

DUNGEON WALLS: It is in the nature of walls that they should fall

RAP

Some details which might be seen (or missed) as a dungeon is explored. DM option if there is more present than meets the eye. Roll as indicated or choose as desired.

d00 Wall details

- 01 An iron ring mounted in the middle of the wall
- 02 Water trickles down the wall
- 03 Remains of a large spider's web cling to the wall
- 04 A spatter of blood (fresh?) clings to the wall, with a pool of blood on the floor below
- 05 An incomplete, unreadable scrawl made with chalk
- 06 An inanimate skeleton sits against the wall *A
- 07 The stonework in this wall is of noticeably better quality
- 08 Empty niche in the centre of the wall
- 09 A wooden frame stairway in bad condition leads to a locked door
- 10 One large stone in the wall is carved with religious text (recognizable? legible?) *B
- 11 A small block/stone is missing at the bottom of the wall; vermin scurry in and out
- 12 The wall is made of bricks, not stone
- 13 There is an obvious, new patch to one side
- 14 A portion of the wall is covered with yellow moss
- 15 A broken weapon lies on the floor; a chip is missing from the wall where it struck
- 16 Smoke/steam is seeping through the cracks
- 17 A small stream of water sprays out of the wall, but there is no puddle
- 18 A small hole at head level allows spying into a nearby room *C
- 19 Three steps lead to a dais mounted in the middle of the wall
- 20 A small stalactite hangs in front of a wall
- 21 A goblin head is affixed about 3' up the wall
- 22 One wall of a room is painted a bright colour
- 23 A scatter of small animal bones lie at the base of a wall
- 24 A portion of the wall has collapsed, revealing another wall behind it
- 25 Sand has leaked through the ceiling, forming a pile against a wall
- 26 A fire was set next to the wall, scorching it with soot
- 27 A hole is in the wall, and there is no sign of the missing stone
- 28 Damaged; several stones cracked, some nearly falling out
- 29 Bricks form a design in the stonework **d6**
 - 1 An unknown glyph
 - 2 An eye
 - 3 A random letter
 - 4 A star
 - 5 A shield
 - 6 A dragon's head
- 30 The wall is made of very dark stone
- 31 A portion of the wall is covered with mushrooms
- 32 A stone is missing some 10-12 feet up; nothing can be seen in the gap
- 33 Fresh feces has been thrown against the wall at eye level
- 34 A hole in the wall gives access to a well 20' below
- 35 An arrow is stuck in a chink in the wall
- 36 An obvious door has been removed and walled up
- 37 The wall changes from stonework to natural/cave
- 38 The stonework in this section is almost pristine
- 39 A poorly painted scene of gods and nymphs disporting themselves
- 40 Graffiti written in an unrecognized and unreadable script
- 41 Gouges in the wall at waist level; loose rock, a broken chisel and broken hammer lie nearby
- 42 A cluster of 5 stones glows dimly when anyone comes within 10'
- 43 A stone shield hangs on a wall several feet above the floor
- 44 Several rocks are noticeably moist
- 45 Three light-coloured stones form a **d4**
 - 1 Straight line
 - 2 Irregular line
 - 3 Equilateral triangle
 - 4 Irregular triangle
- 46 The remains of a series of sconces cling to a long wall
- 47 Covered with wooden paneling in excellent shape
- 48 There is an old repair to one side
- 49 An empty shelf hangs on the wall
- 50 A portion of the wall is covered with mould
- 51 A 12' portion of wall is made of one large boulder
- 52 A castle is portrayed in the stonework
- 53 A mule skull lies propped up against the wall
- 54 A thin buttress extends from the wall, partially blocking the passage
- 55 The blocked remains of a fireplace are in the middle of the wall
- 56 Iron ring on the floor, obviously pulled out of the wall
- 57 A large set of antlers are mounted over a door
- 58 A door consisting of metal bars stands to one side of the wall
- 59 A niche in the wall with a broken statue on the floor in front of it
- 60 Stonework fills a series of arches, forming a long wall
- 61 A chain hangs from the top of the wall
- 62 In the stonework, veins of a reflective mineral glow in any light
- 63 Hooks and spikes show where something used to hang
- 64 A pillar is so close to the wall that no one can fit between it and the wall
- 65 A portion of a wall is covered with sheets of a unidentifiable metal
- 66 A robe hangs from a nail in the wall
- 67 A layer of scum on the lower 1' of the wall indicates recent flooding
- 68 A large maze is inscribed in the wall
- 69 A tall wall with an open door at the second/third level up; the stairway has crumbled/rotted
- 70 A glass wall shows scenes of **d6 *D**
 - 1 Waves crashing on a shore
 - 2 Animals scampering in a forest
 - 3 A dragon flying low over a range of hills
 - 4 A giant eating a meal
 - 5 A family member of one of the party
 - 6 An unknown person exploring the entry to this dungeon
- 71 One large stone contains a very reflective mineral
- 72 Water trickles down the wall which stops when someone comes within 10' of the spot
- 73 A humanoid skeleton suspended by chains from the wall
- 74 A broken wardrobe leans against the wall
- 75 Covered with remains of large carpet/cloth/banner *E
- 76 The stonework in this wall is of noticeably worse quality
- 77 Stone latticework blocks a door
- 78 A thick layer of frost
- 79 Wall is a combination of bricks and stones in random order
- 80 A portion of wall is natural/cave, and has several ancient paintings
- 81 Two skeletons, intertwined, lie against a wall *F
- 82 Graffiti carved hurriedly and shallowly on the surface of the rock (legible?) **d6**
 - 1 Name of a forgotten person (adventurer? lover? lost friend?)
 - 2 Name of a king/queen
 - 3 "Here the mighty Andollan met his end"
 - 4 "Victory"
 - 5 "Kill the giant!"
 - 6 "Ware the snakes"
- 83 A wooden framework is keeping the wall from collapsing
- 84 Three arrow slots
- 85 A "pass through" into a kitchen space
- 86 A small balcony in front of an open door 10 feet up the wall, containing a stone lectern
- 87 An alcove
- 88 A bench sits against the wall
- 89 A series of arches filled with empty shelves forms a long wall
- 90 A scorched wall with an un-scorched outline of a human figure in the middle of it *G
- 91 A passage/door which has been boarded up

- 92 A portion of the wall is covered with paint
- 93 Two iron rings with rusted chains dangling from each
- 94 A portion of the wall is covered with roots
- 95 A rough target painted on the wall
- 96 Carved in a wall is a series of overlapping circles
- 97 A stone is missing at the top of the wall; much old staining flows from the hole down the wall and across the floor
- 98 A old walking staff rests in a corner
- 99 Some of the wall has collapsed, revealing a cave
- 00 Light shines through the cracks between the stones *H

**A - Human? Demi-human? Humanoid? Animal?*

**B - Was this room a chapel? Or was the rock simply re-used from a religious structure?*

**C - Roll to find a "secret door" to locate*

**D - If the glass is broken, the images disappear*

**E - Condition is DM option*

**F - Two fighters who killed each other years ago*

**G - The victim of a fireball attack*

**H - Source unknown*