

1001 Things to Decorate your Dungeon's walls

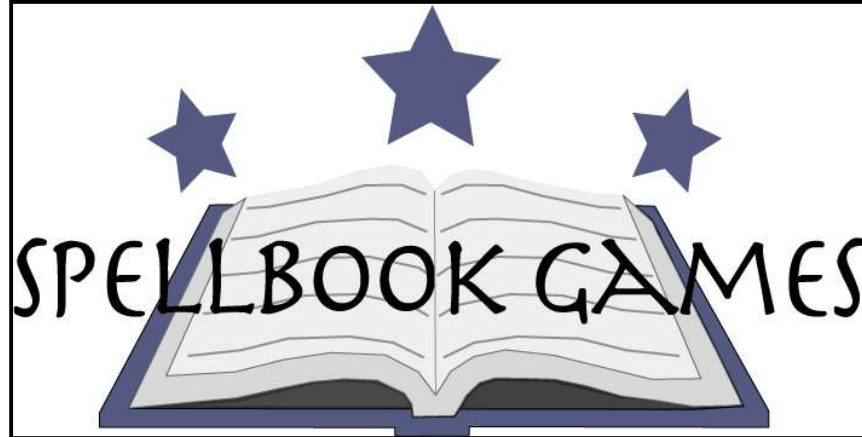


1001 WAYS TO DECORATE YOUR DUNGEON WALLS

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1001 Ways to Decorate Your Dungeon's Walls

Introduction

This product is intended to aid Games Masters in designing and preparing adventure sites for their players. It provides short descriptions of walls that can be inserted into just about any room to provide color and interest. Some entries can provide plot hooks for the Adventurers, but they don't have to. Some can be distractors that cause Adventurers to eat time and effort. The goal is to have dungeons that have character and quirkiness and cause an Adventurer to think. Although the intent is to use these descriptions in dungeons, they can be used anywhere the Games Master has a wall to make interesting.

In general, these descriptions don't include monsters, and they rarely include treasure. There is magic but not enchanted items. Some descriptions may include useful or interesting items that Adventurers may decide to acquire, but none have any particular power or utility, they are not intended to affect the Adventurer's fighting ability.

The product's structure lends itself to random selection, with 1d10 representing the hundreds place and 1d100 the specific selection.

When the descriptions include a reference to rules {for example, to saving rolls}, reference is made to Spellbook Games' RPG rules, *Portal to Adventure*. There are few rules references in this design aid.

Common Abbreviations

To hit TH, To damage TD, Greater than or Equal to GTET, Less than or Equal to LTET, Level Lx

Descriptions

1. A small brass bird cage hangs from an iron hook, holding the skeleton of a canary.
2. A shrunken Dwarf's head is tied to an iron spike stuck into the wall, the head has a purple hoop through its nose.
3. Scrawled across the wall in white chalk are the words, in Common, "*Joachim, don't touch the black button.*"
4. An orange octagonal sign on the wall reads, "Imor's Dungeon Construction Company."
5. A rectangular cork board in a wood frame hangs on the wall, pinned to the board is a scrap of parchment marked with a partial dungeon map.
6. A wood plaque hangs from a hook on the wall. The plaque is written in Orcish, and reads, "Diploma...Sollbang Bloody Foot graduated from the Tilau School of Torture and Body Reconstruction."
7. An oval oil painting hangs on the wall, depicting a female human child in a yellow dress.
8. A torn and moldy black curtain hangs across an entire wall, attached to a tarnished silver rod (14 GP).
9. A brown ring of mold, 1 inch wide, circles the entire room 53 inches from the floor.

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10. A battered steel lantern (empty) is stuck to the wall by some kind of grey putty.
11. Several vertical cracks are found in the wall, some up to 3 inches wide. A half-sized extinguished torch is stuck into one crack.
12. Four oak pegs are set into the wall. A green cloak (good condition) hangs on one peg. In the cloak's inside pocket are 3 SP and two dice.
13. A mechanical cuckoo clock is attached to the wall, 5 FT from the floor. One of the clock hands is missing, the bird is sticking out and has been decapitated.
14. A sooty circle is found on the floor. Above the circle on the wall are black scorch marks.
15. The upper part of the wall is covered by redwood panels. Seven arrows stick into the panels.
16. A wall safe, 20 inches across by 24 inches deep, is set into the wall 48 inches from the floor. The safe door hangs by a partial hinge, the lock is broken, and the safe is empty.
17. A silver Holy Symbol (48 GP) to {Deity in the campaign world} is attached to the wall by a silver nail, 85 inches from the floor.
18. A parchment poster is tacked to the wall, the calendar for 12 years ago.
19. A 4 inch by 3 inch card sticks to the wall 40 inches from the floor, written in elvish; on one face the card shows the picture an elf in chain mail holding a rapier, on the other is the label, "Calzig's Dungeon All-Stars" and "Lahellin Ralgoar, Warrior Hero, specialist in Troll Killing."
20. Six large hands are traced on the wall in green chalk.
21. A dusty tapestry (138 GP), 6 FT by 4 FT, is pinned to the wall. The tapestry shows a three-towered castle on an island against the setting sun.
22. A large 'X,' five feet across, is painted on the wall in red paint.
23. Attached to the wall are three wooden candle holders, each fitted with slender green-glass hurricane covers.
24. A tic-tac-toe board 4 FT across is marked on the wall in black paint; sticking to the wall next to it are five wood squares marked with O and five with X; the wood squares are easily pulled off and stick to the wall's surface.
25. Six triangular purple cloth pennants hang on the wall from short wood dowels, with their points downward. Three pennants are marked with two white skulls, three are marked with two gold eight-pointed stars.
26. A black lace garter is wrapped an iron torch bracket.
27. A shield-shaped wood plaque hangs from an iron hook by a string. A realistic Manticore is painted on the plaque.



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28. A glass mirror, 14 inches by 16 inches, is mounted to the wall, 54 inches from the floor; the mirror has two cracks across it.
29. Two empty wall shelves, each 40 inches long, are attached to the wall.
30. A 40 FT coil of hemp rope is slung over an empty iron torch bracket; the rope is rotted and breaks when 50 pounds of weight is put on it.
31. The wall is covered with a brightly colored tile fresco that depicts naked Nymphs bathing in a spring; about one quarter of the tiles are missing.
32. The entire wall is covered in a black tar material except for the outlines where four shields hung; the wall pegs the shields hung on are still present.
33. Six holes are drilled into the wall, in a horizontal line 26 inches off the floor, each hole separated by 6 inches; each hole is three-quarters of an inch diameter by 8 inches deep.
34. A 6x4 FT niche is 20 inches deep, the rear surface is a mirror, all other surfaces are covered by dark blue enamel paint. An abstract redwood sculpture in the niche is 3 FT tall, it sits on a solid wood stand 12x10 inches by 8 inches tall. A tiny brass key is inserted into a hole on the underside of the stand.
35. A 12x16 inch wood plaque depicts a rearing Manticore. If the plaque is removed, a *Glyph of Stunning* is inscribed on the wall (difficult Will save to avoid looking, range 8 FT, difficult Will save, stunned 1d100 minutes).
36. A 30x30 inch by half-inch-thick piece of cherry wood is held to the wall by four bolts. When the wood is removed it reveals a 26-inch hole 9 inches deep, three black girdles hang from hooks.
37. Four brass bird cages are attached to brass wall hangers. Three cages hold skeletons of small birds, one cage has an emaciated canary with a small amount of food in its cage and no water.
38. Three 28x16 inch oil paintings hang so they form the vertices of a triangle, 36 inches apart. The top painting depicts a two-masted sailing ship, the lower left painting depicts men landing a chest on a tropical beach, the lower right painting depicts a large chest next to where pirates are digging a hole, under a lava stone arch.
39. A 20-inch circle is filling with swirling purple mist, accompanied by a whistling sound that raises and lowers in volume. The circle is a portal that will transport a small creature to another room in the dungeon. If an Adventurer reaches through the circle their hand touches a two-position lever that opens a portcullis somewhere in the dungeon.
40. Two dirty oily tapestries hang on the wall, one 8x4 FT above one 10x6 FT, both on ornate wood rods. The top tapestry depicts a large warship sailing near icebergs. The bottom tapestry depicts a Giant in furs walking across a glacier.
41. Three rusty iron pipes jut out from the wall, two are 4 inches in diameter, extend 10 inches, and are capped off with a threaded cover (screw off counterclockwise). The third pipe is 9 inches in diameter, extends 18 inches, and has an open end; a two-position valve is 6 inches from the wall. If the caps are removed the first two pipes release 200 galloons of a smelly black sludge into the room {easy Stamina save versus disease}. If the valve is opened the third pipe releases a thick sticky substance that has the aroma of cherries.

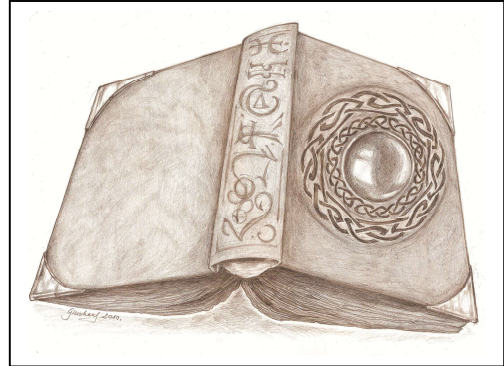


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42. Pieces of chain from 3 FT to 6 FT are attached to eight eye-bolts screwed into the wall, open padlocks {no keys} hang at the end of the third, seventh, and eighth chains.
43. A 3x5 FT section of wall acts like a permanent window, showing what is going on in another room in the dungeon in real time {no audio, no communication through the 'window.'}
44. A zone of darkness covers the entire wall, it is only 12 inches thick; one section of the wall has 8-inch metal spikes which cause hp1d6 {very difficult Agility save to avoid if not detected}.
45. Splatters and streaks and stains of a dark red liquid are on two walls, along with black scorch marks.
46. A 20x15 inch parchment map is glued to the wall, it shows four corridors and nine rooms. A description in the lower right corner states that the map is to the tomb of Forchareggo, Crusader of Annuruck. A hand-written note mentions something called the '*Mace of Alscuss*.'
47. Two old posters are tacked to the wall, they are fading and torn. One advertises a bull fight from fifteen years ago, the other a bull fight from twenty-one years ago.
48. A pentagram is inscribed inside a circle which is inscribed inside a diamond. All of the 'lines' are polished brass. A hexagonal silver medallion hangs in the center from a slender silver wire, the medallion depicts a bearded male face in a wizard's hat.
49. Eight tic-tac-toe games are scratched into the wall, O has won three, X has won two, and three are tied.
50. A 5 FT-long stone shelf is mounted 5 FT off the floor. The shelf holds a 14-inch paper-mache figure of a lion. The numbers 5, 8, 2, 4, are written on the underside of its feet {moderate Intelligence to find}, they form a code to open a nearby lock.
51. Three brass lamps hang from metal brackets, each depicts a flying bird (crow, falcon, albatross), their eyes are flecks of jasper. When the lamps are lit (30 minutes of oil) the birds fly about in a random pattern.
52. An oak cuckoo clock hangs on the wall, it has a twenty-hour clock face. The cuckoo appears every 30 minutes. It's song mesmerizes an Adventurer {range 10 FT, difficult Will save, persists for (1d20+1d12)*15 seconds}.
53. Four 12-inch diameter handwheels are 16 inches from the wall, one each has black, red, green, and yellow enamel handles and they are labeled with brass tags, V5, V17, V20A, and V25B. All are found in the closed (fully clockwise) position. Opening the valves has no apparent effect.
54. A 70-inch wide by 45-inch tall green metal plate is set into the wall, 50 inches from the floor. Three four-position vertical levers/switches are in the plate, two with black enamel knobs, one with a blue enamel knob, one with a silver-plated metal knob. The levers are found in positions 2, 4, 1, and 3 {number 1 lowest, number 4 highest}. Adventurers hear a loud metal-on-metal grinding noise when the third lever is moved to position 3 or position 4, otherwise there is no apparent effect from moving levers.
55. Five wall niches are 8x10 inches by 10 inches deep, 5 FT off the floor, separated by 12 inches. The interior surfaces are painted black. Niches one and four are empty. Niche two holds a pewter goblet. Niche three holds a 30 GP crystal decanter of 10 GP brandy. Niche five holds goblet made from the skull and bones of a large feline.
56. Two shaggy Bison hides are tacked to the wall.
57. A 16x8 inch brass plaque is screwed to the wall, 5 FT off the floor. The plaque depicts two Boars butting heads.

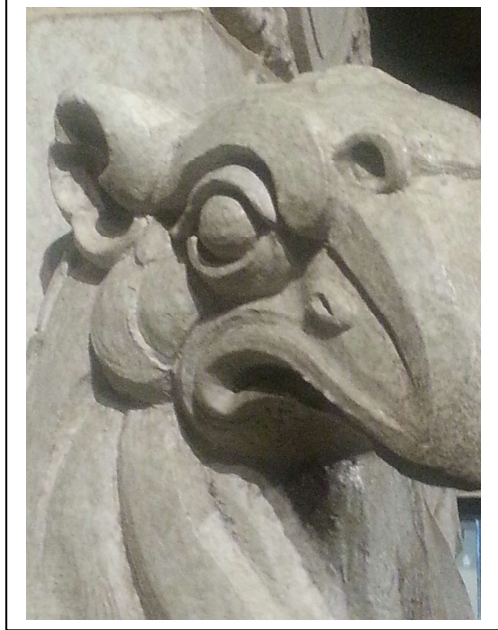
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58. A man-sized rusted iron cage with a broken lock hangs from two iron brackets. A few bones are inside.
59. There are seven long diagonal cracks in the wall, parallel to each other, from half-inch to an inch wide and separated by 12 inches to 20 inches. Each large crack has multiple hairline cracks associated with it. The wall will break when hit by sledges, picks, mattocks, etc. if the Adventurer's Strength is GTET 17, revealing a room 10 FT by 12 FT.
60. A 6 FT by 4 FT iron safe is built into the wall, it has a hasp held closed by a rusted padlock, a pull-slide, and a broken combination lock wheel {25 digits}. The safe is found closed. Inside are a cypher book (partially written in invisible ink) and a worn copy of a psalter to Anuruck.
61. A 15x9 FT dirty and cracked tile fresco on the wall depicts a hunting party riding over meadows toward a stand of trees along a creek.
62. Nine holes are arranged in a 3x3 grid, each hole is hexagonal in shape, 6 inches across, and 6 FT deep.
63. A silver-blue mold-like crust covers a section of wall 9 FT in diameter.
64. A section of wall 5x8 FT is outlined with a half-inch crack which is filled in with dark red wax. The crack is 24 inches deep all around.
65. A 5 FT drawing on the wall depicts a sword through a chicken.
66. Two wood panels are 4 FT by 2 FT, painted blue, hinged at the top, with wood handles. They are 4 FT off the floor and separated by 5 FT. The left panel conceals a brass Cudgel on a wood stand, the words "diamond, ruby, emerald" are engraved along the shaft {Common}. The right panel conceals a brass Dirk sitting on a wood stand, the blade engraved with an eagle's head.
67. Two 6 FT by 8-inch wooden shelves hang one above the other, the lower is 5 FT off the floor, the upper is 14-inches higher. There are four small wire cages on the upper shelf, each one holds an ordinary rat.
68. Two triangular cloth pennants hang vertically, the pennants have 44-inch bases, are 90-inches long, are made of blue and black strips of cloth, a yellow sun is in their center. The pennants hang 50 inches apart and their tips are 40-inches off the floor.
69. A semi-circle with a 5-FT radius forms the lower line of an inlaid ceramic fresco, 3 FT across. The fresco depicts Giant Eagles soaring above a blue lake with a shore of evergreen trees.
70. A large 'X' is marked on the wall in dark red blood.
71. The pelt of a white bear is tacked to the wall, its head and claws are intact. A wilderness map is drawn on the underside in green.
72. A 30x25 inch brass metal plaque is attached to the wall, it depicts two bulls butting heads.
73. Two handwheels have their stems go through the wall. One has a black enamel wheel 20 inches in diameter, the other has green enamel wheel 30 inches in diameter. They are found fully closed in the clockwise position.



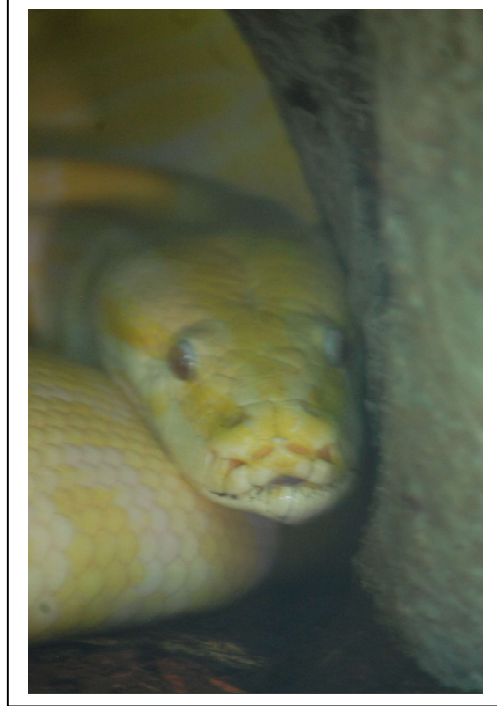
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74. A stone bird's face is 8 FT tall by 5 FT across, the face is painted dark green, the eyes are 30 GP polished turquoise, the twenty fangs are 4 GP ivory. A hidden latch {difficult to find, easy to open} on the underside allows the face to swing open from the left side. The face is hollow inside, Adventurers find two scrolls {*shapechange*, Green Dragon, 15 minutes}, a Heavy Mace +1, and a 1d8 Cure Wounds Potion.
75. A metal box is fastened to the wall 40 inches off the floor, the box is grey metal, 6 FT long by 20 inches across by 9 inches deep. On top of the box are six two-position switches (knobs are black, red, orange, yellow, green, purple), four lights lit green, four red-green gauges in the green zone, and three four-position knobs (red, green, blue, yellow).
76. A crude drawing of three hanged figures is drawn on the wall in black chalk. Nearby is graffiti in a foreign language {*Mighty Blades rule all monsters*}.
77. Four faded posters are glued to the wall, they are all for gladiator contests in the arena at {fill in large nearby city}. The posters are dated 12 years, 15 years, 18 years, and 22 years ago.
78. The first twenty lines from the epic poem "*Arcurom's Lay*" are written on the wall in purple ink. A well-executed drawing of a stork is under the lines.
79. A hexagonal wood frame hanging on the wall is 7 FT across, the frame being made of mahogany 2 inches thick and 6 inches deep. The area enclosed by the frame is filled with a pink mist with streaks of swirling purple. Adventurers who enter the mist are transported {one-way} to one of the Outer Planes.
80. A 5 FT diameter silver metal circle has a line 2 inches wide, it encloses a silver triangle. A 2-inch hole 5-inches deep is in each of the three vertices. A wood stool found in the room has 2-inch silver studs on the bottom of each leg – when the stool's legs are inserted into the holes in the triangle and the stool rotated counterclockwise, an enchanted door appears in another wall.
81. A wood structure hanging on the wall has nine by five cells, each 1 FT by 9 inches by 18 inches deep. A wife door covers each cell. Pigeons are found in eighteen of the cells. Pigeon food and water are found on a nearby table.



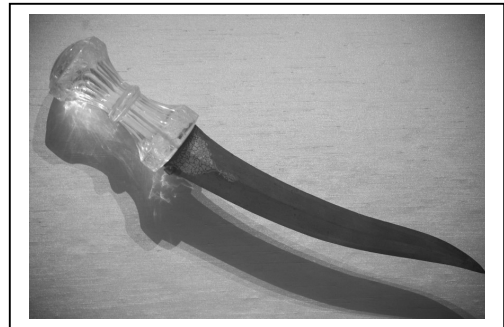
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82. A rectangular opening in the wall is 7 FT wide, 14-inches tall, and 25-inches deep, covered in blue ceramic tile. A horizontal two-position lever is at the back of the opening, found in the left position. A 16 FT black viper snake is in the opening {HD3, hp20, damage reduction1, TH+3 to strike at a hand, bite 1d3, fatal poison has difficult Stamina save}.
83. A 8x6 FT tapestry depicts a castle on an island in a large lake. A small causeway extends to the castle. Snow-covered mountains are in the background. There are a number of holes in the tapestry, from 6-inches to 10-inches across.
84. The arms and legs of a man-sized creature are manacled to the wall in a spread-eagle position as if the torso were there. There are moldy leather shoes on the feet and moldy blue leather gloves on the hands.
85. Four straight-back wood chairs with dark blue cushions are glued to the wall, the chair legs are 20 inches off the floor and the chairs are 30-inches apart.
86. Three frog's faces are crafted from green stone and mounted on the wall, each face is 5 FT across and 2 FT deep, with 15 GP pieces of green jade for eyes. The face on the left is 5 FT from the wall and 3 FT from the floor, the middle face is to the right 5 FT and 5 FT from the floor, the right end face is to the right another 5 FT and 7 FT from the floor.
87. Two old and dirty oil paintings depict a young blonde boy {labeled 'Henri'} and young dark-haired girl in pigtails {labeled 'Claudette'}. The paintings are 20-inches wide by 26-inches tall. They hang 5 FT off the floor and 4 FT apart. A neutral Adventurer who touches Henri's painting is healed hp3 {one person, one time}.
88. Three small pine trees grow out of the wall, their trunks are about 4-inches thick and they are 8 FT tall.
89. A metal drum is attached to the wall by metal plates. The drum is 4 FT in diameter and is wrapped in half-inch steel chain {the chain comes through the ceiling through a 2-inch hole}. A latch and lever mechanism are on the right end of the drum. The drum and latch are badly rusted.
90. Three openings are in the wall, each 28 inches by 14 inches, each opening has 20 vertical half-inch steel bars. The openings are 5 FT above the floor and separated by 30 inches.
91. Two metal cabinets hang on the wall, each one is 50-inches by 30-inches by 14-inches deep, two doors open from hinges at the ends. They have a latch and small keyhole {found locked, moderate difficulty to pick}. The cabinets are mounted 50-inches from the floor and are separated by 30 inches. One cabinet holds 5 vials of *Holy Water* and a *1d8 Cure Wounds Potion*. The other cabinet holds two vials of *sneezing powder* {range 6 FT, moderate Stamina save, effect for 15 minutes}.
92. A 6x6 FT pegboard is mounted to the wall by rusty screws. Metal hooks in the pegboard hold two rusted hammer, a hand saw with a cracked blade, two flat screwdrivers, and 1 FT level.
93. Four 6-inch pipes come out of the wall 7 FT above the floor, extend 3 FT then bend and go into the ceiling. The pipes are separated by 1 FT. If Adventurers break a pipe they are flooded by a thick syrupy blue liquid that causes their skin to itch for 1d20 hours {difficult Stamina save}, the liquid pours out at 10 gallons/minute for 2d20 minutes.



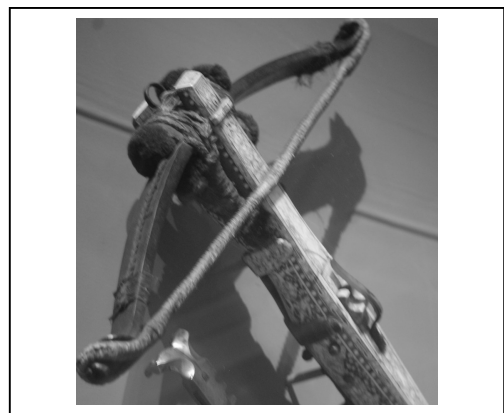
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94. An iron chain hangs across the wall 7 FT above the floor, supported by four brass hooks. Seven 5 FT quarter-inch chains hang vertically from the horizontal chain, they are held on by carabiners.
95. A 7 FT by 5 FT opening in the wall is 4 FT above the floor. The opening gives access to a tank of water, 3 FT across and 3 FT deep, the tank is filled with Leeches.
96. A shield-shaped tapestry is 7 FT across and 9 FT long, it depicts a human male in chainmail being knighted at a noble's court.
97. A black stone wolf's head is 4 FT across by 6 FT tall, mounted on the wall above a white stone basin 7 FT across by 4 FT by 30 inches deep. The wolf's eyes are 10 GP garnets and it has twenty 2 GP pieces of ivory as fangs. A clear cold liquid pours out of the wolf's mouth and into the basin, it has a lavender scent. Dwarves and Gnomes drinking the liquid have poisons and diseases banished, Elves drinking the liquid suffer hp1d4 damage {difficult Stamina save}.
98. Six games of tic-tac-toe are drawn on the wall in red chalk, X has won four games, O has won two games.
99. A fan has five wood blades, it turns slowly on a shaft that goes into the wall through a 6-inch brass support. The fan is 80-inches across.
100. A 4-FT metal shelf is 5 FT off the floor, a 22-inch model of a two-mast sailing ship is on the shelf.
101. Five half-inch copper pipes extend 6 inches from the wall and then make a right-angle turn upward and extend for 6 inches. A 12-inch flame burns above each pipe. The pipes are 4 FT from the floor and are separated by 2 FT.
102. A 20-hour brass clock hangs 4 FT off the floor, it is 5 FT in diameter. The hands are moving counterclockwise.
103. A 7x5 FT barn-type door hangs on a black metal rail, the door is painted red. The door is held closed by a hook into an eye set into the wall. The door rolls to the right, when it opens it reveals a space 6 FT across and 4 FT deep, a mummy-wrapped corpse hangs in the niche from a rope. Inside the wrapping are 14 CP, 3 SP, a 10 SP piece of polished green jade, four empty glass vials of chemicals, and a silver-bladed Dirk with a chipped blade.
104. Three bronze pipes run horizontally across the wall {6 inches from the wall}, each one is 4 inches in diameter and is in a spiral pattern. The lowest pipe is 30 inches from the floor and there is 20 inches between them. If a pipe is broken about 20 gallons of dirty rusty (smelly) water flows out then stops.
105. Three black metal doors are attached to the wall by thin hinges, each door is 16 inches by 20 inches, and is held in place by a rusty latch. The doors are 70 inches off the floor and are separated by 16 inches. A three-position knob is behind the first (left) door, a dark green wood push-pull lever is behind the middle door, four horizontal lights above four 2-inch pushbuttons are behind the third (right) door. The lights are lit {red, white, red, green}, the pushbuttons are black, red, yellow, orange. When the knob, lever, buttons are manipulated Adventurers hear a grinding sound {gears against gears}.
106. A silver circle is set into the wall, the inner diameter is 6 FT and the outer 7 FT, twenty-two glowing purple runes are equally-spaced around the perimeter. The circle's interior is filled with thick grey smoke with twinkling flecks of lightning {harmless}. An Adventurer who enters the circle is teleported {two-way} to a location on a deeper dungeon level.



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107. Nine wooden pegs are set in the wall 70 inches off the floor, they are all painted blue and extend for 7 inches. A rotted red robe hangs on the third peg, a decaying black leather belt is on the fifth peg, a pair of old boots hangs over the seventh peg. When the fourth peg is pulled down, it drops down a 40x25 inch panel at floor level, the panel reveals horizontal shaft going out of sight.
108. A faded tapestry is 7 FT by 5 FT, it hangs from a 4-inch brass rod 80 inches off the floor. The tapestry depicts two dog sled teams on a frozen river beneath tall pines, and a peculiar hooked rock. A blue pennant with a gold castle hangs from the back of the tapestry, the pennant is 2 FT across and 3 FT long.
109. Fifteen vertical pipe-organ pipes are attached to the wall by four thin pieces of bronze metal. The pipes vary from 2 inches to 7 inches in diameter.
110. An open wood cabinet is painted black. The cabinet is 6 FT wide with three shelves. The shelves are filled with a large number of ceramic jars with thick cork stoppers. The labels are worn and mostly illegible, the jars are filled with common alchemical chemicals and components
111. The wall is covered by many small twinkling white-pink lights which move over the entire wall surface. An Adventurer who touches the wall is *mesmerized* for 2d20 minutes {difficult Will save}.
112. Several word in code {difficult Intelligence save} are engraved into the wall. When the code is deciphered the text reads, "The sphinx passwords are candor and truth."
113. A tied leather bag hangs from a large ornate brass hook, located 6 FT off the floor. The bag contains 8 CP, a 6 GP piece of scrimshaw, a brass whistle, a steel Lock Pick, and six sewing needles stuck through a piece of fabric.
114. A hexagonal opening is 5 FT off the floor, the opening is 18 inches across and deeper than a human's arm. An Adventurer looking down the opening sees a blinking red eye down the opening.
115. A tattered 9x6 FT tapestry hangs 7 FT off the floor. The tapestry gives provides the cipher for a code, although holes prevent one-third of the code from being known.
116. The number 118 is scratched into the wall in groups of four vertical slashes and a fifth cross slash.
117. A 20-inch red ceramic urn stoppered with cork sits in a niche 14 inches wide by 32 inches tall by 10 inches deep. The urn contains a number of dried hearts.
118. A sturdy wood door has two iron bands on it and a brass keyhole {found locked, easy to open lock}. When the door is opened, the space behind it is 4 FT deep, a cocked crossbow fires when the door is opened {very difficult to find, difficult to disarm with the door closed, moderate Agility save to avoid a fired crossbow}.
119. A crude map of a section of a deeper dungeon level is drawn on the wall in charcoal. Some green moss grows over a part of the map.



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120. A 6 FT wide by 4 FT tall hexagonal mirror hangs by a wire, the bottom is 5 FT off the floor. When a lamp or lantern is shined directly into the mirror for GTET 15 seconds, it makes visible a well-drawn detailed map of a ruined castle {up to 200 miles away}. An Adventurer who touches the mirror while the map is visible gains the code to open a special lock in the castle basement.
121. A 50x35 inch poster is tacked to the wall by pieces of melted red wax. The poster is for a Goblin axe-throwing contest and is dated 9 years ago.
122. A scroll is tacked open on the wall, the first sixty lines of a famous Elvish poem, "*The Sinking of the Flying Sun*," are written on the scroll in Archaic Elvish {the poem was written 315 years ago}.
123. A row of six light bulbs are set into grey metal sockets in the wall, the bulbs are 55 inches off the floor and separated by 9 inches. All of the bulbs glow with a soft yellow light equivalent to five candles. The third and fifth lights alternate in blinking {5 seconds}.
124. Two cracks in the wall form an inverted V. The top is 5 FT off the floor and the base is 8 FT across. Three good hits from a Hammer or Maul crumbles the area inside the triangle formed by the cracks.
125. The numbers 8, 2, 7, 4, 0, 1, and 11, are drawn on the wall in green chalk.
126. An inlaid tile fresco on the wall is 8 FT across by 6 FT wide, it depicts a combat between twenty armored Elves and sixteen Ogres with nine Ogres down and five Elven bodies.
127. Four stone flowers on the wall are 4 FT across, mounted 5 FT off the floor, the flowers are painted yellow, sky blue, lavender, and wintergreen. A thin stream of a pale yellow liquid squirts out from the centers of each flowers and drops into a circular basin in the room's center.
128. The symbols for a new moon, quarter-new moon, half-moon, three-quarter moon, and full moon are drawn on the wall in yellow chalk. Underneath each are the runes for the letters G, J, S, M and B.
129. Three circular metal holders mounted on the wall each support a 10-inch white stone basin, 6 inches deep. The basin on the left holds a black liquid, the center basin holds a green liquid, the basin on the right holds a purple gel.
130. The rotting pelts of four Giant Foxes are tacked to the wall. A 5-inch hole concealed by the third pelt holds a scroll {Fire Wizard, *1d12 Fireball*, *1d10 Fireball*, *Daylight*, *Circle of Fire*}.
131. A 14x12 inch piece of clear glass covers a niche 12 inches deep, the niche is lined with yellow ceramic tile. Behind the glass is an 8-inch blue stone idol depicting a horned demon. A good or neutral Adventurer who carries that idol experiences a TH-2 combat penalty {difficult Will save at the start of every combat}.
132. A black metal cabinet hanging on the wall is 12 inches wide, 20 inches tall, and 8 inches deep. A door on the front is mostly smoky glass, with a hook-type latch. Inside the cabinet is a shaving razor, shaving soap, brush, comb, leather strap, and whetstone.
133. A 76x60 inch poster is tacked on the wall, it depicts arena battles between monsters. A second 44x30 inch poster offers a 200 GP reward for the human outlaw '*Bear Paw*' *Mellason*, it is dated over twenty-one years ago.
134. Four 15-inch inch-thick steel rods are fastened into the wall at the corners of a rectangle 9 FT across by 4 FT high, the lower rods are 30 inches off the floor. Lighting continually jumps from one rod to the others, an Adventurer touching it suffers 1d10 {half damage on difficult Stamina save}.
135. A crudely-drawn 3 FT caricature of a devil is drawn on the wall underneath six large metal hooks. A bundle of seven beaver pelts hang from one of the hooks by a string.

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136. A 3x2 FT wood door is painted red, it is 4 FT off the floor. The space behind the door is 14 inches deep. Adventurers find three well-made smoking pipes, a pipe-cleaning set, and four pouches of good quality pipeweed.
137. A 50x90 inch rectangular mirror is set into a copper frame on the wall, the bottom 6 inches from the floor. The mirror distorts the view and makes an Adventurer look fat sometimes and makes them look emaciated at others.
138. A 3-inch hole in the wall is located 6 FT off the floor. A web of small long cracks radiate outward from the hole.
139. A steel safe has a square 18x18 inch door held closed by a padlock {difficult to open lock}. The safe is 20 inches deep. The safe holds 40 SP, a 10 GP diamond, two copper disks painted with pine trees, and a wax mold of a key.
140. A 3-FT diameter classic cork dart board hangs 4 FT off the floor. Three red darts and three yellow darts are stuck into the board. A white dragon's head is on the reverse side.
141. Two 6-inch diameter steel pipes emerge from the wall, extend 18 inches then have a right-angle bend upward, and extend upward for 26 inches into the bottom of an 8-inch diameter flat gauge with red and green zones. A 3-inch diameter pipe comes out of the top of the gauge, extends 6 inches with a thick screw in the end {found closed and turned as clockwise}. If the screw is turned counterclockwise it breaks off and releases hot steam for 45 minutes.
142. Two brass lamp-holders are mounted on the wall, 6 FT from the left corner and 6 FT from the right corner. Each holder has two hooks, thin brass chains support one bird-shaped oil lamp from each hook. The left-side lamp holder can be lifted from the wall {difficult to find, easy to remove}, revealing a 10-inch diameter hole. A Rapier +1 is easily removed from the hole.
143. The wall shows extensive scorching and blackening from the floor to about three-quarters height. The outlines of a Human and a Gnome are visible where the blocked the fire.
144. A brass lantern is 16x16 inches by 4 FT long and has 6 thick candles in front of curved reflectors. It hangs from a sturdy brass S hook which connects to a steel arm bolted to the wall.
145. Five 18x9 inch brass plaques are screwed to the wall, the plaques are arranged in two rows of three, each plaque separated by 10 inches. The plaques are engraved {top row} with a bear, a lion, a boar, {bottom row} a manticore, centaur, and sphinx. If the centaur plaque is removed from the wall, the numbers 18-07-22 are engraved on the back side.
146. The skeletons of twenty large rats are glue to the wall by their feet.
147. Four oil paintings hang on the wall, each is 15x18 inches and shows the head of (1) an older Human male Wizard, (2) a young bearded Human male Archer, (3) a mature Gnome female Priestess, and (4) mature Dwarf male Warrior. A *Glyph of Blindness* {range 5 FT, avoid looking difficult Will save, difficult Stamina save versus blindness, persists 1d12 hours} is found on the rear of the portrait of the Gnome Priestess.
148. A 7 FT wire rack is fastened to the wall, it holds six pairs of old leather boots {black, black, red, brown, white, blue} and a pair of black leather gloves. The brown pair of boots have contact poison {*paralysis* 3d20 minutes, moderate difficult Stamina save} inside.
149. A 42x34 inch poster tacked to the wall is written in Goblin and depicts two Goblin's fighting. The poster advertises a duel between Grilgon Manslayer and Purgot Bloody Hand and is dated eleven years ago.
150. A sign on the wall advertises "*Ottis Redmount, Purveyor of Enchanted Tomes.*"

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151. A metal frame on the wall is 80x40 inches and is 1 inch wide. An *illusion* operates on the wall inside the frame, looking into a cell in an adjacent room, the cell holds a Chimera. The dragon head of the illusory Chimera keeps putting its head through the opening. The illusory Chimera breathes 1d10 fire at Adventurers who believe the illusion.
152. A rounded brass door is in the center of the wall, set in a mahogany frame. A 14x10 inch opening in the door has eight metal bars, only blackness {a black cloth hanging on the other side} can be seen. The door has an elaborate brass handle and keyhole {found locked, moderate difficulty to open}, a trap {difficult to detect, difficult to disarm} delivers hp1d6 electrical shock to the door handle {4 charges}. The door requires a total Strength GTET 20 to move.
153. A floor-length dark red curtain with vertical green stripes hangs from a curtain rod mounted 84 inches above the floor. An Adventurer who slides back the curtain on the right side sees a drawing of a sitting alert Irish Setter dog. Behind the curtain on the left side is a drawing of five-headed Hydra. The word "*hyspadollis*" is written in the center of the wall, saying the word out loud summons the HD8 five-headed **Hydra**.
154. There are nine 10-inch tunnel openings along the floor. Two minutes after Adventurers enter the area 1d12 HD1 **Giant Rats** come through each opening, with an additional 1d3 Rats per tunnel for 1d6 rounds.
155. A crudely-cast 4 FT holy symbol of Bolgi, God of Bugbears, hangs on the wall by two leather straps. Good Adventurers who touch the holy symbol suffer hp1d6 {avoid on moderate Will save}.
156. The word "*ambadolic*" is written in letters 4 inches tall, the letters are created by nails pounded into the wall {aura of enchantment}.
157. A 34-inch diameter round mirror is set into a platinum frame, it hangs 55 inches off the floor. A label across the top says (Common) "The mirror of your Soul." A neutral or evil Adventurer touching this mirror is *mesmerized* {difficult Will save} for 1d20+1d12 minutes.
158. Enchanted flecks of yellow-and-red fire continually move across the face of the wall, the entire wall radiates intense heat. An Adventurer touching the wall suffers hp1d8 {half-damage on moderate Stamina save}. The temperature 3 FT away from the wall is 100°.
159. Three small metal circular Shields hang from wood pegs by leather straps, the devices on the shields are a red tree, a blue eagle's head, and a white hemlock leaf on a black tower. The shield with the eagle's head breaks on 1d20 rolls GTET 7.
160. A 5 FT stone face of a male Gnome has a beret and wears metal glasses, it is mounted 4 FT off the floor. When a book or scroll in a foreign language {must originate on the Material Plane} is placed in from of the face's eyes, it reads the text out loud in Common for up to 4 pages.
161. A phrase is written on the wall in Medusan, it translates as "*Death to the Company of the Green Gauntlet.*"
162. A long oilskin cloak hangs from a rusted iron spike driven into the wall, a *paralyzing* poison inside affects Humans and Elves {very difficult Stamina save, persists 2d8 hours, too large for Gnomes and Dwarves}.



