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DUNGEON DRESSING:  
NAMES & LEGENDS



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# DUNGEON DRESSING: NAMES & LEGENDS

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*Tired of dungeons lacking in verisimilitude? Want to add cool little features of interest to your creations but don't have the time to come up with non-essential details? Want to make your dungeons feel more realistic? Then Dungeon Dressing is for you! Each instalment focuses on a common dungeon fixture such as stairs, pillars or pools and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.*

*This instalment of Dungeon Dressing presents loads of tools to help you give your dungeons evocative and exciting names and legends. Designed to be used both during preparation or actual play, Dungeon Dressing: Names & Legends is an invaluable addition to any GM's armoury!*

## CREDITS

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## DUNGEON NAMES

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Campaign worlds need deep dungeons, lost dwarven holds, crumbling castles, ebon caverns and dusty necropolises for the characters to explore. Such locales need suitably evocative names. Whether designing a ruined moathouse, a small self-contained forgotten crypt or an entire megadungeon, a dungeon's name is vital for setting the theme and style of the complex. An evocative name builds the players' expectations and may even provide hints about what might lurk within the dungeon.

The tools herein can be used to name dungeon complexes small and large as well as distinct portions or levels therein. You might already know some details about the dungeon and thus might just use the tables herein for inspiration; that's more than fine—use what you need and discard the rest.

The great thing about creating a name for a dungeon is that it inevitably poses questions which are not only fun to answer but also add depth, verisimilitude and flavour to the campaign world.

For example:

- What powers does the pillar hidden in the Catacombs of the Sundered Pillar have and why was it sundered?
- What lurks in the darkness of the Trackless Reaches of the Ebon Cavern?
- Who or what lies in the Sepulchre of Tor Baroth? Is Tor Baroth its most famed "resident" or its guardian?

Wise characters may even try and learn more about the dungeon based on its name in an attempt to be prepared for the challenges lurking within.

### DUNGEON NAME COMPONENTS

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Each dungeon should have a unique name, but beyond that the naming convention of most dungeons can take many forms. Refer to "Dungeon Name Structure" to determine the makeup of the dungeon's name. No matter the name's form, however, each dungeon's name comprises one or more distinct parts. These parts are:

- **Complex:** All dungeons take one of several forms. Dungeons, castles, catacombs, caves and so on can all serve as a dungeon. To determine the dungeon's type, roll on Table A. You can also use these tables to name specific features or areas within the dungeon. Simply roll on Table B instead of Table A.
- **Descriptor:** Many dungeons have a descriptor that describes the general condition or perception of the locale. Dungeons can be cursed, fallen, ruined, shadowed and so on. In addition, if a dungeon is named for a specific person, group or kingdom it may have a second descriptor that describes that subject. To determine the dungeon's descriptor, roll on Table C and pick the most appropriate word from those listed alongside the generated result.
- **Subject:** Many dungeons have a featured subject. A dungeon associated with a magic throne, for example, might include

that feature in its name. To determine the dungeon's subject, roll on Table D and pick the most appropriate word from those listed alongside the generated result.

- **Proper Name:** Sometimes a dungeon is named for a specific individual—perhaps a powerful wizard who once dwelled therein or a famous adventurer linked with the place. Occasionally, locales are also named for the tribe or group that claims or built the place. Either pick an appropriate name from your campaign world or roll on Table E (adding a prefix from Table F if so desired) or Table G to determine the name associated with the dungeon.

### UNSUITABLE NAMES

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Inevitably, the tables herein will generate stupid, ridiculous, laughable or otherwise unsuitable names—with the sheer number of words and options packed within these pages such results are to be expected. Do not be a slave to the dice; dispose of, or modify, inappropriate results at your discretion.

### DUNGEON NAME STRUCTURE

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To randomly determine the structure of a dungeon's name, roll on the table below:

#### D20 DUNGEON NAME STRUCTURE

---

1-3	The [descriptor] [complex]
4	The [descriptor] [complex] of [proper name]
5	The [descriptor] [complex] of [proper name] the [descriptor]
6	[Proper name]'s [descriptor] [complex]
7	[Proper name]'s [descriptor] [complex] of [descriptor]
8	The [descriptor] [complex] of the [descriptor] [subject]
9	The [descriptor] [complex] of [proper name]
10	The [complex] of [descriptor]
11	The [complex] of the [descriptor] [subject]
12	[Descriptor] [subject] of the [descriptor] [complex]
13	[Proper name]
14	[Proper name]'s [complex]
15	The [complex] of [proper name] the [descriptor]
16	[Proper name]'s [descriptor] [complex]
17	The [descriptor] [complex] of [proper name] the [descriptor]
18	The [descriptor] [complex] of the [tribal name]
19	The [complex] of the [tribal name]
20	[Proper name] the [descriptor] [complex]

---

Once you've determined the name's structure, flip to the relevant pages to generate each component of the dungeon's name.

