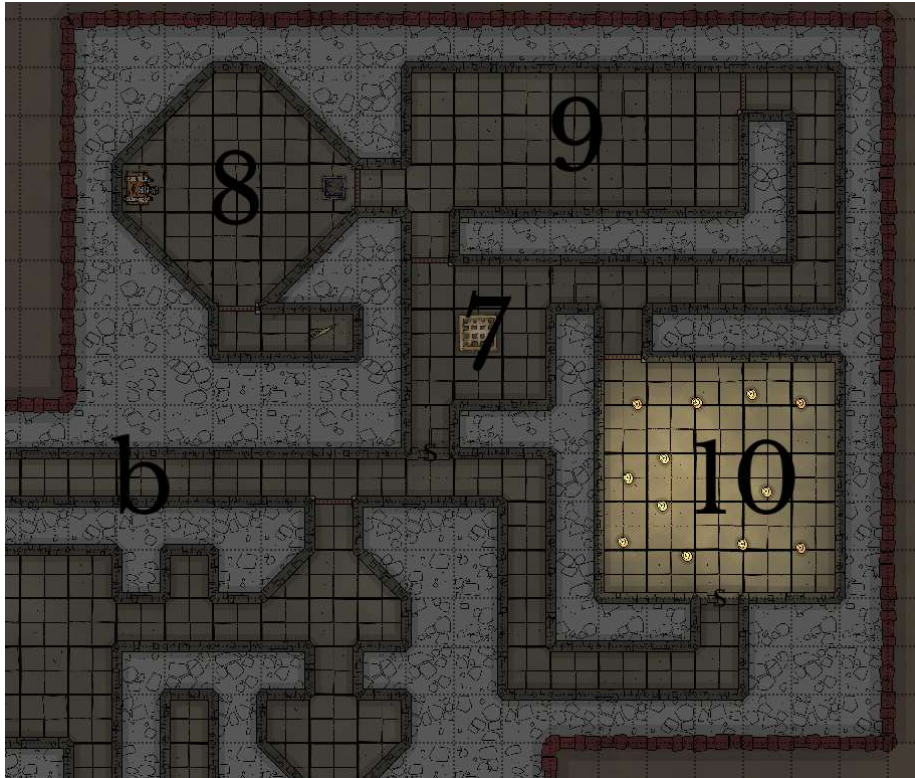


Treasure Tower (NE)

This part of the palace is only accessible through hidden doors. Both are hidden behind interesting features in the main corridor. The mage kept his most valuable treasure here but took most with him when he left the palace forever.



Random Encounters

Check every three rounds (1 in 6).

D6	
1	1d3 rats, will flee unless cornered
2	Giant centipede, fleeing from danger, eager to pass by party (roll again for danger)
3	Skeleton, patrolling the area
4	Spider swarm, going somewhere for unknown reasons
5	Giant centipede, hungry and desperate
6	Spider, looking for food, weary of groups

Corridors

- This corridor has snake reliefs on the wall. There are two large medusa heads that each conceal a secret door. The doors are opened by pushing the eyes made of lapis lazuli.

Rooms

- Medusa Room (Dark):** The entry from the south is behind a secret door accessible from the corridor. On this side, the door is apparent. The walls are covered with medusa murals. There is a faint crackling sound from beneath the floor. Through a portcullis a tunnel filled with small crawling spiders can be seen. (These feed the trap in room 8)

8. **Treasure Room (Dark, Trap, Locked Door, Treasure):** The door to the room is locked quite well and reinforced with metal plates. The floor of the room is covered with thick dust except for the area immediately after the door where there is less dust. The same rustling sound as in room 7 can be heard. Just behind the door is a trap – a spinning stone plate (whose hinges are barely visible) that drops the character into a 3m pit filled with a spider swarm (Dex check, 1d4 damage from fall). The room is mostly empty save for a chest with treasure. It contains *a bag embroidered with ears of wheat*. It is a bag of holding (10 slots). In addition it will always produce enough food and drink for one person. However, should it get wet, its magical properties are lost until it is dry and all within manifests at once, clattering to the floor (or swimming in the water).
9. **Tapestry Room (Dark, Monster, Doors Locked):** All doors to the room are locked. Large tapestry on the wall showing a battle scene where a king is slain by a giant earth elemental. Underneath the words. “The crown has been broken!” A *darkmantle* hides on the ceiling amongst ruined old battle standards waiting to drag the weakest member of the party away to feed.
10. **Candle Room (Dim Candle Light):** Lit candles all over the floor which are replaced by an impish spirit who appears every 5 hours from another dimension and returns there afterwards, little interested in small talk. Someone has scrawled on the wall: “When the crown is broken and the sleeper is healed, the wand of mercy shall be found”