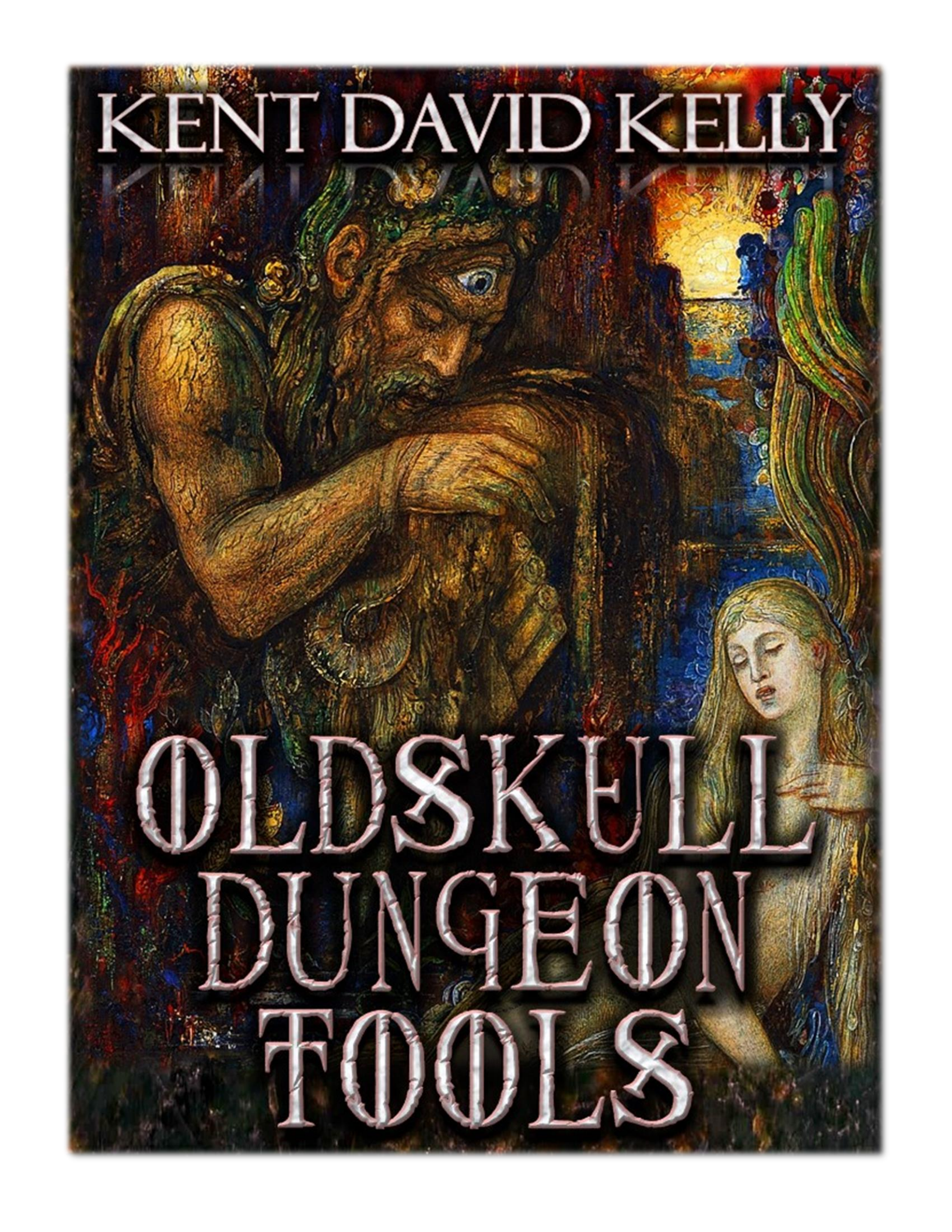
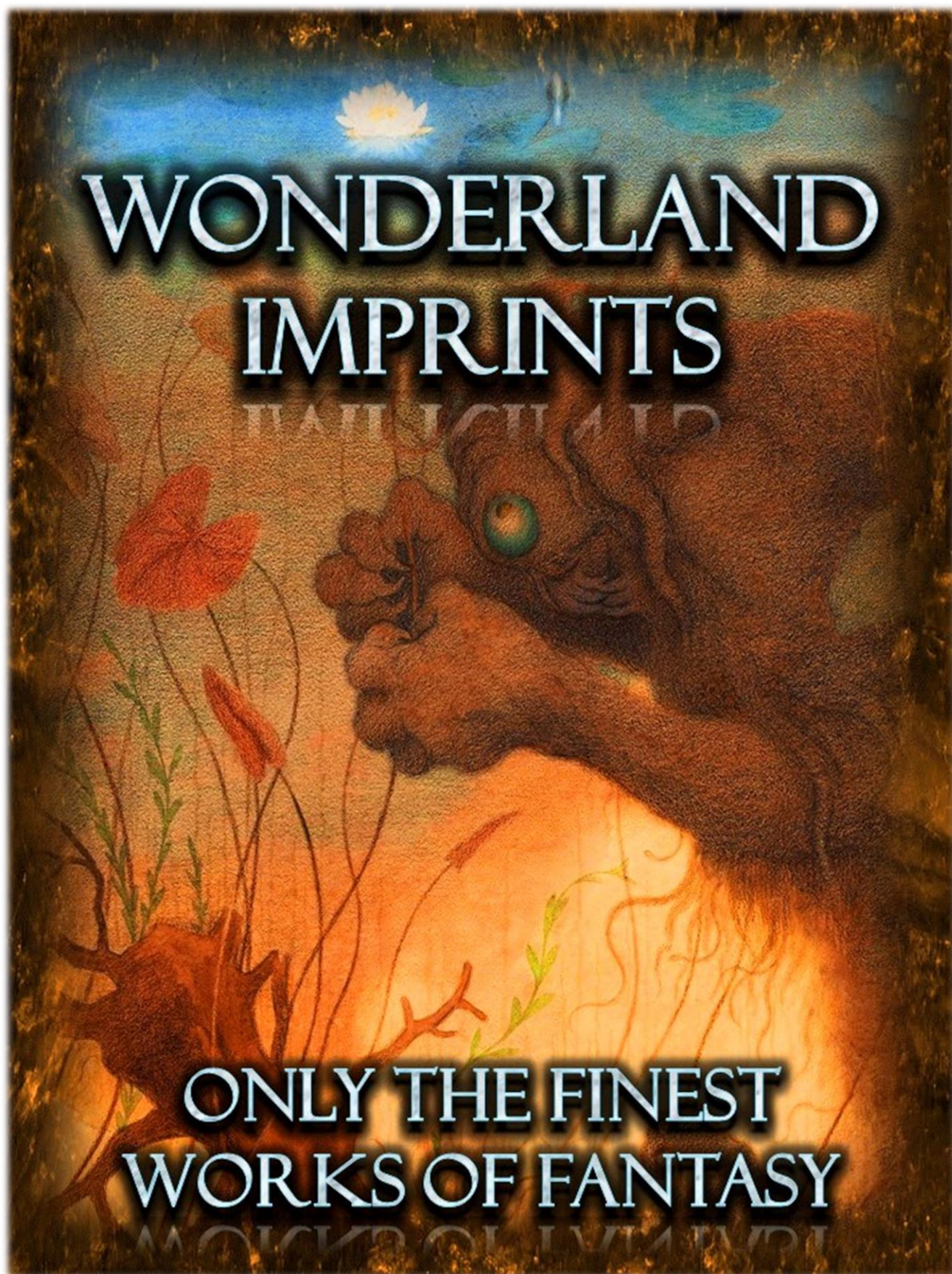




KENT DAVID KELLY

OLDSKULL
DUNGEON
FOOLS



Oldskull Dungeon Tools

A Castle Oldskull Supplement For Fantasy Role-Playing Games

Written and Edited By

Kent David Kelly

Cover Art By

Gustave Moreau

Interior Illustrations By

John D. Batten, Hans Burgkmair, Joe J.
Calkins, Georges Jules Victor Clairin,
Henrique Alvim Correa, Gustave Dore,
Rick Hershey, Theodore Kittelsen, William
McAusland, Christian von Mechel,

Et Alii

Some Artwork by

Joe J. Calkins, Cerberus Illustration,
cereberusart.com

Publisher's Choice Quality Stock Art ©

Rick Hershey / Fat Goblin Games

Some Artwork Copyright

William McAusland

Used with Permission

Wonderland Imprints © 2018

Only the Finest Works of Fantasy

OSR

Table of Contents

Table of Contents	3
Description	4
Purpose	6
What Is Provided by the Toolkit	6
Preparing the Toolkit for Use	7
Understanding the Toolkit	8
Accessing the Worksheets	9
The Random Data That You See	10
Rolling New Random Results	10
Caution	11
Saving Desired Text	11
The [2] Scenario Sheet	12
The [3] Journey Sheet	15
The [4] Dungeon Sheet	16
The [5] Lore Sheet	17
The [6] Rooms Sheet	19
The [7] Room Descriptors Sheet	20
The [8] Room Contents Sheet	23
The [9] Room Connections Sheet	27
The [10] Lairs Sheet	29
The [11] Trap Sheet	35
Building a Dungeon Master Plan	35
Afterword	37
About the Author	38
Legal	39



Description



At last, the culmination of years of old school dungeon design ideas, at your fingertips ...

Important Note: This is a spreadsheet program, with a user's manual. This utility is designed to work with a desktop computer, with Microsoft Excel installed and also a word processor (allowing you to paste data output into an easily printable format). If you are using a non-desktop system such as a phone or tablet, you may become frustrated by your inability to use this tool to 100% of its intended functionality. Compatibility with other spreadsheet programs is unfortunately not guaranteed. Please purchase this product

only if you have a system that can handle the formatted data and generators in a manner that will be helpful to you. These systems have been specifically designed to fit the intended format. Thank you for your understanding.

If you love random tables but hate page flipping and dice rolling, the Oldskull Dungeon Tools are for you. This utility set features tens of thousands of random table results, pulled from the following 8 best-selling Castle Oldskull books:

- The Classic Dungeon Design Guide, Books 1, 2 & 3 (CDDG1-3)
- The Oldskull Dungeon Bestiary (ODB1)
- The Book of Dungeon Traps (BDT1)
- 1,000 Rooms of Chaos, Books 1 & 2 (ROC1-2)
- 333 Realms of Entropy (ROE1)
- (With a few Easter eggs included from other books as well.)

Here you will find fully automated randomizers for over 100 variables, including:

- Adventure names
- Unique benefactors / quest givers
- Quest and scenario types, with twists
- City-to-dungeon modes of travel and wilderness encounters
- Wilderness region themes (Realms of Entropy)
- Dungeon names and level themes
- Surface dungeon, castle, and ruin types (surrounds)
- Dungeon construction and builder race ideas

- Minor artifacts (Shards of Chaos)
- Over 2,000 unique room themes (Rooms of Chaos)
- A full random room generator, with over 1,000 detailed room types
- Over 1,000 descriptor and adjective themes for further differentiation
- Details on dungeon light, air currents, lifeforms, odors, and sounds
- Furnishings and dungeon dressing
- Unexpected features, cave features, rogue hideout features, and arcane features
- Very large random systems for containers, pools, and shrines
- Dead body and implement of torture generators
- Door, corridor, stairway, and magical gateway creators
- Special encounter types for barracks (minions), quarters (NPCs), prisoners, and ideas for Lovecraftian Abominations
- Over 4,000 random monster lairs, including paired encounters (e.g., dark elves and giant spiders), with more to come
- Hundreds of dungeon trap ideas, tiered by difficulty level
- And more, with more content to come!

To make the very most of this utility, you might want to own the 8 books mentioned above, but I've included enough information in the accompanying user's manual that you should also be able to figure things out on your own. (Arising questions would be most fully answered by the 2,000+ pages of referenced books, as cited in this utility's user manual.)

Additional tool sets for the Game World Generator, Oldskull Adventure Generator, etc. will be programmed if this initial dungeon-themed offering is well received.

Please note that this is not a traditional Castle Oldskull e-book. It is a spreadsheet software utility for rapid random generation, which has been written due to dozens of requests for quicker and more integrated result creation using the existing Castle Oldskull systems. If you do not yet have a basic level of proficiency in Microsoft Excel use and word processing, this product might frustrate you ... but the learning curve can be overcome. These tools have been requested by power users and have been scripted for that intended audience.

