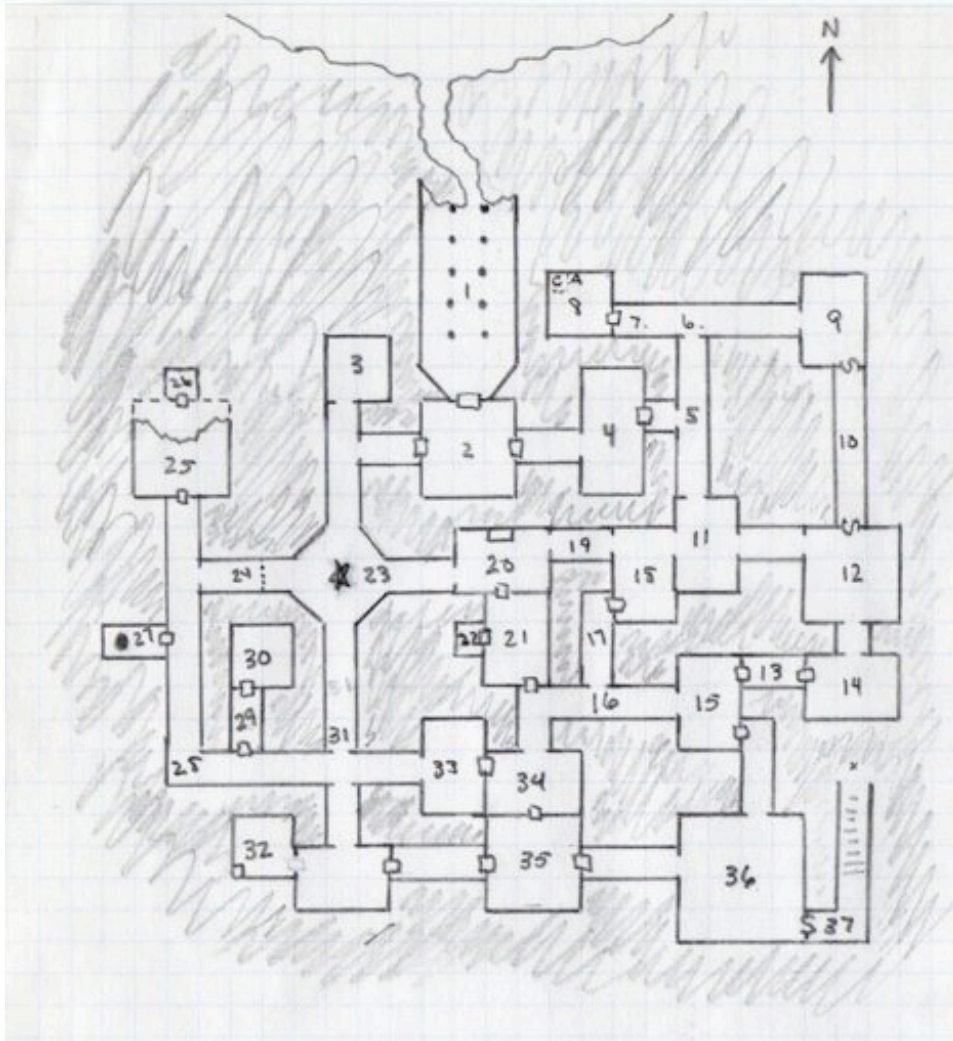


# The Crumbling Dungeon

by Lord Kilgore



These ruins can be reached via a narrow tunnel in the side of a crevasse in a region known for earthquakes and landslides. The chambers and corridors are often littered with broken stone, the walls are often cracked or uneven, and the doors are often jammed by the geological forces in the area. What power fuels these forces, no one can say.

Random Encounters (1 in 6 chance every half hour)	
1	Tremor – see sub-table
2	1 Large Scorpion
3	1-4 Giant Rats
4	1-3 Giant Centipedes
5	2-5 Kobolds
6	1-4 Skeletons

Tremor Sub-Table	
1	Save vs. paralyzation or take 2-5 damage from falling rock
2	Floor cracks open, Dex check or fall in to 10' pit
3	Entrance tunnel collapses – 1d6 days to clear
4	Crack reveals ancient tomb – 1-6 Skeletons rise and attack
5	Water floods area
6	Total collapse – Dex check to escape in random direction

## Encounter Key

- 3 Large Spiders in webs between columns– Kobold skeleton (dead) hangs in webs
- Potion of Healing* buried in pile of rubble
- 6 Giant Rats gnawing on skeleton of Kobold
- 4 Kobold guards with spears and daggers, will fall back and try to draw invaders into pit (#5)
- 10' trapdoor pit – Kobolds will know to avoid it
- Defensive barrier of stones piled in doorway manned by 4 Kobolds with spears
- Giant Badger (Kobold leader's guard dog) chained to wall
- Kobold leader with 3 Kobold bodyguards, each has spear and short sword
  - Hidden under loose stone in floor: Iron box with three 50gp gems, 100 gp, 250 sp
- 2 Large Bats and 150 normal bats – 2 vials of holy water buried in guano
- Dead human in chainmail with shield, longsword, dagger, and 50gp
- Leaves on floor - fissure in ceiling leads to surface, humans can not fit through
- 4 barrels: 3 of wine (100gp value), 1 containing Large Scorpion
- 2' deep water on floor contains swarm of leeches (1-2 damage per round spent in water after 1<sup>st</sup>)
- 2' deep water on floor, +1 *dagger* lies near center of chamber
- 2' deep water on floor
- Rubble strewn on floor of corridor – half movement rate, Dex check to avoid fall if running
- Corridor filled with thick webs
- Moss-covered fresco, must clear to see horned giant opening door for travelers
- 5' wide crevasse spans corridor – 50' deep
- Huge fireplace, chimney leads to surface but is inhabited by 200 normal bats
- Rubble-strewn chamber, west door is locked and trapped (dart fired from above)
- Bag on floor contains 100gp, scroll of *Cure Light Wounds*, and scepter for statue in #23
- Statue of ancient queen, her crown broken and right hand empty. If scepter from #22 is placed in hand, secret door in #36 opens
- Portcullis jammed in lowered position
- Partially-collapsed chamber – six skeletons (normal) partly buried. 2 hours to dig out north door. 5% chance each turn that further collapse undoes all digging.
- +1 *Spear*, 6 +1 *Arrows*, and a scroll of 3 random 1<sup>st</sup>-level magic spells
- 6' diameter well, 200' down to underground lake – walls of well contain entrances to levels 2, 4, and 5
- 2' water pooled in corner
- Rubble piled high in corridor, must crawl over one at a time
- Crypt – 20 skeletons, 1 rises every other round, cannot be turned in chamber. Each crypt contains 2-24gp
- 6 Shriekers clustered in doorway
- Lit fireplace in southwest corner contains Hell Hound. Key to west door in #21 lies on mantle
- Illusion of five-headed Hydra guarding door
- 6 giant rats lurking in cracks near ceiling waiting to drop on prey
- 3 large clay jars: one contains 20 doses of water that heals 1-4 hp (once per person per day), one contains 20 doses of sleeping potion (save vs. magic or sleep for 2-12 turns), one contains water and a sealed scroll tube with a treasure map
- 2 Giant Lizards nest in a huge pile of bones and stones which contains 5 gems (100gp each), 250gp, potion of speed, ring of 5 keys for level 2, and a necklace (250gp). Horned giant carved on wall near southeast corner. Secret door cannot be opened except by giving the scepter in #22 to the statue in #23.
- Stairs lead down to level 2 and further adventure.