

Tricks, Empty Rooms, & Basic Trap Design

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PREFACE

From the Dungeon Master's Guide, page 171

Table V. F.: Chamber or Room Contents

1-12	Empty
13-14	Monster Only
15-17	Monster and Treasure
18	Special
19	Trick/Trap
20	Treasure

And right there is the heart of the issue. Gygas lays out the essence of role-playing games in that single table. He provides methods of producing flowcharts (the random dungeon generator) and fills each node with an encounter: Empty rooms, monsters, traps, treasure and "special". This system maps to any role playing game since. There is a scene: either nothing happens, you have an antagonist, you deal with a threat, or you receive a reward. There are a selection of options of which scene to reach next (often depending on the events in the first scene). One is selected, you move onto the next scene (room) and repeat the process again.

What a wonderful concept! Brilliant in the way it cuts right to the heart of what makes a role-playing game fun. Immediately after (or before in the case of the Monster Manual) and in the years following several of these items were given great support. Across the various iterations of Dungeons and Dragons there are literally thousands of monsters and dozens of books and tables devoted to traps.

But what about the other 70% of the table?

I've already addressed the treasure entry, in my document "Treasure", available at <http://hackslashmaster.blogspot.com/2010/11/treasure-update.html> giving you the tools to create tons of interesting treasure. Instead of "gold+magic" it provides tables and keys to produce and describe anything from furniture to goods to gems to detailed works of art. It does more than just give a gold piece value to objects, it lets you describe each unique item then grin as your players struggle to move the antique armoire out of the dungeon.

But what of empty rooms? What of "special"? What of tricks? Surely Gygas didn't intend for the Dungeon Master to say, "This is a bare room with nothing of interest." 60% of the time. As for specials and tricks, he gives an excellent, really outstanding list of features and attributes, and then has this to say. "From these examples you will note that nearly endless combinations are possible, even without your own ideas for additions - and these will surely come." Surely they will, right? And they do - but suddenly, you're making the classic mega dungeon, and you need two of these per twenty rooms - an average of five or six per sheet of graph paper! To say nothing of empty room after empty room!

He does give relatively excellent tools, but this doesn't resolve the problem. It's just lists of items. And it's necessary to come up with example after example in any long term campaign. Just randomly using the lists doesn't fix the situation either. "This room has *clatter* a slight breeze and *clatter* dung on the floor" is no better and no more meaningful than "This room is empty."

It's not that we all can't come up with empty rooms or tricks - it is simply the sheer volume of such that we must create. I know if you've ran a game before, you know the feeling. That is what this document is designed to do, assist with this process.

It contains lists, much like those in other rule books, but it also does something more - it catalogs the ways a room may be empty or special in exhaustive detail. Now, instead of trying to fit together a bunch of disparate random stuff in an interesting way without a guideline, you have a structure - a guide to your creativity!

A short note on dungeons:

One of the most disturbing trends of the ‘new-school’ gaming philosophy was the inordinate focus on having things “make sense”. Creating dungeons that only have realistic ecosystems of magical creatures is an exercise in futility glorified by those of small imagination and little creativity. There are several factors that address this very issue and more.

- The high number of empty rooms addresses the large predator issue directly.
- Part of the cultural zeitgeist of Dungeons and Dragons was the mystique of the dungeon or underworld as the unknown. When playing the brave heroes who leave the realm of the known world and travel past the threshold to unknown depths, anything is possible.
- Monsters, humanoids and magical beasts in particular are not just animals or men with different hats on. They are the physical manifestations of our fears and risk. You don't have to worry about what they eat or how they live. Orcs are the ancient ancestor with superior physical strength and squad tactics who we ran into extinction, vampires our fear of rape, the lich our fear of ancient rulers imposing their unending rule upon us, flesh golems the fear of what might come back if we were to raise the dead, skeletons and zombies our fear of the relentless nature of what is to come. To acknowledge a fireball, yet express disbelief that the owlbear can't live off the caloric content of vermin on dungeon level two is petty indeed.

Remember, it is a game. There is no need to waste time wondering why there's a flaming vent trap here, who cares why it's set or why it's still working. The dungeon itself might be hundreds of thousands of years old! Just think of who could have owned it during all that time.

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EMPTY ROOMS

The first and most important thing to remember is that empty rooms aren't. "Empty" refers to the fact that they lack an *antagonist*, *threat*, *reward*, or something '*unusual*'. The purpose of an empty room is to insure the players never know which one of these options they are going to face - all rooms devoid of antagonists should appear empty, so that the players never know when a trap, trick or treasure is hidden in front of them. This also increases the tension as the players explore the dungeon, as well as their excitement when something is discovered. Much like gambling, erratic reinforcement with make encounters all that much more exciting.

On to useful tools. First, let's look at differing categories and types of rooms. It's easy to use this as a straightforward guide for quick room generation, but consider that this dungeon could have stood for millennia and had countless owners in that time. You could roll multiple times to determine how the room is changed or discover a bit about its history or just roll quickly to get a sense of what each basic room is. Either way, this is just a shortcut to create an "uninteresting" empty room. Note that because of the large variety of rooms, the random selection system only in the broadest possible manner represents the frequency at which these rooms appear. Roll 50%/50% for any table which runs 1-X twice.

Table I: Room Types

1	Rooms of Public Assembly
2	Rooms of Containment and Imprisonment
3	Rooms of Pleasure and Relaxation
4	Rooms of General Function
5	Rooms of War and Conflict
6	Rooms of Deities and Worship
7	Rooms of Learning and Knowledge
8	Rooms of Specific Utility

Table Ic: Rooms of Pleasures and Relaxation

1	Arena
2-3	Banquet
4	Combat pit
5-6	Den
7	Game Room
8-9	Gallery
10	Harem
11	Maze
12-13	Museum
14	Music Room
15	Pool
16	Sauna
17	Seraglio
18	Statuary
19	Torture Chamber
20	Trophy Room

Table Id: Rooms of General Function

1	Bathroom
2	Bedroom
3	Cistern Room
4-5	Closet
6	Dining Room
7	Dressing Room
8	Foyer (Entry Room)
9	Hall
10	Lair
11	Larder / Pantry
12	Lounge
1	Map Room
2	Privy
3	Planning Room
4	Reception Chamber
5	Salon
6	Servants Dorm
7	Storage
8	Waiting Room
9	Wardrobe
10	Well Room
11	Vault
12	Vestibule

Table Ia: Rooms of Public Assembly

1	Assemblage
2-3	Antechamber
4	Amphitheater
5	Audience Hall
6	Courtroom
7	Great Hall
8	Throne Room

Table Ib: Rooms of Containment and Imprisonment

1	Aviary
2	Bestiary
3	Cage
4-5	Cell
6	Kennel
7	Oubliette
8	Padded Room
9	Pen
10	Prison
11	Stockade
12	Zoo

Table Ie: Rooms of War and Conflict

1	Armory
2	Arsenal
3	Barracks
4	Guardroom
5	Gymnasium
6	Interrogation Room
7	Mess Hall
8	Training Room

Table If: Rooms of Deities and Worship

1	Chantry
2-3	Chapel
4	Crypt, Human
5	Crypt, Animal
6	Confessional
7	Crematorium
8	Embalming Chamber
9	Meditation Chamber
10	Monk Cell
11	Mass Grave
12-13	Robing Room
14-15	Shrine
16	Scriptorium
17-18	Temple
19	Tomb
20	Vestiary

Table Ig: Rooms of Learning and Knowledge

1	Classroom
2	Conjuring Room
3	Divination Chamber
4	Inscription Chamber
5	Laboratory
6-7	Library
8	Morgue
9	Observatory
10	Study
11	Solar
12	Summoning Room

Table Ih: Rooms of Specific Utility

1	Barn
2	Kitchen
3	Forge
4	Meeting Chamber
5	Mine
6-7	Office
8	Pool / Water Room
1	Stable
2	Treasury
3	Garage
4	Smokehouse
5	Tannery
6	Work Pit / Workshop

ROOM DESCRIPTIONS AND STANDARD CONTENTS

This section contains a short definition of each room type as well as a small section of what items may regularly be found in each type of room. Not every item on the list will be in the area, but the most common are listed. The lists are given simply as a quick and general aide as to what the contents of the rooms might be.

Room vs. Chamber

A room is any sort of walled enclosure inside a dwelling. Chamber literally means room, but sounds florid and carries several connotations. A chamber will more often have unblocked entrances, and will generally be larger and have a higher ceiling than a room. A chamber can refer to a natural enclosed space, whereas a room refers to a partitioned space.

Room Descriptions:

Amphitheater: This is an oval or round room filled with seats around a central open area. The general idea is that spectators surround the central area, which is often used for combat. (*arch, armorial bearings, drapery, flag, relief, dirt/mud, dome (ceiling), brazier, coals, torches, scratches, coins, earthy odor, blood, fingers, toes, legs, arms, curtains, manacles, chains, depressions, balcony, tapestry, trash/refuse*)

Antechamber: This is a room or chamber that serves as a waiting room or entrance to a larger room or apartment. (*arch, basket, cabinet, chest, pottery, shadow box, clock (mantle, grandfather, wall), drapery, mirror, bench, chair, table, cushion, desk, screen, shelves, quilt, shrine, lamps, flowers, ashtray, wall or shelf decorations (see "Things" under comprehensive list of things in rooms)*)

Arena: This is a central stage, ring, or something similar used for entertainment, often surrounded by seats. Historically this area was sandy and was a place of conflict. (*arch, armorial bearings, drapery, flag, relief, sand, dome (ceiling), brazier, coals, torches, scratches, coins, earthy odor, blood, fingers, toes, legs, arms, curtains, manacles, chains, depressions, balcony, tapestry, trash/refuse*)

Armory: A place where weapons, war equipment and armor are stored. It may also refer to a headquarters or center for drill (*practice*) of a military unit, or more explicitly a place where arms and armor are manufactured. (*shelves, racks, weapons/armor (all), mat, practice targets, forge, hammer, tongs, furnace, anvil*)

Arsenal: A place for the storage and collection of weapons, arms, military equipment and munitions for military service. (*shelves, racks, weapons/armor (all)*)

Assemblage: This room can either be a place where people may assemble or gather, or it can be a room where a system of components are assembled together for a specific or particular purpose. (*podium, lectern, benches, carpet, desks, tables, chairs, clock (wall), tapestries or arras, dias, stadium seating, lamps*)

Audience Hall: This is a room for holding formal interviews or hearings. (*clock, arras, flags, map, relief, painting/fresco, benches, chair, lectern, podium, lamp, candles, books*)

Aviary: This room or chamber is a place where many birds are kept. (*cages (bird), sand, sundials, birdbath, bags, barrels, bins, basin, bowl, decanter, chest, apron, gloves, smock, dome, font, fountain, chair, cupboard, cabinet, mat, wall* authored by campbell@oook.cz <http://hackslashmaster.blogspot.com/>)

basin, workbench, grain, candles, lamp, acrid odors, feathers, birds)

Banquet: This room or chamber is designed to accommodate banquets and dining. (*chalice, goblet, vase, flowers, table, bench, chairs, tablecloth, fork, spoon, knife, platters, plates, china, arras, alcohol, food, candles, chandelier, brazier, torches, tapestry, mug, pitcher, tablecloth*)

Barn: A room or building for the storage of animals and livestock as well as their feed. (*cages, bestiaries, dias, pedestal, walking paths, benches, statues*)

Barracks: A room or structure used to house personnel, traditionally military structure. Due to the unaesthetic nature of these buildings, they are often used to refer to any structure that is large and bleak. (*bed (bunk/single), blanket, trunk/foot locker/sea chest, weapons/armor*)

Bathroom: This is a room or chamber designed for taking a bath, shower, or toilet. (*toilet, wall basin, bath, leaves / cornucopia / sponge on stick in salt water, paper, rope, perfume, cloth*)

Bedroom: This is a room or chamber used for the purpose of rest and sleep. (*altar, bed (all), basket, cabinet, chest of drawers, foot locker, hamper, pill box, powder box, vase, clothing (all), closet, furs, blanket, comforter, quilt, tapestry, carpet, rugs, armoire, bookshelves, end table, pillow, stool, lamp, candles*)

Bestiary: This room or chamber is a place where a group of magical beasts or creatures are kept. (*cages (animal), butchery, fish, meat, sand, sundials, birdbath, bags, barrels, bins, basin, bowl, decanter, chest, apron, gloves, smock, dome, font, fountain, chair, cupboard, cabinet, mat, wall basin, workbench, grain, candles, lamp, acrid odors, feathers, animals*)

Cage: This room is an enclosure formed of wires, bars, or the like, for displaying birds, animals, or people. (*bench, privy, straw, cot, stool, waste, stale or urine odor, blood, skeletons, manacles, wall cressets, trash/refuse, jug, plate, fork, spoon, file, barred window*)

Cell: This can refer to any small room, but most often refers to a grouping of small rooms. (*pallet, bed, desk, quill, paper, scrolls, books, bench, privy, straw, cot, stool, waste, stale or urine odor, blood, skeletons, manacles, wall cressets, trash/refuse, jug, plate, fork, spoon, file, barred window*)

Chantry: This is a place for the singing, mass, or reverence for the souls of founders. (i.e. 'chant'ry) It can refer to a chapel endowed for this purpose. A more general usage is a church used for minor services. (*Altar, arch, drapery, gilt, inlay, relief (all), dias, dome, font, fresco, mosaic, painting, pews, podium, idol, magic, candelabra, lamp, torches, pedestal, pillar, column, tapestry, offertory container, reliquary, offertory dish, oil, perfume, alcove, glass window, incense burner, alcohol, holy symbols*)

Chapel: This is a room used for private worship. It is often a separate dedicated part of a church and may be used for special services. (*Altar, arch, drapery, gilt, inlay, relief (all), dias, dome, font, fresco, mosaic, painting, pews, podium, idol, magic, candelabra, lamp, torches, pedestal, pillar, column, tapestry, offertory container, reliquary, offertory dish, oil, perfume, alcove, glass window, incense burner, alcohol, holy symbols, pallet, bed, desk, quill, paper, scrolls, books, bench, privy, straw, cot, stool, jug, plate, fork, spoon*)

Cistern Room: This is a room or chamber containing a tank, reservoir, or container which stores or holds some kind of liquid. It can also be a room with access to an underground reservoir for water. (*Dirt/mud, bang/slam,*

hissing, bubbling, pipes, protrusions, trash/refuse, wrench, puddle, trickle)

Classroom: A room or chamber where classes are held. (*chalkboard, sticks, chairs, desks, chalk, books, bookshelves*)

Closet: This room or chamber is characterized by being small, often enclosed and recessed within a larger room used for clothing, or the storage of food or goods. Sometimes it refers to any small private room often used for study or prayer. It is literally a small enclosure. (*bin, hamper, chest, chest of drawers, iron bar, hangers, clothing, tools (any), things (any)*)

Combat Pit: This is a lowered area often with a dirt or sand floor where fighting takes place. A combat pit is more likely to have animal or monster opponents than an Arena. (*clay/dirt/mud/sand, brazier, torches, scratches, coins, blood, limbs, bones, skeletons*)

Confessional: A place designed for the hearing of confessions by a priest. (*bench, screen, closet, cushion, drapery*)

Conjuring Room: A room or chamber devoted to the purpose of summoning and binding extra or intradimensional items or forces. (*chalk, runes, summoning runes, brazier, dome, magic*)

Courtroom: In this room sessions of legal proceedings occur. (*gavel, clock, arras, flags, map, relief, painting/fresco, benches, chair, lectern, podium, lamp, candles, books*)

Crematorium: A place where bodies are cremated (i.e. burned to ashes). (*fireplace, furnace, fire poker, broom, urns, shovel, coals*)

Crypt, Human: This is a chamber or vault that is underground, often beneath a church used as a burial place, or a place for secret meetings. (*coffin, casket, urn, things (any), corpse, skeleton*)

Crypt, Animal: As above, but for animals. (*coffin, casket, urn, things (any), corpse, skeleton*)

Den: This room or chamber is designed to provide a quiet, comfortable and informal atmosphere for conversation, reading, writing and other quiet activities. This room is often secluded. (*basket, bin, box, cabinet, chest, chest of drawers, foot locker, lock box, music box, tinder box, trunk, vase, clock (any), cloak, cowl, coat, boots, cap, hood, purse, scarf, mirror, armchair, armoire, blanket, bookshelves, chair, coat-rack, couch, cushion, desk, divan, end table, fireplace, mat, sofa, shrine, table, alcohol, coca, coffee, nuts, candles, lamp, books, hourglass, coins, musical instruments, pets, plants, tapestries, carpets, rugs, paintings, ashtray, cards, comforter, cover, humidior, ice chest, feather duster, file, finger-pick, fire poker, shovel, brush, broom, game pieces, mug, curios, masks, weapons/armor (display), statues, statuary, figurines, oil, trophies, dice, drinking jack/horn*)

Dining Room: This is a room or chamber in which people take their formal or primary meal of the day. (*chalice, goblet, cup, jar, jug, pans, chairs, tables, alcohol, food, lamp, chandeliers, candles, decanter*)

