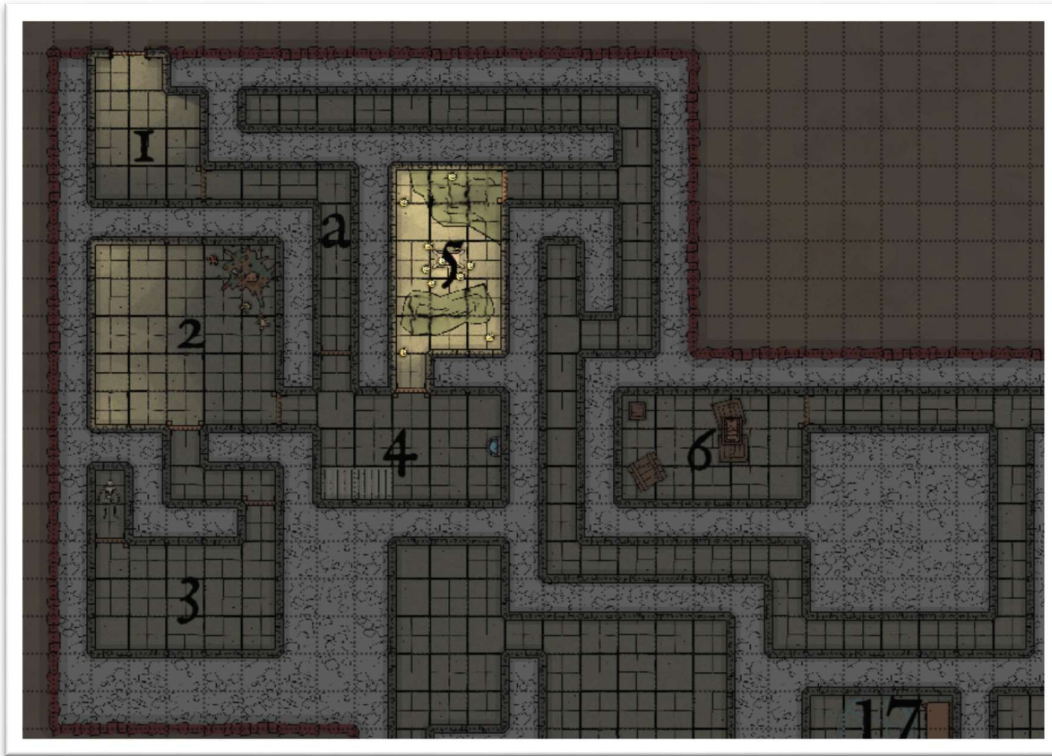


Entry Hall and Tower of Elemental Pathways

This part of the palace was formerly dedicated to various elemental allies of the flickering mage. Now, it is home to rats and some kobold bandits. A critical spot is corridor 'a' which is filled with a poisonous gas. The factions of the inner dungeon rarely visit this area, so it is mostly home to vermin of various types.



Random Encounters

Check every three rounds (1 in 6).

D6	
1	Giant rat, hungry, looking for food
2	Giant centipede, fleeing from danger, eager to pass by party (roll again for danger)
3	Giant rat, feasting on dead giant centipede
4	Spider swarm, going somewhere for unknown reasons
5	Giant centipede, hungry and desperate
6	Spider, looking for food, weary of groups

Corridors

- a. Tiny dimension rift to a poisonous plane. Fills the corridor with a greenish, bitter-smelling gas. 1 point of damage per turn – little blisters form on skin. Protection is cloth soaked with alcohol.

Rooms

1. **Old Entrance Hall (Dim Light, Monsters, Locked Door):** Has been used by a series of squatters but is now unoccupied save for 2 giant rats that use a small tunnel coming from room 2. They will only attack if people touch their food – some old abandoned bones. Door is locked and sealed with rags that smell of strong spirits.
2. **Raven Room (Dim Light, Monsters, Locked Doors):** A few tiny window slits let rays of light into the room. 3 giant rats have built a nest here among old rags. A rat-sized tunnel leads to room 1. A beautiful mural of ravens flying covers the walls. All doors to the room are locked with simple locks (advantage to open).
3. **Specimen Storage Room (Dark, Locked Door):** The door from room 2 is locked but can be opened with advantage. Several deep square holes are cut into the north and west walls. Barely within reach by hand is a strange slimy loam. Overwhelming stench of decay fills near the door to the room subsection. There, the body of a dead villager (Ulfgrimm) can be found. There is no logical way how he could have ended up here and a perfectly healthy Ulfgrimm still lives in town.
4. **Fountain Room (Dark):** A water fountain fed via a conduit to the plane of water sits against the west wall, and a sea smell fills the room. Wanderings monsters come here to drink, so the risk of random encounters is higher –check every round. Stairs lead to a tower room that gets outside light through its small windows. This place can be well defended and might be used to rest – roll no random encounters.
5. **Altar Room (Dim Candle Light):** The altar of an evil fire god stands in the center of the room. The floor of the room is covered with oil, one of the candles seems on the verge of toppling over. Combat has a good chance to start a fire (1d3 damage per turn in room).
6. **Old Storage Room (Dark, Monsters):** The door to the room got stuck after a hinge broke. (A closer look shows that the hinge was probably broken with a hammer.) A stack of rotting wooden crates stands against the north wall. Trapped in the room and having eaten most of Olaf the hog are 8 Kobolds, desperate to escape the room. Treasure: The kobold have a half-empty bottle of spirits, two golden bowls (15 gp each), an obsidian statuette of the fire god (15 gp), a matched trio of warhammers (fire, earth, water, 10 gp each), two golden raven idols (45 gp each), a dull sacrificial dagger (1 gp), and a pair of silver daggers (10 gp each)