

Dungeon Delvers' Jukebox Top 50

Imagine this: you have entered a room deep within a dungeon you have been exploring when...

The door slams shut behind you and then you hear the lock click. You are trapped!

The only thing in the room is a jukebox. The instructions tell you insert a token from the tray at the back and then pray,

The door will not be unlocked until you have played a record. You may play up to three but you cannot leave under any circumstances without spinning a disc.

You will need to simulate the roll of 1d50 to find the random record the indestructible jukebox will play when you drop the token into the slot and face the music.

Good Luck!

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- Emergency – 999** Roll 1d6 – the higher the roll the worse the emergency
Make a saving roll at the level on your choice of WIZ, INT, LK or CHR to stave it off or the whole party are toast!
- 68 Guns – The Alarm** Not nice! A whole artillery company is lined up and ready to fire
Roll 2d6: on a 1,1 roll all the guns backfire and the pc escapes; on 1,2 roll they all misfire and a pardon is granted; anything else and the execution is carried out
- Bela Lugosi's Dead – Bauhaus** Bala may be dead but he's climbing from his coffin right now!
Roll 1d6 and multiply by 10 to find the MR you must face...
- Sympathy For The Devil – The Rolling Stones** This devil wants worshippers, with death being the price for a failure to fawn effectively
Roll 1d6 to find the level of the CHR SR needed to placate the evil fiend
- Monster Mash – Bobby Pickett** It's a great party thanks to the Coffinbangers and the Cryptkicker 5 but you really do need to fit in!
Make a L1 SR on CHR to impress with a scary roar or a piteous moan or the monsters snack on you
- Rat Trap – The Boomtown Rats** You find yourself poised on a giant mousetrap – L1 SR on DEX to get off without being cut in two by the deadly anti-rodent device
- I Feel The Earth Move – Carole King** As the first tremor is felt, you have to make a L1 SR on SPD to get under a bed before the ground cracks open and swallow you
- Somewhere Over The Rainbow – Chet Baker** This is one for the leprechauns!
Any member of the Little Folk playing this record finds the pot of gold at the end of the rainnbow It's worth 1d6 x 500 GPs
- The Road To Hell – Chris Rea** If this road is followed far enough, all will be lost! A L1 SR on INT is required to get your bearings and find another route
- Zombie – The Cranberries** Rising up from beneath the dance floor comes a mouldering, brain eating undead monster! MR is 1d6 x 10
- Smash It Up – The Damned** This is a free pass for wanton destruction! Make your combat roll and multiply by the level of a SR you try on STR – you get APs equal to the total and a whole heap of red-blooded satisfaction!
- Getting Away With It – Electronic** Another get-rich-quick opportunity!
Make the best SR you can on LK and multiply against 100 – this is the value of the

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gems you can snatch from Mrs. Bagpuss, the Mayor's wife, if you make a L1 SR on SPD to get away If you fail, you spend a year in jail

13. **All Right Now – Free** A freebie for those in dire straits (ok, wrong band!) You get a little blue pill that will completely heal your next wound
14. **One Bourbon, One Scotch, One Beer – George Thoroughgood and the Destroyers** Happy daze! The drinks are on the house make a SR on INT and subtract the level from 3 – this is the level SR on CON you have to make to survive/avoid drinking yourself into a coma
15. **Man Eater – Hall & Oats** The woman you hook up with (and, hey, your gender is irrelevant here) turns out to have a big, gaping mouth and needle-sharp teeth You need to disengage from the love-grapple you so willingly entered into or your goose is cooked! A L1 SR on DEX is required to make a clean break and save your tenderest parts...
16. **Don't Go – The Hothouse Flowers** You have done something dreadful and have upset your comrades – you need to beg them not to abandon you! Make a L1 SR on CHR or you are hopelessly on your own in a particularly perilous place
17. **Proud To Fall – Ian McCulloch** You stand on the edge of a seemingly bottomless chasm and must walk a tightrope to get across (the pack of rabid ghouls hot on your heels makes this a must) Make a L1 SR on DEX or you fall foreverrrrrrrrrrr
18. **Higher And Higher – Jackie Wilson** Those ghouls are still after you! If you can make a L1 SR on STR you can climb up that vertical cliff, banging in pitons as you go If not, the ghouls feast on your entrails!
19. **Ghosts – Japan** You may have a mighty sword arm but what are you going to do against ghosts? Don't even think about calling Ghostbusters! You either have to cast a group zapping spell or leggit (a L1 SR on SPD will see you safe and sound)
20. **Thick As A Brick – Jethro Tull** You thought that potion was going to do you good, didn't you, you little optimist, you? Well, you were wrong and unless you can make a L1 SR on CON to shrug off its insidious effects you will be rendered cabbage like in 59 seconds (with an INT of just 3)
21. **Many Rivers To Cross – Jimmy Cliff** Well (is that a pun?), they're not really rivers, just streams Trouble is, it's not water flowing but highly caustic acid and you will have to jump, jump and jump again because those ghouls are after you again! Make a L1 SR on STR or you will tire before the last of the many is crossed AND a L1

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SR on DEX because there's not a lot of room between them
happen if you go in...

You know what will

22. **Beds Are Burning – Midnight Oil**

But will you notice and wake up?

It's an early cremation if you don't make a L1 SR on CON to smell the smoke before
your eyes melt

23. **Roll Away The Stone – Mott The Hoople**

Stuck in a cave with

the air supply dwindling...

You need to make a L1 SR on STR to save yourself from
suffocation

24. **Don't Fear The Reaper – The Blue Oyster Cult**

Or maybe you

should?

