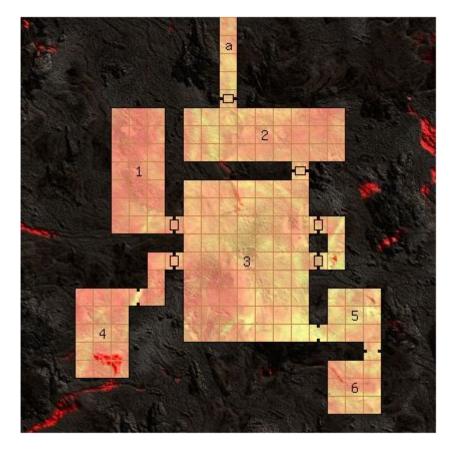
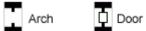
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# **General**

- \* 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

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#### 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  $\rightarrow$  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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