## SAMPLE DUNGEON NAMES

---

D20	SAMPLE DUNGEON NAME
1	Ashen Fane of the Whispering Cult
2	Haunt of the Merciless Shadow Lord
3	Labyrinth of Torment
4	The Exalted Tower
5	Sunken Citadel
6	Spire of Certain Oblivion
7	Unknown Caverns
8	Ruins of Gloom
9	Catacombs of the Sundered Pillar
10	Trackless Warrens of Dol Naroth
11	Shadow Hold
12	Sepulchre of Tor Baroth
13	Maze of Bones
14	Warrens of the Forbidden Idol
15	Gates of Sorrow
16	Barrow of the Fallen
17	Drowned Catacombs of the Doomed Mistress
18	Dreaded Treasure Vault of Mor Darrel
19	Orc Delve
20	Ziggurat of Sorrow

## SAMPLE DUNGEON LEVEL NAMES

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D20	SAMPLE DUNGEON LEVEL NAME
1	Starless Laboratory
2	Cistern of Unknown Depths
3	Cave of Echoes
4	Ashen Realm of Soth-Amon
5	Howling Chasm
6	Slender Span
7	Lightless Vault
8	Forbidden Chasm
9	Wondrous Grotto
10	Lair of the Forsaken Ones
11	Road of the Damned
12	Chamber of Fell Conjunction
13	Crypt of Torment
14	Cells of Bone
15	Smoking Cavern of Nol-Zoth
16	Myrmidons' Gallery
17	Cursed Necropolis
18	Vault of the Unknown One
19	Archive of Forgotten Ages
20	Catacomb of the Baleful Dark

## SAMPLE ROOM/AREA NAMES

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D20	SAMPLE ROOM/AREA NAME
1	Barrow of the Beguiling Spawn
2	Sinister Crypt of the Scorned Monolith
3	Phantasm Chapel of Dereg
4	The Cursed Mine
5	The Twilight Retreat
6	The Nest of Lotul
7	The Grim Domain of Arak Phask
8	Burrow of the Sorrowful Acolyte
9	The Baleful Kitchen of Amon the Wicked
10	The Forgotten Grotto
11	The Ashen Catacomb of Ilosia the Deluded
12	Catacombs of the Sundered Pillar
13	Sepulchre of Tor Baroth
14	The Vile Domain of the Cloven Skull
15	The Dour Treasury
16	Paron's Unearthly Charnel House
17	Lor-Borlara's Spirit Domain
18	The Cursed Oubliette
19	Treasure Vault of Aunros the Merciless
20	The Screaming Vault

## SAMPLE DUNGEON FEATURE NAMES

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D20	SAMPLE DUNGEON FEATURE NAME
1	Obelisk of Shimmering Torment
2	The Portal of Hateful Darkness
3	Champion's Gate
4	Sacred Portal of Ing Bha
5	The Splintered Lake
6	The Scabrous Bath
7	Chasm of the Bedevilled Ogre
8	Drowned Pyramid of the Diseased Pagan
9	The Sundered Pillar
10	The Gate of Sorrow
11	The Ancient Well of the Crumpled Oracle
12	The Grim Secret Sepulchre
13	Dellor's Baleful Reliquary
14	The Slobbering Pillar
15	Tharac's Portcullis of Cacophonous Chance
16	The Dreadful Fountain of the Baleful Pool
17	Maux's Aberrant Stair
18	The Unhallowed Fissure
19	Gate of the Noxious Golem
20	The Occluded Bridge

## A: TYPES OF DUNGEON

<b>D%</b>	<b>TYPE OF DUNGEON</b>
1	Abbey
2	Aerie
3	Armoury
4	Barrow
5	Bastion
6	Bridge
7	Bulwark
8	Burrow
9	Cairn
10	Castle
11	Catacomb
12	Cathedral
13	Caverns
14	Caves
15	Cenotaph
16	Chapel
17	Charnel house
18	Chasm
19	Church
20	Citadel
21	City
22	Crypt
23	Cyst
24	Delve
25	Demesne
26	Den
27	Depths
28	Domain
29	Dominion
30	Donjon
31	Dungeon
32	Edifice
33	Fane
34	Fastness
35	Fissure
36	Folly
37	Forge
38	Fort
39	Gate
40	Grave
41	Grotto
42	Hall
43	Haunt
44	Haven

45	Hive
46	Hold
47	Hollow
48	Home
49	House
50	Keep
51	Kingdom
52	Labyrinth
53	Lair
54	Lodge
55	Manse
56	Mausoleum
57	Maze
58	Mine
59	Moathouse
60	Monastery
61	Necropolis
62	Nest
63	Obelisk
64	Ossuary
65	Oubliette
66	Outpost
67	Pagoda
68	Palace
69	Panopticon
70	Pen
71	Pillar
72	Pit
73	Portal
74	Prison
75	Pyramid
76	Realm
77	Redoubt
78	Refuge
79	Rest
80	Retreat
81	Rift
82	Ruin
83	Sanctuary
84	Sanctum
85	Scar
86	Sepulchre
87	Sewers
88	Shrine
89	Span
90	Spire
91	Stronghold

92	Tomb
93	Tower
94	Treasure vault
95	Undercity
96	Vault
97	Warren
98	Web
99	Well
100	Ziggurat

## B: PARTS OF A DUNGEON

<b>D%</b>	<b>PART OF THE DUNGEON</b>
1	Alcove
2	Altar
3	Antechamber
4	Archives
5	Archway
6	Arena
7	Armoury
8	Asylum
9	Aviary
10	Banquet chamber
11	Barracks
12	Bath
13	Bed chamber
14	Bridge
15	Catacomb
16	Cave
17	Cavern
18	Cell
19	Chapel
20	Charnel house
21	Chasm
22	Cistern
23	Common room
24	Conjuring chamber
25	Corridor
26	Council chamber
27	Court
28	Crypt
29	Demesne
30	Den
31	Divination chamber
32	Dock
33	Domain
34	Dominion