I hope you enjoy the provided tools ... they are very extensive!

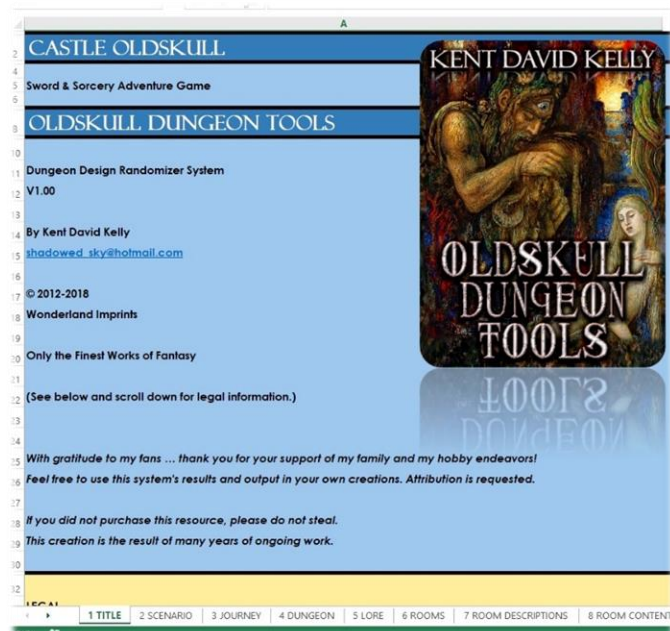
Another fine product from Kent David Kelly and Wonderland Imprints, Only the finest works of fantasy.



Purpose

The purpose of the Oldskull Dungeon Tools suite is to maximize the random idea options provided to Game Masters who are seeking assistance in fantasy role-playing game (FRPG) dungeon design. The toolkit has been built to expedite random generation for those users who prefer automated randomization over dice rolling.

Please note that this user's manual comprises only a general instruction overview of the included tools, which are in macro-driven spreadsheet format. See this product's description page at DriveThruRPG for further details.



What is Provided by This Toolkit

The toolkit includes three major components: [1] this User's Manual, which you are currently reading; [2] the spreadsheet tools, in .xlsx format; and, [3]

the spreadsheet tools in a secondary .xls format.

The .xls tools are compatible with Microsoft Excel 2003.

The .xlsx tools are compatible with Microsoft Excel 2007 and up.

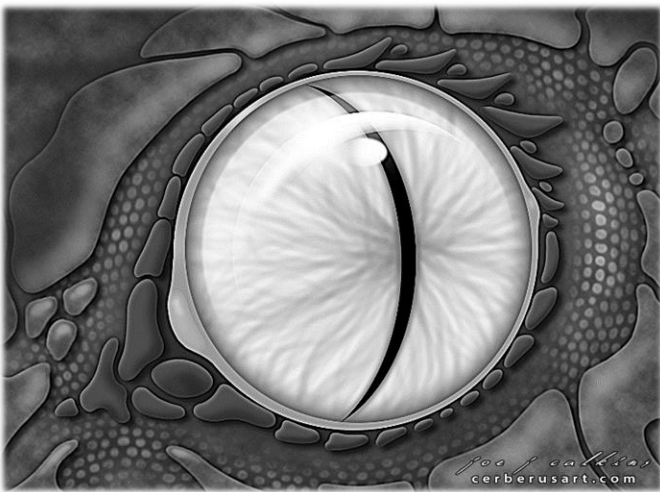
The .xlsx and .xls toolkits are virtually identical; you should choose the one that works best on your system. If you are uncertain, I recommend trying the .xls version first.

If you do not currently own Microsoft Excel, I recommend downloading a Microsoft Office trial pack from the Microsoft Office website, or using Office 365. If you require assistance in learning the fundamentals of Excel, I recommend searching Youtube for "Excel for Beginners" or something similar. There are many detailed and excellent audiovisual tutorials freely available, and you can choose your preferred presenter at leisure.

Please note that I am not affiliated with Microsoft, I am merely a user of their software; and I am unfortunately not in a ready position to aid you with requests for free software, Open Source contributions, spreadsheets in other formats, Apple-specific formats, Kindle-specific formats, tablet-specific formats, phone-specific formats, etc. This budget-priced toolkit is therefore provided "as is" without significant person-to-person technical support, and users who would like to use other programs, formats, modifications, implementations, etc. will want to take assurance in their own expertise while deviating from my designed tools.

I do apologize for the necessity of this stance, but I have learned several times over the years that I must necessarily protect myself with such disclaimers due to the past actions of an unfortunate few. For those of you who might have been wondering why I have only provided e-

books and print books until now, with only very limited automatic generation tools on offer, now you know why I am sensitive to electronic release of design materials. But nevertheless, I wanted to provide these tools to those who have requested them. It has taken a considerable amount of work over the years to reach this point, and I am grateful for those who have cared enough to provide their own suggestions, recommendations, and offers for modification to this project.



Preparing the Toolkit for Use

Before you use the tools for random dungeon generation, I recommend that you download and backup the relevant files. You should probably save one copy of the .xlsx or .xls tools (or both) in a safe place on your system, and then use a second copy for active dungeon design and generation.

This is a safeguard measure for your convenience. If you do this, you will be able to easily delete and replace the tools if some significant user error occurs (sheet

deletion, cell over-pasting, incompatible custom formatting, etc.).

If the program malfunctions in some way, I recommend closing it without saving any changes, and reopening. Keep in mind that any on-screen data will be lost, unless you first paste material from the Excel sheets into a separate word processor (such as Microsoft Word or Notepad) and save it.

If needed, you can always download an additional clean copy of the tools by using your account options at DriveThroughRPG or RPGNow.

I as the offeror of these tools cannot be held responsible for lost user data, word processor training, customized spreadsheet failure, macro breakage due to user dabbling in the data fields, etc. People ask me for many things, and I do provide what I can! But I want you to know that I have goodwill toward any plans you might have to further develop these systems for your own use. You can feel free to customize the tools as you see fit, but in doing so please remember that you undertake the risk that something might go wrong while you are making modifications to the existing spreadsheets and their macros.

If you have additional content that you would like to see, additional feature requests can be made to shadowed_sky@hotmail.com. Some components will be added to this toolkit in the future, and other requests might lead to the develop of new and separate systems by Wonderland Imprints.



Understanding the Toolkit

There is a lot here!

You will find that I have offered a significant amount of information in the randomizers, and that dealing with it can prove to be initially cumbersome. There is a bit of a learning curve in understanding the toolkit, what it offers, and the inherent limitations. In building an understanding of the tools, I recommend that you print this user's manual and keep it nearby. Then, you can refer to these instructions while also keeping the spreadsheets active on your screen.

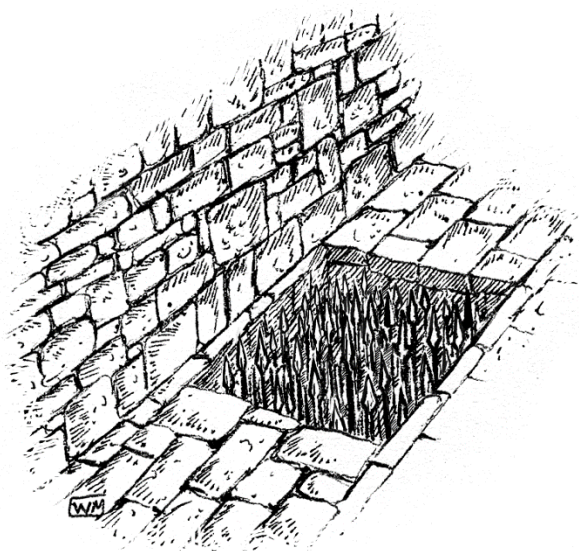
Learning to use these tools solely through this manual, or solely through access of

the spreadsheets, will be slow and frustrating. The manual and the spreadsheets are designed to sync together and you should plan on using both simultaneously until you gain familiarity.

The dungeon generator spreadsheets are provided in a workbook, and are split into two primary sections, with 20 sheets in all.

The first eleven sheets are intended for access by all users. They include:

- **[1] TITLE:** A cover sheet and legal disclaimer.
- **[2] SCENARIO:** A basic adventure theme generator.
- **[3] JOURNEY:** A basic, and limited, wilderness idea generator.
- **[4] DUNGEON:** A tool to assist with dungeon location and naming.
- **[5] LORE:** A dungeon history and theme generator.
- **[6] ROOMS:** A room type selector.
- **[7] ROOM DESCRIPTIONS:** Further ideas for room descriptions and parameters.
- **[8] ROOM CONTENTS:** Extensive ideas for room objects, features, etc.
- **[9] ROOM CONNECTIONS:** Generators for room doors, adjacent tunnels, etc.
- **[10] LAIRS:** A work in progress, providing general ideas for monster populations. This section will be extended in the future if there is interest.
- **[11] TRAPS:** A general dungeon trap generator.



These sheets are numbered and titled in ALL CAPS for differentiation from the data sheets.

The data sheets (entitled Adventure Scenario, Base, Benefactor, etc.) contain all of the data elements which are called by the randomized macros which are programmed into the first eleven sheets. Beginning users are free to poke around in these sheets to see how they work, which can be lots of fun; but I do not recommend modification if you don't know what you're doing.

Intermediate and advanced users can feel free to delete unwanted monster types, add new details, etc. as they see fit, and to reprogram the macros to include any preferred user-customized data. Please note that the "as is" provision applies here and I cannot be expected to provide long-term technical support if something goes wrong as a result of user error.



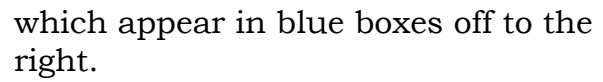
Accessing the Worksheets

Whenever you are seeking assistance in a specific vein of dungeon design (the monsters, traps, naming, room details, etc.), you can click on the appropriate sheet 1 through 11 (above) and incorporate the random suggestions into your work.

If you do not have an existing dungeon design, and you want the toolkit to provide you with suggestions from the ground up, I recommend accessing the sheets 1 through 11 in sequence, and "rerolling" extensively to come up with interesting and coherent guidance to your work.

When you first open the workbook, you will be viewing sheet [1] TITLE.

You can select other sheets by left clicking on the numbered gray tabs (1 TITLE, 2 SCENARIO, 3 JOURNEY, etc.) at the bottom of your screen.



(Intermediate and advanced users can feel free to change fonts, display sizes, row and column sizes, spacing, cell text alignment, colors, etc. in any way desired.)

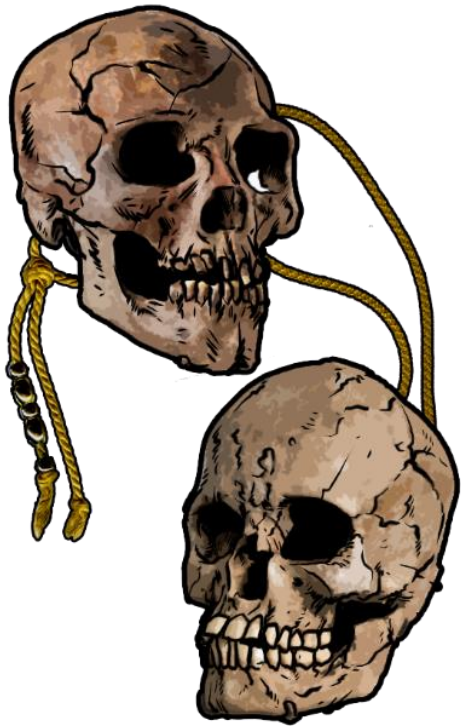
Every cell (white box) of data will have different values each time you load and enter the toolkit. In this way, the system will continue to offer you automated advice on dungeon design for the foreseeable future.

Rolling New Random Results

If you like what you see, you can leave the sheet as is. But most of the time, you will want to “reroll” for a while before you find a result that suits you and your FRPG campaign. This is perfectly fine. The Oldskull Dungeon Tools are idea engines, designed to spark your intuition by causing you to interpret and question the random output. Sometimes you will have good ideas because the toolkit suggests something to you; but just as often, you will have good ideas of your own because you disagree with some aspect of what you’re seeing.

To “roll” a new random result, just press the Function 9 (F9) key. On most keyboards, you will find this key above the line of 1234567890 number keys and a bit up to the right.

