest end of the ceiling.

SOMETHING UNUSUAL IN THE AREA...

An idol (*it is about 3 feet high and made of silver [worth 480gp] and looks like a cheetah.*).

ROOM TRAP: A pit opens up in the area that is 39 feet deep. Anyone who falls in will take 4d6 damage. If they survive, they then must face a **TIGER** [AC: 14 | HD: 6 | ATK: 2 claws/1 bite | DMG: 1d6/1d6/2d6 | MV: 50' | #APP: Wild 1d3, Lair 1d3 | SV: Fighter: 6 | ML: 9 | TRS: None | XP: 500]. [It can be deactivated by tripping a thin wire somewhere on the floor]

9 - The area smells fetid and stale. You can make out a close moaning sound coming from somewhere. There is a lot of cracks on the west wall.

10 - The area smells pungent and has a strong updraft. There is a mounted ogre head on the south wall. There are a few cracks at the south end of the room. There are carved writings that spells out one of the adventurer's name...but written in a goblinoid language on the east wall.

11 - The area smells putrid. There is a high rosewood stool by the northern wall.

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is hidden under a concealed floor panel.

A PILE OF COINS CONTAINING: 2,693ep / 365,350cp

12 - The area smells putrid and has a strong, moaning wind. There are 7 ruined bronze wall sconces on the south wall. There are bent brass manacles with a bloody remains of a hobgoblin on the west wall.

SOMETHING UNUSUAL IN THE AREA...

A wizard floor symbol (*constructed with gray paint, is 5 feet across, and in the shape of a rectangle...it has various plants and flowers scattered around it..*).

13 - The area smells of ozone and has a strong updraft. There are a few areas of dried blood on the south wall. There is a moldy mattress by the northern wall. On the moldy mattress is...jar (filled with centaur bile).

SOMETHING UNUSUAL IN THE AREA...

A fountain (*made of stone with a statue [it is about 9 feet high and made of granite and looks like a human.] in the center and is filled with murky liquid...it is 3 feet deep and 7 feet wide in the shape of a rectangle.*).

14 - The area has a blue colored mist on the floor. There is a small iron cage hanging on the center of the ceiling. There is a birch desk by the northern wall.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A LEATHER SATCHEL CONTAINING: 1,439sp / 46,220cp (*Located inside the cage*)

15 - The area smells putrid. There is 2 feet of iron chain hanging on the west wall. There is vial of perfume, iron tongs, a large pile of gray ashes with a rusty great sword next to it, brass horseshoe, rusty bronze kettle, lapis lazuli (16gp), some shoe prints in various spots, a brown leather boot, small ruined iron bird cage...scattered around the room. There are some cracks on the south wall. There is a mahogany footlocker at the center of the room.

Inside the footlocker is...brass dented shield.

SOMETHING UNUSUAL IN THE AREA...

A pool (*made of stone and is filled with a clear liquid...it is 1 feet deep and 5 feet wide in the shape of a oval...large bubbles form and float to the top where anyone touching the liquid will become trapped in a large bubble that can only be popped with 60 points of damage done to it.*).

16 - The area smells rancid. There is a cedar desk by the northern wall. There are 6 bronze hooks on the east wall.

On the cedar desk is...deck of playing cards --- cloth bag of crushed herbs --- 5 small sticks and twigs.

SOMETHING UNUSUAL IN THE AREA...

A magical talking mouth (*it warns the adventurers to turn back now.*).

ROOM TRAP: A pit opens up in the area that is 11 feet deep. Anyone who falls in will take 2d6 damage...where the walls begin to compact where they will crush all inside in about 20 minutes. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]

17 - The area has a stillness in the air...with an average temperature for the area. You can make out an echoey buzzing sound coming from somewhere. There is a ruined

brown couch by the southern wall. There is a stone chair by the western wall. There is bent dagger hilt, purple pottery shards, rusty bronze pan, small iron carving knife, food scraps, iron kettle, skull of a bugbear...scattered around the room. There is a bunch of areas of dried blood on the east wall. There are 4 iron hooks on the east end of the ceiling.

18 - The area smells dusty and has a stillness in the air...with an average temperature for the area. There are rusty iron manacles with a bloody remains of a dwarf on the west wall.

19 - The area smells stale. There is a high rosewood stool by the eastern wall.

ROOM TRAP: Many columns of fire shoot up through the floor at all in the area where they must save for breath or be turned to ash. [It can be deactivated by tripping a thin wire somewhere on the floor]

20 - The area smells putrid. This room is completely bare.

TROLL [AC: 16 | HD: 6* | ATK: 3 | DMG: 1d6/1d6/1d10 | MV: 40° | #APP: 1d8, Wild 1d8, Lair 1d8 | SV: Fighter: 6 | ML: 10 (8) | TRS: D | XP: 555

WEAPON: bastard sword (2d4 damage)]

-- There are 2 in this area [HIT POINTS: 28, 26]

21 - The area has moisture in the air. There are many cracks at the northeast end of the room. There is a grindstone by the western wall. There is a torture rack made mostly of walnut by the southern wall. There are faint scratches and claw marks on the south wall.

ROOM TRAP: A pit opens up in the area that is 10 feet deep. Anyone who falls in will take 1d6 damage. If they survive, they then must face a LIVING STATUE, STONE [AC: 16 | HD: 5* | ATK: 2 lava sprays | DMG: 2d6/2d6 | MV: 20° | #APP: 1d3 | SV: Fighter: 5 | ML: 12 | TRS: None | XP: 405]. [It can be deactivated by finding a small book somewhere within this area, that shows how the trap can be activated and deactivated]

22 - The area has a strong downdraft. There are many scratches and claw marks on the east wall.

THESE SPECIAL ITEMS ARE LOCATED: in a walnut coffer with a locked keyhole that is invisible by magical means.

A PILE OF COINS CONTAINING: 22,721sp / 45,580cp

JEWELRY: Silvery Gemmed Chain (2,300gp)

23 - The area smells musty and has a strong updraft. There is 4 feet of corroded iron chain hanging on the east wall. There is a broken cauldron by the northern wall. There is a lot of scratches and claw marks on the west wall.

SOMETHING UNUSUAL IN THE AREA...

An idol (*it is about 1 foot high and made of glass [worth 42gp] and looks like a weasel that has gems for eyes - Iolite (30gp)...any magic items that touch it needing charges will be recharged.*)

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A LEATHER KNAPSACK CONTAINING: 93gp / 67ep / 103sp / 290cp (Located inside the cauldron)

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is hidden above a concealed ceiling panel.

TRAPPED: Poisonous insects come out of the container where they must save for poison from the bites or die. [It can be deactivated by a button in plain site on the floor]

A PILE OF COINS CONTAINING: 11ep / 212sp / 10,210cp

24 - The area smells putrid. There are some cracks on the south wall. There is 100 feet of twine hanging on the east wall. There is a broken cauldron by the western wall. There are chiseled drawings of the map to a treasure {located about 20 miles away from here} on the southwest end of the ceiling.

SOMETHING UNUSUAL IN THE AREA...

An idol (*it is about 4 feet high and made of granite and looks like a crab.*)

ROOM TRAP: A wall closes the exits to the area. The ceiling then begins to descend. [It can be deactivated by finding a piece of paper somewhere within the previous area, that shows how the trap can be triggered safely]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A LEATHER SATCHEL CONTAINING: 478ep / 6,524sp / 95,620cp (Located inside the cauldron)

THESE SPECIAL ITEMS ARE LOCATED: in a iron trunk that is hidden above a concealed ceiling panel.

A PILE OF COINS CONTAINING: 720gp / 13ep / 2,350cp

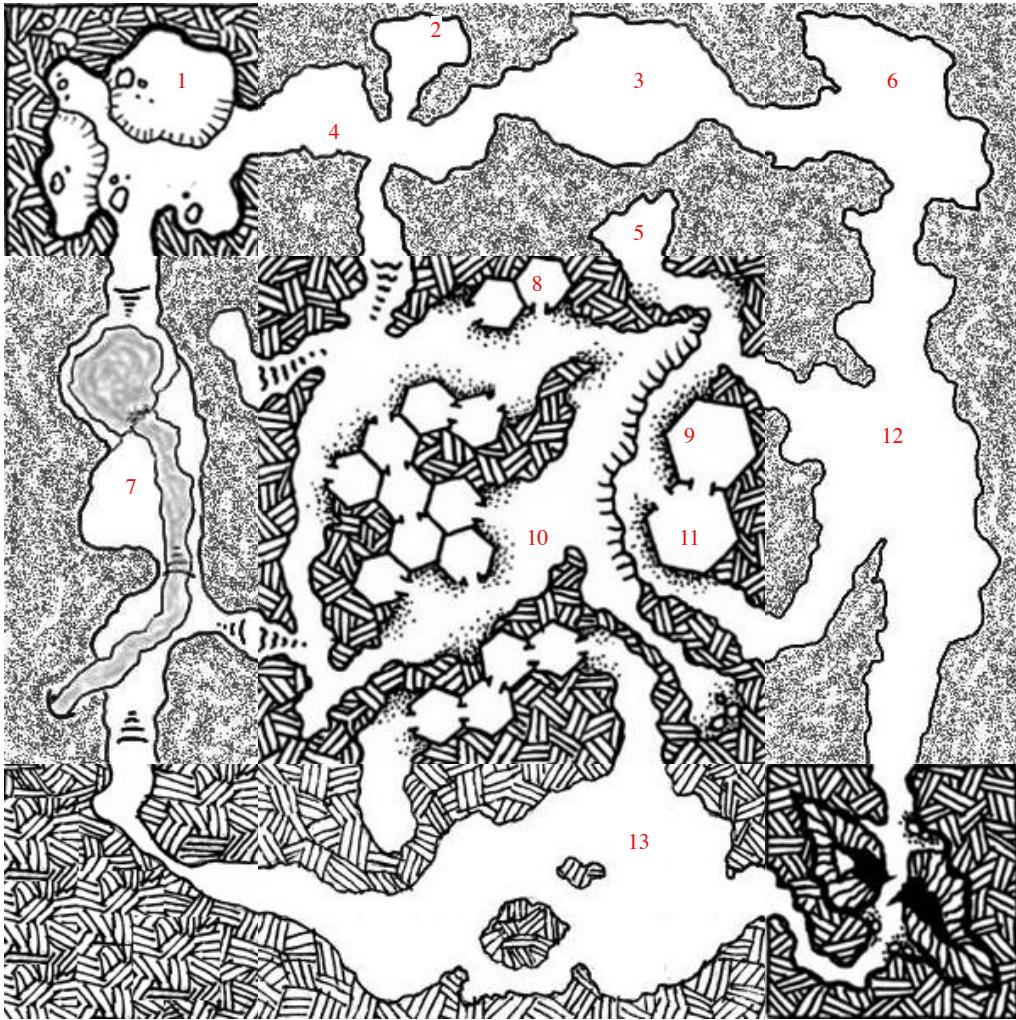
25 - The area smells salty and damp and has a gusting breeze. There are many cobwebs on the south wall. There are coal drawings of constellations on the west wall.

ORC [AC: 14 (11) | HD: 1 | ATK: 1 weapon | DMG: 1d8 or by weapon | MV: 40° | #APP: 2d4, Wild 3d6, Lair 10d6 | SV: Fighter: 1 | ML: 8 | TRS: D | XP: 25

WEAPON: shortsword (1d6 damage)]

-- There are 6 in this area [HIT POINTS: 8, 3, 6, 5, 2, 6]

14 - CAVE (Level 11 Area)



1 - The area smells stale. This is a cavernous area with a few stalactites on the ground. Some fungi grows in various places.

SOMETHING UNUSUAL IN THE AREA...

A magical talking mouth (*it warns that one of their magic items bears a horrible curse, which could be true or false.*).

2 - The area smells of urine. This is a cavernous area with a few stalactites and stalagmites.

3 - The area smells rancid and has a stillness in the air...with an average temperature for the area. This is a cavernous area.

PHASE SPIDER [AC: 15 | HD: 9+1 (+8) | ATK: 1 bite + poison | DMG: 1d6 + poison | MV: 40` | #APP: 1d4 | SV: Fighter: 9 | ML: 7 | TRS: None | XP: 100]
-- There are 3 in this area [HIT POINTS: 38, 39, 37]

ROOM TRAP: Spikes come out of the floor in the area that are roughly 5 feet high and 1 inches wide at the base...where anyone inside must save for paralyzation or suffer 1d10x3 damage. [It can be deactivated by deciphering the coal writings of complicated instructions {requiring an intelligence check to follow} on the floor of the nearest secret room that shows how to disable the trap]

THESE SPECIAL ITEMS ARE LOCATED: in a iron casket that is hidden under a concealed floor panel.

TRAPPED: Poison needles shoot from a nearby wall, attacking as a warrior (level 2). Anyone in front of the container must save for poison or die. [It can be deactivated by a button concealed on the floor]

A ORANGE CLOTH BAG CONTAINING: 920ep / 14,241sp / 169,180cp

GEMS [2 each]: Fire Opal (1,400gp)

JEWELRY: Golden Gemmed Broach (5,000gp)

4 - The area smells rancid. This is a cavernous area where fungi grows in various places.

5 - The area smells bitter. This is a cavernous area where fungi grows in various places.

SOMETHING UNUSUAL IN THE AREA...

A magical talking mouth (*it warns of a nearby trap.*).

6 - The area smells dusty and has a stillness in the air...with an average temperature for the area. You can make out an eerie slopping sound coming from somewhere. This is a cavernous area. Water drips from up above in places.

RAT, GIANT [AC: 13 | HD: 1d4 Hit Points | ATK: 1 bite | DMG: 1d4 + disease | MV: 40' Swim 20' | #APP: 3d6, Wild 3d10, Lair 3d10 | SV: Fighter: 1 | ML: 8 | TRS: C | XP: 13]

-- There are 5 in this area [HIT POINTS: 4, 3, 4, 4, 3]

7 - The area smells of ozone. This is a cavernous area with a few stalactites on the ceiling. Some fungi grows in various places.

8 - The area smells putrid. This is a cavernous area with a few stalactites and stalagmites. Water drips from up above in places.

SOMETHING UNUSUAL IN THE AREA...

A magical talking mouth (*it laughs at the adventurers and tells them they will never save him in time.*).

9 - The area smells of chlorine. This is a cavernous area with a few stalagmites on the ground. Some fungi grows in various places. Water drips from up above in places.