35	Fane
36	Fissure
37	Forge
38	Fountain
39	Foyer
40	Gallery
41	Garden
42	Gate
43	Great hall
44	Grotto
45	Guardroom
46	Hallway
47	Harem
48	Kennels
49	Kitchen
50	Laboratory
51	Labyrinth
52	Lair
53	Lake
54	Level
55	Library
56	Maze
57	Mine
58	Necropolis
59	Nest
60	Nursery
61	Observatory
62	Office
63	Oubliette
64	Pantry
65	Passage
66	Path
67	Pit
68	Pool
69	Portal
70	Prison
71	Privy
72	Refuge
73	Reliquary
74	Rift
75	River
76	Road
77	Scriptorium
78	Secret (roll again)
79	Sepulchre
80	Shaft
81	Shrine

82	Smithy
83	Stable
84	Stairway
85	Statue
86	Storage chamber
87	Sublevel
88	Temple
89	Theatre
90	Throne room
91	Tomb
92	Torture chamber
93	Training room
94	Treasury
95	Trophy room
96	Undercrypt
97	Vault
98	Way
99	Well
100	Workshop



C: DESCRIPTOR

D%	DESCRIPTOR
01	Wreathe, envelop, encircle, enfold, coiled
02	Malicious, malevolent, vicious, bitter, vengeful, hateful, baleful
03	Whispering, muttering, hushed, susurrate, murmuring, moaning, babbling
04	Throbbing, vibrating, pulsate, shake, judder
05	Unfinished, incomplete, imperfect
06	Evil, bad, destructive, harmful, vicious, malignant, wicked, pernicious, baleful, baneful, maleficent, depraved, cruel, infamous, vile, degenerate, diabolical, detestable, malevolent
07	Unrestrained, unshackled, unconfined, free, uncontrolled, unchecked
08	Shrouded, veiled, mantled, cloaked, swathed
09	Booming, thundering, echoing, bellowing, strident, sonorous
10	Bleeding, blood
11	Twisted, sick, evil, corrupted, warped, degraded, wicked, sadistic, depraved, debase, debauched, aberrant
12	Good, great, superior, adept, adroit, honourable, moral, upright, righteous, virtuous, dutiful
13	Law, lawful, unflinching, inflexible, unbreakable
14	Lightless, sunless, dark, dim, murky, shadowy, unlit, tenebrous
15	Leaden, grey, sombre, lurking
16	Ebon, black, dark, jet, dusky, inky, stygian, starless
17	Slaver, slobber, drool
18	Crumpled, crushed, distorted, deformed, misshapen, wreaked, mar
19	Forsaken, lonely, abandoned, forlorn, desolate, dreary, bare, uninhabitable
20	Bleak, grim, sad, melancholy, sombre, morbid, cheerless
21	Deep, yawning, cavernous, bottomless, unfathomable, abyssal
22	Occluded
23	Number (one, two, tree, etc.)
24	Deadly, dangerous, lethal, murderous, baneful
25	Bone, skeletal, gaunt, cadaverous, macilent, shrivelled
26	Dour, gloomy, forbidding, grim, dreary, sullen
27	Mottled, streaked, speckled
28	Fallen, slaughtered, slain, lost, ruined, shamed
29	Tumbled, jumbled
30	Forgotten, lost, buried, obliterated, annihilated
31	Heavy, leaden, oppressive
32	Splintered, sliver, fragmented, burst, cloven
33	Colour (red, black, crimson, scarlet etc.)
34	Frozen, freezing, frosty, cold, icy, hoary, rimy, frigid
35	Terrifying, dreadful, feared, daunting, fearsome, baleful
36	Blessed, sanctified, exalted, hallowed, ordained, righteous, godly, sainted, pious, beatific
37	Trackless
38	Tangled, knotted, entangled
39	Crumbling, decaying, mouldering, decomposing, disintegrating
40	Lofty, high, tall, towering, soaring, sweeping
41	Infernal, celestial, abyssal, fiendish, elemental
42	Otherworldly, unearthly, unnatural, esoteric, preternatural, cabbalistic
43	Secret, hidden, mysterious, concealed, obscure
44	Shattered, sundered, broken, cracked, crushed, destroyed, blasted, devastated, hewn, fractured, fragmented
45	Holy, hallowed, divine, sacred
46	Unholy, unhallowed, profane
47	Drowned, flooded, sunken, watery
48	Dreaming, nightmare, reverie, night terror
49	Screaming, shrieking, bellowing
50	Bestial, atavistic, cruel, savage, brutal, grim, hellish, depraved, remorseless, merciless, pitiless
51	Blasphemous, profane, godless, ungodly, sacrilegious, sin
52	Obscene, vile, gross, foul, coarse, filthy, impure, lascivious, scabrous, unwholesome
53	Slumbering, sleeping
54	Tears, whimpering, weeping, sobbing, wailing, lamenting, despair
55	Wonder, awe, bewilderment, miracle
56	Madness, maddening, insanity, delusion, lunacy, folly, foolish
57	Great, voluminous, prodigious, famed, glorious, exalted
58	Silver, golden, steel, bronze, copper
59	Ancient, old, bygone, primordial, primeval, olden, hoary, timeworn, ancestral
60	Ashen, pale, white, grey, wan, leaden, colourless, pallid
61	Hopeless, folly, desperate
62	Night, twilight, dusk
63	Wicked, vile, base, corrupt, degenerate, deprave, nefarious, loathsome, sordid
64	Scorned, sneering, mocking
65	Luck, chance, unlucky
66	Bane, torment, blight
67	Nameless, unnamed
68	Horrific, shocking, frightful, rank, heinous, abhorrent, appalling
69	Burning, boiling, seething, immolating, smoking
70	Vanished, faded, dwindled
71	Chaos, anarchy, entropy, bedlam, tumult, lawless, riotous, anarchic
72	Unknown, uncharted, remote, alien, unmapped, untraveled, unrevealed, concealed, mysterious, faceless