Divination Chamber: A room or chamber devoted to the purpose of augury, divination, prophecy, soothsaying, aeromancy (*air/sky*), tasseography (*tea leaves*), astrology, and haruspication (*inspecting the entrails of animals*) as well as many dozens of other methods of predicting the future. (*somewhat dependent on the method. arch, drapery, gilt, inlay, relief (all), dias, dome, font, fresco, mosaic, painting, podium, idol, magic, candelabra, authored by campbell@oook.cz http://hackslashmaster.blogspot.com/*)

lamp, torches, pedestal, pillar, column, tapestry, oil, perfume, alcove, glass window, incense burner, alcohol)

Dressing room: This is a literal room or chamber for getting dressed. It is often found where clothes are changed often, backstage at a theater, etc. (*stool, clothes (all), desk, mirror, pin, clothespin, clothing rack, chest of drawers, closet, chair, lamp, candles, perfume, oils, make-up*)

Embalming Chamber: A room set aside for the embalming of bodies. This process prevents decomposition to assist in the viewing of the body. (*table, embalming machine, chemicals, tools, hook*)

Forge: A room or workshop that contains a special fireplace, hearth, or furnace where metal is heated before shaping. (*forge, furnace, anvil, hammer, tongs, font*)

Foyer: This is a lobby, vestibule or entrance chamber to a house, apartment, theater, or hotel. It is a gateway between the interior and exterior of a building. It often has a fireplace. (*arch, basket, cabinet, chest, pottery, shadow box, clock (mantle, grandfather, wall), drapery, mirror, bench, chair, table, cushion, desk, screen, shelves, quilt, shrine, lamps, flowers, ashtray, wall or shelf decorations (see "Things" under Comprehensive List of Things in Rooms)*)

Gallery: This refers to a variety of rooms and chambers with similar purposes. It is often a raised area with a sloping floor or stairs to accommodate either spectators or an exhibit. It can also be a series of rooms dedicated to the display of art objects or statuary. Corridors of architectural importance are also considered galleries, and finally it may be a raised balcony passage or platform running along an exterior wall of a building. (*box (display), arras, curtains, drapery, dias, dome, fresco, mosaic, painting, idol, braziers, candles, chandelier, lamp, pedestal, pillar, column, plant, alcove, balcony, catwalk, tapestry*)

Game Room: This room or chamber is used for recreation and games. It often is a place for noisy activity and games played on tables or sand tables. It is sometimes referred to as a rumpus room. (*bags, boxes, baskets, cabinets, chest, chest of drawers, trunk, curtains, arras, fresco, mosaic, painting, bench, bookshelves, chair, cupboard, cushion, table, candles, lamp, manuals / books, carpets, rugs, balls, beads, blocks, chalk, dolls, doll houses, figurines, marbles, mask, mobile, puppets, ribbon, sand, toys, toy soldiers, trophies, cards, game pieces*)

Garage: An indoor area for the storage of vehicles or transport equipment. The root word means to provide shelter. (*vehicle (any), things/tools (any)*)

Great Hall: This is a principal hall in a mansion or castle. It is often used for dining and entertainment. (*downdraft, basket, chalice, goblet, jar, jug, pans, arras, armorial bearings, flag, benches, chairs, tables, throne, alcohol, food, braziers, chandelier, torches, smoky odor, bones, dung, vomit, rats, plants, balcony, glass window, tapestry, trash/refuse, silverware, plates, platters, tablecloth*)

Guardroom: A room used either by military personnel when on duty or a place where military prisoners are kept. (*chair, table, spittoon, cards, dice, alcohol, weapons/armor (all)*)

Gymnasium: A room used for exercise, indoor sports, or physical education, originally from the Greeks who derived it from their word for training in the nude. (*Towel, balls, nets, bars, targets*)

Hall: This is a corridor or passage in a building. It can also colloquially refer to a large building or room for some purpose, most often residence or learning. (clock (any), arras, flags, maps, relief (any), painting, fresco, mosaic, benches, chair, torches, breeze/downdraft, chill, banners, carpet, rug)

Harem: This is a room or chamber reserved for women only. It is where they reside, acting as quarters specifically for women. They are often wives and concubines. (bed (all), basket, cabinet, chalice, chest of drawers, closet, hope chest, jewelry box, music box, vase, wineskin, apron, blouse, coif, corset, dress, frock, garter, girdle, gorget, gown, hose, petticoats, robe, scarf, shawl, shift, slippers, toga, tunic, veil, curtains, drapery, furs, hides, fresco, mosaic, painting, armchair, couch, divan, end table, pillow, mattress, quilt, braziers, candles, chandelier, lamps, books, musical instruments (all), pets, pedestals, plants, flowers, alcove, tapestries, banners, carpets and rugs, comforter, cover, cushion, dye, fake jewelry, headdress, ivory, jewelry, mask, oil, perfume, pipe, ribbon, shears, scissors, yarn, thread, cloth, thimble, needle, pincushion, knitting needle)

Inscription Chamber: A chamber underground where many people have written upon the walls. (writing on walls)

Interrogation Room: A room used for the purpose of questioning prisoners, suspects, witnesses and victims. May contain the ability for others to see into the room that cannot be observed, and also, often a way for others to see out into an area that cannot be observed to identify people. (chair, lamp, table, restraint/torture (any))

Kennel: This room or chamber is a place for sheltering animals kept as pets. These rooms focus on the breeding, raising, and training of the animals (cages (animal), butchery, fish, meat, sand, sundials, birdbath, bags, barrels, bins, basin, bowl, decanter, chest, apron, gloves, smock, dome, font, fountain, chair, cupboard, cabinet, mat, wall basin, workbench, grain, candles, lamp, acrid odors, feathers, animals)

Kitchen: A place used to prepare food. (Pots, pans, silverware, cabinets, oven, stove)

Laboratory: A place equipped to conduct any sort of rigorous investigation or observation. (ambic, beaker, bottle, bowl, cauldron, furnace, decanter, ewer, flask, font, fountain, tables, desk, chair, torches, candles, lamps, astrolabe, alembic, balance & weights, callipers)

Lair: This room or chamber is the resting place of a wild animal. It is often concealed or secret. (nest (any), dirt/mud/filth, lake, waste, scratches, stale or urine odor, plants, fungus, trash/refuse, river, stream organic (any))

Larder / Pantry: The larder is a room where food is stored. It is traditionally “a place for meats”. A pantry is a small room or cupboard which contains provisions, as well as cooking utensils and dishes are kept. It is traditionally a “bread room”, or the office or room of a servant who has charge of food. (shelves, food (any), broom, dust pan)

Library: A room, chamber, or building set apart to contain books, manuscripts, publications, periodicals, and other material for reading, viewing, listening, study, or references. (bookshelves, chairs, couches, ladders, books, tomes, manuals, scrolls)

Lounge: This room or chamber is a comfortable place to rest. It is designed for sitting, smoking or reading. It often has privies nearby. (basket, arras, armorial bearings, drapery, fur, hides, fireplace, fresco, mosaic, painting, food
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(any), waste, torches, lamps, candles, brazier, couch, divan, armchair)

Map Room: A room or chamber for the storage, creation, or display of maps. (table, chairs, knife, quill, ink pot, maps)

Mass Grave: This is a grave containing multiple corpses. (dirt/filth, corpses, clothing (all), rotted things (any))

Maze: This is a system of passageways and chambers designed to be confusing due to their interconnections. This room is also referred to as a labyrinth which originally meant ‘exhausting labor’. The purpose is to disorient, bewilder, and delude those who travel through it. (this may literally contain any item, though bones, monsters, and refuse/trash are most common)

Meditation Chamber: A space set aside for the purposes of meditation and solitary spiritual pursuits.

Meeting Chamber: A space devoted to meeting. (arch, basket, cabinet, chest, pottery, shadow box, clock (mantle, grandfather, wall), drapery, mirror, bench, chair, table, cushion, desk, screen, shelves, quilt, shrine, lamps, flowers, ashtray, wall or shelf decorations (see “Things” under comprehensive list of things in rooms))

Mess Hall: A room where a group eats with regular frequency. (cups, jars, jugs, pans, benches, tables, alcohol, food, lamp, torches, decanters)

Mine: This is a subterranean passage either where minerals are retrieved, or an extension under an enemy’s works or position to either access or destroy their position. (pick axe, support, ore vein, chest, bag, sack, dust/dirt/grime, fungus)

Monk Cell: A small sparse chamber used for rest and habitation for the spiritual disciple. (pallet, bed, desk, quill, paper, scrolls, books, bench, privy, straw, cot, stool, jug, plate, fork, spoon)

Morgue: A place devoted to the storage of bodies, or, less frequently, the place where old records, information, and objects are kept for unexpected but possible future use. (coffin, casket, urn, things (any), corpse, skeleton)

Museum: This is a room or chamber where important objects of permanent value are kept. It is literally a place devoted to learning or the arts, a place sacred to the muses. (arras, armorial bearings, dias, fresco, mosaic, painting, benches, idol, lamps, box, statue, pedestal, column, tapestry)

Music Room: This chamber (literally) is often pertaining to the performance of chamber music. The room is often vaulted for improved acoustics. (arch, bowl, dias, dome, podium, chairs, benches, pews, stadium seating, lamps, braziers, torches, metronome, money (in bowl), alcove, balcony, musical instruments (any))

Observatory: A room devoted to making observations of natural phenomena. This can include astronomical or meteorological phenomena. (ambic, beaker, bottle, bowl, cauldron, furnace, decanter, ewer, flask, font, fountain, tables, desk, chair, torches, candles, lamps, astrolabe, alembic, balance & weights, callipers)

Office: A room where the business of a professional person is conducted. (arch, basket, cabinet, chest, pottery, shadow box, clock (mantle, grandfather, wall), drapery, mirror, bench, chair, table, cushion, desk, screen, shelves, quilt,

shrine, lamps, flowers, ashtray, wall or shelf decorations (see "Things" under comprehensive list of things in rooms))

Oubliette: This is a room or chamber that is a secret dungeon with an opening or trap door only located in the ceiling. (hazy, dust, cold/damp breeze, filth, waste, scratches, dank odor, blood, skeleton, chains, cressets, hooks, ropes, manacles)

Padded Room: This is a room or chamber with cushions lining the walls. Also sometimes known as a rubber room. (walls, padding)

Pen: This room is often a small enclosure for animals, or occasionally an enclosure created for the purpose of confinement or safekeeping. (filth, mud/dirt, trough, food/waste, animals)

Planning Room: This is a room or chamber designed for forming drawings, sketches, and a scheme of action that will form a detailed program intended to be followed. (trunk, clock (tall, wall), flags, gilt, inlay, map, dias, chairs, table, sand table, torches, lamps)

Pool / Water Room: A room used for the storage, transport, cleansing, reclamation, or enjoyment of water. (fountain/lake/pool/font/well/bath/river/stream, tile, towel)

Prison: This is a room or chamber designed for the purpose of confining people awaiting trial or sentencing. (pallet, bed, desk, quill, paper, scrolls, books, bench, privy, straw, cot, stool, waste, stale or urine odor, blood, skeletons, manacles, wall cressets, trash/refuse, jug, plate, fork, spoon, file, barred window)

Privy: This is a room or chamber designed for the elimination of human waste. (toilet, leaves/sponge on stick/wool/corn cob/rope/cloth)

Reception Chamber: this is a room for receiving clients, patients, or visitors for the purposes of official business. (arch, basket, cabinet, chest, pottery, shadow box, clock (mantle, grandfather, wall), drapery, mirror, bench, chair, table, cushion, desk, screen, shelves, quilt, shrine, lamps, flowers, ashtray, wall or shelf decorations (see "Things" under comprehensive list of things in rooms))

Robing Room: A room or chamber where official robes of office are donned. (stool, clothes (all), desk, mirror, pin, clothespin, clothing rack, chest of drawers, closet, chair, lamp, candles, perfume, oils, make-up)

Salon: This room or chamber is a drawing or reception room. It can also be a place designed for the display of art. (arras, armorial bearings, dias, fresco, mosaic, painting, benches, idol, lamps, box, statue, pedestal, column, tapestry arch, basket, cabinet, chest, pottery, shadow box, clock (mantle, grandfather, wall), drapery, mirror, bench, chair, table, cushion, desk, screen, shelves, quilt, shrine, lamps, flowers, ashtray, wall or shelf decorations (see "Things" under comprehensive list of things in rooms))

Scriptorium: Any room or chamber where manuscripts are stored, read, or copied. (pallet, desk, shelves, bookshelves, ink, ink pot, blotter, quill, paper, scrolls, books, bench)

Seraglio: This is another word meaning harem, with a word root meaning 'animal cage' or from the original Latin, meaning bolt/door bar. The word also has Turkish associations with palace. Often with connotations of restricted freedom in relation to the women. (padlocks, chains, manacles, authored by campbell@oook.cz <http://hackslashmaster.blogspot.com/>)

stocks, pillory, rope, bed (all), basket, cabinet, chalice, chest of drawers, closet, hope chest, jewelry box, music box, vase, wineskin, apron, blouse, coif, corset, dress, frock, garter, girdle, gorget, gown, hose, petticoats, robe, scarf, shawl, shift, slippers, toga, tunic, veil, curtains, drapery, furs, hides, fresco, mosaic, painting, armchair, couch, divan, end table, pillow, mattress, quilt, braziers, candles, chandelier, lamps, books, musical instruments (all), pets, pedestals, plants, flowers, alcove, tapestries, banners, carpets and rugs, comforter, cover, cushion, dye, fake jewelry, headdress, ivory, jewelry, mask, oil, perfume, pipe, ribbon, shears, scissors, yarn, thread, cloth, thimble, needle, pincushion, knitting needle)

Servants Dorm: This is a living space for servants. They may vary wildly in quality. (altar, bed (all), basket, cabinet, chest of drawers, foot locker, hamper, pill box, powder box, vase, clothing (all), closet, furs, blanket, comforter, quilt, tapestry, carpet, rugs, armoire, bookshelves, end table, pillow, stool, lamp, candles)

Shrine: A structure or building of some sort, often stately or sumptuous in design, character, or architecture, designed for the purpose of either being a consecrated place of a saint, holy person, or deity, or for literally enclosing the remains or relics of the same. Often the place of religious veneration and target of a pilgrimage. Sometimes referred to as a reliquary. (Altar, arch, drapery, gilt, inlay, relief (all), dias, dome, font, fresco, mosaic, painting, pews, podium, idol, magic, candelabra, lamp, torches, pedestal, pillar, column, tapestry, offertory container, reliquary, offertory dish, oil, perfume, alcove, glass window, incense burner, alcohol, holy symbols, remains)

Smokehouse: A place where fish, meat, etc. are cured with smoke. (shelves, food (any), broom, dust pan, hooks, stick, hangers, brazier, coal, fire, smoky)

Solar: This is any private or upper chamber in a house or domicile. (altar, bed (all), basket, cabinet, chest of drawers, foot locker, hamper, pill box, powder box, vase, clothing (all), closet, furs, blanket, comforter, quilt, tapestry, carpet, rugs, armoire, bookshelves, end table, pillow, stool, lamp, candles)

Stable: A space devoted to the lodging and feeding of horse, cattle and other service animals. It usually contains stalls. (cages (animal), butchery, fish, meat, sand, sundials, birdbath, bags, barrels, bins, basin, bowl, decanter, chest, apron, gloves, smock, dome, font, fountain, chair, cupboard, cabinet, mat, wall basin, workbench, grain, candles, lamp, acrid odors, feathers, animals)

Statuary: This is a room or chamber with a group or collection of statues. (dias, pillar, column, pedestal, statue, fresco, mosaic, painting, bas relief, torches, brazier)

Stockade: This is a room or enclosure that is a prison for military personnel. This can refer to a small space surrounded by posts or stakes. (bench, privy, cot, stool, jug, plate, spoon, fork, canteen)

Storage: This is self-explanatory. It is a room used for storage. (bookshelves, shelves, boxes, cans, jars, sea chest, trunk, chest of drawers, stool, candle, lamp)

Study: A room set aside for any sort of private activity, reading, study, writing and similar. (pallet, chair, cushion, bench, divan, desk, shelves, bookshelves, quill, paper, scrolls, books, bench)

Summoning Room: A room or chamber devoted to the purpose of summoning and binding extra or intradimensional beings. (chalk, runes, summoning runes, brazier, dome, magic, podium, tome)

Tannery: A space where skins and hides are tanned. (*skins, furs, animals, corpses (animal), knives, racks, rags, bucket*)

Temple: Any room, chamber, place or structure used for the purpose of service or worship to a deity. It also refers to any large or pretentious building devoted to public use. Traditionally a space set aside (*demarcated*) by an augur for taking auspices. (*Altar, arch, drapery, gilt, inlay, relief (all), dias, dome, font, fresco, mosaic, painting, pews, podium, idol, magic, candelabra, lamp, torches, pedestal, pillar, column, tapestry, offertory container, reliquary, offertory dish, oil, perfume, alcove, glass window, incense burner, alcohol, holy symbols*)

Throne Room: A room or chamber that contains a throne, used by a king or sovereign. Also a colloquialism for a room that is the location of the actual power or authority of a business or government. (*pedestal, pillar, column, dias, downdraft, basket, chalice, goblet, jar, jug, pans, arras, armorial bearings, flag, benches, chairs, tables, throne, alcohol, food, braziers, chandelier, torches, smoky odor, bones, dung, vomit, rats, plants, balcony, glass window, tapestry, trash/refuse, silverware, plates, platters, tablecloth*)