SOMETHING UNUSUAL IN THE AREA...

A pool (*made of brass and is filled with black oil...it is 4 feet deep and 7 feet wide in the shape of a circle...any magic items put in it needing charges will be recharged.*).

WINTER WOLF [AC: 15 | HD: 6 | ATK: 1 bite | DMG: 1d6 + cold | MV: 50' | #APP: 1d4 Lair 1d6 | SV: Fighter: 6 | ML: 7 | TRS: U in lair only | XP: 555]

-- There are 2 in this area [HIT POINTS: 31, 32]

THESE SPECIAL ITEMS ARE LOCATED: in a rosewood trunk that is hidden behind a concealed wall panel.

A PILE OF COINS CONTAINING: 377sp / 2,960cp

GEMS [2 each]: Coral (40gp)

10 - The area smells of manure. You can make out an echoey hissing sound coming from somewhere. This is a cavernous area with a few stalagmites on the ground.

SOMETHING UNUSUAL IN THE AREA...

A pool (*made of crystal and appears to be empty...it is 4 feet deep and 10 feet wide in the shape of a square.*).

11 - The area smells rancid and has a stillness in the air...with an average temperature for the area. This is a cavernous area with a few stalagmites on the ground.

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is hidden above a concealed ceiling panel.

TRAPPED: A magical teleporter will send the opener about 2 miles away in a random direction naked while their belongings drop to the floor. [It can be deactivated by tripping a thin wire within the container]

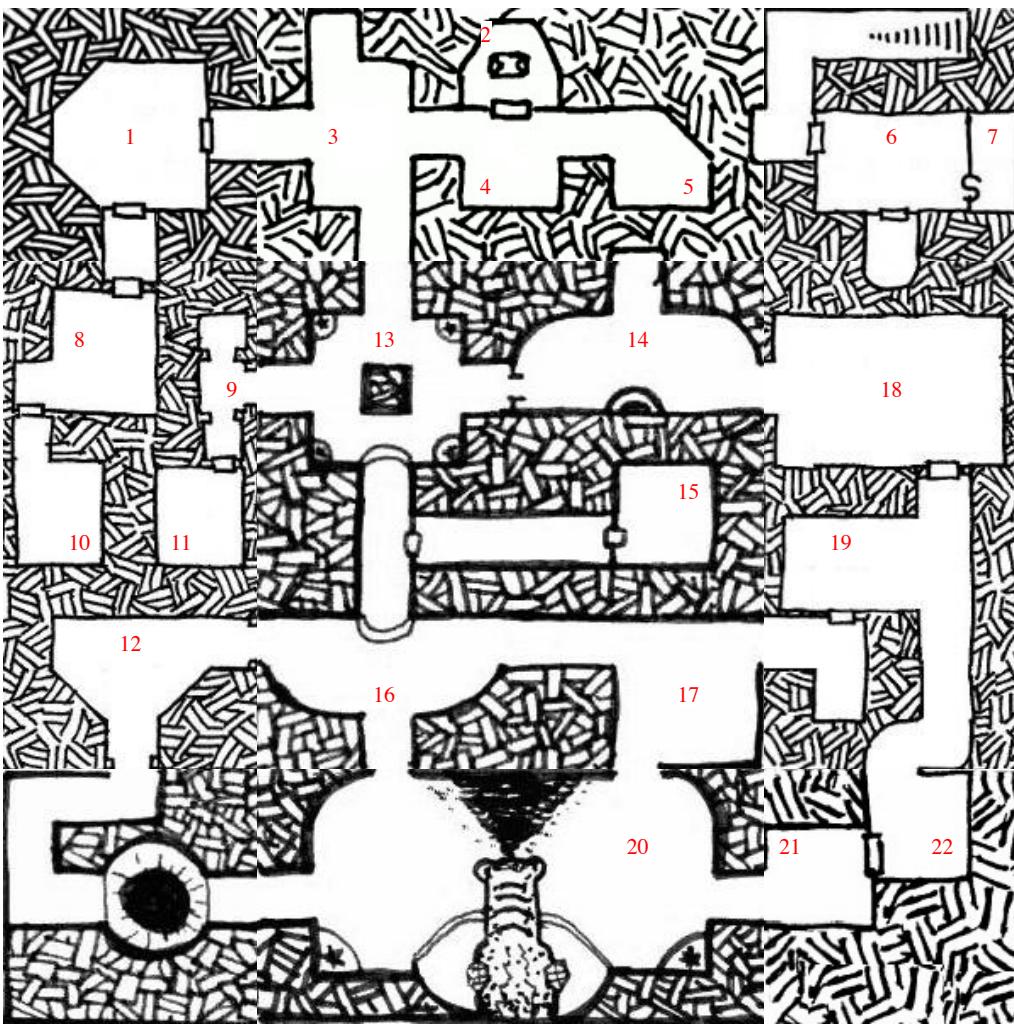
A PILE OF COINS CONTAINING: 32pp / 2ep / 20sp

12 - The area smells putrid and has a strong, moaning wind. This is a cavernous area with a few stalactites and stalagmites.

13 - The area smells musty. This is a cavernous area with a few stalactites on the ceiling. Some fungi grows in various places.

ROOM TRAP: Thorny vines fill the area and tangle around anyone inside causing 1d4+11 damage each round and can only be removed after 220 points of damage have been done to the thick vines. [It can be deactivated by tripping a thin wire somewhere on the floor]

15 - DUNGEON (Level 11 Area)



1 - The area smells of rotting vegetation. There is a walnut chest of drawers by the western wall. There is a maple armor rack hanging on the east wall. On the maple armor rack is...torn leather armor --- rusted chain mail armor.

SOMETHING UNUSUAL IN THE AREA...

An idol (*it is about 4 feet high and made of steel [worth 30gp] and looks like a dolphin.*)

LIVING STATUE, IRON [AC: 18 | HD: 4* | ATK: 2 fists | DMG: 1d8/1d8 + special | MV: 10` | #APP: 1d4 | SV: Fighter: 4 | ML: 12 | TRS: None | XP: 280]
-- There are 3 in this area [HIT POINTS: 13, 18, 12]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A LEATHER KNAPSACK CONTAINING: 66gp / 2ep / 27sp / 260cp (*Located inside the walnut chest of drawers*)

THESE SPECIAL ITEMS ARE LOCATED: in a cedar footlocker that is hidden behind a concealed wall panel.

A BLACK CANVAS RUCKSACK CONTAINING: 53gp / 62sp / 960cp

Silver-colored, decanter of underwater breathing draught. This liquid looks oily in appearance. It also has a peppery taste and smell to it. It seems to be fallow (yellow) in color.

2 - The area smells bitter. There is a painting of a house on the south wall.

3 - The area smells dank and moldy. There is a brazier at the center of the room.

ROOM TRAP: An acid liquid that splashes anyone inside, causing 1d4x12 damage. They must also save for breath or be blind for 7 days. [It can be deactivated by a lever hidden on the ceiling of the nearest secret room]

THESE SPECIAL ITEMS ARE LOCATED: in a mahogany case with a locked padlock that is hidden under a concealed floor panel.

TRAPPED: Purple gases fill the area. Any flame will ignite it causing all in front of the container to save for breath from the explosion or be turned to ash. [It can be deactivated by tapping the ceiling in a particular spot...and from a safe distance]

GEMS [1 each]: Deep Blue Spinel (200gp)

A PILE OF COINS CONTAINING: 1,907sp / 6,860cp

4 - The area has a strong wind. This room had been emptied recently.

5 - The area smells putrid and has a gusting breeze. There is 4 feet of bent iron chain hanging on the center of the ceiling.

ROOM TRAP: A magical beam of frost hits all in the area where they must save for magical spells or suffer 1d4x3 damage. [It can be deactivated by finding a piece of paper somewhere within this area, that shows the word that must be spoken out loud {htohs} to disable the trap]

6 - The area smells dusty. There is a broken cauldron by the southern wall.

7 - The area smells of smoke. There is a broken stone wall basin on the east wall. There is 16 feet of rope hanging on the west end of the ceiling. There is a rosewood desk by the eastern wall. There is ruined bronze dented plate armor, crucible, a huge pile of various bones, whip...scattered around the room.

SOMETHING UNUSUAL IN THE AREA...

An idol (*it is about 4 feet high and made of gold [worth 6,000gp] and looks like a leopard...touching it triggers a trap [ROOM TRAP: Thorny vines come out of it and tangle around the toucher causing 1d4+1 damage each round and can only be removed after 20 points of damage have been done to the thick vines. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]]*).).

8 - The area has a white colored steam in the air. There is a padded rotting wood chair by the western wall. There is a round bent metal mirror hanging on the west wall. On the padded rotting wood chair is...metal bucket.

SOMETHING UNUSUAL IN THE AREA...

A wizard floor symbol (*constructed with scarlet colored pebbles, is 8 feet across, and in the shape of a triangle...it has animal bones among it...entering it triggers a trap [ROOM TRAP: Many columns of fire shoot up through the floor at all in the area where they must save for breath or suffer 1d6x2 damage. [It can be deactivated by deciphering the dried blood writings of a long dead draconic language on the ceiling of the nearest secret room that shows how the trap can be broken]]*)).

SKUM [AC: 13 | HD: 2* | ATK: 1 bite and 2 claws, or 1 weapon | DMG: bite 2d6 claws 1d4 each | MV: 20' Swim 40' | #APP: 1d4+1, Wild 1d4+1, Lair 1d10+5 | SV: Fighter: 2 | ML: 8 or 12 | TRS: B | XP: 100]
-- There are 4 in this area [HIT POINTS: 9, 12, 5, 11]

9 - The area smells metallic. There is a painting of a mountain on the west wall. There is a mattress by the eastern wall. There is a rusty metal standing mirror at the east end of the room.

10 - The area has a stillness in the air...with an average temperature for the area. There is a oak shelf hanging on the south wall. There is a mattress by the northern wall.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

Longbow Arrow +1 (*Located on top of the hanging oak shelf - TRAPPED: ROOM TRAP: The ceiling caves in and causes 1d6x3 damage to all inside. [It can be deactivated by a switch in plain site on the ceiling]*)

11 - The area has dryness in the air. There is a cedar crate by the northern wall. There are metal manacles with a bloody body of a hobgoblin on the north wall. On a bloody body of a hobgoblin is...unusual coin of unknown metal with a symbol of a cross on it --- tinderbox --- wooden wrist sundial.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A BLUE LEATHER RUCKSACK CONTAINING: 369gp / 658ep / 233sp / 8,040cp (*Located inside the crate*)

12 - The area has a stillness in the air...with an average temperature for the area. There is a padded crumbling stone chair by the southern wall. There is rabbit's foot, wooden club, prayer beads, bits of fur and hair...scattered around the room. There are 9 torches held in iron wall sconces [only 3 are useable] on the west wall. On the padded crumbling stone chair is...dart.

SOMETHING UNUSUAL IN THE AREA...

A magical talking mouth (*created by Izlay the Priest...it pleads to the adventurers to hurry before it is too late.*).

13 - The area has a stillness in the air...with an average temperature for the area. There is a 4 foot wide hole that goes 1 feet up on the northwest end of the ceiling.

14 - The area smells clean. You can make out a quiet shuffling sound coming from somewhere. This room is bare of anything.

SHADOW* [AC: 13 | HD: 2* | ATK: 1 touch | DMG: 1d4 + 1 point Strength loss | MV: 30' | #APP: 1d10, Wild 1d10, Lair 1d10 | SV: Fighter: 2 | ML: 12 | TRS: F | XP: 100]
-- There are 9 in this area [HIT POINTS: 9, 11, 14, 10, 9, 11, 7, 10, 12]

15 - The area smells fetid and stale. There is a rosewood stool by the southern wall. There are some areas of dried blood on the center of the ceiling. There is fishing pole, bronze lamp, bronze scissors...scattered around the room.

SOMETHING UNUSUAL IN THE AREA...

An idol (*it is about 2 feet high and made of brass [worth 85gp] and looks like a leprechaun that has gems for eyes - Freshwater Pearl (16gp)*).).

16 - The area has a white colored mist on the floor. There is a ruined tapestry of a dragon on the north wall. There is dart, 6 small sticks and twigs, cloth bag of crushed herbs, iron flask of scented oil, small leather pouch of red sand...scattered around the room. There are some traces of mold on the center of the ceiling.

17 - The area has a stillness in the air...with an average temperature for the area. There is a pallet by the southern wall.

SOMETHING UNUSUAL IN THE AREA...

A magical talking mouth (*it tells the adventurers about some coins that is hidden in room #22, which will only appear if they go into the room and search for an invisible item. It is really a trick that springs a trap. ROOM TRAP: Yellow gases fill the area causing memory loss to anyone inside for about 2 hours...where memorized spells are also lost. [It can be deactivated by a switch in plain site on the wall of the nearest secret room].*)

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A PURPLE LEATHER BAG CONTAINING: 50gp / 113ep / 77sp / 4,310cp (*Located under the pallet - TRAPPED: ROOM TRAP: A locked iron cage that falls from the ceiling and lands on all of those close to the item. [It can be deactivated by a switch in plain site on the wall]*)

18 - The area has a strong wind. You can make out a loud roaring sound coming from somewhere. There is a weird yellow slime on the south wall. There is a small locked metal cage with humanoid bones on the bottom at the southeast end of the room.

19 - The area smells pungent and has an oddly still air, but warm...with stillness in the air. There is a iron shelf hanging on the south wall.

SOMETHING UNUSUAL IN THE AREA...

A wizard floor symbol (*constructed with bone dust, is 5 feet across, and in the shape of a oval...it has 7 white candles among it....any magic items brought in it needing charges will be recharged if one knows the magic word. A mage with a 17 intellect can read the symbols to learn the magic word is 'fluwurg', which activates or deactivates the shape's power.*)

CENTIPEDE, GIANT [AC: 11 | HD: 1d4 Hit Points* | ATK: 1 bite | DMG: poison | MV: 40` | #APP: 2d4, Wild 2d4, Lair 2d4 | SV: Normal Man | ML: 7 | TRS: None | XP: 13]
-- There are 5 in this area [HIT POINTS: 3, 4, 1, 3, 1]

20 - The area smells bitter. There is whip, brass dented plate armor, 8 pieces of wood, 5 foot long bent iron bar, fishing pole...scattered around the room.

