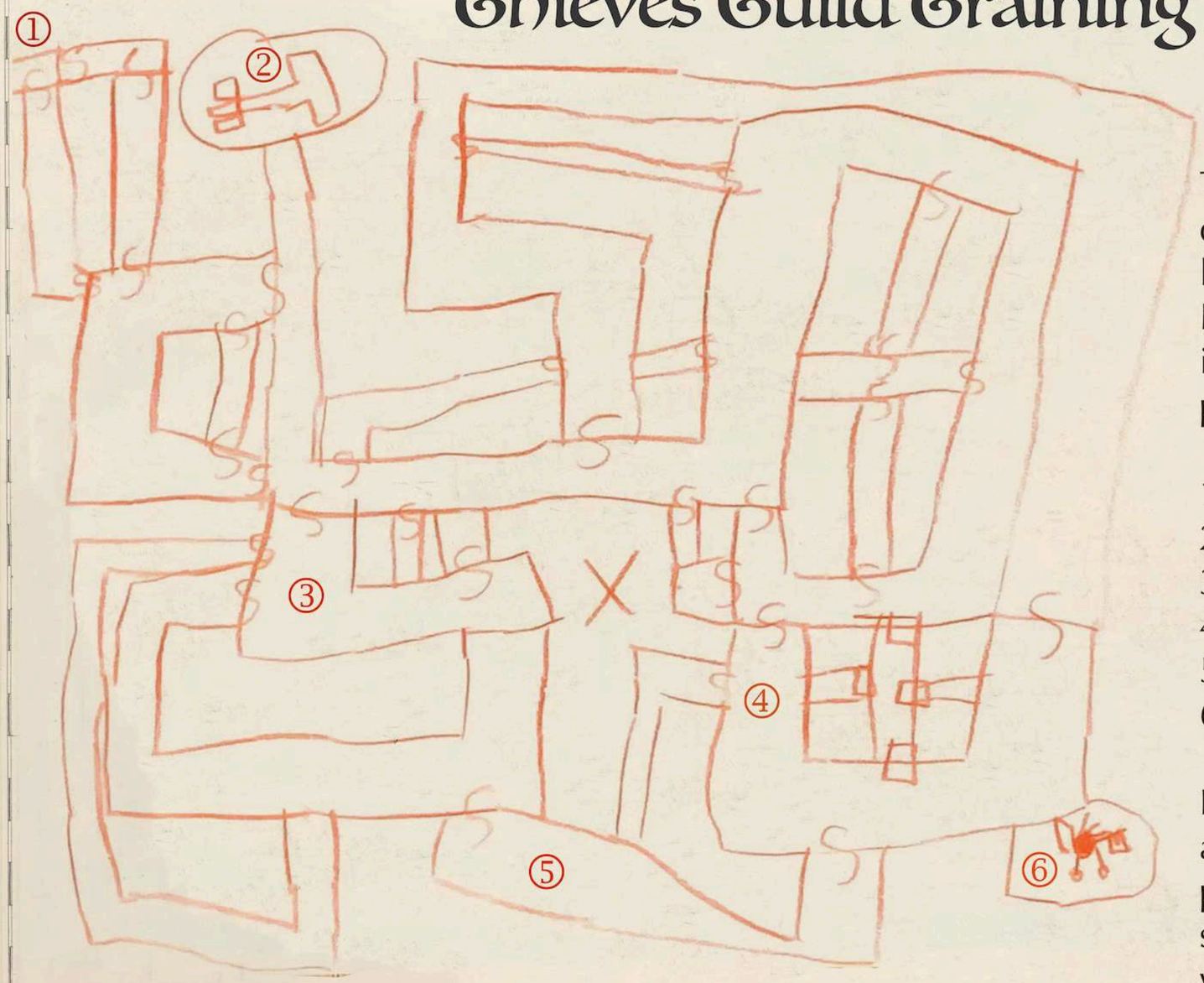
Thieves Guild Training Dungeon

by redwyrmling



The Velvet Sun Thieves' Guild built this training dungeon to teach their members how to pick locks, disarm traps, and find secret doors. Now the Lich, Ickogoran Bone Toe, has taken it over and uses the traps and secret doors to protect his phylactery.

1. Entrance in a wine cellar closet
2. Coffin Temple containing three vampires
3. Hall of Ghosts - thieves who died here
4. Hall of Ancient Whispers
5. Black Pudding Pathway
6. Floating Eye Statue Trap with active eye rays

Ickogoran protects his phylactery with undead and oozes and traps of all kinds that can be placed anywhere on the map. The floating eye statue shoots three eye rays per round at any who enter the room where he keeps his soul.

Traps and Pitfalls:

Steam Blast - Fire Blast - Spiked Pit - Fart Gas - Iron Snakes - Sleeping Poison Needles - Bucket of Water - Stinging Nettles
Mirror of Fear - Poisoned Beer - Angry Wasps - Shooting Spear - Cold Room - Greasy Floor - Scorpions -Teleporting Door
Fake Treasure - Falling Rocks - Flooding Halls - Acid Locks - Crunching Gears - Ankle Spikes - Spider Webs - Thursting Pikes

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