

A RUINED CRYPT

noxious fumes cause
hallucination and
1d4 damage

boots of levitation

3 Jackalwere
2 HD each
2d4 damage
each has a vial
of very strong
jackal glue

wall of dungeon
broken

centipede under floor
2 HD
1d4 damage

Giant Shrew .
2 HD
2d6 damage

spikes shoot out
if pressure plate
triggered

ring of
command human

potion of
night vision

Sarcastic talking face
on wall will tell history
of dungeon and open
secret doors if attacked

If words on statue spoken
demon will be summoned
will identify a magic item

How to run:
This dungeon entrance can be placed
into any environment the players might
be in.

Random Encounters:
1d2 Jackalweres

Creatures roll reaction rolls
when encountered