Each time you press F9, the toolkit will re-randomize every data element on every macro-enabled sheet throughout the workbook. This means that you won't only be rerolling the things you see on your current sheet, but also on the other sheets as well. So if you've generated something that you like on sheet 2 (for example) and are now reviewing sheet 3, you will probably want to go back to sheet 2 and copy what you like before it is lost forever.



Caution: Rerolling Results Will Erase Existing Text!

This is a friendly warning to those of you who are not familiar with the nature of randomized worksheet entries. When you press F9, all of the results that were listed prior to your key press will be

permanently lost and non-recoverable. The data tables which cause random results to arise will still remain unchanged, but the worksheets 1 through 11 will show new and different text in every field because you “told” Excel to change everything.

Similarly, when you close the toolkit and then reopen it, you will find that the information that was listed in the white cells has vanished, replaced by newly-generated ideas.

For this reason, I recommend using a word processor to save your preferred pieces of work. The Excel worksheets can be used to *generate* ideas, but to *retain* those ideas you will want to move that shifty appearing text somewhere safer and more permanent.

Saving Desired Text in a Word Processor

The easiest way to save data from the Excel worksheets is to copy and paste it into a word processor. You can use Microsoft Word, Notepad, or a similar type of program of your own choosing.

After you have opened your word processor, you will want to create a new blank file and save it (call it “Dungeon Design Ideas 1” or whatever you like) somewhere safe on your computer. Make sure you save it where you can find it!

You can hold down the Alt key and press Tab to switch between windows, or you can click the program window icons at the bottom of your screen to move between Excel and the word processor at your convenience.

To copy a cell in the Excel worksheets, simply left click it, select Copy (keyboard shortcut Ctrl-C), switch to your word

processor, and select Paste (keyboard shortcut Ctrl-V). You can also highlight numerous cells at once before you copy.

When you copy multiple columns of cells, you can avoid pasting graphics and excess formatting if you select the option Paste→Paste Special→Unformatted Text. Alternately, you can just copy everything that you want quickly, and then clean up the word processor file later.

Whenever you add a significant amount of new text to your word processor file, you will probably want to save it again ... just in case.



After you have saved the information that you want to keep, you can then go back to the Excel workbook and either reroll (F9) for more information, or select another sheet draw ideas from. Keep in mind that double clicking on a cell in Excel might cause the sheet to reroll if you press Enter! (After double clicking, you can press Esc instead to avoid this.)

When you are finished with Excel, you can close out of the program. I recommend not saving the changed Excel file, just in case

you made any errors that you might not have noticed (for example, deleting a cell or changing a macro). And when you are finished with the word processor, you can close that file too ... but do be sure to save that one!

Once you're comfortable with the setup, you will be able to quickly swap between the generator sheets and your word processor, building an extensive file of design ideas as you go.

That's about it.

So let's take a bit of time to go over what each sheet provides, and what the options are, and where you can go for more information.

DUNGEON SCENARIO DETAILS			F9 = Reroll
ADVENTURE NAME:	PYRE OF THE UNDERCITY		169 147
INTERLUDE IDEAS			
Interlude or Base Site:	A log fortress built around the geysers in the frozen mountains.		24
Benefactor Descriptor:	Delusional		53
Benefactor Archetype:	Planar Explorer		120
Alternate Benefactor:	The giggled gnome piloting his magical Apparatus of Cwot.		48
SCENARIO IDEAS			
Basic Scenario:	The Great Hunt: The adventurers are hired to capture a rare monster alive — perhaps a young badgerbear, a beautiful giffon, some endangered unicorns, or even some silver dragon eggs. The party's benefactor may or may not have good intentions. The monster might well be worthy of sympathy, or the adventurers might feel the lure of greed and want the monster as a future mount, companion or guard beast for themselves. "NPC monsters" who are rescued (and therefore devoutly faithful to the group) can make excellent defenders if the party is currently underpowered.		28
Intermediate Scenario:	Lure and Legendry: A clue (a treasure map, a mad sage, a magic mouth uttering a prophecy, etc.) gives the adventures the location of an extremely valuable and fabled treasure (the lost trove of the ancient dragon, a 1,000,000 gold coin value gem, an artifact or relic, etc.). The treasure will of course be in the depths of a deadly dungeon. For added fun, the same clue can fall into the hands of a rival group of NPC adventures.		9
Advanced Scenario:	Bodyguard Escort: PCs are hired to escort their benefactor into the dungeon and to protect him on a peculiar mission (collecting monster parts for potion creation, gathering ancient scrolls for spell research,		2

The [2] Scenario Sheet

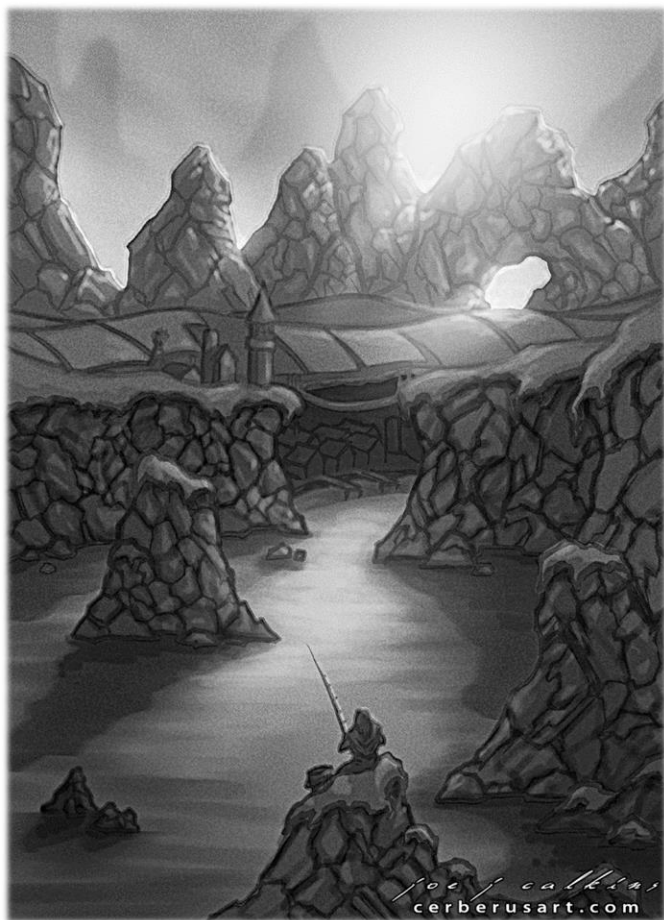
This is the DUNGEON SCENARIO DETAILS sheet.

The entries are as follows:

Adventure Name: This is a classic “pulp dungeon module” name for the adventure, which you might find inspiring. The results are drawn from several decades’

worth of modules, adventures, novels, comic books, and so forth. The adventure name might give you some ideas about the dungeon's current monsters, treasures, mysteries, or location(s). Reroll a lot, because this is one of the most fun pieces of information to create!

- **For more:** Refer to the Oldskull Adventure Generator.



Interlude or Base Site: This entry can be used if you as the GM need an idea for the Player Characters' base of operations, or if you feel the need to include some form of civilized area that is situated close by in the region of the dungeon.

For example, if you want the PCs to be able to heal and resupply without having

full access to city state-level NPC services, you might want to have the campaign's full city state at location A, a smaller civilized area with limited services at location B, and the dungeon proper at location C. This entry field will help you come up with ideas for location B in that instance. Provided options will range from hamlets to castles to small cities, with everything in between.

- **For more:** This data was originally featured in The Classic Dungeon Design Guide, Book 1, in Section 3-1, Unusual Bases of Operation. Refer to that text, as well as Section 11-2-4 in the same book, for more.

Benefactor Descriptor: The benefactor is the "quest giver," an NPC (or NPC faction) providing details. If you feel the need for such a character, this entry will provide you with suggestions.

The descriptor is an adjective, a role-playing hook. Examples include mysterious, scheming, treacherous, etc.

- **For more:** The original benefactor system was featured in The Classic Dungeon Design Guide, Book 1, in Section 2-4-1, Chaotically Random Benefactors.

Benefactor Archetype: The archetype will give you hints about the benefactor NPC's race, class, power level, alignment, faction, and/or motivation.

This archetype should be read in conjunction with the above descriptor, giving you many thousands of potential NPC types (elderly matriarch, exiled noble, unpredictable mountebank, etc.).

Benefactor information provided in this dungeon-specific toolset is rather limited; I recommend referring to the Oldskull Adventure Generator and/or the Dungeon Delver Enhancer for much more information in regards to NPC creation and customization.

- **For more:** The original benefactor system was featured in *The Classic Dungeon Design Guide*, Book 1, in Section 2-4-1, Chaotically Random Benefactors.



Alternate Benefactor: These are classic benefactors from the author's World of Oldskull campaign. They are designed to be mysterious and evocative, but if you use the toolkit repeatedly you might exhaust the limited options here. These results are more fleshed out than the benefactor descriptor-archetype system, but are also more limiting in the long term.

- **For more:** This alternate benefactor system was featured in *The Classic Dungeon Design Guide*, Book 1, in Section 2-4, Unusual Benefactors.

Basic Scenario: The scenario is an adventure idea, which the GM can use to create a “quest” in which the PCs are faced with a specific challenge that must be resolved in the dungeon. Many GMs prefer the sandbox approach to play, in which the players are simply given general information on the dungeon’s location and then any “quests” will emerge through the players’ own decisions. Even in that open style, however, this scenario generator can be useful in providing the GM with leading clues, treasure map ideas, faction causes, NPC agendas, and so forth.

Scenarios are roughly classified as Basic (direct), Intermediate (tricky), or Advanced (complex, deadly, or highly misleading). You should choose the best result to suit your current players’ PC party of adventurers. Low-level characters played by skilled players can enjoy intermediate scenarios, but advanced scenarios require careful planning and likely high-level PCs as well.

Please note that there is nothing wrong with creating multiple scenarios, and offering them all to the players via multiple NPCs!

- **For more:** Refer to *The Classic Dungeon Design Guide*, Book 1, Section 2-2, Adventure Scenarios.

Intermediate Scenario: Intermediate scenarios can be selected for deeper dungeon levels, and/or for mid-level Player Character parties.

- **For more:** Refer to The Classic Dungeon Design Guide, Book 1, Section 2-2, Adventure Scenarios.

Advanced Scenario: Advanced scenarios should be considered with care. Some are merely difficult, while others are actually contingent upon past trigger events which must transpire in your campaign before the advanced scenario can be played. As an example, the scenario The Curse requires a PC to have been afflicted with lycanthropy or something similar. If this has not occurred, you will need to do some more design work to create a “preamble” for the scenario; or, the event will need to involve an allied NPC.

- **For more:** Refer to The Classic Dungeon Design Guide, Book 1, Section 2-2, Adventure Scenarios.

struggle harder before the PCs attain victory (if they ever do so). A devious GM might apply more than one twist to a single scenario, or create alternate twists to foresee various potential PC actions.

- **For more:** Refer to The Classic Dungeon Design Guide, Book 1, Section 2-3, Scenario Twists.

THE JOURNEY TO THE DUNGEON		
MODE OF TRAVEL		# = Keval
Way to the Dungeon:	Planar travel; the dungeon is located on another plane. Good ideas for a party's first exploration of other dimensions include: the Demarcus Plane of Earth, the Abyss or Umbo. See the Magical Gate entry, above, for ideas on making this already-challenging scenario even more so.	11
ENCOUNTER IDEAS		
On the Way Encounter 1:	A riddle master, loremaster, wandering sage, bard, jester, etc. approaches with a gleam in his eye.	76
On the Way Encounter 2:	One of the PCs has a terrible nightmare, which the DM describes later, the first room discovered in the dungeon will bear a perfect resemblance to this description.	84
On the Way Encounter 3:	A group of hunters, pursuing a wounded golden stag, rushes out in front of the adventuring party.	25
Use Ctrl-C to copy any cell's text, Alt-Tab to switch windows, and Ctrl-V to paste text into a word processor.		
Use mouse wheel to return to top of worksheet.		

The [3] Journey Sheet

This sheet will give you a few ideas about the wilderness surrounding the dungeon, its place in the world, and how your adventurers might get there.

