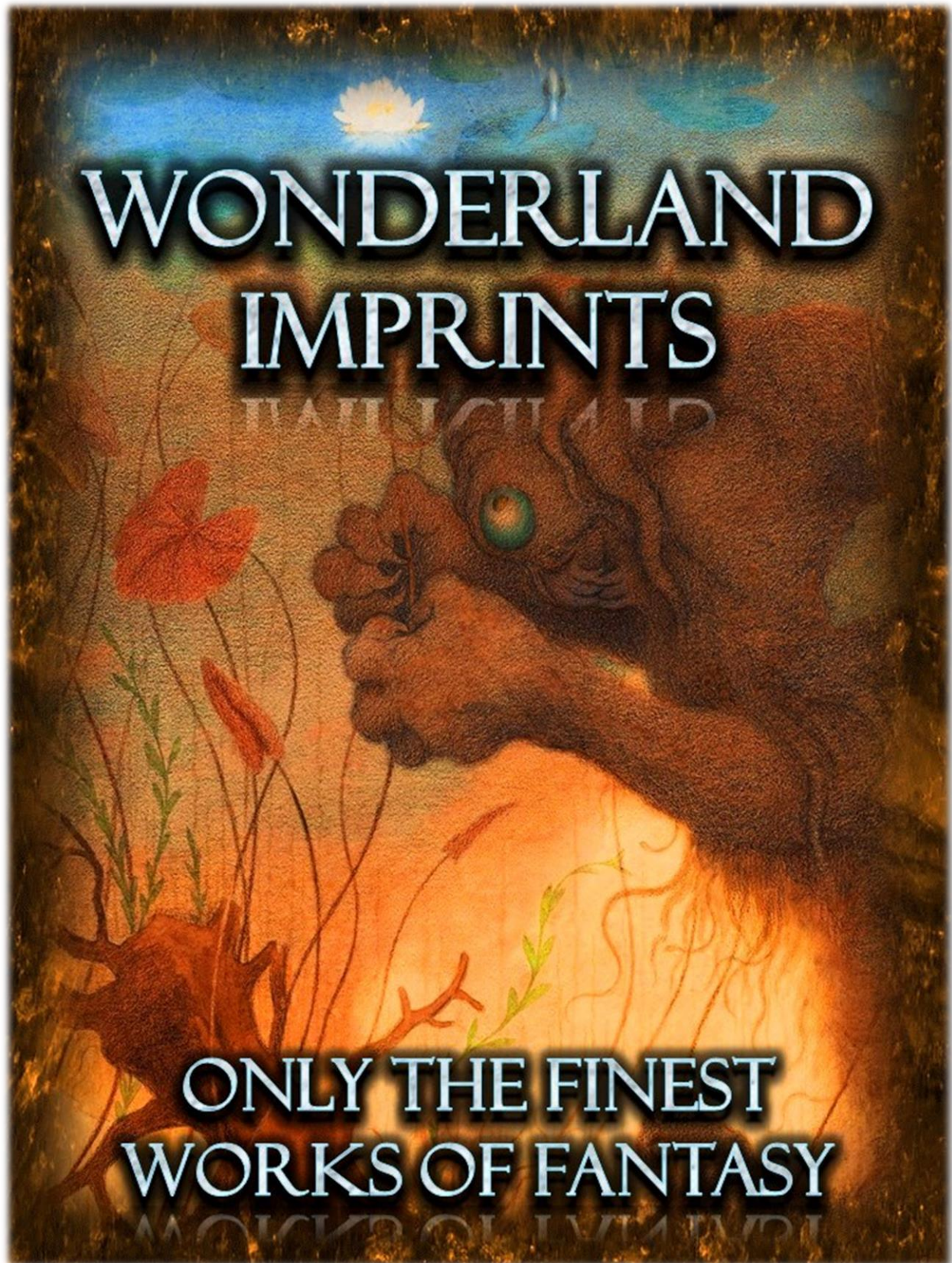


KENT DAVID KELLY

CLASSIC DUNGEON
DESIGN GUIDE
BOOK II



CASTLE OLDSKULL

FANTASY ROLE-PLAYING SUPPLEMENT
CDDG2

THE CLASSIC DUNGEON DESIGN GUIDE BOOK II

DUNGEON DESIGN MASTERY TABLES

BY
KENT DAVID KELLY
(DARKSERAPHIM)

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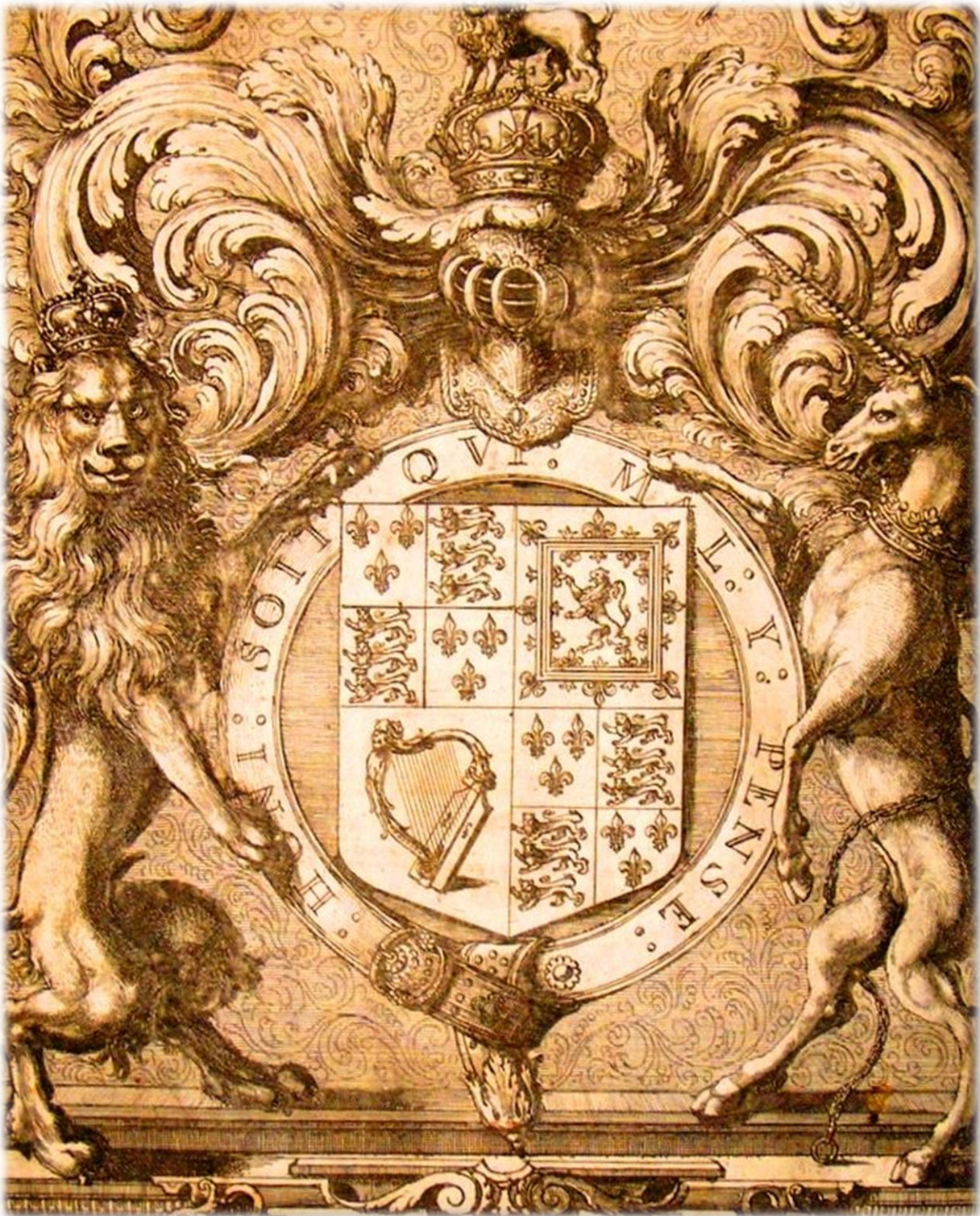
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Please feel welcome to contact the author at shadowed_sky@hotmail.com with comments, questions, requests, recommendations and greetings. And thank you for reading!

“Only the Finest Works of Fantasy”



HIC SVNT DRACONES

HERE THERE BE DRAGONS

CASTLE OLDSKULL (“Old School”) is a well-regarded, system neutral line of supplements designed for use in Fantasy Role-Playing Games (FRPGs). Available formats include PDF, paperback, and Kindle e-book.

Ideas are presented in such a way that they can be used or customized for any edition game, from the 1970s to the present day. These volumes exemplify the iconic “sandbox,” do-it-yourself, and free-form ideals established by the original Lake Geneva campaigns, c. 1972-1979. Respected sources of inspiration include Arneson, Barker, Bledsaw, Burroughs, Dunsany, Gygax, Holmes, Howard, Kask, Kuntz, Leiber, Lovecraft, Merritt, Moldvay, Moorcock, Sutherland, Tolkien, Trampier, Vance and Ward.

You can contact the author, Kent David Kelly, at shadowed (underscore) sky (at) hotmail (dot) com.

DEDICATION

This work is dedicated to the memory of the great classic dungeon and fantasy milieu designers who are no longer with us:

David Lance Arneson,

M.A.R. Barker,

Bob Bledsaw,

E. Gary Gygax,

Dr. John Eric Holmes,

Tom Moldvay,

and David Trampier.

It is also dedicated to the great fantasists who inspired them, some of whom are fortunately still with us today:

Poul William Anderson,

Edgar Rice Burroughs,

L. Sprague de Camp,

Robert E. Howard,

Fritz Leiber,

Howard Phillips Lovecraft,

Michael Moorcock,

J.R.R. Tolkien,

and Jack Vance.

In the spirit of creating wonders with which to inspire others to write their own unique works of enchantment, the author salutes you.

EMPOWERING YOUR IMAGINATION: WHAT THIS BOOK IS, AND WHAT IT IS NOT

Attention e-reader, video and computer gamers!

This book is *not* a game in and of itself. If you bought this book thinking it was a complete game you could read and play, you should probably return this book now.

This is a book to help you create your own adventures for Fantasy Role-Playing Games. This is a fantasy adventure toolbox, an imagination engine.

If you enjoy creating stories with your friends, envisioning netherworlds filled with dragons and treasure and designing fantasy worlds all your own, then you will find that this book is an ideal Game Master (GM) tool. This book will help you to create and improve dungeon adventures, featuring more intriguing locales, more mysterious histories, and more surprising twists and turns than ever before.

This is not a complete game. Your dedication and creativity are required.

DESCRIPTION

*Enchanted fountains shadowed by gargoyle sentries,
Tricksy nymphs cavorting in crystal pools,
Unholy altars, sacred shrines,
Undiscovered treasure vaults,
Thousands upon thousands of wondrous rooms
Filled with treasure, tricks, magic and eldritch horror,
All awaiting your heroes' intrepid discovery ...
What greater mysteries await far below,
In dungeons deeper,
For only the most dauntless magi
And fearless warlords to ever find?*

Have you read every dungeon design book out there, but you're still hungry for great ideas to amaze your players? Would you like to possess the tools to generate countless millions of randomized results for bizarre rooms and shrines, dungeon doors, magical laboratories, skeletons, Lovecraftian abominations, and torture chambers? Then this is the book for you.

This massive tome is the direct sequel to Wonderland Imprints' Gold Medal Best Seller, CDDG1: THE CLASSIC DUNGEON DESIGN GUIDE. Where Book 1 was a basic inspirational tome filled with thousands of ideas, Book II: Dungeon Mastery Design Tables is an advanced nuts-and-bolts guide that provides you with hundreds of pages of tables which you can use to create an infinite number of dungeon rooms, monster lairs, thematic levels and endless details such as barracks, caves, chests, corpses, fountains, prisoner cells, quarters, shrines, and magical gateways. You can even use this book's treasure trove of systems to create millions of deities, slime monsters, prisoner NPCs, and unique NPC villains and prisoners, using nearly 1,000 different experience level titles and other tools that intersect with DDE1, DUNGEON DELVER ENHANCER.

Book One was only the beginning, the entry work to a series. This is one of the largest and most extensive dungeon design books in existence, with features branching out from CDDG1 including: data for on-the-spot creation of altars, barracks, caves, containers,

corpses, doors, dungeon dressing, fountains, fungi, galleries, hideouts, laboratories, magical gateways, prisoners, quarters, stairways, torture chambers, unusual rooms, and those ever-baffling magical “unclassifiable chambers” which no one can fully comprehend. It’s all here, the massive set of tables I have used for years to create new mega-dungeons for the Castle Oldskull OSR campaign. I have refined and expanded them over many months of writing, and now I offer them to you.

So what are you waiting for? This book is the perfect companion for THE CLASSIC DUNGEON DESIGN GUIDE, and has been specially designed to serve both as a learning grimoire and as a tabletop go-to book for design and for sandbox play. After all, if you’re going to dare to delve into the netherworld, you should probably take not just a lantern and an elvish sword of great antiquity; you should also carry the ultimate guidebook to help you from getting lost along the way ...

Another classic Fantasy Role-Playing Game Supplement from Wonderland Imprints, Only the Finest Works of Fantasy. (67,700 words, 406 pages.)

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CHAPTER 1:

INTRODUCTION:

DESCENDING INTO MADNESS

"That's not a regular rule," said Alice. "You invented it just now."

"It's the oldest rule in the book," said the King.

"Then it ought to be Number One," said Alice.

The King turned pale, and shut his notebook hastily.

...

The White Rabbit put on his spectacles. "Where shall I begin, please your Majesty?" he asked.

"Begin at the beginning," the King said gravely, "and go on till you come to the end: then stop."

These were the verses the White Rabbit read ...

— Lewis Carroll

Warning: This book assumes that you own CDDG1, THE CLASSIC DUNGEON DESIGN GUIDE (Book I), and references concepts, chapters and systems used in that volume. If you do not yet own Book I, you can certainly still use this book, but you will be diving into the deep end! I strongly recommend owning and reading Book I (the basic volume) before continuing with this book (the intermediate volume).

So why does this book exist? It's because most Old School Renaissance gamers and Game Masters love to play and adventure in sprawling mega-dungeons, but very few people possess the mental stamina required to build them all the way down. Everyone has a few hundred great dungeon design ideas, and it's actually pretty easy to map those first chambers, to plot out those first monster encounters, and to generate those first traps and tricks. But what do you do when the players do something completely unexpected (as they always do), and they plunge straight down to undesignated dungeon level 7? You

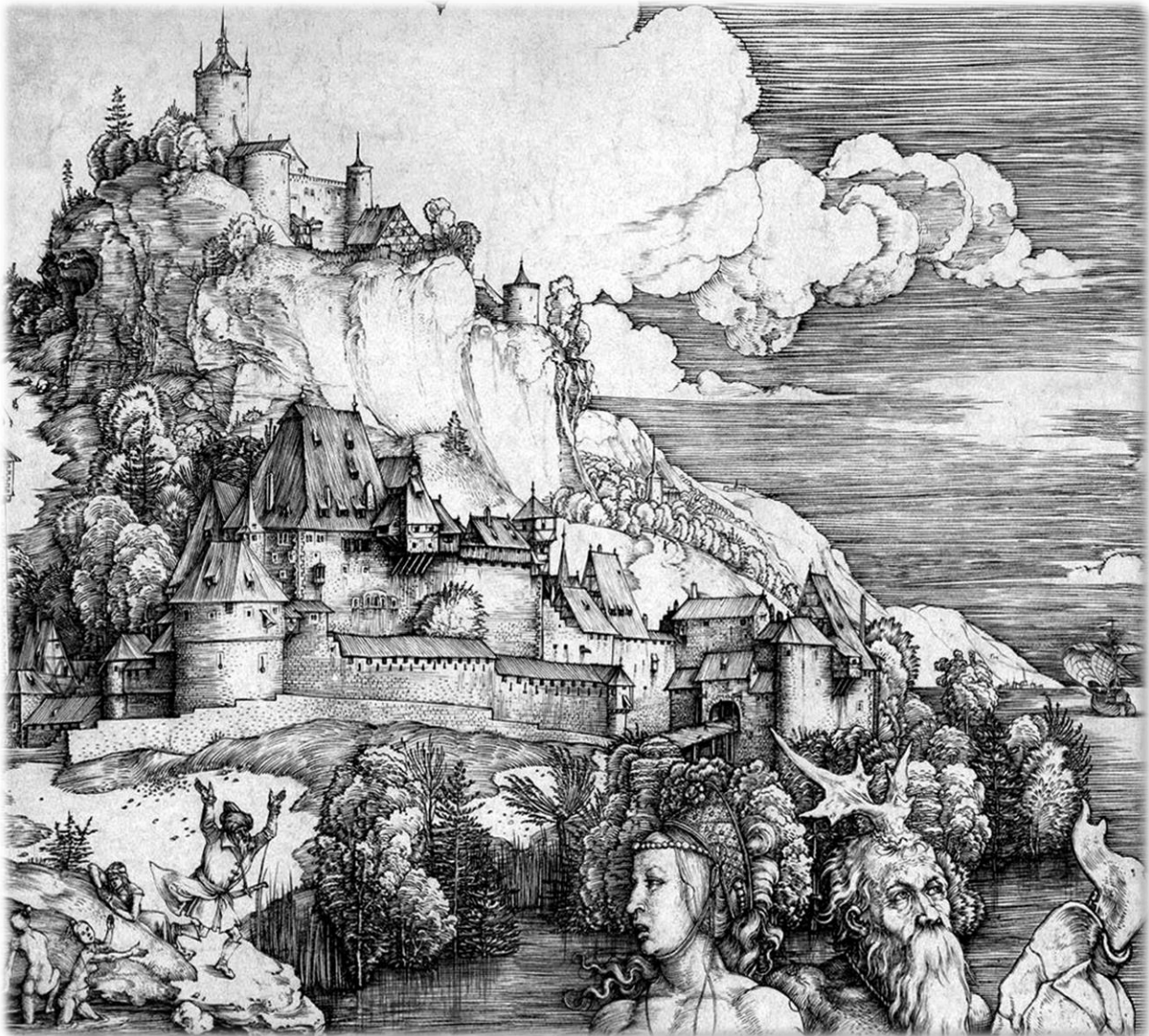
as the Game Master know what's in room 3, but what's in room 303? How can you keep coming up with endless variations on a theme — on short notice, no less — and stay ahead of the players at every twist and turn?

This volume is here to help you.

The second reason this book exists is because while everyone has great ideas, no Game Master in existence ever has too many ideas to use. There is always room for more monsters, more dungeons, more worlds and more of the Unknown to explore. You might want to create a temple dungeon, but where do you start? Once you know the room names, how do you fill those rooms with interesting things? How do you create the special features that turn a generic dungeon into a legendary subterranean stronghold your players will never forget?

The answers are simple: Take this book, start flipping through, grab your notebook, start planning, and above all grab your favorite ten-sided dice. You're going to need them.

This book will be your toolbox. Every Game Master needs assistance with different parts of the details, but every GM needs help with what I call the “nuts and bolts”: knowing what makes a magical laboratory interesting and dangerous, knowing how to come up with a compelling new demon lord, god or demigod on a moment's notice, knowing how to motivate your players to help the prisoners escape despite their own mission and want for treasure, knowing how to make doors interesting and challenging every time, knowing how to create unique caves and fountains and shrines, and all of the other “fiddly bits” that make the vague ideas you have about the dungeon work in play as concrete gaming concepts. This book is designed to do just that: Wherever you need help with the imaginative details, the details are all here.



Whereas Book I of THE CLASSIC DUNGEON DESIGN GUIDE series was mostly a conceptual guide, this is the workbook that helps you sit down and turn the ideas into reality. The books in this series are designed to enhance one another, and to allow you to bounce back and forth between random generation, another person's ideas, your own ideas, and the colorful history of Lake Geneva style old school dungeon design. At no point in the process will I as the author take control from you ... I'm here to help you, not to replace you! Remember that your dungeon design is always your own. I strongly encourage you to use your own level designs, lair ideas, evocative atmosphere, room descriptions, favorite traps (with BDT1, THE BOOK OF DUNGEON TRAPS to help), cool tricks, and so forth. This supplement will never replace your intelligent creativity, it will

just always give you *more* when and where more is needed. Use this series of supplements whenever you get stuck, to expand the blank spots, to make a quick new level, or to add details to parts of your map that are vague or indistinct. Further books in this series will discuss room types, floor plans, monster lairs, magical tricks, treasures, and all of the other things you might need help and guidance for. Every one of these deep and challenging topics needs a few hundred pages to do it justice (in my opinion), so to get there we need to begin somewhere. And here you are. This is the book of random tables which help you in designing any dungeon, of any size, and making it interesting room to room.

So how do you use this book? You can read straight through from the beginning, proceed to the end, and stop; that's always good advice (if not wise), just like the King of Hearts told the White Rabbit to do. Or, you can go back to the table of contents and find that one nettlesome topic which always gives you difficulty, and plow right through that section. But my best advice is to take this book in small and random doses: Flip through at will, check out the illustrations, make some sample rolls on the generator tables, read the idea lists, and just keep a notebook handy to write down useful page numbers, ideas, monster names, room names, or what-have-you. That's probably the best way of all, isn't it? For that way madness lies, and madness is at the very heart of ingenious inspiration.

So down we go. Don't forget your wits and curiosity. Have fun tumbling down the rabbit hole ...

"Would you tell me, please, which way I ought to go from here?"

"That depends a good deal on where you want to get to," said the Cheshire Cat.

"I don't much care where—" said Alice.

"Then it doesn't matter which way you go," said the Cat.

"—so long as I get somewhere," Alice added as an explanation.

"Oh, you're sure to do that," said the Cat, "if you only walk long enough."

Alice felt that this could not be denied, so she tried another question. "What sort of people live about here?"

'In that direction,' the Cat said, waving its right paw round, "lives a Hatter: and in that direction," waving the other paw, "lives a March Hare. Visit either you like: they're both mad."

"But I don't want to go among mad people," Alice remarked.

"Oh, you can't help that," said the Cat: "we're all mad here. I'm mad. You're mad."

"How do you know I'm mad?" said Alice.

"You must be," said the Cat, "or you wouldn't have come here."



CHAPTER 2: QUARTERS AND THEMES FOR DUNGEON NPCs

As any good Game Master knows, dungeons are not just filled with monsters, traps, and treasure. They are also filled with villainous and virtuous (imprisoned?) Non-Player Characters (NPCs), and all of the minions, soldiers, thralls and servitors who guard and protect them. It's easy to put down some barracks and bedrooms on the map, but how do you make the minions and commanders there interesting and different? Do you just put men-at-arms in every barracks? Is every level 7 Cleric NPC the same as every other?



There is a quick way to make each group of NPCs unique: you can randomly roll up their titles on the following tables until you get something interesting, using the widest possible variety of NPC types that you can find. This chapter is here to help you do just that. You may consider this system as information overload, and I hope you do: because this is the quick and easy “invigoration system” that will turn your dungeons from “generic monster mazes” into “evil strongholds populated with unpredictable enemies.”

Herein, I roughly classify these NPC groups into two clusters: [1] the zero-level minions, including humanoids, soldiers, and the occasional level 1 NPCs to lead them into battle; and, [2] the commander NPCs with experience levels, who can be individualized with their own ability scores, skills, beliefs, appearances and motivations. Please note that I’ve already gone over the topic of character development very extensively and with an overload of detail. If that’s the information you’re looking for, then you need supplement DDE1, DUNGEON DELVER ENHANCER. But if you’re just looking for a quick way to plug thousands of NPCs into your dungeons, to classify them, to come up with starter ideas about their purpose and to differentiate them, these systems are here to help you.

2-1

POPULATING BARRACKS AND DORMITORIES

Classic old school dungeons are filled with large rooms replete with beds, foot lockers, weapons racks, guard pots, and lots of low-level minions. You can find a myriad of ideas for furnishings, room trappings, and random objects they might all be stashing in supplement CDDG1. But what about the occupants themselves? Who are those guys, really? And how do you decide what kind of low-level guards might be in a strange dungeon, such as a manor house, bathhouse ruin, or ruined city? They need a reason to be there.

So pull out 1D1000 and let’s find out what’s going on. Whenever you design a barracks, dormitory, common room, or other large shared space, you can roll on this table to figure out who lives there. This is a general selection of (many!) types of low-level servants, minions, humanoids, students, and workers.

The results can tell you a lot about who these people are in a single world. Acolytes are low-level clerics, worshippers and temple servitors; Adherents are followers devoted to a leader's cause; and so forth. I provide brief definitions below if you don't feel like looking up an obscure term in the dictionaries. I've tried to provide some differentiation so that synonyms are slightly varied from one another too.

Feel free to reroll whenever you get a result that is inappropriate to your current dungeon setting. And if you want to create odd combinations and justify them with your own creative ideas, roll twice or three times and figure it out. Have fun!



D1000 Roll	The Barracks / Dormitory Belong to a Group of ...	D1000 Roll	The Barracks / Dormitory Belong to a Group of ...
001 to 005	Acolyte: A priest initiate, believer, or temple servitor. Technically but not always, a level 1 Cleric.	006 to 010	Adherent: A soldier following a single leader in the name of a worthy cause.
011 to 016	Apprentice: A person learning a trade from a more skilled person; perhaps blacksmithing, magic, scouting, thievery, etc.	017 to 021	Armsman: A soldier who carries his own arms. In FRPG technical terms, may be differentiated from a man-at-arms by carrying a pole arm and bearing a blazon.
022 to 026	Armswoman: A female armsman. Possibly soldiers in service to a matriarchal culture.	027 to 032	Aspirant: Someone who hopes to prove themselves, and to perhaps receive more training if they are worthy. High morale.
033 to 037	Assistant: Someone who helps a higher-ranking person by performing tedious or unpleasant tasks.	038 to 042	Attendant: Similar to an assistant, but where assistants do the tasks, attendants serve the higher-level people with their personal needs.
043 to 048	Auxiliary: Reserve soldiers, with poorer weapons and equipment than the front-line troops possess.	049 to 053	Bandit: In FRPG terms, level 0 Thieves of a neutral alignment.
054 to 58	Beast Handler: NPCs who keep allied animals under control, such as hunting hounds, war dogs, or (getting creative in a dungeon setting) huge hunting spiders.	059 to 064	Beastman: Shaggy humanoids of low intelligence who are part human, part animal. Good fighters, although they abhor confining armor.
065 to 069	Believer: Someone who believes in a divine (clerical) or arcane (magical) cause. Likely of poor	070 to 074	Bondservant: A person who works for life without wages, but who receives food, drink,

	fighting skill, but possibly fanatical.		and a place to stay. One step up from a slave.
D1000 Roll	The Barracks / Dormitory Belong to a Group of ...	D1000 Roll	The Barracks / Dormitory Belong to a Group of ...
075 to 080	Bravo: An Assassin or Thief (of level 0 or 1) with lots of potential and attitude.	081 to 085	Brigand: In FRPG terms, level 0 Thieves of evil alignment. Compare bandit.
086 to 090	Builder: Someone who builds walls, rooms and monuments (such as a pyramid or ziggurat).	091 to 096	Celebrant: A devout adherent to a divine (clerical) religion, performing rites and rituals.
097 to 101	Chattel: Someone regarded more as property than as a human soul. Their leaders consider them expendable.	102 to 106	Cleaner: People who clean the dungeon, and who do so with solemn dedication. My personal favorite example are the Grey Scrubbers in Gormenghast.
107 to 112	Cohort: A company of organized professional soldiers.	113 to 117	Commoner: A non-combatant person who owns a bit of property, and performs a helpful service to the group (hunting, gathering, selling, etc.).
118 to 122	Conscript: Non-professional soldiers drafted into service; they are certainly being trained.	123 to 128	Convert: Someone who has changed religions (worship of a god) due to an inspirational or terrifying experience.
129 to 133	Cultist: In FRPG terms, the non-good worshipper of a demon, devil, primal spirit, or Lovecraftian entity. Probably not entirely sane.	134 to 138	Debris Hauler: Laborers tasked with clearing tunnels, removing rubble, removing heavy trash and perhaps creating temporary barricades.
139 to 144	Decoy: These poor sots exist to defend and die, so that other people can make an escape. They probably think they're warriors.	145 to 149	Defender: Soldiers tasked not with attacking, but with defending the dungeon from outside intruders.

150 to 154	Delver: Scouts and guides tasked with exploring the deeper dungeon looking for useful things.	155 to 160	Digger: Non-professional miners, rock breakers or relic seekers.
D1000 Roll	The Barracks / Dormitory Belong to a Group of ...	D1000 Roll	The Barracks / Dormitory Belong to a Group of ...
161 to 165	Dredger: Similar to diggers, but they deal with loose material such as sand, silt, and mud.	166 to 170	Drover: NPCs who herd cattle, or (in a dungeon) similar pack animals, food animals, or beasts of burden.
171 to 176	Drudge: People tasked with nasty, hard work of any kind. Their tasks change frequently but are always unpleasant.	177 to 181	Dwarf: Level zero dwarf NPCs, with the occasional level 1 leader. If evil, they are likely Dvergar.
182 to 186	Eunuch: Emasculated guards, usually tasked with protecting harems, noble ladies, maidservants, etc.	187 to 192	Excavator: Skilled diggers and / or dredgers. Differentiated from miners; miners extract precious material, and excavators move stone ... usually as part of a dungeon extension effort.
193 to 197	Explorer: Skilled delvers, perhaps of experience level 1.	198 to 202	Fanatic: Believers or cultists with unshakable morale.
203 to 208	Fighter: Level 0 (nearly 1) or 1 NPCs of the Fighter class.	209 to 213	Flagellant: Fanatics who whip and scourge themselves bloody in the name of enlightenment.
214 to 218	Flunky: Brave, stupid servants who rarely question their orders. Very useful.	219 to 224	Fodder: Guards, scouts and conscripts who are used to "feed" monsters and the enemy; weak numerous forces with high expected losses.
225 to 229	Follower: Loyal servants or soldiers devoted to a single NPC. Perhaps including some level 1 henchmen.	230 to 234	Footman: In FRPG terms, a skilled man-at-arms who favors melee weapons. Heavy footmen have metal armor and / or two-

			handed weapons; light footmen have leather or padded armor.
D1000 Roll	The Barracks / Dormitory Belong to a Group of ...	D1000 Roll	The Barracks / Dormitory Belong to a Group of ...
235 to 240	Forager: Someone tasked with finding food, a crucial skill in a dungeon setting.	241 to 245	Gatherer: Similar to a forager, but this person also scavenges useful junk.
246 to 250	Gleaner: Someone who gathers bits of grain. In a dungeon setting, a forager who specializes in finding hidden scraps.	251 to 256	Gnole: Tough hyena-headed humanoids.
257 to 261	Gnome: Level zero gnome NPCs, with the occasional level 1 leader.	262 to 266	Goblin: Nasty evil humanoids perfectly adapted to the underground environment.
267 to 272	Grunt: Footmen who are not well-respected by their leaders.	273 to 277	Guard: Men-at-arms tasked with defending a specific locale or person, and watching for intruders.
278 to 283	Guardian: Skilled guards tasked with defending a person or sacred site (such as a temple).	284 to 289	Guardzman / Guardswoman: As a point of differentiation, a respected guard.
290 to 295	Half-Orc: Level zero half-orc NPCs, with the occasional level 1 leader.	296 to 300	Halfling: Level zero halfling NPCs, with the occasional level 1 leader.
301 to 306	Hauler: Laborers who move heavy things, such as siege equipment, barricades, or perhaps stone blocks.	307 to 312	Helper: Respected assistants.
313 to 317	Henchman: A level zero or 1 NPC who accepts pay from a leader and follows him / her anywhere.	318 to 324	Henchwoman: A female henchman.
325 to 329	Hireling: A laborer or scout of some kind, who is only in it for	330 to 335	Hobgoblin: Big, tough goblins who are skilled and organized.

	the money. Not too reliable in life-or-death situations.		
D1000 Roll	The Barracks / Dormitory Belong to a Group of ...	D1000 Roll	The Barracks / Dormitory Belong to a Group of ...
336 to 341	Humanoid: Weak anthropomorphic creatures who are not humans and not demi-humans. You can choose goblins, orcs, your own favorite obscure race, etc.	342 to 346	Infantry: Footmen with similar arms and armor, who fight well together in formation.
347 to 351	Inferior: Level zero NPCs who are constantly reminded that they exist to serve cruel leaders.	352 to 357	Initiate: Someone who has just begun to understand an arcane or divine cause they've been accepted into. One step up from a believer, one step down from an acolyte.
358 to 362	Irregular: Conscripts who have received some decent training.	363 to 367	Javelineer: Skirmishers who fight with hurled javelins.
368 to 373	Kobold: Crafty mining humanoids who find significant power in overwhelming numbers.	374 to 378	Laborer: A general-purpose worker.
379 to 383	Lackey: Followers who are not considered very worthy by their leader.	384 to 389	Lantern Bearer: Followers who hold lanterns in the dungeons, especially in battle and risky circumstances.
390 to 394	Lantern Lighter: People who move about the dungeon tunnels, keeping positioned lanterns lit.	395 to 399	Lesser: Hey, one step from an inferior. Serves a cruel master.
400 to 405	Linkboy: A young, brave lantern bearer or torch bearer.	406 to 410	Litter Bearer: The strong guys who carry spoiled masters in a plush chair upon their shoulders.

411 to 415	Maid: Female cleaners. Rare in dungeons, more common in manor houses and strongholds; they have good manners and awareness.	416 to 421	Maidservant: An apprentice maid.
D1000 Roll	The Barracks / Dormitory Belong to a Group of ...	D1000 Roll	The Barracks / Dormitory Belong to a Group of ...
422 to 426	Manservant: A male maid, with less of a focus on cleaning and more focus on politely attending to a master.	427 to 431	Mariner: A skilled sailor. In a dungeon, they might be tasked with sailing underground rivers, lakes or oceans ...
432 to 437	Marauder: Raiders who specialize in fear and intimidation.	438 to 442	Masquer: Celebrants who wear masks all of the time.
443 to 447	Man-at-Arms: The most generic form of level zero soldier. Basically, anyone skilled with a weapon who is not yet a level 1 Fighter.	448 to 454	Menial: Submissive laborers.
455 to 459	Mercenary: A man-at-arms who is only in it for the money. Trained to keep high morale in adverse situations, but will not fight to the death unless trapped.	460 to 464	Militia: People who volunteer to serve as soldiers to protect a town or dungeon. They are similar to irregulars, but choose to serve.
465 to 470	Militiaman: A term for skilled militia; probably serving the men as a de facto leader when an officer is not present.	471 to 475	Militiawoman: A female militiaman.
476 to 480	Miner: A skilled worker who removes stone to get at precious ore, gems, or minerals.	481 to 486	Minion: Favored servants.
487 to 491	Mutant: A level zero human with twisted features; likely degenerate and / or insane.	492 to 496	Neophyte: One step up from a convert; a convert initiate.

497 to 502	Novice: A beginning apprentice.	503 to 507	Novitiate: A novice serving a Cleric or other priest.
D1000 Roll	The Barracks / Dormitory Belong to a Group of ...	D1000 Roll	The Barracks / Dormitory Belong to a Group of ...
508 to 512	Oarsman: A mariner or slave tasked with moving the oars. Sails aren't very helpful on underground seas ...	513 to 518	Orc: Nasty humanoids with porcine features.
519 to 523	Outlaw: In FRPG terms, a bandit who is becoming desperate (neutral evil) and who will soon be a brigand.	524 to 528	Ovate: A druidic novitiate.
529 to 534	Pack Handler: Someone responsible for loading and unloading saddlebags, sacks, backpacks, and so forth.	535 to 539	Patroller: A guard tasked with marching the corridors between rooms.
540 to 544	Peasant: Low-level commoners.	545 to 550	Peon: Very low-level commoners, almost bondservants.
551 to 555	Peregrine: Brave pilgrims who can defend themselves.	556 to 560	Pilgrim: People who wander to far and dangerous places (such as dungeons) to visit, and perhaps guard, a sacred site.
561 to 566	Pillager: Raiders more interested in stealing than in killing.	567 to 571	Plunderer: Pillagers who know what they're doing; perhaps level 1 Thieves.
572 to 576	Porter: People who carry sacks, bags, chests, trunks, etc. without the benefit of beasts of burden.	577 to 582	Postulant: A believer who has asked to formally become an initiate or novitiate.
583 to 587	Prentice: A nice medieval-sounding term for an apprentice.	588 to 593	Prestidigitator: A smart and tricky person fairly skilled with sleight of hand (high Dexterity); perhaps a level 1 Illusionist or Magic-User.

594 to 599	Private: A ranked soldier in an organized military.	600 to 604	Probationer: A person undergoing trials before acceptance into an order; either level 1, or on the brink.
D1000 Roll	The Barracks / Dormitory Belong to a Group of ...	D1000 Roll	The Barracks / Dormitory Belong to a Group of ...
605 to 609	Pupil: A highly supervised student.	610 to 615	Raider: A bandit or brigand who steals openly from enemies, intimidating or killing when necessary.
616 to 620	Recruit: An informal rank below private.	621 to 625	Retainer: A henchman or henchwoman with a familial obligation; for example, a family that has served a family or clan of power.
626 to 631	Rower: Similar to an oarsman, but probably less skilled or rowing in a smaller vessel.	632 to 636	Ruffian: A tough and violent brigand or level zero Assassin.
637 to 641	Sailor: A skilled seaworthy person, but not as skilled as a mariner.	642 to 647	Salvager: A person who gathers junk that might be valuable, part of something valuable, or worthy of repair.
648 to 652	Sapper: A military digger, tasked with creating new tunnels for tactical purposes (for example, undermining an enemy room or building an attack tunnel).	653 to 657	Scavenger: A low-skill salvager.
658 to 663	Scout: Someone brave and sneaky who gathers information for superiors, rather than fighting. Perhaps a level zero Thief.	664 to 668	Searcher: A scout who is looking for a specific someone or something; perhaps a rescuer.
669 to 673	Seeker: A scout who is looking for a specific locale or treasure	674 to 679	Sell-Sword: A mercenary swordsman.

	on orders of a superior, although the thing might not actually be there.		
D1000 Roll	The Barracks / Dormitory Belong to a Group of ...	D1000 Roll	The Barracks / Dormitory Belong to a Group of ...
680 to 684	Sentinel: A particularly skilled, vigilant, or sleepless guardsman.	685 to 689	Sentry: A sentinel who demands passwords, keys, identities, etc. before passing people through.
690 to 695	Serf: A low commoner who has no ownership of his home.	696 to 700	Servant: A general assistant commoner.
701 to 705	Server: A person tasked with providing food, drink, and useful items to superiors.	706 to 711	Servitor: In FRPG terms, a cult servant; a cultist who is not skilled in fighting but who will fight regardless.
712 to 716	Shield Bearer: A soldier who carries a shield and defends a higher-level NPC in the front rank.	717 to 721	Siege Fighter: A fighter skilled in using flaming oil, acid grenades, tunnel ballistas, or something similar. Probably a level 1 Fighter.
722 to 728	Skirmisher: A lightly armed and armored footman who uses thrown weapons (sling stones, javelins, plumbatas, throwing axes, etc.).	729 to 735	Slave: A person who forever belongs to a higher-level (evil?) NPC, and who serves on threat of death.
736 to 742	Slave Minder: A trusted person who watches the slaves, and guides their work, when the master is not present.	743 to 749	Soldier: Skilled men-at-arms with a favored type of weapon. Variants include archers, crossbowmen, swordsmen, etc.
750 to 757	Spear Carrier: A guard who carries a spear. The term is a bit derogatory, so these people are regarded as generic or faceless by their masters.	758 to 765	Spearman: Similar to a spear carrier, but skilled and respected. Perhaps a level 1 Fighter.

766 to 773	Student: Someone younger who learns under an able master. Non-combatant.	774 to 781	Subject: Someone who owes loyalty to a noble leader.
D1000 Roll	The Barracks / Dormitory Belong to a Group of ...	D1000 Roll	The Barracks / Dormitory Belong to a Group of ...
782 to 789	Subordinate: A ranked servant or soldier taking orders from a higher-level NPC.	790 to 797	Supplicant: A humble or sacrificial believer.
798 to 805	Survivor: People saved by higher-level NPCs, who now feel obligated to serve or assist that NPC.	806 to 813	Sycophant: Fawning, parasitical servants.
814 to 821	Teamster: In a world without automobiles, a hauler who uses wheeled equipment (dungeon carts, wagons, etc.).	822 to 829	The Guard: The singular term for an organized cohort of guardsmen.
830 to 837	The Watch: The singular term for an organized group of watchmen.	838 to 847	Thrall: In general terms, a slave who believes he / she can never, or should never, be free. Alternately, a slave too afraid to revolt.
848 to 853	Tinker: A servant with some repair and smithing talents.	854 to 861	Toady: A particularly nasty or disliked sycophant.
862 to 869	Toiler: Laborers who engage in painful work.	870 to 877	Torch Bearer: Followers who hold torches in the dungeons, especially in battle and risky circumstances.
878 to 885	Lantern Lighter: People who move about the dungeon tunnels, keeping ensconced torches lit.	886 to 893	Trainee: A person who is learning a skill. As differentiation, a learner who is not learning something magical or combative.
894 to 901	Treasure Hunter: Skilled scouts who focus on acquiring treasure,	902 to 909	Troop: A fairly large organized military force.

	likely for a more powerful (and watchful) NPC.		
D1000 Roll	The Barracks / Dormitory Belong to a Group of ...	D1000 Roll	The Barracks / Dormitory Belong to a Group of ...
910 to 917	Trooper: A low-level soldier in a troop.	918 to 925	Tyro: In FRPG terms, a beginning evil Thief or Assassin who is being trained; either at experience level 1, or close to it.
926 to 933	Understudy: A student selected by a teacher for one-on-one tutelage. If in a group, the understudies learn under the mentor one at a time.	934 to 940	Vassal: A servant or helper who is related (by blood or clan) to the higher-level NPC they are assisting.
941 to 946	Veteran: A level 1 Fighter. The full term is "veteran man-at-arms."	946 to 950	Vigile: In the Castle Oldskull campaign, loyal veteran guardsmen who directly serve the most powerful NPC.
951 to 955	Villein: Serfs who have some additional rights.	956 to 960	Warrior: [A] A skilled level 1 Fighter (on his way toward level 2). [B] Or, for demi-humans, a level 1 (as opposed to level zero) combatant. [C] Or, for humanoids, a humanoid with high hit points.
961 to 965	Watcher: A guard who watches over a place, group of people, or thing that does not have military value. An example, someone who watches a tunnel for beast or insect migrations.	966 to 970	Watchman: In the Castle Oldskull campaign, a skilled guardsman who has the night shift or the more dangerous shift. Probably a level 1 NPC, not always a Fighter.
971 to 975	Watchwoman: A female watchman.	976 to 980	Worker: A laborer who performs relatively light, repetitive tasks. (Example: making boots).

981 to 985	Workman: An established or skilled worker.	986 to 990	Workwoman: A female workman.
D1000 Roll	The Barracks / Dormitory Belong to a Group of ...	D1000 Roll	The Barracks / Dormitory Belong to a Group of ...
991 to 995	Worshipper: A believer in a temple. Spends most of their time praying, meditating, etc.; by default, also serve as temple guards.	996 to 000	Zealot: An aggressive, dangerous, and / or combative fanatic.



2-2

POPULATING DUNGEON NPC

BEDROOMS, QUARTERS, AND CHAMBERS

Designing bedrooms and quarters is a similar process to designing barracks and dormitories, but the focus is different: the occupants are fewer, more individualized, and

more powerful. A bedroom implies that someone is important enough in rank to have their own room, or to share it with one or two allies of equal stature.

Usually, designing a quick (occupied) bedroom means that you will be rolling up a basic NPC with a class and an experience level. The NPCs will in some way fit the setting. A temple bedroom might belong to 2 level 4 clerics, a manor house bedroom might belong to 1 level 6 illusionist, a stronghold bedroom might belong to 3 level 3 fighters, and so forth. You will want to add in some unusual twists, where an NPC might be important because of an alternate title which implies a unique stature: for example, a level 3 magic-user Assessor, a level 7 cavalier Barrister, a level 4 thief Burgher, etc. So how do you come up with interesting titles, roles, and classes for all of these random dungeon inhabitants?

The trick is to have a single master table of random official and magisterial title results, which feeds into a large set of class-related Level Title Sub-Tables. So instead of listing all of the Fighter class titles for levels 1 to 20, I instead have a single entry for Fighter and direct you to the Fighter Level Title Sub-Table to select a title appropriate to the experience level. The reason for this is that I cannot know what type of dungeon you're designing, or the level of the adventuring PCs in your game. I don't know whether you're going to need a bedroom for level 1 fighters, or level 4 fighters, or level 13 fighters. So if you roll up a Fighter result in the master table, you will then go to the Fighter Title Sub-Table to pick a title appropriate to the experience level of the NPC(s) that you think should go there.

This master table is necessarily highly subjective, as it is here to provide new ideas and to give you types of people that you might not have ever thought about before. You'll probably want a dictionary, an online dictionary, or Wikipedia to guide the way through some of the more obscure results. If the random results hereafter give you problems, or imply that you need to do more dungeon redesign work than you're prepared for, then you can override this table by simply titling the room as Lord's Bedroom or Lady's Bedchamber, and be done with it. Don't let confusion and frustration slow you down, but learn new things whenever possible!

Please note also that while I partly interface this table with the noble title system introduced in supplement GWG1, GAME WORLD GENERATOR, I intentionally do not include random results for Kings, Queens, Emperors and Empresses. The placement of such powerful individual should be a deliberate design choice left entirely up to you.



D1000 Roll	The Bedroom / Quarters Belong to a ...	D1000 Roll	The Bedroom / Quarters Belong to a ...
001 to 002	Actuary	003 to 004	Administrator
005 to 006	Advisor	007 to 008	Aedile
009 to 010	Agister	011 to 012	Alchemist
013 to 014	Alderman	015 to 016	Alnager
017 to 018	Ambassador	019 to 037	Anti-Paladin (see Anti-Paladin Level Title Table hereafter)
038 to 039	Apothecary	040 to 041	Arcane Smith, Arcane Armorer, or Arcane Weaponsmith
042 to 043	Apparitor	044 to 045	Arbiter
046 to 047	Arch-Baron	048 to 049	Arch-Baroness
050 to 051	Archduchess	052 to 053	Archduke
054 to 055	Armorer	056 to 057	Artisan
058 to 059	Artificer	060 to 079	Assassin (see Assassin Level Title Table hereafter)
080 to 081	Assessor	082 to 084	Auditor
085 to 086	Auditor General	087 to 089	Bailiff
090 to 092	Banker	093 to 112	Barbarian (see Barbarian Level Title Table hereafter)
113 to 132	Bard (see Bard Level Title Table hereafter)	133 to 135	Baron
136 to 138	Baroness	139 to 141	Baronet
142 to 144	Barrister	145 to 147	Beedle
148 to 150	Bey	151 to 153	Blacksmith
154 to 156	Bodyguard	157 to 159	Borsholder
160 to 162	Boss	163 to 165	Bounty Hunter
166 to 168	Boyard	169 to 171	Burgher
172 to 174	Burgomaster	175 to 177	Burgrave

D1000 Roll	The Bedroom / Quarters Belong to a ...	D1000 Roll	The Bedroom / Quarters Belong to a ...
178 to 180	Cancellarius	181 to 183	Caravan Master
184 to 186	Cartographer	187 to 189	Castellan
190 to 209	Cavalier (see Cavalier Level Title Table hereafter)	210 to 212	Centurion
213 to 215	Chamberlain	216 to 218	Champion
219 to 220	Chancellor	221 to 223	Chieftain
224 to 226	Chieftess	227 to 246	Cleric (see Cleric Level Title Table hereafter)
247 to 248	Coiner	249 to 251	Commandant
252 to 254	Commander	255 to 257	Counselor
258 to 260	Constable	261 to 263	Consul
264 to 266	Coroner	267 to 269	Councilman
270 to 272	Councilwoman	273 to 275	Councillor
276 to 278	Count	279 to 281	Counselor
282 to 283	Countess	284 to 286	Courtesan
287 to 289	Courtier	290 to 292	Cult Leader
293 to 295	Dark Elf	296 to 298	Dauphin
299 to 301	Decemvir	302 to 304	Deemer
305 to 306	Deposed Noble	307 to 309	Despot
310 to 312	Dictator	313 to 315	Diplomat
316 to 318	Domesman	319 to 321	Domeswoman
322 to 324	Dominus	325 to 344	Druid (see Druid Level Title Table hereafter)
345 to 346	Duchess	347 to 349	Duke
350 to 352	Dvergar	353 to 355	Dwarf
356 to 358	Earl	359 to 361	Elder
362 to 364	Elf	365 to 367	Emir
368 to 370	Emissary	371 to 373	Entertainer
374 to 376	Enumerator	377 to 379	Equerry

D1000 Roll	The Bedroom / Quarters Belong to a ...	D1000 Roll	The Bedroom / Quarters Belong to a ...
380 to 382	Exarch	383 to 385	Exchequer
386 to 388	Exciseman	389 to 391	Excisewoman
392 to 394	Exile	395 to 397	Feodary
398 to 417	Fighter (see Fighter Level Title Table hereafter)	418 to 421	Foreman
422 to 424	Fugitive	425 to 427	Forge Master
428 to 429	Forger	430 to 432	Gaffman
433 to 435	Gaffwoman	436 to 438	Gager
439 to 440	Gatekeeper	441 to 443	Gaveller
444 to 446	Gemcutter	447 to 449	General
450 to 451	Gnome	452 to 454	Guard Captain
455 to 457	Guild Master	458 to 460	Guildsman
461 to 463	Guildswoman	464 to 466	Half-Elf
467 to 469	Half-Ogre	470 to 472	Half-Orc
473 to 474	Halfling	475 to 477	Heir
478 to 480	Heiress	481 to 483	Herald
484 to 485	Herzog	486 to 488	Hetman
489 to 490	Hierarch	491 to 510	Hunter (see Hunter Level Title Table hereafter)
511 to 530	Illusionist (see Illusionist Level Title Table hereafter)	531 to 533	Inquisitor
534 to 536	Inspector	537 to 539	Jarl
540 to 559	Jester (see Jester Level Title Table hereafter)	560 to 562	Jeweler
563 to 565	Judge	566 to 567	Key Master
568 to 569	Lady	570 to 572	Lady in Waiting
573 to 575	Laird	576 to 578	Landgrave
579 to 580	Leader	581 to 583	Legatus



D1000 Roll	The Bedroom / Quarters Belong to a ...	D1000 Roll	The Bedroom / Quarters Belong to a ...
584 to 585	Lord	586 to 588	Lord of Arms
589 to 608	Magic-User (see Magic-User Level Title Table hereafter)	609 to 611	Magister
612 to 614	Magistrate	615 to 617	Majordomo
618 to 619	Manciple	620 to 622	Marchioness
623 to 625	Margrave	626 to 628	Marquis
629 to 631	Marshal	632 to 633	Master
634 to 636	Master Smith	637 to 639	Mastermind

640 to 642	Merchant	643 to 645	Minter
D1000 Roll	The Bedroom / Quarters Belong to a ...	D1000 Roll	The Bedroom / Quarters Belong to a ...
646 to 648	Mistress	649 to 668	Monk (see Monk Level Title Table hereafter)
669 to 688	Mountebank (see Mountebank Level Title Table hereafter)	689 to 708	Mystic (see Mystic Level Title Table hereafter)
709 to 711	Navigator	712 to 714	Netherworld Gnome
715 to 716	Netherworlder	717 to 719	Nobile
720 to 722	Noble	723 to 725	Nobleman
726 to 728	Noblewoman	729 to 731	Nomarch
732 to 734	Notary	735 to 737	Overlord
738 to 757	Paladin (see Fighter Level Title Table hereafter)	758 to 760	Pasha
761 to 763	Praetor	764 to 766	Prince
767 to 768	Princess	769 to 771	Procurator
772 to 774	Propraetor	775 to 777	Puppet Master
778 to 797	Ranger (see Ranger Level Title Table hereafter)	798 to 800	Reeve
801 to 803	Regent	804 to 806	Registrar
807 to 809	Researcher	810 to 812	Ruler
813 to 815	Sage	816 to 817	Satrap
818 to 837	Savant (see Savant Level Title Table hereafter)	838 to 840	Scion
841 to 843	Scrutineer	844 to 846	Serdar
847 to 848	Shaman	849 to 851	Sheriff
852 to 854	Ship Captain	855 to 857	Shrieve
858 to 859	Siege Master	860 to 862	Signifer
863 to 865	Slave Keeper	866 to 868	Slave Lord
869 to 871	Slave Master	872 to 874	Solicitor
875 to 877	Spy	878 to 880	Spy Master

D1000 Roll	The Bedroom / Quarters Belong to a ...	D1000 Roll	The Bedroom / Quarters Belong to a ...
881 to 883	Steward	884 to 886	Strategist
887 to 889	Sub-Chieftain	890 to 892	Sub-Chieftess
893 to 895	Sub-Commander	896 to 898	Sub-Ruler
899 to 901	Supreme Chancellor	902 to 904	Supreme Master
905 to 906	Tax Collector	907 to 909	Thane
910 to 912	Theocrat	913 to 932	Thief (see Thief Level Title Table hereafter)
933 to 934	Thane	935 to 937	Theocrat
938 to 940	Torturer	941 to 943	Traitor
944 to 945	Treasurer	946 to 948	Tribune
949 to 951	Triumphator	952 to 954	Turncoat
955 to 957	Tyrant	958 to 960	Ulnager
961 to 963	Underworlder	964 to 965	Usher
966 to 967	Viceroy	968 to 970	Vidame
971 to 973	Villain	974 to 975	Viscount
976 to 977	Viscountess	978 to 980	Vizier
981 to 983	Warden	984 to 985	Watch Captain
986 to 988	Weapon Master	989 to 991	Weapon Smith
992 to 994	Witch Doctor	995 to 996	Witch Hunter
997 to 998	Zombie Lord	999 to 000	Zombie Master

2-3

SUGGESTED LEVEL TITLES FOR NPCS

OF VARIOUS CLASSES AND EXPERIENCE LEVELS

Here is an extensive selection of hundreds of experience level titles from the Castle Oldskull campaign, which you can use in your own games to provide color and idea hooks for your dungeon-dwelling NPCs. (You can use these titles for Player Characters too, but leave that up to your players. Offer them the tools and suggestions here if you like.) These tables are reached primarily through the random results in the previous table, but you can also come directly to these sub-tables whenever you want to put an NPC in a room — for example, a mid-level Fighter or a high-level Magic-User — and decide which appropriate title you want to give them to help flesh out their interesting details.

I believe this is the largest FRPG level title system in existence. My own campaign has a bit more detail (and narrower progression paths), with titles leading into other specific titles at higher levels, but in this general gaming supplement I believe it is most beneficial to show you the entire spectrum of offered titles, and to let you choose whatever sounds best according to the situation. This is largely because here we are chiefly considering level titles not for PCs with long and storied careers being played by your players; we are instead usually building quick NPCs (with no prior play to them) who are being plugged into your dungeon designs on short notice. These NPCs therefore do not need elaborate progression backstories, unless you want to take the time to provide that level of further detail for some reason. (For example, if you are introducing a new arch-villain who will become crucial to the campaign.)

As always, if you want more details on character design ideas, I recommend to you supplement DDE1, DUNGEON DELVER ENHANCER.

You can further extend this list if you like, by using an online tool (such as Google Translate) to use Scandinavian titles in your Norse-themed settings, German titles in your Grimm-themed settings, and so forth. I've already plundered most of the thesauri that I

could get my hands on for cool non-modern titles, but if you have more great titles to recommend, I am happy to hear of them!

If you need help using these tables, the first step is to decide on the NPC experience level that you want the PCs to encounter when they reach this bedroom or chamber in the dungeon. That decision depends on four major factors: [1] how nasty you want the encounter to be, [2] the size of the PC adventuring party, [3] the average experience level of the PCs, and [4] how many NPCs you want to include in the bedroom (typically 1 to 4).

For example, for a medium-sized PC party with 4 or 6 members and an average experience level of 7, to have a challenging encounter you would probably want to choose between (my example guidance) 1 level 9 NPC, 1 or 2 level 8 NPCs, 1 to 3 level 7 NPCs, 2 to 4 level 6 NPCs, 3 or 4 level 5 NPCs, or 4 level 4 NPCs. These are all very different encounters, depending on the difficulty and the complexity you're envisioning. If for example you decide that the PCs should encounter 1 level 9 Fighter NPC in the bedroom, then you would go down to the Fighter sub-table, look at the level titles for level 9, and choose your favorite title to further develop (in this case, Archer, Lord, or Lady).

The title you choose would begin to determine the fighting style and background of the NPC. The variables in that regard could also depend on the alignment you choose for the NPC as well. For example, an encountered evil Archer would probably want to fall back from the encounter while shouting a warning to allies, hoping to create enough distance to use his bow against intruders. But an encountered neutral Lord might call for his allies while charging into battle (using bruising and fighting-to-subdue attacks against intruders, unless they respond by attacking to kill), while a good Lady might want to parley while cautiously backing toward the guardroom behind her. These variables are all up to you ... but the level titles which appear below can tell you a little about your new NPC's tactics, background and philosophy, thereby influencing your further design of the dungeon and this particular encounter area.

Be creative! And do keep in mind, bedrooms tend to have guardrooms, escape passages, secret doors, and/or treasure rooms nearby.

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NPC ANTI-PALADINS IN DUNGEONS



Anti-Paladins are NPCs (never PCs) who serve ultimate Chaos and Evil. Some who are Neutral Evil serve the infernal powers as well. As Paladins are the champions of the light, Anti-Paladins are the champions of darkness. As such, they are frequently found in strongholds (leading troops), dungeons (leading monsters), temples (leading cultists) and so forth. They will tend to surround themselves with humanoid minions, slaves, and evil fighters whenever possible. A subdued or willing dragon mount might be in the mix as well!

LEVEL TITLES FOR ANTI-PALADINS IN THE CASTLE OLDSKULL FRPG SYSTEM	
Experience Level	Suggested Level Title(s)
1	<ul style="list-style-type: none"> ➤ Caitiff ➤ Chaos Minion ➤ Evildoer ➤ Outcast ➤ Poltroon ➤ Traitor
2	<ul style="list-style-type: none"> ➤ Betrayer ➤ Chaos Bringer ➤ Miscreant ➤ Varlet
3	<ul style="list-style-type: none"> ➤ Chaos Warrior ➤ Demon Worshipper ➤ Hellion ➤ Malefactor
4	<ul style="list-style-type: none"> ➤ Anti-Hero / Anti-Heroine ➤ Dire Malefactor ➤ Hellraiser
5	<ul style="list-style-type: none"> ➤ Black Malefactor ➤ Blackguard ➤ Unforgiven One
6	<ul style="list-style-type: none"> ➤ Dark Knight

	<ul style="list-style-type: none"> ➤ Foul Blackguard ➤ Scoundrel
Experience Level	Suggested Level Title(s)
7	<ul style="list-style-type: none"> ➤ Black Knight ➤ Dastard ➤ Hero Slayer
8	<ul style="list-style-type: none"> ➤ Anti-Superhero / Anti-Superheroine ➤ Champion of Chaos ➤ Demon Bringer ➤ Villain
9	<ul style="list-style-type: none"> ➤ Arch-Villain ➤ Chaos Lord / Lady of Chaos ➤ Knight of Ruin
10	<ul style="list-style-type: none"> ➤ Demon / Demoness ➤ Fiend ➤ Lord of Ruin
11	<ul style="list-style-type: none"> ➤ Anti-Paladin ➤ Warlord of Ruin
12	<ul style="list-style-type: none"> ➤ Anti-Paladin Lord ➤ Overlord of Ruin
13	<ul style="list-style-type: none"> ➤ Hatred Incarnate ➤ Nemesis
14	<ul style="list-style-type: none"> ➤ Chaos Incarnate ➤ Vile Nemesis
15+	<ul style="list-style-type: none"> ➤ Arch-Nemesis ➤ Evil Incarnate

2-5

NPC ASSASSINS IN DUNGEONS

NPC Assassins tend to have hideouts, secret rooms, locked quarters, traps, and/or lots of magical defenses near their lairs. People who kill other people for a living tend to be a bit lacking in the “Let’s trust others with our private living area” department ...



LEVEL TITLES FOR ASSASSINS IN THE CASTLE OLDSKULL FRPG SYSTEM	
Experience Level	Suggested Level Title(s)
1	<ul style="list-style-type: none"> ➤ Bloodletter ➤ Bravo ➤ Oath Breaker ➤ Scapegrace ➤ Tyro ➤ Vaunt
2	<ul style="list-style-type: none"> ➤ Butcher ➤ Impaler ➤ Poisoner ➤ Rutterkin ➤ Tormentor
3	<ul style="list-style-type: none"> ➤ Darksider ➤ Intimidator ➤ Pragmatus / Pragmata ➤ Trophyman ➤ Waghalter
4	<ul style="list-style-type: none"> ➤ Mauler ➤ Murderer / Murderess ➤ Rakehell ➤ Strangler ➤ Veteran Darksider
5	<ul style="list-style-type: none"> ➤ Exterminator ➤ Garrotter ➤ Hatchetman / Hatchetwoman ➤ Thug
6	<ul style="list-style-type: none"> ➤ Carnifex ➤ Eliminator ➤ Killer ➤ Sicarius / Sicaria ➤ Slaughterer
7	<ul style="list-style-type: none"> ➤ Cutthroat

	<ul style="list-style-type: none"> ➤ Headsman / Headswoman ➤ Infiltrator ➤ Manhunter / Manhuntress
Experience Level	Suggested Level Title(s)
8	<ul style="list-style-type: none"> ➤ Executioner ➤ Headhunter / Headhuntress ➤ Magsman / Magswoman ➤ Spy
9	<ul style="list-style-type: none"> ➤ Assassin ➤ Death Bringer ➤ Grand Executioner ➤ Master Headhunter / Master Headhuntress ➤ Master Spy ➤ Slayer
10	<ul style="list-style-type: none"> ➤ Expert Assassin ➤ Master Assassin ➤ Master Slayer
11	<ul style="list-style-type: none"> ➤ Reaper ➤ Senior Assassin
12	<ul style="list-style-type: none"> ➤ Chief Assassin ➤ Grim Reaper
13	<ul style="list-style-type: none"> ➤ Lord Assassin / Lady Assassin ➤ Prime Assassin
14	<ul style="list-style-type: none"> ➤ Angel of Death ➤ Guildmaster Assassin / Guildmistress Assassin
15+	<ul style="list-style-type: none"> ➤ Archangel of Death ➤ Grandfather of Assassins / Grandmother of Assassins

2-6

NPC BARBARIANS IN DUNGEONS

While usually found out in the wild, NPC Barbarians do set up shop in dungeons from time to time. Typically, they are serving temporarily as mercenaries, and are extremely well paid. Their ramshackle lairs and general dungeon area will be replete with feast halls, drink storerooms, treasure chambers, wenches (or man-thralls), armories, dueling pits, trophy halls, and the like.

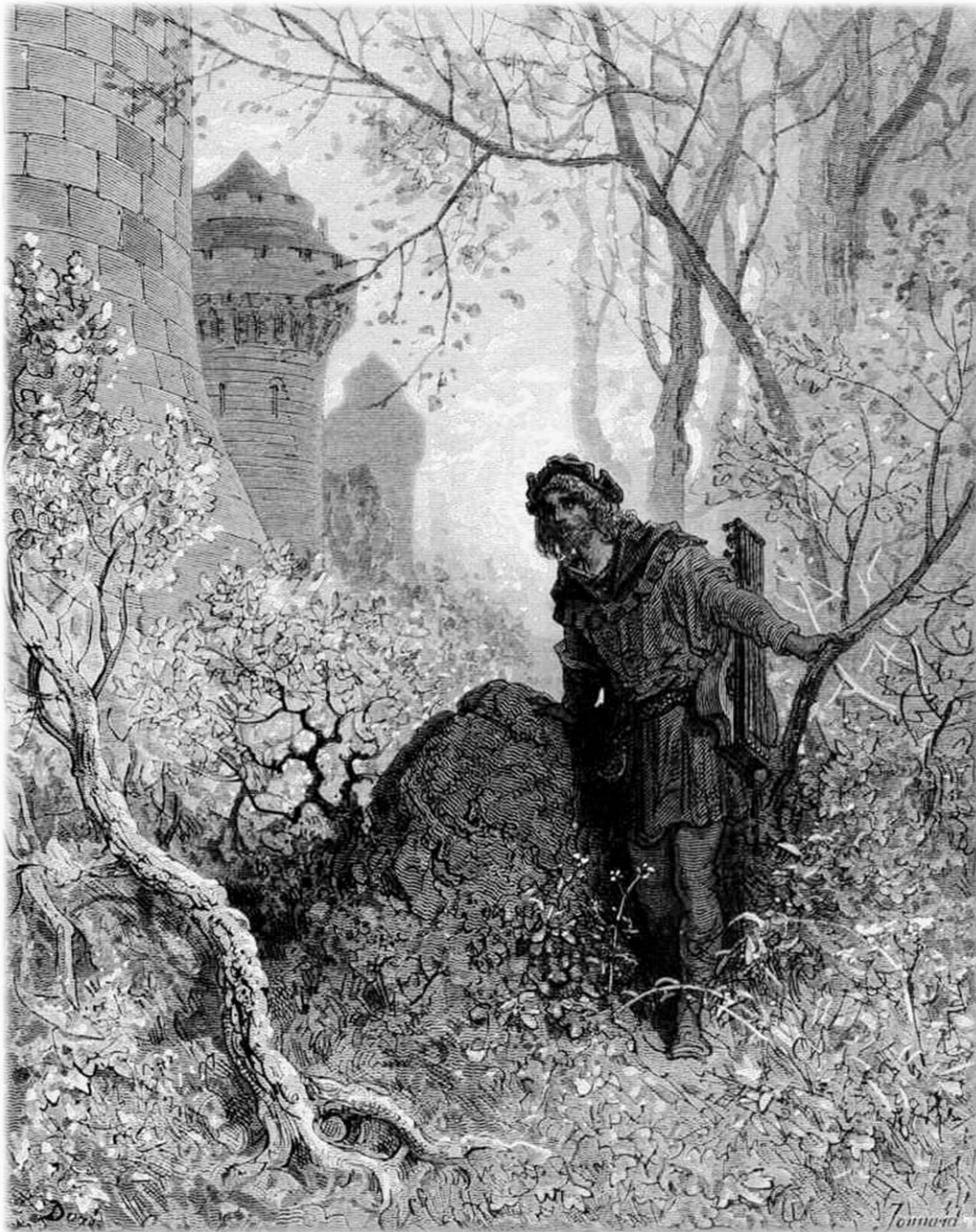


LEVEL TITLES FOR BARBARIANS IN THE CASTLE OLDSKULL FRPG SYSTEM	
Experience Level	Suggested Level Title(s)
1	<ul style="list-style-type: none"> ➤ Barrens Strider ➤ Berserker Minion (level 1 Barbarian of Berserker specialization) ➤ Nomad ➤ Outcast ➤ Outlander ➤ Savage (level 1 Barbarian of non-good alignment) ➤ Tribesman / Tribeswoman
2	<ul style="list-style-type: none"> ➤ Berserker (level 2 Barbarian of Berserker specialization) ➤ Boar Warrior ➤ Raider ➤ Tribal Hunter / Tribal Huntress ➤ Wild-Wanderer ➤ Wolfling
3	<ul style="list-style-type: none"> ➤ Bear Warrior ➤ Marauder ➤ Shield Biter ➤ Tribal Warrior ➤ Wild Berserker (level 3 Barbarian of Berserker specialization) ➤ Wilderlander ➤ Wolf Berserker (level 3 Barbarian of Berserker specialization)
4	<ul style="list-style-type: none"> ➤ Bear Berserker (level 4 Barbarian of Berserker specialization) ➤ Great Wolf Berserker (level 4 Barbarian of Berserker specialization) ➤ Howler ➤ Shield Breaker
5	<ul style="list-style-type: none"> ➤ Destroyer ➤ Great Bear Berserker (level 5 Barbarian of Berserker specialization) ➤ Warmonger
6	<ul style="list-style-type: none"> ➤ Mage Slayer ➤ Rager (level 6 Barbarian of Berserker specialization)

Experience Level	Suggested Level Title(s)
	➤ Tribal Hero / Tribal Heroine
7	<ul style="list-style-type: none"> ➤ Blood Rager (level 7 Barbarian of Berserker specialization) ➤ Hewer ➤ Sub-Chieftain / Sub-Chieftess ➤ Tribal Champion
8	<ul style="list-style-type: none"> ➤ Barbarian Champion ➤ Berserker Champion (level 8 Barbarian of Berserker specialization) ➤ Chieftain / Chieftess
9	<ul style="list-style-type: none"> ➤ Barbarian Lord ➤ Berserker Lord (level 9 Barbarian of Berserker specialization) ➤ Horde Bringer ➤ War Chieftain / War Chieftess
10	<ul style="list-style-type: none"> ➤ Barbarian High Lord ➤ Berserker High Lord (level 10 Barbarian of Berserker specialization) ➤ Great War Chieftain / Great War Chieftess
11	<ul style="list-style-type: none"> ➤ Barbarian Warlord ➤ Berserker Warlord (level 11 Barbarian of Berserker specialization)
12	<ul style="list-style-type: none"> ➤ Barbarian Conqueror ➤ Berserker Conqueror (level 12 Barbarian of Berserker specialization)
13	<ul style="list-style-type: none"> ➤ Barbarian Overlord ➤ Berserker Overlord (level 13 Barbarian of Berserker specialization)
14	<ul style="list-style-type: none"> ➤ Barbarian Prince / Barbarian Princess ➤ Berserker Prince / Berserker Princess (level 14 Barbarian of Berserker specialization)
15+	<ul style="list-style-type: none"> ➤ Barbarian King / Barbarian Queen ➤ Berserker King / Berserker Queen (level 15 Barbarian of Berserker specialization)

2-7

NPC BARDS IN DUNGEONS



NPC Bards in dungeons serve not as entertainers, but rather as advisors, diplomats, lore masters, bodyguards (their warrior and rogue skills are nothing to sneeze at) and morale boosters for large bodies of troops. Their lairs tend to feature (or be adjacent to) music halls, magical gateways, museums, and most especially archives and libraries.