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163. An oval mirror is 6 FT tall and 3 FT wide, set in a cherry wood frame, it hangs 3 FT off the floor. An Adventurer looking in the mirror see themselves with a Ghost, Wraith, or Specter behind them.
164. Four 3-inch hexagonal holes form a line in the wall, 50 inches off the floor, separated by 14 inches. When four hexagonal brass rods {found in other rooms on this dungeon level} are fully inserted into all four holes, a locked brass portcullis on another wall lifts up.
165. Three shrunken heads (males, Human, Human, Elf) mounted on oak rods are inserted in holes in the wall, each rod has teeth, fangs, beads, etc. attached on leather strings and straps {emblems of the Goblin tribe, "*Crushed Skulls*"}.
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166. A 50x30 inch watercolor painting in a gilded wood frame hangs 70 inches off the floor, it depicts a harbor scene outside a walled tropical city. A wand {Web, 19 charges, range 25 FT} is embedded along the right side of the frame, slid in from above {moderate difficulty to find, easy difficulty to remove as open lock}.
167. A five-side opening in the wall (base down) is 22 inches across and 28 inches tall by 20 inches deep, the interior is painted in green enamel. A glowing yellow circle set in the bottom is 16 inches in diameter {aura of enchantment}. An object placed on the yellow circle is transported {teleportation} to a similar niche located elsewhere in the dungeon.
168. A brass plaque is a hexagon, mounted point upright, it is 5 FT long by 3 FT wide. The plaque depicts a rearing dragon spouting flame. If the plaque is pried from the wall {strong glue, requires total Strength GTET 20}, a very lifelike color image of a female Elf is painted on the reverse side, the picture is used at another dungeon location to activate an enchanted portal.
169. Four 40-inch white stone steps lead up to triangular opening in the wall, 7 FT at the base, the point is 8 FT above the center. A 4-inch strip of white metal lines the opening. Adventurers feel a bone-chilling cold radiate from the opening, which is filled with a shifting white mist with flecks of snow. An Adventurer entering the portal is transported {teleportation} to a hostile arctic environment. The portal is two-way but at least one hour must pass before a return trip is possible.
170. An ordinary skeleton is pinned to the wall by four arrows through the rib cage.
171. "*Koliragoy was here*" is written across the wall in 8-inch white Dwarven runes.
172. An interior plan for a four-story circular tower is drawn on the wall in charcoal. Underneath the drawing is the name, '*Flathead Valley Keep*.'
173. Three pairs of moldy hands are spiked to the wall, accompanied by a strong putrid stench. Two pair are human-sized, one is dwarf-sized.
174. Ten cubic niches are cut into the wall, each one 10 inches on a side, they are separated by 12 inches. Inside each niche is a clear resin cube which is glued to the rear of its niche. The resin cubes each contain 1d12 SP in coin and 1d10 GP in coin.
175. An 8x6 FT inlaid tile fresco in the wall depicts a group of Elven girls dressed in togas in a pool of {hot} water and playing in a waterfall. An Elf who touches the fresco mentally hears the name "Mirialla," the name is useful in solving a puzzle elsewhere in the dungeon.
176. Four wood panels are 88 inches by 50 inches, with a brass hinge at the bottom {28 inches off the floor} and a simple latch near the top/center, they are separated by 40 inches. When the latches are released the panels swing forward and down to a horizontal position. Each panel is the base of a bed, with a moldy mattress and blankets covered in slime {moderate Stamina save versus disease}.

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177. A stone gargoyle's face mounted on the wall is 6 FT tall by 4 FT wide, it is mounted over a semi-circular stone basin 55 inches in radius, the basin is mounted 14 inches off the floor. A stream of warm clear liquid pours from the gargoyle's mouth into the basin {ordinary water}. An Adventurer looking under the basin finds a leather envelope stuck to the underside using melted wax, the note inside is written in a foreign language {an offer of a payment of 500 GP and engagement to Lorima, youngest daughter of Phymalag, for completion of a task of the Games Master's choosing}.
178. Four purple-and-black robes of Kerdical cultists {devotees of Nariglo, God of Death and Revenge} hang from stone pegs set in the wall. Three robes are sized for Humans, one for a Gnome. Two of the robes have an 6-inch octagonal black metal disk in the pocket {recognition disk, aura of enchantment, unholy}.
179. A 10x6 FT by 6 FT thick hive of HD1 Giant Bees is stuck to the wall in the left corner. Twelve Bees are visible on the exterior, the interior has at least another thirty-two Bees. A 30-inch round pale-yellow disk is fixed to the wall about 4 FT from the hive, every minute 1d6 Giant Bees enter and exit the room, using the disk as a portal.
180. A fading 6 FT wooden plank sign advertises the establishment of 'Bonecrusher Jaque,' the best tavern, gambling den and general Adventurer supply joint in the dungeon.
181. A large metal Dart is embedded in the wall about chest height to a Human, a network of thin jagged cracks radiates outward from the dart in all directions. Removing the dart requires total Strength GTET 23. Dirty brown-colored water sprays into the room through the dart hole at 10 gallons/minute {moderate Stamina save versus disease}.
182. An *illusion* on the wall makes it appear to be the outer wall of a jail cell with iron bars across it, the 'cell' being occupied by five Goblins {moderate Will save to disbelieve}.
183. The heavy metal door to a 22x16 wall safe is found open, with scorch marks all around the safe. The safe is apparently 20 inches deep and empty, but the rear is an illusion {very difficult Will save to disbelieve}. The actual safe continued another 12 inches past its apparent back. Adventurers reaching back find a stack of twenty IOU certificates with a bank in a major city in the campaign world, each certificate is worth 150 GP.
184. A jagged rough hole is 20 inches in diameter and there are scorch marks around it radiating on the wall {appears that something exploded against the wall}.
185. A steel vessel is an 8 FT tall by 6 FT diameter cylinder with a top and bottom dome, sitting on six iron legs. The top is held on by fifteen steel bolt. Two pipes each exit the vessel on the left side and make a right-angle bend and disappears into the wall, each pipe has a 5-inch black handwheel valve between the vessel and the wall. One pipe exits the vessel on the right side, makes a right-angle bend and disappears into the wall, it does not have a valve.
186. Three clear resin floor-to-ceiling pipes are against the wall, each pipe is 14 inches in diameter and the pipe requires hp14 damage to break. The left-hand pipe is warm to the touch. A clear liquid flows through each pipe, with frequent bubbles of air that flow from floor to ceiling.
187. A ring of five black metal keys hang on a stone peg driven into the wall. If the peg is removed, it reveals a keyhole in the space behind it, the third key on the ring fits the keyhole. When the right key is inserted and turned counterclockwise Adventurers hear a humming {electrical} sound from behind the wall.



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188. Three 30-inch clocks hang on the wall, 6 FT off the floor, separated by 3 FT. The left clock is in a gold-gilded wood frame and has 18 numbers, the middle clock is in a dark wood frame and has 32 numbers, and the right clock is in a silver-gilded wood frame and has 24 numbers. The middle clock moves at about twice the speed of the left clock, the right clock moves at about half the speed of the left clock. Whenever all three clocks align at the 6 o'clock position the room is filled by hp1d6 fire for 1d20 rounds.
189. A wind-up mechanical parakeet sits on a wood perch inserted into the wall. When an Adventurer winds it, the parakeet sings a *mesmerizing* song {range 15 FT, difficult Will save, sings for 1d20*10 seconds}. The parakeet comes apart (permanently) when used on 1d12 rolls GTET 10.
190. A 6 FT wood shelf is mounted on the wall 90 inches off the floor. The shelf holds a skeletal Human hand, a spine, and two complete skeletons of rats.
191. A 9-inch circular green light in the center of the wall transforms into a circle of green light which slowly expands to a 6 FT diameter then slowly contracts until it forms a circle again, then repeats endlessly. The entire cycle takes 5 minutes.
192. A faded and torn 40x32 inch poster stuck on the wall is a wanted dead-or-alive poster for Harakon the Dealer, a Centaur outlaw wanted for robbing caravans, robbing banks, stealing horses and cattle, and burning a variety of buildings. The poster offers a 200 GP reward for his capture, it is dated twenty-eight years ago.
193. Two floor-to-ceiling wood ladders are fixed to the wall, set 9 FT apart. The ladders break when climbed on 1d12 rolls GTET 10. The ladders lead to hidden 5x6 FT ceiling panels {difficult to find, easy to open}. Removing the panels reveals vertical shafts extending upward.
194. A 3 FT brass lantern is supported from underneath by a U-shaped wall support. The lantern's light pulses in intensity, growing stronger over 3 minutes, shining brightly for 3 minutes, then fading over 3 minutes to a minimum. After two cycles the light color changes, white to yellow to green to blue to red.
195. A sturdy wood door is set in the wall's center. A *wall of force* covers the entire door and an additional 4 FT in every direction. A brass keyhole is set in an 8-inch diameter brass plate 6 FT to the right of the door. When the correct key {found elsewhere in the dungeon} is inserted and turned clockwise, the *wall of force* disappears, allowing access to the door.
196. A 50x28 inch blue wood panel is set in two horizontal tracks that are 110 inches long, it slides to the left on rollers. The image of an eagle is painted on the panel in yellow. The panel covers an opening 38x22 by 14 inches deep. A 13-inch gilded egg is inside on a wood pedestal, the top of the egg lifts off to reveal a wedding scene in miniature {value 70 GP}. When the pedestal is lifted a compartment is revealed which holds a 300 GP ruby.
197. A lifelike drawing of a butterfly on a flower is found on the left side of the wall, 30 inches off the floor. It is signed, 'Romintak'.
198. A 60x40 inch cloth awning is supported by three 36-inch metal rods inserted into the wall. The awning is mounted 7 FT off the floor.



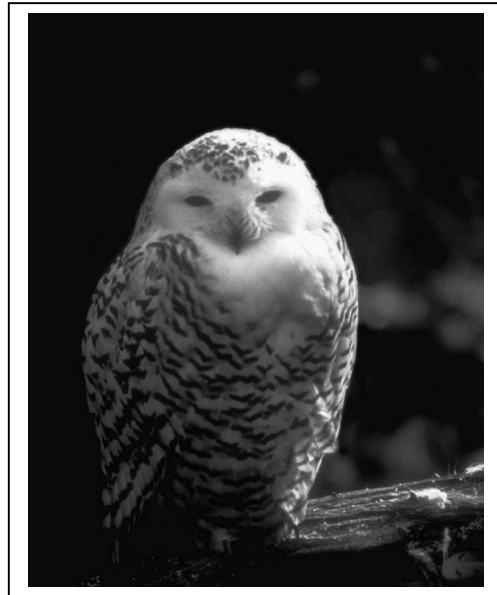
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199. The wall is completely covered by dark-stained wood planks, each plank is 8 inches across. The external skeleton of a Giant Spider is spiked into the wood. The planks are relatively easy to remove with pry bars. There are two ordinary doors covered by the planks.
200. A red stone arch is set in the wall, the arch has extensive decorative scroll work and carvings. Black stone blocks completely fill and seal the arch.
201. A 4 FT oval mirror is set in a brass frame, a rectangular brass plate mounted above the frame depicts a male Human face. When an Adventurer is within 5 FT of the mirror, a ghostly face appears in the mirror. Any Adventurer can ask the mirror two questions/day, the mirror speaks only Common and Elvish, the mirror is accurate 65% of the time when asked about the dungeon, 35% of the time about other questions.
202. A tower shield hangs from a wood peg on the wall. The shield is painted grey with a green one-master ship as a blazon. When the shield is added to a group of shields found in another part of the dungeon a mechanical elevator is activated.
203. An 80x50 inch poster depicts a powerful-looking Troll wearing boxing gloves. The poster advertises the twenty-third annual Trollish boxing championships, featuring Hargam, Yunkyo, Erquok, and XoXop. The poster is dated fourteen years ago.
204. Three rubber full-body suits {sized for a Human, Elf, and Gnome} hang on pegs next to a 9 FT tall oval opening. Three steps lead up to the oval and it is filling with a pulsating green light. Adventurers entering the oval are transported {teleported} to a tropical water-filled demi-plane. An Adventurer wearing one of the rubber suits can enter the portal, an Adventurer not wearing a rubber suit suffers hp1d8 {difficult Stamina save} on entering and is not transported. The rubber suits allow the Adventurer to breath underwater but only in the demi-plane.
205. Adventurers find a drawing of an underground river system on the wall, showing two rivers, multiple branches and feeder streams, waterfalls, areas where there is no air space, etc. A scale indicates the map covers about 100 miles of river.
206. The wall has an *illusion* of three HD3 **Furry Death Beetles** hanging onto the wall {difficult Will save to disbelieve}.
207. An old backpack hangs from a stone peg in the wall. The backpack contains 6 rusted iron spikes {break 1d12 rolls GTET 7}, 50 FT moldy hemp rope, two empty canteens, a Dirk with a chipped blade, 8 cracked wood stakes, and five spoiled rations. When the backpack is lifted off of the peg it springs up {difficult to find, moderate to disarm} then is ejected from its hole along with a thick black smelly smoke which fills the room for 3d20 minutes.
208. An old torn tapestry is 45 inches across by 70 inches, it depicts a female Elvish Wizard walking across the top of a waterfall.
209. Two niches are 50 inches high by 24 inches wide by 20 inches deep with a curved dome-like top, they are 40 inches off the floor and separated by 40 inches. The interiors are painted yellow. There are piles of different colored melted waxes but the niches are empty. Priests and Crusaders determine that evil idols were once placed here on successful moderate Intelligence saves {add SPM as a modifier}.
210. A 50x30 gold-gilded wood frame hangs on the wall, it is 65 inches off the floor. The wood frame gives a continuous real-time view of a mountain lake {from an eye located on a tree above the lake}.
211. Scrawled on the wall in blue are the words, '*Tell the Sphinx 15.*'
212. A 40x25 oil painting hangs in a silver-gilded wood frame, the painting depicts a public hanging in a village square. Between the painting and the wood backing Adventurers find a diary page written by Trelegor, the

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page describes finding a hidden crypt on a lower dungeon level which appeared to contain tombs of several noblemen and women.

213. Two green wood doors are mounted to the wall by small hinges, each door is 28x20 inches, a brass latch holds them closed. When the doors are opened {outward to the left and right} they reveal a space 48x17 inches by 14 inches deep, painted dark blue. The space is filled by an open-topped wood box that is stuffed with old, mostly illegible, parchment sheets in an unknown language {quartermaster receipts}. When the box is removed Adventurers have the opportunity to find an 8x12 inch hidden panel in the bottom {difficult to find, moderate to open}, a moldy leather bag under the panel contains 28 GP in coin.
214. Three oval niches are 50 inches tall by 28 inches wide at the widest point by 24 inches deep, the interior is painted yellow. A 32-inch statue of an owl is in the left niche, attached to the wall by a metal stud in its back. A 37-inch statue of an eagle is in the center niche, attached to the wall by a metal stud in its back. There is nothing in the right niche except a 10-inch metal rod sticking out of the wall at the center point.
215. A bronze metal rack is attached to the wall 66 inches off the floor, the rack has eight metal arms which extend into the room 50 inches. The rack's arms hold a pelt from a Barbary Sheep, a Lynx pelt, three Beaver pelts, a Giant Skunk pelt, the hide from a Giant Iguana, and a partial Bison hide {infected with a disease, moderate Stamina save if handled}.
216. A 60-inch long, 9-inch diameter, brass rod is fasted to the wall 55 inches off the floor. Each end is fitted into a trapezoidal metal fixture 16 inches tall by 10 inches wide by 22 inches to the wall. Ten 6-inch octagonal pieces are on the brass rod, each octagonal piece has a number from one to eight engraved on its faced. The octagonal pieces click into place when they are rotated (only can have eight positions on the rod). When the correct code is 'set' on the rod an action occurs elsewhere in the dungeon. The rod is found with the code 3-6-1-1-3-8-4-5-8-2; the correct code {found elsewhere in the dungeon} is 6-6-5-1-7-2-4-5-1-8.
217. A rectangular niche is 8 FT long by 5 FT tall by 3 FT deep, the interior is painted with orange and brown stripes, the niche is 40 inches off the floor. A 6 FT-long white stone statue of a snarling tiger stands in the niche, a tiger's pelt is draped over its back. Adventurers capable of seeing invisible, or who make invisible ink visible, find that a map leading to a pirate's treasure cave on a mountain on Tiger Island is on the reverse side of the pelt. An Adventurer reaching into the tiger's mouth removes a 50 GP tiger's eye gem {moderate Agility save to avoid 1d8 bite, a save roll of 01 incapacitates the hand for 1d20 hours}.
218. Four steel spikes are driven into the wall 60 inches off the floor, the rotting head of a Bugbear is stuck on each spike {easy Stamina save versus stench/nausea, range 15 FT}.
219. The following words are written in Common, "*Why did the Sphinx cross the King's Road?*"
220. Seven fancy bronze hooks are attached to the wall 80 inches from the floor, they are separated by 20 inches. The hooks appear to hold five elegant and expensive {noble's} robes, appearances are deceiving because the robes are actually old, rotting, and are typical for tradesmen, an *illusion* {difficult Will save to disbelieve} makes them appear to be fine. The fourth robe has a paralyzing poison inside when donned {very difficult Stamina save, persists 2d12*5 minutes}. Removing the cloaks reveals a 10x10 inch brass door engraved with a crown, the hinge is along the top and the door flips up. Behind the door is a handle on a rod extending into the wall, the handle can be pulled outward about 12 inches.



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221. An ordinary Gnome skeleton is against the wall in a sitting position, a deep cut evident in the skull. The skeleton's arms are raised and bronze manacles circle the wrist, the manacles are attached to heavy rings in the wall by 20-inch bronze chains.
222. Two enchanted doors in the center of the wall together are 90-inches tall by 70 inches wide at the base, the top is curved in and comes to a point, the doors open outward from hinges on the left and right sides. The doors are made of fine mahogany, two rampant heraldic lions are depicted across the doors in glowing green lines. An inscription over the top is in archaic Elvish, it translates as, "Those who know the King may pass." The password is "Lion King." The doors lead to the crypt of Dorilarion, an Elvish King who dies some 630 years ago.
223. Two thick iron arms are attached to the wall 110 inches off the floor and extend out by 7 FT. Two man-sized iron cages hang from the arms by 30-inch iron chains. One cage is open and empty {broken lock}. The second cage is closed and locked {moderate difficult to open, very rusted}, a pile of bleached humanoid bones is on the cage's bottom.
224. The floor and some parts of the wall are stained a dark red. A crude drawing that might be of a Goblin is on the wall 70 inches off the floor, next to it are 18 tally marks. A crude drawing that might be of a Rat is under the Goblin drawing, next to it are 11 tally marks.
225. A dark brown wood door fastened to the wall is 50x22 inches, it has a brass handle {no lock}. The space behind it is 34 inches deep and has five stone pegs on each side. Hanging from pegs on the right side are Dwarf-sized denim work pants and leather suspenders.
226. A semi-circular silver-metal frame is 4 inches wide and goes from the floor on the left to the floor on the right, the inner radius is 5 FT. A 16-inch wide crystalline half-moon is mounted on a bronze plaque above the semi-circle. The area inside the frame is filled with a grey-silver smoke which swirls and flows {aura of enchantment}. When the moon is in its half-moon phase {and one day to either side} the semi-circle becomes an operating two-way portal to a specific location in the game world, at all other times the gate transports Adventurers to the 'Moon Room' on a different dungeon level.
227. A red-painted wall unit consists of three 50-inch horizontal wood shelves separated by 25 inches, connected by four ornately-carved vertical posts. The bottom shelf is 60 inches from the floor. Two empty glass bottles are on the top shelf, a model of a catapult is on the middle shelf, and three pewter steins are on the bottom shelf.
228. A Dwarf/Gnome-sized 52-inch tall by 40-inch wide honey-colored wood door is set on electrum hinges with an electrum latch, the door opens outward to the left {aura of enchantment}. The door is covered top-to-bottom by a network of 3-inch hexagons that are three-quarters inch thick, one hexagon is red while the others are all honey-colored. The door will not open {enchanted} until the right red metal hexagon is fitted into the red hexagon receiver.
229. Three stone pegs are inserted into the wall. A leather bag hangs from the left peg by a black drawstring, the middle peg is empty, and an oilskin poncho {Gnome-sized} hangs from the right peg. The back contains 50 FT of good rope, ten wooden stakes, a wood mallet, two vials *Holy Water*, and a Holy Symbol.



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230. Four 15x9 inch openings are in the wall, 20 inches off the floor and separated by 12 inches. The openings go 5 FT back into the wall then make a bend upwards.
231. A 6 FT by 3 FT table is fasted to the wall by hinges 30 inches off the floor. A latch at the top holds it in place, when the latch is opened the table pivots down and the legs pivot (uses a locking pin) to support the table. A black cloth is stuck to the table, when the cloth is removed it reveals a Glyph of Stunning {range 15 FT, avoid looking on a difficult Will save, save versus stunning on a difficult Stamina save, persists for 3d20+30 minutes}.
232. A picture of a mature male Elf in Wizard's robes is found on a 8x8 slide puzzle (each square is 6 inches across), the puzzle is well-mixed. The puzzle is solved when an Adventurer succeeds at a difficult Intelligence save, checked every 2 minutes. When the puzzle is solved a 14x5 inch wood door appears, hinged at the top, a *Wand of [1d10] Lightning Bolts* (28 charges) is found in the small space behind the door.
233. Four boar hides are tacked to the wall. Adventurers find a mysterious glowing rune written on the reverse side of the third pelt, when the rune is touched it opens a portal the size of the hide, the portal leads to a location outside of the dungeon {open 15 minutes, rune disappears after one use}.
234. An ordinary sturdy door is set into the ceiling with its base against the wall, Adventurers can *walk up the wall* as if it were a floor {local gravity makes the wall feel like 'down' when it is stepped on}.
235. A 6 FT-wide mirror is shaped like the face of a bearded Dwarf, an Adventurer who speaks at the mirror in Dwarvish can ask the mirror one question {one/day, ten per lifetime}. The mirror is 85% accurate when asked about the dungeon level, 65% accurate about the dungeon, 45% accurate about locations within 100 miles, and 25% accurate about anything else.
236. The outline of a large piece of furniture (armoire) is seen on the wall. Two plain metal hooks are in the wall to the left of the outline and two are to the right {all are 84 inches off the wall}. Two tattered and worn blue blanket hang from the hooks to the right.
237. A 4x3 FT oil painting centered on the wall depicts a woodsman chopping trees in a forest next to an oxen-pulled cart, the painting is in a light-yellow wood frame. A 6 FT wood shelf is mounted to the wall 30 inches to the left of the painting, another shelf is mounted 30 inches to the right. A flint-and-steel sits on the left shelf. A corn-cob (smoking) pipe and two pouches of poor-quality pipeweed sit on the right shelf.
238. A stone Medusa face hanging on the wall is 6 FT across, her eyes are 6 GP pieces of topaz. The stone is brittle and can be smashed by a blunt weapon wielded by an Adventurer whose Strength is GTET 16. Adventurers find a small leather bag inside the face, it holds 10 SP and 10 GP in coin, a 2 GP piece of Tiger's Eye, and a magnetic compass.
239. An 8 FT blue pennant hangs horizontally, it is 4 FT wide at the base. The pennant depicts two standing Unicorns in yellow with their horns crossed.
240. A 3 FT black wood shelf is mounted 70 inches from the floor. A large glass jar on the shelf is filled with eyeballs in formaldehyde.
241. A 7x3 FT niche has a curved top and is 20 inches deep, the interior is painted black. A 4 FT black statue of Lucifer stands in the niche {aura of evil}. A translucent blue *wall of force* fills the niche and prevents Adventurers from really seeing what is inside.
242. A calendar for the mid-summer month hangs on the wall, it is dated thirty-four years ago.

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243. A 7 FT red metal door is set into a bronze frame in the wall, the hinges are on the left side and it opens outward. A bronze plaque depicting a waterfall and pool is attached to the door. The door has two keyholes and bolt mechanisms, one 25 inches from the floor {moderate difficulty to open} and one 60 inches from the floor {difficult to open}.
244. An *illusion* (range 15 FT, moderate Will save to disbelieve) is cast on the wall, it depicts a 4x5 FT opening 30 inches off the floor with a horizontal shaft behind it. Adventurers see four Giant Spiders in the shaft, the nearest being about 30 FT away.
245. Two 5 FT wooden signs are tacked to the wall, one reads “{city name in the campaign} 420 miles,” the other reads “{city name in the campaign} 710 miles.”
246. The stone face of a one-eyed Gargoyle [eye patch] is 5 FT across by 7 FT tall and is mounted above a 4x4 FT by 3 FT-deep square stone basin. An amber-colored liquid pours out of the mouth of the Gargoyle into the basin, it is a good-quality beer. If an Adventurer quaffs a beer from the basin the Gargoyle sings drinking songs for the next hour {it has an excellent alto voice}.
247. An 8 FT organ keyboard is mounted to the wall, the organ has been defaced and broken, the bench is overturned on the floor. Twenty-four organ brass pipes are mounted to the wall above the keyboard. The fourteenth pipe can be easily removed from its bracket, stuffed inside is a *Hood of Disguise*.
248. A 9 FT-diameter tile fresco depicts the eruption of a volcano with lava flowing into the sea. The fresco has a thin gold border and has been damaged in several places. The section of the fresco depicting the volcano is warm to the touch.
249. Two 6x4 FT posters are stuck to the wall. The left poster is written in an unknown foreign language and advertises appearances by an acrobatic troupe, this poster is dated nineteen years ago. The right poster is written in Dwarvish and is a wanted poster for the ‘Pretty Boys’ gang of Dwarvish outlaws, offering a 100 GP reward for their capture, this poster is dated fourteen years ago.
250. A 5x5 FT grey stone door is mounted to the wall by a top hinge (flips up) and has a simple latch, the space behind it is 4x4 FT and filled by a chest viewed end-on. A latch {moderate difficulty to find, easy to open} prevents the chest from being pulled out. The chest is made of wood with brass fittings and has a brass keyhole {found locked, moderate difficulty to pick the lock, a poison needle trap only operates on 1d12 rolls LTET 4, avoiding the needle when it fires requires a moderate Agility save}. Inside the chest are 215 CP, complete Leather Armor {light armor, DR1}, and three good-quality Hatchets.
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251. A life-sized oil painting of Bugbear Chief ‘Kantaclaws’ hangs on the wall in a crude wooden frame. Stuck to the rear of the painting is a 10x4 inch piece of stiff leather embossed with a hatchet and a torch, Adventurers can use the ‘pass’ to safely move through the territory of the Chief’s tribe for 24 hours.
252. The figure of a Harpy is drawn on the wall, the figure is at the center of a 7 FT-diameter spiral.
253. A symbol depicting two lightning bolts hitting the top of a mountain is drawn on the wall in white chalk.
254. Three 14-inch holes are along the floor, separated by 20 inches, each hole is lined with green ceramic. The holes run horizontally back for 8 FT then slope upward and out of sight. On 1d12 rolls GTET 10, 1d10 HD1 **Giant Rats** come out of the middle pipe, beginning 1d20 rounds after Adventurers enter the room.
255. A glowing yellow circle 20 inches in diameter is found on the wall, 90 inches off the floor {aura of enchantment}. On 1d12 rolls GTET 8, 2d20 HD1 **Giant Bees** enter the room beginning 1d20 rounds after Adventurers enter.

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256. Scrawled across the wall in Common are the words, “*Visit Dark Solindil’s on the Hell Path Level for a wide variety of magic Rings. Specials for Humans and Dwarves.*”
257. An illusion makes a 50x30 inch poster pulse with colored lights {easy Will save to disbelieve}. The poster advertises work for grave robbers, ‘*see Damineses the Necromancer.*’
258. Four sets of spigots and two 6-inch diameter handwheels are found on the wall 25 inches off the floor, each grouping separated by 50 inches. In each group on handwheel is red enamel over metal and one is blue enamel over metal, all handwheels are found in the closed, fully clockwise position. When a red handwheel is moved counterclockwise hot wat pours out of the corresponding spigot, when a blue handwheel is move cold water pours out.
259. The complete pelt and head of a large Black Bear is tacked to the wall. The eyes are 2 GP pieces of amber.
260. The pelts of twenty-seven Giant Rats are glued to the wall. If Adventurers touch GTET eleven of them, a hidden panel (very difficult to find, difficult to disarm} along the floor opens, allowing ten HD1 **Giant Rats** {two with rabies, very difficult Stamina save} to enter the room.
261. A set of two leg manacles and a hinged curved metal bar at waist height on a Human are found on the wall, all open. A broken padlock hangs from the metal bar.
262. A 40x30 inch watercolor painting hanging on the wall depicts a small sailboat on a forested lake, the painting hangs in a thin metal frame. If the painting is removed it reveals an oil painting of a female Elven child playing a Harp. If the painting is removed it reveals an oil painting of two Human males fencing. If the painting is removed it reveals a black surface inscribed with a *Glyph of Blindness* {range 10 FT, avoid looking on moderate Will save, save versus blindness difficult Stamina save, persists 3d20+30 minutes}.
263. A 3x3 yellow wood door hangs from an upper hinge {flips up}, the door is 9 FT above the floor. A black wood ladder leads up to the door {breaks on 1d12 rolls GTET 6 for Humans and Elves, GTET 7 for Dwarves, GTET 9 for Gnomes}. When the door is lifted a punching bag on a spring jabs out {damage 1d6, very difficult to find trap, difficult to disarm trap, difficult Agility save to avoid, if hit difficult Agility save to avoid falling}.
264. A 5 FT inner-diameter brass circle is set into the wall 3 FT off the floor, three blue stone steps lead up to it. The circle is 7 inches thick and has many glowing Dwarven runes {some red, some green, some orange} written on it. The space inside the ring is filled with swirling green gas {aroma of beer}. A cruciform slot is to the right of the circle with a red metal lever in its center. The upper arm is labeled ‘*Chorkagiva*’ {Plane of Air}, the lower arm is labeled ‘*Nargogiva*’ {Plane of Earth}, the left arm is labeled ‘*Phorodiva*’ {Plane of Fire}, and the right arm is labeled ‘*Sarbodiva*’ {Plane of Water}. The portal does not operate with the lever in the central position, when the lever is moved to an arm the portal is activated and allows travel to the named destination {resets to the central position in 1 hour}.
265. A 4x3 FT metal door with a handle is set into the wall, the hinge in along the bottom side {opens down}, the space behind it is 2 FT deep. A dial located to the left of the door points to a 0 marking in the southwest position. Around the circumference are numbers 25 units apart starting at 300 and ending at 500. When the dial is moved to a number the space behind the door heats up to the indicated number {*enchanted oven*}.
266. The entire wall radiates intense cold, being -40°F to the touch, -10°F 5 FT away, +10°F 10 FT away, +30°F 20 FT away, and 50°F 30 FT away. A large clear crystal is set into the wall at its center, breaking the crystal banishes the *cold spell*.
267. A 6x3 FT oil painting in a bone frame hangs 5 FT off the floor, it depicts a pirate ship anchored near a tropical beach under a full moon. An Adventurer touching the painting gains the ability to speak and understand Pirate’s Cant for 24 hours {once in 4 days, limit 6 per lifetime}, an Adventurer already speaking Pirate’s Cant gains a +2 roll bonus for persuading when speaking that dialect {same limitations}.

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268. Four excellent-quality grey cloaks hang from stone pegs in the wall, two cloaks are sized for Humans, one for an Elf, and one for a Dwarf. The Elf-sized cloak provides the wearer with a [damage reduction] DR+1 bonus versus missiles. The Dwarf-sized cloak is *cursed* and covers the wearers eyes whenever they are in combat {difficult Agility save to avoid, checked per combat}.
269. A woman's long white satin right-hand glove is pinned to the wall, it has a slighter tear in the palm with a bright red stain around the tear.
270. A sturdy banded metal wood door is 6x4 FT, it has iron hinges on the right side {opens outward} and an iron handle and keyhole {found locked, moderate difficulty to open}. When the door is opened a 3x3 FT horizontal tunnel is at floor level, the tunnel is thickly covered in glass shards. An oil painting above the tunnel is painted on a 3x2 wood panel set into the wall, it depicts several Dwarves pouring molten metal.
271. A 5 FT long wire rack is mounted to the wall 10 inches off the floor, eight pairs of rotting shoes are on the rack.
272. A Giant Scorpion's stinger is spiked to the wall {the poison glands have been removed but not the stinger}.
273. The shadowy figure of a hooded male Dwarf can be seen inside a shield-shaped mirror. The mirror is 4 FT tall and 30 inches across at the top, set in a silver frame. Whenever Adventurer are within 15 FT of the mirror the Dwarf engages in a profanity-laced rant demeaning the Adventurers {in Dwarvish}. An Adventurer who breaks the mirror is *cursed* with 7 years *bad luck* {very difficult Will save, TH-2 penalty, -1 penalty on all saving rolls, -2 penalty on all dungeoneering skill rolls}.
274. A cylindrical glass light is 14 inches tall by 8 inches in diameter, the top is attached to a metal box which is attached to the wall by a bronze metal rod. The light continually rotates, as it rotates it changes color from white to red to blue {30 seconds to a color}.
275. Three octagonal niches are 4 FT across, they are 3 FT off the floor and 2 FT apart. The niches are 2 FT deep and their interiors are covered in black ceramic tile. The left and middle niches are empty, an old dusty rag doll is found in the right niche.
276. A 5 FT tall red stone face depicts a bearded Gnome with a curved pipe in its mouth. The eyes are 10 GP pieces of turquoise. When an evil person/monster approaches within 15 FT the pipe bowl spews a black noxious smoke which fills the room in 3 minutes {1d20 minutes coughing fit, difficult Stamina save, affected persons apply a TH-1 and TD-1 penalty and reduce their effective Agility by 4 points}.
277. The mangy hides of several coyotes have been sewn together and cover an area 6x4 FT, the hides are spiked to the wall at the corners. Behind the hides is a 3x3 FT square region filled by blue-green water {held back by a permeable *wall of force*}. The water-filled region acts like a portal between the room and a lake or sea somewhere on the Material Plan.
278. A 6 FT bronze metal door hangs by hinges on the left side {opens outward}, it has two steel keyholes, one above the other, and six steel spikes are attached with the sharp points outward. The top keyhole is found locked and is of moderate difficulty to pick, the bottom keyhole is found locked and is difficult to pick.



