

Dungeon below the basement. All rooms and stairs are enclosed unless stated otherwise in the description. Think of the small treasures as lures to get adventurers to go down and tangle with Old Bill and the lads.

- 1) Just looking into the water, just looks like a deep water area under the floor. Look through doorway A, characters will see stairs leading down into the water. Holding their breath and putting their head into the water they will see a dry area at the bottom of the stairs. Its an illusion. The stairs go down to a flooded room. B a thin stone slab. Walk across it and it will break. The gap is 2 feet across and should be survivable. C is a hidden door that leads downward to room 3.
- 2) A small chest is at location 2. It contains 5 gold pieces and 20 silver.
- 3) A small cave area. Steps lead down to room 4 and 5.
- 4) an L-shaped room that leads to room 5 and location 8.
- 5) leads to room 6 via rope and wood plank walk.
- 6) loose rock floor. Leads to 35.
- 7) The alcove to the left of the entrance stairs can house a nice trap or monster. Room leads to room 15.
- 8) broken stone path leads to 13.
- 9) a small loose stone area that leads to 10, 13, or 36. Open walls. Ceiling about 10 feet up. Long fall down.
- 10) some open wall areas with a drop off to clouds/mist below. Open arch leading down to room 20.
- 11) A torch lit room. Someone replaces the torch once a day or so. Hole in the floor leads down to a small open top room 12. Bones, coins, and a magic statue with a ready sword. Stone door down to room 19.
- 12) The statue will attack anything living that enters the room. Flying, levitation, and a rope can be used by survivors to get back up to room 11.
- 13) open walls over clouds and mist. The drop is a very long distance. Rope and plank bridge to room 14.
- 14) walls on one side are not there, just a drop off to clouds/mist below.
- 15) a room with nothing in it. Finding the secret door leads to a few platinum and gold coins.
- 16) Two open wall areas with a drop off to clouds/mist below.
- 17) Large square room. Shakes as characters walk across the floor. If they are near the stairs, they could fall, maybe to the rocks below. A) stairs down to room 18. B) A small opening. Characters can see down to cave-like room 32.
- 18) A small rectangular room. Only partially walled. The stairs 17A are open, no guard rail.
- 19) A torch lit room. A room with defensive works in part 19A. A small chest with bones nearby.
- 20) A room with two holes in the floor. And a narrow bridge 21 to room 22. Otherwise enclosed. One drops of to rocks far below. The other drops down to a stalagmite filled room 37. Ouch !
- 21) A 3 foot wide walk across a chasm to room
- 22) Enclosed except for one wall. Drop off to cold water a long distance down.
- 23) Another torch lit room, oil is replaced by magic. Three stone doors. Only one will open at a time. They could be trapped.
- 24) Another L-shaped room. Bones. Stairs lead up to room 18. Secret door leads down to room 25.
- 25) Slippery with water and gravel. The water flow is cold and fills the lake below.

- 26) L-Shaped with two open sides. Drop off to rocks below.
- 27) Stairs up through the ceiling lead to room 30. Two walls open.
- 28) A small room with a floor, ceiling and one wall.
- 29) a narrow path leading to 27.
- 30) Connects rooms 27 and 31. One open wall.
- 31) Fully enclosed. Small cave-in on one wall. There could be something buried under that.
- 32) The bone room. If any character starts humming, or is singing, when in this room, the bones will join in.
- 33) A trap. No sides, just floor and ceiling. At random intervals a 1 foot by 1 foot section will drop away. The entire room could fall into the abyss.
- 34) end of the path; however, Flying ability or Levitate could be used to get to room 14 or room 16. Beware gusts of wind from below.
- 35) leads down to 7 or over to 34.
- 36) Three walls open. Nice treasure. Beware the spring loaded floor sections ! A character could get tossed off into the rocks far below.
- 37) While it looks like to doesn't go anywhere, landing here will teleport no error the adventurers to Old Bill and his lads Combat Arena.
- 38) loose rope and plank path over a chasm of mist and clouds.