And for GMs of long standing who played 1E, you may be interested to hear that the classic bardic colleges — Fochlucan, Mac-Fuismidh, Doss, etc. — are not, barring a few spelling errors, copyrighted material. These names are in fact historical Irish bardic ranks based on the number of tales a bard has memorized, as enumerated in the now-obscure *Encyclopaedia Metropolitana; or, Universal Dictionary of Knowledge*, as kept by Samuel Taylor Coleridge and others, 30 volumes, published 1817 to 1845. And so those colleges appear in level titles here, free and clear. The more you know ...

LEVEL TITLES FOR BARDS IN THE CASTLE OLDSKULL FRPG SYSTEM	
Experience Level	Suggested Level Title(s)
1	<ul style="list-style-type: none"> ➤ Chanter ➤ Courtier ➤ Herald (level 1 Bard in service to a noble) ➤ Probationer (of Fochlucan) ➤ Rhymer ➤ Storyteller
2	<ul style="list-style-type: none"> ➤ Balladeer ➤ Crowther ➤ Fochlucan Apprentice (lesser teller of 30 tales) ➤ Lyrist ➤ Noble Herald (level 2 Bard in service to a noble) ➤ Raconteur ➤ Trouper
3	<ul style="list-style-type: none"> ➤ Chronicler ➤ Fabler ➤ Fochlucan Adept (teller of 30 tales)

	<ul style="list-style-type: none"> ➤ Master Lyrist ➤ Royal Herald (level 3 Bard in service to a noble) ➤ Sonneteer
Experience Level	Suggested Level Title(s)
4	<ul style="list-style-type: none"> ➤ Cantor / Cantora ➤ Charmer ➤ Fabulist ➤ Fochlucan Master (greater teller of 30 tales) ➤ Master Sonneteer ➤ Skald
5	<ul style="list-style-type: none"> ➤ Beguiler ➤ High Skald ➤ Jaunter ➤ Mac-Fuismidh Apprentice (great teller of 40 tales) ➤ Racaraide
6	<ul style="list-style-type: none"> ➤ Alba ➤ Mac-Fuismidh Adept (grand teller of 40 tales) ➤ Master Racaraide ➤ Minnesinger ➤ Jongleur
7	<ul style="list-style-type: none"> ➤ Mac-Fuismidh Master (supreme teller of 40 tales) ➤ Master Jongleur ➤ Pied Piper ➤ Troubadour
8	<ul style="list-style-type: none"> ➤ Doss Apprentice (great teller of 50 tales) ➤ Master Troubadour ➤ Minstrel ➤ Poet / Poetess ➤ Trouvere
9	<ul style="list-style-type: none"> ➤ Doss Adept (grand teller of 50 tales) ➤ Lorist / Muse ➤ Trovatore ➤ Warrior Minstrel
10	<ul style="list-style-type: none"> ➤ Doss Master (supreme teller of 50 tales) ➤ Lore Master ➤ Rhapsodist

Experience Level	Suggested Level Title(s)
	➤ Storied Lorist / Storied Muse
11	<ul style="list-style-type: none"> ➤ Bard ➤ Canaith Apprentice (bardic lore master of 100 tales) ➤ Great Lore Master ➤ Vates
12	<ul style="list-style-type: none"> ➤ Canaith Adept (great bardic lore master of 100 tales) ➤ Grand Lore Master ➤ Master Bard
13	<ul style="list-style-type: none"> ➤ Canaith Master (grand bardic lore master of 100 tales) ➤ Grand Bard ➤ Myth Bringer
14	<ul style="list-style-type: none"> ➤ Cli Apprentice (bardic master of 150 epics) ➤ Legendary Bard ➤ Myth Maker
15	<ul style="list-style-type: none"> ➤ Cli Adept (great bardic master of 150 epics) ➤ Mythic Bard
16	<ul style="list-style-type: none"> ➤ Archipoeta ➤ Cli Master (grand bardic master of 150 epics)
17	➤ Anstiuth Apprentice (bardic master of 250 legends)
18	➤ Anstiuth Adept (great bardic master of 250 legends)
19	➤ Anstiuth Master (grand bardic master of 250 legends)
20	➤ Ollamh Apprentice (bardic lord / lady of 350 legends)
21	➤ Ollamh Adept (great bardic lord / lady of 350 legends)
22	➤ Ollamh Master (grand bardic lord / lady of 350 legends)
23+	➤ Magna Alumnae (master of all of the bardic colleges)



2-8

NPC CAVALIERS IN DUNGEONS

Cavaliers are professional knights, and they are not always good. Due to their skill sets, cavaliers in dungeons tend to dispense with the horsemanship. They may (depending on experience level and available space) still have mounts in subterranean areas, such as dragons, giant lizards, hieracosphinxes, manticores, nightmares, or wyverns.

They typically serve as champions, troop leaders, strategists, tacticians, and siege masters. If the dungeon needs defending, the PCs will probably find themselves being very quickly outmaneuvered by organized monsters taking orders from a high-level evil cavalier. Watch out for the boiling oil ...



LEVEL TITLES FOR CAVALIERS IN THE CASTLE OLDSKULL FRPG SYSTEM	
Experience Level	Suggested Level Title(s)
1	<ul style="list-style-type: none"> ➤ Armiger (level 1 Cavalier of upper social standing) ➤ Herald of Arms ➤ Hobilar ➤ Horseman / Horsewoman (level 1 Cavalier of low-middle social standing) ➤ Lancer (level 1 Cavalier of middle social standing) ➤ Military Page (level 1 Cavalier of a squire apprenticeship)
2	<ul style="list-style-type: none"> ➤ Joustier ➤ Master of the Horse (level 2 Cavalier of low-middle social standing) ➤ Scutarius (shield bearer, Latin) ➤ Scutifer (shield bearer) ➤ Shield Bearer / Shield Maiden ➤ Veteran Lancer (level 2 Cavalier of middle social standing) ➤ Worthy Armiger
3	<ul style="list-style-type: none"> ➤ Esquire ➤ Master Lancer ➤ Veteran Scutarius ➤ Veteran Scutifer ➤ Veteran Shield Bearer
4	<ul style="list-style-type: none"> ➤ Banner Bearer ➤ Cataphract ➤ Esquire Peer ➤ Knight Errant / Dame Errant (wandering knight)
5	<ul style="list-style-type: none"> ➤ Esquire and Master ➤ Knight Bachelor / Grand Dame Errant (knight of low order) ➤ Vaunted Knight Errant
6	<ul style="list-style-type: none"> ➤ Esteemed Knight Errant ➤ Knight / Dame
7	<ul style="list-style-type: none"> ➤ Grand Knight / Grand Dame ➤ Knight Hierarch / Dame Hierarch

Experience Level	Suggested Level Title(s)
	➤ Sovereign Knight / Sovereign Dame
8	<ul style="list-style-type: none"> ➤ Banneret (knight commander with a chivalric banner) ➤ Justiciar Cavalier (wise knight with limited legal authority) ➤ Knight Banneret (knight commander with a chivalric banner)
9	<ul style="list-style-type: none"> ➤ Chevalier (knight of noble recognition) ➤ Grand Justiciar Cavalier (wise knight with legal authority) ➤ Knight Commander / Dame Commander ➤ Sovereign Knight Banneret
10	<ul style="list-style-type: none"> ➤ Cavalier ➤ Grand Chevalier ➤ Sovereign Knight Commander / Sovereign Dame Commander
11	<ul style="list-style-type: none"> ➤ Grand Master Chevalier ➤ Lord Cavalier / Lady Cavalier
12	<ul style="list-style-type: none"> ➤ High Lord Cavalier / High Lady Cavalier ➤ Vice Marshal Cavalier
13	<ul style="list-style-type: none"> ➤ Marshal Cavalier ➤ Warlord Cavalier
14	<ul style="list-style-type: none"> ➤ High Warlord Cavalier ➤ Lord Marshal Cavalier ➤ Overlord Cavalier / Overlady Cavalier
15	<ul style="list-style-type: none"> ➤ Grand Commander Cavalier ➤ Grand Marshal Cavalier
16+	<ul style="list-style-type: none"> ➤ Grand Master Cavalier

2-9

NPC CLERICS IN DUNGEONS

NPC Clerics are typically, but not always, found in temples. For those found underground, they might be on a quest (perhaps to cleanse an ancient temple or recover

a relic), destroying undead (if good), creating and leading undead (if evil), or serving as healers to a higher (monstrous?) power.



A rarely-seen variant (but actually more common, from a worshipper's perspective) is the Cloistered Cleric; see alternate level titles below. In the Castle Oldskull campaign, Cloistered Clerics are almost always NPCs. They dwell in temples and devote their lives to protecting the temple, its precinct, and its people. Instead of adventuring and seeking glory in the name of their deity, these characters tend to the flock of the faithful. They deal with healing, curing, protection, inspiration, holy / unholy water creation, divination and offering advice, repelling invaders if necessary, and so forth. Cloistered Clerics will almost never be found in strange dungeons, but they will almost always be found defending temples!

LEVEL TITLES FOR CLERICS IN THE CASTLE OLDSKULL FRPG SYSTEM	
Experience Level	Suggested Level Title(s)
1	<ul style="list-style-type: none"> ➤ Acolyte ➤ Believer ➤ Catechumen ➤ Cult Minion (level 1 Cleric of non-good alignment) ➤ Fledgling ➤ Postulant (level 1 Cleric in service to a good temple or order) ➤ Scribe (level 1 Cleric of Cloistered specialization) ➤ Scrivener (level 1 Cleric of Cloistered specialization) ➤ Temple Aspirant (level 1 Cleric of Cloistered specialization)
2	<ul style="list-style-type: none"> ➤ Adept ➤ Anchorite ➤ Cultist (level 2 Cleric of non-good alignment) ➤ Harbinger ➤ Ostiarius ➤ Peregrine ➤ Temple Initiate (level 2 Cleric of Cloistered specialization) ➤ Temple Servant (level 2 Cleric of Cloistered specialization) ➤ Under-Priest / Under-Priestess
3	<ul style="list-style-type: none"> ➤ Adept of the Order

	<ul style="list-style-type: none"> ➤ Advocatus / Advocata (level 3 Cleric of Cloistered specialization) ➤ Almoner (level 3 Cleric in service to a good temple or order) ➤ Cult Adept (level 3 Cleric of a non-good alignment) ➤ Deacon / Deaconess (level 3 Cleric of Cloistered specialization) ➤ Priest / Priestess
Experience Level	Suggested Level Title(s)
4	<ul style="list-style-type: none"> ➤ Cantor ➤ Cult Fanatic (level 4 Cleric of a non-good alignment) ➤ Curate ➤ Death Priest (level 4 Cleric of evil alignment) ➤ Officiant Priest / Officiant Priestess (level 4 Cleric in service to a good temple or order) ➤ Temple Adept (level 4 Cleric of Cloistered specialization) ➤ Vicar / Vicaress
5	<ul style="list-style-type: none"> ➤ Healer ➤ Prefect / Prefectess ➤ Temple Priest / Temple Priestess (level 5 Cleric of Cloistered specialization) ➤ Warrior Priest / Warrior Priestess ➤ Wise Man / Wise Woman (level 5 Cleric who presides over a clan or enclave)
6	<ul style="list-style-type: none"> ➤ Canon / Canoness ➤ Chief Priest / Chief Priestess ➤ Elder (level 6 Cleric who presides over a clan or enclave) ➤ Sub-Prelate
7	<ul style="list-style-type: none"> ➤ Bishop (level 7 Cleric in service to a good temple or order) ➤ Exorcist ➤ Prelate
8	<ul style="list-style-type: none"> ➤ Archbishop ➤ Patriarch / Matriarch ➤ Shrine Keeper
9	<ul style="list-style-type: none"> ➤ Fane Keeper ➤ High Priest / High Priestess
10	<ul style="list-style-type: none"> ➤ Great High Priest / Great High Priestess ➤ Temple Keeper

Experience Level	Suggested Level Title(s)
11	➤ Grand High Priest / Grand High Priestess
12	➤ Supreme High Priest / Supreme High Priestess
13	➤ Holy Exarch ➤ Unholy Exarch
14	➤ Divine Exarch ➤ Infernal Exarch
15	➤ Grand Divine Exarch ➤ Grand Unholy Exarch
16	➤ Archcleric
17	➤ Holy / Unholy Archcleric
18+	➤ Divine / Infernal Archcleric

2-10

NPC DRUIDS IN DUNGEONS

Druids are usually at home in the wilderness, but they are found in dungeons more often than you might think. Their spells dealing with insects, earth, pathfinding, path obfuscation, elementals, and combat are extremely useful to adventuring parties underground. Also, from time to time NPC druids will be found in dungeons for extended periods of time. They might be protecting a sacred shrine or portal, seeking to restore the balance (by eradicating monsters), assisting allies in defending a subterranean fortress against invaders, or perhaps even gathering fungi and giant insects for healing, protection, reagents, preservation, or research of some kind.

But due to their nature, druids in dungeons will almost always fill their lair areas with reminders of the surface world. Their chambers will typically feature maps, magical light, portals to the surface, earthen walls and floors, specimens of growing / blossoming

plants, water, and (if the area is shallow) cultivated roots from surface trees, which might be animated guardians.



LEVEL TITLES FOR DRUIDS IN THE CASTLE OLDSKULL FRPG SYSTEM	
Experience Level	Suggested Level Title(s)
1	<ul style="list-style-type: none"> ➤ Aspirant ➤ Child of Vortigern ➤ Naturalist ➤ Pagan
2	<ul style="list-style-type: none"> ➤ Moonchild ➤ Ovate ➤ Sun Brother / Sun Sister
3	<ul style="list-style-type: none"> ➤ Briar Treader ➤ Oak Seer / Oak Seeress ➤ Initiate of the First Circle
4	<ul style="list-style-type: none"> ➤ Hieros ➤ Initiate of the Second Circle ➤ Thorn Walker
5	<ul style="list-style-type: none"> ➤ Arbor Keeper ➤ Initiate of the Third Circle ➤ Stone Shaper
6	<ul style="list-style-type: none"> ➤ Faerie Caller ➤ Initiate of the Fourth Circle ➤ Wicker Man / Wicker Woman ➤ Willow Druid / Willow Druidess
7	<ul style="list-style-type: none"> ➤ Bear Druid ➤ Initiate of the Fifth Circle ➤ Primal Druid / Primal Druidess ➤ Shape Shifter ➤ Skin Wearer
8	<ul style="list-style-type: none"> ➤ Initiate of the Sixth Circle ➤ Lightning Caller ➤ Storm Bringer
9	<ul style="list-style-type: none"> ➤ Ash Druid / Ash Druidess ➤ Initiate of the Seventh Circle

Experience Level	Suggested Level Title(s)
10	<ul style="list-style-type: none"> ➤ Initiate of the Eighth Circle ➤ Rowan Druid / Rowan Druidess
11	<ul style="list-style-type: none"> ➤ Dryw ➤ Grove Druid / Grove Druidess ➤ Initiate of the Ninth Circle ➤ Yew Druid / Yew Druidess
12	<ul style="list-style-type: none"> ➤ Druid / Druidess ➤ Druid of the Sacred Grove / Druidess of the Sacred Grove
13	<ul style="list-style-type: none"> ➤ Archdruid / Archdruidess
14	<ul style="list-style-type: none"> ➤ Great Druid / Great Druidess
15	<ul style="list-style-type: none"> ➤ Grand Druid / Grand Druidess
16	<ul style="list-style-type: none"> ➤ Grand Druid Elder / Grand Druidess Elder ➤ Hierophant Druid / Hierophant Druidess
17	<ul style="list-style-type: none"> ➤ Hierophant Initiate ➤ Hierophant of the Cairn ➤ Hierophant of the Waters
18	<ul style="list-style-type: none"> ➤ Hierophant Adept ➤ Hierophant of the Pyre ➤ Hierophant of the Whirlwind
19	<ul style="list-style-type: none"> ➤ Hierophant Master ➤ Hierophant of the Tempest ➤ Hierophant of Vulcanus
20	<ul style="list-style-type: none"> ➤ Hierophant of the Boreal Reach ➤ Hierophant of the Wind Lords ➤ Numinous Hierophant
21	<ul style="list-style-type: none"> ➤ Hierophant of the Elementals ➤ Mystic Hierophant
22	<ul style="list-style-type: none"> ➤ Arcane Hierophant ➤ Hierophant of the Shadow Realm
23+	<ul style="list-style-type: none"> ➤ Hierophant of the Cabal ➤ Hierophant of the Supreme Mysteries

2-11

NPC FIGHTERS IN DUNGEONS

Fighters tend to be very common in dungeons, because that's where all the fighting is. Good fighters establish temporary bases in dungeons where they guard allies who are resting and healing; neutral fighters frequently serve as mercenaries; and evil fighters dwell in dungeons to muster troops and subdued monstrosities for various nefarious purposes.



You don't really ever need justification to put fighters in dungeons; they serve as guards, patrollers, mercenaries, defenders and attackers. Put them everywhere whenever it seems appropriate!

LEVEL TITLES FOR FIGHTERS IN THE CASTLE OLDSKULL FRPG SYSTEM	
Experience Level	Suggested Level Title(s)
1	<ul style="list-style-type: none"> ➤ Amazon (female only) ➤ Apprentice Fencer (level 1 Fighter of Blade Master specialization) ➤ Armsman / Armswoman ➤ Bowman / Bow-Woman (level 1 Fighter of Archer specialization) ➤ Brawler ➤ Footman / Footwoman ➤ Guardsman / Guardswoman ➤ Petty Sergeant (level 1 Fighter who leads men-at-arms) ➤ Sentry ➤ Trooper ➤ Veteran (level 1 Fighter who was a former man-at-arms)
2	<ul style="list-style-type: none"> ➤ Battler ➤ Fencer (level 2 Fighter of Blade Master specialization) ➤ Hoplite ➤ Junior Lieutenant (level 2 Fighter who leads men-at-arms) ➤ Legionnaire ➤ Master Bowman / Bow-Woman (level 2 Fighter of Archer specialization) ➤ Ruffian (level 2 Fighter of non-good alignment) ➤ Sergeant (level 2 Fighter who leads men-at-arms) ➤ Shield Brother / Shield Sister ➤ Veteran Sergeant (level 2 Fighter who leads men-at-arms) ➤ Warrior ➤ Watchman / Watchwoman

Experience Level	Suggested Level Title(s)
3	<ul style="list-style-type: none"> ➤ Fletcher (level 3 Fighter of Archer specialization) ➤ Lieutenant (level 3 Fighter who leads men-at-arms) ➤ Senior Sergeant (level 3 Fighter who leads men-at-arms) ➤ Skull Crusher ➤ Swordsman / Swordswoman (level 3 Fighter of Blade Master specialization)
4	<ul style="list-style-type: none"> ➤ Challenger ➤ Gladiator / Gladiatrix ➤ Hero / Heroine ➤ Master Fletcher (level 4 Fighter of Archer specialization) ➤ Senior Lieutenant (level 4 Fighter who leads men-at-arms) ➤ Sergeant of Arms (level 4 Fighter who leads men-at-arms) ➤ Steward (level 4 Fighter who presides over a manor in the absence of a lord / lady) ➤ Swordmaster / Swordmistress (level 4 Fighter of Blade Master specialization)
5	<ul style="list-style-type: none"> ➤ Bladesman (level 5 Fighter of Blade Master specialization) ➤ Bowyer (level 5 Fighter of Archer specialization) ➤ Captain (level 5 Fighter who leads men-at-arms) ➤ Castellan (level 5 Fighter who presides over a stronghold in the absence of a lord / lady) ➤ Duelist ➤ High Steward (level 5 Fighter who presides over a manor in the absence of a lord / lady) ➤ Swashbuckler ➤ Victorious Gladiator / Victorious Gladiatrix
6	<ul style="list-style-type: none"> ➤ Chief Steward (level 6 Fighter who presides over a manor in the absence of a lord / lady) ➤ Grand Castellan (level 6 Fighter who presides over a stronghold in the absence of a lord / lady) ➤ Master Bladesman (level 6 Fighter of Blade Master specialization) ➤ Master Bowyer (level 6 Fighter of Archer specialization) ➤ Myrmidon ➤ Veteran Captain (level 6 Fighter who leads men-at-arms)
7	<ul style="list-style-type: none"> ➤ Captain of Arms (level 7 Fighter who leads men-at-arms)

	<ul style="list-style-type: none"> ➤ Champion ➤ Sharpshooter (level 7 Fighter of Archer specialization) ➤ Vaunted Captain (level 7 Fighter who leads men-at-arms) ➤ Vaunted Chief Steward (level 7 Fighter who presides over a manor in the absence of a lord / lady) ➤ Vaunted Grand Castellan (level 7 Fighter who presides over a stronghold in the absence of a lord / lady)
Experience Level	Suggested Level Title(s)
8	<ul style="list-style-type: none"> ➤ Arrowsmith (level 8 Fighter of Archer specialization) ➤ Elite Captain (level 8 Fighter who leads men-at-arms) ➤ Entrusted Chief Steward (level 8 Fighter who presides over a manor in the absence of a lord / lady) ➤ Entrusted Grand Castellan (level 8 Fighter who presides over a stronghold in the absence of a lord / lady) ➤ Superhero / Superheroine
9	<ul style="list-style-type: none"> ➤ Archer (level 9 Fighter of Archer specialization) ➤ Lord / Lady
10	<ul style="list-style-type: none"> ➤ Archer Esquire (level 10 Fighter of Archer specialization) ➤ High Lord
11	<ul style="list-style-type: none"> ➤ Archer Knight (level 11 Fighter of Archer specialization) ➤ General ➤ Vice Marshal ➤ Warlord
12	<ul style="list-style-type: none"> ➤ Archer Lord (level 12 Fighter of Archer specialization) ➤ Marshal
13	<ul style="list-style-type: none"> ➤ Archer Master (level 13 Fighter of Archer specialization) ➤ High Warlord ➤ Lord Marshal
14	<ul style="list-style-type: none"> ➤ Archer Grand Master (level 14 Fighter of Archer specialization) ➤ Grand Marshal ➤ Overlord / Dame Overlord
15	<ul style="list-style-type: none"> ➤ Grand Overlord / Grand Dame Overlord
16+	<ul style="list-style-type: none"> ➤ Supreme Overlord / Supreme Dame Overlord

2-12

NPC HUNTERS IN DUNGEONS



The hunter is an unofficial post-TSR Gygaxian character class, which you might be interested in looking up online. (*Cough*)

While hunters most especially prosper in the wilderness, they do serve in dungeons as well. They tend to tame monstrous beasts as guards, while also setting traps, disarming enemy traps, establishing “borderland” perimeters between safe and unsafe regions, and so forth. Typically, good hunters are present because they are setting up temporary bases while using their skills to hunt and wipe out monsters; neutral hunters are serving as defensive mercenaries, or looking for beasts to tame; and evil hunters are strengthening a dungeon’s defenses against the outside while they use their talents to dominate lesser creatures.

Oh, and hunters in dungeons also like to use lots of armored war dogs. Fun encounters to be sure!

LEVEL TITLES FOR HUNTERS IN THE CASTLE OLDSKULL FRPG SYSTEM	
Experience Level	Suggested Level Title(s)
1	<ul style="list-style-type: none"> ➤ Beast Handler ➤ Hound Tamer ➤ Wilderlander
2	<ul style="list-style-type: none"> ➤ Hound Keeper ➤ Tracker ➤ Wilderland Survivor
3	<ul style="list-style-type: none"> ➤ Herdhand ➤ Hound Master ➤ Wilderland Tracker
4	<ul style="list-style-type: none"> ➤ War Hound Master ➤ Wilderland Guide
5	<ul style="list-style-type: none"> ➤ Beast Keeper ➤ Huntsman / Huntswoman
6	<ul style="list-style-type: none"> ➤ Prey Chaser

Experience Level	Suggested Level Title(s)
	<ul style="list-style-type: none"> ➤ Prey Pacer ➤ Veteran Huntsman / Veteran Huntswoman
7	<ul style="list-style-type: none"> ➤ Beast Tamer ➤ Master Huntsman / Master Huntswoman ➤ Prey Stalker
8	<ul style="list-style-type: none"> ➤ Beast Trainer ➤ Dire Beast Tamer ➤ Hunter / Huntress ➤ Master Prey Stalker
9	<ul style="list-style-type: none"> ➤ Beast Master ➤ Dire Beast Trainer ➤ Huntmaster / Huntmistress
10	<ul style="list-style-type: none"> ➤ Great Huntmaster / Great Huntmistress ➤ Lord / Lady of the Wilds ➤ Supreme Beast Master ➤ Wild Runner
11	<ul style="list-style-type: none"> ➤ Grand Huntmaster / Grand Huntmistress ➤ Master of the Hunt ➤ Spectral Hound Tamer
12	<ul style="list-style-type: none"> ➤ Great Master of the Hunt ➤ Spectral Hound Keeper
13	<ul style="list-style-type: none"> ➤ Grand Master of the Hunt ➤ Spectral Hound Master
14	<ul style="list-style-type: none"> ➤ Brother of Lord Herne / Sister of Lord Herne
15	<ul style="list-style-type: none"> ➤ Champion of Lord Herne ➤ Chosen of Lord Herne
16+	<ul style="list-style-type: none"> ➤ Heir to Lord Herne

2-13

NPC ILLUSIONISTS IN DUNGEONS



Illusionists in dungeons are typically neutral or evil. They dwell therein because dungeons are perfect places to create illusionary monster guardians, deceptive tricks, and deadly traps. The confining corridors and locking doors of dungeons make it exceedingly likely that any intruders will be forced to experience a defensive illusion or three before the illusionist is ever found; and this, in turn, makes clever nasty illusionists very likely to set up their secret lairs in a dungeon setting.

Also: In the Castle Oldskull campaign, illusionists are not just casters of false magic and shadow spells; they are also dreamers, capable of reaching, exploring and even mastering the Dreamlands of Lord Dunsany and H. P. Lovecraft. You might have fun putting in an NPC lair next to (for example) a magical gateway that leads to Kadath, or a summoning chamber where wamps, dimensional shamblers, shoggoths, or even worse horrors are being drawn in from the Beyond to serve as guardians.

LEVEL TITLES FOR ILLUSIONISTS IN THE CASTLE OLDSKULL FRPG SYSTEM	
Experience Level	Suggested Level Title(s)
1	<ul style="list-style-type: none"> ➤ Apprentice Trickster ➤ Cantrip Crafter ➤ Daydreamer ➤ Shadow Prentice
2	<ul style="list-style-type: none"> ➤ Cantrip Master ➤ Dreamer ➤ Evoker of Shadows ➤ Minor Trickster
3	<ul style="list-style-type: none"> ➤ Dreamlander ➤ Ethereal Wanderer ➤ Shadow Conjuror ➤ Trickster
4	<ul style="list-style-type: none"> ➤ Dreamlander of Pnath ➤ Face Dancer ➤ Master Dreamer

	<ul style="list-style-type: none"> ➤ Master Trickster ➤ Mist Weaver
Experience Level	Suggested Level Title(s)
5	<ul style="list-style-type: none"> ➤ Cabalist ➤ Cerenarian Dreamlander ➤ Hypnotist ➤ Magician of Shadowry ➤ Veilist
6	<ul style="list-style-type: none"> ➤ Dreamlander of Sarkomand ➤ Master Cabalist ➤ Mesmerist ➤ Shadow Weaver ➤ Visionary ➤ Visionist
7	<ul style="list-style-type: none"> ➤ Dream Enchanter / Dream Enchantress ➤ Dreamlander of Leng ➤ Master Visionist ➤ Phantasmist ➤ Shadow Summoner
8	<ul style="list-style-type: none"> ➤ Apparitionist ➤ Dreamlander of Hatheg-Kla ➤ Enthraler ➤ Master Phantasmist ➤ Spectralist
9	<ul style="list-style-type: none"> ➤ Dreamlander of Carcosa ➤ Master Apparitionist ➤ Shadow Sorcerer / Shadow Sorceress ➤ Spellbinder
10	<ul style="list-style-type: none"> ➤ Dreamlander of Kadath ➤ Eidolon ➤ Illusionist ➤ Master Spellbinder
11	<ul style="list-style-type: none"> ➤ Dreamlander of the Beyond ➤ Master Illusionist ➤ Phantasmagorian ➤ Shadow Wizard / Shadow Wizardess

Experience Level	Suggested Level Title(s)
12	<ul style="list-style-type: none"> ➤ Dreamlander of the Crawling Chaos ➤ Grand Phantasmagorian ➤ Great Master Illusionist ➤ Master Shadow Wizard / Master Shadow Wizardess
13	<ul style="list-style-type: none"> ➤ Astral Walker ➤ Dreamlander of Nepenthe ➤ Grand Master Illusionist ➤ Great Wizard of Twilight / Great Wizardess of Twilight
14	<ul style="list-style-type: none"> ➤ Grand Umbral Wizard / Grand Umbral Wizardess ➤ Master Dreamlander ➤ Nightmare Bringer ➤ Wish Bringer
15	<ul style="list-style-type: none"> ➤ Great Master Dreamlander ➤ Supreme Wizard of Shadows / Supreme Wizardess of Shadows
16	<ul style="list-style-type: none"> ➤ Grand Master Dreamlander ➤ Shadow Mage ➤ Shadow Magus
17	<ul style="list-style-type: none"> ➤ Grand Shadow Mage ➤ Grand Shadow Magus
18	<ul style="list-style-type: none"> ➤ Archmage of Shadowry
19	<ul style="list-style-type: none"> ➤ Exalted Archmage of Shadowry
20+	<ul style="list-style-type: none"> ➤ Legendary Archmage of Shadowry

2-14

NPC JESTERS IN DUNGEONS

In the Castle Oldskull Campaign, jesters are not just harmless jokers and punsters to poke fun at. They follow the cackling murderous traditions which will lead in time to Punchinello (and the Joker), and so they are tumblers and dodgers, knife throwers, acid

grenade jugglers, fire breathers, showman-murderers and war dancers. Cross an adventuring jester at your peril!

Additional depth and gravity has been added to the class (in my campaign) via the Italian Commedia Dell'Arte, making the buffoon characters and masquers which jesters emulate part of a deep, eerie, and mystical tradition of disguise, deception and self-glorification. They perform in sacred rituals of masquerade, hubris, mockery and satire which please the masses, but this is merely a grand charade which hides a much more sinister secret society.

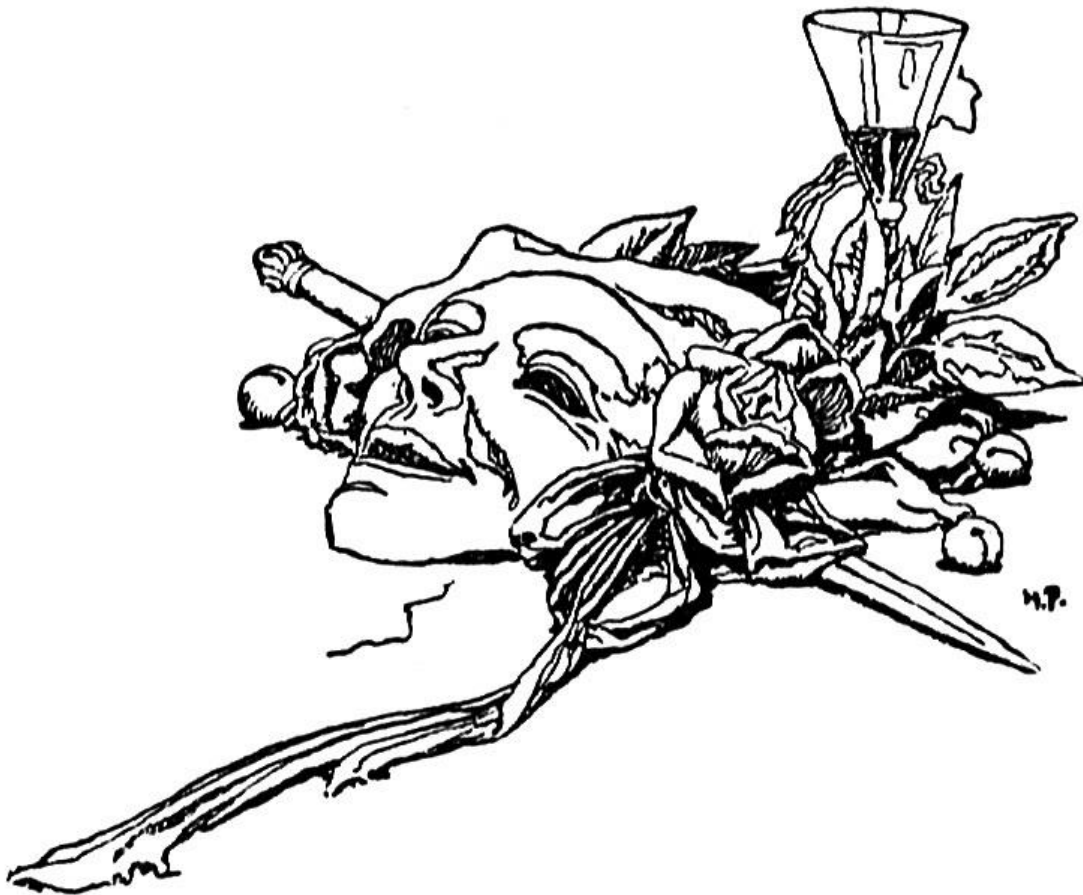


NPC jesters in dungeons are usually the minions of a higher power who has a fondness for enraging enemies, cruel tricks, theatricality and dramatic manipulation. In short, they make perfect sidekicks for dungeon-based arch-villains. Be sure to make your own first jester NPC into a deadly, eccentric enemy that your players will love to hate!

LEVEL TITLES FOR JESTER IN THE CASTLE OLDSKULL FRPG SYSTEM	
Experience Level	Suggested Level Title(s)
1	<ul style="list-style-type: none"> ➤ Jester Apprentice ➤ Knave ➤ Village Idiot ➤ Wag
2	<ul style="list-style-type: none"> ➤ Befuddler ➤ Punster ➤ Trouper ➤ Wit
3	<ul style="list-style-type: none"> ➤ Entertainer ➤ Knife Thrower ➤ Masquer ➤ Tumbler
4	<ul style="list-style-type: none"> ➤ Dark Entertainer ➤ Fire Walker ➤ Harlequin ➤ Tightrope Walker
5	<ul style="list-style-type: none"> ➤ Clown ➤ Commedia Jester ➤ Fire Dancer ➤ Sword Swallower
6	<ul style="list-style-type: none"> ➤ Juggler ➤ Riddler ➤ Zanni of Brighella ➤ Zanni of Pedrolino

Experience Level	Suggested Level Title(s)
7	<ul style="list-style-type: none"> ➤ Buffoon ➤ Inamorato of Colombina ➤ Torch Juggler ➤ Zanni of Arlecchino
8	<ul style="list-style-type: none"> ➤ Fool ➤ Knife Juggler ➤ Masquer of Scaramouche ➤ Master of Arlecchino ➤ Merryandrew / Merryandrea ➤ Vecchi of Pantalone
9	<ul style="list-style-type: none"> ➤ Grand Master of Arlecchino ➤ Joker ➤ Masquer of Pulcinello ➤ Wonder Bringer ➤ Vecchi of il Dottore
10	<ul style="list-style-type: none"> ➤ Commedia Capitan ➤ Harbinger of Misrule ➤ Jester ➤ Troupe Master / Troupe Mistress ➤ Wonder Maker
11	<ul style="list-style-type: none"> ➤ Court Jester ➤ Disciple of Misrule ➤ Grand Commedia Capitan ➤ Puppet Master
12	<ul style="list-style-type: none"> ➤ Death Dancer ➤ Great Puppet Master ➤ Master of Misrule / Mistress of Misrule ➤ Noble Jester
13	<ul style="list-style-type: none"> ➤ Grand Puppet Master ➤ Lord of Misrule / Lady of Misrule ➤ Royal Jester
14	<ul style="list-style-type: none"> ➤ Lord of the Danse Macabre / Lady of the Danse Macabre ➤ Nightmare Puppet Master ➤ Prince of Fools / Princess of Fools

Experience Level	Suggested Level Title(s)
15+	➤ King of the Fools / Queen of the Fools



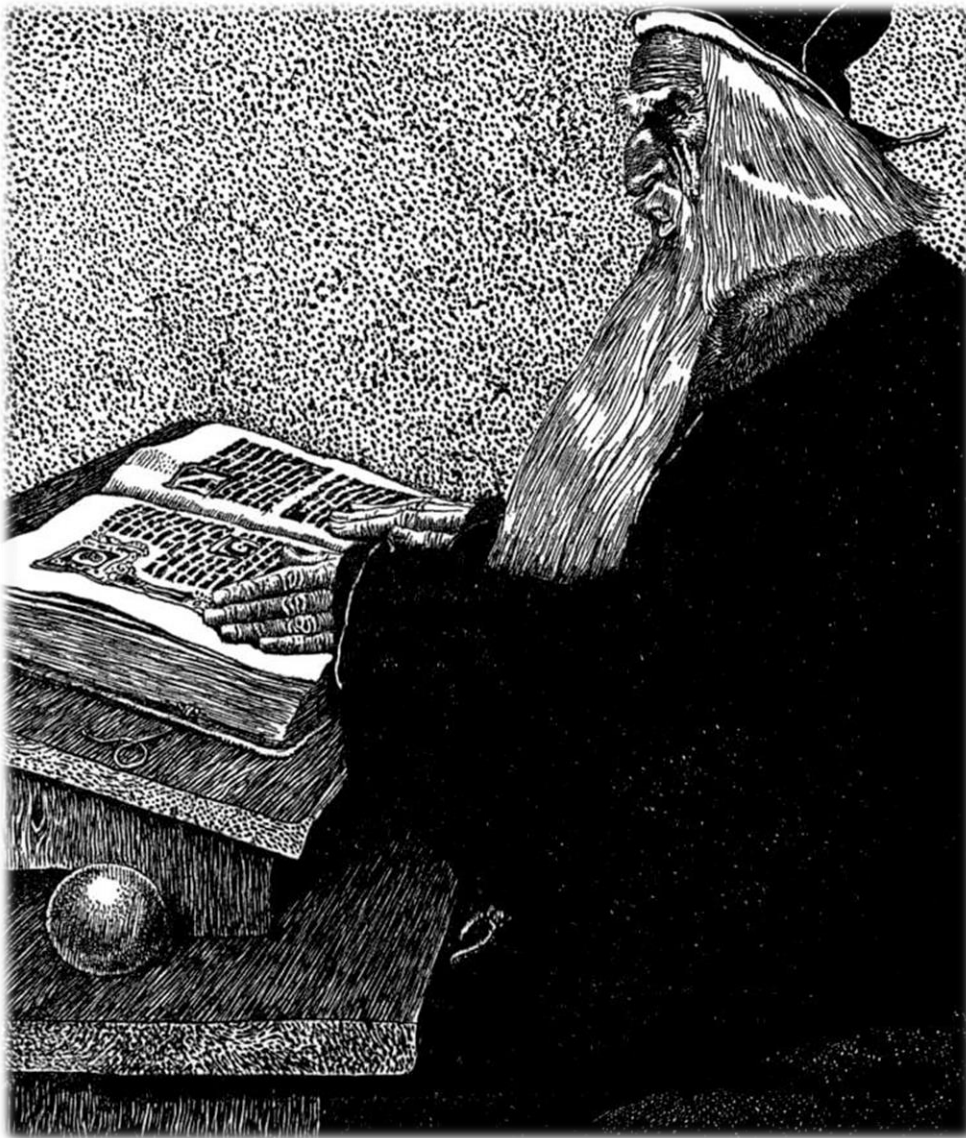
2-15

NPC MAGIC-USERS IN DUNGEONS

Second only to fighters, magic-users are a natural choice for dungeon dwelling. Many of their spells involve door manipulation, surface manipulation, blasting in closed spaces, treasure defense, spell book defense, treasure hunting, wall creation, and traveling

through “unassailable” areas with spells. This makes them ideal adventurers, and they tend to create lairs in dungeons because there they will have a distinct advantage against the vast majority of non-magic-using intruders.

NPC magic-users will usually have not only a bedroom, but also a summoning chamber, guardroom, secret treasure room, escape tunnel, library, and/or the ever-popular magical laboratory. And with their powers and intelligence, they make excellent leaders of monsters, too.



LEVEL TITLES FOR MAGIC-USERS IN THE CASTLE OLDSKULL FRPG SYSTEM	
Experience Level	Suggested Level Title(s)
1	<ul style="list-style-type: none"> ➤ Alchemist's Apprentice (level 1 Magic-User of Alchemist specialization) ➤ Apprentice ➤ Familiar Seeker ➤ Medium ➤ Prentice ➤ Prestidigitator
2	<ul style="list-style-type: none"> ➤ Alchemist's Disciple (level 2 Magic-User of Alchemist specialization) ➤ Evoker ➤ Glassblower (level 2 Magic-User of Alchemist specialization) ➤ Promising Medium ➤ Seer
3	<ul style="list-style-type: none"> ➤ Abjurer ➤ Conjuror ➤ Dweomer Crafter ➤ Master Evoker ➤ Reagent Gatherer (level 3 Magic-User of Alchemist specialization)
4	<ul style="list-style-type: none"> ➤ Dweomer Adept ➤ Elementalist ➤ Eyebiter ➤ Master Conjuror ➤ Mixer (level 4 Magic-User of Alchemist specialization) ➤ Theurgist
5	<ul style="list-style-type: none"> ➤ Aeromancer (if specializing in wind magic) ➤ Brewer (level 5 Magic-User of Alchemist specialization) ➤ Dweomer Master ➤ Geomancer (if specializing in earth magic) ➤ Hydromancer (if specializing in water magic) ➤ Master Theurgist ➤ Pyromancer (if specializing in fire magic)

Experience Level	Suggested Level Title(s)
	➤ Thaumaturgist
6	<ul style="list-style-type: none"> ➤ Aeromancer Adept (if specializing in wind magic) ➤ Aember (level 6 Magic-User of Alchemist specialization) ➤ Distiller (level 6 Magic-User of Alchemist specialization) ➤ Geomancer Adept (if specializing in earth magic) ➤ Hydromancer Adept (if specializing in water magic) ➤ Magician ➤ Master Thaumaturgist ➤ Pyromancer Adept (if specializing in fire magic)
7	<ul style="list-style-type: none"> ➤ Compounder (level 7 Magic-User of Alchemist specialization) ➤ Enchanter / Enchantress ➤ Master Aeromancer (if specializing in wind magic) ➤ Master Geomancer (if specializing in earth magic) ➤ Master Hydromancer (if specializing in water magic) ➤ Master Pyromancer (if specializing in fire magic) ➤ Master Magician
8	<ul style="list-style-type: none"> ➤ Enchanter Adept / Enchantress Adept ➤ Hexer ➤ Journeyman Alchemist (level 8 Magic-User of Alchemist specialization) ➤ Master Enchanter / Mistress Enchantress ➤ Summoner ➤ Warlock / Witch (level 8 Magic-User of chaotic alignment)
9	<ul style="list-style-type: none"> ➤ Alchemist (level 9 Magic-User of Alchemist specialization) ➤ Great Warlock / Great Witch (level 9 Magic-User of chaotic alignment) ➤ Master Summoner ➤ Sabbat Warlock / Sabbat Witch (level 9 Magic-User of chaotic alignment) ➤ Sorcerer / Sorceress
10	<ul style="list-style-type: none"> ➤ Master Sorcerer / Mistress Sorceress ➤ Necromancer (level 10 Magic-User of non-good alignment) ➤ Senior Alchemist (level 10 Magic-User of Alchemist specialization)
11	➤ Arcane Necromancer

	<ul style="list-style-type: none"> ➤ Master Alchemist (level 11 Magic-User of Alchemist specialization) ➤ Wizard / Wizardess
Experience Level	Suggested Level Title(s)
12	<ul style="list-style-type: none"> ➤ Grand Master Alchemist (level 12 Magic-User of Alchemist specialization) ➤ Master Wizard / Mistress Wizardess
13	<ul style="list-style-type: none"> ➤ Great Wizard / Great Wizardess ➤ Demonologist (level 13 Magic-User of demon summoning) ➤ Diabolist Adept (level 13 Magic-User of devil summoning)
14	<ul style="list-style-type: none"> ➤ Demonologist Adept (level 14 Magic-User of demon summoning) ➤ Diabolist Adept (level 14 Magic-User of devil summoning) ➤ Grand Wizard / Grand Wizardess
15	<ul style="list-style-type: none"> ➤ Master Demonologist (level 15 Magic-User of demon summoning) ➤ Master Diabolist (level 15 Magic-User of devil summoning) ➤ Supreme Wizard / Supreme Wizardess
16	<ul style="list-style-type: none"> ➤ Mage ➤ Magus
17	<ul style="list-style-type: none"> ➤ Dread Mage ➤ Dread Magus ➤ Grand Mage ➤ Grand Magus
18	<ul style="list-style-type: none"> ➤ Archmage
19	<ul style="list-style-type: none"> ➤ Exalted Archmage
20+	<ul style="list-style-type: none"> ➤ Legendary Archmage

2-16

NPC MONKS IN DUNGEONS

NPC monks, as psychics and martial artists, are disciplined warrior-mystics who have lots of potential reasons to be in dungeons. Good-aligned monks might be taking over a dungeon, wiping out the monsters so that the area can serve as a future secret monastery for trained disciples. Neutral monks may serve as guardians, guides, or treasure finders (with their thieving skills) for adventuring parties. Evil monks usually dwell in dungeons because they have established themselves in a protected area, surrounding themselves with traps and monstrous enemies, while they work to either (a) acquire enough power to conquer the countryside, or (b) prepare an expedition to go deeper in search of powerful monastic treasures.

In my Castle Oldskull campaign, there are three major paths for PC monks: Monks of the Fist, who fight with their hands instead of with weapons; Monks of the Foot, who fight with weapons and with their feet; and Monks of the Iron Will, who focus more on psychic powers and mental disciplines than they do on martial arts. This is mostly a distinction of player play style, but the added layer of detail can be useful when you are trying to differentiate interesting monk NPCs in your dungeon design. Feel free to use or modify my title system for your own purposes.

LEVEL TITLES FOR MONKS IN THE CASTLE OLDSKULL FRPG SYSTEM	
Experience Level	Suggested Level Title(s)
1	<ul style="list-style-type: none"> ➤ Drunken Boxer ➤ Luctator ➤ Novice (of the Fist) ➤ Novice (of the Foot) ➤ Novice (of the Iron Will)



Experience Level	Suggested Level Title(s)
2	<ul style="list-style-type: none"> ➤ Aspirant Brother / Aspirant Sister ➤ Initiate (of the Fist) ➤ Initiate (of the Foot) ➤ Initiate (of the Iron Will) ➤ Novice Brother / Sister (of the Fist) ➤ Novice Brother / Sister (of the Foot) ➤ Novice Brother / Sister (of the Iron Will)
3	<ul style="list-style-type: none"> ➤ Brother / Sister (of the Fist) ➤ Brother / Sister (of the Foot) ➤ Brother / Sister (of the Iron Will) ➤ Friar (level 3 Monk in service to a good monastery or temple) ➤ Martial Artist ➤ Pankrator
4	<ul style="list-style-type: none"> ➤ Disciple (of the Fist) ➤ Disciple (of the Foot) ➤ Disciple (of the Iron Will) ➤ Elder Brother / Elder Sister (of the Fist) ➤ Elder Brother / Elder Sister (of the Foot) ➤ Elder Brother / Elder Sister (of the Iron Will) ➤ Mind Veiler
5	<ul style="list-style-type: none"> ➤ Brother Superior / Sister Superior (of the Fist) ➤ Brother Superior / Sister Superior (of the Foot) ➤ Brother Superior / Sister Superior (of the Iron Will) ➤ Immaculate ➤ Psychic Warrior
6	<ul style="list-style-type: none"> ➤ Brother Magister / Sister Magistress (of the Fist) ➤ Brother Magister / Sister Magistress (of the Foot) ➤ Brother Magister / Sister Magistress (of the Iron Will) ➤ Immaculate Superior ➤ Prior / Prioress (level 6 Monk in service to a good monastery or temple)
7	<ul style="list-style-type: none"> ➤ Calcitro ➤ Master (of the Fist) ➤ Master (of the Foot)

Experience Level	Suggested Level Title(s)
	<ul style="list-style-type: none"> ➤ Master (of the Iron Will) ➤ Transcendent Monk (level 7 Monk of an outsider outlook)
8	<ul style="list-style-type: none"> ➤ Abbott / Abbess (level 8 Monk in service to a good monastery or temple) ➤ Superior Master (of the Fist) ➤ Superior Master (of the Foot) ➤ Superior Master (of the Iron Will)
9	<ul style="list-style-type: none"> ➤ Master of the Boreal Realm ➤ Master of Dragons / Mistress of Dragons ➤ Master of the North Wind ➤ Transcendent Master (of the Fist) ➤ Transcendent Master (of the Foot) ➤ Transcendent Master (of the Iron Will)
10	<ul style="list-style-type: none"> ➤ Master of the Twilight Realm ➤ Master of the West Wind
11	<ul style="list-style-type: none"> ➤ Master of the Burning Realm ➤ Master of the South Wind
12	<ul style="list-style-type: none"> ➤ Master of the Dawning Realm ➤ Master of the East Wind
13	<ul style="list-style-type: none"> ➤ Master of the Boreal Spirits ➤ Master of Winter
14	<ul style="list-style-type: none"> ➤ Master of Autumn ➤ Master of the Falling Leaves
15	<ul style="list-style-type: none"> ➤ Master of the Eternal Sun ➤ Master of Summer
16	<ul style="list-style-type: none"> ➤ Master of Spring ➤ Master of the Verdant Realm
17	<ul style="list-style-type: none"> ➤ Grand Master of Dragons ➤ Grand Master of Flowers
18	<ul style="list-style-type: none"> ➤ Ascendant Grand Master ➤ Glorious Grand Master
19	<ul style="list-style-type: none"> ➤ Divine Grand Master ➤ Infernal Grand Master

Experience Level	Suggested Level Title(s)
20+	➤ Eternal Grand Master

2-17

NPC MOUNTEBANKS IN DUNGEONS

In the Castle Oldskull campaign, Mountebanks are not just deceivers and fast talkers, they are cheating gamblers, forgers, noble impersonators, impostors, blackmail artists, snake oil potion salesmen, double agents, and (at very high levels) even powers behind the thrones of some of the greatest kingdoms in the world. When necessary and the best plans fail, they are also clever thieves or even dangerous assassins.

In a dungeon setting, NPC mountebanks are master manipulators. They will typically be found with one or more NPCs who think they are in control, but they really aren't. For example, if your dungeon's arch-villain is an evil anti-paladin, then the mountebank there might be his advisor, giving him intelligent advice that will eventually lead to his untimely end (due to an "undiscovered" trap, or a cultivated power struggle with another murderous NPC who is eager to take the commanding anti-paladin's place).

Mountebanks make excellent "master of the dungeon" villains, where they know enough about the region's secret doors, lairs, unreachable treasures, dangerous tricks and so forth that they might be able to manipulate PCs into nasty actions (such as clearing away a deadly monster so that the mountebank can steal a long-desired treasure, while a flood trap is activated to avoid pursuit).



LEVEL TITLES FOR MOUNTEBANKS IN THE CASTLE OLDSKULL FRPG SYSTEM	
Experience Level	Suggested Level Title(s)
1	<ul style="list-style-type: none"> ➤ Charlatan Prentice ➤ Cozener ➤ Mountebank Prentice
2	<ul style="list-style-type: none"> ➤ Dealer ➤ Flash Artist ➤ Hoaxer ➤ Pretender
3	<ul style="list-style-type: none"> ➤ Cheat ➤ Double Dealer ➤ Gambler ➤ Veteran Hoaxer
4	<ul style="list-style-type: none"> ➤ Con Man / Con Woman ➤ Fraud ➤ Hoax Master ➤ Palmer ➤ Veteran Gambler
5	<ul style="list-style-type: none"> ➤ Con Artist ➤ Defrauder ➤ Disguise Artist ➤ Master Gambler
6	<ul style="list-style-type: none"> ➤ Deluder ➤ Master Defrauder ➤ Master of Disguise ➤ Schemer
7	<ul style="list-style-type: none"> ➤ Adept Schemer ➤ Deceiver ➤ Grand Master of Disguise ➤ Master Deluder
8	<ul style="list-style-type: none"> ➤ Forger ➤ Impostor ➤ Master Deceiver

Experience Level	Suggested Level Title(s)
	➤ Master Schemer
9	<ul style="list-style-type: none"> ➤ Grifter ➤ Master Forger ➤ Misdirectionist ➤ Supreme Deceiver
10	<ul style="list-style-type: none"> ➤ Master Grifter ➤ Master Misdirectionist ➤ Swindler ➤ Uncanny Impostor
11	<ul style="list-style-type: none"> ➤ Charlatan ➤ Master Impostor ➤ Master Swindler
12	<ul style="list-style-type: none"> ➤ Master Charlatan ➤ Mountebank
13	<ul style="list-style-type: none"> ➤ Grand Charlatan ➤ Master Mountebank
14	<ul style="list-style-type: none"> ➤ Grand Master Mountebank ➤ Grand Mountebank ➤ Kingmaker / Queenmaker
15+	<ul style="list-style-type: none"> ➤ Grand Master Mountebank ➤ Power Behind the Throne

2-18

NPC MYSTICS IN DUNGEONS

Mystics are good-aligned priests with powers of divination, planar contact, and prophecy. As such, they are usually found in surface temples, shrines, and monasteries allied with Cloistered Clerics.

When encountered in the dungeon, the NPC mystic will be a powerful potential ally for adventuring PCs. He / she will almost certainly be solitary. The mystic might be (for example) trapped in stasis for centuries, awaiting freedom; guarding a sacred shrine as the last bastion of good in the entire dungeon; or perhaps even recently sent by a powerful god or goddess, and asked to wait and to establish a lair while preparing to meet with the PCs (as was long foretold).

As such, NPC dungeon mystics make ideal “quest givers” and unexpected providers of valuable information.



LEVEL TITLES FOR MYSTICS IN THE CASTLE OLDSKULL FRPG SYSTEM	
Experience Level	Suggested Level Title(s)
1	<ul style="list-style-type: none"> ➤ Fortune's Son / Fortune's Daughter ➤ Leaf Reader ➤ Questioner
2	<ul style="list-style-type: none"> ➤ Fortune Finder ➤ Questioner of Spirits

Experience Level	Suggested Level Title(s)
	<ul style="list-style-type: none"> ➤ Seeker (of Mysteries) ➤ Seeker (of Truth)
3	<ul style="list-style-type: none"> ➤ Crystal Gazer ➤ Far Seeker (of Mysteries) ➤ Far Seeker (of Truth) ➤ Fortune Teller ➤ Questioner of Souls
4	<ul style="list-style-type: none"> ➤ Augur ➤ Auspiciar ➤ Empath ➤ Master Fortune Teller ➤ Soothsayer
5	<ul style="list-style-type: none"> ➤ Clairvoyant ➤ Diviner ➤ Foreteller ➤ Haruspex ➤ Master Empath ➤ Soothsayer Adept ➤ Vestal (female only)
6	<ul style="list-style-type: none"> ➤ Foreteller of Mysteries ➤ Oracle ➤ Seer ➤ Sibyl (female only) ➤ True Soothsayer
7	<ul style="list-style-type: none"> ➤ Devout Seer ➤ Foreteller of Secrets ➤ Great Oracle ➤ Lama
8	<ul style="list-style-type: none"> ➤ Elder Lama ➤ Foreteller of Omens ➤ Grand Oracle ➤ Prophecier ➤ Revelator
9	<ul style="list-style-type: none"> ➤ Foreteller of Truths ➤ Grand Prophecier

	<ul style="list-style-type: none"> ➤ Illumined Revelator ➤ Sacred Oracle
Experience Level	Suggested Level Title(s)
10	<ul style="list-style-type: none"> ➤ Divine Oracle ➤ Enlightened Revelator ➤ Foreteller of Revelations ➤ Prophet / Prophetess
11	<ul style="list-style-type: none"> ➤ Foreteller of Ages ➤ High Prophet / High Prophetess ➤ Mystic
12	<ul style="list-style-type: none"> ➤ Foreteller of Worlds ➤ Sacred Mystic ➤ Sacred Prophet / Sacred Prophetess
13	<ul style="list-style-type: none"> ➤ Divine Mystic ➤ Foreteller of the Planes
14	<ul style="list-style-type: none"> ➤ Enlightened Prophet / Enlightened Prophetess ➤ Foreteller of the Planar Truths
15+	<ul style="list-style-type: none"> ➤ Divine Prophet / Divine Prophetess ➤ Foreteller of Eternity

2-19

NPC PALADINS IN DUNGEONS

Paladins are champions of Good, and NPC Paladins are found in dungeon bedrooms for only three reasons: [1] They've set up a temporary base to use while wiping evil out of the dungeon, [2] They've set up a temporary base with allies, or [3] They've been imprisoned in a nicely-furnished place ... perhaps to taunt them, or as an attempt by the ill-informed to sway them.

When fighting in the dungeon, they tend along similar lines as do cavaliers (as mentioned prior); but they are typically on the offensive, rather than the defensive.



LEVEL TITLES FOR PALADIN IN THE CASTLE OLDSKULL FRPG SYSTEM	
Experience Level	Suggested Level Title(s)
1	<ul style="list-style-type: none"> ➤ Gallant ➤ Palatine Armiger ➤ Palatine Lancer
2	<ul style="list-style-type: none"> ➤ Gallant Valorous ➤ Keeper (of the Faith) ➤ Keeper (of the Light)

	<ul style="list-style-type: none"> ➤ Keeper (of the Truth) ➤ Palatine Scutifer
Experience Level	Suggested Level Title(s)
3	<ul style="list-style-type: none"> ➤ Gallant Dauntless ➤ Palatine Esquire ➤ Protector / Protectress
4	<ul style="list-style-type: none"> ➤ Crusader ➤ Defender ➤ Defiant ➤ Palatine Knight Errant / Palatine Dame Errant
5	<ul style="list-style-type: none"> ➤ Great Crusader ➤ Hospitaller ➤ Palatine Knight Bachelor / Grand Palatine Dame Errant ➤ Veteran Defender ➤ Warder
6	<ul style="list-style-type: none"> ➤ Grand Crusader ➤ Guardian ➤ Knight Hospitaller ➤ Palatine Knight / Dame Palatine ➤ Templar ➤ Veteran Warder
7	<ul style="list-style-type: none"> ➤ Grand Palatine Knight / Grand Dame Palatine ➤ Honored Guardian ➤ Knight Templar ➤ Paladin Chevalier ➤ Palatine Knight Hierarch / Palatine Dame Hierarch ➤ Veteran Guardian
8	<ul style="list-style-type: none"> ➤ Grand Guardian ➤ Justiciar ➤ Palatine Banneret
9	<ul style="list-style-type: none"> ➤ High Justiciar ➤ Paladin ➤ Palatine Knight Commander / Palatine Dame Commander
10	<ul style="list-style-type: none"> ➤ Grand Justiciar

	<ul style="list-style-type: none"> ➤ Grand Palatine Knight Commander / Grand Palatine Dame Commander ➤ Lord of the Garde / Lady of the Garde ➤ Paladin Lord / Lady Paladin
Experience Level	Suggested Level Title(s)
11	<ul style="list-style-type: none"> ➤ Grand Master Paladin / Grand Dame Paladin ➤ Lionheart
12	<ul style="list-style-type: none"> ➤ Paladin High Lord ➤ Palatine Vice Marshal
13	<ul style="list-style-type: none"> ➤ Paladin Warlord ➤ Palatine Marshal
14	<ul style="list-style-type: none"> ➤ Lord Marshal Paladin ➤ Paladin Overlord ➤ Palatine High Warlord
15	<ul style="list-style-type: none"> ➤ Palatine Grand Commander ➤ Palatine Grand Marshal
16+	<ul style="list-style-type: none"> ➤ Supreme Paladin Overlord

2-20

NPC RANGERS IN DUNGEONS

NPC rangers are hunter-warriors of good alignment. (I know there's neutral rangers in later editions, but there's a lot of things in later editions ...) They will be found in dungeons for reasons similar to those given for paladins, above.

Much like hunters, their skills with tracking will be put to good use. Rangers are usually found in dungeons of their own free will when they are busied by wiping out giants, humanoids, or their various allies.



LEVEL TITLES FOR RANGERS IN THE CASTLE OLDSKULL FRPG SYSTEM	
Experience Level	Suggested Level Title(s)
1	<ul style="list-style-type: none"> ➤ Bounder ➤ Forester ➤ Goblin Bane ➤ Highlander ➤ Runner

Experience Level	Suggested Level Title(s)
2	<ul style="list-style-type: none"> ➤ Frontiersman / Frontierswoman ➤ Guardian Forester ➤ Orc Slayer ➤ Strider
3	<ul style="list-style-type: none"> ➤ Highland Strider ➤ Scout ➤ Woodsman / Woodswoman
4	<ul style="list-style-type: none"> ➤ Backwoodsman / Backwoodswoman ➤ Courser ➤ Ogre Killer ➤ Veteran Scout
5	<ul style="list-style-type: none"> ➤ Tracker ➤ Trapper ➤ Veteran Courser ➤ Wilds Stalker
6	<ul style="list-style-type: none"> ➤ Backwoods Tracker ➤ Backwoods Trapper ➤ Guide
7	<ul style="list-style-type: none"> ➤ Backwoods Guide ➤ Pathfinder ➤ Stalker ➤ Troll Slayer
8	<ul style="list-style-type: none"> ➤ Backwoods Pathfinder ➤ Backwoods Stalker ➤ Giant Killer ➤ Ranger / Rangeress
9	<ul style="list-style-type: none"> ➤ Ranger Guardian ➤ Ranger Knight
10	<ul style="list-style-type: none"> ➤ Ranger Champion ➤ Ranger of the Elven Conclave (for elven and half-elven rangers) ➤ Ranger Lord / Lady Rangeress
11	<ul style="list-style-type: none"> ➤ Ranger of the Elf Lords (for elven and half-elven rangers) ➤ Ranger High Lord
12	<ul style="list-style-type: none"> ➤ Ranger of the Elvenqueen (for elven and half-elven rangers)

	<ul style="list-style-type: none"> ➤ Ranger Warlord ➤ Ranger Marshal
Experience Level	Suggested Level Title(s)
13	<ul style="list-style-type: none"> ➤ Ranger High Warlord ➤ Ranger Lord Marshal ➤ Ranger Overlord
14	➤ Heir to the Dunedai / Heiress to the Dunedai
15	➤ Prince of the Dunedai / Princess of the Dunedai
16	➤ King of the Dunedai / Queen of the Dunedai
17	➤ High King of the Dunedai / High Queen of the Dunedai
18+	➤ Overking of the Dunedai / Overqueen of the Dunedai

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NPC SAVANTS IN DUNGEONS

Savants are occult- and research-driven magic-users, similar to sages. They are frequently most comfortable in regal settings, researching in libraries and musty museums; but like Indiana Jones, some of them have an adventurous streak and prefer hands-on research to cold and distant study.

These few venturesome savants are the ones found lairing in dungeons. They are usually based there because they are looking for crucial artifacts, or they are seeking books they know are in the area, or they are translating runes and tablets, or they are committing to some form of occult archaeology, digging crucial information out of the dungeon despite the danger.



Savants are very intelligent, which would make you think their lairs are cleverly set up and long-term, like magic-users' lairs are; but their curiosity, drive, reckless interest

and eccentricities tend to get the better of them. Savant dungeon lairs are unruly places stacked with books, rune-covered pieces of rubble, various monster parts (many mummified and ancient), light sources, digging tools, and occasional pieces of elaborate equipment that does not really belong in a dungeon setting (e.g., globes, armillary spheres, orreries, astrological charts, and so forth).

On the rare occasion that a savant has a long-term dungeon lair, it will be set up as a magical laboratory with a heavy leaning toward written sources, glyphs, and magic circles.

LEVEL TITLES FOR SAVANTS IN THE CASTLE OLDSKULL FRPG SYSTEM	
Experience Level	Suggested Level Title(s)
1	<ul style="list-style-type: none"> ➤ Apprentice Chiromancer ➤ Arcane Scribe ➤ Scholar's Apprentice
2	<ul style="list-style-type: none"> ➤ Arcane Scrivener ➤ Chiromancer ➤ Scholar's Scribe
3	<ul style="list-style-type: none"> ➤ Chiromancer Adept ➤ Illuminator ➤ Scholar's Disciple
4	<ul style="list-style-type: none"> ➤ Master Chiromancer ➤ Omen Seeker ➤ Scholar
5	<ul style="list-style-type: none"> ➤ Astrologer ➤ Omen Reader ➤ Sophister
6	<ul style="list-style-type: none"> ➤ Master Astrologer ➤ Omen Bringer ➤ Sophister Adept
7	<ul style="list-style-type: none"> ➤ Master Sophister ➤ Noble Astrologer ➤ Philosopher

Experience Level	Suggested Level Title(s)
8	<ul style="list-style-type: none"> ➤ Great Philosopher ➤ Magnus ➤ Royal Astrologer
9	<ul style="list-style-type: none"> ➤ Grand Philosopher ➤ Occultist ➤ Sage
10	<ul style="list-style-type: none"> ➤ Arcane Occultist ➤ Master Sage ➤ Savant
11	<ul style="list-style-type: none"> ➤ Grand Sage ➤ Master Occultist ➤ Master Savant
12	<ul style="list-style-type: none"> ➤ Grand Savant
13	<ul style="list-style-type: none"> ➤ Supreme Savant
14	<ul style="list-style-type: none"> ➤ Sage and Magus
15	<ul style="list-style-type: none"> ➤ Master Sage and Magus
16+	<ul style="list-style-type: none"> ➤ Grand Sage and Magus

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NPC THIEVES IN DUNGEONS

Behind only fighters and magic-users, thieves are quite common in dungeons. Good thieves (rare) tend to be serving as long-term dungeon scouts for parties temporarily lairing in the dungeon, looking for treasure; neutral thieves have hideouts and steal from anyone and everything; and evil thieves act as ambushers, spies, scouts and turncoats for wealthy higher powers.

Thief hideouts will usually be trapped, locked, and/or behind secret doors. They are some of the most difficult characters to steal from, and their riches will be well-hidden.



