



LEGEND

	TREASURE CHEST
	WOODEN DOOR
	SECRET DOOR
	STAIRCASE
	STATUE
	PILLAR
	ALTAR
	CANDELABRA
	DAIS
	CAGE
	SARCOPHOGUS
	PORTCULLIS
	URN
	BRAZIER
	DEBRIS
	TRAP

- ENTRANCE:** A STONE STAIRWAY DESCENDS INTO A SMALL STONE ROOM WITH 2 WOODEN DOORS. 1 LEADS EAST, 1 LEADS SOUTH. THE ROOM IS LIT BY TORCHES AND IS PATROLLED BY 2 SKELETON GUARDS. THE TORCHES HANG IN A ROW ON THE NORTH WALL. THE MIDDLE TORCH IS UPSIDE DOWN, TURN IT TO THE CORRECT POSITION AND A SECRET DOOR OPENS AND A SHORT HALLWAY IS REVEALED, A SMALL TREASURE CHEST SITS AT THE END OF THE HALL. IT IS LOCKED BUT IS EASILY PICKED WITH A SKILL CHECK. THE TREASURE CHEST CONTAINS 40 GOLD PIECES.
- EMPTY MAUSOLEUM:** AN OLD WOODEN DOOR LIES ON THE NORTH WALL OF THE HALLWAY THAT LEADS FROM THE EAST DOOR OF THE ENTRANCE ROOM. IT IS LOCKED. A LARGE CRACK IN THE DOOR REVEALS THE ROOM TO BE EMPTY EXCEPT FOR A SMALL BRASS KEY LYING ON THE FLOOR INSIDE. THE LOCK ON THE DOOR MUST BE PICKED TO GET IT. IF A PLAYER OPENS THE DOOR AND ENTERS THE ROOM A DART TRAP IS TRIGGERED WHEN THEY STEP ON THE PRESSURE PLATE. IT CAN BE EASILY FOUND IF SEARCHED BEFORE ENTERING AND DISENGAGED WITH A SKILL CHECK OR TAKE 1D6 DAMAGE.
- SMALL CRYPT:** THIS ROOM IS MADE OF WHITE MARBLE. IT IS COVERED BY A DARK GREEN MOLD FROM YEARS OF DECAY. THE SMELL IS ROTTEN AND VILE. THE DOOR IS UNLOCKED AND SLIGHTLY OPEN. BLOODY SLIDE MARKS CAN BE SEEN GOING UNDER THE DOOR INTO THE ROOM FROM THE CORRIDOR. A TREASURE CHEST CAN BE SEEN AGAINST THE NORTH WALL, LYING NEXT TO THE TREASURE CHEST IS AN INJURED BUGBEAR. HE IS COVERED IN BLOODY WOUNDS AND BITE MARKS. A CROSSBOW IN HIS HAND IS POINTED TOWARD THE ENTRANCE. HE FIRES AT THE FIRST PLAYER WHO ENTERS. THE BOLT CAN BE DODGED OR BLOCKED WITH A SKILL CHECK OR TAKE 1D4 DAMAGE. THE BUGBEAR SUCCEUMS TO HIS INJURIES AFTER FIRING THE CROSSBOW. THE TREASURE CHEST CONTAINS 1020 X 5 GOLD PIECES.
- LONG CORRIDOR:** A LONG CORRIDOR LEADS SOUTH. IT IS MADE OF STONE AND LITTERED WITH DUST AND DEBRIS. A STATUE OF AN EXECUTIONER HOLDING AN AXE SITS ALONE IN AN ALCOVE ON THE WEST SIDE OF THE CORRIDOR. A WOODEN DOOR LEADS EAST JUST BEFORE REACHING THE ALCOVE. IT IS LOCKED. THE LONG CORRIDOR TURNS EAST AND HAS 4 MORE WOODEN DOORS. EACH LEADING IN DIFFERENT DIRECTIONS. THE CORRIDOR EXTENDS NORTH BEYOND THESE DOORS AS WELL. THE ALCOVE TO THE WEST IS PECULIAR, FOR THE STATUE IS CURSED AND IT WILL SWING THE AXE AT ALL WHO ATTEMPT TO PASS FROM ANY DIRECTION. YOU MUST DODGE IT WITH A SKILL CHECK OR TAKE 1D8 DAMAGE.
