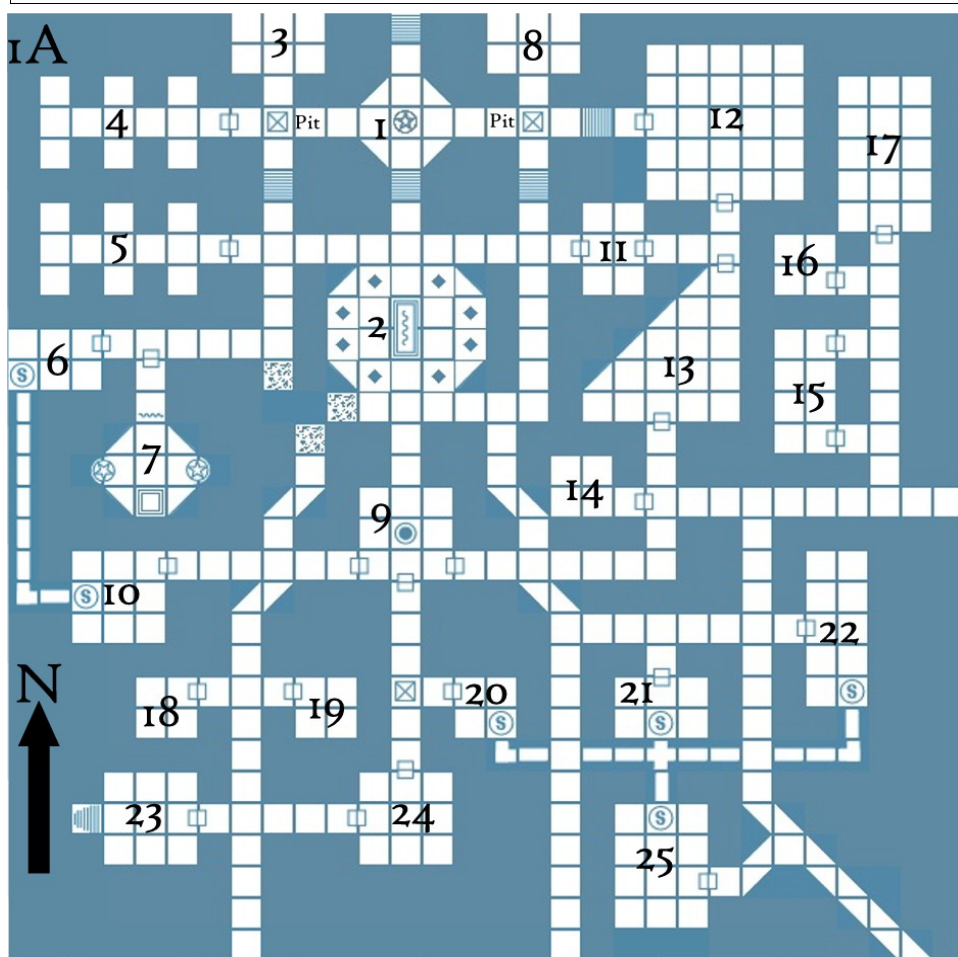


KATSUSHIRO'S CASTLE - LEVEL 1A : LAIR OF THE RAT KING



Wandering Monsters

- (1 in 6 chance) Roll 2d6
- 2 - Roll Twice
- 3 - Mushroom Men (1d6 1HD, 1 2HD)
- 4 - Oni-Kage (Shadow Goblins) (2d4)
- 5 - Giant Centipedes (S/Non-Lethal) (1d4)
- 6 - Nezumi-Oni (Ratlings) (3d4)
- 7 - Nezumi-Oni (Ratlings) (3d4)
- 8 - Giant Rats (3d6)
- 9 - Giant Spider, Crab (1d3)
- 10 - Fire Beetles (2d4)
- 11 - Skeletons (2d6)
- 12 - Zombies (2d4)

Restock (1d6)

- 1 - Monster
- 2 - Monster & Treasure
- 3 to 6 - Empty (1 in 6 chance of hidden treasure)

Treasure

- Silver 1d6 x 100
- Gold (3 in 6 chance) 1d6 x 10
- Gems/Jewelry (1 in 20 chance)
- Magic (1 in 20 chance)

Legend

- S - Secret trap door in floor.
- X - Pit in floor, 10' deep, 1d6 damage.

Room Key

1. **Entrance Hall:** A statue of a dog-headed warrior (Samurai Inu) stands in the center of this room. The room is musty but otherwise empty.
2. **Hall of Reflection:** This room contains many ornately carved pillars surrounding a large brackish pool of water. There are 3 (1hd) Mushroom Men and 1 (2 hd) Mushroom Man currently standing in the pool (to refresh). The water tastes terrible but will heal 1d4 hp 1/day.
3. **Storage Room:** This room contains rotting barrels and crates, currently there are 8 Nezumi-oni searching through the rubbish. Sack with 500sp.
4. **Crypt of the Ronin:** This hall contains the crypts of 6 of the Ronin that once served Katsushiro. Their remains have been preserved as skeletons and bound to this hall (they will re-constitute in 24 hours unless burned). (6 Skeletons each with a rusted Tachi (longsword). Urn contains 700sp.
5. **Crypt of the Samurai:** This hall contains the crypts of the 6 Samurai who swore fealty to Katsushiro. They have been preserved as Zombies and are bound to this hall (they will re-constitute in 24 hours unless burned). (6 Zombies). There is a small chest containing 400sp hidden here.
6. **Rubbish Room:** This room is used by the local Nezumi-oni as a refuse room. There is a hidden trapdoor in the south corner.
7. **Crypt of Samurai Inu:** This chamber houses the remains of Samurai Inu - his ashes are stored in an ornate vase upon the altar. The statues are of fierce looking ogres each wielding a naginata. Statues will attack anyone that touches the vase. They fight as Stone Golems.
8. **Storage Room:** Empty.
9. **Deep Well:** This room is empty except for a well.
10. **Ratling Lair:** This room is occupied by 10 Nezumi-oni (Ratlings) armed with wicked short swords and throwing stars.
11. **Guard Room:** Empty.
12. **Grand Hall:** This room has ornate carvings along the walls showing scenes of battle. The room is otherwise empty, though heavily trafficked.
13. **Storage Room:** This room is littered with crates. There are 9 Nezumi-oni (Ratlings) here. Hidden in a crate 600sp and a small pearl worth 50gp.
14. **Guard Room:** Empty.
15. **Barracks:** This room is littered with rotten bedding. There are 3 (1 hd) & 1 (2 hd) Mushroom Men lurking here. Small sack 400sp and 30 gp.
16. **Officer's Quarters:** This room is covered in webbing, lurking here is a Giant Crab Spider. Hidden in the webs is a skeleton with a torn sack containing 500sp.
17. **Martial Hall:** Empty.
18. **Meditation Room:** Rat's nest, this room is the nest of 8 Giant Rats.
19. **Meditation Room:** Empty.
20. **Storage Room:** Empty (there is a trapdoor in the southwest corner).
21. **Officer's Quarters:** Lair of the Nezumi-oni (Ratling) King. He is a 3 HD creature, he has 6 bodyguards. He has 100 sp, 30 gp, ruby worth 40gp
22. **Barracks:** Empty.
23. **Lower Access:** Stairs to 2A. Haiku scrawled on the wall: "spider lurks unseen, her splash the sound of your doom, with webs she drowns all".
24. **Guard Chamber:** Empty.
25. **Barracks:** Lair of 9 Nezumi-oni (Ratlings). They have a small coffer containing 300sp, and 50gp.