73	Cursed, damned, doomed, bedevilled, accursed, ill-fated
74	Apocryphal, legendary, mythical, fabled
75	Shadow, shade, ghost, spirit, phantom, spectre, apparition, haunt, faded
76	Phantasm, illusion, deception, figment
77	Magic, arcane, spellbound, enchanted
78	Eternal, unliving, undying
79	Imprisoned, shackled
80	Sorrow, woe, grief, misery, mourning, anguish, lament, weep
81	Dreadful, dismal, dire, lamentable, vexatious
82	Forbidden
83	Disgusting, foul, sickening, noxious, cloying
84	Crawling, skulking, slithering, wriggle, writhe, squirming
85	Penitent, repentant
86	Dim, darkness, gloom, murky, dusky, nebulous
87	Hateful, odious, abominable, infernal, detestable, pestilential
88	Plague, disease, contagion, pestilence
89	Seductive, beguiling, enticing, alluring, bewitching
90	Torment, pain, haunt, afflict
91	Forbidding, sinister, daunting, ominous, foreboding, baleful, grim
92	Obliterated, ravaged, demolished, devastated, annihilated,
93	Traitorous, unfaithful, treacherous, faithless, perfidious
94	Silent, wordless, unspeaking
95	Noisy, loud, piercing, deafening, tumultuous, cacophonous, clamorous
96	Wide, narrow, deep, shallow, broad, high, big, colossal, gargantuan
97	Incandescent, scintillating, shimmering, glimmering, glittering, iridescent

98	Slaughter, carnage, extermination, butchery
99	Muck, filth, mire, ooze, scum, sludge, slime
100	Lifeless, dead, dying, slain

## D: SUBJECTS

### D% SUBJECT

01-02	Gem (diamond, ruby, emerald, malachite, bloodstone, opal, fire opal, jacinth, jet, moonstone, sapphire, topaz etc.)
03-04	Race (elves, humans, goblins, drow, duergar, kobolds, troglodytes, bugbears, orcs, gnolls, dwarves etc.)
05-06	Lord, count, king, duke, ruler, overlord, despot, noble, emperor, master, mistress
07-08	Element (fire, earth, water, cold, acid, lightning)
09-10	Eidolon, statues, golems, guardians, effigy, idol
11-12	Wastes, barrens
13-14	Ruins, wreckage, remnants
15-16	Kingdom, realm, land, domain, dominion, reaches, territory, power
17-18	Trial, test, challenge
19-20	Ages, aeons, epoch, legend
21-22	Cleric, priest, curate, high priest, acolyte, adept, patriarch, matriarch, brother, sister, disciple, novice, abbot
23-24	Magician, conjurer, illusionist, witch, wizard, warlock, necromancer, thaumaturge, theurgist, archmage, enchanter, evoker, sorcerer, spellbinder
25-26	Assassin, rutterkin, waghalter, murderer, thug, killer, executioner
27-28	Thief, bandit, magsman, footpad, rogue
29-30	Cult, cabal, sect
31-32	Fighter, warrior, champion, myrmidon, lord, hero, antihero, barbarian
33-34	Protector, defender, paladin, antipaladin, warden, justicar, guardian

35-36	Custodian, keeper, seneschal
37-38	Skald, bard, troubadour, minstrel
39-40	Shadow, wraith, wight, zombie, skeleton, lich, vampire
41-42	Trap, snare, deception
43-44	Traitor, deserter, renegade, refugee
45-46	Tribe, people, house, blood, clan, caste, horde, swarm, host, throng
47-48	Savage, heathen, pagan, heretic
49-50	Depths, drop, fall
51-52	Devil, demon, fallen angel, angel
53-54	Legendary race or people (specific folk, race or civilisation from GM's campaign)
55-56	Soul, soulless
57-58	Spawn, issue, seed, progeny
59-60	Treasure, hoard
61-62	Cavalier, armiger, knight
63-64	Monster, beast (any)
65-66	Dragon, wyrm, worm
67-68	Material (obsidian, granite, adamantine, mithral, crystal etc.)
69-70	Animal or bird (spider, snake, wolf, hawk, eagle, raven etc.)
71-72	Oblivion, destruction
73-74	Weapon (sword, axe, hammer, spear etc.)
75-76	Artifact (campaign specific item)
77-78	Deity (campaign specific)
79-80	Dungeon feature (pillar, pit, altar, door, pool, monolith etc.)
81-82	Item (scroll, gem, staff, key etc.)
83-84	Geological Feature (rift, chasm, sea, lake, river etc.)
85-86	Land Feature (forest, wood, mire, marsh etc.)
87-88	Terror, horror, doom, dread, nightmare
89-90	Dust, decay
91-92	Watcher, oracle
93-94	Darkness, shadow, gloom
95-96	Bane, enemy, foe
97-98	Slave, denizen, dweller
99-100	Body part (eye, tentacle, claw, fang, hand, maw, mouth etc.)