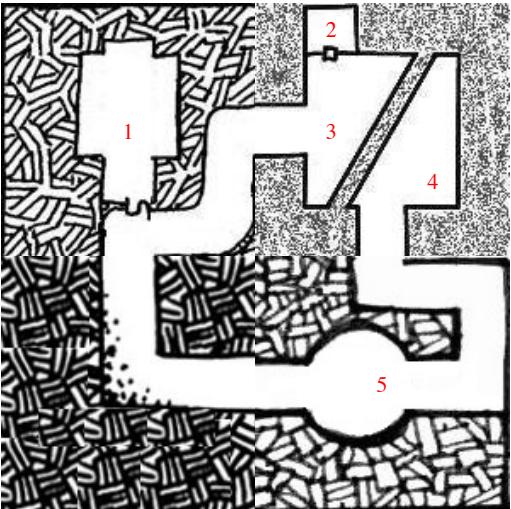
SOMETHING UNUSUAL IN THE AREA...

A wizard floor symbol (*constructed with carvings in the floor, is 5 feet across, and in the shape of a rectangle...it has various wizard symbols among it...any magic items brought in it will be disenchanted.*)

21 - The area has a slight downdraft. There is a broken cauldron by the northern wall. There are many cracks at the southwest end of the room. There is a ruined painting of a castle on the south wall. There is a broken stone tub by the southern wall. There is a birch chest of drawers by the eastern wall.

22 - The area has a stillness in the air...with an average temperature for the area. This room is completely bare.

16 - DUNGEON (Level 12 Area)



1 - The area has dust in the air. There is a warped wood chair by the northern wall. On the warped wood chair is...bottle of cheap wine.

2 - The area smells of urine. There is a granite chair by the northern wall. On the granite chair is...wooden flagon.

3 - The area has a slight downdraft. There is a half full keg of water by the northern wall. There is a lot of blood smears on the east end of the ceiling. There is a cracked granite chair at the northwest end of the room.

ROOM TRAP: Poison needles shoot from a nearby wall, attacking as a warrior (level 12). Anyone in the area must save for poison or die. [It can be deactivated by tripping a thin wire somewhere on the floor]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

JEWELRY: Silver Earring (600gp) (*Located under the cracked granite chair*)

THESE SPECIAL ITEMS ARE LOCATED: in a birch case that is hidden under a concealed floor panel.

A LEATHER BACKPACK CONTAINING: 20pp / 35gp / 5ep / 85sp / 2,550cp

4 - The area has a stillness in the air...with an average temperature for the area. There is a birch armor rack hanging on the east wall. There is a oak weapon rack hanging on the west wall. On the birch armor rack is...dented buckler --- shield [made of iron] --- splint mail armor [made of silver] --- leather armor [made of animal hide and is yellow in color...with a skull symbol on the front that is jade in color] --- chain mail armor [made of steel...with an axe symbol on the front and back that is scarlet in color] --- dented tower shield.

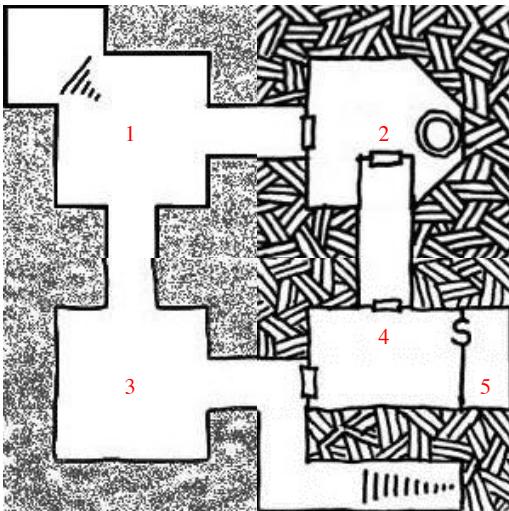
SOMETHING UNUSUAL IN THE AREA...

A magical talking mouth (*it laughs at the adventurers and tells them they will never save him in time.*).

RED SLIME, SMALL [AC: 11 | HD: 1 | ATK: 1 | DMG: 1d4 per round by Hit Dice | MV: 10' | #APP: 1 | SV: Fighter: 1 | ML: 12 | TRS: None | XP: 25]
-- There is 1 in this area [HIT POINTS: 7]

5 - The area smells stale. This room had been emptied long ago.

17 - DUNGEON (Level 12 Area)



1 - The area smells rancid. There is a ruined tapestry of a keep on the south wall. There is a bunch of blood smears on the west wall. There is a cracked granite tub by the western wall.

2 - The area has a white colored steam in the air. There is a wooden chair by the northern wall.
On the wooden chair is...wooden club.

3 - The area has a cold current. This room is totally empty.

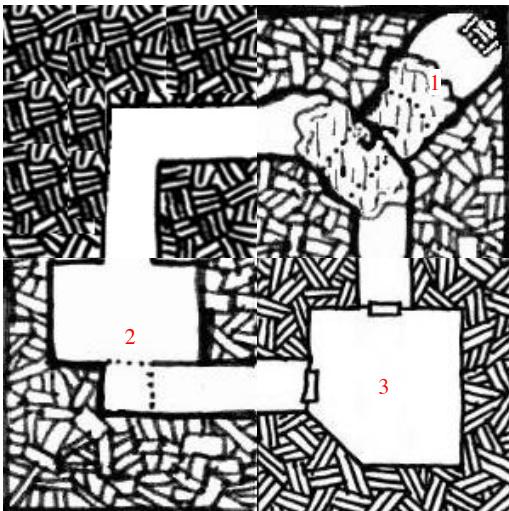
4 - The area has a strong, gusting wind. There are many blood smears on the center of the ceiling. There is a few blood smears on the east wall.

SOMETHING UNUSUAL IN THE AREA...

A pool (*made of bronze and appears to be empty...it is 4 feet deep and 8 feet wide in the shape of a rectangle.*).

5 - The area smells of sulphur. There is bloody head of a human, an empty keg, spyglass, metal pail, 6 arrows, a large pile of ashes with a bronze shield next to it, quill...scattered around the room. There is a walnut armoire by the southern wall. There is 5 feet of iron chain hanging on the east wall. There are 4 iron wall sconces on the north wall. There is a rosewood desk by the eastern wall. There is a pallet by the western wall. There is a small bronze mirror hanging on the west wall. There is a medium-short metal cage hanging on the north end of the ceiling.
On the pallet is...metal candle snuffer --- vial of perfume.

18 - DUNGEON (Level 13 Area)



1 - The area smells putrid and has a slight breeze. There is a grindstone at the southeast end of the room.

ROOM TRAP: A pit opens up in the area that is 10 feet deep. Anyone who falls in will take 1d6 damage. [It can be deactivated by a button magically hidden on the ceiling]

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is hidden behind a concealed wall panel.

A PILE OF COINS CONTAINING: 3,000cp

JEWELRY: Silvery Gold 3 Inch Sphere (1,000gp)

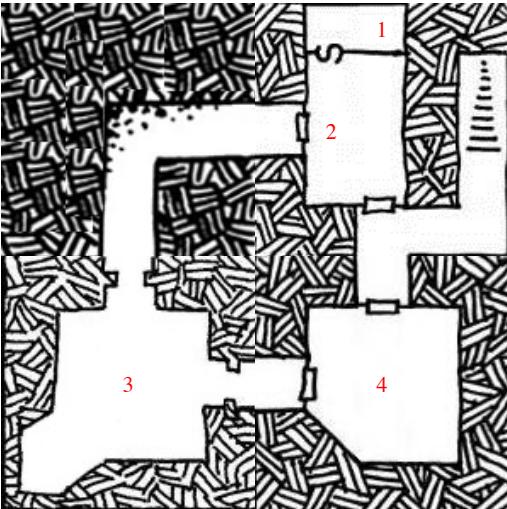
2 - The area has an oddly still air...with dust in the air. There is a walnut cupboard hanging on the east wall. There is a maple stool by the eastern wall.

3 - The area smells salty and damp and has an oddly still air, but cold...with a yellow colored mist near the ceiling. There is a oak bunk bed by the southern wall.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A LEATHER SACK CONTAINING: 896gp / 141ep / 14sp / 570cp (*Located under the oak bunk bed*)

19 - DUNGEON (Level 13 Area)



1 - The area has a strong, moaning wind. There is a padded cracked granite chair by the northern wall. There is a bunch of cracks on the east wall. On the padded cracked granite chair is...glass bottle of water.

2 - The area smells metallic. There is a brown canvas satchel hanging on the south wall. There is a birch cupboard by the western wall. There is a mahogany weapon rack hanging on the east wall. There is a maple desk by the southern wall. Inside the birch cupboard is...spoiled foods of prunes.

SALAMANDER, FROST* [AC: 21 | HD: 12* (+10) | ATK: 4 claws/1 bite + cold | DMG: 1d6/1d6/1d6/1d6/2d6 + 1d8/round | MV: 40' | #APP: 1d3, Wild 1d3, Lair 1d3 | SV: Fighter: 12 | ML: 9 | TRS: E | XP: 1,975]
-- There are 3 in this area [HIT POINTS: 51, 43, 70]

3 - The area has an oddly still air, but cold...with stillness in the air. There are chalk writings that warns of a nearby trap...but written in a long dead demonic language on the north wall. There is 5 feet of iron chain fastened at the center of the room. There is a ruined leather rucksack hanging on the south wall. There is corroded brass fork, rebeck, 6 pieces of fake copper, metal hand saw, a map of this area, iron goblet, useless leather satchel...scattered around the room.

SOMETHING UNUSUAL IN THE AREA...

A statue (*it is about 8 feet high and made of ivory [worth 850gp] and looks like a eagle that has gems for eyes - Eye Agate (12gp)...it points toward a secret door, clue, or treasure.*).

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A PURPLE CANVAS RUCKSACK CONTAINING: 74gp / 44ep / 237sp / 5,160cp (*Located inside the ruined leather rucksack on the wall*)

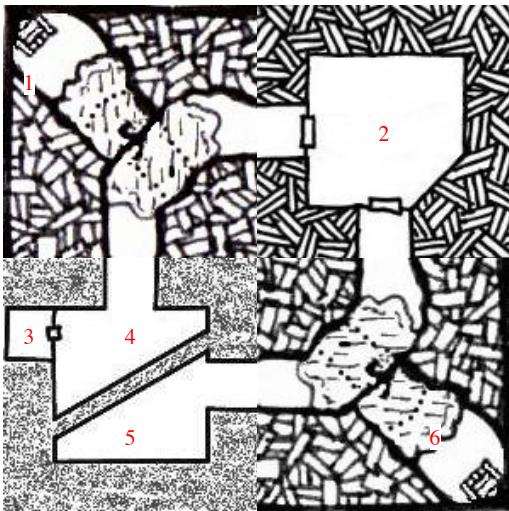
THESE SPECIAL ITEMS ARE LOCATED:

TRAPPED: Thorny vines come out of the container and tangle around the opener causing 1d4+12 damage each round and can only be removed after 240 points of damage have been done to the thick vines. [It can be deactivated by finding a piece of parchment somewhere within the nearest secret room, that shows how one can simply avoid the trap]

A WHITE CANVAS SATCHEL CONTAINING: 476pp / 1,802sp / 50,960cp

4 - The area smells of chlorine. There is a brazier by the northern wall. There are coal drawings of circles at the north end of the room.

20 - DUNGEON (Level 14 Area)



1 - The area smells of ozone and has a strong, moaning wind. There is a stone armchair by the western wall. There is a crumbling stone shelf hanging on the south wall. On the stone armchair is...small lead figurine. On top of the hanging crumbling stone shelf is...pipe tobacco --- 6 gold nuggets worth 5 gold each.

SOMETHING UNUSUAL IN THE AREA...

An altar (*made of rusted iron and has a yellow colored cloth on top on it...causes anyone that touches it to become good.*).

2 - The area smells rancid. You can make out a faint howling sound coming from somewhere. There is a rosewood desk by the southern wall. There is a rosewood cupboard by the eastern wall. There is mortar and pestle, drum...scattered around the room. Inside the rosewood cupboard is...spoiled foods of fowl --- onions --- plums --- bread --- cheese --- fish --- jar of pickles --- apples.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A LEATHER BAG CONTAINING: 153pp / 4,466gp / 457ep / 5,223sp / 49,590cp (*Located inside the rosewood desk*)

3 - The area has a stillness in the air...with an average temperature for the area. There is a maple armor rack by the northern wall. There is a medium-sized locked metal cage by the southern wall.

4 - The area smells putrid. There is 2 feet of iron chain hanging on the east wall. There is cork, rusty metal dented plate armor, soiled yellow rag...scattered around the room. There is a tapestry of a scenic jungle view on the west wall. There is a steel throne by the southern wall.

5 - The area smells of rotten meat. There is compass, compass, grappling hook & hemp rope (90'), dented bronze lamp, rawhide necklace, deck of tarot cards, small leather pouch of black powder, iron crowbar, red-colored, decanter of holy water, vial of insect repellent...scattered around the room. There is 70 feet of twine hanging on the south wall. There is a pallet by the southern wall.

SOMETHING UNUSUAL IN THE AREA...

An idol (*it is about 4 feet high and made of ivory [worth 500gp] and looks like a chimera...anyone examining it will find a hidden opening with A PILE OF COINS*)
CONTAINING: 176pp / 77gp / 438ep / 101sp / 5,380cp.)

ZOMBIE, FLESH EATER [AC: 14 | HD: 2 | ATK: 2 claws/1 bite | DMG: 1d3/1d3/1d6 | MV: 40' | #APP: 2d8 | SV: Fighter: 2 | ML: 12 | TRS: None | XP: 125]
-- There are 3 in this area [HIT POINTS: 10, 9, 4]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A GREEN CLOTH SATCHEL CONTAINING: 26gp / 74sp / 420cp (*Located under the pallet - TRAPPED: ROOM TRAP: White gases fill the area. Any flame will ignite it causing all in front of the item to save for breath from the explosion or suffer 1d6x2 damage. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]*)

6 - The area smells dusty. There is a cedar chest that is locked with a padlock by the northern wall. Inside the chest is...compass.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A RED CLOTH BACKPACK CONTAINING: 142gp / 34ep / 141sp / 2,280cp (*Located inside the chest*)

THESE SPECIAL ITEMS ARE LOCATED: in a iron trunk that is hidden under a concealed floor panel.

