

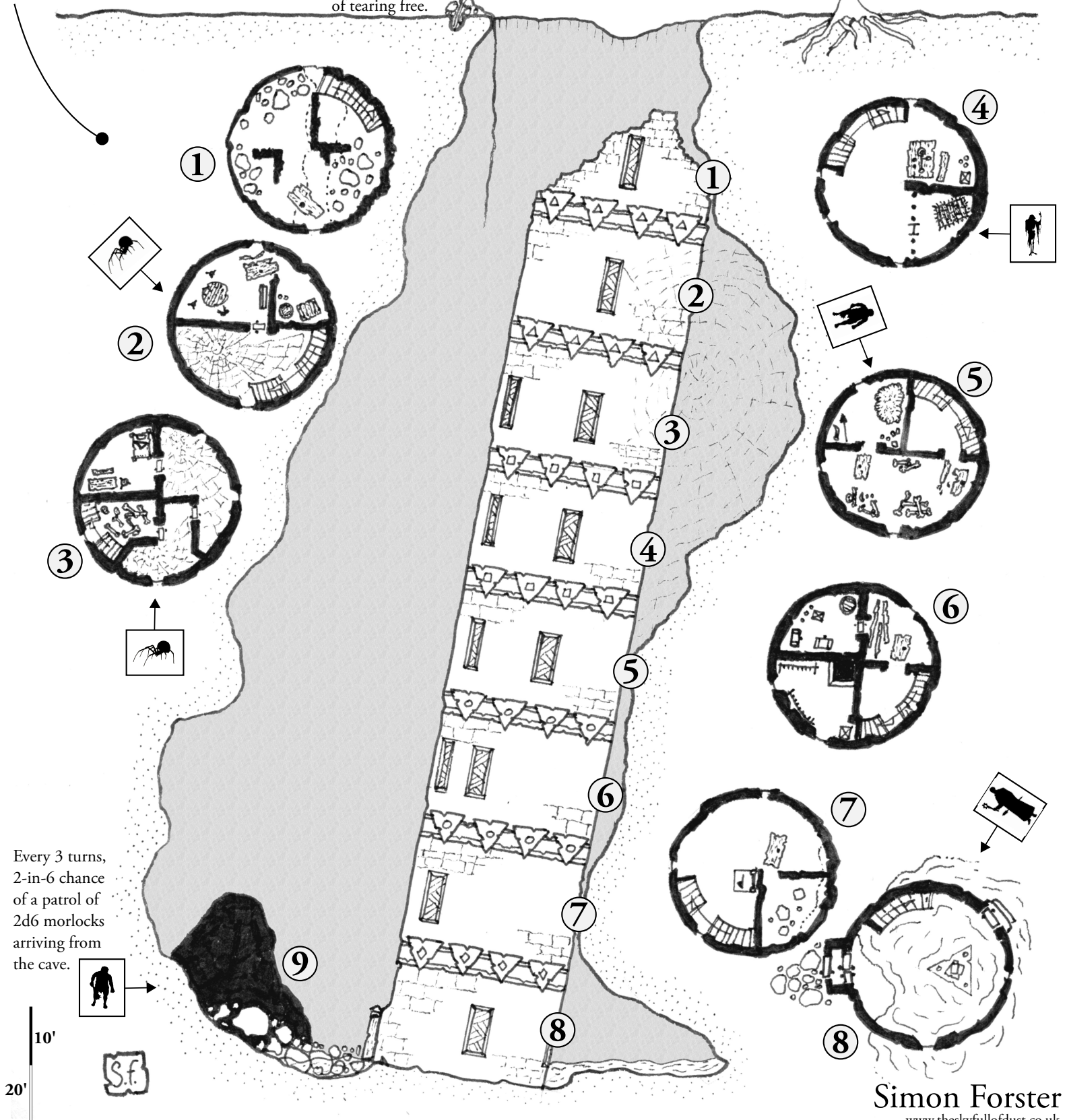
A sinkhole gobbled up a tower that was once home to a wizard

The Sunken Tower

- Monsters**
- Giant Spiders (3)
 - Exiled Morlock (1)
 - Walking Corpse (1)
 - Animated Statue (1)

1. Upper floor is partially crumbled.
2. A giant spider lairs here
3. A pair of giant spiders lair here
4. A cell holds a walking corpse, and a laboratory next door
5. An exiled morlock has taken up residence here
6. A barricaded room holds treasure
7. An empty floor, damp and crumbling where it leans into the sinkhole wall
8. A flooded level, with a statue watching over the tower
9. A cave leads deep underground to a tribe of morlocks intent on waging war on the surface dwellers

Previous adventurers have left this rope dangling from an iron spike: using it has a 2-in-6 chance of tearing free.



Every 3 turns, 2-in-6 chance of a patrol of 2d6 morlocks arriving from the cave.