

The DD V1 Sample Dungeon

# Rekindled!

Revised & Updated to Delving Deeper V5



immersive ink

## The DD V1 Sample Dungeon Rekindled!

This sample dungeon originally appeared in *Delving Deeper* version 1, October 2012. In October 2022 it has been dusted off, revised and updated for DD version 5. There are now a couple of extra treasure rooms, treasures have been revised, and monster numbers have been reset for 4–6 players. If there are 2–3 players use 50% fewer (or weaker) monsters, or if there are 7–10 players use 50% more (or stronger) monsters—but treasure shouldn't be scaled. The open-ended map continues to invite further expansion into the mysterious underworld...

**A. Dragon Nest** 2–4 hungry green dragon hatchlings are hidden in this jungled mire. Natural light enters via an overgrown sink hole high above, that could admit an adult dragon. The hatchlings are sleeping on a d6 throw of 1 but are hidden by a curtain of hanging vines so will not be seen immediately. They are neither talking or magic using, but can sense hidden or invisible figures within 60ft. Their breath weapon is a wave of caustic chlorine gas to 15ft. The treasure is 2,000 SP, 400 GP, 12 green gemstones worth 50 GP each.

**Hatchlings** [MV 6"/12", AC 5, HD 2, hp 2–12, FC 2 men, SV F2, AL C]

**B1. Kobold Digs** 2–12 kobolds loyal to the kobold King (see B2) dwell here, bickering and snapping up flies. They are armed with clubs and axes.

**Kobolds** [MV 6", AC 7, HD ½, hp 1–3, FC man–1, SV F1, AL C]

**B2. Kobold Digs** The kobold King and 2–8 body guards are here. The King has keys for the locked doors of area 11. His treasure chest holds only 2,000 CP; renegade kobolds (see 4) have stolen the rest.

**Kobold King** [MV 6", AC 6, HD 1 + 1, hp 7, FC man+1, SV F1, AL C]

**Bodyguards** [MV 6", AC 6, HD 1, hp 1–6, FC man, SV F1, AL C]

**C. Eye of the Wold** A space ship's escape capsule has been entombed in the rock here for hundreds of years. Entry is via a keypad pressure door of arcane operation. Inside are 2–4 androids in cryogenic chambers. If any controls are touched they will be activated after a turn of defrosting. Their mind powers make them equal to seers; each knows two randomly determined "spells". The Prime among them has a *wand of detect metal* with 15 charges.

**Androids** [MV 12", AC 9, HD 1 + 1, hp 2–7, FC man+1, SV MU2, AL C]

**1. Bandits** A company of 2–8 bandits are hiding from authorities here, preparing to depart by nightfall. They are superstitious about the "feel" of the dungeon and have no plan to delve further.

**Bandits** [MV 12", AC 9, HD 1, hp 1–6, FC man, SV F1, AL N]

**2. Fountain Room** This quiet chamber contains a fountain with a cool, steady trickle of fresh water. It is an ideal place to rest.



**7. Dreaming Pool** This chamber contains a large, still fountain. Gold and silver coins can be seen in the apparently shallow water but they cannot be reached. Anyone who touches the water must save vs spells or fall into an enchanted slumber for 2–12 turns. Anyone who drinks the water will slumber for 1–6 hours.

**8. Quiet Room** This strangely quiet vault is completely benign.

**9. Checkpoint** This room was once a checkpoint but all that remains are a pair of long disused stools.

**10. Centipede Nest** This wretched chamber is piled with waste and detritus that is crawling with 4–16 hideous centipedes. Buried in their filthy nest is the body of an unfortunate dwarf whose purse still contains 200 SP.

**Centipedes** [MV 3'', AC 9, HD ¼, hp 1, FC man–1, SV F1, AL –]

**11. Empty Room** Both doors of this unremarkable room are locked. The kobold King (see B2) has the keys.

**12. Apprehensive Chamber** The kobolds at B fear to come this way, though they don't know why.

**13. Hidden Treasury** This treasury is hidden behind secret doors. Inside are four small, cobwebbed chests and an enchanted *spear +1, +3 versus reptiles*. The chests contain 700 SP, 320 GP, and 7 gems worth 3× 65 GP, 2× 125 GP, 250 GP, and 500 GP.

**14. Pit Trap** The 10ft deep, covered pit trap here will open on a d6 throw of 5–6 for each player crossing it. The resulting fall will cause 1–6 hit points of damage. A player can edge their way around the pit without triggering it, if they know it is there.

**15. Dark Descent** A narrow spiral stair descends deeper into the unexplored areas of the dungeon. Who knows what terrible monsters and fabulous treasures await?

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