Some GMs gloss over or handwave these things, while others like to create a meticulous wilderness adventure that involves finding the dungeon and fighting one's way in. For a full book devoted to this topic, refer to the Oldskull Adventure Generator.

Here, however, we are only interested in a few minor details about the dungeon's place in the world. This section is left deliberately vague, because too much detail can make the dungeon a difficult fit in your campaign world. Use the Oldskull Adventure Generator as needed to fill this gap in the overall dungeon design.



Scenario Twist: The scenario twist can be applied to any scenario, of any difficulty level. Most of them are inherently unfair and are intended to make the players

Way to the Dungeon: This field will give you ideas on how to approach the topic of having the PCs find the dungeon. The offered suggestions can range from instantaneous (the session begins at the dungeon entrance) to the exhaustive (the dungeon is hidden in a wilderness that must be fully explored, with many monsters conquered along the way).

- **For more:** Refer to The Classic Dungeon Design Guide, Book 1, Section 3-3, The Way to the Dungeon.



On the Way Encounter 1, 2, 3: These snippets are quick ideas for mysterious encounters on the way to the dungeon, which might not involve combat. There are 100 ideas here which originated in the World of Oldskull campaign. You will find these to be a tremendous help in the beginning, but if you use the toolkit extensively over the time you will deplete these ideas in fairly short order.

If you need more options, I recommend reviewing Sheet 10, Lairs, in the Classic

Encounter Types section. There you will find thousands of monster encounter ideas. Do note, however, that Sheet 10 is primarily a dungeon stocking tool. This means that it does not differentiate between terrain types in the wilderness! You might need to reroll the suggested encounters several times to come up with cohesive results for deserts, seashores, wintery mountains, and so forth.

- **For more:** Refer to The Classic Dungeon Design Guide, Book 1, Section 3-4, Unusual Wilderness Encounters. And for much more on wilderness encounter ideas, refer to the Oldskull Adventure Generator.

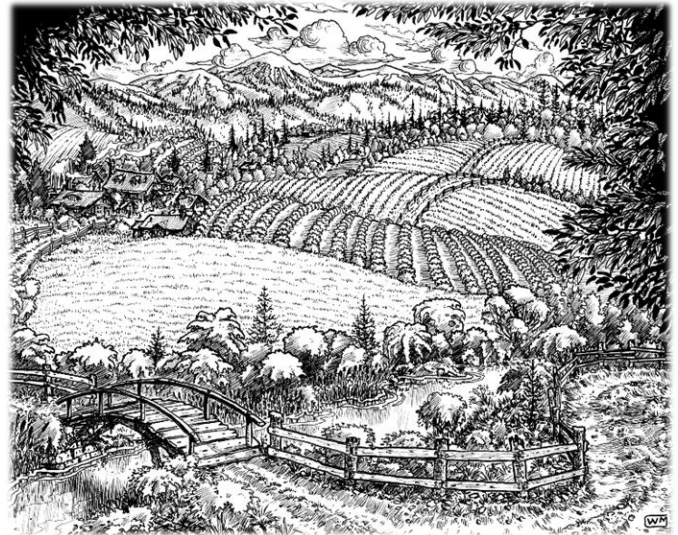
BASIC DUNGEON SUMMARY			
DUNGEON NAME			
Suggested Dungeon Name 1:	The Omen Thrones of Prince Thraxus		702
Suggested Dungeon Name 2:	Automaton Nexus of Marcello the Frog Hever		648
DUNGEON ENVIRONS			
Realm of Entropy:	Cockling Headlands of the Queen-Tombs		259
Castle / Ruin Surround Type:	Spur Castle: Similar to a rock castle, using the rock spur of a hilltop as part of its defense works.		32
Alternate Surround Type:	Tiered Pools		55
Use Ctrl-C to copy any cell's text. Alt-Tab to switch windows, and Ctrl-V to paste text into a word processor.			
Use mouse wheel to return to top of worksheet.			

The [4] Dungeon Sheet

This sheet will provide you with ideas for the dungeon's overall structure and environs.

Suggested Dungeon Name 1, 2: These are descriptive names for sets of rooms, arch-villains, mysterious personages, curses, strange treasures, and so forth. The options are a mix of World of Oldskull locales and randomly generated and curated content. Pick the one that suits your fantasy, and start answering the who, what, why, etc. questions that arise.

- **For more:** Refer to The Classic Dungeon Design Guide, Book 1, Section 3-7, 1,000 Evocative Dungeon Names.



Realm of Entropy: These are 333 wilderness locales from the World of Oldskull campaign. The names are ideally suited for borderlands, wilderlands, and strange anomalies in the game world. Only the names are provided here, but you can refer to their source supplement for further details on suggested terrain types and monster populations if you like.

- **For more:** Refer to the supplement 333 Realms of Entropy.

Castle / Ruin Surround Type: Most dungeons in the world consist of a ruin or stronghold on the surface, and levels of chambers below the existing structure. If you want to use this classic paradigm, this entry will give you details on realistic castle types and potential floor plans.

- **For more:** Refer to The Classic Dungeon Design Guide, Book 3, Section 3-8, Types of Strongholds.

Alternate Surround Type: If you don't want to use a castle or ruin, your subterranean dungeons will still have some kind of unusual place situated on the surface. This field will give you ideas for non-castle concepts, or unique strongholds.

- **For more:** Refer to The Classic Dungeon Design Guide, Book 1, Section 3-6, Creating the Dungeon Surround.

THEMES OF THE DUNGEON				PB = Result	
DUNGEON CREATORS					
First Generation of Builders:	Automatons and Excavators			4	
Second Generation of Builders:	(None; limited number of builder races)			38	17
Third Generation of Builders:	(None; limited number of builder races)			32	35
Fourth Generation of Builders:	(None; limited number of builder races)			132	35
Fifth Generation of Builders:	(None; limited number of builder races)			38	33
LEVEL DESIGN IDEAS					
Dungeon Level Theme 1:	The Edgeline Torture Pits			47	
Dungeon Level Theme 2:	The Baric University of Viscous Egnoll			925	
OLDSKULL TREASURE					
Hidden Shard of Chaos:	A Putrefied Journal with Pages of Skin (the Speaker of Time Biter Soul)			91	
Use Ctrl-C to copy any cell's text. Alt-Tab to switch windows, and Ctrl-V to paste text into a word processor.					
Use mouse wheel to return to top of worksheet.					

The [5] Lore Sheet

This sheet will help you when you're considering the dungeon's origin, history, and the themes of various dungeon levels.

Underground Dungeon Construction

Circumstances: This entry will make you think about which part of the dungeon was built first – the surface works, the upper levels, or the lower levels. (Netherworld dwellers might well dig upwards from below.)

- **For more:** Refer to The Classic Dungeon Design Guide, Book 1, Section 3-5-2, In Which Direction Was the Dungeon Built?
-

Generations of Dungeon Builders: This section will give the GM ideas about the races or powers that might have created parts of an ancient dungeon. If lizard men are listed first, elves are listed second, and evil dwarves and slaves are listed third, and the dungeon was built from the surface down, this creates a general background of centuries that the GM can work with.

In this example, it might be that the lizard men created a surface temple in a swamp, and then were wiped out by elves. The elves turned the swamp into a forest, leveled the temple, and built a sacred site there, before discovering subterranean areas that were created by the lizard men. Later, evil dwarves tunneled up from below and connected their stronghold to the lizard man catacombs, resulting in an underground war with the elves.

Some GMs tend to take this section as gospel, but it's really just an idea generator to get you thinking about the dungeon's long-term history and the potentially different histories of various levels and sections.

- **For more:** Refer to The Classic Dungeon Design Guide, Book 1, Section 3-5-3, Lore of Dungeons Deep.
-

Level Design Ideas: This generator is designed to make the GM consider different themes, monsters, mysteries, and descriptions for separate dungeon levels. The evocative names draw from the dungeon name generator, so you might see some duplication.

- **For more:** Additional guidance on this topic can be found in The Classic Dungeon Design Guide, Book 1, particularly sections 6-1 and 8-2-9. See also Section 11-2-19 for an extended example of the generative thought process in thematic design.
-

Hidden Shard of Chaos: This section gives the GM ideas about mysterious minor artifacts, which have eerie magical effects. They are potentially deadly to the curious adventurer, but do not confer much power to anyone who steals them. In the World of Oldskull these are the Shards of Chaos which litter the netherworld of Castle Oldskull; but in your own world they can be ancient aberrations or hints of strange cultures beneath the earth.

- **For more:** See the detailed Appendix in The Classic Dungeon Design Guide, Book 1 for an example utilization.



You will want to reroll as you design each new room.

The results are split into the six iconic mega-dungeon types discussed in the Castle Oldskull series, namely Caverns, Dungeons, Manor Houses, Strongholds, Temples, and Tombs. This system is fully elaborated on through the text of The Classic Dungeon Design Guide, Book 3.

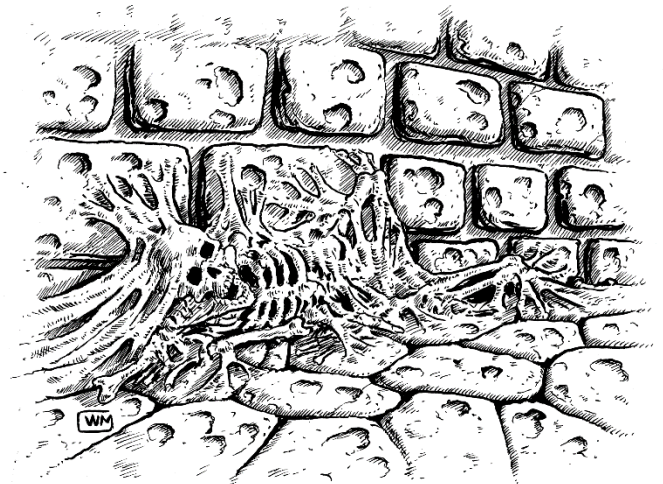
Room of Chaos: These are unique rooms found in the netherworld of the author's World of Oldskull campaign. This field should be used when the GM wants something memorable and weird as a room theme. The names, ideas, adjectives and mysteries here are deliberately intended to be unsettling, mysterious, and question-provoking. Run with the ideas and make of them what you will. No two Game Masters will make the same room out of the "Merciless Ossuary of the Crawling Skulls" idea, guaranteed!

- **For more:** These 2,000+ results come from the supplements 1,000 Rooms of Chaos, Books 1 & 2, as well as additional sources. You do not need to own those supplements to use this information, since the details from those books are repeated here in their near entirety.

ROOM IDEA GENERATOR			F9 = Reroll
UNIQUE ROOM TYPE			
Room of Chaos:	The Pure Solar		1961
ARCHETYPAL ROOM TYPE			
Suggested Room Type, Cavern:	Cave of Unlimited Metals, Various (S-M): A cave with untapped deposits and/or veins of cobalt, mercury, nickel, zinc, etc. In the game, these more arcane metals are pilied by underworld denizens, dwarves, gnomes, kobolds, mages, and alchemists. Some may also be useful as material spell components. [R0230]		199
Suggested Room Type, Dungeon:	Charnel House (M-L-H): A vault filled haphazardly with piles of disarticulated skeletal remains. [R0286]		200
Suggested Room Type, Manorial:	Svefnhus (S-M): A Nordic-themed bedchamber. [R1111]		888
Suggested Room Type, Stronghold:	Morgue (S-H): An area where dead bodies are dissected, stored, and/or modified. [R0777]		421
Suggested Room Type, Temple:	Alo (S-S): A Roman-themed alcove, perhaps featuring a bust, statue, or pedestal. [R024]		19
Suggested Room Type, Tomb:	Chamber Barrow (S): A small barrow enclosure, likely featuring only a single room. [R0272]		168

The [6] Rooms Sheet

The sheet is the main Room Idea Generator. This sheet can be used, often and repeatedly, to generate room themes.



Suggested Room Type: These very extensive details feature over 100 pages of material drawn from The Classic Dungeon Design Guide, Book 3. There is a bit of AI here as the room types are based upon the dungeon archetype; for example, a Sepulcher result will be offered to you in the Tomb Room generator, but not in the Manorial Room generator, because sepulchers are not usually found in manor houses (haunted or otherwise). You can of course “cross the wires” and put unexpected room types wherever you like in accordance with your custom dungeon design.

