1 – carrion crawlers x3 waiting for someone to walk under or on the bridge

2 – giant rats x 5 (wolf statblock + 1d4 plague dmg + 5% chance to infect with plague) with dead bodies (few gold coins and plague staff)

3 – thief hiding spot (few words on thives cant on the door about trap), trapped door DC20 to find mega slime door to room 4 is opened and he will immediately attack. Some daggers, 25 gp, 25 sp, 200 cp. 2 leather armor sets

4 -mega slime pool

5 – 2 skeletons guarding each entrance

6 – morgue, ~20 bodies stacked up (Const DC 15 to walk through this room)

7 – alchemy station (black pearl dust x 2 worth 100 gp, 2 ambers ~ 50 gp each, necromancy books x 2(live and death))

8 – 2 skeletons minotaurs and some food

9 – necromancer lair with pentagram, creating bone golem (weakened version of iron golem) (2 turns to complete) <https://www.5esrd.com/gamemastering/monsters-foes/npc/spellcasters/necromancer/> only spells with \*. If he understands that he is losing, he will retreat to room 7 to activate circle of death. Has deadringer.

10 – jelly cube waiting for someone to take 25 gp

11 – dead end

A – jumping carrion crawlers

B – black jelly cube waiting on the wall

C – smell of rotten flash and magic

D – ladder to the cathedral cells

E – some rotten flesh on the floor

H – otyugh fishing from the sewer canal