



Arch



Door



Locked



Trapped



Secret



Portcullis

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 lofurssin's disease.

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