It is up to the GM to decide which types of rooms to include in each dungeon, and how to justify their existence. The generator can provide you with lots of “what,” but you as a creative human will need to provide the “why.”

The parenthetical T-S-M-L-H codes provide guidance on whether a room should be tiny, small, medium, large, or huge. The bracketed text [R0998, etc.] can be used as shorthand if you want to quickly make a notebook list of 100 room types or so, and then fill in the descriptions later. See The Classic Dungeon Design Guide, book 3 for more details on these processes.

The provided definitions here will give you detailed-yet-limited ideas concerning a room’s prior or current use, monsters, contents, exits, size, and so forth. You will find that Book 3 is very useful here as a reference, because some of the room definitions are self-referential. For example, the definition for Salon is “A formal and beautiful drawing room or reception room.” Using Book 3, you can look up Drawing Room and Reception Room for more advice.

In the random generator, this dictionary approach is somewhat curtailed by the limitations of the spreadsheet format. As a workaround, you can (carefully!) access the Room Type data sheet and use Ctrl-F to search for a term (e.g., “Drawing Room”), and find the description there as well ... but owning Book 3 might give you quicker lookups depending on whether you prefer spreadsheets or a book.

- **For more:** Ownership of The Classic Dungeon Design Guide, Book 3 is strongly recommended for fully-empowered use of this section of the toolkit. Refer also to The Classic Dungeon Design Guide, Book 1, Section 8-2-9, Thematic Sub-Regions for Dungeon Levels. Section 8-2-9 will give you lots of ideas on how to coherently merge dungeon archetypes (for example, a temple-tomb, or a stronghold-manor house, or a dungeon-cave system).

ROOM DESCRIPTION GENERATOR			P9 - #600
DESCRIPTOR IDEAS			
Evocative Descriptor Element 1:	Veiling		1317
Evocative Descriptor Element 2:	Jasper		432
Evocative Descriptor Element 3:	ritual		1017
Evocative Descriptor Element 4:	iniquitous		408
Evocative Descriptor Element 5:	vermin-infested		1314
CONDITION IDEAS			
Prevailing Light Level:	near Dark (30' sight range, unless using a light source or magic)		5
Light Source(s), if Lighted:	None (or GM's Concept)		13
Air Chilly:	Mist or Haze (Wall Level)		13
Air Current(s):	Breeze, Slight and Damp		3
Minor Lifeforms:	(None)		4
Odor (or Item Odor):	spices		58
Intermittent Sound(s):	Chopped Wood		18
Use Ctrl-C to copy any cell's text. Alt-Tab to switch windows, and Ctrl-V to paste text into a word processor.			
Use mouse wheel to return to top of worksheet.			
1 TITLE 2 SCENARIO 3 JOURNEY 4 DUNGEON 5 LORE 6 ROOMS 7 ROOM DESCRIPTIONS 8 ROOM CONTENTS 9 ROOM CONNECTIONS 10 LISTS			

The [7] Room Descriptors Sheet

This sheet gives you many options that will allow you to turn a generic “chamber,”

“study” or “cell” into something truly special. The general rule of thumb I apply when making a dungeon room is to go for the unusual. If (see the screenshot above) a room is potentially described as vexing, jasper, ritual, iniquitous, or vermin-infested, and the adjacent rooms are relatively safe to explore, I’m going to go with “vexing” and “vermin-infested.” You can do whatever you like, but in my experience if you craft too many rooms in a row that bear similar themes, the compound effect of those rooms in play is actually lessened for the players due to sameness, lack of variety, and relative predictability. Go with what’s interesting, and then justify the interesting quality’s presence.

Evocative Descriptor Element 1, 2, 3, 4,

5: These are simply adjectives that you can apply to the generic room type to make it unique. So instead of the mere “Fresco Room” that you generated on sheet 6, it’s now the “Vexing and Vermin-Infested Fresco Room.” What are the painted frescoes depicting? Why is the room vexing? What type of vermin have infested the room, and why? These are all questions you will need to answer as the GM and game designer, and your answers will make the dungeon more interesting than it was before you created this room.

Be careful not to use all of the offered descriptors, because if you do you will end up with an effect that I call “sensory overload circus.” If the room is vexing, jasper, ritual-based, iniquitous and vermin-infested, there’s probably too much going on in that one location for the players to fixate on any single compelling element when the characters enter the room. And besides, that’s enough quality adjectives to make three quality rooms at least! Choose one or two of the best descriptors and leave it at that. When the players want more stimuli than a single

room can offer, they will move on to the next ... exploring the dungeon while expecting clearly-described, atmospheric qualities in each newly discovered chamber.

- **For more:** The descriptors are a hallmark of the Castle Oldskull books, but the most relevant entry in this regard is probably in *The Classic Dungeon Design Guide*, Book 1, Section 8-3, Evocative Random Rooms.

Prevailing Light Level: This will give you ideas about the amount of magical, or artificial, light in the room if the situation was ever in doubt. I frequently ignore this entry, particularly if the room is magical or a monster lair. If the room is magical, it is probably lit by some coruscating aura of some kind. And if the room is a lair, the light level depends on the denizens. Dwarves probably prefer torchlight or lantern beetles, goblins prefer dim light, dark elves prefer absolute darkness, and so forth. And an encounter with huge spiders in a pitch black room is quite different than an encounter in a fully-lit room with the spiders being instantly apparent! But if you need a random light result, you find it here.

- **For more:** Refer to *The Classic Dungeon Design Guide*, Book 1, Section 7-2-1 in Prevailing Dungeon Conditions.



Light Source: Similarly, this entry will tell you if there are torches, censers, oil lamps, or something else providing light. Keep in mind that abandoned tombs are never torchlit, and open fire of mundane nature indicates that something dwells nearby and frequently changes out the lights!

- **For more:** Refer to The Classic Dungeon Design Guide, Book 1, Section 7-2-2 in Prevailing Dungeon Conditions.



Air Clarity, Air Current: These are options that you can use if you need an atmospheric effect, surprising gust of wind, or to justify the presence of fresh air deep underground (with an air shaft, magical air source, etc.).

- **For more:** Refer to The Classic Dungeon Design Guide, Book 1, Sections 7-2-3 and 7-2-4 in Prevailing Dungeon Conditions.

Minor Lifeforms: This option is mainly used to provide interest in rooms which have no monster encounter. By my definition, minor lifeforms are probably creepy, interesting or surprising, but not deadly.

- **For more:** Refer to The Classic Dungeon Design Guide, Book 1, Section 7-2-5 in Prevailing Dungeon Conditions.

Odor, Intermittent Sound: These are excellent options which many GMs rarely use, but I find them to be highly useful. When you engage more of the players' senses with your descriptions, you draw your friends deeper into the game. However, I find that random and unexplained sensory descriptions tend to be ignored after a while; so you should give that musky smell and strange intermittent hooting sound good reasons to be there (e.g., there is a wet and slumbering monstrous badgerbear chained up in the next room).

- **For more:** Refer to The Classic Dungeon Design Guide, Book 1, Sections 7-2-6 and 7-2-7 in Prevailing Dungeon Conditions.



The [8] Room Contents Sheet

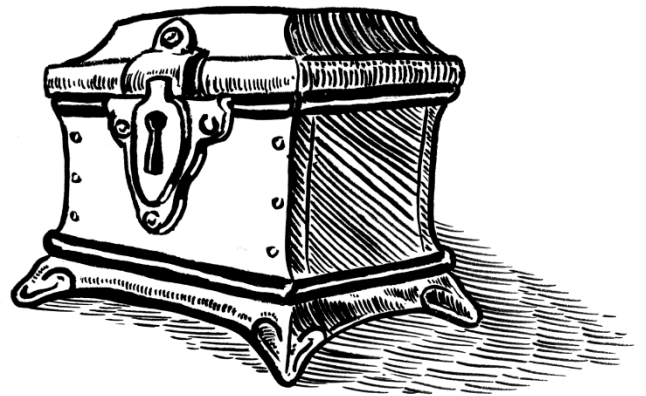
Overall advice: Again, when it comes to room descriptors, just a few good descriptors and details will strike the right balance between not enough detail, and too much. I recommend pulling about 1 to 4 qualities from this sheet for a single room, but no more than that.

This is the Room Content Generator sheet. It has the most detailed and numerous ideas for room design, and I would caution again that it is very easy to overdo it when you're making your own dungeons. Pull out a couple of great ideas from this page, but don't use them all. If you find five or six things that you absolutely must have, split those ideas across three adjacent rooms. Remember that the dungeon is supposed to be akin to a haunted house, not a funhouse!

ROOM CONTENT GENERATOR		
GENERAL CONTENT IDEAS		
Furnishings or Room Feature:	Wall Plaques	128 / 127
Dungeon Dressing 1:	Hidden Sketch	134 / 127
Dungeon Dressing 2:	Shattered Scrawling on Floor	235 / 149
Dungeon Dressing 3:	Abyssal Mirror	1 / 540
Dungeon Dressing 4:	Hallofing Deposit of Alum Crystals	190 / 250
CURIOUS FEATURE IDEAS		
Mundane Feature of Curiosity:	Box of Once-Melted Metal	109
Unexpected Feature of Curiosity:	Every Surface Made of Besh	45
Cave Feature of Curiosity:	Paw Prints (beast or monster)	103
Item or Feature of Skulduggery:	Climbing Claws	35
Interesting Arcane Feature:	Fire Poker (with word hidden in handle)	71
CENTERPIECE IDEAS		
Interesting Container:	Container Location: Inside a Container; Container Type: Holy Water Basin; Craftsmanship or Material: Jester Owner / Mott: Contents: Oil / Oily Residue	111 / 84
Interesting Pool or Fountain:	Pool / Fountain Statue or Feature: Human Statue (GM's choice of figure type); Denizen or Object: Skeleton in Water or Nearby (fleeing); Water: Silvery; Water Effect: Decreases Strength	97 / 78
Interesting Shrine of Power:	Belief's Original Purpose: Atonement / Humility; Mythos Culture: Kukul; Mythos: Alignment: LE Ascending; Toward UN: Delly's or Demigod's Domain of Power: Earth; Shrine Craftsmanship: Hardened Leather (monstrous?); Sacred Symbol: Bull Feature / Object: Grotto: Inscription or Aura: Lovcraftian Truename	20 / 163
SINISTER FEATURE IDEAS		
Dead Body / Bodies:	Dead Body Race: Dvergar; Cause of Death / Grim Detail: Death by Allergy (Asphyxiated, Bee Stings etc.); Corralled or Hidden Object: Letter of Marque / Dated	35 / 35
Torture Implement or Feature:	Halfbones	5

Furnishings or Room Feature: This entry will give you details that indicate something sentient dwells here, or dwelled here in the past. In a natural cave environment or abandoned tomb, most of these ideas won't work. But in other environments, a single select feature can provide greater interest. Of course, there will be boring and logical furnishings as well; so if you are making an orc lair and the generator suggests "wall plaques," that means that the lair will still have the usual sleeping furs, water barrel, table, fire pit, and so forth as you deem fit. But in addition to that general sloppiness, the wall plaques will be unique and interesting. Perhaps they're old elven heirlooms from the dungeon's previous owners, and they've been defaced; or they have magical shifting images on them and the orcs have turned them to face the walls, while being too afraid to destroy them.

- **For more:** Before using this page extensively, I suggest (if you have access) reading *The Classic Dungeon Design Guide*, Book 1, Section 7-3, *The Lure of an Empty Room*. That's my brief essay on why "empty" rooms can be more interesting than treasure vaults or monster lairs.
- **And for furnishings in particular:** In the same book, refer to Section 9-1.



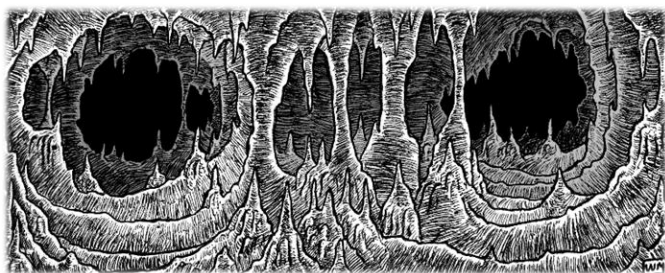
Dungeon Dressing 1, 2, 3, 4, and Mundane Feature of Curiosity: These entries collectively exemplify one of the classic tropes of old school dungeon design ... random items that make the players question an object's origin, nature, deep hidden meaning, harmlessness, and all of that other good stuff. Sometimes a painted rock is just that; other times, it's a cunningly-crafted gnomish camouflaged casing which hides a tiny clockwork key inside of it. I recommend that a good 75%-90% of dungeon dressing objects should be trash, left behind by other adventurers or denizens. But those rare important pieces will still give the players pause, and a reason to carefully interact with your environment.