Tomb: Simply put, a grave. Any excavation in earth for the purpose of corpse burial. Can also refer to a mausoleum, or chamber used for burial. Often this space commemorates the dead person. Broadly refers to any sepulchral structure (any structure having to do with burial, tombs, storage of the dead, etc.). (*coffin, casket, urn, things (any), corpse, skeleton*)

Torture Chamber: This is a room or chamber in which torture is performed. (*"restraints/torture" (any), bucket, stool, brush, broom, weapons, torches, coals, brazier*)

Training Room: Self-explanatory. A room used for training. (*weapons/armor (any), mat, training targets*)

Treasury: A place where funds and money are kept. (*arch, shelves, locks, padlocks, treasure*)

Trophy Room: This is a room or chamber designated for the display of trophies. (*dias, pedestal, box (glass), shelf, lamp, trophies*)

Waiting Room: A room used explicitly for the purpose of waiting. (*bench, chair, end table, books, cushion, lamps, torches, vase with flowers, wall decorations (see "Things" under Comprehensive List of Things in Rooms)*)

Wardrobe: This is a room or place in which to keep costumes or clothing. (*stool, clothes (all), desk, mirror, pin, clothespin, clothing rack, chest of drawers, closet, chair, lamp, candles, perfume, oils, make-up*)

Well Room: This is a room where a spring or a well is located, usually referring to a structure built over a natural mineral spring or well. (*well, rope, crank, bucket, iron bar, clay/dirt/mud*)

Work Pit / Workshop: a room or grouping of rooms in which work is conducted. Often refers to some sort of mechanical work. (*tables, chairs, lamps, torches, tools (any)*)

Vault: Traditionally this referred to a room with a vaulted or arched ceiling. Since these are very stable structures, this type of architecture was often used for below ground settings, which both tended to be secure and used for the storage of valuable goods. This is a room or compartment reserved for the safekeeping of valuables. It is often underground and lined with

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metal. (*arch, shelves, locks, padlocks, treasure*)

Vestuary: A room for storing clothes or dressing in. (*stool, clothes (all), desk, mirror, pin, clothespin, clothing rack, chest of drawers, closet, chair, lamp, candles, perfume, oils, make-up*)

Vestibule: This is a space separating the interior and exterior of a building. It's often a chamber, hallway or passage. It can also be used to mean any enclosed space forming an approach, bridge, or entrance to any other section or interior space. (*arch, basket, cabinet, chest, pottery, shadow box, clock (mantle, grandfather, wall), drapery, mirror, bench, chair, table, cushion, desk, screen, shelves, quilt, shrine, lamps, flowers, ashtray, wall or shelf decorations (see "Things" under comprehensive list of things in rooms)*)

Zoo: This room is a park or garden-like area where animals are kept in cages or large enclosures. (*cages, bestiaries, dias, pedestal, walking paths, benches, statues*)

Materials that may be used in construction of buildings or rooms

Foundation/Exterior

Adobe
Brick
Brick & Timber
Cloth & Poles
Rammed Earth
Felt (Yurt)
Grass & Poles
Metal Sheet
Matting
Plaster Board & Timber
Sod
Stone
Timber
Wattle
Wattle & Daub

Walls/Interior

Bamboo
Board
Brick (Glazed, Mud)
Cloth Drapery
Frame & Paper
Lath & Plaster
Leather Curtain
Rammed Earth
Rattan
Stone
Tile
Timber (log)
Tin
Wickerwork

Surface/Floor

Clay
Dirt (Packed)
Stone (Flag, Field)
Timber (Log, Split)
Wood (Plank, Split)

INTERESTING EMPTY ROOMS

Now that the basics are out of the way, we're going to discuss ways to make empty rooms interesting. Using a combination of room type for basic goods, and these tables for interesting empty rooms, you can lay out entire interiors before even assigning monsters and treasures. It is important that "interesting" empty rooms be kept somewhat rare - perhaps 5-10% of the total room count. Otherwise they are so common that they become uninteresting. This percentage of interesting empty rooms should overlap with the rooms that contain monsters and tricks and treasure also.

Ways in which a room may be interesting:

It may contain something.

- + Worthless items (clothing / furniture)
- + Worthless treasure (rat skins, fake coins)
- + A substance or material that covers the floor (mud, ice, sand, broken glass, candy, maggots)
- + Objects piled in room
- + Objects piled into a shape
- + Object(s) that rest on floor
- + Object(s) that hang on walls
- + Object(s) that hang from ceiling
- + Plants growing in room (mushrooms, fungus, trees)
- + Plants that grow in strange formation
- + Damaged items or goods (sacks of rotting grain)
- + Animal sign (slug trails, fur, molted skin, feathers, footprints, camp remains)

It may serve an unknown purpose

- + Wildly incongruous contents (tiles in a cave)
- + Containers filled with unusual substances (Cauldron filled with wax, tub filled with jelly)
- + An unusual selection of common goods (forge, foundry, oven, sink)
- + Holes in walls or floors

It may be damaged

- + The floor / ceiling / wall may be broken or destroyed.
- + There may be melted stone or metal
- + A portion of the room is collapsed
- + There may be stains / discoloration / magical energies on the floor / ceiling / wall
- + There may be incomplete construction
- + There may be damage to structure (cracks, holes, rubble)
- + Something may be used up (candle holders burned to wax nubs)

It may have something unusual about the floor / ceiling / wall

- + There may be a depression / protrusion
- + Walls may be angled
- + There may be a substance on the floor / ceiling / wall (water, slime, dust ooze)
- + There may be marks on the walls (scratch marks, writing, pictures)

- + Something may be coming through the ceiling (roots, dirt, water)
- + Surfaces in the room may be translucent / transparent / reflective
- + Surfaces may be made from an unusual material (glass, magic, steel, marble)
- + The room may contain bas / alto relief (runes, images, animals, people, warnings)

It may have an unusual shape

- + Vaulted ceiling
- + Building(s) in room (shed, greenhouse, outhouse)
- + Adjunct space (crawl space, closet, attic, partitions, pits, floor niche, all either covered or uncovered)
- + Varying floor levels, steps, stairs
- + Things or structures in the room that changes the shape of the room

It may vary in quality

- + It may be very clean or filthy
- + It may contain normal animals (vermin, pets)
- + It may have a change in air quality (mist, smoke, scent)
- + It may contain corpses (monster, animal, human)
- + It may be an incomplete scene (pews without altars, cooked food without cookware or silverware, clothes but not closet)
- + The temperature may vary

It may be magical

- + Effects that are magical (unseen servant, no shadows may be cast, reverse gravity, items floating)
- + Auditory or visual illusion

Other

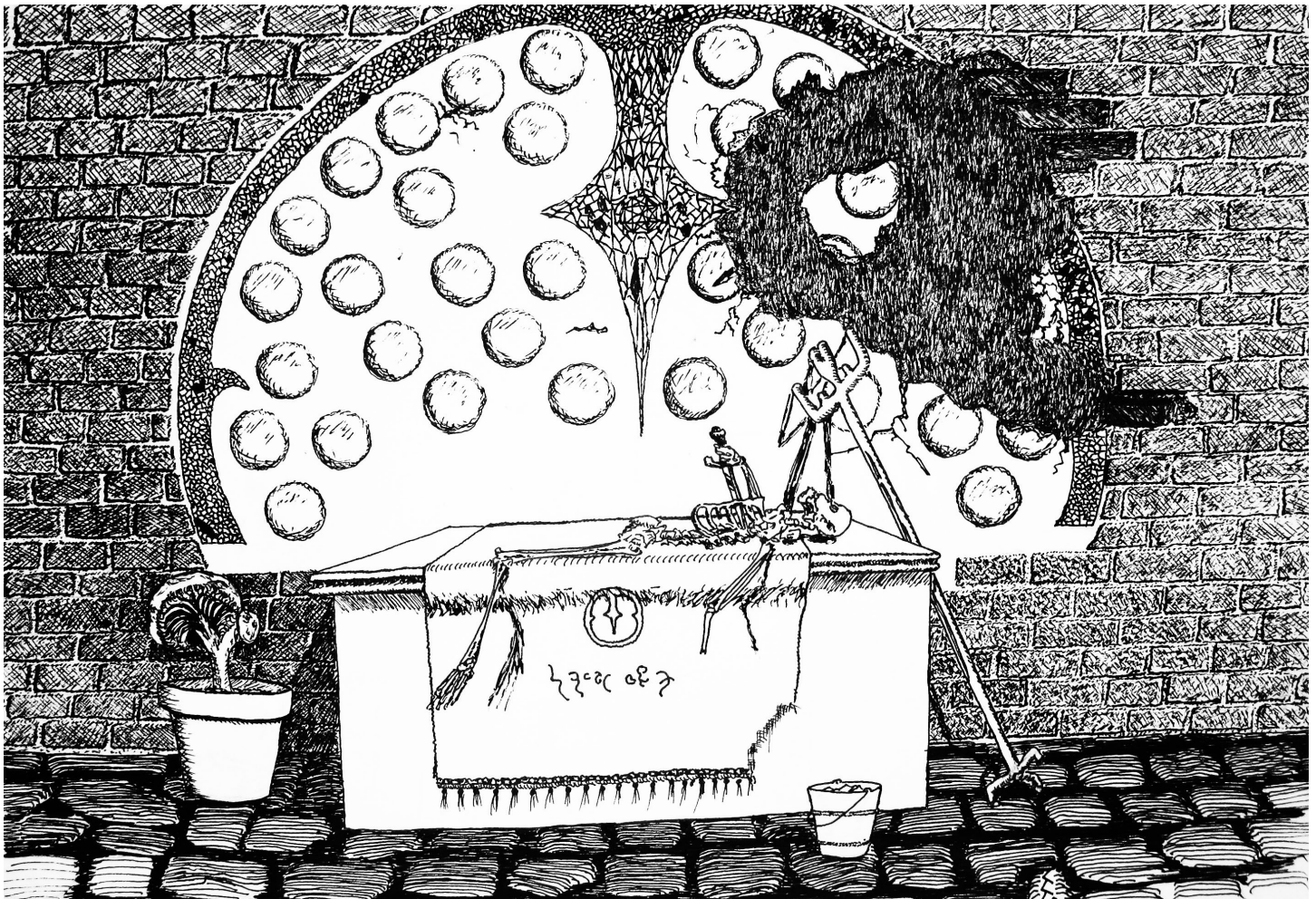
- + Sounds (footfalls, whispers, moans, whistling)
- + Light sources (torches, braziers, continual light, unnatural shade)
- + Environmental (filled with water, fire, smoke, hard to breathe, cold)
- + Old
- + Water in a bucket
- + Mosaic
- + Canals
- + Symbols or Numbers
- + Concealed door (bricked up)

COMPREHENSIVE LIST OF THINGS IN ROOMS

Interesting empty rooms and tricks need a greater depth of options for contents. Following is a list of things that can be found inside interesting empty rooms, expanding upon and giving you possibilities for “objects”. This table is also of use for tricks and special rooms. Bold entries are well suited for related objects that are factors in tricks.

- + **Altar**
- + **Air** (*clear, foggy, steamy, hazy (dust, smoke), misted*)
- + **Air Currents** (*breeze (slight, damp, gusting), cold, downdraft, still (chill, warm, hot), updraft, wind (strong, gusting, moaning)*)
- + **Arch**
- + **Bed** (*feather, water, bunk, canopied, curtained, enclosed*)
- + **Container** (*ambic, backpack, bale, bag, barrels, basket, bin, bread box, basin, beaker, bottle, bowl, box, bucket, cabinet, can, canister, canteen, carafe, case, cashbox, cask, casket, cauldron, chalice, chest, chest of drawers, closet, coffer, coffin, crate, cup, decanter, drinking glass, ewer, flask, foot locker, goblet, gourd, hamper, hatbox, hope chest, jar, jewelry box, jug, lock box, molds, music box, narrow-mouthed jar, pan, pannier, phial, pillbox, pitcher, portmanteau, pot, pottery, pottle, pouch, powder box, puzzle box, sack, satchel, sea chest, shadow box, shelves, strong box, spittoon, tinder box, trough, trunk, tub, urn, valise, vase and wineskin. Any of these may be broken, in shards, full, empty, or torn*)
- + **Clock** (*small, grandfather, mantle, pocket watch, table, tall, wall*)
- + **Clothing** (*apron, belt, blouse, bodkin, boots, braies, buskins, cap, cape, cowl, barrette and fillet, cloak, coat, coif, doublet, dress, fez, frock / pinafore, garter, gauntlets, girdle, gloves, gorget, gown, hat, habit, hood, hose, jerkin, jupon, kerchief, kirtle, leggings, linen, mantle, pantaloons, petticoat, pouch, purse, robe, sandals, scarf, shawl, shift, slippers, smock, stockings, surcoat, toga, trousers, tunic, veil, vest, wallet, wrapper*)
- + **Decoration** (*arras, armorial bearings, bell, column (half), curtains, drapery, flag, fur, gilt/gilding, hide, inlay (ivory, metal, tile stone, wood), map, mirror, molding (plaster, wood carved), niche, paneling, paint, plaster, rail chair, relief (molded, sculpted, bas, high, sunken), sconce, sheeting (metal, stone), shield, skin, tile (mineral tile, wood), wallcloth, wallpaper, whitewash, weaving*)
- + **Dias**
- + **Clay / Dirt / Mud / Dust / Filth / Sand / Sewage**
- + **Dome**
- + **Fasteners** (*banding, bolt & nut, nail, peg, pin, cotter pin, clothespin, rivet, screw, strapping, washer*)
- + **Fireplace** (*firepit*)
- + **Forcefield**
- + **Fountain / Lake / Pool / Font** (*holy, unholy, magical, poisoned, birdbath*)
- + **Fresco / Mosaic / Painting** (*parchment / tiles*)
- + **Furnishings** (*armchair, armoire, bedroll, bench, blanket, bookshelves, buffet, bunks, chair, coat rack, cots, couch, cresset, cupboard, cushion, desk, divan, end table, forge, furnace, futon, hamper, kneeling bench, lectern, loom, mat, mattress, oven, pallet, platters, pews, pillow, podium, quilt, rocking chair, sand table, screen, shelves, shrine, sofa, stool, stove, table, throne, torture equipment, tub, wall basin, workbench*)
- + **Food / Waste** (*alcohol, butchery, carnage, cocoa, coffee, cooking oil, fish, flour, grain, herbs/spices, honey, lard, meat, molasses, nuts, salt (fish, meat), syrup (corn, maple), tea, toilet, vanilla, vinegar*)
- + **Idol**
- + **Illusion / Magic** (*crystal ball, magic circle, rune stones*)
- + **Light** (*brazier, candles, candelabra, chandelier, coals, fire, lamp, lantern, oily rags, smoke, torches, torch stub, and wax*)
- + **Markings** (*books, tomes / manuals, scrolls, runes, scratches, summoning runes, writing*)
- + **Machine** (*buttons, crane, crank, gantry, hourglass, inclined plane, levers, metronome, pendulum, pulley, switch, sundial, telescope*)
- + **Monster** (*you've got to be kidding me*)
- + **Money** (*coins*)
- + **Musical Instruments** (*bagpipes, bells, blocks, chimes, cymbals, didgeridoo drums, dulcimers, fiddles, fifes, flute, gongs, harp, horns, hurdy-gurdy, lutes, lyres, mandolins, ocarina, organ, pan pipes, recorders, tambourine, triangle, trumpet, whistle, and xylophone*)
- + **Nests** (*web*)
- + **Odors** (*acrid, chlorine, dank, earthy, fetid, manure, metallic, moldy, ozone, putrid, rotting vegetables, salty, smoky, stale, sulphurous, urine*)
- + **Organic** (*animal parts (wings, bones), arms, ashes, bees, blood, bones, bugs, buzzing, dung, ears, eyeballs, feathers, fingers, fish, furs, guano, hides, horsehair, ichor, insects, legs, petrified body, pets, rats, skeletons (animal, human, monster, giant), skins, slime, snakes, spiders, toes, and vermin*)
- + **Passage / Door / Hallway / Portal / Gate / Tunnel**
- + **Pedestal**
- + **Pillar / column**
- + **Plant** (*flowers, fungi, fruit, leaves, mold, pipe weed, seeds, spores, straw, tobacco and trees*)
- + **Restraints / Torture** (*bastinadoes, branding irons, cage (bird, animal), chains, chain with straps, clamps, cressets (wall), fetters, finger stocks, gags, gate, glue, grill, hooks, hoists, iron boot, iron maiden, irons (branding, poker), locks, manacles, needles and pins, padlocks, pillory, pliers, huge pot, portcullis, pressing board & weights, rack, ropes, stocks, strappado, tar, tongs, thumbscrews, “u” rack, vice, wheel, and whips*)
- + **Sounds / Noises** (*bang/slam, bellow, bong, bubbling, buzzing, chirping, chanting, chiming, clanking, clashing, clicking, coughing, creaking, drumming, footsteps (ahead, approaching, behind, receding, side, faint), gong, grating, groaning, grunting, hissing, hooting, horn/trumpet, howling, humming, jingling, knocking, laughter, moaning, murmuring, music, rattling, ringing, roaring, rustling, scratching/scrabbling, screaming, scuttling, shuffling, slithering, snapping, sneezing, sobbing, splashing, splintering, squeaking, squealing, tapping, thud, thumping, tinkling, twanging, whining, whispering, whistling*)
- + **Stairway** (*chute, elevators, ladders, shaft, slide*)
- + **Statue**
- + **Structure** (*alcove, balcony, barred window, bridge, catwalk, depressions, freestanding wall, glass window, hook, iron bar, mirrors, nails, pipes, protrusions, railing, rope bridge, stadium seating, stone slab and walking paths*)