## E: PROPER NAMES

<b>D%</b>	<b>PROPER NAME</b>
01	Akor
02	Amon
03	Anguth
04	Assat
05	Atoli
06	Ator
07	Aunros
08	Auraknal
09	Azos
10	Bha
11	Bhucan
12	Borlara
13	Broth
14	Carthe
15	Cath
16	Chakelor
17	Cordath
18	Dartak
19	Dellor
20	Dereg
21	Gauillir
22	Gilak
23	Gola
24	Golduk
25	Hotlat
26	Ichola
27	Icta
28	Ilassa
29	Ilosia
30	Jallym
31	Jharosk
32	Kabil
33	Kephoti
34	Khem
35	Kovinth
36	Lamlath
37	Leng
38	Lhamrul
39	Lirtim
40	Lothnur
41	Lotul
42	Mabal
43	Malaugh
44	Maugh

45	Maux
46	Molreth
47	Natlot
48	Osvathe
49	Osvith
50	Paron
51	Peral
52	Phask
53	Phlom
54	Questron
55	Rurtrux
56	Saern
57	Sarugoa
58	Sauriv
59	Sjach
60	Sosha
61	Soth
62	Sundirra
63	Tamol
64	Thallu
65	Tharac
66	Thoth
67	Thua
68	Thul
69	Tsal
70	Ualinn
71	Ulhu
72	Urser
73	Verdusk
74	Vuren
75	Waurix
76	Ythkal
77	Zarleggh
78	Zaroth
79	Zhabor
80	Zolrak
81	Zoth
82	Zshoth
83	Akor
84	Amon
85	Anguth
86	Assat
87	Atoli
88	Ator
89	Aunros
90	Auraknal
91	Azos

92	Bha
93	Bhucan
94	Borlara
95	Broth
96	Carthe
97	Cath
98	Chakelor
99	Cordath
100	Dartak

## F: PREFIXES

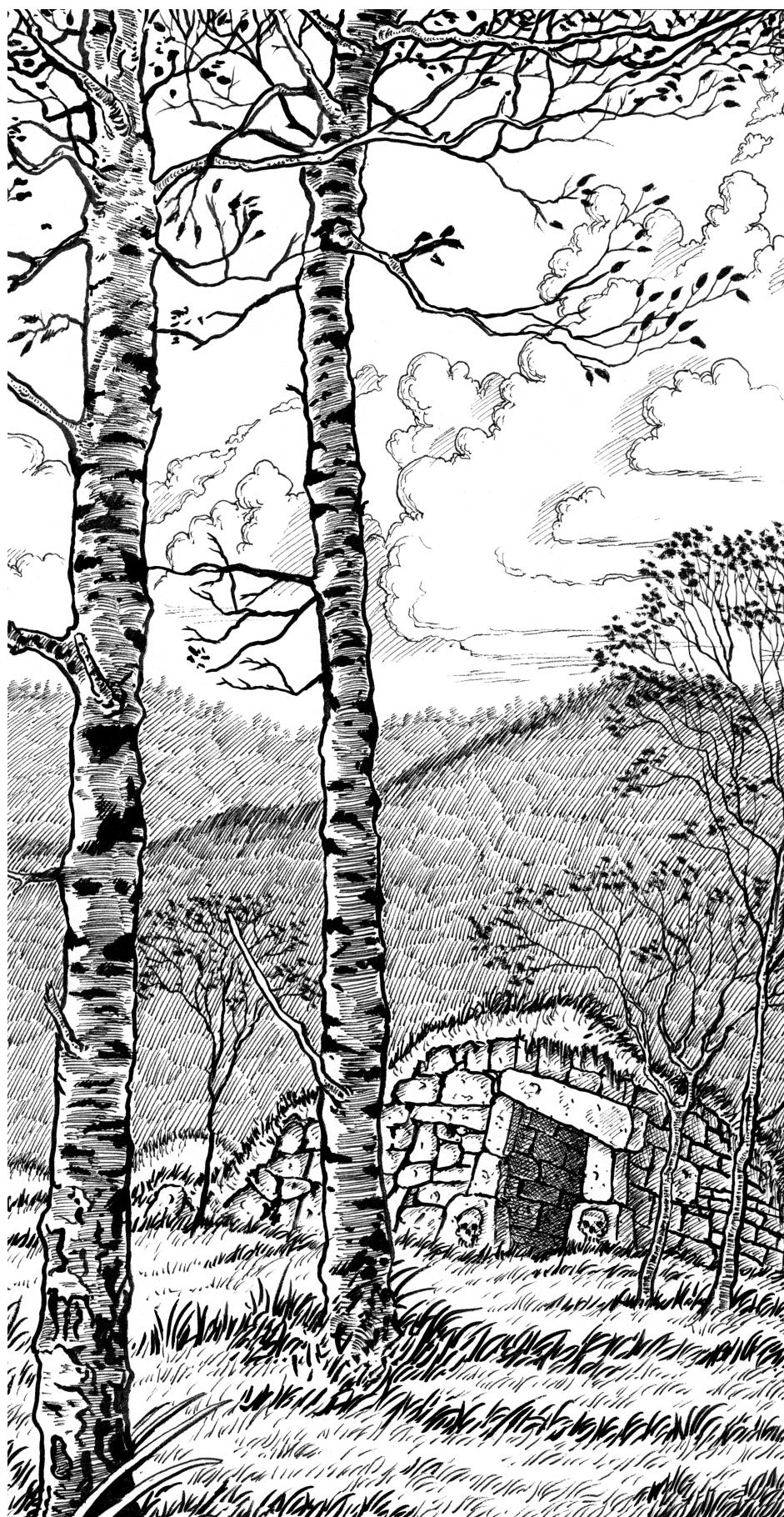
<b>D%</b>	<b>PREFIX</b>
01-02	Ang
03-04	Arak
05-06	At
07-08	Bhok
09-10	Buh
11-12	Da
13-14	Dhu
15-16	Dol
17-18	Dor
19-20	Fel
21-22	Har
23-24	Ich
25-26	Ig
27-28	Ing
29-30	Iqu
31-32	Ir
33-34	Kal
35-36	Ke
37-38	Kek
39-40	Kel
41-42	Kor
43-44	Kral
45-46	Lla
47-48	Llag
49-50	Lor
51-52	Mot
53-54	Mur
55-56	Na
57-58	Nol
59-60	Nor
61-62	Ost
63-64	Rel
65-66	Rol
67-68	Tha
69-70	Tho