**LEVEL TITLES FOR THIEVES
IN THE CASTLE OLDSKULL FRPG SYSTEM**

Experience Level	Suggested Level Title(s)
1	<ul style="list-style-type: none"> ➤ Alley Cat ➤ Apprentice ➤ Beggar Thief ➤ Dungeon Scout ➤ Lock Breaker ➤ Looter (level 1 Thief of Bandit / Brigand specialization) ➤ Trap Springer
2	<ul style="list-style-type: none"> ➤ Black Cat ➤ Footpad ➤ Lock Picker

	<ul style="list-style-type: none"> ➤ Outlaw ➤ Raider (level 2 Thief of Bandit / Brigand specialization) ➤ Rogue ➤ Trap Finder
Experience Level	Suggested Level Title(s)
3	<ul style="list-style-type: none"> ➤ Cutpurse ➤ Freebooter ➤ Latro ➤ Locksmith ➤ Marauder (level 3 Thief of Bandit / Brigand specialization) ➤ Skulker
4	<ul style="list-style-type: none"> ➤ Grave Robber (level 4 Thief of evil alignment) ➤ Highwayman (level 4 Thief of Bandit / Brigand specialization) ➤ Robber ➤ Shadow Skulker ➤ Smuggler
5	<ul style="list-style-type: none"> ➤ Ambusher ➤ Backstabber ➤ Burglar ➤ Master Smuggler ➤ Outlaw (level 5 Thief of Bandit / Brigand specialization)
6	<ul style="list-style-type: none"> ➤ Burglar-Acrobat (level 6 Thief of Acrobat specialization) ➤ Desperado (level 6 Thief of Bandit / Brigand specialization) ➤ Filcher
7	<ul style="list-style-type: none"> ➤ Pilferer ➤ Reaver (level 7 Thief of Bandit / Brigand specialization) ➤ Second-Story Thief (level 7 Thief of Acrobat specialization) ➤ Sharper
8	<ul style="list-style-type: none"> ➤ Cat Burglar (level 8 Thief of Acrobat specialization) ➤ Shadow Reaver (level 8 Thief of Bandit / Brigand specialization)
9	<ul style="list-style-type: none"> ➤ Master Cat Burglar (level 9 Thief of Acrobat specialization) ➤ Master Reaver (level 9 Thief of Bandit / Brigand specialization) ➤ Thief
10	<ul style="list-style-type: none"> ➤ Bandit (level 10 Thief of Bandit specialization)

	<ul style="list-style-type: none"> ➤ Brigand (level 10 Thief of Brigand specialization) ➤ Master Thief ➤ Master Thief-Acrobat (level 10 Thief of Acrobat specialization)
Experience Level	Suggested Level Title(s)
11	<ul style="list-style-type: none"> ➤ Bandit Lord (level 11 Thief of Bandit specialization) ➤ Brigand Lord (level 11 Thief of Bandit specialization) ➤ Grand Master Thief
12	➤ Supreme Master Thief
13	➤ Stealer of Shadows
14	➤ Lord of Thieves / Lady of Thieves
15	➤ Prince of Thieves / Princess of Thieves
16+	➤ King of Thieves / Queen of Thieves

CHAPTER 3: CASTLE OLDSKULL DUNGEON MASTERY DESIGN TABLES

And now we get to the really fun part. The remainder of this book includes all of the current random tables — informed by decades of play — that I use at the gaming table, and in my own dungeon design sessions. Herein you will find millions if not billions of random results, enough to power many multi-decade campaigns. The tables were originally inspired by Gygax’s DMG appendices, and then they slowly grew as I drew in information and good ideas from Bledsaw, Jaquays, Ward, Moldvay, Holmes, Cook, and the many module and magazine writers we all know so well and love. Later ideas came to light as I stumbled across them, from fellow high school GMs, library stacks, computer games, too many pulp novels, Mentzer, Kuntz, Schick, Lakofka, Sandy Petersen, Lucas, Spielberg, Steven King, Heavy Metal magazine, Weird Tales, and way too many midnight movies to mention. When I got done with Tolkien and mythology and started in on the Appendix N authors in my late teens — Lovecraft, Merritt, Howard, Dunsany, and all the rest — another layer of detail was added. And when the Old School Renaissance took off, suddenly there were tables and lists of excellent dungeon ideas everywhere. I borrowed shamelessly, made things my own, and made ideas a little bit better or more personalized whenever I could. Now, it’s time to hand my dungeon tools off to you.

These tables can be used at the gaming table with some practice and skill (and a lot of rolling and flipping), but you’ll get the best use out of them when you’re designing things in peace and quiet before a game. Some of these tables are 1D100, and others are 1D1000. Some of them are single-column, meaning you roll once and look up the result and go with it, modifying each idea to make something entirely new, come what may. But many of the densest tables are multi-column, where you might roll five times on the same table,

applying the first roll to column A, the second roll to column B, and so forth. In this way, many millions of idea combinations can be included in just a few hundred pages.

I hope that you find this section impressive and entertaining! It's been a lot of work. But like any GM, I didn't really do it alone. I learned from those who came before me. I know that every single GM out there will think of things that I have not, but I also know that just about everyone I've ever shown these systems to has come away scared, impressed, and creatively influenced by *something*.

Let's get moving and have some fun. Get your D10s, pull out your notebook, start flipping pages and get ready to slog through thousands of mad ideas which are going to drive your players crazy in the weeks and years to come. And rest assured that I will add much more to this section in future updates! This information never stands still.

So quickly get your helmet on, light your lantern. Take up the quill, leave the swords to the men-at-arms. Gods help us to find the way. Stairs over here. Heavy webs, but we burned the spiders out. Here we go ...

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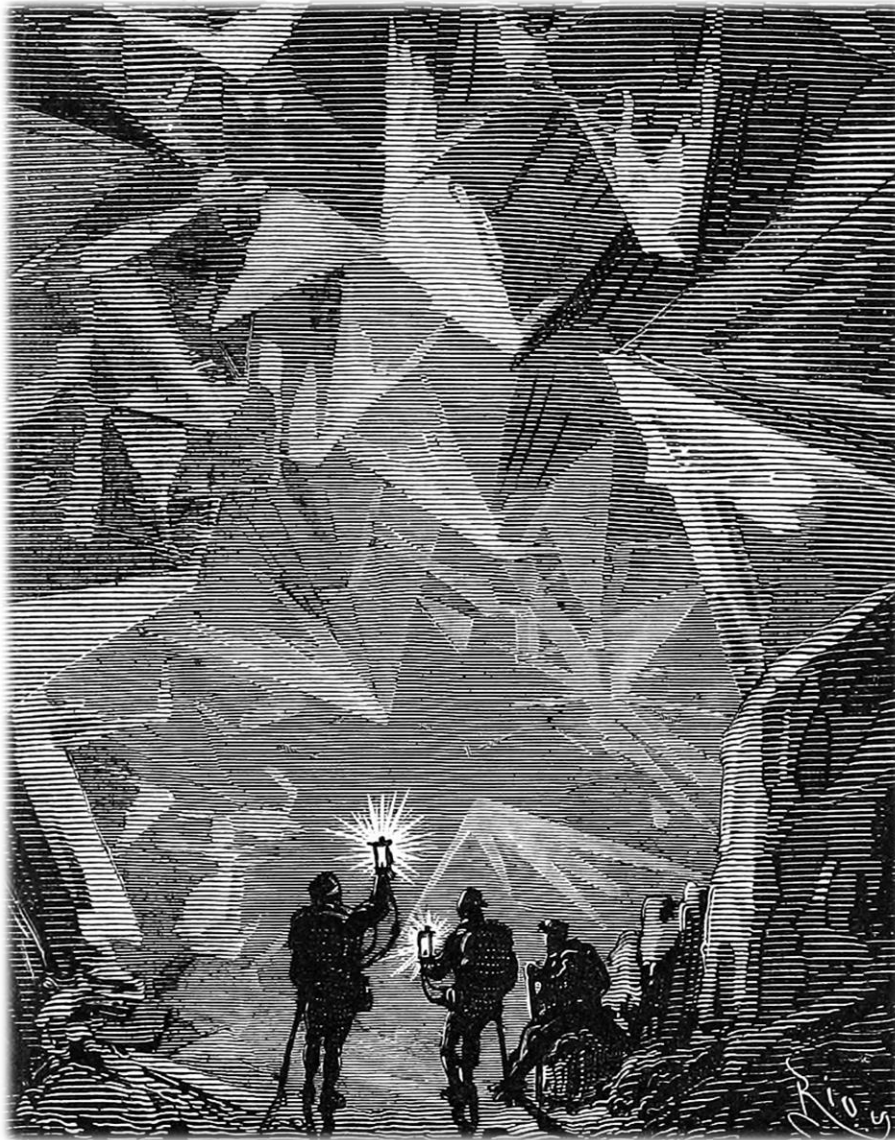
DESIGNING A CAVE OR CAVERN WITH SPECIAL FEATURES

Use this table whenever you need to add an interesting detail to a cave, grotto, tunnel, monster lair, or netherworld location. If you want to keep your players busy in an area, roll 3 to 5 times and try to come up with a theme that ties all of the oddities together.

Many of these features are realistic, and you can find further online information and pictures via reliable sources. (Personally, I'm fond of National Geographic, cavern.com, various spelunking blogs, Wikipedia and Google Image Search.)

D1000 Roll	Interesting Cave Feature	D1000 Roll	Interesting Cave Feature
001 to 006	Adjacent Artificial Grotto (roll entrance on Door Table)	007 to 013	Alcove Filled with Disturbing Objects (roll 1D6 times on Torture Chamber Table)
014 to 019	Alcove Filled with Wondrous Junk (roll 1D10 times on Laboratory / Magician's Chamber Table)	020 to 025	Ancient Shrine (roll on Shrine Room Tables)
026 to 031	Ants (monstrous?)	032 to 037	Ashes (of slain monster?)
038 to 043	Bats (monstrous?)	044 to 049	Beaded Stalactites (pool fingers)
050 to 055	Bedbugs (and bedding?)	056 to 061	Beetles (monstrous?)
062 to 067	Bloodstains (recent?)	068 to 073	Bones (human?)
074 to 079	Bottlebrushes / Immersed Stalactites	080 to 085	Bridged Chasm
086 to 091	Bridged River	092 to 097	Burial (object, bones, skulls?)
098 to 103	Buried Treasure (random)	104 to 109	Burrow (beast or monster lair?)
110 to 115	Cairn (with secret trapdoor or buried treasure?)	116 to 121	Calcified Skeleton (with treasure?)
122 to 127	Calcite Cluster Formations	128 to 133	Calcite Drapery Formations
134 to 139	Cave Balloons (gas-filled hydromagnesite)	140 to 145	Cave Coral Formations
146 to 151	Cave Crystals, Various (treasure?)	152 to 157	Cave Paintings (clue or magical gateway?)
158 to 163	Cave Pearls (treasure?)	164 to 169	Centipedes (swarm or monstrous?)
170 to 175	Cesspit (monster lair?)	176 to 181	Cesspool (aquatic monster lair?)
182 to 188	Chasm (trap and/or descent?)	183 to 194	Chiming Water (spell effect?)

D1000 Roll	Interesting Cave Feature	D1000 Roll	Interesting Cave Feature
195 to 200	Cockroaches (monstrous?)	201 to 207	Columns (floor to ceiling)
208 to 214	Conulites ("splash cups")	215 to 220	Crystalline Blade Formations (treasure?)
221 to 226	Crystalline Chandelier Formations (treasure?)	227 to 233	Crystalline Sphere Formations (coralloids)
234 to 240	Crystalline Stalactites	241 to 246	Crystalline Stalagmites



D1000 Roll	Interesting Cave Feature	D1000 Roll	Interesting Cave Feature
247 to 252	Curved (Deflected) Stalactites	253 to 259	Dead Body (roll on Corpse / Skeleton Table)
260 to 266	Dead Monster	267 to 272	Dolmen (with secret compartment or treasure?)
273 to 278	Dragon's Ribcage	279 to 285	Dung Heap (monstrous, hiding tentacle beast?)
286 to 292	Dungeon Scout's Stash (roll on Hideout Table)	293 to 298	Dust / Choking Powder (magical?)
299 to 304	Echo Chamber (with spell effect or prophecy?)	305 to 311	Enchanted Pool (roll on Fountain / Pool Room Table)
312 to 318	Excavation (to secret cavern?)	319 to 324	Extinguished Candles
325 to 330	Fine Dust (blinding or choking, or hiding object?)	331 to 337	Fire / Funeral Pyre (ever-burning, magical?)
338 to 344	Firepit (magical?)	345 to 350	Fissure (in wall, corridor?)
351 to 356	Fleas (and infested beast?)	357 to 363	Flies (monstrous?)
354 to 370	Flowstone and Drapery Formations	371 to 376	Footprints (human or otherwise?)
377 to 382	Forgotten Trap (roll using BDT1, BOOK OF DUNGEON TRAPS)	383 to 389	Fungi (edible or monstrous?)
390 to 396	Gemstone Node (treasure)	397 to 402	Geothermal Mud Pots (trap?)
403 to 408	Geyser Pool (trap?)	409 to 415	Glowworms (hanging from ceiling?)
416 to 422	Gnats / Creepy Crawlies (and infested / afflicted monster?)	423 to 428	Grave (undead corpse and/or treasure?)
429 to 434	Grubs (flesh grubs?)	435 to 441	Guano (and bats?)
442 to 448	Gypsum Filaments (treasure?)	449 to 454	Gypsum Flowers (treasure?)

D1000 Roll	Interesting Cave Feature	D1000 Roll	Interesting Cave Feature
455 to 460	Half-Buried Body (roll on Corpse / Skeleton Table)	461 to 467	Half-Buried Treasure (roll on Container Table)
468 to 474	Halites (salt tendrils)	475 to 480	Helictites (calcite tangles)
481 to 486	Hole(s) (descent to lower level?)	487 to 493	Ice Formations (magical or blocking opening?)
494 to 500	Inscriptions (clue or warning?)	501 to 506	Ledges and Outcroppings (climbable)
507 to 512	Lichen (edible or medicinal?)	513 to 519	Lizards and/or Degenerate Dinosaurs (monstrous?)
520 to 526	Locusts (swarm?)	527 to 532	Low Ceiling
533 to 538	Mad Hermit (roll on Prisoner / Captive / Survivor Table)	539 to 545	Maggots (soul maggots?)
546 to 552	Magic Circle (summoning?)	553 to 558	Magma Behind Stone (trap)
559 to 565	Magma Flow (trap)	566 to 572	Magma Pool (trap)
573 to 579	Mice (including polymorphed victim or mage familiar?)	580 to 585	Mineral Node
586 to 591	Mist / Steam / Vapor (magical?)	592 to 598	Moles (scurrying / burrowing)
599 to 605	Monster Skeleton (animating?)	606 to 611	Moss (edible or monstrous plant growth?)
612 to 617	Mushrooms (edible or magical?)	618 to 625	Natural Pedestals / Shelfstone
626 to 632	Niter / Verdigris (hiding armored skeleton?)	633 to 638	Odd Object (roll on CDDG1 Dungeon Dressing Tables)
639 to 644	Odd Object (roll on CDDG2 Dungeon Dressing Tables)	645 to 651	Oracle (NPC or magic mouth?)
652 to 658	Paw Prints (beast or monster)	659 to 664	Piece of Armor (clue, or valuable?)
665 to 670	Pit (trap and/or descent?)	671 to 677	Poisonous Gas / Vapor (trap)



D1000 Roll	Interesting Cave Feature	D1000 Roll	Interesting Cave Feature
678 to 684	Potsherds / Broken Relics	685 to 690	Precious Metal Node (treasure)
691 to 696	Quicksand (trap)	697 to 703	Rats (monstrous?)
704 to 710	Reflecting Crystals / Surfaces	711 to 716	Refuse (with treasure?)
717 to 722	River (to secret caverns?)	723 to 729	Rubble (hiding treasure or opening?)
730 to 736	Salt Formations	737 to 742	Scales (from a monster or monstrous serpent)
743 to 748	Scarab Beetles (deadly swarm?)	748 to 755	Scattered Treasure (minor)
756 to 762	Scorpions (monstrous?)	763 to 768	Scrapheap (with hidden treasure?)
769 to 774	Shed Skin (monstrous)	775 to 781	Shimmering Energy (roll on Magical Gateway Table)
782 to 788	Sinkhole (trap)	789 to 794	Skulls on Stakes (human?)
795 to 800	Slime Mold (roll on Fungus / Slime / Abomination Table)	801 to 807	Sloping Floor (trap?)



D1000 Roll	Interesting Cave Feature	D1000 Roll	Interesting Cave Feature
808 to 814	Slugs (monstrous?)	815 to 820	Snakes (dangerous?)
821 to 826	Something Bizarre (roll on Unusual / Evocative Room Table)	827 to 833	Spiders (monstrous?)
834 to 840	Stairs Leading Down to a Vast Hall (roll on Museum / Gallery Table)	841 to 846	Stalactites (living?)
847 to 852	Stalagmites	853 to 859	Strange Odor (roll in CDDG1)
860 to 866	Strange Shadows (monster?)	867 to 872	Strange Sound (roll in CDDG1)
873 to 878	Stream (to secret grotto?)	879 to 885	Sulfur Slime Drippings ("snotties")
886 to 892	Tar Pit (trap)	893 to 898	Tiers of Stone / Natural Staircase
899 to 904	Tool(s) (random)	905 to 911	Treasure (random single object)
912 to 918	Tree Roots in Ceiling (rootsicles, sign of secret ascent?)	919 to 924	Uneven / Unstable Floor
925 to 933	Unstable Ceiling	934 to 942	Unstable Wall (hiding secret cave?)
943 to 951	Unusual Light Source (roll in CDDG1)	952 to 960	Utmost Shore of Netherworld Sea



D1000 Roll	Interesting Cave Feature	D1000 Roll	Interesting Cave Feature
961 to 970	Vermin (random, monstrous?)	971 to 980	Vines / Creepers
981 to 990	Weapon(s) (random)	991 to 000	Worms (larval dholes?)



3-2

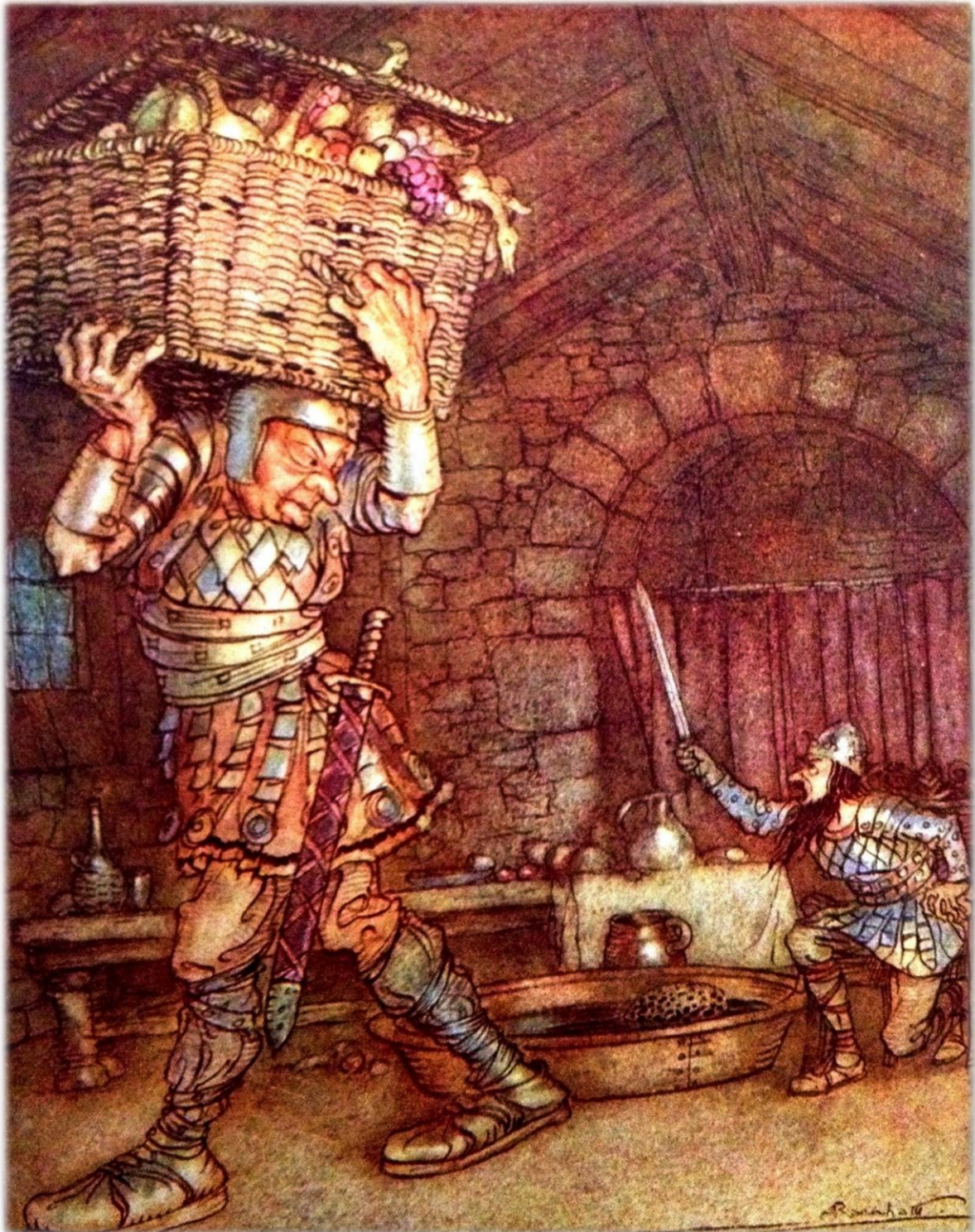
DESIGNING AN INTERESTING CONTAINER

So when do you need to design interesting containers? Basically always! Without containers, treasure is just lying about ready to be stolen from monster lairs. Thieves don't get to show off their open locks and find trap skills. Don't fall prey to the "You find a plain wooden chest" trap, which can bore your players after the 100th time. Make things interesting again by having at least half of your dungeon containers be *strange*. Remember, it doesn't matter *why* the weird container is there; it just matters that it *is*.

The contents in the following table are mostly meant to be non-valuable (to avoid disrupting whatever treasure system you're using), but there are a few precious odds and ends included for flavor and surprise. You can change descriptions to make just about any item here into a treasure if you want to, by making it gemstone, precious stone, ancient, magical, or just unique in some way.



So in short, this is a table of cool knickknacks and junk. You should probably roll on the Contents column more than once for a realistic mix, depending on container size. With regards to Craftsmanship / Material, you may need to reroll if the material is wrong (e.g., you roll cloth when you need stone), but you can simply make the result work with a little thought (perhaps the stone container has a sack in it, or is covered by a tarp). Make the containers plural whenever you need to; change the containers if they don't fit the furnishings you envision (or lack thereof). If you feel that a container needs a trap, refer to BDT1, BOOK OF DUNGEON TRAPS. If you feel that a container needs a lock, refer to the Doors Table in this volume.



Reroll results that don't make sense, and give the weird contents a story if you want to come up with some more ideas for adjacent chambers. Who owned the container? Are they still alive? Who owns it now? Is the container from this world? Was it looted? Repaired? Recently made? Unburied and abandoned for some reason? All of that is up to you ... this is a table of hints and clues, not a table of definitive answers.

And remember, players can always ask questions, but you don't always need to give them answers! Whatever you do as the PCs rummage about, always keep the mystery alive.

D1000 Roll	Container Type	Craftsmanship / Material	Contents	Location
001 to 005	"Chest" Hewn from Floor	Aboriginal Details / Motif	(Empty)	Adjacent Corridor
006 to 010	Alcove	African Details / Motif	(Empty)	Adjacent Corridor
011 to 015	Alembic	Alabaster (stone)	(Empty)	Adjacent Corridor
016 to 020	Amphora	Alchemist Owner / Motif	(Empty)	Adjacent Stairway
021 to 025	Aquarium	Anglo-Saxon Details / Motif	(Empty)	Adjacent Stairway
026 to 030	Ark	Animated	(Empty)	Adjacent Stairway
031 to 035	Armoire	Ant Man Craftsmanship	(Empty)	Against a Wall
036 to 040	Backpack	Anti-Paladin Owner / Motif	(Empty)	Against a Wall
041 to 045	Bag	Arabian Details / Motif	(Empty)	Against a Wall
046 to 050	Barrel	Assassin Owner / Motif	(Empty)	Alcove

D1000 Roll	Container Type	Craftsmanship / Material	Contents	Location
051 to 055	Basin	Atlantean Details / Motif	(Empty)	Alcove
056 to 060	Basket	Aztec Details / Motif	Acid (in vials; or acid etching marks)	Alcove
061 to 065	Beaker	Babylonian Details / Motif	Animal Skin / Parts	Behind a Tapestry
066 to 070	Beehive	Barbarian Owner / Motif	Art Supplies	Behind a Tapestry
071 to 075	Belt Pouch	Basalt (stone)	Ashes	Behind a Tapestry
076 to 080	Bin	Beastman-Crafted	Bandages	Behind Concealed Door
081 to 085	Bookcase	Blueschist (stone)	Beads / Marbles	Behind Concealed Door
086 to 090	Bottle	Bone	Bedding	Behind Concealed Door
091 to 095	Bowl	Brass (metal)	Beeswax	Behind Door
096 to 100	Box	Breccia (stone)	Bent Silverware	Behind Door
101 to 105	Bucket	Broken / Destroyed	Blood / Dried Blood	Behind Door
106 to 110	Bundle	Bronze (metal)	Bones	Behind Furniture
111 to 115	Cabinet	Bronzebound Wood	Book(s)	Behind Furniture
116 to 120	Canister	Burlap	Boots / Shoes	Behind Furniture
121 to 125	Canopic Jar	Bugbear-Crafted	Bottles of Ink (valuable or magical?)	Behind Grating
126 to 130	Carafe	Byzantine Details / Motif	Bottomless Dimensional Space	Behind Grating

D1000 Roll	Container Type	Craftsmanship / Material	Contents	Location
131 to 135	Cart	Canvas	Brackish Water / Dampness	Behind Grating
136 to 140	Case	Carthaginian Details / Motif	Brassware	Behind Secret Door
141 to 145	Cask	Cavalier Owner / Motif	Broken Clockwork	Behind Secret Door
146 to 150	Casket	Caveman Owner / Motif	Broken Pottery	Behind Secret Door
151 to 155	Cauldron	Celtic Details / Motif	Broken Tool (random)	Behind Secret Panel
156 to 160	Cavelet Under Enormous Pillar	Centaur-Crafted	Burned Object	Behind Secret Panel
161 to 165	Chalice	Ceramic / Clay	Candles / Candle Stumps	Behind Secret Panel
166 to 170	Chamber Pot	Childlike / Naïve Art	Cap	Behind Tapestry
171 to 175	Chariot	Chinese Details / Motif	Ceramics	Behind Tapestry
176 to 180	Chest	Cimmerian Details / Motif	Chainmail Links	Behind Tapestry
181 to 185	Clay Jar	Claystone	Chalk	Buried Under Bedding or Straw
186 to 190	Coffer	Cleric Owner / Motif	Charcoal	Buried Under Bedding or Straw
191 to 195	Coffin	Clockwork	Chunks of a Solid Substance	Buried Under Bedding or Straw
196 to 200	Compartment in Base of Dais / Statue	Cloth	Cinders / Ashen Cinders	Buried Under Floor

D1000 Roll	Container Type	Craftsmanship / Material	Contents	Location
201 to 205	Cookpot	Copper (metal, treasure)	Clay	Buried Under Floor
206 to 210	Cradle	Crude	Cloak	Buried Under Floor
211 to 215	Crate	Crystal	Clothing (random)	Cage
216 to 220	Crock	Cult-Fashioned / Lovecraftian	Coal	Cage
221 to 225	Crystal Cube (magical)	Cyclops-Crafted	Codebook	Cage
226 to 230	Cupboard	Dacite (stone)	Coins (copper?)	Center of Room

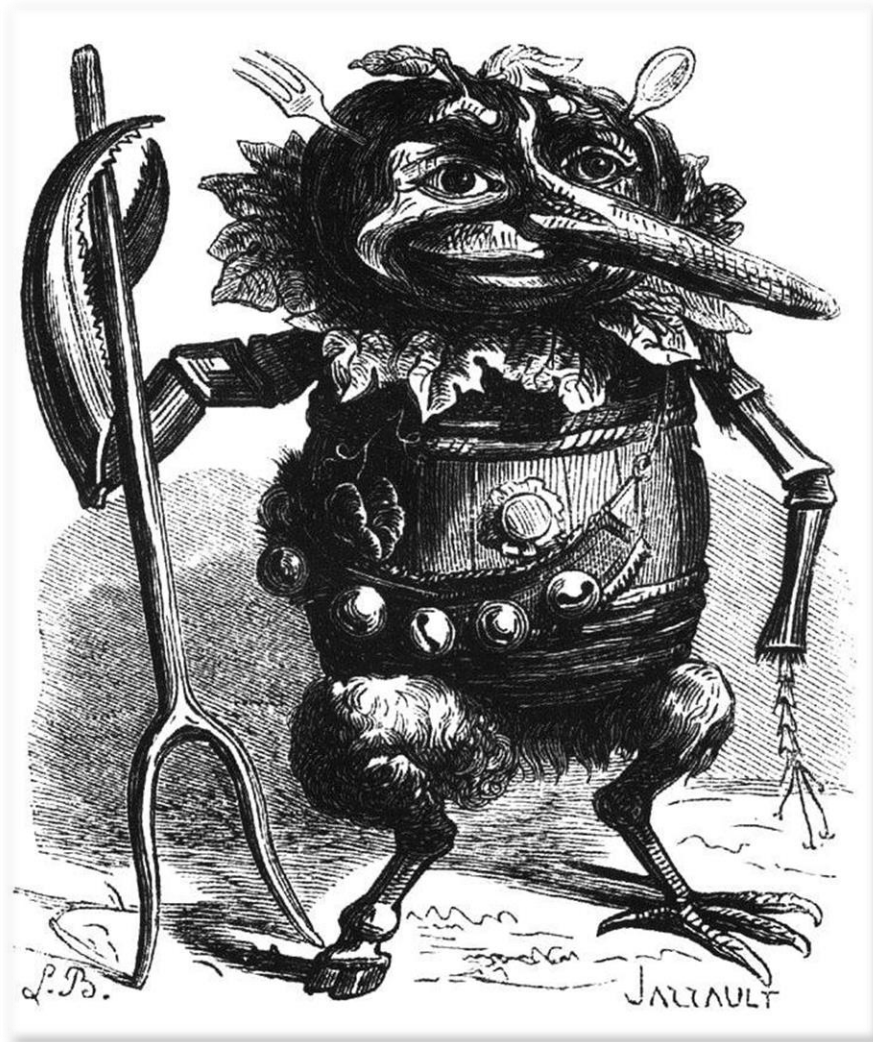


231 to 235	Curiosity Cabinet	Damaged	Confession	Center of Room
236 to 240	Decanter	Dark Elven-Crafted	Copperware	Center of Room
241 to 245	Dimensional Rift	Deep One-Crafted	Cords	Chamber Pot / Under Latrine

D1000 Roll	Container Type	Craftsmanship / Material	Contents	Location
246 to 250	Dish	Demon-Crafted	Crockery	Chamber Pot / Under Latrine
251 to 255	Display Case	Devil-Crafted	Crystals	Chamber Pot / Under Latrine
256 to 260	Dresser	Diorite (stone)	Curios (trinkets)	Chamber Pot / Under Latrine
261 to 265	Drinking Gourd	Dolomite (stone)	Damaged Weapon (random)	Chamber Pot / Under Latrine
266 to 270	Drinking Horn	Doppelganger-Crafted	Dead Flesh	Chamber Pot / Under Latrine
271 to 275	Egg Sac	Dragon Hide	Dead Leaves	Corner of Room
276 to 280	Eggshell (giant?)	Druid Owner / Motif	Destroyed Lace	Corner of Room
281 to 285	Ewer	Dvergar-Crafted	Dishes	Corner of Room
286 to 290	Firkin	Dwarven-Crafted	Doll(s)	Dais
291 to 295	Firkin	Egyptian Details / Motif	Dried Ink	Dais
296 to 300	Flagon	Elder Thing Craftsmanship	Dungeon Dressing (random, CDDG1 tables)	Dais
301 to 305	Flagon	Electrum (metal, treasure)	Dungeon Dressing (random, CDDG2 tables)	Dais
306 to 310	Flask	Elemental Motif (random)	Dungeoneering Equipment (random)	Dais
311 to 315	Flask	Elven-Crafted	Dust	Dais
316 to 320	Foot Locker	English Details / Motif	False Bottom and Secret	Dimensional Rift

			Compartment (treasure?)	
D1000 Roll	Container Type	Craftsmanship / Material	Contents	Location
321 to 325	Foot Locker	Eskimo Details / Motif	False Lid and Secret Compartment (treasure?)	Dimensional Rift
326 to 330	Fountain	Evil Eye Craftsmanship	Feathers	Dimensional Rift
331 to 335	Fountain	Faerie-Crafted	Fibrous Material	Dimensional Rift
336 to 340	Funerary Urn	Fighter Owner / Motif	Food / Dried Food	Dimensional Rift
341 to 345	Funerary Urn	Finnish Details / Motif	Fungus (monster?)	Dimensional Rift
346 to 350	Furniture (as appropriate)	Flesh	Fur / Hide	Disguised as Something Else
351 to 355	Furniture (as appropriate)	French Details / Motif	Game Pieces	Disguised as Something Else
356 to 360	Gelatinous Slime (monster)	Frogman- Crafted	Gem (random, treasure)	Disguised as Something Else
361 to 365	Gelatinous Slime (monster)	Fungus	Gloves	Disguised as Something Else
366 to 370	Giant's Skull (with skullcap "lid")	Fungus Man- Crafted	Glue	Disguised as Something Else
371 to 375	Giant's Skull (with skullcap "lid")	Futuristic	Grain	Disguised as Something Else
376 to 380	Giant-Sized Chest	Genie-Crafted	Gravel / Pebbles	Encased in Crystal
381 to 385	Giant-Sized Chest	Germanic Details / Motif	Grease / Hardened Grease	Encased in Crystal

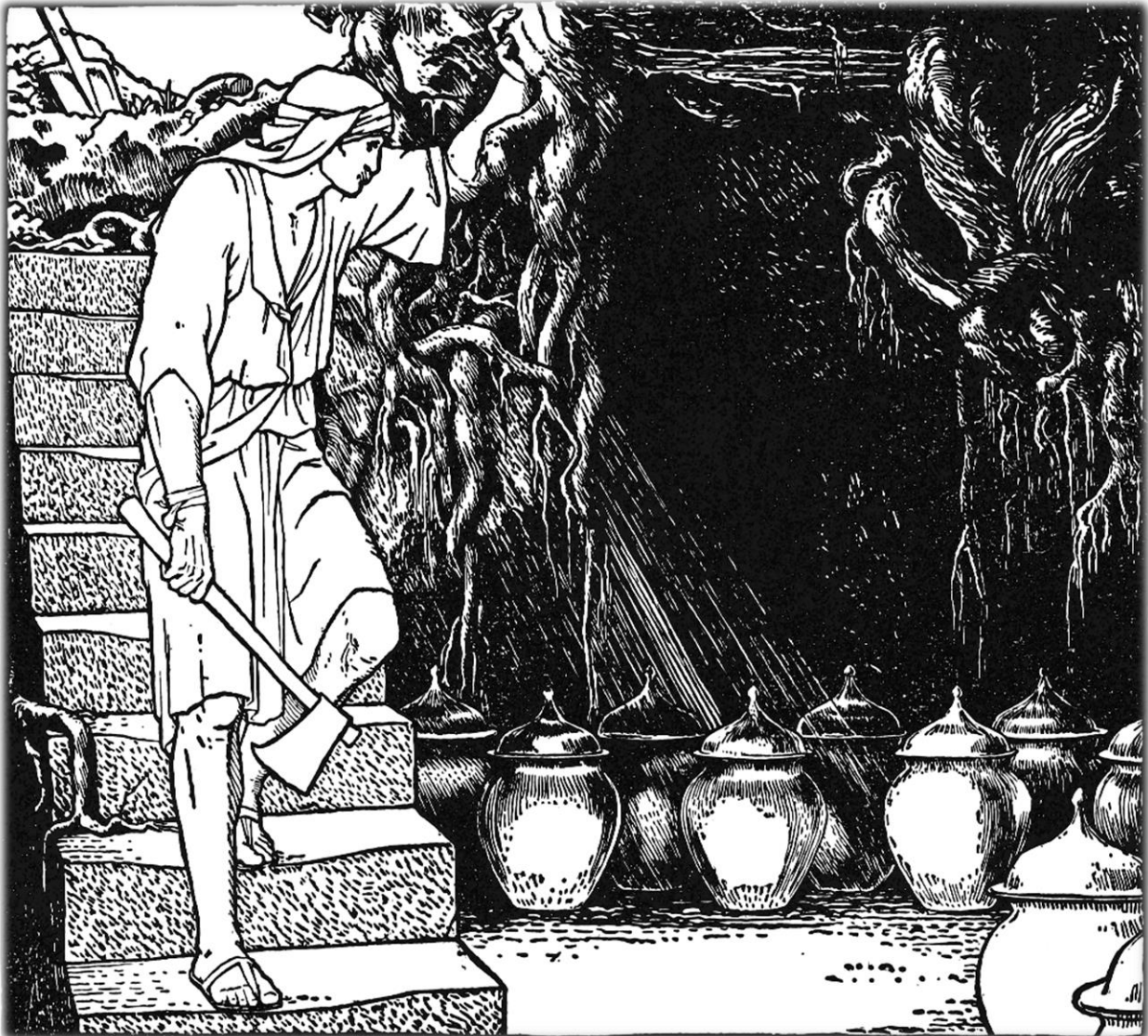
D1000 Roll	Container Type	Craftsmanship / Material	Contents	Location
386 to 390	Goblet	Ghul-Crafted	Herbs (valuable?)	Encased in Crystal
391 to 395	Goblet	Giant-Crafted	Honeycomb	Far Corner of Room
396 to 400	Hamper	Glass	Incense (valuable?)	Floor Fissure
401 to 405	Hamper	Glassteel (magical)	Ingot (random, treasure)	Floor Fissure
406 to 410	Hanging Net	Gneiss (stone)	Ink / Dried Ink	Floor Fissure
411 to 415	Hanging Net	Gnole-Crafted	Insect Husks	Floor Fissure
416 to 420	Haversack	Gnome-Crafted	Ironware	Hanging Net
421 to 425	Haversack	Goblin-Crafted	Jar of Dead Insects	Hanging Net
426 to 430	Hogshead (barrel)	Gold (metal, treasure)	Jars of Dye	Hidden Above Ceiling
431 to 435	Hogshead (barrel)	Granite (stone)	Jewelry (random, treasure)	Hidden Above Ceiling
436 to 440	Hole in Floor	Greek Details / Motif	Junk	Hidden Above Ceiling
441 to 445	Hole in Floor	Greenschist (stone)	Key	Hidden Above Ceiling
446 to 450	Hole in Wall	Greenstone	Kitchen Utensils	Hidden Behind Wall / Stone



D1000 Roll	Container Type	Craftsmanship / Material	Contents	Location
451 to 455	Hole in Wall	Gremlin-Crafted	Leather Hood	Hidden Behind Wall / Stone
456 to 460	Hollow Behind a Brick	Greywacke (stone)	Letter(s)	Hidden Behind Wall / Stone
461 to 465	Hollow Behind a Brick	Hacked Wood with Embedded Axe	Linen	Hidden Behind Wall / Stone

D1000 Roll	Container Type	Craftsmanship / Material	Contents	Location
466 to 470	Hollow Behind a Mirror	Halfling-Crafted	Lumps of Semi-Liquid Material	Hole in Ceiling
471 to 475	Hollow Behind a Mirror	Harpy-Crafted	Maggots	Hole in Ceiling
476 to 480	Hollow Behind a Painting	Hobgoblin-Crafted	Magic Mouth	Hole in Floor
481 to 485	Hollow Behind a Painting	Hunter Owner / Motif	Magic Ring (treasure)	Hole in Floor
486 to 490	Hollow Behind a Wall Hanging	Hyborian Details / Motif	Magic Wand (treasure)	Hole in Wall
491 to 495	Hollow Behind a Wall Hanging	Hyperborean Details / Motif	Manacles	Hole in Wall
496 to 500	Hollow Gourd	Illusionist Owner / Motif	Map (treasure?)	In a Pit
501 to 505	Hollow Gourd	Indian Details / Motif	Material Spell Components (random, treasure)	In a Pit
506 to 510	Hollow Peg Leg	Irish Details / Motif	Melted Copper Coins	In a Pit
511 to 515	Hollow Peg Leg	Iron (metal)	Mirror	In a Pit
516 to 520	Hollow Statue	Ironbound Wood	Mold (monster?)	In a Pool
521 to 525	Hollow Statue	Italian Details / Motif	Monster Skin / Part	In a Pool
526 to 530	Hollow Stone	Iron Sealed with Lead	Mouse (dead)	In a Pool
531 to 535	Hollow Stone	Iron Sealed with Silver	Mouse (living)	In a Pool
536 to 540	Hollowed-Out Book	Iron Wrapped in Chains	Mud / Dried Mud	Inside a Container
541 to 545	Hollowed-Out Book	Ivory (treasure)	Nails	Inside a Container

D1000 Roll	Container Type	Craftsmanship / Material	Contents	Location
546 to 550	Holy Water Basin	Japanese Details / Motif	Needles	Inside a Container
551 to 555	Holy Water Basin	Jester Owner / Motif	Oil / Oily Residue	Inside a Container
556 to 560	Hourglass	Kobold-Crafted	Oil Flask(s)	Inside a Container
561 to 570	Hourglass	Lead (metal)	Ore Samples	Inside a Container
571 to 575	Hutch	Leather	Padlock	Inside a Container
576 to 580	Hutch	Leprechaun-Crafted	Paint Bottles	Inside a Container
581 to 585	Ice Chest	Lignite (stone)	Paintbrushes	Inside a Container
586 to 590	Ice Chest	Limestone	Papyrus	Inside a Container
591 to 595	Iron Maiden	Lizard Man Craftsmanship	Parchment	Inside a Container
596 to 600	Iron Maiden	Macedonian Details / Motif	Pebbles	Inside a Container
601 to 605	Jar	Madman-Crafted	Pewterware	Inside a Piece of Furniture
606 to 610	Jar	Magic-User Owner / Motif	Piece(s) of Armor	Inside a Piece of Furniture



D1000 Roll	Container Type	Craftsmanship / Material	Contents	Location
611 to 615	Jug	Marble (stone)	Piece(s) of Armor	Inside a Piece of Furniture
616 to 620	Jug	Mariner Owner / Motif	Pipe / Pipeweed	Inside a Piece of Furniture

D1000 Roll	Container Type	Craftsmanship / Material	Contents	Location
621 to 625	Kettle	Mayan Details / Motif	Pipe / Pipeweed	Inside Another Container
626 to 630	Kettle	Mediterranean Islandic Details / Motif	Preserved Bird's Nest	Inside Another Container
631 to 635	Knapsack	Medusa-Crafted	Preserved Bird's Nest	Inside Another Container
636 to 640	Knapsack	Merfolk-Crafted	Preserved Eggshells	Inside Another Container
641 to 645	Lockbox	Mi-Go Craftsmanship	Preserved Eggshells	Invisible
646 to 650	Locker	Minotaur-Crafted	Pretty Stones	Invisible
651 to 655	Locket	Monk Owner / Motif	Pretty Stones	Invisible
656 to 660	Mi-Go Brain Canister	Monster / Monstrous Container (brollachan)	Quills	Invisible
661 to 665	Monster's Stomach	Mountebank Owner / Motif	Quills	Ledge
666 to 670	Mug	Mudstone	Rags	Ledge
671 to 675	Mummy Bundle	Mystic Owner / Motif	Rags	Ledge Above Door
676 to 680	Nest	Native American Details / Motif	Rat(s) (dead)	Ledge Above Door
681 to 685	Niche	Necromancer Owner / Motif	Rat(s) (dead)	Magically Floating
686 to 690	Nook	Nephrite (stone)	Rat(s) (living)	Magically Floating
691 to 695	Offering Bowl	Netherworld Gnome-Crafted	Rat(s) (living)	Magically Floating

D1000 Roll	Container Type	Craftsmanship / Material	Contents	Location
696 to 700	Oil Flask	Non-Euclidean	Rats' Nest	Magically Floating
701 to 705	Open Grave	Nordic Details / Motif	Rats' Nest	Near a Door
706 to 710	Ossuary	Obsidian (crystal / stone)	Resin (unidentifiable)	Near a Door
711 to 715	Oubliette	Ogre-Crafted	Resin (unidentifiable)	Near Center of Room
716 to 720	Pack	Ogre Mage-Crafted	Robe	Near Corner of Room
721 to 725	Package (wrapped)	Oolite (stone)	Robe	Near Firepit / Fireplace
726 to 730	Pail	Orc-Crafted	Rocks	Near Firepit / Fireplace
731 to 735	Phial	Paladin Owner / Motif	Rocks	Near Firepit / Fireplace
736 to 740	Pit	Persian Details / Motif	Rope	Near Firepit / Fireplace
741 to 745	Pitcher	Pewter (metal)	Rope	Niche
746 to 750	Pool	Phoenician Details / Motif	Rotted Food	Niche



D1000 Roll	Container Type	Craftsmanship / Material	Contents	Location
751 to 755	Portable Hole (magical)	Pixie-Crafted	Rotted Food	Niche
756 to 760	Pot	Plaited Rushes (or leather strips)	Rotting Leather	Niche
761 to 765	Potion Bottle	Planar Motif (random)	Rotting Leather	Not Present, Indicated on Map
766 to 770	Pouch	Platinum (metal, treasure)	Rotting Vellum	Not Present, Indicated on Map
771 to 775	Puncheon (barrel)	Polynesian Details / Motif	Rotting Vellum	Not Present, Indicated on Map

D1000 Roll	Container Type	Craftsmanship / Material	Contents	Location
776 to 780	Purse	Polypous Craftsmanship	Rusted Scrap Iron	Not Present, Indicated on Map
781 to 785	Puzzle Box	Porphyry (stone)	Rusted Scrap Iron	On a Pallet
786 to 790	Rack	Platinum (metal)	Sacks	On a Pallet
791 to 795	Reliquary	Porcelain	Sacks	On a Pallet
796 to 800	Repository	Primitive Craftsmanship	Salt	On a Pallet
801 to 805	Rucksack	Psychic Owner / Motif	Salt	On Top of a Piece of Furniture
806 to 810	Sac	Pyrolite (stone)	Salted Meat	On Top of a Piece of Furniture
811 to 815	Sack	Quartz (crystal / stone)	Salted Meat	On Top of a Piece of Furniture
816 to 820	Saddlebag	Ranger Owner / Motif	Sand	On Top of a Piece of Furniture
821 to 824	Safe (locked)	Rhyolite (stone)	Sand	Scattered / Upended
825 to 828	Sarcophagus	Roman Details / Motif	Scrap Leather	Scattered / Upended
829 to 832	Satchel	Rotted Wood	Scrap Leather	Scattered / Upended
833 to 836	Saucer	Russian Details / Motif	Scrap Wood	Scattered / Upended
837 to 840	Sea Chest	Sackcloth	Scrap Wood	Shelf / Shelves
841 to 844	Shadow Box	Salamandra Craftsmanship	Scrimshaw (valuable?)	Shelf / Shelves

D1000 Roll	Container Type	Craftsmanship / Material	Contents	Location
845 to 848	Slop Bucket	Sandstone	Scrimshaw (valuable?)	Shelf / Shelves
849 to 852	Snuff Box	Satyr Craftsmanship	Scroll (non-magical)	Shelf / Shelves



D1000 Roll	Container Type	Craftsmanship / Material	Contents	Location
853 to 856	Specimen Jar	Savant Owner / Motif	Sealing Wax	Small Room Above This Area
857 to 860	Spiderweb	Scoria (stone)	Secret Compartment	Small Room Above This Area
861 to 863	Stitched Corpse	Scottish Details / Motif	Seeds	Small Room Below This Area
864 to 866	Stone Slab Chest	Sea Devil Craftsmanship	Shrouds	Small Room Below This Area
867 to 869	Stone Slab Chest	Serpent Folk Craftsmanship	Skull	Stacked / Secured



870 to 872	Strongbox (locked)	Serpentine (stone)	Slime (monstrous?)	Stacked / Secured
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D1000 Roll	Container Type	Craftsmanship / Material	Contents	Location
873 to 875	Strongbox (locked)	Shale (stone)	Soap	Stacked / Secured
876 to 878	Stuffed Beast (taxidermy)	Siltstone	Soil / Grave Dirt	Stacked / Secured
879 to 882	Stuffed Beast (taxidermy)	Silver (metal, treasure)	Specimen Jars	Trash Heap
883 to 886	Stuffed Mattress	Skarn (stone)	Spices (valuable?)	Trash Heap
887 to 890	Stuffed Monster (taxidermy)	Skin	Spider (monster?)	Trash Heap
891 to 894	Tankard	Slate (stone)	Spider Nest	Trash Heap
895 to 898	Terrarium	Spanish Details / Motif	Splinters	Under a Dead Body
899 to 902	Tinder / Firewood Box	Sprite-Crafted	Statuette	Under a Dead Body
903 to 906	Tinderbox	Steel (metal)	Strange Encrustations	Under a Piece of Furniture
907 to 910	Tool Box	Stone (various)	String	Under a Piece of Furniture
911 to 914	Trench	Stone Sealed with Lead	Tabard	Under a Piece of Furniture
915 to 919	Troll Nest	Stone Sealed with Silver	Tool (random)	Under a Piece of Furniture
920 to 924	Trunk	Stone Slabs	Toy(s)	Under a Skeleton
925 to 928	Tub	Stone Wrapped in Chains	Trap	Under a Skeleton
929 to 932	Tube	Sumerian Details / Motif	Tree Bark	Under Rubble / Debris
933 to 936	Tun (barrel)	Swiss Details / Motif	Trick (magical)	Under Rubble / Debris

D1000 Roll	Container Type	Craftsmanship / Material	Contents	Location
937 to 940	Uncapped Skull (giant?)	Syenite (stone)	Tunic	Under Rubble / Debris
941 to 944	Under Loose Flagstone	Thief Owner / motif	Turpentine / Turpentine Stains	Under Rubble / Debris
945 to 948	Under Loose Floorboard	Thrall of Cthulhu Craftsmanship	Twine	Under Rubble / Debris
949 to 952	Unholy Water Basin	Tilting / Collapsing	Unidentifiable Liquid / Stains	Under Rubble / Debris
953 to 956	Urn	Travertine (stone)	Unidentifiable Powder	Under Stairs
957 to 960	Vase	Tribal Owner / Motif	Unidentifiable Viscous Material	Under Stairs
961 to 964	Vat	Troglodyte Craftsmanship	Vellum	Veiled by an Illusion
965 to 968	Vessel	Troll-Crafted	Vermin	Veiled by an Illusion
969 to 972	Vial	Unknown / Alien Workmanship	Vial(s)	Veiled by an Illusion
973 to 976	Wagon	Vampiric Craftsmanship	Voodoo Doll	Veiled by an Illusion
977 to 980	Wardrobe	Warlock / Witch Owner / Motif	Waterskin	Veiled by an Illusion
981 to 984	Water Barrel	Whiteschist (stone)	Wax	Veiled by an Illusion
985 to 988	Waterskin	Wicker	Weapon (random)	Wall Fissure
989 to 992	Well	Wood Wrapped in Chains	Wire	Wall Fissure

D1000 Roll	Container Type	Craftsmanship / Material	Contents	Location
993 to 996	Wine Bottle	Woodwose-Crafted	Wool	Wall Fissure
997 to 000	Wineskin	Yithian Craftsmanship	Yarn	Wall Fissure



3-3

DESIGNING AN UNNERVING CORPSE OR SKELETON

This table is useful when you want to add some sinister detail to a dead body. Why? It might be because you want to fill your players with dread; or, you want to include some treasure and see if the players are willing to toughen up and work with it; or, you want to include a quick undead encounter to keep the PCs on their toes; or, you want a place to put an important clue.

You can also use this table to create multiple results at a time.

This selection mostly features human and humanoid corpse options, with monsters and beasts largely excluded. This means that we are assuming sentience, possessions, clothing, intent, and a history to what the “person” was doing when they were killed. You will rarely need this level of detail for monster corpses.

When designing a random corpse or skeleton, I recommend that you roll several objects (perhaps 1D6) to make things seem realistic. And just like the Container Table, there are very few treasures listed here, which is an intentional design choice on my part. Nevertheless, enterprising and iron-stomached PCs will find lots of useful items if they are willing to scrounge them off the dead.

The presence of basic (rotted?) clothing and (useless) armor is assumed. If you roll up a container, you can find more details on the Container Table and go from there.

Not every corpse should mean something, but enough of them should be worthwhile — through the inclusion of maps, dungeon journals, written clues, keys, and so forth — that players will learn that they are *sometimes* rewarded for taking a closer look. And if you really strongly want the PCs to investigate, just say “You see something glimmering beneath the skull, it might be a gem or coin. You can’t tell from this far away.” That almost always works!



D1000 Roll	Race / Species (Anthropomorphic)	Wealth / Curious Object	Cause of Death / Ominous Detail
001 to 008	(Other, GM's choice)	10' Pole	Acid / Corrosion
009 to 016	Ant Man	Acid Vial	All Bones Broken
017 to 024	Ape, Carnivorous	Amulet / Talisman (non-magical)	All Flesh and Objects Gray / Devoid of Color
025 to 032	Ape, White	Animal Claws / Teeth	Ancient / Old Age
033 to 040	Arcane Zombie (animated)	Backpack	Anointed
041 to 048	Arcane Zombie (formerly animated)	Badge	Barely Alive
049 to 056	Baboon, Cave	Bell	Bloated
057 to 064	Beastman	Bracers	Blood Drained
065 to 072	Beastman	Caltrops	Blowgun Dart
073 to 080	Bugbear	Candles	Branded
081 to 088	Caveman	Clue / Parchment	Buried Alive
089 to 096	Caveman	Coffer	Buried and Dug Up Again
097 to 104	Centaur	Collapsible Rope Bridge	Buried Up to the Neck
105 to 112	Centaur	Collapsible Shelter	Burn Shadow on Wall (no body)
113 to 120	Dark Elf	Crutch	Burned
121 to 128	Dark Elf	Crystal / Pretty Stone	Caged / Trapped
129 to 136	Dark Elf	Curious Tool (roll on Hideout Table)	Caught in Machinery
137 to 144	Dark Elf	Cursed Object / Idol	Claws / Talons
145 to 152	Deep One	Damaged Gem (random)	Covered in Centipedes

D1000 Roll	Race / Species (Anthropomorphic)	Wealth / Curious Object	Cause of Death / Ominous Detail
153 to 160	Deep One	Damaged Jewelry (random)	Covered in Flies
161 to 168	Doppelganger	Dark Elven Brooch / Talisman (non-magical)	Covered in Honey
169 to 176	Doppelganger	Delving Journal	Covered in Resin (Hardened)
177 to 184	Dvergar	Disturbed Earth Underneath (buried container, roll on Container Table)	Covered in Spider Webs
185 to 192	Dvergar	Disturbed Earth Underneath (buried container, roll on Container Table)	Crushed
193 to 200	Dwarf	Disturbed Earth Underneath (buried container, roll on Container Table)	Death by Allergy (Asphyxiated, Bee Stings etc.)
201 to 208	Dwarf	Disturbed Earth Underneath (buried container, roll on Container Table)	Death from Dancing Madness
209 to 216	Dwarf	Disturbed Earth Underneath (buried container, roll on Container Table)	Decapitated (body only, no head)
217 to 224	Dwarf	Disturbed Earth Underneath (buried container, roll on Container Table)	Decapitated (head only, no body)
225 to 232	Dwarf	Doll / Puppet	Dehydrated
233 to 240	Elf	Drinking Horn	Detonation / Explosion

D1000 Roll	Race / Species (Anthropomorphic)	Wealth / Curious Object	Cause of Death / Ominous Detail
241 to 248	Elf	Ear Trumpet	Diseased
249 to 256	Frogman	Eyepatch	Dragged / Slammed into Something
257 to 264	Frogman	Fire-Starting Bow	Dragged Through the Mud
265 to 272	Fungus Man	Fishhook & Line	Drenched in Honey
273 to 280	Fungus Man	Flint and Steel	Drowned
281 to 288	Ghul (destroyed)	Fur / Hide	Drowned in Quicksand
289 to 296	Ghul (destroyed)	Gambling Chips / Tokens	Electrocution / Lightning Magic
297 to 304	Ghul (undead)	Gauntlets	Encased in Ice
305 to 312	Ghul (undead)	Gemstone (random)	Energy Drained
313 to 320	Gnole	Greathelm	Eviscerated
321 to 328	Gnole	Hat	Eyeless / Blinded
329 to 336	Gnome	Healing Herbs	Eyes Sewn Shut
337 to 344	Gnome	Healing Salve / Potion	Fangs
345 to 352	Goblin	Helm	Fatal Curse
353 to 360	Goblin	Holy Symbol	Feasted Upon by Scavengers (cave jackals, rats, slugs, etc.)
361 to 368	Gremlin	Holy Water Vial	Fell from a Great Height
369 to 376	Gremlin	Horrible Infestation (roll on Fungus Table)	Flayed Skin (No Bones)
377 to 384	Half-Elf	Incense	Flesh Twisting / Moving Inside
385 to 392	Half-Elf	Iron Spike(s)	Foot Stuck in Bear Trap

D1000 Roll	Race / Species (Anthropomorphic)	Wealth / Curious Object	Cause of Death / Ominous Detail
393 to 400	Halfling	Keepsake / Heirloom (random)	Freezing / Ice Magic
401 to 408	Halfling	Kerchief	Hanged
409 to 415	Half-Ogre	Key	Hanging in Cage
416 to 422	Half-Ogre	Knife	Hanging in Gibbet
423 to 430	Half-Orc	Knucklebones	Hanging in Chains
431 to 438	Half-Orc	Lantern	Head on Stake
439 to 446	Hobgoblin	Leather Gloves	Headless Mummy
447 to 454	Human, Alchemist	Letter	Identical Copy / Clone of an Adventurer
455 to 462	Human, Anti-Paladin	Letter of Marque / Deed	Immaculate / No Sign of Decay
463 to 470	Human, Assassin	Locket	Impaled
471 to 478	Human, Bandit	Lodestone	Infested
479 to 486	Human, Barbarian	Lucky Coin	Insect Bites / Stings
487 to 494	Human, Bard	Magnifying Lens	Left on Embalming Table
495 to 502	Human, Brigand	Mallet and Stake	Levitating / Floating
503 to 510	Human, Buccaneer	Map	Look of Absolute Terror
511 to 518	Human, Cannibal	Mask	Maggoty
519 to 526	Human, Cavalier	Material Spell Component (random)	Magical Aging
527 to 534	Human, Cleric	Medal / Medallion	Magical Illumination Present
535 to 542	Human, Cultist	Mirror	Magical Trap
543 to 550	Human, Dervish	Monocle	Masked
551 to 558	Human, Druid	Monster Claws / Teeth	Mechanical Trap



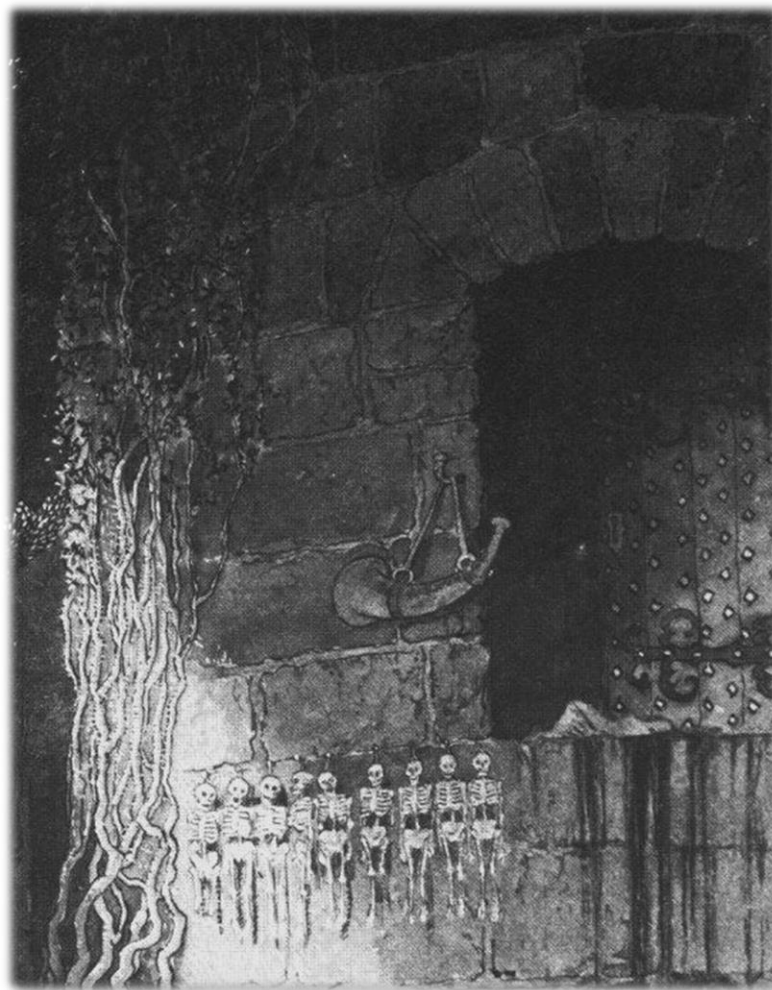
D1000 Roll	Race / Species (Anthropomorphic)	Wealth / Curious Object	Cause of Death / Ominous Detail
559 to 566	Human, Fighter	Mousetrap	Missing One Arm
567 to 574	Human, Hunter	Musical Instrument (random)	Missing One Foot
575 to 582	Human, Huntsman	Net	Missing One Hand
583 to 590	Human, Illusionist	Noble's Decree	Missing One Leg
591 to 598	Human, Jester	Oddity (roll on Container Contents Table)	Monster Hatched from Body
599 to 606	Human, Magic-User	Oddity (roll on Container Contents Table)	Mouth Sewn Shut
607 to 614	Human, Man-at-Arms	Oil Flask	Mummified
615 to 622	Human, Man-at-Arms	Oil Flask	Mummified Hand Only
623 to 630	Human, Merchant	Padlock	Mummified Head Only
631 to 638	Human, Monk	Padlock	Mummified Limbs Only
639 to 646	Human, Mystic	Papyrus	Mutilated Beyond Recognition
647 to 654	Human, Noble	Papyrus	No Feet
655 to 662	Human, Nomad	Parchment	No Hands
663 to 670	Human, Normal	Parchment	Paralyzed and Contorted, Starved
671 to 678	Human, Normal	Pass / Token	Partially Buried (by animal)
678 to 686	Human, Normal	Pass / Token	Partially Buried (by demi-human, human, or humanoid)
687 to 694	Human, Normal	Peg Leg	Partially Buried (by monster)

D1000 Roll	Race / Species (Anthropomorphic)	Wealth / Curious Object	Cause of Death / Ominous Detail
695 to 702	Human, Paladin	Peg Leg	Partially Eaten
703 to 710	Human, Peregrine / Pilgrim	Piece of Jewelry (random)	Petrified
712 to 720	Human, Pirate	Piece of Jewelry (random)	Poisoned
721 to 728	Human, Ranger	Pomander	Premature Burial
729 to 736	Human, Sage	Pomander	Reanimating
737 to 744	Human, Savage	Pouch of Coins	Remains (arm and hand only)
745 to 752	Human, Savant	Pouch of Coins	Remains (armless torso)
753 to 760	Human, Thief	Pouch of Gems	Remains (arms only)
761 to 768	Human, Vagabond	Pouch of Gems	Remains (leg and foot only)
769 to 776	Human, Warlock / Witch	Rags	Remains (legless torso)
777 to 784	Imp	Rags	Remains (legs only)



D1000 Roll	Race / Species (Anthropomorphic)	Wealth / Curious Object	Cause of Death / Ominous Detail
785 to 792	Jackal Man	Rattle / Sistrum	Remains (torso only)
793 to 800	Kobold	Rattle / Sistrum	Riddled with Arrows
801 to 808	Leprechaun	Rod, Staff, or Wand (drained)	Scalped
809 to 816	Lizard Man	Sack	Seizure / Stroke
817 to 824	Lizard Man	Scroll / Encrypted Message	Semi-Animated / Whispering
825 to 832	Medusa	Sharpened Coin	Semi-Undead / Telepathic
833 to 840	Mermaid	Shears	Shrouded
841 to 848	Merman	Silver Weapon	Shrunken Head (no body)
849 to 856	Ogre	Skullcap	Slashed
857 to 864	Ogre Mage	Snakeskin	Slaughtered / Butchered
865 to 872	Rakshasa	Spice Satchel	Slime-Devoured / Liquefied
873 to 880	Satyr	Spyglass	Someone You Knew (acquaintance)
881 to 888	Sea Devil	Steel Gauntlets	Someone You Knew (enemy)
889 to 896	Skeleton (animated)	Sunstone	Someone You Knew (friend)
897 to 904	Skeleton (formerly animated)	Tattoo / Skin Map	Stabbed Repeatedly
905 to 912	Thrall of Cthulhu	Tent	Staked and Decapitated Vampire
913 to 920	Troglodyte	Tinderbox	Starved
921 to 928	Troll	Tool (random)	Stoned to Death
929 to 936	Vampire (destroyed)	Torch(es)	Stored in Canopic Jars

D1000 Roll	Race / Species (Anthropomorphic)	Wealth / Curious Object	Cause of Death / Ominous Detail
937 to 942	Vampire (undead)	Toss-Stone	Strangled
943 to 948	Werebear	Trinket (magical?)	Stuck / Imprisoned
949 to 944	Wereboar	Uncut Gem (random)	Stuffed into Barrel
955 to 960	Wererat	Unholy Symbol	Suffered Heart Attack
961 to 966	Weretiger	Unholy Water Vial	Suicide
967 to 972	Werewolf	Vellum	Target Dummy / Mannequin
973 to 978	Wight (animated)	Walking Stick	Throat Slit



D1000 Roll	Race / Species (Anthropomorphic)	Wealth / Curious Object	Cause of Death / Ominous Detail
979 to 983	Wight (formerly animated)	Waterskin	Tortured
984 to 988	Zombie (animated)	Weapon (random)	Two Corpses, Violent Deaths (enemies killed one another)
989 to 992	Zombie (animated)	Whetstone	Voodoo / Telekinetic Torture
993 to 996	Zombie (formerly animated)	Wineskin	Warm Body (very recent death)
997 to 000	Zombie (formerly animated)	Worry Stone	Was Undead, Destroyed

3-4

DESIGNING A NOTEWORTHY DUNGEON DOOR

Doors provide you, the GM, with one of the truly untapped sources of potential in dungeon atmosphere, creativity, mystery and inspiration. Many GMs slowly get caught up in a situation where doors are either locked, trapped, secret, or non-descript. Odd options such as concealed doors (doors which are hidden behind objects, rather than camouflaged and hidden in plain sight), portcullises, magical gateways, slime membranes, wall-up archways, and even stranger things frequently get overlooked. This is not really the fault of the harried Game Master, as the design focus tends to be on rooms and room contents, particularly when the dungeon designer is pressed for time. But I am happy to provide a vast array of intriguing door options for you now, which will turn every door-opening opportunity your players face into an exercise in anticipatory fear.

This section is a considerable expansion of supplement CDDG1's original Section 9-2, Doors and Apertures, for when you want more detail and millions of different potential results. Please note that this table can be a bit overwhelming in play, and that it is recommended for the pre-session dungeon design phases only. In other words, don't use this complex system every time you need a door ... *most* doors can still be standard thick wooden ironbound doors. But *do* use this every time you need an interesting door, or where a nondescript corridor is boring, and the interesting feature is bound to be the door at the end of the way.



You may need to reroll or ignore results for Door Material; for example, if you roll up an archway (by definition, a stone frame with hollow space) and you get a result showing that the archway is made of wood, you can safely ignore that. Alternately, you can use the Door Material roll to show that the door is hybridized and retrofitted; in this example, it might be an original stone archway that was later turned into a door, when some orcs haphazardly hinged a slab-work of crossed wooden planks over the entrance to form a barrier.



The Door Lock column can be used to give you some ideas on the types of door locks which (researched, but not 100% realistic) could reasonably be found in a quasi-medieval setting. The bonuses to Open Locks percentages show that the lock is easier to pick, while the penalties show that the lock is more difficult to pick. If you feel like giving your players a break, you can reroll the penalty results until their PCs hit experience level 8 or so, when the difficult locks tend to make high-level thieves more valuable to the party. Of course locked doors can always be broken down, but the noise attracts wandering monsters; and magic can be used, but precious spells then need to be wasted just to enter a potentially dangerous room.

The Door Features column can be used to add interest and variety to the basic results. If you want a really unusual door, you can roll two or three times on this column, and see if you can come up with a reasonable design that incorporates all of the conflicting ideas.

