

Map is 500' x 400'

Note that the room dimensions were chosen so a ad&d le bullseye lantern wouldn't light up the opposite walls for rooms larger than 80 feet.

Room 1) 110' x 90' Grand Ballroom ! Tables and chairs on the west side. A 10' x 10' open pit in the center. Two chairs on the north wall. A blood splotch in front of the secret door.

Room 2) 90' x 30' Two small towers in opposite corners. Blood splotches in front of the wood piles.

Room 3) 30' x 20' wood chair, anyone sitting in it has their back to the open pit. The doors are metal reinforced wood.

Room 4) 80' circular room. Blood splotch on the floor doesn't mark a secret door. Two small towers guard the room.

Room 5) 60' x 40' empty room.

Room 6) odd-shaped room. Pond is moldy. Spiral stairs leads down to a tunnel. A area) barricades protecting a small crate. B area) stone barricade.

Room 7) The Lake Room With either real, or illusional, coins on the bottom of the clear cool water.

Room 8) 40' x 60' Small tower. Barracde protects two small crates.

Room 9) 60' x 40' empty

Room 10) 100' x 40' Two saw blades in opposite walls. Blood splotches in front of each fountain.

Room 11) 60' x 70' 11 barrels. Open metal doors.

Room 12) 80' x 60' Red curtains hide the door to room 18. Cracks in floor can support 150 pounds in weight. More and the character will fall 6 feet into water.

Room 13) 30' x 40' empty

Room 14) 30' x 70' Four piles of bones behind the barricades. Wood debris. Footprints cross the floor. Yet, another Wood pile ?

Room 15) L-shaped room, 20' x 30' + 70' x 20' Two windows on the north side show illusions of being on the surface.

Room 16) 70' x 70' Spiral stairs that go down to the next level.

Room 17) 60' x 10' sand on the floor.

Room 18) 40' x 10' + 10' x 30' sand on the floor.