A PILE OF COINS CONTAINING: 350,000cp

21 - DUNGEON (Level 14 Area)



1 - The area smells putrid. There is a mahogany cupboard by the southern wall.

SOMETHING UNUSUAL IN THE AREA...

A wizard floor symbol (*constructed with dead bugs, is 8 feet across, and in the shape of a pentagram...it has a sacrificial knife...any magic items brought in it needing charges will be recharged if one knows the magic word. A mage with a 17 intellect can read the symbols to learn the magic word is 'norjez', which activates or deactivates the shape's power.*).

2 - The area smells bitter and has a stillness in the air...with an average temperature for the area. There is a pillory made mostly of birch with areas of dried blood by the western wall. There is iron candle snuffer, bronze bowl, 3 sling stones, corroded iron bowl, small piles of ashes, 15 square feet of canvas, ivory dice...scattered around the room. There is a granite bench by the southern wall. There is a mounted giant head on the north wall.

3 - The area smells fetid and stale and has a strong, moaning wind. You can make out a muffled grating sound coming from somewhere. There is a maple chest of drawers by the eastern wall. There is a bent iron bell with a 2 foot iron chain hanging on the north end of the ceiling. There is a brazier by the northern wall. There is clay jug of scented oil, 9 foot wood pole...scattered around the room.

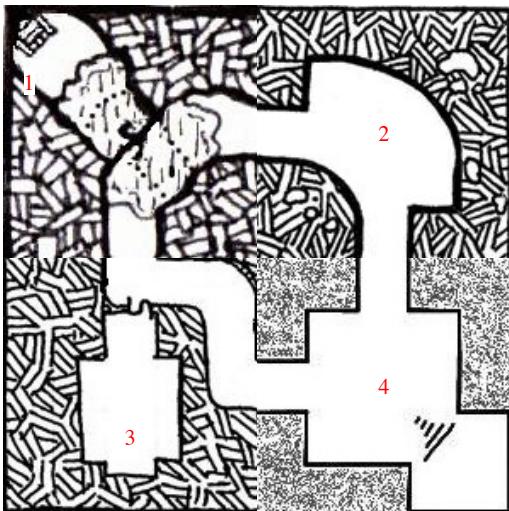
ROOM TRAP: Green poisonous gases fill the area where anyone inside must save for poison or die. [It can be deactivated by a handle concealed on the ceiling]

4 - The area smells stale. This room had been emptied long ago.

SOMETHING UNUSUAL IN THE AREA...

An altar (*made of glass and has chains on it.*).

22 - DUNGEON (Level 15 Area)



1 - The area smells putrid and has a stillness in the air...with an average temperature for the area. There is 4 feet of corroded iron chain hanging on the north wall.

2 - The area smells dusty and has a stillness in the air...with an average temperature for the area. This room is bare of anything.

3 - The area smells putrid. There is a wooden bench at the center of the room.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

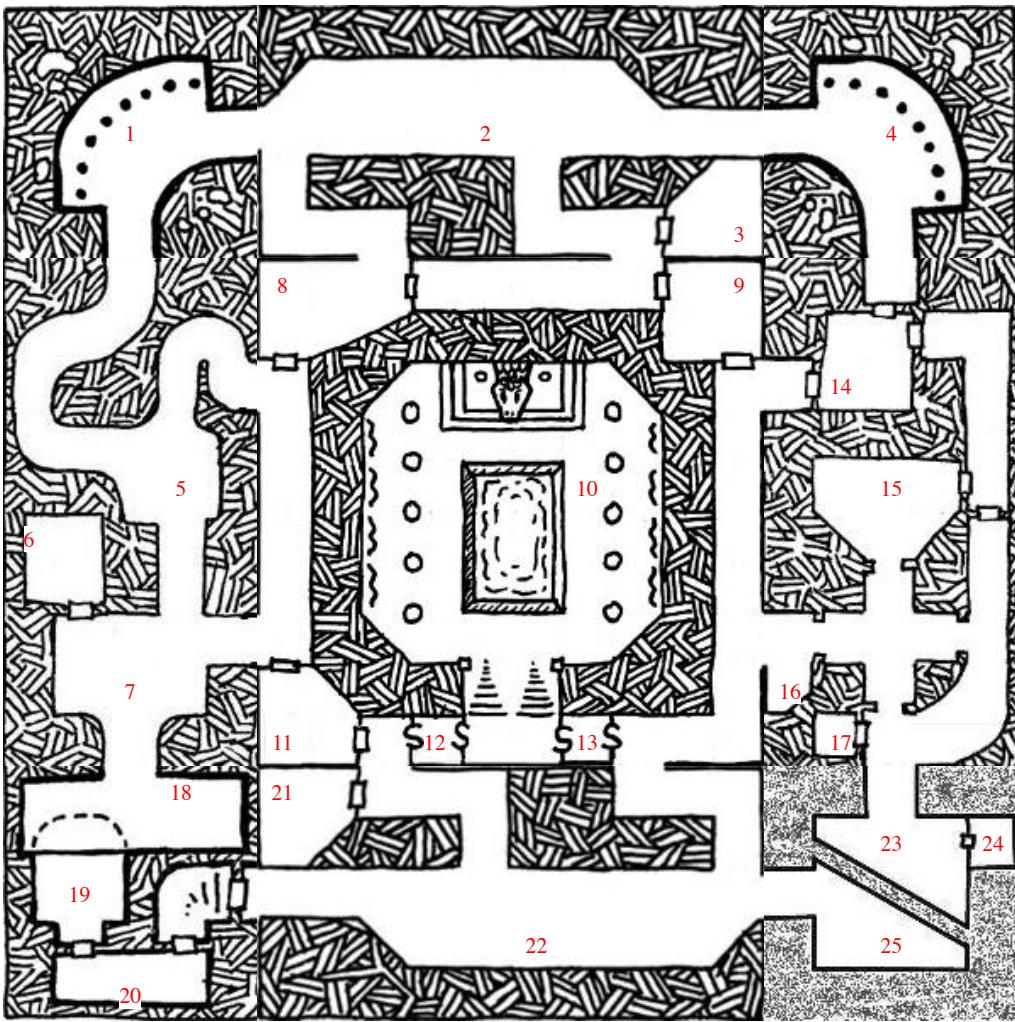
A RED CLOTH SACK CONTAINING: 3,265gp / 232sp / 43,860cp (*Located under the wooden bench*)

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is hidden behind a concealed wall panel.

TRAPPED: White gases come out of the container that cause instant unconsciousness to the opener for about 9 turns...unless they can save for paralysis. [It can be deactivated by deciphering the chalk writings of simple instructions on the wall of the nearest secret room that shows how the trap can be activated and deactivated]
A PILE OF COINS CONTAINING: 1,258gp / 4,227sp / 164,660cp

4 - The area smells of chlorine. You can make out a close knocking sound coming from somewhere. There is 6 crossbow bolts, brass knuckles, small brass carving knife, ruined iron dented shield, corroded brass dented helm, corroded brass candlestick, metal hacksaw, dart, rosewood cane, wooden stake...scattered around the room. There is a broken stone tub at the west end of the room.

23 - DUNGEON (Level 15 Area)



1 - The area has a stillness in the air...with an average temperature for the area. There is red leather boots, beeswax...scattered around the room. There is 50 feet of moldy rope hanging on the south wall. There are 9 bent brass hooks on the north wall.

2 - The area smells of chlorine. There is a few areas of moisture on the west wall.

ROOM TRAP: A pit opens up in the area that drops 41 feet before landing in water. Anyone who falls in will be in a large underground cave containing a ELEMENTAL, WATER* [AC: 20 | HD: 12* (+10) | ATK: 1 | DMG: 2d8 | MV: 20' (15') | Swim 60' | #APP: special | SV: Fighter: 12 | ML: 10 | TRS: None | XP: 1,975]. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]

THESE SPECIAL ITEMS ARE LOCATED: in a iron strongbox with a locked padlock that is hidden behind a concealed wall panel.

TRAPPED: Vines come out of the container and tangle around the opener and can only be removed after 80 points of damage have been done to the thick vines. [It can be deactivated by a handle concealed on the ceiling of the nearest secret room]

A PILE OF COINS CONTAINING: 90gp / 17ep / 51sp / 2,630cp

Potion of Control Plant

3 - The area has an oddly still air, but cold...with dryness in the air. There is a maple bunk bed by the eastern wall. There is a blue couch by the northern wall. There is a steel wall basin, filled with clean water on the south wall.

On the maple bunk bed is...tan leather boots --- prayer beads --- broken hooded lantern.

On the blue couch is...metal kettle --- pint of lamp oil --- wooden pitcher.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A YELLOW CANVAS RUCKSACK CONTAINING: 7,935ep / 353,250cp (Located under the maple bunk bed - TRAPPED: ROOM TRAP: A pit opens up in front of the item that is 21 feet deep (taking 3d6 damage from the fall) and filled with some odd blue mushrooms. Anyone who falls in will land on them, causing them to release gray spores that cause the victim to fall asleep for 2 hours unless they can save for poison. [It can be deactivated by a button concealed on the ceiling of the nearest secret room])

4 - The area smells dusty and has a strong updraft. There is 40 feet of twine hanging on the south wall. There are many cobwebs on the east wall.

5 - The area smells dusty and has a stillness in the air...with an average temperature for the area. There is a cracked granite workbench by the northern wall. There is a ripped mat at the center of the room.

On the cracked granite workbench is...soiled gray rag --- wooden case containing paints --- wooden club.

DARKMANTLE [AC: 17 | HD: 1+2* | ATK: 1 slam | DMG: 1d4 | MV: 20` | #APP: 2d6 | SV: Fighter: 1 | ML: 7 | TRS: None | XP: 37]

-- There are 4 in this area [HIT POINTS: 3, 8, 7, 8]

6 - The area smells stale. There is a mounted deer head on the north wall.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A RED LEATHER SATCHEL CONTAINING: 1,416pp / 5gp / 419ep / 949sp / 1,570cp (*Located inside the mounted deer head - TRAPPED: ROOM TRAP: A pit opens up in front of the item that is 26 feet deep. Anyone who falls in will take 3d6 damage...where the walls begin to compact where they will crush all inside in about 20 minutes. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]*)

7 - The area smells stale and has a strong wind. There is a bunch of areas of water dripping on the northwest end of the ceiling. There is a broken cauldron by the southern wall. There is a bunch of cracks on the west wall.

ROOM TRAP: Gray gases fill the area that cause instant unconsciousness to anyone inside for about 5 turns...unless they can save for paralysis. [It can be deactivated by tripping a thin wire somewhere on the floor]

8 - The area smells stale. You can make out a loud whispering sound coming from somewhere. There is a broken brown canvas knapsack hanging on the west wall. There is a cedar armoire by the western wall. There is a low marble table by the eastern wall. There is a maple desk by the southern wall. Inside the cedar armoire is...torn orange dress --- ruined red blouse --- ruined orange dress --- torn brown robe --- torn black smock.

9 - The area smells putrid. There are rusty iron manacles hanging on the northwest end of the ceiling. There are chiseled drawings of squares at the center of the room. There is a granite shelf by the eastern wall. There is corroded bronze candle snuffer, paint brush...scattered around the room.

10 - The area has a slight, damp breeze. There are ruined iron manacles hanging on the southeast end of the ceiling. There is a oak barrel by the eastern wall.

SOMETHING UNUSUAL IN THE AREA...

An idol (*it is about 1 feet high and made of gold [worth 2,000gp] and looks like a minotaur that has gems for eyes - Freshwater Pearl (11gp).*)

ROOM TRAP: Gray gases fill the area that cause instant unconsciousness to anyone inside for about 6 turns...unless they can save for paralysis. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]

11 - The area has a slight, damp breeze. There is a oak desk by the northern wall. There is jar of glue, a pile of ashes with a metal shield next to it, iron scissors, wooden brooch, bits of straw and hay, deck of tarot cards...scattered around the room. There are 6 iron hooks on the north wall. There is a brazier by the southern wall.

12 - The area smells dusty. This room is completely empty.

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is invisible by magical means.

Potion of Heroism

A PILE OF COINS CONTAINING: 10,618sp / 162,640cp

GEMS [3 each]: Freshwater Pearl (14gp)

13 - The area has moldiness in the air. There is a rosewood desk by the western wall. There is metal horseshoe, 2 sling stones, walnut cane, 2 pieces of fake copper...scattered around the room.

14 - The area smells of sulphur. You can make out an eerie splintering sound coming from somewhere. This room has nothing within.

SOMETHING UNUSUAL IN THE AREA...

A pool (*made of gold with a statue [it is about 8 feet high and made of steel [worth 140gp] and looks like a gargoyle.] in the center and appears to be empty...it is 5 feet deep and 7 feet wide in the shape of a hexagon.*)

15 - The area has a stillness in the air...with an average temperature for the area. There are black painted writings that warns of a nearby trap...but written in a cryptic orcish language on the east wall. There is a walnut barrel by the southern wall.

16 - The area smells of urine. There is a medium-sized locked metal cage by the southern wall.

SOMETHING UNUSUAL IN THE AREA...

A statue (*it is about 4 feet high and made of granite and looks like a hydra...it is cursed where the toucher's hands and eyes will randomly drip blood until curse removing magic is used.*)

17 - The area smells metallic. There is a maple stool by the northern wall.

SOMETHING UNUSUAL IN THE AREA...

An altar (*made of marble and has various carvings on it...touching it triggers a trap [ROOM TRAP: Spikes come out of the floor in front of it that are roughly 3 feet high*)

and 1 inches wide at the base...where the toucher must save for paralyzation or suffer 1d10x4 damage. [It can be deactivated by finding a scroll somewhere within the previous area, that shows how the trap can be triggered safely]].).

18 - The area smells rancid. There is a mounted boar head on the south wall.

19 - The area smells clean. There are some cracks on the center of the ceiling. There is a oak chest of drawers by the northern wall.

20 - The area smells musty. There is a white couch by the western wall. There is a walnut chest by the eastern wall. There is a medium-short iron cage with straw on the bottom hanging on the center of the ceiling.

21 - The area smells musty. There are chalk writings that tells the location of a nearby secret room...but written in a goblinoid language on the southeast end of the ceiling.

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is hidden under a concealed floor panel.

A PURPLE CANVAS BACKPACK CONTAINING: 89gp / 258sp / 8,440cp

22 - The area smells of rotten meat. There is a high birch stool at the center of the room.

