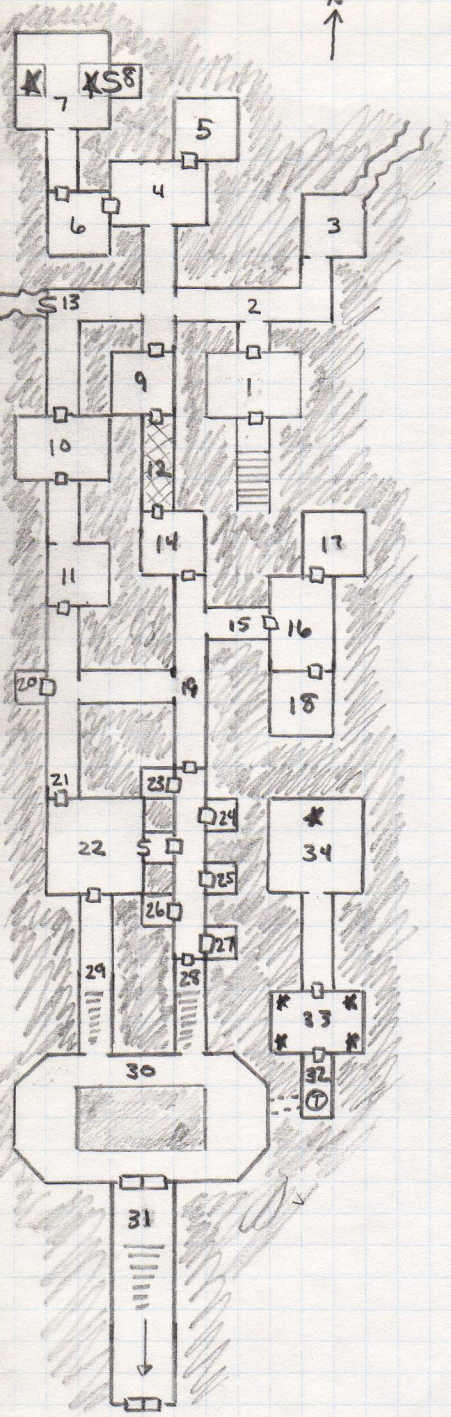

1. Chain hanging from ceiling on east wall opens secret door @ top of stairs (level 1 #32) for 5 rounds - no effect if statue in #23 has scepter
2. 5 Kobolds patrolling corridor - replaced every day
3. 5 Kobold guards + Kobold armory - tunnel leads to surface with a cavern w/ 6 Kobold guards half-way up - room collapsed
4. Kobold sleeping area - 8 kobolds
5. Kobold treasury - locked box containing 500 gp and 500 sp - collapsed
6. Hobgoblin prisoner (tied up) and 4 Kobold guards
7. Statues of Knights - keyhole behind one (ring of keys) opens secret door
8. 2 4HD Hell Hounds - 1000 cp, 500 sp, 100 pp, pot. of hill giant strength
9. Kobold leader and 4 Kobold guards - 1 gem (100 gpv) and 50 gp
10. Kobold prisoners - 2 human males, 2 human females, 1 elf male - one of the humans is a wererat
11. Chest - opening releases sleeping gas (save vs. poison or sleep 9-10 turns (if kobolds able, they will capture sleeping PCs)
12. Corridor has no floor - 100' deep. Rickety wooden bridge spans length - Dex check +4 to cross. 20% chance to break (+10% per each character beyond 1st on at once) - bag of 50 pp at bottom
13. Tunnel behind secret door leads to well from level 1 #27
14. Suit of plate mail with shield, helm, and morning star - animates and attacks (AC 2, HD 4, hp 22, THACO 17 - immune to mind-affecting attacks and sense-affecting attacks, dispel magic de-animates)
15. Door requires key from ring - steel door
16. Partially - collapsed room
17. Locked iron box in NE corner. Opening closes portcullis in doorway (can be bent or lifted) - stays down for 6 hours
18. Locked iron box in SE corner. Contains 2 holy waters and 100 gp
19. Gong - ringing attracts 1-4 wandering monsters - 250 gpv
20. Skeleton hanging from manacles - releasing causes it to answer three yes/no questions
21. Opening door w/o removing trap drops 10' square net - Kobolds will arrive to capture party if able
22. 4 osquips - walls & floor honeycombed with tunnels - 75 gp hidden
23. Normal skeleton
24. 4 shriekers
25. 4 fire beetles
26. 6 giant rats - 60 gp
27. Empty manacles - actually bracers of defense (AC 7)
28. Tapestry worth 250 gpv - Kobolds will arrive and chase
29. Stairs encrusted with lime - save vs. paralyzation or slip and fall to bottom for 2d6 damage - kobolds will arrive and chase
30. 20' deep pool - contains large octopus (AC 6, HD 6, hp 35, #AT 5, Dmg 1-3 + constriction x4, 2-8) - chest at bottom of pool contains 1000 cp, 1000 sp, 250 ep, 150 gp, 5 gems (100 gpv) potion of heroism, oil of disenchantment, and a periapt of proof against poison - Lower east side of pool contains tunnel to #32 - must hold breath for 3-5 rounds to reach end.
31. Locked, engraved bronze doors lead to level 3 - 100% resist magic
32. Locked bronze door - key from ring opens
33. 4 statues of giant lynx - touching N door animates them
34. Statue of king sitting on throne - touching animates him (AC 6, HD 5, hp 27, THACO 15, #AT 2, Dmg 1-8, edged weaps that hit must save vs. crushing blow or be ruined) - key for area #31 - wields a +1 longsword - platinum crown (750 gpv)

Level #2

Random Encounters (1 in 6, once/hour)

1 - Tremor (save vs paralyzation or take 1-3 dmg from falling rock)
2 - 1-3 Osquips
3 - 1-3 Large scorpions
4 - 2-8 Giant rats
5 - 4-10 Kobolds patrolling (N of 21 and 19) -OR- 2-5 fire beetles
6 - 2-5 goblin raiding party from lvl 3
7 - Escaped prisoner (random per 1E DMG)
8 - 2-5 Stirges