Because his coming after you with that nasty, sharp scythe

You

need to generate at least 30 hits to knock it aside and keep your head on your shoulders

25. **Thieves Like Us – New Order**

You're going to have your pocket picked and

lose all your money and gems unless you make L1 SRs on both INT and SPD to shift your ass
before it is picked

26. **Spirit In The Sky – Norman Greenbaum**

Fortunately this

spirit wishes to bestow a gift

Make a L1 SR on LK and you get 1d6 added to WIZ

27. **Wonderwall – Oasis**

The wonderwall is worth getting over if you can stop

wondering what is on the other side and climb it

Make a L1 SR on INT and

you will stop daydreaming and get to the Pool of Refreshment on the other side which adds
1d6 to CON

28. **With A Little Luck – Wings**

If you can make a L1 SR on LK you get to reroll the

next SR you critically fumble

29. **Panic – The Smiths**

Ever been on the receiving end of an Oh Go Away spell?

Unless your INT, LK and CHR amount to more than 39 you get sent into such a
tailspin you will just keep running until your heart bursts!

30. **Puff The Magic Dragon – Peter, Paul and Mary**

Make a L1

SR on CHR and you will have Puff as a friend for life

A magic dragon makes a great

friend – he can fly you most any place and cast any spell up to your level if you ask him

31. **A Momentary Lapse Of Reason – Pink Floyd**

You should have got

out while you still could but greed for gold stopped your feet

Next time you need to flee,

you delay for one round looking for something that glitters in your imagination and must

make a L1 SR on INT to give up the delusion

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32. **War Pigs – Black Sabbath** Monstrous swine with sabre teeth (1d6 of them) lock on to the sight and smell of you as the target for their next meal They have MRs of 20 – watch out!
33. **Swords Of A Thousand Men – Tenpole Tudor** But whose side are they on? Make L1 SRs on LK and CHR or you end up a prisoner of war for 1d6 years and come out with a CON of 1d6
34. **You Trip Me Up – The Jesus And Mary Chain** Well, you're down but are you out? You need to make L1 SRs on both DEX and SPD to elude the assassin whose outstretched leg takes you to the ground
35. **Spellbound – Siouxsie And The Banshees** There is a chance to break free though... Make a L1 SR on WIZ and the mean, manic, malevolent, murdering magician who cast the Hold That Pose on you won't be able to maintain it If you succeed and then make a L1 SR on SPD you can catch him and turn the tables, gaining his Fly Me ring!
36. **Torch – Soft Cell** Suddenly, you are plunged into darkness and the dark is full of dangers! Unless you have a torch, lantern or can cast a suitable spell such as Cat Eyes or Will-o-Wisp you will perish here
37. **Expressway To Your Skull – Sonic Youth** A dreadful burrowing worm tries to tunnel to your brain – it is very hungry! Unless you can make a L1 SR on SPD to get out of the way in time or a L2 SR on CON (your skull would be too tough for the worm's teeth) you will lose consciousness and soon die
38. **In The Jailhouse Now – The Soggy Bottom Boys** You got drunk and have been arrested and are behind bars The Hanging Judge is in town and the sheriff doesn't like use tax payers money to feed criminals You need to make a L1 SR on CHR or you will stand trial with the inevitable outcome
39. **I See Red – Split Enz** Next time you get into a fight you will go berserk regardless of your INT
40. **At The Edge – Stiff Little Fingers** Chasm time again! It is stormy and the winds are buffeting you terribly You need to make L1 SRs on both STR and DEX to stand firm and keep your balance or you will be lost...
41. **Ride A White Swan – T Rex** You gain a familiar, the size of a donkey, with a CON triple yours

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42. **Song To The Siren – This Mortal Coil** You feel all at sea as a haunting voice plucks at your heartstrings and sucks at your soul Now you have to return the favour... Unless you can make a L1 SR on CHR and another on INT you will not find the melody and not come up with lyrics to satisfy which will mean that the siren drags you under the waves to a watery grave
43. **Strange Fruit – Billie Holiday** Are you going to pick one and eat it? Up to you! If you do, make a L1 SR on LK Failure means it is full of deadly toxins while success means that 1d6 attributes of your choice rise by 1d6
44. **Werewolves Of London – Warren Zevon** You'd better have a silver-edged weapon, an enchanted blade or be able to cast a devastating spell if you're going to see off this MR50 regenerating howling furball
45. **Boris The Spider – The Who** You can get past Boris' web if you make a L1 SR on DEX but if you get trapped you will need a L1 SR on STR to break free before the arachnid eats you!
46. **Lucy In The Sky With Diamonds – The Beatles** A beautiful angel looks down upon you from here cloud and begins showering you with tiny diamonds – you've hit the jackpot! Multiply the level of the best LK SR you can make plus 1 by 1,000 to see how rich you have become
47. **Tumbling Dice – The Rolling Stones** Your dice will tumble the way you want them to once in the future On any one saving roll of your choice you may adjust one of the dice (probably so doubles show!)
48. **Goldfinger – Shirley Bassey** Your left pinkie turns to gold! It is worth your weight in gold quite literally and it can also turn another being into a solid gold statue before its magic burns out
49. **Hammer To Fall – Queen** You suddenly find yourself at a fairground, shrunk to miniature size, beneath a bell, by flashing lights, with a giant holding a two-handed hammer in front of you grinning inanely The giant raises the hammer and swings it down with gusto, aiming at you! Make a L1 SR on SPD to jump aside in time or you are just so much raspberry jam
50. **Witchy Woman – The Eagles** Now this particular witchy woman happens to be a Witch-Goddess She scrutinies you and comes to a decision about what to do with you Make L1 SRs on each attribute in turn If you do better than L1 she will boost that attribute by 1d6 times the level you achieved If you just make L1 she does nothing If you fail L1 she subtracts 1d6 from that attribute If you roll a critical fumble she subtracts 1d6 d6 from the attribute (which may well leave you dead or utterly unviable)