

GAMEMASTER'S NOTEBOOK

1001

Doors

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1001 Dangerous Doors

The adventurers have been exploring the catacombs under the ruins of Castle Eltsac-Deniur. After fighting innumerable vermin and nuisance monsters, and one very determined band of goblins, they are clearing away fallen timbers and stones blocking one of the deeper passages.

GM: You have cleared enough of the debris so you can see through to the other side.

Party leader: Garin will look before we go through. Besides his darksight, his sturdiness will come in handy if there's something waiting to leap through at us.

GM: The passageway continues beyond the debris. It seems to contain nothing but dust and cobwebs, plenty of both. After about ten feet, it ends in a door.

Warrior: A door, eh? This may be the way to the deep levels rumor spoke of. What's it look like?

GM: It's made of rusty iron, decorated with a pattern made of rivets. The hinges are on the left, and there is a doorknob on the right. There are traces of gray paint on it, but most of that flaked off long ago. Oh, and there's a door knocker right in the center.

Party leader: Okay, we'll all squeeze through the gap in the debris and move into the passage where the door is.

Jarmak: A knocker? I'll....

Party, collectively: Noooo!

Jarmak: ...knock with it.

GM: *(after rolling dice ominously behind screen)* It produces only a faint knocking sound, much quieter than you might expect.

Party leader: *(looks at Jarmak and sighs)* But nothing attacked us? The floor didn't open up or anything? I guess we dodged the arrow on that one.

In the remote reaches of the dungeon, something chuckles evilly.

Doors in a dungeon should be much more than mere obstructions between one place and another, of interest only for listening at or spiking open or shut. A door can be as much a part of the ambiance as any dungeon decor, and as much a part of the opposition as a monster. This is where **1001 Dangerous Doors** comes in handy. Here are hundreds of doors completely described and ready to drop into your campaign.

Random sounds are described when *something* can be heard through the door; very probably, the user will want to replace those with the sounds of whatever is on the other side, if anything. You should also translate the unlocking and forcing difficulties, Very Easy through Very Hard, to whatever actual numbers are appropriate for your game system.

Perhaps more than any of the other *1001 Things* created to date, this collection is particularly useful for dungeon and adventure area design. Many of the special features, such as noisemakers, signs, and so on, are an indication of something hostile, and possibly organized, beyond the door. The sounds heard while listening at a door can be given causes: a sighing noise, for instance, might come from the breathing of a large beast, or air flowing through a vent shaft. There are all sorts of traps, or of course you can replace them with your favorites. Just picking ten entries off the list and assigning them to ten doors on your map can spark your imagination and really make a dungeon interesting.

For quick use, this is the perfect list to keep in your GM's notebook (or its computer equivalent, nowadays) and have at hand when you need a quick door for an existing area where the door on the map has no details given. You can roll 3d10 to select them, take the next ones off the list, or pick some that look interesting to you.

These books were created using our program TableMaster, available at your friendly local game store (tell them to inquire about trade discounts), or on the Wintertree Software website if your FLGS absolutely will not special-order it for you. The table that created them is a modified version of a table from Fantasy Table Pack 2.

1001 Dangerous Doors

1: This iron-bound wooden door has a geometric pattern made of nailheads. There is a doorknob on the right. The door opens on the right, away from this area. It is clearly as old as the dungeon. The door is unusually sturdy (+50)% normal strength), and a rusty dagger is firmly stuck in it. The door should be opened by turning the doorknob counterclockwise, but it has been nailed shut; it will take 17 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears nothing.

2: This heavy wooden door has a painted monstrous face. There is a lever on the left. The door opens on the left, toward this area. It is moderately old and rather worn. There is a pawprint made with some kind of ichor on the door, near the left side, and a human skull has been nailed to the door with a huge spike. It can be opened by turning the lever clockwise. Anyone listening at the door hears a distant ticking.

3: This wooden door has painted designs of flaming skulls. There is no apparent doorknob. The door opens by dropping down like a trapdoor away from this area. It is moderately old and rather worn. A stretched elf skin has been tacked to the door, and 3 steps lead up from floor level to the door. It can be opened by pushing gently near the top. Anyone listening at the door hears a distant coughing.

4: This iron door has a carved green man's face. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is moderately old and rather worn. There are etched areas apparently made by acid splashing on the door. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a loud squealing.

5: This wooden double door has an arcane symbol roughly drawn in blood. There is a pair of doorknobs in the center. The doors open on the both sides, away from this area. It is moderately old and rather worn. 2 steps lead down from floor level to the door, and a humanoid skull has been nailed to the door with a huge spike. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears a distant whacking.

6: This flimsy wooden door has painted designs in geometric patterns. There is a lever on the right. The door opens on the right, toward this area. It is clearly very new. There is a noisemaker made of several pieces of old armor tied together hanging on the other side of the door. The door can be opened by turning the lever counterclockwise. Anyone listening at the door hears a distant snickering.

7: This heavy wooden door is plain and unadorned. There is a lever on the left. The door opens on the left, away from this area. It is quite old. The door is unusually sturdy (+100)% normal strength). It can be opened by turning the lever clockwise. Anyone listening at the door hears a faint grunting.

8: This wooden door has a tentacled creature sloppily painted with brown paint. There is a lever on the left. The door opens in both directions with hinges on the right. It is clearly as old as the dungeon. There is a scrap of yellow cloth caught in the doorway, and there is a bloody handprint on the door, near the left side. It should be opened by pushing right on the lever then pushing left on it, but it is locked (Ordinary task to unlock) and stuck (Hard task to unstuck). The door is trapped: it is hollow and filled with compressed blinding gas that fills the room when it is bashed open. Anyone listening at the door hears a distant chuckling.

9: This wooden door has bas-relief designs in decorative patterns. There is a lever near the center. The door opens in both directions with hinges on the left. It is quite old. There is a large knocker attached to the door; knocking produces only a faint knocking sound but alerts someone (or something) elsewhere. The door can be opened by turning the lever counterclockwise. Anyone listening at the door hears nothing.

10: This heavy wooden door has a geometric pattern made of nailheads. There is a lever on the right. The door opens in both directions with hinges on the left. It is clearly very new. 2 steps lead up from floor level to the door. It can be opened by turning the lever clockwise. Anyone listening at the door hears a quiet snoring.

11: This wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. There is a bell hanging on the near side of the door, and there is a skeletal arm caught in the doorway. The door should be opened by pushing firmly near the right side, but it is locked (Hard task to pick). The door is trapped: it is hollow and filled with compressed poison gas that fills the room when it is bashed open. Anyone listening at the door hears a quiet splashing.

12: This rusty iron door has bas-relief designs in decorative patterns. There is a doorknob near the center. The door opens on the left, toward this area. It is quite old. There is a handprint made with some kind of ichor on the door, near the upper left corner, and 2 steps lead up from floor level to it. It should be opened by turning the doorknob counterclockwise, but it is locked (Hard task to pick), and the lock is trapped with a needle covered with a substance causing blindness that pricks anyone who inserts a key without pressing a secret button. Anyone listening at the door hears a distant scraping.

13: This corroded bronze door is plain and unadorned. There is no apparent doorknob. The door opens on the right, toward this area. It is clearly as old as the dungeon. 2 steps lead up from floor level to the door. It can be opened by pushing firmly near the upper left corner. It has a lock, but is unlocked. Anyone listening at the door hears a muffled grunting.

14: This wooden door has a geometric pattern made of nailheads. There is no apparent doorknob. The door opens like a stable door, with split upper and lower halves. It is very old, perhaps even older than the dungeon. Metal plates have been used to reinforce parts of the door, and it has unidentifiable stains. It should be opened by pushing firmly near the left side, but it is locked (Ordinary task to pick), and the lock is trapped to spray a paralysis liquid that hits anyone who inserts a key without pressing a secret button. Anyone listening at the door hears a distant whispering.

15: This wooden door has carved designs in geometric patterns. There is a doorknob near the center. The door opens on the right, toward this area. It is moderately old and rather worn. The door is stained with what appears to be blood, and there is a ventilation slot in it. It can be opened by pushing down on the doorknob then pushing right on it. Anyone listening at the door hears a quiet ticking.

16: This wooden door has a dragon crudely drawn in blood. There is a doorknob on the right. The door opens on the right, away from this area. It is moderately old and rather worn. There is a spyhole in it, and the door has been gouged and clawed. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a quiet whistling.

17: This heavy wooden door has an inlaid green man's face. There is no apparent doorknob. The door opens on the right, toward this area. It is quite old. The door has unidentifiable stains. It can be opened by rotating the green man's face counterclockwise. Anyone listening at the door hears nothing.

18: This iron-bound wooden door is plain and unadorned. There is no apparent doorknob. The door opens like a stable door, with split upper and lower halves. It is moderately old and rather worn. The door is barred on the near side, and there is a scrap of gray cloth caught in the doorway. It can be opened by pushing firmly near the right side. Anyone listening at the door hears a distinct rustling.

19: This rusty iron door has a skull and crossbones roughly painted with green paint. There is no apparent doorknob. The door opens on the left, away from this area. It is quite old. Fresh slime is smeared on the door, and there is a scrap of white cloth caught in the doorway. It can be opened by pushing very hard near the top. Anyone listening at the door hears a distinct scratching.

20: This wooden door has elaborate metalwork decorations in decorative patterns. There is no apparent doorknob. The door opens like a stable door, with split upper and lower halves. It is very old, perhaps even older than the dungeon. The door has unidentifiable stains, and there is a scrap of yellow cloth caught in the doorway. It can be opened by pushing gently near the top. It has a lock, which is unlocked, but the door is stuck (Hard task to unstick). Anyone listening at the door hears nothing.

21: This corroded bronze door has elaborate metalwork decorations featuring leering faces, ornamented with decorative stones. There is a lever on the right. The door opens in both directions with hinges on the left. It is clearly as old as the dungeon. A magical seal made of orichalcum has been affixed to the door. The door can be opened by turning the lever clockwise. Anyone listening at the door hears nothing.

22: This heavy wooden door has elaborate metalwork decorations featuring cephalopods, ornamented with silver. There is a doorknob on the right. The door opens in both directions with hinges on the left. It is quite old. The door appears to have been passed through recently. It should be opened by pulling up on the doorknob then pushing down on it, but it is locked (Hard task to unlock) and stuck (Easy task to unstick). The door is trapped: it explodes when tampered with. Anyone listening at the door hears nothing.

23: This wooden door has a geometric pattern made of nailheads. There is no apparent doorknob. The door opens on the right, away from this area. It is clearly as old as the dungeon. The door is scorched. It can be opened by pushing firmly near the left side. Anyone listening at the door hears nothing.

24: This wooden door is plain and unadorned. There is a ring near the center. The door opens on the right, away from this area. It is fairly new. A series of numbers is neatly written the door: 2-1-6-9-6-1, and dried slime is smeared on the door. It can be opened by turning the ring counterclockwise. It has a lock, apparently unlocked, but the door is stuck (Ordinary task to unstick). Anyone listening at the door hears a distant groaning.

25: This heavy wooden door has a bas-relief demon's face. There is a handle on the right. The door opens in both directions with hinges on the left. It is clearly as old as the dungeon. The door is in a much larger archway that has been bricked up, and fresh slime is smeared on it. It can be opened by turning the handle counterclockwise while pushing right on it. Anyone listening at the door hears a faint ticking.

26: This heavy wooden door has a geometric pattern made of nailheads. There is a handle on the left. The door opens on the left, toward this area. It is clearly very new. There is a large knocker attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any, and there is a spyhole in it. The door should be opened by pushing right on the handle then pushing left on it, but it is locked (Easy task to pick). Anyone listening at the door hears a quiet swooshing.

27: This rusty iron door has carved designs of skulls. There is a doorknob on the left. The door opens on the left, away from this area. It is quite old. The door is covered with worn white paint. It can be opened by turning the doorknob clockwise while pulling up on it. It has a lock, but it is not locked. The keyhole is trapped with ear lice, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears nothing.

28: This heavy wooden door has an eye sloppily drawn in ichor. There is a doorknob on the right. The door opens on the right, toward this area. It is moderately old and rather worn. A magical seal made of lead has been affixed to the door. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears a quiet laughing.

29: This corroded bronze door has carved designs in decorative patterns. There is no apparent doorknob. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. The door appears to have been passed through recently, and a stretched wolf skin has been stuck to the door. It should be opened by pushing very hard near the bottom, but it is locked (Ordinary task to pick), and the lock is trapped with a needle covered with a substance causing hallucinations that pricks anyone who tries to pick the lock. The door is trapped: it is hollow and

filled with compressed explosive gas that fills the room when it is bashed open. Anyone listening at the door hears a quiet creaking.

30: This heavy wooden door is plain and unadorned. There is a handle on the right. The door opens like a stable door, with split upper and lower halves (each half has its own handle). It is clearly very new. There is a large knocker attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any, and attracting someone (or something) to investigate. The door can be opened by turning the handle counterclockwise. Anyone listening at the door hears a distinct humming.

31: This heavy wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the right, toward this area. It is quite old. The wood is rotten and will give way if hit forcefully, and the door has algae growing all over it. It can be opened by pushing gently near the right side. Anyone listening at the door hears nothing.

32: This rusty iron door has a skull and crossbones sloppily drawn in blood. There is a ring on the right. The door opens on the right, away from this area. It is clearly as old as the dungeon. The door appears to have been passed through recently, and "This way" is scrawled on a piece of paper fastened to the door. It should be opened by turning the ring counterclockwise, but it is locked (Hard task to unlock) and stuck (Ordinary task to unstick). Anyone listening at the door hears a distinct laughing.

33: This heavy wooden door has an inlaid wolf's head. There is a ring on the left. The door opens on the left, away from this area. It is moderately old and rather worn. There is a mummified arm caught in the doorway, and the door appears to have been passed through recently. It can be opened by turning the ring counterclockwise. Anyone listening at the door hears nothing.

34: This stone door is plain and unadorned. There is a handle near the center. The door opens on the right, toward this area. It is clearly as old as the dungeon. A series of numbers is crudely written the door: 0-2-6-5. The door can be opened by turning the handle counterclockwise while pulling out on it. Anyone listening at the door hears a quiet rattling.

35: This heavy wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. Assorted bones are pinned to the door, and it will squeak loudly when opened. It can be opened by pushing very hard near the upper right corner. Anyone listening at the door hears a faint ticking.

36: This rusty steel door has elaborate metalwork decorations in geometric patterns. There is no apparent doorknob. The door opens in both directions with hinges on the left. It is very old, perhaps even older than the dungeon. There is a bell hanging on the other side of the door, and a series of numbers is crudely scratched the door: 3-0-0-7. The door should be opened by pushing very hard near the bottom, but it is magically locked. The door is trapped: it topples toward anyone tampering with it. Anyone listening at the door hears a loud chirping.

37: This bronze door has inlaid designs in abstract patterns. There is a doorknob on the right. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is clearly as old as the dungeon. There is a crack in it, and 3 steps lead up from floor level to the door. It can be opened by turning the doorknob counterclockwise while pushing right on it. Anyone listening at the door hears nothing.

38: This iron door has painted designs in geometric patterns. There is a ring on the right. The door opens in both directions with hinges on the left. It is clearly very new. The decorations seem to glow faintly in the dark. The door can be opened by turning the ring counterclockwise. Anyone listening at the door hears nothing.

39: This rusty steel door is plain and unadorned. There is a doorknob near the center. The door opens in both directions with hinges on the left. It is quite old. A stretched human skin has been attached to the door, and fresh

slime is smeared on the door. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears a muffled sneezing.

40: This steel door has a demon's face roughly painted with yellow paint. There is a lever on the right. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. There is a spyhole in it, and the door is scorched. It can be opened by turning the lever clockwise. Anyone listening at the door hears a faint chuckling.

41: This heavy wooden door has painted designs of cephalopods. There is a doorknob on the right. The door opens on the right, toward this area. It is clearly very new. Fresh slime is smeared on the door. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears distant footsteps.

42: This wooden door is plain and unadorned. There is a handle on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. Metal plates have been used to reinforce parts of the door. It should be opened by turning the handle clockwise, but it is magically locked. Anyone listening at the door hears nothing.

43: This iron door has inlaid designs of cephalopods. There is a handle near the center. The door opens on the right, away from this area. It is clearly as old as the dungeon. The handle has been coated with extremely strong glue, which is very hard to get loose from, and there is a large knocker attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any. The door should be opened by turning the handle clockwise, but it is magically locked. Anyone listening at the door hears a distant splashing.

44: This bronze door has elaborate metalwork decorations in decorative patterns. There is a doorknob on the left. The door opens on the left, toward this area. It is fairly new. The door is barred on the far side. It can be opened by turning the doorknob counterclockwise while pushing right on it. Anyone listening at the door hears nothing.

45: This heavy wooden door has a carved skull. There is a handle near the center. The door opens by sliding upward into the ceiling. It is quite old. The door is in a much larger archway that has been bricked up. It can be opened by turning the handle counterclockwise. It has a lock, apparently unlocked, but the door is stuck (Hard task to unstick). Anyone listening at the door hears a distinct moaning.

46: This steel door has carved designs in abstract patterns. There is a lever on the left. The door opens like a stable door, with split upper and lower halves (each half has its own lever). It is fairly new. The lever has been coated with extremely strong glue, which is hard to get loose from. The door can be opened by turning the lever counterclockwise. Anyone listening at the door hears a quiet grinding.

47: This bronze door is plain and unadorned. There is no apparent doorknob. The door opens on the left, toward this area. It is clearly very new. A series of numbers is roughly painted the door: 0-4-6-4, and the door is stained with what appears to be blood. It can be opened by pushing gently near the top. It has a lock, but is unlocked. Anyone listening at the door hears nothing.

48: This wooden door has painted designs of lions. There is no apparent doorknob. The door opens on the right, away from this area. It is fairly new. The door has unidentifiable stains. It can be opened by pushing firmly near the lower left corner. Anyone listening at the door hears a distant snickering.

49: This wooden door has inlaid designs of skulls. There is a doorknob on the left. The door opens on the left, toward this area. It is moderately old and rather worn. The door is in a much larger archway that has been bricked up. It can be opened by turning the doorknob clockwise while pulling out on it. Anyone listening at the door hears a distinct groaning.

50: This iron-bound wooden door has a carved gargoyle's face ornamented with metal. There is a ring on the left. The door opens on the left, toward this area. It is quite old. There is a large knocker attached to the door; knocking

produces an abnormally loud sound, alerting the occupants of the room, if any, and attracting someone (or something) to investigate, and a magical seal made of silver has been affixed to the door. The door can be opened by turning the ring clockwise. Anyone listening at the door hears a distinct grating.

51: This iron-bound wooden door has carved designs in abstract patterns. There is a lever on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. The door is scorched. It should be opened by turning the lever counterclockwise, but it is magically locked. The door is trapped: it has a lightning bolt that hits the person closest to the door. Anyone listening at the door hears nothing.

52: This iron door has an inlaid skull. There is a handle on the left. The door opens in both directions with hinges on the right. It is very old, perhaps even older than the dungeon. There is a bloody handprint, with prints of claws at the fingertips, on the door, near the middle, and it has unidentifiable stains. It should be opened by turning the handle counterclockwise while pulling up on it, but it is locked (Hard task to unlock) and stuck (Ordinary task to unstick). Anyone listening at the door hears nothing.

53: This iron door has inlaid designs of skulls and dragons. There is a doorknob on the right. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. There are etched areas apparently made by acid splashing on the door. It can be opened by pushing in on the doorknob then pulling out on it. Anyone listening at the door hears a quiet rustling.

54: This stone door is plain and unadorned. There is a doorknob on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. There is a bloody handprint on the door, near the lower left corner. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

55: This iron-bound wooden door has painted designs of wolves and lions. There is no apparent doorknob. The door opens in both directions with hinges on the right. It is clearly as old as the dungeon. A magical seal made of wax has been affixed to the door. The door can be opened by pushing very hard near the right side. Anyone listening at the door hears a quiet swishing.

56: This steel door has elaborate metalwork decorations in abstract patterns, ornamented with decorative stones. There is no apparent doorknob. The door opens on the left, toward this area. It is moderately old and rather worn. The door has algae growing all over it. It can be opened by pushing gently near the right side. It has a lock, apparently unlocked, but the door is stuck (Hard task to unstick) and the keyhole is trapped with ear crawlers, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears nothing.

57: This wooden door has a geometric pattern made of nailheads ornamented with metal. There is no apparent doorknob. The door opens like a stable door, with split upper and lower halves. It is clearly as old as the dungeon. The door appears to have been passed through recently. It can be opened by pushing gently near the right side. Anyone listening at the door hears a muffled splashing.

58: This wooden door has a geometric pattern made of nailheads ornamented with metal. There is a ring on the left. The door opens on the left, away from this area. It is moderately old and rather worn. "This way" is scrawled on the door. The door can be opened by turning the ring counterclockwise. It has a lock, but it is not locked. Anyone listening at the door hears a distinct coughing.

59: This iron-bound wooden door has inlaid designs in geometric patterns. There is a ring on the right. The door opens on the right, toward this area. It is moderately old and rather worn. The door has been dented, and it is barred on the near side. It can be opened by turning the ring counterclockwise. Anyone listening at the door hears a faint slurping.

60: This stone door has elaborate metalwork decorations featuring dragons, ornamented with decorative stones. There is no apparent doorknob. The door opens on the right, away from this area. It is quite old. The door is stained

with what appears to be blood. It can be opened by pushing firmly near the lower right corner. Anyone listening at the door hears nothing.

61: This iron door has elaborate metalwork decorations in geometric patterns, ornamented with decorative stones. There is a lever on the right. The door opens on the right, toward this area. It is clearly very new. There is a scrap of black cloth caught in the doorway. The door should be opened by turning the lever counterclockwise, but it has been nailed shut; it will take 10 minutes to pry out enough nails out to be able to open it, and in addition it is stuck; forcing it is an Ordinary task (and not quiet). Anyone listening at the door hears a quiet laughing.

62: This wooden double door has inlaid designs in geometric patterns, ornamented with silver. There is a pair of levers in the center. The doors open on the both sides, toward this area. It is very old, perhaps even older than the dungeon. The door is barred on the near side, and fresh slime is smeared on it. It can be opened by pushing left on the lever then pushing right on it. Anyone listening at the door hears a faint chuckling.

63: This iron door has a geometric pattern made of rivets. There is no apparent doorknob. The door opens in both directions with hinges on the right. It is very old, perhaps even older than the dungeon. The door is scorched, and the decorations seem to glow faintly in the dark. It can be opened by pushing down on five of the decorative rivets. Anyone listening at the door hears nothing.

64: This iron-bound wooden door is plain and unadorned. There is a handle on the left. The door opens in both directions with hinges on the right. It is moderately old and rather worn. The door is scorched. It should be opened by turning the handle clockwise, but it is magically locked. The door is trapped: it has a gravity reversal which affects the room (and the ceiling is spiked). Anyone listening at the door hears nothing.

65: This stone door has an elaborate symbol roughly drawn in blood. There is no apparent doorknob. The door opens on the right, toward this area. It is clearly very new. The door is blotched with strange fungal growths, and there is a chime hanging on the other side of the door. It can be opened by pushing firmly near the left side. Anyone listening at the door hears nothing.

66: This corroded bronze door has a geometric pattern made of rivets. There is a lever on the left. The door opens in both directions with hinges on the right. It is clearly as old as the dungeon. There is a handprint, with prints of claws at the fingertips, made with some kind of ichor on the door, near the right side, and a magical seal made of silver has been affixed to it. The door can be opened by pushing left on the lever then pushing right on it. Anyone listening at the door hears a muffled slapping.

67: This wooden door has a geometric pattern made of nailheads. There is no apparent doorknob. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. There is a large knocker attached to the door; knocking produces only a faint knocking sound, and the door has been gouged and clawed. It can be opened by pushing right on two of the decorative nails. Anyone listening at the door hears a loud moaning.

68: This iron door has bas-relief designs in abstract patterns. There is a doorknob on the right. The door opens on the right, away from this area. It is clearly very new. The decorations seem to glow faintly in the dark, and the door is in a much larger archway that has been bricked up. It should be opened by turning the doorknob counterclockwise, but it is locked (Ordinary task to pick). Anyone listening at the door hears nothing.

69: This heavy wooden door has elaborate metalwork decorations featuring wolves, ornamented with decorative stones. There is no apparent doorknob. The door opens in both directions with hinges on the right. It is very old, perhaps even older than the dungeon. The door has algae and even some moss growing all over it, and dried slime is smeared on it. It can be opened by pushing very hard near the left side. It has a lock, which is unlocked, but the door is stuck (Easy task to unstick). The door is trapped: it has a teleport spell that sends the entire party to a random location. Anyone listening at the door hears a distant whimpering.

70: This steel door is plain and unadorned. There is a handle on the right. The door opens on the right, away from this area. It is clearly as old as the dungeon. The handle has been coated with extremely strong glue, which is hard to get loose from, and the door is covered with worn green paint. It should be opened by turning the handle counterclockwise, but it has been nailed shut; it will take 12 minutes to pry out enough nails out to be able to open it, and in addition it is locked (a Very Hard task to pick). Anyone listening at the door hears nothing.

71: This wooden door has a stick figure carefully drawn in blood. There is a doorknob on the right. The door opens on the right, toward this area. It is clearly as old as the dungeon. 2 steps lead up from floor level to the door. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

72: This iron door is plain and unadorned. There is a lever on the left. The door opens in both directions with hinges on the right. It is moderately old and rather worn. The door has been hacked at with edged weapons. It should be opened by turning the lever clockwise while pushing right on it, but it is magically locked. Anyone listening at the door hears nothing.

73: This heavy wooden door is plain and unadorned. There is a ring on the right. The door opens on the right, toward this area. It is fairly new. The door is barred on the near side. It can be opened by turning the ring clockwise. Anyone listening at the door hears a faint whacking.

74: This wooden door is plain and unadorned. There is a handle on the right. The door opens on the right, toward this area. It is moderately old and rather worn. There is a crack in it, and a magical seal made of orichalcum has been affixed to the door. The door can be opened by turning the handle clockwise. Anyone listening at the door hears a loud plopping.

75: This wooden door has an elaborate symbol crudely drawn in blood. There is no apparent doorknob. The door opens in both directions with hinges on the right. It is clearly very new. A broken axe is firmly stuck in the door, and the door still shows traces of orange paint. It can be opened by pushing firmly near the right side. Anyone listening at the door hears a faint scratching.

76: This wooden door is plain and unadorned. There is a doorknob on the right. The door opens on the right, away from this area. It is moderately old and rather worn. 2 steps lead up from floor level to the door, and it has unidentifiable stains. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a distinct whistling.

77: This corroded bronze double door has a skull and crossbones crudely drawn in blood. There is a pair of doorknobs in the center. The doors open on the both sides, away from this area. It is clearly as old as the dungeon. The door is barred on the near side. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a faint dripping.

78: This wooden door has painted designs in decorative patterns. There is a ring near the center. The door opens like a stable door, with split upper and lower halves (each half has its own ring). It is quite old. There is a chime hanging on the near side of the door. The door can be opened by turning the ring counterclockwise. Anyone listening at the door hears nothing.

79: This heavy wooden door has a geometric pattern made of nailheads ornamented with silver. There is a lever on the left. The door opens in both directions with hinges on the right. It is quite old. There is a scrap of gray-and-black polka-dotted cloth caught in the doorway. The door should be opened by turning the lever counterclockwise, but it is locked; unlocking it requires inserting gold coins into a slot in the door until it stops. Anyone listening at the door hears a faint belching.

80: This heavy wooden door is plain and unadorned. There is a lever near the center. The door opens like a stable door, with split upper and lower halves (each half has its own lever). It is moderately old and rather worn. The door is

stained with what appears to be blood, and it is blotched with strange fungal growths. It can be opened by pushing in on the lever then pushing down on it. Anyone listening at the door hears a faint squeaking.

81: This wooden door has a skull and crossbones carefully drawn in ichor. There is a handle near the center. The door opens by swinging up and inward toward this area on hinges on the top edge. It is fairly new. The door appears to have been passed through recently, and it has algae growing all over it. It should be opened by turning the handle counterclockwise, but it is magically locked. The door is trapped: it is hollow and filled with confusion substance that splashes everyone within 10' when it is bashed open. Anyone listening at the door hears nothing.

82: This wooden door has bas-relief designs in decorative patterns. There is a ring on the right. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. There is a skeletal hand caught in the doorway, and there is a large knocker attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any, and attracting someone (or something) to investigate. The door should be opened by turning the ring counterclockwise, but it is locked; unlocking it requires inserting a rod into a hole in the door then stepping back. Anyone listening at the door hears a muffled roaring.

83: This wooden door has inlaid designs of leering faces, ornamented with semiprecious stones. There is a doorknob on the right. The door opens on the right, away from this area. It is moderately old and rather worn. The door has been dented, and it is barred on the near side. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears distant footsteps.

84: This bronze door has elaborate metalwork decorations in abstract patterns, ornamented with silver. There is a doorknob on the left. The door opens on the left, away from this area. It is moderately old and rather worn. The door has algae growing all over it, and it has unidentifiable stains. It can be opened by turning the doorknob counterclockwise while pushing right on it. Anyone listening at the door hears nothing.

85: This heavy wooden door has a dragon neatly drawn with chalk. There is a lever on the right. The door opens on the right, toward this area. It is clearly very new. "Keep Out!" is scrawled on a board glued to the door, and there is a noisemaker made of several pieces of old armor tied together hanging on the other side of the door. The door can be opened by turning the lever counterclockwise. It has a lock, which is unlocked, but the door is stuck (Very Easy task to unstick). Anyone listening at the door hears nothing.

86: This corroded bronze door has a geometric pattern made of rivets. There is no apparent doorknob. The door opens like a stable door, with split upper and lower halves. It is moderately old and rather worn. There is a scrap of leather caught in the doorway. The door can be opened by pushing right on four of the decorative rivets. Anyone listening at the door hears a distant rustling.

87: This iron-bound wooden double door has a carved demon's face. There is no apparent doorknob. The doors open on the both sides, away from this area. It is moderately old and rather worn. 1 step leads down from floor level to the door, and it is scorched. It can be opened by pushing firmly near the right side of either half. Anyone listening at the door hears a quiet whimpering.

88: This heavy wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the left, away from this area. It is moderately old and rather worn. An orc skull has been nailed to the door with a huge spike. The door should be opened by pushing firmly near the top, but it is locked (Hard task to pick), and the lock is trapped with ear lice, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears a distant slurping.

89: This iron-bound wooden door has inlaid designs in decorative patterns. There is a doorknob on the right. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is clearly as old as the dungeon. There is a scrap of leather caught in the doorway. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a muffled rustling.

90: This wooden door has carved designs of flames. There is a lever on the left. The door opens like a stable door, with split upper and lower halves (each half has its own lever). It is very old, perhaps even older than the dungeon. An elf skull has been nailed to the door with a huge spike. The door can be opened by turning the lever clockwise while pulling out on it. Anyone listening at the door hears nothing.

91: This wooden door has elaborate metalwork decorations in decorative patterns, ornamented with silver. There is a doorknob near the center. The door opens on the left, away from this area. It is quite old. A magical seal made of lead has been affixed to the door. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a distinct gasping.

92: This wooden door has inlaid designs in abstract patterns. There is a lever on the left. The door opens on the left, toward this area. It is fairly new. The door has algae and even some moss growing all over it. It can be opened by turning the lever clockwise. Anyone listening at the door hears a muffled gurgling.

93: This heavy wooden door has elaborate metalwork decorations in decorative patterns, ornamented with decorative stones. There is a doorknob on the left. The door opens on the left, away from this area. It is quite old. The door is unusually sturdy (+50)% normal strength). It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears nothing.

94: This stone door has bas-relief designs in decorative patterns. There is no apparent doorknob. The door opens on the left, toward this area. It is clearly as old as the dungeon. The door appears to have been passed through recently, and it is scorched. It should be opened by pushing firmly near the right side, but it has been nailed shut; it will take 7 minutes to pry out enough nails out to be able to open it, and in addition it is stuck; forcing it is an Easy task (and not quiet). Anyone listening at the door hears nothing.

95: This heavy wooden door has inlaid designs in decorative patterns. There is a handle on the right. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. There is a scrap of leather caught in the doorway. The door should be opened by turning the handle counterclockwise, but it has been nailed shut; it will take 8 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears nothing.

96: This heavy wooden door has a skull and crossbones sloppily drawn in ichor. There is no apparent doorknob. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. Assorted bones are nailed to the door. It can be opened by pushing very hard near the bottom. Anyone listening at the door hears nothing.

97: This wooden door is plain and unadorned. There is a doorknob on the left. The door opens on the left, toward this area. It is clearly very new. A magical seal made of silver has been affixed to the door, and a rusty dagger is firmly stuck in the door. The door can be opened by pulling up on the doorknob then pushing down on it. Anyone listening at the door hears nothing.

98: This wooden door has carved designs of tentacles. There is no apparent doorknob. The door opens in both directions with hinges on the left. It is very old, perhaps even older than the dungeon. There is a large knocker attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any, and the door is stained with what appears to be blood. It can be opened by pushing firmly near the left side. It has a lock, but is unlocked. Anyone listening at the door hears a quiet roaring.

99: This stone door has a picture of a dragon carefully drawn with chalk. There is a ring on the right. The door opens on the right, away from this area. It is moderately old and rather worn. The door is hollow, only half normal strength. It should be opened by turning the ring clockwise while pushing down on it, but it is locked (Ordinary task to pick). Anyone listening at the door hears a quiet splashing.

100: This steel double door is plain and unadorned. There is a pair of doorknobs in the center. The doors open on the both sides, toward this area. It is clearly as old as the dungeon. The door is blotched with strange fungal growths, and it appears to have been passed through recently. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears a loud squeaking.

101: This heavy wooden door has a painted demon's face. There is no apparent doorknob. The door opens in both directions with hinges on the right. It is clearly very new. The door has unidentifiable stains, and it is barred on the far side. It can be opened by pushing left on the demon's face. Anyone listening at the door hears a distant slurping.

102: This stone double door has elaborate metalwork decorations in geometric patterns. There is no apparent doorknob. The doors open on the both sides, away from this area. It is quite old. The door has been gouged and clawed. It can be opened by pushing gently near the left side of either half. Anyone listening at the door hears nothing.

103: This iron door has elaborate metalwork decorations in abstract patterns. There is a doorknob near the center. The door opens on the left, away from this area. It is fairly new. There are etched areas apparently made by acid splashing on the door. It should be opened by turning the doorknob counterclockwise, but it is locked (Ordinary task to pick). The door is trapped: it explodes when tampered with. Anyone listening at the door hears quiet footsteps.

104: This iron-bound wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the right, toward this area. It is clearly very new. The door has algae and even some moss growing all over it, and it is blotched with strange fungal growths. It can be opened by pushing gently near the top. Anyone listening at the door hears a distant snoring.

105: This wooden door has elaborate metalwork decorations in decorative patterns, ornamented with decorative stones. There is no apparent doorknob. The door opens on the left, away from this area. It is clearly as old as the dungeon. A series of numbers is roughly written the door: 7-5-6. The door can be opened by pushing very hard near the middle. Anyone listening at the door hears a muffled sneezing.

106: This rusty iron door has elaborate metalwork decorations in geometric patterns. There is a lever on the left. The door opens in both directions with hinges on the right. It is quite old. The door is scorched. It can be opened by turning the lever counterclockwise. Anyone listening at the door hears nothing.

107: This wooden door has inlaid designs of skulls. There is no apparent doorknob. The door opens on the left, toward this area. It is quite old. "Keep Out!" is scratched on a board attached to the door. The door can be opened by pushing firmly near the lower left corner. Anyone listening at the door hears nothing.

108: This wooden door is plain and unadorned. There is a doorknob on the right. The door opens in both directions with hinges on the left. It is fairly new. The door has unidentifiable stains, and it is in a much larger archway that has been bricked up. It can be opened by turning the doorknob counterclockwise while pushing down on it. Anyone listening at the door hears nothing.

109: This heavy wooden door has a geometric pattern made of nailheads. There is no apparent doorknob. The door opens in both directions with hinges on the left. It is moderately old and rather worn. A rusty sword is firmly stuck in the door. The door should be opened by pushing left on six of the decorative nails, but it is locked (Hard task to pick). The door is trapped: it has a gravity reversal which affects the room. Anyone listening at the door hears quiet footsteps.

110: This rusty iron door has carved designs of flames and skulls. There is no apparent doorknob. The door opens on the left, toward this area. It is clearly as old as the dungeon. The door has obviously been damaged and repaired in the past, and it is hollow, only half normal strength. It can be opened by pushing gently near the right side. Anyone listening at the door hears a faint groaning.

111: This corroded bronze door has a picture of a mountain sloppily painted with violet paint. There is no apparent doorknob. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. A magical seal made of wax has been affixed to the door. The door can be opened by pushing gently near the bottom. It has a lock, but is unlocked. Anyone listening at the door hears nothing.

112: This heavy wooden door has elaborate metalwork decorations featuring wolves and demons. There is a doorknob on the left. The door opens on the left, away from this area. It is moderately old and rather worn. There is a scrap of brown cloth caught in the doorway, and the doorknob has been coated with extremely strong glue, which is extremely hard to get loose from. The door can be opened by turning the doorknob clockwise. It has a lock, apparently unlocked, but the door is stuck (Hard task to unstick) and the keyhole is trapped to activate a distant alarm when anyone tries to pick the lock. Anyone listening at the door hears a loud snoring.

113: This rusty iron door has bas-relief designs of skulls. There is no apparent doorknob. The door opens on the left, toward this area. It is quite old. The decorations seem to glow faintly in the dark. The door can be opened by pushing very hard near the middle. It has a lock, but it is not locked. The door is trapped: touching it opens a 30-foot-deep pit containing poisoned spikes directly in front of it. Anyone listening at the door hears nothing.

114: This rusty iron door has a picture of a elf roughly painted with black paint. There is a handle near the center. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The handle has been coated with extremely strong glue, which is very hard to get loose from. The door can be opened by turning the handle clockwise while pushing left on it. Anyone listening at the door hears a distant gasping.

115: This corroded bronze door has bas-relief designs in decorative patterns. There is a ring on the left. The door opens in both directions with hinges on the right. It is very old, perhaps even older than the dungeon. "To the egress" is scratched on a crude sign attached to the door. The door can be opened by turning the ring counterclockwise. It has a lock, which is unlocked, but the door is stuck (Very Hard task to unstick). The keyhole is trapped with a needle covered with a substance causing instant death that pricks anyone who inserts a key without pressing a secret button. Anyone listening at the door hears a distant chuckling.

116: This flimsy wooden door has carved designs of skulls. There is a doorknob on the right. The door opens on the right, toward this area. It is clearly as old as the dungeon. The door has recently been painted with blue paint, and a stretched dwarf skin has been pinned to the door. It can be opened by pulling up on the doorknob then pushing left on it. Anyone listening at the door hears a distant groaning.

117: This steel door has inlaid designs of snarling faces and swords and daggers. There is a doorknob on the left. The door opens on the left, toward this area. It is moderately old and rather worn. A magical seal made of silver has been affixed to the door. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a loud grunting.

118: This wooden door is plain and unadorned. There is a doorknob on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. There is a scrap of brown cloth caught in the doorway. The door can be opened by turning the doorknob clockwise. It has a lock, which is unlocked, but the door is stuck (Hard task to unstick). The door is trapped: it has a teleport spell that sends the entire party to random locations, separately. Anyone listening at the door hears a faint grating.

119: This wooden door has inlaid designs of screaming faces. There is a handle on the right. The door opens on the right, toward this area. It is clearly very new. There is a scrap of leather caught in the doorway. The door can be opened by turning the handle counterclockwise while pulling up on it. Anyone listening at the door hears a faint groaning.

120: This heavy wooden door has painted designs in geometric patterns. There is no apparent doorknob. The door opens on the right, toward this area. It is quite old. A series of numbers is roughly scraped the door: 7-6-4. The door can be opened by pushing firmly near the top. Anyone listening at the door hears nothing.

