

Deep Dark dungeon. A bit tougher in that some passageways are well hidden or require digging to complete.

- 1) Entrance. large room. Two corpses. Three bugbears. Wood debris. A short passageway, hidden behind a secret door, that almost reaches room 10. A short south passage that stops just short of room 5.
- 2) 50' x 55' x 10' the blue items are ghostly furniture. Two, two seater, jakes. A circular floor tile that shows the location of the secret door. Push on the left side of the wall near the door, and it will open. Three storage cabinets. A fireplace.
- 3) Mold and ant room. 30' x 70' x 10' mold, rock debris, a cage with a trap floor. Two green ants and a green bull. Are they real ? Or are they plants ?
- 4) A trap and chest room. Two cages, four open pits, and three chests. The passageway into this room will require digging.
- 5) 38' x 48' x 12' An old bar room. Blue furniture are ghostly items. Four amphorae, two chests, and a table. One the tables are six bottles. Will require digging to get into this room.
- 6) 34' x 33' x 10' Five boxes, and two crates. Two giant beetles. Noise in room 1 might attract them into room 1.
- 7) 30' x 30' x 15' An apothecary that moves slightly. Two crates.
- 8) 45' x 48' x 10' An open pit, a chest. Four giant beetles.
- 9) 45' x 45' x 10' Two green trees. Three apothecaries that move slightly when approached. A cracked floor. A skeleton. Secret door that connects to passageway 19.
- 10) 25' x 25' x 18' empty except for the circular tile piece that will rotate slightly is stood on for more than a minute.
- 11) 27' x 25' x 30' Two zombies. A grate on what looks like a solid floor. Small chest.
- 12) 36' x 15' circular room. Porcullis. Wood debris. Regular brazier on one side. A brazier that looks like it might be part of a statue on the other side. Secret door behind the second brazier.
- 13) 38' x 38' x 10' Ten skeletons. Three grates that look like they are on a solid floor.
- 14) 30' x 30' circular room. Two lit braziers and a pool of greenish water.
- 15) 30' x 10' circular room. Five giant rats guard this brazier.
- 16) Treasure room. 20' x 30' x 10' Room 18 must be dug to reach 16 and 17. Six chests, several busted leather bags of coins and jewels.
- 17) Former treasure room. 20' x 30' x 10' The three crates are probably empty.
- 18) A passageway that dead ends; however, tapping on the wall nearest the circular floor tile will go off a hollow sound.
- 19) A passageway that goes off to The Crawling Caves ?