This is an adjective-noun system, designed for maximum variation and potential. But the system is purely random and without intelligence. So for every cool result like "crawling rat king" or "rotted puddle of slime," you'll also get a silly or meaningless counter-result like "frigid pail" or "hot rug." It's up to you to determine whether the silly results are salvageable, or if they should simply be ignored and rerolled.

- **For more:** See The Classic Dungeon Design Guide, Book 1, particularly Sections 9-1-2 through 9-1-4. Also, a significant random item system appears in Book 2 with similar and more advanced themes for your consideration.

Unexpected Feature of Curiosity: These entries are odd, disturbing, enthralling, or freakishly amazing features for many of the “super empty rooms” from the World of Oldskull campaign. Here you’ll find entries for phantom children, breathing walls, and so forth. Most of these effects are magical, ancient, and inexplicable. You will exhaust this list quickly if you use it all the time, but I recommend this entry for the 1 or 2 rooms on each dungeon level that you want to be truly memorable despite the absence of monsters.

- **For more:** See The Classic Dungeon Design Guide, Book 2, Section 3-15, Designing an Unusual Evocative Room.



Cave Feature of Curiosity: This entry is specifically designed to add details to caves, grottoes, burrows, warrens, and natural spaces. You can also use it for general room types, but you may need to justify some entries (e.g. calcite deposits) with the presence of a monster (earth elemental?) or magical effect.

- **For more:** See The Classic Dungeon Design Guide, Book 2, Section 3-1, Designing a Cave or Cavern with Special Features.

Item or Feature of Skullduggery: This section can be used repeatedly to populate a hideout, rogue’s quarters, or assassin’s quarters with special items; or, to put in items or features left behind by past adventurers.

- **For more:** See The Classic Dungeon Design Guide, Book 2, Section 3-8, Designing a Rogue’s or Villain’s Secret Hideout.

Interesting Arcane Feature: This entry can be used repeatedly to populate a laboratory, wizard’s workshop, magic-user’s quarters, and so forth. It can also be used for general magic treasures, effects, and monsters of minor (?) importance.

- **For more:** See The Classic Dungeon Design Guide, Book 2, Section 3-9, Designing an Unforgettable Laboratory, Magic Room, or Wizard’s Chamber.

Interesting Container: This system can be used frequently, and is intended for unusual (or unusually detailed) treasure chests and other types of containers in a dungeon. The four variables are location, type, craftsmanship, and contents. You don’t need to use all four of these variables all the time, of course; they are simply provided to offer the maximum amount of potential variation.

- **For more:** See The Classic Dungeon Design Guide, Book 2, Section 3-2, Designing an Interesting Container.
-



Interesting Pool or Fountain: Similar to the container system, this entry gives many variables around a theme – a magical or dangerous pool of water. Pools and fountains are important to dungeon design, not only because of the potential magical effects, but also because they provide an easy justification for the inclusion of aquatic monsters. (Which, as veteran GMs know, are a godsend for increasing the variety of monster lairs in the underworld ... particularly at lower challenge levels, for parties of lower experience levels.) The variables are feature, denizen / object, water type, and water effect (for those waters which turn out to be magical or special).

- **For more:** See The Classic Dungeon Design Guide, Book 2, Section 3-6, Designing an Elaborate Fountain or Pool Room.
-

Interesting Shrine of Power: This is one of the most detailed randomizers in the toolkit, allowing for the creation of random shrines to gods, goddesses, demigods, arch-devils, demon lords, and so forth. In the World of Oldskull campaign, there were past eras where cultures were forced underground to avoid being wiped out and they prayed to their gods for salvation. This resulted – over thousands of years – in a subterranean world filled with weird ancient shrines. This design trope allows you to include interesting world mythoi, aberrant monsters from other cultures, planar gates, and great powers. In other words, a shrine is like a “super pool or fountain” from a dungeon design perspective, because it greatly increases the potential monsters, personages, cultures, treasures, and mysteries in your game.

There are eight different variables in this section; you should ignore the factors that do not seem to apply, or change a mythos as desired. But I encourage you to apply very weird results from time to time, because the players will appreciate the novelty ... and you will need to stretch your design muscles to make some of the weirder ideas work.

- **For more:** See The Classic Dungeon Design Guide, Book 2, Section 3-13, Designing a Momentous Shrine or Altar for much more information on background, intent, use, and rationalization of the dungeon shrine concept.
-

Dead Body / Bodies: Dead bodies, skeletons, and remains are a frequent design feature in dungeons, and so they deserve a separate detailed entry. Most finds of this sort will just be incidental background color created by the GM (a pile of skulls, an inanimate human skeleton, a dead body in a cell, etc.). This feature is intended to give very strange, uncomfortable, intriguing and confusing results; for example, a dead doppelganger hanging in chains with a rattle stuck in its eye socket. These strange corpses are deliberately designed to provoke player action and questions.

- **For more:** See The Classic Dungeon Design Guide, Book 2, Section 3-3, Designing an Unnerving Corpse or Skeleton.



Torture Implement or Feature: This entry can be used repeatedly to furnish a torture chamber, or just to leave unsettling things scattered throughout the dungeon.

- **For more:** See The Classic Dungeon Design Guide, Book 2, Section 3-14, Designing a Sinister Torture Chamber.

ROOM CONNECTOR IDEAS			#9 - Aerial
ENTRANCES AND EXITS			
1	Normal Doorway 1:	Opening (appropriate to setting)	143
2	Normal Doorway 2:	Door, Normal	34
3	Unusual Door Description 1:	Door Type: Door, Double, Huger; Material (If Appropriate): Heavy Wood (GM's choice, or unidentified); Lock: Lock Removed; Feature: Strange Sound (randomize in CDDG1);	124 108
4	Unusual Door Description 2:	Door Type: Door, False (activates trap); Material (If Appropriate): Ironbound Maple (wood); Lock: No Lock / Unlocked; Feature: Source of Illumination Above Door (randomize in CDDG1);	71 130
CONNECTING			
5	Normal Connecting Corridor 1:	Walled-Up Passage	91
6	Normal Connecting Corridor 2:	Promenade	72
7	Weird Connecting Corridor 1:	Crystalline Corridor or tunnel (appropriate to setting)	178 34
8	Weird Connecting Corridor 2:	Mystic's Corridor or tunnel (appropriate to setting)	837 29
OTHER CONNECTIONS			
9	Level Connector Up or Down:	Stair Slide Trap	59
10	Magical Gateway 1:	Gateway Type: Magic Circle, Diabolo; Effect or Restriction: Checks Cemeteries During Passage; Spatial Destination: 20 Into the Sky (plummeting); Planar Destination: Land of the Lost (Sk and Marty Kroff)	78 87
11	Magical Gateway 2:	Gateway Type: Space Between Two Pillars, Iron; Effect or Restriction: Dark Eyes Only; Spatial Destination: 20 Into the Sky (plummeting); Planar Destination: Daggerland (Refer to PM1, The Pegasus Mythos)	162 90
Use Ctrl-C to copy any cell's text. Alt-Tab to switch windows, and Ctrl-V to paste text into a word processor.			
Use mouse wheel to return to top of worksheet.			
1 TITLE 2 SCENARIO 3 JOURNEY 4 DUNGEON 5 LORE 6 ROOMS 7 ROOM DESCRIPTIONS 8 ROOM CONTENTS 9 ROOM CONNECTIONS 10 LAIRS 11 TPA			

The [9] Room Connections Sheet

This is the Room Connector Ideas sheet. Too many times, GMs super-detail their room contents while completely ignoring doors, stairs, and connecting corridor variation. This creates an odd staccato effect, where the players are on their guard when they enter a new room, but traveling between rooms becomes a generic afterthought (because the corridors are featureless). This sheet gives options to fix this unintended design flaw. Not every door or tunnel should be unusual, but you should make enough of them interesting so that the players remain engaged throughout the dungeon exploration process.

Normal Doorway 1, 2: These are relatively tame design concepts, which can be used in most types of dungeon settings. The phrase “appropriate to setting” will come up from time to time, if you happen to be rolling for many doorways repeatedly. This simply means that the doorway is

coherent with the setting – a stout oak door in a dungeon, a heavy stone door in a tomb, an easily-opening but well-built wooden door in a manor house, a sturdy archway in a temple, and so forth. If you are deliberately seeking something unusual, you can reroll for a different description.

- **For more:** See The Classic Dungeon Design Guide, Book 1, Section 9-2, Doors and Apertures.
-

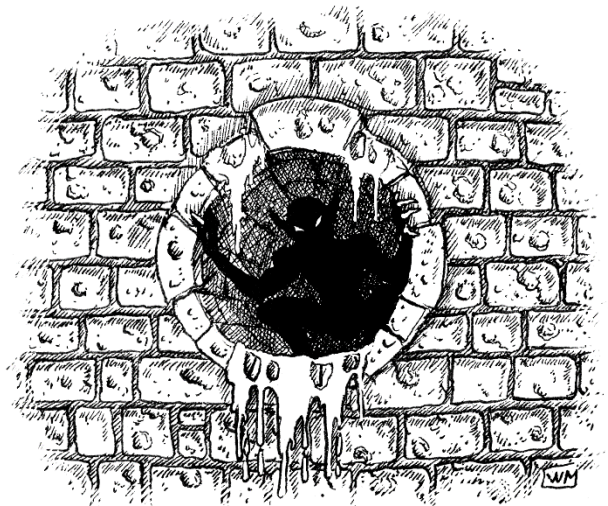
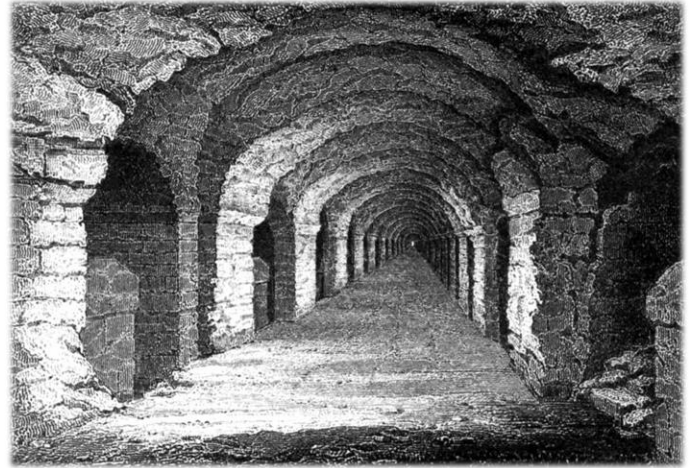
Unusual Door Description 1, 2: This is the “strange door” generator, with variables for type, material, lock (if any) and feature. Sometimes, the material will be inappropriate to the opening type; an “oak double door” makes sense but an “oak (paneled?) crawlway” might require a little more visual justification. The lock entries are intended to maximize variety; you do not need to include locks on every other door! Locks are generally a casual hindrance, but if the door is trapped or the party is being pursued, things can get interesting ...

- **For more:** See The Classic Dungeon Design Guide, Book 2, Section 3-4, Designing a Noteworthy Dungeon Door.
-

Normal Connecting Corridor 1, 2: Similar to the Normal Doorway entry (above), these entries are relatively tame. You may need to change or justify an unexpected corridor type, especially if your dungeon setting is well-populated and well-maintained (such as an active stronghold or temple).

- **For more:** See The Classic Dungeon Design Guide, Book 1, Section 9-3,

Corridors and Connections between Rooms.



Weird Connecting Corridor 1, 2: This entry is for unusual details that will cause your players to experience confusion or interest. This is a totally random mixture of the corridor type system and the chaotic descriptor system, so expect a wide range of results. Some of them will be great and will force you to design something odd (“mourning rotating cylinder”), while others will be laughable (“snake promenade”) or simply unworkable (“pegasus escape tunnel”). But if you’re

patient with the generator's shortcomings, it can reward persistence and do great things for you.