121: This steel door has carved designs of flames. There is a lever on the left. The door opens on the left, away from this area. It is moderately old and rather worn. "To the egress" is painted on a board glued to the door, and the door has algae and even some moss growing all over it. It can be opened by turning the lever clockwise while pushing down on it. Anyone listening at the door hears nothing.

122: This corroded bronze door has elaborate metalwork decorations featuring leering faces. There is a handle on the right. The door opens in both directions with hinges on the left. It is moderately old and rather worn. There is a large knocker attached to the door; knocking produces an abnormally loud sound, alerting the occupants of the room, if any, and the door has unidentifiable stains. It can be opened by turning the handle clockwise. Anyone listening at the door hears nothing.

123: This bronze door is plain and unadorned. There is a handle on the right. The door opens on the right, away from this area. It is quite old. A magical seal made of wax has been affixed to the door, and there is a skeletal hand caught in the doorway. The door can be opened by turning the handle counterclockwise. Anyone listening at the door hears nothing.

124: This bronze door has elaborate metalwork decorations in abstract patterns. There is a handle near the center. The door opens by sliding upward into the ceiling. It is quite old. The door appears to have been passed through recently, and it has algae and even some moss growing all over it. It can be opened by turning the handle clockwise. It has a lock, which is unlocked, but the door is stuck (Hard task to unstuck). The keyhole is trapped with a needle covered with a substance causing disease that pricks anyone who listens at it. Anyone listening at the door hears a distinct swishing.

125: This wooden door has painted designs of leering faces and skulls. There is a doorknob on the right. The door opens on the right, away from this area. It is moderately old and rather worn. The doorknob has been coated with extremely strong glue, which is hard to get loose from. The door can be opened by turning the doorknob clockwise while pulling up on it. Anyone listening at the door hears a loud moaning.

126: This brass-bound wooden door has inlaid designs in decorative patterns. There is no apparent doorknob. The door opens on the right, toward this area. It is clearly very new. The door appears to have been passed through recently, and there is a large knocker attached to the door; knocking produces only a faint knocking sound. It can be opened by pushing firmly near the bottom. Anyone listening at the door hears nothing.

127: This heavy wooden door has painted designs in decorative patterns. There is a handle on the right. The door opens in both directions with hinges on the left. It is quite old. There is a bell hanging on the other side of the door, and 3 steps lead down from floor level to the door. It should be opened by turning the handle counterclockwise, but it is locked (Hard task to pick), and the lock is trapped with ear grubs, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears nothing.

128: This iron-bound wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the left, toward this area. It is clearly as old as the dungeon. There is a bell hanging on the other side of the door, and the door is scorched. It can be opened by pushing firmly near the top. Anyone listening at the door hears a muffled barking.

129: This heavy wooden door has a geometric pattern made of nailheads. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is fairly new. "Beware!" is scrawled on a crude sign pinned to the door, and the door has algae and even some moss growing all over it. It should be opened by turning the doorknob counterclockwise while pulling out on it, but it is locked (Ordinary task to unlock) and stuck (Very Easy task to unstuck). Anyone listening at the door hears nothing.

130: This wooden door has an elaborate symbol sloppily painted with violet paint. There is a doorknob on the right. The door opens on the right, away from this area. It is clearly very new. A series of numbers is neatly scraped the door: 9-7-0-9. The door can be opened by pulling up on the doorknob then pushing right on it. Anyone listening at the door hears nothing.

131: This wooden door has a skull and crossbones neatly painted with orange paint. There is no apparent doorknob. The door opens in both directions with hinges on the left. It is clearly as old as the dungeon. The door appears to have been passed through recently. It should be opened by pushing firmly near the lower left corner, but it is locked (Easy task to unlock) and stuck (Ordinary task to unstick). Anyone listening at the door hears a distinct whining.

132: This corroded bronze door has elaborate metalwork decorations featuring demons, ornamented with semiprecious stones. There is a ring on the right. The door opens on the right, toward this area. It is clearly as old as the dungeon. There is a handprint, with prints of claws at the fingertips, made with some kind of ichor on the door, near the upper left corner, and a magical seal made of lead has been affixed to it. The door can be opened by pulling out on the ring then pushing in on it. Anyone listening at the door hears a muffled screaming.

133: This iron-bound wooden door has carved designs in abstract patterns. There is a lever on the right. The door opens on the right, away from this area. It is fairly new. The door has unidentifiable stains, and there is a bloody pawprint on it, near the left side. It should be opened by pulling out on the lever then pushing in on it, but it is locked (Ordinary task to unlock) and stuck (Very Hard task to unstick). Anyone listening at the door hears a quiet whirring.

134: This flimsy wooden door has bas-relief designs of wolves. There is a ring on the left. The door opens like a stable door, with split upper and lower halves (each half has its own ring). It is quite old. The door is stained with what appears to be blood, and a magical seal made of lead has been affixed to it. The door can be opened by turning the ring counterclockwise while pushing in on it. Anyone listening at the door hears a quiet croaking.

135: This iron door is plain and unadorned. There is a ring on the right. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. There is a spyhole in it. The door can be opened by turning the ring counterclockwise. Anyone listening at the door hears nothing.

136: This iron-bound wooden door has a bas-relief monstrous face. There is a doorknob on the right. The door opens on the right, toward this area. It is moderately old and rather worn. The door has algae growing all over it, and 1 step leads down from floor level to it. It should be opened by turning the doorknob counterclockwise, but it has been nailed shut; it will take 5 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears nothing.

137: This heavy wooden door has elaborate metalwork decorations in geometric patterns, ornamented with semiprecious stones. There is a ring near the center. The door opens in both directions with hinges on the left. It is moderately old and rather worn. The door has unidentifiable stains, and a stretched dog skin has been fastened to the door. It can be opened by turning the ring clockwise. Anyone listening at the door hears a muffled moaning.

138: This wooden door has painted designs of serpents. There is a handle near the center. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. A series of numbers is sloppily scraped the door: 9-4-1. The door can be opened by turning the handle counterclockwise. It has a lock, apparently unlocked, but the door is stuck (Ordinary task to unstick) and the keyhole is trapped to activate a distant chime when anyone listens at it. Anyone listening at the door hears nothing.

139: This iron door has a geometric pattern made of rivets. There is a lever on the right. The door opens on the right, away from this area. It is clearly very new. The door is exceptionally strong (+0 normal strength), and it appears to have been passed through recently. It can be opened by turning the lever clockwise. It has a lock, which is unlocked, but the door is stuck (Easy task to unstick). Anyone listening at the door hears a distinct barking.

140: This brass-bound wooden door is plain and unadorned. There is a lever on the left. The door opens in both directions with hinges on the right. It is moderately old and rather worn. 3 steps lead down from floor level to the door. It can be opened by turning the lever clockwise. It has a lock, apparently unlocked, but the door is stuck (Ordinary task to unstick). Anyone listening at the door hears nothing.

141: This heavy wooden door has a geometric pattern made of nailheads ornamented with metal. There is no apparent doorknob. The door opens in both directions with hinges on the left. It is very old, perhaps even older than the dungeon. A human skull has been nailed to the door with a huge spike. The door should be opened by pushing right on three of the decorative nails, but it is locked (Ordinary task to unlock) and stuck (Very Easy task to unstick). Anyone listening at the door hears nothing.

142: This flimsy wooden door has a heraldic symbol sloppily painted with gold paint. There is a doorknob on the left. The door opens on the left, away from this area. It is quite old. The door is barred on the far side, and a goblin skull has been nailed to the door with a huge spike. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears a muffled barking.

143: This bronze door has elaborate metalwork decorations featuring serpents and dragons, ornamented with decorative stones. There is no apparent doorknob. The door opens on the left, toward this area. It is moderately old and rather worn. The door is hollow, only half normal strength. It can be opened by pushing firmly near the top. Anyone listening at the door hears a distinct giggling.

144: This wooden door has an eye roughly drawn in blood. There is no apparent doorknob. The door opens on the left, away from this area. It is clearly as old as the dungeon. The door is barred on the near side. It can be opened by pushing very hard near the right side. It has a lock, which is unlocked, but the door is stuck (Hard task to unstick). Anyone listening at the door hears a quiet squeaking.

145: This iron-bound wooden door has bas-relief designs in decorative patterns. There is a doorknob on the left. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. "Keep Out!" is painted on a piece of paper nailed to the door, and the door appears to have been passed through recently. It can be opened by turning the doorknob clockwise while pushing left on it. Anyone listening at the door hears a distant scratching.

146: This wooden door has a skull and crossbones sloppily drawn with chalk. There is no apparent doorknob. The door opens like a stable door, with split upper and lower halves. It is fairly new. "Keep Out!" is painted on a piece of paper stapled to the door. The door can be opened by pushing very hard near the upper left corner. Anyone listening at the door hears a distinct slapping.

147: This wooden door has inlaid designs in geometric patterns. There is a lever on the left. The door opens in both directions with hinges on the right. It is clearly very new. A magical seal made of wax has been affixed to the door, and the lever has been coated with extremely strong glue, which is hard to get loose from. The door can be opened by turning the lever counterclockwise. Anyone listening at the door hears nothing.

148: This brass-bound wooden door has elaborate metalwork decorations in abstract patterns. There is a ring on the right. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. A stretched human skin has been nailed to the door, and metal plates have been used to reinforce parts of the door. It can be opened by turning the ring clockwise. Anyone listening at the door hears a distant whimpering.

149: This flimsy wooden door has a picture of a battleaxe neatly drawn in ichor. There is a doorknob on the right. The door opens on the right, toward this area. It is quite old. The door is covered with worn red paint. It can be opened by turning the doorknob clockwise while pushing down on it. Anyone listening at the door hears a quiet squealing.

150: This heavy wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. The door is blotched with strange fungal growths. It should be opened by pushing firmly near the lower left corner, but it is magically locked. The door is trapped: tampering with it opens a 10-foot-deep pit containing a random teleporter directly in front of it. Anyone listening at the door hears nothing.

151: This wooden door has a bas-relief monstrous face. There is a doorknob on the right. The door opens on the right, away from this area. It is quite old. The door is unusually sturdy (+50)% normal strength). It should be opened by pushing left on the doorknob then pulling up on it, but it is locked (Very Easy task to unlock) and stuck (Ordinary task to unstick). The door is trapped: attempting to open it opens a 40-foot-deep pit containing a silver creeper directly in front of it. Anyone listening at the door hears a faint chirping.

152: This heavy wooden door has carved designs in decorative patterns. There is a doorknob on the right. The door opens in both directions with hinges on the left. It is quite old. There is a ventilation slot in it. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a quiet scratching.

153: This iron-bound wooden door is plain and unadorned. There is a doorknob on the right. The door opens on the right, toward this area. It is moderately old and rather worn. The door is blotched with strange fungal growths, and the doorknob has been coated with extremely strong glue, which is hard to get loose from. The door can be opened by pushing down on the doorknob then pulling out on it. Anyone listening at the door hears nothing.

154: This heavy wooden door has an inlaid wolf's head. There is a lever near the center. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. There is a crack in it, and "This way" is scratched on the door. The door should be opened by turning the lever clockwise, but it is locked (Easy task to pick), and the lock is trapped to activate a loud bell when anyone listens at it. The door is trapped: tentacles lash out from hidden pockets, attacking the nearest person. Anyone listening at the door hears nothing.

155: This heavy wooden door is plain and unadorned. There is a doorknob on the right. The door opens in both directions with hinges on the left. It is very old, perhaps even older than the dungeon. A magical seal made of lead has been affixed to the door. The door should be opened by turning the doorknob clockwise, but it is magically locked. The door is trapped: attempting to open it opens a 10-foot-deep pit containing 2 feet of scummy water directly in front of it. Anyone listening at the door hears nothing.

156: This iron door has bas-relief designs of flames. There is a lever on the left. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. The lever has been coated with extremely strong glue, which is extremely hard to get loose from. The door can be opened by turning the lever clockwise while pulling out on it. It has a lock, but is unlocked; however, the keyhole is trapped to activate a loud gong when anyone listens at it. Anyone listening at the door hears a distinct squealing.

157: This wooden door has an eye sloppily drawn with chalk. There is no apparent doorknob. The door opens on the left, away from this area. It is moderately old and rather worn. A magical seal made of wax has been affixed to the door, and the door has unidentifiable stains. It can be opened by pushing very hard near the right side. It has a lock, but is unlocked. Anyone listening at the door hears a quiet scraping.

158: This bronze door has elaborate metalwork decorations in abstract patterns, ornamented with decorative stones. There is a handle near the center. The door opens on the right, toward this area. It is fairly new. 1 step leads down from floor level to the door. It can be opened by pushing left on the handle then pulling up on it. Anyone listening at the door hears nothing.

159: This heavy wooden door has a geometric pattern made of nailheads. There is a doorknob on the left. The door opens on the left, away from this area. It is clearly very new. The door is scorched, and the decorations seem to glow faintly in the dark. It should be opened by turning the doorknob clockwise, but it is magically locked. The door is

trapped: tampering with it opens a 40-foot-deep pit directly in front of it. Anyone listening at the door hears a muffled clanking.

160: This wooden door has painted designs in abstract patterns. There is a ring on the right. The door opens on the right, away from this area. It is clearly as old as the dungeon. 2 steps lead up from floor level to the door, and there is a handprint made with some kind of ichor on it, near the lower right corner. It should be opened by turning the ring clockwise, but it is magically locked. The door is trapped: it is hollow and filled with burning substance that splashes everyone within 10' when it is bashed open. Anyone listening at the door hears nothing.

161: This bronze door has inlaid designs in abstract patterns. There is a handle on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. The door has been gouged and clawed. It can be opened by turning the handle clockwise while pushing left on it. Anyone listening at the door hears a faint sneezing.

162: This wooden door has a heraldic symbol crudely painted with violet paint. There is a doorknob on the left. The door opens on the left, toward this area. It is quite old. Metal plates have been used to reinforce parts of the door. It can be opened by turning the doorknob counterclockwise. It has a lock, which is unlocked, but the door is stuck (Easy task to unstick). The door is trapped: attempting to open it opens a 50-foot-deep pit containing an underground river directly in front of it. Anyone listening at the door hears a loud sneezing.

163: This wooden door has a carved gargoyle's face. There is no apparent doorknob. The door opens in both directions with hinges on the right. It is very old, perhaps even older than the dungeon. The door is barred on the near side, and a series of numbers is crudely painted it: 8-2-7-8. The door can be opened by pushing left on the gargoyle's face. Anyone listening at the door hears a distinct grating.

164: This wooden door has a picture of a lion sloppily drawn in ichor. There is a doorknob on the right. The door opens in both directions with hinges on the left. It is clearly very new. The doorknob has been coated with extremely strong glue, which is hard to get loose from, and a magical seal made of lead has been affixed to the door. The door should be opened by turning the doorknob clockwise, but it is locked (Easy task to unlock) and stuck (Very Easy task to unstick). Anyone listening at the door hears a distant splashing.

165: This bronze-bound wooden door has a bas-relief gargoyle's face. There is a doorknob on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. The door has algae and even some moss growing all over it. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears nothing.

166: This wooden double door has a dragon sloppily drawn in blood. There is a pair of handles in the center. The doors open in both directions with hinges on the both sides. It is clearly very new. Assorted bones are stapled to the door. It can be opened by turning the handle counterclockwise. It has a lock, apparently unlocked, but the door is stuck (Very Easy task to unstick) and the keyhole is trapped to spray a sleep liquid that hits anyone who looks through it. Anyone listening at the door hears a quiet slapping.

167: This bronze door has an inlaid demon's face. There is no apparent doorknob. The door opens in both directions with hinges on the left. It is clearly very new. The door is stained with what appears to be blood, and it appears to have been passed through recently. It can be opened by rotating the demon's face counterclockwise. Anyone listening at the door hears nothing.

168: This heavy wooden door has a geometric pattern made of nailheads. There is a doorknob near the center. The door opens in both directions with hinges on the right. It is clearly as old as the dungeon. The doorknob has been coated with extremely strong glue, which is hard to get loose from. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears a distinct crying.

169: This rusty iron door is plain and unadorned. There is a ring near the center. The door opens by swinging up and outward away from this area on hinges on the top edge. It is moderately old and rather worn. The ring has been coated with extremely strong glue, which is very hard to get loose from, and 2 steps lead down from floor level to the door. It can be opened by turning the ring clockwise. Anyone listening at the door hears a faint plopping.

170: This wooden door has painted designs in geometric patterns. There is no apparent doorknob. The door opens in both directions with hinges on the left. It is clearly as old as the dungeon. The door appears to have been passed through recently, and metal plates have been used to reinforce parts of it. It can be opened by pushing firmly near the top. It has a lock, which is unlocked, but the door is stuck (Very Easy task to unstick). Anyone listening at the door hears a quiet gasping.

171: This iron door has painted designs of skulls. There is no apparent doorknob. The door opens by sliding upward into the ceiling. It is clearly very new. The door has recently been painted with gray paint. It can be opened by pushing gently near the right side. Anyone listening at the door hears a faint belching.

172: This wooden door has an elaborate symbol sloppily drawn in ichor. There is a doorknob on the right. The door opens in both directions with hinges on the left. It is clearly as old as the dungeon. There is a bloody handprint, with prints of claws at the fingertips, on the door, near the lower left corner. It should be opened by turning the doorknob counterclockwise, but it is magically locked. The door is trapped: it explodes when tampered with. Anyone listening at the door hears nothing.

173: This wooden door has elaborate metalwork decorations featuring serpents. There is a doorknob on the left. The door opens on the left, away from this area. It is fairly new. A usable axe is firmly stuck in the door, and the doorknob has been coated with extremely strong glue, which is very hard to get loose from. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a muffled clicking.

174: This heavy wooden door is plain and unadorned. There is a lever on the left. The door opens on the left, toward this area. It is clearly very new. A series of numbers is sloppily scraped the door: 6-1-1, and the door has algae and even some moss growing all over it. It can be opened by turning the lever counterclockwise. Anyone listening at the door hears nothing.

175: This heavy wooden door has elaborate metalwork decorations in decorative patterns, ornamented with decorative stones. There is no apparent doorknob. The door opens on the right, toward this area. It is quite old. 3 steps lead up from floor level to the door. It should be opened by pushing gently near the top, but it is locked (Very Easy task to pick). The door is trapped: it explodes when tampered with. Anyone listening at the door hears a loud slapping.

176: This wooden door has bas-relief designs of demons. There is a doorknob on the right. The door opens in both directions with hinges on the left. It is very old, perhaps even older than the dungeon. The decorations seem to glow faintly in the dark. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a quiet whimpering.

177: This wooden door has elaborate metalwork decorations featuring demons. There is a lever on the left. The door opens on the left, toward this area. It is fairly new. The decorations seem to glow faintly in the dark. The door can be opened by turning the lever counterclockwise. Anyone listening at the door hears a distant thumping.

178: This wooden door has an arcane symbol roughly drawn in blood. There is no apparent doorknob. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. There is a scrap of leather caught in the doorway. The door can be opened by pushing gently near the lower right corner. Anyone listening at the door hears a faint plopping.

179: This heavy wooden door has elaborate metalwork decorations featuring flames. There is a handle on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. The door is barred on the near side, and metal plates have been used to reinforce parts of it. It can be opened by turning the handle counterclockwise. Anyone listening at the door hears a distant crying.

180: This wooden door has an arcane symbol sloppily drawn with chalk. There is a doorknob on the right. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is moderately old and rather worn. The door is in a much larger archway that has been bricked up, and there is a large knocker attached to the door; knocking produces only a faint knocking sound. It can be opened by turning the doorknob clockwise while pulling up on it. Anyone listening at the door hears a faint slurping.

181: This wooden door is plain and unadorned. There is a doorknob near the center. The door opens on the left, away from this area. It is clearly as old as the dungeon. The door is unusually sturdy (+10% normal strength), and a stretched human skin has been pinned to the door. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears nothing.

182: This corroded bronze door is plain and unadorned. There is no apparent doorknob. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The door is hollow, only half normal strength. It should be opened by pushing gently near the right side, but it is locked (Very Hard task to pick). The door is trapped: tentacles lash out from hidden pockets, attacking the nearest person. Anyone listening at the door hears a distant moaning.

183: This heavy wooden door has carved designs in decorative patterns. There is a ring on the right. The door opens on the right, toward this area. It is clearly very new. Fresh slime is smeared on the door, and the ring has been coated with extremely strong glue, which is hard to get loose from. The door can be opened by turning the ring clockwise. Anyone listening at the door hears nothing.

184: This rusty iron door has a carved gargoyle's face. There is no apparent doorknob. The door opens by sliding upward into the ceiling. It is very old, perhaps even older than the dungeon. Fresh slime is smeared on the door, and it will creak loudly when opened. It should be opened by pushing very hard near the middle, but it is magically locked. The door is trapped: it explodes when tampered with. Anyone listening at the door hears a faint belching.

185: This heavy wooden door has bas-relief designs in abstract patterns. There is no apparent doorknob. The door opens on the right, toward this area. It is clearly very new. Fresh slime is smeared on the door, and the wood is rotten and will give way if hit forcefully. It can be opened by pushing very hard near the right side. It has a lock, which is unlocked, but the door is stuck (Very Easy task to unstick). The keyhole is trapped with a needle covered with a substance causing 1d6 of damage that pricks anyone who inserts a key without pressing a secret button. The door is trapped: it is hollow and filled with compressed corrosive gas that fills the room when it is bashed open. Anyone listening at the door hears a muffled scratching.

186: This brass-bound wooden door has inlaid designs of swords. There is a handle on the right. The door opens on the right, toward this area. It is clearly as old as the dungeon. There is a bloody handprint on the door, near the lower left corner, and it is scorched. It should be opened by turning the handle counterclockwise, but it is locked (Hard task to pick), and the lock is trapped with earwigs, which will invade the ear of anyone listening at the keyhole. The door is trapped: it is hollow and filled with compressed blinding gas that fills the room when it is bashed open. Anyone listening at the door hears nothing.

187: This bronze door has carved designs in geometric patterns. There is a doorknob on the right. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. The door is in a much larger archway that has been bricked up, and it is exceptionally strong (+0 normal strength). It can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

188: This corroded bronze door is plain and unadorned. There is no apparent doorknob. The door opens in both directions with hinges on the right. It is quite old. There are etched areas apparently made by acid splashing on the door, and a series of numbers is sloppily painted it: 7-0-1-4. The door can be opened by pushing very hard near the left side. Anyone listening at the door hears nothing.

189: This bronze double door has a carved demon's face. There is a pair of levers in the center. The doors open in both directions with hinges on the both sides. It is clearly as old as the dungeon. There is a small window (about 4" by 2") in it, and "Keep Out!" is scratched on a piece of paper fastened to the door. The door should be opened by turning the lever clockwise, but it is locked; unlocking it requires pulling up the demon's right horn. Anyone listening at the door hears a loud barking.

190: This heavy wooden door has elaborate metalwork decorations in geometric patterns, ornamented with decorative stones. There is a doorknob on the left. The door opens on the left, away from this area. It is quite old. The door is stained with what appears to be blood. It should be opened by turning the doorknob clockwise while pulling out on it, but it is magically locked. Anyone listening at the door hears nothing.

191: This wooden door has a geometric pattern made of nailheads. There is no apparent doorknob. The door opens on the left, away from this area. It is quite old. 2 steps lead down from floor level to the door. It can be opened by pushing down on three of the decorative nails. Anyone listening at the door hears a quiet slapping.

192: This bronze door has an arcane symbol crudely drawn with chalk. There is a handle near the center. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. The door is blotched with strange fungal growths, and there is a ventilation slot in it. It can be opened by turning the handle clockwise. Anyone listening at the door hears nothing.

193: This heavy wooden door has inlaid designs of skulls and swords. There is a ring on the right. The door opens in both directions with hinges on the left. It is clearly as old as the dungeon. There is a bloody handprint, with prints of claws at the fingertips, on the door, near the lower right corner. It should be opened by turning the ring counterclockwise, but it is locked; unlocking it requires inserting a finger (you might not get it back) into a hole in the door until it clicks twice. Anyone listening at the door hears a distinct groaning.

194: This steel door has a carved dragon's head. There is a ring on the left. The door opens on the left, toward this area. It is moderately old and rather worn. A series of numbers is roughly painted the door: 7-0-7-4-4-8. The door can be opened by turning the ring clockwise. It has a lock, but is unlocked. Anyone listening at the door hears a distant moaning.

195: This iron door has bas-relief designs of skulls. There is a ring near the center. The door opens on the left, toward this area. It is clearly as old as the dungeon. There is a bell hanging on the other side of the door. The door should be opened by turning the ring counterclockwise, but it is locked (Ordinary task to pick). Anyone listening at the door hears a distinct groaning.

196: This bronze door has inlaid designs in geometric patterns. There is a ring on the left. The door opens on the left, away from this area. It is moderately old and rather worn. There is a chime hanging on the other side of the door, and the door still shows traces of silver paint. It can be opened by turning the ring counterclockwise. Anyone listening at the door hears nothing.

197: This steel door has an elaborate symbol crudely painted with blue paint. There is a doorknob on the right. The door opens on the right, toward this area. It is clearly very new. The door has been dented, and it will grate loudly when opened. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

198: This wooden door has painted designs in decorative patterns. There is a lever on the left. The door opens on the left, away from this area. It is fairly new. There is a spyhole in it, and a magical seal made of wax has been

affixed to the door. The door can be opened by turning the lever clockwise. Anyone listening at the door hears loud footsteps.

199: This corroded bronze door is plain and unadorned. There is no apparent doorknob. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. The door is in a much larger archway that has been bricked up, and it has obviously been damaged and repaired in the past. It can be opened by pushing very hard near the right side. Anyone listening at the door hears a quiet humming.

200: This heavy wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the right, toward this area. It is moderately old and rather worn. 2 steps lead up from floor level to the door. It can be opened by pushing very hard near the middle. It has a lock, apparently unlocked, but the door is stuck (Ordinary task to unstick) and the keyhole is trapped to spray a hallucinogenic liquid that hits anyone who tries to pick the lock. Anyone listening at the door hears a loud dripping.

201: This heavy wooden door is plain and unadorned. There is a doorknob on the left. The door opens on the left, away from this area. It is quite old. The door is scorched. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears muffled footsteps.

202: This wooden door has elaborate metalwork decorations in decorative patterns, ornamented with silver. There is no apparent doorknob. The door opens like a stable door, with split upper and lower halves. It is clearly very new. A series of numbers is sloppily scratched the door: 7-9-8-4. The door should be opened by pushing gently near the bottom, but it is locked; unlocking it requires inserting a finger into a hole in the door three. Anyone listening at the door hears a loud grunting.

203: This steel door has bas-relief designs in decorative patterns. There is a handle on the right. The door opens in both directions with hinges on the left. It is clearly very new. There are etched areas apparently made by acid splashing on the door. It should be opened by pushing down on the handle then pulling up on it, but it is locked (Ordinary task to unlock) and stuck (Very Easy task to unstick). Anyone listening at the door hears nothing.

204: This wooden door has a geometric pattern made of nailheads. There is a ring near the center. The door opens in both directions with hinges on the right. It is very old, perhaps even older than the dungeon. A stretched dwarf skin has been attached to the door. The door can be opened by turning the ring clockwise. It has a lock, which is unlocked, but the door is stuck (Hard task to unstick). The keyhole is trapped with ear crawlers, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears a distinct thumping.

205: This iron door has a bas-relief skull. There is a handle near the center. The door opens by sliding upward into the ceiling. It is clearly very new. The door is barred on the near side. It can be opened by turning the handle clockwise. Anyone listening at the door hears a muffled gasping.

206: This stone door has elaborate metalwork decorations featuring swords. There is a handle on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. 1 step leads up from floor level to the door. It can be opened by pushing left on the handle then pulling out on it. It has a lock, but is unlocked. Anyone listening at the door hears nothing.

207: This wooden door has an elaborate symbol sloppily painted with silver paint. There is a handle on the left. The door opens on the left, away from this area. It is moderately old and rather worn. A series of numbers is neatly painted the door: 1-1-4-8, and 1 step leads up from floor level to the door. It can be opened by turning the handle counterclockwise. Anyone listening at the door hears nothing.

208: This wooden door has a tentacled creature roughly painted with green paint. There is no apparent doorknob. The door opens in both directions with hinges on the left. It is clearly as old as the dungeon. A broken dagger is

firmly stuck in the door, and there is a scrap of green cloth caught in the doorway. The door can be opened by pushing gently near the right side. Anyone listening at the door hears a muffled groaning.

209: This bronze door has a demon's face roughly drawn in blood. There is a doorknob on the right. The door opens on the right, toward this area. It is clearly as old as the dungeon. There is a noisemaker made of dried bones on a string hanging on the near side of the door. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a loud squealing.

210: This stone door has a carved monstrous face. There is a handle on the right. The door opens on the right, toward this area. It is fairly new. A stretched human skin has been attached to the door, and there is a large knocker attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any, and attracting someone (or something) to investigate. The door can be opened by pulling up on the handle then pulling out on it. Anyone listening at the door hears nothing.

211: This wooden door has a geometric pattern made of nailheads. There is a doorknob on the right. The door opens on the right, toward this area. It is fairly new. The door has algae growing all over it, and a stretched lizard skin has been stapled to the door. It should be opened by turning the doorknob clockwise while pushing right on it, but it is locked (Hard task to pick). The door is trapped: it has a mouth spell that shrieks "Surrender or die!" in a foreign human language. Anyone listening at the door hears a faint barking.

212: This heavy wooden door has elaborate metalwork decorations featuring flames and demons, ornamented with decorative stones. There is a lever on the left. The door opens on the left, toward this area. It is quite old. Dried slime is smeared on the door, and it has been dented. It can be opened by turning the lever clockwise while pushing down on it. It has a lock, but is unlocked. Anyone listening at the door hears a quiet laughing.

213: This heavy wooden door is plain and unadorned. There is a doorknob on the right. The door opens on the right, toward this area. It is fairly new. The door has algae growing all over it, and there is a large knocker attached to the door; knocking produces an abnormally loud sound, alerting the occupants of the room, if any, and attracting someone (or something) to investigate. It can be opened by pulling out on the doorknob then pushing left on it. Anyone listening at the door hears nothing.

214: This corroded bronze door has carved designs in abstract patterns. There is a ring on the right. The door opens on the right, toward this area. It is quite old. There is a large knocker attached to the door; knocking produces an abnormally loud sound, alerting the occupants of the room, if any, and attracting someone (or something) to investigate, and fresh slime is smeared on the door. It can be opened by turning the ring clockwise. Anyone listening at the door hears nothing.

215: This corroded bronze door has painted designs in decorative patterns. There is no apparent doorknob. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. Dried slime is smeared on the door. It should be opened by pushing gently near the top, but it is locked (Easy task to pick), and the lock is trapped to spray a blinding liquid that hits anyone who inserts a key without pressing a secret button. The door is trapped: it is hollow and filled with compressed blinding gas that fills the room when it is bashed open. Anyone listening at the door hears nothing.

216: This wooden door has elaborate metalwork decorations in geometric patterns, ornamented with decorative stones. There is a handle near the center. The door opens on the left, away from this area. It is clearly very new. A broken axe is firmly stuck in the door. The door can be opened by turning the handle counterclockwise. It has a lock, but is unlocked; however, the keyhole is trapped to activate a nearby bell when anyone listens at it. Anyone listening at the door hears a distant rustling.

217: This heavy wooden door has an eye sloppily painted with gold paint. There is a doorknob near the center. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is fairly new. A rusty axe is firmly stuck in the door. The door can be opened by turning the doorknob counterclockwise. It has a

lock, apparently unlocked, but the door is stuck (Very Hard task to unstick) and the keyhole is trapped to spray a nauseating liquid that hits anyone who inserts a key without pressing a secret button. Anyone listening at the door hears nothing.

218: This iron door has elaborate metalwork decorations featuring flames, ornamented with decorative stones. There is a doorknob near the center. The door opens by dropping down like a trapdoor away from this area. It is clearly as old as the dungeon. There is a scrap of brown cloth caught in the doorway, and the door is in a much larger archway that has been bricked up. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

219: This wooden door has elaborate metalwork decorations in geometric patterns, ornamented with decorative stones. There is a lever near the center. The door opens like a stable door, with split upper and lower halves (each half has its own lever). It is clearly as old as the dungeon. There is a large knocker attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any, and a broken sword is firmly stuck in the door. The door should be opened by pulling out on the lever then pulling up on it, but it is locked (Very Easy task to pick). Anyone listening at the door hears nothing.

220: This iron-bound wooden door has painted designs in decorative patterns. There is a lever on the right. The door opens in both directions with hinges on the left. It is clearly very new. A humanoid skull has been nailed to the door with a huge spike, and there is a chime hanging on the near side of the door. The door can be opened by turning the lever clockwise. Anyone listening at the door hears a loud moaning.

221: This wooden door has carved designs in geometric patterns. There is a doorknob on the left. The door opens on the left, away from this area. It is quite old. A usable axe is firmly stuck in the door, and a magical seal made of silver has been affixed to the door. The door can be opened by pushing right on the doorknob then pulling up on it. Anyone listening at the door hears a distant fluttering.

222: This flimsy wooden door has painted designs of skulls. There is a lever near the center. The door opens in both directions with hinges on the left. It is clearly as old as the dungeon. A stretched orc skin has been pinned to the door, and the door is barred on the near side. It can be opened by pushing right on the lever then pulling out on it. It has a lock, but it is not locked. Anyone listening at the door hears a quiet scratching.

223: This flimsy wooden door has carved designs in decorative patterns. There is no apparent doorknob. The door opens in both directions with hinges on the right. It is quite old. The door has algae and even some moss growing all over it, and it is in a much larger archway that has been bricked up. It can be opened by pushing gently near the top. It has a lock, apparently unlocked, but the door is stuck (Hard task to unstick) and the keyhole is trapped with ear grubs, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears a quiet belching.

224: This heavy wooden door has an inlaid dragon's head. There is a doorknob on the right. The door opens on the right, toward this area. It is moderately old and rather worn. The door is stained with what appears to be blood. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a muffled croaking.

225: This steel door has carved designs of skulls and wolves. There is a doorknob on the right. The door opens on the right, toward this area. It is moderately old and rather worn. There is a bloody pawprint on the door, near the top. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a distant screaming.

226: This wooden door has elaborate metalwork decorations featuring skulls, ornamented with semiprecious stones. There is no apparent doorknob. The door opens on the right, toward this area. It is moderately old and rather worn. The door is scorched. It should be opened by pushing very hard near the top, but it is locked (Ordinary task to unlock) and stuck (Ordinary task to unstick). The door is trapped: it is hollow and filled with compressed hallucinogenic gas that fills the room when it is bashed open. Anyone listening at the door hears nothing.

227: This stone door has inlaid designs of wolves. There is no apparent doorknob. The door opens on the right, away from this area. It is quite old. The door is covered with worn green paint, and it is in a much larger archway that has been bricked up. It can be opened by pushing gently near the upper left corner. Anyone listening at the door hears nothing.

228: This heavy wooden door is plain and unadorned. There is a lever on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. The door appears to have been passed through recently, and the wood is rotten and will give way if hit forcefully. It can be opened by turning the lever clockwise while pushing down on it. Anyone listening at the door hears a faint sneezing.

229: This heavy wooden double door has an eye carefully painted with green paint. There is a pair of levers in the center. The doors open in both directions with hinges on the both sides. It is clearly as old as the dungeon. The door is blotched with strange fungal growths. It can be opened by turning the lever clockwise while pulling out on it. Anyone listening at the door hears a faint moaning.

230: This wooden door has painted designs of flames and skulls. There is a handle on the right. The door opens on the right, away from this area. It is clearly as old as the dungeon. The door is blotched with strange fungal growths, and a stretched wolf skin has been attached to the door. It can be opened by turning the handle counterclockwise. Anyone listening at the door hears a distinct squeaking.

231: This wooden door is plain and unadorned. There is a lever near the center. The door opens like a stable door, with split upper and lower halves (each half has its own lever). It is fairly new. Dried slime is smeared on the door. It can be opened by turning the lever clockwise. Anyone listening at the door hears a faint gurgling.

232: This heavy wooden door is plain and unadorned. There is a doorknob near the center. The door opens on the left, away from this area. It is quite old. The wood is rotten and will give way if hit forcefully. The door should be opened by turning the doorknob clockwise, but it is locked (Very Easy task to unlock) and stuck (Easy task to unstick). Anyone listening at the door hears nothing.

233: This rusty iron door has an elaborate symbol sloppily painted with white paint. There is a doorknob near the center. The door opens on the left, toward this area. It is quite old. 3 steps lead up from floor level to the door. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears a distant sneezing.

234: This wooden door has painted designs of skulls. There is a doorknob on the right. The door opens on the right, away from this area. It is clearly as old as the dungeon. There is a scrap of blue cloth caught in the doorway, and a stretched elf skin has been tacked to the door. The door should be opened by turning the doorknob counterclockwise, but it is locked; unlocking it requires gently inserting gold coins into a slot in the door until it clicks. Anyone listening at the door hears a distinct whispering.

235: This heavy wooden door has carved designs in geometric patterns. There is a lever near the center. The door opens like a stable door, with split upper and lower halves (each half has its own lever). It is fairly new. The door has algae growing all over it, and "This way" is scratched on the door. It can be opened by turning the lever counterclockwise while pulling out on it. Anyone listening at the door hears a muffled whispering.

236: This iron-bound wooden door is plain and unadorned. There is a lever on the left. The door opens like a stable door, with split upper and lower halves (each half has its own lever). It is very old, perhaps even older than the dungeon. The door is stained with what appears to be blood. It can be opened by turning the lever counterclockwise. Anyone listening at the door hears nothing.

237: This flimsy wooden door has bas-relief designs of flames. There is a handle on the right. The door opens on the right, away from this area. It is fairly new. Metal plates have been used to reinforce parts of the door, and it has unidentifiable stains. It should be opened by turning the handle counterclockwise, but it has been nailed shut; it will

take 10 minutes to pry out enough nails out to be able to open it, and in addition it is stuck; forcing it is a Hard task (and not quiet). Anyone listening at the door hears a muffled croaking.

238: This iron door has bas-relief designs of swords and daggers, ornamented with gold. There is a doorknob on the right. The door opens on the right, toward this area. It is quite old. The door has recently been painted with brown paint, and the decorations seem to glow faintly in the dark. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a muffled whirring.

239: This wooden door has inlaid designs in geometric patterns. There is a lever near the center. The door opens on the left, away from this area. It is moderately old and rather worn. A broken axe is firmly stuck in the door, and metal plates have been used to reinforce parts of the door. It should be opened by turning the lever counterclockwise, but it is locked; unlocking it requires inserting a thin blade into a slot in the door one. Anyone listening at the door hears a faint sneezing.

240: This iron-bound wooden door is plain and unadorned. There is a handle on the right. The door opens on the right, away from this area. It is clearly very new. There is a scrap of leather caught in the doorway. The door can be opened by turning the handle clockwise. It has a lock, but it is not locked. The keyhole is trapped to activate a loud gong when anyone looks through it. The door is trapped: it explodes when tampered with. Anyone listening at the door hears nothing.

241: This stone door has elaborate metalwork decorations featuring skulls. There is a handle on the right. The door opens on the right, away from this area. It is moderately old and rather worn. There is a bell hanging on the near side of the door. The door should be opened by turning the handle counterclockwise, but it is locked (Easy task to pick), and the lock is trapped to activate a muffled chime when anyone inserts a key without pressing a secret button. The door is trapped: it has a magical symbol of lightning. Anyone listening at the door hears a quiet coughing.

242: This iron door has elaborate metalwork decorations featuring wolves, ornamented with gold. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is quite old. The door is scorched. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a loud belching.

243: This bronze door has carved designs of dragons. There is a doorknob on the left. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is moderately old and rather worn. The doorknob has been coated with extremely strong glue, which is very hard to get loose from. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a muffled laughing.

244: This heavy wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the left, away from this area. It is clearly as old as the dungeon. There is a large knocker attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any, and attracting someone (or something) to investigate, and there is a bell hanging on the other side of the door. The door should be opened by pushing very hard near the upper left corner, but it is locked (Ordinary task to pick). The door is trapped: it has a magical symbol of fear. Anyone listening at the door hears nothing.