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279. An iron frame attached to the wall holds a 28-inch tall brass bell. The bell is engraved with depictions of Trolls. A handwheel on the frame moves the bell and causes it to sound.
280. A 6 FT sturdy wood door is centered on the wall, it has a steel latch. A bronze plaque on the door depicts a scorpion with its tail in striking position. Behind the door is a 4 FT sturdy wood door with a latch, it has a bronze plaque depicting a tarantula. Behind the door is a 2 FT sturdy wood door with a latch, it has a bronze plaque depicting a coiled rattlesnake. When the third door is opened there is an *illusion* {moderate Will save to disbelieve} of a HD2 **Giant Rattlesnake** in the space behind it.
281. A heraldic shield is drawn on the wall, the blazon on the shield is a two-headed raven over a two-master ship.
282. A 30-inch diameter bronze circle is set into the wall, 50 inches off the floor. An octagonal opening in the center of the circle is 10 inches across. A 10-inch octagonal key with a wood handle found elsewhere in the dungeon fits into the opening, when the 'key' is rotated clockwise, a barrier on this level of the dungeon is raised.
283. The wall is covered in peeling purple satin wallpaper with yellow crowns. If Adventurers rip off the wallpaper on 1d12 rolls GTET 8 they reveal a many-rayed Sun inside a pentagram.
284. Three winding keys are on the wall, 40 inches from the floor, on shafts that are 20 inches long and fit into 15-inch steel bearings. When all three keys are wound Adventurers hear the sound of metal pounding on metal.
285. The wall is entirely covered by wood parquet squares. One square on the right side is loose {difficult to find, easy to remove}. A ripped piece of parchment attached to the reverse side is a lifelike drawing of a mature female Elf's face.
286. A charcoal drawing on the wall depicts a nearby section of dungeon, it gives the locations of four traps and two hidden doors that do not exist.
287. Two 20-inch diameter wood kegs are inserted into circular holes in the wall, mounted 55 inches off the floor. Each keg extends 6 inches out from the wall and has a bronze tap in it. The left keg contains 14 gallons of spoiled beer. The right keg contains 16 gallons of poor-quality beer. The kegs can be easily removed from the wall.
288. An octagonal mirror is 50 inches across and hangs from a steel spike by a thick wire, it is 60 inches off the floor. An Elf looking into the mirror is continually *mesmerized* {range 8 FT, difficult Will save checked initially and every 3 subsequent minutes}.
289. A 5 FT diameter bronze holy symbol of Lokaski {God of Humans} hangs on the wall 6 FT off the floor. A Human who touches the holy symbol is *healed* hp1d6 {once/24 hours, lifetime limit of hp30}.
290. The wall is completely covered by a sickly-green burlap material {burns with a noxious poisonous smoke, difficult Stamina save}.
291. The wall is mostly covered by **Rust Mold** {range 8 FT}.
292. The wall is damp to the touch, eight ordinary shelf fungus growing on the wall are between 2 FT and 6 FT long {poisonous to consume, difficult Stamina save}. The fungi have an aroma similar to vinegar.



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293. A 3 FT diameter log juts out from the wall 8 FT off the floor and extends 4 FT. A rope noose is found tied to the log. The log is very difficult to remove from the wall {6 FT socket}.
294. A 7 FT dark red wood door is centered in the wall, it has no apparent hinges, latches, or lock, but does not move {aura of enchantment}. A 9-inch hole cut into the door has the shape of a dolphin or a shark. When a red wood piece matching the hole is inserted, the door will open {piece is found elsewhere in the dungeon}.
295. A bronze plaque on the wall shows a fourteen-note sequence of music. If a single Adventurer properly whistles that note sequence twice, an 8 FT section of wall irises open, revealing a circular tunnel. An Adventurer can whistle on 1d12 rolls GTET 8, they get the sequence correct on a difficult Intelligence save.
296. Four floor-to-ceiling cracks are a quarter-inch across, spaced 4 FT apart. When an Adventurer inserts a tool {mattock, pry bar, pick, etc.} the tool becomes stuck fast {very difficult Strength check to remove, tool breaks on 1d12 rolls GTET 5}.
297. A 7x5 FT tapestry centered on the wall is 40 inches off the floor, the tapestry depicts a group of Elvish rodeo riders.
298. The ordinary skeletons of two Dwarves and an Elf are manacled to the wall.
299. A jagged crack in the wall is 50 inches long and 1½ inches across at its widest point. A foul-smelling purple gas continually seeps out of the crack {range 6 FT, makes eyes water, moderate Stamina save}.
300. The lower 4 FT region of the wall is thoroughly blackened and scorched.
301. A 7x5 FT blue stone panel is set into a black stone frame, there are no apparent hinges, handles, latches or locks. When Adventurers step on a hidden floor plate {difficult to find} just in front of the door, an internal latch opens and allows the panel to slide into the door frame to the right.
302. A 7 FT stag's hide covers a 15-inch hole in the wall. The stag's head and antlers are mounted to the wall to the right of the hide. The stag's eyes are 3 GP pieces of amber.
303. An 8x6 FT deep black rectangular portal is centered in the wall at floor level. A brass plaque mounted left of the portal is engraved with the words, "*The Forsaken Portal, Ye Shall not Return.*" The portal provides a one-way trip to Gehenna, Plane of Devils {see Spellbook Games' *Inferno: Journey through Malebolge*}.
304. A wall of ice covers the entire wall up to 7 FT, the room is 20°F 6 FT from the wall, and is 40°F 15 FT from the wall. When the wall is banished the wall is revealed to have two badly-damaged 6 FT doors, one near the left corner and one near the right corner.
305. A 7x4 FT mural is painted on the wall, depicting a saber duel between two leather-clad Gnomes in an arena.
306. A 3-FT to the side brass cube is fastened to a brass arm by a vertical rod, 12-hour clocks are on three of the faces {the side to the wall has no clock}, the cube is 68 inches off the floor. The pointing arms are missing on two clocks, the third clock show half past nine and arms do not move. If Adventurers open the cube they find many small metal parts {springs, gears, etc.} and a 50 GP diamond.
307. The wall is covered by dark green satin wallpaper in excellent condition, it has many light blue emblems of cross swords.
308. The following is written on the wall in Elvish, "*Beware the Banshee in the ruined temple, she has taken three.*"
309. A brass plaque on the wall reads {in Common}, "*Here on [date 12 years ago] Brodun and Herphet lost their lives to a Death Beetle.*"

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310. A twelve-sided hole in the wall is 6 FT across, 18 inches deep, and 40 inches off the floor, the interior is painted dark green. In the center is an octagonal hole 4 FT across and 18 inches deep, the interior is painted dark blue. In the center is a hexagonal hole 2 FT across and 12 inches deep, the interior is painted mauve. In the center is square hole 10 inches across and 8 inches deep, the interior is painted yellow.
311. A charcoal drawing on the wall identifies three means of transiting from the second dungeon level to the third, four means of transiting from the third dungeon level to the fourth, one means of transiting from the fourth dungeon level to the fifth, and three means of transiting from the fifth dungeon level to the sixth. One route is identified from the third to the fifth level, and one route from the second to the sixth level.
312. The wall is covered by wallpaper consisting of vertical stripes of blue, red, and silver. Two gold-plated lion's heads are mounted 70 inches off the floor, heavy hooks come off the underside. A large woven hat {Mexican sombrero} hangs from a black chin cord on the right hook.
313. Two diamond-shaped tapestries are 6 FT tall by 4 FT wide, attached to redwood frames. The tapestries are mounted 40 inches off the floor and are separated by 60 inches. The left tapestry depicts an outdoor rural dance next to a barn under moonlight. The right tapestry depicts Humans on horseback following hounds through a wood in autumn. An *explosive rune* {1d8, range 6 FT, avoid on moderate Agility save} is behind the left tapestry. A *healing rune* {restore hp1d8, range 6 FT} is behind the right tapestry.
314. One third of the wall is covered by peeling red velvet wallpaper. If the wallpaper is removed a network of fine cracks 5 FT across is revealed. An Adventurer who hits at the cracks with a hammer, pry bar, pick, mattock, etc. causes the cracked area to crumble into gravel {requires Strength GTET 16}, revealing an ordinary skeleton curled in a ball, the skeleton wears a 3 GP plain gold ring.
315. Four 20x14 inch by 9-inch-deep stone basins are mounted 32 inches off the floor, separated by 15 inches. A 16-inch polished brass oval mirror is mounted 16 inches above each basin.
316. A wooden hat tree is mounted to the wall 68 inches off the floor, it has knobs for ten hats. A bowler, beret, black cowboy, and derby hat are on the hat tree, all in good condition. An Adventurer wearing the black cowboy hat is *protected against scorpion and spider venoms*.
317. A man's face is drawn on the wall with a keyhole for his nose and a padlock hasp. Nearby is a drawing of a Long Sword with a key drawn into its blade
318. A 3 FT brown wood shelf is mounted on the wall 60 inches off the floor. A 10-inch brightly painted egg sits on the shelf in a 6-inch circle of carved bone {the egg is 5 GP}.
319. Three brass hooks depict the heads of Barbary Sheep with their horns forming the 'hook.' The hooks are mounted on the wall 70 inches off the floor and are separated by 30 inches. When loads of GTET 50 LBS are simultaneously put on all three hooks, a hidden door on another wall opens.
320. Scrawled on the wall in red paint are the words, "*F%&* the Black Feather Harpies.*"
321. The wall is completely covered in **Gold Mold**.
322. Two 4-inch diameter lights are mounted over a 6-inch diameter black enamel button, the group is 40 inches off the floor. The light on the left is green and is lit, the light on the right is red and is not lit. When the black button is pressed the green light goes out and the red light is lit.
323. A red wood panel 30x20 inches is set into red channels on the top and bottom so it can be slid to the right. A 25x15 inch space is behind the panel, 12 inches deep, the interior is painted cherry red. An *illusion* {difficult Will save to disbelieve} makes it appear there is an 18-inch gold figure of a rotund seated {lotus position} Human in the space.

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- 324. A 32-inch long by 10-inch wide conch shell hangs from a stone peg in the wall by a leather strap. Stuffed inside the shell is a 10x10 inch piece of linen which is a map of several islands in the ocean, the writing on the map is in a foreign language.
- 325. A 4x3 FT mahogany panel is attached to the wall 40 inches off the floor, it has a hinge along its lower edge and rotates outward and down. The space behind the panel has 10 upright wood slots and a drawer, it also holds two telescoping wood legs which fit into holes in the two upper corners {the whole making a desk}. The drawer is filled with ordinary desk supplies {parchment, dried ink bottle, quill pen, wax, resin eraser, etc.}.
- 326. Four white pyramidal structures are mounted on the wall, forming the corners of a square. Each pyramid is 16 inches along each side of the base and come to a point 20 inches out from the wall. The sides between them are 50 inches long.
- 327. A red metal oval case is mounted on the wall 64 inches off the floor, the case is 30 inches long by 14 inches across by 10 inches deep. The front piece has two hinges on the right so it opens outward. Inside the case is a black metal plate with a circular dial, the dial has twelve 2-inch holes arranged around the perimeter {finger-sized} and can be rotated {a clicking sound is heard}. There is also a coiled black cable with nothing at the end.
- 328. Two openings at floor level are 9 inches and 13 inches across, the openings are 60 inches apart. The openings appear to lead to horizontal tunnels as far as can be seen. 1d12 minutes after Adventurers enter this room two HD2 **Giant Cobra** enter the room through the tunnels.
- 329. A 60x35 inch poster on the wall advertises an organ concert at the Temple of Tara, Goddess of Life and Medicine, the concert is being played by Astassia Relchannon {famous Elven musician and composer}. The poster is dated eighteen years ago.
- 330. Five unlit black wood torches sit in wall sockets, they are 60 inches off the floor and separated by 32 inches. The torches give off a *poisonous* smoke when lit, which requires a total of 40 burning minutes [one torch 40 minutes or 5 torches for 8 minutes] to reach the concentration that causes unconsciousness {difficult Stamina save, persists 3d12*10 minutes}.
- 331. A list written {Common} on a fragment of parchment is tacked to the wall, "2 gallon beer, 1 gallon ale, 20 LBS cheese, 15 LB sausages, 3 LBS kraut, 5 dozen loaves, 3 fish, crate strawberries..."
- 332. A 5x2 FT dark wood panel is mounted to the wall 20 inches off the floor, it has three hinges on the left, so it opens outward. The space behind it is 20 inches deep and contains four brooms.
- 333. Nine steel gears are mounted on the wall so they interlock, each one is mounted on a 6-inch steel shaft which goes into the wall. The gears vary in size between 6 inches in diameter and 22 inches in diameter. The gears are all slowly turning together.
- 334. A wooden sign tacked to the wall reads, "*Adventurer Road.*"
- 335. A 7x4 FT rectangular wood frame is attached to the wall 44 inches off the floor, the frame has numerous vertical wires of varying thickness that are tightly stretched from bottom to top. The frame can be played like a harp, the wires producing melodious tones.
- 336. A scroll is tucked into a crack in the wall {moderate difficulty to find}. The scroll is written in a foreign language unknown to the Adventurers. The scroll is a love letter from Madillian to his girl, Wellenta. It is dated thirty-one years ago.

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337. A 7x5 FT blue stone dragon's head is mounted to the wall, 32 inches off the floor. Blue light shines through its open eye sockets and open mouth. A 4x5 inch hidden compartment {moderate difficulty to find, moderate difficulty to open} is on top behind the dragon's crest. The compartment is filled by a pair of thin white leather gloves {with fingerprints on the tips}, the gloves are used to open an enchanted door elsewhere in the dungeon.
338. A 7x5 FT blue wood door is centered in the wall, the portrait of a young male Elf dressed in hunting gear is drawn on the door in yellow. The door has a brass keyhole, the lock is found broken. When the door is opened a space 8 inches deep is behind it, painted to look like a long dark corridor.
339. A 4 FT-wide strip of stone {*wall of stone*, aura of enchantment} overlaps each edge of the wall with the center area filled with vertical strips of pine painted dark red. If the wall of stone is banished, an extremely lifelike drawing is revealed on the left side of the wall which depicts a mature half-Elf female in a gown, the drawing is labeled, "*Leannora, Queen of Cards.*"
340. A 5 FT-diameter spiral of purple and yellow lines spins at 1 revolution/8 seconds. Adventurers gazing at the spiral are *mesmerized* until their gaze is broken {difficult Will save to avoid looking, difficult Will save versus mesmerizing, difficult Will save to break the mesmerizing checked every 15 minutes}.
341. The wall is covered with dark brown wallpaper with the silhouettes in white of pointing hunting dogs. The rotting carcasses of two ducks are tied together at their feet and hang from a metal hook 66 inches off the floor.
342. A diamond-shaped niche is 7 FT tall by 5 FT across by 18 inches deep, the interior is painted dark red. A shelf is attached to the wall 3 FT above the niche's bottom, a solid black vase sits on the shelf. If an Adventurer touches the 'vase' it becomes a HD2 **Black Pudding**.
343. Five 10-inch-diameter grey metal pipes extend 4 FT out of the wall at 30 inches off the floor, make a U bend upward, and enter the wall at 90 inches off the floor. The pipes are separated by 1 FT. The exterior surface of all five pipes are thickly covered by many small sharp spines {hp1d6 damage if pushed, difficult Agility save to avoid}.
344. Two giraffe heads and 6 FT of their necks are stuck on wood poles inserted into the wall. The animal's skin has been treated so that the hide and hair, etc., remain soft and lifelike. The heads are mounted 25 inches off the floor and are separated by 50 inches.
345. Three Giant Porcupine hides are tacked to the wall.
346. The wall is completely covered by wallpaper having parallel diagonal strips of red, yellow, green, and sky-blue. A 30x20 inch brass plaque centered in the wall depicts flying bats. If the plaque is unbolted from the wall, it reveals a 28x18 inch opening; every 1d10*30 seconds a HD1 **Giant Bat** comes out of the hole {on 1d12 rolls of 01 the Bat carries *rabies*, very difficult Stamina save}.
347. The wall is completely painted dark blue. Three glowing red runes are inscribed on the wall, 42 inches off the floor and separated by 3 FT, heat can be felt coming off the runes about 6 inches away. An Adventurer touching one of the runes sets off a *fire trap* spell on 1d12 rolls GTET 3 {difficult Will save, easy Will save for Fire Wizards, +2 saving roll for Dwarfs}.
348. A 25-inch octagonal brass and glass fixture is attached to the wall by an S-curved brass support. A bright gas-fed flame continually flickers inside the glass. If the flame were not lit, an explosive mixture would form in the room after 10 minutes. The concentration of gas would cause unconsciousness after 25 minutes {very difficult Stamina save}.

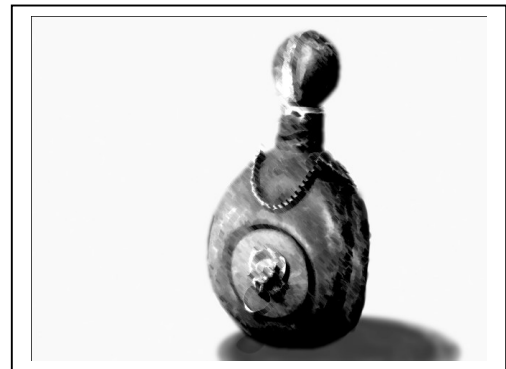
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349. A 30-inch black metal shelf is mounted 50 inches off the floor. Fifteen glass vials are found on the shelf, each labeled in Elvish as holding the blood of a different creature: Bison, Chimera, Fire Giant, Goblin, Griffin, Hippogriff, Hydra, Manticore, Medusa, Sphinx, Spider, Troll, Unicorn, Whale, Wolf. On 1d12 rolls GTET 9 the blood inside any particular vial has dried into a hard disk.
350. A *confuse speech* spell affects the room. The entire wall is painted jet black, a 30-inch long by 2-inch diameter 3-position lever switch is mounted 30 inches off the floor, 25 inches of the shaft is polished oak wood, the bottom 5 inches and the shaft into the wall, and the wall fitting are silver-plated metal. The switch is found in the 45° left of upright position, the other positions are upright and 45° right of upright. When the lever is moved to the right of upright position the spell is suspended.
351. The following is scrawled in Giantish across the wall, “*The fourth plague of Armanesh is about to begin.*”
352. A long diagonal crack reaches from the lower left on the wall to the upper right, following a twisted path, the crack varies from one-half to three inches wide, and can be 6 inches deep. On 1d12 rolls GTET 9 a **Yellow Mold** is found inside the crack.
353. Ten 6-inch wood pegs are inserted in the wall, five are in a row 60 inches off the floor and separated by 20 inches, five are in a row 75 inches off the floor and separated by 20 inches {offset to be between the pegs in the lower row}. A tattered white apron hangs on the second peg of the lower row. When the third peg in the upper row is pushed in by 2 inches a 4x4 FT hidden door on another wall opens.
354. Six 40-inch wood shelves are mounted on the wall, the left group of three are at 70 inches, 50 inches, and 30 inches off the floor, the right group are at 60 inches, 40 inches, and 20 inches off the floor. There are fifteen empty ceramic jars on the shelves
355. A complete zebra pelt is tacked to the wall. Underneath the zebra a piece of bison hide is tacked to the wall. Underneath the bison two fox pelts are tacked to the wall.
356. A 40-inch 20-hour clock hangs centered on the wall. The hands are moving counterclockwise.
357. The wall is constructed of many small-to-medium round river stones set in a dark grey mortar. Two 36-inch shelves are constructed from half-logs, one is 50 inches off the floor, the other is to the right 40 inches and is 70 inches off the floor. One of the medium-sized rocks pulls out of the wall {very difficult to find}, a small brass key is found in the space behind it.
358. A 6x6 wood beam extends out from the wall by 4 FT, at 86 inches off the floor. A block-and-tackle with 6-inch rope is suspended from the arm {capable of holding/lifting 3000 LBS}.
359. A 4 FT iron S-hook hangs from an 8-inch stone peg in the wall. A rusted Dutch oven is suspended from the hook. A badly-decomposed corn bread is found inside the Dutch oven.
360. A 16-inch long antler cylinder is 4-inches in diameter, with a 22-inch leather thong tied through a hole in one end, the antler piece hangs from an empty torch bracket. Scrimshaw depicting a pack of dogs chasing a buck Elk is engraved along one side. When the cylinder is placed in an ivory ring found elsewhere in the dungeon a portcullis is raised.
361. A mirror shaped like a toad's profile is 6x4 FT and set in a green wood frame. If the mirror is broken Adventurers discover a scroll between the glass and backing {3x *Shapechange*, 15 minutes, **Giant Toad**}.



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362. Four horizontal 10-inch pipes come out of the wall, run 8 FT, and bend back into the wall, they are 20 inches, 42 inches, 64 inches, and 86 inches off the floor. The pipes are labeled {top to bottom} 'Main Supply,' 'Bypass Supply,' 'Drain Return,' and 'Filter Wash.' A two-position valve is in the center of each pipe, either parallel with the pipe or perpendicular to the pipe. The valves on the top and third pipes are found in the parallel position, the second and fourth valves are in the perpendicular position.
363. A fine network of cracks is found across the lower left side of the wall, over a 6x5 FT area. If Adventurers apply tools {maul, pick, mattock, mallet and spikes, etc.} to the cracked area they reveal the 3x3 FT end of a brass chest with a brass handle. The chest has a steel keyhole {found locked, moderate difficult to pick} and a poison needle trap {difficult to detect, moderate to disarm, difficult to avoid, inflicts hp1d6 to the hand}. Found inside the chest are: 380 CP in coin, 25 SP coin, 2x 5 GP vials of perfume, 2x *Holy Water*, and a 1d8 *Cure Wounds Potion*.
364. Nine tic-tac-toe games are drawn on the wall without a winner. An observant Adventurer will notice the games form the number 7 {moderate Intelligence save}.
365. A worn castle-shaped tapestry hangs on the wall, it depicts a castle under construction on a small hill in a plain near a small lake. If the tapestry burns it gives off toxic smoke that causes unconsciousness {effect after 1d6 rounds, difficult Stamina save, persists 1d100 minutes}.
366. The wall is covered in faded brown satin wallpaper adorned with white stars. A rectangular niche centered in the wall is 5 FT tall, 4 FT across, and 2 FT deep. A cracked [vertical] 4x2 FT oil painting hanging in the niche depicts a mature female Elf dressed as a priestess of Anuruck {monotheistic deity}. A worshiper of Anuruck touching the painting is healed hp1d6 {once/day, total 8 lifetime}.
367. A pewter candle holder is held to the wall by a U-shaped spike driven into the wall. The stub of a red candle is on the candle holder.
368. A 66x42 inch poster tacked to the wall advertises a poker tournament for Minotaurs, the tourney was on another dungeon level and occurred eight years ago.
369. An *illusion* {difficult Will save to disbelieve} has been cast on the wall depicting a closed iron portcullis with a locked metal door approximately 20 FT behind it.
370. A metal wall safe is built into the wall 65 inches off the wall, a 10-inch circular door is set into a 14-inch square metal plate. The door has a heavy latch with a circular tumbler marked with 30 numbers {very difficult to pick}; the correct combination is 16L-28R-05L-22R. The safe is 1 FT deep, it holds 50 GP, a *Shapechange Potion* {Giant Scorpion}, an 8 GP piece of incense, and a piece of stiff parchment {map to a dungeon level in invisible ink}
371. A brass torch bracket is mounted 60 inches off the floor, cast in the shape of a flying monkey with outstretched hands, there is an unlit torch in each hand. The monkey's head unscrews {difficult Intelligence save, easy difficulty} revealing a small brass ring {boosts the wearer's effective Strength by 2 points for 30 minutes, 10 charges}.
372. A small wire cage is fastened to the wall 65 inches off the floor by a metal hook, it holds a yellow organ which drips a pale-yellow liquid onto the wall. Adventurers touching the liquid discover it is a powerful paralyzing poison {effect in 1d4 rounds, difficult Stamina save, persists 2d100 minutes}.



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373. Six black stone steps lead up to a pentagonal black surface clinging to the wall, it is 7 FT tall by 6 FT wide, a faint sound like buzzing bees can be heard near the surface. Adventurers entering the surface are *transported* {two-way for 5 trips then one-way} into a 16-FT diameter enchanted circle in a dense tropical jungle, near a hive of Giant Bees.
374. The end of a 20-inch circular wood cask sticks out from the wall by 8 inches, with a wood plug on top and a spigot/tap coming off the bottom. The cask is mounted 60 inches off the floor. If Adventurers turn the spigot a hot black liquid pours out, it tastes bitter {coffee}.
375. Five 6x3 FT rectangular mirror panels are mounted on the wall in wood frames, they are 22 inches off the floor and separated by 20 inches. An Adventurer approaching within 24 inches is *transported* {save versus teleportation on a moderate Will save} to a sealed 100x100 room {no entrances/exits} that contains a mirror maze. The trapped Adventurer must find the one panel that transports them back to this room.
376. A 9x5 FT tapestry hangs from a wood rod, the bottom is 30 inches off the floor, the tapestry depicts fishing boats sailing in front of storm clouds. An *illusion* {difficult Will save to disbelieve} is cast on a 3-FT circular diameter space behind the tapestry, the illusion depicts a tunnel with many small blinking eyes.
377. A 20x14 inch brass plaque on the wall depicts a standing bear. The words, "*The key to the grand gate is iron.*" are inscribed on the reverse side in Dwarvish.
378. Three circular oil paintings hang on the wall, 60 inches off the floor and separated by 20 inches, each painting is 28 inches in diameter. The paintings depict a mature male Minotaur in a hat, a mature female Minotaur in a flowered blouse, and two juvenile male Minotaur.
379. A 6 FT wood shelf is mounted on the wall 60 inches off the floor. Eight tall ceramic steins sit on the shelf. The fifth stein fits snugly into an opening on top of an enchanted chest found elsewhere on the dungeon level.
380. An unlit torch sits in a brass torch bracket on the wall, 55 inches off the floor. If the bracket is turned 45° to the right a hidden 50x30 inch panel along the floor opens, the space is 60 inches deep. A 32x28x20 inch blue stone block sits in the space.
381. A 7 FT long by 4 FT base triangular green pennant has a red border, it is mounted horizontally 80 inches off the floor. The pennant is blazoned with three white pine trees.
382. Three pointed wooden signs are mounted to an upright wood post which is mounted to the wall by a wood cross piece 70 inches off the floor. One sign is painted red and reads, '*Tomb of General Armagot*;' the second sign is painted in faded green and reads, '*Maze of Mymallion*;' and the third sign is painted yellow and reads, '*Minotaur Gulch Trading Post*.'
383. The rotting {and smelly} hides of four bobcats are tacked to the wall.
384. The wall is covered by dark red satin wallpaper adorned with yellow suns. If a section of wallpaper is pulled off it reveals a poster advertising a boxing match between a Troll and a Minotaur, the poster is dated fifteen years ago.
385. An *illusion* {difficult Will save to disbelieve} cast on the wall depicts four jets of fire that shoot out every 1d100 seconds for 10 seconds.
386. Portal. A 5 FT inner-diameter silver-metal circle is 8 inches wide, it is mounted 15 inches off the floor and is slowly rotating in the counterclockwise direction. A variety of archaic Elven glyphs are inscribed around the perimeter in glowing purple characters. The inner space is filled with a rippling silver sheet with vertical ripples followed by horizontal ones. Adventurers who push through the silver sheet {some resistance, required Strength GTET 12} are transported to a cloud in a remote region of the Plane of Air.

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387. A circular niche is 50 inches in diameter and 16 inches deep, the interior is painted lavender. A 32-inch diameter circular brass shield hangs in the center of the niche {*cursed*, opponent gains a TH+2 attacking the shield}.
388. A 9-inch metal pirate's face hangs on the wall 70 inches off the floor, a large brass hook hangs under face. A seaman's rain slicker hangs on the hook. When an Adventurer says to the face, "Yo Ho Ho" it replies "and a bottle of rum." When an Adventurer says, "Ahoy Matey" it replies "Set the main sail and anchors aweigh."
389. The stuffed head of an antelope hangs on the wall 62 inches off the floor, a dark green hooded cloak hangs from the left horn, a white woman's dress hangs from the right horn.
390. A 5x6 FT by 16-inch rectangular blue metal box hangs on the wall, 32 inches off the floor, the hide of a Giant Bison covers the box. The front face has four 6-inch black metal handwheels and five vertical four-position vertical levers. The wheels are found closed {fully clockwise}, the levers are found {1 at the top, 4 at the bottom} in positions 2, 5, 3, 1, 4.
391. A cherry wood box with two doors is 28x30 inches, 8 inches deep. When the box is opened it reveals a 24-inch dart board and eight darts. A drawing of a white bison is on the reverse side.
392. A 60-inch wood blanket rack is attached to the wall, 45 inches off the floor. Four brown blankets hang on the rack. When the four blankets are positioned in a 2x2 matrix, they join together and a continental-scale map appears, it accurately portrays the continent as it was 500 years ago.
393. A pink stone head of a snake is 5 FT across and extends into the room 32 inches, mounted 40 inches off the floor, with glowing pink quartz eyes and two 3 GP ivory fangs. The entire head rotates in a clockwise direction, accompanied by the sound of ratcheting gears.
394. The following is scrawled across the wall in 1 FT letters, "*Your mother was a Medusa harlot.*"
395. A 60x24 inch thin metal pointed sign is painted dark green, the wording is in Elvish, "*Moljer's Alehouse, best Beer in the dungeon.*"
396. The wall is affected by an *illusion* {disbelieve on a moderate Will save, no effect on Elves or Half-Elves} depicting an open circular wall safe holding three gold ingots.
397. The wall is covered by faded and torn scarlet wallpaper with yellow profile views of a biting snake's head. A Gnome touching the wallpaper is *actually bit by a poisonous snake* {avoid on a difficult Agility save, the poison has no effect on a moderate Stamina save}.
398. A pentagram-shaped tapestry is 6 FT across by 9 FT tall, hung from an oak rod by the flat end. The tapestry depicts the beheading of a Human male Priest of Anuruck by Bugbear inside a ring of standing stones.
399. Sixteen hexagonal holes are arranged in the wall in a 4x4 square, each hole is 9 inches across and 10 inches deep, the holes are separated by 18 inches, the bottom row is 32 inches off the floor. Dim red lights are found at the rear of nine of the holes.
400. A series of interconnected cracks run horizontally across the wall with several small red stains. An astute {difficult Intelligence save} Adventurer notices that the cracks exactly mimic a nearby {within 10 miles} river-and-creek watershed, the red stains being located where villages are found.
401. Four metal pegs are found in the wall 52 inches off the floor, separated by 20 inches. A well-used blacksmith's apron and gloves hang from the second peg. A large-brimmed leather dandy's hat with three jaunty red feathers hand on the fourth peg. When the dandy's hat is worn by a Dwarf it causes the Adventurer to move silently, once/day the hat confers 15 minutes of *invisibility*.

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402. A rectangular niche is 42 inches tall by 26 inches wide by 14 inches deep, the interior is painted sky-blue. A 28-inch {Christmas} wooden soldier stands on an 8-inch wood block. On 1d12 rolls GTET 8 black smoke flows out of the soldier's mouth, lasting 2d20*5 seconds; the soldier is checked every 10 minutes. The soldier's torso twists apart, a small platinum key is found inside.
403. A pair of giant butterfly wings are found tacked to the wall. Each wing is bright orange with a pattern of black spots, each wing is 5 FT high and 7 FT wide.
404. Two rectangular openings in the wall are 5 FT tall by 2 FT wide by 2 FT deep, the interiors are painted lime green. The bottoms of the openings are 30 inches from the floor and they are separated by 30 inches. A vertical 10-inch-diameter green metal pipe goes from bottom to top in each opening, a black 12-inch handwheel is located halfway up each pipe, the wheel is found in the full open (counter-clockwise position).
405. A square bronze wall safe is 15x15 inches, set 50 inches off the floor. The door has a steel keyhole and is found open. Two bronze ingots are inside the safe. The bottom of the safe can be lifted off {difficult to find, easy Agility to remove}, the space below it holds an IOU for 500 GP {written in Dwarvish} and three very-good pouches of pipeweed.
406. Two wire birdcages hang from wall brackets, 90 inches from the floor and separated by 60 inches. The bones of four small birds are found on the cage bottoms.
407. An *illusion* {disbelieve difficult Will save} has been cast on the wall that makes the wall appear to be vertical iron bars with a 20 FT space behind it, the space appears to hold a pacing Tiger.
408. A dirty inlaid tile fresco is 7 FT long by 4 FT wide, located 40 inches off the floor; the tiles are cracked and broken, many are missing. The fresco depicts a group of Elves building a boat on a tropical beach.
409. The image of a holy symbol is drawn on the wall in black chalk, 5 FT across, it is the symbol of Gobni, God of Goblins.
410. The wall is covered by a pale-yellow wallpaper with black bee symbols. The paper is torn in several places and has several large dark red stains.
411. Scrawled graffiti reads, "*For a good time see Miranda Snakehead, in the Maze of Dreams.*"
412. A wood-wire-bead abacus is mounted to the wall, it is 6 FT by 3 FT, with brackets at each corner.
413. An old faded and brittle tapestry is 8 FT long by 5 FT, hanging from a thick wood rod 92 inches off the floor. The tapestry depicts a cavalry battle on a dusty plain. The rod conceals {moderate difficulty to find} a Wizard's scroll {Fire, 3x 2d8 *Fireball*}.
414. The old musty hide of a bison is tacked to the wall. There is writing on the reverse but it has faded and become illegible.
415. Five wood pegs are set in the wall, 60 inches off the floor and 20 inches apart. A wig is found on each peg {long blonde, short redhead, medium-length black, long brunette, short black}. When Adventurers don the wigs they permanently graft to their heads {moderate Stamina save}.



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416. A fine network of tenth-inch cracks covers the lower right section of wall, over an area 7 FT wide by 5 FT tall. When that area is struck by a Maul, Hammer, Heavy Mace, heavy Pry Bar, Mallet, etc. wielded by an Adventurer whose Strength is GTET 17 that section of wall crumbles. Breaking the wall reveals the bricked-up end of a 3x3 FT horizontal tunnel {bricks require breaking using a blunt weapon or tool wielded by an Adventurer of Strength GTET 20}.
417. A stone head is 3 FT across, mounted 40 inches off the floor. A thick coating of **Rust Mold** {range 10 FT} grows over the head. Once the mold is removed it is impossible to determine the race or gender of the face because of extensive wear on the soft stone.
418. A torn life-sized 7x4 FT watercolor painting in a gilded wood frame depicts a Knight in plate mail holding an upright lance with a green pennant. A Warrior or Crusader who touches the painting temporarily improves their skill with heavy armor for 25 hours {DR+1}.
419. Three bronze meat hooks are attached to the wall by thick iron brackets, they are 86 inches off the floor and separated by 26 inches. Each hook holds a badly-rotted cattle carcass {putrid scent, range 25 FT, 1-hour nausea, difficult Stamina save}, the carcasses are poisonous {difficult Stamina save} if consumed.
420. A 6x3 FT by 2 FT deep stone basin is constructed from pink-and-grey stone, the basin is mounted 2 FT off the floor. A clear liquid {distilled water} slowly pours into the basin out of a 2-inch hole in the wall, 4 inches above the basin. The basin is maintaining level at three-quarters depth. A black heraldic eagle is painted on the basin front.
421. A 10-inch six-sided brass light fixture is attached to the wall by a bracket painted in blue enamel, it is mounted 68 inches off the floor. A blue light shines in the fixture which blinds Dwarves {range 25 FT, continuous until exits the area, difficult Stamina save checked every 15 minutes}.
422. The carcass of a juvenile-sized Giant Spider is pinned to the wall by a sharpened 8 FT pole.
423. A horse hide is tacked to the wall, it appears to have something under it. The room has a faintly nauseating aroma {range 12 FT, easy Stamina save}. When the hide is removed it reveals a relatively-fresh pelt of a Giant Skunk, and the nauseating aroma becomes very strong {range 40 FT, difficult Stamina save, throws up for 1d20+1d12 minutes, Elves apply a +2 saving roll bonus}.
424. A 5 FT wood shelf is mounted 56 inches off the floor. Four rusted metal cans {size 1 LB coffee tin} are on the shelf: the first can holds a variety of metal nuts under one-half inch, the second can holds a variety of thin carriage bolts between 2 inches and 6 inches, the third can holds a variety of wood screws from three-quarter to 2 inches long, and the fourth can holds a variety of metal washers from 1 inch to 6 inches in diameter.
425. A 16x10 inch grey wood panel is 45 inches off the floor, it has three hinges along its top edge and a pewter handle {lifts up}. An Adventurer lifting the panel sets off a poisoned 1d6 Dart trap {difficult to find, difficult to disarm, moderate Agility save to avoid Dart, difficult Stamina save versus poison}. The reverse side of the panel is thicker than expected {difficult Intelligence save}, the inside piece can be removed, revealing two scrolls: Priest scroll {1d8 Cure Wounds, 1d12 Cure Wounds}, Water Wizard {1d10 Cold Ray at 30 FT, Ice Encasement, Mists of Fate [blinding fog around eyes]}.
426. A 7 FT pointed rectangular sign is constructed by wrapping a Giant Sheep's hide around a piece of wood and spiking it to the wall. The sign reads, in Common, "*Faren's Leather Armor, west end of Ghost Canyon.*"
427. A 6 FT diameter circular tapestry is glued to an 8 FT diameter circle of black wood. The tapestry depicts Dwarves working in a gold mine.
428. The wall appears to be ordinary stone {aura of enchantment} but when it is touched the wall gives off a shower of harmless electric sparks.