23 - The area smells dusty. There are 5 bent brass hooks on the west wall.

ROOM TRAP: Vines fill the area and tangle around anyone inside and can only be removed after 280 points of damage have been done to the thick vines. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]

24 - The area smells of urine and has a slight breeze. There is a birch casket by the southern wall. There is a ruined blue couch by the western wall.

SOMETHING UNUSUAL IN THE AREA...

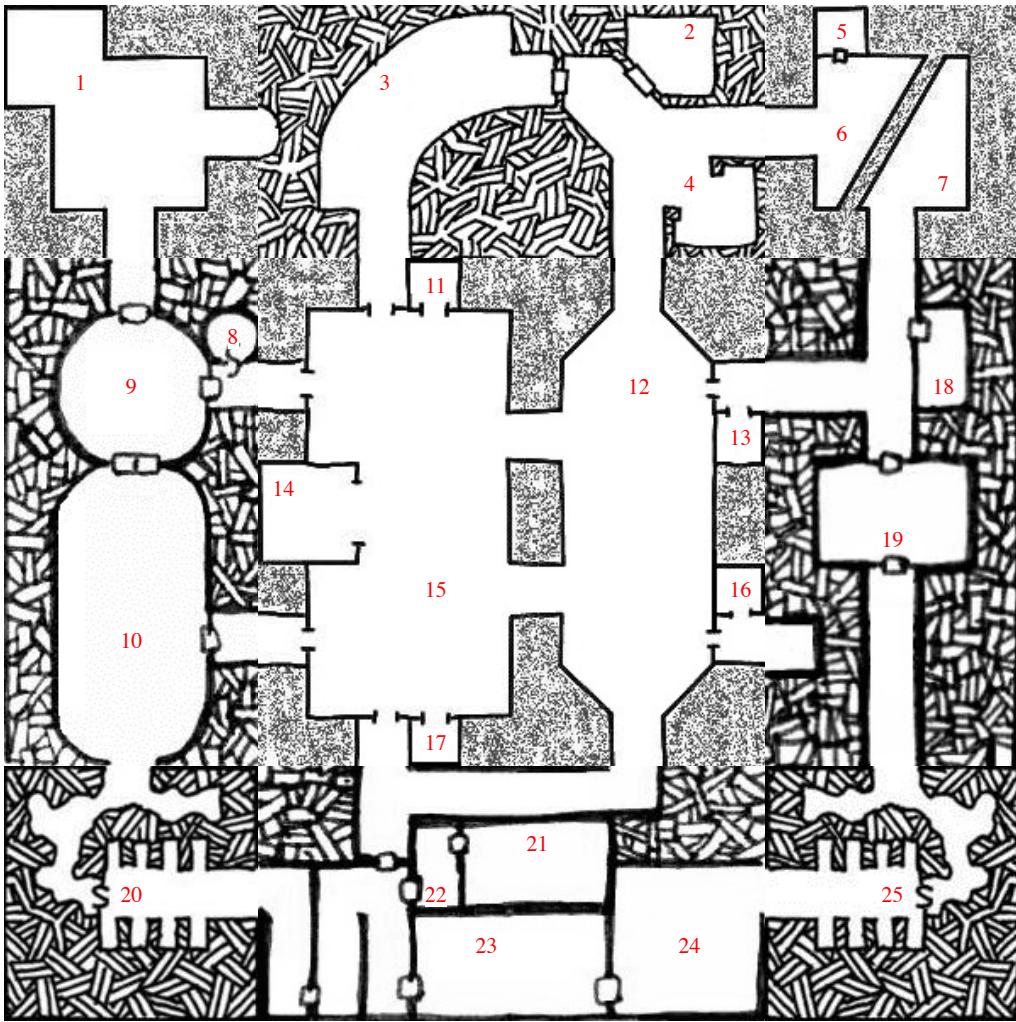
A pool (*made of stone and appears to be empty...it is 1 feet deep and 5 feet wide in the shape of a oval.*).

25 - The area smells of ozone. There is a marble wall basin on the north wall. There is 40 feet of twine hanging on the west wall.

SKELETON, BLACKBONE [AC: 13 (see rules) | HD: 1* | ATK: 1 | DMG: 1d6 plus 1d4 fire damage, or by weapon | MV: 40` | #APP: 3d6, Wild 3d10 | SV: Fighter: 1 | ML: 12 | TRS: None | XP: 37 | WEAPON: hand axe (1d6 damage)]

-- There are 18 in this area [HIT POINTS: 8, 7, 2, 1, 8, 4, 4, 4, 2, 1, 8, 3, 3, 3, 4, 8, 2, 7]

24 - DUNGEON (Level 16 Area)



1 - The area smells stale. There is a cedar chest of drawers by the eastern wall. There is a cedar armor rack by the northern wall. There is 4 feet of bent iron chain hanging on the south wall.

Inside the cedar chest of drawers is...dirty purple blouse --- brown dress --- dirty blue hood --- red kerchief --- ruined purple gown --- ruined white stockings --- ripped black coat --- dirty black hose --- black kerchief --- ripped gray gown.

2 - The area has a gusting breeze. There is ruined bellows, glass magnifying lens, silver bracelet (200gp)...scattered around the room. There is a iron shelf by the eastern wall. There is a tapestry of some ruins on the south wall.

On top of the iron shelf is...5 foot long iron chain --- ruined brass tankard.

SOMETHING UNUSUAL IN THE AREA...

A pool (*made of crystal and is filled with murky liquid...it is 4 feet deep and 5 feet wide in the shape of a pentagon...anyone that drinks from it will gain 1 intelligence point only once.*).

3 - The area smells stale. There is cloth bag of crushed herbs, dented bronze lamp, 5 gold nuggets worth 2 gold each, clay jug of water, empty iron flask, small bronze knife, soiled orange rag...scattered around the room. There is a high cedar stool at the center of the room. There is a leather pouch hanging on the south wall.

4 - The area smells pungent and has a slight, damp breeze. There is a lot of blood smears on the east wall.

5 - The area smells metallic. There is a useless green leather bag hanging on the south wall. There is a birch bed by the northern wall.
On the birch bed is...bronze small bell.

SOMETHING UNUSUAL IN THE AREA...

An idol (*it is about 2 feet high and made of granite and looks like a cricket...contains an intelligent spirit that will identify magic items in return for a favor.*).

6 - The area smells of manure. There are corroded bronze manacles on the west wall. There is a bunch of scratches and claw marks on the south wall.

7 - The area has dust in the air. There is a torn tapestry of a keep on the north wall. There is a broken stone tub by the northern wall. There is a steel workbench by the western wall. There is a cedar armor rack hanging on the west wall.

On the cedar armor rack is...plate mail armor [made of mithril] --- torn leather armor --- rusted ring mail armor --- large shield [made of mithril] --- broken small shield.

SOMETHING UNUSUAL IN THE AREA...

An idol (*it is about 4 feet high and made of marble [worth 220gp] and looks like a crab.*).

8 - The area smells bitter. There is a few blood smears on the east wall. There is a square maple table by the western wall. There is a broken stone workbench by the northern wall. There is a tapestry of a house on the north wall.

On the square maple table is...rags --- compass.

On the broken stone workbench is...thief tools.

9 - The area smells of smoke. There are chiseled writings that warns others to leave this place...but written in an odd demonic language on the east wall. There are ruined iron manacles with a mutilated corpse of an elf hanging on the east end of the ceiling. There is a maple chair by the western wall.

GOLEM, CLAY* [AC: 22 | HD: 11** (+9) | ATK: 1 fist | DMG: 3d10 | MV: 20` | #APP: 1 | SV: Fighter: 6 | ML: 12 | TRS: None | XP: 1,765]
-- There is 1 in this area [HIT POINTS: 45]

ROOM TRAP: Arrows fire from the wall at anyone in the area, attacking as a warrior (level 15), causing 1d6+15 damage. [It can be deactivated by tapping the ceiling in a particular spot...and from a safe distance]

10 - The area smells putrid. There is a mattress by the eastern wall.

11 - The area smells earthy. There are brass manacles on the east wall.

THESE SPECIAL ITEMS ARE LOCATED: in a iron footlocker that is hidden under a concealed floor panel.

A PILE OF COINS CONTAINING: 48gp / 19,200cp

12 - The area smells bitter. There is metal scissors, ruined bellows, metal fork, wine bottle of spice, 3 foot long ruined iron bar...scattered around the room. There are 5 torches held in bronze wall sconces [only 2 are useable] on the west wall.

13 - The area smells pungent and has a slight updraft. You can make out a muffled slithering sound coming from somewhere. There is a rotting wood tub at the south end of the room. There is a iron shelf hanging on the east wall.

14 - The area smells dusty. There is 10 foot wood pole, rusty metal pot...scattered around the room. There is a maple wall basin on the south wall.

SOMETHING UNUSUAL IN THE AREA...

A wizard floor symbol (*constructed with salt, is 7 feet across, and in the shape of a pentagram...it has a statue [it is about 1 feet high and made of brass [worth 65gp] and looks like a turtle.] in the center...anyone who enters the shape will be trapped by an invisible wall, unless they know the proper magic word. A mage with a 18 intellect can read the symbols to learn the magic word is 'nisism', which activates or deactivates the shape's power.*).

15 - The area smells rancid. This room is totally empty.

SOMETHING UNUSUAL IN THE AREA...

A pool (*made of gold with a statue [it is about 8 feet high and made of gold [worth 5,800gp] and looks like a dog that has gems for eyes - Black Star Sapphire (1,100gp).] in the center and is filled with murky liquid...it is 4 feet deep and 10 feet wide in the shape of a circle.*).

16 - The area smells stale. There are bronze manacles on the north wall. There are many cracks on the east wall.

17 - The area has a stillness in the air...with an average temperature for the area. There is a padded stone chair by the eastern wall.

ROOM TRAP: Many columns of fire shoot up through the floor at all in the area where they must save for breath or be set ablaze and melt into a puddle of goo. [It can be deactivated by a handle concealed on the ceiling]

18 - The area smells bitter. You can make out an echoey scratching sound coming from somewhere. There is a rusty iron tub by the western wall. There are dried blood writings that tells the location of a nearby secret room...but written in a elvish language on the center of the ceiling.

SOMETHING UNUSUAL IN THE AREA...

A fountain (*made of stone and is filled with mud...it is 5 feet deep and 10 feet wide in the shape of a circle.*).

ROOM TRAP: A scything blade comes from a nearby wall attacking as a warrior (level 2). It will slice at whoever first enters the area. If they get hit, they will be sliced clean in half. [It can be deactivated by tapping the ceiling in a particular spot...and from a safe distance]

19 - The area smells pungent. There is a cedar desk by the northern wall. There is an almost empty keg of ale by the eastern wall. There is a maple shelf hanging on the south wall. There is box of matches (32 each), wooden brooch...scattered around the room.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A BLUE LEATHER BAG CONTAINING: 35pp / 63gp / 4ep (*Located inside the cedar desk*)

Longsword +1 (*Located on top of the hanging maple shelf*)

20 - The area has a gray colored steam in the air. There is a lot of scratches and claw marks on the south wall. There are chalk drawings of runic symbols on the east wall.

21 - The area smells bitter. There are many areas of moisture on the south wall.

22 - The area smells fetid and stale and has a cold current. There is a huge pile of various bones, vial of insect repellent, white-colored, decanter of scented oil, grappling hook & hemp rope (80'), bronze pottery shards, metal mug, wooden pitcher, 5 foot long corroded iron chain, iron spoon...scattered around the room. There is a high oak stool by the northern wall. There is a pallet by the western wall.

On the pallet is...basket --- pair of bone dice --- small iron knife.

23 - The area smells dank and moldy. There is a ruined tapestry of a scenic forest view on the north wall. There is a medium-short locked rusty cage by the eastern wall. There is a small portrait of a woman, small silver knife worth 90 copper, mortar and pestle, bloody head of a gnome, some small hoof prints in various spots, platinum hair brush worth 5 electrum, basket, set of wooden teeth...scattered around the room.

SOMETHING UNUSUAL IN THE AREA...

An altar (*made of stone and has a brown colored cloth on top of it...any magic items set on it will be disenchanted*.).

24 - The area has a yellow colored steam in the air. This room had been emptied long ago.

SOMETHING UNUSUAL IN THE AREA...

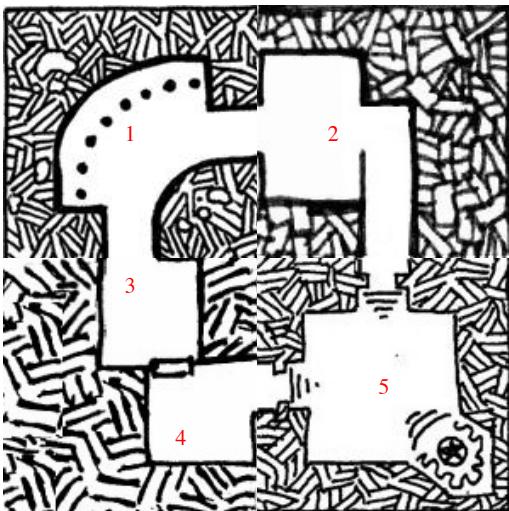
A statue (*it is about 10 feet high and made of marble [worth 150gp] and looks like a rat*.).

25 - The area smells stale. There are 5 bent metal hooks on the west end of the ceiling. There is a torn mattress at the west end of the room. There is a brown leather satchel hanging on the west wall. There is a oak cupboard hanging on the north wall.

On the torn mattress is...rusty metal bowl.

Inside the brown leather satchel on the wall is...ruined white veil --- shredded and torn clothing.

25 - DUNGEON (Level 17 Area)



1 - The area smells dusty and has a slight, damp breeze. There is dart, purple pottery shards, 8 brass spikes, yellow feather, pipe tobacco, iron hacksaw, corroded iron dented plate armor, some boot prints in various spots, sheet of parchment...scattered around the room. There is 4 feet of ruined iron chain hanging on the south wall. There is a maple cupboard by the western wall.

2 - The area smells of rotting vegetation and has a stillness in the air...with an average temperature for the area. There are chalk drawings of alchemic symbols on the northeast end of the ceiling. There is a cedar bunk bed by the southern wall. There are faint areas of moisture on the south wall.