245: This stone door has a painted dragon's head. There is a lever on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. The door has been hacked at with edged weapons, and it is barred on the far side. It can be opened by turning the lever clockwise while pulling up on it. Anyone listening at the door hears nothing.

246: This bronze door has elaborate metalwork decorations featuring tentacles, ornamented with gold. There is a handle on the left. The door opens on the left, toward this area. It is quite old. There is a handprint, with prints of claws at the fingertips, made with some kind of ichor on the door, near the upper right corner, and it has algae and even some moss growing all over it. It should be opened by turning the handle clockwise, but it is locked (Ordinary task to unlock) and stuck (Very Easy task to unstick). Anyone listening at the door hears a distant rustling.

247: This iron double door is plain and unadorned. There is no apparent doorknob. The doors open by sliding upward into the ceiling. It is fairly new. A stretched kobold skin has been fastened to the door. The door can be opened by pushing very hard near the top of either half. Anyone listening at the door hears a quiet croaking.

248: This steel door has an arcane symbol crudely painted with violet paint. There is a lever on the left. The door opens on the left, away from this area. It is quite old. The door is in a much larger archway that has been bricked up. It can be opened by turning the lever clockwise. Anyone listening at the door hears nothing.

249: This wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. A series of numbers is roughly written the door: 2-1-2-7-7. The door can be opened by pushing firmly near the top. Anyone listening at the door hears a distant swishing.

250: This flimsy wooden door has a skull and crossbones sloppily painted with gold paint. There is a doorknob near the center. The door opens by dropping down like a trapdoor toward this area. It is very old, perhaps even older than the dungeon. Metal plates have been used to reinforce parts of the door. It can be opened by turning the doorknob clockwise. It has a lock, but is unlocked; however, the keyhole is trapped to emit a cloud of tear gas that surrounds anyone who inserts a key without pressing a secret button. Anyone listening at the door hears a distant slurping.

251: This wooden door has a skull and crossbones roughly drawn with chalk. There is no apparent doorknob. The door opens on the left, away from this area. It is quite old. The door still shows traces of gray paint, and it is stained with what appears to be blood. It should be opened by pushing firmly near the bottom, but it is locked (Hard task to unlock) and stuck (Easy task to unstick). The door is trapped: tentacles lash out from hidden pockets, attacking the nearest person. Anyone listening at the door hears loud footsteps.

252: This wooden door has inlaid designs in decorative patterns. There is a doorknob on the right. The door opens on the right, toward this area. It is moderately old and rather worn. A stretched goblin skin has been glued to the door. The door can be opened by turning the doorknob counterclockwise. It has a lock, but it is not locked. The keyhole is trapped to emit a cloud of poison gas that surrounds anyone who looks through it. Anyone listening at the door hears nothing.

253: This wooden door has carved designs in decorative patterns. There is a doorknob on the right. The door opens on the right, toward this area. It is clearly very new. The doorknob has been coated with extremely strong glue, which is very hard to get loose from. The door can be opened by turning the doorknob clockwise. It has a lock, which is unlocked, but the door is stuck (Very Hard task to unstick). The door is trapped: it has a mouth spell that shrieks "Intruders!" in Orcish. Anyone listening at the door hears nothing.

254: This wooden door has bas-relief designs in geometric patterns. There is a doorknob on the right. The door opens in both directions with hinges on the left. It is moderately old and rather worn. There is a handprint made with some kind of ichor on the door, near the upper right corner. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a faint sneezing.

255: This bronze door has painted designs of grinning faces. There is a doorknob on the right. The door opens on the right, toward this area. It is moderately old and rather worn. The door is in a much larger archway that has been bricked up. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears a distinct roaring.

256: This heavy wooden door has a skull and crossbones sloppily painted with brown paint. There is no apparent doorknob. The door opens by sliding upward into the ceiling. It is moderately old and rather worn. "Beware!" is scratched on a board glued to the door. The door can be opened by pushing firmly near the bottom. Anyone listening at the door hears nothing.

257: This bronze door has bas-relief designs of lions. There is no apparent doorknob. The door opens by sliding upward into the ceiling. It is fairly new. There is a noisemaker made of a bunch of metal junk on a rope hanging on the other side of the door. The door can be opened by pushing very hard near the left side. Anyone listening at the door hears a muffled clacking.

258: This bronze door is plain and unadorned. There is a doorknob on the left. The door opens on the left, toward this area. It is quite old. A stretched human skin has been fastened to the door. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a quiet chirping.

259: This iron-bound wooden door has a geometric pattern made of nailheads. There is no apparent doorknob. The door opens on the left, away from this area. It is quite old. Metal plates have been used to reinforce parts of the door, and it appears to have been passed through recently. It can be opened by pushing gently near the lower left corner. It has a lock, which is unlocked, but the door is stuck (Very Easy task to unstick). The keyhole is trapped with a needle covered with a substance causing confusion that pricks anyone who listens at it. Anyone listening at the door hears a quiet rattling.

260: This heavy wooden door has bas-relief designs in abstract patterns. There is a lever on the right. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. A series of numbers is neatly scraped the door: 2-9-6. The door can be opened by turning the lever clockwise. Anyone listening at the door hears a distinct grunting.

261: This wooden double door has inlaid designs in abstract patterns. There is a pair of doorknobs in the center. The doors open on the both sides, toward this area. It is fairly new. 3 steps lead up from floor level to the door, and the wood is rotten and will give way if hit forcefully. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

262: This heavy wooden door has a geometric pattern made of nailheads. There is a doorknob on the right. The door opens on the right, toward this area. It is moderately old and rather worn. The door appears to have been passed through recently, and a magical seal made of wax has been affixed to it. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears nothing.

263: This steel door has carved designs in abstract patterns. There is a doorknob on the left. The door opens on the left, away from this area. It is moderately old and rather worn. 3 steps lead up from floor level to the door, and there are etched areas apparently made by acid splashing on it. It should be opened by turning the doorknob clockwise while pushing down on it, but it is locked (Ordinary task to pick). The door is trapped: it has a screamer spell. Anyone listening at the door hears a loud whispering.

264: This iron door has painted designs of wolves. There is no apparent doorknob. The door opens on the left, toward this area. It is moderately old and rather worn. The door is in a much larger archway that has been bricked up. It should be opened by pushing very hard near the left side, but it has been nailed shut; it will take 12 minutes to pry out enough nails out to be able to open it, and in addition it is locked (an Easy task to pick). Anyone listening at the door hears nothing.

265: This wooden door has painted designs in abstract patterns. There is a lever on the left. The door opens on the left, away from this area. It is quite old. The door has recently been painted with violet paint, and a humanoid skull has been nailed to the door with a huge spike. It should be opened by turning the lever counterclockwise while pushing down on it, but it is locked (Hard task to pick). Anyone listening at the door hears a loud roaring.

266: This heavy wooden door has elaborate metalwork decorations featuring daggers, ornamented with decorative stones. There is a lever on the left. The door opens on the left, toward this area. It is quite old. The decorations seem to glow faintly in the dark. The door can be opened by turning the lever clockwise. Anyone listening at the door hears a distant screaming.

267: This wooden double door has a geometric pattern made of nailheads. There is a pair of levers in the center. The doors open on the both sides, toward this area. It is clearly very new. The door is scorched, and a stretched kobold skin has been stapled to the door. It can be opened by turning the lever counterclockwise. Anyone listening at the door hears a faint whimpering.

268: This wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the right, away from this area. It is clearly as old as the dungeon. The door has recently been painted with white paint. It can be opened by pushing firmly near the right side. Anyone listening at the door hears a distant gasping.

269: This iron-bound wooden door has inlaid designs of dragons and grinning faces. There is a lever on the left. The door opens on the left, away from this area. It is fairly new. The door is barred on the far side. It should be opened by turning the lever clockwise, but it is locked (Ordinary task to unlock) and stuck (Easy task to unstick). Anyone listening at the door hears a loud grating.

270: This heavy wooden door has painted designs of wolves. There is a doorknob on the left. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is clearly as old as the dungeon. A stretched wolf skin has been tacked to the door. The door should be opened by turning the doorknob counterclockwise, but it is locked (Very Hard task to pick). Anyone listening at the door hears a distant crying.

271: This wooden door has elaborate metalwork decorations featuring screaming faces and swords and daggers, ornamented with decorative stones. There is no apparent doorknob. The door opens in both directions with hinges on the right. It is fairly new. A humanoid skull has been nailed to the door with a huge spike, and there is a large knocker attached to the door; knocking produces an abnormally loud sound, alerting the occupants of the room, if any. The door can be opened by pushing very hard near the lower right corner. Anyone listening at the door hears nothing.

272: This iron door has elaborate metalwork decorations featuring flames. There is a doorknob on the left. The door opens on the left, away from this area. It is clearly very new. The door is barred on the far side. It can be opened by turning the doorknob clockwise. It has a lock, but is unlocked; however, the keyhole is trapped to activate a distant alarm when anyone looks through it. Anyone listening at the door hears a loud grating.

273: This wooden door has elaborate metalwork decorations featuring dragons, ornamented with silver. There is a handle near the center. The door opens in both directions with hinges on the left. It is very old, perhaps even older than the dungeon. The door is in a much larger archway that has been bricked up. It can be opened by turning the handle counterclockwise. Anyone listening at the door hears distant footsteps.

274: This rusty iron door is plain and unadorned. There is a doorknob near the center. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. The doorknob has been coated with extremely strong glue, which is very hard to get loose from. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

275: This wooden door has an arcane symbol sloppily drawn in blood. There is a handle on the right. The door opens on the right, away from this area. It is clearly very new. A magical seal made of lead has been affixed to the door. The door should be opened by turning the handle counterclockwise, but it is magically locked. The door is trapped: it is hollow and filled with compressed nerve gas that fills the room when it is bashed open. Anyone listening at the door hears a distant groaning.

276: This stone door has elaborate metalwork decorations featuring swords and daggers, ornamented with decorative stones. There is no apparent doorknob. The door opens in both directions with hinges on the left. It is clearly very new. 2 steps lead down from floor level to the door. It can be opened by pushing gently near the right side. Anyone listening at the door hears a quiet grunting.

277: This wooden door is plain and unadorned. There is a ring on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. The door has algae and even some moss growing all over it. It should be opened by turning the ring counterclockwise while pushing down on it, but it is locked (Hard task to unlock) and stuck (Hard task to unstick). Anyone listening at the door hears nothing.

278: This wooden door has inlaid designs in geometric patterns. There is no apparent doorknob. The door opens on the right, away from this area. It is fairly new. The door is blotched with strange fungal growths, and there is a scrap of white cloth caught in the doorway. It can be opened by pushing very hard near the top. Anyone listening at the door hears a quiet groaning.

279: This steel door has painted designs of flames and snarling faces. There is no apparent doorknob. The door opens by sliding upward into the ceiling. It is clearly very new. The door has unidentifiable stains, and it is stained with what appears to be blood. It can be opened by pushing gently near the left side. Anyone listening at the door hears a distant slapping.

280: This flimsy wooden door has a gargoyle's face sloppily painted with brown paint. There is a doorknob on the right. The door opens on the right, away from this area. It is quite old. The door has algae and even some moss growing all over it. It can be opened by turning the doorknob counterclockwise while pulling out on it. Anyone listening at the door hears a distant whispering.

281: This heavy wooden door has a tentacled creature crudely drawn in blood. There is a handle on the right. The door opens on the right, toward this area. It is moderately old and rather worn. A broken dagger is firmly stuck in the door. The door can be opened by turning the handle clockwise. Anyone listening at the door hears a faint gasping.

282: This rusty iron door has inlaid designs in abstract patterns. There is a handle on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. Dried slime is smeared on the door. It can be opened by turning the handle counterclockwise. It has a lock, but is unlocked. Anyone listening at the door hears nothing.

283: This heavy wooden door has elaborate metalwork decorations featuring swords and daggers. There is a lever on the left. The door opens like a stable door, with split upper and lower halves (each half has its own lever). It is quite old. The door is blotched with strange fungal growths. It can be opened by turning the lever counterclockwise. Anyone listening at the door hears a muffled chuckling.

284: This heavy wooden door has bas-relief designs in abstract patterns. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is moderately old and rather worn. The door has been gouged and clawed. It should be opened by turning the doorknob counterclockwise while pushing left on it, but it is magically locked. The door is trapped: it is hollow and filled with compressed hallucinogenic gas that fills the room when it is bashed open. Anyone listening at the door hears nothing.

285: This rusty iron door has a geometric pattern made of rivets ornamented with silver. There is no apparent doorknob. The door opens on the left, away from this area. It is moderately old and rather worn. The door is blotched with strange fungal growths, and there is a skeletal arm caught in the doorway. It can be opened by pushing down on eight of the decorative rivets. Anyone listening at the door hears nothing.

286: This bronze door has elaborate metalwork decorations in abstract patterns. There is a doorknob on the right. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. The door is exceptionally strong (+0 normal strength). It should be opened by turning the doorknob clockwise, but it is locked (Hard task to pick). The door is trapped: it has a magical rune of confusion. Anyone listening at the door hears nothing.

287: This flimsy wooden door has a skull and crossbones roughly drawn in blood. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is clearly as old as the dungeon. 1 step leads up from

floor level to the door, and a wolf skull has been nailed to the door with a huge spike. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a distant coughing.

288: This wooden door is plain and unadorned. There is a ring on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. A magical seal made of lead has been affixed to the door, and assorted bones are stuck to the door. It can be opened by turning the ring counterclockwise. Anyone listening at the door hears nothing.

289: This flimsy wooden door has a geometric pattern made of nailheads. There is a lever near the center. The door opens in both directions with hinges on the left. It is clearly very new. The door is blotched with strange fungal growths, and a kobold skull has been nailed to the door with a huge spike. It should be opened by turning the lever counterclockwise while pulling out on it, but it is locked (Hard task to pick), and the lock is trapped to activate a distant chime when anyone tries to pick the lock. Anyone listening at the door hears a distant whimpering.

290: This heavy wooden door is plain and unadorned. There is a doorknob on the left. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. There is a scrap of leather caught in the doorway. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears a faint chirping.

291: This iron door has an arcane symbol neatly painted with orange paint. There is a handle on the left. The door opens on the left, toward this area. It is quite old. The door has recently been painted with brown paint, and the handle has been coated with extremely strong glue, which is hard to get loose from. The door should be opened by turning the handle clockwise, but it is locked (Ordinary task to unlock) and stuck (Ordinary task to unstick). Anyone listening at the door hears a quiet scratching.

292: This wooden door has inlaid designs of flames. There is a doorknob on the right. The door opens on the right, away from this area. It is clearly very new. The door is scorched, and 2 steps lead down from floor level to it. It can be opened by pushing down on the doorknob then pushing right on it. Anyone listening at the door hears distant footsteps.

293: This heavy wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the left, toward this area. It is clearly very new. A broken axe is firmly stuck in the door. The door can be opened by pushing gently near the right side. Anyone listening at the door hears distinct footsteps.

294: This wooden door has a skull and crossbones sloppily drawn in blood. There is a lever near the center. The door opens in both directions with hinges on the right. It is quite old. A wolf skull has been nailed to the door with a huge spike. The door can be opened by pushing left on the lever then pulling up on it. Anyone listening at the door hears a distinct rushing.

295: This heavy wooden door has a geometric pattern made of nailheads. There is a ring on the left. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The door is in a much larger archway that has been bricked up, and 1 step leads up from floor level to it. It can be opened by turning the ring counterclockwise. Anyone listening at the door hears a faint squealing.

296: This corroded bronze door has elaborate metalwork decorations featuring skulls. There is no apparent doorknob. The door opens on the right, away from this area. It is clearly as old as the dungeon. There are etched areas apparently made by acid splashing on the door, and a stretched wolf skin has been attached to the door. It can be opened by pushing gently near the top. Anyone listening at the door hears a distant grunting.

297: This corroded bronze door is plain and unadorned. There is no apparent doorknob. The door opens in both directions with hinges on the right. It is very old, perhaps even older than the dungeon. Fresh slime is smeared on the door. It can be opened by pushing firmly near the middle. Anyone listening at the door hears nothing.

298: This stone door has carved designs in geometric patterns. There is a lever on the left. The door opens in both directions with hinges on the right. It is clearly as old as the dungeon. The door still shows traces of green paint, and the lever has been coated with extremely strong glue, which is very hard to get loose from. The door should be opened by pushing left on the lever then pulling up on it, but it is locked (Ordinary task to pick), and the lock is trapped to spray a rotting liquid that hits anyone who tries to pick the lock. The door is trapped: it is covered with a false door that conceals a vent that emits nauseating gas when the false door is opened. Anyone listening at the door hears nothing.

299: This wooden door has a geometric pattern made of nailheads. There is no apparent doorknob. The door opens on the right, away from this area. It is moderately old and rather worn. The door appears to have been passed through recently, and it is scorched. It should be opened by pushing down on six of the decorative nails, but it is locked (Very Hard task to pick), and the lock is trapped to emit a cloud of nerve gas that surrounds anyone who tries to pick the lock. The door is trapped: it is hollow and filled with compressed confusion gas that fills the room when it is bashed open. Anyone listening at the door hears a muffled fluttering.

300: This wooden door has a tentacled creature crudely painted with silver paint. There is no apparent doorknob. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. The door is barred on the near side. It should be opened by pushing very hard near the top, but it has been nailed shut; it will take 9 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears a distinct barking.

301: This wooden door has elaborate metalwork decorations in abstract patterns. There is a doorknob on the right. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. A rusty dagger is firmly stuck in the door. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears a quiet roaring.

302: This heavy wooden door has a geometric pattern made of nailheads. There is no apparent doorknob. The door opens on the right, toward this area. It is clearly as old as the dungeon. The door is stained with what appears to be blood. It can be opened by pushing right on three of the decorative nails. It has a lock, but is unlocked. Anyone listening at the door hears a muffled sneezing.

303: This wooden door has a tentacled creature carefully painted with gold paint. There is a handle near the center. The door opens on the right, toward this area. It is quite old. A rusty dagger is firmly stuck in the door. The door can be opened by turning the handle clockwise. Anyone listening at the door hears a faint whistling.

304: This heavy wooden door is plain and unadorned. There is a handle on the right. The door opens on the right, away from this area. It is fairly new. The door is blotched with strange fungal growths, and 1 step leads up from floor level to it. It can be opened by pushing in on the handle then pulling up on it. Anyone listening at the door hears nothing.

305: This heavy wooden door is plain and unadorned. There is a doorknob on the left. The door opens on the left, away from this area. It is quite old. 3 steps lead up from floor level to the door. It can be opened by turning the doorknob counterclockwise while pushing right on it. Anyone listening at the door hears quiet footsteps.

306: This wooden double door has a geometric pattern made of nailheads. There is a pair of doorknobs in the center. The doors open on the both sides, away from this area. It is quite old. Assorted bones are stuck to the door. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

307: This wooden door is plain and unadorned. There is a doorknob on the right. The door opens on the right, away from this area. It is clearly very new. Assorted bones are stuck to the door, and it appears to have been passed through recently. It should be opened by turning the doorknob counterclockwise, but it is locked (Easy task to pick), and the lock is trapped with ear worms, which will invade the ear of anyone listening at the keyhole. The door is trapped: touching it opens a 30-foot-deep pit directly in front of it. Anyone listening at the door hears quiet footsteps.

308: This corroded bronze door has a geometric pattern made of rivets. There is a doorknob near the center. The door opens in both directions with hinges on the right. It is moderately old and rather worn. There is a bloody pawprint on the door, near the upper left corner. It can be opened by pulling up on the doorknob then pushing right on it. Anyone listening at the door hears nothing.

309: This corroded bronze door has carved designs in decorative patterns. There is a lever on the right. The door opens in both directions with hinges on the left. It is quite old. There is a bloody handprint, with prints of claws at the fingertips, on the door, near the bottom, and a magical seal made of silver has been affixed to it. The door can be opened by turning the lever counterclockwise while pushing down on it. Anyone listening at the door hears nothing.

310: This heavy wooden door has a picture of a king carefully drawn in blood. There is no apparent doorknob. The door opens by swinging up and inward toward this area on hinges on the top edge. It is fairly new. The door is blotched with strange fungal growths, and it is barred on the far side. It should be opened by pushing gently near the middle, but it is locked (Ordinary task to unlock) and stuck (Ordinary task to unstick). Anyone listening at the door hears a distant crying.

311: This heavy wooden door has elaborate metalwork decorations featuring cephalopods. There is no apparent doorknob. The door opens by dropping down like a trapdoor away from this area. It is moderately old and rather worn. The door is in a much larger archway that has been bricked up. It can be opened by pushing very hard near the middle. It has a lock, but is unlocked; however, the keyhole is trapped to spray a hallucinogenic liquid that hits anyone who inserts a key without pressing a secret button. Anyone listening at the door hears a muffled scraping.

312: This rusty iron door has inlaid designs in abstract patterns, ornamented with decorative stones. There is a ring on the right. The door opens on the right, away from this area. It is moderately old and rather worn. The door has algae and even some moss growing all over it. It can be opened by turning the ring counterclockwise. Anyone listening at the door hears a loud swishing.

313: This wooden door is plain and unadorned. There is a handle on the right. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. The door is stained with what appears to be blood. It can be opened by turning the handle clockwise. Anyone listening at the door hears a distant gasping.

314: This wooden door has an eye sloppily painted with orange paint. There is a doorknob on the right. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is clearly as old as the dungeon. A stretched human skin has been glued to the door. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a distinct chirping.

315: This wooden door is plain and unadorned. There is a lever on the left. The door opens on the left, away from this area. It is clearly very new. A series of numbers is roughly painted the door: 6-5-2, and an orc skull has been nailed to the door with a huge spike. The door can be opened by turning the lever counterclockwise. Anyone listening at the door hears nothing.

316: This heavy wooden door has elaborate metalwork decorations in geometric patterns. There is a lever on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. The door is unusually sturdy (+50)% normal strength). It can be opened by turning the lever clockwise. Anyone listening at the door hears a distinct coughing.

317: This steel door has elaborate metalwork decorations in geometric patterns. There is no apparent doorknob. The door opens by sliding upward into the ceiling. It is moderately old and rather worn. A stretched human skin has been glued to the door. The door should be opened by pushing very hard near the bottom, but it has been nailed shut; it will take 12 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears a muffled chirping.

318: This bronze door is plain and unadorned. There is a handle on the left. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. 2 steps lead down from floor level to the door, and it is stained with what appears to be blood. It should be opened by turning the handle counterclockwise, but it has been nailed shut; it will take 8 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears nothing.

319: This wooden door has bas-relief designs of leering faces and flames, ornamented with decorative stones. There is a doorknob on the left. The door opens on the left, away from this area. It is moderately old and rather worn. A magical seal made of silver has been affixed to the door. The door can be opened by turning the doorknob clockwise while pushing in on it. It has a lock, apparently unlocked, but the door is stuck (Ordinary task to unstick). Anyone listening at the door hears a faint moaning.

320: This iron door has bas-relief designs in decorative patterns. There is a doorknob on the left. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is clearly very new. There is a large knocker attached to the door; knocking produces an abnormally loud sound, alerting the occupants of the room, if any, and attracting someone (or something) to investigate. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a faint squeaking.

321: This heavy wooden door has carved designs in abstract patterns. There is no apparent doorknob. The door opens on the right, toward this area. It is fairly new. A broken dagger is firmly stuck in the door. The door should be opened by pushing very hard near the top, but it is locked; unlocking it requires inserting platinum coins into a slot in the door three. Anyone listening at the door hears a quiet slapping.

322: This wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. The wood is rotten and will give way if hit forcefully, and the door is scorched. It can be opened by pushing gently near the upper right corner. Anyone listening at the door hears a quiet moaning.

323: This heavy wooden door is plain and unadorned. There is no apparent doorknob. The door opens like a stable door, with split upper and lower halves. It is very old, perhaps even older than the dungeon. The door is barred on the far side. It can be opened by pushing gently near the left side. Anyone listening at the door hears nothing.

324: This stone door has bas-relief designs of grinning faces and skulls. There is a handle on the left. The door opens on the left, toward this area. It is quite old. The door has recently been painted with gold paint. It can be opened by turning the handle counterclockwise. Anyone listening at the door hears nothing.

325: This wooden door has a geometric pattern made of nailheads. There is no apparent doorknob. The door opens on the left, toward this area. It is quite old. There is a scrap of red cloth caught in the doorway. The door can be opened by pushing left on four of the decorative nails. It has a lock, but is unlocked; however, the keyhole is trapped with earwigs, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears a distinct grinding.

326: This steel door has a bas-relief skull. There is no apparent doorknob. The door opens on the right, toward this area. It is clearly as old as the dungeon. The door is scorched. It should be opened by pushing down on the skull, but it is magically locked. The door is trapped: it explodes when tampered with. Anyone listening at the door hears nothing.

327: This wooden door has a geometric pattern made of nailheads. There is a lever on the right. The door opens on the right, away from this area. It is clearly very new. The door is blotched with strange fungal growths, and it is in a much larger archway that has been bricked up. It should be opened by turning the lever clockwise, but it is locked (Very Hard task to pick), and the lock is trapped with a needle covered with a substance causing hallucinations that

pricks anyone who inserts a key without pressing a secret button. The door is trapped: it topples toward anyone tampering with it. Anyone listening at the door hears a distant laughing.

328: This iron-bound wooden door has elaborate metalwork decorations in abstract patterns, ornamented with decorative stones. There is a doorknob on the left. The door opens on the left, toward this area. It is moderately old and rather worn. "Keep Out!" is scratched on the door. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears a distinct crying.

329: This heavy wooden door has an inlaid monstrous face ornamented with iron. There is no apparent doorknob. The door opens in both directions with hinges on the right. It is moderately old and rather worn. The decorations seem to glow faintly in the dark. The door can be opened by rotating the monstrous face counterclockwise. Anyone listening at the door hears a quiet whimpering.

330: This iron door has inlaid designs of dragons. There is a handle on the right. The door opens on the right, away from this area. It is quite old. The decorations seem to glow faintly in the dark, and the door is in a much larger archway that has been bricked up. It can be opened by turning the handle clockwise. Anyone listening at the door hears nothing.

331: This iron door has a bas-relief green man's face. There is no apparent doorknob. The door opens by dropping down like a trapdoor toward this area. It is fairly new. There is a noisemaker made of a bunch of metal junk on a rope hanging on the other side of the door, and the door is stained with what appears to be blood. It can be opened by pushing down on the green man's face. Anyone listening at the door hears a muffled squeaking.

332: This iron door has a painted wolf's head. There is a doorknob on the left. The door opens on the left, away from this area. It is fairly new. The decorations seem to glow faintly in the dark, and a stretched human skin has been fastened to the door. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

333: This flimsy wooden door has a geometric pattern made of nailheads. There is a lever on the right. The door opens in both directions with hinges on the left. It is moderately old and rather worn. "Keep Out!" is scrawled on the door. The door should be opened by turning the lever clockwise, but it is locked (Easy task to pick). Anyone listening at the door hears a faint giggling.

334: This flimsy wooden door has painted designs of battleaxes. There is a doorknob on the left. The door opens on the left, toward this area. It is clearly very new. The door is in a much larger archway that has been bricked up, and it will creak loudly when opened. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears a distinct humming.

335: This stone door has painted designs in abstract patterns. There is no apparent doorknob. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. The door appears to have been passed through recently. It can be opened by pushing very hard near the bottom. Anyone listening at the door hears a distinct squealing.

336: This heavy wooden door is plain and unadorned. There is a doorknob on the right. The door opens in both directions with hinges on the left. It is clearly as old as the dungeon. There is a small window (about 6" by 2") in it. The door can be opened by turning the doorknob clockwise. It has a lock, apparently unlocked, but the door is stuck (Easy task to unstick) and the keyhole is trapped with ear grubs, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears a distinct whirring.

337: This heavy wooden door has inlaid designs of demons and skulls. There is no apparent doorknob. The door opens on the right, toward this area. It is quite old. The wood is rotten and will give way if hit forcefully. The door

should be opened by pushing firmly near the left side, but it is locked; unlocking it requires forcefully inserting a rod into a hole in the door three. Anyone listening at the door hears a distant snickering.

338: This wooden door is plain and unadorned. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is clearly as old as the dungeon. The door appears to have been passed through recently. It can be opened by pulling out on the doorknob then pulling up on it. Anyone listening at the door hears a distinct barking.

339: This rusty iron door has inlaid designs of leering faces. There is a doorknob on the left. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. The door appears to have been passed through recently, and the decorations seem to glow faintly in the dark. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears a muffled snickering.

340: This heavy wooden door has elaborate metalwork decorations featuring flaming skulls. There is a ring on the left. The door opens on the left, toward this area. It is clearly very new. The door has unidentifiable stains. It should be opened by pushing right on the ring then pushing in on it, but it is locked (Hard task to pick). The door is trapped: it explodes when tampered with. Anyone listening at the door hears quiet footsteps.

341: This heavy wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The door is scorched, and there is a bloody pawprint on it, near the upper right corner. It should be opened by pushing very hard near the middle, but it has been nailed shut; it will take 10 minutes to pry out enough nails out to be able to open it, and in addition it is stuck; forcing it is an Ordinary task (and not quiet). Anyone listening at the door hears a faint crying.

342: This wooden door has painted designs in geometric patterns. There is a doorknob on the left. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is clearly as old as the dungeon. A stretched human skin has been tacked to the door. The door can be opened by turning the doorknob clockwise while pushing down on it. Anyone listening at the door hears a loud sneezing.

343: This wooden door has carved designs of skulls, ornamented with decorative stones. There is a ring on the right. The door opens on the right, away from this area. It is fairly new. A rusty axe is firmly stuck in the door, and the door appears to have been passed through recently. It can be opened by turning the ring clockwise. Anyone listening at the door hears a quiet rushing.

344: This corroded bronze door has a gargoyle's face crudely drawn in ichor. There is a handle on the left. The door opens on the left, toward this area. It is moderately old and rather worn. The gargoyle winks occasionally. The door can be opened by pushing right on the handle then pushing in on it. Anyone listening at the door hears nothing.

345: This flimsy wooden door has bas-relief designs of serpents and swords. There is no apparent doorknob. The door opens in both directions with hinges on the left. It is fairly new. Fresh slime is smeared on the door, and it is blotched with strange fungal growths. It should be opened by pushing very hard near the bottom, but it is locked (Hard task to unlock) and stuck (Hard task to unstick). The door is trapped: it is hollow and filled with compressed corrosive gas that fills the room when it is bashed open. Anyone listening at the door hears nothing.

346: This flimsy wooden door is plain and unadorned. There is a doorknob on the right. The door opens on the right, toward this area. It is clearly as old as the dungeon. The door is covered with worn red paint, and it is blotched with strange fungal growths. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a distinct chirping.

347: This heavy wooden double door has a bas-relief monstrous face. There is no apparent doorknob. The doors open on the both sides, away from this area. It is quite old. The door has algae growing all over it, and there is a noisemaker made of several pieces of old armor tied together hanging on the near side of the door. It should be

opened by pushing right on the monstrous face, but it is locked (Easy task to unlock) and stuck (Easy task to unstick). Anyone listening at the door hears nothing.

348: This wooden door has a geometric pattern made of nailheads. There is a handle near the center. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. The decorations seem to glow faintly in the dark. The door can be opened by turning the handle counterclockwise while pushing down on it. Anyone listening at the door hears nothing.

349: This iron-bound wooden door is plain and unadorned. There is a handle on the right. The door opens on the right, toward this area. It is quite old. There is a scrap of brown cloth caught in the doorway, and assorted bones are attached to the door. It can be opened by pulling out on the handle then pushing down on it. Anyone listening at the door hears nothing.

350: This iron-bound wooden door has a carved monstrous face. There is a doorknob on the left. The door opens on the left, away from this area. It is moderately old and rather worn. There is a skeletal hand caught in the doorway, and the door is scorched. It should be opened by pulling out on the doorknob then pushing left on it, but it is locked (Very Hard task to pick), and the lock is trapped with ear grubs, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears a quiet whimpering.

351: This steel door has inlaid designs in decorative patterns. There is a ring on the right. The door opens on the right, away from this area. It is moderately old and rather worn. 2 steps lead down from floor level to the door. It can be opened by turning the ring clockwise. Anyone listening at the door hears nothing.

352: This wooden door is plain and unadorned. There is a doorknob near the center. The door opens in both directions with hinges on the left. It is fairly new. A series of numbers is roughly scraped the door: 8-9-3, and the door is barred on the near side. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears a muffled barking.

353: This heavy wooden door is plain and unadorned. There is a doorknob on the right. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is clearly as old as the dungeon. There is a noisemaker made of a bunch of metal junk on a rope hanging on the near side of the door. The door can be opened by turning the doorknob counterclockwise. It has a lock, but is unlocked. Anyone listening at the door hears a distinct belching.

354: This iron door has bas-relief designs in abstract patterns. There is no apparent doorknob. The door opens in both directions with hinges on the left. It is clearly very new. A stretched wolf skin has been attached to the door, and a series of numbers is neatly scraped the door: 2-9-0-6-3-8. The door can be opened by pushing gently near the left side. It has a lock, apparently unlocked, but the door is stuck (Ordinary task to unstick) and the keyhole is trapped with a needle covered with a substance causing blindness that pricks anyone who listens at it. Anyone listening at the door hears a distant whooshing.

355: This wooden door has elaborate metalwork decorations featuring wolves, ornamented with decorative stones. There is a handle near the center. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. Dried slime is smeared on the door, and it is barred on the far side. It should be opened by pushing left on the handle then pulling out on it, but it has been nailed shut; it will take 7 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears a distant slapping.

356: This wooden door has a geometric pattern made of nailheads ornamented with metal. There is a doorknob on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. There is a bloody pawprint, including distinct marks of claws, on the door, near the right side, and it is stained with what appears to be blood. It should be opened by turning the doorknob counterclockwise, but it is locked (Ordinary task to pick), and the lock is trapped with a needle covered with a substance causing 1d20 of damage that pricks anyone who inserts a key without pressing a secret button. Anyone listening at the door hears nothing.

357: This wooden door has a skull and crossbones roughly drawn in ichor. There is a handle on the left. The door opens on the left, toward this area. It is fairly new. The door has unidentifiable stains, and it has been dented. It can be opened by pulling out on the handle then pulling up on it. Anyone listening at the door hears a faint roaring.

358: This heavy wooden door is plain and unadorned. There is a ring on the right. The door opens on the right, away from this area. It is clearly as old as the dungeon. A dwarf skull has been nailed to the door with a huge spike, and the door appears to have been passed through recently. It should be opened by turning the ring clockwise, but it is locked (Easy task to pick), and the lock is trapped with ear grubs, which will invade the ear of anyone listening at the keyhole. The door is trapped: it has a teleport spell that sends the entire party to a special area. Anyone listening at the door hears a distant gurgling.

359: This rusty iron door has an inlaid skull ornamented with decorative stones. There is no apparent doorknob. The door opens by sliding upward into the ceiling. It is quite old. There is a mummified hand caught in the doorway. The door can be opened by pushing very hard near the left side. Anyone listening at the door hears nothing.

360: This flimsy wooden door has bas-relief designs of demons. There is a lever on the left. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. 1 step leads up from floor level to the door. It can be opened by turning the lever counterclockwise. Anyone listening at the door hears a muffled whistling.

361: This bronze door is plain and unadorned. There is no apparent doorknob. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. Dried slime is smeared on the door, and there is a spyhole in it. It should be opened by pushing very hard near the right side, but it is magically locked. The door is trapped: it has a magical rune of cold. Anyone listening at the door hears a loud scratching.

362: This wooden door has bas-relief designs in geometric patterns. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is quite old. The door has unidentifiable stains, and a magical seal made of lead has been affixed to it. The door should be opened by turning the doorknob clockwise while pushing down on it, but it is locked (Ordinary task to pick), and the lock is trapped to activate a loud bell when anyone looks through it. Anyone listening at the door hears a quiet giggling.

363: This heavy wooden door has an arcane symbol sloppily drawn in ichor. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is moderately old and rather worn. Assorted bones are attached to the door, and there is a scrap of brown-and-purple polka-dotted cloth caught in the doorway. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a quiet whispering.

364: This flimsy wooden door has carved designs of snarling faces. There is a doorknob on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. "This way" is scratched on the door, and the door appears to have been passed through recently. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears a muffled slapping.

365: This wooden door has a bas-relief dragon's head. There is a doorknob on the left. The door opens on the left, away from this area. It is fairly new. The door has algae and even some moss growing all over it. It can be opened by pulling out on the doorknob then pushing right on it. Anyone listening at the door hears a quiet slapping.

366: This iron door has elaborate metalwork decorations in abstract patterns, ornamented with gold. There is no apparent doorknob. The door opens like a stable door, with split upper and lower halves. It is fairly new. The door is stained with what appears to be blood, and a series of numbers is roughly painted it: 5-1-3-9-2. The door can be opened by pushing firmly near the left side. Anyone listening at the door hears nothing.

367: This heavy wooden door is plain and unadorned. There is a ring on the left. The door opens on the left, toward this area. It is quite old. A stretched wolf skin has been glued to the door, and a series of numbers is sloppily painted

the door: 7-2-9. The door should be opened by turning the ring counterclockwise, but it is locked (Ordinary task to unlock) and stuck (Very Easy task to unstick). Anyone listening at the door hears a faint gasping.

368: This wooden door has painted designs in geometric patterns. There is a doorknob near the center. The door opens by sliding upward into the ceiling. It is clearly as old as the dungeon. The door is blotched with strange fungal growths. It should be opened by turning the doorknob counterclockwise, but it is locked (Ordinary task to unlock) and stuck (Ordinary task to unstick). The door is trapped: tampering with it opens a 50-foot-deep pit directly in front of it. Anyone listening at the door hears a loud gasping.

369: This bronze door has an arcane symbol sloppily drawn in ichor. There is a doorknob on the left. The door opens on the left, toward this area. It is clearly very new. The door is hollow, only half normal strength. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears nothing.

370: This heavy wooden door is plain and unadorned. There is a doorknob on the right. The door opens on the right, away from this area. It is quite old. Assorted bones are stuck to the door, and a series of numbers is roughly written it: 0-3-4-4. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears nothing.

371: This heavy wooden door has a stick figure crudely painted with blue paint. There is a lever on the right. The door opens like a stable door, with split upper and lower halves (each half has its own lever). It is clearly as old as the dungeon. The door is unusually sturdy (+100)% normal strength), and the lever has been coated with extremely strong glue, which is hard to get loose from. The door can be opened by turning the lever counterclockwise while pushing in on it. Anyone listening at the door hears a muffled belching.

372: This iron-bound wooden door is plain and unadorned. There is no apparent doorknob. The door opens like a stable door, with split upper and lower halves. It is very old, perhaps even older than the dungeon. There is a chime hanging on the other side of the door, and the door still shows traces of blue paint. It can be opened by pushing very hard near the left side. Anyone listening at the door hears a distant chirping.

373: This wooden door has painted designs in abstract patterns. There is no apparent doorknob. The door opens on the left, away from this area. It is fairly new. An elf skull has been nailed to the door with a huge spike, and the door has algae growing all over it. It should be opened by pushing firmly near the bottom, but it is locked (Ordinary task to unlock) and stuck (Ordinary task to unstick). Anyone listening at the door hears nothing.

374: This wooden door has a picture of a bull neatly painted with silver paint. There is a doorknob on the right. The door opens on the right, toward this area. It is clearly as old as the dungeon. There is a scrap of leather caught in the doorway, and dried slime is smeared on the door. It should be opened by turning the doorknob clockwise, but it is locked (Ordinary task to unlock) and stuck (Very Hard task to unstick). Anyone listening at the door hears nothing.

375: This wooden door has a painted green man's face. There is no apparent doorknob. The door opens on the left, away from this area. It is clearly as old as the dungeon. A humanoid skull has been nailed to the door with a huge spike. The door should be opened by rotating the green man's face clockwise while pushing left on it, but it is locked (Hard task to pick). Anyone listening at the door hears a distinct crying.