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- 429. A 7x5 FT pegboard is mounted to the wall 50 inches off the floor. A variety of rusted tools hang from metal pegs in the pegboard: claw hammers, ball hammers, screw drivers, pliers, clamps, tongs, hand drill [no bits], small level, flat files, and glass cutter.
- 430. The wall is covered in faded pale yellow wallpaper with brown coaches. A 7x4 cherry-wood door hangs barn-door style from a horizontal black metal track. The door is spiked to the wall by four steel spikes.
- 431. Twenty-five lines of writing in an unknow/foreign language are scrawled on the wall in black ink. If they are translated, they reveal the last will and testament of an Adventurer, Jorques, including the bequeathing of a small Keep to whomever brings his sword to this son, Barbenac.
- 432. An *illusion* {difficult Will save} cast on the wall causes the viewer to see a 9 FT tall open door leading to a horizontal tunnel filled with jets of fire.
- 433. A metal cot is attached to the wall by two iron chains. Above the cot fifteen groups of five (four with a slash) are incised in the wall plus three vertical lines.
- 434. A circular niche is 5 FT in diameter, 20 inches deep, located 48 inches off the floor. The interior is painted mauve. A 24-inch thin metal rod extends up from the bottom. A small bronze placard attached to the niche's back wall depicts a bugle.
- 435. The wall is completely covered by black walnut vertical paneling. The wood paneling is perpetually covered by a half-inch layer of ice.
- 436. The numbers 1, 2, 5, 7, 11, 13, 17, 19, 23 are written on the wall. An 'X' has been written in over the 5, 7, 17, and 23.
- 437. A 5 FT green stone Leprechaun's face, including a 3 FT hat, hangs on the wall on iron rods. Its eyes are 15 GP polished Cat's Eyes. Gold is invisible to an Adventurer carrying those gems {range 15 FT, difficult Will save, checked per opportunity}.
- 438. A 4x3 FT cracked oil painting depicts a group of Medusa in togas hanging a hooded male figure from gallows. A second 4x3 oil painting depicts a group of Medusa bathing in a jungle pool under a tall waterfall.
- 439. Four 6 FT long black triangular pennants hang vertically, separated by 30 inches, the pennant fields are in white: a rearing horse, a dragon's head, crossed lances, and a flying Pegasus.
- 440. Twenty-one groups of ten vertical lines are scratched onto the wall, above an outline of a scorpion.
- 441. Six barrels have been cut in half at their midpoints, the bottom halves have been nailed to the wall 40 inches off the floor, separated by 34 inches. Rotting 25 FT ropes are found in three of the halves.
- 442. A rectangular niche is 72 inches long by 42 inches tall by 26 inches deep, the bottom of the niche is covered by an iron grating over four 5-inch circles. A small handwheel is associated with each circle, the values are found in the clockwise {closed} position. When a handwheel is moved in a counterclockwise direction a pungent aroma is smelled and fire surrounds the associated circle under the grating {acts as a gas-fired stove top}.
- 443. The pelts of nine Giant Beaver are tacked to the wall in a haphazard pattern. They cover a horse's hide tacked to the wall, a *glyph* written on the horse-hide causes an affected Adventurer to be unable to ride {range 15 FT, avoid looking difficult Will save, save versus magic moderate Will save, persists for 12 days}.

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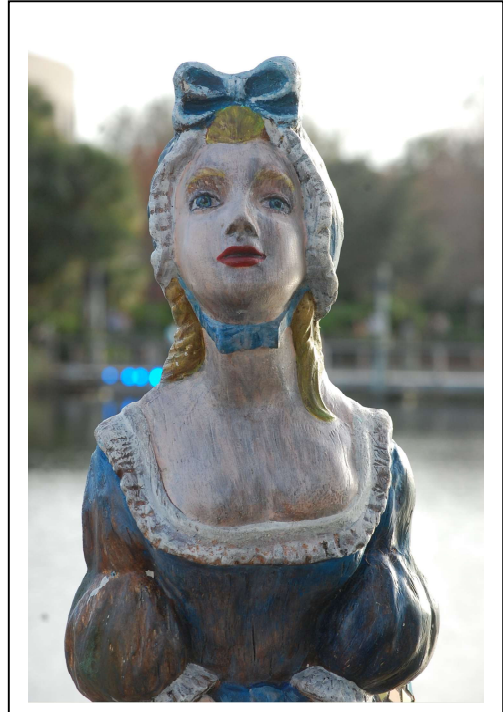
444. A 2x2 FT oil painting in a dark wood frame depicts a Djinn on a throne. A *glyph* is written on the painting {hard to see, very faint}, if the glyph is touched it triggers {difficult Will save} 15 minutes of a strong windstorm in the room {up to 80 mph wind}.
445. Three large cracks are found in the wall, up to 14 inches tall by 2 inches wide, located 62 inches off the floor. An observant Adventurer {difficult Intelligence save} finds a Priest's scroll inserted into one of the cracks {1d8 Cure Wounds, 1d10 Cure Wounds, 1d12 Cure Wounds, Banish Poison}.
446. A hexagonal opening is 2 FT across is 50 inches off the floor, the horizontal opening is 50 inches deep and the interior surfaces are mirror covered.
447. A 5x4 FT black cloth is tacked to the wall 42 inches off the floor. A surface map is scrawled on the wall under the cloth, depicting all of the dungeon entrances in an area a half-mile square.
448. A Unicorn's head is mounted on a black wood plaque, attached to the wall 80 inches off the floor. A good person can remove the horn {acts as a prayer-storing item, found with six 1d10 Cure Wounds prayers, does not heal evil persons}. If an Adventurer pulls both of the Unicorn's ears it spits out a 50 GP emerald.
449. Six life-sized plaster busts of Troll heads are mounted on white wood plaques, they are hung on the wall 82 inches off the floor, separated by 30 inches. If Adventurers break the fourth head they find a copper Ring {Dwarf-sized, Regenerate hp1 every minute, functions for 200 days then becomes inert}.
450. Four 14x12 inch by 9-inch-deep brass boxes are mounted to the wall, 46 inches off the floor and separated by 14 inches. A three-position {left, up, right} 9-inch brass lever with a red enamel handle is attached to the front face of each box. The handles are found in the following positions: right, up, right, left. When the handles are moved {requires Strength GTET 15} a sound is heard of moving liquid. A handle breaks when moved on 1d20 rolls of 01.
451. A grey metal oval mounted on the wall is 7 FT tall by 3 FT across by 20 inches thick, it is warm to the touch. Eight curved sections of 8-inch diameter blue metal pipe that protrude from the wall and connect to the oval, four to the left side and four to the right side {gives a somewhat spider-like appearance}.
452. Ten unlit torches are set in brass wall scones sculpted to look like human hands. The scones are placed equidistant along the perimeter of a 80-inch diameter circle, the bottom point being 40 inches off the floor.
453. A piece of horse hide hangs from a brass hook, the reverse side depicts the cards held by all four players in a hand of bridge.
454. A 5x3 FT silver door is set into the wall 60 inches off the floor, black steps up to the door are parallel to the wall. Platinum hinges are on the left side {swings outward}, platinum keyholes are in each corner {two lower locks have moderate difficulty, two upper locks have difficult difficulty}. When the door is opened it gives access to a vertical shaft that goes upward {with a metal ladder embedded in the wall}, a steep stone slide extends downward at a 50° slope.
455. A metal chest sits in the center of the room, a stream of fire from a 6-inch pipe coming through the ceiling directly above the chest continually engulfs it in fire. Three brass hooks are on the wall, 68 inches off the floor and separated by 25 inches. A white knee-length linen jacket hangs on the first hook, a heavy leather overcoat hangs from the second peg, and two pairs of thick padded gloves {heat resistant} hang from the third peg. When the gloves are removed from the third peg it springs upward an inch and the fire stops.
456. Four 42x30 inch oil paintings hang on the wall, 60 inches off the floor, separated by 26 inches. Each painting depicts a fine canine in an outdoor setting {golden retriever, border collie, malamute, basset hound}. Adventurers find a scroll {moderate difficulty to find} behind the malamute picture, it allows the summoning of four HD1 **Malamute** dogs for 30 minutes {one summoning}.

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457. A 7x6 FT wood panel attached to the wall is carved to depict a Wizard in their laboratory, Adventurers find two 5x5 inch doors in the panel. When the left door is opened Adventurers see a glyph {range 12 FT, difficult Will save to avoid looking, difficult Will save versus magic} which causes Warlocks to be unable to use magic for one week and causes Wizards to be unable to cast Advanced level magic for ten days.
458. A 7x4 FT tapestry hangs from a black metal rod, the bottom seam is 48 inches from the floor, the whole tapestry is faded and washed-out except for a small section which depicts a partially-ruined castle on a vertical rock in the center of a lake. When a Warlock or Wizard touches or handles this tapestry, they are drawn into it and transported to the gates of the ruin unless they succeed on a moderate Will save {one way}.
459. Six horizontal 6-inch-diameter pipes run parallel to each other, the bottom pipe is 4 FT long and 20 inches off the ground, the second pipe is 7 FT long and 32 inches from the floor, the third pipe is 9 FT long and 45 inches off the floor, the fourth pipe is 6 FT long and 58 inches off the floor, the fifth pipe is 8 FT long and 72 inches off the floor, and the last pipe is 7 FT long and 90 inches from the floor. All of the pipes carry compressed air.
460. A 6x4 FT tapestry hangs from a red metal rod, the lower seam is 38 inches off the floor. The tapestry depicts a woman with long black hair and a full figure, she is dressed in a toga and carries a bare sword in her hands as she walks across the water of a lake. An Adventurer touching the woman's figure receives knowledge about the where a *Long Sword TH+3 {Limb Cleaver}* is hidden on a lake island {somewhere between 50 and 150 miles from the dungeon}. The Adventurer has ten days to obtain the Sword before the knowledge disappears permanently {compulsion: cannot record the location or tell another Adventurer}.
461. The wall is covered by glowing green symbols which are somewhat out of focus and difficult to read for Crusaders, Priests, Rascals, Warriors, and Warlocks; Wizards find the symbols are clear and easy to read, and form directions in Arcanan for performing a ritual that forcibly summons {no save} a particular individual from wherever they are within a 600 mile radius to the ritual magic circle.
462. A drawing on the wall depicts a wall safe with a combination lock. The number 12 is written above the drawing, 3 is to the right, 6 is beneath the drawing, and 9 is to the left.
463. A ten-sided brass lantern with frosted glass sides is held to the wall by a bracket that depicts intertwined curved vines and flowers, the glass sphere inside is perpetually lit and gives off light that functions as *daylight* versus the undead {range 25 FT}.
464. Three brass pipes extend from the wall 9 inches, they are 2 inches in diameter, 40 inches off the floor, separated by 12 inches. A 6-inch red enamel handwheel valve is on top of each pipe and the ends are threaded {like a garden hose connection}. The handwheels are all found fully in the clockwise {closed} position, when the handwheels are turned counterclockwise a clear liquid is released at 6 gallons/minute at full flow.
465. An inlaid tile fresco is 7x5 FT, mounted 38 inches from the floor, covered in dirt, grime, soot, and red stains which make it difficult to make out the subject. The fresco depicts a bullfight with an Ogre as matador and an audience of Hobgoblins.
466. A cut-out in the wall is 6x3 FT by 30 FT deep, located 50 inches off the floor. The cut-out has quarter-inch iron bars across the front spaced 5 inches apart. Ten ordinary HD0 **Bats** are confined in the cut-out {carry a disease on 1d12 rolls GTET 5, moderate Stamina save versus disease}.

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467. A wooden ship's prow figure of a long-haired mermaid is mounted to a curved piece of wood held to the wall by three 10-inch thick wood pegs, each 3 FT long. The figure's tail fin is 30 inches off the floor and she is 60 inches from the wall at the top and 10 inches at the bottom. She holds an unlit brass lamp in her outstretched hands.
468. A life-sized gilded wooden mask is attached to the wall 58 inches off the floor, the mask depicts a mature male Elvish face. Two life-sized wood arms are attached to the wall 7 inches below the mask, extending out 32 inches, each 'arm' ends in a 7-inch diameter iron hook {supports 15 LBS}.
469. A faded and threadbare tapestry is 6x4 FT and the bottom is 44 inches off the floor, the tapestry depicts a fight between two axe-wielding Dwarves and an Ettin on a wooden bridge. Four iron 'S' hooks are over the tapestry's support rod, a hooded green cloak hangs from one, a pair of Dwarf-sized pants hangs from the other by suspenders.
470. A rectangular cut-out is 5x4 FT by 5 FT deep, the cut-out is 100 inches from the floor. The wall is smooth and difficult to climb. An *invisible* chest is against the back walls, the lock is difficult to pick. The chest contains a set of *Magical Sails* sized for a 100-FT ship.
471. The entire wall is covered by oak paneling. Fifteen pair of Goblin's shoes are nailed to the wall, 15 inches off the floor.
472. Twenty-two 1 GP agates have been glued to the wall, forming the number '3'.
473. A pink stone Gargoyle face mounted on the wall is 5 FT across by 6 FT tall, its jaw and lower lip has been extended to form a semi-circular basin which extends out 3 FT and is 12 inches deep. Six iron hooks {capacity 10 LBS} are attached to the exterior of the basin, evenly spaced around the rim. The gargoyle's eyes are two 4 GP pieces of turquoise.
474. An iron cylinder hangs from a metal bracket on the wall, the cylinder has an open top, is 32 inches long by 14 inches in diameter, the walls are a half-inch thick. Inside the cylinder are found seven iron brands, each 36 inches long.
475. A piece of grey-painted wood is 7 FT long by 10 inches across by three-quarters inches thick, nailed to the wall 70 inches off the floor. Ten brass pegs are inserted into the wood, equally spaced along the board's length. The pegs hold two grimy moth-eaten hats, a moldy leather belt, a blue cloth apron, and a black knit sweater. The piece of wood is easy to detach from the wall, a space behind it is 10x5 inches by 5 inches deep, it holds a Wizard's scroll {*Fire*, *2d8 Fireball*, *Invisibility*, *Exploding Glyphs*, *Hide Object*}.
476. Three oval mirrors in dark wood frames are 30 inches tall by 20 inches wide, they hang 55 inches off the floor, separated by 30 inches. If Adventurers break the mirrors they discover oil portraits of a mature male and female Elf and one of a juvenile female Elf under the mirror glass. A phrase in Elvish is written on the male's portrait, it translates as '*Strong like the Pirreford Tree.*'



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477. Four pair of red double wood doors are each 14x10 inches with brass hinges {swing outward from the center of each pair}, the doors are mounted 50 inches off the floor and are separated by 20 inches. Each door has a brass pull-knob. Behind each pair is a space 22x7 inches by 9 inches deep. Two of the spaces are empty, one holds three brass incense burners and two 3 GP sticks of incense, and one holds two rusted iron Dutch ovens.
478. Nine oil paintings are each 9x9 inches, set in a gilder silver wood frame. They hang in a 3x3 grid pattern, the bottom row 60 inches off the ground, each painting separated by 20 inches side-to-side and top-to-bottom. The paintings depict an elderly male and female Gnome, a mature male and female Gnome, a young adult male Gnome, and four Gnome children {three boys and one girl}. A glyph on the back of the painting of the elderly female Gnome causes an Adventurer to be unable to speak for 100 hours {range 5 FT, avoid looking on difficult Will save, difficult save versus magic}.
479. Six black horse's tails are tied to metal spikes driven into the wall {in reality, Centaur's tails, including one belonging to the son of the Chief of the Koryo Canyon Centaur clan}.
480. A 50x36 inch poster is tacked to the wall, the poster depicts a Bugbear in formal robes on a stage, and is written in Goblin. The poster advertises the Grand Golden Dirk poetry contest, open to all goblinoid races, and is dated sixteen years ago.
481. Eighteen holes are randomly distributed across the wall, the holes vary from 6 inches across to 15 inches, and 8 inches deep to 18 inches deep, the lowest being 20 inches off the floor. An Adventurer reaching into a dark hole sets off a rat trap on 1d12 rolls GTET 7 {hp1d6 to the hand, avoid on a moderate Agility save}.
482. A red-stained area on the wall is shaped like a Giant Beetle, an area about 2 FT wide all around the stained area is blackened with scorch marks and soot, and area 4 FT wide all around the blackened area is filled with small interconnected cracks. If an Adventurer hits the cracked area with a Hammer, Maul, Pick, Mattock, etc., an area 1 FT deep crumbles and falls out.
483. The stuffed neck and heads of a two-headed horse are mounted on a black wood plaque and hangs on the wall, 75 inches off the floor. The eyes are 2 GP gold-imbued glass spheres.
484. A 6 FT wood shelf is painted blue, it is attached 86 inches off the floor. Four iridescent blue 1 FT porcelain vases sit on the shelf, three of them have wilted and dried bunches of flowers in them. Any Adventurer who breaks a vase experiences a month of bad luck {moderate Will save, affected persons apply a TH-1 penalty, a -1 saving roll penalty, and a -1 penalty when attempting persuasion or using influence}.
485. The stone face of a Saber-Toothed Tiger is 5 FT tall by 3 FT wide, and extends 3 FT into the room, the face is constructed from a dark orange stone. If an Adventurer sticks their hand into the statue's mouth, it closes on 1d12 rolls GTET 5 {moderate Agility save to avoid having the hand bitten off}.
486. A rigid piece of canvas is 3 FT wide by 5 FT long, hung so that it is 40 inches off the floor. A faint watercolor rendering of pink flowers in a purple vase is on the canvas. When water is thrown on the canvas a map of two levels of another dungeon appears {remains visible for 30 minutes unless wetted}.

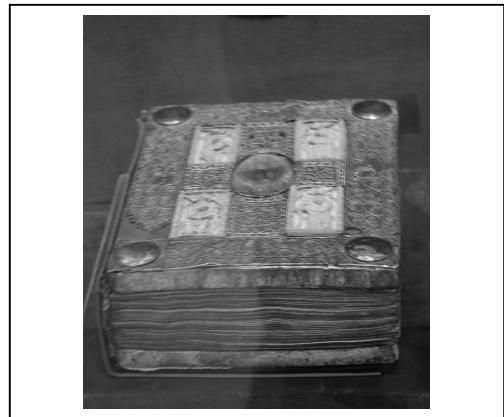


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487. The wall has a thick covering of old grey webbing, virtually from floor to ceiling, there are three 'bump outs' roughly 5 FT long, separated by 30-40 inches. Beneath the webbing in those areas Adventurers find the desiccated corpses of three male Dwarves, stripped to their rotting leather breeches.
488. A hexagonal space is cut into the wall, 7 FT long by 5 FT tall and 3 FT deep, the interior is covered by light green ceramic tile. Thin vertical platinum wires stretch across the front every 6 inches. Inside the space Adventurers find a 10 GP 8-inch turtle carved out of jade, on the back of a 20-inch plaster turtle.
489. Two brass torch brackets are fixed to the wall 60 inches off the floor, separated by 100 inches. The brackets are constructed in the likeness of long-haired nude Nymphs with outstretched hands. An unlit torch is held in each bracket, when the torches are lit they give off an unpleasant noxious smoke that is poisonous to vGnomes {moderate Stamina save}.
490. A 16x9 glass panel is set into a wood frame with two brass hinges on top {opens upward and out}. The space behind the door is 20 inches deep and houses four **hamsters** {aura of enchantment}. When a hamster is removed from their 'home' they grow into a HD2 **Monster** 6 FT long {bite 1d8, hp14, DR2}.
491. A rectangular brass bracket is set into the wall 40 inches off the floor, it holds a metal tray, 28 inches long by 12 inches wide by 5 inches deep. Adventurers find the following in the tray: broken piece of an ivory comb with black hairs in it, two small make-up brushes, an empty glass pot of make-up, a stiff hair brush with a bone handle, a piece of cloth with ten hairpins stuck into it, a bone hair clasp, and one silver hoop earring {3 SP}.
492. A 6 FT-tall face of a mechanical man is attached to the wall, 42 inches off the floor. The head is a 26-inch diameter cylinder, the jaw is a sawtooth semicircle mounted with 4-inch bolts, the eyes are 8-inch cylinders filled with amber-colored glass, an inverted funnel is the hat, the hair is made of many curls of brass wire. Every 1d100 minutes steam vents from the hat, each venting lasting 1d20 seconds.
493. The wall is covered by black satin fabric {aura of enchantment}. The wall distorts gravity and acts as 'down' for anyone/thing that walks on it. The gravity 'effect' extends out to 12 inches from the wall.
494. An *illusion* {difficult Will save to disbelieve} has been placed on the wall, depicting an old rusted portcullis in the down position inside a stone arch. An arched horizontal tunnel appears to be behind the portcullis, it turns to the right and appears to descend after about 25 FT.
495. A 34x28 inch hazel wood picture frame hangs 60 inches off the floor, although the frame appears to be empty {aura of enchantment} the oil painting is *invisible*. The painting depicts a female Half-Elven Wizard in a laboratory, a blackboard in the background shows a series of symbols that are the code to unlock an enchanted door elsewhere in the dungeon.
496. Four large brass hooks are mounted on the wall 56 inches off the floor, separated by 20 inches. The hooks extend out from 6-inch across maple leaves. The second hook can be easily lifted off the wall, revealing a 10-inch brass key on the reverse side.
497. The wall is covered with tattered dark brown wallpaper with yellow-gold half-moons. An octagonal opening is 3 FT across, set into a dark wood frame around its perimeter, 42 inches off the floor. The opening is 40 inches deep, the interior is painted mauve. A pale blue liquid drips out of a rubber nipple in the top of the opening, some liquid collects on the bottom and then drains out of a 2-inch hole in the bottom.
498. The glyphs which depict the twelve constellations of the zodiac are inscribed on the wall, each glyph 8 inches tall and enclosed in a circle. The inscriptions are 38 inches off the floor and separated by 8 inches {aura of enchantment}.

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499. The skull of a Giant Cattle bull is slipped over an iron spike in the wall, the spike is 64 inches off the floor. Adventurers find a scroll inside the skull, eight sketches of Adventurers in a dungeon setting are on the scroll.
500. A black wood shelf is 7 FT long, mounted on the wall 58 inches off the floor. Fifteen sealed mason jars are on the shelf, each one is filled with formaldehyde and holds a different species of large beetle.
501. A 4x3 FT red wood door is trimmed in silver, it is mounted 30 inches off the floor. A platinum keyhole is found locked {difficult lock to pick}. When the door is opened it reveals a space 30 inches deep which extends down behind the wall 26 inches, this space is filled 14 inches deep with 1-inch copper ball bearings.
502. Three large eye figures are inscribed on the wall, each one 10 inches long and glowing with a pale-yellow light, they are 70 inches off the floor. The eyes permit a Wizard in a different part of the dungeon to watch the room in real time.
503. A 3 FT white wood shelf is mounted on the wall 48 inches off the floor. Five old musty leather-bound books are on the shelf. All five books are written in a foreign language {very difficult Intelligence save allows 25% translation, checked per book}. The book subjects are botany, hard rock mining techniques, ship construction, a discussion of religions in the foreign country, and a discussion of court etiquette.
504. Twenty 4-inch diameter bolts extend out from the wall 8 inches, the bolts are arranged in a five by four grid, the bottom row is 30 inches off the ground, each bolt is 10 inches from adjacent bolts. Each bolt has a 1-inch-thick nut screwed on {all are found fully in the clockwise direction against the wall}.
505. A tower shield {several small holes} hangs on the wall by a hook, the bottom is 24 inches off the floor, the device on the shield is a unicorn's head over a bridge. A rusted spear hangs head-up on the wall to either side, separated from the shield by 12 inches.
506. Two rectangular arches niches are 4 FT tall by 28 inches across, they are 32 inches off the floor and separated by 30 inches. Each niche has a blue stone border adorned with stone flower petals and is 18 inches deep. A 10-inch brass plaque inscribed with a seven-pointed star is fixed to the wall below the left niche. A 10-inch brass plaque inscribed with a sphere is fixed below the right niche. Both are found empty.
507. A 7 FT moldy stuffed couch {including 10-inch wood legs on the corners} is held to the wall by iron brackets, it is mounted 68 inches off the floor. If Adventurers unscrew the right-rear leg they discover a circular cut in the top which holds a platinum *Ring* {22 charges, 1d12+1d6 Lightning Bolt, range 25 FT}.
508. Four posters are 50x30 inches, 60x40 inches, 42x20 inches, and 40x40 inches, they are found plastered to the wall and overlapping one another {only the 40x40 is completely visible}. One poster advertises a dungeon dating service, one advertises a sale at Will's Dungeon Emporium on the fifth dungeon level, one advertises a production of the play '*Demons are Forever*,' and one advertises an operatic concert by the Giantess, Ogalenna. The posters are dated from ten to thirty years ago.
509. A 15-inch brass figure of a horned Sphinx {aura of enchantment} is welded to an 18-inch brass shelf set 80 inches off the floor. Any Adventurer who sleeps within 30 FT of the figure is subject to a continuous *Mental Whisper* spell which persuades them to submit to and worship a HD9 **Sphinx** found elsewhere in the dungeon {barely remembered dreams about Sphinx, difficult Will save versus magic}.



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510. Four rectangular 20x50 inch mirror panels are mounted to the wall, 38 inches off the floor, separated by 6 inches. Each mirror is set in a black wood frame which is bolted to the wall {moderate difficult to remove bolts}. Oil painting of armored male Elves are found on the reverse side of each mirror.
511. A worn leather shoulder bag hangs by its strap from a gold-painted wood hook, set in the wall 66 inches off the floor. An embroidered cloth patch depicting a Griffon's head is sewn to the exterior flap. The shoulder bag holds twenty sheets of brittle and illegible parchment.
512. A diamond-shaped poster glued to the wall is 5 FT tall by 3 FT at its widest point, the poster advertises an evening of sleight-of-hand and entertainment by Guido Mac'Dolan, master [stage] Magician, and his partner the lovely Miss Avillra. The poster is dated eleven years ago.
513. A 40x28 inch oil painting hangs in a black wood frame, 72 inches off the floor, the frame shows some scorching damage {aura of enchantment}. A moldy black cloth is over the wood frame, when the cloth is removed it reveals a thin piece of wood veneer with an inscribed *glyph* {range 7 FT, moderate Will save to avoid looking, difficult Will save versus magic, causes an effected Adventurer to be unable to perform sexually for 2 weeks}. The painting beneath the piece of veneer depicts a tryst between a Half-Elf male and a Goblin female.
514. A 6x4 piece of wood is bolted to the wall, 40 inches off the floor. The holy symbol of Dergavi, God of Dwarves, is painted on the wood. The holy symbol of Ardra, Goddess of Fortune, Fate, and Luck, is painted on the reverse side.
515. A 6x3 FT rectangular cut-out is located 32 inches off the floor, it is 20 inches deep and the interior is painted red. Folded neatly inside the cut-out are the black leather pants, tunic, gloves, belt, and hood of an Executioner. An Executioner's badge {gold circle with a platinum double axe-head} is found inside the hood.
516. A thick layer of old spiderwebs covers a 12 FT length of wall. Adventurers searching the webbed area find 14 CP in coin.
517. A 3x3 FT stone elephant/mammoth head is attached to the wall 68 inches off the floor, its two curved tusks are made of iron and extend 30 inches into the room, curved upward at the ends {as hooks}. A burlap bag hanging on one tusk contains 12 LBS of rotting potatoes.
518. A 20x20 inch iron door is set into a frame that extends 8 inches around its perimeter; it has two thick hinges on the left side {opens outward}. A well-made padlock {difficult to pick} is set through heavy iron brackets on the door and frame. The safe is 26 inches deep. The safe holds a bottle of excellent brandy {25 GP}, eight pouches of very good quality pipeweed, two 5 GP ivory pipes, a flint-steel, and a small cloth bag holding 20 SP and 13 CP in coin.
519. A 40x30 inch brash plaque bolted to the wall depicts an enchanted circle. If the plaque is removed from the wall Adventurers find {difficult Intelligence save} that the plaque can be stretched to 12x10 FT and an enchanted circle {green perimeter and ten green candles} appears on the reverse side.
520. The flayed hairy hide of an Ogre has been tacked to the wall. The hide is the area between the Ogre's neck and waist, including its arms and hands.
521. A 6x4 FT oil painting depicts a Giant Eagle at the moment its talons strike a Moose in a flying attack from above. The painting has cracks in it, some areas are covered by soot and dirt, and is generally in poor condition. A piece of parchment attached to the reverse side is badly faded and illegible.
522. A 40x20 inch by 10 inches deep glass case is attached to the wall by brass L-brackets, it is located 50 inches off the floor. The case contains the shrunken {6-8 inches} heads of a Wolf, Bear, Boar [no tusks], Stag {no antlers}, Barbary Sheep, and a Wolverine. The glass can absorb hp15 before breaking.

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523. An 8x5 FT oil painting is set into a light-colored wood frame with 10 GP sapphires set in each corner {aura of magic, aura of evil}, the painting depicts a Necromancer at work with several partial human bodies, both male and female. An Adventurer touching the painting has their *soul transferred* into the gem closest to the point of touch {moderate Will save versus magic, Dwarves and Gnomes apply a +2 bonus to saving rolls}.
524. A 6x3 FT wood sign spiked to the wall advertises tours of beautiful Brimstone Lake, found on a deeper dungeon level. The sign tells readers to ask for Hector to get a discount on all-day cruises.
525. The wall is covered by the tattered remains of a gold foil wallpaper. A 6 FT triangular pennant is fixed horizontally 75 inches off the floor, the pennant is tan with a black chess rook emblem.
526. The entire wall is covered by a thin layer of frost and the room is at constant temperature of 10°F to a distance 15 FT from the wall. A 10x6 inch hole in the wall, 76 inches off the floor, is difficult to spot {very difficult to find} in the frost. A 7-inch polar bear figure {6 GP} carved from whale bone is inserted into the hole. Removing the polar bear figure from the hole disables the spell.
527. A game of 'hangman' has been drawn on the wall. The word is nine letters long, and the letters ADL are showing. The figure's head, stick body, and one arm is drawn in, along with the letters CMFI.
528. A circular opening is 40 inches in diameter and 24 inches deep, located 40 inches off the floor, the interior is painted light green. A 2-inch diameter wood pole sticks into the wall at the center, 5 FT of pole is visible {extends 3 FT into the room}. An Adventurer can remove the pole {total length 10 FT, requires Strength GTET 17}, when they do a foul-smelling black sludge starts oozing out at a rate of 3 gallons/minute; the pole snaps when Adventurers try to insert it again.
529. A black metal door is 15x60 inches, hung vertically, and is constructed with a lattice pattern {about half cut out}. The space behind it is 15 inches deep with three small hooks at the top and a metal shelf 10 inches from the bottom. A rotten leather belt hangs from one hook along with a white linen shirt, two small glass pots of a hard, white, substance sits on the shelf, a small black leather book in a foreign language is under the shelf {translates as, *The Rules of Tennis*}.
530. A 5x3 cut-out is located 32 inches off the floor, it is 16 inches deep. The space is filled by a glass aquarium holding ten small bright purple fish {6-inch gap at the top}. The fish are poisonous to Elves {difficult Stamina save, intense cramps and muscle spasms for 1d20+1d12 hours, death on saving roll of 01}.
531. Scrawled across the wall in Common is, "*We beat the Riddle Master and he is pissed. The Golden Hammers.*"
532. A 4x2 FT cutout is 48 inches off the floor, it is 16 inches deep and painted dark red. The cutout holds 36 trashy romance novels, most are in fair condition.
533. The holy symbol of Narada, Goddess of Travelers and Hospitality, is inscribed on the wall {divine aura}. Any Skeletons, Zombies, or Ghouls coming within 20 FT of the holy symbol are destroyed {save on 1d12 roll of 12}, all other Undead suffer hp1d6 damage {save on 1d12 roll GTET 9}.
534. Black stone steps against the wall are 7 FT wide and 5 FT tall, located 6 FT from a corner. The faint outline of a 6x5 FT rectangle is visible above the steps {easy Intelligence save}. A 3x3 FT hidden door {difficult to find, moderate difficulty to open} is against the floor between the steps and the corner, leading to a 3 FT-high horizontal corridor sloping downward.
535. A 3x6 FT oil painting hangs 46 inches off the floor, the painting depicts a partially-demolished tower on an island in a large body of water. A triangle with a 4-inch gold border has a base 6 FT wide and is 7 FT tall, located 34 inches off the floor, it is filled with gold-colored mists. The area has a strong scent of pine and Adventurers hear the sounds of calling sea gulls. An Adventurer who enters the mist is transported to the tower in the picture.

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536. There are two vertical cut-outs in the wall, each 30 inches across and floor-to-ceiling, 20 inches deep. Old wood ladders are set into the cut-outs {break on 1d12 rolls GTET 10}.
537. An 8 FT wood pole, 2 inches in diameter, is fastened to the wall 70 inches off the floor by two heavy iron brackets. Fourteen wood hangers on the pole, one holds a rotting blue knee-length robe, one holds a fringed leather shirt, one holds a white linen tunic. If the pole is removed and used as a Staff, it is TH+2 versus Giant Insects.
538. A 38x20 inch rosewood panel is set horizontally in thin wood tracks, so it slides left-to-right, the panel shows some scorching damage. When the panel is moved right it reveals a 30x15 inch cut-out, 10 inches deep, the interior painted a shade of rose. The cut-out is empty except for a scrap of parchment which reads "*gold in the cave under*".
539. Five stone pegs are set into the wall 62 inches off the floor, separated by 14 inches. A leather bag hangs from one peg by a stout cord, it contains 29 LBS of rocks {high-quality silver ore, recognize on a difficult Intelligence save, +2 bonus for Dwarves}. If Adventurers depress/push-in that peg, it moves 1 inch, causing a small brass chest to appear in the room {825 SP in coin}.
540. A 1-inch diameter brass pipe extends out 3 inches from the wall then turns down and extends another 14 inches, the pipe has a stopcock valve at the top, when the valve is opened the pipe gets hot. A 1½ inch steel line comes out of the wall and tightly wraps around the first line for 12 inches then goes back into the wall, it also has a stopcock valve at the wall, when this valve is opened the outer line gets cold {very cold water circulating}. When both valves are open at the same time an amber liquid drips out of the straight pipe at a half-cup/minute {average quality whiskey}.
541. A large glass cylinder is found in a vertical position, held to the wall by heavy iron brackets at top and bottom, the cylinder has a 50-inch diameter and is 40 inches tall. A 6-inch black wood plug is in the center of the bottom. The cylinder is three-quarters filled by a black material {HD2 **Black Pudding**}.
542. A 40x20 inch brass plaque bolted to the wall depicts a shining sun symbol, the plaque is warm to the touch.
543. An area 50 inches across by 110 inches tall is crossed {horizontally} by many large cracks. If an Adventurer hits the cracked area with a Hammer, Maul, Pick, Mattock etc. {requires Strength GTET 16} the section of wall crumbles, revealing the desiccated corpse of a male Gnome in rotting leather clothes, he has a 3 GP gold tooth.
544. The wall is covered by red felt wallpaper, except for an arched niche 50 inches off the floor. The opening has a 40-inch base, 60 inches tall in the center, 28 inches deep, rose-colored stone outlines the opening. A 26x40 inch lion's head is carved from red stone.
545. Four raw deer hides are tacked to the wall.
546. A 50x50 inch black metal wall clock has a 20-hour face with orange pointers and numerals. It is set 68 inches off the floor. The clock's loud ticking keeps Adventurers awake {moderate Will save to sleep}.
547. A grey wood sign is 50x32 inches, mounted to the wall by a wire and hook 50 inches off the floor. It reads, "*Need golds? See Jetha de'Huth in the Djinn Bazaar.*" If Adventurers remove the sign, they find it covers a 30x20 opening which is 60 inches deep, the interior painted black with wavy silver lines. In the space Adventurers find a rectangular piece of black metal, 9x3 inches, embossed with a gold anchor {pass to enter a door elsewhere in the dungeon} and a piece of parchment which reads "*IOU. 100 GP payable from Delforak to Angimyr.*"
548. A well-executed profile drawing of a Great Dane is inscribed in the wall, the drawing is 3x3 FT in size, 46 inches off the floor {aura of enchantment}.