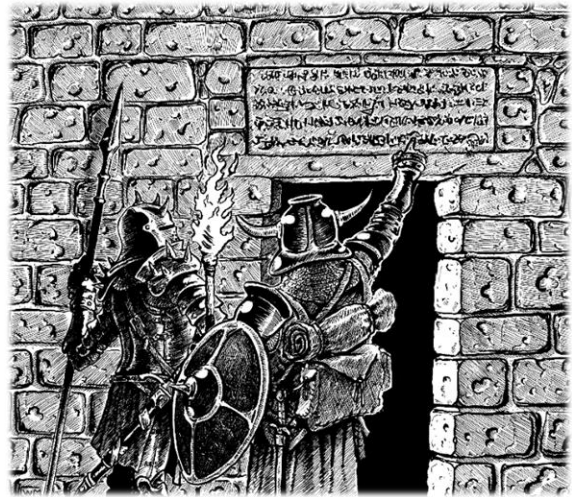
- **For more:** See The Classic Dungeon Design Guide, Book 1, Section 9-3, Corridors and Connections between Rooms.

Level Connector Up or Down: This option will give you many more options than just “stairs down,” with options for shafts, ramps, slides, trap doors, and so forth. If you need to add an odd or unique detail to the level connector, you can return to sheet 7 Room Descriptions, and use the Evocative Descriptor Elements there to add some spice.

- **For more:** See The Classic Dungeon Design Guide, Book 1, Section 9-4, Connections between Dungeon Levels.

if you as GM put something in the dungeon, it's going to have a relatively fair and balanced effect. Magical gateways turn that assumption on its head in a very deliberate fashion.

- **For more:** See The Classic Dungeon Design Guide, Book 2, Section 3-10, Designing a Mind-Blowing Magical Gateway.



Magical Gateway: Similar to the shrine system, this is an advanced generator that can be used to create justifications for portals to new worlds, new monsters, new treasures, rapid journeys between dungeon and wilderness locales, and so forth. If you want to include a Japanese mythos monster in a Welsh-themed dungeon, just pop in a magical gateway and your justification is basically complete. And if you don't want the PCs to journey too far, you can simply decide that the gateway is one-way; the monster used the gateway and became trapped in the dungeon and created a new lair.

The two-way gateways should be used sparingly until your players gain some caution and expertise however, because new school players (hey, let's be honest) tend to be pretty stupid in assuming that

MONSTER LAIR IDEAS			PP = Recall
SPECIFIC ENCOUNTER TYPES			
1	Occupant Type # Barracks:	Pratfall: A nice medieval-sounding term for an apprentice.	110
2	Occupant Archetype # Quarters:	Anti-Patrol	10
3	Pisoner / Slave 1:	Race: Dwarf / Doll (paranoid again to determine race depicted); Archetype: Monk; Motivation: Desire for Another Prisoner; Twist: Covered in Someone Else's Blood; Value: Bounty.	6 43
4	Pisoner / Slave 2:	Race: Elf; Archetype: Sage; Motivation: Benser Rage; Twist: Psychic; Value: Familiar to Rescuer, Guild Associate.	14 87
5	Pisoner / Slave 3:	Race: Medusa; Archetype: Cavalier; Motivation: Glory; Twist: Hallucinating; Value: Ransom, Respectable.	86 15
6	Abomination / Fungus / Slime:	Appearance: Jelly / Leathery Slime; Feature: Runs on "Legs"; Power: Regenerating; Vulnerability: Loud Noises.	42 63
CLASSIC ENCOUNTER TYPES			
7	(NA = Number Appearing, with suggested percentage modifier in regards to average party level)		
8	Tier 1 for Character Levels 1 (NA: 100%; 2 (NA: +10%); 3 (NA: +50%); 4 (NA: +100%); etc.	5-20 Rats	182
9	Tier 2 for Character Levels 1 (NA: 100%; 2 (NA: +10%); 3 (NA: +50%); 4 (NA: +75%); etc.	7-12 Orc Marauders (Scale mail, medium shield, broad sword, battle axe)	195
10	Tier 3 for Character Levels 1 (NA: 25%; 2 (NA: 100%); 3 (NA: +10%); 4 (NA: +50%); etc.	1-3 Evil Magic-Users (Level 1) and 1-3 Evil Illusionists (Level 1)	51
11	Tier 4 for Character Levels 1 (NA: 20%; 2 (NA: +10%); 3 (NA: 100%); 4 (NA: +25%); etc.	9-5 Evil Thieves (Level 1)	64
12	Tier 5 for Character Levels 1 (NA: -		
1 TITLE 2 SCENARIO 3 JOURNEY 4 DUNGEON 5 LORE 6 ROOMS 7 ROOM DESCRIPTIONS 8 ROOM CONTENTS 9 ROOM CONNECTIONS 10 LAIRS 11 TRAPS			

The [10] Lairs Sheet

This is the Monster Lair Ideas sheet. Originally, I was not going to include any

monster information in this resource, because I cannot do the subject justice without creating an entirely new toolkit filled with hundreds of options and variables. But the dungeon toolkit felt lacking without at least a basic lair generator in place.

If the toolkit proves to be popular, you can expect some further expansion to this section in the future. The current classic lair generator is relatively barebones, but very functional. If you want to know more about the challenge level tiers and suggested guidelines for monster challenge selection, you will need to review the very extensive material featured in supplement ODB1, Oldskull Dungeon Bestiary. I simply could not cram hundreds of pages of monster detail and if-then program logic into this toolkit; but I have included several thousand different encounter types intended for parties of experience levels 1 through 9. This should be more than enough to get you started.

The top of this worksheet is for common and specific encounter types, while the bottom of the worksheet is for general purpose monster lairs.

Let's go through the options in detail ...

Occupant Type if Barracks: This table provides suggestions for minor minion encounters (either level 0 NPCs, level 1 NPCs, or sentient monsters of HD 1 or less). Some of the results will only make sense in "civilized" dungeons (such as active strongholds, temples, and manor houses), where there are servants, courtiers, laborers, and so forth. Feel free to reroll until the monster type fits the dungeon you are designing.

- **For more:** See The Classic Dungeon Design Guide, Book 2, Section 2-1,

Populating Barracks and Dormitories.



Occupant Archetype if Quarters: This entry gives suggestions for NPC encounters that are more powerful than minions, which typically means characters of experience level 2 or higher.

- **For more:** See The Classic Dungeon Design Guide, Book 2, Section 2-2, Populating Dungeon NPC Bedrooms, Quarters, and Chambers.

Prisoner / Slave 1, 2, 3: Most dungeons will provide role-playing opportunities in the form of captives who are being kept by sentient monsters of some kind. Frequently, these are level 0 normal men; but when you want to add much more interest, you can roll the prisoners completely at random. The variables here include race, archetype, motivation, twist, and value (to the PCs and their interests).

- **For more:** See The Classic Dungeon Design Guide, Book 2, Section 3-12,

Designing a Rescue-Worthy Prisoner, Captive, or Survivor.



Below these specific types of encounters, you will find the general monster generator. As noted above, this modest generator is based on the massive monster lair generation systems featured in the Oldskull Dungeon Bestiary. The monsters are split into Tiers of challenge rating, as follows:

Abomination / Fungus / Slime: This is a Lovecraftian tool, designed to give you general ideas for bizarre and unsettling monster types. The variables include appearance, feature, power, and vulnerability. If you want assistance in developing these ideas further, you can use the Oldskull Monster Generator to come up with as many details as you like.

- **For more:** See The Classic Dungeon Design Guide, Book 2, Section 3-7, Designing a Fearsome Fungus, Slime, or Abomination.
-

- **For parties of experience level 1:**
Use Tiers 1 through 6.
- **For parties of experience level 2:**
Use Tiers 1 through 7.
- **For parties of experience level 3:**
Use Tiers 1 through 10.
- **For parties of experience level 4:**
Use Tiers 1 through 12.
- **For parties of experience level 5:**
Use Tiers 1 through 14.
- **For parties of experience level 6+:**
Use Tiers 1 through 15.
- (Full data for parties of higher experience level can be found in the Oldskull Dungeon Bestiary, and will likely be included in this toolkit at a

(Here comes the complex part.)

future time due to the labor involved in translating the data tables.)

If you want to have an easy time of building monster encounters, you can simply choose the Tier that displays the encounter you like the best, provided that the selected Tier is appropriate for your campaign's party and the dungeon setting.

If you want the toolkit to give you advice on selecting the number of monsters appearing, things get a little more complicated:

In each Tier, you will see parenthetical notes relating to the NA, or Number Appearing. For example, the entry for Tier 1 reads, "Tier 1 for Character Levels 1 (NA 100%), 2 (NA +10%), 3 (NA +50%), 4 (NA +100%), etc." This means that if your campaign's PCs are level 1, you would use the suggested number appearing ranges as listed. For a PC party of level 2, you would increase the number of monsters by 10%; for a party of level 3, you would increase the number of monsters by 50%; and for a party of level 4, you would increase the number of monsters by 100%. You can follow this trend up to any experience level required.

To continue this example, let us say that the random generator offers you a suggested Tier 1 monster of "2-5 Giant Rats and 3-10 Rats." This means that if your PCs are level 1, they will encounter between 2-5 Giant Rats and 3-10 (Normal) Rats, which can be rolled using 1D4+1 and 1D8+2 respectively.

Let us say that you decide (or roll and determine) that the party will face 4 Giant Rats and 6 Normal Rats. If you want the generator to "roll the dice," you will see entries for various random die types (D4, D6, D8, etc.) running down the right-hand side of the worksheet.



If the party is rather of experience level 2 (and +10% Tier 1 monsters appearing), that would be 4.4 Giant Rats and 6.6 Normal Rats. If the party was level 3 (+50% appearing), that would be 6 Giant Rats and 9 Normal Rats. And if the party was level 4 (+100% appearing), that would be 8 Giant Rats and 12 Normal Rats.

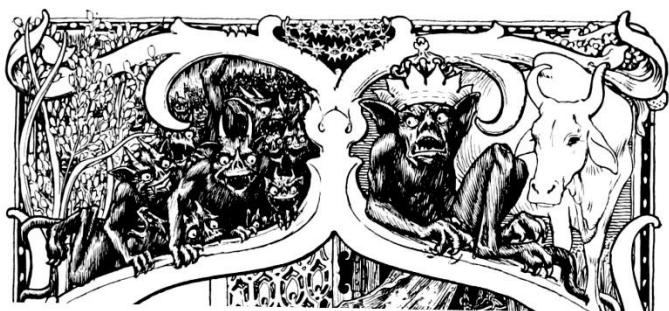
All decimals in this case should be rounded up. This means that even if a monster number appearing has a -90% modifier, there will always be at least 1 monster encountered.

These number appearing ranges are Classic, B/X, and 1E guidelines; you will need to come up with your own formulae if you are playing 5E or another game. As you can see, the generator is a bit clunky due to the number of monster lair variables involved, and the subject would be better suited for a massive toolkit devoted specifically to the topic of random encounters. But that will need to wait for another day. You will find this generator to be powerful, yet limited in scope. It can give you quick ideas when you really have no idea what type of monster you want to include in any specific room.

The generator will suggest a random monster type, or pair of monster types, for each Tier of difficulty. So if your campaign's PCs are level 1, which means

that you will be considering Tiers 1 through 6, you might see the following suggestions for your consideration (see also my thoughts, in the sub-bullets):

-
- **Tier 1:** 3-9 Kobold Infantry (Padded or wicker armor, buckler, spiked wooden club).
 - The number appearing should be taken as is.



-
- **Tier 2:** 6-15 Goblin Warriors (Leather armor, small shield, morning star).
 - The number appearing should be reduced by 10%, with fractions rounded up.
 - In practice, this means that between 5.4 and 13.5 (5 to 14) goblins would be encountered.
 - A number between 5 and 14 can be rolled using 1D10+4, or =RANDBETWEEN(5,14) in Excel.
-



- **Tier 3:** 1-6 Frogman Savages (Unarmed, attacking with claws and bite) and 1-3 Fanged Fish (HD 2).
 - The number appearing should be reduced by 25%, with fractions rounded up, and a minimum of 1.
 - In practice, this means that between 0.75 and 4.5 (1 to 5) frogmen would be encountered, along with between 0.75 and 2.25 (1 to 3) fanged fish.
 - A number between 1 and 5 can be rolled using 1D6, rerolling a result of 6, or =RANDBETWEEN(1,5) in Excel.
 - Note that the number of fanged fish is not impacted by the rounding procedure, due to the rounding up rule; in other words, between 1 and 3 fanged fish are still

encountered despite the -25% modifier.