D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
001 to 004	Archway	Air / Wind (Magical)	Broken Wooden Pin Lock (+17% to open)	(None)
005 to 008	Archway, Bricked Up	Air / Wind (Magical)	Broken Wooden Pin Lock (+17% to open)	(None)
009 to 012	Archway, Covered by Curtain / Tapestry	Air / Wind (Magical)	Broken Wooden Pin Lock (+17% to open)	Above Floor Level
013 to 016	Archway, Hewn from Stone	Air / Wind (Magical)	Bronze Fetterlock (+9% to open)	Above Floor Level
017 to 020	Archway, Magical (trick)	Air / Wind (Magical)	Bronze Fetterlock (+9% to open)	Acid-Etched
021 to 024	Archway, Misty (trap / trick)	Basalt	Bronze Fetterlock (+9% to open)	Acid-Etched

D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
025 to 028	Archway, Partially Bricked Up	Basalt	Bronze Padlock (+7% to open)	Alarum, Magical (trick)
033 to 036	Archway, Sculpted (maw of a giant skull etc.)	Basalt	Bronze Padlock (+7% to open)	Alarum, Mechanical or Bell
037 to 040	Archway, Trapped	Basalt	Complex Bronze Fetterlock (-2% to open)	Alarum, Mechanical or Bell
041 to 044	Archway	Air / Wind (Magical)	Broken Wooden Pin Lock (+17% to open)	(None)
045 to 048	Archway, Trick (magical)	Bone	Complex Bronze Fetterlock (-2% to open)	Arrow Slit
049 to 052	Archway, Webbed	Bone	Complex Bronze Padlock (-4% to open)	Arrow Slit
053 to 056	Barrier, Crystal / Ice, Cracked	Bone	Complex Bronze Padlock (-4% to open)	Aura of Silence
057 to 060	Barrier, Crystal / Ice, Opaque	Bone	Complex Iron Fetterlock (-12% to open)	Aura of Silence
061 to 064	Barrier, Crystal / Ice, Partly Shattered	Bone	Complex Iron Fetterlock (-12% to open)	Banner
065 to 068	Barrier, Crystal / Ice, Translucent	Brass	Complex Iron Padlock (-14% to open)	Banner
069 to 072	Barrier, Crystal / Ice, Transparent	Brass	Complex Iron Padlock (-14% to open)	Barred Window

D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
073 to 076	Barrier, Magical (trick / obstruction)	Brass	Complex Iron Warded Lock (-46% to open)	Barred Window
077 to 080	Blade Barrier (magical)	Brass	Complex Iron Warded Lock (-46% to open)	Barred, on Adventurers' Side
081 to 084	Bookcase, Pivoting	Brass	Complex Steel Fetterlock (-27% to open)	Barred, on Adventurers' Side
085 to 088	Bookcase, Sliding	Bronze	Complex Steel Fetterlock (-27% to open)	Barred, on Opposite Side
089 to 092	Burrow Opening, Large	Bronze	Complex Steel Padlock (-29% to open)	Barred, on Opposite Side
093 to 096	Burrow Opening, Small	Bronze	Complex Steel Padlock (-29% to open)	Bas Relief (demonic face etc.)
097 to 100	Cave Mouth	Bronze	Complex Steel Warded Lock (-48% to open)	Bas Relief (demonic face etc.)
101 to 104	Cave-In, Cleared	Bronze	Complex Steel Warded Lock (-48% to open)	Bindings / Fittings
105 to 108	Cave-In, Partially Cleared	Bronzebound Fir (wood)	Confounding Bronze Fetterlock (-16% to open)	Bindings / Fittings
109 to 112	Cave-In, Uncleared	Bronzebound Fir (wood)	Confounding Bronze Fetterlock (-16% to open)	Blocked by Barrels / Crates on Adventurers' Side
113 to 116	Clockwork Artifice (opening / closing)	Bronzebound Fir (wood)	Confounding Bronze Padlock (-18% to open)	Blocked by Barrels / Crates

				on Adventurers' Side
D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
117 to 120	Clockwork Artifice, Magical (opening / closing)	Bronzebound Fir (wood)	Confounding Bronze Padlock (-18% to open)	Blocked by Barrels / Crates on Far Side
121 to 124	Coal Seam	Bronzebound Fir (wood)	Confounding Iron Fetterlock (-31% to open)	Blocked by Barrels / Crates on Far Side
125 to 128	Coal Seam, Narrow	Bronzebound Fir (wood)	Confounding Iron Fetterlock (-31% to open)	Bloodstains
129 to 132	Coal Seam, Twisting	Bronzebound Maple (wood)	Confounding Iron Padlock (-33% to open)	Bloodstains
133 to 136	Corridor, Blocked by Rubble	Bronzebound Maple (wood)	Confounding Iron Padlock (-33% to open)	Bloody Hand Print
137 to 140	Corridor, Blocked by Stone Block	Bronzebound Maple (wood)	Confounding Iron Warded Lock (-50% to open)	Bloody Hand Print
141 to 144	Corridor, Blocked by Trash	Bronzebound Maple (wood)	Confounding Iron Warded Lock (-50% to open)	Boiling Oil Cauldron Chute Above
145 to 148	Crawlway	Bronzebound Maple (wood)	Confounding Steel Fetterlock (-42% to open)	Boiling Oil Cauldron Chute Above
149 to 152	Crawlway, Slimy	Bronzebound Maple (wood)	Confounding Steel Fetterlock (-42% to open)	Broken / Deactivated Trap

153 to 156	Crawlway, Small	Bronzebound Oak (wood)	Confounding Steel Padlock (-44% to open)	Broken / Deactivated Trap
D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
157 to 160	Crawlway, Tiny	Bronzebound Oak (wood)	Confounding Steel Padlock (-44% to open)	Buried by Cave-In
161 to 164	Crawlway, Webbed	Bronzebound Oak (wood)	Confounding Steel Warded Lock (-52% to open)	Buried by Cave-In
165 to 168	Disgusting Flesh Sphincter Hatchway	Bronzebound Oak (wood)	Confounding Steel Warded Lock (-52% to open)	Buried by Rubble
169 to 172	Door, Angled / Triangular	Bronzebound Oak (wood)	Crude Bronze Fetterlock (+21%to open)	Buried by Rubble
173 to 176	Door, Angled / Triangular	Bronzebound Oak (wood)	Crude Bronze Fetterlock (+21%to open)	Buried by Trash
177 to 180	Door, Bifold	Bronzebound Pine (wood)	Crude Bronze Fetterlock (+21%to open)	Buried by Trash
181 to 184	Door, Bifold	Bronzebound Pine (wood)	Crude Bronze Padlock (+14% to open)	Burn / Scorch Mark
185 to 188	Door, Bricked Up	Bronzebound Pine (wood)	Crude Bronze Padlock (+14% to open)	Burn / Scorch Mark
189 to 192	Door, Bricked Up	Bronzebound Pine (wood)	Crude Bronze Padlock (+14% to open)	Caught Piece of Cloth

193 to 196	Door, Broken / Sundered	Bronzebound Pine (wood)	Crude Wooden Pin Lock (+30% to open)	Caught Piece of Cloth
D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
197 to 200	Door, Broken / Sundered	Bronzebound Pine (wood)	Crude Wooden Pin Lock (+30% to open)	Claw Marks
201 to 204	Door, Carved Ivory	Bronzebound Poplar (wood)	Crude Wooden Pin Lock (+30% to open)	Claw Marks
205 to 208	Door, Carved Ivory	Bronzebound Poplar (wood)	Damaged Iron Warded Lock (-25% to open)	Cold Surface
209 to 212	Door, Circular	Bronzebound Poplar (wood)	Damaged Iron Warded Lock (-25% to open)	Cold Surface
213 to 216	Door, Circular	Bronzebound Poplar (wood)	Damaged Iron Warded Lock (-25% to open)	Covered by Roots
217 to 220	Door, Concealed	Bronzebound Poplar (wood)	Damaged Steel Warded Lock (-35% to open)	Covered by Roots
221 to 224	Door, Concealed	Bronzebound Poplar (wood)	Damaged Steel Warded Lock (-35% to open)	Covered in Ivy
225 to 228	Door, Concealed, Behind Bookcase	Bronzebound Redwood (wood)	Damaged Steel Warded Lock (-35% to open)	Covered in Ivy
229 to 232	Door, Concealed, Behind Bookcase	Bronzebound Redwood (wood)	Iron Fetterlock (+5% to open)	Covered in Nails
233 to 236	Door, Concealed, Behind Boxes / Crates	Bronzebound Redwood (wood)	Iron Fetterlock (+5% to open)	Covered in Nails

237 to 240	Door, Concealed, Behind Boxes / Crates	Bronzebound Redwood (wood)	Iron Fetterlock (+5% to open)	Crooked Frame (stuck)
D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
241 to 244	Door, Concealed, Behind Furniture	Bronzebound Redwood (wood)	Iron Padlock (+3% to open)	Crooked Frame (stuck)
245 to 248	Door, Concealed, Behind Furniture	Bronzebound Wood (GM's choice, or unidentifiable)	Iron Padlock (+3% to open)	Crowbar Wedged in Gap
249 to 252	Door, Concealed, Behind Tapestry	Bronzebound Wood (GM's choice, or unidentifiable)	Iron Padlock (+3% to open)	Crowbar Wedged in Gap
253 to 256	Door, Concealed, Behind Tapestry	Bronzebound Wood (GM's choice, or unidentifiable)	Iron Warded Lock (No Modifier)	Crude Window Sawed into Door
257 to 260	Door, Concealed, Mostly Bricked Up	Bronzebound Wood (GM's choice, or unidentifiable)	Iron Warded Lock (No Modifier)	Crude Window Sawed into Door
261 to 264	Door, Concealed, Mostly Bricked Up	Bronzebound Wood (GM's choice, or unidentifiable)	Iron Warded Lock (No Modifier)	Cursed
265 to 268	Door, Concealed, One-Way	Clumped Sheet of Fungus (monster?)	Key in Door	Cursed
269 to 272	Door, Concealed, One-Way	Clumped Sheet of Fungus (monster?)	Key in Door	Curtained
273 to 276	Door, Cyclopean (for giants, titans, etc.)	Clumped Sheet of Fungus (monster?)	Key in Door	Curtained

D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
277 to 280	Door, Cyclopean (for giants, titans, etc.)	Clumped Sheet of Fungus (monster?)	Key in Door	Damaged / Splintering
281 to 284	Door, False (activates trap)	Clumped Sheet of Fungus (monster?)	Key in Door	Damaged / Splintering
285 to 288	Door, False (activates trap)	Clumped Sheet of Mold (monster?)	Key in Door	Deactivated / Misfired Trap
289 to 292	Door, False (falls over as a trap)	Clumped Sheet of Mold (monster?)	Key in Door	Deactivated / Misfired Trap
293 to 296	Door, False (falls over as a trap)	Clumped Sheet of Mold (monster?)	Key in Door	Deadbolt on Adventurers' Side
297 to 300	Door, False (illusion)	Clumped Sheet of Mold (monster?)	Key in Door	Deadbolt on Adventurers' Side
301 to 304	Door, False (illusion)	Clumped Sheet of Mold (monster?)	Key in Door, Broken	Deadbolt on Far Side
305 to 308	Door, False (leads to wall)	Crystal	Key in Door, Broken	Deadbolt on Far Side
309 to 312	Door, False (leads to wall)	Crystal	Key in Door, Broken	Dispel Magic Aura
313 to 316	Door, False, Trick (magical)	Crystal	Key in Door, Broken	Dispel Magic Aura
317 to 320	Door, False, Trick (magical)	Crystal	Key in Door, Broken	Door Stands in Mostly Collapsed Wall
321 to 324	Door, False, Unopening (structural part of wall)	Crystal	Key in Door, Broken	Door Stands in Mostly Collapsed Wall

D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
325 to 328	Door, False, Unopening (structural part of wall)	Earth / Mud (magical)	Key in Door, Trapped	Doormat / Covered Pit
329 to 332	Door, Huge	Earth / Mud (magical)	Key in Door, Trapped	Doormat / Covered Pit
333 to 336	Door, Huge	Earth / Mud (magical)	Key in Door, Trapped	Dripping Slime (monster?)
337 to 340	Door, Magical (trick)	Earth / Mud (magical)	Lock Destroyed	Dripping Slime (monster?)
341 to 344	Door, Magical (trick)	Earth / Mud (magical)	Lock Destroyed	Ear Weevil(s)
345 to 348	Door, One-Way (creates wall of force)	Fire / Magma (magical)	Lock Destroyed	Ear Weevil(s)
349 to 352	Door, One-Way (creates wall of force)	Fire / Magma (magical)	Lock Destroyed	Flanked by Arrow Slits
353 to 356	Door, One-Way (locks when closing)	Fire / Magma (magical)	Lock Destroyed	Flanked by Arrow Slits
357 to 360	Door, One-Way (locks when closing)	Fire / Magma (magical)	Lock Destroyed	Footprints / Boot Tracks End Here
361 to 364	Door, One-Way (magically vanishes)	Fire / Magma (magical)	Lock Destroyed	Footprints / Boot Tracks End Here
365 to 368	Door, One-Way (magically vanishes)	Flowing Water (magical)	Lock Destroyed	Framed with Bones



D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
369 to 372	Door, One-Way (slams shut, spring-loaded)	Flowing Water (magical)	Lock Destroyed	Framed with Bones

D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
373 to 376	Door, One-Way (slams shut, spring-loaded)	Flowing Water (magical)	Lock Destroyed	Fungal Growths (monster?)
377 to 380	Door, One-Way, Trapped (forcing return activates trap)	Flowing Water (magical)	Lock Destroyed	Fungal Growths (monster?)
381 to 384	Door, One-Way, Trapped (forcing return activates trap)	Flowing Water (magical)	Lock Destroyed	Gem-Studded (treasure)
385 to 388	Door, Secret	Glass (magical?)	Lock Destroyed	Gem-Studded (treasure)
389 to 392	Door, Secret	Glass (magical?)	Lock Destroyed	Glyph of Power (magical)
393 to 396	Door, Secret, Activated by Hanging Chain	Glass (magical?)	Lock Destroyed	Glyph of Power (magical)
397 to 400	Door, Secret, Activated by Hanging Chain	Glass (magical?)	Lock Destroyed	Guardian Beast Before Door
401 to 404	Door, Secret, Activated by Lever	Glass (magical?)	Lock Destroyed	Guardian Beast Before Door
405 to 408	Door, Secret, Behind Mirror	Granite	Lock Destroyed	Guardian Beast Behind Door
409 to 412	Door, Secret, Behind Painting	Granite	Lock Destroyed	Guardian Beast Behind Door
413 to 416	Door, Secret, in Fireplace	Granite	Lock Destroyed	Guardian Monster Before Door
417 to 420	Door, Secret, in Pit	Granite	Lock Destroyed	Guardian Monster Before Door

D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
421 to 424	Door, Secret, Invisible	Granite	Lock Destroyed	Guardian Monster Behind Door
425 to 428	Door, Secret, Locked	Heavy Wood (GM's choice, or unidentifiable)	Lock Destroyed	Guardian Monster Behind Door
429 to 432	Door, Secret, Moon Gate	Heavy Wood (GM's choice, or unidentifiable)	Lock Destroyed	Guardian NPC Before Door
433 to 436	Door, Secret, One-Way	Heavy Wood (GM's choice, or unidentifiable)	Lock Destroyed	Guardian NPC Before Door
437 to 440	Door, Secret, Part of Bas Relief	Heavy Wood (GM's choice, or unidentifiable)	Lock Destroyed	Guardian NPC Behind Door
441 to 444	Door, Secret, Part of Fresco	Heavy Wood (GM's choice, or unidentifiable)	Lock Destroyed	Guardian NPC Behind Door
445 to 448	Door, Small (goblin-sized)	Ice (magical?)	Lock Destroyed	Gust of Wind / Pressure Change
449 to 452	Door, Small (goblin-sized)	Ice (magical?)	Lock Destroyed	Gust of Wind / Pressure Change
453 to 456	Door, Spring (stuck, slams shut unless spiked)	Ice (magical?)	Lock Destroyed	Hacked and Chopped, Hole Reveals Room Interior
457 to 460	Door, Spring (stuck, slams shut unless spiked)	Ice (magical?)	Lock Removed	Hacked and Chopped, Hole Reveals Room Interior
461 to 464	Door, Tiny (Alice in Wonderland door)	Ice (magical?)	Lock Removed	Hagoday Knocker

D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
465 to 468	Door, Tiny (Alice in Wonderland door)	Iron	Lock Removed	Hagoday Knocker
469 to 472	Door, Trapped	Iron	Lock Removed	Heavily Scorched / Blasted
473 to 476	Door, Trapped	Iron	Lock Removed	Heavily Scorched / Blasted
477 to 480	Doors, Double	Iron	Lock Removed	Holding Back Mudslide (trap)
481 to 484	Doors, Double	Iron	Lock Removed	Holding Back Mudslide (trap)
485 to 488	Doors, Double, Broken / Sundered	Iron / Metal (GM's choice)	Lock Removed	Holding Back Sand Avalanche (trap)
489 to 492	Doors, Double, Broken / Sundered	Iron / Metal (GM's choice)	Lock Removed	Holding Back Sand Avalanche (trap)
493 to 496	Doors, Double, Huge	Iron / Metal (GM's choice)	Lock Removed	Holding Back Trash Avalanche (trap)
497 to 500	Doors, Double, Huge	Iron / Metal (GM's choice)	Lock Removed	Holding Back Trash Avalanche (trap)
501 to 504	Doors, Double, Magical (trick)	Iron / Metal (GM's choice)	Lock Removed	Holding Back Tumbling Rubble (trap)
505 to 508	Doors, Double, Magical (trick)	Ironbound Maple (wood)	Lock Removed	Holding Back Tumbling Rubble (trap)
509 to 512	Doors, Double, Trapped	Ironbound Maple (wood)	Lock Removed	Hot Surface
513 to 516	Doors, Double, Trapped	Ironbound Maple (wood)	Lock Removed	Hot Surface

D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
517 to 520	Doors, Double, Unpredictable (roll again for second quality)	Ironbound Maple (wood)	No Lock / Unlocked	Icicles
521 to 524	Doors, Double, Unpredictable (roll again for second quality)	Ironbound Maple (wood)	No Lock / Unlocked	Icicles
525 to 528	Fireplace, Pivoting	Ironbound Oak (wood)	No Lock / Unlocked	Inscription, Clue
529 to 532	Fissure	Ironbound Oak (wood)	No Lock / Unlocked	Inscription, Clue
533 to 536	Fountain, Sliding	Ironbound Oak (wood)	No Lock / Unlocked	Inscription, Mockery
537 to 540	Fungal Valve (monstrous)	Ironbound Oak (wood)	No Lock / Unlocked	Inscription, Mockery
541 to 544	Gates, Iron, Locked	Ironbound Oak (wood)	No Lock / Unlocked	Inscription, Riddle
545 to 548	Gates, Iron, Locked	Ironbound Pine (wood)	No Lock / Unlocked	Inscription, Riddle
549 to 552	Gates, Iron, Open	Ironbound Pine (wood)	No Lock / Unlocked	Inscription, Unintelligible
553 to 556	Gates, Iron, Rusted Open	Ironbound Pine (wood)	No Lock / Unlocked	Inscription, Unintelligible
557 to 560	Gates, Iron, Rusted Shut	Ironbound Pine (wood)	No Lock / Unlocked	Inscription, Warning
561 to 564	Gates, Magical (trick)	Ironbound Pine (wood)	No Lock / Unlocked	Inscription, Warning
565 to 568	Grate, Floor	Ironbound Poplar (wood)	No Lock / Unlocked	Insects / Vermin
569 to 572	Grate, Wall	Ironbound Poplar (wood)	No Lock / Unlocked	Insects / Vermin

D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
573 to 576	Great Demonic Face	Ironbound Poplar (wood)	No Lock / Unlocked	Inset with Skulls
577 to 578	Grotto Entrance	Ironbound Poplar (wood)	No Lock / Unlocked	Inset with Skulls
579 to 582	Hatchway / Valve	Ironbound Poplar (wood)	No Lock / Unlocked	Inside Furniture (wardrobe, armoire etc.)
583 to 586	Hatchway / Valve, Clockwork / Magical	Ironbound Redwood (wood)	No Lock / Unlocked	Inside Furniture (wardrobe, armoire etc.)
587 to 590	Hatchway / Valve, Steam-Powered	Ironbound Redwood (wood)	No Lock / Unlocked	Intelligent, Asks Riddle
591 to 594	Hatchway / Valve, Trapped	Ironbound Redwood (wood)	No Lock / Unlocked	Intelligent, Casts Spells (trick)
595 to 598	Hole in Ceiling	Ironbound Redwood (wood)	No Lock / Unlocked	Intelligent, Curious / Jesting
599 to 602	Hole in Collapsed Wall	Ironbound Redwood (wood)	No Lock / Unlocked	Intelligent, Demands Password
603 to 606	Hole in Floor	Ironbound Wood (GM's choice, or unidentifiable)	No Lock / Unlocked	Intelligent, Demands Tribute
607 to 610	Hole in Water	Ironbound Wood (GM's choice, or unidentifiable)	No Lock / Unlocked	Intelligent, Hostile
611 to 614	Hollow Colossus	Ironbound Wood (GM's choice, or unidentifiable)	No Lock / Unlocked	Ivory-Inlaid (treasure)
615 to 618	Hollow Pillar	Ironbound Wood (GM's choice, or unidentifiable)	No Lock / Unlocked	Ivory-Inlaid (treasure)

D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
619 to 622	Lychgate	Ironbound Wood (GM's choice, or unidentifiable)	No Lock / Unlocked	Jammed / Swollen Wood
623 to 626	Lychgate, Cursed	Ivory (treasure)	No Lock / Unlocked	Jammed / Swollen Wood
627 to 630	Lychgate, Magical (trick)	Ivory (treasure)	No Lock / Unlocked	Knocker
631 to 634	Lychgate, Summoning (undead)	Ivory (treasure)	No Lock / Unlocked	Knocker



635 to 638	Membrane, Crystalline	Ivory (treasure)	No Lock / Unlocked	Lever
649 to 642	Membrane, Crystalline, Self-Repairing	Ivory (treasure)	No Lock / Unlocked	Lever

D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
643 to 646	Membrane, Flesh	Leather Stretched Over Wooden Frame	No Lock / Unlocked	Magic Mouth
647 to 650	Membrane, Flesh, Regenerating	Leather Stretched Over Wooden Frame	No Lock / Unlocked	Magic Mouth
651 to 650	Membrane, Fungal	Leather Stretched Over Wooden Frame	No Lock / Unlocked	Magnetized (partly magical)
655 to 658	Membrane, Fungal, Tentacled	Leather Stretched Over Wooden Frame	No Lock / Unlocked	Magnetized (partly magical)
659 to 662	Mirror, Enchanted Looking Glass	Leather Stretched Over Wooden Frame	No Lock / Unlocked	Manacles / Shackles on Door
663 to 666	Mouth of Hell	Maple (wood)	No Lock / Unlocked	Message Box
667 to 670	Opening / Hollow, Hewn from Stone	Maple (wood)	No Lock / Unlocked	Mold-Covered (monster?)
671 to 674	Opening, Behind Waterfall	Maple (wood)	No Lock / Unlocked	Murder Holes Above
675 to 678	Opening, Bricked Up	Maple (wood)	No Lock / Unlocked	Open (ajar)
679 to 682	Opening, Cave	Maple (wood)	No Lock / Unlocked	Open Wide
683 to 686	Opening, Cave, Blocked by Boulder	Monstrous Flesh (brollachan, monster)	No Lock / Unlocked	Painted
687 to 690	Opening, Cave, Blocked by Rubble	Monstrous Flesh (brollachan, monster)	No Lock / Unlocked	Partially Battered Down

D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
691 to 694	Opening, Collapsed Wall	Monstrous Flesh (brollachan, monster)	No Lock / Unlocked	Pawprints End Here
695 to 698	Opening, Door off Hinges, Lying on Ground	Monstrous Flesh (brollachan, monster)	No Lock / Unlocked	Peephole
699 to 702	Opening, Hidden / Shadowed	Monstrous Flesh (brollachan, monster)	No Lock / Unlocked	Pick / Tool Stuck in Lock
703 to 706	Opening, Hide-Covered	Oak (wood)	No Lock / Unlocked	Pinned Corpse, Door Stuck
707 to 710	Opening, Moss-Veiled	Oak (wood)	No Lock / Unlocked	Pinned Skeleton, Door Stuck
711 to 714	Opening, Partially Bricked Up	Oak (wood)	No Lock / Unlocked	Pressure Plate (trap?)
715 to 718	Opening, Tapestryed	Oak (wood)	No Lock / Unlocked	Pull Chain
719 to 722	Opening, Triangular	Oak (wood)	No Lock / Unlocked	Pull Ring
723 to 726	Opening, Vine-Covered	Oak (wood)	No Lock / Unlocked	Reinforced, Lead Seal in Seams
727 to 730	Opening, Web-Covered	Oak (wood)	No Lock / Unlocked	Reinforced, Silver Seal in Seams
731 to 734	Painted Image of a Door (magic?)	Oak (wood)	No Lock / Unlocked	Runes
735 to 738	Panel, Sliding	Oak (wood)	No Lock / Unlocked	Runes
739 to 742	Panel, Sliding, Trapped	Oak (wood)	No Lock / Unlocked	Scorch Mark
743 to 746	Pipe Mouth, Dry	Oak (wood)	No Lock / Unlocked	Scorch Mark

D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
747 to 750	Pipe Mouth, Slimy	Oak (wood)	No Lock / Unlocked	Shield Mounted on Door
751 to 754	Pipe Mouth, Sludge-Filled	Oak (wood)	No Lock / Unlocked	Shield Mounted on Door
755 to 758	Pipe Mouth, Water Flowing	Oak (wood)	No Lock / Unlocked	Sign
759 to 762	Portcullis with Chain Pulley on Adventurers' Side	Oak (wood)	No Lock / Unlocked	Sign
763 to 766	Portcullis with Chain Pulley on Far Side	Obsidian	No Lock / Unlocked	Skin Nailed to Door
767 to 770	Portcullis with Lever on Adventurers' Side	Obsidian	No Lock / Unlocked	Skin Nailed to Door
771 to 774	Portcullis with Lever on Far Side	Obsidian	No Lock / Unlocked	Skulls in Niches
775 to 778	Portcullis with Rope Pulley on Adventurers' Side	Obsidian	No Lock / Unlocked	Skulls in Niches
779 to 782	Portcullis with Rope Pulley on Far Side	Obsidian	No Lock / Unlocked	Smoke Pluming Underneath
783 to 786	Portcullis with Winch Wheel on Adventurers' Side	Poplar (wood)	No Lock / Unlocked	Smoke Pluming Underneath
787 to 790	Portcullis with Winch Wheel on Far Side	Poplar (wood)	No Lock / Unlocked	Source of Illumination Above Door (roll in CDDG1)

D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
791 to 794	Portcullis, Bone	Poplar (wood)	No Lock / Unlocked	Source of Illumination Above Door (roll in CDDG1)
795 to 798	Portcullis, Carved Stone	Poplar (wood)	No Lock / Unlocked	Spiderwebs
799 to 802	Portcullis, Closed	Poplar (wood)	No Lock / Unlocked	Spiderwebs
803 to 806	Portcullis, Crystal (magical)	Redwood (wood)	No Lock / Unlocked	Spiked Open
807 to 810	Portcullis, Magical (trick)	Redwood (wood)	No Lock / Unlocked	Spiked Open
811 to 814	Portcullis, Obsidian (magical)	Redwood (wood)	No Lock / Unlocked	Spiked Shut
815 to 818	Portcullis, Open / Raised	Redwood (wood)	No Lock / Unlocked	Spiked Shut
819 to 822	Portcullis, Partially Raised	Redwood (wood)	No Lock / Unlocked	Spy Hole (small peephole)
823 to 826	Portcullis, Rusted Open	Rotting / Crumbling Wood	No Lock / Unlocked	Spy Hole (small peephole)
827 to 830	Portcullis, Rusted Partially Open	Rotting / Crumbling Wood	No Lock / Unlocked	Steps Down to Door
831 to 834	Portcullis, Rusted Shut	Rotting / Crumbling Wood	No Lock / Unlocked	Steps Down to Door
835 to 838	Portcullis, Trapped	Rotting / Crumbling Wood	No Lock / Unlocked	Steps Up to Door



D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
839 to 842	Rolling Barrier, Heap of Bound Shields	Rotting / Crumbling Wood	No Lock / Unlocked	Steps Up to Door
843 to 846	Rolling Barrier, Stone	Rusted Iron	No Lock / Unlocked	Strange Odor (roll in CDDG1)
847 to 850	Rolling Barrier, Wood	Rusted Iron	No Lock / Unlocked	Strange Odor (roll in CDDG1)
851 to 854	Rolling Barrier, Wood, Spiked	Rusted Iron	No Lock / Unlocked	Strange Sound (roll in CDDG1)
855 to 858	Sliding Block of Crystal	Rusted Iron	No Lock / Unlocked	Strange Sound (roll in CDDG1)
859 to 862	Slime Membrane (monstrous)	Rusted Iron	No Lock / Unlocked	Stuck
863 to 866	Statue, Pivoting	Silver	No Lock / Unlocked	Stuck
867 to 870	Statue, Sliding	Silver	No Lock / Unlocked	Stuck Open
871 to 874	Stone Slab, Pressure-Activated	Silver	No Lock / Unlocked	Stuck Open
875 to 878	Throne, Revolving	Silver	No Lock / Unlocked	Stuck, Hinge Failing
879 to 882	Throne, Sliding	Silver	No Lock / Unlocked	Stuck, Hinge Failing
883 to 886	Trapdoor, Concealed, in Ceiling	Slimy Membrane (monster)	Reinforced Iron Warded Lock (-37% to open)	Sundered and Repaired
887 to 890	Trapdoor, Concealed, in Floor	Slimy Membrane (monster)	Reinforced Iron Warded Lock (-37% to open)	Sundered and Repaired

891 to 894	Trapdoor, in Ceiling	Slimy Membrane (monster)	Reinforced Iron Warded Lock (-37% to open)	Tapestry Covering
D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
895 to 898	Trapdoor, in Floor	Slimy Membrane (monster)	Reinforced Steel Warded Lock (-40% to open)	Tapestry Covering
899 to 902	Trapdoor, Magical (trick), in Ceiling	Slimy Membrane (monster)	Reinforced Steel Warded Lock (-40% to open)	Trapped
903 to 906	Trapdoor, Magical (trick), in Floor	Spider's Web	Reinforced Steel Warded Lock (-40% to open)	Trapped
907 to 910	Trapdoor, Secret, in Ceiling	Spider's Web	Rusted Iron Warded Lock (-23% to open)	Trick (magical)
911 to 914	Trapdoor, Secret, in Floor	Spider's Web	Rusted Iron Warded Lock (-23% to open)	Trick (magical)
915 to 918	Turnstile, Revolving	Spider's Web	Rusted Iron Warded Lock (-23% to open)	Tripwire (trap?)
919 to 922	Turnstile, Revolving, One-Way (access from other side only)	Spider's Web	Simple Bronze Fetterlock (+19% to open)	Tripwire (trap?)
923 to 926	Turnstile, Revolving, One-Way (forward only)	Steel	Simple Bronze Fetterlock (+19% to open)	Vines
927 to 930	Turnstile, Rusted Shut	Steel	Simple Bronze Fetterlock (+19% to open)	Vines

931 to 934	Turnstile, Trapped	Steel	Simple Bronze Padlock (+12% to open)	Voodoo Doll Nailed to Door
D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
935 to 938	Wall Coffin, Opening	Steel	Simple Bronze Padlock (+12% to open)	Voodoo Doll Nailed to Door
939 to 942	Wall Coffin, Pivoting	Steel	Simple Bronze Padlock (+12% to open)	Warped Wood
943 to 946	Wall of Fire (magical)	Stone (GM's choice)	Simple Wooden Pin Lock (+27% to open)	Warped Wood
947 to 950	Wall of Force (magical)	Stone (GM's choice)	Simple Wooden Pin Lock (+27% to open)	Waterfall
951 to 954	Wall of Ice (magical)	Stone (GM's choice)	Simple Wooden Pin Lock (+27% to open)	Waterfall
955 to 958	Wall of Wind (magical)	Stone (GM's choice)	Steed Padlock (-10% to open)	Waterfall
959 to 962	Wall Sarcophagus, Opening	Stone (GM's choice)	Steed Padlock (-10% to open)	Wedged by Dead Body
963 to 966	Wall Sarcophagus, Pivoting	Unknown Exotic Wood	Steed Padlock (-10% to open)	Wind / Air Current (roll in CDDG1)
967 to 970	Wall, Crumbling	Unknown Exotic Wood	Steed Warded Lock -21% to open)	Wind / Air Current (roll in CDDG1)
971 to 974	Wall, Illusory (magical)	Unknown Exotic Wood	Steed Warded Lock -21% to open)	Window

975 to 978	Wall, Lowering	Unknown Exotic Wood	Steed Warded Lock (-21% to open)	Window
D1000 Roll	Door / Portal Type	Door Material	Door Lock	Door Feature
979 to 982	Wall, Pivoting	Unknown Exotic Wood	Steel Fetterlock (-7% to open)	Window Covered by Leather / Canvas on Adventurers' Side
983 to 986	Wall, Pivoting, One-Way (swings shut)	Unknown Stone	Steel Fetterlock (-7% to open)	Window Covered by Leather / Canvas on Adventurers' Side
987 to 990	Wall, Pivoting, Trapped	Unknown Stone	Steel Fetterlock (-7% to open)	Window Covered by Leather / Canvas on Far Side
991 to 993	Wall, Rising	Unknown Stone	Wooden Pin Lock (+24% to open)	Window Covered by Leather / Canvas on Far Side
994 to 996	Wall, Sliding	Unknown Exotic Wood	Wooden Pin Lock (+24% to open)	Wizard Locked
997 to 000	Wall, Sliding, Trapped	Unknown Stone	Wooden Pin Lock (+24% to open)	Wizard Locked



3-5

DESIGNING UNIQUE AND RANDOM DUNGEON DRESSING

This is one of the most ambitious and powerful random systems that I use in my personal dungeon designs. This system can be time-consuming, but the benefit is that it will over the lifetime of the game provide you with a near-infinite set of flexible idea options. Here you will find a thousand-odd interesting dungeon features, and you can always add more entries as needed.

I already included a fairly detailed dungeon dressing (random object) system in CDDG1, THE CLASSIC DUNGEON DESIGN GUIDE. So why do I also offer this new system? Basically, it's to give you additional options and more power, but at the cost of speed. I recommend the CDDG1 system be used for quick determination of an object (for example, you can roll on those tables during a play session when PCs are actively searching a room which you feel requires a bit more detail). But if you keep using the CDDG1 system and your players like to poke about, you will in a few months of play find that the results become repetitive and stale. This advanced CDDG2 dungeon dressing system is intended to provide you with a maximum of options, for those times when you don't just want the PCs to find something weird; you also want something weird enough to get your own mind moving in unexpected dungeon design directions.

As you may have surmised, this system is probably too complex and involved to be used at the play table.

Each dungeon dressing you create here will be completely unique. Whether the pieces are important, pointless, or somewhere in between is entirely up to you. Do feel free to make entries plural whenever necessary; if it makes more sense (for example, in a storeroom) for the PCs to find a bundle of torches instead of a single torch, then that is what they find. Most of the items in these tables have no significant value, unless you decide the item is a treasure (or an indication of nearby hidden treasure) of some kind.

This is designed to be one of the more inspiring, yet generic, systems in the entire dungeon design scheme. Use this system not only to create results, but also to force your mind into unexpected quandaries. Questions you might want to ask yourself as you generate these items include:

- Why is this here?
- What was its original purpose?
- Who was first responsible for it?
- Why was it left behind?
- Is it just random trash, or is it a subtle clue to something secret?
- Does it point to a treasure, a trap, a trick, a monster, an NPC, or a secret location elsewhere in the dungeon?

By tentatively answering these questions, you can come up with ideas for the contents, denizens, and secrets in one or more adjacent rooms. You can even design 1,000 or more odd rooms by just using these two tables and some computer program generation. I've done it before? If you don't mind thinking obliquely and taking your time, as a creative exercise, you can even design an entire dungeon using nothing but this dungeon dressing system ... create 100 random rooms, and the answers to the questions above will by default become a vast and profound dungeon history, giving the tales of dozens of explorers, denizens and mysterious entities. Then, make it more cohesive and put in the monsters and treasures and such over the web of dungeon dressing ideas. I call this odd technique "dungeon junking," and it can create very evocative and unusual dungeons if your players appreciate that level of detail!

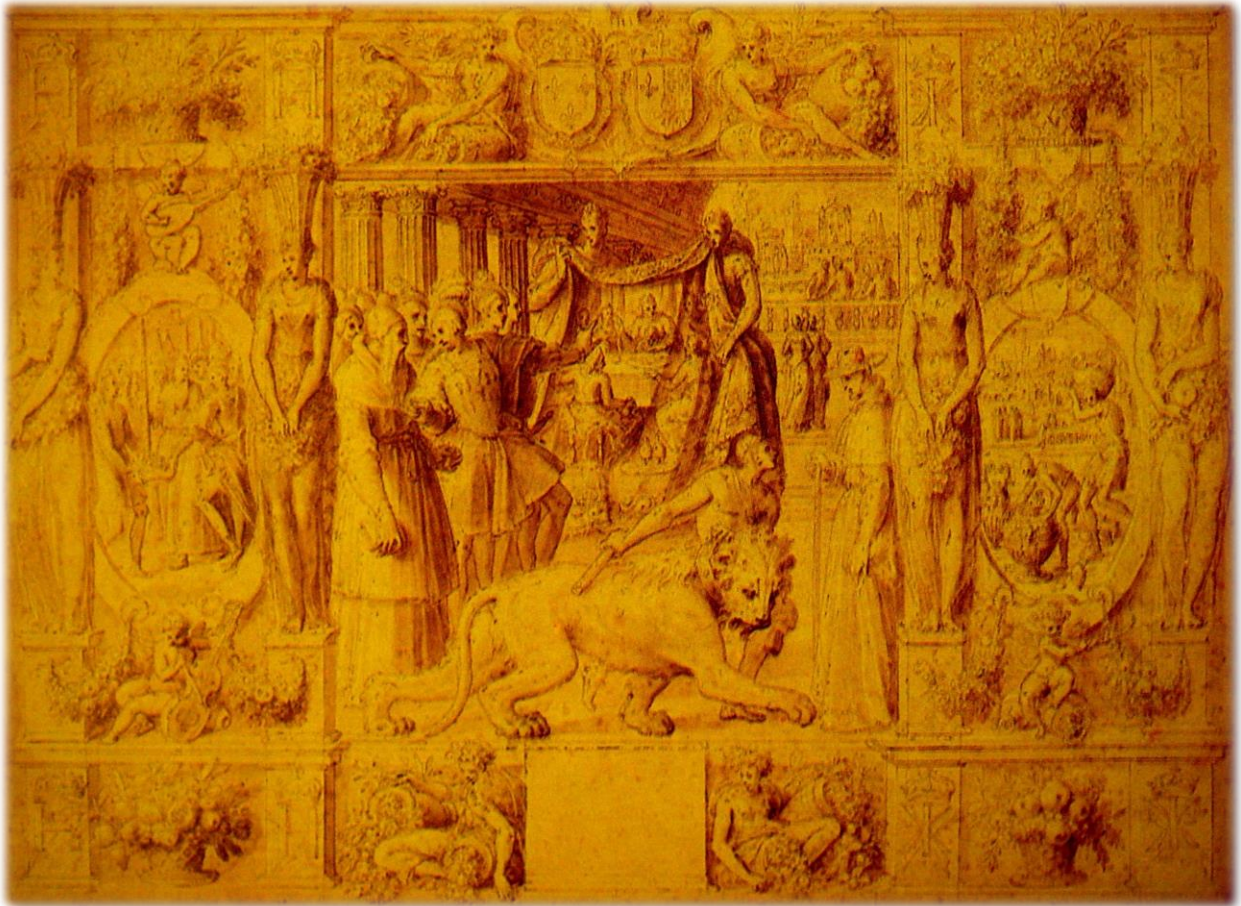
I hope you enjoy the system. It can be frustrating to use at first, but once you get used to it, it becomes immensely powerful. You may even (as I have) dispense with using the dice here entirely, and just flip through this section whenever you need a new idea. Remember, however, that the best ideas will not come from rolling on these tables once or twice; the best ideas will come from using these details many times to design highly unusual and ultra-detailed random objects.

Part 1: Object

The first step in using the CDDG2 dungeon dressing system is to roll up the object. Just roll 1D1000, and read the 4 Option Columns. You can either choose the most interesting result, or the one that you think would be most challenging to justify.

If you're pressed for time, choose the result that you can design the fastest.

D1000 Roll	Option 1	Option 2	Option 3	Option 4
001 to 004	10' Pole	Acid Etching on the Ceiling	Acid Etching on the Door	Acid Etching on the Floor
005 to 008	Acid Etching on the Wall	Acid Vial	Air Shaft	Air Vent
009 to 012	Alarum	Alchemical Chart	Alchemical Font	Alcove
013 to 016	Alembic	Almanac	Altar	Amphora
017 to 020	Animal Corpse	Animal Skeleton	Animal Skin	Animal Skull
021 to 024	Ankle Sheath	Antler	Anvil	Apron
025 to 028	Aquarium	Arch	Archway	Ark
029 to 032	Armillary Sphere	Armoire	Armor Rack	Arrow
033 to 036	Arrowhead	Astrolabe	Astrological Chart	Aura
037 to 040	Automaton	Axe	Axe Head	Backpack
041 to 044	Bag	Balance	Balance Weight	Balcony
045 to 048	Ball	Ball and Chain	Ball of Twine	Bandage
049 to 052	Banner	Barrel	Barrel Rack	Bas Relief



D1000 Roll	Option 1	Option 2	Option 3	Option 4
053 to 056	Basin	Basket	Bas-Relief on the Ceiling	Bas-Relief on the Wall
057 to 060	Bastinado	Beaker	Beast Hide	Beast Horn
061 to 064	Beast Pelt	Bed	Bedding	Bedroll
065 to 068	Beehive	Beheaded Statue	Bell	Belt
069 to 072	Belt Pouch	Bench	Bin	Birdcage

D1000 Roll	Option 1	Option 2	Option 3	Option 4
073 to 076	Bladed Chair	Bladed Pole	Blanket	Block and Tackle
077 to 080	Bloodstain	Boiling Vat	Bolt	Bone
081 to 084	Book	Bookcase	Bookshelf	Boot
085 to 088	Bottle	Boulder	Bowl	Box
089 to 092	Branding Iron	Brank	Brazen Bull	Brazier
093 to 096	Breaking Wheel	Brick	Bridge	Bridle
097 to 100	Broken Blade	Broken Glass Shards	Broken Weapon	Broom
101 to 104	Bucket	Bulging Area in the Wall	Bundle	Bunk
105 to 108	Burlap Sheet	Burrow	Bust	Butcher's Block
109 to 112	Button	Cabinet	Cage	Caged Helm
113 to 116	Cairn	Caltrops	Campfire	Candelabra
117 to 120	Candle	Candle Holder	Candle Snuffer	Candlestick
121 to 124	Cane	Canister	Canopic Jar	Canvas Sheet
125 to 128	Cap	Cape	Carafe	Carpet
129 to 132	Cart	Case	Cask	Casket
133 to 136	Catapelta	Cat-o'-Nine-Tails	Catwalk	Cauldron

D1000 Roll	Option 1	Option 2	Option 3	Option 4
137 to 140	Cavaletto Squarciapalle	Ceiling	Ceiling Crack	Ceiling Glyph
141 to 144	Ceiling Hollow	Ceiling Inlay	Ceiling Mural	Ceiling Ornament
145 to 148	Ceiling Painting	Ceiling Pipe	Ceiling Relief	Ceiling Scratchings
149 to 152	Ceiling Stone	Ceiling-Mounted Manacles	Ceiling-Mounted Pull Chain	Censer
153 to 156	Centipede Cage	Cesspit	Cesspool	Chain
157 to 160	Chain Socket	Chair	Chalice	Chamber Pot
161 to 164	Chandelier	Charcoal Stick	Chariot	Chart
165 to 168	Chasm	Chest	Chest of Drawers	Chime
169 to 172	Chimney	Chirurgion's Saw	Chirurgion's Table	Chisel
173 to 176	Chute	Cistern	Clamp	Claw
177 to 180	Clay Jar	Cleaver	Clepsydra	Climbing Claws
181 to 184	Climbing Harness	Cloak	Cloak Rack	Clockwork / Machine
188 to 192	Club	Clump of Ashes	Clump of Fur	Clump of Ice
193 to 196	Clump of Moss	Clump of Rust	Clump of Vegetation	Clump of Yarn
197 to 200	Coal Shovel	Coat	Cobwebs	Cocoon
201 to 204	Codex	Coffer	Coffin	Coffin Cage

D1000 Roll	Option 1	Option 2	Option 3	Option 4
205 to 208	Coif	Coin	Collapsed Ceiling	Collapsed Floor
209 to 212	Collapsed Wall	Collapsing Area in the Ceiling	Colossus	Column
213 to 216	Concealed Door	Condensation	Contraption	Cookpot
217 to 220	Cord	Corpse	Cot	Couch
221 to 224	Cradle	Crampons	Cranny	Crate
225 to 228	Crater	Crawlway	Cresset	Crock
229 to 232	Crocodile Shears	Crossbow Bolt	Crowbar	Crucible
233 to 236	Crutch	Crystal	Crystal Ball	Crystalline Outcropping
237 to 240	Cup	Cupboard	Curiosity Cabinet	Curtain
241 to 244	Cushion	Dagger	Dagger Sheath	Dais
245 to 248	Damaged Ceiling	Damaged Door	Damaged Floor	Damaged Wall
249 to 252	Dart	Decanter	Demi-Human Corpse	Demi-Human Skeleton
253 to 256	Demi-Human Skull	Deposit of Alum Crystals	Deposit of Salt Crystals	Deposit of Sulfur Crystals
257 to 260	Desk	Dimensional Rift	Dirt Floor	Disguise Kit
261 to 264	Dish	Display Case	Divan	Divining Rod
265 to 268	Dome	Door	Door Glyph	Door Handle

D1000 Roll	Option 1	Option 2	Option 3	Option 4
269 to 272	Door Inlay	Door Ornament	Door Scratchings	Doublet
273 to 276	Dowsing Rod	Drawing	Dresser	Dried Flower
277 to 280	Dried Fruit	Dried Plant	Dried Vegetable	Drinking Gourd
281 to 284	Drinking Horn	Drum	Dung Heap	Dunking Barrel
285 to 288	Dunking Cradle	Dust Clumps	Dust Heap	Ear Trumpet
289 to 292	Egg	Egg Sac	Eggshell	Elevator
293 to 296	Entrails	Eruption of Tree Roots in the Ceiling	Eruption of Tree Roots in the Floor	Eruption of Tree Roots in the Wall
297 to 300	Ewer	Fallen Rafter	Fang	Feather
301 to 304	Fetters	Figurine	Files	Fire
305 to 308	Firepit	Fireplace	Firewood Rack	Firkin
309 to 312	Fishhook	Fishing Pole	Fissure	Flag
313 to 316	Flagon	Flagstone	Flask	Flayed Skin
317 to 320	Flint and Steel	Floor	Floor Crack	Floor Drain
321 to 324	Floor Glyph	Floor Inlay	Floor Mat	Floor Painting
325 to 328	Floor Pipe	Floor Scratchings	Floor Stone	Floor-Mounted Pull Chain
329 to 332	Floor-Mounted Shackles	Folding Screen	Folio	Font

D1000 Roll	Option 1	Option 2	Option 3	Option 4
333 to 336	Food Scraps	Foot Locker	Footprints / Boot Tracks	Footstool
337 to 340	Forge	Forged Letter	Forgery Kit	Fork
341 to 344	Fossil	Fountain	Fresco	Funerary Urn
345 to 348	Fungal Bloom	Fungal Growth on Ceiling	Fungal Growth on Door	Fungal Growth on Floor
349 to 352	Fungal Growth on Wall	Fungus	Funnel	Fur
353 to 356	Gap in the Ceiling Blocks	Gap in the Floor Stones	Gap in the Wall Blocks	Garrote
357 to 360	Gas Cloud	Gate	Gateway	Gauntlet
361 to 364	Giant Spider Web	Giant-Sized Chest	Gibbet	Girdle
365 to 368	Glass "Gem"	Glass Cutter	Glass Eye	Globe
369 to 372	Glove	Goblet	Gong	Gorget
373 to 376	Gown	Graffiti	Grappling Hook	Grating
377 to 380	Grave	Grave Bundle	Grimoire	Grindstone
381 to 384	Guano	Guard Post	Gutter Fishing Pole	Hacksaw
385 to 388	Hammer	Hammer Head	Hammock	Hamper
389 to 392	Hand Crossbow and Bolts	Hand Mirror	Handprints	Hanging Chain
393 to 396	Hanging Lamp	Hanging Lantern	Hanging Net	Hangman's Noose

D1000 Roll	Option 1	Option 2	Option 3	Option 4
397 to 400	Hassock	Hat	Hatch	Hatchet
401 to 404	Haunch of Meat	Haversack	Head Crusher	Headdress
405 to 408	Healing Herbs	Heap of Burlap Tarps	Heap of Canvas Tarps	Heap of Pebbles
409 to 412	Heap of Pottery Shards	Heap of Powder	Heap of Straw Bedding	Heap of Tailings
413 to 416	Helmet	Herb Satchel	Heretic's Fork	Hiding Place
417 to 420	Hieroglyphs	Hilt	Hinge	Hive
421 to 424	Hoe	Hogshead (barrel)	Hoist	Hole in Ceiling
425 to 428	Hole in Floor	Hole in Wall	Hollow Behind a Brick	Hollow Behind a Mirror
429 to 432	Hollow Behind a Painting	Hollow Behind a Wall Hanging	Hollow Gourd	Hollow Peg Leg
433 to 436	Hollow Reed / Breathing Tube	Hollow Statue	Hollow Stone	Hollowed-Out Book
437 to 440	Holy Symbol	Hood	Hoof	Hoofprints
441 to 444	Hook	Hooked Pole	Hooks and Cords	Horn
445 to 448	Hourglass	Human Corpse	Human Skeleton	Human Skull
449 to 452	Humanoid Corpse	Humanoid Skeleton	Humanoid Skull	Husk
453 to 456	Hutch	Ice	Ice Chest	Icicles
457 to 460	Icon	Idol	Illusion	Implement of Torture

D1000 Roll	Option 1	Option 2	Option 3	Option 4
461 to 464	Improvised Lockpick	Incense Burner	Incense Censer	Incomplete Construction
465 to 468	Inglenook	Ink Bottle	Inscription on the Ceiling	Inscription on the Door
469 to 472	Inscription on the Floor	Inscription on the Wall	Insect Exoskeleton	Insect Nest
473 to 476	Iron Bar	Iron Boot	Iron Chair	Iron Chest
477 to 480	Iron File	Iron Maiden	Iron Mask	Iron Spike
481 to 484	Jar	Jawbone	Jerkin	Journal
485 to 488	Judas Cradle	Jug	Kerchief	Kettle
489 to 492	Key	Keymaking Set	Kiln	Knapsack
493 to 496	Knife	Knucklebone (gaming die)	Ladder	Ladle
497 to 500	Lampblack	Lantern	Lanthorn	Latrine
501 to 504	Leather Scrap	Lectern	Ledge	Length of Wire
505 to 508	Lever	Lichen	Lock	Lock Pick
509 to 512	Lock Plate	Lockbox	Locker	Locket
513 to 516	Lodestone	Loincloth	Loom	Lump of Coal
517 to 520	Lump of Fat	Lump of Grease	Lump of Resin	Lumps of Coal
521 to 524	Lute	Lyre	Machine	Magic Circle

D1000 Roll	Option 1	Option 2	Option 3	Option 4
525 to 528	Magic Mouth	Magical Light	Magical Mist	Magnifying Crystal
529 to 532	Magnifying Glass	Mallet	Manacles	Mantle
533 to 536	Manuscript	Map	Marbles	Marked Cards
537 to 540	Marked Target Dummy	Mask	Mass of Vegetation on the Ceiling	Mass of Vegetation on the Floor
541 to 544	Mass of Vegetation on the Wall	Mechanical Contraption	Mi-Go Brain Canister	Mirror
545 to 548	Mirror in Glove	Mist	Mold	Molted Skin
549 to 552	Monocle	Monster Corpse	Monster Egg	Monster Skeleton
553 to 556	Monster Skull	Mortar	Mosaic	Mound of Clay
557 to 560	Mound of Dirt	Mud Pool	Mug	Mummy
561 to 564	Mummy Bundle	Mushroom	Mushroom Patch	Nail



D1000 Roll	Option 1	Option 2	Option 3	Option 4
565 to 568	Needle	Nest	Net	Newts
569 to 572	Niche	Niter Deposit	Nook	Noose
573 to 576	Obelisk	Obstruction	Offering Bowl	Oil Flask
577 to 580	Oil Lamp	Open Grave	Opening	Ore Heap

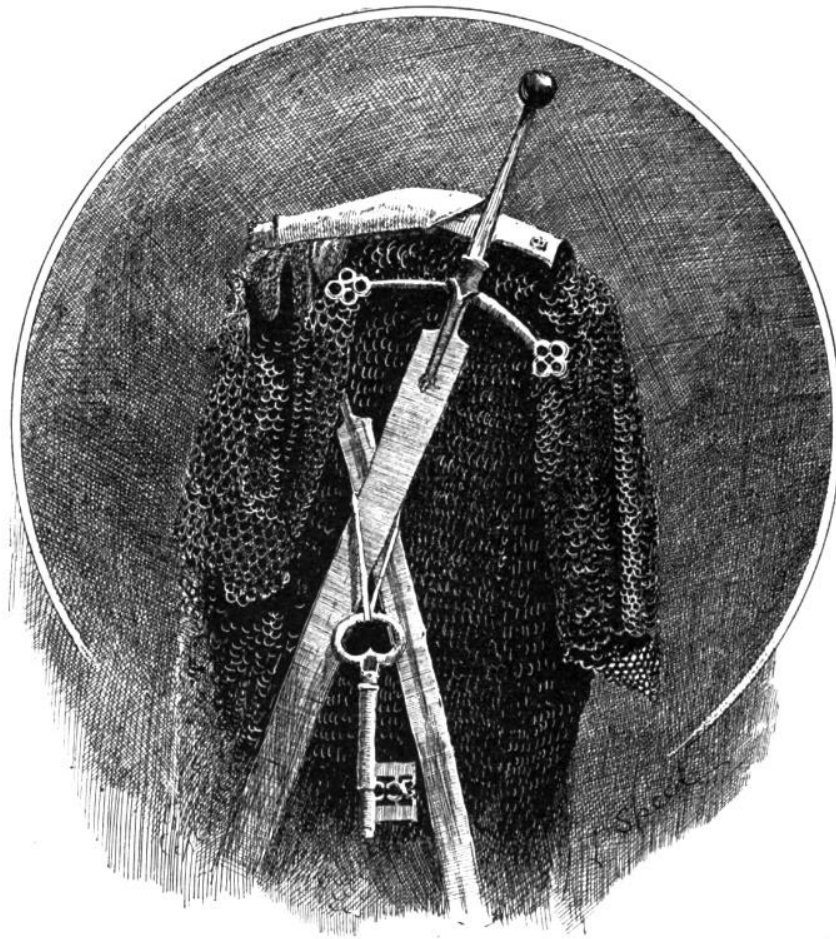
D1000 Roll	Option 1	Option 2	Option 3	Option 4
581 to 584	Ornament	Ornamental Carving	Orrery	Ossuary
585 to 588	Oubliette	Pack	Package (wrapped)	Pail
589 to 592	Paintbrush	Painting	Pallet	Pan
593 to 596	Pauldron	Paw Prints	Pedestal	Peephole
597 to 600	Pentacle	Pentagram	Pestle	Phial
601 to 604	Pictogram on the Ceiling	Pictogram on the Door	Pictogram on the Floor	Pictogram on the Wall
605 to 608	Piece of Armor	Piece of Chalk	Piece of Charcoal	Piece of Clay
609 to 612	Piece of Driftwood	Piece of Flint	Piece of Paper	Piece of Rotting Wood
613 to 616	Piece of Rubble	Piece of Scrimshaw	Piece of Soap	Piece of Tree Bark
617 to 620	Piece of Wood	Pile of Arrowheads	Pile of Bedding	Pile of Bone Dust
621 to 624	Pile of Bones	Pile of Bricks	Pile of Coal	Pile of Dead Leaves
625 to 628	Pile of Debris	Pile of Dirt	Pile of Gravel	Pile of Insect Husks
629 to 632	Pile of Leaves	Pile of Lumber	Pile of Manure	Pile of Rags
633 to 636	Pile of Rotted Wood	Pile of Rubble	Pile of Sand	Pile of Sawdust
637 to 640	Pile of Scrap Iron	Pile of Sleeping Furs	Pile of Stone Blocks	Pile of Stones
641 to 644	Pile of Twigs	Pillar	Pillory	Pillow

D1000 Roll	Option 1	Option 2	Option 3	Option 4
645 to 648	Pin	Pincer	Pinecone	Pit
649 to 652	Pitcher	Plant	Plaque / Playing Card	Plate
653 to 656	Platter	Poison Ring	Poison Vial(s)	Pole Arm
657 to 660	Pool	Pool of Blood	Pool of Filth	Pool of Urine
661 to 664	Portal	Portcullis	Pot	Potion Bottle
665 to 668	Potter's Wheel	Pouch	Powdered Glass	Practice Lock
669 to 672	Prayer Wheel	Preserved Eyeball	Protrusion	Puddle of Fluid
673 to 676	Puddle of Ichor	Puddle of Slime	Puddle of Water	Puffball
677 to 680	Puffball Patch	Pull Chain	Pulley	Pulpit
681 to 684	Puncheon (barrel)	Purse	Puzzle Box	Quill
685 to 688	Quiver	Rack	Rack / Stretching Table	Rafter
689 to 692	Rag	Railing	Raised Platform	Rat Cage
693 to 696	Rat King	Rat Trap	Rat's Nest	Ration Pack
697 to 700	Razor	Reliquary	Repository	Ribbon
701 to 704	Ribcage	Ring of Keys	Rivulet	Roasting Spit
705 to 708	Rock	Roll of Cloth	Root	Rope

D1000 Roll	Option 1	Option 2	Option 3	Option 4
709 to 712	Rope and Grappling Hook	Row of Wall Pegs	Rubble Heap	Rucksack
713 to 716	Rug	Rune	Rune Stick	Rune Stone
717 to 720	Rush Light	Rusted Weapon	Sabaton	Sac
721 to 724	Sack	Saddlebag	Safe (locked)	Salt Deposit
725 to 728	Sandal	Sarcophagus	Satchel	Saucer
729 to 732	Saw	Scale	Scarabs	Scattering of Ashes
733 to 736	Scattering of Bones	Scattering of Refuse	Scattering of Stones	Scattering of Straw
737 to 740	Scavenger's Daughter	Scold's Bridle	Scoop	Scorch Mark on the Ceiling
741 to 744	Scorch Mark on the Door	Scorch Mark on the Floor	Scorch Mark on the Wall	Scorpion Cage
745 to 748	Scourge	Scrap of Flesh	Scrap of Leather	Scrap of Parchment
749 to 752	Scrap Wood Pile	Scrapheap	Scrawling on Ceiling	Scrawling on Door
753 to 756	Scrawling on Floor	Scrawling on Wall	Scroll	Scroll Case
757 to 760	Scroll Tube	Sculpture	Sea Chest	Secret Compartment
761 to 764	Secret Door	Set of Knives	Set of Scalpels	Set of Thumbscrews
765 to 768	Settee	Severed Arm	Severed Foot	Severed Hand
769 to 772	Severed Leg	Severed Limb	Severed Paw	Severed Tentacle

D1000 Roll	Option 1	Option 2	Option 3	Option 4
773 to 776	Shackles	Shadow Box	Shard of Crystal	Shard of Glass
777 to 780	Shard of Obsidian	Sharpened Coin	Sharpened Spike	Sharpened Stick
781 to 784	Sheaf of Arrows	Sheaf of Crossbow Bolts	Shed Skin	Shelves
785 to 788	Shield	Shire Smoking Pipe	Shirt	Shovel
789 to 792	Shrine	Shrunken Head	Shattered / Bullseye Lantern	Sideboard
793 to 796	Signaling Whistle	Silted Pool	Silver Blade	Silver Dagger
797 to 800	Silver Knife	Sinkhole	Skeleton	Skeleton Key
801 to 804	Sketch	Skewer	Skull	Sledge Hammer
805 to 808	Slide	Sliding Wall	Slime	Slime Trail
809 to 812	Slimy Ceiling Coating	Slimy Door Coating	Slimy Floor Coating	Slimy Wall Coating
813 to 816	Sling Bullet	Sling Stone	Slipper	Slop Bucket
817 to 820	Sludge Pool	Small Toolkit	Smoke Hole	Snail Shell
821 to 824	Snuff Box	Spear Head	Specimen Jar	Spell Reagent Case
825 to 828	Spice Satchel	Spider Cage	Spiderweb	Spinning Wheel
829 to 832	Spirit	Sponge	Spool of Thread	Spool of Twine
833 to 836	Spool of Wire	Stack of Bones	Stack of Bricks	Stack of Firewood

D1000 Roll	Option 1	Option 2	Option 3	Option 4
837 to 840	Stack of Stone Blocks	Staff	Stairway	Statue
841 to 844	Statuette	Steam Cloud	Steam Vent	Stick
845 to 848	Stick of Incense	Stick of Sealing Wax	Stilts	Stinger
849 to 852	Stirring Stick	Stitched Corpse	Stocks	Stone
853 to 856	Stone Block	Stone Calendar	Stone Disc	Stone Slab
857 to 860	Stone Slab Chest	Stool	Strainer	Strangle Wire / Garrote
861 to 864	Strappado Rack	Straw Mattress	Stream	Stream of Dripping Fluid
865 to 868	Stream of Dripping Water	Strongbox (locked)	Stuffed Beast (taxidermy)	Stuffed Mattress
869 to 872	Stuffed Monster (taxidermy)	Sundered Shield	Sundial	Sunken Area in the Floor
873 to 876	Surcoat	Switch	Sword	Sword Cane
877 to 880	Sword Scabbard	Tabard	Table	Tablet
881 to 884	Tablilla Setup	Tangle of Roots	Tangle of String	Tangle of Vines
885 to 888	Tangle of Withered Things	Tankard	Tapestry	Target
889 to 892	Target Dummy	Tarp	Teeth	Tent
893 to 896	Terrarium	Textile Scrap	Thief's Tools	Throne



D1000 Roll	Option 1	Option 2	Option 3	Option 4
897 to 900	Throwing Knives	Thumbscrews	Thurible	Tile
901 to 904	Timber	Tinder / Firewood Box	Tinderbox	Tiny Hourglass
905 to 908	Toadstool	Toadstool Patch	Tongs	Tongue Tearer
909 to 912	Tool	Tool Box	Tool Handle	Tool Rack

913 to 916	Tooth	Tooth Pliers	Torch	Torch Stub
D1000 Roll	Option 1	Option 2	Option 3	Option 4
917 to 920	Torture Rack	Trail of Blood	Trail of Breadcrumbs	Trail of Ichor
921 to 924	Trail of Mud	Trail of Pretty Stones	Trail of Sand	Trail of Slime
925 to 928	Training Dummy	Trap	Trapdoor	Trash Pile
929 to 932	Tray	Trench	Tribal Standard	Trickle of Fluid
933 to 936	Trickle of Sand from the Ceiling	Trickle of Sand from the Wall	Trickle of Water from the Ceiling	Trickle of Water from the Wall
937 to 940	Tripod	Troll Nest	Trophy Head	Trophy Hide
941 to 944	Trophy Paw	Trophy Skull	Trough	Trunk
945 to 948	Tub	Tube	Tuft of Hair	Tun (barrel)
949 to 952	Tunic	Turnstile	Turtle Shell	Tusk
953 to 956	Unholy Symbol	Unidentifiable Rusted Implement	Unseen Servant	Urn
957 to 960	Utility Belt / Bandolier	Vapor	Vase	Vat
961 to 964	Vegetation	Veil	Verdigris	Verdigris-Covered Object
965 to 968	Vessel	Vial	Vise	Wagon
969 to 972	Walking Staff	Walking Stick	Wall	Wall Covering
973 to 976	Wall Glyph	Wall Inlay	Wall Mirror	Wall Mural

D1000 Roll	Option 1	Option 2	Option 3	Option 4
977 to 979	Wall Ornament	Wall Painting	Wall Pipe	Wall Plaque
980 to 982	Wall Rack	Wall Relief	Wall Sconce	Wall Scratchings
983 to 985	Wall Stone	Wall-Mounted Manacles	Wall-Mounted Pull Chain	Wardrobe
986 to 988	Washtub	Water Barrel	Water Clock	Waterskin
989 to 991	Wax Blob	Wax Pad and Stylus	Weapon Handle	Weapons Rack
992 to 994	Well	Whetstone	Whip	Wig
995 to 997	Wine Bottle	Wineskin	Wire Cutters	Wooden Beam
998 to 000	Wooden Container	Wooden Plank	Wooden Pole	Workbench

Part 2: Descriptor

The second step is to roll 1D100, and to choose a Descriptor (adjective) from the 5 options presented for each die roll. For this second step, I recommend choosing the result that makes the most sense. So if you roll up “Vegetation” as the object, and your five Descriptor options are Crystalline, Leathery, Porcelain, Sackcloth and Stone, you might want to take the safe way out and choose “Leathery.”

If you want a more exotic result, however, “Crystalline” is to my mind the most interesting. You’ll just need to come up with some more design verbiage to justify that strange result. Perhaps the vegetation was crystallized by an errant magic spell, or maybe it’s the tentacle structure of a burrowing monster, or maybe it’s not vegetation at all. The choice is up to you.

You will need to reroll from time to time, because this system cannot be intelligent enough to anticipate what you rolled on the prior Object table. So if you roll up “Tunic”

and then the Descriptors are all describing types of stone, you will probably need to roll again.

A few of the results you will find here are supernatural or unsettling, while others imply dungeon history, are descriptive, or give an unexpected twist to a mundane item which makes it deserving of further investigation.

And if you feel that an object needs to become even more odd and perplexing, roll two or three times! The game is played in a realm of magic; an infinite number of strange things can exist if you are willing to justify their existence.

D100 Roll	Option 1	Option 2	Option 3	Option 4	Option 5
[01] or [02]	Abyssal	Astral	Elemental	Ethereal	Infernal
[03]	Ancient	Archaic	New-Looking	Old	Recently-Crafted
[04]	Angled	Balanced	Coiled	Precisely-Positioned	Stacked
[05] or [06]	Animated	Chiming	Glowing	Hovering	Shimmering
[07]	Ash-Covered	Blackened	Burned	Melted	Scorched
[08]	Ash-Wood	Oakwood	Pinewood	Poplar-Wood	Walnut
[09] or [10]	Atlantean	Cimmerian	Hyborian	Hyperborean	Thulean
[11]	Babbling	Murmuring	Screaming	Singing	Weeping
[12]	Basalt	Diorite	Granite	Sandstone	Slate
[13] or [14]	Beastman-Crafted	Bugbear-Crafted	Frogman-Crafted	Kobold-Crafted	Lizard Man-Crafted
[15]	Beautiful	Ceremonial	Fine	Ornate	Well-Made
[16]	Bent	Broken	Cracked	Damaged	Rusted
[17] or [18]	Black	Brown	Gray	Purple	White

D100 Roll	Option 1	Option 2	Option 3	Option 4	Option 5
[19]	Bleeding	Blossoming	Draining	Dying	Undead
[20]	Bloodstained	Bloody	Dung-Caked	Gore-Caked	Slaver-Covered
[21] or [22]	Blue	Green	Orange	Red	Yellow
[23]	Boxed	Caged	Enmeshed	Netted	Packed
[24]	Bronze	Iron	Lead	Steel	Tin
[25] or [26]	Brownie-Crafted	Dark Elf-Crafted	Deep One-Crafted	Dvergar-Crafted	Netherworld Gnome-Crafted
[27]	Buried	Camouflaged	Hidden	Invisible	Stashed
[28]	Burned	Corroded	Decaying	Rusted	Tarnished
[29] or [30]	Calcite-Covered	Corrosion-Layered	Niter-Covered	Rust-Covered	Webbed
[31]	Centipede-Infested	Lice-Ridden	Maggoty	Spider-Infested	Worm-Ridden
[32]	Chained	Dangling	Hanging	Suspended	Swaying
[33] or [34]	Changeling-Crafted	Dwarven	Elven	Gnomish	Halfling
[35]	Chewed	Clawed	Gnawed	Scratched	Stomped
[36]	Cinnamon-Scented	Musk-Scented	Spice-Tinged	Sweet-Smelling	Vanilla-Scented
[37] or [38]	Cleaned	Oiled	Polished	Sharpened	Repaired
[39]	Clockwork	Futuristic	Holographic	Mechanical	Steam-Powered
[40]	Cold	Cooling	Frigid	Hot	Warm
[41] or [42]	Collapsed	Fallen	Scattered	Toppled	Unraveled
[43]	Colossal	Huge	Large	Small	Tiny

D100 Roll	Option 1	Option 2	Option 3	Option 4	Option 5
[44]	Conspicuous	Door-Mounted	Nail-Suspended	Submerged	Wall-Mounted
[45] or [46]	Corded	Entangled	Entwined	Roped	Strung
[47] or [48]	Crawling	Creeping	Shivering	Slithering	Twitching
[49] or [50]	Crude	Improvised	Makeshift	Primitive	Unadorned



D100 Roll	Option 1	Option 2	Option 3	Option 4	Option 5
[51] or [52]	Crystalline	Leathery	Porcelain	Sackcloth	Stone
[53] or [54]	Cursed	Holy	Sacred	Primordial	Unholy
[55] or [56]	Damp	Dripping	Moist	Oil-Soaked	Wet
[57] or [58]	Decaying	Decomposing	Putrefied	Rotted	Spoiled
[59] or [60]	Decorated	Engraved	Filigreed	Etched	Painted
[61] or [62]	Deformed	Metamorphosing	Mutating	Polymorphed	Transmogrified
[63] or [64]	Demonic	Diabolic	Elemental	Holy	Unholy
[65] or [66]	Desiccated	Dried	Mummified	Preserved	Withered
[67] or [68]	Destroyed	Ruined	Shattered	Splintered	Wrecked
[69] or [70]	Diminutive	Lightweight	Miniature	Small	Tiny
[71] or [72]	Dirt-Piled	Dung-Piled	Junk-Covered	Rubble-Covered	Trash-Covered
[73] or [74]	Dirty	Dusty	Filthy	Stained	Tarnished
[75] or [76]	Dis-Assembled	Depleted	Empty	Half-Consumed	Hollow
[77] or [78]	Disturbing	Eerie	Ominous	Strange	Weird
[79] or [80]	Dropped	Lost	Sought-After	Spilled	Unsheathed

D100 Roll	Option 1	Option 2	Option 3	Option 4	Option 5
[81] or [82]	Eerie	Eldritch	Nightmarish	Psychic	Unsettling
[83] or [84]	Fetid	Fragrant	Smelly	Smoke-Scented	Stinking
[85] or [86]	Fungus-Covered	Lichen-Covered	Mold-Covered	Moss-Covered	Puffball-Covered



[87] or [88]	Glimmering	Mist-Veiled	Phosphorescent	Radiant	Shadowed
[89] or [90]	Glue-Covered	Grease-Covered	Muddy	Slimy	Sludge-Covered
[91] or [92]	Glued	Immovable	Lodged	Stuck	Wedged
[93] or [94]	Heaped	Mounded	Piled	Ritually-Arranged	Stacked
[95] or [96]	Heavy	Immense	Large	Looming	Vast

D100 Roll	Option 1	Option 2	Option 3	Option 4	Option 5
[97] or [98]	Hobgoblin-Crafted	Gnole-Crafted	Goblin-Crafted	Kobold-Crafted	Orcish
[99] or [00]	Intact	Salvageable	Slightly Damaged	Unbroken	Undamaged

3-6

DESIGNING AN ELABORATE
FOUNTAIN OR POOL ROOM



This table is designed to give mystical and magical results, above all. It's also specifically crafted to introduce large numbers of aquatic monsters into the dungeon setting, because those classic monsters tend to be criminally underused in games where the PCs rarely go on maritime adventures.