- SANCTUARY:** A LARGE STONE ROOM WITH 2 LARGE PILLARS AT THE NORTH END. A DAIS LIES TO THE SOUTH ADORNED WITH AN ALTAR AND 2 CANDELABRAS. THE FLOOR IS COVERED IN DEAD FLOWERS AND SMELLS OF INCENSE. 4 ZOMBIES LURK AMONGST THE SHADOWS AND ATTACK. THE ALTAR HAS A SCROLL SITTING ON IT. IT IS OLD AND TORN. IT CARRIES AN IMAGE OF 3 SHAPES; THE SUN, THE MOON, AND THE STARS.
- THE KING'S CRYPT:** THIS ROOM IS MADE OF ANCIENT STONE. IT HAS WOODEN DOORS LEADING NORTH INTO A CRYPT. THE MAIN AREA HAS A CARVED SUN TRIANGLE RUNE IN THE FLOOR AND IS LIT BY 6 BRAZIER. 3 SKELETON GUARDS PATROL THE ROOM. THE ROOM IS SCATTERED WITH DEBRIS AND ROCKS AS WELL AS DEAD FLOWERS AND OFFERINGS. BEYOND THE DOORS THE CRYPT IS LOCKED BEHIND A PORTCULLIS GATE. IT CAN BE DISENGAGED WITH A SKILL CHECK. 3 SARCOPHOGI IN SEPARATE ALCOVES CAN BE SEEN BEYOND THE PORTCULLIS. BETWEEN THEM SIT 2 LARGE TREASURE CHESTS. EACH HOLDS AN ANCIENT ITEM. THE WEST TREASURE CHEST CONTAINS THE KING'S CROWN AND 2D20 X4 GOLD PIECES. THE EAST TREASURE CHEST HOLDS THE KING'S SCEPTER AND 3D20 X4 COPPER PIECES.
- OFFERING ROOM:** AN UNLOCKED WOODEN DOOR LEADS INTO THIS ROOM. 2 RUSTY IRON CAGES SIT SURROUNDED BY FLOWERS AND TRINKETS OF ALL TYPES. PICTURES AND LETTERS ADORN THE WALLS. 2 MUMMIFIED CORPSES LIE IN EACH CAGE. LIFELESS AND DEAD. 1 SHADOW LURKS IN THE DARKNESS. IT WILL ATTACK ANYONE WHO ENTERS THIS ROOM.
- PRIEST'S MAUSOLEUM:** THE RESTING PLACE OF THE KING'S PERSONAL CLERGYMAN. A LOCKED WOODEN DOOR LEADS INTO A HUMBLE STONE ROOM DRAPED IN RED TAPESTRIES. A STONE COFFIN SITS IN THE CENTER. THE LOCK ON THE DOOR MUST BE PICKED TO ENTER. 1 GHOST ATTACKS ANYONE WHO ENTERS THE ROOM.
- KING'S STATUE:** THIS ROOM IS LOCKED BY A WOODEN DOOR. IT MUST BE PICKED TO ENTER. THE ROOM IS OLD AND MADE OF STONE. A STATUE OF THE KING SITS AGAINST THE SOUTH WALL. BEHIND THE STATUE A SMALL PORTCULLIS BLOCKS AN ALCOVE CONTAINING A BRASS TREASURE CHEST. THE STATUE IS OF THE KING IN FULL BATTLE REGALIA BUT HE IS MISSING HIS CROWN AND SCEPTER. WHEN THEY ARE RETURNED THE STATUE SLIDE TO THE WEST AND THE PORTCULLIS LIFTS. THE BRASS TREASURE CHEST IS LOCKED AND CANNOT BE PICKED DUE TO MAGIC. IT MUST BE UNLOCKED BY THE SMALL BRASS KEY. THE BRASS TREASURE CHEST CONTAINS 1000 GOLD PIECES AND A CLOAK OF INVISIBILITY.
- MAUSOLEUM OF SOULS:** AN UNLOCKED WOODEN DOOR LEADS YOU INTO AN OLD STONE ROOM. 4 URNS SIT INSIDE THIS ROOM EACH ETCHED WITH A NUMBER AND A BRASS LOCK. 1 TO 4 RANDOMLY PLACED. ON THE NORTH WALL 4 NUMBERED KEYS HANG WAITING; NUMBERED 1 TO 4 RANDOMLY. THESE OPEN THE URNS TO REVEAL THEIR CONTENTS. URN 1= 250 COPPER PIECES, URN 2 = 1 SCORPION ROLL 1D6 DAMAGE, URN 3 = 100 SILVER PIECES, AND URN 4= FIREBALL TRAP ROLL 1 D8 DAMAGE.