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549. A 2x2 FT drawing 30 inches off the floor depicts two vertical keys next to one another both intersected by a horizontal key. A second 2x2 FT drawing is found 6 FT to the right, that drawing depicting a two-masted ship inside a circle made by the intertwined tentacles of a Giant Squid. The drawing of the keys is the house mark of Clan Armanak, a large financial institution with branches in the major cities of the campaign. The drawing of ship-and-squid is the house mark of the Kermalin Shipping Company, a well-known trading company with a shady reputation.
550. An Easter-Island-style humanoid carving is 7 FT tall by 3 FT across by 2 FT thick, carved in dark green stone. The carving is held to the wall by iron brackets and is 30 inches off the floor. The eyes are 1 GP pieces of amber. A good or evil Adventurer touching the carving suffers hp1d6 electric shock {moderate Stamina save to avoid}.
551. A 10-inch diameter cork is found stuck into a circular hole in the wall, 6 inches of the cork is visible. Removing the cork requires an Adventurer to have a Strength GTET 16. When the cork is removed it unblocks a horizontal line GTET 8 FT deep, allowing 500 gallons of stale beer to flow into the room. An Adventurer must succeed on a moderate Agility save to replace the cork and stop the flow of beer.
552. The wall is covered by dark yellow wallpaper with multiple dark red dots staining the paper between the floor and 28 inches high. A 40x20 brass plaque bolted to the wall depicts a Hippogriff with extended claw. If Adventurers remove the plaque they find written on the reverse: *23, 8, 11, 31, R, 10, L*.
553. A 3 FT diameter cork dartboard hangs by a cable from an iron spike in the wall, its bottom is 54 inches off the floor. Another dartboard is on the reverse side. An Adventurer succeeding on a moderate Intelligence save notices the board is double the normal thickness and has a seam in the perimeter. If Adventurers separate the two pieces, they find a piece of parchment pressed between them which is a detailed map of the area around a moderately-sized provincial town in the campaign.
554. An oversized single-blade War Axe is partially embedded in the wall, its location is 30 inches off the floor. Removing the axe requires an Adventurer whose Strength is GTET 19. When the axe is removed a section of wall 6x8 FT crumbles into gravel, forming a hole 14 inches deep.
555. A piece of frosted glass is 20x12 inches, it is etched with an image of an open chest of treasure. The glass is in a bronze frame on rollers that is set between two vertical bronze rails {the glass can be raised 30 inches and latched}. The space behind the glass is 26 inches deep and lined with grey ceramic tile. Adventurers find a copper coffer with a flat lid behind the glass, the coffer is 13 inches wide by 8 inches tall by 18 inches deep and can be secured by a padlock {*enchanted coffer*, it can hold up to 2000 coins of any type – limited to coins only, this is not a general storage device}.
556. A rectangular cut-out is 6 FT wide, 4 FT tall, and 3 FT deep, the interior is covered in white ceramic tile. The bottom of the cut-out is 42 inches off the floor. A 3x3 FT carved Devil's face is on both the left and right interior walls, the cut-out continues 24 inches below the hole. A cold pale green liquid pours out of both Devil's mouths and the level of liquid is maintained 4 inches below the cut-out. The green liquid acts as hp1d6 *Cure Wounds Potion* for Gnomes and Dwarves {after three days becomes a hp1d6 Cause Wound Potion, only the first two draughts per day have effect}.
557. The wall is covered by black satin wallpaper with white ghost-like figures. An *audible illusion* {moderate Will save to disbelieve} is cast on the wall, causing Adventures within 8 FT of the wall to hear a series of moans and clanging chains repeating every 8 minutes.

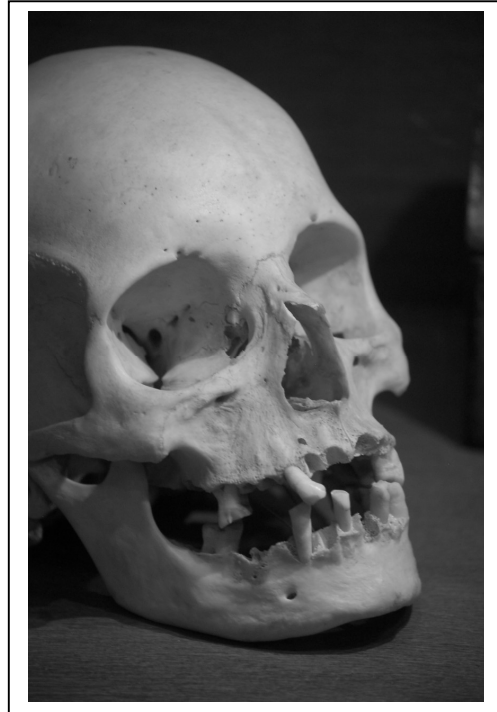


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558. Four metal cylinders are attached to the wall by heavy brass brackets, each cylinder has a 28-inch diameter and is 30 inches high. They are mounted 22 inches off the floor and separated by 30 inches. Each cylinder has a crank mechanism on its side and a double-roller mechanism mounted above its open top {manual laundry machine}. Adventurers find each cylinder filled about half way with water topped by white suds, with wet tunics and trousers and boxers in the water.
559. A black cloth lays over a wood rod which extends 30 inches out from the wall, 32 inches of the floor. The cloth is found to be 6x4 FT, embroidered on one side is a map of the/a moon, showing mountains, lakes, forests, prairies, several cities, and the routes of roads connecting the cities.
560. A rectangular cut-out is 9 FT long by 4 FT tall by 4 FT deep, located 34 inches off the floor, the interior is painted a pale green. An Ogre's corpse is laid out in the cut-out, the corpse well-wrapped in linen bandages {could be mistaken for a Mummy}. Ceramic canopic jars next to the corpse are labeled in Common: Ogre's Brain, Ogre's Eyes, Ogre's Liver, Ogre's Heart, Ogre's Lung.
561. The tails of five Giant Golden Fox are spiked to the wall, 60 inches off the floor, separated by 14 inches. The tails are 20 to 30 inches long.
562. A 4 FT radius semi-circular wood sign is painted green and mounted 50 inches off the floor. It has an orange arrow that points towards the floor. The sign reads {in Gnomish} '*Visit Beautiful Moon View Cemetery.*' If Adventurers remove the sign, they discover a glowing green drawing of a skull on the wall behind it.
563. A black steel spiked cage is 7 FT long by 28 inches tall by 30 inches across. Three 3 FT black metal chains hanging from black steel wall bracket support the cage, which is 58 inches off the ground. An ordinary human-sized skeleton is inside the cage, dressed in the rotting remains of a gingham dress.
564. A holy symbol to Nariglo, God of Death and Revenge, is inscribed on the wall in black chalk, the symbol is 2x3 FT. Surrounding the Nariglo symbol is a circle of twelve drawings of skeletons, done in red chalk, each skeleton is 28 inches tall.
565. A peeling 5x3 wood door is painted a sickly yellow, the door has three hinges on top and pivots up and outward. The door bottom is 88 inches off the floor. Below the door, at 50 inches, are the words {in Common}, "*Warning, Danger.*" Adventurers who lift up the door find it as the top of a 5x7 FT vertical shaft that descends as far as can be seen {at least two dungeon levels}. Metal rungs are sunk into the rear of the shaft, each separated by 20 inches {break on 1d20 rolls of 01}.
566. A 50x40 inch poster is tacked to the wall. It offers 50 GP in coin for information about the whereabouts of *Stone-Face Farina Hightower* {**Medusa**}, 300 GP for her capture. Farina is wanted for swindling, forgery, armed robbery, and petrification. The poster is dated 6 years ago.
567. A 4x7 FT vertical oil painting is mounted in a cherry-wood frame, the bottom 22 inches off the floor. The painting depicts a rearing Cave Bear with a Bluebird on its right paw.

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568. Six burlap sacks hang 10 inches off the floor, suspended from black wall hooks located 65 inches off the floor, the sacks are separated by 22 inches. Each burlap sack holds eight of the same desiccated body part {from left to right}: lower right arms and hands, lower left arms and hands, right feet, left feet, skulls, rib bones.
569. A 6x6 FT maze is drawn on the wall in black ink {aura of enchantment}, the bottom 30 inches off the floor. Correctly solving the maze requires a successful difficult Intelligence save, checked every 10 minutes. The Adventurer who solves the maze {only one per group} apply a +1 Intelligence roll bonus for the subsequent 48 hours.
570. An *illusion* {difficult Will save to disbelieve} is cast on the wall, it depicts a 7 FT-tall horizontal tunnel extending into the wall, the entry lined with stones and an iron portcullis just beyond in the down position. The tunnel apparently extends 30 FT to another portcullis in the down position and a larger room beyond. The space between the two portcullis is filled with bright yellow fire from nozzles along the crest of the arch. The apparent feeling of heat and a smoky aroma extend 10 FT away from the wall.
571. Three openings in the wall are shaped like five-pointed stars, each star 42 inches across. The stars form the vertices of an equilateral triangle, with the base 28 inches off the floor. Each star is the end of a horizontal space that is 90 inches deep.
572. Two oil paintings hang on the wall. The first is 30x20 in a silver-gilded wood frame, hanging 64 inches off the floor; the painting depicts a human girl jumping a fence on a horse in spring. The second painting is 70x45 inches in an ash-grey wood frame, hanging 50 inches right of the first and 58 inches off the floor; the painting depicts a lit cabin next to a stream in the snows, late afternoon on a winter day {aura of enchantment}. An Adventurer finds a Wizard's scroll between the cabin painting and its backing {Water, Create Ice, Ice Encasement, Ice Road, Walk on Water}.
573. A triangular cut-out has a base 6 FT across, is 5 FT tall and 6 FT deep, the interior is painted lime-green. The cut-out is 44 inches off the floor. A dark green stone frog statue 4 FT tall by 5 FT deep sits in the cut-out. Four long-stemmed smoking pipes are inserted into the statue's mouth and there is a continual flow of dark green smoke.
574. A grimy old tapestry is 8x4 FT and hangs 50 inches off the floor. The tapestry depicts a group of islands floating in the sky, a castle with four towers is built on one island. Adventurers who touch the section of tapestry around the castle are transported to the castle {easy Will save, the world is hollow and the castle is in an area of very low gravity in the center of the hollow}.
575. Two copper doors are each 30x20 and hinged so they pull out from the center to the left and right, they are 16 inches from the floor. When the two doors are open, they reveal a grey metal lattice {adamantium} 40x14 inches and two pushbuttons, a red button which is lit and a green button. When the green button is pushed in it lights and 30 seconds later the metal lattice starts to give off heat. The red button stops the heat.
576. A 6x4 FT glass panel is set into an adamantine frame and hangs 60 inches from the floor, a very small red light blinks in the lower left corner of the frame, a small blue and orange buttons are next to it. The frame continually shows lifelike moving images {television}, it currently is set on a sports channel {jousting, foot races, horse races, chariot races, duels, fighting contents, wrestling, archery, javelin, etc.}. The blue button



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changes the channel to the opera channel, a religious channel, a hunting channel, a farmer's channel, and a news report. The orange button controls volume, which is found in the off-setting.

577. A 30-inch blue rope, 2-inches-thick, hangs from a brass bracket 68 inches off the floor that extends 12 inches into the room, the bracket has a wheel on the end. The blue rope runs along the top of the bracket and goes into the wall through a brass fitting. When Adventurers pull the rope, it activates a loud air horn for 30 seconds {ship's steam-powered horn}.
578. The wall is covered by dark brown leather over 1-inch-thick padding.
579. A dark brown wood frame is 33 inches across by 40 inches tall and 1 FT thick, the top is 70 inches off the floor. The frame holds three retractable blinds made of leather, the pulls are colored yellow, green, and light blue. When Adventurers pull down the green blind it reveals a glyph that provides protection from poisons and diseases for 24 hours {range 8 FT}. When the blue blind is pulled down it reveals a glyph that stuns and inflicts hp1d8 damage {range 10 FT, moderate Will save to avoid looking, difficult Will save versus magic}. When the yellow blind is pulled down there is 3-inch hole in it where a glyph once was.
580. An *illusion* {moderate Will save to disbelieve} is cast on the wall that depicts dozens of large cockroaches crawling on the wall in random patterns.
581. A wrought iron lattice is 8x4 FT, bolted to the wall 40 inches off the floor. The space behind the lattice is 40 inches deep, the interior is painted mauve with yellow crowns. A 10x10 inch panel is hidden {difficult to find, moderate difficulty to open} in the ceiling of the cut-out. When the panel is opened Adventurers find a circular 6-inch diameter balsa box, inside is a 50 GP platinum-and-emerald Ring.
582. A 50x30 inch cherry-wood panel is carved depicting racing sailing ships, it is hinged on the bottom and opens outward and down {on chains, forms a desk surface}, the panel is mounted 42 inches off the floor. When the panel is opened it reveals a space 40x24 inches by 32 inches deep, the rear 16 inches is filled by wood slots and shelves. On the shelves are a small oil lamp, two brown candles, four 5-inch tall wooden soldiers, four 6-sided dice, and a pair of *Bracers* {DR+1, allows the wearer's arms to extend by 6 FT twice/day for 5 minutes}.
583. The outline of a hand in black chalk is on the wall, the hand drawn at the point of a vertical Dirk. This is the symbol of the {large city in the campaign} Chapter of the Assassin's Guild {requires moderate Intelligence save to identify}. The word, *Chamildan*, is written next to the symbol.
584. The upper half of the wall is covered in tattered black satin wallpaper, the lower half is covered by vertical pine planks stained dark red. Three brass lantern scones are mounted to the wall 70 inches off the floor.
585. The desiccated corpses of two male Gnomes are attached to the wall by arm and leg shackles, they are wearing rotting/moldy red leather tunics, black wool pants, and black leather shoes. 3 GP are found in the shoes of the corpse on the right.



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586. A wood cabinet on the wall is 6 FT wide by 4 FT tall with doors made of 2x2 FT glass pieces in a wood frame {open outward from the center}, the cabinet bottom is 62 inches off the floor. The back of the cabinet is a mirror, and 6x2 FT mirror pieces are mounted above and below the cabinet. Four chipped porcelain mugs are in the cabinet.
587. Four green stone panels are 3x3 FT by 8 inches thick, they are mounted on the wall in a two by two grid, separated by 10 inches, the bottom panels are 50 inches off the floor. The panels are engraved with images of an eagle in flight, a swimming shark, a dragon biting a bison, and a howling wolf. The images are surrounded on the panels by writing in a foreign language {unknown character set, very difficult Intelligence save translates 10%}.
588. A brass lamp has its handle over a hook attached to the wall 70 inches off the floor. A light blue crystal is attached to its front end {aura of enchantment}. The crystal slowly pulses with a blue-white light, going from dim (5 FT) to intense (40 FT) to dim again over a ten-minute period, then repeating.
589. An oil painting 5 FT across by 8 FT tall is bolted to the wall 30 inches off the floor {aura of enchantment}. The painting depicts an Ogress in robes standing in front of a bonfire, singing to a large group of Goblins. An Adventurer who touches the painting is *compelled* {difficult Will save} *to sing everything they say* in rhyme for the next 48 hours {no ordinary speech, written communications also rhyme}.
590. An opening in the wall is the size and shape of an adult male pig, the opening is 10 inches deep and its 'hooves' are 26 inches off the floor. Adventurers find four 6-inch pink quartz carvings of pigs in the opening.
591. A 68-inch long iron rod is attached to the wall by iron brackets, it is 52 inches off the floor. A variety of cooking implements hang from the rod by metal hooks {ladle, stirring spoon, whisk, three spatula, tongs, mixing fork, small iron fry pan}.
592. A 5 FT wood shelf is connected to the wall by three metal chains that attach to eye-hooks. A brass cage on the shelf holds three yellow-orange Canaries and a large clay jar of bird seed. A 50 GP ruby is at the bottom of the bird seed jar {covered 10 inches deep}.
593. Three red stone life-sized heads/necks of horses are joined at the neck above a 5x3 basin, 3 FT deep. The middle head looks straight out while the left and right heads are at 45° angles. The basin is filled one-third deep with a pale pink liquid, more pink liquid sprays out from the two side heads into the basin. An Adventurer who consumes the liquid is *immune from poisons/venoms* for 24 hours {allergy on 1d12 rolls 01, if allergy then fatal on second 1d12 roll of 01, difficult Stamina save}.
594. The sharpened end of a metal spoon is stuck into the wall. To the left of the spoon is a partially-completed etched picture of a lighthouse on a rocky point next to a grove of pine trees.
595. A 6-inch-wide circular band of copper is inside a 6-inch band of electrum which is inside a 6-inch band of platinum. The inner diameter of the copper band is 7 FT and it is filled with a yellow swirling mist. The copper band is set 40 inches off the floor. A 20x8 inch brass plate above the portal is written in an unknown language, it translates as, "*This door leads to Unichoda, the Tenth Universe of the Sixth Celestial Sphere. Mortals are too weak to pass.*"
596. A 7 FT wood bench is bolted to the wall 22 inches off the floor, a second bench is 6 FT long and bolted to the wall 46 inches off the floor {offset 3 FT}, and a third bench is 5 FT long and bolted to the wall 72 inches off the floor {offset an additional 4 FT}. All the benches have padded leather tops. Four pelts from juvenile bears hang over the 5 FT bench.
597. An unlit brass lamp is attached to the wall by an iron bracket located 68 inches off the floor. A brown winter Cloak hangs over the lamp, it has an embroidered stag's head emblem. A small brass {chest} key is found in the cloak pocket.

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598. Nine wood pegs are inserted into the wall 70 inches off the floor, separated by 20 inches. Wide-brimmed felt hats hang on three pegs {red 2, brown 7, black 9}. A pair of black suspenders hang on the fourth peg. A left black leather boot is over the eighth peg. An Adventurer donning the red felt hat *grows a red fox's tail* {moderate Will save, tail is permanent, on a saving roll of 01 the Adventurer is permanently transformed into a Fox: moderate Will save}.



599. A steel box is 3 FT by 2 FT by 2 FT deep, it is mounted on metal brackets 40 inches off the floor. Eight 3-inch cylinders continuously move up-and-down out of the box's top {stick out 5 inches}. The cylinder movements {pistons} are accompanied by the sound of compressed air being discharged.
600. A 4 FT-diameter mirror is set in a black wood frame, it hangs 46 inches off the floor. Graffiti over the mirror reads, '*The Witches Mirror*.' An Adventurer who looks at themselves in the mirror sees the image of a Gorilla in their clothing {on 1d12 roll of 01 they permanently transform into a Gorilla, moderate Will save}.
601. A 70x45 inch poster is staked to the wall with wooden stakes. The poster advertises vacation cottages on 'beautiful' Ravenfair Lake with hiking trips to Thundering Falls, Gordinell Hot Springs, and the Vichelti Chasm. Ravenfair is a 15-mile underground lake which can be reached from the fifth dungeon level.
602. Three blue-green pennants are 40 inches at the base and 8 FT long with a gold border, they hang vertically with the tips 26 inches off the floor. Griffons are embroidered in gold on the pennants. An Adventurer holding a pennant will not be attacked by **Griffons** {the monster saves on 1d12 rolls GTET 10}.
603. A thick layer of old spiderwebs completely covers the wall over a layer of black-dyed burlap. When burlap is removed on the left side of the wall it reveals a 3x6 FT vertical cut-out in the wall, 16 inches deep. A Dwarf's bleached [ordinary] Skeleton is found in the cut-out along with 20 CP in coin.
604. An *illusion* {moderate Will save to disbelieve} cast on the wall depicts a squatting Gargoyle. Over a 15-minute period the Gargoyle's image grows from 3x3 FT to 7x7 FT then shrinks again to its minimum size.
605. A horizontal cut-out runs the length of the wall, 4 FT high by 4 FT deep, the interior painted black, it is located 82 inches off the floor. Adventurers find a Crocodile's 8 FT desiccated corpse in the cut-out, wrapped in linen strips like a Mummy.
606. A hard, clear, glass-like substance is bolted to the wall, covering a cut-out 7 FT wide by 9 FT tall, the cut-out is 10 inches off the floor. The space behind the clear cover is filled with a hive of large {approximately double ordinary} Bees. There are always at least 3000 Bees in the hive. The buzzing of Bees can be heard 15 FT from the wall.
607. Two half-inch diameter wood rods extend out from the wall 22 inches, they are 30 inches off the floor and separated by 32 inches. A smelly, wet, bedroll hangs over the two wood rods.
608. A 28x30 inch stone shelf is located 32 inches off the floor. A wood box 40 inches by 32 inches by 20 inches tall is mounted above the shelf with a gap of 8 inches. An 18-inch wood handle is mounted on the side of the box and a removable {easy Intelligence save to find} metal plate is fixed to the box bottom. Four wood crates of a rough brown paper are found elsewhere in the room. When the handle is rotated down the metal plate {on a piston} presses against the stone shelf and inks a poster.

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609. A 60x48 inch poster is glued to the wall. The poster advertises a wrestling tournament to be held in the Arena of Ghosts on another dungeon level, with a 1000 GP prize. The poster is dated fourteen years ago.
610. Four sets of wrist and ankle manacles are bolted into the wall. A leather drinking cup is stuck into one {closed} manacle.
611. A 50x40 inch poorly-painted watercolor hangs on the wall, 60 inches off the floor. The painting depicts a giant frog on the bank of a river. The following is written on the reverse side of the watercolor in an unknown foreign language: *'Lift the first gate then pull out the first pipe. Lift the fourth gate and push in the fourth pipe. Lift the second gate and rotate the second pipe.'*
612. An Owl's head is sculpted in dark brown stone, the head is 6 FT tall by 4 FT wide by 3 FT thick, mounted 40 inches off the floor. Its eyes are multi-faceted amber crystals set into brass circles with light behind them, and they continually rotate. The mouth and beak open to reveal several turning electrum gears. Six thick wires extend 30 inches from the back of the figure's head, sparks continually jump from one wire to the next.
613. Six pelts of Giant Barbary Sheep are tacked to the wall with steel pins.
614. The wall is completely covered by thin sheets of steel {aura of enchantment}. Anything spoken or sung within 20 FT of the wall have their loudness increased by a factor of 10 {a whisper becomes loud speech}.
615. The wall is covered by tattered yellow wallpaper. Six red metal hooks are set in the wall, 60 inches off the floor, separated by 22 inches. If Adventurers turn all six hooks 90° clockwise an *enchanted circle* appears on the floor, the circle *teleports* Adventurers to the top of a very tall tower {no doors} outside of the dungeon.
616. A 9x6 FT brightly-painted wood box is attached to the wall by heavy iron brackets all along its edge, the bottom is 20 inches off the floor. The box front has a cut-out 7x3 FT, which reveals a large number of vertical brass pipes of varying diameters tightly-packed and upright inside. Every 1d20 minutes the box lets out a 'swoosh' of compressed air and loudly plays a marching tune which lasts for 1d6 minutes.
617. A 14x10 inch black wood panel is 46 inches off the ground, it has two hinges on the top and opens upward and outward. A vague irritating aroma is in the room when Adventurers enter, when they open the panel they discover a space 40 inches deep that holds two pelts from Giant Skunk. With the panel open {it sticks} there is a strong nauseating smell in the room {range 25 FT, difficult Stamina save, persists 1d100+1d20 minutes, apply TH-2 while affected and temporary Agility-3}.
618. An arched niche is 4 FT tall by 2 FT across, 14 inches deep, the interior is painted dark green, it is located 34 inches off the floor. An *invisible* metal handle hangs down 10 inches from the top of the niche, when the handle is pulled a 7x4 FT door becomes visible in the wall to the right of the niche, the door disappears when the handle is pushed up. The door is portal that leads to an area of the dungeon with no other access.
619. Eight U-brackets are attached to the wall at the points of an octagon 8 FT across. Thin brass chains run from each point to the octagon's center and connect to a center ring.
620. A drawing on the wall depicts the corpse of a Warrior laid out on an altar {aura of enchantment}. A corpse that is within 15 FT of the wall for GTET 10 minutes is *reincarnated* {limit 4 for any Adventurer party, lifetime}.
621. A 5 FT oval mirror is hung horizontally 55 inches off the floor. The face of Algorith {male Gnome} appears in the mirror when live creatures are within 20 FT, Algorith fancies himself to be a comedian and constantly harangues and insults Adventurers/creatures who are in range. Breaking the mirror causes 1 year bad luck {very difficult Will save, apply TH-2 penalty, apply -1 penalty to all saving rolls}.

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622. A 6x4 FT rosewood door has a 3 FT-diameter frosted glass insert. The door is latched and opens inward to a space 4 FT wide by 9 FT deep. An upright suit of plate mail is on a stand at the far end, a mace {TH-1, TH+3 versus Lycanthropes} hangs on the wall above it. The plate mail gauntlets are DR2 {1d12 *Lightning Bolt*, 1/day}.



623. A horizontal crack is 6 FT long, 2 inches wide in the center, located 55 inches off the floor. Adventurers find {easy difficulty} a piece of folded parchment stuck into the crack. A good-quality drawing of a Manticore is on the parchment, along with the words, '*down the long ramp, underneath the fountain, beware its mate.*'
624. Four six-inch glass lights are set in brass circles, located 42 inches off the floor, separated by 20 inches. Five inches below each light is set a six-inch blue push-button. When a button is pressed it cycles its associated light: glow blue, glow red, glow green, glow yellow, off {repeat}.
625. A semicircular embroidery is in a cherry wood frame, the embroidery is 4 FT in radius and hangs 50 inches off the floor. It depicts a herd of Unicorns splashing in a pool below a tall waterfall in autumn.
626. A thin brass half-sphere is 28 inches in radius with a 4-inch flat lip around the edge, it is attached to the wall by eight bolts spaced around the perimeter. Glowing yellow glyphs {aura of enchantment} are on the lip between the bolts {vaguely Elvish}. If the bolts and sphere are removed it reveals a circular space 36 inches in diameter by 50 inches deep. Adventurers find the ordinary bones of a racoon in the space.
627. A triangular tapestry is 7 FT across at the base and 6 FT tall at the point, it hangs point down and 40 inches from the floor. The tapestry depicts an army storming the walls of a castle. Embroidered along the top are the words, '*The Siege of Markmoor, the castle of Sir Eidwar Holanstar.*' A small electrum key is found attached to the reverse side at the top {moderate Intelligence save}, it opens a crypt in the Markmoor cemetery which houses a hidden stair down to underground levels below the castle ruins.
628. A stone shelf is mounted on the wall 32 inches off the floor. A wood barrel sits on the shelf, wrapped with three metal chains, each chain is closed with a brass padlock {each lock has a moderate difficulty to open}. The barrel is filled with 40 LBS of 2-inch iron caltrops.
629. A 7 FT tall by 9 FT wide barn-style door {slides left} consists of frosted etched glass set in a black wood frame, the etching depicts two facing dragon heads. Behind the door is a space 6 FT tall by 7 FT wide by 5 FT deep, a burning torch set in a holder on the right wall shines through the glass. An *illusion* {difficult Will save to disbelieve} on the rear wall depicts a long horizontal corridor with many long spikes extending from all surfaces.
630. A wolf's head is 5 FT tall by 3 FT across, made of a flexible gold resin, it is mounted 42 inches off the floor. The wolf's eyes are dark brown 5 GP tiger's eye. If an evil person/creature approaches within 15 FT the head howl's loudly for 1d20 minutes and continues as long as evil is near.
631. Two octagonal openings are 28 inches across by 22 inches deep, located 72 inches off the floor, separated by 80 inches. A gas-fed flame burns in each opening.
632. A large brass hook is attached to the wall 62 inches off the floor. A rubbery body suit {wetsuit} sized for a Human of average height is on a wire hanger hanging from the hook, along with rubbery gloves and clear glass faceplate. A human Adventurer fits into the suit on 1d12 rolls GTET 5.
633. Two wood pegs are set into the wall 48 inches off the floor, separated by 60 inches. A 120-inch-long thick canvas roll {ship's sail} sits on the pegs. The roll is 200 inches long when unrolled. The sail is sewn from the hides of many arctic seals.

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634. A metal frame is attached to the wall, the two vertical pieces are 7 FT long and the crosspiece is a roller 10 FT long, the vertical pieces are attached at the bottom by pivots. A black canvas awning is wrapped on the roller and extends out from the wall when the verticals are pivoted out from the wall.
635. Three wood pegs extend out from the wall 8 inches, they are located 82 inches off the floor, separated by 30 inches. When Adventurers pull the pegs out of the wall, they find they are 24-inch silver-bladed Dirks.
636. A 7 FT wood shelf is mounted on the wall 58 inches off the floor. Adventurers find a wood box of ivory dominoes {4 GP} on the shelf along with a 15-inch wood Nutcracker soldier, a wood bowl holding six wax apples, and a set mouse-trap.
637. The wall is completely covered with black satin wallpaper. It covers a 4-FT-tall horizontal corridor {difficult Intelligence save to see the slight variation in the wall where the tunnel is located}.
638. A male Dwarf's face is sculpted from dark green stone, 5 FT tall by 4 FT wide, mounted to the wall on hidden brackets, 46 inches off the floor. A proportionally-sized chef's cap is on the figure's head. The head can be lifted off of its mounting {requires a total Strength GTET 25}. Behind the head is a niche 20x12 inches by 8 inches deep, it holds a *Dirk +2* {glows with 200 FT of giant insects} in a leather belt sheath.
639. A cherry-wood dresser is mounted to the wall 28 inches off the floor, it is 7 FT long with two columns of 4 drawers. The drawers are found empty. Adventurers find a Priest's scroll {*1d10 Cure Wounds, 1d10 Cure Wounds, 1d8 Cure Wounds, Banish Blindness, Banish Paralysis, Banish Poison*} glued to the underside of the third drawer on the right side.
640. A circle of carved orange coral {aura of enchantment} has an inner diameter of 6 FT and an outer diameter of 8 FT, it is mounted to the wall 30 inches off the floor. Four black stone steps centered beneath the circle are 4 FT wide. The circle's center is filled by a thin {quarter-inch} circular piece of seashell. When the shell piece is removed the center is filled with warm salt water. An Adventurer entering the water is *transported* {one-way} to a stone building that is now 80 FT under the sea, 8 miles offshore.
641. The wall is covered by pink wallpaper with bright yellow gems. A gold-plated 4 FT stone holy symbol of Dharr, God of Earth and Stone, is mounted on the wall 60 inches off the floor.
642. An 80x45 inch poster is held to the wall by six wood stakes. The poster advertises a tournament of swordsmen {one handed, not to exceed 50 inches in length}. The tournament will be conducted in 8 rounds at the Arena of Ghosts, with a prize of 500 GP. The poster is dated fourteen years ago.
643. Three nutcracker-style wooden soldiers are 5 FT tall. They are mounted to the wall 26 inches off the floor, separated by 40 inches. Each soldier holds a lit torch in their hand.
644. A 30x25 inch mirror is mounted to the 50x40 inch wood door of a three-shelf cabinet {10-inches deep} attached to the wall 45 inches off the floor. Adventurers find two rusted razors and four bars of shaving soap in the cabinet.
645. The preserved head of an antelope is mounted on the wall 70 inches off the floor. A white cowboy hat and a black cowboy hat are on its antlers {aura of enchantment}. An Adventurer donning the white hat is held in stasis until the hat is removed {very difficult Will save, hat disintegrates after one use}. An Adventurer donning the black hat has an addition damage reduction -2 while it is worn {disintegrates after 24 hours}.
646. A cruciform niche is located in the wall 30 inches off the floor. Each arm is 24 inches across, the center is 24x24 inches, and the niche is 30 inches deep. The interior is painted dark red. A 5-inch gold-colored metal bee floats in the center of the cruciform.
647. Six 10-inch diameter pipes extend out of the wall and run 12 FT horizontally. The pipes are colored {top to bottom} grey, green, orange, black/white stripes, yellow/black stripes, red. The bottom pipe is 22 inches off the floor, the pipes are separated vertically by 28 inches.

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648. A 30x22 inch oil painting hangs in a silver-gilded frame, 52 inches off the wall. The painting depicts a warrior in plate mail fighting against two hovering Wyvern at the mouth of a cave. The device on their shield is a trebuchet over a river.
649. A 50x40 piece of white paper is attached to the wall by pins, a diagram is written on the paper explaining how to perform a particular type of Warrior attack. On the reverse side are fifty-eight lines in invisible ink and in a foreign language. When a Wizard reads the translated words they gain one free cast per day each of Basic and Advanced magic {the text disappears after one use, it cannot be copied or memorized}.
650. A steel wall safe is 22x20 inches, located 56 inches off the floor, with two platinum keyholes {each is difficult to pick, both must be open}, the safe is hidden by *invisibility*. Inside the safe are found 60 CP in coin, 15 SP in coin, a 10 GP piece of polished ivory, and a 40 GP emerald.
651. A 4 FT wood shelf is attached to the wall 48 inches off the floor. Three dark glass rum bottles sit on the shelf, all dirty and dusty. Two bottles are dry and empty, the third {must be broken to find} contains a map to the secret harbor used by the pirate, Henri da'Rosshone, and his flagship, The Ghost.
652. A 6 FT steel cage is 5 FT in diameter, it is suspended from two heavy iron wall supports by two thick iron chains {support to 500 LBS}. Adventurers find a rotting robe in the cage, inside the robe are the ordinary bones of a Dwarf.
653. A 5x5 FT rosewood door with a latch is hung 40 inches off the floor, the hinges are on the right side and the door opens outward. A 4x4 FT space is behind the door, 2 FT deep, the interior is painted red. The space has four glass shelves. Adventurers find five glass vials of red pills {no effect when consumed}, two glass vials of blue liquid {poisonous to Humans, difficult Stamina save}, two glass vials of white liquid {heals Gnomes hp1d10, no effect on other races}, and one glass vial of a green gel {mint aroma}.
654. A 5 FT dark wood shelf is mounted 70 inches off the floor. Nine old leather-bound books are on the shelf, between two large red bricks. The books are written in a foreign language, including the titles on the spines {very difficult Intelligence save to gain 25% understanding}. The books are biographies of pirate captains who lived between 425 and 850 years ago.
655. A rounded niche is 62 inches tall by 30 inches wide by 20 inches deep, the interior painted dark green. A white marble shelf at the bottom extends 6 inches into the room. A 44-inch white statue stands on the shelf, it depicts a slightly chubby white male Human in a frock with a scarf and a rectangular hat. The figure has a wide curved moustache, a small goatee, and thick brows. A large spatula is in his right hand.
656. A faded old 7x5 FT tapestry hangs from five small hooks attached to the wall, the bottom is 40 inches off the floor. The tapestry depicts a busy harbor scene with fishing and trading ships docked at several long wharves. A tusked boar badge used by the Quorum {an organization of Elven assassins} is sewn into the tapestry lining.
657. Three playing cards are tacked to wall, a five of clubs, a Jack of hearts, and an Ace of diamonds.