- + **Surface / Floor / Ceiling / Wall**
- + **Tapestry** (banners, carpets, and rugs)
- + **Traps** (pit - see trap section)
- + **Trash/refuse** (broken arrow, broken bottle, corroded chain, splintered club, bent coin, hilt, dung, dust, cracked flask, food scraps, fungus, guano, hair/fur, cracked hammerhead, badly dented helmet, bent rusted iron bar, leather boot, leaves & twigs, mold, handle, broken pole, pottery shards, rags, rotten rope, rubble & dirt, torn sack, rusted spike, sticks, small stones, straw, broken blade, loose teeth, loose fangs, torch stub, wax blobs, rotting wood.)
- + **Things** (ashtray, ambergris, balls, beads, blocks, blotter, cards, chalk, comforter, cover, crystals, curios, cushion, dolls, doll houses, dye, fake jewelry, kaleidoscope, figurine, gambling chips, geode, gravels, gypsum, headdress, hook, humidor, ice chest, jacks, incense, incense burner, ivory, jewelry, lye, makeup, marbles, mask (animal, demonic, exotic, feather), metal ingots, metal sheets, mobile, offertory dish, oil, perfume, pipe (brass, briar, calabash, clay, corncob, meerschaum, stone, reamer), pitch, potash, practice targets, prayer wheel, puppets, quilt, reliquary, resin, ribbon, rosary, sand, seashells, sheets, symbol (holy, unholy), tablecloth, tack, tallow, tar, tiles (ceramic, slate), tea leaves, towel, toys, toy soldiers, trophies, turpentine, washcloth, whale bone, and wool)
- + **Tools** (adhesive, astrolabe, alembic, adze, ankus (to prod animals with), anvil, athame (wood, gilded, bone, ivory) auger, awl, balance & weights, bangles, beaker, bell, bellows, belt axe, binoculars, bladder, block and tackle, bottle, bow drill, bowl, branding iron, brush, broom, buckle, stopper, callipers, candelabra, candlestick, cards, carding comb, carpenter's square, cauldron, chain cutter, china, chisel, cigar cutter, clamp, cloth, coffin, combs, compass, cord, corkscrew, crowbar, crucible, cup, dice, drill bits, drill, drinking jack, drinking horn, dolls, door handles, dust pan, ewers, eye-patch, feather duster, file, finger-pick, fire poker, fish-hooks, flagon, forge, fork, game pieces, gavel, gimlet, grindstone, goblet, gouge, hangers, hammer, hatchet, hilt, hoe, hook, hollow reed, holy symbol, ink, ink pot, kettle, key ring, knives, ladle, loom, mallet, mantle, masks, maul, measuring (line, stick), mirrors, molds, mortar & pestle, monocle, mop, mug, nails, needles (knitting, other), nippers, offertory container, paint, pan, peg-legs, pickaxe, pitcher, pitchfork, pen case, planner, plates, platters, pliers, plow, plumb line, pots, potters wheel, pouches and small boxes, pulley, quill, rake, rasp, right angle, rope, salt cellar, saw, sawhorse, scissors, scepters, scythe, shears, shepherd's crook, shovel, sledge, spade, spit, spikes, spoon, spyglass, straight edge, stein, string, thimble, thread, tiles, trays, tongs, toys, vestments, vise, wedge, wheelbarrow, whetstone, whitewash, wire, whistle, wrench, and yarn)
- + **Vehicle** (boat, chariot, and wagon)
- + **Water** (aquarium, bath, damp, moisture, puddle, trickle, river, stream, and waterway)
- + **Weapons / Armor** (broken, cracked, dented, and rusted)
- + **Well**



SPECIAL AND TRICK

These are perhaps best defined by a short examination of what they are not. The encounter system provides us with five options: Empty rooms, Monsters, Traps, Treasure, and Special/Tricks.

Empty rooms are the blank encounters. They contain nothing of relevance to the party, but often appear as if they do. Their purpose is to heighten the tension for one of the other results and increase the fear of the unknown.

Monsters are the antagonists for the party to interact with. They may threaten, fight, talk, or help the party.

Traps represent danger and risk. They are triggered encounters with a negative outcome for the party. They are defined by their hidden and threatening nature, as well as their exclusively negative outcomes (death, damage, imprisonment).

Treasure is a reward. It may be hidden or protected, but it is exclusively made up of a positive benefit to the party. (gold, wishes).

So what are Tricks / Special? **Everything else**. Tricks are encounters that don't only depend on might, magic and skills, but also depend on the wits and chutzpa of your players. All tricks fit into one of the categories below.

So what is a trick? Let's see.

TRICK TYPES

Bait: This trick is designed to allow the players to be the architects of their own misfortune. An object or item of high value is presented and has a risky means of obtaining it with many consequences for failure. This is similar to defended, but differs in certain key ways. The object must be non-essential and it must be presented in such a way to tempt the victims into bad decisions.

Examples of Bait:

- + A crown sits inside a force field on a pedestal with six flower shaped knobs surrounding it. Activation of each knob produces the following result. 1) Lower attribute. 2) Shock. 3) Turns the user gaseous. 4) produce a scroll with a clue on how to deactivate the force field. 5) Turn the crown invisible. 6) Trigger a trap
- + Treasures which are part of dangerous monsters: A scorpion with an adamantium shell, or a minotaur with diamond horns.

Boon/Bane: The most straightforward of the tricks. It is simply a triggered positive or negative effect or event. Different than the trap in that the trigger is not necessarily hidden, the effect can be positive, and is not limited in any way.

Examples of Boon/Bane:

- + An altar to a nature god radiates neutrality, providing a bless spell to all true neutral characters that pass with 10'. It lasts 2-12 turns.
- + Strange torches glow with blue light. Anyone who passes within the light radius of the torches gains infravision until the next full moon.
- + A room contains gas which causes all party members to save or attack each other.

Confusion/Misdirection: This trick is relatively straightforward, but the results are not! It is defined by creating a situation in which the players think they are dealing with one threat, only to discover it's not what they originally thought.

Examples of Confusion / Misdirection:

- + A golden platter sits in the floor. The platter is not actually gold, but covered in yellow mold.
- + A monster is not what it appears, a woman in robes is actually a medusa. An ox was crossbred with a gorgon, a golem is covered in gold so it appears to be a statue.

Defended: This trick is some sort of guardian, either a creature, a situation, a physical structure, or a magical effect. It may or may not be guarding a passage, object, monster or other item, thing or person.

Examples of Defended

- + A room is filled with furniture, which animates to attack or trip up anyone trying to take anything from the room.
- + A passageway forward fills with water when the players attempt to cross.

Puzzle: This trick presents a conundrum. Fairly straightforward, this is a broad category encompassing many different options. Puzzle tricks are usually structured so that failing the puzzle or making mistakes carry consequences of some sort. Puzzle tricks have flexibility within the game format, in that they may be magical puzzles, abstract puzzles (like sudoku or a cryptoquote) or a physical situation with multiple correct answers. (How do we cross the chasm?) Chess tricks (which are not used or covered in this document) are puzzle tricks.

Examples of Puzzles:

- + A statue of a cyclops has the pupil of its eye missing. A nearby monster has the eye, which is actually a large black pearl. Inserting the pearl into the eye will cause the statue to come to life and indicate the existence of a secret passage.
- + A room is bisected by a deep chasm with a rapid river flowing across the bottom. small circular wooden platforms hang by thick chains from the ceiling at irregular intervals and heights.

Quest: This trick provides (voluntarily or not) a task or goal for the party.

- + A fountain statue animates and speaks a riddle hinting at the existence of a magic weapon that will slay the beast nearby.
- + An unopenable door requires a special key.

Random: Who knows what will happen? This is the trick version of the Deck of Many Things or the Wand of Wonder. Interacting with this trick causes a variety of non-themed effects to occur.

Examples of Random:

- + An arch will randomly appears in a doorway after someone passes through. Passing through the arch will cause one of the following to happen. Permanently reverse the PC's gender, reduce or enlarge the PC by 50%-90%, or teleport the pc to a secret chamber where plants bear gems instead of fruit.

- + A statue that randomly performs one of these actions when approached within 20'. Turn and point in a random direction, scream, recite a meaningless poem, or pontificate.

Riddle: A challenge is given, if solved correctly it gives a positive result. Otherwise... Riddles are often exactly that – spoken riddles. The riddle trick is a very specific kind of puzzle trick. They are often used to bar passage or provide hints to the location of treasure. See the appendix section on riddles for many examples and advice on how to create your own.

Examples of Riddles:

- + An idol sits on a pedestal in the far end of the room. When the party enters, its eyes turn red and it recites a riddle in Draconic. It repeats the riddle once a minute for five minutes. If the riddle is answered correctly the players receive one wish. If the players fail to answer the riddle poison gas streams from its ears.
- + A door has a riddle on it in ancient Elven. It will only open once the answer is said.

Secret: This trick works best in a sandbox game because of the frequency in which the players tread the same ground. Vary rarely or only under certain conditions something special happens.

Examples of Secrets:

- + A door that pivots to the left, with a non-cumulative 1% chance that a secret stud will be noticed when passing through the door. When depressed the door instead, pivots to the right, leading to a secret chamber with a magic fountain.
- + On nights of the full moon, a doorway appears in the enchanted fen. If unlocked with a pearl of at least 100 gp value, it opens to a secret underwater Elven palace.

Shiny: This trick looks strange and pretty, but does little else.

Examples of Shiny:

- + Encased in a crystal floor is the skeleton of a large dragon.
- + A room is filled with plants that when a breeze blows, they catch the wind and sing.

Shop: This trick is a very specific kind of tool trick. It works very simply, give or sell something – get something in return. This trick is best if it's located in a fairly distant or inhospitable place or only works intermittently (1/week or less) or is expensive. Otherwise your campaign should be prepared for the results.

Examples of Shops:

- + A crystal statue of a man with a small pile of gems inside his hollow body. If a gem is placed in his outstretched cupped palms of at least 100 gp value, the statue will answer 1 question.
- + A powerful group of creatures run a forge where adventurers can trade certain regular goods for enchantments or unique magical items.

Terraformer: This trick is a specific form of Boon/Bane. It alters the environment in some way, either making the passable impassable or creating an alteration of some sort to the space.

Examples of Terraformers:

- + A room is filled with a dark mist, which clings and grabs, causing everyone to act as if they are entangled while in the room.
- + A lever across the room will flood the two recessed tunnels that monsters are coming out of.

- + A room containing monsters has a central light source that randomly illuminates a section of the room. Every time it does there is a chance it sucks the soul of anyone caught inside.

Time-Waster: The sole purpose of this trick is either to slow the party down or make them waste time, so that additional wandering monster checks are made.

- + An unopenable door covered in lights and levers has a distinctive keyhole. Pulling a lever changes the colors of the lights. Inserting a key causes the door to “eat” the key.
- + At the bottom of a pit sits a (literal) ton of broken furniture. Glints and reflections indicate not treasure, but worthless tin shavings.

Tool: This trick performs a specific function. Unlike Shop, it does not always require a cost, and unlike Bane/Boon the effect may not be negative or positive – it simply is.

Examples of Tools:

- + A contraption that when a gem is placed inside and a button depressed it tumbles the gem into a smooth cut gem.
- + A face is carved into the wall. Anything said within earshot of the face is repeated in dwarven.

Transmutation: This trick is related to Confusion/Misdirection, differing in the fact that the thing is actually a different and unknown situation.

- + Water in a pool is actually sharp like razors, cutting and slashing anything in the water for damage every round.
- + A large banquet is laid out, but when examined, all the food is actually made of stone.

Transport: This trick is in some way related to locomotion. Transport tricks either transport the party mechanically or magically or allow them to access new and different areas.

Examples of Transport:

- + A lengthy corridor 20' wide, with a 20' wide room at the end. When entered and doors shut, it imperceptibly slides back over the same length of corridor.
- + The archetypical elevator room.

Weirdness: This is a catchall category for anything that doesn't fit one of the above categories.

- + Players enter a room, where a tightly packed group of humanoids move laterally to the party, shifting one step closer every time they hit a wall. An orc holding a treasure on the other side of the room occasionally runs between two doors.
- + There are nine holes in the ground, and once a round a giant mole pops out of a hole and whacks anyone nearby.
- + The players open a door and it leads to outer space.

Designing a trick

It is a bad idea to exclusively use random generation to design your tricks. It can be useful for inspiration, but if every decision is without rhyme or reason then all decisions are meaningless.

What is it that makes a good trick? Player agency, significant and noticeable consequences for choices, and verisimilitude.

Wait! you say. Does this mean you're crazy because of hyperbolic

strawmen?!

Lets examine what is meant by each of these three factors.

Player agency. What this means is that the person sitting at the table must make an informed choice at some point in order for the trick to exert some consequence for the player.

Does this mean you have to give the trick away? Absolutely not! Here is an example of a trick without player agency.

DM: You see a room through the doorway.

PC: We enter the room.

DM: The ceiling falls on you and you die.

Now here is an example of the same trick with player agency.

DM: You see a room through the doorway. The floor inside the room has a light coating of dust.

PC: We enter the room.

DM: The ceiling falls on you and you die.

You don't have to tell them that the dust is pulverized rock, but you must give them some indicator of abnormality so that their choice has meaning. If you are concerned that they will notice anything interesting you describe, use empty rooms and addition unimportant details to obfuscate the issue.

Significant and notable consequences. It is important for the enjoyment of the players sitting at your table that their consequences be both significant and notable. If you have a room filled with 10 levers and all of the levers affect things 4 dungeon levels (and 2 months of play) away, then there is no consequence for pulling the levers. Regardless if it changes anything or not, if they players don't notice the change then the change doesn't occur. If there aren't any consequences to pulling the lever, then the choice to pull or not pull the lever is essentially meaningless.

Another example of this is the unforeseen secret solution. No one wants to guess at one specific chain of actions that lead to a solution. Having to befriend an unremarkable innkeeper for a hoozit, which then goes into an unmarked tree in the forest to get a doohicky, activated by a command word that can only be discovered by magic so that it can be used in a totally unrelated room later on or your passage is barred from the rest of the adventure, and the only way to discover this is a wizard who lives in a tower forty miles to the east, but it has never come up in game once so the players have never heard of him - isn't enjoyable for the players. This isn't a question of intelligence, people are unable to read minds. If you wish them to solve a puzzle, a good rule of thumb is that you must ensure the players have a minimum of three (normally five) clues to every step in the process. You may not simply place the clues, but you must make sure the players have seen them (i.e. If you put them in out of the way places, then you really aren't giving out the clues).

In the lever example above, clues could be a secret passage in the room that leads to where the levers activate, symbols over each lever that are matched by a similar symbol near what they affect (or effect, depending), and a guide in an ancient language that describes each lever and what they do on a shelf with other books in a room nearby. Nearby monsters could also be questioned and have some information about the levers.

The consequences of an action must be significant otherwise they are meaningless and are de facto not consequences. A trick that raises a stat 1/1000th of a point might as well not have done anything at all.

Verisimilitude. This word means that although we are playing a game where much is abstracted, this does not allow you to break the suspension

of disbelief or dictate the actions of the player characters. You cannot make the players do anything - only describe the situation, listen to their responses, and describe the results of their actions. These results should be at a minimum possible - better even if they are logical and reasonable. "You can't walk that way" and "He makes you" come to mind as examples of non-logical and unreasonable results.

Remember, every trick, empty room and trap is an encounter. Each should be set up just like any monster encounter. It is important that tricks provide reasonable consequences - per OD&D Greyhawk "It therefore behooves the campaign referee to include as many mystifying and dangerous areas as is consistent with a reasonable chance of survival remembering that the monster population already threatens this survival."

Important! Another key factor is that tricks must occasionally have a positive (and rarely a very positive) effect. If every trick results in something negative, then your players will quickly learn to avoid your dungeons. If forced into them, they will cover their peripheral vision and walk straight to the goal as quickly as possible. (The "Death Frost Doom effect")

While researching tricks for this book, I found many that broke these basic principles. Some of the worst (and most entertaining) examples are below

"The players are walking through a forest and step into a small pit which traps their feet. They only way to get out is by taking off the shoes. . ."

"The party is walking down a slippery hall, when after the party has passed the mid-way point in the hall, one player trips, slips, whatever. To keep from falling, they grab a torch holder. . ."

"The party triggers the door, and the area is filled with magical darkness. If they move closer to the wall they will all fall into a slide. . ."

"Several gust of wind spells cast through needle holes in wall. . . the trap essentially creates an air laser with the ability to cut in half anyone that steps through. . ."

"If he decides to reach in the hole, he falls in. . ."