3 - The area smells of smoke. There is a birch weapon rack by the western wall. On the birch weapon rack is...arrow {11 each} --- broken light flail --- ruined trident --- rusty two-handed sword --- long sword [the blade is made of iron with a leather grip...the hilt is decorated with 12 gems {blue-white diamond}] --- broken arrow.

SOMETHING UNUSUAL IN THE AREA...

A magical talking mouth (*it warns the adventurers to turn back now.*).

4 - The area smells putrid. There is a few areas of moisture on the east wall. There is a high oak stool by the northern wall. There is a tapestry of a scenic jungle view on the south wall.

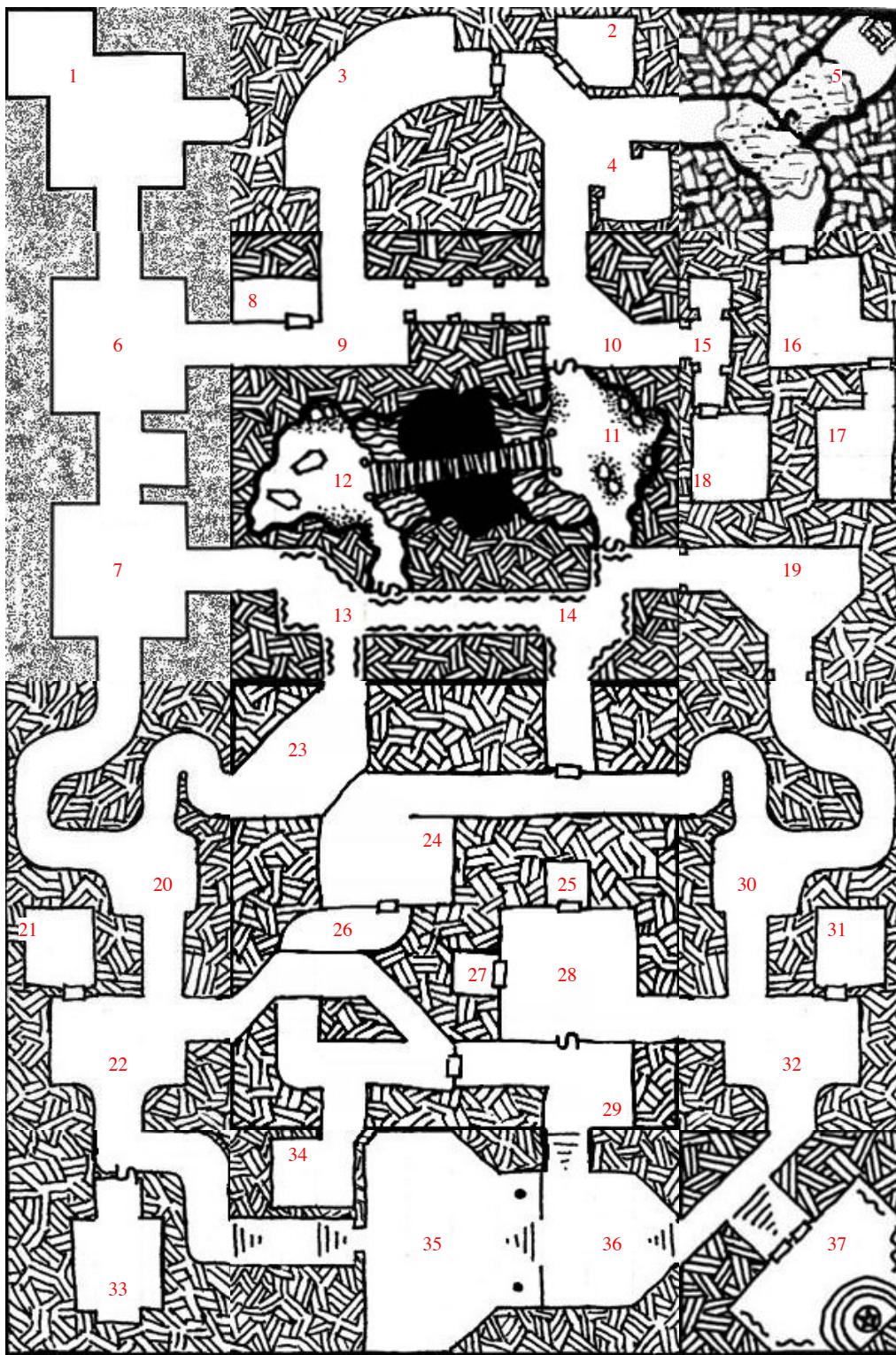
THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A LEATHER BAG CONTAINING: 438ep / 4,762sp / 10,360cp (*Located behind a tapestry of a scenic jungle view*)

5 - The area smells pungent and has a stillness in the air...with an average temperature for the area. There is 100 feet of twine hanging on the north wall. There is a round ruined wood table at the west end of the room.

On the round ruined wood table is...ruined bronze dented shield.

26 - DUNGEON (Level 18 Area)



1 - The area smells fetid and stale. There is a 2 foot wide hole that is 7 feet deep at the center of the room. There are 7 bronze hooks on the center of the ceiling. There are iron manacles with a rotted corpse of a human on the west wall.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A LEATHER SACK CONTAINING: 1,249sp / 2,020cp (Located on a rotted corpse of a human - TRAPPED: ROOM TRAP: A wall closes the exits to the area. The walls then begin to compact the area where they will crush all inside in about 20 minutes. [It can be deactivated by tapping the ceiling in a particular spot...and from a safe distance])

2 - The area has dampness in the air. You can make out a quiet howling sound coming from somewhere. There is rabbit's foot, poison antidote, 6 dead bugs, rusty brass spoon, brass knuckles, 19 small sticks and twigs...scattered around the room.

3 - The area smells of urine. This room is bare of anything.

4 - The area smells dusty and has an oddly still air...with dryness in the air. There is a wooden armchair by the northern wall. There is a maple throne by the eastern wall. There is 17 feet of ripped rope hanging on the east wall. There are many scratches and claw marks on the north end of the ceiling.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

an extraordinary, small book titled 'Exotic Darkness of the Mystic' and is bound in brown sabretooth skin, and is worth 225gp ...and... tankard made of mithril with 7 gems (lapis lazuli) set around the top and bottom and an etching of a crown on the side worth 90gp (Located under the wooden armchair)

5 - The area smells putrid. There is a strange purple liquid on the south wall. There is a painting of some ruins on the north wall.

6 - The area smells bitter. You can make out a strange walking sound coming from somewhere. There are iron manacles with a decayed body of a hobgoblin on the south wall.

7 - The area has moldiness in the air. There are some traces of mold on the center of the ceiling.

THESE SPECIAL ITEMS ARE LOCATED: in a iron chest with a locked keyhole that is hidden under a concealed floor panel.

A PILE OF COINS CONTAINING: 1pp / 674sp / 13,020cp

GEMS [1 each]: Black Opal (1,400gp)

8 - The area smells fetid and stale. This room is totally bare.

SOMETHING UNUSUAL IN THE AREA...

A wizard floor symbol (*constructed with orange ink, is 8 feet across, and in the shape of a pentagram...it has a couple of chains connected to the floor..*)

PHASE SPIDER [AC: 15 | HD: 9+1 (+8) | ATK: 1 bite + poison | DMG: 1d6 + poison | MV: 40` | #APP: 1d4 | SV: Fighter: 9 | ML: 7 | TRS: None | XP: 100]
-- There are 5 in this area [HIT POINTS: 51, 27, 36, 51, 43]

9 - The area smells rancid and has a stillness in the air...with an average temperature for the area. There is iron spoon, vial of mild poison, 2 broken and rotten eggshells, leather scrollcase...scattered around the room.

10 - The area smells dusty. There are many areas of dried blood on the west end of the ceiling. There is a ruined tapestry of a dog on the north wall.

11 - The area smells putrid. There is a broken cauldron by the northern wall.

ANKHEG [AC: 18 | HD: 5* | ATK: 1 bite + special | DMG: 2d6 + special | MV: 30` Burrow 20` | #APP: 2d8 Wild 2d8 Lair 1 | SV: Fighter: 5 | ML: 7 | TRS: None | XP: 405]
-- There are 4 in this area [HIT POINTS: 19, 26, 23, 19]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A GRAY CLOTH SATCHEL CONTAINING: 16pp / 9gp / 2ep (Located inside the cauldron - TRAPPED: ROOM TRAP: There is a pile of hay with a bear trap inside. Anyone searching it without caution will suffer 1d6 damage. If a 6 is rolled, the hand is severed. [It can be deactivated by tapping the wall in a particular spot...and from a safe distance])

12 - The area has dampness in the air. There is a cracked granite wall basin, filled with oily water on the north wall.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A BLACK CANVAS RUCKSACK CONTAINING: 25pp / 121gp / 39ep / 20sp / 50cp (Located inside the cracked granite wall basin)

13 - The area smells dusty. You can make out an odd splintering sound coming from somewhere. There are 7 metal hooks on the west wall. There is bottle of green cloth dye, basket with a skull of a gnome inside it, platinum goblet worth 40 platinum, rusty brass small bell, 4 iron spikes, iron goblet, crucible, brass knuckles, food scraps, broken hooded lantern...scattered around the room.

14 - The area smells rancid and has a stillness in the air...with an average temperature for the area. There is a walnut armor rack by the northern wall.

SOMETHING UNUSUAL IN THE AREA...

A fountain (*made of stone with a statue [it is about 7 feet high and made of ivory [worth 810gp] and looks like a badger.] in the center and is filled with murky liquid...it is 3 feet deep and 10 feet wide in the shape of a circle...anyone looking in it can see various places in the area.*)

15 - The area has a gusting breeze. There are 5 torches held in iron wall sconces [only 3 are useable] on the east wall. There is a quarter full keg of water by the southern wall. There are some scratches and claw marks on the north wall.

16 - The area has a stillness in the air...with an average temperature for the area. There is alot of areas of dried blood on the east wall. There is a rusty brazier with a 2 foot iron chain hanging on the west end of the ceiling.

ROOM TRAP: A magical beam of fire hits all in the area where they must save for breath or suffer 1d8x3 damage. [It can be deactivated by a lever disguised to look like

something else]

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is hidden under a concealed floor panel.

TRAPPED: White acidic gases come out of the container causing 1d8+3 damage to the opener. [It can be deactivated by a switch concealed on the ceiling of the nearest secret room]

GEMS [1 each]: Azurite (10gp)

A PILE OF COINS CONTAINING: 403gp / 21ep / 2,181sp / 15,030cp

17 - The area has a strong wind. You can make out a quiet howling sound coming from somewhere. This room is totally empty.

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is hidden behind a concealed wall panel.

Leather armor +1 [made of animal hide and is brown in color...with a skull symbol on the front that is emerald in color]

18 - The area smells rancid. There are faint areas of dried blood on the north wall. There is small silver holy symbol worth 29 copper, bronze folding shovel, test tube of water...scattered around the room. There is a pallet by the eastern wall.

19 - The area smells acrid. There is a few areas of moisture on the center of the ceiling. There are some areas of moisture on the east wall. There is a birch armor rack by the western wall. There is a 5 foot tall cedar candelabrum with 2 orange candles in it at the southwest end of the room.

On the birch armor rack is...leather armor [made of animal hide and is brown in color] --- broken plate mail armor --- tower shield [made of steel...with a woman symbol on the front that is azure in color] --- broken chain mail armor --- torn studded leather armor --- ring mail armor [made of steel].

SOMETHING UNUSUAL IN THE AREA...

An idol (*it is about 4 feet high and made of steel [worth 88gp] and looks like a hobbit...it is cursed where the toucher's sight is impaired, giving -2 to attacks and save rolls for about 8 hours.*).

20 - The area smells dank and moldy and has a stillness in the air...with an average temperature for the area. There is a bunch of blood smears on the center of the ceiling. There is a bunch of scratches and claw marks on the west wall.

ROOM TRAP: A magical teleporter will send anyone inside about 5 miles away in a random direction naked while their belongings drop to the floor. [It can be deactivated by finding a stone tablet somewhere within this area, that shows how the trap can be broken]

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is in a nearby secret room.

TRAPPED: Yellow gases come out of the container causing memory loss to the opener for about 4 hours...where memorized spells are also lost. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]

A PILE OF COINS CONTAINING: 1,272sp / 4,560cp

Longsword +1

21 - The area smells of sulphur. There is a grindstone at the west end of the room. There is a ruined wood tub by the northern wall.

SOMETHING UNUSUAL IN THE AREA...

An altar (*made of stone and has various carvings on it...touching it triggers a trap [ROOM TRAP: A pit opens up in front of it that is 22 feet deep. Anyone who falls in will take 3d6 damage...where the walls begin to compact where they will crush all inside in about 20 minutes. [It can be deactivated by tripping a thin wire attached to the idol]]*).

22 - The area smells bitter. There is a mattress by the western wall.

SOMETHING UNUSUAL IN THE AREA...

A pool (*made of stone and appears to be empty...it is 4 feet deep and 6 feet wide in the shape of a rectangle.*).

WOLVERINE [AC: 14 | HD: 3 | ATK: 2 claws/1 bite | DMG: 1d4+2/1d4+2/1d6 | MV: 30' climb 10' burrow 1' | #APP: 1 | SV: Fighter: 3 | ML: 9 or 12 (s | TRS: None | XP: 500 |

-- There is 1 in this area [HIT POINTS: 16]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A BROWN CANVAS SATCHEL CONTAINING: 47pp / 54gp / 1ep / 13sp / 790cp (*Located under the mattress - TRAPPED: ROOM TRAP: The ceiling caves in and causes 1d6x3 damage to all inside. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]*)

23 - The area smells dusty. There is a lot of scratches and claw marks on the center of the ceiling. There is a cracked granite wall basin, filled with clean water on the north wall.

24 - The area has dust in the air. There is 48 feet of moldy rope hanging on the northwest end of the ceiling. There are many cobwebs on the west wall.

25 - The area smells bitter. There is a cracked granite bench by the western wall. There are faint scratches and claw marks on the north wall. There is a rusty iron throne by the northern wall.

On the cracked granite bench is...iron manacles.

SOMETHING UNUSUAL IN THE AREA...

An altar (*made of animal bones and has 4 red candles on it on it...any magic items set on it will be disenchanted.*).

26 - The area has an oddly still air, but cold...with dryness in the air. There is a granite chair by the eastern wall.

