

Lower level of the Dungeon of Confusion.

lower

entrance path from Cold Keep: Blue water looking cube blocking passageway. roll a d6. 1 or 2, characters go to lower floor when they go through the cube; 3 or 4, middle level; 5 or 6, lower level. The characters will feel dampness, but not get wet.

L 1 ) Same as U 2, but the rocks are located in different places. Cobwebs, no visible spider. Five piles of rocks, greenish stones on the floor.

L 2 ) Similar to room U 2. circular room 20' high. Rough mossy floor. Two grills, movement can be seen below them. Something is down there.

Two tables with a candelabra and a plate of food with utensils. Three hexagonal tables with plates of food. The stone spiral stairs goes up 15'.

Secret door to the Southeast: push on right side.

L 3 ) Open pit, treasure chest at the bottom.

L 4 ) Similar to U 4. Three baskets of apples, a rectangular box of squash, one torch, and a huge skull. Seven dead trees. They whisper. Secret door east side: small brass button the wall near it. Don't press the button ! Push down on the door, it will slide up into the ceiling.

There are a few possibilities with the skull. 1 ) it just has glowing eyes, and does nothing; 2 ) it cackles when the characters walk in, says loudly 'Beware !' then falls apart into dust, 3 ) Warns 'There is no singing and dancing allowed in the Dungeon ! besides the band is on holiday ! then sinks into the floor.

L 5 ) Five broken barrels, 3 empty reed baskets, one sheet metal bucket.

L 6 ) odd-shaped room. four obvious closed pits. Two large empty pools, beware the sharp edges. The latticework lower left blocks access to two treasure chests. Touching the latticework, and it sounds like a gigantic rat's tail has been stepped on.

passageway from Flame Keep: roll 1d6. 1 or 2, passageway raises up to upper level; 3 or 4, passageway goes to middle level; 5 or 6, passageway slants down to the lower level.

Secret door Northeast corner, push in the middle of the door. Passageway goes down and under a passageway, and goes between L6 and L2.

L 7 ) A bellows, 2 anvils, and a furnace. Campfire in all four corners. Mine cart. Two pickaxes.

L 8 ) A dug out L-shaped cave; Piles of rocks, an ore cart. A few small pieces of gold in the cart. Two pickaxes.

L 9 ) Three open chests. Hexagonal table has 4 flasks and an open book on it. The other table has two closed books, and two small piles of silver coins.

L 10 ) Similar to U10, but one pillar has been moved.

L 11 ) A row of rocks, a basket of apples, and a box of squash.

L 12 ) empty, but the mossy rock sometimes squeak when walked on. East secret door leads downwards under the North-South passageway and back up to L 5.

L 13 ) Empty room, but distant sounds of bats can be heard.

L 14 ) Five broken barrels that will start rolling towards the characters if they stay more than 5 minutes in this room.

L 15 ) One chest, 1 open pit, one open pit with spikes.

L 16 ) After a few seconds, some of these moldy rocks start floating slowly around the room.

L 17 ) Three broken barrels. A wood bucket with a small red glass bottle in it. No connection between L13 and L17.