71-72	Tor
73-74	Ur
75-76	Vyr
77-78	Yar
79-80	Yath
81-82	Yg
83-84	Yit
85-86	Yor
87-88	Ysh
89-90	Zaa
91-92	Zal
93-94	Zol
95-96	Zot
97-98	Zsa
99-100	Zyr

**G: SAMPLE TRIBE NAMES**

**D20 SAMPLE TRIBE NAME**

1	Shattered Spear
2	Blood Eye
3	Vile Arrow
4	Severed Nose
5	Red Fangs
6	Terrifying Horde
7	Cloven Shield
8	Dark Blades
9	Poisoned Rune
10	Smashed Skull
11	Crushed Head
12	Severed Head
13	Crimson Axe
14	Fiery Shield
15	Black Ravens
16	Dark Scions
17	Bleached Bones
18	Ebon Hand
19	Burnt Bones
20	Scarlet Legion



## DUNGEON LEGENDS

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Legends—both true and false—cluster thickly around dungeons. If you want to add a legend to your dungeon—or use a legend as the basis for your design—the next ten pages present 100 sample legends for use in your campaign.

Each legend is presented as a brief text, that can be easily inserted into your campaign as a tavern tale, scrap of bardic lore or sage’s research. The veracity of each legend is, of course, up to you. Although each legend includes names or locales and personas, you should tweak or change them to better suit your campaign.

You can use the ideas herein to add flavour to an adventure locale, or to flesh out an encounter involving the legend. They can even serve as the hook into a minor side trek or subplot. Let the characters try to find one of the rare hawks bred by the Dregons (see “Dungeon Features”), deal with the *Opposition Hammer* (see “Lost Treasures”) when it falls into their hands, find out the gold of their last adventure belongs to the dragon Sossalithibar (see “Lost Treasures”) or become targeted by Blind the Spymaster (see “Famed Adventurers”).

Alternatively, to randomly determine the legend associated with your dungeon, roll on the table below:

### D20 LEGEND PERTAINS TO

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1-4	Dungeon Features
5-8	Dungeon Inhabitants
9-12	Events & Deeds
13-16	Famed Adventurers
17-20	Lost Treasures

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## THE LEGEND OF GLOAMHOLD

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Glowering amid dark rumours and terrible stories of desperate adventure, death, betrayal and glimmering treasures squat the unutterably ancient halls of Gloamhold.

This crumbling, benighted, haunted dungeon complex of unknown, but undeniably vast, extent is buried deep within the grim and brooding spray-drenched headland of the Mottled Spire. It is a place of legends, madness and death.

Even reaching Gloamhold is difficult. By land, adventurers must negotiate miles of trackless, jagged crags and sullen, dark gorges, chasms and valleys. Those approaching by sea have it no better. They must brave over a mile of savage, foam-flecked waves. Tides about the headland are notoriously treacherous; wrecks of ships large and small driven to destruction on the rocks litter the seabed. Winter storms render Gloamhold all but inaccessible by sea for several months every year.

A harsh chunk of limestone rearing hundreds of feet into the perpetually cloudy sky the Mottled Spire looms over the turbulent waters of Hard Bay like a malevolent giant. Attempts to colonise the barren headland have all ended in failure and death. Surrounded by crumbled outbuildings, a now ruined lighthouse—

now colloquially known as simply “The Shard”—stands atop the promontory’s highest, most wind lashed bluff. Elsewhere, on the spire’s landward side, languish the weed choked, tumbled ruins of Greystone—a fishing village abandoned decades ago. Occasionally, redoubtable bands of adventurers poke around both sets of ruins. Some return, while others simply disappear—perhaps finding certain secret connections rumoured to lead into the upper levels of Rivengate and from thence deeper into Gloamhold’s lightless depths.

