

A. This is a large room; 120 ft. X 100ft.

- Rough Tables & Benches & Beds
- Party + 2 Goblins [60' AC6, leather armor, swords, daggers 1HD]
- Wooden chests under each bed
- Trapped chest, sleep gas 6x6x6; save vs poison. Chest has 2000 cp
- sacks hanging on pegs on the wall
 - i. Junk, dirty clothes, old bones
 - ii. 2 contain coins, 500 SP each
- Cloaks
 - i. One cloak's pocket has a potion of growth

B. 50 x 50 ft room

- Inch of dust on the floor, undisturbed
- 4 deep niches in the walls
 - i. 4 Skeletons: 60' AC8, ½HD

C. Empty Corridor.

D. Empty Room with 6 Ft. statue. Statue faces whichever door the party entered. Statue must be rotated to face the door the party tries to open.

E. Empty Room

F. 50 x 60 ft room.

- 3 stone statues of men (petrified)
- Magic User standing behind a work table in the SW corner 9 HP, AC 9, Read Magic, Charm Person, Magic Missile, Wizard Lock, Web, Protection From Good. Scroll of Levitation.
- Fighting Man: 11 HP, AC 5, +1 Magic Sword, Jeweled Ruby Belt (1000 GP)

G. Gloomy room with piles of rock and rubbish (4' high)

- 2-8 giant rats [AC 7, HP2]
- A turn of searching: silver dagger (50gp) in sheath and bag of 50 electrum.

H. 80 x 50 ft. River running through it, 20ft. across, flowing west.

- Granite block walls 20' ceiling
- 10 Ft deep, flows fast.
- Anyone with <15 STR will be swept away
- Metal Armor will sink. 50% chance to take off or drown.
- Current takes you to room K—12+ con, fine, 11- con 50% 1d6 damage.

I. Bronze mask on the west wall and Sundial in center of the room.

- Inscription below the mask: "I'll answer questions, one, no more. I never speak til it be four.
- "Speak, I'll answer" Answers one question about the dungeon.
- "I've answered one, now go away. I will not speak again today."

J. 60 x 50 room. Ceiling cannot be seen. Large spider webs in corners.

- Spider: 31 HP, AC3 1d8+ strong poison, 6HD. First attack is a knockdown (-2 on next roll); if succeeds gets extra attack 1st round.

+1 dagger in its hide

K. Completely dark. Irregularly shaped cavern with river running through it. Shallow beach w/flotsam. Exit to SW.

L. Cave with river running through it.
Phosphorescent fungus on rocks (lights).

- Giant Crab hidden on the south beach [8HP, AC 3]
- River is shallow here (3-4 feet) and can be forded.

M. Large Sea Cave. Sandy beach. [If day, lit by entrance, if night by pirate's torches]

- 2 Rowboats
- 4 pirates in 1st rowboat [4 HP, AC7]; cutlasses. 2d6 gp each.
- 25% chance of 1d4+1 more pirates each round.
- Lemunda bound and gagged in 2nd rowboat. [AC9, 2HD F2]
- 2 Chests in 1st Boat
 - i. 2000 SP
 - ii. 1000 EP + 12 gems (100gp each)
- Giant Octopus in tide pool will attack if no one throws it food. [16 HP, AC7, HD3. 6 attacks per round to drown]

N. 120 x 70 foot room; catacombs. North wall caved in. 50% chance each turn a giant rat will attack [4HP, AC7, 1HD]

Ten stone sarcophagi. Takes 4 to remove a lid; 1 takes full turn to slide it.

- 4 are empty/already open
- 1. Moldering bones. Noxious gas- Unconscious for 1d6 turns
- 2. Partially clothed skeleton w/jeweled dagger held at its chest. Dagger will animate if touched; AC3 attacks as 1HD. Stops 3 rounds if hit. Will stop if put back in sarcophagus.
- 3. Skeleton wearing rinds and coronet (300 gp)

- 4. Skeleton wearing jewelry (900 gp)
- 5. Skeleton attacks with scimitar [7HP, AC7, HD1]
- 6. Skeleton wearing chainmail; holding scabbarded sword +1.

O. NA

P. 50 x 80 ft room. Smashed coffins.

- 2 ghouls [HP 11, 9, AC 6, HD2. 3 att: 1d3]
- 50 pp & 5 gems (10gp each)

S.

- Basement:
 - i. Spiral staircase. 1 full turnabout the room, ends in a closed trap door in the ceiling;
 - ii. Giant Snake [AC6, HD2 (13hp)]
- 1st Floor
 - i. Fireplace, cooking utensils and chairs.
 - ii. Stairs up to trapdoor leads to 2nd floor
 - iii. Door opens to the streets.
- 2nd Floor
 - i. Ape in locked cage (Key is in lock) [AC7, HD2] will attack and try to escape
 - ii. Narrow 2' wide windows.
 - iii. Two spell books, tables lamps, chemicals, skulls, loose parchment, mystic designs on floor.
 - iv. Wand of petrification hidden in secret table compartment [5% chance to find]
 - v. Scroll of reverse paralysis