



**KEY: 1. Rat Room.** The metal door is stuck and must be forced open. Light then filters into a room filled with rotten timbers, rusty metal, musty fabrics, and small holes in the walls. A **Giant Rat** (HP 3, AR 2, AV 1, Bite for 1d2, ST 18+, SPD 4/6 swimming) is always here when entered from outside, and will attack. When re-entered from inside there is a 50% chance of 1d2 rats. Searching for 3 turns gives a 50% chance to find 1d6 sp but another rat will appear. The exit corridors lead into darkness.

**2. Water Pit.** The corridor is interrupted by an open pit filled with water to within 1' of the edge, 10' across and 20' deep. It can be traversed with the 15' ladder from #7.

**3. Gem Room.** Two **Ebryns** (HP 4, AR 3, AV 2, Bite for 1 + poison, ST 14+, SPD 7) nest on a ledge in the NW corner with 3 gems worth 50 gp each. A large 250 gp yellow topaz fell out and is wedged in a crack in the floor, but can be pulled out with some effort. It can be fed to the frog statue in #6 to get a key to #4.

**4. Helmet Room.** A locked metal gate (reinforced, 25 structural points) blocks entry. If unlocked with the key from #6, an invisible **Helmet of Health** will turn visible. A person wearing the helmet can heal their wounds (1d8 hp) once per day. It must be worn for one day before this ability will work.

**5. Abandoned Archway.** Steps lead up to an elaborate archway and back down into the room. A **Giant Spider** (HP 22, AR 4, AV 6, Bite for 1d4 + poison, ST 13+, SPD 5) lurks above

the arch inside the room and will pounce on anyone who enters. No treasure.

**6. Frog Statue.** The corridor ends at a 3' high arch from which emanates a faint glow. To proceed further an adventurer must crawl. At the end is a glowing 2' tall stone frog statue. If approached it will speak, promising to reveal a magic treasure if fed a gem of 250 gp value. If given such, the frog will spit out a key to #4.

**7. Svart Ambush.** The 10' tall door to this room is resting in the frame, unattached and rigged to fall when opened. Avoid with a successful Death Saving Throw or take 1d6 damage. Inside are two **Svart Guards** (HP 10, DV1 4, DV2 3, AV 2, Spear, ST 13+, SPD 4); their vests have 15 AP and shields 5 SP. They will be alerted by the door falling and attack from each side if the room is entered. If one is killed the other may try to flee (2-5 on 2d6; check each round). They have a sack of 50 gp. A rusted but sturdy 15' metal ladder lies discarded on the floor. It can be used to cross the water at #2.

**Wandering Monster: Dungeon Dog** (HP 8/16, AR 2, AV 3, Bite for 1d6, ST 16+, SPD 5). This poor fellow is in bad shape, barely surviving in the dungeon. He hunts giant rats but is often wounded by them. If he smells food he will try to knock the adventurer down and get their pack. If given food he will stop attacking, grab the food and slink off to eat. If given a second feeding (one day's worth of rations), he will begin following the character. If treated well he may become a loyal companion.