Although much of Gloamhold remains unknown—nothing more than the subject of wild whispers and rumours—knowledge of a few locations has come to light through the explorations of brave (or foolhardy) adventurers.

- **Rivengate:** Of dark and forbidding aspect, the lower portions of once mighty Rivengate collapsed into the sea long ago. Built by unknown hands remnants of the citadel yet cling to the cliffs. The Splintered Stair links Rivengate to the cellars buried below the Shard.
- **The Murkwater:** Only skilled or lucky captains dare to sail into the gloom of Rivengate’s gaping maw. Within flows the dark and treacherous Murkwater; the seething, foam-flecked waters below Rivengate are particularly hazardous because of the jagged rocks fallen from above.
- **The Twisted Warrens:** Honeycombing the rock above the Murkwater, the Twisted Warrens are a confused and convoluted network of natural caverns and passageways inhabited by derro, troglodytes, dark creepers and worse.
- **The Breathless Narrows:** A network of flooded, fractured caverns radiate outwards from beneath the Murkwater. The water therein is only fractionally above freezing and explorers need magic to survive for any length of time in this airless, lightless world.
- **The Twilight City:** Buried in an immense cavern, the Twilight City sprawls across a series of low islands struggling above the cold, dark waters of the Sunless Lake. An ancient place of stone ziggurats, fetid and twisted canals and cyclopean architecture, troglodytes fleeing the ruin of their ancient mighty empire built the city aeons ago. At the city’s heart stands the titanic Whispering Fane built about the Daemonic Maw. A wide passageway—The Ebon Road—links Gloamhold to the Ebon Realm.

The *Gloamhold Campaign Guide* presents more information about Gloamhold and its surrounds.



## DUNGEON FEATURES

Sometimes a dungeon is famed for a particularly location within or nearby. These legends provide details of such locales.

D%	DUNGEON FEATURE
01-05	<p><b>Underground Garden:</b> The druid T'Hkoiden designed magnificent gardens in the depths of the earth, filled with all manner of fungi, lichens and strange plants. Used as a place to raise his only daughter, it has many hazards: flesh-eating plants, poisonous vines, shrieking fungi and guardian beasts. After his death the garden is even more deadly— T'Hkoiden's spirit haunts it, and slays any not of his bloodline who dare enter.</p>
06-10	<p><b>Stone Cabinet:</b> The famous dwarven stonemason Babrun Rogbrunson crafted a cabinet out of solid stone. Doors, walls and surface are made of polished obsidian, and the cabinet's door and windows are of crystal: paper thin, but hard as rock. The cabinet has survived its maker, and now serves a stone giant chieftain, who keeps it to hold his enemies' heads. Rogbrunson's clan would pay handsomely for the cabinet's return (and the giant chieftain's death).</p>
11-15	<p><b>Paintings:</b> Portraits placed in the Hall of Ages in the Seven Towers gain a strange and disturbing quality: the portrayed images age with the years. Young girls turn to blossoming youth, enter motherhood and become ancient crones. No portrait is exempt, though animals pictured in the frames stay young and vital. Many portraits are so old they show withered mummies. Disturbing as it may be, no portrait is ever taken down, and each holder of the Seven Towers traditionally places his own portrait in the halls, watching it age as they, themselves, grow older.</p>
16-20	<p><b>Floor of Bones:</b> In some places, people bury their dead under the floor of the local temple. In the town of Leyswick the local temple paves its floor with the bones of the dead instead. It is a custom of old times, when a skeletal knight ruled these lands, and consigned those who opposed him to that fate. Now, long after the skeletal knight's defeat, it is seen as an honour to have one's bones set in the floor. It is a statement that the one interred is a free man.</p>
21-25	<p><b>Tunnels:</b> The dungeons beneath the royal palace occasionally suffer the appearance of mysterious tunnels that break through the dungeon walls. They are dug by some monstrously strong, burrowing creature, but nobody has ever seen it. Once every two years or so these tunnels appear, breaking into the normal corridors, passages and cellars. Shortly thereafter, people disappear. The palace guard have their work cut out covering this up and having the tunnel entrances closed off. They have never managed to slay the creature responsible for the tunnels and some whisper the royal family are cursed.</p>
26-30	<p><b>Well:</b> Darkling Water is an old keep, whose deep, brick-lined well intersects with a chill, fast-flowing underground brook. The water always turns up black, but despite the colour, it is clean and refreshing. The water is rumoured to also have miraculous healing properties, but inconveniently the magic within fades swiftly if the water is carried away from the well. Those unfortunates suffering horrible diseases, often hire adventurers to escort them to Darkling Water. Sometimes foul—or opportunist—wizards, clerics and the like seek to control the old keep and levy a handsome fee from visitors who wish to draw water from the well.</p>
31-35	<p><b>Puzzle Floor:</b> Popular in many dungeons west of the Yunglin Marsh are floors with tiles inscribed with words spelling out the answer to a cryptic puzzle. Most were made by the famous riddling engineer Antoin Gassepe. Without a good knowledge of local customs or history, these floors are deadly to traverse: step on the wrong tile in the wrong order, and deadly magical traps strike. Quite a few people have been disintegrated for wrongly recalling a nursery rhyme, or not knowing the name of the former ruler of the nearest town.</p>
36-40	<p><b>Corridor of Death:</b> Only one way leads into the lowest levels of Castle Trahg. It is a curving corridor, interspersed with steep stairways and riddled with traps. It is at least 800 feet long. Nobody knows its exact length, since no-one has ever reached the end. All who have tried have perished, though the exact number of attempts is unknown. The traps not only kill, but also remove any evidence of a victim's passing. Thus, the corridor's secrets remain unknown.</p>
41-45	<p><b>Aviary:</b> The noble Dregon family had a fondness for birds. They spent a fortune on an aviary, where they bred exotic species. Their hunting hawks were praised and a single bird of the right line cost a fortune. After the Dregons's fall, the aviaries were abandoned, but they still stand. Few birds but crows now nest therein. The hawks were pretty tough, though, and it possible a few specimens survived. Their offspring would fetch a good price today, particularly if their provenance could be proved.</p>
46-50	<p><b>Locked Vault:</b> If you lock a vault, don't throw away the key. That is what happened to Sermond Tayf, a greedy merchant, who had a vault created that would only open to his touch. When it was finished, he ordered the maker, an old dwarf, executed. However, the dwarf had added a failsafe: the vault did not only require the merchant's touch, but also a passphrase, which the dwarf had not told Tayf. When a priest compelled the dwarf's spirit to reveal the password, Tayf was told that it was "what was in his heart." Tayf spent the rest of his life trying to finding out what that was, but never got his vault open.</p>