Table II: Random Trick Type Selection

1	Bait	11	Shop
2	Boon/Bane	12	Terraformer
3	Confusion/Misdirection	13	Timewaster
4	Defended	14	Tool
5	Puzzle	15	Transmutation
6	Quest	16	Transport
7	Random	17	Weirdness
8	Riddle	18	Monster + Roll again
9	Secret	19	Trap + Roll Again
10	Shiny	20	Treasure + Roll Again

TRICK EFFECTS

The list of effects is a combination of several different things; it is a comprehensive list of everything that can be mechanically altered on the character's sheet, as well as a variety of actions that affect the game world. All are designed as leaping off points. The examples provided in parenthesis, though extensive, are not comprehensive. Let your imagination run like a drunk naked ape through the green. For an example of a complex selection of these in use, see appendix C: Magic Pools & Fountains.

Absorbs (air, magic, light, sound)	Explodes / Implodes	Quest/Geas
Ability Scores (raises/lowers, switches)	Fires (projectiles, spells, poison, disease)	Releases (coins, counterfeit, electricity, gems, jewels, magic items, map, monster, hazard, poison, weight)
Activates / Deactivates	Floods (gas (see gas list), water, acid, lava/magma)	Repels / Attracts (metal)
Ages (grows/matures)	Freezes (cold, stasis, suspended animation)	Replaces (internal organs)
Appearing / Disappearing (flaming letters, body parts)	Gas (blinding, acid, fear, nausea, disease, obscuring, poison, sleep, slowing, weakness, fire, laughing)	Reverses (age, alignment, gender, wear and tear)
Animates (animated, alive, licks, pushes, moans, giggles)	Gravity (reverse, anti-, fluctuations)	Rots
Anti-magic	Greed Producing	Rises / Sinks
Attacks	Heals (disease, poison, resurrects)	Senses (blinds, deafens, feebleminds)
Banishes	Illusion	Shifts
Blesses / Curses (see appendix D: Curses)	Imitates (monster, water rippling, voices)	Shrivels
Bonds (life-force, fortune)	Infects / Implants / Infests / Imbues	Shocks
Changes (alignment, attribute, body, class, clothing, color, enchantments, looks, race, size (enlarges, reduces), temperature, weight)	Intelligent / Sentient (living)	Shoots
Collapses	Insanity (hallucination)	Smells
Conceals / Reveals	Incorporeal	Spells / Magic (enchants, recharges, increased effect)
Creates (food, music, spiked tentacles, object, thirst, cleanliness, useful item)	Invisible	Sprays (beer, slime, shrapnel, cold, acid, boiling water, flaming oil/tar, sewage, mummy dust, poison dust, dust of sneezing and choking)
Condition (nauseated, stunned)	Knowledge / Ignorance (secrets)	Slides
Converts (gold, food, weapons, magic, experience)	Light / Darkness (ignites, phosphorescent, flaming, glows in the dark)	Slopes
Desaturates	Loses / Gains (spell, literacy, speech, understanding, body part, magical ability, gills, wings, claws, fangs)	Steals
Decapitates	Locks/Unlocks	Summons
Detect (invisible, undead, alignment, magic)	Memory	Suggest
Devours (soul, keys, teeth)	Moves (floats, levitates, rolls / rolling, unstable)	Switches (minds)
Disintegrates	Metagame (all random values to be rolled by player are now automatically the statistical mean)	Symbiotic
Directs	Noise (silence, singing, humming, laughter, music, alarms)	Smokes / Sparks / Glows
Distorts (confuses, mazes, fascinates)	Opens (pit, door, cage)	Talks (asks, answers, alternate language, normal, nonsense, oinks, rhymes, sings, spellcasting, tells, telepathy, warns)
Disease (vomits)	One Way	Teleports
Divines (augury)	Precipitation (hail, rain, eyeballs, fire, frogs, snakes, vermin, insects)	Time (slows, stops, speeds up)
Drops	Petrifies	Traps / Trapped
Duplicates (transcribes, mimics, copies, retains image, retains presentation)	Polymorph (small harmless animal, frog)	Triggers
Entraps (adhesive, encases, iron cage, force field, bear trap, pins pocket dimension, portcullis, secret room, new level, new plane, magic jar, mosaic, painting, crystal, gem, traps soul, gates, quicksand)	Planeshift	Transmutes (elements, holy water, metals, people, weapons, food, gear, ground, air)
Enrages (courage, blood lust)	Pivots / Spins	Vents (acid, fire/magma, poison gas, stinking cloud, smoke, methane, boiling water, freezing water, sand, slime, steam, sulphur)
	Points	Wish
	Poisons / Purifies	

BIG 'OLE LIST OF TRICKS

- + An invisible bridge
- + An appearing bridge
- + Object out of reach
- + High up
- + In a narrow hole
- + Only a reflection
- + Dungeon continues from bottom of pit
- + Enemies / archers in a tactically advantageous position
- + Napalm that looks like green slime
- + Hidden trapdoor in ceiling in room with stone block
- + A floating body part (e.g. a grin) regularly appears near the party
- + A statue that answers a limited number of questions that contain the word *what* (mostly truthfully)
- + A hole is bottomless
- + Treasure is contained inside the gullet of a humanoid animal or monster
- + A partial invisible force field blocks the parties way (open on one side)
- + Loose gold is holding the floor down
- + A downward slope gets steeper and has treasure past the point of no return
- + Doppelganger
- + A huge fungus blocks the path. It is safe to touch and climb over, but is filled with poison spores if punctured
- + A demon is trapped in a pentagram
- + An event or item gives a great positive effect the first time (e.g. stat raises by 3, produces gold, etc.) then returns a negative result thereafter
- + One impassable pit is followed by another so that jumping the first pit puts you in the second.
- + Mislabeled potions
- + A treasure item activates defenses (animates statues, triggers traps)
- + "Vines" for swinging or avoiding pits are actually limbs of a monster
- + Treasure, when taken A) becomes cursed and B) triggers a trap. Adding new items gives a reward
- + A chain hangs over a pit, attached to a hidden pulley. Putting weight on the chain adds extra length
- + Illusionary or fake treasure leads the players into a trapped room or monster
- + A player is instantly given improved invisibility and silence
- + A maze has invisible walls
- + Monsters have and use magical items
- + A nondescript chest sits alone in the center of the room. Opening this chest disarms the door trap
- + Accessing the treasure room fills the dungeon with a new obstacle
- + Extradimensional rooms
- + Safe room where the party can rest
- + Tesseract room
- + A monster shows up and gives a party member gold. (It's a secret to everyone)
- + A vending machine sells food.
- + A travelling merchant of some indeterminate power travels the dungeon
- + A pool will transmute gems into different armor enhancements
- + An archway causes items to be repaired
- + A dumbwaiter leads players from the 4th floor to right near the entrance
- + Anything placed upon a pedestal shrinks to 1/6th it's normal size
- + 105 tapestries hang in a 20' section of corridor - each showing a letter, and a series of 12 different symbols
- + Open flames bar passage in a room with an iron boot. Someone using the iron boot will cause the flames to die down
- + Magic item is hidden in plain sight (scroll in painting)
- + Coins appear to be of higher value than they are (plated, illusion)
- + A teleporter transports to multiple locations
- + There is a treasure in a dangerous pit trap
- + Trap has a delay or targets companions
- + Teleport infinite loop
- + If players step on one color of tile, spikes appear on other tiles. If they step on another color pits appear on different tiles
- + A clock sits on a mantle, moving the hands forward will cause bricks to decay and open a passage
- + A fireplace that when lit opens a gate to the elemental plane of fire
- + Coins that are actually candy. (not wrapped chocolates, actual candy that is gold colored)
- + Statues of humanoids near a basilisk lair that are actually monsters like golems or gargoyles.
- + A statue repels eyeballs
- + A fountain in a central room that has a fish spout that always points in the direction that the party enters the room
- + A stairway covered in poison spores
- + nails in a wall, that when removed summon ancient long dead officials
- + A magic circle that when erased, causes an invisible demon to appear and grant a "wish"
- + A column is covered in draped cloth. If looked beneath, strange runes run up and down the column. Anyone of good alignment who reads the runes gains an insanity
- + Chalk that only marks in one direction
- + A ladder to a secret floor is made from spiders
- + A mirror reverses the gender of whoever looks in it one time
- + Ball lightning floats through the room
- + A room is filled with smoke
- + Taking any of the treasure causes everyone to be greedy and try to take the treasure from that person
- + A goblin sells body parts - including rare components
- + On the hour a clock strikes and on the last strike it drinks a soul
- + A tree with magical succulent fruit levitates higher and higher as the PC's approach
- + A small plate will tell the future if anyone gazes at it
- + A shimmering field is filled with statues, anyone that enters is trapped inside and turned to stone.
- + Teleportation mazes
- + Monsters are aligned by fashion style, instead of race or culture (blue! purple!)
- + Monsters are engaged in social activities and are not aggressive (tea party, parade)
- + Small or unusual creatures make a safe activity dangerous (ear mites on doors, a curse in a book)

BASIC TRAP DESIGN

In spite of a seemingly endless variety of traps, they all break down into a number of simple categories. The nature of old school play demands more description than a simple difficulty class (DC) to locate a trap, though it is always recommended that thieves be allowed the chance to use their very specific class ability. It is also recommended that the Dungeon Master design his traps independently of his knowledge of the party's standard trap detection procedure, so as not to influence the design of the trap. And in systems in which this is not already explicit, it is recommended to only allow thieves, **not** other thief-like classes with the Find/Remove Traps skill, to locate and disarm magical traps.

Traps are any sort of triggered environmental hazards that damage, imprison, hinder, or disable. Any more complex facet and it begins to be more of a trick than a straightforward trap.

Traps can be defended against in a variety of ways. Some may roll to hit, using Armor Class as the defense; others may require quick reflexes, intelligence, or strength to avoid, using Ability checks as a defense; others may simply require saving throws. When assigning saving throws, use Poison and Death Magic for instant kill effects; Petrification and Polymorph for effects that coerce, manipulate or restrain; Rod, Staff and Wand for any targeted effects or other non-user (non-will-driven) effects; and Breath Weapon for any affect that resembles an area effect; use spell as a saving throw if no other save applies. Remember the advice from the Dungeon Masters Guide, Page 81. You should feel free to modify these attacks, ability checks and saves using both Dungeon Master stipulations and circumstantial adjustments.

There are two varieties of trap - Magical and Mechanical. Any creature may describe what they are doing to locate mechanical traps and have a possibility based on their description to locate the trap successfully. This should not be a random determination - if what they are describing that their character is doing would locate the trap, then their character locates the trap. If however what they are doing *may* locate the trap, but it is not certain (e.g. there is a hidden panel that an arrow files out of, and they are "looking at the walls for holes", they won't see a hole, but they may notice a secret panel). Then give them a 1 in 6 chance for well hidden traps and a 2 or 3 in 6 chance for concealed traps. Moving about while checking for traps is slow. Assume they will travel their movement in tens of feet once per turn. (A fighter with a move of 9" will cover 90' a turn). Any thief may state he is looking for magic traps, and then receive his base chance to locate them. It is recommended that if a thief states "I am checking for traps", even if he doesn't describe something that would locate a trap, that he still receive his base Find Traps percentage.

TRAP TRIGGERS

Mechanical Triggers

Pressure plate: These may have a variety of resistances, each pressure plate requiring different weights to trigger it, or they may even keep a tally of the amount of weight that has crossed them. Note that prodding the floor with a 10' pole will be less and less likely to discover pressure plates the larger and more weight that is required to trigger the plate. Pressure plates may be any size, from that of a small dime to the size of a large room. They are often the width of a corridor or on the threshold of a door. They may also be triggered, not when stepped on but when the weight leaves the plate or the plate may even disable the trap.

Latch or Switch: These refer to any device that triggers a trap based on the stated action of the player character. (e.g. "I open the chest," or "I sit on the bench"). It often consists of a literal latch or switch. A latch is detectable by looking for where it is attached or where it connects to the trap. A switch is detectable by some give or looseness in the object to the point where the switch is triggered. This type of trigger also includes gear and lever triggers, though the players should be unaware they are triggering a gear or lever.

Tripwire or Trigger Wire: These refer to strings or wires stretched taut that will trigger the trap if their tension is altered. Although difficult to see against a varied background, these can often be detected by careful observation and bright light. In addition to being strung across corridors, they may be attached to the inside of lids of containers, behind doors, along stairs, or to objects on pedestals.

Lids: These "mechanical" triggers are very simple - any object that covers a pit that doesn't look like the top of a pit is a lid. This may also refer to false doors that open into walls that spring traps. Prodding and tapping are very effective at detecting these kinds of traps.

Proximity: This trigger is an extremely sensitive device that detects vibrations, most often transmitted through the air. They are generally very sensitive and only used in out of the way places. Note that because they detect vibrations in the air, they are also extremely sensitive to sound. Non-thieves have a difficult time detecting these traps. There is little that you can do to notice this trigger, but the area around a proximity trap has no breeze, is very quiet, and often has either a thick layer of dust on the floor or no dust at all. Disarming it is a difficult and time consuming process - increase the length of time required to disarm a proximity trigger by 10 times. On the positive side, these triggers usually only trigger alarms or summon guardians of some sort.

Light Detection: This trigger only functions in always lit or never lit areas. It works by using materials that react to the interruption or exposure to light. The source of light can be natural (sunlight/moonlight), magical (light, continual light), or man made (incandescent, torchlight, lasers). The trigger can be set to go off after the first interruption or detection of light, or it can be set to be triggered after a certain number of counted interruptions or time exposed to light.

Timed: This trigger just regularly springs the trap. Note that the trap may be set to use a timed trigger after the initial trigger is sprung.

Magical Triggers

Magical triggers work on the same principles as mechanical triggers, but with fewer restrictions. Only thieves and characters using detect magic may detect magical traps.

Proximity: Magical proximity triggers may differentiate between type (e.g. evil only or all but Kobolds) at a set distance.

Sound: Any noise made in the vicinity (-150' maximum - less for enclosed spaces, soft objects, etc.) will trigger the trap. Moving Silently, Silence, or offensive effects like Deafness can bypass the trap.

Visual: unlike the mechanical light detection, this works like a physical eye, springing the trap when it detects a target. it may also differentiate by type, visually. (e.g. Shorter than 4', no hair, etc.)

Touch: Requires contact only. No pressure need be applied.

Special Effects

There are a few different kinds of effects that can be applied to traps. These are special traits that alter some aspect of the trap

Gas: Gas often takes time to clear after being released.

Liquid: Liquid means that there is some sort of liquid involved in the trap. This is often designed to cause serious damage or death and is often combined with onset delay.

Never Miss: These traps offer no save and always hit. The only way to save versus the trap is to avoid it in the first place. Conveniently death traps often leave some sign of their presence.

Onset Delay: The trap takes several rounds before the effects activate.

Poison: The trap uses poison in its construction.

Multiple Targets: The trap affects more than one target.

Alchemical Device: The trap uses an alchemical substance or item in its construction.

Bypassing a trap

Often there is a switch, trigger, lever or other item that allows the owners to bypass the trap. Sometimes these bypasses are within the trigger (the owners can fly, so they don't trigger the floor plate, the trap doesn't trigger unless more than 300 pounds are applied and the inhabitants are Kobolds). Sometimes they are a lock or switch that disarms the trap, or both, either or both of which could be concealed or secret.

Duration:

It should be specified in the trap description how long the traps last. Almost all will be relatively quick with no lasting effects (a quick attack, a burst of flame). Some may be set to last a specified amount of time (a vent that releases lava for 1 turn (10 rounds)). These durations may be arbitrarily set by the Dungeon Master.

Poison gas, smoke, and magical clouds have special rules regarding duration related to their dispersion time. Assuming an average ventilation system for a dungeon, smoke filled rooms will be breathable in 5 turns, poison gas will take an average of 14 turns to disperse and allow the area to be safely breathable, and magical clouds resist dispersion until the spell duration terminates (though they may be moved about in a cohesive manner by prevailing air currents). In areas with better ventilation, you should decrease the duration of these hazards proportionally to the increase in ventilation. (in an area with ventilation twice as good, smoke disperses in 2 turns, 5 rounds, and poison gas in 7 turns). Alchemy labs will have ventilation 10-100 times as good as normal

Resets

There are 3 ways that traps can be constructed to reset. Resetting a trap allows it to be triggered again. A trap can have no reset, a manual reset,

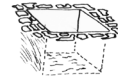
and an automatic reset. No reset means the trap must be reconstructed. A manual reset means someone or something must come along and set the trap back up. Automatic reset means that after a given period of time the trap will automatically reset itself.

TRAP CATEGORIES

Pits, Ranged Attacks, Melee Attacks, Spells, Special, Magic Devices, Vents/Sprays, Restraints/Hazards

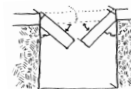
Pits

Pits are the archetypical classic trap. There are many variations - some of the most common are listed below.



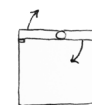
Open: These pits are primarily deterrents, and may be complications for nearby melees.

Central Latch: It is particularly difficult to arrest your fall in a pit like this, giving a penalty to your save.



Edge Latch: It is easier to grab a hold of the opposite wall. Attempting to grab a hold of the lid edge forces a second check at a penalty due to the impact.

Breakaway: These are disguised to resemble the surrounding area, falling through often incurs additional damage due to falling debris.



Teeter-totter: This spinning lid is heavy and difficult to move.

Illusionary: This should not allow a chance to disbelieve until victims actually see something pass through the floor.