Fountains and pools in the dungeon are not just inert bodies of water. They are alchemical reservoirs, essences of ancient spells, monster lairs, sentient liquid lifeforms, the shrines of water gods and goddesses, and the veilers of arcane mysteries.

This table is a bit sloppy, because I wanted to maximize the number of descriptive options by having you roll the non-water details of the pool or fountain twice. Therefore, the "Feature of Pool / or Statue Motif" column will give you the major descriptive element, describing what the adventurers see when they first enter the room and see what water. Then, the "Denizen / Additional Decoration" column adds in some unique details for when the adventurers dare to take a closer look. As you might imagine, that second column has all of the suggested aquatic monsters in it.

Denizens (monsters) can be one or many, depending on how difficult you want the encounter to be. Many huge monsters can be found in large fountains, or large pools, or in a hidden pool beneath the fountain. You can include large aquatic monsters just by modifying your dungeon map a bit.

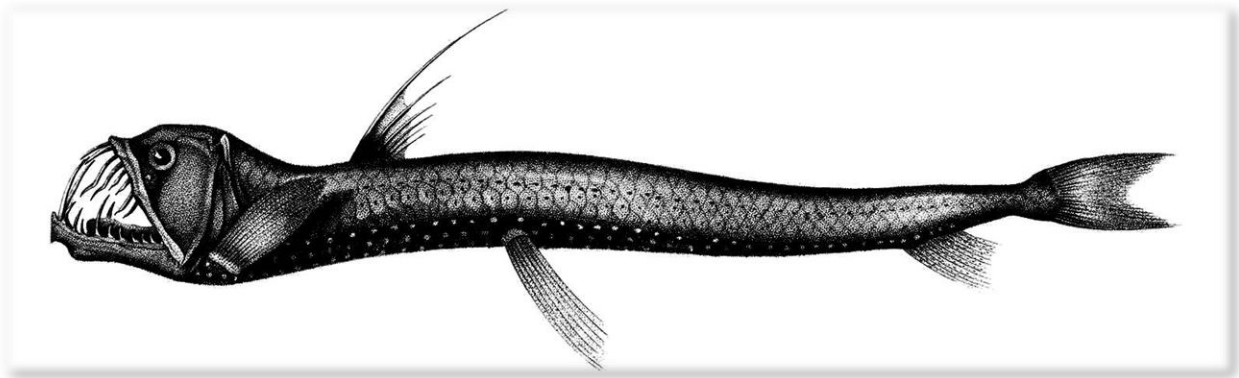
For example, a giant crayfish can exist in a small pool. You would just need to design a hidden submerged cavern as its lair, and write some notes explaining that the crayfish can attack adventurers with a single claw from below, attempting to drag victims down into the deep. Fountains can also be doorways to aquatic dungeon levels, or even a water realm which connects to the fountain via a magical gateway.

There are also columns for water type, and for water effect. You can roll twice on the "Water Color / Consistency / Quality" table if you like, but you are quite likely to get conflicting results if you roll any more than that.

The "Water Effect" table is used for magical fountains and pools; I recommend that you use it almost always, but if you want to put some non-magical water sources in your dungeon (in the name of semi-realistic ecology, for example), then you can choose not to roll on this column for some of the pools which the adventurers find.

Note also that if the pool is intelligent (and alive), it probably has an alignment. In such cases, even if it cannot communicate, it will favor its own alignment and will be hostile to enemies. But it will also certainly be hostile to anyone who attempts to drink from it!

D100 Roll	Feature of Pool / or Statue Motif	Water Color / Consistency / Quality	Water Effect	Denizen / Additional Decoration
01	(None)	Acid	(None)	(None)
02	(Roll on Denizen Column for statue motif)	Alcohol	Acidic / Corrosive	Angel (summoned)
03	(Scene, roll three times)	Astral / Starry	Alchemical (partial random potion effects)	Anglerfish



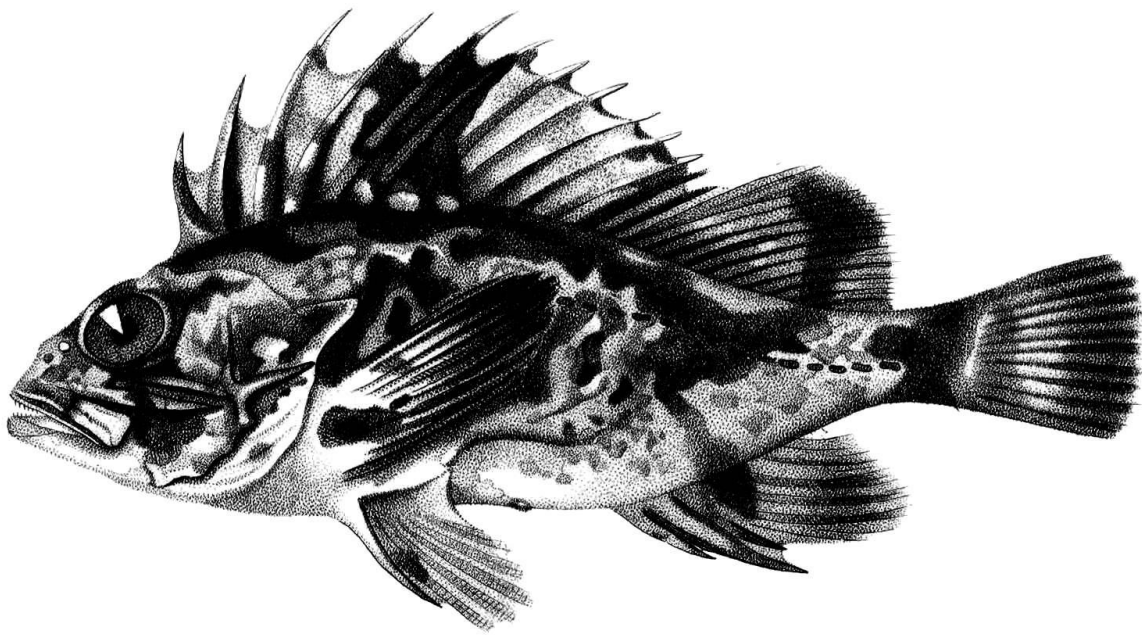
04	(Scene, roll twice)	Bitter	Alcohol / Intoxicating	Aquatic Dracunculus
05	Angel Statue	Black	Aura of Silence	Aquatic Elf
06	Animating Statue, Beautiful	Blood(y)	Bestows Dark Sight	Aquatic Gargoyle
07	Animating Statue, Beautiful	Blue	Bestows Night Vision	Aquatic Ghul

D100 Roll	Feature of Pool / or Statue Motif	Water Color / Consistency / Quality	Water Effect	Denizen / Additional Decoration
08	Animating Statue, Dangerous	Boiling	Blessing	Aquatic Hobgoblin
09	Animating Statue, Dangerous	Brackish / Salty	Calcification (Petrification)	Aquatic Troll



D100 Roll	Feature of Pool / or Statue Motif	Water Color / Consistency / Quality	Water Effect	Denizen / Additional Decoration
10	Animating Statue, Intelligent	Brown	Causes Blindness	Brine Hag
11	Animating Statue, Intelligent	Bubbling	Causes Disease	Buckets Nearby
12	Beast Statue	Cascading	Causes Parasitic Infection	Cage / Eel Trap in Water
13	Beast Statue	Clear	Clairaudience	Carnivorous Plant
14	Beasts Present, Drinking	Cloudy	Clairvoyance	Coins Underwater
15	Beasts Present, Drinking	Cold	Confusion	Crafted from Beautiful Rock Crystal
16	Brine Hag Statue	Cool	Cures Disease	Crocodile
17	Brine Hag Statue	Covered by Algae	Cures Parasitic Infection	Crystal Formations
18	Centaur Statue	Covered by Lily Pads	Cures Petrification	Dead Body in Water or Nearby
19	Centaur Statue	Deep	Cures Poison	Dead Rats
20	Clams	Draining	Curse / Ill Omen	Deep One
21	Clams	Drying Up / Silted	Decreases Charisma	Demon (summoned)
22	Crabs	Effervescent	Decreases Constitution	Devil (summoned)
23	Crabs	Ethereal / Intangible	Decreases Dexterity	Drowned One (zombie)
24	Crystal Coffin Underwater	Fizzy / Mineralized	Decreases Intelligence	Eel (monstrous?)
25	Crystal Coffin Underwater	Flammable Oil on Surface (trap)	Decreases Strength	Eggs Underwater

D100 Roll	Feature of Pool / or Statue Motif	Water Color / Consistency / Quality	Water Effect	Denizen / Additional Decoration
26	Dead Body Underwater	Foaming	Decreases Wisdom	Electric Eel
27	Dead Body Underwater	Frozen / Icy	Drains Magic Items	Emerald Hag
28	Dead Fish	Fuming (poisonous?)	Drains Spells	Fanged Fish



29	Dead Fish	Glowing / Phosphorescent	Enflaming (begins to boil when touched)	Floating Candles (magical?)
30	Demi-Human Statue (GM's choice)	Golden	Enhances Value of Gemstones	Frogman

D100 Roll	Feature of Pool / or Statue Motif	Water Color / Consistency / Quality	Water Effect	Denizen / Additional Decoration
31	Demon Statue	Gold-Flecked	Fear	Ghost
32	Demon Statue	Gray	Geas / Quest	Giant Crab
33	Devil Statue	Greasy	Grants Limited Wish	Giant Crayfish
34	Devil Statue	Green	Grants Wish	Giant Crocodile
35	Dragon's Head Statue	Gushing	Hallucinations / Illusion Summoning	Giant Frog



D100 Roll	Feature of Pool / or Statue Motif	Water Color / Consistency / Quality	Water Effect	Denizen / Additional Decoration
36	Dragon's Head Statue	Herbal / Spiced	Haste	Giant Water Beetle
37	Eels	Honeyed	Healing	Giant Water Spider
38	Eels	Hot	Holy Water	Giant Water Worm
39	Filled with Bones	Iced Over / Icy	Identifies Magic Items	Glass-Covered
40	Filled with Bones	Illusory	Increases Charisma	Grating Underwater
41	Filled with Rubble	Ink(y)	Increases Constitution	Guardian Beast (summoned)
42	Filled with Rubble	Invisible	Increases Dexterity	Guardian Monster (summoned)
43	Fish	Layered / Silted	Increases Intelligence	Hippocampus
44	Fish Statue	Layered Liquids (e.g., oil and water)	Increases Strength	Hydra
45	Frogs	Leaking	Increases Wisdom	Inscription Describes Water Effects (false or misleading)
46	Gargoyle Statue	Metallic / Liquid Metal	Intelligent / Psionic, Chaotic Evil	Inscription Describes Water Effects (true)
47	Gargoyle Statue	Misty / Vaporous	Intelligent / Psionic, Chaotic Evil	Invisible Monster

D100 Roll	Feature of Pool / or Statue Motif	Water Color / Consistency / Quality	Water Effect	Denizen / Additional Decoration
48	Gargoyle Wall Spouts Cascade Water into Fountain	Moss-Covered	Intelligent / Psionic, Chaotic Good	Kelpie
49	Gargoyle Wall Spouts Cascade Water into Fountain	Muddy	Intelligent / Psionic, Chaotic Good	Killer / Carnivorous Frog
50	Gemstone(s) in Water	Murky	Intelligent / Psionic, Chaotic Neutral	Lamprey
51	Giant's Head Statue	Oily	Intelligent / Psionic, Chaotic Neutral	Leech
52	God of Water Statue	Opalescent	Intelligent / Psionic, Lawful Evil	Living Shadow
53	Goddess of Water Statue	Orange / Rusty	Intelligent / Psionic, Lawful Evil	Lizard Man
54	Grotesque Statue (wingless gargoyle)	Overflowing	Intelligent / Psionic, Lawful Good	Loose Grating Underwater
55	Grotto Underneath	Overflowing	Intelligent / Psionic, Lawful Good	Melusine
56	Hero Statue	Phosphorescent	Intelligent / Psionic, Lawful Neutral	Mermaid or Nereid
57	Hippocampus Statue	Phosphorescent	Intelligent / Psionic, Lawful Neutral	Merman

D100 Roll	Feature of Pool / or Statue Motif	Water Color / Consistency / Quality	Water Effect	Denizen / Additional Decoration
58	Horse Statue	Pure	Intelligent / Psionic, Neutral Evil	Merrow
59	Human Statue (GM's choice of figure type)	Pure	Intelligent / Psionic, Neutral Evil	Mosaic Underwater
60	Humanoid Statue (GM's choice)	Purple	Intelligent / Psionic, Neutral Good	Nixie
61	Humanoids Present, Drinking	Purple	Intelligent / Psionic, Neutral Good	Nymph
62	Hydra Statue	Rainbowed / Layered Colors	Intelligent / Psionic, True Neutral	Octopus
63	Inscription	Rainbowed / Layered Colors	Intelligent / Psionic, True Neutral	Poisonous (Water) Snake
64	Leeches	Rainbowed / Multi-Colored Mineral Deposits	Journey to the Dreamlands	Poisonous Frog
65	Lion Statue	Rainbowed / Multi-Colored Mineral Deposits	Journey to the Dreamlands	Rare Aquatic Monster (GM's choice)
66	Madman Defends Pool with His Life	Red	Madness	Ringed with dried healing herbs
67	Magic Mouth	Red	Madness	Runes
68	Magical Gate Underwater	Reflecting Pool (crystal ball properties)	Meditation / Communication with Deity or Power	Rusalka

D100 Roll	Feature of Pool / or Statue Motif	Water Color / Consistency / Quality	Water Effect	Denizen / Additional Decoration
69	Mermaid Statue	Reflecting Pool (crystal ball properties)	Oracular / Reflecting Pool	Rusted Tool(s) Underwater
70	Minotaur Statue	Reflectionless (magical)	Paralysis	Scrawled Warning Nearby
71	Monster Statue (GM's choice)	Reflectionless (magical)	Planar Summoning	Sea Devil
72	Monsters Present, Drinking	Salt-Encrusted	Planar Travel	Sea Monster or Serpent (random, small)
73	Naga Statue	Salt-Encrusted	Poison	Seiren or Undine
74	NPCs Present, Drinking	Sewage	Pool is an Imprisoned Liquid Monster (elemental?)	Selkie
75	Nymph / Nereid Statue	Sewage	Potion Effect, Major (roll or choose)	Serpentine Water Elemental
76	Octopus Statue	Shadow-Filled	Potion Effect, Minor (roll or choose)	Shark
77	Petrified Victim "Statue"	Shadow-Filled	Recharges Magic Items	Skeleton (animated)



D100 Roll	Feature of Pool / or Statue Motif	Water Color / Consistency / Quality	Water Effect	Denizen / Additional Decoration
78	Runes	Shallow	Reflection of Opposition	Skeleton in Water or Nearby (lifeless)
79	Saint Statue	Shallow	Refreshing	Slime (GM's choice)
80	Sea Monster Statue	Silvery	Restores Spells	Speaking (programmed, unintelligent)
81	Seiren Statue	Silvery	Sleep	Spectre
82	Serpentine Statue(s)	Slimy	Slowing	Spiderwebs
83	Sleeping / Imprisoned Vampire Floats on Surface	Slimy	Summons Allies	Squid
84	Sleeping Adventurers Encamped Here	Sweet / Sugary	Summons Beasts	Stingray
85	Snails	Sweet / Sugary	Summons Monsters	Strangling Seaweed
86	Stairs Underwater	Swirling	Teleportation	Stream Flows from Pool
87	Surrounded by Edible Mushrooms	Swirling	Transmutes Base Metals to Precious Metals	Tree Roots
88	Surrounded by Poisonous Mushrooms	Syrupy	Transmutes Gold to Lead	Triton
89	Surrounded by Skeletons	Syrupy	Transmutes Gold to Platinum	Turtle

D100 Roll	Feature of Pool / or Statue Motif	Water Color / Consistency / Quality	Water Effect	Denizen / Additional Decoration
90	Surrounded by Wall of Crystal	Thick	Transmutes Lead to Gold	Unusual Fragrance (roll in CDDG1)
91	Surrounded by Wall of Force	Translucent	Transmutes Precious Metals to Base Metals	Unusual Scent (roll in CDDG1)
92	Transparent Crystals in Water (cannot be seen, can be found)	Trickling	Unholy Water	Vampiric Dragonfish
93	Treasure Chest Underwater	Vinegar	Vision, Ancestral	Vodyanoy
94	Tree Growing in Water (magical)	Viscous	Vision, Clairvoyant	Waste-Filled
95	Triton Statue	Warm	Vision, Clue	Water Elemental
96	Very Deep	White	Vision, Nightmarish	Water Naga
97	Very Deep, Underground River Below	Wine	Vision, Past	Water Pixie
98	Very Deep, Underwater Cavern Below	Yellow	Vision, Prophetic / Future	Water Sprite
99	Waterfall Cascades into Fountain	(Roll Twice)	Vision, Riddling / Mysterious	Wraith
00	Worms	(Roll Twice)	Vomiting	Wraith of the Deep



3-7

DESIGNING A FEARSOME FUNGUS, SLIME, OR ABOMINATION

“I collect spores, molds, and fungus.”

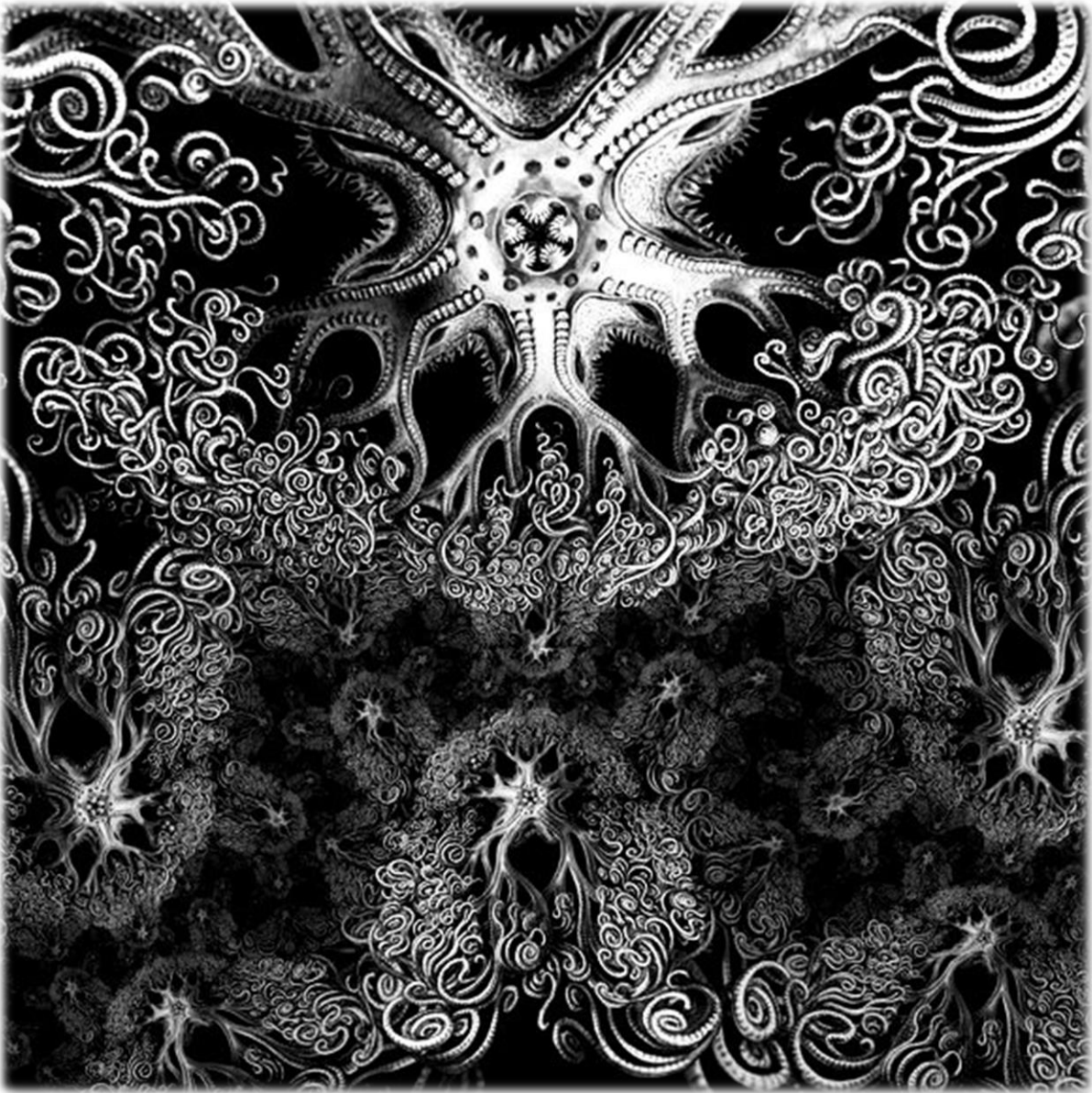
— Dr. Egon Spengler, re: his secret dungeon exploration hobby

You can't ever have an epic dungeon without randomly chaotic slimes! They're the perfect monsters to possess random powers, appearances, and attributes. The classic FRPGs do have a nice selection of slime monsters, but the problem is that they become predictable over time. This is a problem because they don't have much mobility, and very few ranged attacks; their strengths are mostly in being bizarre, unnerving, powerful at close range and creepy. But once the players figure out their weaknesses, these creatures are relatively easy to kill and they lose a lot of their charm.

To fix that problem, here are about 7 million random slimy abominations for you to consider. You'll find no game stats here, but lots of inspiration for quick new monster designs.

If you like this table, you might also be interested in my huge tome available at the DMsGuild, SPAWNING POOL OF THE ELDER THINGS. It's specifically written for 5E, but there you'll find about 800 pages of more Lovecraftian goodness. This is just a tiny sampling of what's possible.

Pleasant dreams ...



D100 Roll	Fungus / Slime Appearance	Strange / Unnerving Feature	Power	Weakness / Vulnerability
01	"Humanoid"	"Fingers"	Acidic / Corrosive (on contact)	"Mind" Control

D100 Roll	Fungus / Slime Appearance	Strange / Unnerving Feature	Power	Weakness / Vulnerability
02	Abyssal / Demoniac Ichor	“Winged” / Flying	Acidic / Corrosive Spores	Abjuration Magic
03	Accursed / Boneless Human	Appears to be Stalactites / Icicles	Always Wins Initiative in Combat	Acid
04	Accursed / Boneless Monster	Attacks are Anesthetic / Painless	Awe-Inducing / Charismatic	Air Magic
05	Algae / Aquatic	Babbling	Beguiling Spores / Charm Person	All Magic
06	Amorphous Kelp / Seaweed	Bones Inside / Encrusted	Blinking / Displacement	Cannot Leave Darkness
07	Animated and Sentient Crystalline Material	Bubbles Out of a Cauldron	Blood Draining / Unremovable	Cannot Leave Temple / Unholy Shrine
08	Animated and Sentient Energy	Bubbles Out of the Earth	Branching Pseudopods / Attack Multiple Opponents	Cannot Leave Water
09	Animated and Sentient Ice	Bubbling	Burrowing	Chemicals / Solvents
10	Animated and Sentient Magma	Cackling	Cause Confusion	Cold / Ice
11	Animated and Sentient Mist	Causes Auditory Hallucinations	Cause Fear	Crushing Weapons / Bludgeons
12	Animated and Sentient Sand	Ceiling-Crawling	Causes Disease	Crushing Weapons / Bludgeons
13	Animated and Sentient Water	Controls Insect Swarm	Causes Madness (when seen)	Crushing Weapons / Bludgeons

D100 Roll	Fungus / Slime Appearance	Strange / Unnerving Feature	Power	Weakness / Vulnerability
14	Artificial Plasm / Liquid Automaton	Controls Pack of Rats	Causes Pacification / Unwillingness to Attack	Crushing Weapons / Bludgeons
15	Bread Mold	Covered with Eyes	Causes Parasitic Infection	Curing / Purification
16	Centipede-Like "Creature"	Covered with Mouths	Causes Vertigo / Stumbling (on contact)	Cursed / Destined to be Slain by Dwarves
17	Colour Out of Space / Energy Plasm	Crying / Moaning	Creates Illusions / Shadow Monsters	Cursed / Destined to be Slain by Elves
18	Coruscating Spheres	Decaying Flesh	Disenchants Magic Items	Cursed / Destined to be Slain by Gnomes
19	Crab-Like "Creature"	Delicious, Prized (truffle-like)	Drains Spells	Cursed / Destined to be Slain by Halflings
20	Crystalline Plasm	Enormous	Energy Drain	Cursed / Destined to be Slain by Humans
21	Decapitated Head with "Legs"	Equipment Inside / Encrusted	Erupts with Vermin	Earth Magic
22	Elder Thing Experiment	Erupts from a Magical Gate	Filled with Blood Maggots	Empathic / Former Human, Chaotic Good
23	Gelatinous, Cubical	Erupts from Behind a Secret Door	Foetor / Overwhelming Stench	Empathic / Former Human, Chaotic Neutral
24	Gelatinous, Spherical	Ethereal	Frost (on contact)	Empathic / Former Human, Lawful Evil

D100 Roll	Fungus / Slime Appearance	Strange / Unnerving Feature	Power	Weakness / Vulnerability
25	Giant Amoeba	Extra-Dimensional / Ever-Shifting	Frost / Freezing Spores	Empathic / Former Human, Lawful Good
26	Gill Fungi	Falls Apart as it Moves	Fungal Parasitism / "Possession"	Empathic / Former Human, Lawful Neutral
27	Hydra-Like "Many-Headed" Monster	Fanged	Glue / Sticky Pseudopods	Empathic / Former Human, Neutral Evil
28	Infernal / Diabolical Ichor	Filled with Eggs	Grows Wildly from Cold	Empathic / Former Human, Neutral Good
29	Infested Beast	Filled with Faces	Grows Wildly from Heat	Empathic / Former Human, True Neutral
30	Infested Demi-Human	Flickers with Strange Colors	Hallucinatory Spores	Empathic, Chaotic Evil
31	Infested Doll / Puppet	Floods Out of the Ceiling	Heat Sensing / Detect Invisibility	Fear / Self-Preservation
32	Infested Giant / Titan	Flowering / Blossoming	Hurl Spiny Quills (manticore-like)	Fire
33	Infested Gremlin	Glowing	Invisible	Fire
34	Infested Human	Goaded / Followed by Humanoids	Magic Resistance	Fire
35	Infested Humanoid	Growing / Expanding	Mind Control	Fire
36	Infested Imp	Hive Mind	Motion Sensing / Detect Invisibility	Food / Starving (requires dead flesh)
37	Infested Monster	Hive Mind	Never Misses in Combat	Food / Starving (requires flesh)

D100 Roll	Fungus / Slime Appearance	Strange / Unnerving Feature	Power	Weakness / Vulnerability
38	Interconnected Mushrooms	Hooting	Never Misses in Combat	Food / Starving (requires gemstones)
39	Interconnected Stinkhorns	Hooting	Never Misses in Combat	Food / Starving (requires magic / magic items)
40	Interconnected Toadstools	Hopping / Lurching	Non-Euclidean / Teleports Victims	Food / Starving (requires normal fungus)
41	Jelly / Leathery Slime	Hopping / Lurching	Non-Euclidean / Teleports Victims	Food / Starving (requires normal fungus)
42	Jelly / Leathery Slime	Hovering / Floating	Paralyzing	Food / Starving (requires plants)
43	Lichen	Hovering / Floating	Paralyzing	Food / Starving (requires plants)
44	Mi-Go	Hypnotic / Alluring	Paralyzing Spores	Food / Starving (requires precious metals)
45	Mi-Go Experiment	Hypnotic / Alluring	Paralyzing Spores	Food / Starving (requires precious metals)
46	Mildew	Indescribable / Alien Color	Petrification (on contact)	Greed / Treasure
47	Mold	Indescribable / Alien Color	Petrification (on contact)	Greed / Treasure
48	Mold	Lairs in a Cesspool	Petrifying Spores	Healing Magic (inflicts damage)
49	Mold	Lairs in a Cesspool	Petrifying Spores	Healing Magic (inflicts damage)
50	Moving Hive / Vermin	Lairs in a Container	Poison Immunity	Holy Magic / Symbols

D100 Roll	Fungus / Slime Appearance	Strange / Unnerving Feature	Power	Weakness / Vulnerability
51	Mushroom Cluster	Lairs in a Container	Poison Immunity	Holy Magic / Symbols
52	Octopus-Like "Creature"	Lairs in a Pit	Poisonous (on contact)	Illusions (susceptible, cannot disbelieve)
53	Ooze / Crawling Slime	Lairs in a Pit	Poisonous (on contact)	Illusions (susceptible, cannot disbelieve)
54	Overgrown Golem	Lairs in a Pool	Poisonous Spores	Incessant Thirst (requires blood)
55	Overgrown Juggernaut	Leeches Color Out of Everything	Poisonous Spores	Incessant Thirst (requires blood)
56	Pillarine / Flying Polyp	Magical Gateway Inside / Encrusted	Pseudopodal "Weapons"	Incessant Thirst (requires water)
57	Pseudo-Brollachan / Shape Shifter	Medicinal / Healing	Pseudopodal "Weapons"	Incessant Thirst (requires water)
58	Pudding / Heap	Mimicking Human Voices / Cries	Pseudopods / Multiple Attacks	Iron Weapons
59	Pudding / Heap	Mind Altering / Bestows Language	Pseudopods / Multiple Attacks	Iron Weapons
60	Pudding / Heap	Paralyzed Victim Inside / Encrusted	Psionic	Light
61	Pudding / Heap	Peaceful and Empathic	Psionic	Light

D100 Roll	Fungus / Slime Appearance	Strange / Unnerving Feature	Power	Weakness / Vulnerability
62	Puffball	Primordial / From the Time Before	Regenerating	Lightning
63	Puffball	Pseudopods	Resistant to Crushing Weapons	Lightning
64	Quadrupedal Fungal "Brain"	Pseudopods	Resistant to Piercing Weapons	Loud Noises
65	Quadrupedal Fungal "Brain"	Rolling	Resistant to Slashing Weapons	Loud Noises
66	Rotting Vegetation	Rolling	Rotting / Withering Limbs	Magic Weapons (immune to non-magic weapons)
67	Rotting Vegetation	Root Structures (rhizomorphs)	Rusts Armor and Weapons	Magic Weapons (immune to non-magic weapons)
68	Sand Plasm	Root Structures (rhizomorphs)	Shape Shifting	Magic Weapons (immune to non-magic weapons)
69	Sand Plasm	Runs on "Legs"	Skeleton Minions / Animates Dead Victims	Magic Weapons (immune to non-magic weapons)
70	Shambler (bipedal, plant)	Runs on "Legs"	Skeleton Minions / Animates Dead Victims	Mindless / Unthinking
71	Shambler (bipedal, plant)	Seeps Out of a Wall	Sleep Spores	Mindless / Unthinking
72	Shelf Fungus	Seeps Out of a Wall	Sleep Spores	Necromantic Magic

D100 Roll	Fungus / Slime Appearance	Strange / Unnerving Feature	Power	Weakness / Vulnerability
73	Shelf Fungus	Shadow / Two-Dimensional	Slime Minions / Animates Dead Victims	Necromantic Magic
74	Shoggoth Spawn	Shadow / Two-Dimensional	Slime Minions / Animates Dead Victims	Piercing / Impaling Weapons
75	Shoggoth Spawn	Shrieking	Slowing	Piercing / Impaling Weapons
76	Slime / Dripping	Shrieking	Slowing	Piercing / Impaling Weapons
77	Slime / Dripping	Skulls Inside / Encrusted	Smothering / Strangling	Piercing / Impaling Weapons
78	Slime / Dripping	Skulls Inside / Encrusted	Smothering / Strangling	Piercing / Impaling Weapons
79	Slime / Dripping	Speaks	Spell Casting	Poison
80	Slime / Dripping	Speaks	Spell Casting	Poison
81	Slime / Dripping	Splitting / Separating	Spell Immunity	Psionics
82	Slime Mold (myxomycetes)	Sweet-Smelling	Spell Immunity	Psionics
83	Slime Mold (myxomycetes)	Telepathic	Spider Climbing / Web Crawling	Salt
84	Slug-Like "Creature"	Tendrils	Spits Acid	Salt
85	Smut / Rust	Tentacles	Spits Paralyzing Fluid	Silver Weapons
86	Snail-Like "Creature" (with	Translucent	Spits Poison	Slashing / Cutting Weapons

	shell / exoskeleton)			
D100 Roll	Fungus / Slime Appearance	Strange / Unnerving Feature	Power	Weakness / Vulnerability
87	Spider-Like "Creature"	Trapped in Egg / Geode / Magical Prison	Spits Weakening Fluid	Slashing / Cutting Weapons
88	Stinkhorn	Trapped in Suspended Animation / Hibernating	Sprays "Spider Webs"	Slashing / Cutting Weapons
89	Tenebrous / Living Shadow	Treasure Chest Inside / Encrusted	Stingers / Impaling Tentacles	Slashing / Cutting Weapons
90	Tentacled, Hovering Fungal "Brain"	Treasure Inside / Encrusted	Swallows Victims Whole	Smoke
91	Thing (alien)	Very Strange Odor	Telekinesis	The Elder Sign
92	Toadstool	Wall-Crawling	Undead	The Elder Sign
93	Trash Heap Plasm	Whispering	Undying / Immortal	The Elder Sign
94	Unholy Energy	Worshipped / Protected by Cultists	Unerring Tracking / Tireless Pursuit	The Elder Sign
95	Unholy Liquid	Worshipped / Protected by Deep Ones	Unnatural Speed	Transmutation Magic
96	Unholy Vapor / Mephitic	Worshipped / Protected by Di Lemures	Weakness (on contact)	Unholy Magic
97	Water Mold (oomycetes)	Worshipped / Protected by Di Manes	Weakness Spores	Very Poor Armor Class

D100 Roll	Fungus / Slime Appearance	Strange / Unnerving Feature	Power	Weakness / Vulnerability
98	Web-Work / Crawling "Spider Web"	Worshipped / Protected by Humanoids	Whip-Like Tendrils / Ensnaring	Very Slow
99	Worm-Like "Creature"	Worshipped / Protected by Monsters	Zombie Minions / Animates Dead Victims	Vinegar
00	Yeast	Worshipped / Protected by Undead	Zombie Minions / Animates Dead Victims	Water



3-8

DESIGNING A ROGUE'S OR VILLAIN'S
SECRET HIDEOUT



Hideouts are ideal dungeon locations, where an NPC or other intelligent monster creates a base of operations behind secret doors and observes what is going on elsewhere in the dungeon. An interesting variant is the abandoned hideout, where there NPCs are no longer present but the odd traps and equipment they left behind are still in the room (along with a fair amount of treasure). These rooms are excellent not only for assassin, mountebank and thief encounters, but also for “good guys” who are hiding as they snipe away and ambush the monsters and fight against near-insurmountable odds.

Most of the equipment and furnishings found in a hideout will be non-magical, because the people who use the room are used to relying on their skills and wits, not spells and magic items. Many players wonder what “thieves’ tools” actually are; this selection of 100+ items gives you a fair idea of the various things that might exist beyond lock picks and files.

This table can also be used to generate valuable random items that are not quite treasure, implements owned by those rarely-used “inventor” villains who do not have arcane powers, and so forth. I recommend rolling 10-20 times on this table to get a good kit / hideout description that your PCs can poke around in for a while ... if, of course, they can defeat or ally with the person who dwells there.

D1000 Roll	Hideout / Thief's Chamber Feature	D1000 Roll	Hideout / Thief's Chamber Feature
001 to 008	10' Pole (collapsible)	009 to 016	3' Pole (flexible)
017 to 025	5' Pole (hinged)	026 to 033	Acid Vial(s)
034 to 041	Air Bladder / Water Breathing Skin	042 to 050	Alarum (magical, in room)
051 to 058	Alarum (mechanical, in room)	059 to 066	Ankle Sheath
067 to 075	Back / Shoulder Blade Sheath	076 to 083	Black Clothing
084 to 091	Blackened Leather Armor	092 to 100	Blackened Padded Armor
101 to 108	Blackjack / Cudgel	109 to 116	Blackmail Material (written)
117 to 125	Bladed Pole	126 to 133	Blinding Powder
134 to 141	Blowgun and Needles	142 to 150	Boot Blade

D1000 Roll	Hideout / Thief's Chamber Feature	D1000 Roll	Hideout / Thief's Chamber Feature
151 to 158	Caltrops	159 to 166	Camouflaged Cloak
167 to 175	Camouflaged Robe / Mantle	176 to 183	Chisels
184 to 191	Climbing Claws	192 to 200	Climbing Harness
201 to 208	Clockwork / Machine (in room)	209 to 216	Code Book
217 to 225	Concealed Door (in room)	226 to 233	Counterfeit Coin
234 to 241	Counterfeiter's Equipment	245 to 250	Crampons / Climbing Boots
251 to 258	Crowbar / Prybar	259 to 266	Disguise Kit
267 to 275	Disguised Dagger (belt buckle, spring-loaded, etc.)	276 to 283	Disguised Knife (belt buckle, spring-loaded, etc.)
284 to 291	Drugged Piece of Meat	292 to 300	Ear Trumpet / Listening Cone
301 to 308	Escape Tunnel (in room)	309 to 316	Felt-Bottomed Boots
317 to 325	Felt-Bottomed Shoes	326 to 333	Files and Saws (small)
334 to 341	Flask of Sneezing Powder	342 to 350	Forged Document / Credentials
351 to 358	Forged Letter	359 to 366	Forgery Kit
367 to 375	Glass "Gem"	376 to 383	Glass Cutter
384 to 391	Glass Eye	392 to 400	Guardian Beast / Familiar (in room)
401 to 408	Gutter Fishing Pole	409 to 416	Hacksaw
417 to 425	Hammer	426 to 433	Hand Crossbow and Bolts
434 to 441	Hand Mirror	442 to 450	Hollow Reed / Breathing Tube
451 to 458	Hooked Pole	459 to 466	Improvised Lockpick
467 to 475	Improvised Safety Goggles (lamp glass, glue, and leather)	476 to 483	Iron Spikes
484 to 491	Keymaking Set	492 to 500	Lampblack / Soot
501 to 508	Loaded Knucklebones (dice)	509 to 516	Lockpicks
517 to 525	Lodestone / Magnet	526 to 533	Magnifying Crystal

D1000 Roll	Hideout / Thief's Chamber Feature	D1000 Roll	Hideout / Thief's Chamber Feature
534 to 541	Mallet	540 to 550	Manacles
551 to 558	Map / Nautical Chart	559 to 566	Marbles
567 to 575	Marked Cards	576 to 583	Marked Target Dummy
584 to 591	Masks	592 to 600	Mirror in Glove
601 to 608	Oil Flask(s)	609 to 616	Peephole (in door)
617 to 625	Pepper Grenade	626 to 633	Plumbatas / Throwing Darts
634 to 641	Poison Pill (experimental, dangerous)	642 to 650	Poison Ring
651 to 658	Poison Vial(s)	659 to 666	Portcullis in Narrow Room Section (triggered by pressure plate)
667 to 675	Practice Lock	676 to 683	Razor
684 to 691	Razor in Glove	692 to 700	Ring of Keys
701 to 708	Rope and Grappling Hook	709 to 716	Scroll (magical, with decryption notes)
717 to 725	Secret Door (in room)	726 to 733	Sharpened Coin
734 to 741	Shuttered / Bullseye Lantern	742 to 750	Silver Dagger
751 to 758	Silver Knife	759 to 766	Skeleton Key
767 to 775	Sling and Stones	776 to 783	Small Toolkit
784 to 791	Smelling Salts	792 to 800	Smoke Grenade
801 to 808	Spool of Twine	809 to 816	Spool of Wire
817 to 825	Spyglass	826 to 833	Staff Sling (collapsible)
834 to 841	Stilts	842 to 850	Strange Acoustics / Listening Angles (in room)
851 to 858	Strangle Wire / Garrote	859 to 866	Sword Cane
867 to 875	Thief's Tools	876 to 883	Throwing Knives
884 to 891	Tinderbox	892 to 900	Tiny Hourglass
901 to 908	Trap (in room, deactivated)	909 to 916	Trap (in room, set)
917 to 925	Trap (practice, on work table)	926 to 933	Trap Door (in room's ceiling)

D1000 Roll	Hideout / Thief's Chamber Feature	D1000 Roll	Hideout / Thief's Chamber Feature
934 to 941	Trap Door (in room's floor)	942 to 950	Treasure Coffers (small)
951 to 958	Treasure Coffers (small, with secret compartment)	959 to 965	Utility Belt / Bandolier
966 to 970	Vial of Glue	971 to 975	Vial of Golden Mold Spores
976 to 980	Vial of Solvent	981 to 984	Water-Walking Baskets
985 to 988	Wax Pad and Stylus	989 to 992	Wig
993 to 996	Wire Cutters	997 to 000	Wrist Sheath

3-9

DESIGNING AN UNFORGETTABLE LABORATORY, MAGIC ROOM, OR WIZARD'S CHAMBER

The wizard's workshop is a classic trope of dungeon design. The difficulty, however, comes in when the GM needs to decide exactly what types of items can be found there.

This sub-system is an idea engine for arcane options, and a chance for you to exercise some true GM creativity. This table is not meant to be definitive and specific, but rather to fill your mind with ideas. I've provided about 200 options, but you will need to consider parenthetical sub-options for many of these rolls. You will also need to be thinking about potential treasures, and whether any particularly randomly generated feature is magical, cursed, animated, unstable, potentially dangerous, and so forth.

This table moves beyond the basics: in addition to these random results, a fireplace, work table, bench, curiosity cabinet and wall shelves are practically mandatory to the design. Be sure to leave room for them.

I recommend rolling 10-20 times to get a good, workable and potentially deadly wizard's workshop. You may need to do a bit of digging in Google, or in image searches, to figure out what some of these things are; not that that's necessarily a bad thing. Learning "the name of that mad scientist thingy" you always see in the backgrounds of Hollywood movies is actually quite entertaining.



D1000 Roll	Laboratory / Magician's Chamber Feature	D1000 Roll	Laboratory / Magician's Chamber Feature
001 to 005	Alarum (magical?)	006 to 010	Alchemical Chart(s) (with coded potion recipe?)
011 to 015	Alchemist (NPC, ally?)	016 to 020	Alcove(s) (with animated guardian statue or gargoyle?)

D1000 Roll	Laboratory / Magician's Chamber Feature	D1000 Roll	Laboratory / Magician's Chamber Feature
021 to 025	Alembic (a distillation vessel, with bubbling potion?)	026 to 030	Anti-Magic Zone (magical, sentient?)
031 to 035	Apprentice (NPC, ally?)	036 to 040	Aqua Fortis (nitric acid vials, weapons?)
041 to 045	Aqua Regia (nitric and hydrochloric acid vials, weapons?)	046 to 050	Aquarium (with small aquatic monsters?)
051 to 055	Armillary Sphere(s) (model of the celestial planes, magically animated?)	056 to 060	Aspergillum (a water sprinkler or dripper, with potion?)
061 to 065	Astrolabe (treasure)	066 to 070	Astrological Chart(s) (with prophetic divination?)
071 to 075	Astronomy Chart(s) (for Dreamlands journeys?)	076 to 080	Athamor (an alchemist's furnace, with venomous smoke?)
081 to 085	Balance and Set of Weights (perhaps crystalline, and/or with pan of potion ingredients?)	086 to 090	Beakers (with bubbling magic potion?)
091 to 095	Bellows (animated, attached to fireplace?)	096 to 100	Bellows (with imprisoned minor air elemental?)
101 to 105	Bestiary (a book of beasts, monsters, and perhaps the use of monster parts)	106 to 110	Book Involving Death and the Afterlife (for lichdom or undead creation?)
111 to 115	Book Involving Embalming and Mummification (for undead creation?)	116 to 120	Book of Alchemical Lore (with coded potion recipes?)



D1000 Roll	Laboratory / Magician's Chamber Feature	D1000 Roll	Laboratory / Magician's Chamber Feature
121 to 125	Book of Ancient Lore (treasure, clues to new adventures?)	126 to 130	Book of Ancient Maps (to hidden treasure(s)?)
131 to 135	Book of Arcane Lore (partial ancient spell mantras?)	136 to 140	Book of Astrological Lore (with apocalyptic prophecies?)
141 to 145	Bottle of Powder (blinding powder, laughing powder, sneezing powder, etc.)	146 to 150	Brazen Head (cursed magical treasure, sentient, riddling?)
151 to 155	Brazier (of vision-inducing enchanted smoke?)	156 to 160	Brimstone (hopefully in a container, poison?)
161 to 165	Broom (magical, attacking?)	166 to 170	Broom (magical, flying?)
171 to 175	Bubbles (floating, magical?)	176 to 180	Burn / Scorch Marks (recent?)
181 to 185	Bust (magical, talking?)	186 to 190	Cabinet with 1,001 Tiny Drawers (with various trinkets, see Container Table)
191 to 195	Cage (perhaps with monster)	196 to 200	Candles (burning, magical?)
201 to 205	Carpet (flying, or smothering?)	206 to 210	Carpet (hiding trapdoor, or vertical magical gateway?)
211 to 215	Cauldron (with bubbling potion batch, or partially-animated cauldron born zombie?)	216 to 220	Ceiling Painting (sun, moon, zodiacal constellations, etc.; magically animated?)
221 to 225	Cell(s) (occupied by experimental subjects?)	226 to 230	Censer (with incense, magical?)
231 to 235	Centrifuge (clockwork, valuable, controlling crucial experiment?)	236 to 240	Clepsydra (water clock, being used to time crucial experiment?)
241 to 245	Clone (magical, in suspended animation)	246 to 250	Cobwebs (with young dimensional spider?)

D1000 Roll	Laboratory / Magician's Chamber Feature	D1000 Roll	Laboratory / Magician's Chamber Feature
251 to 255	Conjuration Trap (summons monster)	256 to 260	Crucible (small, with cooling magical metal?)
261 to 265	Crystal Lens (to draw in sunlight, or to attenuate beams or rays?)	266 to 270	Crystal(s) (magical spell components, or observation lenses?)
271 to 275	Cursed Item (roll again)	276 to 280	Demon (bound / imprisoned)
281 to 285	Devil (bound / imprisoned, random)	286 to 290	Diary / Journal (with secrets of experimentation?)
291 to 295	Disguised Magical Item (roll again)	296 to 300	Dissection Tools (with partially dissected monster corpse?)
301 to 305	Dowsing Rod (to detect water, or identify potion types?)	306 to 310	Dumbwaiter (to upper or lower level?)
311 to 315	Dungeon Dressing (random, see tables in CDDG1 or CDDG2)	316 to 320	Escape Chute (to a lower dungeon level?)
321 to 325	Esoteric Texts (with Lovecraftian notes / tales?)	326 to 330	Essential Salts (slain wizard awaiting reanimation?)
331 to 335	Ever-Blooming Flower under Glass (treasure, or indication of alternate world?)	336 to 340	Eye of Newt (or similar monstrous reagent, perhaps moving?)
341 to 345	Failed Experiment(s) (remains of a creature, slime, or animated item?)	346 to 350	Familiar (creature / monster)
351 to 355	Fire Poker (with wand hidden in handle?)	356 to 360	Fireplace (magical, never goes out; with fire elemental spark?)
361 to 365	Flasks and Vials (with various potions and/or ingredients?)	366 to 370	Fungus in Vial (monstrous?)

D1000 Roll	Laboratory / Magician's Chamber Feature	D1000 Roll	Laboratory / Magician's Chamber Feature
371 to 375	Funnels (perhaps crystalline, or made of rare metal?)	376 to 380	Geode(s) (with minor gem elementals inside?)
381 to 385	Glass Tubing (filled with poisonous gas or liquid?)	386 to 390	Glittering / Shimmering Air (magical, or monstrous?)
391 to 395	Globe (another world / planet?)	396 to 400	Globe (this world, or the netherworld, magically animated?)
401 to 405	Golem (partially constructed, head with moving eyes?)	406 to 410	Gremlin (familiar, ally, thief, or spy?)



D1000 Roll	Laboratory / Magician's Chamber Feature	D1000 Roll	Laboratory / Magician's Chamber Feature
411 to 415	Grimoire (a book on magic, but not necessarily with complete spells inscribed)	416 to 420	Guard Dog (invisible)
421 to 425	Hand of Glory (cursed magical item)	426 to 430	Haunt / Poltergeist (familiar, apprentice, or remains of a fatal experiment?)
431 to 435	Herbal (book of healing herbs or spell component lore)	436 to 440	Homunculus (monster familiar)
441 to 445	Hourglass (with magical sand, or timing an event in the dungeon?)	446 to 450	Illusion (of art / feature / trap?)
451 to 455	Illusion (of beast, person, or monster?)	456 to 460	Imp (monster familiar)
461 to 465	Improvised Quicksilver Thermometer (measuring a crucial magic item creation phase?)	466 to 470	Incense / Incense Burner (with magical smoke?)
471 to 475	Invisible or Floating Object (roll again)	476 to 480	Large and Fragile Glass Sphere (prison or light source?)
481 to 485	Leather Apron (with interesting spell components or keys in pockets?)	486 to 490	Leather Mask (protective, resistance to poison?)
491 to 495	Leather or Silk Gloves (magical?)	496 to 500	Living Shadow (monster, somehow imprisoned against wall)
501 to 505	Lodestone-and-String Contraption, Moving (treasure or monster detection?)	506 to 510	Magic Item (in preparation, random)

D1000 Roll	Laboratory / Magician's Chamber Feature	D1000 Roll	Laboratory / Magician's Chamber Feature
511 to 515	Magic Mouth (gives warning, asks questions?)	516 to 520	Magical Circle (for summoning, or opening a magical gateway?)
521 to 525	Magical Gateway (use tables in this book to create)	526 to 530	Magnifying Crystal (to detect invisibility, traps, or ethereal locations?)
531 to 535	Mandrake Root (poisonous and/or animated?)	536 to 540	Measuring Spoons (with powdered spell components?)
541 to 545	Metal Tubing (with poisonous vapor?)	546 to 550	Minion (NPC, hunchback, mad, turncoat, ally or enemy?)
551 to 555	Minute Glass (timing imminent event, or trap trigger?)	556 to 560	Mirror (with trapped soul, or reflection of wizard, or prophetic?)
561 to 565	Mold in Vial (monstrous?)	566 to 570	Monocle and Chain (magical lens?)
571 to 575	Monster (in stasis, random)	576 to 580	Monster Hair / Fur / Pelt (spell reagent, type?)
581 to 585	Monster Repellent (very specific; Perfluor's Instant Slug-Repelling Powder etc.)	586 to 590	Mortar and Pestle (with rare herbs?)
591 to 595	Mortar and Pestle (with spell component powder)	596 to 600	Mounted Human Skeleton with Experimental Treasures
601 to 605	Mounted Skeleton (monstrous or animating?)	606 to 610	Mummified Body Part (animated, or part of a lich?)
611 to 615	Mushroom Garden (mushrooms are swaying / unfolding)	616 to 620	Observation Nook (manned by wizard or an apprentice?)
621 to 625	Occult Scrolls (non-magical, but disturbing and filled with drawings, Lovecraftian?)	626 to 630	Oil Lamp (magical, ever-burning)

D1000 Roll	Laboratory / Magician's Chamber Feature	D1000 Roll	Laboratory / Magician's Chamber Feature
631 to 635	Oil Lantern (with magical oil potion?)	636 to 640	Orrery (model of the celestial spheres, planar or summoning?)
641 to 645	Painting (moving / magical, gateways to other dungeon locales?)	646 to 650	Papyrus Sheaf (with prepared spell or code?)
651 to 655	Parchment Sheaf (with spell)	656 to 660	Partially-Crafted Homunculus in Crystal Vial (monster)
661 to 665	Plague Doctor Mask (protective, magical?)	666 to 670	Pocket Dimension (dangerous, roll on Magical Gateway table)
671 to 675	Poisonous / Carnivorous Plant under Glass (hungry or mobile?)	676 to 680	Poisonous Herb Garden under Glass (sentient specimens, or cultivated from Wonderland?)
681 to 685	Poisonous Plants (carnivorous?)	686 to 690	Potion Mixture (two potions in experimental preparation, random wild magic effect)
691 to 695	Potion Bottles (1D6 random potions)	696 to 700	Powder Shaker (with magical dust?)
701 to 705	Prism (rainbowed or chromatic magic item?)	706 to 710	Quill(s) (exotic, cockatrice, peryton, etc., for writing spells?)
711 to 715	Reflecting Basin (scrying pool, crystal ball effects?)	716 to 720	Robe (magical?)
721 to 725	Rolling Clay Balls Run Down Wall Tracks (timer for imminent event?)	726 to 730	Sage (NPC, friend, foe or prisoner?)
731 to 735	Scroll (in preparation, random spell)	736 to 740	Scrying Crystal (showing an interesting location?)
741 to 745	Secret Door (to secret treasure room?)	746 to 750	Sentient Inanimate Object (roll again)

D1000 Roll	Laboratory / Magician's Chamber Feature	D1000 Roll	Laboratory / Magician's Chamber Feature
751 to 755	Shelf of Reagents (magical spell components, hiding secret door?)	756 to 760	Silence Zone (magical, defensive measure vs. enemy spell casters?)
761 to 765	Silver Dagger or Athame (magical ceremonial weapon, intelligent?)	766 to 770	Sketchbook (magically animated?)
771 to 775	Slime in Vial (monstrous?)	776 to 780	Slumbering Mandrake Root in Crystal Vial (monster, potential familiar or clone?)
781 to 785	Smoke (floating / omnipresent, sleep-inducing or hypnotizing?)	786 to 790	Smoking Pipe (pipeweed pouch is empty, or magical?)
791 to 795	Specimen Jar with Alien Substance (animal, monster, or slime?)	796 to 800	Spectacles (magical, planar sight or dark vision?)
801 to 805	Spell Component Pantry (filled with dangerous goodies and volatile combinations)	806 to 810	Spider in Web (encouraged, silk is cultivated, monstrous?)
811 to 815	Spyglass (viewing of another world?)	816 to 820	Staff (magical?)
821 to 825	Statue (animating or monstrous?)	826 to 830	Statuette / Idol (of a demigod, god, devil, indication of wizard alignment?)
831 to 835	Stirring Rod (in jar of magical potion?)	836 to 840	Stirring Spoons (in jars with dangerous ingredients?)
841 to 845	Strange Odor (roll in CDDG1, ominous?)	846 to 850	Strange Sound (roll in CDDG1, invisible source?)
851 to 855	Strange Wind Current (roll in CDDG1, magical?)	856 to 860	Stuffed Beast (random animal or mount, animating?)

861 to 865	Stuffed Monster (random, animating?)	866 to 870	Summoning Circle (with summoned and imprisoned monster?)
D1000 Roll	Laboratory / Magician's Chamber Feature	D1000 Roll	Laboratory / Magician's Chamber Feature
871 to 875	Tentacle Specimen under Glass (moving, type?)	876 to 880	Terrarium (with tiny monsters or miniature city?)
881 to 885	Test Tubes (with nearly-finished potions?)	886 to 890	Toad in Cage (polymorph victim?)
891 to 895	Torches (ever-burning, magical?)	896 to 900	Trap (magical, attuned to not affect the wizard or henchmen)
901 to 905	Treasure Chest (with random trapped treasure)	906 to 910	Trick (random)
911 to 915	Tuning Fork (planar travel, or sound magic?)	916 to 920	Tweezers (with collection of powdered gemstones?)
921 to 925	Unseen Servant (magical)	926 to 930	Vellum Sheaf (with random spell)
931 to 935	Vial of Antidote (to a poison in the room?)	936 to 940	Vial of Demon Ichor (identification of demon truenamename?)
941 to 945	Vial of Dragon's Blood (from a still-living dragon, reagent for weapon?)	946 to 950	Wand, Map, or Scroll Case (empty, or with secret compartment?)
951 to 955	Wind Chime (to detect air currents / approaching intruders)	956 to 960	Wing of Bat (or similar flying monster part, animated?)
961 to 965	Witch / Warlock (NPC, apprentice, friend or foe?)	966 to 970	Wizard (NPC, intruder or denizen?)
971 to 975	Wizard's Hat (magical, speaking, induces invisibility?)	976 to 980	Work of the Mythos, Fragmentary (Necronomicon, Unaussprechlichen Kulten, etc.)

D1000 Roll	Laboratory / Magician's Chamber Feature	D1000 Roll	Laboratory / Magician's Chamber Feature
981 to 985	Work Table (animated object, guardian?)	986 to 990	Workbench (animated object?)
991 to 995	Workbook (with coded spells or animated maps?)	996 to 000	Zodiacal Chart (showing prophecy, celestial location, or spell mantras?)

3-10

DESIGNING A MIND-BLOWING MAGICAL GATEWAY

Magical gateways are a quick way for wayward adventurers to leave or move about the dungeon, and a quicker way to create an optional change of pace if the players are tiring of the current dungeon environs. These enchanted tele-portals tend to be underused in current play styles (perhaps due to the potentially wild and campaign-altering results); which is a shame, because they are in my experience one of the most enjoyable and unpredictable plot devices available in an FRPG Game Master's virtual toolbox. They can also be very dangerous to the Player Characters, and possibly to your gaming sanity ... depending on how much you enjoy doing heavy campaign design work on short notice. I recommend that you use them sparingly at first, see how your players react, make further adjustments to the approach, and then become more bold. Using magical portals, a single mega-dungeon can literally become a massive worldly and planar nexus, leading to every other major locale that you want your campaign to eventually encompass.

You will need to be fairly gentle with trap-wary players to get them accustomed to the idea of gateway travel. To keep things somewhat fair, I would rule that the destination can always be seen through the gate before it is used, unless the GM specifically rules otherwise. But whether sounds, smells, and temperature can be discerned as they exist at the portal's destination remains an open question.

The GM should likewise decide if the gateway is one-way or two-way, but I strongly recommend having mercy on your players and using two-way gateways ... until they get comfortable, spoiled, and cocky, of course.

There are four major columns in the extensive table below. The Gateway Descriptor gives you a general idea of what the portal (or its frame) actually looks like. The gateway itself appears as a glowing two-dimensional surface, which can be walked around and viewed from two directions if the gateway room's arrangement allows that action. People who put their hands through could theoretically be grabbed by someone at the portal's destination, but not by a companion standing on the other side of the portal in the same room as the experimenter.

The Control / Restriction column gives you some hints about who made the portal (likely long ago). The portal, or the area in the room around the portal, will likely be decorated in a way that hints at this (dwarven runes for a "dwarves only" portal, carvings of harlequins and fire breathers for a "jesters only" portal, and so forth). Anyone who does not fit the builders' intended "journeyer profile" may suffer adverse results. Generally, if the control condition is not met, people will be still be able to use the portal. But they will likely suffer an ill effect, ranging from the minor (enchanted sleep) to the worrisome (damaging / wounding) to the horrific (energy drawn). The GM decides, and can give the players a warning if their PCs touch the portal surface slowly before passing through. Characters who fit the "journeyer profile" correctly will not suffer these effects, unless the portal is malfunctioning in some way.

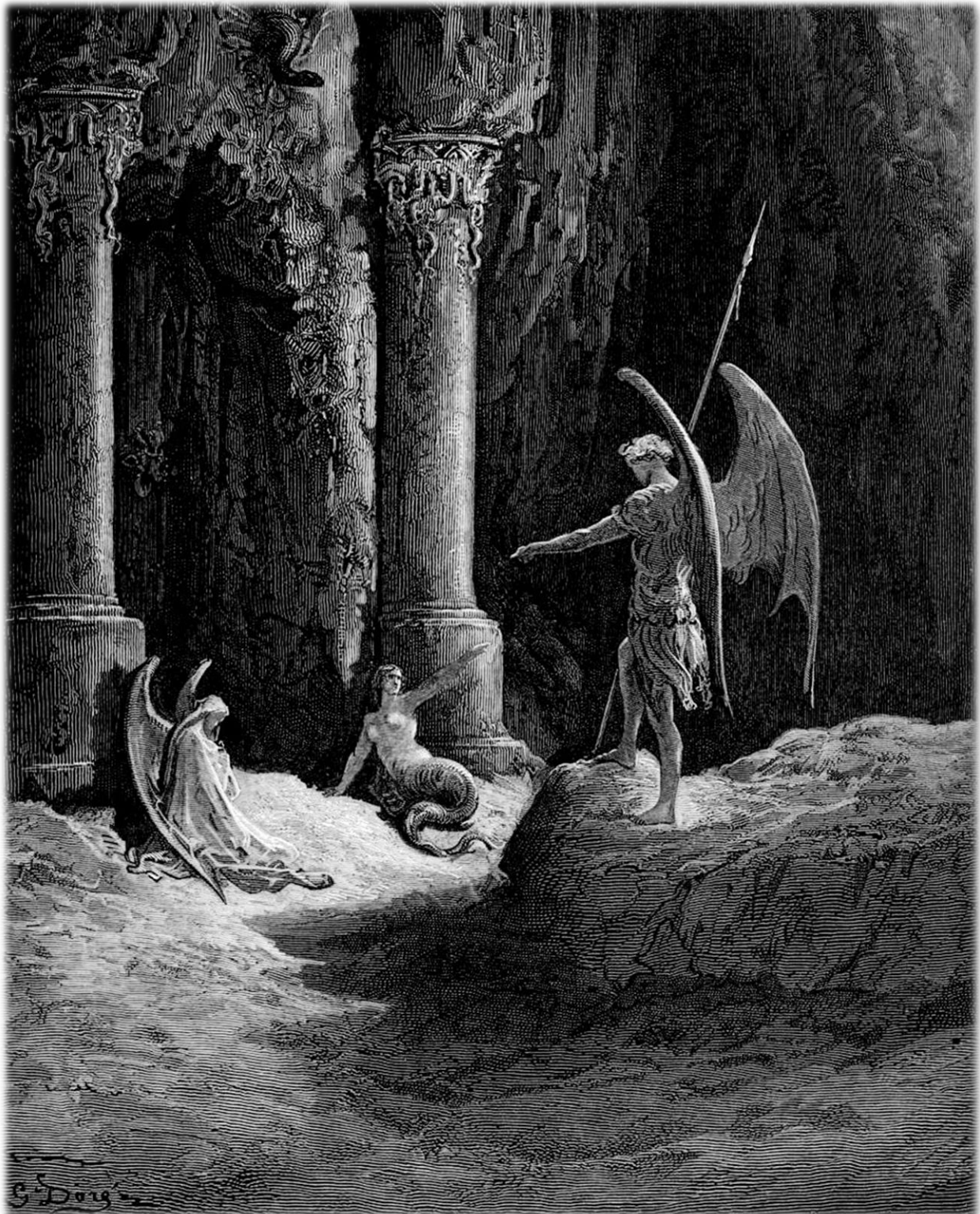
The Orthodox Destination column gives you a good set of classic and interesting options. Some of this sudden travel will give you dungeon design fits, but not immense troubles if you take the time to prepare.

The Unorthodox Destination column is intentionally designed to be overwhelming, and to get you reading and researching. You may be familiar with some of the places on this list, but most will probably be new to you unless you are exceedingly well read. I recommend that you save that special column for those times when you have considerable reading and design time, and also the inclination to sketch out an amazing new world for your players to explore. It's a perfect list for changing up a slow campaign, or beginning a new one.

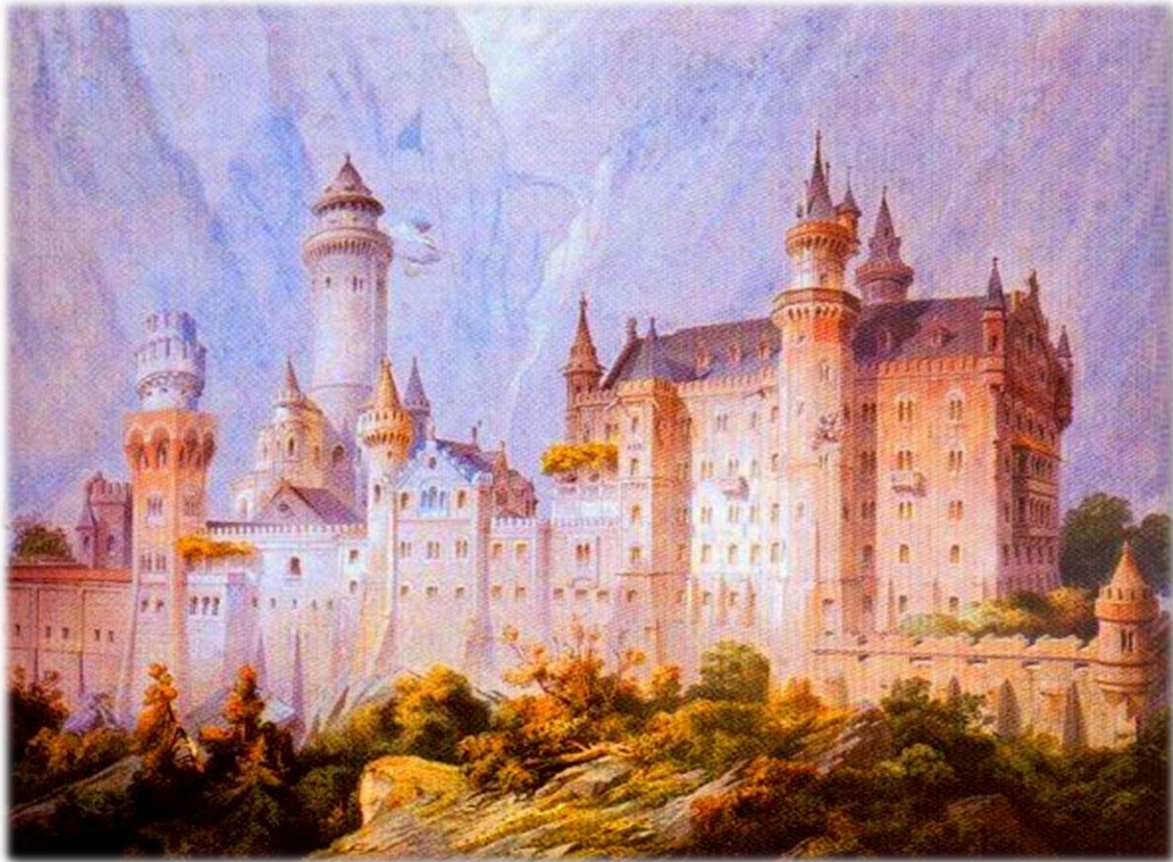
When using the Unorthodox Destination column especially you can always reroll if the result sounds like too much work, but that design work will pay off in spades I assure

you. If you do decide to jump in, I recommend the highly intimidating Dictionary of Imaginary Places, by Alberto Manguel and Gianni Guadalupi, as a starting point. It's a great book that deserves a place of pride on your dungeon design library shelf.