376: This iron-bound wooden door has elaborate metalwork decorations featuring screaming faces, ornamented with silver. There is a doorknob on the right. The door opens on the right, away from this area. It is fairly new. There is a scrap of orange cloth caught in the doorway. The door can be opened by pushing in on the doorknob then pushing right on it. It has a lock, apparently unlocked, but the door is stuck (Ordinary task to unstick). Anyone listening at the door hears a distant groaning.

377: This rusty iron door is plain and unadorned. There is a ring on the right. The door opens on the right, toward this area. It is moderately old and rather worn. There is a noisemaker made of several pieces of old armor tied

together hanging on the near side of the door. The door can be opened by turning the ring clockwise. It has a lock, but is unlocked; however, the keyhole is trapped to emit a cloud of nerve gas that surrounds anyone who listens at it. Anyone listening at the door hears nothing.

378: This wooden door is plain and unadorned. There is a doorknob on the left. The door opens on the left, toward this area. It is moderately old and rather worn. 1 step leads down from floor level to the door, and a magical seal made of wax has been affixed to it. The door can be opened by turning the doorknob clockwise. It has a lock, but is unlocked; however, the keyhole is trapped to emit a cloud of confusion gas that surrounds anyone who looks through it. Anyone listening at the door hears a faint gasping.

379: This corroded bronze door has elaborate metalwork decorations in abstract patterns, ornamented with gold. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is clearly as old as the dungeon. The door is in a much larger archway that has been bricked up. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

380: This iron-bound wooden door has bas-relief designs in abstract patterns. There is a ring near the center. The door opens on the right, away from this area. It is moderately old and rather worn. A magical seal made of lead has been affixed to the door, and the door has been gouged and clawed. It can be opened by turning the ring counterclockwise while pushing down on it. Anyone listening at the door hears a muffled rattling.

381: This bronze door has a bas-relief monstrous face. There is no apparent doorknob. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. There is a noisemaker made of a bunch of metal junk on a rope hanging on the other side of the door. The door can be opened by pushing right on the monstrous face. It has a lock, but is unlocked. Anyone listening at the door hears a muffled fluttering.

382: This wooden door has elaborate metalwork decorations in geometric patterns, ornamented with gold. There is no apparent doorknob. The door opens on the left, toward this area. It is clearly very new. The door is unusually sturdy (+40)% normal strength). It can be opened by pushing gently near the top. Anyone listening at the door hears a quiet clattering.

383: This flimsy wooden door has bas-relief designs in abstract patterns. There is a doorknob near the center. The door opens on the right, toward this area. It is quite old. There is a scrap of purple cloth caught in the doorway, and the door is in a much larger archway that has been bricked up. It should be opened by turning the doorknob counterclockwise, but it is magically locked. The door is trapped: touching it opens a 10-foot-deep pit directly in front of it. Anyone listening at the door hears nothing.

384: This stone door has bas-relief designs in abstract patterns, ornamented with silver. There is no apparent doorknob. The door opens on the right, toward this area. It is moderately old and rather worn. The door is scorched. It should be opened by pushing very hard near the top, but it is locked; unlocking it requires inserting copper coins into a slot in the door then stepping back. Anyone listening at the door hears nothing.

385: This heavy wooden door has elaborate metalwork decorations in geometric patterns, ornamented with decorative stones. There is no apparent doorknob. The door opens on the left, away from this area. It is moderately old and rather worn. The door is scorched, and there is a scrap of leather caught in the doorway. It can be opened by pushing very hard near the left side. Anyone listening at the door hears a muffled gasping.

386: This iron-bound wooden door has inlaid designs of grinning faces. There is a doorknob on the left. The door opens on the left, toward this area. It is clearly very new. The door is stained with what appears to be blood, and it is scorched. It should be opened by turning the doorknob clockwise, but it has been nailed shut; it will take 10 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears nothing.

387: This heavy wooden door has elaborate metalwork decorations featuring demons and flames, ornamented with semiprecious stones. There is a handle near the center. The door opens by dropping down like a trapdoor away from this area. It is very old, perhaps even older than the dungeon. The door is covered with worn gray paint, and a stretched humanoid skin has been pinned to the door. It can be opened by turning the handle clockwise while pushing right on it. Anyone listening at the door hears nothing.

388: This rusty iron door has bas-relief designs of worms. There is a ring on the right. The door opens on the right, toward this area. It is moderately old and rather worn. The door has unidentifiable stains, and 2 steps lead down from floor level to it. It should be opened by turning the ring clockwise while pushing right on it, but it is magically locked. Anyone listening at the door hears nothing.

389: This bronze door has painted designs in abstract patterns. There is a handle near the center. The door opens in both directions with hinges on the left. It is fairly new. The handle has been coated with extremely strong glue, which is very hard to get loose from. The door can be opened by turning the handle counterclockwise while pulling up on it. It has a lock, apparently unlocked, but the door is stuck (Hard task to unstuck) and the keyhole is trapped with earwigs, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears nothing.

390: This wooden door has elaborate metalwork decorations in decorative patterns, ornamented with gold. There is a doorknob on the right. The door opens on the right, away from this area. It is clearly as old as the dungeon. The door has been dented, and a human skull has been nailed to the door with a huge spike. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears a faint crying.

391: This rusty steel door has painted designs of swords. There is a handle near the center. The door opens on the left, away from this area. It is moderately old and rather worn. The door has been gouged and clawed, and it has obviously been damaged and repaired in the past. It can be opened by pushing right on the handle then pushing left on it. It has a lock, but is unlocked. Anyone listening at the door hears a quiet snickering.

392: This heavy wooden door has elaborate metalwork decorations in geometric patterns. There is a doorknob on the left. The door opens on the left, away from this area. It is moderately old and rather worn. The door is scorched. It should be opened by turning the doorknob counterclockwise, but it is locked (Easy task to pick), and the lock is trapped to emit a cloud of confusion gas that surrounds anyone who inserts a key without pressing a secret button. Anyone listening at the door hears nothing.

393: This iron door has a geometric pattern made of rivets. There is no apparent doorknob. The door opens on the left, away from this area. It is moderately old and rather worn. There are etched areas apparently made by acid splashing on the door. It should be opened by pushing firmly near the lower right corner, but it is locked (Hard task to unlock) and stuck (Ordinary task to unstuck). Anyone listening at the door hears nothing.

394: This heavy wooden door has a skull roughly painted with blue paint. There is a doorknob on the right. The door opens on the right, away from this area. It is quite old. The door is barred on the far side. It should be opened by turning the doorknob clockwise while pushing right on it, but it is locked (Hard task to pick), and the lock is trapped with ear grubs, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears nothing.

395: This wooden door has an eye crudely painted with blue paint. There is no apparent doorknob. The door opens like a stable door, with split upper and lower halves. It is very old, perhaps even older than the dungeon. There is a spyhole in it, and a magical seal made of lead has been affixed to the door. The door should be opened by pushing very hard near the top, but it is locked (Hard task to unlock) and stuck (Ordinary task to unstuck). Anyone listening at the door hears a distinct whining.

396: This heavy wooden door has a geometric pattern made of nailheads. There is a handle on the right. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. There is a chime hanging

on the near side of the door, and the door appears to have been passed through recently. It can be opened by pulling up on the handle then pulling out on it. Anyone listening at the door hears a quiet moaning.

397: This bronze door has painted designs in abstract patterns. There is a ring on the left. The door opens on the left, toward this area. It is fairly new. There is a scrap of leather caught in the doorway. The door can be opened by turning the ring counterclockwise. Anyone listening at the door hears nothing.

398: This heavy wooden door has painted designs in abstract patterns. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is clearly very new. Metal plates have been used to reinforce parts of the door. It should be opened by pulling out on the doorknob then pushing right on it, but it is magically locked. Anyone listening at the door hears a loud laughing.

399: This stone door is plain and unadorned. There is a lever on the right. The door opens on the right, away from this area. It is moderately old and rather worn. There is a noisemaker made of a bunch of metal junk on a rope hanging on the near side of the door, and a series of numbers is carefully written the door: 4-3-6-6. The door can be opened by turning the lever counterclockwise while pushing left on it. Anyone listening at the door hears nothing.

400: This corroded bronze door has a green man's face roughly drawn with chalk. There is a handle near the center. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. The door still shows traces of black paint, and dried slime is smeared on it. It should be opened by turning the handle counterclockwise, but it is locked (Ordinary task to pick), and the lock is trapped to spray a rotting liquid that hits anyone who tries to pick the lock. The door is trapped: it is hollow and filled with compressed paralysis gas that fills the room when it is bashed open. Anyone listening at the door hears nothing.

401: This bronze door is plain and unadorned. There is no apparent doorknob. The door opens in both directions with hinges on the left. It is quite old. Dried slime is smeared on the door. It can be opened by pushing very hard near the right side. Anyone listening at the door hears nothing.

402: This flimsy wooden door is plain and unadorned. There is a ring on the left. The door opens on the left, away from this area. It is clearly very new. The door is scorched, and a dwarf skull has been nailed to the door with a huge spike. It can be opened by pushing right on the ring then pushing down on it. Anyone listening at the door hears a distant humming.

403: This iron door has an elaborate symbol neatly drawn in ichor. There is a doorknob near the center. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The door appears to have been passed through recently. It can be opened by pushing down on the doorknob then pushing left on it. Anyone listening at the door hears a distinct fluttering.

404: This wooden door has elaborate metalwork decorations in abstract patterns. There is a doorknob on the left. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is moderately old and rather worn. Assorted bones are fastened to the door, and the doorknob has been coated with extremely strong glue, which is very hard to get loose from. The door can be opened by turning the doorknob counterclockwise while pulling out on it. It has a lock, apparently unlocked, but the door is stuck (Very Easy task to unstick). Anyone listening at the door hears nothing.

405: This bronze door has a heraldic symbol sloppily drawn with chalk. There is a handle on the right. The door opens on the right, toward this area. It is quite old. A magical seal made of silver has been affixed to the door. The door can be opened by pushing right on the handle then pushing down on it. Anyone listening at the door hears nothing.

406: This iron-bound wooden door is plain and unadorned. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is very old, perhaps even older than the dungeon. There is a large knocker

attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any, and there is a small window (about 7" by 5", covered by an iron grill) in it. The door should be opened by turning the doorknob clockwise while pushing in on it, but it is magically locked. The door is trapped: tentacles lash out from hidden pockets, attacking the nearest person. Anyone listening at the door hears a muffled fluttering.

407: This flimsy wooden door has painted designs of demons. There is a doorknob on the right. The door opens on the right, away from this area. It is moderately old and rather worn. The door is blotched with strange fungal growths, and 3 steps lead down from floor level to it. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears a faint snickering.

408: This stone door has an elaborate symbol crudely drawn in blood. There is no apparent doorknob. The door opens on the left, toward this area. It is quite old. 1 step leads up from floor level to the door. It can be opened by pushing very hard near the left side. Anyone listening at the door hears nothing.

409: This corroded bronze double door has a bas-relief skull. There is no apparent doorknob. The doors open on the both sides, away from this area. It is very old, perhaps even older than the dungeon. The door has recently been painted with red paint. It can be opened by pushing down on the skull. It has a lock, but is unlocked. Anyone listening at the door hears a distinct gasping.

410: This heavy wooden door is plain and unadorned. There is a doorknob on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. A magical seal made of wax has been affixed to the door, and the door is scorched. It can be opened by pulling out on the doorknob then pushing down on it. Anyone listening at the door hears nothing.

411: This rusty iron door has elaborate metalwork decorations in geometric patterns, ornamented with semiprecious stones. There is a ring on the right. The door opens on the right, toward this area. It is moderately old and rather worn. The door has obviously been damaged and repaired in the past. It can be opened by turning the ring counterclockwise while pushing left on it. Anyone listening at the door hears nothing.

412: This stone door has elaborate metalwork decorations featuring cephalopods, ornamented with decorative stones. There is a doorknob on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. The door is barred on the far side, and a series of numbers is crudely painted it: 4-8-9-3-2-5. The door can be opened by pushing left on the doorknob then pulling out on it. Anyone listening at the door hears nothing.

413: This iron-bound wooden door has painted designs of swords and daggers. There is a doorknob on the right. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. The door is scorched. It should be opened by turning the doorknob counterclockwise while pushing down on it, but it is magically locked. The door is trapped: it has a screamer spell. Anyone listening at the door hears a muffled fluttering.

414: This stone door is plain and unadorned. There is a handle near the center. The door opens by sliding upward into the ceiling. It is moderately old and rather worn. 2 steps lead down from floor level to the door. It should be opened by pushing in on the handle then pulling out on it, but it is locked (Easy task to pick). Anyone listening at the door hears nothing.

415: This steel door has bas-relief designs in geometric patterns. There is no apparent doorknob. The door opens on the left, away from this area. It is moderately old and rather worn. There is a scrap of green cloth caught in the doorway, and there are etched areas apparently made by acid splashing on the door. It can be opened by pushing firmly near the left side. Anyone listening at the door hears a distinct clicking.

416: This wooden door has a carved green man's face. There is no apparent doorknob. The door opens on the left, toward this area. It is fairly new. Metal plates have been used to reinforce parts of the door, and it has unidentifiable

stains. It can be opened by pushing very hard near the right side. Anyone listening at the door hears a muffled rustling.

417: This heavy wooden door is plain and unadorned. There is a lever on the right. The door opens on the right, toward this area. It is moderately old and rather worn. The door still shows traces of brown paint, and dried slime is smeared on it. It can be opened by turning the lever clockwise. Anyone listening at the door hears nothing.

418: This flimsy wooden door has bas-relief designs in geometric patterns. There is no apparent doorknob. The door opens on the right, toward this area. It is clearly as old as the dungeon. There is a large knocker attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any, and there is a bloody handprint, with prints of claws at the fingertips, on the door, near the upper left corner. It should be opened by pushing gently near the right side, but it is magically locked. The door is trapped: it explodes when tampered with. Anyone listening at the door hears a distinct moaning.

419: This wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the right, toward this area. It is clearly very new. There is a chime hanging on the near side of the door. The door can be opened by pushing firmly near the upper left corner. Anyone listening at the door hears nothing.

420: This bronze door has elaborate metalwork decorations in geometric patterns, ornamented with gold. There is no apparent doorknob. The door opens on the right, away from this area. It is fairly new. The door has recently been painted with black paint. It can be opened by pushing very hard near the top. Anyone listening at the door hears a muffled splashing.

421: This heavy wooden door has a bas-relief green man's face. There is a lever near the center. The door opens on the left, toward this area. It is clearly as old as the dungeon. There is a noisemaker made of several pieces of old armor tied together hanging on the near side of the door, and the door has algae growing all over it. It can be opened by turning the lever clockwise while pulling out on it. Anyone listening at the door hears a muffled barking.

422: This heavy wooden door is plain and unadorned. There is a doorknob on the right. The door opens in both directions with hinges on the left. It is quite old. The door is blotched with strange fungal growths. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

423: This flimsy wooden door has carved designs in geometric patterns. There is a doorknob near the center. The door opens on the left, away from this area. It is clearly as old as the dungeon. The door is scorched. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears a quiet chuckling.

424: This bronze door has elaborate metalwork decorations in geometric patterns, ornamented with decorative stones. There is a doorknob on the right. The door opens on the right, away from this area. It is clearly very new. There is a bloody handprint, with prints of claws at the fingertips, on the door, near the right side, and it is in a much larger archway that has been bricked up. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a distinct dripping.

425: This wooden door has a geometric pattern made of nailheads. There is a lever on the left. The door opens in both directions with hinges on the right. It is fairly new. The door appears to have been passed through recently. It can be opened by turning the lever counterclockwise while pushing in on it. Anyone listening at the door hears a distinct swooshing.

426: This steel door has a geometric pattern made of rivets ornamented with semiprecious stones. There is a doorknob on the right. The door opens on the right, away from this area. It is fairly new. The door has unidentifiable stains, and it appears to have been passed through recently. It can be opened by pushing down on the doorknob then pushing in on it. Anyone listening at the door hears nothing.

427: This heavy wooden door is plain and unadorned. There is a handle on the right. The door opens on the right, toward this area. It is quite old. There is a bloody handprint on the door, near the bottom, and metal plates have been used to reinforce parts of it. It should be opened by pushing in on the handle then pushing down on it, but it has been nailed shut; it will take 10 minutes to pry out enough nails out to be able to open it, and in addition it is locked (an Ordinary task to pick). Anyone listening at the door hears a quiet squeaking.

428: This iron-bound wooden door is plain and unadorned. There is a doorknob on the right. The door opens on the right, away from this area. It is fairly new. The door has algae and even some moss growing all over it. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

429: This iron door has elaborate metalwork decorations featuring grinning faces. There is no apparent doorknob. The door opens on the left, away from this area. It is quite old. The door is covered with worn violet paint. It can be opened by pushing firmly near the right side. Anyone listening at the door hears nothing.

430: This heavy wooden door is plain and unadorned. There is a doorknob on the right. The door opens on the right, away from this area. It is fairly new. The wood is rotten and will give way if hit forcefully, and an elf skull has been nailed to the door with a huge spike. The door can be opened by turning the doorknob clockwise. It has a lock, but is unlocked; however, the keyhole is trapped with earwigs, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears nothing.

431: This heavy wooden door has a picture of a lighthouse sloppily drawn in blood. There is a doorknob on the right. The door opens on the right, toward this area. It is clearly as old as the dungeon. The door has been gouged and clawed, and it has unidentifiable stains. It can be opened by turning the doorknob clockwise. It has a lock, but is unlocked; however, the keyhole is trapped with ear crawlers, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears nothing.

432: This iron-bound wooden door has an eye crudely drawn in blood. There is a doorknob on the right. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is moderately old and rather worn. The wood is rotten and will give way if hit forcefully. The door can be opened by pulling up on the doorknob then pulling out on it. It has a lock, but is unlocked; however, the keyhole is trapped to spray a poison liquid that hits anyone who listens at it. Anyone listening at the door hears a faint clicking.

433: This flimsy wooden door has carved designs in geometric patterns. There is a lever on the left. The door opens in both directions with hinges on the right. It is moderately old and rather worn. The lever has been coated with extremely strong glue, which is very hard to get loose from, and there is a noisemaker made of several pieces of old armor tied together hanging on the other side of the door. The door can be opened by turning the lever counterclockwise. Anyone listening at the door hears a muffled grating.

434: This stone door is plain and unadorned. There is a doorknob on the left. The door opens on the left, toward this area. It is quite old. There is a mummified arm caught in the doorway, and the door is in a much larger archway that has been bricked up. It should be opened by turning the doorknob counterclockwise, but it is magically locked. The door is trapped: it is hollow and filled with compressed corrosive gas that fills the room when it is bashed open. Anyone listening at the door hears nothing.

435: This steel door is plain and unadorned. There is a handle on the right. The door opens on the right, toward this area. It is quite old. 1 step leads down from floor level to the door, and there is a noisemaker made of several pieces of old armor tied together hanging on the other side of the door. It should be opened by turning the handle clockwise, but it is locked (Hard task to unlock) and stuck (Ordinary task to unstick). Anyone listening at the door hears a distant gurgling.

436: This bronze door has elaborate metalwork decorations in geometric patterns. There is a doorknob on the left. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is clearly very new. There is a skeletal hand caught in the doorway, and there are etched areas apparently made by acid

splashing on the door. It can be opened by pushing left on the doorknob then pulling up on it. Anyone listening at the door hears a loud ticking.

437: This flimsy wooden door has an eye roughly painted with violet paint. There is a lever on the right. The door opens in both directions with hinges on the left. It is fairly new. Dried slime is smeared on the door, and it has been hacked at with edged weapons. It can be opened by turning the lever clockwise. It has a lock, but is unlocked; however, the keyhole is trapped with ear grubs, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears a faint whirring.

438: This heavy wooden door has elaborate metalwork decorations featuring serpents. There is a doorknob on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. Fresh slime is smeared on the door. It should be opened by turning the doorknob counterclockwise, but it is locked (Hard task to pick), and the lock is trapped to activate a muffled bell when anyone inserts a key without pressing a secret button. The door is trapped: attempting to open it opens a 10-foot-deep pit containing a red ooze directly in front of it. Anyone listening at the door hears a loud laughing.

439: This iron door has elaborate metalwork decorations in decorative patterns, ornamented with silver. There is no apparent doorknob. The door opens on the left, toward this area. It is quite old. There is a handprint, with prints of claws at the fingertips, made with some kind of ichor on the door, near the bottom, and it has algae growing all over it. It can be opened by pushing very hard near the right side. Anyone listening at the door hears a distinct grinding.

440: This wooden door has carved designs in decorative patterns. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is fairly new. A series of numbers is roughly painted the door: 4-7-7. The door can be opened by turning the doorknob counterclockwise while pushing right on it. It has a lock, which is unlocked, but the door is stuck (Hard task to unstick). Anyone listening at the door hears a loud whispering.

441: This bronze door has painted designs in abstract patterns. There is a doorknob on the left. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. There is a scrap of leather caught in the doorway. The door should be opened by turning the doorknob counterclockwise, but it is locked (Very Easy task to pick), and the lock is trapped to emit a cloud of hallucinogenic gas that surrounds anyone who listens at it. Anyone listening at the door hears a distant gurgling.

442: This stone door has an elaborate symbol carefully drawn with chalk. There is a doorknob on the left. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. A stretched human skin has been glued to the door. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears a muffled roaring.

443: This iron-bound wooden door is plain and unadorned. There is a lever near the center. The door opens in both directions with hinges on the right. It is very old, perhaps even older than the dungeon. The door has unidentifiable stains. It can be opened by turning the lever clockwise. Anyone listening at the door hears a distant belching.

444: This wooden door is plain and unadorned. There is a doorknob near the center. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is clearly very new. Assorted bones are stapled to the door. It can be opened by turning the doorknob clockwise while pulling up on it. Anyone listening at the door hears a distinct squealing.

445: This heavy wooden door has a bas-relief dragon's head. There is a handle on the left. The door opens in both directions with hinges on the right. It is moderately old and rather worn. The door is covered with worn red paint. It can be opened by turning the handle clockwise. It has a lock, apparently unlocked, but the door is stuck (Easy task to unstick) and the keyhole is trapped to activate a loud bell when anyone looks through it. Anyone listening at the door hears a faint snickering.

446: This heavy wooden door has bas-relief designs of serpents and snarling faces. There is no apparent doorknob. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. A series of numbers is neatly painted the door: 7-5-6-1. The door can be opened by pushing gently near the middle. Anyone listening at the door hears a distant ticking.

447: This wooden door is plain and unadorned. There is a lever on the right. The door opens on the right, toward this area. It is clearly as old as the dungeon. The door has algae growing all over it, and the lever has been coated with extremely strong glue, which is hard to get loose from. The door can be opened by turning the lever counterclockwise. Anyone listening at the door hears nothing.

448: This corroded bronze double door has inlaid designs of demons. There is no apparent doorknob. The doors open on the both sides, away from this area. It is clearly as old as the dungeon. There is a large knocker attached to the door; knocking comes off in the knocker's hand, which triggers any traps on the door. The door should be opened by pushing firmly near the lower right corner of either half, but it is magically locked. The door is trapped: it explodes when tampered with. Anyone listening at the door hears a muffled roaring.

449: This wooden door has a stick figure neatly drawn in ichor. There is no apparent doorknob. The door opens in both directions with hinges on the right. It is quite old. There is a large knocker attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any. The door should be opened by pushing very hard near the bottom, but it has been nailed shut; it will take 13 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears a faint snoring.

450: This heavy wooden door has a painted green man's face. There is a handle on the left. The door opens on the left, toward this area. It is fairly new. The door is scorched, and there is a chime hanging on the other side of the door. It should be opened by turning the handle counterclockwise, but it has been nailed shut; it will take 16 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears nothing.

451: This wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the left, away from this area. It is quite old. The door has recently been painted with red paint. It can be opened by pushing firmly near the right side. Anyone listening at the door hears a distinct laughing.

452: This stone door has painted designs in decorative patterns. There is a handle on the right. The door opens like a stable door, with split upper and lower halves (each half has its own handle). It is clearly as old as the dungeon. The decorations seem to glow faintly in the dark, and the door is covered with worn brown paint. It should be opened by pushing right on the handle then pulling out on it, but it is locked (Ordinary task to unlock) and stuck (Very Hard task to unstick). Anyone listening at the door hears nothing.

453: This heavy wooden door has a skull and crossbones sloppily painted with orange paint. There is a handle on the left. The door opens in both directions with hinges on the right. It is clearly as old as the dungeon. The wood is rotten and will give way if hit forcefully, and the door has been gouged and clawed. It can be opened by turning the handle clockwise. Anyone listening at the door hears a loud croaking.

454: This rusty steel door has inlaid designs in abstract patterns. There is a handle on the left. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The door appears to have been passed through recently, and there is a crack in it. It should be opened by pushing left on the handle then pushing down on it, but it is locked (Very Hard task to pick). The door is trapped: it explodes when tampered with. Anyone listening at the door hears nothing.

455: This wooden door is plain and unadorned. There is a handle on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. The handle has been coated with extremely strong glue, which is extremely hard to get loose from. The door can be opened by turning the handle counterclockwise. It has a lock, but is unlocked. Anyone listening at the door hears nothing.

456: This corroded bronze door has a bas-relief wolf's head. There is a ring on the right. The door opens on the right, away from this area. It is clearly as old as the dungeon. The door is in a much larger archway that has been bricked up. It should be opened by turning the ring clockwise while pulling out on it, but it is locked (Ordinary task to unlock) and stuck (Hard task to unstick). Anyone listening at the door hears nothing.

457: This heavy wooden door has a geometric pattern made of nailheads. There is a handle on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. The door is barred on the near side. It can be opened by turning the handle counterclockwise. Anyone listening at the door hears nothing.

458: This iron-bound wooden door has a geometric pattern made of nailheads. There is a lever on the left. The door opens on the left, away from this area. It is quite old. The door is stained with what appears to be blood. It can be opened by turning the lever counterclockwise. Anyone listening at the door hears nothing.

459: This wooden door is plain and unadorned. There is a ring on the left. The door opens in both directions with hinges on the right. It is clearly as old as the dungeon. There is a mummified arm caught in the doorway. The door can be opened by pulling up on the ring then pushing in on it. Anyone listening at the door hears a distinct whispering.

460: This heavy wooden door has inlaid designs in decorative patterns. There is a lever on the right. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. There is a crack in it. The door can be opened by turning the lever counterclockwise. Anyone listening at the door hears a distinct scratching.

461: This bronze door is plain and unadorned. There is a lever on the left. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The door appears to have been passed through recently. It can be opened by turning the lever counterclockwise. Anyone listening at the door hears a faint groaning.

462: This heavy wooden door has a heraldic symbol sloppily drawn with chalk. There is no apparent doorknob. The door opens on the right, away from this area. It is moderately old and rather worn. There is a large knocker attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any, and the door is in a much larger archway that has been bricked up. It can be opened by pushing firmly near the bottom. It has a lock, but is unlocked; however, the keyhole is trapped to activate a muffled bell when anyone inserts a key without pressing a secret button. Anyone listening at the door hears a distant gasping.

463: This wooden door has elaborate metalwork decorations in geometric patterns, ornamented with semiprecious stones. There is no apparent doorknob. The door opens on the right, toward this area. It is quite old. The door is scorched. It can be opened by pushing gently near the left side. Anyone listening at the door hears a loud gasping.

464: This heavy wooden door has elaborate metalwork decorations featuring demons and swords. There is a ring on the right. The door opens on the right, away from this area. It is clearly as old as the dungeon. The door has been dented. It can be opened by turning the ring counterclockwise. Anyone listening at the door hears a distant plopping.

465: This wooden door has a skull and crossbones roughly drawn with chalk. There is no apparent doorknob. The door opens in both directions with hinges on the right. It is fairly new. The door has been gouged and clawed. It should be opened by pushing gently near the lower left corner, but it is locked; unlocking it requires inserting a thin blade into a slot in the door until it clicks twice. Anyone listening at the door hears a quiet squealing.

466: This wooden door has elaborate metalwork decorations featuring screaming faces and dragons, ornamented with decorative stones. There is a lever on the right. The door opens on the right, away from this area. It is moderately old and rather worn. The door has unidentifiable stains, and it is blotched with strange fungal growths. It can be opened by turning the lever counterclockwise. It has a lock, but it is not locked. The keyhole is trapped with ear lice, which will invade the ear of anyone listening at the keyhole. The door is trapped: tentacles lash out from hidden pockets, attacking the nearest person. Anyone listening at the door hears a faint grinding.

467: This steel door is plain and unadorned. There is a lever on the right. The door opens on the right, toward this area. It is clearly as old as the dungeon. The lever has been coated with extremely strong glue, which is hard to get loose from. The door should be opened by turning the lever counterclockwise, but it is locked (Hard task to unlock) and stuck (Easy task to unstick). Anyone listening at the door hears a muffled clanking.

468: This bronze door has a picture of a elf sloppily painted with orange paint. There is a doorknob on the left. The door opens on the left, away from this area. It is moderately old and rather worn. The door is scorched. It should be opened by turning the doorknob counterclockwise while pushing left on it, but it is locked (Very Hard task to unlock) and stuck (Ordinary task to unstick). Anyone listening at the door hears nothing.

469: This wooden door is plain and unadorned. There is a doorknob near the center. The door opens in both directions with hinges on the left. It is fairly new. There is a handprint made with some kind of ichor ichor on the door, near the left side. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

470: This wooden door has a carved monstrous face. There is a lever on the left. The door opens in both directions with hinges on the right. It is quite old. The door has unidentifiable stains, and it is scorched. It can be opened by turning the lever clockwise. Anyone listening at the door hears a muffled grinding.

471: This rusty iron door has a bas-relief skull. There is a doorknob on the right. The door opens on the right, toward this area. It is quite old. There is a bloody pawprint on the door, near the left side. It can be opened by turning the doorknob clockwise while pushing down on it. It has a lock, which is unlocked, but the door is stuck (Easy task to unstick). The keyhole is trapped to spray a nauseating liquid that hits anyone who inserts a key without pressing a secret button. The door is trapped: it has a magical glyph of death. Anyone listening at the door hears a muffled squeaking.

472: This rusty steel door has elaborate metalwork decorations in decorative patterns. There is a doorknob on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. There is a crack in it. The door should be opened by turning the doorknob clockwise, but it is locked (Ordinary task to pick). The door is trapped: it has a screamer spell. Anyone listening at the door hears nothing.

473: This wooden door has a wolf's head roughly drawn in blood. There is no apparent doorknob. The door opens on the right, toward this area. It is clearly as old as the dungeon. A magical seal made of lead has been affixed to the door. The door should be opened by pushing very hard near the middle, but it has been nailed shut; it will take 13 minutes to pry out enough nails out to be able to open it, and in addition it is locked (a Very Easy task to pick). Anyone listening at the door hears nothing.

474: This brass-bound wooden door has a painted green man's face. There is no apparent doorknob. The door opens on the left, toward this area. It is moderately old and rather worn. The wood is rotten and will give way if hit forcefully. The door can be opened by pushing firmly near the top. Anyone listening at the door hears a faint giggling.

475: This heavy wooden door has a geometric pattern made of nailheads ornamented with decorative stones. There is no apparent doorknob. The door opens on the right, away from this area. It is clearly very new. 2 steps lead up from floor level to the door, and it has unidentifiable stains. It can be opened by pushing gently near the right side. Anyone listening at the door hears quiet footsteps.

476: This rusty steel door has bas-relief designs of demons. There is a doorknob on the left. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The doorknob has been coated with extremely strong glue, which is hard to get loose from, and there is a large knocker attached to the door; knocking comes off in the knocker's hand, which triggers any traps on the door. The door can be opened by pulling up on the doorknob then pushing right on it. Anyone listening at the door hears nothing.

477: This wooden door has elaborate metalwork decorations featuring demons. There is a lever on the right. The door opens on the right, away from this area. It is quite old. Metal plates have been used to reinforce parts of the door. It should be opened by turning the lever clockwise, but it has been nailed shut; it will take 11 minutes to pry out enough nails out to be able to open it, and in addition it is locked (a Hard task to pick). Anyone listening at the door hears a distant roaring.

478: This wooden double door has inlaid designs of skulls. There is a pair of rings in the center. The doors open on the both sides, away from this area. It is clearly as old as the dungeon. A broken axe is firmly stuck in the door. The door can be opened by turning the ring counterclockwise. Anyone listening at the door hears nothing.

479: This wooden door has carved designs in decorative patterns. There is a doorknob near the center. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. There is a bloody handprint, with prints of claws at the fingertips, on the door, near the top, and assorted bones are stuck to it. It can be opened by pushing in on the doorknob then pushing left on it. Anyone listening at the door hears a muffled slurping.

480: This heavy wooden door has painted designs in decorative patterns, ornamented with metal. There is a doorknob on the left. The door opens on the left, toward this area. It is moderately old and rather worn. The door is barred on the near side. It should be opened by turning the doorknob clockwise, but it is locked (Easy task to pick), and the lock is trapped with a needle covered with a substance causing instant death that pricks anyone who listens at it. Anyone listening at the door hears nothing.

481: This heavy wooden double door is plain and unadorned. There is no apparent doorknob. The doors open on the both sides, away from this area. It is clearly very new. There is a scrap of black cloth caught in the doorway. The door can be opened by pushing very hard near the middle of either half. Anyone listening at the door hears nothing.

482: This rusty iron door has a picture of a castle crudely drawn in ichor. There is a lever on the left. The door opens like a stable door, with split upper and lower halves (each half has its own lever). It is quite old. There is a handprint made with some kind of ichor on the door, near the upper left corner, and it is stained with what appears to be blood. It should be opened by pushing left on the lever then pushing in on it, but it is locked; unlocking it requires quickly inserting copper coins minted by a queen who reigned 250 years ago into a slot in the door until it clicks. Anyone listening at the door hears nothing.

483: This stone double door has carved designs of demons. There is no apparent doorknob. The doors open in both directions with hinges on the both sides. It is moderately old and rather worn. There is a large knocker attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any. The door can be opened by pushing firmly near the right side of either half. Anyone listening at the door hears a loud roaring.

484: This wooden door has carved designs of serpents. There is a doorknob on the right. The door opens on the right, away from this area. It is clearly very new. The door is blotched with strange fungal growths. It should be opened by turning the doorknob clockwise, but it is locked (Hard task to unlock) and stuck (Ordinary task to unstick). Anyone listening at the door hears a faint screaming.

485: This corroded bronze door has a tentacled creature crudely drawn with chalk. There is a doorknob on the right. The door opens on the right, toward this area. It is clearly as old as the dungeon. The door is hollow, only half normal strength. It can be opened by turning the doorknob clockwise while pushing left on it. Anyone listening at the door hears nothing.

486: This heavy wooden door has a picture of a lizard crudely drawn with chalk. There is a lever on the left. The door opens like a stable door, with split upper and lower halves (each half has its own lever). It is clearly as old as the dungeon. The door is scorched. It can be opened by turning the lever counterclockwise. Anyone listening at the door hears a quiet swooshing.

487: This wooden door has a geometric pattern made of nailheads. There is no apparent doorknob. The door opens by swinging up and outward away from this area on hinges on the top edge. It is clearly as old as the dungeon. There is a scrap of brown cloth caught in the doorway. The door can be opened by pushing gently near the right side. Anyone listening at the door hears a distant grunting.

488: This iron-bound wooden door has a bas-relief green man's face. There is a doorknob on the left. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is fairly new. The door has recently been painted with yellow paint, and there is a scrap of leather caught in the doorway. It should be opened by turning the doorknob clockwise, but it is locked (Easy task to unlock) and stuck (Ordinary task to unstick). The door is trapped: attempting to open it opens a 10-foot-deep pit containing 9 feet of scummy water infested with leeches directly in front of it. Anyone listening at the door hears nothing.

489: This wooden door has bas-relief designs in abstract patterns. There is no apparent doorknob. The door opens on the right, toward this area. It is quite old. There is a handprint, with prints of claws at the fingertips, made with some kind of ichor on the door, near the lower left corner, and it has algae and even some moss growing all over it. It can be opened by pushing very hard near the left side. Anyone listening at the door hears a faint groaning.

490: This rusty iron door has a bas-relief green man's face. There is a ring on the right. The door opens on the right, away from this area. It is moderately old and rather worn. 1 step leads down from floor level to the door, and the ring has been coated with extremely strong glue, which is very hard to get loose from. The door can be opened by turning the ring counterclockwise. It has a lock, apparently unlocked, but the door is stuck (Very Hard task to unstick). Anyone listening at the door hears a faint gurgling.

491: This wooden double door is plain and unadorned. There is no apparent doorknob. The doors open on the both sides, toward this area. It is very old, perhaps even older than the dungeon. "This way" is painted on a piece of paper glued to the door, and there is a noisemaker made of a bunch of metal junk on a rope hanging on the other side of the door. The door can be opened by pushing very hard near the right side of either half. Anyone listening at the door hears a loud squeaking.

492: This wooden door has an inlaid green man's face. There is a handle on the left. The door opens on the left, away from this area. It is quite old. The door is stained with what appears to be blood, and it is barred on the far side. It can be opened by turning the handle counterclockwise. Anyone listening at the door hears a distant whacking.

493: This heavy wooden door has a painted dragon's head. There is no apparent doorknob. The door opens by sliding upward into the ceiling. It is very old, perhaps even older than the dungeon. A magical seal made of lead has been affixed to the door, and a stretched humanoid skin has been attached to the door. The door should be opened by pushing gently near the top, but it is magically locked. The door is trapped: it has a lightning bolt that hits the person closest to the door. Anyone listening at the door hears a muffled whispering.

494: This wooden door has inlaid designs in decorative patterns. There is a doorknob on the right. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. The door is stained with what appears to be blood. It can be opened by pulling up on the doorknob then pulling out on it. It has a lock, but is unlocked; however, the keyhole is trapped to activate a muffled alarm when anyone listens at it. Anyone listening at the door hears a muffled whispering.

495: This rusty iron door has painted designs of tentacles. There is a handle on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. The door appears to have been passed through recently. It can be opened by pushing in on the handle then pushing down on it. It has a lock, but is unlocked. Anyone listening at the door hears a loud whispering.

496: This heavy wooden door is plain and unadorned. There is a doorknob on the right. The door opens on the right, away from this area. It is moderately old and rather worn. The door has unidentifiable stains, and a series of

numbers is sloppily scraped it: 0-2-5-2-3. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a faint swooshing.

497: This iron-bound wooden door has elaborate metalwork decorations in abstract patterns. There is a handle on the left. The door opens on the left, toward this area. It is moderately old and rather worn. The door has unidentifiable stains, and there is a bloody handprint on it, near the top. It can be opened by turning the handle counterclockwise. It has a lock, but is unlocked; however, the keyhole is trapped with ear crawlers, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears a loud groaning.

498: This heavy wooden door has carved designs of cephalopods. There is a ring on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. A broken dagger is firmly stuck in the door, and the door is stained with what appears to be blood. It can be opened by turning the ring counterclockwise while pushing in on it. Anyone listening at the door hears a distant barking.

499: This corroded bronze door has a tentacled creature crudely painted with brown paint. There is a doorknob on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. The door is stained with what appears to be blood. It can be opened by pushing down on the doorknob then pulling out on it. Anyone listening at the door hears a muffled chirping.

500: This bronze door has elaborate metalwork decorations featuring tentacles, ornamented with semiprecious stones. There is a doorknob near the center. The door opens by sliding upward into the ceiling. It is clearly as old as the dungeon. The door is barred on the near side, and there is a bell hanging on the other side of the door. It can be opened by turning the doorknob clockwise. It has a lock, apparently unlocked, but the door is stuck (Hard task to unstick). Anyone listening at the door hears a distinct dripping.

501: This wooden door is plain and unadorned. There is a lever on the right. The door opens like a stable door, with split upper and lower halves (each half has its own lever). It is fairly new. The door has algae growing all over it, and there is a noisemaker made of dried bones on a string hanging on the other side of the door. It can be opened by turning the lever clockwise. It has a lock, apparently unlocked, but the door is stuck (Ordinary task to unstick) and the keyhole is trapped with ear worms, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears a distinct whirring.