Lumberjack: This pit has a single pole (or log) that traverses its length. There are a selection of specific modifications to lumberjack pits. Greased poles make it more difficult to cross the pit. Rolling poles remove stability and make the check more difficult. Trapped poles are designed to breakaway, fire crossbow bolts, trigger spikes, cause pendulum axes to fall, or have pits filled with fire. The lumberjack pole could also have a section be "fake" or illusionary with appropriately entertaining results.

There are a number of standard modifications that are often applied to pits. The most frequent is the addition of a second trap triggered when the victim falls into the pit. The most common of these is the spike filled pit (melee attack/pit), and spikes covered with poison, rust or barbs (melee attack/pit/hazard). Other ways that combine the pit with deadly components include the pit bottom triggering a dart trap (ranged attack/pit), the pit triggers magical silence at the bottom (magical devices/pit), the pit releases poison gas (vents/sprays/pit), the pit reseals, locks, and floods (restraints/vents/sprays/pit) and the pit is bottomless (restraints/pit).

More unusual suggestions for pits include inverse pits using reverse gravity (spell/pit), pits where monsters live in the bottom (hazard/pit), and pits where the bottom teleports you elsewhere (magical devices/pits).

Pits can be some of the most complicated traps available when used in combination with other trap types. Examples include a pit that teleports you to above the pit over and over until you reach terminal velocity, or pits that reverse gravity in different direction every time you land leading you painfully a different section of the dungeon.

Pits can also be some of the most deadly combinations with other traps. Examples include an pit with an illusionary pit lit at the bottom covering a 20' deep pit filled with strong acid. A pit with a locking lid and walls that crush anything in the center in 3 rounds. An open pit with a trigger that drops the ceiling trapping the characters in the pit leaving them to suffocate, or worse. . . and of course the pit that is followed by the crushing block.

Pits are often filled with a random assortment of damaged goods, as well as things like water, mold, garbage, and webs. (see appendix G: contents of pits)

Ranged attack trap

A ranged attack trap is characterized by any trap that attacks its target by making a ranged attack roll. This includes arrows and darts (which may be poisoned, rusty, or diseased), but also spells which require an attack roll (acid arrow) and more interesting projectiles like alchemical items and small planetoids (er, boulders).

Melee attack trap

A melee attack trap is characterized by any trap that attacks its target using a melee attack roll. This includes the large collection of pendulum traps (ball, log, axe, scythe) as well as less common manacle traps, rolling ball or cylinder, collapsing ceiling, trick spring door, the spear thrust, spikes, the falling portcullis, and the spring that slams you into the ceiling (manufactured by acme).

One of the nice features of the melee attack trap is that it can be used to produce targeted damage. Blades that spring out of stairs to catch the unarmored calf or a scythe at neck level allows you to target the armor class of the body part and possibly maim your target if you fail to kill.

Spell

These are literally spells that are traps, such as alarm, fire trap, symbol, etc. Any spell that acts as a trap is in this category. This can also include permanent effect spells that act as traps.

Magic Devices

The magic device trap is simply a trap that casts a spell. The spell is treated in all respects as if it were normally cast. These traps almost universally have a magical trigger. Common spells used in traps include burning hands, cone of cold, lightning bolt, and fireball.

Vents/Sprays

These traps are characterized by a variety of factors that separate them from spells or ranged attack traps. First, they often involved gasses or liquids and often have the property of never missing. In many cases there is also an onset delay. Example of the things that might be vented or sprayed included slime, shrapnel, cold, acid, boiling water, flaming oil/tar, sewage, mummy dust, poison, fire, magma, smoke, methane, sand, steam, sulphur, and water.

If a to hit roll is required it will always ignore armor, but not necessarily shield bonuses. Saving throws may apply

Restraints/Hazards

These traps are characterized by the nature of the results. They inhibit or restrict the mobility of the targets in some direct way. A pit inhibits the movement of the victim by separating him down a pit with walls he has to climb. When you grease the walls of the pit however, it becomes a hazard in its own right. Restraints and hazards include such brilliant classics such as the bear trap, caltrops, and greasy oil. Other examples include cages, force fields, stainless steel balls, portcullis, darkness, spinning corridors, elevator rooms, one way doors, bottomless pits, falling rocks that pin party members, slopes, slides, teleports and inopportune monsters. Very rarely is the restraint or the hazard what kills the victim - it's what makes killing the victim possible.

Special

This is a catch-all category for twists, and traps that straddle the border on tricks.

EXAMPLES OF BASIC TRAPS

Crushing Cylinder Hallway Trap

Trigger: Pressure Plate	Effects: Never miss
Save: none	Duration: 1 round
Resets: Manual	Bypass: None

Description: A door opens up into a hallway 10' wide. This hallway runs for 100' to a dead end. About 25' into the hallway the players can notice circular gouges and marks on the surface of the walls, along with a dark stain on the floor. The hallway also slants down at approximately a 5 degree angle. When over 300 lbs. of pressure crosses the center fulcrum 50' down the hall, a plate is depressed dropping slanted ramp from the ceiling at the 20' mark in the hall. This does 8d8 damage to anyone standing in that area. Save versus petrification for half damage. Down this ramp rolls a 25 ton cylinder as wide as the corridor. It then rolls down the corridor crushing everything in its way. Instant death, no save.

Detection/Disarming: There are many ways to detect this trap before it's triggered. First, only members of the party that are past the 20' mark are trapped when the ramp falls. Anyone on the ramp space takes damage. It is possible that the entire party may take up more than 35' of length, since the trap is only triggered once 300 lbs crosses that center line.

The players may note that the hallway is a dead end. The fact that the corridor slants down is suspicious, many subterranean races can detect this. The gouges on the walls can tell a smart player something rolled down this corridor, and a close examination of the stain will show it to be blood and pulped organs.

Dart Trap

Trigger: Proximity (Magical)	Effects: Poison
Save: AC + Poison	Duration: Instant
Resets: Automatic	Bypass: None

Description: This trap is used to construct a maze without walls. A room is filled with columns. Between some of these columns are magical sensors that when triggered release a cavalcade of darts. If caught between or ducking between columns, you will be hit by 4d6 darts. Each dart does 1d6-2 damage and is coated in poison (-/1d4). Each dart poisons only if it does 1 or more points of damage

Detection/Disarming: It is impossible to determine which holes fire darts. Detect magic will indicate where the proximity triggers are. A thief has his normal % to detect this trap. The triggers are attuned to any living creatures, so waving a pole between the columns will not work (although hirelings will).

Pendulum Axe

Trigger: Pressure Plate	Effects: none
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Save: AC	Duration: Instant
Resets: Automatic unless hits	Bypass: none

Description: A sensitive pressure plate disguised as a flagstone sits in a hallway floor. Anyone passing has a 50% chance of setting it off. If so an axe swings down from the ceiling and attacks with a THACO of 14. It does 2d4+8 damage if it hits.

Detection/Disarming: Hitting the pressure plate while prodding the floor will trigger the trap. Also, close examination of the walls and ceiling will reveal the space from which the axe attacks. Due to the sensitive pressure plate this is a difficult trap to disarm. The chance to disarm is at -15%, and any failure of 30% or more will trigger the trap to strike the thief with a THACO of 16.

Pit Trap 10' Deep

Trigger: Lid - Edge Latch	Effects: Multiple Targets
Save: Dexterity -2/-4	Duration: Instant
Resets: Manual Reset	Bypass: None

Description: This is your basic pit trap. Stepping on the center of the lid with over 100 lbs. of pressure will trigger the trap. Catching the edge requires a dexterity ability check at -2. If you grab the side that slams into the wall, you must make a second dexterity ability check at -4 or fall. The pit does 1d6 damage to anyone that falls. There is a lever in a nearby chamber that resets the trap

Detection: This lid is snug until triggered, and will not wobble or give itself away when prodded. Astute players may hear a hollow sound if trapping or prodding the floor ahead of them.

Poison Gas Room

Trigger: Proximity (mechanical)	Effects: Gas, Poison, Never Miss, Multiple Targets
Save: Poison	Duration: 14 Turns
Resets: Automatic	Bypass: None

Description: This is a large room that contains four pillars, each of which has a gem atop it. The floor also has a grate in the center of the pillars. Near the grate are several corpses of monsters.

Approaching the pillars or the center of the room sets off the proximity alarm, releasing poison gas into the room (6d6/death). Anyone within the room must save. The poison gas will naturally dissipate in 14 turns. The trap will automatically reset by having the poison gas reservoir fill again in 2d10 turns.

Detection/Disarming: The corpses surrounding the grate are an

Oh Noes! This is all too Deadly!

Concerned that save or die is too rough? Convinced that there would be some way to avoid automatic death from the ceiling crushing the players? Don't want anything bad to happen to you players? Like to fudge those dice?

If it is not possible to die or miss treasure or lose - if the only path is the one to victory, then there is no victory at all. When you cheat and lie by mis-reporting the results on the dice, then you are cheating the players of their free will and any sense of accomplishment they may gain. Without consequences, there can be no meaning or value to decisions made. If nothing bad can happen then nothing the players do matters. As the dungeon master you are responsible for not ruining their fun in this way.

The key here is player choice and empowerment. Go ahead and give a death trap or two a try (along with appropriately rich rewards in other places) and see how much more engaged your players become when they realize the choices they make matter. Then watch how much fun they have to strive with the honest possibility of loss and snatch victory from the jaws of defeat.

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excellent clue, as is the relative stillness of the room indicating the mechanical proximity trap.

Recessed Arm Scythe

Trigger: Latch	Effects: None
Save: AC of Arm (no Dexterity)	Duration: Instant
Resets: Automatic Reset	Bypass: Key

Description: A metal door with no apparent means of opening it stands in the way. To the left is around hole in the wall 8" in diameter and 1' deep. Within this hole is a handle which will open the door. Difficult to notice, there is a smaller keyhole next to this hole. Pulling the handle even the tiniest bit without inserting the key will cause a scythe to swing out making an attack against the wrist with a THACO of 12. It does 3d4 damage if it hits, disabling the wrist if it does 15% of the characters total hit points and severing it if it does 30%.

Obviously recall that many armors will not protect the wrist. You may not use your dexterity for your armor class because of the confined space your arm is in. If your players are adamant about "Trying to yank their hands out before something bad happens", just roll the to hit versus their hand armor class (AC 10 unless wearing gloves (AC 9) or a gauntlet) and if it hits, the scythe catches their fingers. Each finger can take 1% of the total hit points of the character before being disabled, and 2% before being severed.

It is necessary to grasp the handle strongly, twist it clockwise 180 degrees, and pull to open the door, and the latch is triggered once the pull begins.

Detection/Disarming: Any examination in good light will reveal the keyhole and the space where the scythe strikes out inside the recessed handle hole. Disarming the trap is done through the keyhole.

Spear Trap

Trigger: Trip Wire	Effects: None
Save: AC	Duration: Instant
Resets: Manual	Bypass: None

Description: A tripwire is strung across the hall approximately 1" off the floor. There is an 85% chance of triggering this trap. Setting it off will launch 3 spears from the nearby wall. These spears each have a THACO of 16 and do 1d8+1 damage each.

Detection/Disarming: The tripwire is difficult to see and may be triggered with the same chance by prodding the floor ahead of the party. Careful visual inspection will reveal the wire. The holes where the spears fire from are not hidden and if the characters approach from the correct direction may be seen fairly easily (2 in 6) even if not looking for the trap.

APPENDICES

APPENDIX A: DOORS

There are several kinds of doors relevant to play

The first are normal doors, used in establishments such as an inn. Normally these do not require any type of check to open.

The other type of door is the mildewed, warped, swollen and bent door within dungeons. These doors (noted as 'stuck') do not open. Every player character has a chance to force open such doors based off their strength, by knocking the door down or kicking it off its hinges. Rams may be used to combine strengths to open narrow doors. This method has several consequences - the door is ruined, every attempt attracts wandering monsters, monsters in the room beyond cannot be surprised, and each attempt becomes more difficult (cumulative -1 on roll). Depending on the material of the door, and the degree of 'stuckness' some doors may be easier to open than others.

Finally, if you are unable to kick down a door, you may if the door is wooden (or rarely stone) hack the door apart. A wooden door takes 1 turn to hack apart, if reinforced by bars 2 turns. A stone door can be destroyed in 4 turns. If players are hacking down or through a door, roll 3 wandering monsters checks each turn and assume all monsters within 50'-200' are aware of the attempt. Make sure if an inappropriate non-magical weapon is used to save vs. normal blow every round. Certain materials may make it more or less difficult to force a door (notably metal ones) may not be forced. Some doors may not be destroyed.

Table III: Types of Doors

DOOR MATERIAL	BONUS OPEN DOOR
1-2 Wood, Simple	+2
3-10 Wood, Good	0
11-14 Wood, Strong	-2
15-18 Stone	-4
19-20 Metal	-10

Table IIId: Unusual Features

1	Door Slides Left/Right
2	Door Slides Up/Down
3	Door hinged on top
4	Knocker
5	Peephole
6	Window (% false image)
7	Door Spiked Closed
8	Doorbell
9	Doorknob falls off
10	Locking Bar
11	Binding Metal
12	Door Bolt
13	Wood Bracing
14	Door Chain
15	Sign hangs from door
16	Door is warped and will not reshut
17	Things nailed to the door
18	Door has a portal covering
19	Door is abnormal size
20	Door is strange shape

Portal

Coverings

+ simple cloth	+ draw curtain
+ arras,	+ mini-blind
+ bead curtain	+ pleated shade
+ jalousie	+ portiere
+ lambrequin	+ purdah
+ heavy cloth	+ roller shade
+ drape	+ shutter
+ leather	+ venetian blinds
	+ valence

Table IIIa: Door Condition

1-6	Free
7-12	Locked (Roll on Table IIIb)
13-18	Stuck
	Unusual, specially locked or trapped
19-20	(roll again on this Table and on Table IIIc)

Table IIIc: Special

1-2	Wizard Locked
3-4	Padlocked
5-9	Trapped
10-11	Magically Trapped
12-19	Door has Unusual Features
20	Door is Special (see Special Door types)

Normal doors open right to left or left to right either by pushing or pulling (depending on where the hinges are located).

There are a variety of door forms.

- + Single or Double Doors
- + Large Double doors with small inset door
- + Double door with horizontal separation
- + Double door with vertical separation
- + Hatch
- + Large single with small door inset
- + Trapdoor

Depending on the original architects of the structure a single basic door type should be selected for each builder or modifier of the original architecture. Having every door be completely random within a structure can truly strain the suspension of disbelief. Check for special door types in more unusual places, when the architecture shifts, when chambers have doors, in special rooms or rooms that link sections of the structure, or when intelligent creatures may have replaced the door. Let there be a small chance (1 or 2 in 20) for individual random doors to be made from a peculiar substance.

Once the basic door type is determined (e.g. Chestnut good doors, or Copper grating doors) each door can be checked for condition.

Table IIIb: Lock Quality and Stuck difficulty

LOCK QUALITY	MODIFIER
1 Wretched	+6/+30%
2-3 Poor	+3/+15%
4-10 Fair	0/0%
11-13 Average	-1/-5%
14-15 Good	-2/-10%
16-17 Excellent	-3/-15%
18 Strong	-4/-20%
19 Very Strong	-5/-25%
20 (1-10) Fullproof	-6/-30%
20 (11-15) Superior	-8/-40%
20 (16-19) Masterful	-12/-60%
20 (20) Impossible	-16/-80%

Door Materials:

Woods: Alder, Applewood, Ash, Aspen, Cherry, Chestnut, Elm, Hickory, Maple, Oak, Poplar, Teak, Walnut

Stones: Marble, Slate, Basalt, Obsidian, Pumice, Quartz, Chalk, Coal, Flint, Sandstone, Shale, Granite

Metals: Bronze, Brass, Copper, Electrum, Gold, Iron, Lead, Platinum, Silver, Steel, Titanium, Cobalt, Nickel, Palladium, Tungsten

Metal doors are bars, grating, or solid

SPECIAL DOOR TYPES

- + Without password, casts spell on those who pass through the door
- + Door gates people elsewhere
- + Door is trapped with symbol
- + Every third time used, it casts a spell on any who pass
- + Negation (as the wand) on magic items that pass through the door
- + Door temporarily animates the dead
- + Door Blinds/Feebleminds those that pass
- + Door gives visions
- + Door creates duplicates that attack or merge causing damage and confusion
- + Door is electrified
- + Door summons monsters
- + Door is intelligent and aligned
- + Door is polymorphed monster
- + Door is an illusion
- + Contact with door turns it into mud, sand, mire, dung
- + Contact with door causes it to cast spell
- + Doorknob falls off
- + Door is thief proof
- + Door is rotten
- + Door has knocker
- + Door is invisible
- + Door is magnetized
- + Door is hot
- + Door hinged at the bottom
- + Door teleport switches Player Character with Monster
- + Door is coated in acid
- + Door vanishes when closed
- + Door glass steeled
- + Door is a revolving door
- + Door fakes noises for listeners
- + Door locked, destroys weapons used to break it down
- + Door is magically locked, it is unopenable unless the people who wish to pass knock politely.
- + Door slams in players face
- + Door is unopenable, but has distinctive lock. When distinctive key is found, door eats the key and remains unopenable.
- + Carved in door is guardian. If door is forced/picked, guardian screams
- + Door is a mirror
- + Door teleports people past
- + Door revolves on horizontal bar in middle
- + Door is demi-human sized
- + Door is on fire when touched
- + Door is 5'-10' off floor
- + Door opens 5'-10' above floor on other side
- + Door has contact poison on surface
- + Door only opens in, cannot be opened from inside
- + A skeleton hangs on one side of the the door
- + Door has continual light
- + Door has silence cast on it
- + Door requires password
- + Door is covered in blood
- + Door smells repulsive when touched
- + Door is in invisible wall
- + Door is sticky
- + Door is curtain of darkness
- + Door requires blade instead of key
- + Door missing feature, will open after feature replaced
- + Door is fake -> magic/trapped
- + Door plays music when open
- + Door is fire/acid/water etc. proof
- + Door repels metal
- + Door protected by demon
- + Door prevents multiple passings
- + Door doesn't open in torchlight
- + Door only opens with group effort
- + Door is of a strange material (glass, bone, force, solid fire)
- + Unopenable
- + Door is covered in levers and lights. Pulling any lever electrocutes everyone and all lights change color
- + Door magically gates / teleports to different area
- + Using key on door sets off trap
- + A talking door with a known password that the door must be tricked into saying
- + Door is repaired after being knocked down
- + Door is transparent from one side
- + Door falls on anyone who opens it
- + Door causes fear when touched with bare skin
- + Door with a hand shaped doorknob

APPENDIX B: WALLS / FLOORS / CEILINGS

Like doors; walls, floors, and ceiling deserve special mention. They are components of every room, and constants within the dungeon. Occasionally having a strange or special effect associated with the structure of the dungeon itself can keep a party on its toes. Surface refers to the appropriate wall. These are also useful as examples of standard tricks also.