D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
001 to 005	Alcove	(Roll Four Times) (very dangerous)	1,000' into the Sky (with feather fall)	Agartha (Alexandre Saint-Yves d'Alveydre)
006 to 010	Alcove, Painted	(Roll Four Times) (very dangerous)	100' into the Sky (with feather fall)	Albur (Anonymous, Voyage au Centre de la Terre, 1821)
011 to 015	Altar, Holy	(Roll Four Times) (very dangerous)	20' into the Sky (plummeting)	Alfheim (Norse mythology)
016 to 020	Altar, Unholy	(Roll Three Times) (dangerous)	50' into the Sky (plummeting)	Alfheim (Norse mythology)
021 to 025	Archway	(Roll Three Times) (dangerous)	Alternate World / Dimension (roll on Unorthodox Destination Column)	Amazonia and Themiscyra (Greek mythology)
026 to 030	Archway, Infernal	(Roll Three Times) (dangerous)	Archmage's Tower (abandoned or taken over)	Amazonia and Themiscyra (Greek mythology)



D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
031 to 035	Bone-Framed Portal	(Roll Twice) (temperamental)	Archmage's Tower (evil)	Animal Republic (Jean Jacobe de Fremont d'Ablancourt, 1654)
036 to 040	Bone-Framed Portal (animated, twitching skeletons)	(Roll Twice) (temperamental)	Archmage's Tower (good)	Annwn (Welsh mythology)
041 to 045	Book	(Roll Twice) (temperamental)	Archmage's Tower (neutral)	Annwn (Welsh mythology)
046 to 050	Book, Animated	Ages Journeys During Passage	Arctic Land (in campaign world, GM's choice)	Arcadia (Greek mythology)
051 to 055	Book, Animated, Evil	Ages Journeys During Passage	City of the Elder Things (Antarctica)	Arcadia (Greek mythology)
056 to 060	Book, Evil	Ages Journeys During Passage	Cloud Palace (of evil giant / monsters)	Asphodel Meadows (Greek mythology)
061 to 065	Cage	Assassins Only	Cloud Palace (of good giant / magi)	Asphodel Meadows (Greek mythology)
066 to 070	Cage, Submerged	Assassins Only	Cloud Palace (of neutral giant / guardian beasts)	Atlante's Castle (Ludovico Ariosto, Orlando Furioso, 1516)



D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
071 to 075	Chasm	Assassins Only	Demon Lair	Atlantis (Plato etc.)
076 to 080	Chasm, Bottomless	Barbarians Only	Devil Lair	Atlantis (Plato etc.)
081 to 085	Coffin	Barbarians Only	Domain of a Lich (active and angry)	Atvatabar and Calnogor (William R. Bradshaw)
086 to 090	Coffin, Glass / Crystal	Barbarians Only	Domain of a Lich (in temporal stasis)	Atvatabar and Calnogor

				(William R. Bradshaw)
D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
091 to 095	Crater	Bards Only	Domain of a Lich (slain, domain abandoned or taken over)	Avalon (Arthurian)
096 to 100	Crude Chalk Outline of a Door	Bards Only	Dragon Lair (abandoned or taken over)	Avalon (Arthurian)
101 to 105	Crystal Sphere	Bards Only	Dragon Lair (evil)	Averoigne (Clark Ashton Smith)
106 to 110	Crystal Sphere, Revolving	Can Only be Used Three Times per Journeyer	Dragon Lair (good)	Averoigne (Clark Ashton Smith)
111 to 115	Crystal-Framed Portal	Can Only be Used Three Times per Journeyer	Dragon Lair (neutral)	Aztlan (Aztec mythology)
116 to 120	Crystal-Framed Portal, Chiming	Can Only be Used Three Times per Journeyer	Dungeon Level 1	Aztlan (Aztec mythology)
121 to 125	Damaged Machine	Can Only be Used Twice per Journeyer	Dungeon Level 10 (if not yet designed, end session)	Barsoom (Edgar Rice Burroughs)
126 to 130	Damaged Machine, Steamwork	Can Only be Used Twice per Journeyer	Dungeon Level 11 (if not yet designed, end session)	Barsoom (Edgar Rice Burroughs)
131 to 135	Dead End	Can Only be Used Twice per Journeyer	Dungeon Level 12 (if not yet	Black Forest (Brothers Grimm)

D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
			designed, end session)	
136 to 140	Dead End, Repeating Hallway	Causes Confusion	Dungeon Level 13 (if not yet designed, end session)	Black Forest (Brothers Grimm)
141 to 145	Door	Causes Confusion	Dungeon Level 2 (if not yet designed, end session)	Bluebeard's Castle (Charles Perrault)
146 to 150	Door, in Ceiling	Causes Confusion	Dungeon Level 3 (if not yet designed, end session)	Bluebeard's Castle (Charles Perrault)
151 to 155	Double Doors	Causes Disease	Dungeon Level 4 (if not yet designed, end session)	Brisevent, the Marvellous Islands (Charles Sorel, La Maison des Jeux, 1657)
156 to 160	Double Doors, in Floor	Causes Disease	Dungeon Level 5 (if not yet designed, end session)	Brobdingnag (Jonathan Swift)
161 to 165	Energy Portal	Causes Disease	Dungeon Level 6 (if not yet designed, end session)	Brobdingnag (Jonathan Swift)
166 to 170	Energy Portal, Moving	Causes Fear	Dungeon Level 7 (if not yet designed, end session)	Broceliande (Lord Alfred Tennyson)
171 to 175	Ever-Burning Bonfire	Causes Fear	Dungeon Level 8 (if not yet	Broceliande (Lord Alfred Tennyson)

D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
			designed, end session)	
176 to 180	Ever-Burning Bonfire, Unusual Hue	Causes Fear	Dungeon Level 9 (if not yet designed, end session)	Camelot (Arthurian)
181 to 185	Faerie Ring (of Toadstools)	Causes Haste, Ages	Dwarf King's Stronghold (in campaign world, GM's choice)	Camelot (Arthurian)
186 to 190	Firepit	Causes Haste, Ages	Elemental's Lair (air)	Carcosa (Robert W. Chambers)
191 to 195	Firepit, Flames of Unusual Hue	Causes Haste, Ages	Elemental's Lair (dust)	Carcosa (Robert W. Chambers)
196 to 200	Fireplace	Causes Paradoxes / Déjà Vu	Elemental's Lair (earth)	Caspak and Oo-Oh (Edgar Rice Burroughs)
201 to 205	Fireplace, Ever-Burning	Causes Paradoxes / Déjà Vu	Elemental's Lair (fire)	Caspak and Oo-Oh (Edgar Rice Burroughs)
206 to 210	Frail Wicker Construct	Causes Paradoxes / Déjà Vu	Elemental's Lair (ice)	Castle Carabas (Charles Perrault)
211 to 215	Free-Standing Door in the Middle of a Room	Causes Parasitic Infection	Elemental's Lair (magma)	Castle Carabas (Charles Perrault)
216 to 220	Fresco	Causes Parasitic Infection	Elemental's Lair (mud)	Castle Dracula (Transylvanian folklore, Bram Stoker)
221 to 225	Fresco, Animated	Causes Parasitic Infection	Elemental's Lair (steam)	Castle Dracula (Transylvanian

				folklore, Bram Stoker)
D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
226 to 230	Fresco, Animated, Three-Dimensional	Causes Slowness / Loss of Agility	Elemental's Lair (water)	Cibola, City of Gold (Spanish folklore)
231 to 235	Fresco, Three-Dimensional	Causes Slowness / Loss of Agility	Elven Queen's Enclave (in campaign world, GM's choice)	Cibola, City of Gold (Spanish folklore)
236 to 240	Grotto	Causes Slowness / Loss of Agility	Evil Eye Lair	City of Brass (Arabian Nights)
241 to 245	Grotto, Ice	Causes Temporary Amnesia	Far-Away City (in campaign world, GM's choice)	City of Brass (Arabian Nights)
246 to 250	Hole in the Floor / Ground	Causes Temporary Amnesia	Far-Away Coastline (in campaign world, GM's choice)	Cloudcuckooland (Aristophanes)
251 to 255	Hole in the Wall	Causes Temporary Amnesia	Far-Away Dungeon (in campaign world, GM's choice)	Cloudcuckooland (Aristophanes)
256 to 260	Hollow Obelisk	Causes Temporary Blindness	Far-Away Forest (in campaign world, GM's choice)	Cockaigne (medieval folklore)
261 to 265	Hollow Obelisk, with Crystals	Causes Temporary Blindness	Far-Away Hills (in campaign world, GM's choice)	Cockaigne (medieval folklore)
266 to 270	Hollow Stump	Causes Temporary Blindness	Far-Away Island (in campaign world, GM's choice)	Country of the Blind (H. G. Wells)

D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
271 to 275	Hollow Stump, Enshrouded	Causes Temporary Deafness	Far-Away Mountains (in campaign world, GM's choice)	Country of the Blind (H. G. Wells)



276 to 280	Hollow Tree, Evil	Causes Temporary Deafness	Far-Away Plains (in campaign world, GM's choice)	Demonland (Eric Rucker Eddison)
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D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
281 to 285	Hollow Tree, Sacred	Causes Temporary Deafness	Far-Away Ruins (in campaign world, GM's choice)	Demonland (Eric Rucker Eddison)
286 to 290	Hovering Black Hole ("Neutron Star")	Causes Temporary Insanity	Far-Away Swamp (in campaign world, GM's choice)	Distant Past
291 to 295	Hovering Black Hole (The Void)	Causes Temporary Insanity	Far-Away Town (in campaign world, GM's choice)	Distant Past
296 to 300	Hovering in Air	Causes Temporary Insanity	Far-Away Village (in campaign world, GM's choice)	Doggerland (Refer to PM1, The Pegana Mythos)
301 to 305	Hovering in Air, Fading	Causes Temporary Muteness	Far-Away Wasteland (in campaign world, GM's choice)	Doggerland (Refer to PM1, The Pegana Mythos)
306 to 310	Ice Block	Causes Temporary Muteness	Forgotten Angelic Shrine	Dolorous Gard (Arthurian)
311 to 315	Ice Block, Filled with Corpses	Causes Temporary Muteness	Forgotten Shrine of a Fallen Angel	Dolorous Gard (Arthurian)
316 to 320	Immense Crystal	Causes Temporary Reversal of Gravity	Genie Lair (djinni)	Dreamlands (H. P. Lovecraft)
321 to 325	Immense Crystal, Revolving	Causes Temporary Reversal of Gravity	Genie Lair (earth genie)	Dreamlands (H. P. Lovecraft)



D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
326 to 330	Immovable Puzzle Box / Lament Configuration	Causes Temporary Reversal of Gravity	Genie Lair (ifrit)	Dreamlands, Beyond the Fields We Know (Lord Dunsany)
331 to 335	In Ceiling	Causes Temporary Weightlessness	Genie Lair (water genie)	Dreamlands, Beyond the Fields We Know (Lord Dunsany)
336 to 340	In Ceiling, Fading	Causes Temporary Weightlessness	Gnome Laird's Stronghold (in campaign world, GM's choice)	Dying Earth (Jack Vance)

D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
341 to 345	In Floor	Causes Temporary Weightlessness	Halfling Shire Reeve's Hall (in campaign world, GM's choice)	Dying Earth (Jack Vance)
346 to 350	In Floor, Fading	Causes Vertigo / Nausea	Inner Plane (choose)	El Dorado (Sir Walter Raleigh, Edgar Allan Poe, etc.)
351 to 355	In Wall	Causes Vertigo / Nausea	Ki-Rin Lair	El Dorado (Sir Walter Raleigh, Edgar Allan Poe, etc.)
356 to 360	In Wall, Fading	Causes Vertigo / Nausea	Land of the Netherworld Gnomes	El Dorado (Spanish folklore)
361 to 365	Invisible	Causes Weakness	Location on This Dungeon Level	El Dorado (Spanish folklore)
366 to 370	Invisible, Gives Off Light	Causes Weakness	Lost City (Arctic) (in campaign world, GM's choice)	Elemental Plane (choose)
371 to 375	Machine	Causes Weakness	Lost City (sub-Arctic) (in campaign world, GM's choice)	Elemental Plane (choose)
376 to 380	Machine, Immense	Cavaliers Only	Lost City (sub-tropical) (in campaign world, GM's choice)	Exham Priory (H. P. Lovecraft)
381 to 385	Magic Circle, Arcane	Cavaliers Only	Lost City (temperate) (in campaign world, GM's choice)	Exham Priory (H. P. Lovecraft)

D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
386 to 390	Magic Circle, Diabolic	Cavaliers Only	Lost City (tropical) (in campaign world, GM's choice)	Far Future
391 to 395	Map on Wall (of this world)	Chaotic Creatures Only	Lost World (ape kingdom) (in campaign world, GM's choice)	Far Future



396 to 400	Map on Wall (of another world)	Chaotic Creatures Only	Lost World (dinosaurs) (in campaign world, GM's choice)	Future of the Morlocks and Eloi (H. G. Wells)
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D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
401 to 305	Map on Wall, Animated (of this world)	Chaotic Creatures Only	Lost World (Pleistocene) (in campaign world, GM's choice)	Garden of Earthly Delights (Hieronymus Bosch etc.)
406 to 410	Map on Wall, Animated (of another world)	Chaotic Evil Creatures Only	Lovecraftian Locale (GM's choice)	Gondwane (Lin Carter)
411 to 415	Metal-Framed Portal	Chaotic Evil Creatures Only	Malfunctioning, Random (reroll 5 times, these images shift at random)	Gondwane (Lin Carter)
415 to 420	Metal-Framed Portal, Heated	Chaotic Evil Creatures Only	Malfunctioning, Shifting / Changing (reroll 10 times, these images shift in succession)	Gormenghast (Mervyn Peake)
421 to 425	Mirror	Chaotic Good Creatures Only	Near Future	Helheim (Norse mythology)
426 to 430	Mirror (with rippling quicksilver surface)	Chaotic Good Creatures Only	Nearby City (in campaign world, GM's choice)	Helheim (Norse mythology)
431 to 435	Mist	Chaotic Good Creatures Only	Nearby City (in campaign world, GM's choice)	Hyborian Age (Robert E. Howard)
436 to 440	Mist, of Strange Hue and Fragrance	Chaotic Neutral Creatures Only	Nearby Coastline (in campaign world, GM's choice)	Hyborian Age (Robert E. Howard)
441 to 445	Mosaic of Landscape	Chaotic Neutral Creatures Only	Nearby Coastline (in campaign	Hy-Brasil (Irish mythology)

D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
446 to 450	Mosaic of Worlds	Chaotic Neutral Creatures Only	Nearby Dungeon (in campaign world, GM's choice)	Hy-Brasil (Irish mythology)
451 to 455	Mosaic, Animated	Clerics Only	Nearby Dungeon (in campaign world, GM's choice)	Hyperborea (Greek mythology, Clark Ashton Smith)
456 to 460	Mosaic, Animated, Sinister	Clerics Only	Nearby Forest (in campaign world, GM's choice)	Irem, City of Pillars (Arabian folklore, H. P. Lovecraft)
461 to 465	Mouth of a Colossus	Cracks Gemstones During Passage	Nearby Hills (in campaign world, GM's choice)	Irem, City of Pillars (Arabian folklore, H. P. Lovecraft)
466 to 470	Mouth of a Colossus, Demonic	Cracks Gemstones During Passage	Nearby Island (in campaign world, GM's choice)	Irkalla (Babylonian mythology)
471 to 475	Painting	Dangerous Gust of Wind	Nearby Mountains (in campaign world, GM's choice)	Irkalla (Babylonian mythology)
476 to 480	Painting, Animated	Dangerous Gust of Wind	Nearby Plains (in campaign world, GM's choice)	Ishtakar abd the Domain of Eblis (William Beckford)
481 to 485	Painting, Animated, Three Dimensional	Dark Elves Only	Nearby Ruins (in campaign world, GM's choice)	Island of Dreams (Lucian of Samosata, Virgil)

D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
486 to 490	Painting, Three Dimensional	Dark Elves Only	Nearby Swamp (in campaign world, GM's choice)	Island of Dreams (Lucian of Samosata, Virgil)



491 to 495	Pit	Drains Magic Items During Passage	Nearby Town (in campaign world, GM's choice)	Jabberwocky Isle (Lewis Carroll)
496 to 500	Pit, Bottomless	Drains Magic Items During Passage	Nearby Village (in campaign world, GM's choice)	Jabberwocky Isle (Lewis Carroll)
501 to 505	Pool	Drains Spells During Passage	Nearby Wasteland (in	Jotunheim (Greek mythology)

			campaign world, GM's choice)	
D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
506 to 510	Pool, Icy	Drains Spells During Passage	Necropolis (in campaign world, GM's choice)	Jotunheim (Greek mythology)
511 to 515	Reflecting Pool	Druids Only	Netherworld	Kyopelinvuori (Finnish mythology)
516 to 520	Reflecting Pool, with Swirling Vapors	Druids Only	Netherworld of the Dark Elves	Laestrygonia (Greek mythology)
521 to 525	Ritual Action in Specific Locale, Peaceful	Dvergar Only	Netherworld of the Deep Ones	Laestrygonia (Greek mythology)
526 to 530	Ritual Action in Specific Locale, Violent	Dvergar Only	Netherworld of the Dvergar	Land of Innocent Nonsense (Mother Goose)
531 to 535	Ritual Chant in Specific Locale, Holy	Dwarves Only	One Dungeon Level Down	Land of Innocent Nonsense (Mother Goose)
536 to 540	Ritual Chant in Specific Locale, Lovecraftian	Dwarves Only	One Dungeon Level Up	Land of the Lost (Sid and Marty Krofft)
541 to 545	Ritual Dance in Specific Locale, Single Person	Elves Only	One Dungeon Level Up	Land of the Lost (Sid and Marty Krofft)
546 to 550	Ritual Dance in Specific Locale, Group	Elves Only	Plateau of Leng	Land of the Lotus Eaters (Greek mythology)

	Holding Hands			
D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
551 to 555	River	Evaporates Water and Drinking Liquids During Passage	Plateau of Leng	Land of the Lotus Eaters (Greek mythology)
556 to 560	River (flowing in reverse)	Evaporates Water and Drinking Liquids During Passage	Random Civilized Land (in campaign world, GM's choice)	Laputa (Jonathan Swift)
561 to 565	Room (with walls hung with vines)	Evil Creatures Only	Random Civilized Land (in campaign world, GM's choice)	Lemuria (Philip Sclater etc.)
566 to 570	Room (with walls hung with vines, seen only with innocence)	Evil Creatures Only	Random Netherworld (in campaign world, GM's choice)	Lilliput (Jonathan Swift)
571 to 575	Sarcophagus	Fading / Narrowing	Random Netherworld (in campaign world, GM's choice)	Looking-Glass Land (Lewis Carroll)
576 to 580	Sarcophagus, Crystal	Fading / Narrowing	Random Wilderness (in campaign world, GM's choice)	Looking-Glass Land (Lewis Carroll)
581 to 585	Scroll	Fading and Returning, Condition-Dependent	Random Wilderness (in campaign world, GM's choice)	Lyonesse (Arthurian)
586 to 590	Scroll, Animated	Fading and Returning,	Realm to the Far East (in campaign	Mag Mell (Irish mythology)

		Condition-Dependent	world, GM's choice)	
D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
591 to 595	Scroll, Animated, Sinister	Fading and Returning, Day-Dependent	Realm to the Far East (in campaign world, GM's choice)	Maple White Land, the Lost World (Sir Arthur Conan Doyle)
596 to 600	Scroll, Sinister	Fading and Returning, Day-Dependent	Realm to the Far North (in campaign world, GM's choice)	Mictlan (Aztec mythology)
601 to 605	Shimmering Surface, Black / Jet	Fading and Returning, Time-Dependent	Realm to the Far North (in campaign world, GM's choice)	Mictlan (Aztec mythology)
606 to 610	Shimmering Surface, Black / Jet, Murmuring	Fading and Returning, Time-Dependent	Realm to the Far Northeast (in campaign world, GM's choice)	Minaria (Glen and Ken Rahman)
611 to 615	Shimmering Surface, Blue / Sapphire	Fighters Only	Realm to the Far Northeast (in campaign world, GM's choice)	Minaria (Glen and Ken Rahman)
616 to 620	Shimmering Surface, Blue / Sapphire, Chiming	Fighters Only	Realm to the Far Northwest (in campaign world, GM's choice)	Moon Orbiting the Planet
621 to 625	Shimmering Surface, Brown / Earthen	Gnomes Only	Realm to the Far Northwest (in campaign world, GM's choice)	Moon Orbiting the Planet
626 to 630	Shimmering Surface, Brown /	Gnomes Only	Realm to the Far South (in	Mountain of Clouds (Arabian folklore)

	Earthen, Rumbling		campaign world, GM's choice)	
D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
631 to 635	Shimmering Surface, Golden	Good Creatures Only	Realm to the Far South (in campaign world, GM's choice)	Mountain of Clouds (Arabian folklore)
636 to 640	Shimmering Surface, Golden, Chiming	Good Creatures Only	Realm to the Far Southeast (in campaign world, GM's choice)	Mu (Augustus le Plongeon, James Churchward)
641 to 645	Shimmering Surface, Gray / Murky	Halflings Only	Realm to the Far Southeast (in campaign world, GM's choice)	Mu (Augustus le Plongeon, James Churchward)
646 to 650	Shimmering Surface, Gray / Murky, Whispering	Halflings Only	Realm to the Far Southwest (in campaign world, GM's choice)	Muspelheim (Norse mythology)
651 to 655	Shimmering Surface, Green / Emerald	Humans Only	Realm to the Far Southwest (in campaign world, GM's choice)	Muspelheim (Norse mythology)
656 to 660	Shimmering Surface, Green / Emerald, Bubbling	Humans Only	Realm to the Far West (in campaign world, GM's choice)	Mysterious Island (Jules Verne)
661 to 665	Shimmering Surface, Green / Emerald	Hunters Only	Realm to the Far West (in campaign world, GM's choice)	Nehwon (Fritz Leiber)
666 to 670	Shimmering Surface, Orange / Jacinth	Hunters Only	Realm to the Near East (in campaign world, GM's choice)	Nehwon (Fritz Leiber)

D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
671 to 675	Shimmering Surface, Orange / Jacinth, Flickering	Illusionists Only	Realm to the Near East (in campaign world, GM's choice)	Niflheim (Norse mythology)
676 to 680	Shimmering Surface, Orange / Jacinth, Fragrant	Illusionists Only	Realm to the Near North (in campaign world, GM's choice)	Niflheim (Norse mythology)
681 to 685	Shimmering Surface, Orange / Jacinth, Warm	Jesters Only	Realm to the Near North (in campaign world, GM's choice)	Northwindland (George MacDonald)
686 to 690	Shimmering Surface, Purple / Amethyst	Jesters Only	Realm to the Near South (in campaign world, GM's choice)	Outer Plane of Chaos (choose)
691 to 695	Shimmering Surface, Purple / Amethyst, Bubbling	Keyword Required	Realm to the Near South (in campaign world, GM's choice)	Outer Plane of Chaos (choose)
696 to 700	Shimmering Surface, Purple / Amethyst, Seething	Keyword Required	Realm to the Near West (in campaign world, GM's choice)	Outer Plane of Evil (choose)
701 to 705	Shimmering Surface, Purple / Amethyst, Whirling	Lawful Creatures Only	Realm to the Near West (in campaign world, GM's choice)	Outer Plane of Evil (choose)
706 to 710	Shimmering Surface,	Lawful Creatures Only	Realm to the Northeast (in	Outer Plane of Good (choose)

	Rainbowed / Opalescent		campaign world, GM's choice)	
D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
711 to 715	Shimmering Surface, Rainbowed / Opalescent, Fragrant	Lawful Evil Creatures Only	Realm to the Northeast (in campaign world, GM's choice)	Outer Plane of Good (choose)
716 to 720	Shimmering Surface, Rainbowed / Opalescent, Mesmerizing	Lawful Evil Creatures Only	Realm to the Northwest (in campaign world, GM's choice)	Outer Plane of Law (choose)
721 to 725	Shimmering Surface, Rainbowed / Opalescent, Rumbling	Lawful Good Creatures Only	Realm to the Northwest (in campaign world, GM's choice)	Outer Plane of Law (choose)
726 to 730	Shimmering Surface, Red / Ruby	Lawful Good Creatures Only	Realm to the Southeast (in campaign world, GM's choice)	Outer Plane of Neutrality (choose)
731 to 735	Shimmering Surface, Red / Ruby, Bloody	Lawful Neutral Creatures Only	Realm to the Southeast (in campaign world, GM's choice)	Outer Plane of Neutrality (choose)
736 to 740	Shimmering Surface, Red / Ruby, Crumbling	Lawful Neutral Creatures Only	Realm to the Southwest (in campaign world, GM's choice)	Oz (L. Frank Baum)
741 to 745	Shimmering Surface, Red / Ruby, Foul Smelling	Mages Only (illusionists, magic-users, savants, etc.)	Realm to the Southwest (in campaign world, GM's choice)	Oz (L. Frank Baum)

D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
746 to 750	Shimmering Surface, Silvery	Mages Only (illusionists, magic-users, savants, etc.)	Ruined City (in campaign world, GM's choice)	Pandaemonium (John Milton, Paradise Lost)
751 to 755	Shimmering Surface, Silvery, Chiming	Magical Keystone Required	Ruined City (in campaign world, GM's choice)	Pandaemonium (John Milton, Paradise Lost)
756 to 760	Shimmering Surface, Silvery, Liquid Metal	Magical Keystone Required	Ruined Stronghold (in campaign world, GM's choice)	Past of Pegana (Lord Dunsany)
761 to 765	Shimmering Surface, Silvery, Murmuring	Magic-Users Only	Ruined Stronghold (in campaign world, GM's choice)	Past of Pegana (Lord Dunsany)
766 to 770	Shimmering Surface, White / Pearlescent	Magic-Users Only	Ruined Temple (in campaign world, GM's choice)	Pellucidar (Edgar Rice Burroughs)
771 to 775	Shimmering Surface, White / Pearlescent, with Birdsong	Map in Room Controls Destination	Ruined Temple (in campaign world, GM's choice)	Pellucidar (Edgar Rice Burroughs)
776 to 780	Shimmering Surface, Yellow / Amber	Map in Room Controls Destination	Ruined Town (in campaign world, GM's choice)	Planet in Another Solar System
781 to 785	Shimmering Surface, Yellow / Amber, Honey-Like	Monks Only	Ruined Town (in campaign world, GM's choice)	Planet in the Same Solar System

D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
786 to 790	Shrine, Holy	Monks Only	Ruined Village (in campaign world, GM's choice)	Post-Apocalyptic Landscape
791 to 795	Shrine, Unholy	Most Charismatic Journeyer Controls Destination	Ruined Village (in campaign world, GM's choice)	Post-Apocalyptic Landscape



D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
796 to 800	Sinkhole	Most Charismatic Journeyer Controls Destination	Same Room (possibility to create a doppelganger)	Purgatory (Dante Alighieri etc.)
801 to 805	Sinkhole, Collapsing Room	Most Intelligent Journeyer Controls Destination	Same Room (possibility to create a doppelganger)	Recent Past
806 to 810	Space Between Two Pillars, Iron	Most Intelligent Journeyer Controls Destination	Ship (in a sub-Arctic harbor)	Recent Past
811 to 815	Space Between Two Pillars, Stone	Most Wise Journeyer Controls Destination	Ship (in a sub-Arctic harbor)	Shambhala (Tibetan mythology)
816 to 820	Sphere of Whirling Shadows	Most Wise Journeyer Controls Destination	Ship (in a sub-tropical harbor)	Shambhala (Tibetan mythology)
821 to 825	Spiderweb, Giant	Mountebanks Only	Ship (in a sub-tropical harbor)	Skull Island (Edgar Wallace, Merian C. Cooper, etc.)
826 to 830	Spiderweb, with Giant Leng Spider	Mountebanks Only	Ship (in a temperate harbor)	Skull Island (Edgar Wallace, Merian C. Cooper, etc.)
831 to 835	Staircase, Ascending	Mystics Only	Ship (in a temperate harbor)	Tamoanchan (Meso-American mythology)

D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
836 to 840	Staircase, Descending	Mystics Only	Ship (in a tropical harbor)	Tamoanchan (Meso-American mythology)
841 to 845	Steampunk Contraption / Time Machine	Netherworld Gnomes Only	Ship (in a tropical harbor)	Tekumel (M. A. R. Barker)
846 to 850	Steampunk Contraption / Time Machine. Damaged	Netherworld Gnomes Only	Ship (in an Arctic harbor)	Tekumel (M. A. R. Barker)
851 to 855	Stone-Framed Portal	Neutral Creatures Only	Ship (in an Arctic harbor)	The Dark Tower (Robert Browning etc.)
856 to 860	Stone-Framed Portal, Cracked	Neutral Creatures Only	Ship (sailing on a sub-Arctic sea)	The Dark Tower (Robert Browning etc.)
861 to 865	Stream	Neutral Evil Creatures Only	Ship (sailing on a sub-Arctic sea)	The House on the Borderland (William Hope Hodgson)
866 to 870	Stream (flowing in reverse)	Neutral Evil Creatures Only	Ship (sailing on a sub-tropical sea)	The House on the Borderland (William Hope Hodgson)
871 to 875	Tapestry	Neutral Good Creatures Only	Ship (sailing on a temperate sea)	The Labyrinth (Jim Henson)
876 to 880	Tapestry, Animated	Neutral Good Creatures Only	Ship (sailing on a tropical sea)	The Labyrinth (Jim Henson)
881 to 885	Tapestry, Animated, with Stitching Needle	Paladins Only	Ship (sailing on an Arctic sea)	The Nameless City (H. P. Lovecraft)

D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
886 to 890	Tapestry, with Sticking Needle	Paladins Only	Stronghold of Evil (in campaign world, GM's choice)	The Nameless City (H. P. Lovecraft)
891 to 895	Trapdoor in Ceiling	Paralyzes	Stronghold of Good (in campaign world, GM's choice)	The Night Land (William Hope Hodgson)
896 to 900	Trapdoor in Floor	Paralyzes	Stronghold of Neutrality (in campaign world, GM's choice)	The Night Land (William Hope Hodgson)
901 to 905	Underground Lake	Poisons	Sub-Arctic Land (in campaign world, GM's choice)	The Scholomance (Romanian / Transylvanian folklore)
906 to 910	Underground Lake, Boiling	Poisons	Sub-Tropical Land (in campaign world, GM's choice)	The Well at World's End (William Morris)
911 to 915	Vine-Surrounded Portal	Priests Only (cleric, druid, monk, etc.)	Surface Above Dungeon	Thra (Jim Henson)
916 to 920	Vine-Surrounded Portal (writhing vines)	Priests Only (cleric, druid, monk, etc.)	Temperate Land (in campaign world, GM's choice)	Treasure Island (Robert Louis Stevenson)
921 to 925	Wall, Painted	Rangers Only	Temple (abandoned or taken over)	Treasure Island (Robert Louis Stevenson)
926 to 930	Wall, Painted, Animated	Rangers Only	Temple (evil) (in campaign world, GM's choice)	Twilight Faerie Land (Brian Froud)

D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
931 to 935	Wall, Painted, Animated, Sinister	Rogues Only (assassins, jesters, thieves, etc.)	Temple (good) (in campaign world, GM's choice)	Underground Kingdom (Edward Packard)
936 to 940	Wall, Painted, Sinister	Rogues Only (assassins, jesters, thieves, etc.)	Temple (neutral) (in campaign world, GM's choice)	Underground Kingdom (Edward Packard)
941 to 945	Wardrobe	Rots Food During Passage	Three Dungeon Levels Down	Utopia (Plato, Thomas More etc.)
946 to 950	Wardrobe, Endless	Rots Food During Passage	Three Dungeon Levels Up	Utopia (Plato, Thomas More etc.)
951 to 955	Waterfall	Savants Only	Titan's Domain (evil)	Valley of the Beasts (Algernon Blackwood)
956 to 960	Waterfall (flowing in reverse)	Savants Only	Titan's Domain (good)	Witchland (Eric Rucker Eddison)
961 to 965	Well (with vapors)	Thieves Only	Titan's Domain (neutral)	Wonderland (Lewis Carroll)
966 to 970	Well (with water)	Thieves Only	Tropical Land (in campaign world, GM's choice)	Wonderland (Lewis Carroll)
971 to 975	Whirlpool	Transmutes Precious Metals During Passage	Two Dungeon Levels Down	Xanadu (Samuel Taylor Coleridge)
976 to 980	Whirlpool (turning in slow motion)	Transmutes Precious Metals During Passage	Two Dungeon Levels Up	Xibalba (Mayan mythology)
981 to 985	Whirlwind	True Neutral Creatures Only	Under a Lake (conferring water breathing)	Xibalba (Mayan mythology)

D1000 Roll	Gateway Descriptor	Control / Restriction	Orthodox (?) Destination	Unorthodox Destination
986 to 990	Whirlwind (turning in slow motion)	True Neutral Creatures Only	Under a Sea (air-filled cavern, conferring water breathing)	Ys (French folklore)
991 to 995	Wood-Framed Portal	Warriors Only (fighter, paladin, ranger, etc.)	Under an Ocean (air-filled cavern, conferring water breathing)	Zothique (Clark Ashton Smith)
996 to 000	Wood-Framed Portal (with growing leaves)	Warriors Only (fighter, paladin, ranger, etc.)	Ziggurat (in campaign world, GM's choice)	Zothique (Clark Ashton Smith)



3-11

DESIGNING AN OTHERWORLDLY MUSEUM, MENAGERIE, OR GALLERY

This is an experimental table which is still in development in my own campaign. I have not yet developed the concept fully, because it is too easy to turn the well-intentioned idea of “museum full of interesting stuff for the PCs to check out” into “game-imbancing treasure vault where all of the treasures look strange and are hard to carry.” But I still find the idea very useful, especially in creating unusual goals for players who are weary of the “open the door, kill the monster, steal the treasure” rut that is all too easy for a weary GM to fall into. Sometimes, we need to play with volatile experimental systems to get our imaginations jump-started once again.

As such I recommend using this table only occasionally, perhaps once per dungeon setting, and you will need to make sure the room is guarded and difficult to reach. On the plus side, your players will probably find the room very interesting over several sessions, and they will probably have their PCs make multiple trips to the location as they fully explore the vast hall, its purpose, its background, and its unusual contents.

A few more warnings: You will need to be careful not to make this a magical or precious collection worth hundreds of thousands of gold pieces; the museum’s collection can be unattainable, divine, damaged, impossible to transport, disenchanting if removed, cursed, fragile, etc. In any case, the adventurers will only be able to take a few mementos and curiosities with them. If the objects are still too valuable (planar in nature or magical weapons, for example), then they can appear in fragmentary form, drawn, painted, represented by illusions, etc. Or, they can be attuned to the museum itself, so that outside of that locale they gradually decay and become dust over time.

The monsters which control the museum might well be particularly intelligent examples of their species. The hall probably has some very important or ancestral purpose (protection of a dying race, reclaiming centuries-old dominion, preparing to journey away to another magical realm, preparing to invade and rule this dungeon, following orders from a stronger alien race, etc.). The owners can be present or absent,

singular or plural; but if the owners no longer exist, they are sure to have left behind powerful guardian monsters of some kind. And the more powerful the collection, the more powerful the guardians (who might exist outside of time, not know they are dead, be insane, etc.).

For added fun, you can put one or more magical gateways in the hall as well, leading to the owners' home realm, or the plane of their gods and goddesses, or the locale(s) where they found (stole?) all of that cool stuff to put in the museum in the first place ...

D1000 Roll	Originators / Owners / Guardians (Roll twice if necessary)	Prominent Items in Collection (Roll 5-10 times)
001 to 003	Air Elementals (anthropomorphic)	(Selected Classes) Armor, Tools and Weapons
004 to 006	Alchemists	(Selected Classes) Armor, Tools and Weapons
007 to 009	Aliens	(Selected Classes) Armor, Tools and Weapons
010 to 012	Ant Men	Airship Tools / Equipment (otherworldly?)
013 to 015	Anti-Paladins	Airship Tools / Equipment (otherworldly?)
016 to 018	Ape Men	Airship Tools / Equipment (otherworldly?)
019 to 021	Arcane Zombies (undead former owners)	Alchemical Instruments / Experimental Contraptions
022 to 024	Barbarians	Alchemical Instruments / Experimental Contraptions
025 to 027	Bards	Alchemical Instruments / Experimental Contraptions
028 to 030	Beastmen (degenerated / cursed)	Amulets / Rings / Talismans (non-magical?)
031 to 033	Brollachans	Amulets / Rings / Talismans (non-magical?)

034 to 036	Brownies	Amulets / Rings / Talismans (non-magical?)
D1000 Roll	Originators / Owners / Guardians (Roll twice if necessary)	Prominent Items in Collection (Roll 5-10 times)
037 to 039	Bugbears	Ancient Artifacts
040 to 042	Carnivorous Ape Men	Ancient Artifacts
043 to 045	Carnivorous White Apes (degenerated / cursed)	Ancient Artifacts
046 to 048	Cavaliers	Animal Specimens
049 to 051	Cave Baboons (degenerated / cursed)	Animal Specimens
052 to 054	Cavemen (degenerated / cursed)	Animal Specimens
055 to 057	Centaur	Aquatic Specimens
058 to 060	Changelings	Aquatic Specimens
061 to 063	Clerics	Aquatic Specimens
064 to 066	Cloud Giants	Arachnid Specimens
067 to 069	Dark Elves	Arachnid Specimens
070 to 072	Deep Ones	Arachnid Specimens
073 to 075	Demons	Armor, Banners, Flags, Pennants, Shields
076 to 078	Devils	Armor, Banners, Flags, Pennants, Shields
079 to 081	Dimensional Travelers	Armor, Banners, Flags, Pennants, Shields
082 to 084	Doppelgangers	Beasts (alive, menagerie)
085 to 087	Dragons (evil)	Beasts (alive, menagerie)
088 to 090	Dragons (good)	Beasts (alive, menagerie)
091 to 093	Dragons (neutral)	Beetle Specimens, Eggs, Hives
094 to 096	Dream Eaters	Beetle Specimens, Eggs, Hives
097 to 099	Druids	Beetle Specimens, Eggs, Hives



D1000 Roll	Originators / Owners / Guardians (Roll twice if necessary)	Prominent Items in Collection (Roll 5-10 times)
100 to 102	Dryads	Books, Grimoires, Scrolls, Tablets
103 to 105	Dust Elementals (anthropomorphic)	Books, Grimoires, Scrolls, Tablets
106 to 108	Dvergar	Books, Grimoires, Scrolls, Tablets
109 to 111	Dwarves	Butterfly / Avian Specimens
112 to 114	Earth Elementals (anthropomorphic)	Butterfly / Avian Specimens
115 to 117	Elves	Butterfly / Avian Specimens
118 to 120	Entanglers	Carnivorous Plants (dangerous)
121 to 123	Evil Eyes of Azathoth	Carnivorous Plants (dangerous)

D1000 Roll	Originators / Owners / Guardians (Roll twice if necessary)	Prominent Items in Collection (Roll 5-10 times)
124 to 126	Evil Eyes of Cthulhu	Carnivorous Plants (dangerous)
127 to 129	Evil Eyes of Nyarlathotep	Clay Tablets, Hieroglyphic Slabs, Pieces of Inscribed Monuments, Sanskrit Translations, etc.
130 to 132	Fighters	Clay Tablets, Hieroglyphic Slabs, Pieces of Inscribed Monuments, Sanskrit Translations, etc.
133 to 135	Fire Elementals (anthropomorphic)	Clay Tablets, Hieroglyphic Slabs, Pieces of Inscribed Monuments, Sanskrit Translations, etc.
136 to 138	Fire Giants	Coins, Medals, Passes, Seals, Tokens
139 to 141	Fire Salamandrae	Coins, Medals, Passes, Seals, Tokens
142 to 144	Frogmen (degenerated / cursed)	Coins, Medals, Passes, Seals, Tokens
145 to 147	Frost Giants	Crystal Vessels, Contraptions, Weapons, Artwork, etc.
148 to 150	Frost Salamandrae	Crystal Vessels, Contraptions, Weapons, Artwork, etc.
151 to 153	Fungi (sentient, use tables in this book)	Crystal Vessels, Contraptions, Weapons, Artwork, etc.
154 to 156	Genies (djinn)	Display Cases (Empty / Shattered / Robbed)
157 to 159	Genies (earth genies)	Display Cases (Empty / Shattered / Robbed)
160 to 162	Genies (ifrits)	Display Cases (Empty / Shattered / Robbed)
163 to 165	Genies (water genies)	Diverse Collection / Curiosity Cabinets
166 to 168	Ghuls (undead former owners)	Diverse Collection / Curiosity Cabinets

169 to 171	Giants or Cyclopes (sub-species of your choice, or all)	Diverse Collection / Curiosity Cabinets
D1000 Roll	Originators / Owners / Guardians (Roll twice if necessary)	Prominent Items in Collection (Roll 5-10 times)
172 to 174	Gnoles	Divination Objects
175 to 177	Gnomes	Divination Objects
178 to 180	Goblins	Divination Objects
181 to 183	Gremlins	Dolls / Puppets (animated?)
184 to 186	Hags (sub-species of your choice, or all)	Dolls / Puppets (animated?)
187 to 189	Half-Elves	Dolls / Puppets (animated?)
190 to 192	Halflings	Dwarven Crafts
193 to 195	Half-Ogres	Dwarven Crafts
196 to 198	Half-Orcs	Dwarven Crafts
199 to 201	Highland Giants	Eggs / Eggshells / Young / Incubators
202 to 204	Hobgoblins	Eggs / Eggshells / Young / Incubators
205 to 208	Humans and / or Monsters, Adyge Habze Mythos	Eggs / Eggshells / Young / Incubators
209 to 212	Humans and / or Monsters, African Mythos (choose)	Elven Crafts
213 to 216	Humans and / or Monsters, Ainu Mythos	Elven Crafts
217 to 220	Humans and / or Monsters, Akamba Mythos	Elven Crafts
221 to 224	Humans and / or Monsters, Akan Mythos	Espionage / Assassin Tools
225 to 228	Humans and / or Monsters, Alaskan Mythos	Espionage / Assassin Tools
229 to 232	Humans and / or Monsters, Albanian Mythos	Espionage / Assassin Tools

233 to 236	Humans and / or Monsters, Algonquian Mythos	Exotic Animals / Taxidermy
D1000 Roll	Originators / Owners / Guardians (Roll twice if necessary)	Prominent Items in Collection (Roll 5-10 times)
237 to 240	Humans and / or Monsters, Alpine Mythos	Exotic Animals / Taxidermy
241 to 244	Humans and / or Monsters, Anglo- Saxon Mythos	Exotic Animals / Taxidermy
245 to 248	Humans and / or Monsters, Arabian Folklore	Fabrics / Textiles (artwork, clothing, flags, maps, tapestries, raw materials, etc.)
249 to 252	Humans and / or Monsters, Armenian Mythos	Fabrics / Textiles (artwork, clothing, flags, maps, tapestries, raw materials, etc.)
253 to 256	Humans and / or Monsters, Ashanti Mythos	Fabrics / Textiles (artwork, clothing, flags, maps, tapestries, raw materials, etc.)
257 to 260	Humans and / or Monsters, Asiatic Mythos (choose)	Fish / Aquariums
261 to 264	Humans and / or Monsters, Australian (Aboriginal) Mythos	Fish / Aquariums
265 to 268	Humans and / or Monsters, Ayyavazhi Mythos	Fish / Aquariums
269 to 272	Humans and / or Monsters, Aztec Mythos	Fish / Deep Water Specimens
273 to 276	Humans and / or Monsters, Babylonian Mythos	Fish / Deep Water Specimens
277 to 280	Humans and / or Monsters, Balinese Mythos	Fish / Deep Water Specimens
281 to 284	Humans and / or Monsters, Balochi Mythos	Fossils / Fossilized Remains
285 to 288	Humans and / or Monsters, Baltic Mythoi	Fossils / Fossilized Remains
289 to 292	Humans and / or Monsters, Baluba	Fossils / Fossilized Remains

293 to 296	Humans and / or Monsters, Bambuti / Pygmy Mythos	Furniture / Living Accommodations
D1000 Roll	Originators / Owners / Guardians (Roll twice if necessary)	Prominent Items in Collection (Roll 5-10 times)
297 to 300	Humans and / or Monsters, Bantu Mythos	Furniture / Living Accommodations
301 to 304	Humans and / or Monsters, Basque Mythos	Furniture / Living Accommodations
305 to 308	Humans and / or Monsters, Berber Mythos	Giants' Objects (teeth, clubs, items from bags, armor, etc.)
309 to 312	Humans and / or Monsters, Brazilian Mythos	Giants' Objects (teeth, clubs, items from bags, armor, etc.)
313 to 316	Humans and / or Monsters, Breton Mythos	Giants' Objects (teeth, clubs, items from bags, armor, etc.)
317 to 320	Humans and / or Monsters, Brythonic Mythos	Gnomish Crafts
321 to 324	Humans and / or Monsters, Buddhist Mythos	Gnomish Crafts
325 to 328	Humans and / or Monsters, Burmese Mythos	Gnomish Crafts
329 to 332	Humans and / or Monsters, Bushongo Mythos	Halfling Crafts
333 to 336	Humans and / or Monsters, Canaanite Mythos	Halfling Crafts
337 to 340	Humans and / or Monsters, Candomble	Halfling Crafts
341 to 344	Humans and / or Monsters, Catalan Mythos	Heraldic Banners / Shields (ancestry, bloodlines, lineages of power, legendry, etc.)
345 to 348	Humans and / or Monsters, Celtic Mythos	Heraldic Banners / Shields (ancestry, bloodlines, lineages of power, legendry, etc.)
349 to 352	Humans and / or Monsters, Chilota Mythos	Heraldic Banners / Shields (ancestry, bloodlines, lineages of power, legendry, etc.)

353 to 356	Humans and / or Monsters, Chinese Mythos	Herb / Plant Specimens
D1000 Roll	Originators / Owners / Guardians (Roll twice if necessary)	Prominent Items in Collection (Roll 5-10 times)
357 to 360	Humans and / or Monsters, Cornish Mythos	Herb / Plant Specimens
361 to 364	Humans and / or Monsters, Cthulhu Mythos	Herb / Plant Specimens
365 to 368	Humans and / or Monsters, Cthulhu Mythos	Hides / Furs / Skins
369 to 372	Humans and / or Monsters, Czech Folklore	Hides / Furs / Skins
373 to 376	Humans and / or Monsters, Dahomey Mythos	Hides / Furs / Skins
377 to 380	Humans and / or Monsters, Dinka Mythos	History / Historical Relics
381 to 384	Humans and / or Monsters, Dutch Folklore	History / Historical Relics
385 to 388	Humans and / or Monsters, Edo Mythos	History / Historical Relics
389 to 392	Humans and / or Monsters, Efik Mythos	Holy Relics / Symbols / Trappings
393 to 396	Humans and / or Monsters, Egyptian Mythos	Holy Relics / Symbols / Trappings
397 to 400	Humans and / or Monsters, Elamite Mythos	Holy Relics / Symbols / Trappings
401 to 404	Humans and / or Monsters, English / Arthurian Folklore	Humanoid Objects / Tribal Standards
405 to 408	Humans and / or Monsters, Estonian Mythos	Humanoid Objects / Tribal Standards
409 to 412	Humans and / or Monsters, Etruscan Mythos	Humanoid Objects / Tribal Standards
413 to 416	Humans and / or Monsters, European Mythos (choose)	Illusions / Permanent Magical Effects

417 to 420	Humans and / or Monsters, Finnic Mythos	Illusions / Permanent Magical Effects
D1000 Roll	Originators / Owners / Guardians (Roll twice if necessary)	Prominent Items in Collection (Roll 5-10 times)
421 to 424	Humans and / or Monsters, Finnish Mythos	Illusions / Permanent Magical Effects
425 to 428	Humans and / or Monsters, Frankish Mythos	Insect Specimens, Eggs, Hives
429 to 432	Humans and / or Monsters, French Folklore	Insect Specimens, Eggs, Hives
433 to 436	Humans and / or Monsters, Georgian (Caucasian) Mythos	Insect Specimens, Eggs, Hives
437 to 440	Humans and / or Monsters, German Folklore	Instruments of Torture (physical, psychic, magical, etc.)
441 to 444	Humans and / or Monsters, Goidelic / Gaelic Mythos	Instruments of Torture (physical, psychic, magical, etc.)
445 to 448	Humans and / or Monsters, Greek Mythos	Instruments of Torture (physical, psychic, magical, etc.)
449 to 452	Humans and / or Monsters, Guarani Mythos	Ivory / Scrimshaw (carvings, idols, improvised weapons, tools, etc.)
453 to 456	Humans and / or Monsters, Haitian Mythos	Ivory / Scrimshaw (carvings, idols, improvised weapons, tools, etc.)
457 to 460	Humans and / or Monsters, Hawaiian Mythos	Ivory / Scrimshaw (carvings, idols, improvised weapons, tools, etc.)
461 to 464	Humans and / or Monsters, Hebridean Folklore	Kaleidoscopes (valuable, perhaps magical gateway viewers or scrying devices)
465 to 468	Humans and / or Monsters, Hindu Mythos	Kaleidoscopes (valuable, perhaps magical gateway viewers or scrying devices)

469 to 472	Humans and / or Monsters, Hittite Mythos	Kaleidoscopes (valuable, perhaps magical gateway viewers or scrying devices)
D1000 Roll	Originators / Owners / Guardians (Roll twice if necessary)	Prominent Items in Collection (Roll 5-10 times)
473 to 476	Humans and / or Monsters, Hungarian Mythos	Leather Goods (armor, clothing, artwork, barding, tools, etc.)
477 to 480	Humans and / or Monsters, Hurrian Mythos	Leather Goods (armor, clothing, artwork, barding, tools, etc.)
481 to 483	Humans and / or Monsters, Igbo Mythos	Leather Goods (armor, clothing, artwork, barding, tools, etc.)
484 to 486	Humans and / or Monsters, Incan Mythos	Magic Items (minor)
487 to 489	Humans and / or Monsters, Indian Mythos	Magic Items (minor)
490 to 492	Humans and / or Monsters, Indonesian Mythos	Magic Items (minor)
493 to 495	Humans and / or Monsters, Inuit Mythos	Magic Mouths (telling tales of lost cultures)
496 to 498	Humans and / or Monsters, Iranian Mythos	Magic Mouths (telling tales of lost cultures)
499 to 501	Humans and / or Monsters, Irish Mythos	Magic Mouths (telling tales of lost cultures)
502 to 504	Humans and / or Monsters, Islandic Folklore (choose)	Magical Gateways (inaccessible, glimpses of other worlds)
505 to 507	Humans and / or Monsters, Isoko Mythos	Magical Gateways (inaccessible, glimpses of other worlds)
508 to 510	Humans and / or Monsters, Italian Folklore	Magical Gateways (inaccessible, glimpses of other worlds)
511 to 513	Humans and / or Monsters, Japanese Mythos	Magician's Props / Objects (non-magical)
514 to 516	Humans and / or Monsters, Kaluli Mythos	Magician's Props / Objects (non-magical)
517 to 519	Humans and / or Monsters, Khoikhoi Mythos	Magician's Props / Objects (non-magical)

D1000 Roll	Originators / Owners / Guardians (Roll twice if necessary)	Prominent Items in Collection (Roll 5-10 times)
520 to 522	Humans and / or Monsters, Kintu / Ugandan Mythos	Maps / Nautical Charts
523 to 525	Humans and / or Monsters, Korean Mythos	Maps / Nautical Charts
526 to 528	Humans and / or Monsters, Kumina	Maps / Nautical Charts
529 to 531	Humans and / or Monsters, Kurdish Mythos	Masks, Ritual Celebrant Pieces, or Items of Infiltration
532 to 534	Humans and / or Monsters, Latvian Mythos	Masks, Ritual Celebrant Pieces, or Items of Infiltration
535 to 537	Humans and / or Monsters, Lithuanian Mythos	Masks, Ritual Celebrant Pieces, or Items of Infiltration
538 to 540	Humans and / or Monsters, Lotuko Mythos	Medical Anomalies / Skeletons
541 to 543	Humans and / or Monsters, Lozi Mythos	Medical Anomalies / Skeletons
544 to 546	Humans and / or Monsters, Lugbara Mythos	Medical Anomalies / Skeletons
547 to 549	Humans and / or Monsters, Lusitanian Mythos	Minerals / Crystals (perhaps including crystalline weapons, magical stone armor, tools, etc.)
550 to 552	Humans and / or Monsters, Malagasy Mythos	Minerals / Crystals (perhaps including crystalline weapons, magical stone armor, tools, etc.)
553 to 555	Humans and / or Monsters, Malay Mythos	Minerals / Crystals (perhaps including crystalline weapons, magical stone armor, tools, etc.)
556 to 558	Humans and / or Monsters, Maltese Mythos	Monster Part Specimens
559 to 561	Humans and / or Monsters, Mangarevan Mythos	Monster Part Specimens
562 to 564	Humans and / or Monsters, Manx Mythos	Monster Part Specimens

565 to 567	Humans and / or Monsters, Maori Mythos	Monster Specimens (living, dead, undead?)
D1000 Roll	Originators / Owners / Guardians (Roll twice if necessary)	Prominent Items in Collection (Roll 5-10 times)
568 to 570	Humans and / or Monsters, Mapuchi Mythos	Monster Specimens (living, dead, undead?)
571 to 573	Humans and / or Monsters, Masai Mythos	Monster Specimens (living, dead, undead?)
574 to 576	Humans and / or Monsters, Mayan Mythos	Monsters (alive, magical menagerie)
577 to 579	Humans and / or Monsters, Melanesian Mythos	Monsters (alive, magical menagerie)
580 to 582	Humans and / or Monsters, Mesopotamian Mythoi (choose, or conglomerate)	Monsters (alive, magical menagerie)
583 to 585	Humans and / or Monsters, Micronesian Mythos	Musical Instruments (magical?)
586 to 588	Humans and / or Monsters, Mongolian Mythos	Musical Instruments (magical?)
589 to 591	Humans and / or Monsters, Montenegrin Folklore	Musical Instruments (magical?)
592 to 594	Humans and / or Monsters, Muskogean / Iroquois Mythos	Nautical Equipment (and island treasures?)
595 to 597	Humans and / or Monsters, Mythos of William Blake	Nautical Equipment (and island treasures?)
598 to 600	Humans and / or Monsters, Nart Saga Mythoi	Nautical Equipment (and island treasures?)
601 to 603	Humans and / or Monsters, Native American Mythos (choose)	Otherworldly Artifacts, from Earth
604 to 607	Humans and / or Monsters, Norse Mythos	Otherworldly Artifacts, from Earth
608 to 610	Humans and / or Monsters, Obeah	Otherworldly Artifacts, from Earth



D1000 Roll	Originators / Owners / Guardians (Roll twice if necessary)	Prominent Items in Collection (Roll 5-10 times)
611 to 613	Humans and / or Monsters, Olmec Mythos	Otherworldly Artifacts, Lovecraftian
614 to 616	Humans and / or Monsters, Ossetian Mythos	Otherworldly Artifacts, Lovecraftian
617 to 619	Humans and / or Monsters, Paleo-Balkans Mythos	Otherworldly Artifacts, Lovecraftian
620 to 622	Humans and / or Monsters, Papuan Mythos	Otherworldly Artifacts, Post-Apocalyptic
623 to 625	Humans and / or Monsters, Pegana Mythos	Otherworldly Artifacts, Post-Apocalyptic
626 to 628	Humans and / or Monsters, Persian Mythos	Otherworldly Artifacts, Post-Apocalyptic
629 to 631	Humans and / or Monsters, Philippine Mythos	Otherworldly Artifacts, Primitive
632 to 634	Humans and / or Monsters, Polish Folklore	Otherworldly Artifacts, Primitive
635 to 637	Humans and / or Monsters, Polynesian Mythos	Otherworldly Artifacts, Primitive
638 to 640	Humans and / or Monsters, Proto-Indo-European Mythos	Otherworldly Artifacts, Primordial (dinosaur age, etc.)
641 to 643	Humans and / or Monsters, Proto-Indo-Iranian Mythos	Otherworldly Artifacts, Primordial (dinosaur age, etc.)
644 to 646	Humans and / or Monsters, Prussian Mythos	Otherworldly Artifacts, Primordial (dinosaur age, etc.)
647 to 649	Humans and / or Monsters, Quimbanda	Otherworldly Artifacts, Technological
650 to 652	Humans and / or Monsters, Rapa Nui Mythos	Otherworldly Artifacts, Technological
653 to 655	Humans and / or Monsters, Rigvedic Mythos	Otherworldly Artifacts, Technological
656 to 658	Humans and / or Monsters, Roma (Gypsy) Mythos	Otherworldly Specimens (biological)

D1000 Roll	Originators / Owners / Guardians (Roll twice if necessary)	Prominent Items in Collection (Roll 5-10 times)
659 to 661	Humans and / or Monsters, Roman Mythos	Otherworldly Specimens (biological)
662 to 664	Humans and / or Monsters, Romanian Mythos	Otherworldly Specimens (biological)
665 to 667	Humans and / or Monsters, Russian Folklore	Pages from Illuminated Manuscripts (valuable?)
668 to 670	Humans and / or Monsters, Ryukyuan Mythos	Pages from Illuminated Manuscripts (valuable?)
671 to 673	Humans and / or Monsters, Sami Mythos	Pages from Illuminated Manuscripts (valuable?)
674 to 676	Humans and / or Monsters, Samoan Mythos	Paintings (magical, animated, gateways, cursed?)
677 to 679	Humans and / or Monsters, Santeria	Paintings (magical, animated, gateways, cursed?)
680 to 682	Humans and / or Monsters, Scandinavian Folklore	Paintings (magical, animated, gateways, cursed?)
683 to 685	Humans and / or Monsters, Scottish Mythos	Phantoms (monsters, illusions, nightmares, memories, etc.)
686 to 688	Humans and / or Monsters, Scythian Mythos	Phantoms (monsters, illusions, nightmares, memories, etc.)
689 to 691	Humans and / or Monsters, Serbian Folklore	Phantoms (monsters, illusions, nightmares, memories, etc.)
692 to 694	Humans and / or Monsters, Shinto Mythos	Planar Objects, Elemental
695 to 697	Humans and / or Monsters, Siberian Shamanism	Planar Objects, Elemental
698 to 700	Humans and / or Monsters, Slavic Mythos	Planar Objects, Elemental
701 to 703	Humans and / or Monsters, Somali Mythos	Planar Objects, Planes of Chaos
704 to 706	Humans and / or Monsters, South American Mythos (choose)	Planar Objects, Planes of Chaos

D1000 Roll	Originators / Owners / Guardians (Roll twice if necessary)	Prominent Items in Collection (Roll 5-10 times)
707 to 709	Humans and / or Monsters, Spanish Folklore	Planar Objects, Planes of Chaos
710 to 712	Humans and / or Monsters, Sumerian Mythos	Planar Objects, Planes of Evil
713 to 715	Humans and / or Monsters, Swiss Folklore	Planar Objects, Planes of Evil
716 to 718	Humans and / or Monsters, Tahitian Mythos	Planar Objects, Planes of Evil
719 to 721	Humans and / or Monsters, Tamil Mythos	Planar Objects, Planes of Good
722 to 724	Humans and / or Monsters, Tatar Mythos	Planar Objects, Planes of Good
725 to 727	Humans and / or Monsters, Tibetan Mythos	Planar Objects, Planes of Good
728 to 730	Humans and / or Monsters, Tongan Mythos	Planar Objects, Planes of Law
731 to 733	Humans and / or Monsters, Tumbuka Mythos	Planar Objects, Planes of Law
734 to 736	Humans and / or Monsters, Turkic Mythos	Planar Objects, Planes of Law
737 to 739	Humans and / or Monsters, Turkish Folklore	Planar Objects, Umbral / Shadowland
740 to 742	Humans and / or Monsters, Tuvaluan Mythos	Planar Objects, Umbral / Shadowland
743 to 745	Humans and / or Monsters, Ukrainian Folklore	Planar Objects, Umbral / Shadowland
746 to 748	Humans and / or Monsters, Umbanda	Poisonous Plants (dangerous)
749 to 751	Humans and / or Monsters, Uralic Mythoi	Poisonous Plants (dangerous)
752 to 754	Humans and / or Monsters, Uto-Aztecán Mythos	Poisonous Plants (dangerous)

D1000 Roll	Originators / Owners / Guardians (Roll twice if necessary)	Prominent Items in Collection (Roll 5-10 times)
755 to 757	Humans and / or Monsters, Vainakh Mythoi	Prismatic Gases / Vapors (mind-altering, otherworldly, weapon samples, spell effects, etc.)
758 to 760	Humans and / or Monsters, Vedic Mythos	Prismatic Gases / Vapors (mind-altering, otherworldly, weapon samples, spell effects, etc.)
761 to 763	Humans and / or Monsters, Vietnamese Mythos	Prismatic Gases / Vapors (mind-altering, otherworldly, weapon samples, spell effects, etc.)
764 to 766	Humans and / or Monsters, Vodou / Voodoo	Puzzles and Puzzle Boxes (valuable, perhaps planar summoning matrices?)
767 to 769	Humans and / or Monsters, Welsh Mythos	Puzzles and Puzzle Boxes (valuable, perhaps planar summoning matrices?)
770 to 772	Humans and / or Monsters, Yoruba Mythos	Puzzles and Puzzle Boxes (valuable, perhaps planar summoning matrices?)
773 to 775	Hunters	Random Crafts / Caravan Objects (from other realms, worlds, cultures, times, extinct peoples, etc.)
776 to 778	Ice Elementals (anthropomorphic)	Random Crafts / Caravan Objects (from other realms, worlds, cultures, times, extinct peoples, etc.)
779 to 781	Illusionists	Random Crafts / Caravan Objects (from other realms, worlds, cultures, times, extinct peoples, etc.)
782 to 784	Imaginary (?) Monsters from Medieval Bestiaries	Religious Objects / Relics



D1000 Roll	Originators / Owners / Guardians (Roll twice if necessary)	Prominent Items in Collection (Roll 5-10 times)
785 to 787	Imps	Religious Objects / Relics
788 to 790	Invisible Monsters	Religious Objects / Relics
791 to 793	Jackal Men	Rocks / Crystals (gems?)
794 to 796	Jesters	Rocks / Crystals (gems?)
797 to 799	Ki-Rins	Rocks / Crystals (gems?)
800 to 802	Kobolds	Rune Stones / Petroglyphs
803 to 805	Lammasus	Rune Stones / Petroglyphs
806 to 808	Leprechauns	Rune Stones / Petroglyphs
809 to 811	Liches	Scrolls (magical, archival, cursed, coded, translated?)
812 to 814	Lightning Elementals (anthropomorphic)	Scrolls (magical, archival, cursed, coded, translated?)

815 to 817	Lizard Men	Scrolls (magical, archival, cursed, coded, translated?)
D1000 Roll	Originators / Owners / Guardians (Roll twice if necessary)	Prominent Items in Collection (Roll 5-10 times)
818 to 834	Lovecraftian Race of GM's Choice (Elder Things, Mi-Go, Moonbeasts, Polypous Ones, etc.)	Sculpture / Statues (animated?)
835 to 837	Magic-Users	Sculpture / Statues (animated?)
838 to 840	Magma Elementals (anthropomorphic)	Sculpture / Statues (animated?)
841 to 843	Medusas	Seashells / Monster Carapaces (armor, clothing, spell reagents, treasure?)
844 to 846	Merfolk	Seashells / Monster Carapaces (armor, clothing, spell reagents, treasure?)
847 to 849	Molds (sentient, use tables in this book)	Seashells / Monster Carapaces (armor, clothing, spell reagents, treasure?)
850 to 852	Monks	Shrunken Heads (of victims, heretics, ancestors, honored heroes?)
853 to 855	Mud Elementals (anthropomorphic)	Shrunken Heads (of victims, heretics, ancestors, honored heroes?)
856 to 858	Mystics	Shrunken Heads (of victims, heretics, ancestors, honored heroes?)
859 to 861	Nagas (sub-species of your choice, or all)	Skeletons (animated?)
862 to 864	Nereids	Skeletons (animated?)
865 to 867	Ogre Magi	Skeletons (animated?)
868 to 870	Ogres	Skulls (monstrous, oracular, cursed, treasure, magical powers?)

D1000 Roll	Originators / Owners / Guardians (Roll twice if necessary)	Prominent Items in Collection (Roll 5-10 times)
871 to 873	Paladins	Skulls (monstrous, oracular, cursed, treasure, magical powers?)
874 to 876	Petty Gods / Home Gods (refer to PM1, The Pegana Mythos)	Skulls (monstrous, oracular, cursed, treasure, magical powers?)
878 to 880	Pixies	Steampunk / Gnomish Clockwork Contraptions (otherworldly?)
881 to 883	Rakshasas	Steampunk / Gnomish Clockwork Contraptions (otherworldly?)
884 to 886	Rangers	Steampunk / Gnomish Clockwork Contraptions (otherworldly?)
887 to 889	Rock Giants	Surgical Instruments (or Other Specific and Esoteric Tools)
890 to 892	Sages	Surgical Instruments (or Other Specific and Esoteric Tools)
893 to 895	Salamandrae (sub-species of your choice, or all)	Surgical Instruments (or Other Specific and Esoteric Tools)
896 to 898	Satyrs	Tapestries (animated, gateways, historical, prophetic, magical?)
899 to 901	Savants	Tapestries (animated, gateways, historical, prophetic, magical?)
902 to 904	Sea Devils	Tapestries (animated, gateways, historical, prophetic, magical?)
905 to 907	Serpent Folk	Tapestries (animated, gateways, historical, prophetic, magical?)
908 to 910	Shape Shifters (sub-species of your choice, or all)	Tapestries (animated, gateways, historical, prophetic, magical?)
911 to 913	Shedus	Tapestries (animated, gateways, historical, prophetic, magical?)

D1000 Roll	Originators / Owners / Guardians (Roll twice if necessary)	Prominent Items in Collection (Roll 5-10 times)
914 to 916	Skeletons (undead former owners)	Taxidermy (animals)
917 to 919	Slimes (sentient, use tables in this book)	Taxidermy (animals)
920 to 922	Sphinxes (sub-species of your choice, or all)	Taxidermy (animals)
923 to 925	Sprites	Taxidermy (monsters)
926 to 928	Steam Elementals (anthropomorphic)	Taxidermy (monsters)
929 to 931	Storm Giants	Taxidermy (monsters)
932 to 934	Thieves	Totems and Totem Poles
935 to 937	Thralls of Cthulhu	Totems and Totem Poles
938 to 940	Time Travelers	Treasure (various)
941 to 943	Titans	Treasure (various)
944 to 946	Troglodytes	Treasure (various)
947 to 949	Trolls	Trophies
950 to 952	Trolls	Trophies
953 to 955	Twisted Giants	Unholy Relics / Symbols / Trappings
956 to 958	Vampires (undead former owners)	Unholy Relics / Symbols / Trappings
959 to 961	Vampiric Dragonfish	Unholy Relics / Symbols / Trappings
962 to 964	Venomous Salamandrae	Vases / Porcelain
965 to 967	Warlocks / Witches	Vases / Porcelain
968 to 970	Water Elementals (anthropomorphic)	Very Strange Curiosities ("Ripley's in Fantasy")
971 to 973	Werebears	Very Strange Curiosities ("Ripley's in Fantasy")
974 to 976	Wereboars	Very Strange Curiosities ("Ripley's in Fantasy")
977 to 979	Wererats	Weapons
980 to 982	Weretigers	Weapons

D1000 Roll	Originators / Owners / Guardians (Roll twice if necessary)	Prominent Items in Collection (Roll 5-10 times)
983 to 985	Werewolves	Weapons
986 to 988	White Apes (degenerated / cursed)	Wood Carvings
989 to 991	Wights (undead former owners)	Wood Carvings
992 to 994	Wind Treaders	Woodworks
995 to 997	Wraiths of the Deep	Woodworks
998 to 000	Zombies (undead former owners)	Woodworks

3-12

DESIGNING A RESCUE-WORTHY PRISONER, CAPTIVE, OR SURVIVOR

Prisoners are crucial to good dungeon designs, for several important reasons: [1] they break up the monotony of hostile monster encounters; [2] they provide an opportunity for the GM to replace dead or fallen PCs with new NPC adventurers; [3] they can offer crucial information or plot motivations; [4] they change PC motivations to rescue, escort, assist, or cover a retreat (if only for reward); and, [5] they give players new reasons to hate certain types of monsters (such as slavers), and new empathy for races or peoples they might have hated in the past. The world is more complicated than the stereotypes provided in FRPG bestiaries! All of these possibilities can make for a compelling and dramatic feature set, which any dungeon design can be improved by.

With that being said, prisoners tend to be misused by many Game Masters. If they are all faceless, featureless, grateful, fearful, weak and without motivation, they are then just a noisy obstacle for the PCs to get out their sight as quickly as possible. But by using this table, you can give each prisoner a unique race (and the individual might be of surprising alignment due to circumstance), class, specialization, motivation, inherent value, and tricky complication. Using this system, a simple cell block with 10 prisoners in 10 different cells is no longer a quick opportunity for a rapid do-gooder rescue

operation; it's an invitation to chaotic Bedlam where anything can happen. Roll up a dozen or so random prisoners, imagine their reactions to one another once free, and you'll see what I mean!

The races provided here are anthropomorphic (roughly human-shaped), by design. You can always use surprising prisoner types such as monsters, giants, aliens and so forth, but I feel that these options work best under the most common circumstances.

Have fun with the chaos you're about to cause ...