502: This corroded bronze door is plain and unadorned. There is a handle on the right. The door opens on the right, toward this area. It is clearly as old as the dungeon. "Da monstur iz not in heer" is scrawled on a board glued to the door. The door can be opened by turning the handle counterclockwise. Anyone listening at the door hears a distant rushing.

503: This steel door has painted designs in geometric patterns, ornamented with silver. There is a doorknob on the right. The door opens on the right, away from this area. It is clearly as old as the dungeon. A stretched human skin has been glued to the door. The door can be opened by pushing left on the doorknob then pushing right on it. Anyone listening at the door hears nothing.

504: This wooden door has a picture of a mountain crudely drawn in blood. There is no apparent doorknob. The door opens on the left, away from this area. It is moderately old and rather worn. A magical seal made of wax has been affixed to the door. The door can be opened by pushing firmly near the bottom. Anyone listening at the door hears a distinct roaring.

505: This wooden door is plain and unadorned. There is a doorknob on the left. The door opens on the left, toward this area. It is clearly very new. The doorknob has been coated with extremely strong glue, which is very hard to get loose from. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

506: This stone door has elaborate metalwork decorations in abstract patterns. There is a doorknob near the center. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is fairly new. A series of numbers is roughly scraped the door: 6-1-2-7. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears nothing.

507: This bronze door has elaborate metalwork decorations in abstract patterns, ornamented with semiprecious stones. There is no apparent doorknob. The door opens on the left, away from this area. It is clearly very new. The door has unidentifiable stains. It should be opened by pushing gently near the left side, but it is locked (Ordinary task to unlock) and stuck (Hard task to unstick). The door is trapped: touching it opens a 30-foot-deep pit containing spikes directly in front of it. Anyone listening at the door hears a distant groaning.

508: This heavy wooden door has an inlaid monstrous face. There is a handle on the right. The door opens on the right, away from this area. It is moderately old and rather worn. There is a large knocker attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any, and attracting someone (or something) to investigate. The door should be opened by turning the handle counterclockwise, but it is locked (Very Hard task to unlock) and stuck (Very Easy task to unstick). Anyone listening at the door hears a distinct popping.

509: This rusty steel door is plain and unadorned. There is a lever on the left. The door opens on the left, away from this area. It is quite old. There is a large knocker attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any, and also triggering any traps on the door. The door can be opened by turning the lever clockwise. Anyone listening at the door hears a distant screaming.

510: This wooden door has elaborate metalwork decorations featuring dragons. There is a lever on the right. The door opens on the right, away from this area. It is fairly new. Dried slime is smeared on the door, and the decorations seem to glow faintly in the dark. It can be opened by pulling out on the lever then pushing left on it. Anyone listening at the door hears a distinct swooshing.

511: This iron door has a stick figure sloppily drawn in ichor. There is a doorknob on the right. The door opens on the right, toward this area. It is moderately old and rather worn. 2 steps lead down from floor level to the door. It should be opened by turning the doorknob clockwise, but it is locked (Ordinary task to pick), and the lock is trapped to spray a flammable liquid that hits anyone who listens at it. The door is trapped: touching it opens a 20-foot-deep pit containing 2 feet of mud directly in front of it. Anyone listening at the door hears nothing.

512: This heavy wooden door has carved designs in abstract patterns. There is a ring on the left. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. There is a bloody handprint on the door, near the bottom, and it has been dented. It can be opened by pushing down on the ring then pushing right on it. Anyone listening at the door hears nothing.

513: This wooden door has carved designs in decorative patterns. There is a doorknob on the left. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. A stretched dwarf skin has been pinned to the door. The door can be opened by turning the doorknob clockwise. It has a lock, apparently unlocked, but the door is stuck (Very Hard task to unstick). Anyone listening at the door hears a muffled slurping.

514: This bronze door has elaborate metalwork decorations in abstract patterns, ornamented with decorative stones. There is a doorknob on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. The door is exceptionally strong (+0 normal strength), and it will grate loudly when opened. It should be opened by turning the doorknob counterclockwise, but it is locked (Ordinary task to unlock) and stuck (Very Hard task to unstick). Anyone listening at the door hears a distant whooshing.

515: This iron door is plain and unadorned. There is a doorknob near the center. The door opens by sliding upward into the ceiling. It is moderately old and rather worn. Fresh slime is smeared on the door. It should be opened by turning the doorknob clockwise, but it has been nailed shut; it will take 10 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears a quiet snoring.

516: This wooden door has a geometric pattern made of nailheads. There is a doorknob on the left. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is fairly new. There is a bloody handprint on the door, near the left side, and it is blotched with strange fungal growths. It should be opened by turning the doorknob counterclockwise, but it has been nailed shut; it will take 5 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears a distant whimpering.

517: This iron-bound wooden door has elaborate metalwork decorations featuring demons, ornamented with silver. There is a doorknob near the center. The door opens by swinging up and inward toward this area on hinges on the top edge. It is clearly very new. The door is in a much larger archway that has been bricked up. It should be opened by turning the doorknob counterclockwise, but it is locked (Ordinary task to pick), and the lock is trapped to emit a cloud of tear gas that surrounds anyone who listens at it. Anyone listening at the door hears a loud swishing.

518: This wooden door has bas-relief designs of flaming skulls. There is a lever near the center. The door opens like a stable door, with split upper and lower halves (each half has its own lever). It is fairly new. The door is blotched with strange fungal growths, and the wood is rotten and will give way if hit forcefully. It can be opened by turning the lever counterclockwise. Anyone listening at the door hears nothing.

519: This flimsy wooden door is plain and unadorned. There is a doorknob on the left. The door opens on the left, away from this area. It is quite old. A broken dagger is firmly stuck in the door. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

520: This iron door is plain and unadorned. There is a handle on the right. The door opens on the right, away from this area. It is quite old. There is a bloody handprint on the door, near the middle, and it is stained with what appears to be blood. It should be opened by turning the handle counterclockwise, but it is magically locked. The door is trapped: it has a lightning bolt that hits the person closest to the door. Anyone listening at the door hears a distant whistling.

521: This heavy wooden door has bas-relief designs of skulls. There is a doorknob near the center. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is quite old. There is a large knocker attached to the door; knocking produces an abnormally loud sound, alerting the occupants of the room, if any, and attracting someone (or something) to investigate. The door can be opened by turning the doorknob clockwise while pushing left on it. It has a lock, but is unlocked. Anyone listening at the door hears nothing.

522: This heavy wooden door is plain and unadorned. There is a doorknob on the right. The door opens on the right, away from this area. It is fairly new. A series of numbers is crudely written the door: 0-1-6-7. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears a quiet rushing.

523: This iron-bound wooden door has a picture of a queen sloppily drawn in blood. There is a lever near the center. The door opens on the right, away from this area. It is clearly very new. The door is barred on the far side. It can be opened by turning the lever counterclockwise. Anyone listening at the door hears nothing.

524: This heavy wooden door has a geometric pattern made of nailheads. There is a doorknob on the left. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The door is scorched. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

525: This heavy wooden door has carved designs of dragons. There is no apparent doorknob. The door opens by dropping down like a trapdoor toward this area. It is very old, perhaps even older than the dungeon. The door still shows traces of red paint, and a rusty axe is firmly stuck in it. The door can be opened by pushing very hard near the bottom. It has a lock, but is unlocked; however, the keyhole is trapped to spray a sleep liquid that hits anyone who listens at it. Anyone listening at the door hears a loud clattering.

526: This iron door has an inlaid gargoyle's face. There is no apparent doorknob. The door opens in both directions with hinges on the right. It is very old, perhaps even older than the dungeon. There is a scrap of leather caught in the doorway, and the door has been gouged and clawed. It can be opened by pushing very hard near the right side. It has a lock, apparently unlocked, but the door is stuck (Easy task to unstick). Anyone listening at the door hears nothing.

527: This heavy wooden double door has a picture of a lizard sloppily drawn in blood. There is a pair of handles in the center. The doors open in both directions with hinges on the both sides. It is clearly very new. There is a crack in it. The door should be opened by pulling up on the handle then pulling out on it, but it is locked; unlocking it requires quickly inserting a rod into a hole in the door until it stops. Anyone listening at the door hears a faint clattering.

528: This heavy wooden door has elaborate metalwork decorations in abstract patterns, ornamented with silver. There is a lever on the right. The door opens on the right, away from this area. It is fairly new. The door is blotched with strange fungal growths, and there is a bloody pawprint on it, near the left side. It can be opened by turning the lever clockwise. It has a lock, which is unlocked, but the door is stuck (Ordinary task to unstick). The keyhole is trapped with earwigs, which will invade the ear of anyone listening at the keyhole. The door is trapped: it is hollow and filled with compressed chlorine gas that fills the room when it is bashed open. Anyone listening at the door hears a distinct crying.

529: This wooden door has carved designs in abstract patterns. There is a lever on the right. The door opens in both directions with hinges on the left. It is clearly very new. "Da monstur iz not in heer" is scrawled on the door. The door can be opened by turning the lever clockwise. Anyone listening at the door hears a quiet whistling.

530: This wooden door has elaborate metalwork decorations featuring demons. There is a ring on the left. The door opens on the left, away from this area. It is clearly very new. A stretched human skin has been pinned to the door, and there is a noisemaker made of a bunch of metal junk on a rope hanging on the other side of the door. The door can be opened by turning the ring clockwise. Anyone listening at the door hears muffled footsteps.

531: This wooden door has carved designs in abstract patterns, ornamented with decorative stones. There is a doorknob on the right. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is clearly very new. A series of numbers is sloppily scraped the door: 7-7-1-3. The door should be opened by turning the doorknob counterclockwise while pushing down on it, but it has been nailed shut; it will take 17 minutes to pry out enough nails out to be able to open it, and in addition it is stuck; forcing it is an Ordinary task (and not quiet). Anyone listening at the door hears a distant groaning.

532: This heavy wooden door has bas-relief designs of flames. There is no apparent doorknob. The door opens on the left, away from this area. It is clearly as old as the dungeon. The decorations seem to glow faintly in the dark. The door can be opened by pushing firmly near the top. Anyone listening at the door hears a quiet croaking.

533: This stone door has painted designs of dragons. There is a doorknob near the center. The door opens in both directions with hinges on the left. It is moderately old and rather worn. "Keep Out!" is scrawled on a crude sign fastened to the door, and the door is barred on the near side. It can be opened by turning the doorknob counterclockwise. It has a lock, but is unlocked; however, the keyhole is trapped to emit a cloud of tear gas that surrounds anyone who looks through it. Anyone listening at the door hears nothing.

534: This wooden door has carved designs of cephalopods. There is a doorknob on the left. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The door has algae and even some moss growing all over it. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears a muffled creaking.

535: This iron door has elaborate metalwork decorations in decorative patterns. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is clearly very new. The door is scorched, and it will creak

loudly when opened. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears a distant belching.

536: This iron door has a geometric pattern made of rivets. There is no apparent doorknob. The door opens by swinging up and inward toward this area on hinges on the top edge. It is clearly very new. The door is in a much larger archway that has been bricked up, and it is barred on the far side. It should be opened by pushing left on five of the decorative rivets, but it is locked (Easy task to pick). Anyone listening at the door hears a muffled groaning.

537: This heavy wooden double door is plain and unadorned. There is no apparent doorknob. The doors open on the both sides, toward this area. It is very old, perhaps even older than the dungeon. The wood is rotten and will give way if hit forcefully, and the door appears to have been passed through recently. It should be opened by pushing firmly near the right side of either half, but it has been nailed shut; it will take 9 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears quiet footsteps.

538: This heavy wooden door has a heraldic symbol roughly painted with green paint. There is a handle on the left. The door opens like a stable door, with split upper and lower halves (each half has its own handle). It is clearly very new. The handle has been coated with extremely strong glue, which is hard to get loose from. The door can be opened by turning the handle counterclockwise. Anyone listening at the door hears nothing.

539: This corroded bronze door has elaborate metalwork decorations in abstract patterns. There is a doorknob on the right. The door opens on the right, away from this area. It is quite old. The door has algae growing all over it. It should be opened by turning the doorknob counterclockwise while pulling out on it, but it is locked (Ordinary task to pick), and the lock is trapped to spray a nauseating liquid that hits anyone who tries to pick the lock. The door is trapped: tampering with it opens a 60-foot-deep pit containing ravenous rats directly in front of it. Anyone listening at the door hears a quiet ticking.

540: This wooden door has bas-relief designs in abstract patterns, ornamented with decorative stones. There is a lever on the right. The door opens in both directions with hinges on the left. It is fairly new. The decorations seem to glow faintly in the dark, and the door is blotched with strange fungal growths. It can be opened by turning the lever counterclockwise. Anyone listening at the door hears a distinct humming.

541: This iron double door has an eye sloppily drawn in ichor. There is no apparent doorknob. The doors open on the both sides, toward this area. It is quite old. A magical seal made of lead has been affixed to the door, and there is a ventilation slot in it. The door can be opened by pushing gently near the upper left corner of either half. Anyone listening at the door hears a loud slapping.

542: This wooden door has a skull and crossbones roughly drawn in blood. There is no apparent doorknob. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. The door has algae and even some moss growing all over it, and "Keep Out!" is scrawled on a board attached to the door. It can be opened by pushing gently near the right side. Anyone listening at the door hears a muffled thumping.

543: This brass-bound wooden door has a geometric pattern made of nailheads. There is a ring on the left. The door opens on the left, away from this area. It is moderately old and rather worn. The door has unidentifiable stains, and a broken sword is firmly stuck in it. The door can be opened by turning the ring counterclockwise. Anyone listening at the door hears nothing.

544: This bronze door has an inlaid monstrous face. There is no apparent doorknob. The door opens on the left, away from this area. It is fairly new. The door has unidentifiable stains, and it is in a much larger archway that has been bricked up. It can be opened by pushing firmly near the lower left corner. Anyone listening at the door hears nothing.

545: This steel door is plain and unadorned. There is a handle near the center. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. There is a crack in it. The door can be opened by turning the handle counterclockwise. Anyone listening at the door hears a quiet humming.

546: This steel door has inlaid designs of demons. There is a lever on the right. The door opens on the right, away from this area. It is moderately old and rather worn. "Beware!" is scratched on a board glued to the door. The door can be opened by pushing in on the lever then pushing left on it. Anyone listening at the door hears nothing.

547: This iron door is plain and unadorned. There is a doorknob on the left. The door opens on the left, away from this area. It is fairly new. A stretched goblin skin has been attached to the door. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

548: This rusty iron door is plain and unadorned. There is no apparent doorknob. The door opens by swinging up and outward away from this area on hinges on the top edge. It is moderately old and rather worn. A magical seal made of lead has been affixed to the door. The door should be opened by pushing firmly near the upper right corner, but it is locked (Hard task to unlock) and stuck (Very Hard task to unstick). Anyone listening at the door hears nothing.

549: This iron-bound wooden door has carved designs of serpents. There is a lever on the right. The door opens on the right, away from this area. It is clearly very new. The door has algae and even some moss growing all over it, and it is in a much larger archway that has been bricked up. It can be opened by pulling up on the lever then pushing left on it. Anyone listening at the door hears nothing.

550: This wooden door has a bas-relief wolf's head. There is no apparent doorknob. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. The door is unusually sturdy (+70% normal strength). It can be opened by pushing gently near the upper left corner. It has a lock, apparently unlocked, but the door is stuck (Ordinary task to unstick) and the keyhole is trapped to spray a paralysis liquid that hits anyone who listens at it. Anyone listening at the door hears a quiet scraping.

551: This flimsy wooden door has a monstrous face sloppily drawn in blood. There is no apparent doorknob. The door opens on the right, away from this area. It is fairly new. A series of numbers is neatly written the door: 9-0-1-7, and the door has been dented. It can be opened by pushing firmly near the right side. Anyone listening at the door hears a distinct fluttering.

552: This heavy wooden door has a skull and crossbones sloppily drawn in blood. There is no apparent doorknob. The door opens by swinging up and outward away from this area on hinges on the top edge. It is moderately old and rather worn. The door is barred on the far side. It should be opened by pushing gently near the left side, but it is locked (Ordinary task to pick), and the lock is trapped with ear grubs, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears a muffled scratching.

553: This wooden door has a painted demon's face. There is a doorknob on the right. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. The door is in a much larger archway that has been bricked up, and a series of numbers is crudely scratched it: 9-7-4. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears a muffled creaking.

554: This wooden door has a geometric pattern made of nailheads. There is a doorknob on the right. The door opens on the right, away from this area. It is moderately old and rather worn. The door still shows traces of red paint, and the doorknob has been coated with extremely strong glue, which is hard to get loose from. The door should be opened by turning the doorknob clockwise, but it is locked (Easy task to pick), and the lock is trapped with a needle covered with a substance causing 2d6 of damage that pricks anyone who looks through it. The door is trapped: attempting to open it opens a 10-foot-deep pit containing spikes directly in front of it. Anyone listening at the door hears a distant grinding.

555: This heavy wooden door has bas-relief designs of demons. There is a lever on the left. The door opens on the left, away from this area. It is fairly new. The lever has been coated with extremely strong glue, which is very hard to get loose from. The door can be opened by pushing in on the lever then pulling out on it. Anyone listening at the door hears a quiet laughing.

556: This iron-bound wooden door has a green man's face roughly drawn in blood. There is no apparent doorknob. The door opens on the right, toward this area. It is quite old. A human skull has been nailed to the door with a huge spike, and the door has been gouged and clawed. It can be opened by pushing very hard near the top. Anyone listening at the door hears nothing.

557: This heavy wooden door has painted designs in decorative patterns. There is a ring near the center. The door opens on the right, away from this area. It is moderately old and rather worn. A lizard skull has been nailed to the door with a huge spike, and the door appears to have been passed through recently. It can be opened by turning the ring clockwise. It has a lock, apparently unlocked, but the door is stuck (Easy task to unstick). Anyone listening at the door hears nothing.

558: This bronze door has elaborate metalwork decorations in decorative patterns. There is a ring on the left. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The ring has been coated with extremely strong glue, which is very hard to get loose from. The door can be opened by turning the ring counterclockwise. Anyone listening at the door hears a quiet sneezing.

559: This iron-bound wooden door has elaborate metalwork decorations in decorative patterns. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is quite old. The decorations seem to glow faintly in the dark. The door should be opened by pushing right on the doorknob then pulling up on it, but it has been nailed shut; it will take 6 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears nothing.

560: This heavy wooden door has a geometric pattern made of nailheads. There is no apparent doorknob. The door opens in both directions with hinges on the left. It is very old, perhaps even older than the dungeon. The door is stained with what appears to be blood. It can be opened by pushing left on five of the decorative nails. Anyone listening at the door hears a distant swooshing.

561: This iron door has a skull and crossbones carefully drawn with chalk. There is no apparent doorknob. The door opens on the right, away from this area. It is clearly very new. A magical seal made of lead has been affixed to the door. The door can be opened by pushing very hard near the right side. Anyone listening at the door hears a muffled rattling.

562: This bronze door is plain and unadorned. There is a doorknob on the right. The door opens on the right, away from this area. It is quite old. The doorknob has been coated with extremely strong glue, which is hard to get loose from. The door can be opened by pushing right on the doorknob then pushing down on it. It has a lock, but is unlocked. Anyone listening at the door hears nothing.

563: This heavy wooden door has elaborate metalwork decorations in geometric patterns. There is no apparent doorknob. The door opens on the left, toward this area. It is fairly new. The door is blotched with strange fungal growths. It can be opened by pushing very hard near the top. Anyone listening at the door hears nothing.

564: This heavy wooden door has an eye neatly drawn with chalk. There is a lever on the left. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The door is stained with what appears to be blood. It can be opened by turning the lever counterclockwise. Anyone listening at the door hears nothing.

565: This wooden door has elaborate metalwork decorations featuring tentacles. There is no apparent doorknob. The door opens on the left, away from this area. It is moderately old and rather worn. A goblin skull has been nailed to the door with a huge spike, and a magical seal made of wax has been affixed to the door. The door can be opened by pushing firmly near the right side. It has a lock, which is unlocked, but the door is stuck (Ordinary task to unstick). Anyone listening at the door hears nothing.

566: This wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. A human skull has been nailed to the door with a huge spike, and fresh slime is smeared on the door. It can be opened by pushing very hard near the top. Anyone listening at the door hears a quiet chirping.

567: This wooden double door is plain and unadorned. There is a pair of doorknobs in the center. The doors open on the both sides, away from this area. It is quite old. "This way" is painted on a crude sign pinned to the door. The door can be opened by turning the doorknob counterclockwise. It has a lock, but it is not locked. The door is trapped: it has a teleport spell that sends the entire party to a special area. Anyone listening at the door hears nothing.

568: This wooden door has a bas-relief monstrous face. There is a doorknob on the right. The door opens in both directions with hinges on the left. It is fairly new. The decorations seem to glow faintly in the dark. The door should be opened by turning the doorknob clockwise, but it is locked; unlocking it requires pulling out the monster's nose. Anyone listening at the door hears a muffled croaking.

569: This rusty iron door has a bas-relief green man's face. There is a ring on the right. The door opens on the right, toward this area. It is moderately old and rather worn. There is a skeletal arm caught in the doorway, and dried slime is smeared on the door. It can be opened by turning the ring clockwise. Anyone listening at the door hears a faint whispering.

570: This steel door is plain and unadorned. There is a handle on the left. The door opens in both directions with hinges on the right. It is fairly new. The door has unidentifiable stains. It should be opened by turning the handle clockwise, but it is magically locked. Anyone listening at the door hears a faint slurping.

571: This iron door has a geometric pattern made of rivets ornamented with semiprecious stones. There is a lever on the left. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The door is scorched, and it is stained with what appears to be blood. It can be opened by pushing right on the lever then pushing left on it. Anyone listening at the door hears a distinct whirring.

572: This heavy wooden door has elaborate metalwork decorations featuring skulls, ornamented with gold. There is no apparent doorknob. The door opens on the left, toward this area. It is fairly new. A series of numbers is sloppily painted the door: 0-5-8, and a humanoid skull has been nailed to the door with a huge spike. The door can be opened by pushing very hard near the middle. Anyone listening at the door hears a faint giggling.

573: This heavy wooden door is plain and unadorned. There is a doorknob on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. The door has unidentifiable stains, and it is scorched. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears nothing.

574: This wooden door has carved designs of swords and daggers and dragons. There is a doorknob on the right. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is moderately old and rather worn. The door appears to have been passed through recently. It should be opened by pushing left on the doorknob then pulling out on it, but it is locked (Ordinary task to unlock) and stuck (Ordinary task to unstick). Anyone listening at the door hears a loud groaning.

575: This iron door has bas-relief designs of dragons. There is a lever near the center. The door opens in both directions with hinges on the left. It is clearly very new. There is a scrap of leather caught in the doorway. The door can be opened by turning the lever clockwise. Anyone listening at the door hears a distinct croaking.

576: This heavy wooden door is plain and unadorned. There is a doorknob on the right. The door opens on the right, toward this area. It is clearly very new. The door is covered with worn black paint. It can be opened by turning the doorknob counterclockwise. It has a lock, apparently unlocked, but the door is stuck (Very Easy task to unstick). Anyone listening at the door hears nothing.

577: This wooden door has an arcane symbol roughly drawn with chalk. There is a doorknob on the right. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. "To the egress" is painted on a crude sign glued to the door. The door can be opened by pushing left on the doorknob then pushing right on it. Anyone listening at the door hears a quiet whirring.

578: This wooden door has a dragon crudely drawn in blood. There is a doorknob on the left. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. There is a bloody pawprint on the door, near the right side, and it is scorched. It should be opened by turning the doorknob counterclockwise, but it is locked (Hard task to unlock) and stuck (Easy task to unstick). Anyone listening at the door hears a distant squealing.

579: This iron door has a geometric pattern made of rivets. There is a handle on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. A magical seal made of silver has been affixed to the door. The door can be opened by pulling up on the handle then pushing left on it. Anyone listening at the door hears a distinct grunting.

580: This stone door has a heraldic symbol sloppily painted with gold paint. There is no apparent doorknob. The door opens by dropping down like a trapdoor away from this area. It is fairly new. A stretched humanoid skin has been stuck to the door, and there is a scrap of leather caught in the doorway. The door can be opened by pushing gently near the top. Anyone listening at the door hears nothing.

581: This brass-bound wooden door has carved designs of wolves. There is a lever on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. Dried slime is smeared on the door. It can be opened by turning the lever clockwise while pushing left on it. Anyone listening at the door hears a muffled slurping.

582: This heavy wooden door has painted designs of flaming skulls. There is a handle on the right. The door opens on the right, toward this area. It is moderately old and rather worn. There is a chime hanging on the other side of the door, and the door is in a much larger archway that has been bricked up. It can be opened by turning the handle counterclockwise while pushing left on it. It has a lock, which is unlocked, but the door is stuck (Ordinary task to unstick). The keyhole is trapped with a needle covered with a substance causing disease that pricks anyone who tries to pick the lock. The door is trapped: it is covered with a false door that conceals a sprayer that sprays corrosive liquid when the false door is opened. Anyone listening at the door hears nothing.

583: This heavy wooden door has elaborate metalwork decorations featuring demons, ornamented with decorative stones. There is a lever on the right. The door opens on the right, toward this area. It is quite old. A magical seal made of wax has been affixed to the door, and the door appears to have been passed through recently. It should be opened by turning the lever counterclockwise, but it is locked (Easy task to pick). The door is trapped: it has a magical rune of fear. Anyone listening at the door hears a distant slapping.

584: This heavy wooden door has elaborate metalwork decorations in abstract patterns, ornamented with semiprecious stones. There is a lever on the right. The door opens on the right, toward this area. It is clearly very new. Assorted bones are pinned to the door, and the lever has been coated with extremely strong glue, which is extremely hard to get loose from. The door can be opened by turning the lever counterclockwise. It has a lock, but is unlocked; however, the keyhole is trapped to emit a cloud of nerve gas that surrounds anyone who listens at it. Anyone listening at the door hears nothing.

585: This wooden door is plain and unadorned. There is a lever on the left. The door opens on the left, away from this area. It is clearly very new. Assorted bones are stapled to the door, and it is barred on the far side. It can be opened by turning the lever clockwise while pushing left on it. It has a lock, but it is not locked. The keyhole is trapped to spray a hallucinogenic liquid that hits anyone who listens at it. Anyone listening at the door hears quiet footsteps.

586: This heavy wooden door has bas-relief designs of cephalopods. There is a doorknob on the right. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. Assorted bones are attached to the door, and there is a scrap of leather caught in the doorway. It should be opened by turning the doorknob clockwise, but it has been nailed shut; it will take 15 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears a quiet humming.

587: This wooden door is plain and unadorned. There is a ring on the left. The door opens on the left, away from this area. It is quite old. The door is scorched. It can be opened by turning the ring counterclockwise. Anyone listening at the door hears a loud chirping.

588: This rusty iron double door has inlaid designs in abstract patterns. There is a pair of handles in the center. The doors open in both directions with hinges on the both sides. It is moderately old and rather worn. The door has been hacked at with edged weapons, and the handle has been coated with extremely strong glue, which is extremely hard to get loose from. The door can be opened by turning the handle counterclockwise. Anyone listening at the door hears a muffled moaning.

589: This iron-bound wooden door has carved designs of dragons. There is a handle on the right. The door opens on the right, toward this area. It is fairly new. Assorted bones are stapled to the door, and the decorations seem to glow faintly in the dark. It can be opened by turning the handle clockwise. Anyone listening at the door hears a muffled ticking.

590: This heavy wooden door has an eye neatly painted with black paint. There is a handle on the left. The door opens in both directions with hinges on the right. It is fairly new. 2 steps lead up from floor level to the door, and it has algae and even some moss growing all over it. It should be opened by turning the handle clockwise, but it is locked (Easy task to pick), and the lock is trapped with a needle covered with a substance causing disease that pricks anyone who listens at it. The door is trapped: touching it opens a 10-foot-deep pit directly in front of it. Anyone listening at the door hears a distinct swishing.

591: This wooden door has a carved gargoyle's face. There is a handle on the right. The door opens in both directions with hinges on the left. It is very old, perhaps even older than the dungeon. The door is stained with what appears to be blood, and the handle has been coated with extremely strong glue, which is hard to get loose from. The door should be opened by turning the handle counterclockwise while pushing left on it, but it is magically locked. Anyone listening at the door hears a muffled rattling.

592: This bronze door has a bas-relief monstrous face. There is no apparent doorknob. The door opens on the right, toward this area. It is clearly as old as the dungeon. A magical seal made of lead has been affixed to the door, and "Keep Out!" is painted on the door. The door can be opened by rotating the monstrous face clockwise. Anyone listening at the door hears nothing.

593: This iron-bound wooden door has painted designs in decorative patterns. There is a doorknob on the left. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. The door is stained with what appears to be blood, and fresh slime is smeared on it. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears nothing.

594: This wooden door has inlaid designs of battleaxes. There is no apparent doorknob. The door opens on the right, toward this area. It is quite old. A series of numbers is carefully scratched the door: 6-7-4-3, and there is a

ventilation slot in it. The door should be opened by pushing gently near the top, but it is locked (Very Hard task to pick). Anyone listening at the door hears nothing.

595: This wooden door is plain and unadorned. There is a lever on the left. The door opens on the left, toward this area. It is quite old. Assorted bones are fastened to the door. It should be opened by turning the lever counterclockwise, but it is locked (Ordinary task to pick), and the lock is trapped to activate a nearby bell when anyone looks through it. The door is trapped: it has a darkness spell. Anyone listening at the door hears a quiet laughing.

596: This bronze door has a skull and crossbones sloppily painted with blue paint. There is a doorknob on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. The door has been hacked at with edged weapons. It can be opened by turning the doorknob counterclockwise while pulling out on it. Anyone listening at the door hears a quiet whistling.

597: This heavy wooden double door is plain and unadorned. There is a pair of doorknobs in the center. The doors open on the both sides, away from this area. It is fairly new. A broken axe is firmly stuck in the door. The door should be opened by turning the doorknob clockwise, but it is locked (Ordinary task to unlock) and stuck (Easy task to unstick). Anyone listening at the door hears a faint roaring.

598: This steel door is plain and unadorned. There is a doorknob near the center. The door opens on the right, away from this area. It is moderately old and rather worn. The door has been gouged and clawed. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears a distinct whooshing.

599: This wooden door has elaborate metalwork decorations in abstract patterns, ornamented with silver. There is a doorknob on the right. The door opens on the right, toward this area. It is moderately old and rather worn. The decorations seem to glow faintly in the dark. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a faint croaking.

600: This iron door has bas-relief designs of tentacles and dragons. There is a handle near the center. The door opens on the left, toward this area. It is clearly as old as the dungeon. There is a crack in it, and the door has unidentifiable stains. It can be opened by turning the handle counterclockwise. Anyone listening at the door hears a distinct groaning.

601: This wooden door has a skull and crossbones carefully drawn in blood. There is a handle on the right. The door opens on the right, toward this area. It is fairly new. A stretched human skin has been glued to the door, and metal plates have been used to reinforce parts of the door. It can be opened by turning the handle clockwise while pulling up on it. Anyone listening at the door hears a muffled whacking.

602: This bronze door has bas-relief designs of lions, ornamented with silver. There is a ring on the left. The door opens on the left, away from this area. It is clearly very new. There is a small window (about 6" by 5") in it. The door can be opened by turning the ring clockwise. It has a lock, but is unlocked; however, the keyhole is trapped with a needle covered with a substance causing instant death that pricks anyone who listens at it. Anyone listening at the door hears a distinct rustling.

603: This wooden door has elaborate metalwork decorations in decorative patterns. There is a ring on the right. The door opens on the right, away from this area. It is moderately old and rather worn. The door has algae and even some moss growing all over it. It can be opened by turning the ring clockwise. Anyone listening at the door hears nothing.

604: This wooden door has elaborate metalwork decorations in decorative patterns, ornamented with decorative stones. There is a handle on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. A magical seal made of lead has been affixed to the door, and the wood is rotten and will give way if hit forcefully.

The door can be opened by pulling out on the handle then pulling up on it. Anyone listening at the door hears a distinct splashing.

605: This wooden door has elaborate metalwork decorations in geometric patterns, ornamented with silver. There is a doorknob on the right. The door opens on the right, toward this area. It is quite old. The door has been gouged and clawed, and dried slime is smeared on it. It can be opened by turning the doorknob clockwise. It has a lock, apparently unlocked, but the door is stuck (Ordinary task to unstick) and the keyhole is trapped to spray a hallucinogenic liquid that hits anyone who inserts a key without pressing a secret button. Anyone listening at the door hears nothing.

606: This stone door has bas-relief designs in decorative patterns. There is no apparent doorknob. The door opens on the left, away from this area. It is quite old. There is a ventilation slot in it. The door can be opened by pushing firmly near the right side. It has a lock, but is unlocked; however, the keyhole is trapped to emit a cloud of paralysis gas that surrounds anyone who looks through it. Anyone listening at the door hears nothing.

607: This heavy wooden double door has a stick figure with horns roughly painted with orange paint. There is a pair of rings in the center. The doors open in both directions with hinges on the both sides. It is very old, perhaps even older than the dungeon. The door is barred on the near side. It can be opened by turning the ring counterclockwise. Anyone listening at the door hears a distinct slurping.

608: This heavy wooden door has a skull and crossbones sloppily drawn with chalk. There is no apparent doorknob. The door opens by dropping down like a trapdoor toward this area. It is very old, perhaps even older than the dungeon. "Beware!" is scrawled on the door, and a human skull has been nailed to the door with a huge spike. The door can be opened by pushing gently near the left side. Anyone listening at the door hears a loud ticking.

609: This rusty iron door has a bas-relief gargoyle's face ornamented with decorative stones. There is a lever on the left. The door opens in both directions with hinges on the right. It is quite old. The door is blotched with strange fungal growths, and the gargoyle winks occasionally. It can be opened by turning the lever clockwise. Anyone listening at the door hears a faint giggling.

610: This bronze door has a skull and crossbones sloppily drawn with chalk. There is a doorknob on the right. The door opens in both directions with hinges on the left. It is very old, perhaps even older than the dungeon. The door appears to have been passed through recently, and it is blotched with strange fungal growths. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears nothing.

611: This iron door is plain and unadorned. There is a doorknob on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. The door is stained with what appears to be blood. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears a distinct gasping.

612: This heavy wooden door has a geometric pattern made of nailheads. There is a doorknob on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. The wood is rotten and will give way if hit forcefully, and a rusty axe is firmly stuck in the door. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears nothing.

613: This heavy wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the right, toward this area. It is quite old. There is a bell hanging on the other side of the door. The door should be opened by pushing gently near the top, but it is magically locked. The door is trapped: it has a magical glyph of blindness. Anyone listening at the door hears a loud squeaking.

614: This bronze door has a geometric pattern made of rivets. There is a doorknob on the right. The door opens on the right, away from this area. It is quite old. The doorknob has been coated with extremely strong glue, which is

hard to get loose from. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears a faint coughing.

615: This steel door has carved designs in decorative patterns. There is a doorknob on the left. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is fairly new. There is a large knocker attached to the door; knocking produces only a faint knocking sound. The door can be opened by pushing left on the doorknob then pulling out on it. It has a lock, apparently unlocked, but the door is stuck (Ordinary task to unstick) and the keyhole is trapped to spray a paralysis liquid that hits anyone who tries to pick the lock. Anyone listening at the door hears muffled footsteps.

616: This bronze door has carved designs of demons and wolves. There is no apparent doorknob. The door opens on the right, away from this area. It is quite old. A series of numbers is sloppily scraped the door: 8-0-7-9-6-5. The door can be opened by pushing very hard near the left side. Anyone listening at the door hears a faint squeaking.

617: This wooden door has a tentacled creature carefully drawn in blood. There is a lever on the left. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The door appears to have been passed through recently. It should be opened by turning the lever clockwise, but it has been nailed shut; it will take 12 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears a distant swishing.

618: This heavy wooden door has elaborate metalwork decorations in decorative patterns, ornamented with decorative stones. There is a handle on the left. The door opens on the left, toward this area. It is clearly very new. The door appears to have been passed through recently, and a stretched lizard skin has been fastened to the door. It can be opened by turning the handle counterclockwise. Anyone listening at the door hears a loud belching.

619: This wooden door is plain and unadorned. There is no apparent doorknob. The door opens like a stable door, with split upper and lower halves. It is moderately old and rather worn. There is a noisemaker made of a bunch of metal junk on a rope hanging on the other side of the door. The door can be opened by pushing firmly near the left side. Anyone listening at the door hears a loud groaning.

620: This heavy wooden door has a skull and crossbones roughly drawn in ichor. There is a doorknob on the left. The door opens on the left, toward this area. It is moderately old and rather worn. The door is barred on the far side. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

621: This iron double door is plain and unadorned. There is no apparent doorknob. The doors open on the both sides, toward this area. It is clearly very new. "Keep Out!" is painted on a board fastened to the door, and there is a scrap of white cloth caught in the doorway. The door should be opened by pushing very hard near the bottom of either half, but it is locked (Hard task to unlock) and stuck (Hard task to unstick). Anyone listening at the door hears nothing.

622: This bronze door has painted designs in decorative patterns. There is a handle near the center. The door opens in both directions with hinges on the right. It is clearly very new. Fresh slime is smeared on the door, and there is a bloody handprint, with prints of claws at the fingertips, on it, near the upper left corner. It can be opened by turning the handle clockwise. Anyone listening at the door hears nothing.

623: This heavy wooden door has painted designs of worms. There is a doorknob on the left. The door opens on the left, away from this area. It is fairly new. There is a bloody handprint, with prints of claws at the fingertips, on the door, near the left side, and a series of numbers is neatly scratched it: 6-1-8-1-9-4. The door can be opened by turning the doorknob counterclockwise while pushing down on it. Anyone listening at the door hears nothing.

624: This wooden door has elaborate metalwork decorations featuring serpents. There is a doorknob on the right. The door opens in both directions with hinges on the left. It is very old, perhaps even older than the dungeon. There

is a large knocker attached to the door; knocking produces an abnormally loud sound, alerting the occupants of the room, if any. The door can be opened by pushing left on the doorknob then pulling out on it. Anyone listening at the door hears nothing.

625: This bronze-bound wooden door has a geometric pattern made of nailheads. There is a lever on the right. The door opens like a stable door, with split upper and lower halves (each half has its own lever). It is quite old. A broken dagger is firmly stuck in the door. The door can be opened by pulling out on the lever then pulling up on it. Anyone listening at the door hears nothing.

626: This rusty iron door has a carved wolf's head. There is a lever on the right. The door opens on the right, away from this area. It is quite old. There is a scrap of white cloth caught in the doorway. The door can be opened by pulling out on the lever then pushing right on it. Anyone listening at the door hears nothing.

627: This flimsy wooden door is plain and unadorned. There is a doorknob on the left. The door opens on the left, toward this area. It is clearly very new. There is a bloody handprint on the door, near the bottom. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a distant ticking.

628: This wooden door has a painted green man's face. There is no apparent doorknob. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The door is blotched with strange fungal growths, and the wood is rotten and will give way if hit forcefully. It can be opened by rotating the green man's face counterclockwise. Anyone listening at the door hears nothing.

629: This flimsy wooden door has an arcane symbol crudely painted with violet paint. There is a handle on the right. The door opens on the right, toward this area. It is quite old. The door is barred on the far side, and there is a bell hanging on the other side of the door. It can be opened by turning the handle counterclockwise. Anyone listening at the door hears a distant grunting.

630: This corroded bronze door has an inlaid dragon's head. There is no apparent doorknob. The door opens like a stable door, with split upper and lower halves. It is very old, perhaps even older than the dungeon. There is a large knocker attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any. The door can be opened by rotating the dragon's head clockwise. Anyone listening at the door hears nothing.

631: This heavy wooden door has a dragon sloppily drawn in blood. There is a doorknob on the right. The door opens on the right, away from this area. It is quite old. An orc skull has been nailed to the door with a huge spike, and the door appears to have been passed through recently. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears a distinct dripping.