- + Surface acts like water, rippling when touched
- + Surface is unstable, constantly rolling
- + Surface retains impression of whatever comes into contact with it for a few minutes
- + Surface is covered somehow (vegetation, skin, scales, cloth, crystals)
- + Surface is translucent, reflective, transparent
- + Surfaces is gone
 - + Net or Web or Grate
 - + Pool or Molten Substance
- + Surface absorbs sound
- + Surface is removed / partially incomplete
 - + Only a path around perimeter
 - + Stepping stones suspended in air
 - + No floor, but magical transport
 - + Tightrope and rope bridge
- + Surface is aligned. Differently aligned creatures take damage when crossing.
- + Surface causes spell effect
- + Surface moves in some way
- + Surface is carved
- + Surface is of a strange material (block of ice, metal)
- + Surface has mosaic
- + Surface acts like a trampoline
- + Surface divided into sections that have various heights. These may rise and fall at random
- + Surface is divided and records something about the players as they pass (name, portrait)
- + Surface is magnetic
- + Surface has sections "removed". These may be filled with dimensional viewing portals
- + Surface has unusual shape
 - + Bowl
 - + Dome or Bubble
 - + Pyramid
- + Upside down pyramid
- + Surface turns anything it touches invisible
- + Invisible caltrops on floor
- + Surface alternates between 2 states (rock/mud, water/ice, stone/air, acid/base)
- + Surface is electrified
- + Surface is quicksand (looks like sandstone)
- + Surface makes noises when touched
- + Surface is phosphorescent
- + Anyone touching surface speaks a different language
- + Anyone touching surface blinks
- + Use a combination of the above.
- + Floor is 30' deep except for a single path, room is filled with water 1' higher than the path
- + Surface drops for every increment of weight applied
- + Surface is spongy, may or may not be covered in liquid/damp
- + Surface releases disease or spores on contact
- + Surface is illusionary
- + Surface glows
- + Contact with surface extinguishes all torches
- + Surface exudes anti-magic zone
- + Surface is covered in spikes, blades or nails
- + Surface is uneven or not level
- + Surface produces its own gravity
- + Walking in a certain direction across a surface grows or shrinks players
- + Touching surface disintegrates anything that comes into contact with it
- + Anyone touching surface can communicate telepathically with anyone else touching surface
- + Surface is covered in a strong adhesive
- + Touching surface creates a double or doppelganger that hates you
- + Surface acts like a forbiddance spell, preventing inappropriately aligned planar creatures from touching surface.

APPENDIX C: MAGIC POOLS AND FOUNTAINS

Often the strange energies of the subworld collect and coalesce into stagnant water or plants. Consider any standing water source to be magical or unusual on a roll of 6 on 1-6. As a side effect of the magical nature when infused with the water - fountains, pools, and magical plants do not detect as magical. The only way to discover what they do is to try them. (These tables may also be used for altar blessing or other random effects).

There is traditionally only enough energy in the water for a limited number of drinks, and the water cannot be bottled for use later - you must drink from the source. Positive effects are to the left of the slash. Do not give out durations. * means reference the appropriate subtable. Effects that make sense to always be permanent are marked below with a (+)

Table IV: # of Drinks

1-8	1
9-12	2
13-15	3
16-17	4
18-19	5
20	6

Table V: # of effects per drink

Positive		Negative	
1-7	0 (1)*	1-12	0 (1)*
8-17	1	13-17	1
18-19	2	18-19	2
20	3	20	3

* if both rolls come up 0, there is a 50/50 shot at the single effect being positive or negative

Table VI: Duration

1-9	3-30 Rounds
10-16	2-12 Turns
17-18	2-24 Hours
19	1-8 Days
20 (1-16)	1-6 Weeks
20 (17-18)	1-4 Months
20 (19-20)	Permanently

Table VII: Effect Type

1-6	Enscrollment (Table VIIa)
7-12	Attribute (Table VIIb)
13-17	Enchantment (Table VIIc)
18-19	Luck and Chance (Table VIId)
20	Experience (Table VIIe)

Table VIIa: Enscrollment

1-2	Bravery/Cowardice
3-4	Feather/Burden
5	Toughness/Delicacy
6	Haste/Slow
7-8	Healing/Harming
9-10	Resistance/Poison
11-12	Infravision/Blindness
13	Invisibility/Luminescence
14-15	Knowledge/Forgetfulness* (+)
16-17	Protection/Effect
18	True-sight/Delusion
19	Immunity/Disease
20	Roll Twice (ignore this result a second time)

* Roll on Knowledge Subtable

Results:

Bravery/Cowardice: for the duration character receives +2 to hit and +4 saves vs. fear. Cowardice reverses the effect.

Feather/Burden: For purposes of carrying capacity only, consider strength doubled when calculating encumbrance. If burden, cut strength in half.

Toughness/Delicacy: The character gains a resistance to pain. Any damage the character receives is cut in half. If delicacy damage is doubled.

Haste/Slow: The character is affected by the appropriate spell. System shock rolls for every period of time (hour) to survive being hasted is reasonable.

Healing/Harming: Roll a d4. This determines the die of healing (d4, d6, d8, d10) then roll 2d4 to determine the number of dice to roll.

Resistance/Poison: Resistance gives a +4 bonus to poison saves. Poison gives poisoning type. Select randomly from ingested poisons. If your system

doesn't use ingested poison types, use healing/harming table for dice of damage.

Infravision/Blindness: Self-explanatory
Invisibility/Luminescence: As the spell. Attacking someone nullifies the effect for 1-4 rounds. Luminescence causes the character to glow, shedding light for a 10' radius

Knowledge/Forgetfulness: Unlike the other effects, this one is always permanent. Roll on the Knowledge sub-table

Protection/Effect: This result either gives the effect or provides immunity to it. Roll a d6. (paralysis, sleep, petrification, polymorph, death, disintegration). Saving throws apply.

Truesight/Delusion: The character gains the benefit of true seeing, or the mental illness of delusion.
Immunity/Disease: Characters receive +4 (+20%) on rolls to resist disease, or contract 1 random disease.

Table VIIb: Attribute (+)

1-2	Strength
3-4	Dexterity
5-6	Constitution
7-8	Intelligence
9-10	Wisdom
11-12	Charisma
13	Comeliness
14	Prime Requisite
15	Highest
16	Lowest
17	Closest to Mean
18	Size
19	Speed
20	Roll Twice

Roll a d4 for number of points lost/gained.
For Size/Speed this determines "lost"

Table VIIc: Enchantment (positive effects)

1	Bless	11	Sanctuary
2	Strength	12	Shield
3	Prayer	13	Speak with *
4	Spider climb	14	Water Breathing
5	Clairaudience	15	Enchant Weapon (+1-4)
6	Clairvoyance	16	Enchant weapon (+2-5)
7	Comp.Lang.	17	Resistance
8	Detection *	18	Feather Fall
9	Fly	19	Obscurement
10	Mind blank	20	Gain Psionics

* Roll on Detection or Speak With Subtable

Table VIIc-2: Enchantment (negative effects)

1	Curse (reverse of bless)	11	Curse weapon (-1)
2	Weakness	12	Curse weapon (-1-4)
3	Clumsy	13	Curse weapon (-2-5)
4	Deafness	14	Enraged/Berserk
5	Feeblemind	15	Geas/Quest
6	Confusion	16	Phobia (random)
7	Maze	17	Babble
8	Bestow Curse	18	Incorporeal
9	Delusion (as potion)	19	Darkness
10	Stunned (-4 to AC)	20	User smells terrible

Table VIId: Luck & Chance

1-4	+/- 1 on Saves*
5-8	+/- 2 on Saves*
9-12	+/- 3 on Saves*
13-14	Longevity/Aging (+)
15-16	Love/Enmity (+)
17-18	Blessed/Cursed by gods
19	Switch 2 stats (+)
20	Wish/Anti-Wish (+)

Table VIIe: Experience

1-4	1d6*100 (+)
5-8	1d12*100 (+)
9-12	2d10*200 (+)
13-15	3d12*500 (+)
16-17	1d12*1000 (+)
18	+5%
19	+10%
20	+/- Level (+)

* Roll on Saving throw subtable.

Knowledge subtable

1-8	Gain knowledge of the dungeon / amnesia
9-12	Gain/Lose one proficiency slot
13-14	Gain/Lose expertise in 1 weapon (+/-1)
15-18	Gain/Lose one skill
19-20	Gain knowledge of nearest treasure / amnesia

Speak with subtable

1-5	animals
6-10	plants
11-13	stone
14-16	undead
17-18	dragons
19-20	monsters

Detection subtable

1	Evil	5	Invisible
2	Good	6	Undead
3	Magic	7	Charm
4	Traps	8	Poison

Saving throw subtable

1-3	Poison
4-6	Petrification
7-9	Paralyzation
10-12	Polymorph
12-14	Death Magic
15-17	Breath Weapon
18-19	Rods/Staves/Wands
20	Spells

APPENDIX D: CURSES

+ Outlined in fairy fire	+ Must not eat meat	+ Drunkenness
+ Teleport away magic items	+ Nausea	+ Addiction
+ All drawn/held weapons float to ceiling	+ Disease	+ Fanaticism
+ Reverse Gravity	+ Chronic nose bleeds/drooling	+ Misanthropy
+ Lose memorized spell	+ Lycanthropy	+ Items never work when needed
+ Target of monster	+ Cannot Speak	+ Stress causes physical change
+ Gold to lead	+ Vision impaired/blinded	+ Cannot speak in front of Men/Women
+ Paper becomes blank	+ Driven insane	+ Skin itches constantly
+ Animal Companion injured	+ Feebleminded	+ Face is frozen in twisted aspect (hideous grin, half twisted in grimace)
+ Drain charges	+ Crippled	+ Cannot stay still
+ Confusion/feeblemind/unconsciousness	+ Warts	+ Catatonic
+ Hallucination/insanity	+ Skin color	+ Aphasia (word salad)
+ Noise follows party	+ Smelly	+ Polymorphed
+ Magic items produces unstable result	+ Nearsighted	+ Appear as hideous monster
+ Petrified	+ Farsighted	+ Penalty to saves
+ Animated items	+ Taller	+ Clumsy
+ Magic items cease to function	+ Shorter	+ Change in values/morals
+ Uncontrolled blinking	+ Giant body part	+ Psychosis/Psychotic
+ Storm generation	+ Small body part	+ Kleptomania
+ Paralyzed	+ Grows new body part	+ Grow / loses hair
+ Must lie	+ Loses body part	+ Chronic flatulence
+ Must tell truth	+ Deaf	+ Albino
+ Must eat only meat	+ Fits, crying/laughing/nervous tic	+ Narcolepsy

APPENDIX E: DUNGEON MONSTERS

In spite of earlier comments regarding dungeons making sense - sometimes when exploring an ancient crypt it can totally break the suspension of disbelief to run across a large warm-blooded predator. What follows is a list of monster that could conceivably survive for hundreds of years shut away in a dungeon.

+ Giant microscopic creatures (Amoebae)	+ Golems	(Portal of Devouring, Rift Vortex)	+ Roper
+ Beetles	+ Insects	+ Mimic	+ Scarabs
+ Demi-lich	+ Invisible Stalker	+ Mold	+ Scarecrow
+ Djinn (Djinn, Dao, Efreeti, Jann, Madrid)	+ Iron or Rock creatures (iron cobra, tin soldiers, stone guardian)	+ Ooze	+ Scorpion
+ Elementals	+ Jelly (gelatinous cube)	+ Para-elementals	+ Shadows
+ Fungus	+ Living trap	+ Parasite	+ Slime
+ Gargoyle / Margoyles	+ Magical and animated objects	+ Piercer	+ Trapper
		+ Rats	+ Undead

APPENDIX F: QUESTS / GEASES

These can seem more complicated than they actually are - and you have a lot of leeway as to the difficulty of these tasks. For quests or geases gained through no fault of the players (random fountain result or trick effect) it is suggested that you limit the scope of the quest to the current dungeon level. There are a limited number of things that you could be asked to accomplish - an overview and limited discussion follows.

Guard: You could receive a geas/quest to protect something for a limited amount of time or from a specific threat.

Kill/Destroy: This requires the elimination of 1 or more creatures, or the destruction of a specific object

Fetch: This requires going to retrieve something. A variation on this is **Rescue** where the thing or person to be retrieved is in danger.

Carry: The reverse of fetch, this is where you take a thing somewhere else. A variation which involves a person is an **Escort**.

Locate: To be given the task to find a specific object, person, or thing.

and finally the catch all category of **perform** where you must simply perform some act.

APPENDIX G: CONTENTS OF A PIT

Here are 100 things you can find in a pit. (1d4+1 rolls)

- | | | | |
|-------------------------------------|--|--|------------------------------|
| 01 Bent coins | 27 Broken hammer | 53 Incomplete deck of cards | 79 Dried ears |
| 02 Arrowheads | 28 A water sack | 54 A game piece | 80 A humanoid head |
| 03 Gnawed Bones | 29 A small steel flask | 55 Lava | 81 1-12 eyeballs |
| 04 Offal | 30 A few human hands | 56 Hard tack biscuits | 82 2-5 actual balls (testes) |
| 05 Garbage | 31 Spiked bucket | 57 Iron rations | 83 A pile of skin |
| 06 Rags/Tatters | 32 Small metal mirror | 58 Hat with hole in it | 84 Humanoid hair |
| 07 Small Broken Stick | 33 Pit of acid | 59 Broken wooden ladder rungs | 85 Hair |
| 08 Rusty Dagger | 34 Dirty feathers | 60 5' broken wooden pole | 86 Feces |
| 09 Chain links | 35 Pair of throwing knives | 61 Blood stained left glove | 87 Humanoid limbs |
| 10 Rotted leather straps | 36 Snake skeleton | 62 Right glove with unidentifiable stain | 88 A skinned animal |
| 11 Spikes | 37 Snake skin | 63 Iron spike(s) | 89 Humanoid torso |
| 12 Old Cheese | 38 A broken ceramic jug | 64 Iron Hammer | 90 Teeth |
| 13 Old Fruit | 39 A crushed tin cup | 65 Empty canvas sack | 91 Lantern |
| 14 Moldy Cheese | 40 Walls covered in grease / oil / lard. | 66 A second trap | 92 Vial of Acid/Poison |
| 15 Moldy Fruit | 41 Chalk | 67 Rusted chain coif | 93 Shortsword +1 |
| 16 Rotting meat | 42 Brass ring | 68 15' rope (cut) | 94 Musical instrument |
| 17 Humanoid skull | 43 3d4 keys on iron ring | 69 Bent silver amulet with broken chain | 95 A treasure map |
| 18 Humanoid skull, cracked | 44 Water | 70 Rusty or dented helm | 96 Book |
| 19 Cobwebs | 45 Burned out torch stubs | 71 Scales | 97 Roll twice |
| 20 Dead spider carcasses | 46 1 torch | 72 Ivory scroll case | 98 Roll three times |
| 21 Beetle shells | 47 A candle | 73 Hay | 99 treasure |
| 22 Monster | 48 Bloodstained cloak | 74 Urine | 100 a magic item |
| 23 Rat skeletons | 49 A mud stained left boot | 75 Broken chair | |
| 24 Hand axe with broken handle | 50 A shit stained right boot | 76 Dented cup | |
| 25 1-3 10gp or less precious stones | 51 Phosphorescent mold | 77 Human skeleton with basic gear | |
| 26 Iron nails | 52 Dice | 78 Smashed eggs | |