D100 Roll	Race	Class or Archetype	Motivation	Value to Rescuers	Descriptor / Complication
[01]	Beastman	"Antichrist" (Apocalyptic Figure)	Addict in Withdrawal	Bounty	Alters Reality / Ultra-Powerful
[02]	Bugbear	Acrobat / Escape Artist	Addict in Withdrawal	Bounty	Amnesia
[03]	Deep One	Alchemist	Avoiding Duty	Charlatan, Feigns Worth	Attacks
[04]	Doppelganger	Anti-Paladin	Berserker Rage	Charlatan, Feigns Worth	Attempts to Imprison Rescuers
[05]	Dragon (shape shifter)	Artificer	Berserker Rage	Familiar, Ally	Begging / Pleading
[06]	Dummy / Doll (reroll)	Artisan / Craftsman	Catatonic, Can be Led	Familiar, Ally	Begs Forgiveness / Clings, Won't Stand
[07]	Dwarf	Assassin	Catatonic, Can be Led	Familiar, Enemy	Bitten by Werewolf
[08]	Dwarf	Bandit	Chaotic and Evil	Familiar, Enemy	Blind
[09]	Dwarf	Barbarian	Chaotic and Evil	Familiar, Family Member	Branded / Covered in Runes
[10]	Dwarf	Bard	Chaotic and Good	Familiar, Family Member	Carrying / Hiding Improvised Weapon
[11]	Dwarf, Dark (dvergar)	Bawd / Harlot	Chaotic and Good	Familiar, Former	Carrying / Hiding Key

				Mercenary / Employee	
D100 Roll	Race	Class or Archetype	Motivation	Value to Rescuers	Descriptor / Complication
[12]	Elf	Beggar	Chaotic and Neutral	Familiar, Former Mercenary / Employee	Carrying / Hiding Secret Treasure
[13]	Elf	Brigand	Chaotic and Neutral	Familiar, Friend	Chained to Ceiling
[14]	Elf	Buccaneer	Cursed	Familiar, Friend	Chained to Floor
[15]	Elf	Cavalier	Cursed	Familiar, Guild Associate	Chained to Wall
[16]	Elf, Dark (dokkalfar)	Caveman	Desire for Another Prisoner	Familiar, Guild Associate	Child
[17]	Fungus Man	Charlatan / Pretender	Desire for Another Prisoner	Familiar, Rival	Clutching Doll / Puppet, Won't Let Go
[18]	Ghast	Cleric	Desperate	Familiar, Rival	Conversing with Invisible Ally (imagined)
[19]	Ghul	Cultist	Desperate	Information, Blackmail	Conversing with Invisible Ally (real)
[20]	Gnole	Dervish	Devout	Information, Blackmail	Covered in Someone Else's Blood
[21]	Gnome	Druid	Devout	Information, Clue	Covered in Spiders
[22]	Gnome	Druid	Envy of Another Prisoner	Information, Clue	Curled Up, Won't Move

D100 Roll	Race	Class or Archetype	Motivation	Value to Rescuers	Descriptor / Complication
[23]	Gnome	Drunkard	Envy of Another Prisoner	Information, Deeper Dungeon Level	Dead / Dying
[24]	Gnome	Drunkard	Explorer	Information, Deeper Dungeon Level	Dead / Dying
[25]	Gnome, Netherworld	Engineer	Explorer	Information, Dungeon Stairs / Descent	Deadly Secret
[26]	Goblin	Engineer	Faith / Destiny	Information, Dungeon Stairs / Descent	Deadly Secret
[27]	Goblin, Svart	Explorer	Faith / Destiny	Information, Labyrinth Path	Deaf
[28]	Gremlin	Explorer	Family	Information, Labyrinth Path	Deaf
[29]	Half-Elf	Fighter	Family	Information, Magical Gateway	Denounces God / Goddess
[30]	Half-Elf	Fighter	Fugitive	Information, Magical Gateway	Denounces God / Goddess
[31]	Half-Elf	Fugitive	Fugitive	Information, Monster Lair	Dimensional Traveler
[32]	Half-Elf	Fugitive	Glory	Information, Monster Lair	Dimensional Traveler
[33]	Halfling	Gentleman / Gentlewoman	Glory	Information, Password	Diseased

D100 Roll	Race	Class or Archetype	Motivation	Value to Rescuers	Descriptor / Complication
[34]	Halfling	Gentleman / Gentlewoman	Grateful	Information, Password	Diseased
[35]	Halfling	Gladiator	Greedy	Information, Riddle Answer	Elderly
[36]	Halfling	Gladiator	Greedy	Information, Riddle Answer	Elderly
[37]	Half-Ogre	Guild Master	Hated Enemy in Adjacent Cell	Information, Secret Room	Filthy
[38]	Half-Orc	Guild Master	Hated Enemy in Adjacent Cell	Information, Secret Room	Filthy
[39]	Half-Orc	Guildsman / Guildswoman	Hateful	Information, Trap	Gibbering
[40]	Half-Orc	Guildsman / Guildswoman	Helping Another Prisoner	Information, Trap	Gibbering
[41]	Half-Orc	Hunter	Helping Another Prisoner	Information, Treasure Location	Hallucinating
[42]	Hobgoblin	Hunter	Helpless	Information, Treasure Location	Hallucinating
[43]	Hobgoblin, Tusked	Illusionist	Helpless	Information, Trick	Hanging from Ceiling
[44]	Human of the City	Illusionist	Honor / Oath	Information, Trick	Hanging from Ceiling
[45]	Human of the City	Jester	Honor / Oath	Noble, Count / Countess	Hanging in Gibbet

D100 Roll	Race	Class or Archetype	Motivation	Value to Rescuers	Descriptor / Complication
[46]	Human of the City	Jester	Immobile / Needs to be Carried	Noble, Count / Countess	Hanging in Gibbet



D100 Roll	Race	Class or Archetype	Motivation	Value to Rescuers	Descriptor / Complication
[47]	Human of the City	Jeweler	Last of His / Her Kind / Tribe	Noble, Duke / Duchess	Hiding Under Bed / Pallet
[48]	Human of the City	Jeweler	Last of His / Her Kind / Tribe	Noble, Duke / Duchess	Hiding Under Bed / Pallet
[49]	Human of the Forest	Laborer	Lawful and Evil	Noble, Marquis / Marchioness	Hiding Under Trash Heap
[50]	Human of the Forest	Laborer	Lawful and Evil	Noble, Marquis / Marchioness	Hiding Under Trash Heap
[51]	Human of the Forest	Lazar / Leper	Lawful and Good	Noble, Prince / Princess	Illusion
[52]	Human of the Forest	Lazar / Leper	Lawful and Good	Noble, Prince / Princess	Illusion
[53]	Human of the Forest	Madman	Lawful and Neutral	Noble's Twin	In Alcove
[54]	Human of the Hills	Madman	Lawful and Neutral	Noble's Twin	In Alcove
[55]	Human of the Hills	Mage	Loved One / Family Member in Adjacent Cell	Offers Reward from Clan	In Cage / Pen
[56]	Human of the Hills	Mage	Loved One / Family Member in Adjacent Cell	Offers Reward from Clan	In Cage / Pen

D100 Roll	Race	Class or Archetype	Motivation	Value to Rescuers	Descriptor / Complication
[57]	Human of the Hills	Man-at-Arms	Mi-Go in Disguise	Offers Reward from Cult	In Oubliette
[58]	Human of the Hills	Mercenary Soldier	Mind Controlled	Offers Reward from Cult	In Oubliette
[59]	Human of the Mountains	Merchant	Mind Controlled	Offers Reward from Family	In Pit
[60]	Human of the Mountains	Miner / Prospector	Mindless	Offers Reward from Family	In Torture Device
[61]	Human of the Mountains	Miner / Prospector	Mindless	Offers Reward from Guild	Infested
[62]	Human of the Mountains	Monk	Murderous	Offers Reward from Guild	Insists on Leading Adventurers to Crucial Location
[63]	Human of the Mountains	Monk	Murderous	Offers Reward from Home	Invisible
[64]	Human of the Plains	Mountebank	Neutral and Evil	Offers Reward from Home	Long Beard, Covered in Hair
[65]	Human of the Plains	Mountebank	Neutral and Evil	Offers Reward from Liege Lord	Man in the Iron Mask
[66]	Human of the Plains	Mystic	Neutral and Good	Offers Reward from Liege Lord	Mute

D100 Roll	Race	Class or Archetype	Motivation	Value to Rescuers	Descriptor / Complication
[67]	Human of the Plains	Mystic	Neutral and Good	Offers Service, Adventurer	One-Armed



D100 Roll	Race	Class or Archetype	Motivation	Value to Rescuers	Descriptor / Complication
[68]	Human of the Plains	Noble	Oath / Promise / Penitence	Offers Service, Adventurer	One-Legged
[69]	Human of the Swamp	Nomad	Oath / Promise / Penitence	Offers Service, Bodyguard	Paranoid Delusions
[70]	Human of the Swamp	Nomad	Panicked	Offers Service, Bodyguard	Prays Endlessly
[71]	Human of the Swamp	Other (GM's choice)	Panicked	Offers Service, Guide / Scout	Psychic
[72]	Human of the Swamp	Paladin	Pregnant	Offers Service, Guide / Scout	Raving
[73]	Human of the Swamp	Paladin	Pregnant	Offers Service, Negotiator / Monster Parley	Reckless / Daredevil
[74]	Human of the Wasteland	Peasant	Pride	Offers Service, Negotiator / Monster Parley	Relative / Heir of Dungeon Arch-Villain
[75]	Human of the Wasteland	Peasant	Pride	Prisoner Exchange	Sacrificed Everything and Failed
[76]	Human of the Wasteland	Peasant	Promise	Prisoner Exchange	Scarred Beyond Recognition

D100 Roll	Race	Class or Archetype	Motivation	Value to Rescuers	Descriptor / Complication
[77]	Human of the Wasteland	Peregrine / Pilgrim	Promise	Ransom, Lavish	Schizophrenic
[78]	Human of the Wasteland	Peregrine / Pilgrim	Psychic Compulsion	Ransom, Lavish	Screaming
[79]	Illusion (reroll)	Pirate	Psychic Compulsion	Ransom, Meager	Secret Agenda / Misleading
[80]	Kobold	Pirate	Quest / Geas	Ransom, Meager	Sees Invisible Monsters (imagined)
[81]	Kobold	Poison Brewer	Quest / Geas	Ransom, Respectable	Sees Invisible Monsters (real)
[82]	Lizard Man, Savage	Polymorphed Amphibian in Human(oid) Form	Recovery of Lost Item	Ransom, Respectable	Shackled to Another Prisoner
[83]	Lizard Man, Savage	Polymorphed Insect in Human(oid) Form	Return to Home World / Dimension	Reward, Lavish	Shackled to Dead Body
[84]	Lizard Man, Tribal	Rake	Solving a Mystery	Reward, Lavish	Shape Shifter
[85]	Lizard Man, Tribal	Ranger	Spy Mission / Infiltration	Reward, Meager	Siamese Twins / Parasitic Twin
[86]	Medusa	Ruffian	Spy Mission / Infiltration	Reward, Meager	Stockholm Syndrome
[87]	Medusa	Sage	Survival	Reward, Respectable	Strangely Casual / Jovial
[88]	Morlock	Scout	Survival	Reward, Respectable	Strangles

D100 Roll	Race	Class or Archetype	Motivation	Value to Rescuers	Descriptor / Complication
[89]	Morlock	Serf	Terrified	Reward, Well-Intended but Meager	Suicidal
[90]	Orc	Shaman	Terrified	Reward, Well-Intended but Meager	Tortured
[91]	Shape Shifter, Werebear	Slave	Thirst	Tempter, Demon in Disguise	Translucent / Fading
[92]	Shape Shifter, Wereboar	Smuggler	Thirst	Tempter, Demon in Disguise	Triggered by Key Word / Mesmerized
[93]	Shape Shifter, Wererat	Spy	Time Traveller	Tempter, Devil in Disguise	Turning into Slime
[94]	Shape Shifter, Weretiger	Spy Master / Ringleader	Time Traveller	Tempter, Devil in Disguise	Under Moldy Mattress
[95]	Shape Shifter, Werewolf	Thief	Treasure / Wealth	Test, God in Disguise	Vampirism
[96]	Skeleton	Tradesman	Treasure / Wealth	Test, God in Disguise	Vanishes when Rescued
[97]	Troglodyte	Treasure Hunter	True Neutral	Test, Goddess in Disguise	Violent
[98]	Wight	Tribesman	True Neutral	Test, Goddess in Disguise	Wanted for Terrible Crimes

[99]	Woodwose / Plant Man	Witch	Vengeful	Wealthy	Winged / Clipped Wings
D100 Roll	Race	Class or Archetype	Motivation	Value to Rescuers	Descriptor / Complication
[00]	Zombie	Witch Doctor	Vengeful	Wealthy	Won't Stop Drawing Figures on Wall



3-13

DESIGNING A MOMENTOUS SHRINE OR ALTAR

Ah yes, shrines and altars. This is probably the most elaborate, complex, and ambitious system in the book. (I can hear some of you crying or laughing nervously from here. Hey, you bought a Castle Oldskull book! Being overwhelmed with options is part of the fun. You get what you pay for. ;) Due to the level of complexity, I have split this system into two major stages.

The first stage involves the deity, demon, devil, or higher power which the altar / shrine is dedicated to; and the second stage involves the description, clues, and powers in the dungeon location where the altar / shrine is found. Together, these tables can provide millions of random results. They are perfect instruments for introducing an obscure mythos, goddess, philosophy, lost tribe, subterranean city, or planar monster type to your players.

You may find the deity selection system here a bit surprising. I could have listed the thousands of deities which have been worshipped on Earth over the centuries; but you can look up that information on Wikipedia quite easily on your own. If I were to take the easy way out and just list every god and goddess from Athena to Zeus, then it's merely a boring compendium of names that saddles you to a specific narrow result. Instead, here I list a deity's possible domains and spheres of influence (art, death, earth, fire, time, etc.), an expanded alignment selector (since deities have more complex philosophies than mortals do), and a sub-system for developing holy and unholy symbols (where you'll need to get a bit creative beyond mere random rolling).

This oblique system approach provides you with the most complete and comprehensive deity generation table in existence. You can either embrace the complexity as a design challenge, or you can use the table in a simpler traditional "deity pointer" fashion. So if you're in a hurry and you roll up a Greek god of thunder, you can ignore the Deity Alignment / Ethos column and just decide that it's Zeus right off the bat. (Searching "Greek god of thunder" in Google would have told you who it was, if you

didn't already know.) Or, if you want to get more ambitious and inventive, you can design a new obscure godling that fits into your own unique perspective on the Greek mythos. What if you decide to roll on the alignment column, and twice more on the powers column, and you learn further that this shrine is devoted to a chaotic neutral Greek petty goddess of lightning, matriarchy and voyages at sea? Then go with it. Create a godling, imprisoned spirit, forgotten hero, enlightened elemental, fallen angel, corrupted nymph, or wind lord and give them a brief history: [1] How they became divine or unholy; [2] Which stronger god / goddess they angered; [3] The powers that caused mortals to fear and worship them; and, [4] How they fell from grace and were forgotten by the surface world. I think you will be impressed with yourself if you use this first table to create your own divine and unholy spirits for the players to marvel over.

If you ever need help figuring out a world mythology, I recommend that you start with the following link:

https://en.wikipedia.org/wiki/List_of_mythologies

Or, you can just keep rolling until you get a result that you already have comfortable familiarity with. In this table I intentionally went beyond the sphere of my own knowledge, in the name of maximizing the number of possible idea-generating results. That could be either a bug or a feature, depending on your GMing style.

Some of the results will probably give you pause, since most of us (by subconscious default) tend to create quasi-European fantasy settings that kinda-sorta resemble Middle Earth, with our favorite stories, movies, and fairytales thrown in for extra spice. So why, you might ask, does your dungeon now have an ancient African shrine devoted to an unknown god of pain and sacrifice?

Well, there might be several reasons: [1] "It's magic"; [2] impious gods of Chaos, or capricious mad gods, changing the nature of abandoned orthodox shrines; [3] magical gateways to Earth; [4] the Pegana Mythos, in which ancient powerful peoples spread throughout the world (and netherworld) after a cataclysm and created new mythologies and cultures before being wiped out; and, [5] past adventurers who, like the PCs, traveled far and wide in dungeons deep. The only difference here is, when those people were close to death they created shrines and prayed to gods in a last ditch effort to save themselves.

But truth be told, you only need to come up with that level of justification if (a) it's bothering you, and / or (b) you think your curious players will try to use divination to

riddle things out. Beyond that, you don't really need to decide right now why the altar is there ... it just *is*. This gives you a literal world's worth of options and creative freedom.

How you react to that freedom is up to you. You can either embrace the ideas that the hundreds of real world mythologies can bring you, or you can keep things classical European to keep up with traditional fantasy tropes, or you can (as I do) take a middle ground approach, where the background campaign setting is largely European, but there are also amazing and bizarre connections to other places in the world for the adventurers to discover beneath the earth.

On the Subject of Shifting Deity Alignment

The deity alignment system I provide here is primarily Gygaxian in nature, but you may notice that I've added a lot of complex variations on a theme, such as "True Neutral ascending toward Neutral Good." So what does that mean? The shifting, ascending, and descending alignment distinctions indicate that the deity is in the midst of a philosophical transition. Keep in mind that in non-monotheistic FRPGs, the pagan gods are far from perfect; they suffer and triumph and feel and hate just like mortals do, but they do it on a larger scale and with more ominous repercussions. These alignment shifts occur when a deity is undergoing life events which are changing the way the deity views existence and the nature of worship.

You can read all about these transitions in the tales told of the many pagan gods in real world mythologies: they involve wars between gods, love interests, divine and infernal rivalries, conflicts with powerful monsters, the birth or death of god-children, taking sides in mortal conflicts, being abandoned by worshippers, taking on new worshippers of different alignment (sometimes an entire conquered nation's worth), and so forth. These gods in transition are moving away from one of the nine major alignments (CE, CG, CN, LE, LG, LN, NE, NG, TN) and toward one of the other alignments. However, they are currently still within the tenets of their original alignment, and will remain there for a few decades or centuries longer. So the entry "True Neutral ascending toward Neutral Good" means "This True Neutral god has some positive crap going on in his life, and he's shifting his beliefs toward Neutral Good ... although he's not quite there yet." Such a god on a philosophical mission will embrace both True Neutral and Neutral Good worshippers, to the exclusion of all others.

While these “shifting gods” move — over several generations of mortal lifetimes — from one ethos (alignment) to another, they tend to have two sets of worshippers who may have tensions arising between them: an older, established and traditional sect, revering the god’s current alignment; and a younger, rising and unorthodox sect, who worship under the god’s destination alignment. In the prior example, the older worshippers would be True Neutral and the younger sect would be Neutral Good.

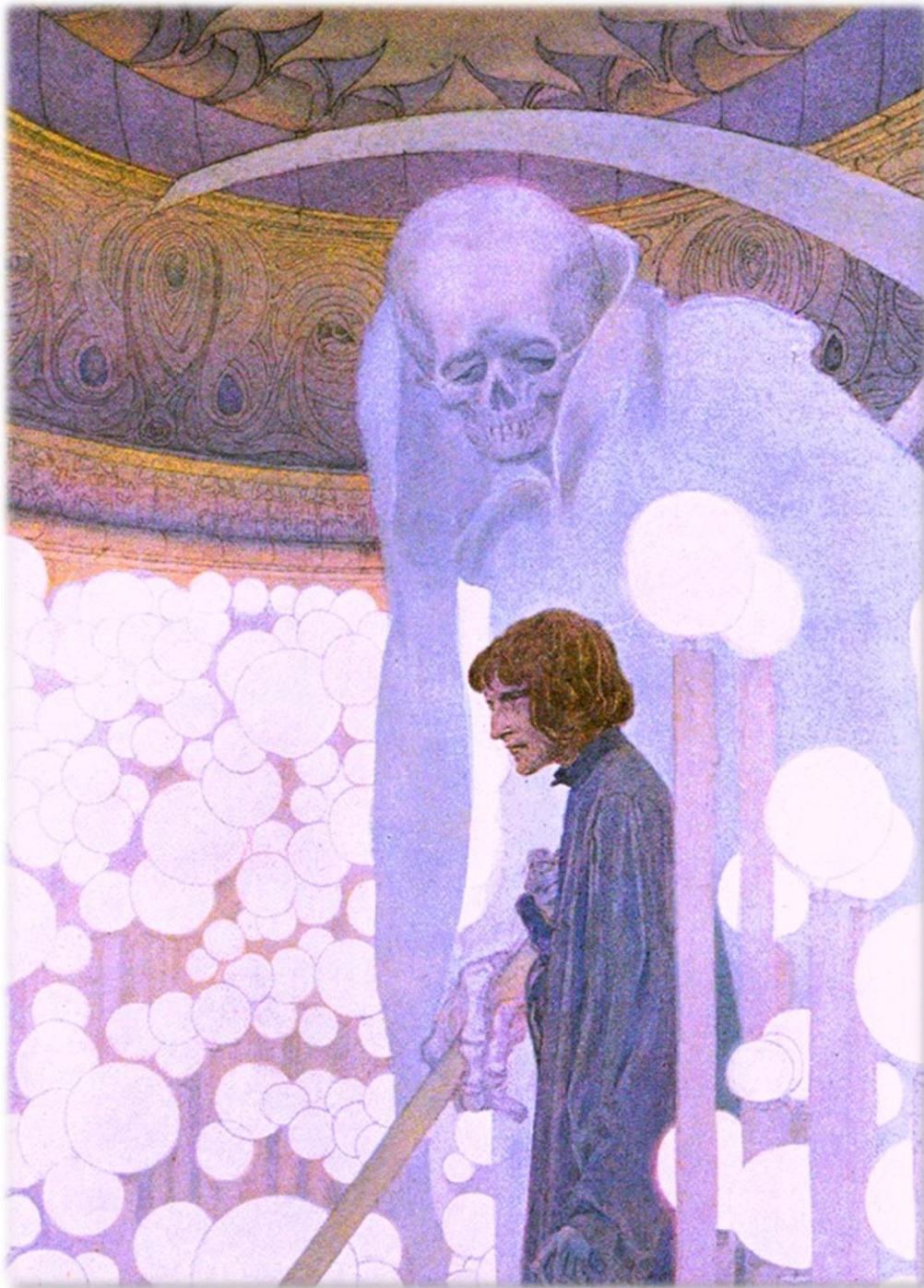
In adding this level of ethical complexity to your campaign, you as GM should remember that alignments are not cage-like boxes. Rather, they are divine and infernal philosophies which are held by living creatures of great power, such as gods, goddesses, demon lords and arch-devils. Those high philosophies change as the gods react to the worlds and events around them. Not all gods are shifting, however. Some gods never sway far from their chosen paradigm, such as Zeus. But others do, and you can consider (for example) Osiris before his dismemberment, and after his resurrection.

Creating Holy and Unholy Symbols

The following table also has a column for the generation of holy and unholy symbols. You may find this system is useful if you roll randomly, especially for runes, glyphs, and random ceremonial objects which are discovered for a god which does not have a known and established priesthood in the surface world. However, if you are designing a shrine by considering a deity’s alignment, beliefs, shifting alignment and spheres of influence first, you then might want to choose an appropriate holy symbol instead of rolling randomly.

The symbol examples provided here are actually quite limited in theme, and they are drawn from several decades’ worth of FRPGs. I did consider adding more symbols to this list, but my research preserved a unique 70s-cultivated pulp iconography — consisting chiefly of crowns, skulls, swords, eyes, heraldic beasts, monsters, and so forth — that I felt deserved to be preserved and codified. If you need more symbols than what you will find here, I recommend that you consider the heraldry system which I set forth in supplement DDE1, DUNGEON DELVER ENHANCER.

Alternately, if you need more symbol options you can roll twice on the table below. There can be symbols consisting of eyes and swords, fox and falcon, crown and goblet, and so forth.



Deity Philosophy and the Gygaxian Alignment Grid

The following information is probably old news to veteran Game Masters, but it is relevant and worth briefly covering here. Basically, there are nine major alignments: Chaotic Evil (CE), Chaotic Good (CG), Chaotic Neutral (CN), Lawful Evil (LE), Lawful Good (LG), Lawful Neutral (LN), Neutral Evil (NE), Neutral Good (NG) and True Neutral (TN). If we place True Neutrality in the center of a grid, with Good at the top, Evil at the bottom, Law on the left and Chaos on the right, we can easily graph the types of associations and conflicts that exist between the nine major philosophies.

LAWFUL GOOD (LG)	Accordance Between LG and NG	NEUTRAL GOOD (NG)	Accordance Between NG and CG	CHAOTIC GOOD (CG)
Accordance Between LG and LN	<i>(No Accordance)</i>	Accordance Between NG and TN	<i>(No Accordance)</i>	Accordance Between CG and CN
LAWFUL NEUTRAL (LN)	Accordance Between LN and TN	TRUE NEUTRAL (TN)	Accordance Between TN and CN	CHAOTIC NEUTRAL (CN)
Accordance Between LN and LE	<i>(No Accordance)</i>	Accordance Between TN and NE	<i>(No Accordance)</i>	Accordance Between CN and CE
LAWFUL EVIL (LE)	Accordance Between LE and NE	NEUTRAL EVIL (NE)	Accordance Between NE and CE	CHAOTIC EVIL (CE)

In this table, I show the areas of shared agreement and resolution between alignments, which I have termed “Accordances.” You can see that there is an Accordance between Lawful Good and Lawful Neutral, because although LN is more severe and strict than LG, they share agreement in the structures of codified law, justice, discipline and the importance of civilization.

You can see in the dark gray squares of this system that Accordances exist horizontally and vertically on the grid, but they do not exist diagonally. For example, there is no Accordance between LG and TN, because both of their philosophical axes are different (Law vs. Neutrality, and Good vs. Neutrality). The closest they can come to agreement is through having shared Accordances with Neutral Good and Lawful Neutrality, but those agreements are still one step removed.

This system shows the philosophical drifts that can exist for shifting gods. A Lawful Good god might be shifting toward Neutral Good, or descending toward Lawful Neutrality, but he will never move so far as the other more distant alignments.

Worshippers’ Alignments and Consideration of Accordance

In the mortal realm, there are many people with different opinions and beliefs who actually worship the same god ... although they will likely never fully agree with one another. A Chaotic Evil goddess (for example) has worshippers who are Chaotic Evil, a smaller faction who are Neutral Evil, and an even smaller faction who are Chaotic Neutral. Chaotic Evil mortals, of course, worship the goddess because they share alignment and values of depravity. The Chaotic Neutral and Neutral Evil mortals have Accordance with the goddess, as can be seen in the grid above. In this example the Neutral Evil worshippers probably feel that the goddess’s primary adherents are too excessive and reckless in their embrace of Chaos, while the Chaotic Neutral worshippers would believe that Chaos is all-important but that evil acts are frequently too extreme and cloud the worship of Chaos incarnate.

In the Castle Oldskull campaign, I rule that mortals who have Accordance with a deity can worship that deity, but Clerics can only receive spells if they are in full agreement

with the deity's own alignment. In this goddess example, that would mean that all of the goddess's Clerics are Chaotic Evil, although her worshippers of other classes (fighters, magic-users, etc.) could be CE, NE, or CN.

This broader definition of worship and belief can help the dungeon designing Game Master to figure out who might be defending a dungeon shrine that has not been abandoned. So if you roll up a Chaotic Evil shrine, there might well be CE priests and priestesses there defending it. These Clerics would be supported by minions (monsters, men-at-arms, guardian beasts, etc.) who are either CE, NE, or CN.

Summary of Domains of Worship

To summarize all of the information that can be obtained from the Gygaxian alignment grid above, here is a summary of the types of non-Cleric worshippers that a deity of any given alignment can have. You can use this table when you are deciding what types of monsters to put in shrine areas, temples, and so forth.

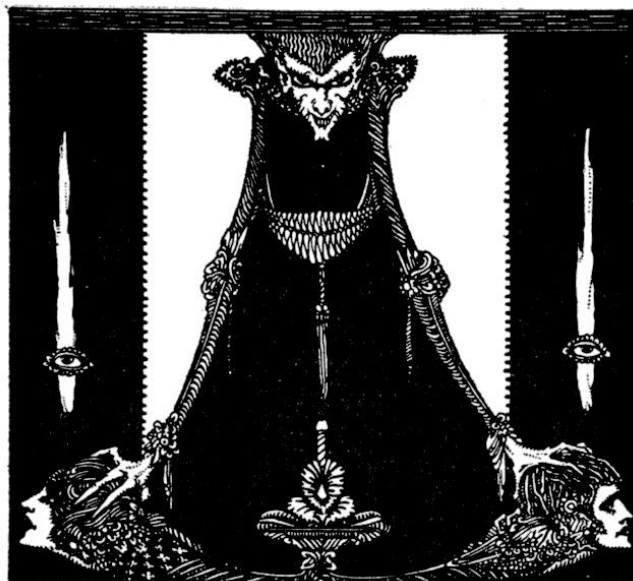
You can see in the top row that if a deity's alignment is "All-Embracing Chaos," then that deity is Chaos incarnate. That means that he would accept worshippers of CE, CG and CN alignment, even though those separate worshipping groups of mortals would probably never get along with one another.

In the following table, a "Yes" entry means that the deity accepts non-Cleric worshippers of that alignment. A "No" entry means that worship is not accepted, and that mortals of those alignments are considered enemies (or at least rivals). A "Mad" entry shows that only insane mortals can comprehend that distant deity's beliefs, and that no sane mortals of any alignment can worship that deity or receive spells. The "Mad" distinction only applies to gods that are cosmic, incomprehensible, unaligned or primordial. These gods simply do not care for worshippers, because their power comes not from mortal belief, but from eternal forces in the universe. Examples of such deities in the Castle Oldskull campaign include Crom (after the era of King Conan), Fate, the Mad God, Nodens, and Time.

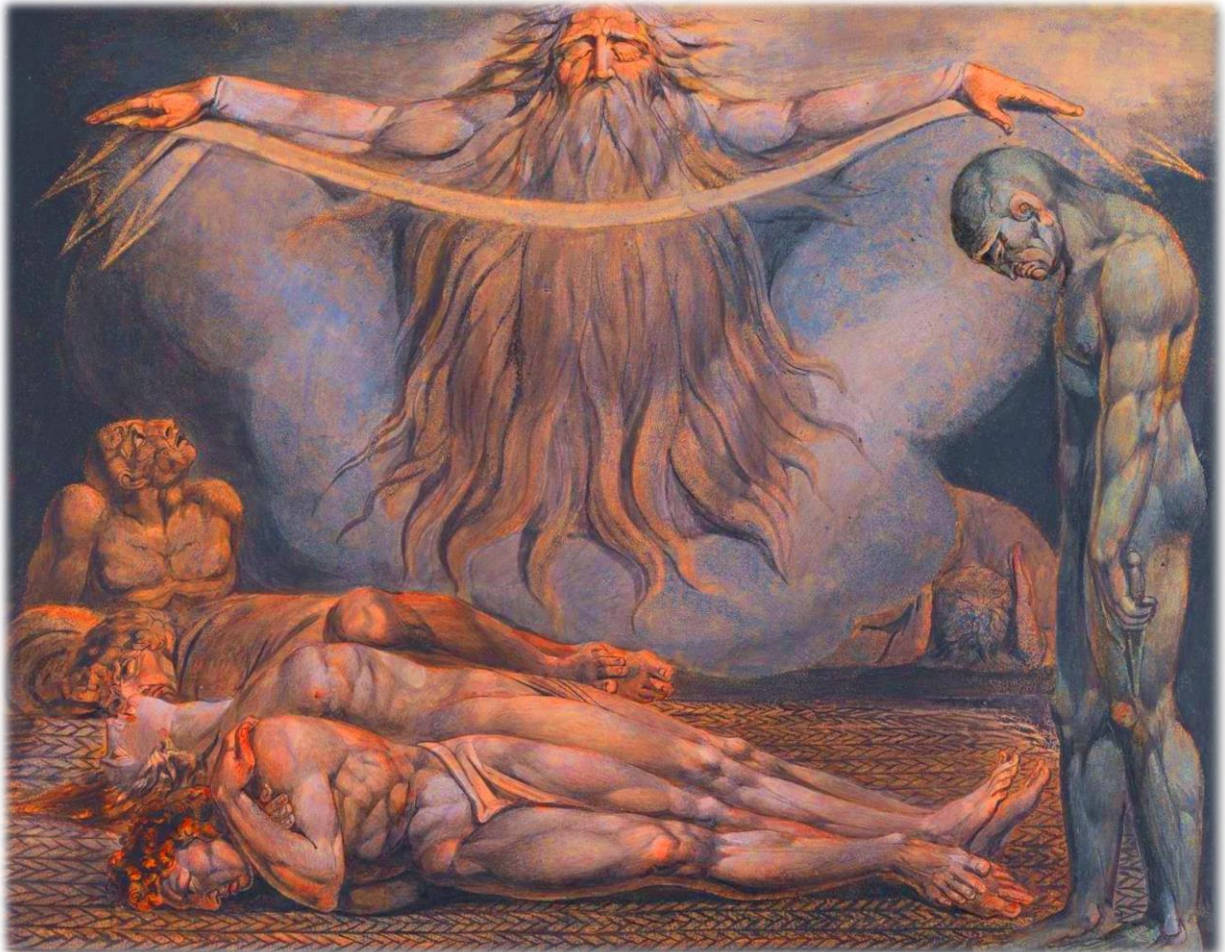
Deity's Alignment	Non-Cleric Worshippers' Possible Alignments								
	CE	CG	CN	LE	LG	LN	NE	NG	TN
All-Embracing Chaos (CE, CG, CN)	Yes	Yes	Yes	No	No	No	No	No	No
All-Embracing Evil (CE, LE, NE)	Yes	No	No	Yes	No	No	Yes	No	No
All-Embracing Good (CG, LG, NG)	No	Yes	No	No	Yes	No	No	Yes	No
All-Embracing Law (LE, LG, LN)	No	No	No	Yes	Yes	Yes	No	No	No
All-Embracing Neutrality (NE, NG, TN)	No	No	Yes	No	No	Yes	Yes	Yes	Yes
CE Ascending Toward CN	Yes	No	Yes	No	No	No	Yes	No	No
CE Shifting Toward NE	Yes	No	No	No	No	No	Yes	No	No
CG Descending Toward CN	No	Yes	Yes	No	No	No	No	No	No
CG Shifting Toward NG	No	Yes	No	No	No	No	No	Yes	No
Chaotic Evil (CE)	Yes	No	Yes	No	No	No	Yes	No	No
Chaotic Good (CG)	No	Yes	No	Yes	No	No	No	Yes	No
Chaotic Neutral (CN)	Yes	Yes	Yes	No	No	No	No	No	Yes
CN Ascending Toward CG	No	Yes	Yes	No	No	No	No	No	No
CN Descending Toward CE	Yes	No	Yes	No	No	No	No	No	No

CN Shifting Toward TN	Yes	No	No	No	No	No	No	No	Yes
Deity's Alignment	Non-Cleric Worshippers' Possible Alignments								
	CE	CG	CN	LE	LG	LN	NE	NG	TN
Cosmic / Incomprehensible	Mad	Mad	Mad	Mad	Mad	Mad	Mad	Mad	Mad
Lawful Evil (LE)	No	No	No	Yes	No	Yes	Yes	No	No
Lawful Good (LG)	No	No	No	No	Yes	Yes	No	Yes	No
Lawful Neutral (LN)	No	No	No	Yes	Yes	Yes	No	No	Yes
LE Ascending Toward LN	No	No	No	Yes	No	Yes	No	No	No
LE Shifting Toward NE	No	No	No	Yes	No	No	Yes	No	No
LG Descending Toward LN	No	No	No	No	Yes	Yes	No	No	No
LG Shifting Toward NG	No	No	No	No	Yes	No	No	Yes	No
LN Ascending Toward LG	No	No	No	No	Yes	Yes	No	No	No
LN Descending Toward LE	No	No	No	Yes	No	Yes	No	No	No
LN Shifting Toward TN	No	No	No	No	No	Yes	No	No	Yes
NE Ascending Toward TN	No	No	No	No	No	No	Yes	No	Yes
NE Shifting Toward CE	Yes	No	No	No	No	No	Yes	No	No
NE Shifting Toward LE	No	No	No	Yes	No	No	Yes	No	No
Neutral Evil (NE)	Yes	No	No	Yes	No	No	Yes	No	Yes
Neutral Good (NG)	No	Yes	No	No	Yes	No	No	Yes	Yes

NG Descending Toward TN	No	No	No	No	No	No	No	Yes	Yes
Deity's Alignment	Non-Cleric Worshippers' Possible Alignments								
	CE	CG	CN	LE	LG	LN	NE	NG	TN
NG Shifting Toward CG	No	Yes	No	No	No	No	No	Yes	No
NG Shifting Toward LG	No	No	No	No	Yes	No	No	Yes	No
TN Ascending Toward NG	No	No	No	No	No	No	No	Yes	Yes
TN Descending Toward NE	No	No	No	No	No	No	Yes	No	Yes
TN Shifting Toward CN	No	No	Yes	No	No	No	No	No	Yes
TN Shifting Toward LN	No	No	No	No	No	Yes	No	No	Yes
True Neutral (TN)	No	No	Yes	No	No	Yes	Yes	Yes	Yes
Unaligned / Primordial	Mad	Mad	Mad	Mad	Mad	Mad	Mad	Mad	Yes



Shrine Table I: Deity Variables

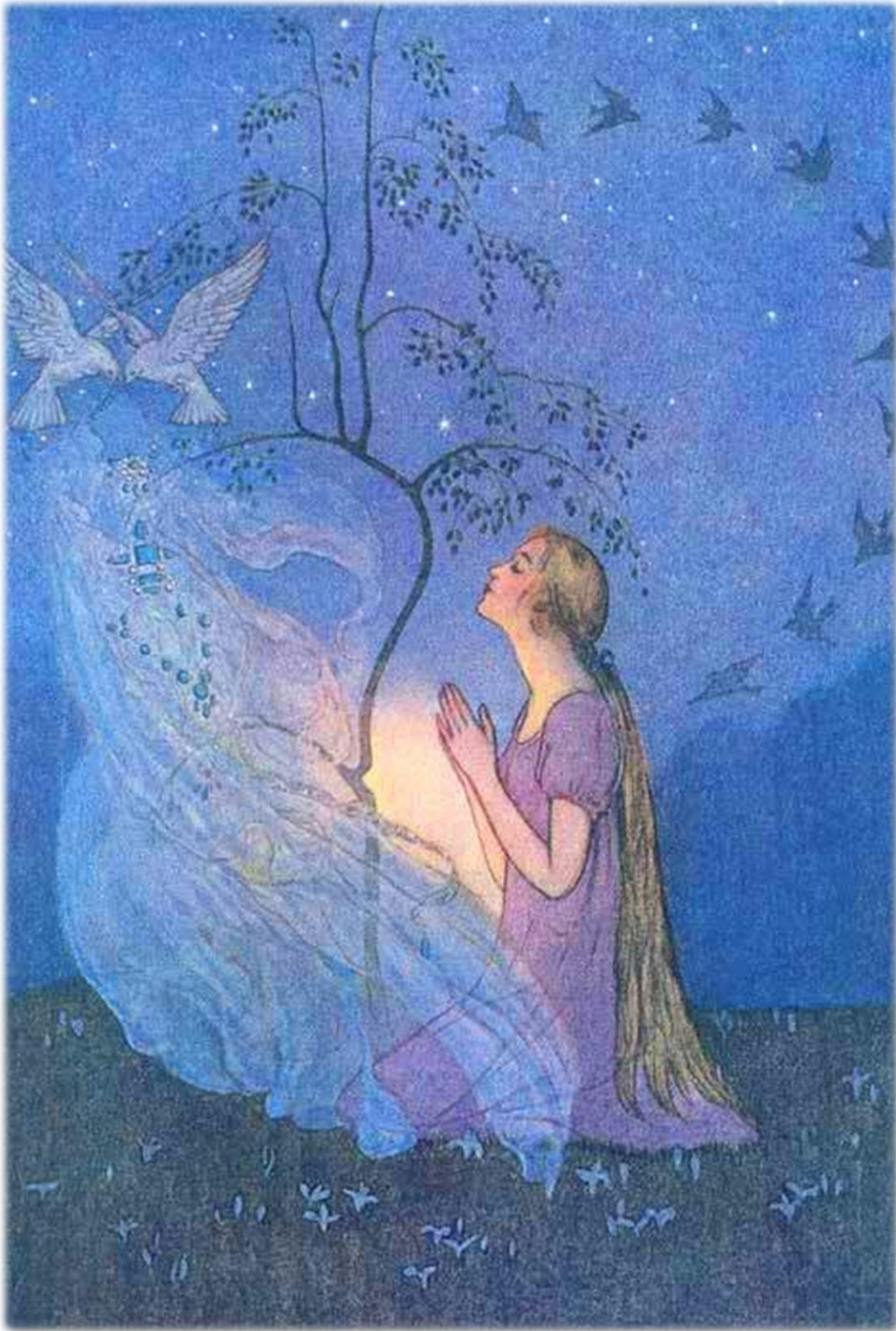


As discussed above, roll 1D1000 as needed. You can use this table to roll discovered symbols (runes, holy symbols in chests, glyphs, etc.), to create deities and petty gods, or to decide which deity any given shrine, altar, oracle, or temple in the dungeon belongs to.

D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshipers)
001 to 003	All-Embracing Chaos (CE, CG, CN)	Adyge Habze Mythos	Abjuration / Exorcism	Anchor
004 to 006	All-Embracing Chaos (CE, CG, CN)	Adyge Habze Mythos	Acrobatics / Leaping	Anchor
007 to 009	All-Embracing Chaos (CE, CG, CN)	African Mythos (choose)	Agility / Haste	Angel
010 to 012	All-Embracing Chaos (CE, CG, CN)	African Mythos (choose)	Agriculture / Farming	Angel
013 to 015	All-Embracing Chaos (CE, CG, CN)	Ainu Mythos	Air / Wind	Ankh
016 to 018	All-Embracing Chaos (CE, CG, CN)	Ainu Mythos	Alchemy / Chemistry	Ankh
019 to 021	All-Embracing Chaos (CE, CG, CN)	Akamba Mythos	Alcohol / Drunkenness	Antlers
022 to 024	All-Embracing	Akamba Mythos	Ambition	Antlers

	Chaos (CE, CG, CN)			
D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
025 to 027	All- Embracing Chaos (CE, CG, CN)	Akan Mythos	Amphibians	Antlers
028 to 030	All- Embracing Evil (CE, LE, NE)	Akan Mythos	Ancestors / Remembrance	Antlers
031 to 033	All- Embracing Evil (CE, LE, NE)	Alaskan Mythos	Animals (type?)	Anvil
034 to 036	All- Embracing Evil (CE, LE, NE)	Alaskan Mythos	Apes / Primates	Anvil
037 to 39	All- Embracing Evil (CE, LE, NE)	Albanian Mythos	Apotheosis	Arrow
040 to 042	All- Embracing Evil (CE, LE, NE)	Albanian Mythos	Arcane Lore	Arrow
043 to 045	All- Embracing Evil (CE, LE, NE)	Algonquian Mythos	Archery	Axe
046 to 048	All- Embracing	Algonquian Mythos	Arenas / Gladiators	Axe

	Evil (CE, LE, NE)			
D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshipers)
049 to 051	All-Embracing Evil (CE, LE, NE)	Alpine Mythos	Arts / Artisans (type?)	Basilisk
052 to 054	All-Embracing Evil (CE, LE, NE)	Alpine Mythos	Astrology / The Zodiac	Basilisk
055 to 057	All-Embracing Good (CG, LG, NG)	Anglo-Saxon Mythos	Authority / Rulership	Bat
058 to 060	All-Embracing Good (CG, LG, NG)	Anglo-Saxon Mythos	Autumn	Bat
061 to 063	All-Embracing Good (CG, LG, NG)	Arabian Folklore	Avians / Birds	Bee



D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
064 to 066	All-Embracing Good (CG, LG, NG)	Arabian Folklore	Babble / Confusion	Bee
067 to 069	All-Embracing Good (CG, LG, NG)	Armenian Mythos	Barbarians / Outlanders	Bird (type?)
070 to 072	All-Embracing Good (CG, LG, NG)	Armenian Mythos	Bats / Echolocation	Bird (type?)
073 to 075	All-Embracing Good (CG, LG, NG)	Ashanti Mythos	Battles / Warfare	Bleeding Eye
076 to 078	All-Embracing Good (CG, LG, NG)	Ashanti Mythos	Bears	Bleeding Eye
079 to 081	All-Embracing Good (CG, LG, NG)	Asiatic Mythos (choose)	Beastmen / Half-Human Monsters	Blossom (lotus, rose, etc.)
082 to 084	All-Embracing Law (LE, LG, LN)	Asiatic Mythos (choose)	Beauty	Blossom (lotus, rose, etc.)
085 to 087	All-Embracing	Australian (Aboriginal) Mythos	Betrayal / Treachery	Boar

	Law (LE, LG, LN)			
D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshipers)
088 to 090	All-Embracing Law (LE, LG, LN)	Australian (Aboriginal) Mythos	Blacksmithing / Metalworking	Boar
091 to 093	All-Embracing Law (LE, LG, LN)	Ayyavazhi Mythos	Blood / Blood Sacrifice	Book
094 to 096	All-Embracing Law (LE, LG, LN)	Ayyavazhi Mythos	Camouflage / Hiding	Book
097 to 099	All-Embracing Law (LE, LG, LN)	Aztec Mythos	Cannibalism / Flesh Powers	Bow and Arrow
100 to 102	All-Embracing Law (LE, LG, LN)	Aztec Mythos	Cats / Felines	Bow and Arrow
103 to 105	All-Embracing Law (LE, LG, LN)	Babylonian Mythos	Caves / Cave Exploration	Branch (olive, oak, etc.)
106 to 108	All-Embracing Law (LE, LG, LN)	Babylonian Mythos	Chariots / Wheels	Branch (olive, oak, etc.)
109 to 111	All-Embracing	Balinese Mythos	Charity	Bull

	Neutrality (NE, NG, TN)			
D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
112 to 114	All- Embracing Neutrality (NE, NG, TN)	Balinese Mythos	Charm / Charisma	Bull
115 to 117	All- Embracing Neutrality (NE, NG, TN)	Balochi Mythos	Chastity	Bull's Head
118 to 120	All- Embracing Neutrality (NE, NG, TN)	Balochi Mythos	Children	Bull's Head
121 to 123	All- Embracing Neutrality (NE, NG, TN)	Baltic Mythoi	Chivalry / Knights	Bull's Skull
124 to 126	All- Embracing Neutrality (NE, NG, TN)	Baluba	Cities / Civilization	Bull's Skull
127 to 129	All- Embracing Neutrality (NE, NG, TN)	Bambuti / Pygmy Mythos	Clamor / Cacophony	Burning Eye
130 to 132	All- Embracing Neutrality (NE, NG, TN)	Bantu Mythos	Command / Leadership	Burning Eye
133 to 135	All- Embracing	Basque Mythos	Competition / Games	Cauldron

	Neutrality (NE, NG, TN)			
D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
136 to 138	CE Ascending Toward CN	Berber Mythos	Conversion of the Unfaithful	Cauldron
139 to 141	CE Ascending Toward CN	Brazilian Mythos	Corruption / Curses	Centaur
142 to 144	CE Ascending Toward CN	Breton Mythos	Craftsmanship (type?)	Centaur
145 to 147	CE Ascending Toward CN	Brythonic Mythos	Creation / Genesis	Centaur
148 to 150	CE Shifting Toward NE	Buddhist Mythos	Creator / Ruler of Demons	Centaur
151 to 153	CE Shifting Toward NE	Burmese Mythos	Creator / Ruler of Devils	Chalice / Goblet
154 to 156	CE Shifting Toward NE	Bushongo Mythos	Creator / Ruler of Dragons	Chalice / Goblet
157 to 159	CE Shifting Toward NE	Canaanite Mythos	Creator / Ruler of Gods	Chariot
160 to 162	CG Descending Toward CN	Candomble	Curing / Healing	Chariot
163 to 165	CG Descending Toward CN	Catalan Mythos	Curiosity	Child
166 to 168	CG Descending Toward CN	Celtic Mythos	Dancing	Child

D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
169 to 171	CG Descending Toward CN	Chilota Mythos	Dark Elves	Cloud
171 to 173	CG Shifting Toward NG	Chinese Mythos	Darkness / Night	Cloud
174 to 176	CG Shifting Toward NG	Cornish Mythos	Dawn / Sunrise	Coin(s)
177 to 179	CG Shifting Toward NG	Cthulhu Mythos	Death	Coin(s)
180 to 182	CG Shifting Toward NG	Czech Folklore	Decay / Entropy	Coyote
183 to 185	Chaotic Evil (CE)	Czech Folklore	Deceit / Trickery	Coyote
186 to 188	Chaotic Evil (CE)	Dahomey Mythos	Deep Ones	Cross
189 to 191	Chaotic Evil (CE)	Dahomey Mythos	Desire / Lust	Cross
192 to 194	Chaotic Evil (CE)	Demonic (Demon Lord)	Desperation / Despair	Crossbones
195 to 197	Chaotic Evil (CE)	Demonic (Demon Lord)	Desperation / Despair	Crossbones
198 to 200	Chaotic Evil (CE)	Diabolic (Arch-Devil)	Destruction	Crown
201 to 203	Chaotic Evil (CE)	Diabolic (Arch-Devil)	Destruction	Crown
204 to 206	Chaotic Evil (CE)	Dinka Mythos	Destruction of the Unfaithful	Crystal
207 to 209	Chaotic Evil (CE)	Dinka Mythos	Destruction of the Unfaithful	Crystal
210 to 212	Chaotic Evil (CE)	Draconian (Dragon King or Queen)	Diplomacy / Negotiations	Dagger

D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
213 to 215	Chaotic Evil (CE)	Draconian (Dragon King or Queen)	Diplomacy / Negotiations	Dagger
216 to 218	Chaotic Evil (CE)	Dutch Folklore	Discord / Disunity	Deer / Stag
219 to 221	Chaotic Evil (CE)	Dutch Folklore	Discord / Disunity	Deer / Stag
222 to 224	Chaotic Evil (CE)	Dwarven Mythos	Disease	Demon
225 to 227	Chaotic Evil (CE)	Dwarven Mythos	Disease	Demon
228 to 230	Chaotic Evil (CE)	Edo Mythos	Divination	Demon
231 to 233	Chaotic Evil (CE)	Edo Mythos	Divination	Demon
234 to 236	Chaotic Evil (CE)	Efik Mythos	Dogs / Wolves / Canines	Devil
237 to 239	Chaotic Evil (CE)	Efik Mythos	Dogs / Wolves / Canines	Devil
240 to 242	Chaotic Evil (CE)	Egyptian Mythos	Domination / Subjugation	Dolphin
243 to 245	Chaotic Evil (CE)	Egyptian Mythos	Domination / Subjugation	Dolphin
246 to 248	Chaotic Evil (CE)	Elamite Mythos	Doom / The Apocalypse	Dolphin
249 to 251	Chaotic Evil (CE)	Elamite Mythos	Doom / The Apocalypse	Dolphin
252 to 254	Chaotic Evil (CE)	Elven Mythos	Duels	Double Head (Janus figure)
255 to 257	Chaotic Evil (CE)	Elven Mythos	Duels	Double Head (Janus figure)

D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
258 to 260	Chaotic Evil (CE)	English / Arthurian Folklore	Dvergir (Dark Dwarves)	Dragon
261 to 263	Chaotic Evil (CE)	English / Arthurian Folklore	Dvergir (Dark Dwarves)	Dragon
264 to 266	Chaotic Evil (CE)	Estonian Mythos	Earth	Dragonfly
267 to 269	Chaotic Good (CG)	Estonian Mythos	Earth	Dragonfly
270 to 272	Chaotic Good (CG)	Etruscan Mythos	Earthquakes	Dragonfly
273 to 275	Chaotic Good (CG)	Etruscan Mythos	Earthquakes	Dragonfly
276 to 278	Chaotic Good (CG)	European Mythos (choose)	Empathy / Sympathy	Eagle
279 to 281	Chaotic Good (CG)	European Mythos (choose)	Empathy / Sympathy	Eagle
282 to 284	Chaotic Good (CG)	Finnic Mythos	Endurance / Fortitude	Egg
285 to 287	Chaotic Good (CG)	Finnic Mythos	Endurance / Fortitude	Egg
288 to 290	Chaotic Good (CG)	Finnish Mythos	Entertainers / Jesters	Elephant
291 to 293	Chaotic Good (CG)	Finnish Mythos	Entertainers / Jesters	Elephant
294 to 296	Chaotic Good (CG)	Frankish Mythos	Envy	Ermine
297 to 299	Chaotic Good (CG)	Frankish Mythos	Envy	Ermine
300 to 302	Chaotic Good (CG)	French Folklore	Ethics / Morality	Eye

D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
303 to 305	Chaotic Good (CG)	French Folklore	Ethics / Morality	Eye
306 to 308	Chaotic Good (CG)	Georgian (Caucasian) Mythos	Evocation	Eyes
309 to 311	Chaotic Good (CG)	Georgian (Caucasian) Mythos	Evocation	Eyes
312 to 314	Chaotic Good (CG)	German Folklore	Experimentation / Inventions	Faceted Gem / Prism
315 to 317	Chaotic Good (CG)	German Folklore	Experimentation / Inventions	Faceted Gem / Prism
318 to 320	Chaotic Good (CG)	Giant Mythos (choose)	Falling Stars / Meteors	Facing Figures (roll twice)
321 to 323	Chaotic Good (CG)	Giant Mythos (choose)	Falling Stars / Meteors	Facing Figures (roll twice)
324 to 326	Chaotic Good (CG)	Gnomish Mythos	Family / Ancestors	Falcon
327 to 329	Chaotic Good (CG)	Gnomish Mythos	Family / Ancestors	Falcon
330 to 332	Chaotic Good (CG)	Goidelic / Gaelic Mythos	Farewells / Departures	Feathered Serpent
333 to 335	Chaotic Good (CG)	Goidelic / Gaelic Mythos	Farewells / Departures	Feathered Serpent
336 to 338	Chaotic Good (CG)	Greek Mythos	Fate / Destiny	Fish
339 to 341	Chaotic Good (CG)	Greek Mythos	Fate / Destiny	Fish
342 to 344	Chaotic Good (CG)	Guarani Mythos	Fertility / Childbirth	Fish (stylized) / Sea Monster

D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
345 to 347	Chaotic Good (CG)	Guarani Mythos	Fertility / Childbirth	Fish (stylized) / Sea Monster
348 to 350	Chaotic Good (CG)	Haitian Mythos	Fire	Fist
351 to 353	Chaotic Neutral (CN)	Haitian Mythos	Fire	Fist
354 to 356	Chaotic Neutral (CN)	Halfling Mythos	Fish	Flame
357 to 359	Chaotic Neutral (CN)	Halfling Mythos	Fish	Flame
360 to 362	Chaotic Neutral (CN)	Hawaiian Mythos	Foraging	Fox
363 to 365	Chaotic Neutral (CN)	Hawaiian Mythos	Foraging	Fox
366 to 368	Chaotic Neutral (CN)	Hebridean Folklore	Forest (type?) / Forest Animals	Fox
369 to 371	Chaotic Neutral (CN)	Hebridean Folklore	Forest (type?) / Forest Animals	Fox
372 to 374	Chaotic Neutral (CN)	Hindu Mythos	Forges	Griffin
375 to 377	Chaotic Neutral (CN)	Hindu Mythos	Forges	Griffin
378 to 380	Chaotic Neutral (CN)	Hittite Mythos	Forgiveness	Griffin
381 to 383	Chaotic Neutral (CN)	Hittite Mythos	Forgiveness	Griffin
384 to 386	Chaotic Neutral (CN)	Hoodoo	Fortune / Wealth	Hammer
387 to 388	Chaotic Neutral (CN)	Hoodoo	Fortune / Wealth	Hammer

D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
389 to 391	Chaotic Neutral (CN)	Humanoid Mythos (choose)	Freedom / Liberation	Hand
392 to 394	Chaotic Neutral (CN)	Humanoid Mythos (choose)	Freedom / Liberation	Hand
395 to 397	Chaotic Neutral (CN)	Humanoid Shamanism (choose)	Fury / Wrath	Hare
398 to 400	Chaotic Neutral (CN)	Humanoid Shamanism (choose)	Fury / Wrath	Hare
401 to 403	Chaotic Neutral (CN)	Humanoid Witch Doctors (choose)	Gates / Portals	Harp
404 to 406	Chaotic Neutral (CN)	Humanoid Witch Doctors (choose)	Gates / Portals	Harp
407 to 409	Chaotic Neutral (CN)	Hungarian Mythos	Gemstones / Gem Cutting	Hawk
410 to 412	Chaotic Neutral (CN)	Hungarian Mythos	Gemstones / Gem Cutting	Hawk
413 to 415	Chaotic Neutral (CN)	Hurrian Mythos	Geysers / Geothermal Waters	Head / Helm / Janus Head
416 to 418	Chaotic Neutral (CN)	Hurrian Mythos	Geysers / Geothermal Waters	Head / Helm / Janus Head
419 to 421	Chaotic Neutral (CN)	Igbo Mythos	Giants (race?)	Helm / Great Helm
422 to 424	Chaotic Neutral (CN)	Igbo Mythos	Giants (race?)	Helm / Great Helm



D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
425 to 426	Chaotic Neutral (CN)	Incan Mythos	Gluttony / Hunger	Hippocampus
427 to 429	Chaotic Neutral (CN)	Incan Mythos	Gluttony / Hunger	Hippocampus
430 to 432	Chaotic Neutral (CN)	Indian Mythos	Greed	Horn / Clarion
433 to 435	CN Ascending Toward CG	Indian Mythos	Greed	Horn / Clarion
436 to 438	CN Ascending Toward CG	Indonesian Mythos	Greetings / New Friendships	Horse
439 to 441	CN Ascending Toward CG	Indonesian Mythos	Greetings / New Friendships	Horse
442 to 444	CN Ascending Toward CG	Inuit Mythos	Guards / Vigilance	Horse
445 to 447	CN Descending Toward CE	Inuit Mythos	Guards / Vigilance	Horse
448 to 450	CN Descending Toward CE	Iranian Mythos	Guilt	Horse
451 to 453	CN Descending Toward CE	Iranian Mythos	Guilt	Hound
454 to 456	CN Descending Toward CE	Irish Mythos	Harvest	Hound

D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
457 to 459	CN Shifting Toward TN	Irish Mythos	Harvest	Hound
460 to 462	CN Shifting Toward TN	Islandic Folklore (choose)	Hatred	Hound
463 to 465	CN Shifting Toward TN	Islandic Folklore (choose)	Hatred	Hydra
466 to 468	CN Shifting Toward TN	Isoko Mythos	Hearth / Home	Hydra
469 to 471	Cosmic / Incomprehensible	Isoko Mythos	Hearth / Home	Icicle(s)
472 to 474	Cosmic / Incomprehensible	Italian Folklore	Hell / Eternal Torment	Icicle(s)
475 to 477	Cosmic / Incomprehensible	Italian Folklore	Hell / Eternal Torment	Jackal
478 to 480	Cosmic / Incomprehensible	Japanese Mythos	Herald of the Gods	Jackal
481 to 483	Cosmic / Incomprehensible	Japanese Mythos	Herald of the Gods	King
484 to 486	Cosmic / Incomprehensible	Kaluli Mythos	Herbs / Spices	King
487 to 489	Cosmic / Incomprehensible	Kaluli Mythos	Herbs / Spices	Lantern / Lanthorn
490 to 492	Cosmic / Incomprehensible	Khoikhoi Mythos	Herds / Herdsmen	Lantern / Lanthorn

D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
493 to 495	Cosmic / Incomprehensible	Khoikhoi Mythos	Herds / Herdsmen	Leaf (type?)
496 to 498	Cosmic / Incomprehensible	Kintu / Ugandan Mythos	Heroes / Heroism	Leaf (type?)
499 to 501	Cosmic / Incomprehensible	Kintu / Ugandan Mythos	Heroes / Heroism	Lighthouse / Beacon
502 to 504	Cosmic / Incomprehensible	Korean Mythos	Hideousness / Ugliness	Lighthouse / Beacon
505 to 507	Cosmic / Incomprehensible	Korean Mythos	Hideousness / Ugliness	Lightning Bolt / Thunderbolt
508 to 510	Cosmic / Incomprehensible	Kumina	Hills / Highlands	Lightning Bolt / Thunderbolt
511 to 513	Cosmic / Incomprehensible	Kumina	Hills / Highlands	Lion
514 to 516	Lawful Evil (LE)	Kurdish Mythos	History	Lion
517 to 519	Lawful Evil (LE)	Kurdish Mythos	History	Lion
520 to 522	Lawful Evil (LE)	Latvian Mythos	Home God (GM's choice, minor domain)	Lion
523 to 525	Lawful Evil (LE)	Latvian Mythos	Home God (GM's choice, minor domain)	Lion

D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
526 to 528	Lawful Evil (LE)	Lithuanian Mythos	Honor / Oaths	Lion
529 to 531	Lawful Evil (LE)	Lithuanian Mythos	Honor / Oaths	Lion
532 to 534	Lawful Evil (LE)	Lotuko Mythos	Hope	Lion
535 to 537	Lawful Evil (LE)	Lotuko Mythos	Hope	Lyre
538 to 540	Lawful Evil (LE)	Lozi Mythos	Humanoids (race?)	Lyre
541 to 543	Lawful Evil (LE)	Lozi Mythos	Humanoids (race?)	Lyre
544 to 546	Lawful Evil (LE)	Lugbara Mythos	Humility	Lyre
547 to 549	Lawful Evil (LE)	Lugbara Mythos	Humility	Mace
550 to 552	Lawful Evil (LE)	Lusitanian Mythos	Humor / Laughter	Mace
553 to 555	Lawful Evil (LE)	Lusitanian Mythos	Humor / Laughter	Mace
556 to 558	Lawful Evil (LE)	Malagasy Mythos	Hunting	Mace
559 to 561	Lawful Evil (LE)	Malagasy Mythos	Hunting	Maiden
562 to 564	Lawful Evil (LE)	Malay Mythos	Ice / Snow	Maiden
565 to 567	Lawful Evil (LE)	Malay Mythos	Ice / Snow	Maiden
568 to 570	Lawful Evil (LE)	Maltese Mythos	Illusions / Mirages	Maiden

D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
571 to 573	Lawful Evil (LE)	Maltese Mythos	Illusions / Mirages	Man
574 to 576	Lawful Evil (LE)	Mangarevan Mythos	Innocence	Man
577 to 579	Lawful Evil (LE)	Mangarevan Mythos	Innocence	Man
580 to 582	Lawful Evil (LE)	Manx Mythos	Insects	Man
583 to 585	Lawful Evil (LE)	Manx Mythos	Insects	Mermaid / Melusine
586 to 588	Lawful Evil (LE)	Maori Mythos	Intelligence / Cunning	Mermaid / Melusine
589 to 591	Lawful Evil (LE)	Maori Mythos	Intelligence / Cunning	Mermaid / Melusine
592 to 594	Lawful Evil (LE)	Mapuchi Mythos	Judgment / Punishment	Mermaid / Melusine
595 to 597	Lawful Evil (LE)	Mapuchi Mythos	Judgment / Punishment	Mistletoe
598 to 600	Lawful Good (LG)	Masai Mythos	Justice	Mistletoe
601 to 603	Lawful Good (LG)	Masai Mythos	Justice	Mistletoe
604 to 606	Lawful Good (LG)	Mayan Mythos	Knights / Cavaliers	Mistletoe
607 to 609	Lawful Good (LG)	Mayan Mythos	Knights / Cavaliers	Moon (gibbous, crescent, etc.)
610 to 612	Lawful Good (LG)	Melanesian Mythos	Knowledge / Learning	Moon (gibbous, crescent, etc.)

D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
613 to 615	Lawful Good (LG)	Melanesian Mythos	Knowledge / Learning	Moon (gibbous, crescent, etc.)
616 to 618	Lawful Good (LG)	Mesopotamian Mythoi (choose, or conglomerate)	Lakes / Pools	Moon (gibbous, crescent, etc.)



D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
619 to 621	Lawful Good (LG)	Mesopotamian Mythoi (choose, or conglomerate)	Laughter / Mirth	Morning Star / Spiked Club
622 to 624	Lawful Good (LG)	Micronesian Mythos	Lies	Morning Star / Spiked Club
625 to 627	Lawful Good (LG)	Micronesian Mythos	Light / Day	Morning Star / Spiked Club
628 to 630	Lawful Good (LG)	Mongolian Mythos	Lightning / Thunder / Storms	Morning Star / Spiked Club
631 to 633	Lawful Good (LG)	Mongolian Mythos	Love / Adoration	Mother and Child
634 to 636	Lawful Good (LG)	Montenegrin Folklore	Luck / Good Omens	Mother and Child
637 to 639	Lawful Good (LG)	Montenegrin Folklore	Lycanthropes	Mother and Child
640 to 642	Lawful Good (LG)	Muskogean / Iroquois Mythos	Magic (type?)	Mother and Child
643 to 645	Lawful Good (LG)	Muskogean / Iroquois Mythos	Magical Craftsmanship	Mountain
646 to 648	Lawful Good (LG)	Mythos	Matriarchy	Mountain
649 to 651	Lawful Good (LG)	Mythos	Melee Combat	Mountain
652 to 654	Lawful Good (LG)	Mythos of William Blake	Memory / Concentration	Mountain
655 to 657	Lawful Good (LG)	Mythos of William Blake	Mercenaries / Men-at-Arms	Musical Instrument (type?)