- Note too that this is an aquatic encounter; you would want to include a pool, fountain, stream, or something similar (or reroll).

➤ **Tier 4:** 2-5 Evil Magic-Users (Level 2).

- The number appearing should be reduced by 50%%, with fractions rounded up, and a minimum of 1.
- In practice, this means that between 1 and 2.5 (1 to 3) magic-users would be encountered.
- A number between 1 and 3 can be rolled using 1D6 (1-2 = 1, 3-4 = 2, 5-6 = 3), or =RANDBETWEEN(1,3) in Excel.



➤ **Tier 5:** 3-13 Giant Centipedes.

- The number appearing should be reduced by 75%%, with fractions rounded up, and a minimum of 1.
- In practice, this means that between 0.75 and 3.25 (1 to 4) giant centipedes would be encountered.
- A number between 1 and 4 can be rolled using 1D4, or =RANDBETWEEN(1,4) in Excel.



- **Tier 6:** 2-8 Armored Zombies (In rusted banded mail or splint mail).
- The number appearing should be reduced by 90%%, with fractions rounded up, and a minimum of 1.
 - In practice, this means that between 0.2 and 0.8 (1) armored zombie would be encountered.
 - This simply means that there would be 1 armored zombie, with no need to roll randomly.

The [11] Traps Sheet

The last sheet in the toolkit provides an abbreviated summation of material from the Book of Dungeon Traps. You will want to own that book if you have questions about trap selection, placement, removal, and associated monster types. But the 1,000+ random results featured here will give you an excellent start as you think about trap selection for your dungeon.

Very generally, the Lethality Levels relate to how deadly or debilitation a trap can be. Lethality zero traps are simply meant to frighten the PCs (and players!) and put them on their guard, with no harm. Lethality 10 traps are usually fatal or crippling to at least one party member, regardless of experience level.

The suggestions for which Lethality Level to use are related to party experience level. The system is too detailed and complex to feature in this toolkit, but the Book of Dungeon Traps has all the details. If you don't own that volume, here is a general rule of thumb:

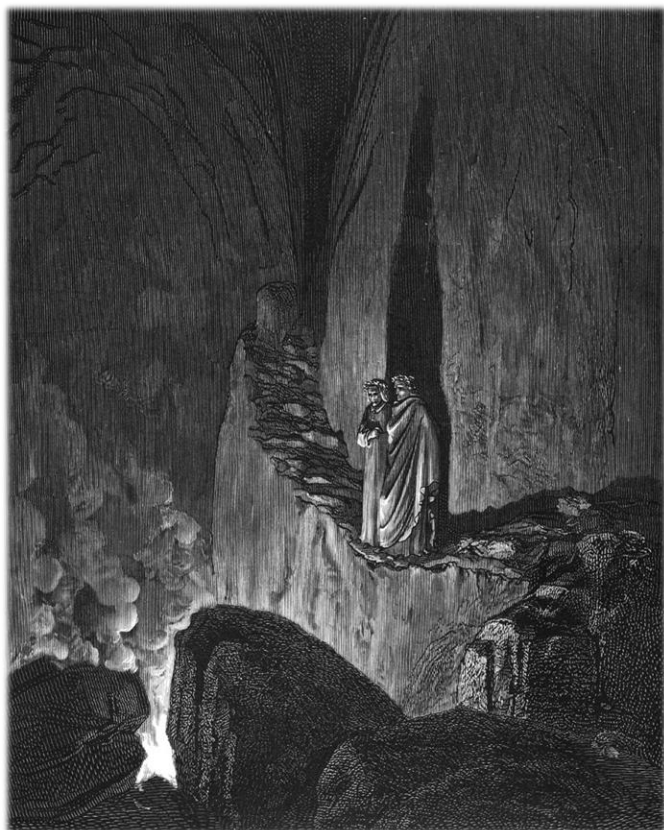
- **Lethality Level 0** traps can be used vs. any party.
- **Lethality Level 1** traps are suitable for parties of levels 1 and up.
- **Lethality Level 2** traps are suitable for parties of levels 2 and up.
- **Lethality Level 3** traps are suitable for parties of levels 3 and up.
- **Lethality Level 4** traps are suitable for parties of levels 4 and up.
- **Lethality Level 5** traps are suitable for parties of levels 5 and up.
- **Lethality Level 6** traps are suitable for parties of levels 7 and up.

The inherent complexity of the number appearing selection system – which is built in for maximum variation and flexibility – will probably give you a headache the first few times you try to use the system! If it's too complex, you can ignore all of the numbers, and just let the toolkit suggest the monster names. Then you will decide how many monsters appear, tailored to your dungeon and intended difficulty level.

- **For more:** The monsters featured in this section are succinctly described in the Oldskull Dungeon Bestiary.

TREASURE AND ROOM TRAPS		PS = Roll
TRAP DIFFICULTY		
Lethality Level 0:	Trap with falling trigger. Example: Spring-loaded bow and arrow pops out, but bowstring breaks, etc.	100
Lethality Level 1:	Spell trigger. Burning Hands.	89
Lethality Level 2:	Slab-Slide to Pool, Descending One Level.	44
Lethality Level 3:	Corpses, Parasitically Infested, Acute and Severe Affliction.	98
Lethality Level 4:	Snare. 40' Drop.	89
Lethality Level 5:	Boiling Water Pool, Shallow.	109
Lethality Level 6:	Entangling Vines, Death Creeper.	23
Lethality Level 7:	Enchanted Rune, Symbol of Persuasion.	18
Lethality Level 8:	Roll 80' Deep, Monster Lair, Monster(s) of Monster Level I, roll the monster type and number appearing on the Monster Level I encounter table.	72
Lethality Level 9:	Roll 40' Deep, Monster Lair, Monster(s) of Monster Level IV, roll the monster type and number appearing on the Monster Level IV encounter table.	66
Lethality Level 10:	Bridge, Collapsing, Stone, 150' Fall.	5
To switch windows, and Ctrl-V to paste text into a word processor.		
7 ROOM DESCRIPTIONS 8 ROOM CONTENTS 9 ROOM CONNECTIONS 10 LAIRS 11 TRAPS Adventure Scenario Save Benefactor Dungeon Typ		

- **Lethality Level 7** traps are suitable for parties of levels 9 and up.
- **Lethality Level 8** traps are suitable for parties of levels 11 and up.
- **Lethality Level 9** traps are suitable for parties of levels 13 and up.
- **Lethality Level 10** traps are suitable for parties of levels 15 and up.
- (For more detailed and refined advice, refer to the chapters in the Book of Dungeon Traps.)



Building a Dungeon Master Plan

Now that you know what all of the sheets do, you will want to start building up your series of notes in your word processor.

You can build your notes sequentially, with the general dungeon and scenario information at the top, and then a focus on dungeon level 1, followed by a focus on dungeon level 2, and so forth. Be sure to save your work as you go, and watch out for unintended F9 rerolls! Copying and pasting frequently will ensure that your generated data is not wiped out before you get a chance to use it.

You can, if you want, build an entire mega-dungeon of 1,000+ rooms using just this toolkit. I actually recommend against it, because your creativity should be the driving force behind such a massive endeavor, and random generation should be used as a spice for your feast ... not as the feast entire. But if you need to harness that much power, the toolkit is up to the task. You just need to build your notes in a methodical fashion and keep things organized as you go.

As a more reasonable and conservative approach, you can pick and choose disparate elements from the toolkit and simply build yourself an “idea sheet.” This might include an adventure title, a dozen level themes, a dozen door types, twenty sample monster lairs, and so on. This methodology would allow you to print out your notes, and then refer to them only when you run out of your own ideas.

Whatever approach you decide to take, I think you will find these generators extremely useful once you get the hang of them. The monster lair generator in particular can be annoying to use at first, but with practice comes proficiency ... and you will soon be making your own unique and fascinating dungeons in record time.

Thank you for reading, and have fun interpreting the millions of random results!



Umm ... what is that doing here?

- Corrections to reported errors.
- User-requested features, if reasonable and within my skill capacity.



Future Additions to the Toolset (V1.01+)

Planned future additions include:

- More data in existing lists for adventure names, contents, etc.
- A re-consideration of simple dungeon conditions such as light, water, temperature, etc.
- More monster lair data for tiers 16 through 25.
- Potentially, if I can make it work, a random room generator which considers all aspects featured here (as provided in the Appendix of CDDG3), allowing the computer to recommend completely random room setups.

Afterword

I hope that you have found this consolidated dungeon design resource to be versatile, powerful, and interesting. In the past, my automated generator products have not been well-received, because a significant majority of readers want e-books which guide them through every step of the game design and dungeon creation process. Inevitably, however, there are those readers who want more ... which leads to the creation of quick-turnaround systems like this one.

Unfortunately, automated generation presupposes a significant amount of reader and user knowledge concerning software types, keyboard commands, data

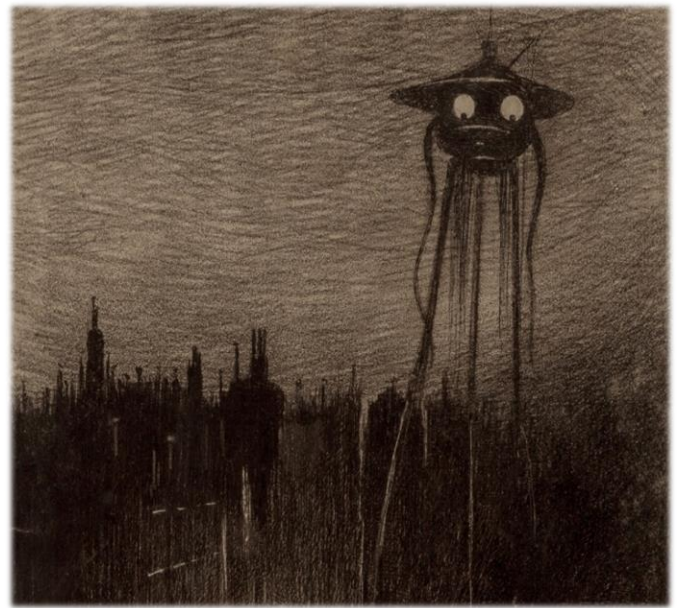
design, archiving, formatting, and so forth. What is second nature to one user proves to be quite cryptic and mysterious to another. There is a significant generational gap in regards to many of these skills, which can lead to confusion when “all the fans” want new Castle Oldskull material while a subset of the fans want a very specific tool.

I could eventually create a program (instead of a spreadsheet workbook) which automates these results even further, in a more digestible way, but unfortunately (a) my programming skills are rather limited, and (b) few users would want to pay the product prices I would need to demand in order to recoup my time, training, coding, and testing investments. And so, we have spreadsheets as a middle ground solution to answer the challenge. It’s a complex issue that I’ll never be able to fully solve. Hopefully, a number of readers will find this guide useful enough to counteract the negative reviews I expect to receive for writing this “unreadable book” in its “inaccessible format”!

I believe the time has come to experiment once again with offering automated generators to the readership. Perhaps there is more of a receptive audience this time around. Future generators may follow which utilize the Oldskull Adventure Generator, Game World Generator, Dungeon Delver Enhancer, and so forth. We will see what the future holds.

I wish you well in your ongoing dungeon creation endeavors, and will return ...

~K



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, Grognardia, 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*.



Legal

Open Game Content

Open Game Content may only be Used under and in terms of the Open Game License (OGL).

This entire work is designated as Open Game Content under the OGL, with the exception of the trademarks "Castle Oldskull," "Oldskull Sword & Sorcery," "Wonderland Imprints," "Only the Finest Works of Fantasy," and with the exception of all artwork. These trademarks, artwork, and the Trade Dress of this work (font, layout, style of artwork, etc.) are reserved as Product Identity.

Open Game License

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment,

magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have

sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every

copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Oldskull Dungeon Tools, Copyright 2018, Kent David Kelly.

END OF LICENCE