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658. Four stone shelves are attached to the wall, 38 inches off the floor, separated by 30 inches. Each shelf supports a lifelike stuffed animal: Boar, Wolf, Lynx, and Giant Beaver. Adventurers find {difficult to find} a copper *Ring* {*shapechange*, 30 minutes, Lynx, 32 charges} tacked to the underside of the Lynx's shelf.
659. The wall is covered by dark orange wallpaper with white horse's heads. A 26x15 piece of parchment is glued to the wallpaper, 56 inches off the floor, a well-executed drawing of a great Ape is on the parchment. A 20x20 inch piece of wallpaper on the right side can be pulled off {difficult to find}, Adventurers find a *glyph* on the wall behind the wallpaper {range 7 FT, moderate Will save to avoid looking, *paralysis* 2d100+2d20 minutes, difficult Stamina save}.
660. Four 10-inch diameter steel neck collars are attached to the wall by 8 FT lengths of steel chain. The chains end at bolts set in the wall 45 inches off the floor, separated by 30 inches.
661. A single wood peg is set into the wall 62 inches off the floor. An oilskin case hangs from the peg by a leather strap. Inside the case Adventurers find a good-quality 6-string guitar.
662. A 6x6 FT section of the wall located 50 inches off the floor has a dense interconnected web of thin cracks. An Adventurer who hits this section with a Heavy Mace, Miner's Pick, Mattock, Hammer and Spikes, etc. can shatter the cracks, revealing a space 40 inches deep. Two Dwarf-sized ordinary skeletons are found sitting in the space {no clothing or gear}.
663. Two 50x32 inch posters are tacked to the wall, one 28 inches off the floor, one 42 inches off the floor, separated by 30 inches. The first poster advertises bull fights in the Troll's Arena {deeper in the dungeon}. The second poster advertises a lecture about necromancy given by the Wizard, Agricolan. The first poster is dated 18 years ago, the second one is dated 21 years ago.
664. The wall is covered in a checkerboard pattern of 2x2 FT squares, alternating red and yellow {aura of enchantment}. When Adventurers touch the red squares the square glows for 1d20 minutes, when they touch the yellow squares a hp1d4 spark jumps from the square to their hand {moderate Stamina save}.
665. Six wood torches are arranged in two rows of three, the lower row is 55 inches off the floor, the upper row is 46 inches higher. The torches in the lower row are all lit, the upper ones are not. When the center torch in the upper row is lit, a hidden 3x3 FT trap door appears in the center of the room's floor.
666. An arched niche is 50 inches tall by 32 inches wide, its rear is curved with the deepest point 30 inches deep. A blue stone piece forms the bottom of the niche and it extends into the room 14 inches. A 32-inch blue stone Minotaur statue stands in the niche. The curved back can be lifted out {difficult Intelligence save to find} Adventurers find a Wizard's scroll {*Air, Breathe in Vacuum, Deaden Body, Leadfoot, Magic Gate, Mobile Ears*}.
667. A blue-grey metal shelf is 30 inches wide by 6 inches thick and extends 20 inches into the room, it is located 50 inches off the floor. A black leather-wrapped joystick is in the center of the shelf. When Adventurers grasp the joystick they see a vision if they succeed on a moderate Will save, seeing the marble tomb of a Knight under a dome with a copper floor, the tomb surrounded by ten life sized horse statues.
668. The wall is covered by royal blue wallpaper with sailing ships in white. A 40x26 inch copper panel is set into two horizontal copper tracks so it slides to the right, the panel has an enamel painting of a spouting whale. When the panel is slid open it reveals a model of a three-mast sailing ship.
669. An electrum half-sphere is 2 FT in radius, it is fastened to the wall 60 inches off the floor. Nine iron hooks are fastened to the sphere at apparently random locations on its surface and one quarter-inch hole marks where a hook had been. If Adventurers find and insert the missing hook, the electrum half-sphere opens, revealing a 200 GP diamond.
670. Five 18-inch wooden oval frames are mounted on the wall 62 inches off the floor, separated by 18 inches. The frames hold black-and-white ink drawings of five children, four boys about 3 years of age and one girl

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- about 5 years. They have a strong resemblance to one another and are likely from the same family. The frames are labeled Camilla {aura of enchantment}, Artor, Glanahan, Lector, and Seneca.
671. A 72x50 inch area of the wall is covered by black wax, a well-executed painting of a flying Green Dragon is on the wax. If the wax is scraped away it reveals three elevation maps drawn on the wall. The maps are labeled as areas of *Lephodaya*, a legendary floating sky-city.
672. A 90x62 inch tile fresco is set into the wall 50 inches off the floor, the fresco depicts two red-headed women riding dragons, flying over an erupting volcano. Part of the fresco is obscured by dirt and soot.
673. A 70x40 inch rectangular mirror is set into a gold-gilded wood frame, mounted 52 inches off the floor. When a lit torch is brought within 8 FT of the mirror the Adventurer holding the torch sees in the mirror a Skeleton holding an Ace of Clubs, a King of Spades, and a Queen of Diamonds, cards which are the answer to a puzzle on this dungeon level {no effect from oil lamps, lanterns, etc.}.
674. A 60x60 inch wood frame is mounted to the wall 42 inches off the floor, the frame contains a painting which has been divided into 25 panels of 1 FT-square (with one missing), the painting depicts the famous Wizard's duel between Orisadion and Nethella which occurred more than 200 years ago. The panels have been thoroughly scrambled and have to be rearranged and moved back into their proper positions to view the painting. An Adventurer succeeds in arranging the painting properly on a difficult Intelligence save, checked every 5 minutes. The Adventurer who properly arranges the painting receives a +1 saving roll bonus versus magic for the subsequent 24 hours.
675. The image of an eye above a chalice is drawn on the wall in charcoal, the image is surrounded by a triangle {point upward}.
676. A list of eight items is written on the wall, followed by seven lines of text, all of the writing is in a foreign language {very difficult Intelligence save to decipher}. The list represents recipe ingredients, the text describes how to prepare an excellent barbeque sauce using the ingredients.
677. A hexagonal shape is oriented vertically {points upward and downward} on the wall, the hexagon is 7 FT tall by 5 FT wide, its bottom is 10 inches off the floor. The perimeter is 3-inch-thick silver with etched mystical glyphs. The area enclosed by the hexagon pulses and shimmers sea-green and there is the aroma of salt-water in the area. Adventurers who enter the hexagon are *transported* {two-way} to the deck of a large ghost-ship drifting far out at sea.
678. Three orange metal pipes run horizontally across the wall, they are 10 inches in diameter, separated by 10 inches, the lowest one is 20 inches off the floor. The pipes gurgle as liquid runs through them.
679. The wall is completely covered in burlap dyed yellow. Three burning brass oil lamps are shaped like half-moons which 'ride' on the backs of brass wall supports shaped like horned bulls. The wall supports are 66 inches off the floor, separated by 40 inches. Adventurers can rotate the bull's heads, if all three heads are rotated to the right a loud noise like bull snorting is heard and the sound of an iron gate being lowered.
680. A 40x18 rectangular basin is mounted to the wall 82 inches off the floor, the basin has sides of 4-inch-thick tan stone which are carved {exterior} with the faces of Devils. A red stone Gargoyle's face is 40 inches tall by 30 inches wide and extends into the room 30 inches, it is mounted on the wall 12 inches below the basin. A hole in the basin bottom exactly lines up with a slightly larger hole in the top of the Gargoyle, allowing a steady stream of clear liquid to pour out of the basin and disappear into the Gargoyle.
681. A Gnome-sized purple cloth bodysuit {including hand and foot covering} hangs from a thick wooden peg in the wall on a wire hanger. An Adventurer who dons the bodysuit is *held-in-place* for 1d4 rounds whenever they suffer hp-damage {DR1, can be worn under other armor/clothes, cursed, resist on a difficult Will save}.

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682. A 4 FT wooden shelf is mounted 50 inches off the floor, Adventurers find a tied bundle of six beaver pelts on the shelf. Two more beaver pelts are pinned to the wall below the shelf. When the left pelt is removed from the wall a line of musical notes is revealed {playing the notes at another location unlocks an enchanted door}.
683. A 6x5 redwood door is set inside a rectangular ironwood frame, the door lifts up vertically inside the frame. The door is carved with pictures of winged flying snakes.
684. Adventurers find a well-drawn picture of three naked Elves on the wall, two are female and one is male. They are all engaged in sexual acts.
685. Four brass rods extend out from the wall 22 inches, they are 34 inches off the floor, separated by 20 inches. An Adventurer who touches any of the rods has any metal they wear or carry increase in temperature by 50°F {enchantment, difficult Will save}.
686. Twelve 12-inch-diameter circular opening in the wall are arranged in three rows of four, the bottom row is 48 inches off the floor, separated by 16 inches, each row is 20 inches above the one under it. Bottles of poor-quality wine are stuck into seven of the openings, with only their necks/corks showing, five are red wines, two are whites.
687. A grey metal horizontal pipe runs across the wall in a 10x10 inch cutout located 90 inches off the floor. Five half-inch-thick chains are wrapped around the pipe and hang down to 30 inches, 38 inches, 44 inches, 56 inches, and 58 inches, respectively. A half-inch piece of rope around the pipe is threaded through a block-and-tackle.
688. Three 12x12 inch black stone shelves extend from the wall, one 40 inches off the floor, one 50 inches, and one at 62 inches, they are separated by 28 inches. A 14-inch blue glass bud vase sits on each shelf, the dried stem of a flower is in each vase {dry inside}.
689. A 40x20 inch metal plate is against the wall, 25 inches off the ground, the plate has a metal handle in its center, the plate is warm to the touch. When an Adventurer pulls out on the handle {requires Strength GTET 15} the plate is revealed as the front of a stone drawer, the walls being 4 inches thick. The drawer is filled with glowing red coals and the room temperature increases 40°F {range 25 FT}. Four branding irons hang from an iron hook to the right of the drawer, 66 inches off the floor.
690. The wall is covered by dark green felt wallpaper with phosphorescent {glowing} white stars. A brass lamp shaped like a porpoise is mounted on the wall by a brass bracket shaped like a wave. A small cone of red fire flicks from the porpoise's mouth. A hidden {difficult to find, moderate difficulty to open} compartment holds a 90 GP white pearl.
691. Two rusty manacles are attached to the wall by 5 FT rusted iron chains, they are 52 inches off the floor and separated by 64 inches. To the right an Adventurer finds a 5 FT-diameter circle scratched on the wall with thirty-four X's marked along the perimeter.
692. The wall is covered by torn brown wallpaper with gold piping along the top. An octagonal opening in the wall is 40 inches across and 50 inches off the floor, 50 inches deep. An unloaded crossbow sits in the opening {TH+2 versus Giants, extends range +20%; TH+1 when fired by an Elf}.
693. A 22x20 inch oil painting is in a simple black frame, it hangs 56 inches off the floor. The painting depicts the head of a mature female Elf dressed in a Priestess' collar. A parchment is inserted into the frame over the painting, with its back side out. When the parchment is removed the reverse side contains a drawing labeled 'Kalathinora.' It depicts an S-shaped island with volcanoes at either end, tropical forests along the north side, a tall butte in the center, and volcanic beaches along the south side. A Wizard's tower is indicated as being on the east slope of the eastern volcano.

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694. A shield-shaped tapestry is 6 FT across by 9 FT tall, it hangs from a black metal rod mounted 130 inches off the floor. The tapestry is a faded purple color on top, red on the bottom, with a yellow bull's profile in the center {aura of enchantment}. A glowing glyph is found on the wall behind the tapestry, Adventurers viewing it get a slight headache but otherwise have no effects.
695. A silvered mirror is made in the shape of a fleur-de-lis that is 40 inches across and 70 inches tall. It hangs on the wall so the bottom is 26 inches off the floor {aura of enchantment}. The mirror always reflects Humans as having skeletal bone and no flesh {no actual effects}.
696. A cage made of half-inch thick metal bars hangs on the wall, it is 9 FT long by 3 FT tall by 3 FT wide, mounted with six brackets so that the bottom 32 inches off the floor. A thin sheet of wood is across the bottom. A door with latch is located in the center. The cage holds four juvenile female turkeys along with a bowl of water and a bowl of feed.
697. The wall is painted a light blue with a bright yellow sun near the left corner. A rectangular opening is 28x20 inches by 22 inches deep, the interior painted dark blue with a yellow sun across the top. An empty wood book holder sits in the niche. A piece of parchment attached to the underside reads, '*The Patterns of Stars, 286 years old.*'
698. A 22-inch radius semi-circular blue stone basin is attached to the wall 30 inches off the floor. The stone is 3 inches thick. The outer face is carved in intertwined otters. The basin is half-filled with a pale-green liquid with a minty aroma. The liquid is poisonous {difficult Stamina save} to Gnomes.
699. A grey stone shelf is 28x14 inches and is mounted 34 inches off the floor. Adventurers find three partially-burned black candles on the shelf along with half of an 8-inch-diameter electrum disk, there is some sort of symbol on the disk which is impossible to identify {very difficult Intelligence save} with half missing.
700. A 50x30 poster is tacked to the wall, partially covering and obscuring a 50x40 poster. The covered poster advertises a five-bout card of boxing matches between Trolls, the date is thirty-one years ago. The top poster advertises a night of cock-fights, this poster is dated nineteen years ago.
701. A 9x5 FT oval is set vertically in the wall, the oval is made of red stone 6 inches thick, the bottom is 2 FT off the floor. The red stone is engraved around the perimeter with white rats and mice. A 12x5x6 inch white metal box is attached to the right side of the perimeter. The area inside the oval is filled with a translucent hard white material. When an ordinary **Rat** is placed in the box the center dissolves into mist, an Adventurer entering the oval is then transported {two-way} to the ruins of a desert temple {5 minutes then a new Rat is needed}.
702. A tapestry glued to a rectangular piece of wood is three-quarters of a circle, 3 FT in radius {flat along the bottom}. The tapestry depicts looking into a tavern through an arch at a group of colorful musicians {aura of enchantment}. When Adventurers in the room sing a drinking song {song succeeds on 1d12 rolls GTET 5} a large hat appears in the room filled with 47 CP and 11 SP in coin.
703. A 6 FT wood shelf is painted red, it is mounted 56 inches off the floor. Adventurers find a 4 FT stuffed alligator on the shelf, if they cut into the alligator they find a plain brass ring {*Waterbreathing*, functions for 6 hours then requires recharging}.
704. The wall is covered by vertical wood planks painted dark green. Two rusted iron spikes are driven into the wall 96 inches off the floor, separated by 40 inches. One closed section of a set of steel hand manacles is over each spike, the other section hangs down from a 10-inch section of chain.
705. A 90x62 inch rectangular chainmail mesh hangs on the wall from four black metal hooks.

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706. An arched 7 FT mahogany door is set into a red stone frame {opens outward}, the door bottom is 20 inches off the floor. A brass keyhole is found locked {easy difficulty to open}. A 14x8 inch brass plaque depicts a scorpion. When Adventurers open the door they find a space 4 FT deep, the desiccated body of a male Human is slumped in the space, four crossbow bolts are in his gut {diseased, range 5 FT, moderate Stamina save}.
707. A fur cape hangs on a black metal hook located 52 inches off the ground. An Adventurer who dons the cape discovers it has DR+1. However, the cape is *cursed* so the wearer is *compelled to jump* off any height GTET 40 FT they encounter {very difficult Intelligence save to discover prior to donning, difficult Agility save to doff prior to curse effect, very difficult Will save to resist curse}.
708. An 8-inch blue crystal {value 4 GP} is mounted in a brass bracket shaped like a human arm and hand grasping it from the bottom. The crystal continually glows with a blue light {range 20 FT} but only as long as it remains in its bracket.
709. Four extended oriental fans are screwed to the wall, each is 30 inches along the base and 25 inches in the center. The fans are green, gold, purple, and violet with gold cranes. If the purple fan is removed, a drawing of a comely nude Gnome woman is found on the reverse side.
710. A semi-circular opening in the wall is located 32 inches off the floor, the opening is 44 inches across at the base and 26 inches tall at the center. The interior is covered by blue-green moss with strands of seaweed, and it drips a green ichor from top to bottom.
711. Three oval niches are 40 inches tall by 28 inches wide by 12 inches deep, they are located 38 inches off the floor, separated by 30 inches. The interiors are covered in blue ceramic tile. Adventurers find a rusted iron Dutch Oven on a wood block in the left niche. A mug fashioned from a goblin's skull is found in the right niche.
712. A 62x38 inch hexagonal poster is tacked to the wall horizontally, located 46 inches off the floor. The poster advertises a massage parlor run by Medusa, it is located deeper in the dungeon. The poster is dated twelve years ago.
713. Five grimy oil paintings hang on the wall, each 28x20 inches in dark wood frames, they are 58 inches off the floor and separated by 28 inches. The pictures each depict elderly male Gnomes, balding with salt-and-pepper beards, they are dressed in colorful jerkins with large collars: yellow and blue, green and white [fur collar], red and white, purple and black, sea-green and orange [fur collar]. A small red metal key is found stuck to the reverse side of the purple-black portrait.
714. Adventurers find a 40x30 inch piece of leather bolted to the wall, underneath a 34x26 inch chest is pushed into the wall. The chest is found to be empty but a parchment is tacked to the underside. The drawing depicts the defenses of a complex labeled 'Fort Inphoran,' including two hidden tunnels into lower areas of the fort.
715. A 42x40 inch green wood panel has rollers on the bottom and a 90-inch metal track along the top {slides to the left}. The space behind it is 37x37 inches and 30 inches deep, the interior is painted black. Adventurers find three folding canvas chairs in the space with rotting fabric.
716. An 82x46 inch tapestry hangs from a black metal rod, the bottom is 38 inches off the floor {aura of enchantment}. The tapestry depicts Dwarves excavating a trench {canal} through a dry mountain valley. An Adventurer touching the tapestry becomes parched {starved for water} for 48 hours {difficult Will save}.
717. An 88x64 inch door is set into the wall 6 FT off the floor, twelve pieces of wood stuck into the wall act as stairs up. The door is covered in red leather and has a 14x8 inch brass plaque which depicts a skunk. Behind the door is a 4x4 vertical shaft which descends to another dungeon level, handholds are cut into the shaft walls.

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718. A 40x40 inch piece of red cloth is tacked to the wall, 50 inches off the floor. Adventurers discover a red bison's head drawn on the wall behind the cloth {symbol of the Red Bull Group, a trading syndicate with an evil reputation}.
719. A rectangular section of wall 96x80 inches is made of a strong transparent glass and is a window to a large ant farm which fills up the space behind the wall. The ants are dark grey and between 4 inches and 6 inches long.
720. The wall is covered by light tan wallpaper. An artful 40x30 inch wall drawing depicts a Wizard casting a spell against a Devil standing in an enchanted circle.
721. A 4x5 FT blue stone face mounted on the wall depicts a male Elf in a pointed hat, it is located 52 inches off the floor {aura of enchantment}. If two or more Adventurers sleep within 12 FT of the wall they are subject to a *soul transfer* spell, the soul and identify of one Adventurer swapping bodies with another {difficult Will save, both must fail their saving roll to complete the transfer}.
722. Two curved metal racks are each 55 inches long and have three brass hooks, they are mounted 62 inches off the floor. Adventurers find two iron frypans hanging from one rack and three large ceramic steins hang from the second rack.
723. A pentagon-shaped niche is set into the wall with a flat bottom, it is 88 inches tall by 42 inches wide and 28 inches deep. The interior is lined with dark green ceramic tile. A 6-inch ball of glowing red light hangs suspended in the center of the niche.
724. Six brass hooks are set into the wall, 68 inches off the floor, separated by 28 inches, the hooks look like extended bird talons. One 'talon' is wrapped around a 7-inch-diameter blue marble sphere. A large grey floppy hat hangs from another 'talon.' Adventurers find {moderate Intelligence save} that the marble sphere separates into a top and bottom section with a hexagonal key inside.
725. Five desiccated troll's ears are spiked to the wall, 40 inches off the floor, separated by 20 inches.
726. A single black metal hook is set into the wall 60 inches off the floor. A burlap bag hangs from the hook by its drawstring. Adventurers discover a pair of ankle-length blue leather thick-soled work boots inside the bag, heavily caked in mud {sized for a big-footed Human}. An Adventurer wearing these boots can safely walk across a room floored with upright nails which is found elsewhere on this level.
727. Adventurers find a 30x30 inch crenellated tower drawn on the wall with a mailed fist inside and a hovering bird above the tower {moderate Intelligence save to identify the symbol of the ancient Majestic Order of the Osprey Knights; the order has been disbanded for 320 years}.
728. Three 34-inch white ovals are webbed to the wall, they are 20 inches off the floor and separated by 30 inches {eggs of giant spiders}.
729. Three cylindrical leather bellows are 16 inches in diameter and extend into the room 20 inches, supported by four wood rods. They are mounted 26 inches off the floor and separated by 16 inches. The bellows continually move inward, stop in the inward position, then extend again, accompanied by the sound of popping compressed air. One cycle requires 2 minutes to complete.
730. Six 5-inch-diameter iron circles are screwed into the wall by 8-inch shafts. Three circles are mounted 64 inches off the floor, three are mounted 16 inches off the floor, they are separated by 32 inches. A 40-inch piece of iron chain hangs from an S-hook through one upper circle.
731. The wall is painted black with an enamel paint. A 70-inch octagonal poster is tacked to the wall 52 inches off the wall. The poster advertises a concert by a Centaur jazz quintet, held in the Cracked Stein Tavern {deeper in the dungeon}. The poster is dated fourteen years ago.

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732. The wall is covered by wallpaper depicting overlapping gold coins {aura of enchantment}. Any copper or silver coins that are closer than 12 FT to the wall for GTET 1 hour have the *illusion* {range 8 FT, difficult Will save to disbelieve} that they are gold coins.

733. An S-shaped mirror is 14 inches wide and 82 inches high, it is hung 36 inches off the floor. The mirror is set in a brass border {aura of enchantment}. An Adventurer looking into the mirror appears as a hairy Lycanthrope [Wolf].

734. A 40-inch circular opening is located 50 inches off the floor, it is 90 inches deep, the interior is painted black, and there are three sets of iron bars [at 20 inches, 40 inches, 60 inches]. The opening would allow a view of the next room except there is no light.

735. Adventurers find four large HD1 Iguanas lounging on the wall {not hostile, they run if attacked}.

736. The grey stone face of a Rat is 70 inches tall by 35 inches wide and extends into the room 42 inches, its eyes are pieces of black obsidian and its whiskers 20-inch pieces of stiff black wire. The Rat's mouth open when a hidden switch {difficult Intelligence save to find, moderate difficulty to open} is tripped, inside Adventurers find a *Wand of Rodent Attraction* {cursed}.



737. Red stone steps against the wall lead up to a sturdy door 40 inches off the floor, the door is sheathed in green leather with a 14x8 inch brass plaque depicting a cube. The door has an electrum keyhole {found locked, difficult to open}. Opening the door reveals a pulsing green portal {two-way} which leads to a room on the same dungeon level which has no physical openings.

738. A faded and torn tapestry is 90x55 inches, it hangs by a white wood rod and is 34 inches off the ground. The tapestry depicts the final tilt of a famous jousting tournament held 228 years ago. Brass hooks 60 inches off the floor on the left and right of the tapestry support shields {+DR1 when used by a Warrior} of the tourney winner {green and white chevron fields, two rearing stags back to back}.

739. Adventurers find sixteen hearts drawn on the wall, arranged in a 4x4 grid. Ten vertical marks are inside each heart except the last, which has three marks.

740. Six translucent U-shaped pipes are 15-inches in diameter, they exit the wall 30 inches off the floor, run vertically, and reenter the wall 90 inches off the floor. The pipes are separated by 34 inches. The first pipe glows with a purple light, the second and fourth pipes glow with a blue light, and the fifth pipe glows with a green light.

741. Nine wood pegs are driven into the wall at 64 inches off the floor, they extend 9 inches, and are separated by 15 inches. Adventurers find a 100 inch red leather leash hanging from one peg.

742. A 100x56 inch painting hangs in a honey-colored frame 46 inches off the floor {aura of enchantment}. The painting depicts a group of figures riding across a sand dune desert under a full moon. A Human who touches the painting is *compelled* {difficult Will save} to be unable to drink any liquid for 1d20+1d8 days.

743. Three wood pieces {wall beds} are 84x50 inches, hinged along the bottom, connected to the wall by brass chains {fold out and down}, a worn mattress pad is on each one. An Adventurer who lies on one of these beds acquires a disease {easy Stamina save}.

744. A 70x30 inch metal box extends into the room 28 inches, it is mounted 18 inches off the floor. There are six gauges on the top {zero to ten}, three two-position knife switches {two in the up position, one in the down position}, and a four-position dial {labeled A-B-C-D, found on C}. Two green lights are blinking and

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two red lights are constantly lit. When Adventurers manipulate the switches and dial a warbling electronic wail is heard along with the 'hiss' of pressurized air being vented.

745. A 7 FT arched wood door is covered in red silk, it has electrum hinges and latch {opens outward to the left}, and a platinum keyhole {found locked, difficult to open}. Gold piping runs along the edge. A 16x12 wood plaque mounted on the door depicts an Ettin's head. When Adventurers open the door they find a space 68 inches deep, the interior lined with black ceramic tile. An empty mummy case stands against the back wall.



746. An Adventurer has written a description of the Ossuran Temple on the wall, a cult of necromancy located three levels deeper in the dungeon. The description mentions Omnar {High Priest L9}, Vera Blackheart {Priestess L7}, Horgarot {evil Crusader L6}, and Mercorius {Shaman L7}, there is also mention of ghouls, mummies, and an animated dragon's corpse.
747. Two dusty bear's pelts are tacked to the wall {aura of enchantment}, one is from a brown bear, the other a black bear. Adventurers find the word '*Angrobolok*' written on the reverse side of the black pelt; when the pelt is wrapped around someone and the word spoken, the Adventurer *shapechanges* into a black bear for 10 minutes {effect is permanent unless they succeed in an easy Will save}.
748. Four human-sized right arms protrude from the wall, located 45 inches off the floor, separated by 20 inches.
749. Adventurers find the words, '*Dam the Manticore, full speed ahead!*,' scrawled across the wall.
750. An opening is 55 inches wide by 40 inches tall and 30 inches deep, located 46 inches off the wall. The bottom of the opening is a wood panel with a brass keyhold in the center {found locked, moderate difficulty to open}. The space below the panel is 38 inches deep and contains nine high-quality wolf pelts.
751. A 7 FT white wood shelf is located 60 inches off the floor. Adventurers find six glass mason jars on the shelf; each one holds one glowing Bug {produces the equivalent of ten candles for 2 hours}.
752. A 30x20 wood plaque is bolted to the wall 42 inches off the floor. The plaque is wood-burned and depicts two pine cones and an otter.
753. An opening in the wall is 90x55 inches and 60 inches deep, a solid metal cage fills up the front except for a 10x10 inch sliding door. Horizontal wood bars run from the cage to the walls {perches}. The cage contains fifteen good-quality homing pigeons.
754. A black wood shelf is 74 inches long, mounted 62 inches off the floor. Adventurers find nine copper steins on the shelf. One stein is half-filled with a muddy brown liquid, a 30 GP piece of turquoise is under the liquid.
755. Four stingers from Giant Scorpion are mounted to the wall, 20 inches off the floor, separated by 34 inches. The stingers attack any Adventurer who approaches closer than 8 FT {attack as Warrior L5, hp1d6, poison injected on 1d12 rolls GTET 5, moderate Stamina poison save}.
756. Two circular openings are 20 inches in diameter, located 30 inches off the floor, separated by 40 inches, and 120 inches deep. A 5-inch-diameter horizontal brass tube extends from the back of the each opening to 12 inches into the room. An Adventurer who touches both tubes at the same time receives a hp1d12 electrical jolt {half damage on difficult Stamina save}.

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757. Three 28x22 inch oil paintings are in gilded silver frames, hanging 62 inches off the floor, separated by 28 inches. The pictures depict two teen Elvish girls and one Elvish boy, they are labeled Emora, Jalonda, and Gaffaran.
758. Four posters are found in the room, 46x28 inches, 52x34 inches, 70x46 inches, 80x55 inches. The smaller two are covered in grime and soot and are illegible. The 70-inch poster advertises a sale on rations at Udpick's Dungeon Emporium, located on the other side of the next lower level. The larger poster advertises a private lockup/jail outside the dungeon, prisoners housed for 2 GP/week.
759. A jagged crack in the wall is 8 FT long, a section 68 inches off the ground is 2 inches wide and 18 inches deep. An Adventurer carefully searching the crack {difficult to find} finds a folded parchment in the crack, when opened it reveals a map of a tropical island with two volcanoes on one end and a wizard's tower on the other.
760. A 50x28 inch brass plate is installed in the wall, 32 inches off the floor. A two-position vertical lever is found in the up position. A 10x8 inch hole is beneath the lever. When the lever is pulled, a hp1d12 grenade {range 6 FT, avoid on difficult Agility save} is ejected through the hole into the room.
761. An 80x50 inch piece of pegboard is bolted to the wall, 40 inches off the floor. A rusted pry bar {breaks on first use}, five screwdrivers, a pair of pliers, and two small claw hammers hang on pegs in the pegboard.
762. An oval mirror is 52 inches tall and 34 inches wide, it is set in a dark wood frame and hangs 50 inches off the floor {aura of enchantment}. When a Warlock or Wizard stares into the mirror for GTET 1 minute they see a large columned chamber with a pile of treasure, there is a hint of a dragon lurking in the dark behind the pile.
763. A thin 38x30 inch tin door is mounted on the wall 44 inches off the floor, it has brass hinges and a brass handle {opens outward from the right}. A 34x26 inch space behind the door is 40 inches deep, it is painted orange and has one wood shelf. Adventurers find four rotting Boar's hides on the shelf along with one broken Boar's tusk.
764. A 5 FT black stone figure of a Harpy is attached to the wall 28 inches off the floor by a heavy metal bracket, the figure's head is 40 inches from the wall. The figure negates all Wizard and Warlock spells within a 7 FT radius {the innate properties of enchanted items are not affected but spell 'cast' from spell-storing objects are negated}.
765. A 62x44 inch poster is glued to a piece of wood that is bolted to the wall. The poster advertises 'Gamellaka Keep,' a gated dungeon community; Humans, Elves, and Dwarfs are not permitted to live in Gamellaka and are not permitted to visit.
766. A porcelain sink is mounted to the wall 38 inches off the floor. A single half-inch-diameter cold water pipe runs out of the wall to a brass faucet. A 1-inch drain pipe at the bottom runs into the wall. A 14x10 inch burnished brass mirror hangs on the wall above the sink. A Dirk is held in clips on the underside of the sink {old dry residue on the blade, no longer poisonous}.
767. A grimy, filthy, soot-covered 52x48 inch poster is tacked to the wall, 38 inches off the floor. The poster advertises the services of Madame Damunastora, 'famous' prognosticator and fortune teller. It shows her as a comely female Centaur dressed in silks and a turban in a luxurious wagon. The poster is undated.
768. A brass throne is sized for an Ogre, it rests on two 6x6 brass girders which extend 64 inches from the wall, 50 inches off the floor. The throne is reached by four 14x8 inch steps which are anchored to the wall on



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- either side of the throne. A worn and moldy green pillow sits on the throne {easy Stamina save versus disease} along with a Human-sized femur with one end covered in silver.
769. A hexagonal mahogany panel is 82 inches across {6-inches thick} and decorated with many floral carvings, it is set into a 12-inch-wide blue stone frame which is 20 inches off the floor. Small mechanical latches at the top and bottom keep it in place {moderate difficulty to operate}. Removing the panel requires it be pried out of frame {moving the panel requires at least two persons each of GTET 19 Strength}. When the panel is removed Adventurers can enter a pulsating yellow portal to the Astral Plane.
770. A 16-inch circular bronze safe door is set into a 28x28 brass panel in the wall. The safe has a combination lock with twenty-five digits starting with 1, the combination is R19-L10-R05-L22 {found locked, very difficult to open lock}. The safe is 22 inches deep, it holds a leather bag {214 SP in coin, 16 GP in coin}, three bottles of 25 GP perfume, two 15 GP sticks of {holy} incense, and a 260 GP 200-year flute.
771. The wall is covered by dark red wallpaper with hundreds of pink ears {aura of enchantment}. Everything said in the room can be clearly heard in another room in the dungeon.
772. A 42x30 painting hangs in an ebony frame, 50 inches off the wall. The painting depicts an evil Priest summoning a hideous malformed Demon in an enchanted circle in a temple. The painting moves as the priest performs the ritual, the demon appears, the demon kills the priest and the demon disappears. The entire scene plays out over 10 minutes and repeats endlessly. The temple may be found on another level of the dungeon.
773. An *illusion* {difficult Will save to disbelieve} is cast on the wall, it causes Adventurers to see an arched opening leading to a room occupied by four axe-wielding Minotaur.
774. A floor-to-ceiling cutout is 54 inches wide by 18 inches deep; it holds five 8-inch-diameter pipes, they are colored black, grey, orange, brown, and dark blue. The grey and orange pipes are hot to the touch, the others lukewarm to cold. If the blue pipe is damaged it releases a dark blue sludge {very stinky} which flows and hardens, eventually filling the room 4 FT deep.
775. The white stone face of a Unicorn Fish is 6 FT tall by 4 FT wide and extends 4 FT into the room, it is mounted 28 inches off the floor. Salt water continually drips {slowly} from the figure's mouth. If Adventurers break the figure they find {moderate difficulty to find} a *Waterbreathing Ring* {functions for 50 hours before recharge}.
776. A 30-inch clock is enclosed in a 40-inch wood frame, the frame is held to the wall by two Saber-Tooth Cat's teeth on the top and two on the bottom, located 66 inches off the ground. The clock has 15 hours and an ornate electrum pointer. The clock current points to one-quarter after the 14th hour.
777. A clear 10-inch-diameter pipe runs horizontally wall-to-wall 40 inches off the floor, it intersects at a valve box with a clear 12-inch-diameter vertical pipe running floor-to-ceiling. A pale blue liquid flows in the horizontal pipe, a pale green liquid in the vertical. The valve box has a 12-inch handwheel of black metal, found in the full counterclockwise position. When the wheel is moved to fully clockwise {turned right} the vertical pipe below the valve box flows purple. After 15 minutes the purple section of pipe bursts, filling the room with poisonous gas {difficult Stamina save, continues to fill for 1 hour, 3 hours to dissipate}.
778. A circular painting is 52 inches in diameter, constructed from six wedges that fit together in a wood frame, one wedge is missing. The painting appears to depict the coronation of a Dwarf King, the missing piece is the one with the King's image on it. When the missing piece is added the finishing Adventurer may select one dungeoneering skill to receive a +2 roll bonus that applies for 48 hours.
779. The wall is covered by orange foil wallpaper with red fire symbols {aura of enchantment}. Whenever * an liquid is opened or poured out within 12 FT of the wall, the liquid instantly evaporates.

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780. Ten 20-inch holes are located near the wall base, 4 inches to 8 inches off the floor. After a delay of 5 minutes HD1 **Giant Rat** exits each hole every 1d12*15 seconds for 20 minutes.
781. A 5 FT white-black marble shelf is attached to the wall 55 inches off the floor. A 38-inch perfectly-made headless suit of plate armor stands on the shelf {aura of enchantment}. When this figure is touched by a Warrior it expands to become the correct size for that Warrior {base DR4}, reverting to its original figure whenever it is doffed. The wearer cannot don any sort of helm, metal cap, or metal hood while wearing the armor.
782. A 90-inch half-inch-diameter iron bar is mounted horizontally 72 inches off the floor, fifteen equally-spaced iron hooks are mounted along the bar. Well-used iron pots and skillet hang from nine of the hooks. A small burlap bag of desiccated {useless} cloves of garlic hangs from another hook.
783. A smudged, greasy, oily and soot-covered inlaid tile fresco is shaped like a semi-circle, the inner radius is 3 FT and it is 46 inches thick, the bottom is 44 inches off the floor. The fresco depicts a group of mounted male Elves hunting in a spring forest.
784. Four 20-inch-long by three-quarter inch wood rods extend into the room, located 55 inches off the floor, separated by 40 inches. There are twenty steel disks on each rod, the center hole 1 inch wide, the outer diameter 13 inches. Each disk is engraved with the image of a spider's head.
785. A wood box mounted on the wall is 50 inches long by 16 inches tall by 14 inches deep. A 10-inch-diameter disk is on the front with a pattern of colored curves. A black push-button is on top of the box, along with a purple push-button. When Adventurers depress the purple button the disk begins to spin, it mesmerizes within an 8 FT range {moderate Will save, checked every 2 minutes, an affected person has a terrible headache for 30 minutes after being mesmerized}.
786. Three 42x30 inch by 22 inches tall rectangular stone basins are mounted on the wall on stone beams, 30 inches off the floor, separated by 30 inches. The basin walls are 6 inches thick. One basin is filled with a red liquid, the center basin is filled with a green liquid, the remaining basin is filled with a black liquid. The green liquid is poisonous to Gnomes and Dwarves {difficult Stamina save} but restores hp1d4 to Humans. The red liquid protects Elves from heat and fire for 15 minutes. The black liquid has no effects.
787. A half-circle has a 6 FT radius, flat along the bottom, it is set into a semicircle of rough red stones which are warm to the touch. The enclosed area is 22 inches off the floor and is filled with a swirling red mist. Heat radiates from the mist, along with the strong aroma of brimstone and a sound like crackling fire. Adventurers entering the portal are transported {one-way} to the Elemental Plane of Fire.
788. A 70x44 inch poster is tacked to the wall by its upper two corners, the poster advertises Korbet's Boat Rentals on the shores of {underground} Lake Oranell. On the reverse side Adventurers find orders for agents to proceed to {a city in the GM's campaign}, to then assassinate the prelate of {the main temple in the city}, and to set a fire along the city's docks {written in a foreign language with a basic cipher, very difficult Intelligence save to decipher one quarter of the message}.
789. Adventurers find the following, '*The Malchovald Hoard is found down the rabbit's hole,*' scrawled across the wall in 14-inch letters.



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790. Four unlit torches sit in brass brackets on the wall, 66 inches off the floor, separated by 28 inches. A 50-inch masks of Comedy and Tragedy are mounted on the wall under the first and fourth torch bracket. Adventurers discover empty torch brackets on the wall behind the masks {easy Intelligence save}. When Adventurers place lit torches in the torch stands behind the masks {light their eyes} a hole appears in the room's floor, giving access to a spiral stair leading down.
791. A wood peg is 1 inch in diameter and extends 9 inches into the room, it is located 62 inches off the floor. The peg is set into a brass doughnut with an inner diameter of 1 inch and an outer diameter of 4 inches. When the peg is removed a small probe can be used to trip a latch {moderate Agility save} which holds the brass piece in the wall. A 6-inch space is behind the brass piece. Adventurers find a 100 GP diamond in the space.
792. Adventurers find eight Ogre skins pinned to the wall by a javelin through them all.
793. A brown wood shelf is 6 FT long, it is mounted 54 inches off the floor. Adventurers find three hand-pumped liquid sprays on the shelf, one has a spray chamber painted green, one red, one black. One spray of the green liquid repels Giant Spiders, a spray of red liquid repels Giant Rats, a spray of the black liquid repels Giant Beetles {all save on 1d12 rolls GTET 8, there is only one use of each spray}.
794. A 72x50 poster is tacked to the wall, the poster advertises a 125 GP bounty on Sugrok, leader of a group of Ogre bandits found in the Blackspinner Forest. The poster covers and hides a 40x30 wood panel recessed into the wall and held by four corner screws. The space behind the panel is 26 inches deep and painted dark green. Adventurers find a small leather bag holding 48 CP, 15 SP, 3 GP in coin, 6 plain copper Rings, a plain 3 SP silver Ring, and a silver-bladed Dirk in a leather sheath.
795. An arched opening in the wall is 62 inches tall by 44 inches wide, 32 inches deep, the interior is covered by black ceramic tiles. The opening is 40 inches off the floor. A 32-inch rotating purple disk is found on the opening bottom. An Adventurer can reach through the disk into one of four locked chests on this dungeon level.
796. An oval mirror is 54 inches tall by 38 inches wide, set in a pink coral frame, and hangs 62 inches off the floor {aura of enchantment}. When a Human or Half-Human Adventurer looks into the mirror they become enraged and go berserk for 20 minutes {range 6 FT, moderate Will save}.
797. A cruciform opening in the wall has a 10x10 inch center area, each arm is 20 inches long by 8 inches across and 15 inches deep. The interior is painted mauve. A red-painted skull of a Bugbear is in the center area, held up by a horizontal metal rod.
798. A life-sized Giant Turtle is carved in green stone and mounted head-down on the wall 28 inches off the floor. Its shell is made from a brown resin. Adventurers who find {difficult to find} a hidden latch can remove the shell from the body, a piece of parchment on the reverse side is a diagram showing the location of four entrances to the long-abandoned ruined Royal Verdosong Palace.
799. A 40-inch-tall copper holy symbol to Lupanno, God of Crafts and Making, hangs 55 inches off the floor.
800. The wall is covered by wallpaper consisting of horizontal stripes of black, ochre, and mauve. Six 4-inch-diameter by 8-inch-deep holes form a downward sloping straight line, the tallest is 92 inches high, the lowest 9 inches, they are separated by 22 inches.