APPENDIX H: CORRIDORS & HALLWAYS

100 Strange things that can be found in corridors or hallways

- | | | | |
|---|---|--|---|
| 01 Completely spotless and clean | 23 A message is scrawled on the wall | 47 There are holes in the walls | 74 Rubble lines the hall |
| 02 Covered in straw | 24 Several bricks have runes engraved on them | 48 Paper litters the floor | 75 Narrow recesses run floor to ceiling, at regular repeating distances |
| 03 Feces smeared on wall | 25 Nails are hammered into the wall 5' off the ground | 49 Stacks of bricks line the hall | 76 Several flagstones click when stepped on |
| 04 Footprints | 26 A corpse lies in the hallway | 50 Glass panes block passage | 77 Fake tripwire |
| 1 gnoll 3 slime trail | 1 gnoll 4 crab | 51 Roots grow through the ceiling | 78 small cages sit in alcoves in the walls |
| 2 boot 4 something with a tail | 2 lizard man 5 goblin | 52 Footsteps echo down the hall | 79 A mop and bucket sit against the wall |
| | 3 rat 6 spider | 53 There is an echo | 80 Roots grow up out of the floor |
| 05 Shelves line the walls | 27 The corridor is very hot | 54 All the doors in the corridor are open | 81 Arches intersperse the hallway |
| 06 Corridor peaks in the middle | 28 Black ice covers the floor | 55 Flames lick up the walls | 82 Brass poles with ropes run down the hall |
| 07 A pile of bolts lies in the center | 29 Tapestries line the walls | 56 Water covers the floor | 83 Blue light fills the hall |
| 08 The bottom 4' of the walls have reflective steel sheets bolted to them | 30 Bas relief line the walls | 57 Smoke covers the ceiling | 84 Whispers sound to anyone who stands in the hall |
| 09 Cracks run along the walls | 31 Mist fills the hallway | 58 The floor is electrified | 85 Illusions of monsters are in the corridor |
| 10 The floor is covered in clay | 32 Empty alcoves line the walls | 59 The floor is magnetic | 86 Hooks line the walls |
| 11 There is an open pit | 33 Alcoves with pedestals line the walls | 60 Stuffed giant insect heads line the hallway | 87 Moisture fills the hallway |
| 12 A vaulted ceiling | 34 Alcoves with pedestals and busts line the walls | 61 There is a painting of a door on the wall | 88 Copper coins lie on the floor |
| 13 Chains hang from the ceiling | 35 The corridor is a catacomb (corpses line the walls) | 62 There is a painting of a corridor on the wall | 89 A helmet is on the floor |
| 14 A few feathers lie on the ground | 36 Sheets of darkness hang every 10' | 63 Skulls and bones litter the halls | 90 A filled weapons rack sits in an alcove |
| 15 A small alcove contains a privy | 37 Braziers sit in the center of the hallway | 64 The corridor is an illusion | 91 Silver coins sit on the floor |
| 16 Ripped tapestries hang on the wall | 38 Insects cover the floor | 65 A small stream flows down the center of the hallway | 92 Bronze handles are attached to the wall |
| 17 Strange luminescent fungus grows on the ceiling | 39 A man's outfit lies discarded on the ground | 66 There is a depression in the corridor | 93 Gems sit in sockets along the walls |
| 18 The walls emit a bright light | 40 The corridor contains raised and lowered sections | 67 A trail of sand leads down the hall | 94 Gold coins rest on the floor |
| 19 Ashes rest on the floor | 41 Rings made from brass are attached to the wall 8' off the ground | 68 A section of the hallway is made from crystal | 95 A dead adventurer lies on the ground |
| 20 The stone is painted | 42 Tiles line the hall | 69 Semicircular grates line the wall bottoms | 96 Platinum coins lie on the floor |
| 1 black 5 green | 43 A mosaic is on the floor | 70 Slippery slime covers the floor | 97 roll twice |
| 2 red 6 white | 44 The ceiling is collapsed | 71 A transparent ceiling shows the sky above | 98 roll three times |
| 3 blue 7 pink | 45 The corridor is triangle shaped | 72 A hole leads to the surface, letting natural light in | 99 trap + roll again |
| 4 stripes 8 polka dots | 46 The corridor is spherical | 73 The floor contains several 1" diameter holes | 00 A magic item |
| 21 A stone has fallen from the ceiling | | | |
| 22 A small sapling grows out from the floor | | | |

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APPENDIX I: RANDOM TRAP GENERATION

Use these tables to randomly generate traps

Table VIII: Random Trap Type

1-4	Pit (see <i>Table X</i>)
5-8	Ranged Attacks (see <i>Table XI</i>)
9-12	Melee Attacks (see <i>Table XII</i>)
13-14	Spells (see <i>Table XIII</i>)
15-16	Magical Devices (see <i>Table XIV</i>)
17-18	Vents/Sprays (see <i>Table XV</i>)
19	Restraints/Hazards (see <i>Table XVI</i>)
20	Special (see <i>Table XVII</i>)

For all results excepting Pit, Spells, and Special, roll on *Table IX* and then proceed to the table indicated above.

Table Xb: Lumberjack Pole

1-12	Normal Pole
13-14	Greased Pole
15-16	Rolling Pole
17-18	Rigged Pole (Breaks)
19-20	Trapped Pole (See <i>Table VIII</i>)

Table XIII: Spells

1-2	Symbol
3-6	Alarm
6-7	Fire Trap
8-9	Wyvern Watch
10-11	Blade Barrier
12-13	Glyph of Warding
14-16	False Trap
17-18	Sepia Snake Sigil
19-20	Explosive Runes

Table XIV: Magic Device

1	Acid Arrow	11	Magic Missile
2	Burning Hands	12	Flame Strike
3	Cone of Cold	13	Power Word Kill
4	Lightning Bolt	14	Prismatic Spray
5	Fireball	15	Cause Disease
6	Silence	16	Summon Monster
7	Stinking Cloud	17	Phantasmal Killer
8	Curse	18	Wall of Fire
9	Chain Lightning	19	Web
10	Inflict Wounds	20	Sleep

Table XVIII: Effects

1-3	Gas
4-5	Liquid
6	Never Miss
7-8	Onset Delay
9-14	Poison
15-18	Multiple Targets
19-20	Alchemical Device

Table IX: Triggers

1-4	Latch/Switch
5-8	Pressure Plate
9-12	Tripwire
13	Proximity (mechanical)
14	Light Detection
15	Timed
16	Proximity (magical)
17	Sound (magical)
18-19	Visual (magical)
20	Touch (magical)

Table Xc: Pit Bottom

1-8	Bare
9-12	Spike (See <i>Table XIX</i> & <i>XX</i>)
13-14	Spike (Poison) (See <i>Table XIX</i> & <i>XX</i>)
15-16	Spike (Rusty) (See <i>Table XIX</i> & <i>XX</i>)
17-18	Spike (Barbs) (See <i>Table XIX</i> & <i>XX</i>)
19	Water
20 (1-10)	Acid (See <i>Table XX</i>)
20 (11-20)	Trapped (See <i>Table VIII</i>)

Roll 1d8 for the # of spikes may hit, Rusty gives chance for disease, and Barbs do damage twice

Table XV: Vents/Sprays

1	Slime
2-3	Shrapnel
3	Cold
4	Acid
5	Boiling Water
6-7	Flaming Oil
8	Sewage
9	Mummy Dust
10	Poison
11	Dust of Sneezing & Choking
12	Fire
13	Stinking Cloud
14	Smoke
15	Methane
16	Freezing Water
17	Sand
18-19	Steam
20	Sulphur

See *Table XX* for damage for everything but Stinking Cloud, Mummy Dust and Dust of Sneezing and Choking

Table X: Pit Lid Type

1-3	Open
4-6	Central Latch
7-9	Edge Latch
10-12	Breakaway
13-15	Teeter-Totter
16-18	Illusionary
19-20	Lumberjack

See *Table Xa* then *Table Xc* for all results above except for Lumberjack.

See *Table Xa*, *Xb*, and *Xc* for lumberjack.

Table XI: Ranged Attack Type **Table XII: Melee Attack Type**

1-3	Arrow
4-6	Bolt
7-9	Bullet
10-12	Dart
13-15	Javelin
16-18	Spear
19	Stone
20 (1-10)	Acid
20 (11-29)	Burning Coals

See *Table XIX* and *XX* for ThACO and damage.

Table Xa: Pit Depth

1-12	10'
13-16	20'
17	30'
18	40'
19	50'
20	60'

Roll either 1d6 per 10' or 1d6 cumulative per 10' to a maximum of 20d6 (1d6, 3d6, 6d6, 10d6, 15d6, 20d6)

1	Descending Blade
2	Crushing Block
3	Pendulum (ball)
4	Pendulum (log)
5	Pendulum (axe)
6	Pendulum (scythe)
7-13	Spear Thrust
14-20	Blade Slash

See *Table XIX* and *XX* for ThACO and damage.

Table XVI: Restraints/Hazards

1-2	Bear Trap
3-4	Caltrops
5-6	Greasy Oil
7-8	Cage
9-10	Ball Bearings
11-13	Monster
14-15	Darkness
16-17	Slope/Slide
18-19	Shifting Room
20	Teleporter

Table XIX: Trap ThACO

1-6	18
7-10	16
11-14	14
15-16	12
17-18	10
19-20	8

Table XVII: Special

1-8	Trapped Pit (Reroll <i>Table VIII</i> and <i>Table X</i>)
9-12	Hazardous Trap (Reroll <i>Table VIII</i> and <i>Table XIV</i>)
13-16	Special Feature (Reroll <i>Table VIII</i> and <i>Table XVIII</i>)
17-20	Double Trap (Roll <i>Table VIII</i> twice)

Table XX: Average Trap Damage Range

1	1	11	3d6
2	1d4-1	12	4d4
3	1d4	13	3d8
4	1d6	14	2d10
5	1d8	15	4d6
6	2d4	16	6d6
7	1d10	17	6d8
8	1d12	18	8d8
9	2d6	19	10d10
10	2d8	20	Death

APPENDIX J: RIDDLES

Some Sample Riddles

- Remove the outside, cook the inside, eat the outside, throw away the inside. What is it?
- I am a room with no windows or doors, what kind of room am I?
- I have no top and I have no bottom, yet I grasp flesh, blood, and bone all at once, What am I?
- As I walked along the path, I saw something with four fingers and one thumb, but it was not flesh, fish, bone or fowl. What was it?
- Four jolly men sat down to play, and played all night till the break of day. They played for cash and not for fun, with a separate score for everyone. When it came time to square accounts, they had all made quite fair amounts. Not one has lost and all have gained, tell me, now, this can you explain?
- Big as a biscuit deep as a cup, even a river can't fill it up. What is it?
- What can run but never walks, has a mouth but never talks, has a head but never weeps, has a bed but never sleeps?
- Pronounced as one letter,
And written with three,
Two letters there are,
And two only in me.
I'm double, I'm single,
I'm black, blue, and gray,
I'm read from both ends,
And the same either way.
What am I?

Creating Riddles & Puzzles

Creating riddles and puzzles is something simple anyone can do. It is simply the fear of the unknown and uncertainty that keeps us from the task. The first thing to realize is that what seems simple and obvious to you will not seem so to the players. It is best to start with the simplest riddles and puzzles (like here is a key that needs a door) and classics like those above, or "one always tells the truth, one always lies" puzzles to gauge the skill level of your group.

To create a riddle you must first pick a topic. For our example, let's take teeth. Then you simply create a list of things that describes teeth.

- They are found inside your mouth
- They are white and are bones - part of the skull
- You use them to eat
- We use them to smile

Once you have a few items, you grab your trusty thesaurus and rhyming dictionary and start to think. A mouth is sort of like a cave, they are the only visible parts of the skull, smiling is a way of expressing dominance and eating involves tearing and chewing.

I live inside a dark damp cave
Ivory knives found in graves,
I tear and cut and rip and shred,
If I am bared, be sure to dread.

- From the beginning of eternity
To the end of time and space
To the beginning of every end
And the end of every place.
What am I?
- In a marble hall white as milk
Lined with skin as soft as silk
Within a fountain crystal-clear
A golden apple doth appear.
No doors there are to this stronghold,
Yet thieves break in to steal its gold.
- Glittering points that downward thrust, Sparkling spears that never rust, What am I?
- What does man love more than life? Fear more than death or mortal strife? What do the poor have, what the rich require, And what contented men desire? What does the miser spend, the spendthrift save, And all men carry to their graves?
- There are four brothers in this world that were all born together. The first runs and never wearies. The second eats and is never full. The third drinks and is always thirsty. The fourth sings a song that is never good.
- Poke your fingers in my eyes and I will open wide my jaws. Linen cloth, quills, or paper, my greedy lust devours them all.
- What belongs to you, but others use it more than you?
- A box with no hinges, latch or lid; inside a golden treasure is hid.

Answers: Corn, Mushroom, Ring, Gloves, Musicians, Strainer, River, Eye, The Letter 'e', Egg, Icicle, Nothing, Water/Fire/Earth/Wind, Scissors, your name, Egg,

There, you have a riddle for which the answer is teeth. This can be done with any common noun. Use the examples above for ideas, but beware, the riddles above are quite common.

In order to create puzzles, the challenge isn't much harder, but they often take a little bit more work. We are at an advantage because the puzzle doesn't have to be presented in the abstract; since the entire game takes place in the imagination, it is easy to simply create the situation in the dungeon that you need for the puzzle to exist. There are many examples of puzzles you can use, from a sudoku, to cryptoquote, to brain teasers like each of ten switches turns off and on a randomly selected lights. Any of these can be inserted into the dungeon at any level of difficulty (a sudoku using runes and being partially obscured where they don't even know they have to finish the square can be much more difficult than a traditional puzzle.)

As always, it's best if these and the more difficult puzzles are saved for optional areas, or if the players have many different options of places to go. Putting one of these as an obstacle in the only direction players have to go is a classically bad idea. A lot of the difficulty of such things is easy to misjudge and can be quite frustrating if they don't have the option of coming back to the puzzle later.

Another interesting trick is to set a limit in player actions or actual real world time. Again, these tools should be used when the reward or path is optional. Providing a better reward for a riddle solved in a limited amount of time (or creating other obstacles to solve within the time limit for a simple riddle) can provide a bit of real excitement at the table. Enjoy!

APPENDIX K: GLOSSARY

Adze: This is a curved blade used for smoothing or carving rough-cut wood.

Ambergris: This is a waxy flammable substance colored dull grey or blackish. It is produced in the stomachs of whales.

Alembic: This is a tool used to distill liquids. It resembles two vessels connected by a tube.

Ankus: This is a simple tool used to herd animals, most commonly elephants. It has a handle of several feet attached to a bronze or steel hook.

Armorial Bearings: This is a display of a coat of arms. It may be a sculpture, on a curtain or tapestry, or even a painting or mosaic.

Arras: This is an elaborate wall hanging or tapestry.

Barbette & Fillet: This is a strap and hat. The Barbette goes under the chin, and is attached to the hat which is situated on top of the head.

Bastinadoes: This is the tools or act of foot whipping. It can refer to a cane or rod, club, wood or a stout bullwhip or flexible rubber bat.

Brazier: This is a container for fire. It is usually some sort of upright bowl or box. It may also be hung from the ceiling. It can also be used to contain burning coals, incense, or drugs. It is used as a source of heat and light.

Candelabra: This is a candlestick holder that can hold multiple candles. It holds a candle on multiple arms or branches connected to a column or pedestal.

Chalice: This is a goblet or footed cup intended to be used for drinking.

Coif: This is a close fitting cap that covers the top, back, and sides, of the head.

Cressets: A metal cup, usually suspended on a pole containing burning oil or pitch. Used like a torch.

Decanter: A vessel that holds a liquid that may have sediment in it. Usually this is used to serve wine.

Divan: This is a couch-like piece of furniture. It consists of a long mattress type sitting area against a wall with cushions to lean against.

Fretters: These are typically a physical restraint used on the feet or ankles. They allow limited movement, but restrict the victims ability to run or kick.

Futon: This is a thin mattress that is used to either pad a floor sleeping area or can be placed on a raised frame. Sometimes this frame will double as a sitting area.

Gentry: This is a type of crane or overhead lifting device

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Gorget: This is a traditionally steel collar worn around the neck to protect the throat.

Gourd: This is a dried shell of a fruit that is often used to make a variety of products, such as drums, containers, and small storage containers.

Gypsum: This is a salt. it is valued for ornamental work, as a component in gesso as well as a binder, and alchemical component.

Jalousie: This is a window which consists of parallel glass

Lambrequin: This is an ornamental drapery for the edge of a shelf. It can also indicate a certain pattern, or a scarf worn over a helmet.

Pannier: This is a container, such as a bag or basket, carried in pairs over the back of a beast of burden.

Pillory: This is a device used to punish people by public humiliation. It is often made from wood or metal and has holes for securing head and hands.

Pinafore: This is a sleeveless garment worn as an apron or decorative garment.

Podium: This is a surface that is raised up, often used for placing a book or tome, or in front of a speaker.

Portiere: This is a heavy curtain placed in front of a doorway

Portmanteau: This is a bag commonly used to store or transport clothing.

Purdah: This is a curtain which is used to segregate women from men.

Relief Types: This is a sculpture technique. There are several different types. There is bas-relief (or low relief) which has a shallow depth (like you would find on coins), Alto-relief (or high relief) which is a 3/4 sculpture. Sunken relief is where the image is created by sinking the sculpture into a flat surface. Note this is different then engraving (or intaglio) because the design projects out from the surface

Strappado: This is an apparatus used to raise a victim up by their hands usually when restrained behind their back

Valence: This refers to a bed skirt, used to conceal supports or clutter.

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