632: This corroded bronze door has inlaid designs of skulls. There is a ring on the right. The door opens in both directions with hinges on the left. It is very old, perhaps even older than the dungeon. The door has recently been painted with brown paint. It can be opened by turning the ring clockwise. It has a lock, but is unlocked. Anyone listening at the door hears a loud snoring.

633: This heavy wooden door has a painted monstrous face. There is no apparent doorknob. The door opens on the right, toward this area. It is clearly very new. The door has unidentifiable stains. It can be opened by rotating the monstrous face clockwise. Anyone listening at the door hears a muffled whimpering.

634: This heavy wooden door has inlaid designs of leering faces. There is no apparent doorknob. The door opens on the right, toward this area. It is clearly as old as the dungeon. A stretched wolf skin has been stuck to the door. The door can be opened by pushing firmly near the lower left corner. Anyone listening at the door hears nothing.

635: This bronze door has elaborate metalwork decorations featuring serpents and wolves, ornamented with decorative stones. There is a doorknob on the left. The door opens on the left, toward this area. It is moderately old

and rather worn. The door is in a much larger archway that has been bricked up, and dried slime is smeared on it. It can be opened by turning the doorknob counterclockwise. It has a lock, apparently unlocked, but the door is stuck (Easy task to unstick). Anyone listening at the door hears nothing.

636: This stone door has elaborate metalwork decorations featuring leering faces. There is a doorknob on the left. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. There is a handprint, with prints of claws at the fingertips, made with some kind of ichor on the door, near the lower left corner. It can be opened by turning the doorknob clockwise. It has a lock, but is unlocked; however, the keyhole is trapped to emit a cloud of explosive gas that surrounds anyone who looks through it. Anyone listening at the door hears a muffled whimpering.

637: This rusty iron door has a demon's face carefully painted with orange paint. There is no apparent doorknob. The door opens on the right, toward this area. It is quite old. The door has unidentifiable stains. It can be opened by pushing firmly near the middle. Anyone listening at the door hears nothing.

638: This wooden door has a skull and crossbones neatly drawn in ichor. There is a doorknob on the right. The door opens in both directions with hinges on the left. It is clearly very new. A magical seal made of wax has been affixed to the door, and a stretched dwarf skin has been stuck to the door. The door should be opened by turning the doorknob clockwise, but it is locked (Hard task to pick). The door is trapped: it is hollow and filled with compressed nauseating gas that fills the room when it is bashed open. Anyone listening at the door hears a muffled clicking.

639: This stone door has inlaid designs of lions. There is no apparent doorknob. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. There is a bloody handprint, with prints of claws at the fingertips, on the door, near the top, and it has algae growing all over it. It can be opened by pushing gently near the upper right corner. Anyone listening at the door hears nothing.

640: This heavy wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. The door appears to have been passed through recently, and there is a scrap of orange cloth caught in the doorway. It can be opened by pushing firmly near the middle. Anyone listening at the door hears a distinct whispering.

641: This stone door has inlaid designs of demons. There is a doorknob on the left. The door opens on the left, toward this area. It is quite old. The door has algae and even some moss growing all over it, and it is in a much larger archway that has been bricked up. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

642: This stone door has carved designs in abstract patterns. There is a lever on the left. The door opens in both directions with hinges on the right. It is moderately old and rather worn. There is a scrap of leather caught in the doorway, and fresh slime is smeared on the door. It can be opened by turning the lever counterclockwise. Anyone listening at the door hears a distinct croaking.

643: This heavy wooden door has inlaid designs in abstract patterns. There is a lever on the right. The door opens in both directions with hinges on the left. It is fairly new. Assorted bones are attached to the door. It can be opened by pushing down on the lever then pushing right on it. Anyone listening at the door hears a loud slurping.

644: This heavy wooden door has an elaborate symbol crudely drawn in blood. There is no apparent doorknob. The door opens by sliding upward into the ceiling. It is quite old. There is a large knocker attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any, and also triggering any traps on the door, and "Beware!" is scrawled on the door. The door should be opened by pushing very hard near the left side, but it is locked (Hard task to pick), and the lock is trapped to activate a loud gong when anyone listens at it. Anyone listening at the door hears nothing.

645: This wooden door has inlaid designs of grinning faces. There is no apparent doorknob. The door opens by sliding upward into the ceiling. It is quite old. The door has recently been painted with violet paint. It can be opened by pushing firmly near the upper left corner. Anyone listening at the door hears a quiet squealing.

646: This iron double door has painted designs in abstract patterns. There is no apparent doorknob. The doors open on the both sides, toward this area. It is moderately old and rather worn. The door is exceptionally strong (+0 normal strength), and it appears to have been passed through recently. It can be opened by pushing very hard near the right side of either half. Anyone listening at the door hears a quiet clanking.

647: This rusty steel door has a geometric pattern made of rivets. There is a ring on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. The door is scorched, and "Beware!" is scrawled on a board attached to the door. It can be opened by turning the ring clockwise. Anyone listening at the door hears nothing.

648: This flimsy wooden door is plain and unadorned. There is a lever on the right. The door opens on the right, toward this area. It is clearly very new. The door is unusually sturdy (+40)% normal strength). It can be opened by turning the lever clockwise. Anyone listening at the door hears a faint humming.

649: This bronze door has inlaid designs in geometric patterns. There is a handle on the right. The door opens like a stable door, with split upper and lower halves (each half has its own handle). It is clearly very new. There is a ventilation slot in it. The door should be opened by turning the handle counterclockwise, but it is locked (Ordinary task to unlock) and stuck (Easy task to unstick). Anyone listening at the door hears a distinct croaking.

650: This wooden door is plain and unadorned. There is a doorknob on the right. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is fairly new. There is a crack in it, and the door is covered with worn yellow paint. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a loud roaring.

651: This wooden door has a painted monstrous face. There is a ring on the right. The door opens like a stable door, with split upper and lower halves (each half has its own ring). It is quite old. A stretched lizard skin has been pinned to the door. The door can be opened by pushing left on the ring then pushing in on it. It has a lock, which is unlocked, but the door is stuck (Hard task to unstick). The keyhole is trapped to emit a cloud of paralysis gas that surrounds anyone who listens at it. The door is trapped: it has a teleport spell that sends the individual who set it off to a random location. Anyone listening at the door hears nothing.

652: This brass-bound wooden door has painted designs of skulls and flames. There is a handle on the left. The door opens on the left, toward this area. It is quite old. Fresh slime is smeared on the door, and a stretched lizard skin has been nailed to the door. It can be opened by turning the handle counterclockwise. Anyone listening at the door hears a distant groaning.

653: This bronze door has a tentacled creature neatly drawn in ichor. There is a doorknob on the right. The door opens on the right, toward this area. It is clearly very new. The door is hollow, only half normal strength, and 2 steps lead up from floor level to it. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

654: This wooden door has inlaid designs of flames. There is a doorknob on the right. The door opens on the right, toward this area. It is moderately old and rather worn. There is a chime hanging on the near side of the door. The door should be opened by turning the doorknob clockwise while pushing left on it, but it is locked (Very Easy task to unlock) and stuck (Very Hard task to unstick). The door is trapped: attempting to open it opens a 20-foot-deep pit directly in front of it. Anyone listening at the door hears a distinct roaring.

655: This heavy wooden door is plain and unadorned. There is a handle on the right. The door opens in both directions with hinges on the left. It is moderately old and rather worn. The door is stained with what appears to be blood. It can be opened by turning the handle clockwise. Anyone listening at the door hears a loud scraping.

656: This steel door has elaborate metalwork decorations in geometric patterns, ornamented with decorative stones. There is no apparent doorknob. The door opens on the right, toward this area. It is fairly new. A stretched wolf skin has been glued to the door. The door can be opened by pushing gently near the left side. Anyone listening at the door hears nothing.

657: This bronze door is plain and unadorned. There is a doorknob on the right. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is fairly new. The door appears to have been passed through recently. It should be opened by turning the doorknob counterclockwise, but it has been nailed shut; it will take 5 minutes to pry out enough nails out to be able to open it, and in addition it is stuck; forcing it is an Ordinary task (and not quiet). Anyone listening at the door hears nothing.

658: This flimsy wooden door has a geometric pattern made of nailheads. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is fairly new. "Keep Out!" is painted on the door. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears a muffled roaring.

659: This corroded bronze door has a tentacled creature roughly drawn with chalk. There is no apparent doorknob. The door opens on the left, toward this area. It is clearly as old as the dungeon. The door appears to have been passed through recently, and it is hollow, only half normal strength. It can be opened by pushing gently near the right side. Anyone listening at the door hears nothing.

660: This wooden door has painted designs in abstract patterns. There is a handle on the left. The door opens on the left, toward this area. It is clearly very new. Assorted bones are glued to the door. It should be opened by turning the handle clockwise, but it is locked (Ordinary task to pick), and the lock is trapped to emit a cloud of mustard gas that surrounds anyone who listens at it. The door is trapped: it is covered with a false door that conceals a vent that emits mustard gas when the false door is opened. Anyone listening at the door hears a faint squealing.

661: This corroded bronze door is plain and unadorned. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is very old, perhaps even older than the dungeon. There is a chime hanging on the near side of the door. The door can be opened by turning the doorknob counterclockwise. It has a lock, but it is not locked. The door is trapped: it is covered with a false door that conceals a vent that emits rotting gas when the false door is opened. Anyone listening at the door hears a distant whimpering.

662: This bronze door has elaborate metalwork decorations in decorative patterns. There is a lever on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. There is a large knocker attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any, and the door has algae growing all over it. It should be opened by turning the lever clockwise, but it is locked (Easy task to pick). Anyone listening at the door hears nothing.

663: This iron-bound wooden door has elaborate metalwork decorations featuring flames and dragons, ornamented with decorative stones. There is no apparent doorknob. The door opens like a stable door, with split upper and lower halves. It is very old, perhaps even older than the dungeon. There is a handprint, with prints of claws at the fingertips, made with some kind of ichor on the door, near the upper left corner, and "Da monstur iz not in heer" is painted on a piece of paper stapled to the door. It should be opened by pushing firmly near the right side, but it is locked (Ordinary task to pick). The door is trapped: tampering with it opens a 30-foot-deep pit directly in front of it. Anyone listening at the door hears nothing.

664: This heavy wooden door is plain and unadorned. There is a doorknob on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. A humanoid skull has been nailed to the door with a huge spike. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears nothing.

665: This wooden door has elaborate metalwork decorations featuring flames, ornamented with silver. There is a handle on the right. The door opens on the right, away from this area. It is clearly very new. The wood is rotten and will give way if hit forcefully. The door can be opened by pushing in on the handle then pulling out on it. Anyone listening at the door hears a faint slurping.

666: This heavy wooden double door has a carved gargoyle's face. There is no apparent doorknob. The doors open on the both sides, toward this area. It is moderately old and rather worn. A magical seal made of wax has been affixed to the door, and assorted bones are stapled to the door. It should be opened by rotating the gargoyle's face counterclockwise while pushing left on it, but it is magically locked. Anyone listening at the door hears a loud scratching.

667: This heavy wooden door has a geometric pattern made of nailheads ornamented with gold. There is a ring near the center. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The door is in a much larger archway that has been bricked up. It can be opened by turning the ring clockwise. Anyone listening at the door hears a loud moaning.

668: This wooden door has elaborate metalwork decorations featuring skulls and dragons. There is a ring on the right. The door opens on the right, toward this area. It is fairly new. The wood is rotten and will give way if hit forcefully. The door can be opened by turning the ring clockwise. Anyone listening at the door hears a quiet roaring.

669: This wooden door has elaborate metalwork decorations in decorative patterns, ornamented with silver. There is no apparent doorknob. The door opens by swinging up and outward away from this area on hinges on the top edge. It is clearly as old as the dungeon. A series of numbers is neatly written the door: 3-6-9-9. The door can be opened by pushing very hard near the top. Anyone listening at the door hears a muffled groaning.

670: This wooden door has a demon's face roughly painted with blue paint. There is a handle on the right. The door opens on the right, away from this area. It is moderately old and rather worn. The door is unusually sturdy (+100)% normal strength). It can be opened by pushing down on the handle then pulling up on it. Anyone listening at the door hears a loud ticking.

671: This bronze door is plain and unadorned. There is a ring on the right. The door opens on the right, toward this area. It is quite old. A stretched orc skin has been attached to the door, and there is a bloody handprint, with prints of claws at the fingertips, on the door, near the lower left corner. It should be opened by turning the ring clockwise while pulling out on it, but it is locked (Hard task to unlock) and stuck (Easy task to unstuck). Anyone listening at the door hears a muffled moaning.

672: This rusty iron door has elaborate metalwork decorations featuring demons, ornamented with semiprecious stones. There is a lever on the right. The door opens on the right, away from this area. It is clearly as old as the dungeon. "This way" is scratched on a crude sign glued to the door. The door can be opened by pulling up on the lever then pushing in on it. It has a lock, but it is not locked. The door is trapped: it explodes when tampered with. Anyone listening at the door hears a distinct laughing.

673: This wooden door has an inlaid monstrous face. There is a handle on the left. The door opens like a stable door, with split upper and lower halves (each half has its own handle). It is clearly as old as the dungeon. The door has been hacked at with edged weapons. It should be opened by pushing in on the handle then pushing down on it, but it has been nailed shut; it will take 8 minutes to pry out enough nails out to be able to open it, and in addition it is stuck; forcing it is an Easy task (and not quiet). Anyone listening at the door hears distant footsteps.

674: This bronze door has elaborate metalwork decorations in decorative patterns. There is no apparent doorknob. The door opens by dropping down like a trapdoor away from this area. It is fairly new. The door has unidentifiable stains, and it has algae growing all over it. It can be opened by pushing gently near the bottom. It has a lock, which

is unlocked, but the door is stuck (Easy task to unstick). The door is trapped: tentacles lash out from hidden pockets, attacking the nearest person. Anyone listening at the door hears a distant gasping.

675: This wooden door has bas-relief designs in geometric patterns. There is a ring near the center. The door opens on the right, away from this area. It is clearly as old as the dungeon. There is a large knocker attached to the door; knocking produces an abnormally loud sound, alerting the occupants of the room, if any, and attracting someone (or something) to investigate, and "Beware!" is painted on a crude sign pinned to the door. The door can be opened by turning the ring clockwise while pulling out on it. It has a lock, which is unlocked, but the door is stuck (Easy task to unstick). The door is trapped: it has a lightning bolt that hits the person closest to the door. Anyone listening at the door hears nothing.

676: This iron door has inlaid designs of snarling faces. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is moderately old and rather worn. The decorations seem to glow faintly in the dark. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a loud squealing.

677: This wooden door has a skull and crossbones crudely drawn with chalk. There is no apparent doorknob. The door opens on the left, toward this area. It is fairly new. Metal plates have been used to reinforce parts of the door, and there is a large knocker attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any. It can be opened by pushing firmly near the bottom. Anyone listening at the door hears nothing.

678: This wooden door has elaborate metalwork decorations featuring dragons, ornamented with gold. There is no apparent doorknob. The door opens on the left, toward this area. It is fairly new. A stretched human skin has been stuck to the door. The door can be opened by pushing very hard near the top. Anyone listening at the door hears a muffled gasping.

679: This wooden door has elaborate metalwork decorations featuring grinning faces, ornamented with decorative stones. There is a doorknob on the left. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. The doorknob has been coated with extremely strong glue, which is very hard to get loose from, and metal plates have been used to reinforce parts of the door. It should be opened by pulling out on the doorknob then pulling up on it, but it has been nailed shut; it will take 11 minutes to pry out enough nails out to be able to open it, and in addition it is locked (an Easy task to pick). Anyone listening at the door hears nothing.

680: This stone door has painted designs of demons. There is no apparent doorknob. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The door appears to have been passed through recently, and the decorations seem to glow faintly in the dark. It can be opened by pushing firmly near the right side. Anyone listening at the door hears a distant screaming.

681: This brass-bound wooden double door is plain and unadorned. There is a pair of rings in the center. The doors open on the both sides, toward this area. It is moderately old and rather worn. The door is in a much larger archway that has been bricked up, and there is a scrap of leather caught in the doorway. It can be opened by turning the ring counterclockwise. Anyone listening at the door hears nothing.

682: This wooden door has elaborate metalwork decorations in geometric patterns, ornamented with gold. There is no apparent doorknob. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. The door is in a much larger archway that has been bricked up. It can be opened by pushing very hard near the top. It has a lock, apparently unlocked, but the door is stuck (Very Hard task to unstick). Anyone listening at the door hears a loud roaring.

683: This flimsy wooden door has a dragon roughly painted with gray paint. There is no apparent doorknob. The door opens by sliding upward into the ceiling. It is clearly as old as the dungeon. The door has been gouged and clawed. It can be opened by pushing firmly near the middle. It has a lock, but it is not locked. The keyhole is trapped

with earwigs, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears a loud chuckling.

684: This iron door has bas-relief designs of tentacles. There is a doorknob on the right. The door opens on the right, toward this area. It is fairly new. The door has unidentifiable stains. It should be opened by turning the doorknob counterclockwise, but it is magically locked. Anyone listening at the door hears nothing.

685: This heavy wooden door is plain and unadorned. There is a lever on the left. The door opens like a stable door, with split upper and lower halves (each half has its own lever). It is fairly new. The door appears to have been passed through recently. It should be opened by turning the lever counterclockwise, but it is locked (Easy task to unlock) and stuck (Hard task to unstick). Anyone listening at the door hears a faint clanking.

686: This wooden door has elaborate metalwork decorations featuring dragons and skulls, ornamented with silver. There is a lever near the center. The door opens on the right, away from this area. It is clearly very new. The door is stained with what appears to be blood. It should be opened by pushing down on the lever then pushing right on it, but it has been nailed shut; it will take 8 minutes to pry out enough nails out to be able to open it, and in addition it is stuck; forcing it is a Very Easy task (and not quiet). Anyone listening at the door hears nothing.

687: This wooden door has elaborate metalwork decorations in geometric patterns, ornamented with decorative stones. There is a handle near the center. The door opens on the left, toward this area. It is quite old. The decorations seem to glow faintly in the dark. The door can be opened by turning the handle clockwise. Anyone listening at the door hears nothing.

688: This rusty iron door has bas-relief designs in abstract patterns, ornamented with gold. There is no apparent doorknob. The door opens on the right, toward this area. It is clearly as old as the dungeon. There is a crack in it. The door should be opened by pushing gently near the right side, but it is locked (Ordinary task to pick). The door is trapped: it explodes when tampered with. Anyone listening at the door hears a loud clanking.

689: This flimsy wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the right, toward this area. It is fairly new. The door has algae and even some moss growing all over it. It can be opened by pushing firmly near the lower right corner. Anyone listening at the door hears a distant humming.

690: This bronze door has an inlaid dragon's head. There is a doorknob near the center. The door opens on the left, away from this area. It is clearly as old as the dungeon. The doorknob has been coated with extremely strong glue, which is very hard to get loose from. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

691: This steel door has a carved gargoyle's face. There is no apparent doorknob. The door opens by sliding upward into the ceiling. It is fairly new. The door has been hacked at with edged weapons, and dried slime is smeared on it. It can be opened by rotating the gargoyle's face counterclockwise while pulling up on it. It has a lock, but it is not locked. Anyone listening at the door hears a loud slapping.

692: This iron-bound wooden door has an elaborate symbol sloppily drawn in blood. There is a doorknob on the right. The door opens in both directions with hinges on the left. It is clearly very new. The door has algae and even some moss growing all over it, and the doorknob has been coated with extremely strong glue, which is hard to get loose from. The door can be opened by turning the doorknob clockwise while pushing in on it. Anyone listening at the door hears a distant clattering.

693: This heavy wooden door is plain and unadorned. There is a lever on the right. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. A series of numbers is sloppily painted the door: 7-2-4-4-9-0. The door can be opened by turning the lever counterclockwise. Anyone listening at the door hears nothing.

694: This flimsy wooden door is plain and unadorned. There is a doorknob on the right. The door opens on the right, toward this area. It is clearly very new. The door has been gouged and clawed. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears a muffled roaring.

695: This steel double door has elaborate metalwork decorations in abstract patterns, ornamented with silver. There is a pair of doorknobs in the center. The doors open on the both sides, away from this area. It is clearly as old as the dungeon. The door is scorched. It can be opened by turning the doorknob clockwise while pushing in on it. Anyone listening at the door hears a distinct snoring.

696: This steel door has a geometric pattern made of rivets. There is a ring on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. The door is hollow, only half normal strength. It should be opened by turning the ring counterclockwise, but it is magically locked. The door is trapped: it has a magical glyph of confusion. Anyone listening at the door hears a distinct barking.

697: This heavy wooden door has a skull and crossbones sloppily painted with brown paint. There is a ring near the center. The door opens by dropping down like a trapdoor toward this area. It is clearly as old as the dungeon. There is a bit of hide with some monster hair on it caught in the doorway. The door can be opened by turning the ring counterclockwise. It has a lock, but is unlocked. Anyone listening at the door hears a distinct sneezing.

698: This iron-bound wooden door has painted designs in geometric patterns. There is a lever on the right. The door opens on the right, toward this area. It is clearly as old as the dungeon. "Beware!" is scrawled on a piece of paper glued to the door. The door can be opened by turning the lever clockwise. It has a lock, apparently unlocked, but the door is stuck (Ordinary task to unstick) and the keyhole is trapped to activate a distant alarm when anyone looks through it. Anyone listening at the door hears a loud squeaking.

699: This wooden door is plain and unadorned. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is very old, perhaps even older than the dungeon. There is a bloody handprint on the door, near the lower right corner, and 1 step leads up from floor level to it. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears a distant slapping.

700: This heavy wooden door has a painted gargoyle's face. There is a doorknob on the right. The door opens on the right, toward this area. It is fairly new. The door has unidentifiable stains. It should be opened by turning the doorknob counterclockwise, but it is locked; unlocking it requires inserting a finger in the gargoyle's left eye until it stops. Anyone listening at the door hears a loud laughing.

701: This wooden door has a geometric pattern made of nailheads. There is no apparent doorknob. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. 3 steps lead down from floor level to the door, and "Keep Out!" is scratched on the door. It should be opened by pushing down on one of the decorative nails, but it is locked (Very Hard task to unlock) and stuck (Very Easy task to unstick). Anyone listening at the door hears a distant whimpering.

702: This steel door has elaborate metalwork decorations featuring demons and wolves. There is a doorknob on the left. The door opens on the left, toward this area. It is fairly new. A series of numbers is crudely written the door: 1-1-6-1-5. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears a distant screaming.

703: This rusty steel double door has elaborate metalwork decorations featuring grinning faces and dragons. There is a pair of handles in the center. The doors open in both directions with hinges on the both sides. It is very old, perhaps even older than the dungeon. The door still shows traces of gold paint. It can be opened by pushing right on the handle then pushing down on it. It has a lock, which is unlocked, but the door is stuck (Very Hard task to unstick). The keyhole is trapped to activate a nearby bell when anyone looks through it. The door is trapped: it has a darkness spell. Anyone listening at the door hears nothing.

704: This iron-bound wooden door has bas-relief designs of dragons, ornamented with decorative stones. There is a doorknob on the left. The door opens on the left, toward this area. It is fairly new. The decorations seem to glow faintly in the dark, and an elf skull has been nailed to the door with a huge spike. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a distant chirping.

705: This stone door has elaborate metalwork decorations in decorative patterns. There is no apparent doorknob. The door opens in both directions with hinges on the right. It is clearly very new. Fresh slime is smeared on the door. It can be opened by pushing gently near the left side. Anyone listening at the door hears a loud moaning.

706: This wooden door has a geometric pattern made of nailheads. There is a doorknob on the left. The door opens on the left, away from this area. It is quite old. The doorknob has been coated with extremely strong glue, which is hard to get loose from, and the door is in a much larger archway that has been bricked up. It can be opened by turning the doorknob counterclockwise while pushing left on it. It has a lock, apparently unlocked, but the door is stuck (Hard task to unstuck). Anyone listening at the door hears a loud humming.

707: This wooden door has a geometric pattern made of nailheads. There is a handle on the right. The door opens on the right, toward this area. It is clearly very new. There is a noisemaker made of several pieces of old armor tied together hanging on the near side of the door, and the door still shows traces of gray paint. It can be opened by pushing in on the handle then pushing down on it. Anyone listening at the door hears a quiet snickering.

708: This wooden door has elaborate metalwork decorations in geometric patterns, ornamented with decorative stones. There is a doorknob near the center. The door opens on the left, away from this area. It is moderately old and rather worn. The door is unusually sturdy (+50% normal strength). It can be opened by turning the doorknob clockwise. Anyone listening at the door hears a quiet scraping.

709: This iron door has an arcane symbol crudely drawn in ichor. There is a lever near the center. The door opens on the left, toward this area. It is quite old. The door has been gouged and clawed, and a magical seal made of lead has been affixed to it. The door can be opened by turning the lever counterclockwise. Anyone listening at the door hears nothing.

710: This heavy wooden door is plain and unadorned. There is a doorknob on the right. The door opens on the right, away from this area. It is fairly new. A stretched human skin has been glued to the door, and the door is blotched with strange fungal growths. It can be opened by pushing right on the doorknob then pulling up on it. Anyone listening at the door hears nothing.

711: This wooden door has painted designs of lions and serpents. There is a ring on the right. The door opens on the right, toward this area. It is quite old. The ring has been coated with extremely strong glue, which is very hard to get loose from. The door should be opened by turning the ring clockwise, but it is locked (Ordinary task to unlock) and stuck (Ordinary task to unstuck). Anyone listening at the door hears a faint barking.

712: This stone door has painted designs of demons. There is a handle on the left. The door opens in both directions with hinges on the right. It is clearly as old as the dungeon. The decorations seem to glow faintly in the dark. The door should be opened by turning the handle counterclockwise, but it is magically locked. The door is trapped: it is hollow and filled with compressed chlorine gas that fills the room when it is bashed open. Anyone listening at the door hears nothing.

713: This heavy wooden door has a painted dragon's head. There is a handle on the right. The door opens in both directions with hinges on the left. It is very old, perhaps even older than the dungeon. A magical seal made of wax has been affixed to the door. The door can be opened by turning the handle counterclockwise while pulling out on it. Anyone listening at the door hears a faint squeaking.

714: This heavy wooden door has an arcane symbol carefully drawn in blood. There is a lever on the left. The door opens on the left, toward this area. It is fairly new. The door is blotched with strange fungal growths. It can be opened by turning the lever clockwise. Anyone listening at the door hears a loud roaring.

715: This stone door has elaborate metalwork decorations in abstract patterns. There is a doorknob on the right. The door opens in both directions with hinges on the left. It is quite old. The door is stained with what appears to be blood, and it is scorched. It can be opened by pushing right on the doorknob then pushing left on it. Anyone listening at the door hears nothing.

716: This bronze door has elaborate metalwork decorations featuring skulls. There is a doorknob near the center. The door opens on the left, toward this area. It is clearly very new. The door is in a much larger archway that has been bricked up, and fresh slime is smeared on it. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears nothing.

717: This bronze door is plain and unadorned. There is a handle near the center. The door opens on the right, away from this area. It is clearly as old as the dungeon. There is a large knocker attached to the door; knocking produces only a faint knocking sound, and there is a skeletal arm caught in the doorway. The door should be opened by turning the handle clockwise, but it is magically locked. The door is trapped: it explodes when tampered with. Anyone listening at the door hears nothing.

718: This heavy wooden door is plain and unadorned. There is a lever near the center. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. A magical seal made of lead has been affixed to the door, and the door is stained with what appears to be blood. It can be opened by turning the lever counterclockwise. It has a lock, apparently unlocked, but the door is stuck (Easy task to unstick). Anyone listening at the door hears nothing.

719: This heavy wooden door is plain and unadorned. There is a doorknob near the center. The door opens on the right, toward this area. It is clearly as old as the dungeon. The doorknob has been coated with extremely strong glue, which is very hard to get loose from. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears nothing.

720: This heavy wooden door has painted designs of demons and cephalopods. There is a lever near the center. The door opens on the right, toward this area. It is quite old. There is a crack in it. The door can be opened by turning the lever counterclockwise. Anyone listening at the door hears a faint barking.

721: This flimsy wooden door has inlaid designs of dragons. There is a doorknob near the center. The door opens on the left, away from this area. It is quite old. There is a ventilation slot in it. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears a quiet snickering.

722: This wooden door has painted designs of battleaxes. There is a doorknob on the left. The door opens on the left, away from this area. It is fairly new. The door is stained with what appears to be blood, and a lizard skull has been nailed to the door with a huge spike. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a distinct slapping.

723: This iron door has bas-relief designs of cephalopods. There is a ring on the right. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. There is a chime hanging on the other side of the door. The door can be opened by turning the ring clockwise. Anyone listening at the door hears nothing.

724: This wooden door has elaborate metalwork decorations in decorative patterns, ornamented with gold. There is a doorknob on the left. The door opens on the left, away from this area. It is moderately old and rather worn. There is a large knocker attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any. The door can be opened by pushing down on the doorknob then pulling up on it. It has a lock, which is

unlocked, but the door is stuck (Easy task to unstick). The door is trapped: it explodes when tampered with. Anyone listening at the door hears a quiet gurgling.

725: This iron-bound wooden door has bas-relief designs of dragons. There is a handle on the left. The door opens in both directions with hinges on the right. It is clearly very new. 3 steps lead down from floor level to the door, and there is a ventilation slot in it. It can be opened by turning the handle clockwise. Anyone listening at the door hears nothing.

726: This heavy wooden door is plain and unadorned. There is a handle on the left. The door opens like a stable door, with split upper and lower halves (each half has its own handle). It is moderately old and rather worn. The handle has been coated with extremely strong glue, which is very hard to get loose from. The door can be opened by turning the handle clockwise while pulling out on it. Anyone listening at the door hears nothing.

727: This bronze double door is plain and unadorned. There is no apparent doorknob. The doors open on the both sides, toward this area. It is clearly as old as the dungeon. There is a bloody handprint, with prints of claws at the fingertips, on the door, near the middle. It can be opened by pushing firmly near the lower right corner of either half. It has a lock, which is unlocked, but the door is stuck (Easy task to unstick). Anyone listening at the door hears nothing.

728: This flimsy wooden door is plain and unadorned. There is a doorknob on the right. The door opens on the right, away from this area. It is quite old. There is a crack in it. The door should be opened by turning the doorknob clockwise, but it has been nailed shut; it will take 10 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears a quiet barking.

729: This heavy wooden door has a wolf's head sloppily drawn in blood. There is a handle on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. A series of numbers is sloppily painted the door: 4-6-6-5-0. The door should be opened by turning the handle counterclockwise, but it is magically locked. Anyone listening at the door hears nothing.

730: This iron door is plain and unadorned. There is a ring on the right. The door opens on the right, toward this area. It is clearly very new. The door has algae growing all over it. It can be opened by pushing left on the ring then pushing down on it. Anyone listening at the door hears a distant moaning.

731: This iron-bound wooden door has elaborate metalwork decorations featuring dragons and skulls, ornamented with gold. There is no apparent doorknob. The door opens on the right, toward this area. It is moderately old and rather worn. The door appears to have been passed through recently, and it has algae and even some moss growing all over it. It should be opened by pushing very hard near the left side, but it has been nailed shut; it will take 10 minutes to pry out enough nails out to be able to open it, and in addition it is stuck; forcing it is a Very Hard task (and not quiet). Anyone listening at the door hears nothing.

732: This flimsy wooden door has an arcane symbol sloppily painted with blue paint. There is a handle on the right. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. There is a bloody handprint, with prints of claws at the fingertips, on the door, near the lower left corner, and it has been gouged and clawed. It can be opened by turning the handle counterclockwise. Anyone listening at the door hears a quiet swishing.

733: This wooden door has elaborate metalwork decorations featuring skulls, ornamented with decorative stones. There is no apparent doorknob. The door opens in both directions with hinges on the right. It is clearly as old as the dungeon. There is a crack in it. The door should be opened by pushing very hard near the right side, but it is locked (Very Hard task to pick), and the lock is trapped to activate a muffled alarm when anyone listens at it. Anyone listening at the door hears a quiet grinding.

734: This wooden door has painted designs of wolves. There is a handle on the right. The door opens on the right, toward this area. It is quite old. 2 steps lead down from floor level to the door, and a series of numbers is sloppily painted it: 3-2-3. The door can be opened by turning the handle counterclockwise. Anyone listening at the door hears a loud belching.

735: This flimsy wooden door is plain and unadorned. There is a handle on the left. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. 2 steps lead up from floor level to the door, and a dog skull has been nailed to the door with a huge spike. It can be opened by turning the handle counterclockwise. Anyone listening at the door hears a distant moaning.

736: This rusty iron door has painted designs in decorative patterns. There is a doorknob on the right. The door opens on the right, toward this area. It is clearly as old as the dungeon. A series of numbers is roughly scraped the door: 4-1-2-4. The door can be opened by turning the doorknob clockwise. It has a lock, which is unlocked, but the door is stuck (Very Hard task to unstick). The keyhole is trapped to activate a loud chime when anyone tries to pick the lock. Anyone listening at the door hears nothing.

737: This wooden door has elaborate metalwork decorations in decorative patterns, ornamented with gold. There is a handle on the left. The door opens in both directions with hinges on the right. It is quite old. The door has unidentifiable stains, and a series of numbers is crudely painted it: 6-7-8. The door can be opened by pulling out on the handle then pulling up on it. Anyone listening at the door hears a loud squeaking.

738: This heavy wooden door has elaborate metalwork decorations in decorative patterns. There is no apparent doorknob. The door opens by sliding upward into the ceiling. It is fairly new. There is a bloody handprint on the door, near the upper left corner, and it appears to have been passed through recently. It can be opened by pushing very hard near the middle. It has a lock, but is unlocked; however, the keyhole is trapped to activate a nearby chime when anyone inserts a key without pressing a secret button. Anyone listening at the door hears a distant thumping.

739: This wooden door has an elaborate symbol sloppily drawn with chalk. There is a doorknob on the right. The door opens in both directions with hinges on the left. It is quite old. The door is blotched with strange fungal growths. It can be opened by turning the doorknob clockwise while pushing down on it. Anyone listening at the door hears distinct footsteps.

740: This corroded bronze door is plain and unadorned. There is no apparent doorknob. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. There is a scrap of red cloth caught in the doorway, and the door is covered with worn gray paint. It should be opened by pushing gently near the right side, but it is locked (Hard task to pick), and the lock is trapped with a needle covered with a substance causing confusion that pricks anyone who inserts a key without pressing a secret button. The door is trapped: it is covered with a false door that conceals a sprayer that sprays flammable liquid when the false door is opened. Anyone listening at the door hears nothing.

741: This wooden door has a dragon sloppily drawn in blood. There is a lever on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. The door is barred on the far side, and a stretched orc skin has been glued to the door. It should be opened by turning the lever counterclockwise, but it is locked (Very Hard task to pick), and the lock is trapped to activate a muffled chime when anyone tries to pick the lock. The door is trapped: it has a mouth spell that shouts "Help!" in Orcish. Anyone listening at the door hears a faint groaning.

742: This heavy wooden door has a demon's face sloppily drawn in blood. There is no apparent doorknob. The door opens on the right, away from this area. It is clearly as old as the dungeon. There is a scrap of leather caught in the doorway, and 1 step leads up from floor level to the door. It can be opened by pushing gently near the lower right corner. It has a lock, apparently unlocked, but the door is stuck (Hard task to unstick) and the keyhole is trapped with a needle covered with a substance causing sleep that pricks anyone who looks through it. Anyone listening at the door hears nothing.

743: This iron-bound wooden door has painted designs of wolves and cephalopods. There is no apparent doorknob. The door opens on the right, away from this area. It is clearly very new. The door is blotched with strange fungal growths, and assorted bones are stapled to it. It can be opened by pushing firmly near the middle. Anyone listening at the door hears nothing.

744: This corroded bronze door is plain and unadorned. There is a handle near the center. The door opens by sliding upward into the ceiling. It is moderately old and rather worn. The handle has been coated with extremely strong glue, which is hard to get loose from, and the door still shows traces of gold paint. It can be opened by turning the handle clockwise. Anyone listening at the door hears a muffled grunting.

745: This wooden door has painted designs of flames and wolves. There is a ring on the left. The door opens on the left, toward this area. It is clearly very new. Dried slime is smeared on the door. It can be opened by turning the ring clockwise. Anyone listening at the door hears a distant whimpering.

746: This wooden door has painted designs in decorative patterns. There is a handle on the left. The door opens in both directions with hinges on the right. It is clearly as old as the dungeon. The door is stained with what appears to be blood, and a series of numbers is roughly painted it: 4-8-9-0. The door can be opened by turning the handle counterclockwise. It has a lock, but is unlocked. Anyone listening at the door hears a distinct squeaking.

747: This iron door has painted designs in geometric patterns. There is a handle near the center. The door opens on the left, away from this area. It is quite old. There are etched areas apparently made by acid splashing on the door. It can be opened by turning the handle clockwise while pushing down on it. It has a lock, apparently unlocked, but the door is stuck (Ordinary task to unstick). Anyone listening at the door hears nothing.

748: This steel door has inlaid designs in decorative patterns. There is a lever on the left. The door opens in both directions with hinges on the right. It is moderately old and rather worn. A series of numbers is sloppily scraped the door: 9-7-0-6-5-5, and the door is blotched with strange fungal growths. It can be opened by pushing left on the lever then pulling up on it. Anyone listening at the door hears a muffled chirping.

749: This flimsy wooden door has inlaid designs in abstract patterns. There is a doorknob on the left. The door opens on the left, toward this area. It is quite old. A series of numbers is roughly scraped the door: 2-5-7-8-1-2, and a broken dagger is firmly stuck in the door. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears a distant moaning.

750: This heavy wooden door has an elaborate symbol sloppily drawn in blood. There is a lever on the left. The door opens on the left, toward this area. It is moderately old and rather worn. There is a small window (about 5" by 6", covered by an iron grill) in it. The door can be opened by turning the lever counterclockwise. Anyone listening at the door hears a distinct whining.

751: This wooden door is plain and unadorned. There is a lever near the center. The door opens on the left, toward this area. It is clearly as old as the dungeon. The lever has been coated with extremely strong glue, which is hard to get loose from. The door can be opened by turning the lever clockwise. Anyone listening at the door hears a quiet clicking.

752: This heavy wooden door is plain and unadorned. There is a lever near the center. The door opens on the left, toward this area. It is clearly very new. A magical seal made of lead has been affixed to the door, and the door is scorched. It can be opened by turning the lever counterclockwise. Anyone listening at the door hears distant footsteps.

753: This heavy wooden door has a dragon roughly drawn in blood. There is no apparent doorknob. The door opens on the right, toward this area. It is moderately old and rather worn. The door appears to have been passed through

recently. It can be opened by pushing firmly near the left side. Anyone listening at the door hears a muffled squealing.

754: This iron-bound wooden door has elaborate metalwork decorations in abstract patterns. There is a doorknob on the left. The door opens on the left, toward this area. It is quite old. There is a large knocker attached to the door; knocking comes off in the knocker's hand, which triggers any traps on the door. The door should be opened by turning the doorknob clockwise while pushing in on it, but it has been nailed shut; it will take 9 minutes to pry out enough nails out to be able to open it, and in addition it is locked (an Ordinary task to pick). Anyone listening at the door hears a quiet screaming.

755: This heavy wooden door has a geometric pattern made of nailheads. There is a doorknob near the center. The door opens by sliding upward into the ceiling. It is quite old. The door is blotched with strange fungal growths, and it is in a much larger archway that has been bricked up. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears nothing.

756: This heavy wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the right, toward this area. It is fairly new. 3 steps lead up from floor level to the door. It can be opened by pushing gently near the right side. Anyone listening at the door hears nothing.

757: This heavy wooden door has a tentacled creature neatly painted with gray paint. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is moderately old and rather worn. The wood is rotten and will give way if hit forcefully. The door should be opened by turning the doorknob clockwise, but it is locked (Very Hard task to pick), and the lock is trapped with ear crawlers, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears nothing.