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801. A brass bell is 33 inches tall and 24 inches across at the base, it hangs from a brass support by a circular connector. The bell is 55 inches off the floor. The bell rings for 2 minutes every 45 minutes {aura of enchantment}. Dwarves are deafened by the bell {difficult Stamina save} and remain deafened for 1d12 hours after the last time they are exposed to the ringing.
802. An old brittle tapestry is 105 inches long by 75 inches tall, it hangs from eight equally-spaced bronze wall hooks and is 30 inches off the floor. The tapestry depicts a group of ten Trolls attacking three Royal Rangers at a mountain pass in Spring. If Adventurers lift the tapestry from its hooks it breaks into pieces which cause hp1d6 lung damage when breathed {moderate Stamina save}. A 50-inch-diameter rotating circular area of black mist {portal} is behind the tapestry {aura of enchantment}, any object entering the mist is transported to the Ethereal Plane.
803. An opening in the wall is 32 inches long by 22 inches high by 12 inches deep, the interior is covered by yellow ceramic tile, the opening is 34 inches off the floor. Adventurers find a 20-inch tall by 26-inch long tin model of a Knight in the opening, the Knight is in plate mail, riding a War Horse with leveled Lance.
804. A 50x30 painting hangs in a green wood frame, 50 inches off the floor. It depicts a harbor scene {a well-known port in the campaign world}. Another oil painting is 34x22, hanging in a dark blue wood frame, 46 inches off the floor. The second painting depicts a caravan of wagons across a prairie with an approaching storm. A piece of white cloth is found behind the second painting with an embroidered red rose {symbol of the knightly Order of Jeramoah}.
805. The wall is covered by fading gold-colored wallpaper. Three brass hooks are set in the wall 52 inches off the floor, separated by 32 inches. Two woman's togas hang from each hook {sized for an average Human female}.
806. A 40-inch-diameter circular clock hangs on the wall, 50 inches off the floor. The clock has 20 digits. Bits and pieces of clock works are sticking out through the side of the clock.
807. Thick old grey webbing covers one third of the wall and there are five 4 FT web-covered oval attached to the wall {each contains a Dwarf-sized skull}.
808. A 65x42 inch poster is glued to the wall. The poster advertises a concert by the heavy-metal band, *The Baying Black Fiends*, at the Bull's Horn Tavern, located just outside of the dungeon. The poster is dated 8 years ago. The following is written in invisible ink along the bottom of the poster, "*The answer to the challenge of the black idol is gremlins and spooks.*"
809. A recess in the wall is 7 FT wide by 3 FT tall and 2 FT deep, the interior is whitewashed, it is 30 inches off the floor. Four metal buckets sit in the recess, one has a hole in the bottom, the bottom of one is filled with a stick dark green residue. A flint-and-steel are also found in the recess.
810. A wood peg is set in the wall 60 inches off the floor. A fine satin Top Hat is on the peg, sized to fit an average Gnome. A pair of fine Gnome-sized black leather Gloves are stuffed into the hat. A straight Cane hangs from the peg by a leather loop. A Gnome holding the Cane applies a +1 bonus towards finding pits traps, tripwires, pressure plates, and other hazards embedded in the floor.



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811. Adventurers find a satirical cartoon drawn on the wall in red lampooning the current King, it is dated 2 years ago, and signed, '*The Prisoner.*'
812. Adventurers find a grey wolf's pelt spiked to the wall. On the reverse side is written the phrase, "*Omwa aprovos emni corcollon un dor wollenask,*" The phrase is in an unknown foreign language, it translates to, 'The honor of the Wolf Order is sacred.'
813. The wall is covered by peeling dark blue wallpaper. A 60x40 inch fading tapestry hangs from four metal hooks in the wall, 30 inches off the floor. The tapestry depicts a large Roman-style bath with a mixture of ages, genders, Humans, Elves, Dwarves. Windows overlook a beach area in summer. Adventurers who touch the tapestry mentally hear the word, "*Mescary.*"
814. Four camel hides are tacked to the wall by wood pegs that insert into small holes. A beaver pelt is found under the third camel hide, and two rat pelts are under the beaver pelt. One of the rat pelts covers a 4x3 inch hole in the wall that contains a 15 GP piece of amethyst.
815. A brown stone semicircular basin has a radius of 40 inches and is 18 inches tall, it is mounted so the top is 44 inches off the floor. The basin is three-quarters filled with dirt. Adventurers find six pipeweed plants growing in the basin, they are ready for picking and drying. An Adventurer who digs in the dirt finds a small brass key on 1d12 rolls GTET 7, 1a 3 GP piece of ivory on 1d12 rolls GTET 10 {separate rolls}.
816. Four red metal handwheels are 20 inches in diameter, mounted 54 inches off the floor, the stems are 30 inches apart. The first and fourth wheels are found in the full counterclockwise {open} position, the second and third are found in the full clockwise position {closed}. When Adventurers close either numbers one and four they hear pressurized air bled off, when they open either numbers two and three, they hear the flow of a liquid. If both numbers one and four are closed they hear the sound of a heavy metal weight drop {a portcullis elsewhere on the same dungeon level}.
817. Four 30x9 inch wood shelves are attached to the wall, they are fastened 45 inches off the floor, separated by 16 inches. A 20-inch brass rooster sits on each shelf {aura of enchantment}. The head pulls off the third rooster {moderate difficulty to find}, the rooster is hollow and conceals two glass vials of *Holy Water*.
818. A 5x3 FT brick-lined fireplace is set into the wall, 15 inches off the floor. Several burned pieces of wood are found in the fireplace along with a thick coating of ashes and soot. A hidden panel {difficult to find} is in the back wall of the fireplace, inside is found a 10 GP platinum Locket.
819. A pointed wooden sign is spiked to the wall in a vertical point-down position, the sign is blue with white lettering, it reads '*Demon's Delight Chasm 450.*'
820. A medium-sized round metal shield {with a front spike} is clamped to the wall 45 inches off the floor. A web of fine black cracks radiates outward for 4 FT in every direction. An Adventurer who hits the cracked area with a Hammer, Mallet, Pick, Mattock {or any similar tool} breaks the wall open {requires Strength GTET 15}, revealing a 10-inch-long silver egg {aura of enchantment}.
821. A thick iron bracket extends 50 inches into the room, it is located 92 inches off the floor. A 70-inch cylindrical cage hangs from the bracket by a heavy S-hook. Adventurers find the desiccated corpse of a mature female Elf in the cage; she is dressed in a moldy thin black dress. There is a broken padlock on the cage door.
822. A brown wood shelf is 4 FT long, attached to the wall 55 inches off the floor. Adventurers find the brown brittle shrunken heads of three mature male Humans on the shelf.
823. A 7 FT horizontal wood board is nailed into the wall 52 inches off the floor. Eight brass hooks are screwed into the wood, a Dwarf-sized ceramic stein hangs on each hook. The steins are labeled: Micah, Olveg, Hagar, Thaddus, Abbol, and Temkus. An Adventurer looking into Abbol's stein finds a foil packet of crushed brown-green leaves {fine teas, 4 cups}.

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824. Ten bronze pegs are screwed {notice on difficult Intelligence save} into the wall 40 inches off the floor, separated by 9 inches, they extend 5 inches. If Adventurers remove {counterclockwise} the third and sixth pegs they find vials of *Unholy Water* {aura of evil}.
825. A metal door is 80x50 inches, with vertical metal bars, it is set 28 inches off the floor with three wood steps up to the door {found locked, difficult to open the lock}. A shimmering green 'curtain' can be seen behind the door. The door lintel is fine rosewood carved with randy Satyrs. Adventurers who step into the curtain are transported {one-way} to a glade on Satyr Mountain.
826. A mirror consists of three arched panels, each 40 inches tall by 20 inches wide, it is mounted 44 inches off the floor. When Adventurers look in the center panel they are depicted as a random race different from their actual. A scroll {Priest, 1d12 Cure Wounds, 1d10 Cure Wounds, 1d8 Cure Wounds} is found on the reverse side.
827. The wall is covered by a yellow enamel paint, now fading, grimy, and smeared. Adventurers find a rearing Pegasus inside an oval drawn on the wall {symbol of the Companions of Fate, a mid-level group of Elven Adventurers, the symbol has been there for four years}.
828. A 6 FT vertical piece of wood is bolted into the wall 30 inches off the floor. Adventurers find a single-bladed Hatchet and two Throwing Knives stuck deep into the wood, along with many scars where knives had been thrown.
829. An arched niche is 50 inches tall by 28 inches wide and 20 inches deep. The interior walls are covered by dark blue ceramic tile. A springtime meadow scene is painted on the rear wall. A marble base extends into the room 6 inches. A 40-inch ceramic castle tower sits on a black velvet cloth {aura of enchantment}. If the ceramic is broken a paralyzing gas leaks out {range 8 FT, difficult Stamina save/+3 roll bonus for Elves, persists 2d100 minutes}. The image of a gold coin is embroidered on the reverse side of the cloth.
830. A 4 FT black wood shelf is attached to the wall 55 inches off the floor. Adventurers find a tied bundle {aura of enchantment} on the shelf with a note that reads, "Do not open." Inside the bundle is a fine green-and-gold cloak, when Adventurers don the cloak it is a *Cloak of Strangulation* {cursed}.
831. A steel 3-gallon pail is hooked over an iron spike in the wall, located 42 inches off the floor. Adventurers find a stuffed cloth dog in the pail with a hard bone in its mouth. When the bone is removed Adventurers find {moderate Intelligence save} it fits into a bone-shaped area in the top of a chest on the same dungeon level.
832. An unlit oil lamp is shaped like a flying albatross {each outstretched wing is 12 inches long}, with a 6-inch hurricane glass on its back; it is mounted to a bracket 50 inches off the floor. The lamp is found with wings in the upward position. Adventurers find the wings can be manipulated and rotated into the down position, when both wings are set down a metallic 'click' is heard {tumbler moving}, after a delay of 15 seconds a hidden 15 FT-diameter section of ceiling descends, revealing a narrow circular stair ascending into the ceiling hole.
833. A 92x48 inch tapestry hangs from a green wood rod with copper end caps, the bottom is 26 inches off the floor {aura of enchantment}. The tapestry is in poor condition, ripped, stained, with several small holes. It depicts a group of Dwarven Warriors fighting two Tyrannosaurs in a jungle. If Adventurers remove the left rod cap they discover a *Web Wand* {27 charges, *cursed*, always webs the caster and their companions}.
834. Three 8-inch-diameter vertical pipes are set into 10-inch cutouts in the wall, they are separated by 12 inches. Each pipe is painted bright red with a white arrow pointing towards the ceiling, they are hot to the touch. If the pipes are breached the room floods with high temperature {scalding} steam which doesn't stop for 1d20+1d6 minutes.

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835. A three-quarters diameter water spigot extends out from the wall 9 inches, a 4-inch-diameter handwheel is 6 inches from the wall, it is found closed {completely in the clockwise direction, the line is dry if the wheel is turned counterclockwise}. A metal bucket hangs from the spigot by its wire handle, the severed dried head of a female Gnome is in the bucket.
836. A 100-inch-long by 20 inches tall by 22 inches deep red-stained wood box is attached to the wall; the bottom is 25 inches off the floor. Three S-shaped handles are on the front of the box, they all can be rotated in a clockwise direction. When a handle is turned it moves the music box inside and plays a popular tune.
837. A 7x4 FT metal door has a 3x3 FT frosted glass insert in the top half, the glass has two flying birds etched into it. The door has electrum hinges, latch, and keyhole {found open, moderate difficulty lock}. A wavering light is visible past the door {lit torch about 20 FT down the corridor}.
838. Four golden-wool Ram's heads with curved forward-facing horns are mounted on shield-shaped wooden plaques. The plaques are mounted 68 inches off the floor and separated by 20 inches. Each of the ram's eyes are 1 GP pieces of polished amber. Inside the {closed} mouth of the third Ram is a 40 GP ruby. A recipe for award-winning chili is found on the reverse side of the first plaque.
839. A circular green metal plate is 27 inches in diameter, it is fastened to the wall by a single bolt at the top-center {swings freely}, the circular space behind the plate is 22 inches in diameter. Adventurers find five dusty old bottles of grog stacked in the space.
840. The wall is covered by black satin wallpaper with white stag's head. A 80x52 inch poster is glued to the wall, the poster advertises weapons training by Sir Ormund Dharaby, his dojo is just outside the dungeon.
841. A wood shelf is 7 FT long by 20 inches wide, attached by 5 metal brackets 32 inches off the floor. Six metal flowerpots sit on the shelf, filled three-quarters with bone-dry dirt, each pot has two-three protruding leaf-less brown dry stalks. Adventurers find a small decomposing leather bag under the dirt of the second pot, the bag contains 8 SP and 3 GP in coin. The flowerpots exactly fit into a hole found in a room elsewhere on the dungeon level.
842. Adventurers find a vertical rack bolt to the wall 38 inches off the floor. The rack holds five pool Cues and three blue chalk cubes.
843. A 15-inch horizontal red metal circle is attached to a semicircular piece of white wood by an L-shaped bracket, the wood piece has a radius of 30 inches. The wood is bolted to the wall so that the circle is 84 inches off the floor. A circular white net hangs down off of the red circle. The circle is used in a Dwarven game typically played with a hard orange ball.
844. A triangular tapestry is point-up on a metal frame attached to the wall, the base is 64 inches wide, the top is 50 inches high. The tapestry depicts a volcano erupting on a tropical island at sunset.
845. Six sets of antlers are fastened to the wall 50 inches off the floor, separated by 28 inches, the antlers have between 6 and 10 points. Four unlit blue candles are stuck onto the points of each antler set.
846. An opening in the wall is 8 FT long by 2 FT high and 3 FT deep, the interior painted black. At either end is a 16-inch hole. Vertical iron bars are spaced across the opening every 4 inches. A vertical two-position lever is next to the opening, the lever is found in the down position. Adventurers find four large Ferrets playing in the opening, disappearing into the holes, reappearing. If Adventurers move the lever to the up position the iron bars all raise up.
847. An inlaid tile fresco is 7 FT long by 5 FT tall, the bottom is 42 inches off the floor. The fresco is dirty, covered in soot, and has dark red stains across it. The fresco depicts an arena in which four men in leather fight two Grizzly Bear. Adventurers notice a small gold crown in the lower left of the fresco on a difficult Intelligence save, an Adventurer who touches the crown is compelled {difficult Will save, +2 bonus for Dwarves and Gnomes} to find and guard the *Crown of Cavarinna*, a legendary artifact.

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848. Four quarter-inch brass pipes extend 8 inches into the room, they are 32 inches off the floor, separated by 16 inches. A 40-inch flexible clear hose is attached to each pipe by a clamp, the hoses end in ivory mouthpieces. An 18-inch black handwheel is found to the left of the pipes, it is found in the closed position {fully clockwise}. If Adventurers open {counterclockwise} the handwheel and take a drag from a mouthpiece they find a hallucinogenic smoke {difficult Stamina save, +2 bonus for Elves, visions last 1d12+1d6 hours}.
849. A brass hook is screwed into the wall 58 inches off the floor, four metal hangars are over the hook, a colorful Kilt is on each hanger {green-purple, red-black, blue-white-grey, dark blue-gold-yellow}.
850. A 16x8 inch bronze plaque is attached to a 40x20 inch wood lattice that is attached to the wall by bolts. The plaque depicts a comet with a tail over a bear {the symbol of the Company of the Shooting Star, a group of four higher-level Wizards with their men-at-arms}.
851. Adventurers find a drawing on the wall depicting an armored Knight sitting in a backward saddle on a Unicorn {the symbol of the Knights of the Order of Banorbrook}. The Banorbrook Knights are known for their allegiance to Kubero, God of War and Metals, and their holy mission to find and unleash *Kubero's Scythe*.
852. A red metal door is shaped like a keyhole, 80 inches high, the upper circle 56 inches in diameter, the lower section is 42 inches wide, it has brass hinges and latch and keyhole {found locked, moderate difficulty to open, opens inward}. A 20-inch brass plaque attached to the door depicts a flaming arrow pointed to the left.
853. Four 10-inch brass pipes extend into the room 12 inches with elbows and pipes that connect the wall pipes in a complicated pattern. Three white 8-inch handwheels are found on the pipes, all open {full counterclockwise}. Two metal discs spin, driven by steam, one piston continually moves vertically. A 'chugging' sound is heard from inside one pipe.
854. Adventurers find a chainmail hooded cloak made of brass rings. It hangs from an S-hook on an iron bracket.
855. Adventurers find a mirror shaped like an open tulip, the mirror is 50 inches tall by 60 inches wide, mounted 42 inches off the floor {aura of enchantment}. The mirror is set in a thin black wood frame. If Adventurers break the mirror {24 hours good luck, apply +1 bonus to TH, TD and all saving rolls} they find a scroll {Priest, *Banish Poison*, *Banish Poison*, *1d10 Cure Wounds*, *Banish Disease*, *Remove Paralysis*}.
856. A cow's hide is draped over a wood rod mounted 40 inches off the floor, extending into the room 40 inches. A well-done drawing of a teenaged Human peasant girl is found on the reverse side, done in dark green ink.
857. A 5 FT green wood shelf is mounted 50 inches off the floor. Adventurers find a 10x8 inch piece of ceramic on the shelf, a winter beach scene with dinghies is painted on the ceramic.
858. Four 70x28 inch posters are glued to the wall, the posters advertise a 4-day archery contest at the Alaysollon Fields, the grand prize is 1000 GP. {all four are identical}.
859. A dark wood box is 30 inches long, 10 inches tall, 10 inches deep, it is screwed into the wall 34 inches off the floor. The top is hinged {no latch} and can easily be lifted upward and back towards the wall. Adventurers find a rolled scroll inside, the scroll contains a map of three levels of an abandoned Dwarvish village-mine, it is about a 5 days walk away.
860. An arched niche is 50 inches tall, 28 inches wide and 20 inches deep. The interior is covered in dirty yellow ceramic tile. A 43-inch brass figure of a standing Crane stands in the niche. If Adventurers break the Crane open they find a purple cloth in the hollow body cavity. The cloth is wrapped around a 3-inch silver disk etched with a bearded man's head and a crown of leaves.

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861. A rectangular 60x20 tapestry hangs from 3 metal hooks, the bottom is 40 inches off the floor. The tapestry depicts a hillside in autumn, with three turning windmills.
862. Adventurers find the following scrawled across the wall, '*Ondomar has a thing for rare coins.*' Adventurers know that Ondomar is a Lich living deeper in the dungeon on a successful moderate Intelligence save.
863. Adventurers find a 15-inch-diameter wall safe set in a 25-inch-square metal plate. The safe door has a twenty-digit combination lock {difficult to open} and is found open. The safe is 20 inches deep. A leather bag is inside the safe, it contains a harmonica, three black candles {aura of evil}, five gold buttons, and a 2 GP vial of perfume.
864. A pointed 6 FT horizontal sign reads, '*Marlock the Money Changer, Cheap Rates.*' An arrow has the number 8 next to it.
865. Adventurers find a 6 FT pewter Holy Symbol of Julanna, Goddess of Love and Emotions, hanging on the wall. A female Adventurer touching the Holy Symbol gains the ability to *banish fear* for 24 hours {touch, no save, once/person, total of 12}.
866. A 28x22 brass plaque is screwed into the wall, it is 42 inches off the floor. The plaque depicts streams of light from a lighthouse under a half-moon. An Adventurer touching the plaque smells sea air and {mentally} hears the cries of sea birds. An Adventurer touching the plaque with two hands is transported {one-way} to a lighthouse 8 miles off the coast on a small 4-acre island.
867. The wall is covered in dirty and torn yellow wallpaper with black Lion's heads. An *illusion* {range 12 FT, difficult Will save to disbelieve} cast on the wall causes Adventurers to think the wall is covered by ice {believers can feel the intense cold}.
868. Adventures find eleven Tic-Tac-Toe games scratched in the wall, X has won 5 games, O has won 4 games, 2 are tied.
869. Adventurers find a 4 FT drawing on the wall depicting a 14-hour clock {aura of enchantment}. Adventurers who touch the clock trigger an area *stop time* spell {very difficult Will save per person, persists for 1d12+1d8 days}.
870. Four moldy racoon hides are tacked to the wall, including their long tails. A desiccated Racoon's head is over a rusted steel spike in the wall.
871. A 6x6 inch wooden column extends into the room 40 inches, it is at a 45° angle beginning 20 inches off the floor. A 50-inch wooden ship's wheel is mounted on the end of the column. A ship's compass is attached to the wall above the wheel by a brass bracket.
872. A 66-inch circle is located 40 inches off the floor with four black steps up to it, the circle is filled with a pulsating purple gas. The circle is surrounded by a 10-inch-thick ring of brass with twenty 13-inch copper circles mounted around the rim, each copper circle has an inscribed rune. When Adventurers enter the circle, they are transported {two-way} to a portal located on another dungeon level.
873. The wall is painted with light green enamel paint. A brown wood shelf is 50 inches long, attached to the wall 52 inches off the floor. Adventurers find two stone bookends carved like dolphins on the shelf, supporting nine trashy novels {bindings in poor condition, some pages missing, some illegible pages}.

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874. An opening is 10x10 inches, located 42 inches off the floor, and is 30 inches deep. The interior is painted mauve. A wood box with a rope handle is found slid tightly into the opening {moderate Strength save to remove}. The box has a simple wood top and a copper latch, Adventurers find a silver-headed *Heavy Mace* {TH-1, TH+2 versus Vampires} inside.



875. An arched niche is 60 inches tall by 38 inches wide and 20 inches deep. The sides are painted black. The rear wall is a mural depicting a falcon striking a pigeon in flight. There are two horizontal glass shelves in the niche. Adventurers find a piece of polished black obsidian on one shelf, carved to depict a flying falcon.
876. Five wooden pegs extend 6 inches into the room, they are inserted into the wall 50 inches off the floor and are separated by 14 inches. An empty backpack hangs from the third peg. If Adventurers remove the fifth peg {easy Strength save} they find a red push-button concealed 5 inches into the wall. Should the push-button be depressed Adventurers hear a foghorn sound followed by the movement of heavy chains.
877. A 6 FT horizontal black wood shelf is mounted 55 inches off the floor. Adventurers find a piece of oilskin tightly tied around a bundle. Inside the bundle are nine tanned Horse hides, two Beaver pelts, and three Hare pelts.
878. The wall is covered by wallpaper consisting of green, orange, and tan vertical stripes. An *illusion* {range 15 FT, difficult Will save to disbelieve} makes it appear that thirty Giant Roaches are crawling on the wall.
879. A 50x22 inch horizontal brass plate is screwed into the wall, the bottom 58 inches off the floor. Five paired gauges and numbered dials are on the plate, equally spaced, the dials are numbered positions 1 through 5 and the gauges read from 4 through 20 {red 17-20}. The as found positions are: dial 3 gauge 8, dial 1 gauge 14, dial 4 gauge 16, dial 2 gauge 19, dial 4 gauge 14.
880. A 66x40 inch tapestry hangs from a red wood rod, the bottom is 32 inches off the floor. The tapestry depicts a group of Dwarves in a mine with a steam-driven ram shaped like a dragon's head. The tapestry is torn, has ripped edges, is stained with grease and dark red and green substances.
881. Five 2-inch-diameter brass pegs are inserted into the wall 54 inches off the floor and extend 6 inches into the room, they are separated by 20 inches. The third peg can be pulled from the wall and it unscrews into two pieces. Adventurers find a 140 GP solid 7-inch platinum cylinder inside the peg.
882. An iron U-bracket is bolted to the wall 58 inches off the floor. An older leather book is connected to the bracket by a brass chain from the binding to the U-bracket. The book is written in a foreign language {very difficult Intelligence save to understand 20% of the contents. The book, when translated, is a tome about common dungeon monsters.
883. Three 30x22 oil paintings hang in dark brown frames 60 inches off the floor, separated by 22 inches. The painting depicts a snow-topped mountain in summer seen from far off on the prairie, a lightning strike in a mountain canyon in spring, and a herd of Giant Bison on the plains in summer. A tag on the reverse of the spring picture states the picture was sold at auction for 65 GP thirty-four years ago.
884. A 6 FT long by 3 FT tall by 3 FT deep metal cage is bolted to the wall, the bottom being 26 inches off the floor. The cage has a small padlock {easy difficulty to open}. The cage is lined with burlap and sawdust. It holds four Carrier Pigeons.

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885. Adventurers find two half-sized clay statues of bison attached to the wall by their hooves {in cup brackets}, the bison are head-down, mounted 28 inches off the floor, separated by 66 inches. Three moldy bison pelts are thrown over the upper part {flanks and tail} of each statue. The bison's horns are actual horn material. Every 1d100 minutes one or the other bison's appear to grunt and bellow for 30 seconds.
886. A wood cabinet is bolted to the wall, it is 70 inches tall by 30 inches wide by 20 inches deep, with two wood doors that open outward from the center. It is mounted 22 inches off the floor. Inside the cabinet Adventurers find two find silk kimonos hanging in the closet, one pink and one dark blue, sized for an average Human woman. A hidden compart {difficult to find, moderate to open} holds a *Dirk +1*.
887. The wall is covered by dirty and stained dark-orange wallpaper. Adventurers find a cartoon drawn in black which accuses the High Priest of Anuruck {monotheistic Deity} in {large town somewhat near the dungeon} of stealing money from his temple.
888. Two dusty pelts of Giant Skunks are tacked to the wall, 32 inches off the floor, separated by 40 inches {aura of enchantment}. When an Adventurer touches a pelt they trigger a *Putrid Scents* spell in the room {difficult Stamina save}.
889. A tapestry is found in three parts, each 30x30 and mounted on a mahogany board 40x40. The sections are mounted 30 inches off the floor and separated by 10 inches. Together, the sections depict an army storming a castle wall. Adventurers find a diagram of the above-ground parts of Moeldorive Castle on the reverse side of the middle section.
890. Two lit Arabian-style brass lamps are attached to the wall by a brass bracket shaped like a Harpy, the lamps sit on her open palms. If Adventurers open the lid on the left lamp they discover no oil {fed from a line through the arm}, inside the lamp body are a green metal key, a 1 GP amethyst, and a whistle {aura of enchantment, used to open an enchanted gate on another level in the dungeon}.
891. The wall is covered by a large network of interconnected fine cracks. If an Adventurer hits the cracks with a Hammer, Mallet, Pick, Mattock or other tool, a section 6 FT deep turns into rubble and falls onto the floor. Another section of wall with cracks is behind the first, if that section is hit by a tool it crumbles on 1d12 rolls GTET 4, when that part of the wall crumbles the ceiling in the room falls in on 1d12 rolls GTET 7 {difficult Agility save to avoid 1d12+1d6 damage}.
892. A 34x22 clay door is hinged along the bottom so that it opens outward and down. A 40x20 metal sliding door is beneath it, separated by 10 inches and 14 inches off the floor. The upper space is a two-shelf oven, the lower space is a firebox filled with coal. Adventurers find two iron pots in the oven section.
893. Adventurers find a 28x20 inch brass plaque is screwed to the wall, 50 inches off the floor. The plaque is engraved with a Knight on a charging horse with lowered lance. If Adventurers remove the plaque they find a *Summon Horse* spell engraved on the reverse side {one time, one Horse, 15% chance second Horse, lasts 24 hours, trained **Horse** HD2, hp14, DR1, bite 1d3, front/rear kick 1d6, trample 1d12}.
894. A giant-sized Butterfly wing is tacked to the wall, it is 44 inches across and 52 inches long. Painted on the wing are the words, See '*Tarkos Baurl for all your giant creature needs.*'



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895. A 73x50 inch poster partially covers a 55x28 inch poster. The partially-hidden poster advertises weapon-grade steel available from the Habroldurin Dwarven Mine {on a deeper dungeon level}. The top poster advertises archery lessons available from Naomi Dal'Orkeny, she is found in a town near to the dungeon {special prices in winter}.
896. The wall is completely covered in dark red bricks. Adventurers discover a loose brick on the left side, 50 inches off the floor {difficult to find, moderate difficulty to remove}. A black wood handle is in the recess behind the brick, mounted on a metal rod. When Adventurers pull the handle out {travels 8 inches}, it releases a drawbridge over an underground river elsewhere in the dungeon.
897. Adventurers find a 50-inch black wood shelf attached to the wall by two brass brackets shaped like fish, mounted 52 inches off the floor. A 30-inch model of a twin paddlewheel boat {side mount, muscle powered} is found on the shelf {aura of enchantment}, it is attached to the wall by a very strong 60-inch electrum chain. When two Adventurers simultaneously grasp the model, all Adventurers in the room are *transported* {one-way} to the deck of an identical 70 FT boat at a dock on the shore of an underground lake.
898. A wood panel is 94x60 inches long, mounted on the wall 26 inches off the floor, the panel is unadorned except for two metal handles. When the panel is pulled outward a wood box 86x52 inches by 38 inches pulls out from the wall. A wood door is on each side, opening to a wardrobe 22 inches deep. Adventurers find a sword belt and scabbard hanging on one side, two leather tunics and a pair of worn boots are in the other wardrobe. If Adventurers look in the left boot they find a 20 GP piece of jade.
899. A diamond-shaped clock has a bronze face, it is 50 inches tall by 40 inches wide, hung 42 inches off the floor. The clock has a sixteen-digit face and one moving brass pointer, it is found in the half past 10 position. If Adventurers put the pointer on the 12-hour mark and then the 6 hour mark a small stone coffer holding 2d20 rubies appears in the room, each ruby is worth 1d20+1d12 GP.
900. A 50x30 poster tacked to the wall is an advertisement for the tropical volcanic island of Chora Polengor, the poster includes a map of the island which includes the caldera, an ancient temple to the God of Thunder, two stepped pyramids, several beaches, an area with upright carved faces {similar to Easter Island}, and the ruins of a pirate's Manor. An X is marked in red near the volcano with the words, "*Here is Captain Braggon's treasure from the Saint Volemad.*"
901. The head, neck and front paws of a Bobcat are stuffed and mounted on a shield-shaped piece of black wood mounted on the wall 52 inches off the floor {extends into the room 32 inches}. The Bobcat's eyes are made of black glass and its left paw is raised to strike. If Adventurers straighten the raised paw the wood base pivots to the left, in the space behind it Adventurers find a 2 GP Bobcat's teeth necklace.
902. Two vertical wood panels are 68x40 inches, mounted 22 inches off the floor, separated by 70 inches. The panel to the left has a wood-burned image of a Sword and a brass handle, the panel to the right has a wood-burned image of a Mace and brass handle. When Adventurers pull the handles the panels move into the room with a 60-inch wood rack behind them. On the left the rack holds five Long Swords, two Short Swords, a Rapier, two Scimitars, and three Cutlasses. On the right the rack holds six Light Maces, four Heavy Maces, three wood Rods, a two-handed War Hammer, a Mattock, and a Quarter Staff.
903. An iron cage is shaped like a globe, it is 5 FT in diameter and hangs from an iron bracket by a short iron chain. The door is 3x3 FT and is held closed by a rusted padlock. Adventurers find a Wolf's bones inside the cage.

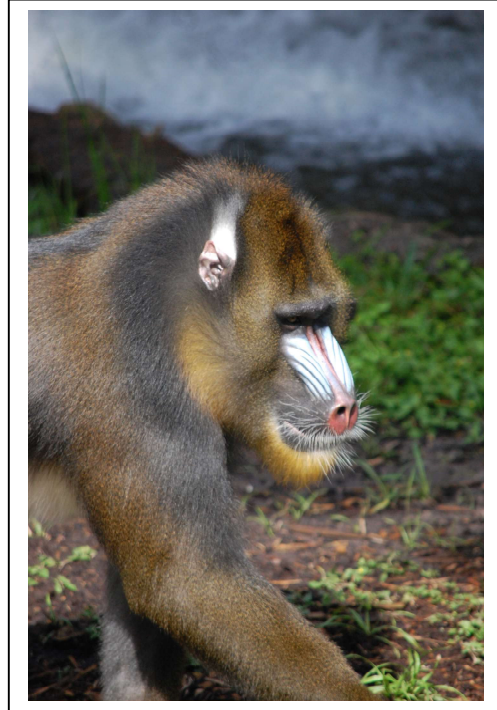


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904. Adventurers find a set of eight concentric circular cracks, the center is 72 inches off the floor, the cracks are 3 inches apart. If Adventurers hit the cracks with a Hammer, Mallet, Pick, Mattock, or similar tool a sound is heard like a loud gong. Each hit collapses one ring of cracks, from outside to inside. When the entire cracked area has crumbled Adventurers find a 120 GP solid silver skull embedded in the wall.
905. A 12-inch-diameter horizontal brass pipe runs across the wall 80 inches off the floor, it is held by six brass U brackets. Two U-shaped pipes come out of the pipe {underside} and end in a sprayer head. A rusty screw plug {open counterclockwise, requires Strength GTET 18} is located on the underside halfway down its length. If Adventurers remove the plug they are sprayed with acid {hp1 every minute until washed off}.
906. A rectangular tapestry is 80x32 inches, it hangs from eight black metal pegs set in the wall. The tapestry depicts a cross-country single-horse chariot race, some drivers are Humans, some Dwarves, some Elves, one is a Centaur {the scene is an accurate rendering of the great race at [insert name of major city in the campaign world] which occurred 492 years ago}. The tapestry is in near-pristine condition.
907. An open wood barrel sits on the floor, it fits into a curved area so that half is in the room. An L-shaped wood pipe sticks out of the wall, extends 9 inches and turns downward, a ball-type valve on the pipe is in the open {full counterclockwise} position. The barrel is two-thirds filled with an aromatic brown liquid while more drips slowly out of the pipe. The liquid is a poor-quality ale, somewhat bitter. Gnomes who drink the ale pass out {moderate Stamina save, persists 1d6+3 hours}.
908. A 66x38 inch poster is spiked to the wall. It advertises a male cologne purported to make a Human, Elf, or Half-Elf irresistible to women of the same races.
909. A cylindrical hole is 40 inches deep. A 40x50 inch silk flag on an 80-inch pole sticks out of the hole {flagpole stuck into the hole}. The flag is yellow with a black shield in the center, a yellow sun centered in the shield, a green tent in the upper left and lower right corners.
910. A round cat's face is carved from stone with red and white vertical stripes, the carved face is 25 inches across with 1 GP cat's-eye gems as eyes. A 20-inch-wide circular ring mirror surrounds the carved face, a 40-inch stone cat's tail is mounted so that it appears to come out of the top of the mirror. A 10-inch-tall by 8-inch diameter cylinder is mounted on the wall below the cat's face. Drops of a strong dark red acid come from the cat's face and are collected in the cup, which is always one-half full {vessel causes hp1d6 damage, no save}.
911. A 60x50 inch wood panel hangs on the wall 38 inches off the floor, three adamantite hinges are along the top {opens outward and upward}, a small wood rod can be inserted to hold the panel open. The space behind the door is 40x30 inches by 40 inches deep with three 20-inch wooden shelves. Adventurers find a wooden bowl of desiccated fruit, two wooden spoons, four chipped red ceramic mugs {one holds 3 CP in coin}, a corncob pipe, an empty copper [whiskey] flask, and a moldy leather dog's collar.
912. Four wooden shelves are 7 FT long, they are mounted to the wall by L-brackets at 30, 44, 58, and 78 inches off the floor. A 6x7 FT thin black silk cloth is tacked to the uppermost shelf, hanging down to cover lower shelves. A sunrise scene in a desert canyon is painted on the cloth. Adventurers find three cloth stuffed animals {cat, horse, rabbit} on the shelves.
913. The wall is completely covered by yellow wallpaper. There are five red metal 1-inch diameter pipes that extend 10 inches into the room and end in a spray nozzle which points down towards the floor, they are 50, 54, 68, 74 and 84 inches off the floor. Each pipe is surrounded by an 8-inch-diameter thick red circle {auras of enchantment}. Adventurers notice the aroma of Sulphur on a successful difficult Intelligence save. When an Adventurer touch any red circle {or inside} it triggers a 1d12 line of flame from the spray nozzle {avoid on difficult Agility save}.

