

Entrance rooms, modified over the years by various groups who tried to make them livable. They failed. The room ceilings are not shown except for a partial one for room 12. The walled rooms are 10 to 12 feet high. The rest are open spaces.

1) entrance area. No matter how many of the torches are taken by adventurers, the torches get replaced. The other wall opening goes down to room 5.

2) a small ledge from 1 goes over to this room. This room also has a torch, taking it will cause a low volume howl to come from the wall sconce until the torch is replaced.

3) a long narrow room. A pit and a stair exits. The stairs don't go all the way down to the pool at 17. A 7 foot drop.

4) a small room that is entered from room 2 and areas 15 and 17. Although the floor is stone, stepping into this room will cause a wood creaking sound with each step. Remove Curse, or equivalent, to stop it, until the characters come back this way. Then it begins anew.

5) A square room with a chest and bookshelf flanked by pits. The stone wall above the stairs out of 5 and down to room 6 is a secret door. The book shelf should contain not much but maybe a cookbok for orcs to use.

6) a small square room that exits down to area 7. Those steps turn into a slide into the muddy pool at 7. A 50% chance for a character to take the narrow stone ledge to the right of the stairs and semi-safety.

7) muddy pool about 5 feet deep. Halflings and dwarves beware !

8) a stone crypt. The statue will attack if the crypt is approached. A small chest is inside, with only a few cheaper coins.

9) a small room, somewhat nicely furnished. The book shelf contains wood blocks painted to look like books. One of them contains a few small gems padded with cloth so they don't rattle.

10) a small crypt with a knight from years passed buried there. Beware the pit ! The knight might have some small treasure, his gear is rusted.

11) a small room with pillars blocking access to a chest of gold coins. The pillars might be a teleport trap.

12) a stone door leads into another crypt area with a partial ceiling shown. The mummy is painted wood.

13) a small room with a small chest. Some 2 magic rings and 50 rings that detect as magic but have no actual magic.

14) a small empty room with a wall tunnel and 2 wooden doors. Empty. The tunnel leads

into area 30.

15) an area connecting various rooms, the ceiling goes up to the top of this area. The different color blocks, with the skeleton parts on them, emit sounds of a large rat nearby when they are stepped on. A character jumping up and down on the blocks will cause 1d8 giant rats to teleport in.

16) store room. The horizontal barrels contain beer. The upright barrels contain food. Drinking or eating any of these items has a 1 in 20 chance of making the character sick for a day. The large yellow vase contains lantern oil. The two wood bowls are empty. The 3 green bottles contain 3 doses of random magic potions.

17) large pool of water. The bottom raises and lowers with the nearest ocean's tide. The surface stays level, but the stone bottom of the pool raises and lowers. It varies from 3 feet to 30 feet deep.

18) a room that leads out into the cave entrance. The pile of stones might give cover to a giant centipede.

19) cave entrance area. Some of the stone blocks are unstable and might tip over anyone walking on them. 20% chance.

20) a 20 foot deep pit guarding room 13.

21) a 2 foot high crawl space. A nice magic necklace is back by the far wall.

22) a small room of debris. A few coins will be found after a few minutes search.

23) At the bottom of the wooden stairs into area 15 is a weak stone floor area that will dump a character into the muddy pool 30% of the time.

24) a small room, stone door, small chest

25) large connecting area, floor slightly raised area, could be interesting. But the stone is mortared into place. Digging with tools to open up the stone could attract monsters.

26) the way between 25 and 28 is blocked by this mud pit.

27) a small room, every other step brings forth the sound of a small bell.

28) rectangular room; small narrow way into 27 and a wider opening into room 29

29) a very clean room ( I put one of these in various dungeons... very clean means the floor drops away and dumps any characters, and monsters that step on it, into a pit. The depth can be varied by the toughness of this area).

30) large area with boney remains and location 8, a crypt. Spiral stone stairs leading upward.

31) hidden behind a hidden door, a small bottle and a treasure chest. Giant centipedes in

the rock debris.

32) room that connects rooms 25 and 30. The light gray stones do one of several things. 1) ring a loud bell, 2) ring a quiet bell, 3) make a squeaking sound like wood squeaking, 4) nothing happens. So, roll 1d4. If the players nothing you rolling the d4 and the result is nothing happens, do what I do... smile, look around the table, and continue on like nothing happened.

The stairs in room 32 just go up a few feet from the ceiling. No traps, no treasure, the stairs are just there. Maybe a stone looks loose.