D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
658 to 660	Lawful Good (LG)	Nart Saga Mythoi	Mercy / Sufferance	Musical Instrument (type?)
661 to 663	Lawful Good (LG)	Nart Saga Mythoi	Metals / Mining	Musical Instrument (type?)
664 to 666	Lawful Good (LG)	Native American Mythos (choose)	Mind Control / Possession	Musical Instrument (type?)
667 to 669	Lawful Good (LG)	Native American Mythos (choose)	Mischief	Net
670 to 672	Lawful Good (LG)	Norse Mythos	Misfortune / Ill Omen	Net
673 to 675	Lawful Good (LG)	Norse Mythos	Mist / Fog	Net
676 to 678	Lawful Good (LG)	Obeah	Monks / Martial Arts	Net
679 to 681	Lawful Good (LG)	Obeah	Monsters (type?)	Owl
682 to 684	Lawful Neutral (LN)	Olmec Mythos	Moon	Owl
685 to 687	Lawful Neutral (LN)	Olmec Mythos	Mountains / Mountain Journeys	Owl
688 to 690	Lawful Neutral (LN)	Orcish Mythos	Murder / Assassins	Owl
691 to 693	Lawful Neutral (LN)	Orcish Mythos	Music / Bards	Paw (clawed, taloned, etc.)
694 to 696	Lawful Neutral (LN)	Ossetian Mythos	Nature / Earth Mother	Paw (clawed, taloned, etc.)
697 to 699	Lawful Neutral (LN)	Ossetian Mythos	Nepenthe / Oblivion	Peacock

D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
700 to 702	Lawful Neutral (LN)	Paleo-Balkans Mythos	Netherworld Gnomes	Peacock
703 to 705	Lawful Neutral (LN)	Paleo-Balkans Mythos	Nightmares	Pegasus
706 to 708	Lawful Neutral (LN)	Palo	Nobility / Royalty	Pegasus
709 to 711	Lawful Neutral (LN)	Palo	Nothing / Unworshipped	Pegasus (winged horse)
712 to 714	Lawful Neutral (LN)	Papuan Mythos	Ocean / Seas	Pegasus (winged horse)
715 to 717	Lawful Neutral (LN)	Papuan Mythos	Oddities / Eccentricity	Pentagram / Pentacle
718 to 720	Lawful Neutral (LN)	Pegana Mythos (refer to PM1)	One Wind (direction / realm)	Pentagram / Pentacle
721 to 723	Lawful Neutral (LN)	Pegana Mythos (refer to PM1)	Orators / Eloquence	Peryton
724 to 726	Lawful Neutral (LN)	Persian Mythos	Other Planet(s)	Peryton
727 to 729	Lawful Neutral (LN)	Persian Mythos	Pain / Suffering	Porcupine
730 to 732	Lawful Neutral (LN)	Philippine Mythos	Paladins / Crusaders	Porcupine
733 to 735	Lawful Neutral (LN)	Philippine Mythos	Panic / Hysteria	Praying Mantis
736 to 738	Lawful Neutral (LN)	Polish Folklore	Pastoral Countryside	Praying Mantis
739 to 741	Lawful Neutral (LN)	Polish Folklore	Pathways / Journeys	Ram

D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
742 to 744	LE Ascending Toward LN	Polynesian Mythos	Patience / Vigils	Ram
745 to 747	LE Ascending Toward LN	Polynesian Mythos	Patriarchy	Raven
748 to 750	LE Ascending Toward LN	Proto-Indo-European Mythos	Peace	Raven
751 to 753	LE Ascending Toward LN	Proto-Indo-European Mythos	Petty God (GM's choice, minor domain)	Raven
754 to 756	LE Shifting Toward NE	Proto-Indo-Iranian Mythos	Pirates	Raven
757 to 759	LE Shifting Toward NE	Proto-Indo-Iranian Mythos	Plague	Reptile (type?)
760 to 762	LE Shifting Toward NE	Prussian Mythos	Plains / Grasslands	Reptile (type?)
763 to 765	LE Shifting Toward NE	Prussian Mythos	Plane of Existence (GM's choice)	Rune / Hieroglyph
766 to 768	LG Descending Toward LN	Quimbanda	Plants / Trees	Rune / Hieroglyph
769 to 771	LG Descending Toward LN	Quimbanda	Poetry / Sagas	Salamander
772 to 774	LG Descending Toward LN	Rapa Nui Mythos	Poison	Salamander
775 to 777	LG Descending Toward LN	Rapa Nui Mythos	Pride / Hubris	Scroll
778 to 780	LG Shifting Toward NG	Rigvedic Mythos	Prudence / Care	Scroll

D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
781 to 783	LG Shifting Toward NG	Rigvedic Mythos	Psychic Powers	Sea Lion
784 to 786	LG Shifting Toward NG	Roma (Gypsy) Mythos	Psychopomp / Guide of the Dead	Sea Lion
787 to 789	LG Shifting Toward NG	Roma (Gypsy) Mythos	Purification	Sea Lion
790 to 792	LN Ascending Toward LG	Roman Mythos	Quests / Geases	Sea Lion
793 to 795	LN Ascending Toward LG	Roman Mythos	Racing / Running	Sea Monster
796 to 798	LN Ascending Toward LG	Romanian Mythos	Rain / Inundation	Sea Monster
799 to 801	LN Ascending Toward LG	Romanian Mythos	Rainbows	Seashell
802 to 804	LN Descending Toward LE	Russian Folklore	Rangers / Scouts	Seashell
805 to 807	LN Descending Toward LE	Russian Folklore	Rebirth / Reincarnation	Serpent
808 to 810	LN Descending Toward LE	Ryukyuan Mythos	Reptiles	Serpent
811 to 813	LN Descending Toward LE	Ryukyuan Mythos	Resurrection	Shield



D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
814 to 816	LN Shifting Toward TN	Sami Mythos	Rivers / Streams	Shield
817 to 819	LN Shifting Toward TN	Sami Mythos	Roads / Journeys	Skeleton
820 to 822	LN Shifting Toward TN	Samoan Mythos	Rotting / Withering	Skeleton
823 to 825	LN Shifting Toward TN	Samoan Mythos	Sacrifice / Martyrdom	Skull
826 to 828	NE Ascending Toward TN	Santeria	Salts / Reagents	Skull
829 to 831	NE Ascending Toward TN	Santeria	Science / Research	Skull and Crossbones

D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
832 to 834	NE Ascending Toward TN	Scandinavian Folklore	Sea Creatures	Skull and Crossbones
835 to 837	NE Ascending Toward TN	Scandinavian Folklore	Sea Monsters	Snake
838 to 840	NE Shifting Toward CE	Scottish Mythos	Seafaring / Mariners	Snake
841 to 843	NE Shifting Toward CE	Scottish Mythos	Secrets	Spear
844 to 846	NE Shifting Toward CE	Scythian Mythos	Serpents	Spear
847 to 849	NE Shifting Toward CE	Serbian Folklore	Servants / Servitude	Sphinx
850 to 852	NE Shifting Toward LE	Shinto Mythos	Shadows	Sphinx
853 to 855	NE Shifting Toward LE	Siberian Shamanism	Shape Shifting	Spider
856 to 858	NE Shifting Toward LE	Siberian Shamanism	Ships / Shipwrights	Spider
859 to 861	NE Shifting Toward LE	Slavic Mythos	Silence	Spiral / Vortex
862 to 864	Neutral Evil (NE)	Somali Mythos	Slaughter	Spiral / Vortex
865 to 867	Neutral Evil (NE)	South American Mythos (choose)	Sleep / Dreams	Staff / Thyrsus
868 to 870	Neutral Evil (NE)	South American Mythos (choose)	Sloth / Slowness	Staff / Thyrsus
871 to 873	Neutral Evil (NE)	Spanish Folklore	Soldiers / Duty	Star

D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
874 to 876	Neutral Evil (NE)	Spanish Folklore	Solitude	Star
877 to 879	Neutral Evil (NE)	Sumerian Mythos	Song / Dance	Sun / Solar Disk
880 to 882	Neutral Evil (NE)	Sumerian Mythos	Space / The Void	Sun / Solar Disk
883 to 885	Neutral Evil (NE)	Swiss Folklore	Spiders / Arachnids	Swan
886 to 888	Neutral Evil (NE)	Tahitian Mythos	Spies / Intrigue	Swan
889 to 891	Neutral Evil (NE)	Tahitian Mythos	Spring	Sword
892 to 894	Neutral Evil (NE)	Tamil Mythos	Stars / Star Journeys	Sword
895 to 897	Neutral Evil (NE)	Tatar Mythos	Stone / Stonemasons	Tiger
898 to 900	Neutral Good (NG)	Tibetan Mythos	Storytelling	Tiger
901 to 903	Neutral Good (NG)	Tongan Mythos	Strength / Might	Torch
904 to 906	Neutral Good (NG)	Tongan Mythos	Summer	Torch
907 to 909	Neutral Good (NG)	Tumbuka Mythos	Swamps / Wetlands	Tree
910 to 912	Neutral Good (NG)	Tumbuka Mythos	Temperance / Moderation	Tree
913 to 915	Neutral Good (NG)	Turkic Mythos	The Netherworld	Trident
916 to 918	Neutral Good (NG)	Turkic Mythos	The Occult	Trident

D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
919 to 921	Neutral Good (NG)	Turkish Folklore	Thieves / Stealing	Tusks
922 to 924	Neutral Good (NG)	Turkish Folklore	Time / Eternity	Tusks
925 to 927	Neutral Good (NG)	Tuvaluan Mythos	Time Travel	Two Crossed Identical Objects (bones, rods, swords, etc.)
928 to 930	Neutral Good (NG)	Tuvaluan Mythos	Transmutation	Two Crossed Identical Objects (bones, rods, swords, etc.)
931 to 933	Neutral Good (NG)	Ukrainian Folklore	Traps / Defensive Constructs	Unicorn
934 to 936	NG Descending Toward TN	Ukrainian Folklore	Truth	Unicorn
937 to 939	NG Descending Toward TN	Umbanda	Tyranny	Wand / Caduceus
940 to 942	NG Descending Toward TN	Umbanda	Undead	Wand / Caduceus
943 to 945	NG Descending Toward TN	Uralic Mythoi	Undeath / Lichdom	Warhorse
946 to 948	NG Descending Toward TN	Uralic Mythoi	Valor / Bravery	Warhorse

D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
949 to 951	NG Descending Toward TN	Uto-Aztec Mythos	Vampirism / Blood Powers	Wave
952 to 954	NG Descending Toward TN	Uto-Aztec Mythos	Vengeance	Wave
955 to 957	NG Shifting Toward CG	Vainakh Mythoi	Vice / Indulgence	Whirlpool
958 to 960	NG Shifting Toward LG	Vainakh Mythoi	Victory / Triumph	Whirlpool
961 to 963	NG Shifting Toward LG	Vedic Mythos	Violent Weather / Storms	Winged Man / Woman
964 to 966	NG Shifting Toward LG	Vedic Mythos	Volcanoes	Winged Man / Woman
967 to 969	NG Shifting Toward LG	Vietnamese Mythos	Wanderers / Wanderlust	Wings
970 to 972	NG Shifting Toward LG	Vietnamese Mythos	Warriors / Fighters	Wings
973 to 975	True Neutral (TN)	Vodou / Voodoo	Wastelands (type?)	Wolf
976 to 978	True Neutral (TN)	Vodou / Voodoo	Water	Wolf
979 to 982	True Neutral (TN)	Welsh Mythos	Wealth / Riches	Wolf
983 to 986	True Neutral (TN)	Welsh Mythos	Weather (type?)	Wolf



D1000 Roll	Deity's Alignment / Ethos	Deity's Mythos (or Mythic Inspiration)	Deity's Domain / Sphere of Influence	Deity's Holy / Unholy Symbol (or Worshippers)
986 to 990	True Neutral (TN)	Yoruba Mythos	Wine / Revelry	Woman
991 to 993	True Neutral (TN)	Yoruba Mythos	Winter	Woman
994 to 996	True Neutral (TN)	Zulu Mythos	Wisdom / Intuition	Wyrms (wingless dragon)
997 to 000	True Neutral (TN)	Zulu Mythos	Work / Laborers	Wyrms (wingless dragon)



Shrine Table II: Altar Variables

This table is used primarily to determine the appearance, powers, treasures (only a few) and clues associated with an altar, oracle, shrine or temple located in the dungeon. When combined with the previous table (deity detail determination), you can quickly come up with a quick recipe for a shrine room that provides interesting effects.

The Altar's Original Purpose column is an elaboration that I added to my own campaign because I got tired of unimaginative players saying "That's only for worship, since we don't worship that god this is just a trap and treasure room." This column gives you a bit more detail and color than that, by telling you exactly why despairing (or hopeful) mortals created the altar in the first place. You can reroll results that you don't feel fit the deity you just generated, but with a little thought you can make even antithetical results fit fairly well in a sensible manner. For example, if you have a god of healing and you roll up Apocalyptic Power / Plague as the altar's purpose, you can justify that by describing the altar as being intended to ward off plagues and to delay the plague-ridden end of the world.

The Effect / Feature / Object column tells you what is interesting about the shrine. This mostly involves physical objects and minor treasures. You will not find a list of god powers here, because it's really up to you what the altar's effects are based on the deity that is worshipped and the deity's alignment ... but I can give you some ideas.

If (wild example) you rolled up a deity who is a Lawful Neutral archangel of fire, then you might want to create effects something like this: [1] Using the Gygaxian alignment matrix, we can see that a Lawful Neutral's followers can be Lawful Evil, Lawful Good, and Lawful Neutral. Clerics of that archangel, of course, can only be Lawful Neutral. [2] Lawful Neutral characters who worship at the altar, even though they aren't worshippers of the archangel every day, might hear a disembodied voice telling them they are worthy of receiving the "cleansing fire." That would be an effect that cures disease, poison, paralysis, and maybe even petrification, but which causes damage as well. [3] Lawful Evil and Lawful Good characters would be offered the cleansing fire, but only if they offer "burnt offerings" — things that are important to them (usually treasure) in return for divine favor. So a poisoned LG PC could offer gold at the altar, the gold would melt and fade, and the cleansing fire would be granted. [4] Neutral Evil, Neutral Good, and True

Neutral worshippers would not be turned away (they share Neutrality with the archangel), but their sacrifices would not result in receiving the cleansing fire. [5] Chaotic Evil, Chaotic Good, and Chaotic Neutral PCs would be considered enemies of the archangel and his ethos. The voice would warn them not to approach the altar, and if they did a deadly wall of fire would spring up to wound (perhaps even kill them) and convince them it's rather a bad idea. [6] If a Chaotic character dares to desecrate or attempt to destroy the altar, a wrathful fire elemental might be summoned. Good luck with that one.

As a further example, the Altar's Original Purpose column can give you more ideas about potential powers. An altar intended for Blood Sacrifice would favor those who bring dead monsters of a hated alignment to its base, and might have blood-related favor to grant (such as regeneration, healing, or berserker frenzy). An altar with the purpose of Eternal Youth might remove a year of age from favored PCs, or magically age PCs of an enemy alignment. And so forth.

Basically, altars and such are magical tricks which are keyed to specific alignments. They grant favors to those who are of similar alignment, don't work for characters of a different alignment, and attack characters of an enemy alignment. They usually don't kill, but stupid PCs can certainly get themselves killed if they want to be stubborn and reckless while poking around for treasure.

Altar Auras and Inscriptions

This column is used to make the altar useful and interesting to adventuring PCs, even if they don't want to worship or plunder the altar. You can roll two or three times if you want this room to be significant or especially cryptic.

Auras are magically-induced feelings which might require a saving throw to avoid (if harmful) or which might confer a 24-hour blessing (if favorable). For example, the Aura of Madness would require a saving throw from all characters who are not of a preferred alignment, and those who fail the save would be afflicted with temporary insanity for a few rounds ... perhaps causing them to flee, rave, or even attack their companions. Those who succeed in the save would just feel extreme unease until they leave the area.

Inscriptions are engraved messages written on the altar, or around it. They can grant experience points, provide the basis for riddles, give interesting information about the dungeon or a monster, or creep the players out (for example, an engraving that has their PC's name, their birth date, and a death date ... which just happens to be today.) Inscriptions are a combination of pulp atmosphere and a potential secret which can have repercussions for the entire play session.

D1000 Roll	Altar's Original Purpose / Type of Worship	Material	Effect / Feature / Object	Aura / Inscription
001 to 005	Abjuration / Repulsion of Spirits	Alabaster (valuable)	Air Current Change (roll in CDDG1)	(None)
006 to 010	Abjuration / Repulsion of Spirits	Alabaster (valuable)	Alarm Spell	(None)
011 to 015	Age Reversal	Alder (wood)	Altar Cloth (treasure?)	Acclamation
016 to 020	Age Reversal	Ash (wood)	Ancient / Primordial	Acclamation
021 to 025	Ancestral Communication	Bamboo	Augury Sticks (treasure)	Angelic Truename
026 to 030	Ancestral Communication	Basalt (stone)	Bas Reliefs	Angelic Truename
031 to 035	Apocalyptic Power / Plague	Basalt (stone)	Behind a Portcullis	Aura of Ancientry
036 to 040	Apocalyptic Power / Plague	Birch (wood)	Bell (treasure?)	Aura of Ancientry
041 to 045	Apocalyptic Power / Plague	Bloodwood (wood)	Bestows Spell / Power	Aura of Awe
046 to 050	Apocalyptic Power / Plague	Blueschist (stone)	Bestows Vision	Aura of Awe
051 to 055	Apotheosis	Bone, Petrified	Blood Sacrifice	Aura of Claustrophobia

D1000 Roll	Altar's Original Purpose / Type of Worship	Material	Effect / Feature / Object	Aura / Inscription
056 to 060	Apotheosis	Bone, Petrified	Bloodstains	Aura of Claustrophobia
061 to 065	Apotheosis	Bones	Bloodstains	Aura of Claustrophobia
066 to 070	Apotheosis	Bones	Braziers	Aura of Cold
071 to 075	Appearance of Sacred Objects	Bones (giant, carved)	Braziers	Aura of Cold
076 to 080	Appearance of Sacred Objects	Bones (giant, carved)	Candelabras	Aura of Confusion
081 to 085	Appeasement of Deity	Brass	Candelabras	Aura of Confusion
086 to 090	Appeasement of Deity	Brass	Candles / Wax Stumps	Aura of Confusion
091 to 095	Atonement / Humility	Breccia (stone)	Candles / Wax Stumps	Aura of Contemplation
096 to 100	Atonement / Humility	Bricks	Censer	Aura of Contemplation
101 to 105	Avatar Visitation	Bricks	Censer	Aura of Curiosity
106 to 110	Avatar Visitation	Bronze	Ceremonial / Sacrificial Weapon (magical?)	Aura of Curiosity
111 to 115	Blood Sacrifice	Bronze	Ceremonial / Sacrificial Weapon (magical?)	Aura of Darkness / Limited Senses
116 to 120	Blood Sacrifice	Cedar (wood)	Ceremonial Armor (treasure)	Aura of Darkness / Limited Senses
121 to 125	Blood Sacrifice	Cedar (wood)	Ceremonial Armor (treasure)	Aura of Déjà vu

D1000 Roll	Altar's Original Purpose / Type of Worship	Material	Effect / Feature / Object	Aura / Inscription
126 to 130	Blood Sacrifice	Cement / Roman Concrete	Ceremonial Garb (treasure?)	Aura of Déjà vu
131 to 135	Boundary Marker	Cement / Roman Concrete	Ceremonial Garb (treasure?)	Aura of Déjà vu
136 to 140	Boundary Marker	Cherry (wood)	Ceremonial Headdress (treasure)	Aura of Desire
141 to 145	Burnt Offerings	Cherry (wood)	Ceremonial Headdress (treasure)	Aura of Desire
146 to 150	Burnt Offerings	Chitin and Resin	Chalice(treasure)	Aura of Desire
151 to 155	Clairaudience	Chitin and Resin	Chalice(treasure)	Aura of Dread
156 to 160	Clairaudience	Clay Bricks	Chimes (summoning?)	Aura of Dread
161 to 165	Clairvoyance	Clay Bricks	Chimes (summoning?)	Aura of Dread
166 to 170	Clairvoyance	Claystone	Clockwork / Automaton	Aura of Echoes / Voices
171 to 175	Communication with Another World	Copper	Clockwork / Automaton	Aura of Echoes / Voices
176 to 180	Communication with Another World	Copper	Coins (treasure)	Aura of Fear
181 to 185	Communication with Another World	Copper	Coins (treasure)	Aura of Fear

D1000 Roll	Altar's Original Purpose / Type of Worship	Material	Effect / Feature / Object	Aura / Inscription
186 to 190	Communication with Another World	Copper	Cold (magical?)	Aura of Fear
191 to 195	Conversion of the Unfaithful	Crystal (valuable)	Cold (magical?)	Aura of Hatred
196 to 200	Conversion of the Unfaithful	Crystal (valuable)	Container (roll on Container Table)	Aura of Hatred
201 to 205	Conversion of the Unfaithful	Crystal-Encased Slime or Energy (monstrous?)	Container (roll on Container Table)	Aura of Hope
206 to 210	Conversion of the Unfaithful	Crystal-Encased Slime or Energy (monstrous?)	Crystal Prism (magical?)	Aura of Hope
211 to 215	Creation of an Artifact	Crystal-Encased Slime or Energy (monstrous?)	Crystal Prism (magical?)	Aura of Hope
216 to 220	Creation of an Artifact	Crystal-Encased Slime or Energy (monstrous?)	Crystal Sphere (magical?)	Aura of Intimidation
221 to 225	Curing	Cypress (wood)	Crystal Sphere (magical?)	Aura of Intimidation
226 to 230	Curing	Cypress (wood)	Cultists / Worshipers (NPCs)	Aura of Joy
231 to 235	Curing	Dacite (stone)	Cultists / Worshipers (NPCs)	Aura of Joy
236 to 240	Curing	Dacite (stone)	Cursed	Aura of Joy

D1000 Roll	Altar's Original Purpose / Type of Worship	Material	Effect / Feature / Object	Aura / Inscription
241 to 245	Destruction of an Artifact	Diorite (stone)	Cursed	Aura of Light / Enhanced Senses
246 to 250	Destruction of an Artifact	Diorite (stone)	Dais	Aura of Light / Enhanced Senses
251 to 255	Destruction of Enemies	Dolomite (stone)	Dais	Aura of Love
256 to 260	Destruction of Enemies	Dolomite (stone)	Dark Elven Token / Regalia (treasure)	Aura of Love
261 to 265	Dimensional Communication	Ebony (wood)	Dark Elven Token / Regalia (treasure)	Aura of Madness
266 to 270	Dimensional Communication	Electrum (very valuable)	Darkness / Light Spell	Aura of Madness
271 to 275	Dimensional Journey	Electrum (very valuable)	Darkness / Light Spell	Aura of Madness
276 to 280	Dimensional Journey	Elm (wood)	Dead Body (inanimate)	Aura of Mirth
281 to 285	Dimensional Journey	Fir (wood)	Dead Body (inanimate)	Aura of Mirth
286 to 290	Dimensional Journey	Flint (stone)	Divination Bones (treasure)	Aura of Peace
291 to 295	Dimensional Knowledge / Revelation	Giant Insect Chitin	Divination Bones (treasure)	Aura of Peace
296 to 300	Dimensional Knowledge / Revelation	Gilded Iron	Divination Sticks (treasure)	Aura of Peace
301 to 305	Dimensional Viewing	Glass (magical?)	Divination Sticks (treasure)	Aura of Rage
306 to 310	Dimensional Viewing	Glassteel (magical)	Divination Tokens (treasure)	Aura of Rage

D1000 Roll	Altar's Original Purpose / Type of Worship	Material	Effect / Feature / Object	Aura / Inscription
311 to 315	Divination	Glazed Bricks	Divination Tokens (treasure)	Aura of Rage
316 to 320	Divination	Gneiss (stone)	Dolls / Puppets (monster?)	Aura of Sadness
321 to 325	Doom / Punishment of the Unfaithful	Gold (very valuable)	Dolls / Puppets (monster?)	Aura of Sadness
326 to 330	Doom / Punishment of the Unfaithful	Granite (stone)	Drum(s) (summoning?)	Aura of Shadows
331 to 335	Dreamlands Journeys	Greenschist (stone)	Drum(s) (summoning?)	Aura of Shadows
336 to 340	Dreamlands Journeys	Greenstone	Engravings	Aura of Static / Energy
341 to 345	Empathy / Understanding	Greywacke (stone)	Engravings	Aura of Static / Energy
346 to 350	Empathy / Understanding	Hardened Leather (monstrous?)	Explosive Runes Spell	Aura of Warmth
351 to 355	Eternal Health	Hemlock (wood)	Explosive Runes Spell	Aura of Warmth
356 to 360	Eternal Health	Ice (magical)	Filth / Desecration	Beautiful / Evocative
361 to 365	Eternal Youth	Ice (magical)	Filth / Desecration	Beautiful / Evocative
366 to 370	Eternal Youth	Invisible Material	Fire Trap Spell	Boundary Inscription
371 to 375	Forbidden Knowledge / Madness	Iron	Fire Trap Spell	Boundary Inscription

D1000 Roll	Altar's Original Purpose / Type of Worship	Material	Effect / Feature / Object	Aura / Inscription
376 to 380	Forbidden Knowledge / Madness	Ironwood (wood)	Firepit	Chant
381 to 385	Golem Creation	Ironwood (wood)	Firepit	Chant
386 to 390	Golem Creation	Ivory (valuable)	Flasks and Vessels (roll on Container Table as needed)	Clue
391 to 395	Golem Creation	Ivory (valuable)	Flasks and Vessels (roll on Container Table as needed)	Clue
396 to 400	Golem Creation	Ivory (valuable)	Frescoes	Couplet
401 to 405	Healing / Regeneration	Lacquered Wood (type?)	Frescoes	Couplet
406 to 410	Healing / Regeneration	Lacquered Wood (type?)	Fungus (roll on Fungus Table)	Cryptic
411 to 415	Idolatry / Living Statue Creation	Lead	Fungus (roll on Fungus Table)	Cryptic
416 to 420	Idolatry / Living Statue Creation	Lead	Gargoyle (monster?)	Curse
421 to 425	Lost Knowledge	Lead	Gargoyle (monster?)	Curse
426 to 430	Lost Knowledge	Lead	Glowing / Phosphorescent	Date (Future)
431 to 435	Lost Knowledge	Lignite (stone)	Glowing / Phosphorescent	Date (Future)
436 to 440	Lost Knowledge	Lignite (stone)	Glyph of Warding Spell	Date (Past)

D1000 Roll	Altar's Original Purpose / Type of Worship	Material	Effect / Feature / Object	Aura / Inscription
441 to 445	Magic Item Creation	Limestone	Glyph of Warding Spell	Date (Past)
446 to 450	Magic Item Creation	Limestone	Golem (monster)	Date (Today)
451 to 455	Material Sacrifice	Limestone	Golem (monster)	Date (Today)
456 to 460	Material Sacrifice	Limestone	Gong (summoning?)	Dedication
461 to 465	Material Sacrifice	Living Flesh	Gong (summoning?)	Dedication
466 to 470	Material Sacrifice	Living Flesh	Grotto	Demonic Truename
471 to 475	Meditation / Self-Realization	Living Fungus	Grotto	Demonic Truename
476 to 480	Meditation / Self-Realization	Living Fungus	Guardian Beast (animal)	Denunciation
481 to 485	Minion Visitation	Mahogany (wood)	Guardian Beast (animal)	Denunciation
486 to 490	Minion Visitation	Mahogany (wood)	Guardian Monster (monster)	Diabolic Truename
491 to 495	Minion Visitation	Maple (wood)	Guardian Monster (monster)	Diabolic Truename
496 to 500	Minion Visitation	Maple (wood)	Guardians Present (monsters)	Dwarven Runes
501 to 505	Miraculous Evocations	Marble (stone, valuable)	Guardians Present (monsters)	Dwarven Runes
506 to 510	Miraculous Evocations	Marble (stone, valuable)	Hack Marks / Desecration	Eerie

D1000 Roll	Altar's Original Purpose / Type of Worship	Material	Effect / Feature / Object	Aura / Inscription
511 to 515	Nepenthe	Marble (stone, valuable)	Hack Marks / Desecration	Eerie
516 to 520	Nepenthe	Marble (stone, valuable)	Healing Herbs (treasure)	Elogium
521 to 525	Oracle	Meteoric Iron (very valuable)	Healing Herbs (treasure)	Elogium
526 to 530	Oracle	Meteoric Iron (very valuable)	Hidden Treasure (type?)	Elven Script
531 to 535	Oracle	Mud Bricks	Hidden Treasure (type?)	Elven Script
536 to 540	Oracle	Mud Bricks	High Priest Present (NPC)	Encrypted
541 to 545	Planar Communication	Mudstone	High Priest Present (NPC)	Encrypted
546 to 550	Planar Communication	Mudstone	Holy / Unholy Book (magical?)	Epitaph
551 to 555	Planar Knowledge / Revelation	Nephrite (stone)	Holy / Unholy Book (magical?)	Epitaph
556 to 560	Planar Knowledge / Revelation	Oak (wood)	Holy / Unholy Monstrance (treasure)	Gibberish
561 to 565	Planar Knowledge / Revelation	Oak (wood)	Holy / Unholy Monstrance (treasure)	Gibberish
566 to 570	Planar Knowledge / Revelation	Obsidian (crystal / stone, valuable)	Holy / Unholy Symbol (treasure)	Gnomish Runes
571 to 575	Planar Travel	Obsidian (crystal / stone, valuable)	Holy / Unholy Symbol (treasure)	Gnomish Runes

D1000 Roll	Altar's Original Purpose / Type of Worship	Material	Effect / Feature / Object	Aura / Inscription
576 to 580	Planar Travel	Onyx (valuable)	Holy / Unholy Water Basin (magical?)	Good Omen
581 to 585	Planar Viewing	Onyx (valuable)	Holy / Unholy Water Basin (magical?)	Good Omen
586 to 590	Planar Viewing	Oolite (stone)	Hot (magical?)	Halfling Script
591 to 595	Planar Viewing	Oolite (stone)	Hot (magical?)	Halfling Script
596 to 600	Planar Viewing	Packed / Hardened Earth	Icon	Haunting
601 to 605	Possession	Petrified Wood	Icon	Haunting
606 to 610	Possession	Petrified Wood	Idol(s)	Hieroglyphic
611 to 615	Prison for Supernatural Entity	Pewter	Idol(s)	Hieroglyphic
616 to 620	Prison for Supernatural Entity	Pewter	Illusion	Historical Commemoration
621 to 625	Prison for Supernatural Entity	Pine (wood)	Illusion	Historical Commemoration
626 to 630	Prison for Supernatural Entity	Pine (wood)	Immaculate / Untouchable Shrine	Honoring Hero
631 to 635	Protective Aura / Repulsion of Corporeal Enemies	Platinum (very valuable)	Immaculate / Untouchable Shrine	Honoring Hero

D1000 Roll	Altar's Original Purpose / Type of Worship	Material	Effect / Feature / Object	Aura / Inscription
636 to 640	Protective Aura / Repulsion of Corporeal Enemies	Platinum (very valuable)	Imprisoned Angel (monster)	Honoring Martyr
641 to 645	Psychic Empowerment	Porphyry (stone)	Imprisoned Angel (monster)	Honoring Martyr
646 to 650	Psychic Empowerment	Porphyry (stone)	Imprisoned Demon (monster)	Honoring Ruler
651 to 655	Purification of Objects	Precious Stone (GM's choice, very valuable)	Imprisoned Demon (monster)	Honoring Ruler
656 to 660	Purification of Objects	Precious Stone (GM's choice, very valuable)	Imprisoned Devil (monster)	Ill Omen
661 to 665	Purification of Objects	Pyrolite (stone)	Imprisoned Devil (monster)	Ill Omen
666 to 670	Purification of Objects	Pyrolite (stone)	Incense	Imprecation
671 to 675	Purification of Worshippers	Quartz (crystal / stone)	Incense	Imprecation
676 to 680	Purification of Worshippers	Quartz (crystal / stone)	Incense Burners	Invisible
681 to 685	Purification of Worshippers	Rhyolite (stone)	Incense Burners	Invisible
686 to 690	Purification of Worshippers	Rhyolite (stone)	Inset Gems (treasure)	Invitation
691 to 695	Quests and Geases	Rock Crystal (valuable)	Jewelry (sacred treasure)	Invitation
696 to 700	Quests and Geases	Rock Crystal (valuable)	Living Shadows (monster)	Invocation
701 to 705	Reincarnation	Rusted Iron	Magic Circle	Invocation

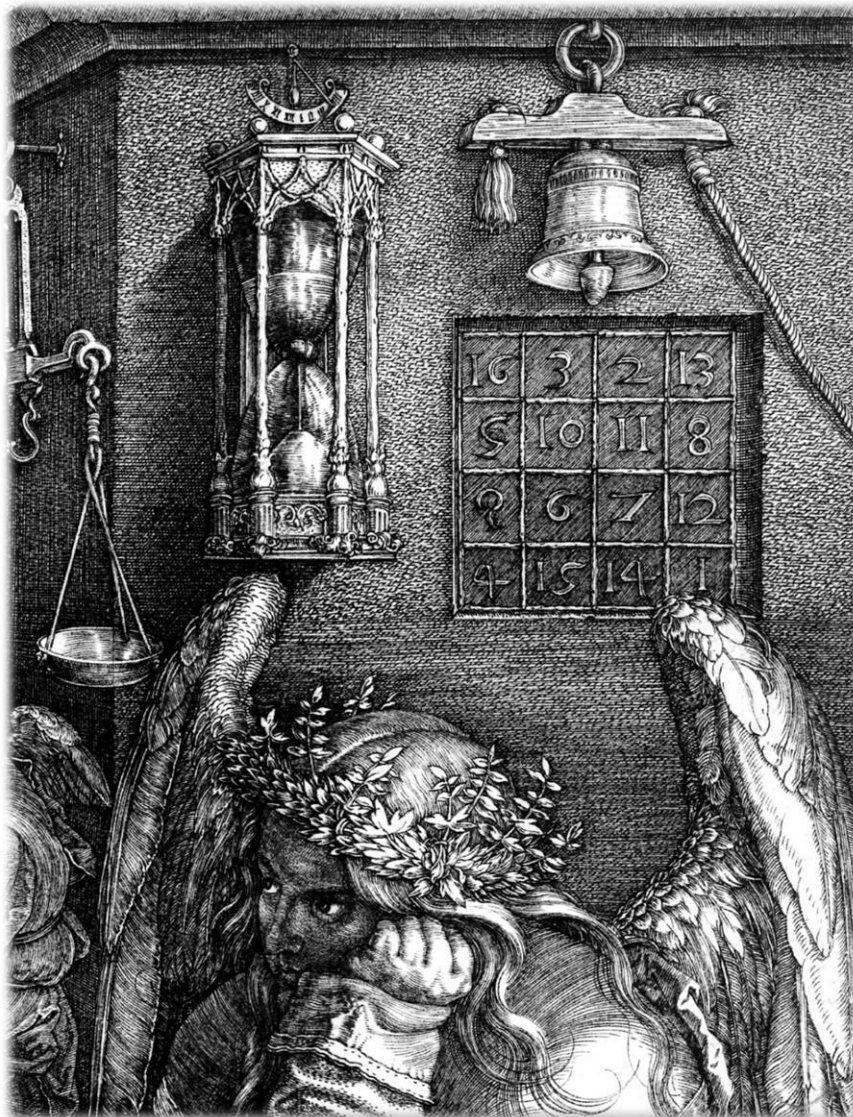
D1000 Roll	Altar's Original Purpose / Type of Worship	Material	Effect / Feature / Object	Aura / Inscription
706 to 710	Reincarnation	Rusted Iron	Magic Mouth Spell	Lament
711 to 715	Reliquary / Relic Protection	Sandstone	Magical Gateway (roll on Magical Gateway table)	Lament
716 to 720	Reliquary / Relic Protection	Sandstone	Magnetic Effect / Lodestone (trick?)	Legend
721 to 725	Reliquary / Relic Protection	Scoria (stone)	Manacles / Chains	Legend
726 to 730	Reliquary / Relic Protection	Scoria (stone)	Map (treasure)	Lovecraftian Truename
731 to 735	Resurrection	Serpentine (stone)	Mask (treasure?)	Lovecraftian Truename
736 to 740	Resurrection	Serpentine (stone)	Material Offering (sacred / untouchable treasure)	Nautical Coordinates
741 to 745	Resurrection	Shale (stone)	Minions Present (NPCs)	Nautical Coordinates
746 to 750	Resurrection	Shale (stone)	Mold (roll on Fungus Table)	Oath
751 to 755	Sanctuary from Opposite Alignment	Siltstone	Mosaics	Oath
756 to 760	Sanctuary from Opposite Alignment	Siltstone	Niches / Alcoves	Obscure Honorific
761 to 765	Sanctuary from Planar Invaders	Silver (valuable)	Offering Bowl (treasure?)	Obscure Honorific
766 to 770	Sanctuary from Planar Invaders	Silver (valuable)	Offertory Container (roll on	Paradox

			Container Table as needed)	
D1000 Roll	Altar's Original Purpose / Type of Worship	Material	Effect / Feature / Object	Aura / Inscription
771 to 775	Scrying / Remote Viewing	Silvered Iron	Other Religious Object (GM's choice)	Paradox
776 to 780	Scrying / Remote Viewing	Silvered Iron	Painting (magical)	Password
781 to 785	Seal over Apocalyptic Gateway	Skarn (stone)	Petrified Victim / Worshipper	Password
786 to 790	Seal over Apocalyptic Gateway	Skulls (animal)	Pile of Cooled Molten Metal	Prayer for Ascension
791 to 795	Secret Map	Skulls (animal)	Poisonous Gas (trap)	Prayer for Ascension
796 to 800	Secret Map	Skulls (demi- human)	Pyre	Prayer for Deliverance
801 to 805	Shape Shifting / Polymorphing	Skulls (human)	Reliquary (treasure?)	Prayer for Deliverance
806 to 810	Shape Shifting / Polymorphing	Skulls (human)	Ruined / Crumbling Shrine	Prayer for Mercy
811 to 815	Shape Shifting / Polymorphing	Skulls (humanoid)	Rune (Word) of Power Spell	Prayer for Mercy
816 to 820	Shape Shifting / Polymorphing	Skulls (monstrous)	Rusted Scrap Metal	Prayer for Power
821 to 825	Spell Empowerment	Skulls (varied)	Sacred Text	Prayer for Power
826 to 830	Spell Empowerment	Skulls (varied)	Saint's / Martyr's Body Part (magical?)	Prayer for Revelation
831 to 835	Spell Recovery	Slate (stone)	Salts / Encrustations	Prayer for Revelation

D1000 Roll	Altar's Original Purpose / Type of Worship	Material	Effect / Feature / Object	Aura / Inscription
836 to 840	Spell Recovery	Slate (stone)	Scourge of Flagellation (treasure?)	Prayer for Salvation
841 to 845	Summoning Familiar	Soapstone	Screen / Filigree (treasure?)	Prayer for Salvation
846 to 850	Summoning Familiar	Soapstone	Scroll (magical?)	Prayer for Visitation
851 to 855	Summoning Familiars	Spruce (wood)	Secret Compartment (treasure?)	Prayer for Visitation
856 to 860	Summoning Familiars	Stacked Stones	Secret Door	Prophecy
861 to 865	Summoning Guardian	Stacked Stones	Secret Stairway	Prophecy
866 to 870	Summoning Guardian	Stalactites	Secret Trapdoor	Quote
871 to 875	Supernatural Knowledge, New Languages	Stalactites	Skeleton (inanimate)	Quote
876 to 880	Supernatural Knowledge, New Languages	Stalagmites	Skulls	Reader's Own Name
881 to 885	Supernatural Knowledge, New Languages	Stalagmites	Slime (roll on Fungus Table)	Reader's Own Name
885 to 890	Supernatural Knowledge, New Languages	Steel	Spider Webs (giant?)	Riddle
891 to 895	Supernatural Knowledge, New Spells	Steel	Spirit Present (monster)	Riddle

D1000 Roll	Altar's Original Purpose / Type of Worship	Material	Effect / Feature / Object	Aura / Inscription
896 to 900	Supernatural Knowledge, New Spells	Stone (type?)	Statue(s)	Secret
901 to 905	Teleportation	Stone (type?)	Strange Odor (roll in CDDG1)	Secret
906 to 910	Teleportation	Syenite (stone)	Strange Sound (roll in CDDG1)	Spell-Activating
911 to 915	Temporal Stasis	Syenite (stone)	Stud / Pommels (buttons) (trap / trick?)	Spell-Activating
916 to 920	Temporal Stasis	Tiled Bricks	Submerged	Taunt
921 to 925	Temporal Stasis / Preservation	Tiled Bricks	Summon Vermin Spell	Taunt
926 to 930	Temporal Stasis / Preservation	Tin	Sunken Pit	Threat
931 to 935	Time Travel	Tin	Symbol Spell	Threat
936 to 940	Time Travel	Travertine (stone)	Tapestry(magical)	Trap-Activating
941 to 945	Transmigration of Souls	Travertine (stone)	Tea Leaves (in container?)	Trap-Activating
946 to 950	Transmigration of Souls	Unknown Alien Metal	Teleportation Spell	Trick-Activating
951 to 955	Transmutation	Unknown Alien Stone	The Elder Sign	Trick-Activating
956 to 960	Transmutation	Unknown Alien Wood	Throne / Sacred Seat	Unknown Language
961 to 965	Undead Reanimation	Verdigris	Trap (roll in Book of Dungeon Traps)	Unknown Language

D1000 Roll	Altar's Original Purpose / Type of Worship	Material	Effect / Feature / Object	Aura / Inscription
966 to 970	Undead Reanimation	Verdigris	Trapdoor	Unreadable
971 to 975	Vigil / Sleeplessness	Whiteschist (stone)	Trash Heap	Unreadable
976 to 980	Vigil / Sleeplessness	Whiteschist (stone)	Treasure (type?)	Votive Inscription



D1000 Roll	Altar's Original Purpose / Type of Worship	Material	Effect / Feature / Object	Aura / Inscription
981 to 985	Visions	Woven Vines	Trick (roll on Trick Table)	Votive Inscription
986 to 990	Visions	Woven Vines	Tripods	Warning
991 to 995	Weather / Environment Control	Yew (wood)	Undead (monster)	Warning
996 to 000	Weather / Environment Control	Yew (wood)	Waterfall	Warning

3-14

DESIGNING A SINISTER

TORTURE CHAMBER

Just about every classic dungeon needs a torture chamber or two, and this table is designed to let you fill one out quickly. I recommend rolling 1D10+10 times for a full-featured torture chamber, if you really want to give the PCs an opportunity to poke around and be dismayed.

If you want to have a row of potential victims, you can have some dungeon cells off to the side and use the prisoner tables in this book to populate them.

The topic of torture is not too interesting to me; to me, the value of such places in the game is less about showing gory scenes, and more about putting gruesomely suggestive objects in a room and letting the players' imaginations run wild from your descriptions. I suggest using these places not to graphically portray torture victims, but rather to give

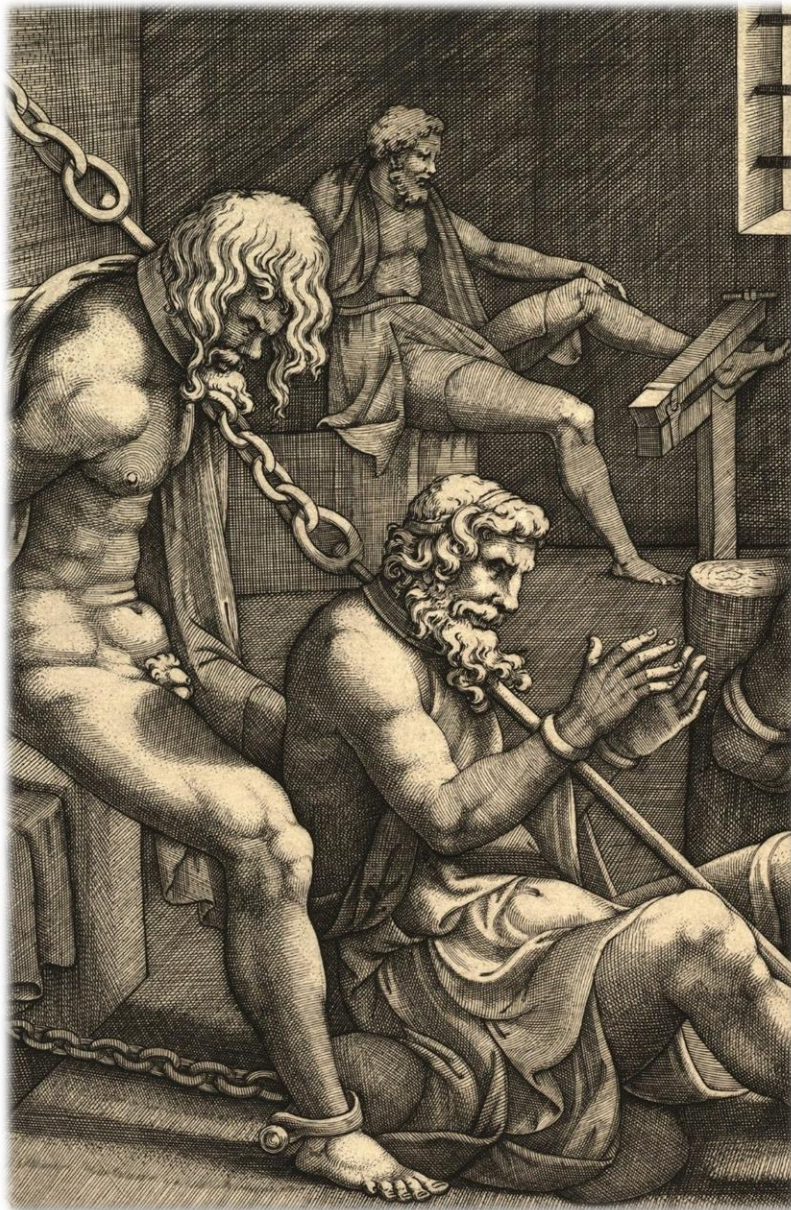
your players a sense of unease, trepidation, and fear. As such, you may need to do some research if you don't know what these things are and what they can do. You're welcome to it, I'll be waiting over here.

D100 Roll	Implement of Torture / Torture Chamber Feature	D100 Roll	Implement of Torture / Torture Chamber Feature
[01]	Anvil	[02]	Ball and Chain
[03]	Barrel of Oil	[04]	Barrel of Tar
[05]	Bastinadoes	[06]	Black Hood
[07]	Bladed Chair	[08]	Boiling Vat
[09]	Boulder	[10]	Branding Irons
[11]	Brank	[12]	Brazen Bull
[13]	Brazier and Tongs (for hot coals)	[14]	Breaking Wheel
[15]	Broken Glass Shards	[16]	Cage
[17]	Caged Helm	[18]	Cat-o'-Nine-Tails
[19]	Cat's Paws	[20]	Catapelta
[21]	Cauldron	[22]	Cavaletto Squarciapalle
[23]	Centipede Cage	[24]	Chains
[25]	Chair of Torture	[26]	Chirurgion's Saw
[27]	Chirurgion's Table	[28]	Clamps
[29]	Coffin Cage	[30]	Cranks and Ropes
[31]	Cressets	[32]	Crocodile Shears
[33]	Daggers	[34]	Dripping Water Trough and Tubes
[35]	Dunking Barrel	[36]	Dunking Cradle
[37]	Fetters	[38]	Firepit
[39]	Fireplace	[40]	Flask of Honey
[41]	Garrote	[42]	Hangman's Noose
[43]	Hatchets and Meat Cleavers or Head Crusher	[44]	Heretic's Fork

D100 Roll	Implement of Torture / Torture Chamber Feature	D100 Roll	Implement of Torture / Torture Chamber Feature
[45]	Hooks and Cords	[46]	Hungry / Starving Monster in Cage or Inquisitor (NPC)
[47]	Instrument of Mercy (monster)	[48]	Instrument of Torment (monster)
[49]	Iron Boot	[50]	Iron Chair
[51]	Iron Maiden	[52]	Iron Mask
[53]	Judas Cradle	[54]	Living Victim (see Prisoner Table)
[55]	Maces and Morning Stars	[56]	Manacles
[57]	Needles and Pins	[58]	Oubliette
[59]	Pendulum Blade	[60]	Pillory
[61]	Pincers	[62]	Pit
[63]	Powdered Glass	[64]	Psychic Inquisitor (NPC)
[65]	Rack / Stretching Table	[66]	Rat Cage
[67] or [68]	Ropes	[69] or [70]	Ropes and Cords
[71] or [72]	Sausage Grinder or Scavenger's Daughter	[73] or [74]	Scold's Bridle
[75] or [76]	Scorpion Cage	[77] or [78]	Scourge
[79]	Set of Knives	[80]	Set of Scalpels
[81] or [82]	Sledge Hammer	[83] or [84]	Spider Cage
[85]	Stake and Manacles	[86]	Stocks
[87]	Strappado Setup	[88]	Swords
[89]	Tablilla Setup	[90]	Thumbscrews
[91]	Tongs	[92]	Tongue Tearer
[93]	Tooth Pliers	[94]	Torches



D100 Roll	Implement of Torture / Torture Chamber Feature	D100 Roll	Implement of Torture / Torture Chamber Feature
[95]	Torturer (NPC)	[96]	Vial of Acid
[97]	Vial of Poison	[98]	Victim (see Corpse Table)
[99]	Vise	[00]	Whips



3-15

DESIGNING AN UNUSUAL EVOCATIVE ROOM

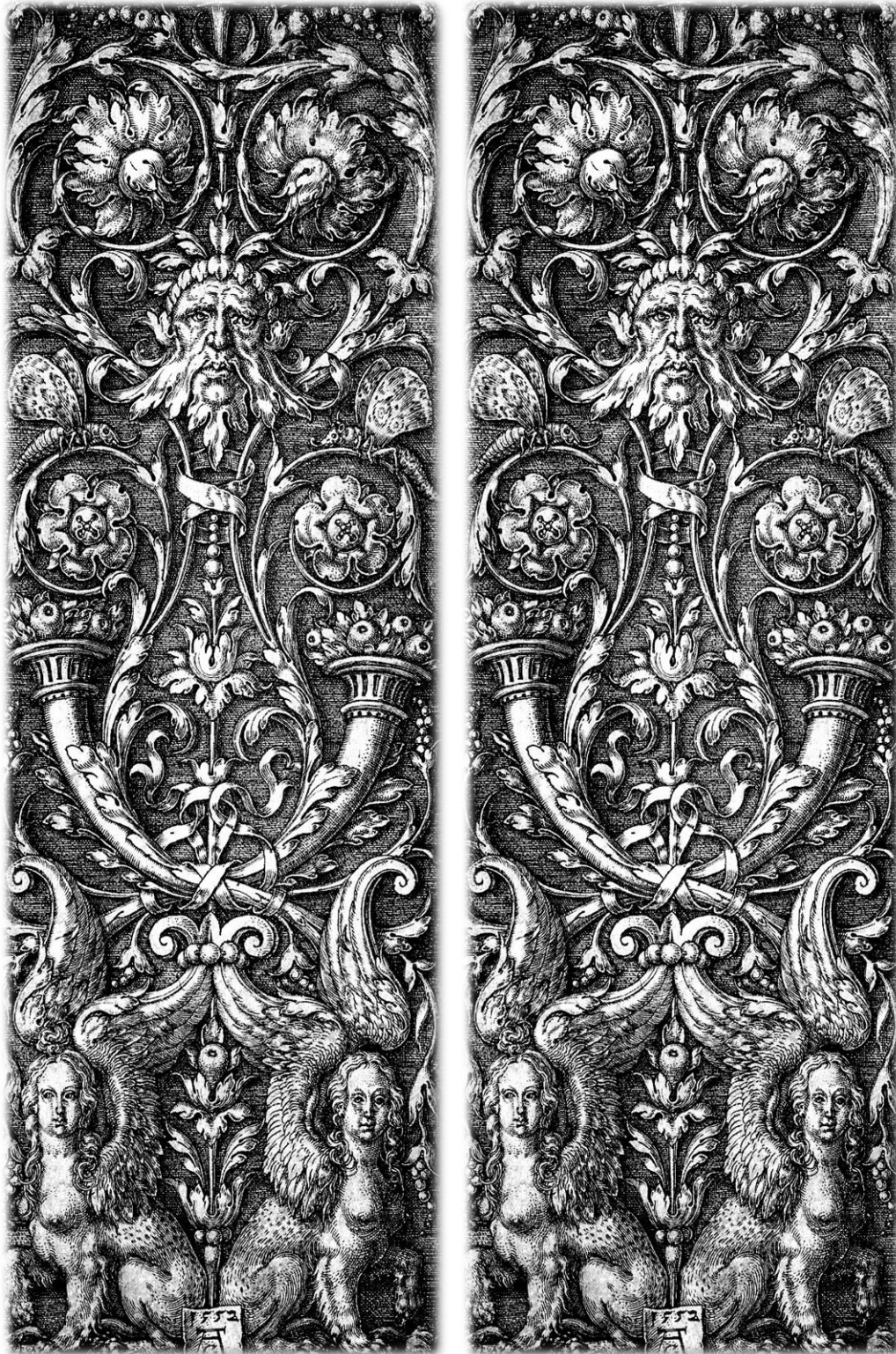
This table is useful for those times when you don't want to put a monster, trap, trick, or treasure in a room, but you don't just want it to feature a couple of random objects either. You want the room to be interesting, and you want it to mean something.

This table is similar to the dungeon dressing systems, but these oddities are meant to furnish an "empty" room. Instead of being little things that like nails and ropes and bags that need to be scrounged out of the corners, these results are impressive features that immediately come to the PCs' attention.

If you lean too hard on this table, however, you can break it. The result "23 dead bodies present" is intriguing the first time, but if you use it five or six times it just becomes boring and predictable. For that reason, I recommend that you only use each entry once. Some of the entries can stand on their own (666 Books Present) while other entries (Low Ceiling) should be combined with additional rolled effects (Gravestones) to create something suitably creepy.

I will try to expand this table in the future, because it's easy to burn through. But I think you will find many of these results quite pleasing! You can combine this table with the 167 Shards of Chaos (see the bonus appendix at the end of CDDG1) if you want the room to really be something that your players will talk about for months to come.

Have fun writing up the history and justification of these unusual features ...



D1000 Roll	Unusual / Evocative Room Feature
001 to 005	101 Containers Present
006 to 011	15' High Pyramid of Mostly-Empty Potion Bottles
012 to 017	23 Dead Bodies Present
018 to 022	666 Books Present
023 to 028	Adventurers' Campsite (recently abandoned)
029 to 034	Air / Surfaces Are Glittering
035 to 039	Alien Architecture
040 to 045	All Surfaces Covered in Mosaics
046 to 051	All Surfaces Made of Compressed / Angular Dirt (unstable)
052 to 056	Animated Suits of Armor March in Formation, Halt
057 to 062	Aquarium with Aquatic Creatures
063 to 068	Arrow Points to Secret Door (trap?)
069 to 073	Beast Trophies (animated?)
074 to 078	Blast Shadows of Slain People on Walls
079 to 083	Bleeding Walls
084 to 088	Breathing Walls
089 to 093	Bricked Up Trapdoor in Ceiling / Floor
094 to 098	Broken Musical Instruments Everywhere
099 to 103	Burning Lantern in Center of Room (no other feature)
104 to 108	Caged Fire Beetles and Tiny Fire Elementals Provide Illumination
109 to 113	Cairn in Center of Room
114 to 118	Canopic Jars and Embalming Slab
119 to 123	Canvas Spread Over Surfaces
124 to 128	Cats Roaming Everywhere
129 to 133	Cenotaphs Everywhere
134 to 139	Chalk Scrawlings / Diagrams Everywhere
140 to 145	Chandelier Turned into Precarious Climbing Ladder to Dangerous Treasure Room

D1000 Roll	Unusual / Evocative Room Feature
146 to 150	Chasm and Bridge
151 to 156	Claw Marks Everywhere
157 to 162	Climbable Series of Low Wooden Rafters
163 to 167	Colossus Covered in Verdigris
168 to 173	Covered in Bloody Scrawlings of a Madman
174 to 179	Crucible and Smith's Gear
180 to 184	Curiosity Cabinet filled with Wondrous Things
185 to 190	Darkness Spell, Growling Sounds
191 to 196	Disembodied Voice Mockingly Narrates the Adventurers' Actions
197 to 201	Doll Sits Up in Middle of the Room, Crawls Away Toward Grating
202 to 207	Doors are Giant Sculpted Mouths
208 to 213	Doors Every 10' Divide Room into Cells
214 to 218	Doors Removed and Stacked
219 to 224	Doors to Nowhere Every 10' (opening to walls, perhaps with Roman numerals on them)
225 to 230	Dream Catchers Hanging Everywhere
231 to 235	Dungeon Villain's Giant Head Hovers as Watchful "Hologram"
236 to 242	Every Surface is Carved / Etched / Engraved
243 to 249	Every Surface Made of Flesh
250 to 254	Feral Child Lair
255 to 261	Filled with Mist
262 to 268	Filled with Prisoners
269 to 273	Filled with Taxidermy (beasts, monsters, etc.)
274 to 280	Floating Objects
281 to 287	Floor is 3' Deep Pool of Mud (potential trap for short demi-humans)
288 to 292	Floor is a Wall (with doors mounted in floor and ceiling)
293 to 299	Floor is Ceiling (with furnishings on ceiling)
300 to 306	Floor Tiles Form a Game Board
306 to 311	Friendly Cat in Room, Follows Adventurers

D1000 Roll	Unusual / Evocative Room Feature
312 to 318	Frigid, Walls Covered in Ice
319 to 325	Funerary Urns on Shelves
326 to 330	Fungal Garden, Beautiful
331 to 337	Fungal Garden, Cursed (Negative Magical Property)
338 to 344	Fungal Garden, Edible
345 to 349	Fungal Garden, Enchanted (Positive Magical Property)
350 to 356	Fungal Garden, Gas-Emitting
357 to 363	Fungal Garden, Hallucinogenic
364 to 368	Fungal Garden, Hive Mind
369 to 375	Fungal Garden, Invasive / Parasitic
376 to 382	Fungal Garden, Magic Eating
383 to 387	Fungal Garden, Phosphorescent
388 to 394	Fungal Garden, Poisonous
395 to 401	Gargoyles on Pedestals
402 to 406	Ghostly Mist Handprints on the Walls
407 to 413	Glass Coffin(s) in Room
414 to 420	Gong Hanging in Stand, Still Barely Reverberating (no other features in room)
421 to 425	Grass-Like Growth Everywhere
426 to 432	Gravestone(s)
433 to 439	Gremlin Flees from Explorers into Tiny Hole
440 to 444	Half-Finished Colossal Sculpture
445 to 441	Hand Cart and Rails, Leading Out Descending Tunnel
442 to 448	Hanging Hides, Flayed Skins and Pelts
449 to 453	Hanging Nets Everywhere Hold Boxes, Skulls, Etc.
454 to 460	Hermit Slowly Turning into a Tree
461 to 467	Huge Pile of Flinders / Splinters
468 to 472	Improvised Midwall Divides Room

473 to 479	Inscriptions on Walls, Beginning in Upper Left Corner, Tell an Entire Saga
D1000 Roll	Unusual / Evocative Room Feature
480 to 486	Inverted Magical Waterfall
487 to 491	Invisible Containers on Floor
492 to 498	Invisible Dead Body Floating in the Center of the Room, Surrounded by Flies
499 to 505	Invisible Ley Line (all magic is chaos magic, trick)
506 to 510	Ivory Inlays in Surfaces
511 to 517	Kiln and Potter's Gear
518 to 524	Leather Spread Over Surfaces
525 to 529	Light Spells (various colors)
530 to 536	Loom and Weaver's Gear
537 to 543	Magic Mouths Gibbering
544 to 548	Manacles and Chains Everywhere
549 to 555	Map Painted on Wall
556 to 562	Mist Conceals Everything
563 to 567	Mist Conceals the Ceiling
568 to 574	Mist Conceals the Floor
575 to 581	Monster Trophies Cover Every Surface
582 to 586	Moving and Creeping Occult Sigils Cover the Walls
587 to 593	Mushrooms Growing Everywhere
594 to 600	Otherworld Viewer Seen Observing
601 to 605	Overgrown with Slimy Plants
606 to 612	Painted Ceiling, Masterpiece
613 to 619	Painted Floor, Madman's Vista
620 to 624	Painted in Bright Colors
625 to 631	Painted Walls, Elaborate Dwarven Family Tree
632 to 638	Petrified Tree Dominates the Room
639 to 643	Phantoms of Children

644 to 650	Pieces of Driftwood
D1000 Roll	Unusual / Evocative Room Feature
651 to 656	Pipe Organ (playing on its own?)
657 to 661	Portcullises Every 10' Divide Room into Cells
662 to 667	Pots and Pans Hanging Everywhere
668 to 673	Rat Swarm Flees
674 to 678	Reflecting Mirrors Cascading with Surface Sunlight
679 to 684	Room Filled Floor to Ceiling with Trash
685 to 490	Room Filled with 10' Deep Sand
691 to 695	Room Filled with Hedge Maze, Dirt Floor
696 to 701	Room Floor is an Enormous Sinkhole (trap if adventurers open door quickly)
702 to 707	Room Has Recently Flooded
708 to 712	Room is a 30' Tall Trash Heap (with gremlin burrows throughout)
713 to 718	Room is a Whirlpool with an Aura of Silence (trap)
719 to 724	Room is Filled with Statues
725 to 729	Room is Made of Bones and Skulls
730 to 735	Room is Made of Bronze / Brass Plating
736 to 741	Room is Made of Crystal / Glass
742 to 746	Room is Made of Energy / Force Fields
747 to 752	Room is Made of Iron / Steel Plating
753 to 758	Roots Growing Everywhere
759 to 763	Ropes Dangling from Shafts
764 to 769	Runestone(s)
770 to 775	Sealed and Airless Until Opened
776 to 780	Shadows in Walls (living)
781 to 786	Shattered Barricade, Broken Weapons
787 to 792	Skeletal Hands Stuck in Floor / Wall / Ceiling
793 to 797	Skulls in Piles
798 to 803	Skylight in Ceiling Leads to Surface

D1000 Roll	Unusual / Evocative Room Feature
804 to 809	Slime Dripping Everywhere
810 to 814	Soot Covers Everything
815 to 820	Steam Vents
821 to 826	Sticks and Wicker Men Hanging Everywhere
827 to 831	Strange Overpowering Feeling
832 to 836	Suits of Rusted Armor Stacked Floor to Ceiling
837 to 842	Sweltering, Scalding Steam
843 to 847	Terrarium with Tiny Creatures
848 to 853	Thousands of Cockroaches Flee
854 to 859	Thousands of Rat Skeletons Crunch Underfoot
860 to 864	Tiny Furniture and Light Fixtures
865 to 870	Tiny Hut in Center of Room, Made of Filthy Thatch and Clay Bricks
871 to 876	Totem Poles to the Ceiling
877 to 881	Trail of Pebbles / Breadcrumbs
882 to 887	Transparent Ceiling
888 to 893	Transparent Floor
894 to 898	Transparent Wall
899 to 904	Troll Held in Magical Stasis
905 to 910	Two Armored (Inanimate) Skeletons in Fighting Pit, Impaled on Each Other's Spears
911 to 915	Uneven / Dangerous Floor
916 to 921	Very High Ceiling
922 to 927	Very Low Ceiling
928 to 932	Vines Growing Everywhere
933 to 938	Walls Are Moving (huge insect migration)
939 to 944	Walls Covered in Old Mounted Shields
945 to 949	Walls Covered in Old Mounted Weapons
950 to 955	Walls Covered in Writhing Snakes (harmless?)
956 to 963	Walls Filled with Shelves and Bottles

D1000 Roll	Unusual / Evocative Room Feature
964 to 970	Winch and Pulleys, Chalk Outline on Wall
971 to 977	Wind Current
978 to 984	Wooden Floor Partially Collapsed, Stone Chamber Beneath
985 to 992	Writing / Graffiti on Every Surface
993 to 000	Writing on Walls (shifting, changing)





Holy second hobbit crap, Bobbins!

Look at all these crazy dungeon tables!

Game over, man!

Game over!

ABOUT THE AUTHOR

Beginning play as a chaotic neutral normal human with one measly hit point to his name, KENT DAVID KELLY eventually became apprenticed to a magic-user of ill repute ... a foul man who dwelt in the steamy deeps of the Ivory Cloud Mountain. After this mentor carelessly misplaced an intelligent soul-sucking sword and then died under suspicious circumstances, his former henchman Mr. Kelly escaped to the deeper underground and there began playing Satanic role-playing games. This, the legends tell us, occurred in the year 1981.

Hoary wizard-priests who inspired Mr. Kelly in his netherworldly machinations included the peerless Gygax, Carr, Arneson, Cook, Hammack, Jaquays, Bledsaw, Moldvay, Kuntz, Schick and Ward. Sadly, a misguided made-for-the-basements movie entitled *Mazes and Monsters* gave Mr. Kelly's parents conniptions in 1982. As a result of that blasphemous Tom Hanks debacle (and other more personal lapses in judgment), Mr. Kelly was eventually forbidden from playing his favorite game for a considerable length of time.

Nonplussed but not defeated, he used this enforced exile to escape to a friend's alehouse, and there indulged himself in now-classic computer RPGs such as Zork, Telengard, Temple of Apshai, Ultima, Tunnels of Doom, The Bard's Tale, Phantasie, Pool of Radiance, Wizard's Crown and Wasteland. He then went on to write computer versions of his own FRPGs, which led to his obsession with coupling creative design elements with random dungeons and unpredictable adventure generation.

Mr. Kelly wrote and submitted his first adventure for *Dungeon Magazine* #1 in 1986. Unfortunately, one Mr. Moore decided that his submission was far too "Lovecraftian, horrific and unfair" to ever serve that worthy periodical as a publishable adventure. Mr. Kelly, it must be said, took this rejection as a very good sign of things to come.

In the late 80s and 90s, Mr. Kelly wrote short stories, poems and essays ... some of which have been published under the Wonderland Imprints banner. He wrote several dark fantasy and horror novels as well. Concurrently, he ran Dark Angel Collectibles,

selling classic FRPG materials as Darkseraphim, and assisted the Acaeum with the creation of the Valuation Board and other minor research projects.

At this time, Mr. Kelly and his entourage of evil gnomes are rumored to dwell in the dread and deathly under-halls of the Acaeum, Dragonsfoot, ENWorld, Grogardia, Knights & Knaves, ODD, and even more nefarious levels deep down in the mega-dungeon of the Web.

There he remains in vigil, his vampiric sword yet shivering in his hand. When not being sought outright for answers to halfling riddles or other more sundry sage advice, he is to be avoided by sane individuals *at all costs*.

OTHER BOOKS

BY KENT DAVID KELLY

This book was a labor of love, and like all of my works it has been self-published. Notoriously, online vendors do not always play nicely with one another, and sadly you must know that I cannot provide you with exhaustive links to the various sites where all of my various books are sold. (And I kindly ask that you please not pirate my works, as that takes money and security away from my family.) But I can provide you with the titles, and you can go exploring on your own to discover my other works! Google is a beautiful thing.

My available books, as of spring 2017, include:



[1] **Arachne: A Pyre of Angels**



CASTLE OLDSKULL FRPG GAMING SUPPLEMENTS

[2] **City-State Encounters (CSE1)**

[3] **The Classic Dungeon Design Guide, Book I (CDDG1)**

[4] **The Classic Dungeon Design Guide, Book II (CDDG2)**

[4] **Dungeon Delver Enhancer (DDE1)**

[5] **Game World Generator (GWG1)**

- [6] The Great Dungeon Bestiary (CDDG2)
- [7] Mega-Dungeon Monsters & Treasure (MDMT1)
- [8] The Pegana Mythos (PM1)
- [9] Treasure Trove: The Book of Potions (TT1)



- [10+] The Complete Alice in Wonderland
(and many other public domain author editions, published under the Wonderland Imprints blazon)



- [11] Cthulhu in Wonderland



DUNGEON MASTER'S GUILD GAMING SUPPLEMENTS

- [12] City State Creator I (ELD2)
- [13] City State Creator II (ELD3)
- [14] Dungeon Crucible: Random Dungeon Name Generator (DC1)
- [15] Guy de Gaxian's Dungeon Monsters: Level 1 (GG1)
- [16] Old School Dragons: Molting Wyrmlings (DR1)
- [17] Oldskull Rogues Gallery I (ORG1)
- [18] Oldskull Rogues Gallery II (ORG2)
- [19] 1,000 Rooms of Madness (DC2-S)

[20] Random Treasure Trove Generator (RTT1)

[21] Spawning Pool of the Elder Things (SP1)

[22] Treasure Trove 1: Challenge 1 Treasures (TT1)

[23] Treasure Trove 2: Challenge 2 Treasures (TT2)

[24] Treasure Trove 3: Challenge 3 Treasures (TT3)



[25] From the Fire: An Epic Novel of the Nuclear Holocaust



HAWK & MOOR: THE UNOFFICIAL HISTORY
OF DUNGEONS & DRAGONS

[26] Book 1: The Dragon Rises

[27] Book 1: The Dragon Rises, Deluxe Edition

[28] Book 2: The Dungeons Deep

[29] Book 2: The Dungeons Deep, Deluxe Edition

[30] Book 3: Lands and Worlds Afar

[31] Book 4: Of Demons & Fallen Idols

[32] Book 5: Age of Glory

[33] The Steam Tunnel Incident

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THE LYRIC BOOKS OF SHADOW

[34] I: For the Dark Is the Light

[35] II: The Summoning of Dark Angels

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[36] The Necronomicon: The Cthulhu Revelations

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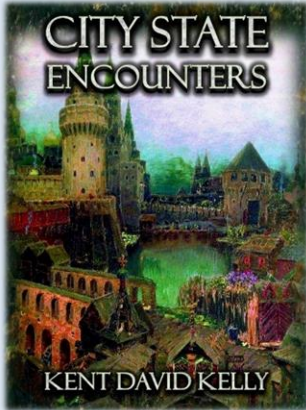
(Various other books are out of print, being reworked, stuck in a closet half-completed, or stuck inside my head ...)

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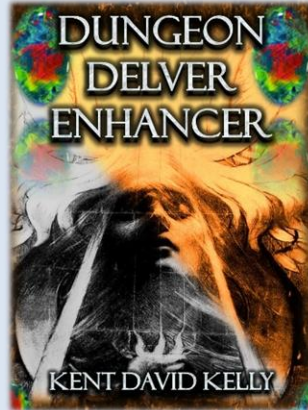
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K

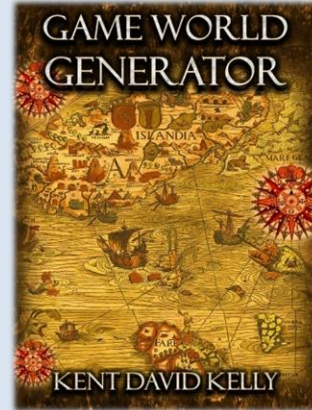
**Castle Oldskull – Old School FRPG Supplements
(at DriveThruRPG.com)**



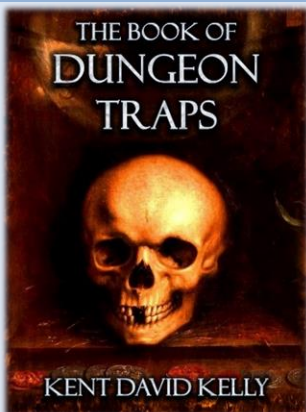
CSE1
City State Encounters



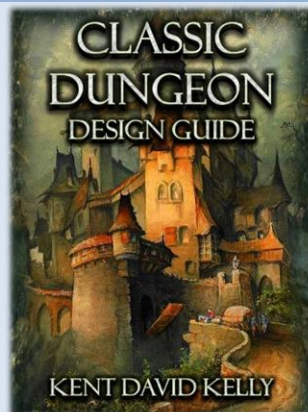
DDE1
**Dungeon Delver
Enhancer**



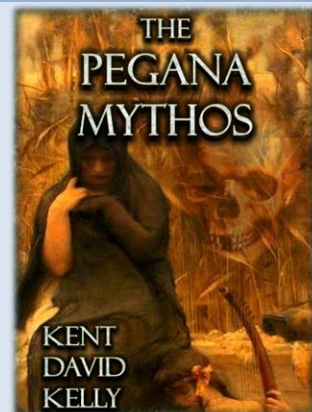
GWG1
Game World Generator



BDT1
**The Book of Dungeon
Traps**



CDDG1
**The Classic Dungeon
Design Guide**



PM1
The Pegana Mythos

**And More
To Come**

KENT DAVID KELLY
WONDERLAND IMPRINTS

OSR

NO. THERE IS ANOTHER.

Many Game Masters have fondly regarded Wonderland Imprints' Gold Medal winning Old School Renaissance (OSR) supplement CDDG1, **THE CLASSIC DUNGEON DESIGN GUIDE** as author Kent David Kelly's final word on dungeon design. But that basic book is only the beginning! In this advanced companion volume, you will find hundreds of pages of random generation tables for caves, fountains, killer fungi, laboratories, magical gateways, shrines, skeletons, slimes, treasure chests and much more. The question is no longer what tools there are for you to use, the question is how deep into your imagination you're willing to wander ...

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