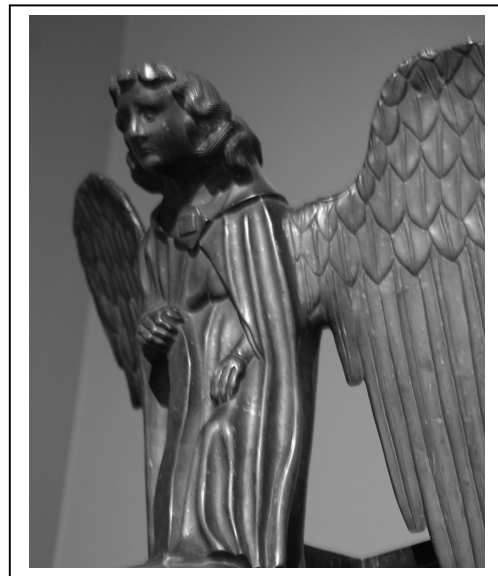
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914. Nine brass hooks are mounted on the wall 75 inches off the floor, each one is a Baboon with a curved tail which forms the hook. Hooks four, six, eight, and nine have hats on the Baboon. Adventurers find a leather bag hanging by a rope from the third hook. Inside the bag are a rotting 75 FT rope, a broken wood mallet, three rusted iron spikes {break when pounded}, four spoiled rations, and a Dirk with a cracked blade.
915. A stone plaque of the sun {aura of enchantment} is 10 inches thick with a 7 FT diameter, traces of yellow and orange paint remain on the stone, a man's face is at the sun's center. The sun hangs on metal brackets, its bottom is 20 inches off the floor. When Adventurers touch the male face at the sun's center the sun lights up with dazzling, blinding, light and remains lit for 1d20+1d12 hours.
916. A black cloth is wrapped around an 8 FT-long wood rod mounted 90 inches off the floor. A rope hangs down 40 inches from the rod, pulling on the rope causes the cloth to be released and hangs down 58 inches. A picture of the male Human Vampire Karphalanoc is found on the cloth, along with a list of his many crimes {foreign language}.
917. A metal rod is 3 inches in diameter and extends into the room 40 inches, ending in a sharp point, it is located 44 inches off the floor. Adventurers find fifteen stiff Boar hides impaled on the spike and against the wall.
918. Six iron torch brackets are attached to the wall 65 inches off the floor, separated by 25 inches. Unlit torches are in the first, second, fourth, and sixth brackets. A brick-lined fireplace is in the wall's center, 44 inches tall by 60 inches wide by 28 inches deep, a small pile of firewood is found inside. If Adventurers light a torch and use it to light the fireplace, a 7 FT diameter circular opening appears in the wall, leading to a hidden room.
919. A rectangular tapestry {aura of enchantment} is 80x38 inches, it hangs from a brass rod which sits in four brass brackets, the tapestry bottom is 38 inches off the floor. The tapestry depicts a male Dwarf Wizard inside an enchanted circle drawn inside a library, two male Dwarf servants look on from outside the circle. A Dwarf can stand behind the tapestry and put their head/hands into the scene, removing objects they find {once/Dwarf, 5 minutes}.
920. Four wood chairs are bolted to the wall, their feet 18 inches off the floor, they are separated by 28 inches, the seat and back are made of wicker. Adventurers find a set of torn Leather Armor on one chair {sized for a small Human}, a set of good-quality red tunic, black wood trousers, black leather belt, dark red leather vest, and a black felt beret are on another chair.
921. Adventurers capable of seeing invisible read the following words writing on the wall {aura of enchantment}: *'Arvna ert Basabon kon tuu Regathoral poxxi Ashdo Wergalon.'* When the words are chanted three times by someone within 50 FT of the Lich, Regathoral, she suffers hp3d6 damage and her ability to cast spells is taken away for 30 minutes {found three levels deeper in the dungeon}.
922. The wall is covered by the tatters of sky-blue wallpaper. A semicircular brick-lined fireplace found at floor level in the center of the wall has a 50-inch-radius, it is filled 4 inches deep with soot and ashes. Adventurers find nine groups of ten black marks on the wallpaper in a single line, each group is separated from the next by about 6 inches.



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923. Two silver-gilded wood doors are 82 inches high by 34 inches wide, carvings on the doors depict Priests in front of a temple altar. The doors are mounted together with adamantine hinges on the left and right {both pull outward and towards the wall from the common center point}. An adamantine latch connects the doors, held closed by a small padlock {moderate difficulty to pick the lock}. Opening both doors triggers a *fear spell* {range 8 FT, difficult Will save, persists 3d100+3d12 minutes}.
924. Adventurers find a well-executed charcoal drawing depicting two Ogres wearing gloves and boxing in a ring, the audience appears to be Bugbear.
925. A hexagonal opening is oriented horizontally, it is 26 inches across and 18 inches tall, 14 inches deep, the interior is painted green. The opening is located 32 inches off the floor. Adventurers find a Cat's skeleton in the opening, wired in the standing position, its eyes are each 2 GP pieces of amber. A hidden {difficult to find, moderate difficulty to open} compartment is under the cat, inside Adventurers find a Priest's scroll {*Banish Poison, Banish Blindness, Banish Paralysis, Banish Disease, 1d10 Cure Wounds*} and a Wizard's scroll {*Fire, All-Seeing Eyes, Call Flames, Fire Walk, Hide Object, Night Vision, 1d12 Fireball*} inside.
926. A 52x30 inch poster is glued to the wall {dirty, some cuts, peeling}. The poster advertises a gladiator match between several teams of Minotaur to be staged in the Black Cat Arena. The poster is dated nineteen years ago. If the poster is pulled from the wall it reveals a drawing of a male Minotaur's head on a shield with a Mace behind head {difficult Intelligence save to know this is the symbol of the mercenary company, The Piercing Horns}.
927. The wall is completely covered by well-tanned dark-colored hides. A 4 FT brass Holy Symbol of Anuruck hangs on the wall 60 inches off the floor. A 28x14 piece of wood hangs below the Holy Symbol, it has a depiction of Archangel Kishar {Angel of Peace and the South}. A worshiper of Anuruck who prays to the Holy Symbol is healed hp4 {not above their natural hp limit, once/person per week}. A devotee of Kishar also gains a +1 saving roll bonus for 24 hours.
928. The wall is completely covered in dark red burlap. A 16x10 brass plaque is fastened to the wall 38 inches off the floor, it depicts crossed Miner's Picks. When an Adventurer touches the plaque, it triggers an *illusion* {difficult Will save to disbelieve} that causes all coins carried by Adventurers within 15 FT to appear as if they are coppers regardless of their actual values.
929. Two mirrors are 30 inches tall by 22 inches wide, hung 46 inches off the floor, each one has 14-inch-wide wood shelf which extends into the room from the base. Adventurers find a colorful 15-inch-tall ceramic Rooster on the left mirror, a wildly-colored 16-inch-tall ceramic Duck on the right side. Inside the duck is an excellent Duck Call. Inside the Rooster is a 3-inch *Rooster figurine* carved from horn {1 use/day, summons a 5 FT HD2 Rooster, hp12, DR0, peck 1d6, one leg talon 1d4, 20 charges}.
930. A 9 FT tree trunk is attached vertically to the wall by six metal rods, it has eight side branches that extend horizontally between 4 FT and 8 FT from the trunk. Four **Giant Squirrel** {HD1, bite 1d4} live in a hole 7 FT up the trunk.
931. A rectangular area is 80x55 inches, oriented horizontally 32 inches off the floor, two 12-inch-tall black stone steps are below the area. The area is set into a 6-inch-wide mahogany frame with many glowing silver glyphs {appear to be of Elvish origin}. The central area is filled with a swirling yellow fog and has the aroma of cinnamon. An Adventurer who enters the fog is transported {one-way} to the Forest of Sondarion {ancestral home of the Elves, forest is 1200 miles across}.



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932. A 60x32 inch heavy redwood tabletop is fasted to a 40-inch horizontal stud bolted into the wall 28 inches off the floor, a single 4-inch carved wooden leg supports the table center. A battered wood chair with a moldy leather cushion sits on top of the table, an empty pewter vase is beneath the chair. If Adventurers slit the cushion, they find a 14x7 inch piece of ornate red paper with foreign writing {translates to an *IOU from Hamar Thorfossan* in the amount of 380 GP}.
933. A mirror is shaped like the outline of a Bear's head, it is 50 inches tall by 30 inches tall, and hangs 48 inches off the floor. A very dusty, torn, dirty and smelly piece of Bear's hide covered the mirror. If Adventurers remove the hide, they find that the words, '*Die Mummies Die*' written on the mirror in red ink, along with a badly-done drawing of a Mummy.
934. Adventurers find an X and an O inscribed into the wall, beneath the X are six groups of five vertical marks plus three, beneath the O are seven groups of five vertical marks plus two. There are also five tic-tac-toe game boards marked on the wall, three are won by O and two by X.
935. A white marble Pelican's face is mounted on the wall on a rectangular pink slab. The pelican is 52 inches tall by 28 inches wide, has a horned articulated beak, and 1 GP pieces of polished pink coral eyes. The slab is hung vertically, 72x40 inches and 5 inches thick, the bottom is 20 inches off the floor. Adventurers find a 6-inch polished coral disk inside the beak, a crab's image is engraved on the disk; when an Adventurer invokes the coral, they summon a HD2 **Giant Crab** {hp15, DR2, 2x pincers 1d8, 15 minutes, 25 charges}.
936. The wall is completely covered by wallpaper consisting of vertical stripes of salmon-color, mauve, pale gold, and yellow. There are six iron hooks mounted on the wall in two V patterns. The two top hooks of each group are 80 inches off the floor, the center hook is 57 inches off the floor, all hooks are separated by 18 inches. Adventurers find a black Fedora and a red Stetson hat hanging from the hooks. If the two 57-inch {lower} hooks are rotated to the right 90°, Adventurers hear a 'whooshing' sound and after a 5-minute delay the room temperature becomes 120°F and remains hot until the switches reset after 6 hours.
937. The wall is painted a deep flat black. In the wall's center a 30-inch-diameter circle is mounted on a 1-inch metal rod 2 inches out from the wall, the rod enters the wall through a brass ball bearing fitting. The circle has a spiral pattern with lines of red, yellow, green, and orange and is continually spinning at 1 revolution every 3 seconds. Adventurers viewing the spiral are *mesmerized* {effective range 12 FT, difficult Will save, recheck Will save every 10 minutes}.
938. A 2-inch-diameter wood rod extends 30 inches into the room, it is fixed/glued into a hole 40 inches off the floor. Four brittle old news broadsheets {printed in a large city in the campaign world} hang over the rod, they are all dated from 15 years ago.
939. The wall is completely covered in white wallpaper with gold lighthouses. A 16x8 inch brass plaque is screwed into the wall, it depicts a spouting Whale. If Adventurers remove the plaque, they find a 12x6 inch space behind it, 8 inches deep. A small rectangular wooden box {hickory, top pulls off} in the space. The box is lined with gold satin and holds a platinum *Ring* {DR1, +1 saving roll versus Disease, heal hp1d8 once/day, is exhausted in 100 days}.
940. The wall is painted mauve with 5-inch horizontal wood trim at top and bottom, the trim is carved with moving Rhinos. Five two-tailed triangular pennants are 7 FT long by 4 FT at the base, purple fabric trimmed with gold, and a Three-Headed Hydra embroidered in bright red. The pennants hang point-down from wood rods attached to the wall by brass brackets, the points are 33 inches off the floor, they are separated by 25 inches. If Adventurers pull the middle pennant it moves down 12 inches on cables behind the brackets. The pennant acts like a switch which raises and lowers a heavy iron door else on the dungeon level.
941. A 4 FT wire birdcage hangs from an iron bracket by a short iron chain, the bottom is 42 inches off the floor. Adventurers see three ghostly glowing *Phantasms* {incorporeal, not capable of attack, HD0, hp0} of yellow Canaries inside the cage, moving about and singing.

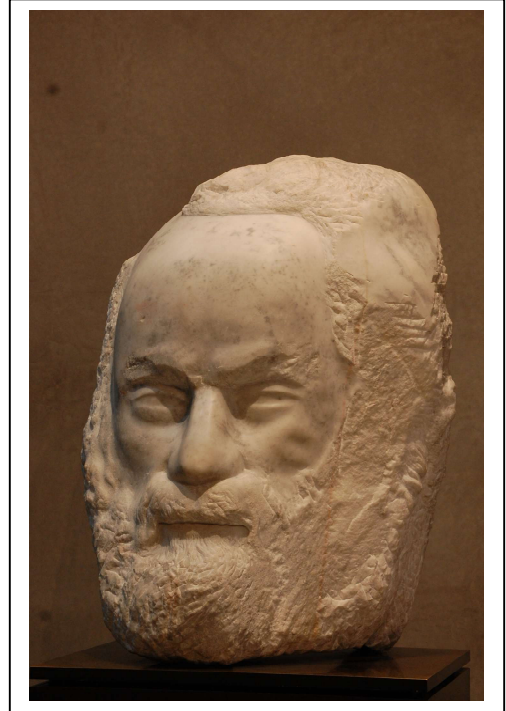
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942. An arched 8 FT wood door is carved with curling grapevines and bunches of grapes arranged around a central Stein, it has adamantine hinges {open outward to the left}, latch, and keyhole {found locked, difficult to pick lock}. The door sits inside a frame of 8-inch-thick red stones. One stone on the left side {very difficult to find, moderate difficulty to remove} pulls out, a brass key to the door is found behind it.
943. A hand the size and shape of an Ogre's hand has made a clean horizontal hole into the wall, 42 inches deep, the fingers upright and splayed open.
944. The wall is painted a royal blue. A 72x44 inch inlaid tile fresco is set into the wall 40 inches off the floor, the fresco depicts a line of war-chariots pulled by oxen moving down a dirt road in a field in front of an autumn forest. An Adventurer who succeeds on a difficult Intelligence save notices a slight bulge in the fresco near its center. An Adventurer who hits the bulge with a Hammer, Pick, Sledge, Mattock, or similar tool breaks open the wall {requires Strength GTET 15} and reveals a 200 GP diamond {covered in plaster}.
945. A metal box is embedded in the wall, 55x30 inches by 8 inches deep, with bronze caps on the corners, the box is covered by white enamel paint. Four 5-inch blue metal circles are mounted on metal rods that extend 3 inches out of the box, each circle has a leather-wrapped handle that extends another 9 inches {all found with the handles in the bottom position, the circles swing freely in either direction}. When Adventurers turn/rotate all four circles twenty turns in the clockwise direction they raise a wooden bridge over a chasm elsewhere in the dungeon.
946. A miner's lantern hangs by a wire handle from a spike in the wall 72 inches from the floor. If examined closely {successful easy Intelligence save} Adventurers find a small knob on the underside with positions marked with circles of color, it is found on the white setting. The other settings are green, blue, yellow, and red {careful scrutiny shows an X over the red circle}. As the knob is turned the lantern's light becomes the color indicated by the knob. Humans exposed to the red light are *paralyzed* {range 20 FT, difficult Stamina save}.
947. Adventurers find nine horizontal 6-inch steel pipes that run from wall-to-wall, the lowest is 18 inches off the floor and they are separated by 20 inches. Each pipe is supported by ten O-clamps which extend into the wall. Adventurers can use the pipes as a ladder {supports 300 LBS at a time}, from the top pipe Adventurers can find {moderate difficulty to find, moderate difficulty to open} a hidden 5x5 FT panel in the ceiling. The panel reveals a vertical shaft extending upward with wood rungs set into the wall.
948. A 60x40 inch section of wall has been replaced with a strong glass {requires Strength GTET 19 to break and 3 hits}. Behind the glass Adventurers see a larger tank filled with water, the bottom covered in red sand, with a variety of kelp, seaweed, and aquatic plants. The tank holds a variety of colorful fish {fifteen varieties and two very large lobster}.
949. An 80x38 inch poster shows one of the world's moons in excellent detail, including continents, seas, major mountain ranges, fifteen cities, canals, two deserts, and a tall vertical escarpment.
950. The wall is completely covered in red wallpaper with black cats. A 50-inch-tall statue of a Gargoyle sitting in the lotus position is fixed 30 inches off the floor by four metal rods set into the wall. Whenever a mortal is within 12 FT the Gargoyle continuously loudly screams, '*Abono Xo Fukan Quaybar Noma Axiz Natolee Imjaoba Higo Werdafon Liko.*' The chant repeats endlessly, it has no meaning.



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951. An arched opening is 42 inches tall by 27 inches wide by 14 inches deep, the interior is covered in golden ceramic tiles, a picture of a man in a loincloth set to throw the discus is on the back wall. A 30-inch bust sits on a 6-inch block of marble, a 6 GP solid silver 'Comedy' mask covers the face {aura of enchantment}. When the mask is removed the bust is of a mature female Human with hair in a bun. She has a 4 GP golden tooth.
952. A rounded niche is 52 inches tall by 28 inches wide by 20 inches deep, the interior is lined with purple ceramic tile, a scene of a Wizard's Library is painted on the back wall. A white stone bust of a bearded Human male is in the niche, raised on a 10-inch metal rod, a *Wizard's Hat* {DR2, cursed; a Wizard wearing the hat has no free casts}. A force field prevents access to the niche {requires *Banish Magic* or *Disperse Magic*}.
953. A 52-inch blue stone Gargoyle is attached to the wall by four metal rods, it is mounted 42 inches off the floor. An unlit torch is grasped in each outstretched hand. The Gargoyle's eyes are 2 GP pieces of turquoise, its five fangs are 3 SP pieces of ivory.
954. A mirror is shaped like a doughnut, the interior diameter is 28 inches, the exterior diameter is 50 inches, it hangs 35 inches off the floor. A clay tablet is in the center, it depicts the Holy Symbol of Tara, Goddess of Life and Medicine. A devotee of Tara who touches the Holy Symbol is healed hp3, any disease they have is cured {exceptions: lycanthropy and vampiricism}, and any poison is neutralized {the benefits are received once/person per 10 days {lifetime limit of 10}}.
955. Four iron brackets are attached to the wall 90 inches off the floor, separated by 40 inches. Four thin 40-inch chains hang from the brackets down to hanging bushel baskets. The baskets are filled with dried, desiccated, and rotting apples. An Adventurer who empties the third basket finds a moldy leather bag holding 32 SP and 8 GP in coin among the mushy fruit.
956. A 60x60 inch pegboard is attached to the wall by 12 screws that pass through 1-inch spacers, the pegboard is mounted 34 inches off the floor. Ten 6-inch-diameter by 12-inch-tall tin cups are attached to the board by metal pins. Adventurers find a variety of sizes of iron screws, bolts, and washers in the cups.
957. A 50x40 inch metal box, 22 inches deep, is bolted to the wall 20 inches off the floor. The front panel is held on by six screws. The front panel is painted black with a gold crown in the center. If Adventurers remove the front panel, they find a rectangular shape wrapped in padded oilskin. The shape is a 38x26 inch oil painting of a young man in robes and wearing an ornate crown set in a gold-gilded frame. A tag identifies the painting as a King who lived 620 years ago, the painter as Baliak Wagosson {a very-well known Master artist}, the painting was last sold 110 years ago for 2100 GP.
958. Adventurers find 40 lines on the wall written in an unknown script {foreign language}, the writing begins 30 inches off the floor and continues with gaps of 3 inches. If the writing is translated {very difficult Intelligence save results in 20% understanding}, it is the first section of the epic poem, '*Fall of the Airship Amaledo*.'
959. Three 30-inch-diameter spiral patterns are incised into the wall, they are 35 inches off the floor and separated by 22 inches.



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960. An Arabian-style door, 82 inches tall by 48 inches wide, the top curves out and curves together to a point at the top-center. The hinges, latch, and keyhole {found locked, moderate difficulty to pick the lock} are electrum. The door is covered by thin reflective brass sheeting. The wood door frame is decorated with gold piping and scrollwork. When the door is opened a sharp blade falls down from above {hp1d8, difficult to detect trap, difficult to disarm, moderate Agility save to avoid}.
961. A marble shelf is 40x25, mounted 42 inches off the floor. A 40-inch blue stone statue of a Nymph sits on the shelf. Adventurers find four smelly rotting Coyote pelts heaped over top of the statue. If the statue is lifted off the shelf {requires total Strength GTET 25} the find a 5-inch-sided metal cube concealed in a cutout in the base. Inside the cube is a platinum *Ring* {Ring of Protection versus Poisons, DR+1}.
962. A curved niche is 62 inches tall by 32 inches wide by 20 inches deep, the interior is completely covered in mauve ceramic tile. One 8-inch rose-colored stone flower is attached on each side. A 40-inch headless white marble statue of a mature Human woman stands in the niche. A 4x3 inch cutout is on the back side of the statue {100 LBS to move}, Adventurers find a 50 GP black pearl necklace in the cutout.
963. A 32x20 wood panel is slightly inset into the wall 32 inches off the floor, when examined carefully {easy Intelligence save} it is determined the panel slides upward into the wall. The space behind it is 30x18 inches by 12 inches deep, the interior is painted dark green. Adventurers find two ornate ceramic tea pots in the space along with six chipped tea cups. A brown cloth is found wadded and stuffed into the second teapot, a drawing of the famous temple in {city in the campaign world} is on the cloth.
964. A 90x52 inch tapestry {aura of enchantment} hangs on the wall from ten metal hooks, the bottom is 28 inches off the floor. The tapestry depicts a summer storm during the construction of the city walls of {a major city in the campaign world}. On a 1d100 roll of 01 an Adventurer touching the tapestry is transported back in time {one-way} to that time and place {difficult Will save to resist}.
965. The wall is completely covered by peeling wallpaper consisting of vertical stripes of red and gold. An 8-inch opening in the wall is located 44 inches off the floor, the opening has a thin adamantine ring around the edge. The space goes back horizontally 22 inches. Adventurers find a 20-inch-long cylindrical blue stone plug in the opening with an exterior leather strap bolted to the center, the plug fits snugly but can be removed {requires Strength GTET 16}. When the plug is removed Adventurers find a cloth sack holding 42 CP, 11 SP, 4 GP all in coin.
966. A 62x40 inch poster is glued to the wall, 40 inches off the floor. The poster is a help-wanted ad to hire mercenaries for the horde of Arthanos Da'Woskan, a Cyclops Warlord know for raiding and plundering Human cities. If Adventurers remove the poster they find a 3-inch-wide vertical crack in the wall behind it, a copper *Ring* {Ring of Tongues, allows the wearer to understand/speak Cyclops} wedged in the crack {difficult to find}.
967. A 25-inch diameter metal/wood clock has eighteen numbers and two revolving pointer arms, the clock is held in the hands of a 7 FT tall carved wooden figure {ship's prow} of an Elven woman in a long dress. The figure is attached to the wall by five metal rods. The clock continually makes a loud ticking sound. The clock can be removed {difficult Intelligence save to recognize}, on its reverse Adventurers find two keys one blue metal, one grey metal.
968. The wall is completely covered by vertical mahogany slats. A 24x20 copper plate is screwed to the center of the wall. A 7-inch-tall keyhole is in the plate, enclosed in a 9-inch-diameter circle {very difficult to open the lock}. When the key is inserted or the lock is picked the keyhole turns to the right 180°. This causes a 6 FT section of wall slats to fall out and reveals a horizontal tunnel which continues 50 FT while dropping slightly then turns left.
969. Adventurers find a badly-drawn image of a Demon on the wall, next to a scrawl reading, "*Pophalsux comes and will shake the world.*"

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970. Four mummy cases are bolted vertically to the wall by L brackets and sit on a 30x8 inch wood shelf, the bottoms are 18 inches off the floor and they are separated by 20 inches {aura of evil on cases one and four}. Three chains hold the covers on, with large screws on both ends into the wood sides. The cases are brightly painted and depict two males and two females. Adventures find desiccated corpses wrapped in linens in the second and third cases, cases one and four hold HD7 **Mummies**.
971. An inlaid tile fresco is 84x50 inches, set 30 inches off the floor. The fresco depicts many kinds of dogs frolicking in a park area with a pond {aura of enchantment, aura of evil}, a 20x30 mirror is set in the middle of the fresco, dog's heads are on each corner of the black frame. When an Adventurer looks into the mirror they see themselves having a dog's head {determine breed: (1) Rottweiler, (2) Dalmatian, (3) Pit Bull, (4) Yorkshire Terrier, (5) Poodle, (6) Malemute, (7) St. Bernard, (8) Cocker Spaniel, (9) Golden Retriever, (10) Border Collie, (11) German Shephard, (12) Corgi}. On rolls of 1 on 1d12 their head becomes a dog's head {difficult Stamina save}.
972. Six dark wood pegs are set in the wall in a vertical line. The bottom peg is 32 inches off the floor and they are separated by 16 inches. A well-executed picture of a closed portcullis is drawn on the wall to the left of the pegs. Adventurers find all of the pegs are easy to remove with springs underneath. When the second and fifth pegs are removed and all other pegs are in, the drawing changes to depict the portcullis as open and a phrase appears above it, *The Gate of Dreams*.
973. A cruciform-shaped niche has a 20x20 central area and each arm is 32x20, the arms are 20 inches deep and the center is 33 inches deep. The interior sides are covered by light red ceramic tiles. The rear of each arm is painted with a harbor scene, one in winter, spring, summer, and autumn. Adventurers find a 15x13 oil painting of a young male Gnome in robes in a stand in the left horizontal arm and two 14x12 oil paintings of young female Gnomes in yellow dresses on stands in the right arm.
974. An 80-inch diameter circle {aura of enchantment} is inlaid in the wall with 5-inch ceramic tiles, the bottom is 20 inches off the floor. Ten lit torches are equally spaced around the circle perimeter, they are in sconces that resemble frogs with Gargoyle's faces, the torches come out their backs. If Adventurers extinguish the torches the circle opens outward to the right like a door, revealing an ascending ramp constructed of yellow bricks.
975. A 75x34 inch male Human face is carved in pink stone and mounted 30 inches off the floor, its eyes are 2 GP pieces of jade. Eight brass chains are bolted to the wall above and below the face, separated by 3 inches, sharp pieces of wire have been woven into the chain {somewhat like barbed wire}, three similar chains run horizontally. If Adventurers remove the face {requires total Strength GTET 30} they find a small metal coffer in a hole behind it, the coffer holds 40 GP in coin and a 100 GP diamond.
976. Four wire cages are attached together 40 inches off the floor, each cage is 25x18 inches by 18 inches deep with a latched sliding door in front. The cages each hold a large {12 inches} Black Widow Spider.
977. The wall is painted sky blue with fluffy white clouds. A vertically-oriented hexagon surrounded by dark blue stones is 8 FT tall by 4 FT wide, mounted 22 inches off the floor. The center area is filled with a cold white mist accompanied by the sound of whistling winds. An Adventurer who steps into the mist is transported {two-way} to the top of a 3x1 mile cloud floating 3000 FT above ground. The portal fails to transport a Dwarf or Gnome on 1d12 rolls of 1 {must wait 24 hours for the next opportunity}.
978. Adventurers find scorch marks on the floor 5 FT in front of the wall, and there is a faint aroma of smoke in the room. A 40x30 brass plate is screwed into the wall, 30 inches off the floor, the upper portion is engraved with the image of a Wizard casting a spell, a 10x8 inch slot is below the Wizard's image. Every 1d20+1d12 minutes a 1d12 *Magic Grenade* is ejected from the slot and explodes on the room's floor {moderate Agility save to avoid; difficult Stamina save reduces damage by half}.

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979. Adventurers find three 8 GP 7-inch-diameter gold medallions hanging from a black metal hook by red cloth. One medallion has an image of a runner, one has an image of an archer {aura of enchantment}, and one has an image of an athlete with a discus. An Elf who wears the archer medallion applies a TH+1 with bows and crossbow of all varieties. If an Adventurer tries to don two or three medallions they begin to strangle the Adventurer {unconsciousness after any 6 consecutive failures to save versus Stamina, continues to attempt strangulation until the medallions are removed, difficult Stamina save, one medallion is removed on a successful very difficult Agility save}.
980. A white rectangular stone basin is 50 inches wide by 22 inches tall by 30 inches deep, mounted to the wall by L-brackets 20 inches off the floor. The faces of six bearded male Dwarves adorn the outside of the basin, their eyes are 3 SP agates. The basin is filled to three-quarters with garden soil. A group of twelve hallucinogenic green mushrooms grow in the basin {difficult Stamina save, poisonous on saving rolls of 01, +3 bonus to Gnomes, +4 bonus to Dwarves, effects persist for 1d8+1d4 hours}.
981. Adventurers find an intricate maze etched into the wall, its passages are a quarter-inch wide, the maze is 80x62 inches, found 20 inches off the floor.
982. Adventurers find a 42-inch-diameter steel sphere partially embedded in the wall, 32 inches off the floor. The wall around it appears to be melted and congealed, and is blackened with soot. A thin layer of soot covers the sphere. Adventurers can dig the sphere {1800 LBS} out of the wall if they have picks, mattocks, and other tools {requires 45 minutes of work}.
983. A horizontal 15-inch diameter pipe runs from wall-to-wall in a 17x17x17 inch cutout located 34 inches off the floor. The pipe is made of bronze with a 3-inch black metal 'dot' on the pipe exterior every 10 inches of length. A two-position lever is located three-quarters down the length, found in the open {pointed right} position. If Adventurers
984. Adventurers find three 40x26 inch oil paintings hung vertically, 50 inches off the floor, separated by 30 inches, all in large black wood frames. The paintings depict mature male Dwarves in blacksmith's clothes, standing next to anvils with tools in hand. If Adventurers remove the second painting from its frame a pair of crossed hammers are drawn on the reverse. A Dwarf touching the hammers gains a TH+1 and TD+1 using a War Hammer for the next 24 hours {once/Dwarf for 12 days, lifetime limit of 6 bonuses; on 1d12 rolls of 01 the drawing explodes [per Exploding Glyph] for hp1d10 in a 7 FT blast radius, difficult Agility save to avoid damage}.
985. A 7x5 FT wood door is painted dark green with geometric shapes in gold. Two rectangular pieces of rose-colored glass are in the upper part of the door. The hinges and latch and keyhole {found locked, difficult to open lock} are adamantine. A 20x18 inch brass plaque on the reverse side depicts six stacked barrels (3-2-1). The lock is connected to a Leyden jar {hp1d4 electrical shock, moderate Stamina save to avoid damage, there is sufficient charge for 6 shocks}.
986. A 72x44 inch tapestry hangs 22 inches off the floor, supported by a horizontal wood rod in six hooks. The tapestry depicts a pack of wolves chasing a Giant Stag through a forest under a winter full moon. A 34x22 mirror hangs vertically 30 inches off the floor {aura of enchantment}, it is hidden/covered by the tapestry. Adventurers who look into the mirror are *shapechanged* into racoons for 1d20 hours {range 7 FT, difficult Will save to avoid}.
987. Adventurers find a Wolf's head marked on the wall in grey, the head is inside an octagon which is inside a pentagram {an Adventurer who succeeds on a difficult Intelligence save recall this as the symbol of the Grey Pack, a mercenary company based in [major city in the campaign world] with a neutral reputation; Elves and Dwarves apply a -2 roll penalty}.
988. Adventurers find a well-executed life-sized drawing of a nude bearded male Human with arms and legs outstretched and touching a circle drawn around him {aura of enchantment}. When an Adventurer touches the drawn figure they activate a *Spasm* spell {range 12 FT, muscle spasms persist 2d20 minutes, difficult Stamina save}.

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989. A horizontal 5 FT wood rod is attached to the wall 68 inches off the floor by three brass brackets. Adventurers find eight hangers on the rod, three of them have long black tunics {knee-length on average Humans} each with six deep pockets. Adventurers searching the tunics find a small brass wrench, a leather pouch of nails, a thick screwdriver, a 12 FT cloth measuring tape, forceps, and a small chisel.
990. The wall is completely covered by vertical slats of red-stained wood. Adventurers find three three-position lever switches {left, center-up, right} located 50 inches off the floor, separated by 34 inches. A small colored square is above each switch {left is green, center is yellow, right is red}. The left and center switches are found in the left {green} position, the right switch is found in the right {green} position.
991. An 80x42 inch tapestries hangs from eight metal hooks set in the wall, the bottom is 38 inches off the floor. The tapestry depicts a wrestling match between two large Human men in a castle courtyard. If Adventurers pull on the third metal hook a 6x6 inch by 3-inch-thick stone block pulls out of the wall, revealing a 10-inch space. Adventurers find a 7-inch black metal* Rat inside the space with a key for a tail.
992. An arched niche is 52 inches tall by 28 inches wide by 20 inches deep, the interior is painted black, a portrait of a mature male Elf dressed in colorful robes with a Holy Symbol around their neck {Suryo, God of Sky, Sun, Moon} is painted on the rear wall. A black metal peg is inserted in the wall 46 inches up the niche. Four thin 55-inch metal chains hang over the hook, one is bronze, two are black steel, one is made of adamantium.
993. The wall is completely covered by vertical redwood slats. A 32x28 black metal panel is located 38 inches off the floor {a red X is inked on the panel}, a two-position vertical lever is found 5 inches to the left in the upper position. If Adventurers move the switch to the lower position the metal panel drops into the wall, revealing a space 12 inches deep. A 20-inch silver-gilded wood carving of a Gargoyle stands in the space {causes *panic*, range 14 FT, difficult Will save to not look at the idol, difficult Will save, panic persists 4d100 minutes/person affected}.
994. Adventurers find a 6 FT 3 IN figure partially embedded in the wall, their right arm, right leg/foot, and some of their right shoulder to hip are visible, all encased in a silver cloth material, the foot encased in a hard boot of unknown material, a horizontal piece of metal at the neck. If Adventurers dig the figure out of the wall {requires tools, 2 hours} the find the desiccated corpse of a male Human wearing a completely-enclosing silver cloth body suit with a hard, clear, top and insulated gloves and boots {space suit}.
995. The wall is covered by dark pink satin wallpaper, three 40-inch vertical panels have peeled and the uppermost 5 FT hang down. If Adventurers pull on these panels the wallpaper easily pulls away, revealing a brick wall underneath. Adventurers find a well-executed white chalk drawing depicting a Chimera standing on the bodies of two male Dwarfen Warriors underneath the wallpaper. The following is written above the drawing, '*Take the crossover tunnel and follow the second switchback.*'



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996. A 62x47 inch horizontal poster is glued to a piece of wood which is screwed to the wall by six screws through 2-inch thick wood spacers, 40 inches off the floor. The poster advertises the Seventeenth Triennial Goblin Games, to be held in Five Mile Cavern, the poster is dated sixteen years ago. If Adventurers remove the poster, two pieces of blank parchment are held to the back. The parchment to the left covers a *Glyph of Blindness* {range 6 FT, difficult Will save to avoid viewing, very difficult Stamina save versus blindness, blindness persists 1d100+1d20 hours}. The parchment on the right is a scroll {Priest, 1d8 Cure Wounds, 1d12 Cure Wounds, Banish Poison, Banish Paralysis, Banish Disease, Restore Hearing}.
997. A 7 FT by 1 FT cracked grey wood sign has a pointed end with a faded yellow arrow. The faded green letters are difficult to read. The sign reads, "*Landmark Labor Company, 3 Levels.*"
998. The wall is completely covered in alternating dark yellow and dark orange bricks. Several long cracks run vertically along the mortar between bricks, varying from one-eighth to one-half inch wide, the smallest crack is 50 inches high, the longest is 92 inches high. The cracks are separated by 22 inches, 28 inches, 33 inches, and 41 inches. If Adventurers strike the cracks with Hammers, Picks, Mattocks, and similar tools a section of wall crumbles outward {requires Strength GTET 17}, revealing a 14x10 room containing a chained sarcophagus and six HD2 **Giant Snakes**. The sarcophagus holds the desiccated corpse of a mature female Elf dressed in a tattered and moldy knee-length dress. Adventurers looking under the sarcophagus lining find a leather bag holding 42 SP and 29 GP in coin, a 3 GP silver Ring, a 35 GP gold Ring, a 12 GP white pearl Necklace, and a *Potion of Invisibility*.
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999. The wall is completely painted with a glossy light blue enamel paint. Two empty torch brackets are bolted to the wall 70 inches off the wall. Multiple large deep scratches from a Saber-Tooth Cat-sized beast are along the lower 40 inches of the wall {easy Intelligence save to deduce from claw marks}. Adventurers find a black horned {Barbary Sheep ram's horns} Tiger skull over a 12-inch metal spike driven into the wall 75 inches off the floor. A 15 GP Golden Fleece is tacked in the upper right corner, the fleece is *invisible*.
1000. The wall is completely covered by peeling wallpaper with vertical stripes of dark orange, light orange, and red. Adventurers coming within 14 FT of the wall are subject to an *illusion* {difficult Will save, Humans and Half-Elves +3 save bonus} which depicts a stone arch in the wall, descending stairs beyond the arch, and multiple spears in the ceiling above the stairs which continually pull up and thrust downward.
1001. The wall is completely painted matte-black, a 32x25 inch ochre-colored metal panel is set in the wall 40 inches off the floor. A 16x16 square metal safe door {very difficult to pick} is centered in the panel, the door has five inset tumblers, each tumbler has 20 digits. The correct combination is 11-18-03-14-05. Adventurers find inside the safe 120 CP/41 SP/18 GP in coin, a deed to an island in the Sea of Ghosts, a promissory note in the amount of 300 GP from Gileas Jan Wolch to the Wizard, Arnafrayas, and a sketch of a windmill signed Laneo Ardais {Master artist, lived 140 years ago}.

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