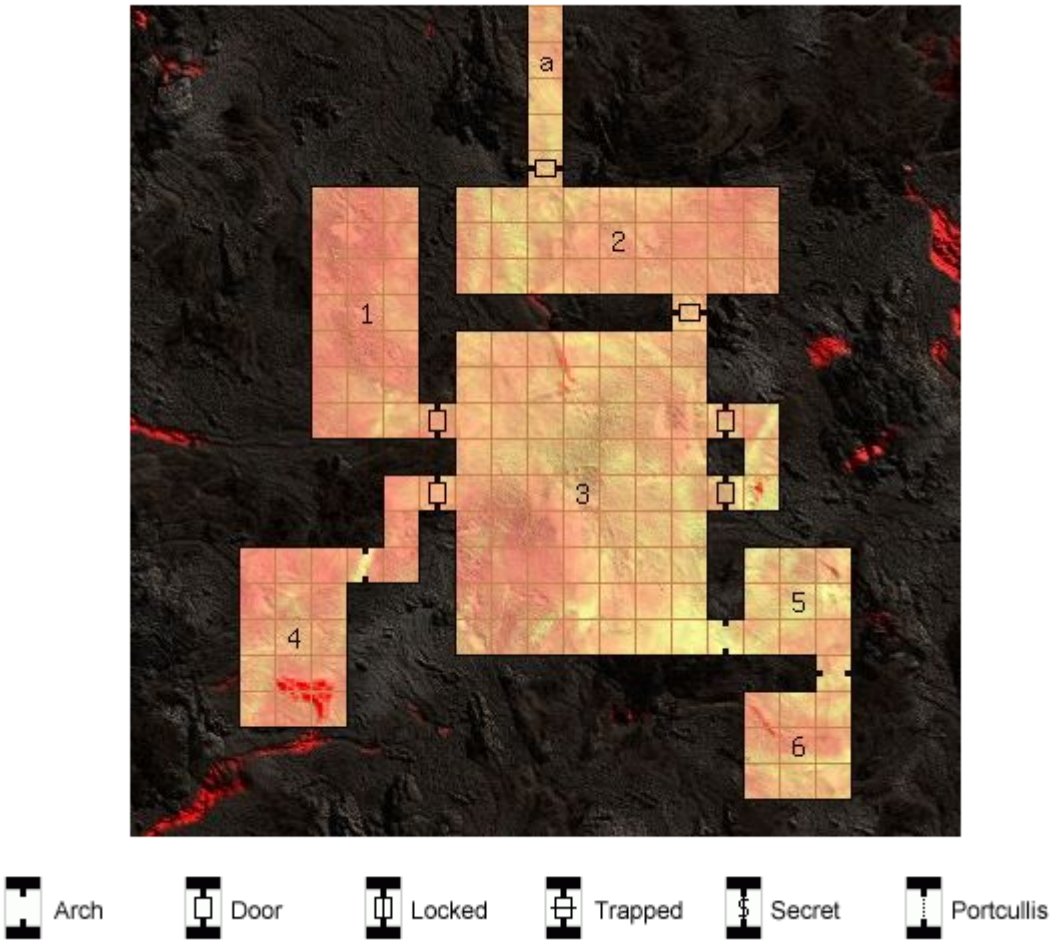


General

```
* Dungeon Walls Reinforced Masonry
* Dungeon Floor Sand
* Temperature   Warm
* Illumination  Shadowy (phosphorescent fungus or candles every 20 ft.)
```

Corridors

a The scent of urine fills the corridor

===== Wandering Monsters

```
* 1 1 x Wererat (lycanthrope), scavenging for food and treasure
* 2 1 x Ghoul, consumed by disease and madness
* 3 5 x Dire Rat, trying to lure the party into an ambush
* 4 10 x Rat (animal), tracking the party
* 5 10 x Rat (animal), lost and desperate
```

```
* 6 9 x Bat (animal), investigating a strange noise
```

Rooms

Room #1

- East Entry Stuck Simple Wooden Door → Leads to room #3, inhabited by 1 x Ghoul

Room Features

```
Several square holes are cut into the ceiling and floor, The scent of ozone
fills the south-east corner of the room
```

Room #2

- North Entry Stuck Good Wooden Door
- South Entry Stuck Simple Wooden Door → Leads to room #3, inhabited by 1 x Ghoul

Room Features

```
A magical mural on the south wall depicts the hideous death of whomever
views it, A stack of barrels filled with rotting fruit stands against the
south wall
```

Room #3

- North Entry Stuck Simple Wooden Door → Leads to room #2
- West Entry #1 Stuck Simple Wooden Door → Leads to room #1
- West Entry #2 Stuck Simple Wooden Door
- East Entry #1 Stuck Strong Wooden Door
- East Entry #2 Stuck Simple Wooden Door
- East Entry #3 Archway → Leads to room #5

Room Features

```
A mural of a legendary battle covers the ceiling, Someone has scrawled
"Frakun was here" on the east wall.
```

Monster

```
1 x Ghoul
```

Room #4

- East Entry Archway

Room Features

```
Someone has scrawled "Ran out of swords" on the south wall, The floor is covered with mold.
```

Monster

```
1 x Rat Swarm
```

Room #5

- West Entry Archway→ Leads to room #3, inhabited by 1 x Ghoul
- South Entry Archway → Leads to room #6, inhabited by 1 x Ghoul

Room Features

```
Several square holes are cut into the north and east walls, A creaking sound can be faintly heard near the south wall.
```

Trap

```
Ceiling Pendulum
```

Hidden Treasure

```
Hidden Locked Iron Chest
```

3 Tanglefoot Bags

Room #6

- North Entry Archway → Leads to room #5

Monster

```
1 x Ghoul
```

Treasure

Bag with “Bitter Tail” herbal cure to Jango Iofurrssin's disease.

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Last update: **2014/03/04 19:18**