758: This heavy wooden door has carved designs of cephalopods. There is no apparent doorknob. The door opens on the left, away from this area. It is clearly very new. The door appears to have been passed through recently. It should be opened by pushing very hard near the lower left corner, but it is locked (Easy task to pick). The door is trapped: attempting to open it opens a 10-foot-deep pit containing an underground river directly in front of it. Anyone listening at the door hears nothing.

759: This wooden double door is plain and unadorned. There is no apparent doorknob. The doors open on the both sides, toward this area. It is moderately old and rather worn. "Keep Out!" is painted on a board fastened to the door. The door can be opened by pushing gently near the top of either half. Anyone listening at the door hears a distant swishing.

760: This wooden door is plain and unadorned. There is a ring on the left. The door opens like a stable door, with split upper and lower halves (each half has its own ring). It is quite old. The door is stained with what appears to be blood, and there is a chime hanging on the other side of the door. It can be opened by turning the ring clockwise. Anyone listening at the door hears a distinct chirping.

761: This heavy wooden door is plain and unadorned. There is a handle near the center. The door opens by sliding upward into the ceiling. It is quite old. Dried slime is smeared on the door. It can be opened by pushing in on the handle then pulling up on it. Anyone listening at the door hears a quiet coughing.

762: This iron door has elaborate metalwork decorations featuring dragons, ornamented with decorative stones. There is a handle on the left. The door opens on the left, toward this area. It is moderately old and rather worn. Dried slime is smeared on the door. It can be opened by pushing in on the handle then pulling up on it. It has a lock, apparently unlocked, but the door is stuck (Ordinary task to unstick). Anyone listening at the door hears nothing.

763: This heavy wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. A kobold skull has been nailed to the door

with a huge spike, and the door has unidentifiable stains. It can be opened by pushing gently near the bottom. Anyone listening at the door hears nothing.

764: This wooden door has a geometric pattern made of nailheads. There is a doorknob on the left. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The door has been hacked at with edged weapons. It can be opened by turning the doorknob counterclockwise. It has a lock, but is unlocked; however, the keyhole is trapped to spray an infectious liquid that hits anyone who tries to pick the lock. Anyone listening at the door hears a quiet grunting.

765: This heavy wooden door is plain and unadorned. There is a handle on the left. The door opens in both directions with hinges on the right. It is very old, perhaps even older than the dungeon. The door appears to have been passed through recently. It can be opened by turning the handle counterclockwise while pulling out on it. Anyone listening at the door hears a loud grunting.

766: This corroded bronze door has bas-relief designs in abstract patterns. There is a lever near the center. The door opens by dropping down like a trapdoor toward this area. It is clearly as old as the dungeon. The door is stained with what appears to be blood. It can be opened by pushing down on the lever then pushing left on it. It has a lock, but it is not locked. Anyone listening at the door hears a loud rushing.

767: This heavy wooden door is plain and unadorned. There is no apparent doorknob. The door opens by sliding upward into the ceiling. It is clearly as old as the dungeon. The door is stained with what appears to be blood. It can be opened by pushing firmly near the top. It has a lock, apparently unlocked, but the door is stuck (Easy task to unstuck). Anyone listening at the door hears nothing.

768: This heavy wooden door has inlaid designs of skulls. There is a ring on the left. The door opens on the left, toward this area. It is fairly new. The wood is rotten and will give way if hit forcefully, and an orc skull has been nailed to the door with a huge spike. The door should be opened by turning the ring counterclockwise, but it has been nailed shut; it will take 7 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears a loud splashing.

769: This heavy wooden door has elaborate metalwork decorations in geometric patterns, ornamented with semiprecious stones. There is a lever on the right. The door opens in both directions with hinges on the left. It is very old, perhaps even older than the dungeon. There is a ventilation slot in it. The door can be opened by turning the lever counterclockwise. Anyone listening at the door hears nothing.

770: This wooden door has an inlaid dragon's head. There is a doorknob on the right. The door opens on the right, toward this area. It is quite old. The door is blotched with strange fungal growths. It can be opened by turning the doorknob clockwise while pushing down on it. Anyone listening at the door hears a distant chuckling.

771: This heavy wooden door has elaborate metalwork decorations featuring lions, ornamented with decorative stones. There is a lever on the right. The door opens on the right, away from this area. It is quite old. The door is stained with what appears to be blood. It should be opened by turning the lever clockwise, but it is locked (Ordinary task to pick). The door is trapped: it has a gravity reversal which affects the room. Anyone listening at the door hears quiet footsteps.

772: This heavy wooden door has a skull crudely painted with brown paint. There is a handle on the left. The door opens like a stable door, with split upper and lower halves (each half has its own handle). It is clearly very new. The door has unidentifiable stains. It can be opened by turning the handle clockwise. It has a lock, but is unlocked. Anyone listening at the door hears nothing.

773: This bronze door has a picture of a tree crudely drawn in blood. There is a handle on the right. The door opens like a stable door, with split upper and lower halves (each half has its own handle). It is fairly new. The door appears

to have been passed through recently, and it has been gouged and clawed. It can be opened by turning the handle clockwise. It has a lock, which is unlocked, but the door is stuck (Easy task to unstick). Anyone listening at the door hears nothing.

774: This bronze door has bas-relief designs of lions and wolves. There is a doorknob on the right. The door opens on the right, away from this area. It is quite old. The door is scorched, and "Keep Out!" is painted on a piece of paper stuck to the door. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears nothing.

775: This corroded bronze door has inlaid designs of worms. There is a lever on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. The door is scorched. It can be opened by turning the lever clockwise. Anyone listening at the door hears a muffled grunting.

776: This heavy wooden door is plain and unadorned. There is a doorknob on the right. The door opens in both directions with hinges on the left. It is clearly very new. There is a pawprint made with some kind of ichor on the door, near the upper left corner. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a faint fluttering.

777: This wooden door is plain and unadorned. There is a lever on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. The door is unusually sturdy (+80)% normal strength). It should be opened by turning the lever counterclockwise, but it is locked (Ordinary task to pick), and the lock is trapped to spray a poison liquid that hits anyone who tries to pick the lock. The door is trapped: attempting to open it opens a 20-foot-deep pit directly in front of it. Anyone listening at the door hears nothing.

778: This bronze door is plain and unadorned. There is no apparent doorknob. The door opens in both directions with hinges on the left. It is fairly new. The door is blotched with strange fungal growths. It should be opened by pushing gently near the top, but it is locked (Easy task to unlock) and stuck (Ordinary task to unstick). Anyone listening at the door hears a distant grating.

779: This bronze door has a carved dragon's head. There is a doorknob near the center. The door opens on the left, away from this area. It is moderately old and rather worn. There is a large knocker attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any, and attracting someone (or something) to investigate, and the door appears to have been passed through recently. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

780: This wooden door has a carved green man's face. There is a handle on the left. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. The green man winks occasionally. The door can be opened by turning the handle clockwise. Anyone listening at the door hears a muffled belching.

781: This wooden door has elaborate metalwork decorations featuring battleaxes. There is no apparent doorknob. The door opens on the right, toward this area. It is moderately old and rather worn. The door is in a much larger archway that has been bricked up, and assorted bones are stuck to it. It should be opened by pushing firmly near the lower left corner, but it is magically locked. The door is trapped: it is hollow and filled with compressed poison gas that fills the room when it is bashed open. Anyone listening at the door hears a muffled moaning.

782: This heavy wooden door has carved designs of grinning faces and dragons. There is a ring on the right. The door opens on the right, toward this area. It is moderately old and rather worn. A series of numbers is neatly written the door: 5-4-5-6-4-5. The door should be opened by turning the ring clockwise, but it is locked (Very Hard task to unlock) and stuck (Ordinary task to unstick). Anyone listening at the door hears a faint groaning.

783: This heavy wooden door has bas-relief designs in geometric patterns. There is a doorknob on the left. The door opens on the left, toward this area. It is clearly very new. The door appears to have been passed through recently,

and it is in a much larger archway that has been bricked up. It can be opened by turning the doorknob counterclockwise while pulling up on it. Anyone listening at the door hears a faint slapping.

784: This heavy wooden door has an inlaid green man's face. There is a lever on the left. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The lever has been coated with extremely strong glue, which is hard to get loose from. The door can be opened by turning the lever counterclockwise while pulling out on it. Anyone listening at the door hears a loud whimpering.

785: This iron door has a skull and crossbones roughly drawn in blood. There is no apparent doorknob. The door opens on the right, toward this area. It is fairly new. A series of numbers is crudely written the door: 9-1-6, and the door appears to have been passed through recently. It should be opened by pushing firmly near the lower right corner, but it has been nailed shut; it will take 11 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears a faint whistling.

786: This wooden door has elaborate metalwork decorations featuring demons, ornamented with decorative stones. There is a doorknob on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. "To the egress" is scrawled on a crude sign fastened to the door, and the decorations seem to glow faintly in the dark. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

787: This wooden door has a carved green man's face ornamented with metal. There is a lever on the left. The door opens on the left, toward this area. It is fairly new. The door is in a much larger archway that has been bricked up. It can be opened by turning the lever clockwise. Anyone listening at the door hears nothing.

788: This heavy wooden door has inlaid designs of dragons. There is a lever on the left. The door opens on the left, toward this area. It is quite old. The lever has been coated with extremely strong glue, which is very hard to get loose from. The door can be opened by turning the lever counterclockwise. Anyone listening at the door hears a quiet belching.

789: This bronze door is plain and unadorned. There is a handle near the center. The door opens on the right, away from this area. It is clearly as old as the dungeon. The door has algae and even some moss growing all over it. It can be opened by turning the handle clockwise. It has a lock, apparently unlocked, but the door is stuck (Hard task to unstuck). Anyone listening at the door hears nothing.

790: This iron door is plain and unadorned. There is a doorknob on the left. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is quite old. There are etched areas apparently made by acid splashing on the door, and a stretched human skin has been stuck to the door. It should be opened by turning the doorknob counterclockwise, but it is locked (Very Easy task to pick). Anyone listening at the door hears a quiet gasping.

791: This wooden door has an inlaid dragon's head. There is a doorknob on the right. The door opens on the right, away from this area. It is clearly as old as the dungeon. A broken axe is firmly stuck in the door, and the door is stained with what appears to be blood. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a loud belching.

792: This heavy wooden door has a geometric pattern made of nailheads. There is a doorknob near the center. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is clearly very new. There is a ventilation slot in it. The door can be opened by pushing left on the doorknob then pulling up on it. It has a lock, but is unlocked. Anyone listening at the door hears a faint coughing.

793: This wooden door has painted designs in abstract patterns. There is a handle on the left. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. The wood is rotten and will give way if

hit forcefully. The door can be opened by turning the handle counterclockwise while pushing in on it. Anyone listening at the door hears a muffled rustling.

794: This wooden door has elaborate metalwork decorations in decorative patterns. There is a ring on the left. The door opens on the left, away from this area. It is moderately old and rather worn. There is a mummified arm caught in the doorway, and a series of numbers is roughly scratched the door: 6-4-0. The door can be opened by turning the ring counterclockwise. It has a lock, apparently unlocked, but the door is stuck (Easy task to unstick). Anyone listening at the door hears nothing.

795: This flimsy wooden door has inlaid designs of wolves and worms. There is a handle on the left. The door opens on the left, toward this area. It is quite old. The door is unusually sturdy (+20)% normal strength). It can be opened by turning the handle counterclockwise while pushing in on it. Anyone listening at the door hears a quiet roaring.

796: This iron-bound wooden door has inlaid designs of grinning faces. There is a doorknob on the left. The door opens on the left, toward this area. It is clearly very new. 2 steps lead up from floor level to the door, and it is stained with what appears to be blood. It should be opened by pushing down on the doorknob then pushing left on it, but it is locked (Ordinary task to pick), and the lock is trapped with a needle covered with a substance causing sleep that pricks anyone who listens at it. Anyone listening at the door hears nothing.

797: This iron-bound wooden door is plain and unadorned. There is a handle on the right. The door opens on the right, toward this area. It is fairly new. The handle has been coated with extremely strong glue, which is very hard to get loose from. The door can be opened by turning the handle counterclockwise. Anyone listening at the door hears nothing.

798: This wooden door has a geometric pattern made of nailheads. There is no apparent doorknob. The door opens on the right, toward this area. It is clearly as old as the dungeon. There is a bloody handprint, with prints of claws at the fingertips, on the door, near the bottom, and a rusty dagger is firmly stuck in it. The door can be opened by pushing very hard near the middle. Anyone listening at the door hears a distinct coughing.

799: This flimsy wooden door has painted designs of flames and wolves. There is a handle on the left. The door opens on the left, away from this area. It is clearly very new. The door is scorched. It can be opened by turning the handle counterclockwise. Anyone listening at the door hears a loud crying.

800: This rusty iron door has elaborate metalwork decorations featuring worms, ornamented with semiprecious stones. There is no apparent doorknob. The door opens on the right, toward this area. It is clearly as old as the dungeon. The door is stained with what appears to be blood, and there is a crack in it. It should be opened by pushing gently near the left side, but it has been nailed shut; it will take 10 minutes to pry out enough nails out to be able to open it, and in addition it is stuck; forcing it is a Very Hard task (and not quiet). Anyone listening at the door hears loud footsteps.

801: This heavy wooden door is plain and unadorned. There is a doorknob on the right. The door opens on the right, toward this area. It is quite old. The door is blotched with strange fungal growths, and metal plates have been used to reinforce parts of it. It should be opened by turning the doorknob clockwise, but it is locked (Ordinary task to unlock) and stuck (Ordinary task to unstick). Anyone listening at the door hears a muffled snoring.

802: This flimsy wooden door has a geometric pattern made of nailheads. There is no apparent doorknob. The door opens on the left, away from this area. It is fairly new. A series of numbers is roughly painted the door: 7-8-9-0-8. The door should be opened by pushing down on one of the decorative nails, but it is locked (Ordinary task to pick), and the lock is trapped to activate a distant bell when anyone inserts a key without pressing a secret button. Anyone listening at the door hears distinct footsteps.

803: This iron door has a dragon carefully painted with gold paint. There is a handle near the center. The door opens on the left, away from this area. It is moderately old and rather worn. The door has algae and even some moss growing all over it. It can be opened by turning the handle counterclockwise. Anyone listening at the door hears nothing.

804: This heavy wooden door has a geometric pattern made of nailheads. There is a ring on the left. The door opens on the left, away from this area. It is fairly new. Assorted bones are attached to the door. It can be opened by turning the ring counterclockwise while pulling up on it. It has a lock, which is unlocked, but the door is stuck (Very Easy task to unstuck). Anyone listening at the door hears nothing.

805: This iron door has a geometric pattern made of rivets. There is a doorknob on the right. The door opens on the right, toward this area. It is clearly as old as the dungeon. The door has unidentifiable stains, and there is a large knocker attached to the door; knocking produces an abnormally loud sound, alerting the occupants of the room, if any, and attracting someone (or something) to investigate. It can be opened by turning the doorknob clockwise while pushing left on it. Anyone listening at the door hears a faint squeaking.

806: This wooden door has elaborate metalwork decorations featuring screaming faces, ornamented with silver. There is a lever on the left. The door opens on the left, toward this area. It is quite old. The door is blotched with strange fungal growths. It can be opened by turning the lever clockwise. Anyone listening at the door hears nothing.

807: This steel door is plain and unadorned. There is a doorknob on the right. The door opens on the right, away from this area. It is clearly as old as the dungeon. There are etched areas apparently made by acid splashing on the door. It should be opened by turning the doorknob counterclockwise, but it is magically locked. The door is trapped: tentacles lash out from hidden pockets, attacking the nearest person. Anyone listening at the door hears nothing.

808: This wooden door has painted designs of leering faces. There is a doorknob on the left. The door opens on the left, away from this area. It is clearly very new. The doorknob has been coated with extremely strong glue, which is hard to get loose from, and the door has been dented. It should be opened by turning the doorknob counterclockwise while pushing left on it, but it is locked (Easy task to pick), and the lock is trapped to spray a burning liquid that hits anyone who tries to pick the lock. The door is trapped: touching it opens a 60-foot-deep pit containing ravenous rats directly in front of it. Anyone listening at the door hears a distinct snickering.

809: This stone door has a tentacled creature roughly painted with blue paint. There is a handle on the left. The door opens in both directions with hinges on the right. It is quite old. The door is blotched with strange fungal growths. It should be opened by turning the handle clockwise, but it has been nailed shut; it will take 9 minutes to pry out enough nails out to be able to open it, and in addition it is stuck; forcing it is a Very Easy task (and not quiet). Anyone listening at the door hears a distinct screaming.

810: This heavy wooden door is plain and unadorned. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is clearly very new. There is a handprint made with some kind of ichor on the door, near the top, and metal plates have been used to reinforce parts of it. It should be opened by turning the doorknob clockwise, but it has been nailed shut; it will take 10 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears loud footsteps.

811: This iron-bound wooden door has a geometric pattern made of nailheads. There is a ring on the right. The door opens like a stable door, with split upper and lower halves (each half has its own ring). It is moderately old and rather worn. There is a bloody pawprint on the door, near the upper right corner, and a series of numbers is carefully scraped it: 1-6-7-2-1. The door should be opened by turning the ring clockwise while pushing right on it, but it is locked (Hard task to unlock) and stuck (Hard task to unstuck). Anyone listening at the door hears a distinct giggling.

812: This heavy wooden door is plain and unadorned. There is a doorknob on the right. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. "Beware!" is scratched on a crude sign fastened to the door. The door can be opened by pushing right on the doorknob then pulling out on it. It has a lock,

apparently unlocked, but the door is stuck (Easy task to unstick). Anyone listening at the door hears distant footsteps.

813: This heavy wooden door has painted designs in decorative patterns. There is a handle on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. There is a large knocker attached to the door; knocking produces an abnormally loud sound, alerting the occupants of the room, if any, and attracting someone (or something) to investigate, and the door has algae and even some moss growing all over it. It can be opened by turning the handle clockwise. Anyone listening at the door hears nothing.

814: This bronze door has a carved skull. There is a doorknob on the left. The door opens on the left, toward this area. It is moderately old and rather worn. The door still shows traces of green paint, and there is a bloody handprint on it, near the upper left corner. It should be opened by turning the doorknob counterclockwise, but it is locked (Easy task to unlock) and stuck (Ordinary task to unstick). Anyone listening at the door hears nothing.

815: This heavy wooden door is plain and unadorned. There is a handle on the right. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. The door still shows traces of white paint. It can be opened by turning the handle clockwise. It has a lock, but is unlocked. Anyone listening at the door hears nothing.

816: This wooden door has a geometric pattern made of nailheads. There is a doorknob on the left. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. Dried slime is smeared on the door, and it has been dented. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a loud snickering.

817: This iron door has inlaid designs of demons. There is no apparent doorknob. The door opens by swinging up and outward away from this area on hinges on the top edge. It is quite old. The door is exceptionally strong (+0 normal strength). It can be opened by pushing gently near the middle. Anyone listening at the door hears a distinct groaning.

818: This flimsy wooden door has a geometric pattern made of nailheads. There is a doorknob near the center. The door opens in both directions with hinges on the right. It is fairly new. The door has algae and even some moss growing all over it. It should be opened by pulling out on the doorknob then pushing down on it, but it is locked (Very Hard task to pick), and the lock is trapped to spray an infectious liquid that hits anyone who listens at it. Anyone listening at the door hears a distant scratching.

819: This heavy wooden door has a stick figure sloppily painted with white paint. There is a doorknob near the center. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The door is barred on the far side, and it is scorched. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

820: This wooden door has elaborate metalwork decorations in geometric patterns. There is a lever on the left. The door opens on the left, away from this area. It is clearly very new. The lever has been coated with extremely strong glue, which is very hard to get loose from, and the door has been gouged and clawed. It should be opened by turning the lever counterclockwise, but it is locked (Ordinary task to pick), and the lock is trapped to activate a loud alarm when anyone looks through it. The door is trapped: it is hollow and filled with compressed poison gas that fills the room when it is bashed open. Anyone listening at the door hears a muffled snickering.

821: This wooden door has bas-relief designs of dragons and skulls. There is a handle on the right. The door opens on the right, away from this area. It is quite old. There is a bloody handprint on the door, near the middle, and the handle has been coated with extremely strong glue, which is extremely hard to get loose from. The door can be opened by turning the handle counterclockwise. Anyone listening at the door hears a quiet squeaking.

822: This wooden door has a painted wolf's head. There is a lever on the left. The door opens on the left, toward this area. It is clearly very new. A magical seal made of wax has been affixed to the door, and assorted bones are fastened to the door. It can be opened by turning the lever counterclockwise. It has a lock, apparently unlocked, but the door is stuck (Easy task to unstick) and the keyhole is trapped with a needle covered with a substance causing 1d10 of damage that pricks anyone who looks through it. Anyone listening at the door hears a distinct humming.

823: This heavy wooden door has a heraldic symbol neatly drawn in blood. There is a doorknob near the center. The door opens on the left, away from this area. It is clearly as old as the dungeon. There is a noisemaker made of dried bones on a string hanging on the other side of the door. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears a loud coughing.

824: This heavy wooden door is plain and unadorned. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is clearly as old as the dungeon. There is a large knocker attached to the door; knocking produces an abnormally loud sound, alerting the occupants of the room, if any. The door can be opened by turning the doorknob clockwise while pushing right on it. Anyone listening at the door hears nothing.

825: This heavy wooden door has painted designs of dragons and demons. There is no apparent doorknob. The door opens in both directions with hinges on the right. It is clearly very new. There is a bell hanging on the other side of the door, and "This way" is scratched on a board stapled to the door. The door can be opened by pushing very hard near the top. It has a lock, but is unlocked; however, the keyhole is trapped to activate a nearby bell when anyone listens at it. Anyone listening at the door hears a loud squealing.

826: This wooden door is plain and unadorned. There is a doorknob near the center. The door opens on the right, toward this area. It is clearly as old as the dungeon. The door appears to have been passed through recently, and a stretched humanoid skin has been fastened to the door. It should be opened by turning the doorknob clockwise, but it is locked (Ordinary task to unlock) and stuck (Hard task to unstick). Anyone listening at the door hears a distant splashing.

827: This heavy wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the right, toward this area. It is fairly new. Assorted bones are fastened to the door. It can be opened by pushing firmly near the middle. It has a lock, which is unlocked, but the door is stuck (Very Hard task to unstick). Anyone listening at the door hears nothing.

828: This wooden door has inlaid designs of wolves. There is a lever on the right. The door opens on the right, toward this area. It is fairly new. 1 step leads down from floor level to the door, and there is a handprint made with some kind of ichor on it, near the left side. It can be opened by turning the lever counterclockwise. Anyone listening at the door hears distant footsteps.

829: This wooden door has a bas-relief green man's face. There is a doorknob on the right. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is moderately old and rather worn. Metal plates have been used to reinforce parts of the door, and a goblin skull has been nailed to the door with a huge spike. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a faint gasping.

830: This wooden door is plain and unadorned. There is a handle on the right. The door opens in both directions with hinges on the left. It is moderately old and rather worn. There is a bloody handprint, with prints of claws at the fingertips, on the door, near the lower right corner. It should be opened by turning the handle clockwise while pulling out on it, but it has been nailed shut; it will take 11 minutes to pry out enough nails out to be able to open it, and in addition it is stuck; forcing it is an Ordinary task (and not quiet). Anyone listening at the door hears a loud whooshing.

831: This wooden door has a heraldic symbol crudely drawn in ichor. There is a handle on the right. The door opens on the right, away from this area. It is fairly new. The door is barred on the near side. It can be opened by turning the handle counterclockwise. Anyone listening at the door hears a loud squealing.

832: This heavy wooden door has elaborate metalwork decorations in decorative patterns. There is no apparent doorknob. The door opens on the left, away from this area. It is quite old. There is a spyhole in it. The door can be opened by pushing very hard near the right side. Anyone listening at the door hears nothing.

833: This iron door has elaborate metalwork decorations featuring flames. There is a lever on the right. The door opens on the right, toward this area. It is clearly as old as the dungeon. The door is scorched, and there are etched areas apparently made by acid splashing on it. It can be opened by pushing in on the lever then pushing right on it. It has a lock, which is unlocked, but the door is stuck (Hard task to unstick). The door is trapped: it is hollow and filled with compressed nerve gas that fills the room when it is bashed open. Anyone listening at the door hears a quiet groaning.

834: This bronze door has an inlaid demon's face. There is a lever on the right. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. The door is stained with what appears to be blood, and it is in a much larger archway that has been bricked up. It can be opened by turning the lever clockwise. Anyone listening at the door hears a loud slapping.

835: This heavy wooden door has painted designs of serpents. There is no apparent doorknob. The door opens in both directions with hinges on the left. It is fairly new. The door appears to have been passed through recently. It can be opened by pushing very hard near the right side. Anyone listening at the door hears a quiet screaming.

836: This stone door has bas-relief designs in geometric patterns. There is no apparent doorknob. The door opens on the right, away from this area. It is clearly very new. There is a scrap of leather caught in the doorway. The door should be opened by pushing gently near the lower right corner, but it is magically locked. The door is trapped: it explodes when tampered with. Anyone listening at the door hears nothing.

837: This wooden door has an inlaid wolf's head. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is quite old. A human skull has been nailed to the door with a huge spike. The door can be opened by turning the doorknob counterclockwise while pushing right on it. It has a lock, which is unlocked, but the door is stuck (Ordinary task to unstick). Anyone listening at the door hears a distant sneezing.

838: This rusty steel door has bas-relief designs in decorative patterns. There is a handle on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. There is a noisemaker made of dried bones on a string hanging on the other side of the door. The door should be opened by turning the handle clockwise while pushing right on it, but it is locked (Easy task to unlock) and stuck (Very Easy task to unstick). Anyone listening at the door hears nothing.

839: This heavy wooden door has a tentacled creature crudely painted with red paint. There is no apparent doorknob. The door opens in both directions with hinges on the left. It is quite old. The door is barred on the far side, and it has unidentifiable stains. It can be opened by pushing very hard near the upper right corner. Anyone listening at the door hears a distant whirring.

840: This wooden door is plain and unadorned. There is a doorknob near the center. The door opens in both directions with hinges on the left. It is fairly new. The door is in a much larger archway that has been bricked up, and dried slime is smeared on it. It should be opened by pushing right on the doorknob then pushing in on it, but it is locked (Hard task to pick), and the lock is trapped to emit a cloud of explosive gas that surrounds anyone who listens at it. Anyone listening at the door hears a faint groaning.

841: This wooden door has an eye sloppily drawn in blood. There is a doorknob on the left. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is fairly new. There is a bloody handprint, with prints of claws at the fingertips, on the door, near the lower right corner. It should be opened by turning the doorknob clockwise, but it has been nailed shut; it will take 12 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears a loud slurping.

842: This rusty iron door has a dragon crudely drawn in blood. There is a doorknob on the right. The door opens on the right, away from this area. It is clearly as old as the dungeon. The door still shows traces of violet paint, and fresh slime is smeared on it. It can be opened by pushing right on the doorknob then pushing in on it. Anyone listening at the door hears a distant grunting.

843: This bronze double door is plain and unadorned. There is a pair of levers in the center. The doors open on the both sides, away from this area. It is clearly very new. 1 step leads down from floor level to the door. It can be opened by turning the lever counterclockwise. Anyone listening at the door hears a muffled moaning.

844: This heavy wooden door has elaborate metalwork decorations in abstract patterns. There is a doorknob on the right. The door opens on the right, away from this area. It is quite old. The door is barred on the far side, and there is a bloody pawprint on it, near the right side. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a distant snoring.

845: This iron door has an elaborate symbol neatly painted with black paint. There is a handle on the left. The door opens on the left, away from this area. It is quite old. A series of numbers is crudely painted the door: 5-1-8-5-7-6, and "Keep Out!" is scrawled on a piece of paper fastened to the door. The door can be opened by turning the handle counterclockwise. Anyone listening at the door hears nothing.

846: This corroded bronze door has a stick figure roughly painted with green paint. There is a ring on the right. The door opens in both directions with hinges on the left. It is moderately old and rather worn. The ring has been coated with extremely strong glue, which is extremely hard to get loose from, and "Beware!" is scratched on a board fastened to the door. The door should be opened by turning the ring counterclockwise, but it is locked (Easy task to pick), and the lock is trapped to activate a distant bell when anyone inserts a key without pressing a secret button. Anyone listening at the door hears a faint barking.

847: This bronze door is plain and unadorned. There is no apparent doorknob. The door opens by sliding upward into the ceiling. It is quite old. "Beware!" is painted on a crude sign attached to the door. The door can be opened by pushing very hard near the bottom. Anyone listening at the door hears nothing.

848: This stone door has an eye neatly drawn in blood. There is a ring on the left. The door opens on the left, toward this area. It is clearly very new. A magical seal made of lead has been affixed to the door. The door can be opened by turning the ring counterclockwise. Anyone listening at the door hears nothing.

849: This heavy wooden door is plain and unadorned. There is a doorknob on the right. The door opens on the right, toward this area. It is fairly new. The door is in a much larger archway that has been bricked up, and it will creak loudly when opened. It should be opened by turning the doorknob clockwise, but it is locked (Hard task to pick), and the lock is trapped to activate a distant gong when anyone looks through it. Anyone listening at the door hears a distant grating.

850: This steel door has a skull and crossbones crudely painted with violet paint. There is a ring on the left. The door opens in both directions with hinges on the right. It is very old, perhaps even older than the dungeon. The door is barred on the near side, and there is a bell hanging on the other side of the door. It can be opened by turning the ring counterclockwise. It has a lock, but it is not locked. The keyhole is trapped to spray a nauseating liquid that hits anyone who inserts a key without pressing a secret button. The door is trapped: it is hollow and filled with compressed confusion gas that fills the room when it is bashed open. Anyone listening at the door hears nothing.

851: This wooden door is plain and unadorned. There is no apparent doorknob. The door opens like a stable door, with split upper and lower halves. It is moderately old and rather worn. There is a bloody handprint, with prints of claws at the fingertips, on the door, near the bottom, and there is a small window (about 2" by 8") in it. It should be opened by pushing very hard near the right side, but it is locked (Ordinary task to unlock) and stuck (Very Easy task to unstick). Anyone listening at the door hears a loud snoring.

852: This wooden door has an arcane symbol crudely drawn in blood. There is a doorknob near the center. The door opens in both directions with hinges on the right. It is clearly very new. Metal plates have been used to reinforce parts of the door, and it has algae and even some moss growing all over it. It should be opened by turning the doorknob counterclockwise, but it is locked; unlocking it requires inserting a finger into a hole in the door until it stops. Anyone listening at the door hears loud footsteps.

853: This bronze door has inlaid designs of swords and serpents. There is a lever on the right. The door opens on the right, toward this area. It is fairly new. "To the egress" is scrawled on a board fastened to the door. The door can be opened by turning the lever counterclockwise while pushing left on it. Anyone listening at the door hears a quiet whimpering.

854: This wooden door has elaborate metalwork decorations in decorative patterns, ornamented with decorative stones. There is a lever on the right. The door opens like a stable door, with split upper and lower halves (each half has its own lever). It is fairly new. A human skull has been nailed to the door with a huge spike, and the door appears to have been passed through recently. It can be opened by turning the lever counterclockwise. Anyone listening at the door hears a faint grating.

855: This steel door has a picture of a lizardman neatly painted with violet paint. There is a doorknob near the center. The door opens by swinging up and inward toward this area on hinges on the top edge. It is quite old. The door is barred on the near side. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears nothing.

856: This wooden door has a picture of a star roughly painted with white paint. There is no apparent doorknob. The door opens by sliding upward into the ceiling. It is fairly new. The door is in a much larger archway that has been bricked up. It can be opened by pushing very hard near the middle. Anyone listening at the door hears a loud gasping.

857: This rusty iron door has elaborate metalwork decorations featuring daggers, ornamented with silver. There is a handle near the center. The door opens on the left, away from this area. It is quite old. A magical seal made of lead has been affixed to the door, and there is a crack in it. The door should be opened by turning the handle counterclockwise, but it is locked (Easy task to pick). The door is trapped: it has a fireball which explodes in the room. Anyone listening at the door hears a distant roaring.

858: This heavy wooden door has an elaborate symbol sloppily drawn in blood. There is no apparent doorknob. The door opens on the right, away from this area. It is clearly as old as the dungeon. 2 steps lead down from floor level to the door, and there is a bloody pawprint on it, near the top. It should be opened by pushing firmly near the right side, but it is locked (Hard task to unlock) and stuck (Easy task to unstick). Anyone listening at the door hears a loud belching.

859: This wooden door has elaborate metalwork decorations featuring cephalopods, ornamented with decorative stones. There is a lever on the right. The door opens like a stable door, with split upper and lower halves (each half has its own lever). It is clearly as old as the dungeon. The door is unusually sturdy (+80% normal strength). It can be opened by turning the lever counterclockwise. Anyone listening at the door hears a distinct grunting.

860: This iron-bound wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the left, away from this area. It is clearly very new. A lizard skull has been nailed to the door with a huge spike. The door can be opened by pushing very hard near the left side. It has a lock, which is unlocked, but the door is stuck

(Ordinary task to unstick). The keyhole is trapped with ear grubs, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears nothing.

861: This wooden door has elaborate metalwork decorations featuring worms, ornamented with silver. There is a doorknob on the right. The door opens in both directions with hinges on the left. It is clearly as old as the dungeon. There is a chime hanging on the other side of the door. The door should be opened by turning the doorknob clockwise, but it is locked (Ordinary task to unlock) and stuck (Ordinary task to unstick). Anyone listening at the door hears a distinct grinding.

862: This iron door has a geometric pattern made of rivets. There is a handle on the left. The door opens like a stable door, with split upper and lower halves (each half has its own handle). It is moderately old and rather worn. The handle has been coated with extremely strong glue, which is hard to get loose from. The door should be opened by turning the handle counterclockwise, but it is locked (Hard task to pick), and the lock is trapped to activate a nearby chime when anyone tries to pick the lock. The door is trapped: tentacles lash out from hidden pockets, attacking the nearest person. Anyone listening at the door hears nothing.

863: This wooden door has a geometric pattern made of nailheads. There is a doorknob on the right. The door opens in both directions with hinges on the left. It is clearly very new. A rusty dagger is firmly stuck in the door, and the door is stained with what appears to be blood. It can be opened by pulling up on the doorknob then pushing in on it. Anyone listening at the door hears a distinct dripping.

864: This iron-bound wooden door has elaborate metalwork decorations in abstract patterns. There is a doorknob on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. "Beware!" is scratched on a board stuck to the door. The door should be opened by turning the doorknob counterclockwise, but it is locked (Easy task to pick), and the lock is trapped with a needle covered with a substance causing paralysis that pricks anyone who tries to pick the lock. The door is trapped: it explodes when tampered with. Anyone listening at the door hears nothing.

865: This iron-bound wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the right, toward this area. It is moderately old and rather worn. A broken dagger is firmly stuck in the door, and the door has algae growing all over it. It can be opened by pushing firmly near the top. Anyone listening at the door hears a distinct clattering.

866: This iron-bound wooden door has a stick figure neatly drawn with chalk. There is a lever on the left. The door opens on the left, toward this area. It is fairly new. There is a large knocker attached to the door; knocking comes off in the knocker's hand, which triggers any traps on the door. The door should be opened by turning the lever counterclockwise, but it has been nailed shut; it will take 14 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears a quiet fluttering.

867: This steel door has painted designs in decorative patterns. There is a handle on the right. The door opens on the right, away from this area. It is fairly new. The door is in a much larger archway that has been bricked up. It should be opened by turning the handle counterclockwise, but it is magically locked. The door is trapped: it explodes when tampered with. Anyone listening at the door hears nothing.

868: This wooden door has elaborate metalwork decorations featuring dragons and flaming skulls. There is a doorknob on the left. The door opens on the left, toward this area. It is fairly new. A lizard skull has been nailed to the door with a huge spike, and the door has been gouged and clawed. It can be opened by pulling up on the doorknob then pushing right on it. Anyone listening at the door hears a distinct fluttering.

869: This heavy wooden door has painted designs in abstract patterns. There is a lever on the right. The door opens on the right, toward this area. It is clearly as old as the dungeon. The lever has been coated with extremely strong glue, which is hard to get loose from, and the door appears to have been passed through recently. It can be opened by turning the lever clockwise. Anyone listening at the door hears a muffled chirping.

870: This flimsy wooden door has painted designs of skulls. There is a ring on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. The wood is rotten and will give way if hit forcefully, and the door has algae and even some moss growing all over it. It can be opened by turning the ring clockwise. Anyone listening at the door hears a loud squealing.

871: This rusty iron door has bas-relief designs of skulls. There is no apparent doorknob. The door opens by dropping down like a trapdoor away from this area. It is quite old. The door is blotched with strange fungal growths, and it will creak loudly when opened. It can be opened by pushing very hard near the lower right corner. It has a lock, apparently unlocked, but the door is stuck (Easy task to unstick). Anyone listening at the door hears a loud whispering.

872: This wooden door has a geometric pattern made of nailheads. There is a lever on the left. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. The door still shows traces of blue paint. It can be opened by turning the lever counterclockwise. It has a lock, which is unlocked, but the door is stuck (Very Hard task to unstick). The keyhole is trapped to spray a rotting liquid that hits anyone who inserts a key without pressing a secret button. Anyone listening at the door hears a loud snoring.

873: This rusty iron door has a geometric pattern made of rivets ornamented with silver. There is a doorknob on the left. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. The door is scorched. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

874: This wooden door has inlaid designs in decorative patterns. There is a lever on the right. The door opens like a stable door, with split upper and lower halves (each half has its own lever). It is very old, perhaps even older than the dungeon. The door is stained with what appears to be blood, and 2 steps lead down from floor level to it. It can be opened by turning the lever clockwise while pushing left on it. Anyone listening at the door hears a loud slapping.

875: This rusty steel door has a geometric pattern made of rivets. There is a lever near the center. The door opens by sliding upward into the ceiling. It is very old, perhaps even older than the dungeon. "To the egress" is scratched on a board attached to the door. The door can be opened by turning the lever counterclockwise. Anyone listening at the door hears nothing.

876: This flimsy wooden door has inlaid designs in decorative patterns. There is a lever near the center. The door opens on the left, away from this area. It is clearly very new. The door has been dented, and dried slime is smeared on it. It should be opened by turning the lever clockwise, but it is locked (Ordinary task to pick), and the lock is trapped with a needle covered with a substance causing paralysis that pricks anyone who looks through it. The door is trapped: it explodes when tampered with. Anyone listening at the door hears a muffled swooshing.

877: This corroded bronze door has inlaid designs of demons. There is a doorknob on the right. The door opens on the right, away from this area. It is moderately old and rather worn. A series of numbers is carefully written the door: 9-3-6, and the door is covered with worn gray paint. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears nothing.

878: This bronze door has bas-relief designs in geometric patterns. There is no apparent doorknob. The door opens by dropping down like a trapdoor toward this area. It is clearly as old as the dungeon. Dried slime is smeared on the door. It should be opened by pushing very hard near the right side, but it is locked (Very Hard task to pick). Anyone listening at the door hears nothing.

879: This wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the right, away from this area. It is clearly very new. There is a large knocker attached to the door; knocking produces an abnormally loud sound, alerting the occupants of the room, if any, and attracting someone (or something) to investigate, and a goblin skull has been nailed to the door with a huge spike. The door should be opened by pushing

very hard near the right side, but it is magically locked. The door is trapped: it has a gravity reversal which affects the room (and the ceiling is spiked). Anyone listening at the door hears a distinct gurgling.

880: This iron-bound wooden door has elaborate metalwork decorations in abstract patterns, ornamented with gold. There is no apparent doorknob. The door opens on the right, toward this area. It is moderately old and rather worn. The door is stained with what appears to be blood. It can be opened by pushing firmly near the right side. It has a lock, apparently unlocked, but the door is stuck (Very Easy task to unstick). Anyone listening at the door hears nothing.

881: This wooden door has elaborate metalwork decorations featuring grinning faces, ornamented with decorative stones. There is no apparent doorknob. The door opens like a stable door, with split upper and lower halves. It is fairly new. A magical seal made of lead has been affixed to the door, and the door is barred on the near side. It should be opened by pushing gently near the left side, but it is magically locked. The door is trapped: it has a darkness spell. Anyone listening at the door hears nothing.