TROLL [AC: 16 | HD: 6* | ATK: 3 | DMG: 1d6/1d6/1d10 | MV: 40' | #APP: 1d8, Wild 1d8, Lair 1d8 | SV: Fighter: 6 | ML: 10 (8) | TRS: D | XP: 555
WEAPON: club (1d4 damage)]
-- There are 3 in this area [HIT POINTS: 29, 29, 28]

27 - The area smells clean. There is a mahogany chest by the western wall.

28 - The area smells stale. There is a iron shield hanging on the south wall. There are some areas of dried blood on the north wall. There is a cracked granite wall basin, filled with oily water on the east wall.

29 - The area has a gray colored mist on the floor. This room seems to have nothing in it.

THESE SPECIAL ITEMS ARE LOCATED: in a iron casket that is hidden behind a concealed wall panel.
scroll with information on a spell called *Etooth's Spell of Demanding Weapon* worth 4,500gp to a mage ...and...
a nice glass bottle of vampire ash worth 270gp to an alchemist

30 - The area smells putrid. You can make out a quiet groaning sound coming from somewhere. There is a brown couch by the western wall. There is brass knuckles, small leather pouch of silver powder worth 29 gold...scattered around the room.
On the brown couch is...gold necklace --- 29 inch leather strap --- hourglass.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A YELLOW CLOTH RUCKSACK CONTAINING: 48pp / 23gp / 4ep / 18sp / 140cp (Located under the brown couch)

31 - The area has an oddly still air, but warm...with a brown colored haze of smoke. There is a green couch by the western wall.

SOMETHING UNUSUAL IN THE AREA...

A wizard floor symbol (*constructed with dirt, is 7 feet across, and in the shape of a circle...it has a couple of chains connected to the floor...contains a trapped demon that will attempt to answer 6 questions about the area if set free. A mage with a 10 intellect can read the symbols to learn the magic word is 'ezhighes', which activates or deactivates the shape's power.*)

32 - The area has a slight downdraft. There is a birch armor rack hanging on the south wall. There is a mattress at the center of the room. There are faint areas of moisture on the east wall. There is a three quarters full keg of wine by the western wall.
On the birch armor rack is...ruined studded leather armor.

ROOM TRAP: A pit opens up in the area that is 68 feet deep. Anyone who falls in will take 10d6 damage. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A YELLOW CANVAS SATCHEL CONTAINING: 6pp / 20ep / 600sp / 3,500cp (Located under the mattress)

THESE SPECIAL ITEMS ARE LOCATED: in a mahogany trunk that is hidden under a concealed floor panel.

TRAPPED: A polymorph spell hits whoever opens the container where they turn into a chipmunk for 1d4+2 turns unless they can save for spells. [It can be deactivated by tapping the floor in a particular spot...and from a safe distance]

A RED CLOTH BAG CONTAINING: 4,282sp / 11,860cp

33 - The area smells of rotten meat. There is alot of blood smears on the northwest end of the ceiling.

ROOM TRAP: An acid liquid that splashes anyone inside, causing 1d4x12 damage. They must also save for breath or be blind for 7 days. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]

34 - The area smells pungent. There is small iron knife, small leather pouch of silver powder worth 58 silver, bottle of gray hair dye...scattered around the room.

35 - The area has moisture in the air. There are bronze manacles on the west wall.

THESE SPECIAL ITEMS ARE LOCATED: in a rosewood case that is hidden behind a concealed wall panel.

A PILE OF COINS CONTAINING: 71gp / 895sp / 2,000cp

JEWELRY: Exceptional Earring (9,000gp)

36 - The area smells of ozone. There is small portrait of a woman, cloth bag of crushed herbs, pint of lamp oil, chalk, 4 gold nuggets worth 2 gold each, sheet of parchment, compass, jar (filled with black salt)...scattered around the room.

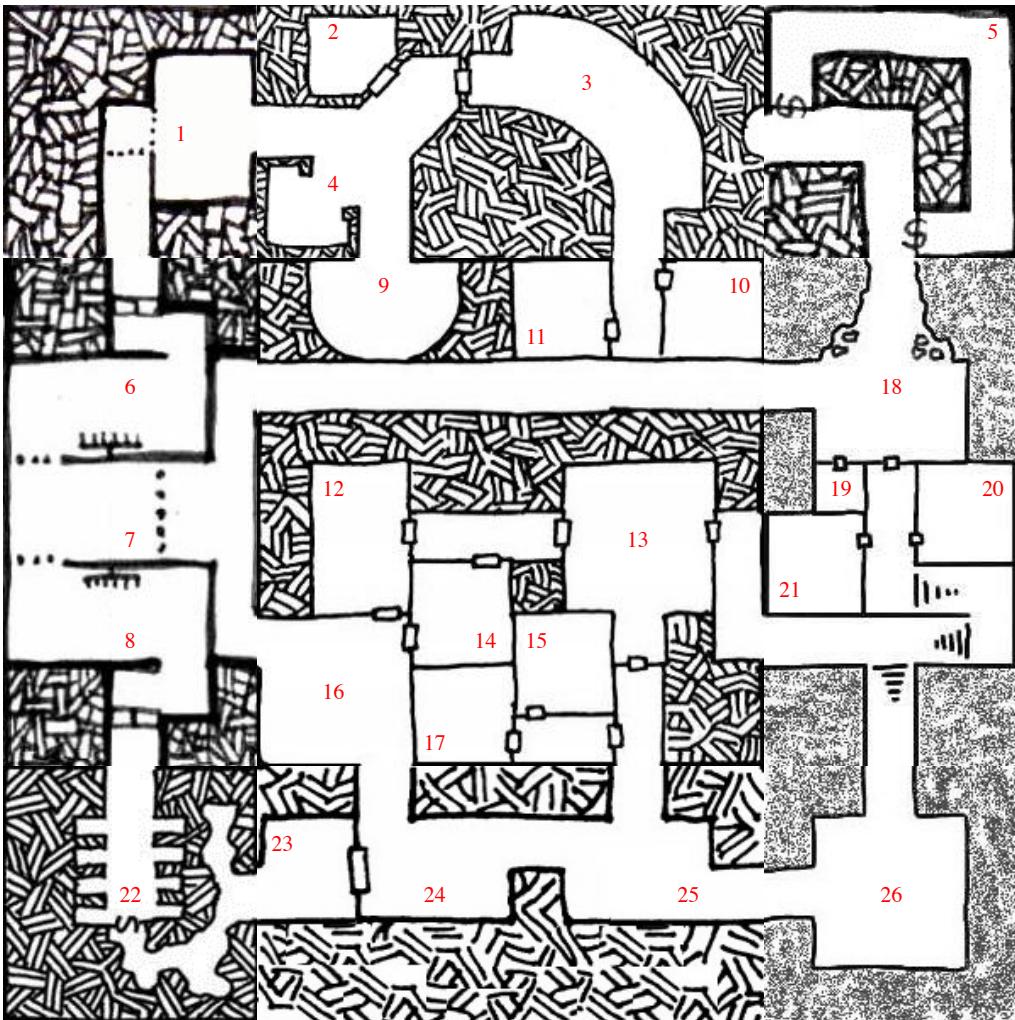
ROOM TRAP: A wall closes the exits to the area. The walls then begin to compact the area where they will crush all inside in about 20 minutes. [It can be deactivated by a handle in plain site on the floor]

THESE SPECIAL ITEMS ARE LOCATED: in a iron case with a locked padlock that is hidden above a concealed ceiling panel.

JEWELRY: Exceptional Goblet (8,000gp)

37 - The area has an oddly still air, but warm...with stillness in the air. You can make out a muffled buzzing sound coming from somewhere. There is a pile of dung, rotted head of a gnome, rusty dagger hilt, dented bronze lamp, wooden club, golden gemmed crown (6,000gp), quill...scattered around the room. There is a tapestry of a mountain on the south wall.

27 - DUNGEON (Level 19 Area)



1 - The area smells musty and has a slight, damp breeze. There is 22 feet of rope hanging on the north wall. There is 90 feet of twine hanging on the south wall. There is emerald (700gp), red cloth pouch of 6 platinum, torch...scattered around the room. There is a iron shield hanging on the west wall.

THESE SPECIAL ITEMS ARE LOCATED: in a iron trunk with a locked padlock that is hidden above a concealed ceiling panel.
A PILE OF COINS CONTAINING: 7pp / 1,045sp / 4,100cp

2 - The area smells acrid. There is a few cracks on the east wall. There is a short iron table by the northern wall.

3 - The area smells pungent and has a slight, damp breeze. There is iron manacles, mortar and pestle, ruined quill, dart, fishing pole, vial of mild poison, vial of insect repellent, hourglass, brass flask of alcohol...scattered around the room. There is a granite throne by the eastern wall. There are rusty iron manacles with a rotted bones of an ogre on the south wall.
On the granite throne is...small bent iron bird cage.

4 - The area has dampness in the air. There is iron small bell, brass spoon...scattered around the room. There is a warped wood tub by the southern wall. There is a painting of a keep on the west wall. There is a iron standing mirror at the center of the room. There is a walnut armoire by the northern wall.

SOMETHING UNUSUAL IN THE AREA...

An idol (*it is about 2 feet high and made of steel [worth 118gp] and looks like a bear that has gems for eyes - Sardonyx Quartz (30gp).*).

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A BLUE LEATHER BACKPACK CONTAINING: 14,996ep / 200,200cp (Located inside the warped wood tub)

5 - The area smells musty. This room seems to have nothing in it.

SOMETHING UNUSUAL IN THE AREA...

A magical talking mouth (*created by Zevras the Priest...it tells the adventurers the location of a nearby treasure.*).

GNOLL [AC: 15 (13) | HD: 2 | ATK: 1 weapon | DMG: 2d4 or by weapon +1 | MV: 30' Unarmored 40' | #APP: 1d6, Wild 3d6, Lair 3d6 | SV: Fighter: 2 | ML: 8 |

TRS: Q, S each; D, K in lair | XP: 75 WEAPON: heavy warhammer (1d6+1 damage)]
-- There are 15 in this area [HIT POINTS: 9, 3, 10, 13, 11, 8, 10, 9, 6, 8, 13, 16, 14, 12, 6]

6 - The area smells dusty. There is a bunch of areas of moisture on the west wall. There is small gold holy symbol worth 88 electrum, silver flask of alcohol worth 44 platinum, corroded metal kettle, bronze horseshoe, iron bucket, scroll with smudged writing, 10 bloody bandages...scattered around the room. There is a padded wooden chair by the southern wall. There is a small locked iron cage by the northern wall.

7 - The area has a slight, damp breeze. There are faint blood smears on the south wall. There is a marble wall basin on the north wall. There is a cedar chest of drawers by the western wall. There is a mounted grizzly bear head on the west wall.

8 - The area smells fetid and stale and has a stillness in the air...with an average temperature for the area. There is a oak armor rack by the northern wall. There is a walnut chest of drawers by the western wall. There are some cracks on the west wall. There is 5 feet of rusty iron chain hanging on the south wall. There is a marble chair by the southern wall.

On the oak armor rack is...chain mail armor [made of steel] --- leather armor [made of animal hide and is red in color...with a scorpion symbol on the front and back that is ivory in color] --- ruined tower shield --- plate mail armor [made of iron...with a snake symbol on the back that is violet in color] --- ruined leather armor.
Inside the walnut chest of drawers is...black surcoat.

WRAITH* [AC: 15 | HD: 4** | ATK: 1 touch | DMG: 1d6 + energy drain (1 level) | MV: Fly 80' | #APP: 1d4, Lair 1d6 | SV: Fighter: 4 | ML: 12 | TRS: E | XP: 320]
-- There is 1 in this area [HIT POINTS: 12]

9 - The area smells dank and moldy. There is a rosewood armoire by the southern wall. There is iron hair brush, iron candle snuffer, cloth bag of crushed herbs, ruined bronze kettle, jar of glue, some large talon tracks in various spots, small piles of ashes, bone scrollcase...scattered around the room.
Inside the rosewood armoire is...ruined red gown --- moldy gray scarf --- ripped orange hose --- ruined purple toga.

10 - The area has a yellow colored smoke near the ceiling. There is an empty keg by the southern wall. There is a broken wood chair by the western wall. There is stone arrowhead, 14 foreign copper coins of unknown origin, rusty metal bucket, bronze goblet, cork, bits of fur and hair...scattered around the room.

ROOM TRAP: A pit opens up in the area that is 60 feet deep and layered in spikes. Anyone who falls in will take 7d6x2 damage. [It can be deactivated by a handle in plain site on the ceiling]

11 - The area smells bitter. There is a warped wood armchair by the southern wall.
On the warped wood armchair is...sheet of parchment.

SOMETHING UNUSUAL IN THE AREA...

A magical talking mouth (*it warns that one of their magic items bears a horrible curse, which could be true or false.*).

12 - The area smells clean. There is alot of cobwebs on the south wall. There is a full keg of ale by the southern wall. There are chalk drawings of alchemic symbols on the west wall.

SOMETHING UNUSUAL IN THE AREA...

A fountain (*made of glass with a statue [it is about 6 feet high and made of iron [worth 67gp] and looks like a dwarf.] in the center and appears to be empty...it is 5 feet deep and 7 feet wide in the shape of a hexagon.*).

13 - The area has dust in the air. There is a few scratches and claw marks on the east wall.

SOMETHING UNUSUAL IN THE AREA...

A pool (*made of silver and appears to be empty...it is 1 feet deep and 6 feet wide in the shape of a circle.*).

14 - The area smells of ozone. There is a rusty iron armchair by the eastern wall.

SOMETHING UNUSUAL IN THE AREA...

A fountain (*made of granite and is filled with an odd clear liquid...it is 1 feet deep and 5 feet wide in the shape of a pentagon.*).

15 - The area smells stale. There is a oak desk by the northern wall. There is a corroded brass standing mirror by the western wall.

WILL-O'-WISP [AC: 29 | HD: 9** | ATK: 1 shock | DMG: 2d8 | MV: Fly 50' | #APP: 1d4 | SV: Fighter: 9 | ML: 12 | TRS: U | XP: 1225]
-- There is 1 in this area [HIT POINTS: 50]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A PURPLE CANVAS POUCH CONTAINING: 94gp / 75ep / 12sp / 1,610cp (*Located inside the oak desk - TRAPPED: ROOM TRAP: Thorny vines come out near the item and tangle around the one touching it causing 1d4+5 damage each round and can only be removed after 100 points of damage have been done to the thick vines. [It can be deactivated by tapping the ceiling in a particular spot...and from a safe distance]*)

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is illusioned to look like something else.