882: This wooden door has a picture of a rooster roughly drawn in blood. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is quite old. There is a bloody handprint on the door, near the right side, and dried slime is smeared on it. It should be opened by turning the doorknob counterclockwise, but it is locked; unlocking it requires slowly inserting a rod into a hole in the door until it clicks twice. Anyone listening at the door hears a quiet humming.

883: This stone door has a skull roughly drawn with chalk. There is a handle on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. The door has been hacked at with edged weapons, and it is stained with what appears to be blood. It should be opened by turning the handle clockwise, but it is locked (Very Easy task to unlock) and stuck (Ordinary task to unstick). Anyone listening at the door hears nothing.

884: This wooden door has a geometric pattern made of nailheads. There is a doorknob near the center. The door opens by sliding upward into the ceiling. It is clearly very new. The door is stained with what appears to be blood. It can be opened by pushing right on the doorknob then pushing in on it. Anyone listening at the door hears nothing.

885: This wooden door has a picture of a tree sloppily painted with orange paint. There is a ring on the right. The door opens on the right, away from this area. It is clearly very new. A stretched orc skin has been glued to the door, and the door is stained with what appears to be blood. It should be opened by turning the ring counterclockwise while pulling up on it, but it is magically locked. The door is trapped: it topples toward anyone tampering with it. Anyone listening at the door hears a quiet creaking.

886: This wooden door has a painted green man's face. There is a doorknob on the left. The door opens on the left, toward this area. It is moderately old and rather worn. There is a spyhole in it, and a series of numbers is crudely painted the door: 9-6-9. The door can be opened by turning the doorknob clockwise while pushing in on it. It has a lock, but is unlocked. Anyone listening at the door hears a quiet squeaking.

887: This iron-bound wooden door has an elaborate symbol neatly drawn with chalk. There is no apparent doorknob. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. A series of numbers is neatly painted the door: 3-9-9-5. The door can be opened by pushing gently near the lower right corner. Anyone listening at the door hears a distinct sneezing.

888: This stone door is plain and unadorned. There is a doorknob on the left. The door opens on the left, toward this area. It is fairly new. A magical seal made of silver has been affixed to the door, and a series of numbers is sloppily scraped the door: 2-7-0. The door can be opened by turning the doorknob clockwise while pulling up on it. It has a lock, apparently unlocked, but the door is stuck (Hard task to unstick). Anyone listening at the door hears a muffled whimpering.

889: This iron-bound wooden door has elaborate metalwork decorations featuring lions, ornamented with decorative stones. There is a handle on the right. The door opens on the right, away from this area. It is clearly very new. "Keep Out!" is scrawled on a crude sign nailed to the door. The door can be opened by turning the handle counterclockwise. Anyone listening at the door hears a muffled clattering.

890: This corroded bronze door has an arcane symbol neatly drawn in blood. There is a handle on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. 2 steps lead down from floor level to the door. It should be opened by turning the handle counterclockwise, but it is locked (Hard task to unlock) and stuck (Ordinary task to unstick). The door is trapped: it has a magical glyph of sleep. Anyone listening at the door hears nothing.

891: This heavy wooden door has a picture of a lion roughly painted with gold paint. There is a ring on the left. The door opens on the left, toward this area. It is moderately old and rather worn. Metal plates have been used to reinforce parts of the door. It can be opened by pulling up on the ring then pushing left on it. Anyone listening at the door hears a distinct squeaking.

892: This wooden door is plain and unadorned. There is a doorknob on the right. The door opens on the right, toward this area. It is clearly as old as the dungeon. "Da monstur iz not in heer" is painted on a board stapled to the door. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a loud slurping.

893: This stone double door has a wolf's head crudely painted with red paint. There is a pair of doorknobs in the center. The doors open in both directions with hinges on the both sides. It is clearly very new. The door is in a much larger archway that has been bricked up. It should be opened by turning the doorknob clockwise, but it is locked (Very Hard task to unlock) and stuck (Ordinary task to unstick). Anyone listening at the door hears a quiet fluttering.

894: This iron-bound wooden double door has a stick figure roughly drawn in ichor. There is a pair of levers in the center. The doors open on the both sides, away from this area. It is quite old. There is a large knocker attached to the door; knocking produces only a faint knocking sound. The door can be opened by pushing in on the lever then pulling out on it. Anyone listening at the door hears a quiet rushing.

895: This wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. A series of numbers is roughly painted the door: 9-7-4-6-8. The door can be opened by pushing very hard near the top. Anyone listening at the door hears nothing.

896: This heavy wooden door has carved designs in decorative patterns. There is a doorknob on the right. The door opens on the right, away from this area. It is clearly as old as the dungeon. There is a crack in it. The door can be opened by turning the doorknob clockwise while pushing in on it. Anyone listening at the door hears a quiet whooshing.

897: This flimsy wooden door has a geometric pattern made of nailheads. There is a lever on the left. The door opens on the left, away from this area. It is clearly very new. The door has been gouged and clawed, and there is a scrap of leather caught in the doorway. It can be opened by turning the lever clockwise. Anyone listening at the door hears a quiet clattering.

898: This heavy wooden door has an arcane symbol sloppily painted with brown paint. There is a lever on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. The door is scorched, and it has algae and even some moss growing all over it. It can be opened by turning the lever clockwise. Anyone listening at the door hears a muffled screaming.

899: This heavy wooden door is plain and unadorned. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is clearly as old as the dungeon. There is a crack in it. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears a faint gurgling.

900: This heavy wooden door is plain and unadorned. There is a lever on the right. The door opens on the right, toward this area. It is clearly very new. There is a bloody pawprint on the door, near the middle. It can be opened by turning the lever counterclockwise. Anyone listening at the door hears nothing.

901: This heavy wooden door is plain and unadorned. There is a lever on the left. The door opens in both directions with hinges on the right. It is very old, perhaps even older than the dungeon. The door is unusually sturdy (+50% normal strength), and a stretched kobold skin has been tacked to the door. It can be opened by turning the lever counterclockwise. Anyone listening at the door hears a distant fluttering.

902: This heavy wooden double door has a carved demon's face. There is no apparent doorknob. The doors open on the both sides, toward this area. It is clearly very new. There is a large knocker attached to the door; knocking produces an abnormally loud sound, alerting the occupants of the room, if any, and attracting someone (or something) to investigate, and a series of numbers is crudely scraped the door: 5-9-9-8-6-5. The door can be opened by pulling up on the demon's face. Anyone listening at the door hears a loud grinding.

903: This heavy wooden door is plain and unadorned. There is a handle on the right. The door opens on the right, toward this area. It is moderately old and rather worn. There is a large knocker attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any. The door can be opened by turning the handle counterclockwise. Anyone listening at the door hears nothing.

904: This wooden door has inlaid designs in abstract patterns, ornamented with decorative stones. There is a ring on the left. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The door is scorched. It should be opened by turning the ring counterclockwise, but it is magically locked. The door is trapped: it has a lightning bolt that hits the person closest to the door. Anyone listening at the door hears nothing.

905: This wooden door has elaborate metalwork decorations featuring wolves and dragons. There is a handle on the right. The door opens in both directions with hinges on the left. It is very old, perhaps even older than the dungeon. The door has unidentifiable stains. It can be opened by turning the handle counterclockwise. Anyone listening at the door hears a muffled whimpering.

906: This heavy wooden door has elaborate metalwork decorations featuring wolves and worms. There is no apparent doorknob. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. "To the egress" is painted on a piece of paper pinned to the door. The door can be opened by pushing very hard near the left side. Anyone listening at the door hears a distinct clacking.

907: This wooden door has elaborate metalwork decorations in geometric patterns, ornamented with decorative stones. There is a ring on the left. The door opens in both directions with hinges on the right. It is very old, perhaps even older than the dungeon. The door is stained with what appears to be blood. It can be opened by pulling out on the ring then pushing in on it. Anyone listening at the door hears a distinct croaking.

908: This wooden door has elaborate metalwork decorations featuring serpents. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is clearly as old as the dungeon. The doorknob has been coated with extremely strong glue, which is hard to get loose from. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

909: This heavy wooden door has a tentacled creature neatly painted with brown paint. There is a ring on the left. The door opens in both directions with hinges on the right. It is quite old. 1 step leads up from floor level to the door. It should be opened by turning the ring clockwise, but it is locked (Hard task to pick), and the lock is trapped to emit

a cloud of blinding gas that surrounds anyone who inserts a key without pressing a secret button. The door is trapped: it explodes when tampered with. Anyone listening at the door hears nothing.

910: This rusty steel door has painted designs of dragons. There is a handle on the left. The door opens in both directions with hinges on the right. It is clearly as old as the dungeon. The decorations seem to glow faintly in the dark. The door can be opened by pushing down on the handle then pushing left on it. Anyone listening at the door hears a distinct whistling.

911: This corroded bronze door has a picture of a castle sloppily drawn with chalk. There is a handle on the left. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The door appears to have been passed through recently, and it has algae and even some moss growing all over it. It can be opened by turning the handle clockwise. Anyone listening at the door hears nothing.

912: This stone door has a carved demon's face. There is a doorknob on the right. The door opens on the right, toward this area. It is quite old. The door still shows traces of silver paint, and the doorknob has been coated with extremely strong glue, which is very hard to get loose from. The door should be opened by turning the doorknob clockwise, but it is locked (Hard task to unlock) and stuck (Easy task to unstick). Anyone listening at the door hears a quiet belching.

913: This wooden door has elaborate metalwork decorations featuring cephalopods. There is a doorknob on the right. The door opens on the right, away from this area. It is clearly as old as the dungeon. There is a chime hanging on the other side of the door. The door can be opened by turning the doorknob counterclockwise. It has a lock, but is unlocked. Anyone listening at the door hears a muffled grating.

914: This iron door has painted designs of grinning faces. There is no apparent doorknob. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. The door has algae and even some moss growing all over it, and there is a chime hanging on the other side of the door. It should be opened by pushing firmly near the bottom, but it is locked (Very Easy task to pick). The door is trapped: it is covered with a false door that conceals a vent that emits mustard gas when the false door is opened. Anyone listening at the door hears nothing.

915: This stone door has elaborate metalwork decorations in decorative patterns, ornamented with semiprecious stones. There is a doorknob near the center. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. There is a bloody handprint on the door, near the right side. It can be opened by turning the doorknob clockwise. It has a lock, but is unlocked; however, the keyhole is trapped to activate a loud chime when anyone tries to pick the lock. Anyone listening at the door hears a distinct squeaking.

916: This wooden door has elaborate metalwork decorations in geometric patterns. There is a doorknob on the left. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is clearly very new. A stretched goblin skin has been pinned to the door, and a dwarf skull has been nailed to the door with a huge spike. The door can be opened by turning the doorknob counterclockwise. It has a lock, apparently unlocked, but the door is stuck (Ordinary task to unstick) and the keyhole is trapped with earwigs, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears nothing.

917: This heavy wooden double door has a heraldic symbol crudely drawn in ichor. There is a pair of levers in the center. The doors open in both directions with hinges on the both sides. It is quite old. There is a noisemaker made of a bunch of metal junk on a rope hanging on the other side of the door. The door should be opened by pushing down on the lever then pulling out on it, but it is locked (Hard task to unlock) and stuck (Very Easy task to unstick). Anyone listening at the door hears a distinct whistling.

918: This bronze door has elaborate metalwork decorations in geometric patterns, ornamented with gold. There is a doorknob on the right. The door opens on the right, away from this area. It is clearly very new. There is a chime

hanging on the other side of the door. The door should be opened by turning the doorknob counterclockwise, but it is locked (Hard task to unlock) and stuck (Easy task to unstick). Anyone listening at the door hears a muffled grinding.

919: This corroded bronze door has a geometric pattern made of rivets ornamented with decorative stones. There is a doorknob near the center. The door opens in both directions with hinges on the left. It is very old, perhaps even older than the dungeon. The decorations seem to glow faintly in the dark. The door can be opened by pushing down on the doorknob then pushing left on it. Anyone listening at the door hears nothing.

920: This heavy wooden door is plain and unadorned. There is no apparent doorknob. The door opens by swinging up and inward toward this area on hinges on the top edge. It is fairly new. "Beware!" is painted on a board glued to the door, and a magical seal made of lead has been affixed to the door. The door can be opened by pushing gently near the right side. Anyone listening at the door hears a faint slurping.

921: This heavy wooden door has bas-relief designs in decorative patterns. There is no apparent doorknob. The door opens like a stable door, with split upper and lower halves. It is moderately old and rather worn. There is a large knocker attached to the door; knocking produces an abnormally loud sound, alerting the occupants of the room, if any, and attracting someone (or something) to investigate, and there is a noisemaker made of several pieces of old armor tied together hanging on the other side of the door. The door should be opened by pushing very hard near the upper left corner, but it is locked (Hard task to unlock) and stuck (Easy task to unstick). Anyone listening at the door hears a distant squeaking.

922: This heavy wooden door has carved designs in decorative patterns. There is a doorknob on the left. The door opens on the left, toward this area. It is fairly new. There is a spyhole in it, and a human skull has been nailed to the door with a huge spike. The door should be opened by turning the doorknob clockwise, but it is magically locked. The door is trapped: it is hollow and filled with flammable substance that splashes everyone within 10' when it is bashed open. Anyone listening at the door hears a faint clacking.

923: This bronze-bound wooden door has elaborate metalwork decorations in abstract patterns, ornamented with decorative stones. There is a doorknob on the left. The door opens on the left, toward this area. It is clearly very new. There is a ventilation slot in it, and there is a bloody pawprint on the door, near the upper right corner. It should be opened by turning the doorknob counterclockwise, but it is locked (Hard task to pick), and the lock is trapped with ear worms, which will invade the ear of anyone listening at the keyhole. The door is trapped: it is covered with a false door that conceals a vent that emits chlorine gas when the false door is opened. Anyone listening at the door hears a loud splashing.

924: This wooden double door has bas-relief designs in abstract patterns. There is no apparent doorknob. The doors open on the both sides, away from this area. It is fairly new. 1 step leads down from floor level to the door, and there is a skeletal hand caught in the doorway. It should be opened by pushing gently near the bottom of either half, but it is locked; unlocking it requires inserting a finger into a hole in the door until it clicks. Anyone listening at the door hears nothing.

925: This wooden door has a carved skull. There is a doorknob near the center. The door opens on the right, away from this area. It is quite old. The door has unidentifiable stains. It should be opened by turning the doorknob clockwise, but it has been nailed shut; it will take 11 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears a distant croaking.

926: This heavy wooden door has a picture of a sun sloppily drawn in blood. There is a doorknob on the right. The door opens on the right, toward this area. It is quite old. The door has algae and even some moss growing all over it, and assorted bones are glued to it. It can be opened by pushing down on the doorknob then pushing left on it. Anyone listening at the door hears nothing.

927: This iron door has an eye neatly drawn in blood. There is a doorknob near the center. The door opens like a stable door, with split upper and lower halves (each half has its own doorknob). It is moderately old and rather worn.

The door is barred on the far side, and it has unidentifiable stains. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

928: This stone door has a skull and crossbones neatly drawn in ichor. There is a doorknob on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. There is a crack in it. The door can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

929: This heavy wooden door has painted designs of demons. There is a lever on the right. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. A usable sword is firmly stuck in the door. The door can be opened by turning the lever clockwise while pushing right on it. It has a lock, which is unlocked, but the door is stuck (Very Hard task to unstick). The door is trapped: it has a gravity reversal which affects the room. Anyone listening at the door hears a loud chirping.

930: This heavy wooden door is plain and unadorned. There is a lever on the right. The door opens on the right, toward this area. It is fairly new. The door is barred on the near side. It can be opened by turning the lever clockwise. Anyone listening at the door hears nothing.

931: This heavy wooden door has bas-relief designs in abstract patterns. There is a handle near the center. The door opens like a stable door, with split upper and lower halves (each half has its own handle). It is moderately old and rather worn. "Beware!" is scrawled on a piece of paper glued to the door. The door can be opened by turning the handle counterclockwise. It has a lock, apparently unlocked, but the door is stuck (Easy task to unstick). Anyone listening at the door hears nothing.

932: This steel door is plain and unadorned. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is fairly new. The door is stained with what appears to be blood. It should be opened by turning the doorknob counterclockwise, but it is magically locked. The door is trapped: touching it opens a 50-foot-deep pit directly in front of it. Anyone listening at the door hears nothing.

933: This iron-bound wooden door has elaborate metalwork decorations featuring swords. There is a doorknob on the left. The door opens on the left, toward this area. It is fairly new. The door has been gouged and clawed. It should be opened by turning the doorknob counterclockwise while pushing down on it, but it has been nailed shut; it will take 8 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears a distant barking.

934: This heavy wooden door has bas-relief designs of lions. There is a handle on the right. The door opens on the right, toward this area. It is very old, perhaps even older than the dungeon. The door appears to have been passed through recently. It can be opened by turning the handle counterclockwise. It has a lock, apparently unlocked, but the door is stuck (Very Easy task to unstick). Anyone listening at the door hears nothing.

935: This stone door has a painted skull. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is clearly very new. The door is stained with what appears to be blood, and it appears to have been passed through recently. It should be opened by turning the doorknob counterclockwise while pushing right on it, but it is locked; unlocking it requires pulling up the skull's nose. Anyone listening at the door hears a distant barking.

936: This heavy wooden door has elaborate metalwork decorations in decorative patterns. There is a handle on the right. The door opens on the right, away from this area. It is fairly new. Dried slime is smeared on the door. It can be opened by pushing in on the handle then pushing right on it. Anyone listening at the door hears a quiet humming.

937: This wooden door is plain and unadorned. There is a doorknob on the left. The door opens on the left, toward this area. It is moderately old and rather worn. The door is in a much larger archway that has been bricked up, and

dried slime is smeared on it. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears a distant grunting.

938: This stone door has a picture of a lighthouse sloppily drawn in blood. There is a doorknob on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. A series of numbers is sloppily written the door: 1-9-8-0, and the door has unidentifiable stains. It should be opened by turning the doorknob clockwise, but it is locked (Very Easy task to pick). The door is trapped: touching it opens a 60-foot-deep pit containing poisoned spikes directly in front of it. Anyone listening at the door hears a quiet whistling.

939: This iron-bound wooden door has carved designs of skulls. There is no apparent doorknob. The door opens on the right, toward this area. It is clearly very new. The door is in a much larger archway that has been bricked up, and it has algae and even some moss growing all over it. It can be opened by pushing firmly near the right side. Anyone listening at the door hears a distinct moaning.

940: This wooden door has a stick figure roughly painted with silver paint. There is a handle on the left. The door opens in both directions with hinges on the right. It is clearly as old as the dungeon. There is a large knocker attached to the door; knocking produces the expected sound, alerting the occupants of the room, if any. The door can be opened by pushing in on the handle then pushing down on it. It has a lock, but is unlocked; however, the keyhole is trapped with ear grubs, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears a muffled slapping.

941: This wooden double door has a painted monstrous face. There is a pair of doorknobs in the center. The doors open on the both sides, away from this area. It is moderately old and rather worn. There is a small window (about 7" by 3", covered by an iron grill) in it, and "Beware!" is scratched on the door. The door can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a faint whining.

942: This wooden door has painted designs of grinning faces. There is no apparent doorknob. The door opens on the right, away from this area. It is fairly new. "To the egress" is scrawled on a crude sign pinned to the door, and there is a bit of hide with some monster hair on it caught in the doorway. The door can be opened by pushing firmly near the right side. Anyone listening at the door hears a muffled whining.

943: This rusty steel door has elaborate metalwork decorations featuring wolves. There is a ring on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. The door is stained with what appears to be blood, and a stretched elf skin has been stuck to the door. It can be opened by turning the ring counterclockwise. Anyone listening at the door hears a loud squeaking.

944: This iron-bound wooden double door is plain and unadorned. There is no apparent doorknob. The doors open in both directions with hinges on the both sides. It is very old, perhaps even older than the dungeon. A series of numbers is roughly painted the door: 9-9-0. The door can be opened by pushing firmly near the top of either half. Anyone listening at the door hears a quiet squeaking.

945: This heavy wooden door has a painted demon's face. There is a doorknob on the left. The door opens on the left, toward this area. It is very old, perhaps even older than the dungeon. "Beware!" is painted on a crude sign nailed to the door, and there is a crack in it. The door should be opened by pushing right on the doorknob then pushing left on it, but it has been nailed shut; it will take 11 minutes to pry out enough nails out to be able to open it. Anyone listening at the door hears a distant squeaking.

946: This brass-bound wooden door has a demon's face sloppily painted with silver paint. There is a lever near the center. The door opens on the left, toward this area. It is quite old. The door is blotched with strange fungal growths. It should be opened by turning the lever clockwise, but it is locked (Hard task to pick). The door is trapped: it has a mouth spell that shouts "Help!" in an unknown language. Anyone listening at the door hears a faint clanking.

947: This wooden door has a stick figure carefully painted with violet paint. There is a lever on the right. The door opens in both directions with hinges on the left. It is very old, perhaps even older than the dungeon. There is a spyhole in it. The door can be opened by turning the lever clockwise. Anyone listening at the door hears a quiet humming.

948: This wooden door is plain and unadorned. There is a handle on the left. The door opens like a stable door, with split upper and lower halves (each half has its own handle). It is clearly as old as the dungeon. The door is blotched with strange fungal growths. It can be opened by turning the handle counterclockwise. Anyone listening at the door hears a distinct screaming.

949: This wooden door is plain and unadorned. There is no apparent doorknob. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. 3 steps lead up from floor level to the door. It can be opened by pushing gently near the top. Anyone listening at the door hears a faint groaning.

950: This wooden door has elaborate metalwork decorations featuring wolves. There is a doorknob on the left. The door opens on the left, away from this area. It is fairly new. A stretched kobold skin has been stuck to the door. The door should be opened by turning the doorknob counterclockwise, but it is magically locked. The door is trapped: tentacles lash out from hidden pockets, attacking the nearest person. Anyone listening at the door hears a loud screaming.

951: This heavy wooden door has bas-relief designs of demons. There is no apparent doorknob. The door opens on the right, toward this area. It is quite old. A stretched elf skin has been stapled to the door. The door can be opened by pushing very hard near the bottom. Anyone listening at the door hears a muffled giggling.

952: This iron door has elaborate metalwork decorations featuring dragons, ornamented with semiprecious stones. There is a doorknob on the right. The door opens on the right, away from this area. It is clearly very new. The door has been hacked at with edged weapons. It can be opened by turning the doorknob counterclockwise. It has a lock, but it is not locked. The keyhole is trapped to activate a loud bell when anyone listens at it. The door is trapped: it has a mouth spell that shrieks "Intruder alert!" in Orcish. Anyone listening at the door hears nothing.

953: This stone door has elaborate metalwork decorations in abstract patterns. There is no apparent doorknob. The door opens on the right, toward this area. It is clearly very new. A magical seal made of lead has been affixed to the door. The door can be opened by pushing gently near the upper right corner. Anyone listening at the door hears nothing.

954: This iron door has a geometric pattern made of rivets. There is a handle on the right. The door opens in both directions with hinges on the left. It is quite old. The door is blotched with strange fungal growths. It can be opened by pushing in on the handle then pushing left on it. Anyone listening at the door hears nothing.

955: This wooden door has elaborate metalwork decorations in decorative patterns, ornamented with silver. There is no apparent doorknob. The door opens on the right, away from this area. It is clearly as old as the dungeon. There is a bloody handprint, with prints of claws at the fingertips, on the door, near the bottom. It can be opened by pushing very hard near the upper right corner. Anyone listening at the door hears nothing.

956: This bronze door has a painted monstrous face ornamented with gold. There is a doorknob on the left. The door opens on the left, away from this area. It is clearly very new. There is a bell hanging on the other side of the door. The door should be opened by turning the doorknob counterclockwise, but it is magically locked. The door is trapped: tampering with it opens a 30-foot-deep pit directly in front of it. Anyone listening at the door hears nothing.

957: This bronze door has an eye neatly drawn in ichor. There is a doorknob near the center. The door opens in both directions with hinges on the left. It is moderately old and rather worn. The door has unidentifiable stains. It can be opened by pushing right on the doorknob then pushing in on it. Anyone listening at the door hears a quiet squealing.

958: This wooden door is plain and unadorned. There is a handle on the left. The door opens in both directions with hinges on the right. It is clearly very new. The door is stained with what appears to be blood, and a magical seal made of wax has been affixed to it. The door can be opened by turning the handle clockwise. Anyone listening at the door hears a quiet whining.

959: This rusty iron door has elaborate metalwork decorations in decorative patterns, ornamented with gold. There is a doorknob on the left. The door opens on the left, toward this area. It is clearly as old as the dungeon. Dried slime is smeared on the door, and it is scorched. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears nothing.

960: This corroded bronze door has a carved demon's face. There is no apparent doorknob. The door opens on the left, toward this area. It is quite old. A series of numbers is crudely painted the door: 9-6-7-3. The door can be opened by rotating the demon's face counterclockwise. Anyone listening at the door hears a distinct slurping.

961: This wooden door has elaborate metalwork decorations featuring dragons. There is a ring on the left. The door opens like a stable door, with split upper and lower halves (each half has its own ring). It is clearly as old as the dungeon. Assorted bones are glued to the door. It can be opened by turning the ring counterclockwise. Anyone listening at the door hears nothing.

962: This rusty iron door has a geometric pattern made of rivets. There is a handle on the left. The door opens like a stable door, with split upper and lower halves (each half has its own handle). It is moderately old and rather worn. The door has been dented, and it has unidentifiable stains. It should be opened by turning the handle clockwise, but it is locked (Ordinary task to unlock) and stuck (Ordinary task to unstick). Anyone listening at the door hears a muffled squealing.

963: This wooden door is plain and unadorned. There is a doorknob on the left. The door opens in both directions with hinges on the right. It is quite old. There is a bloody pawprint on the door, near the lower left corner, and it is in a much larger archway that has been bricked up. It should be opened by turning the doorknob counterclockwise while pushing in on it, but it has been nailed shut; it will take 12 minutes to pry out enough nails out to be able to open it, and in addition it is locked (a Hard task to pick). Anyone listening at the door hears a distinct grinding.

964: This rusty iron door has elaborate metalwork decorations in geometric patterns. There is a doorknob on the left. The door opens on the left, away from this area. It is quite old. The decorations seem to glow faintly in the dark, and the door has unidentifiable stains. It can be opened by turning the doorknob clockwise while pulling out on it. It has a lock, but it is not locked. The keyhole is trapped with a needle covered with a substance causing hallucinations that pricks anyone who looks through it. The door is trapped: it explodes when tampered with. Anyone listening at the door hears nothing.

965: This wooden double door has a bas-relief skull. There is no apparent doorknob. The doors open on the both sides, away from this area. It is moderately old and rather worn. The door is scorched. It should be opened by rotating the skull clockwise while pushing left on it, but it is locked; unlocking it requires pushing in the skull's right eye. Anyone listening at the door hears nothing.

966: This bronze door has elaborate metalwork decorations in geometric patterns, ornamented with decorative stones. There is a doorknob on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. A series of numbers is crudely scraped the door: 5-1-0-7-9-6, and the door still shows traces of black paint. It can be opened by turning the doorknob clockwise. Anyone listening at the door hears nothing.

967: This heavy wooden door is plain and unadorned. There is no apparent doorknob. The door opens like a stable door, with split upper and lower halves. It is moderately old and rather worn. The door has algae growing all over it. It should be opened by pushing firmly near the lower right corner, but it has been nailed shut; it will take 14 minutes

to pry out enough nails out to be able to open it, and in addition it is stuck; forcing it is an Easy task (and not quiet). Anyone listening at the door hears nothing.

968: This bronze door has bas-relief designs of flames. There is no apparent doorknob. The door opens on the right, away from this area. It is very old, perhaps even older than the dungeon. There is a bell hanging on the other side of the door, and the decorations seem to glow faintly in the dark. The door can be opened by pushing gently near the top. It has a lock, which is unlocked, but the door is stuck (Ordinary task to unstick). The keyhole is trapped to spray a paralysis liquid that hits anyone who inserts a key without pressing a secret button. The door is trapped: touching it opens a 60-foot-deep pit directly in front of it. Anyone listening at the door hears nothing.

969: This flimsy wooden door has a geometric pattern made of nailheads. There is a lever near the center. The door opens by swinging up and inward toward this area on hinges on the top edge. It is moderately old and rather worn. 2 steps lead up from floor level to the door. It can be opened by turning the lever clockwise. It has a lock, apparently unlocked, but the door is stuck (Ordinary task to unstick). Anyone listening at the door hears a distant laughing.

970: This wooden door has carved designs of tentacles. There is a lever on the right. The door opens on the right, away from this area. It is clearly very new. There is a small window (about 3" by 2", covered by an iron grill) in it, and a stretched human skin has been nailed to the door. The door can be opened by turning the lever clockwise while pulling out on it. Anyone listening at the door hears a loud humming.

971: This wooden door has bas-relief designs in geometric patterns. There is a doorknob on the right. The door opens on the right, away from this area. It is fairly new. A broken dagger is firmly stuck in the door. The door can be opened by turning the doorknob clockwise. It has a lock, which is unlocked, but the door is stuck (Ordinary task to unstick). The keyhole is trapped with a needle covered with a substance causing 1d10 of damage that pricks anyone who listens at it. Anyone listening at the door hears a distinct chirping.

972: This iron door has elaborate metalwork decorations featuring lions, ornamented with gold. There is no apparent doorknob. The door opens on the right, away from this area. It is clearly as old as the dungeon. A stretched wolf skin has been glued to the door, and the door has algae growing all over it. It can be opened by pushing firmly near the lower left corner. Anyone listening at the door hears nothing.

973: This heavy wooden door has painted designs of daggers and dragons. There is a handle on the left. The door opens on the left, away from this area. It is fairly new. There is a crack in it, and a magical seal made of lead has been affixed to the door. The door should be opened by turning the handle counterclockwise, but it is locked (Ordinary task to unlock) and stuck (Ordinary task to unstick). Anyone listening at the door hears a distant whirring.

974: This wooden door has an eye neatly drawn in blood. There is no apparent doorknob. The door opens on the left, away from this area. It is clearly very new. The door is barred on the near side, and a lizard skull has been nailed to the door with a huge spike. It can be opened by pushing gently near the right side. Anyone listening at the door hears nothing.

975: This flimsy wooden door has a skull and crossbones roughly painted with red paint. There is no apparent doorknob. The door opens like a stable door, with split upper and lower halves. It is quite old. There is a skeletal arm caught in the doorway, and the door is unusually sturdy (+60)% normal strength). It should be opened by pushing gently near the top, but it is locked (Very Easy task to pick). Anyone listening at the door hears a distant splashing.

976: This corroded bronze door has a skull and crossbones roughly painted with yellow paint. There is a lever near the center. The door opens on the left, toward this area. It is moderately old and rather worn. The door still shows traces of black paint. It can be opened by turning the lever counterclockwise. Anyone listening at the door hears a loud grunting.

977: This stone door is plain and unadorned. There is no apparent doorknob. The door opens in both directions with hinges on the right. It is moderately old and rather worn. There is a noisemaker made of a bunch of metal junk on a rope hanging on the other side of the door. The door can be opened by pushing firmly near the top. Anyone listening at the door hears a faint dripping.

978: This wooden door is plain and unadorned. There is a lever on the right. The door opens on the right, toward this area. It is quite old. The door has recently been painted with brown paint, and a stretched human skin has been fastened to the door. It can be opened by pushing in on the lever then pulling up on it. Anyone listening at the door hears a faint snickering.

979: This heavy wooden door is plain and unadorned. There is a handle on the left. The door opens in both directions with hinges on the right. It is moderately old and rather worn. The handle has been coated with extremely strong glue, which is very hard to get loose from. The door can be opened by turning the handle counterclockwise while pulling out on it. Anyone listening at the door hears a quiet whimpering.

980: This wooden door has inlaid designs in geometric patterns. There is a lever on the right. The door opens in both directions with hinges on the left. It is clearly as old as the dungeon. Dried slime is smeared on the door. It can be opened by turning the lever clockwise. It has a lock, apparently unlocked, but the door is stuck (Easy task to unstick) and the keyhole is trapped with ear lice, which will invade the ear of anyone listening at the keyhole. Anyone listening at the door hears a loud squeaking.

981: This wooden door has an elaborate symbol roughly drawn with chalk. There is a ring on the left. The door opens on the left, away from this area. It is fairly new. The door is scorched. It can be opened by turning the ring counterclockwise while pulling up on it. Anyone listening at the door hears a distinct plopping.

982: This iron door has elaborate metalwork decorations featuring flames and tentacles, ornamented with decorative stones. There is a doorknob near the center. The door opens on the right, toward this area. It is clearly as old as the dungeon. 1 step leads down from floor level to the door. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a loud giggling.

983: This wooden door has an arcane symbol sloppily drawn with chalk. There is a doorknob near the center. The door opens in both directions with hinges on the right. It is very old, perhaps even older than the dungeon. The door is unusually sturdy (+60)% normal strength). It should be opened by turning the doorknob counterclockwise, but it is locked; unlocking it requires inserting a rod into a hole in the door three. Anyone listening at the door hears a distinct slapping.

984: This iron door is plain and unadorned. There is a lever on the right. The door opens on the right, toward this area. It is clearly very new. 1 step leads up from floor level to the door, and it is in a much larger archway that has been bricked up. It should be opened by turning the lever counterclockwise while pushing left on it, but it is locked (Ordinary task to pick), and the lock is trapped with ear grubs, which will invade the ear of anyone listening at the keyhole. The door is trapped: it explodes when tampered with. Anyone listening at the door hears nothing.

985: This iron door is plain and unadorned. There is a handle on the left. The door opens on the left, away from this area. It is quite old. "Keep Out!" is painted on the door. The door can be opened by turning the handle counterclockwise. Anyone listening at the door hears a faint scraping.

986: This heavy wooden door has inlaid designs in decorative patterns. There is a doorknob near the center. The door opens on the left, toward this area. It is moderately old and rather worn. The door is scorched, and there is a spyhole in it. It should be opened by turning the doorknob counterclockwise, but it is magically locked. The door is trapped: touching it opens a 40-foot-deep pit containing a pool of acid directly in front of it. Anyone listening at the door hears a loud scratching.

987: This wooden door has elaborate metalwork decorations featuring wolves and demons, ornamented with gold. There is a handle on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. The door is in a much larger archway that has been bricked up, and the handle has been coated with extremely strong glue, which is hard to get loose from. The door can be opened by turning the handle clockwise. Anyone listening at the door hears a distinct chirping.

988: This iron-bound wooden door has bas-relief designs of skulls. There is a handle on the left. The door opens on the left, toward this area. It is quite old. The decorations seem to glow faintly in the dark. The door can be opened by pushing in on the handle then pulling out on it. Anyone listening at the door hears a distinct groaning.

989: This bronze door has a geometric pattern made of rivets. There is a handle on the left. The door opens on the left, away from this area. It is quite old. The door is blotched with strange fungal growths, and fresh slime is smeared on it. It should be opened by turning the handle counterclockwise while pushing left on it, but it is locked (Ordinary task to pick), and the lock is trapped with ear grubs, which will invade the ear of anyone listening at the keyhole. The door is trapped: it has a fireball which explodes in the room. Anyone listening at the door hears nothing.

990: This wooden door has carved designs in geometric patterns. There is a ring on the right. The door opens like a stable door, with split upper and lower halves (each half has its own ring). It is quite old. 3 steps lead up from floor level to the door. It can be opened by turning the ring clockwise while pulling up on it. Anyone listening at the door hears nothing.

991: This wooden door has a geometric pattern made of nailheads. There is a lever on the left. The door opens in both directions with hinges on the right. It is clearly very new. 1 step leads up from floor level to the door, and a magical seal made of silver has been affixed to it. The door can be opened by turning the lever clockwise. Anyone listening at the door hears a muffled chuckling.

992: This bronze door has elaborate metalwork decorations in decorative patterns. There is a doorknob near the center. The door opens by sliding upward into the ceiling. It is clearly as old as the dungeon. The doorknob has been coated with extremely strong glue, which is extremely hard to get loose from. The door can be opened by turning the doorknob counterclockwise while pushing down on it. Anyone listening at the door hears nothing.

993: This rusty iron door has a skull and crossbones crudely drawn in blood. There is a doorknob on the right. The door opens on the right, toward this area. It is moderately old and rather worn. The door has been gouged and clawed. It should be opened by turning the doorknob counterclockwise, but it is locked (Very Easy task to pick). The door is trapped: it explodes when tampered with. Anyone listening at the door hears a quiet whacking.

994: This bronze door has a geometric pattern made of rivets. There is no apparent doorknob. The door opens on the right, away from this area. It is fairly new. The door has algae and even some moss growing all over it, and there is a chime hanging on the other side of the door. It can be opened by pushing left on six of the decorative rivets. Anyone listening at the door hears a faint whirring.

995: This bronze door has inlaid designs in abstract patterns. There is a doorknob on the left. The door opens on the left, away from this area. It is clearly as old as the dungeon. There is a spyhole in it, and the door appears to have been passed through recently. It should be opened by turning the doorknob counterclockwise, but it is locked (Ordinary task to pick). The door is trapped: tentacles lash out from hidden pockets, attacking the nearest person. Anyone listening at the door hears a distant moaning.

996: This iron door has elaborate metalwork decorations in geometric patterns, ornamented with semiprecious stones. There is a doorknob on the left. The door opens on the left, toward this area. It is quite old. "Keep Out!" is scratched on a board stuck to the door. The door should be opened by turning the doorknob counterclockwise, but it is locked (Very Hard task to unlock) and stuck (Easy task to unstick). Anyone listening at the door hears nothing.

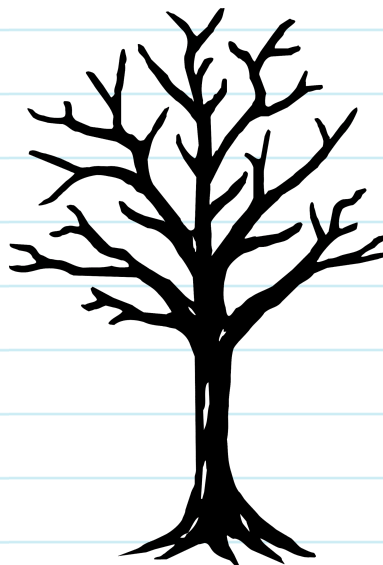
997: This heavy wooden door has a picture of a bull crudely drawn in ichor. There is a lever on the left. The door opens in both directions with hinges on the right. It is clearly as old as the dungeon. Fresh slime is smeared on the door. It can be opened by turning the lever counterclockwise. Anyone listening at the door hears a quiet gasping.

998: This rusty iron door has a picture of a lizardman crudely drawn with chalk. There is a doorknob on the left. The door opens on the left, toward this area. It is quite old. The door is scorched. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a distant croaking.

999: This bronze door has a geometric pattern made of rivets. There is a doorknob on the left. The door opens on the left, away from this area. It is very old, perhaps even older than the dungeon. Dried slime is smeared on the door, and there is a mummified hand caught in the doorway. It can be opened by turning the doorknob clockwise. It has a lock, apparently unlocked, but the door is stuck (Hard task to unstick). Anyone listening at the door hears nothing.

1000: This flimsy wooden door is plain and unadorned. There is a doorknob near the center. The door opens in both directions with hinges on the left. It is clearly very new. The door is blotched with strange fungal growths, and the wood is rotten and will give way if hit forcefully. It can be opened by turning the doorknob counterclockwise. Anyone listening at the door hears a quiet squeaking.

1001: This bronze door has carved designs in decorative patterns. There is no apparent doorknob. The door opens on the right, away from this area. It is moderately old and rather worn. There are etched areas apparently made by acid splashing on the door, and a magical seal made of lead has been affixed to it. The door should be opened by pushing gently near the upper right corner, but it is magically locked. The door is trapped: it has a blinding flash of light. Anyone listening at the door hears nothing.



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