A PILE OF COINS CONTAINING: 565sp / 3,700cp

16 - The area has a strong updraft. You can make out a distant hissing sound coming from somewhere. There is a short maple table by the western wall. There are faint

scratches and claw marks on the west wall. There are faint areas of dried blood on the east wall.

SOMETHING UNUSUAL IN THE AREA...

A magical talking mouth (*it warns that one of their magic items bears a horrible curse, which could be true or false.*).

17 - The area smells clean and has an oddly still air, but cold...with dust in the air. There is bottle of cheap wine, wooden pitcher, leather scrollcase, vial of insect repellent, 12 foreign electrum coins of unknown origin, firewood (2 pieces), wood whistle, brass knuckles...scattered around the room. There are some blood smears on the north wall. There is a fireplace with wood inside on the west wall.

GELATINOUS CUBE [AC: 12 | HD: 4* | ATK: 1 | DMG: 2d4 + paralysis | MV: 20` | #APP: 1 | SV: Fighter: 2 | ML: 12 | TRS: V | XP: 280]
-- There is 1 in this area [HIT POINTS: 23]

18 - The area has a stillness in the air...with an average temperature for the area. There is a torn mat at the west end of the room. There is bar of red soap, 11 iron nails, firewood (2 pieces), 3 iron spikes, jar of glue, small lead figurine, beeswax, 15 pieces of wet parchment, cloth bag of crushed herbs...scattered around the room. There is a iron shield hanging on the south wall. There is a rosewood bed by the southern wall.

19 - The area smells clean and has an oddly still air, but cold...with dampness in the air. There is alot of areas of mold on the north end of the ceiling.

20 - The area smells of manure and has a strong, gusting wind. There is a map of this area, 7 foreign electrum coins of unknown origin, 2 broken and dirty eggshells, metal pliers...scattered around the room.

THESE SPECIAL ITEMS ARE LOCATED: in a iron box that is hidden under a concealed floor panel.

A LEATHER POUCH CONTAINING: 272sp / 23,060cp

Protection from devils scroll

21 - The area smells metallic. This room is void of anything.

SOMETHING UNUSUAL IN THE AREA...

An idol (*it is about 4 feet high and made of clay and looks like a harpy...contains an intelligent spirit that will identify magic items in return for a favor.*).

22 - The area has a strong, moaning wind. There is a padded granite chair at the north end of the room. There are 8 iron hooks on the north wall.

23 - The area smells bitter. There is a medium-short broken cage hanging on the center of the ceiling. There is recorder, brass bull figurine, 29 inch leather strap, wooden brooch, spherical, glass bottle of scented oil, food scraps, iron dinner plate, bronze dented helm with a skull of a lizard man still in it...scattered around the room. There is a rotting wood shelf hanging on the south wall. There is a brown canvas backpack hanging on the north wall.
On top of the hanging rotting wood shelf is...8 dead bugs --- whip.
Inside the brown canvas backpack on the wall is...small leather pouch of red powder --- 17 square feet of canvas.

24 - The area smells of urine. You can make out an echoey scratching sound coming from somewhere. There is a few scratches and claw marks on the east wall. There are 10 bronze hooks on the center of the ceiling. There are carved drawings of constellations on the west wall.

ZOMBIE [AC: 12 (see rules) | HD: 2 | ATK: 1 | DMG: 1d8 or by weapon | MV: 20` | #APP: 2d4, Wild 4d6 | SV: Fighter: 2 | ML: 12 | TRS: None | XP: 75]
-- There are 18 in this area [HIT POINTS: 11, 10, 11, 8, 8, 5, 6, 13, 11, 10, 4, 8, 12, 14, 15, 10, 11, 8]

25 - The area has a white colored haze of smoke. There are faint areas of dried blood on the east wall. There is a oak shelf by the southern wall. There is gray feather, dart...scattered around the room. There is 41 feet of ripped rope hanging on the west wall.

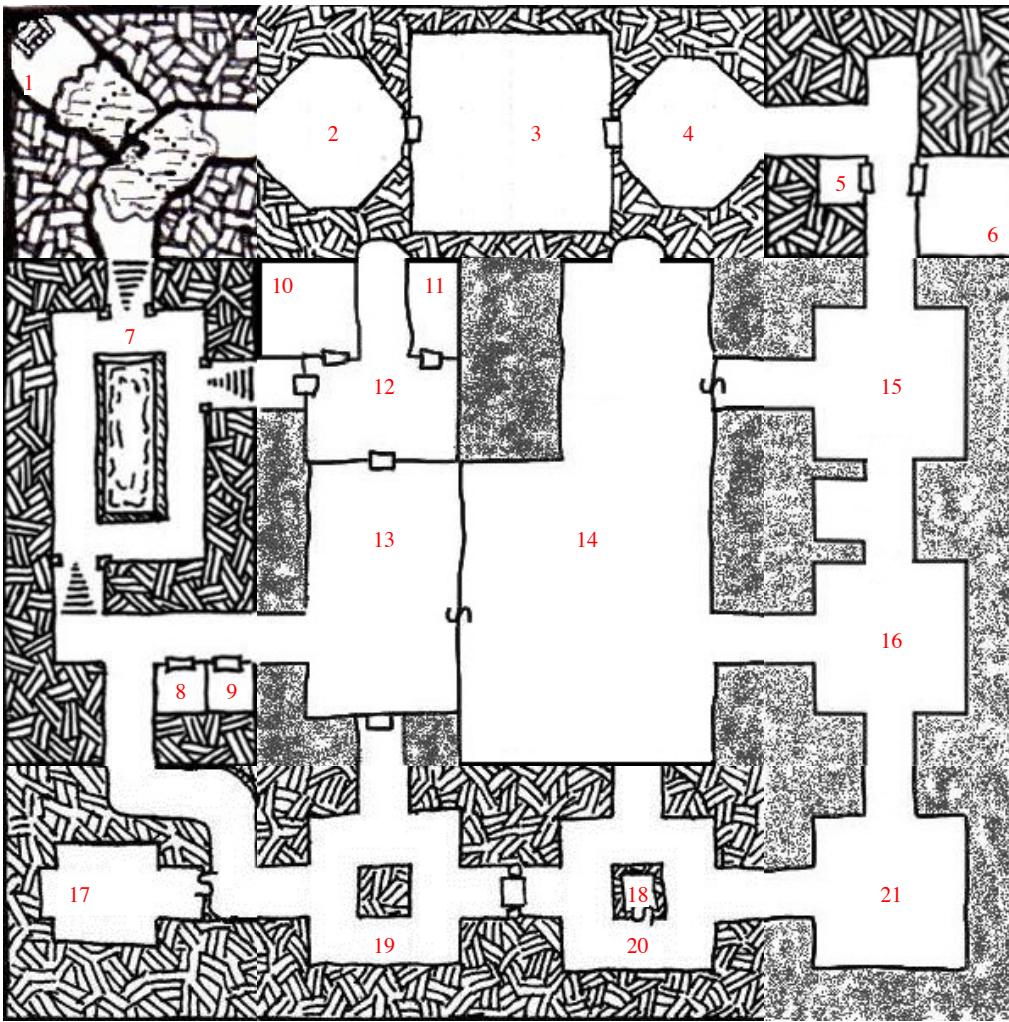
26 - The area smells earthy. There is a round wooden table by the western wall. There are many cobwebs on the west wall. There is a bunch of traces of mold at the northwest end of the room.

On the round wooden table is...bottle of cheap wine.

SOMETHING UNUSUAL IN THE AREA...

An altar (*made of silver and has a goblet made of bronze on it...it is cursed where the toucher loses a level until curse removing magic is used.*).

28 - DUNGEON (Level 20 Area)



1 - The area smells bitter. There is small piles of ashes, a huge pile of various bones, dented bronze lamp, iron bucket, an empty cask, 5 crossbow bolts, iron dinner plate, rusty dagger hilt, clay jug of spice...scattered around the room.

2 - The area smells clean. There is a fireplace on the south wall. There is a spiked torture chair made mostly of walnut with brass spikes on it by the northern wall. There is a painting of a house on the east wall.
On the mantle of the fireplace is...blunt corroded spear head.

GREEN SLIME* [AC: can always be hit | HD: 2** | ATK: 1 | DMG: special | MV: 1' | #APP: 1 | SV: Fighter: 2 | ML: 12 | TRS: None | XP: 125]
-- There is 1 in this area [HIT POINTS: 2]

3 - The area smells acrid. There is a cedar weapon rack hanging on the west wall.

SOMETHING UNUSUAL IN THE AREA...

An idol (*it is about 4 feet high and made of silver [worth 550gp] and looks like a leopard.*).

4 - The area smells rancid. There is a birch cupboard by the eastern wall. There is a bunch of scratches and claw marks on the center of the ceiling.

SOMETHING UNUSUAL IN THE AREA...

An altar (*made of humanoid bones and has various carvings on it...any metal items set on it turn to gold.*).

5 - The area smells dusty and has a cold current. There are some areas of moisture on the north wall.

6 - The area smells stale and has a strong updraft. There are faint areas of dried blood on the east wall. There is blackjack, a half full cask of ale, whip...scattered around the room. There is a bent iron standing mirror by the eastern wall. There is a fireplace on the north wall. There is a rusty brazier by the southern wall.

7 - The area smells bitter and has a stillness in the air...with an average temperature for the area. There is bellows, 5 large broken and old eggshells, small bottle of ink,

torch, metal shovel, wooden snuff box with 2 pinches remaining, brass knuckles...scattered around the room.

8 - The area smells musty. There are bronze manacles with a decayed bones of a lizard man hanging on the center of the ceiling.

SOMETHING UNUSUAL IN THE AREA...

A pool (*made of silver with a statue [it is about 10 feet high and made of gold [worth 7,500gp] and looks like a eagle that has gems for eyes - Blue Sapphire (600gp).] in the center and is filled with green oil...it is 3 feet deep and 5 feet wide in the shape of a oval...liquid is healing where the drinker is fully refreshed and healed.*).

9 - The area smells metallic and has a slight, damp breeze. There is a mahogany bunk bed by the western wall. There is a bunch of cobwebs on the east end of the ceiling. There is a ruined leather rucksack hanging on the north wall.
Inside the ruined leather rucksack on the wall is...iron pliers.

WOLVERINE [AC: 14 | HD: 3 | ATK: 2 claws/1 bite | DMG: 1d4+2/1d4+2/1d6 | MV: 30' climb 10' burrow 1' | #APP: 1 | SV: Fighter: 3 | ML: 9 or 12 (s | TRS: None | XP: 500 |

-- There is 1 in this area [HIT POINTS: 13]

10 - The area smells dusty. There is a large pile of stone blocks, iron pail, brass shovel, basket, wooden pitcher...scattered around the room. There is a bent iron chandelier with 10 burned down blue candles in it on the north end of the ceiling. There is a high cedar stool by the western wall.

11 - The area has dust in the air. There is a birch cupboard by the northern wall. There is a ruined painting of a dragon on the south wall. There are some traces of moss on the center of the ceiling. There is a large locked iron cage by the western wall.

Inside the birch cupboard is...spoiled foods of pie --- peaches --- onions --- bottle of honey --- pudding --- beans --- grapes --- onions --- jar of pickles --- cookies.

12 - The area smells of rotting vegetation. There are many scratches and claw marks on the north wall. There are rusty iron manacles on the south wall.

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is hidden behind a concealed wall panel.

A PILE OF COINS CONTAINING: 19,043ep / 2,308sp / 1,690cp

13 - The area smells of smoke and has a stillness in the air...with an average temperature for the area. There is 50 feet of ripped rope hanging on the center of the ceiling.

14 - The area smells putrid. There is a maple tub by the western wall. There are some blood smears on the north wall.

15 - The area smells of smoke. There are some areas of a weird brown fungi growing on the center of the ceiling. There are carved writings that tells the location of a nearby secret room...but written in a human language on the south wall.

16 - The area smells putrid. There is a rosewood armoire by the southern wall. There is a bunch of cracks on the south wall. There is 70 feet of twine hanging on the west wall.

17 - The area has an oddly still air...with moisture in the air. There is a maple armor rack hanging on the west wall.

On the maple armor rack is...large shield [made of mithril] --- dented chain mail armor --- ruined shield.

18 - The area has a orange colored haze of smoke. There is a ruined mattress at the north end of the room.

SOMETHING UNUSUAL IN THE AREA...

A wizard floor symbol (*constructed with gray paint, is 8 feet across, and in the shape of a oval...it has various plants and flowers scattered around it..*)).

19 - The area has a stillness in the air...with an average temperature for the area. There is a pallet at the north end of the room.

SOMETHING UNUSUAL IN THE AREA...

A magical talking mouth (*it tells of a dragon, known as Iacanth, living somewhere in this place..*).

ROOM TRAP: A scything blade comes from a nearby wall attacking as a warrior (level 15). It will slice at whoever first enters the area. If they get hit, they will suffer 1d10x9 damage. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A BROWN CANVAS SATCHEL CONTAINING: 383gp / 1,133ep / 870sp / 150cp (*Located under the pallet*)

20 - The area smells of rotten meat. There is a loom by the western wall.

21 - The area smells stale. There is a walnut armor rack hanging on the west wall.

ROOM TRAP: The ceiling caves in and causes 1d6x4 damage to all inside. [It can be deactivated by a button disguised to look like something else]

MAGIC ITEMS FOUND IN THIS DUNGEON DELVE

ITEM	FLOOR	ROOM	DESCRIPTION
1	26	17	Leather armor +1 [made of animal hide and is brown in color...with a skull symbol on the front that is emerald in color]
2	15	10	Longbow Arrow +1
3	24	19	Longsword +1
4	26	20	Longsword +1
5	23	2	Potion of Control Plant
6	23	12	Potion of Heroism
7	27	20	Protection from devils scroll
8	12	19	Protection from wereboar scroll
9	12	6	Ring of Delusion
10	4	46	Scarab of Protection
11	15	1	Silver-colored, decanter of underwater breathing draught. This liquid looks oily in appearance. It also has a peppery taste and smell to it. It seems to be fallow (yellow) in color.
12	6	1	Studded leather armor +1 [made of animal hide and is brown in color]

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