51-55	<p><b>Elevator:</b> A fancy construction in the main building of the Greenfollow Mansion transports people up and down floors using a complex clockwork system. The old Greenfollow had it constructed to impress his new wife, the young Dalginde of Drunwater. It functions even now, after over a century. Some say, Greenfollow had a special lock installed in his machine that allowed access to a hidden basement, where he kept his greatest treasures. Some say this also holds the crypt of his wife, who died of fever. Others say she isn't dead, but haunts the halls as a ghost. Greenfollow took the lock's key with him to his grave, in a separate mausoleum nearby.</p>	76-80	<p><b>Cage:</b> Byard Drin created many magical entrapments. One trap he made placed the victim in a cage from which no escape was possible. It was commissioned by the merchant Job Tovalin to trap the thief who repeatedly stole jewellery from his cabinet. Drin placed the trap, and it was most effective, for the next night the thief was caught. The merchant was shocked to find the thief was his own daughter Eshtee, who stole from him to fund her luxurious lifestyle. The merchant ordered Drin to release his daughter, but Drin claimed he couldn't—none could escape the cage, just as ordered. His daughter has lived out her life in the cage, and even now, much aged, remains trapped.</p>
56-60	<p><b>Dungeon Lights:</b> A family of adventuring gnome illusionists crafted many odd spells, but one they may be remembered for is the dungeon lights spell. The spell creates magical motes of light, the brightness of a torch, that can be moved by concentration, but never passed a radius of a mile from where they originated. Most lights last for a day, but in some dungeons the gnomes visited, permanent motes were left behind. Adventurers with few resources find these lights useful—as do the monsters they invariably attract.</p>	81-85	<p><b>Paper Rooms:</b> It is also known as the Paper Palace, but only part of it deserves the name. The top floor has rooms whose walls are made of rice paper, painted with elaborate designs and scenery. The sorceress Saquinte had it build and decorated by a master artist whose name is now forgotten. The man was busy with it day and night for almost four years. When he was finally done, Saquinte led him to the centre of the network of paper walled rooms, where there was one wall left unpainted. There, she slew him with a blade, splattering his blood on the virgin wall. Only then did she declare the artwork “finished.”</p>
61-65	<p><b>Beehive:</b> Sundharm the Mage had a sweet tooth and loved honey. He worked magical experiments to enhance bees so they could make enchanted honey. His bees grew out of control, though. They were far more intelligent and aggressive than other vermin. Some of the bees had a poisonous sting that could kill an ox. When Sundharm died at the hand of a group of mercenaries, the people of the town tried to eradicate the bees. They failed and the bees now lair in the ruins of Sundharm's farm.</p>	86-90	<p><b>The Wall:</b> A massive wall of stone, fifty feet high and twice as thick divides the Forest of Ghook in two. It cuts through the valley, one end ending at the cliff on which stands Ghokwin Keep. The only gate in the wall is barred by an iron portcullis, which has never been lifted. Nobody knows who built the wall or why, but strange, bestial sounds can be heard in its vicinity at night. Some of the guards patrolling the wall have disappeared. Ghokwin's Lord claims those men deserted, but he is having trouble finding new guards.</p>
66-70	<p><b>Extradimensional Room:</b> Partlow Castle has been scoured hundreds of times by adventurers. It was once the residence of a powerful wizard—a lich, according to some. The Partlow lich had a hidden study, which held his massive collection of magical tomes. It is not located in this world, but somewhere in the castle must be a portal that leads, through a complex planar maze—to that room. So far, nobody has found it—and nobody knows how to open it if they could.</p>	91-95	<p><b>Sinkholes:</b> The caves south of Spewer Crag swallow those who enter, literally. Whole bands of armed men have disappeared therein. Some of the survivors tell how men sank into ground that was firm beneath their feet a moment earlier. The wisemen tie this to an old earth worshipping cult that once lived in the Crag. They were a violent sort, and had to be dealt with. When hunted down they fled into the caves. None of the soldiers that chased after them ever returned. It is said the caves themselves protect the earth cultists, though the cultists were never seen again, either...</p>
71-75	<p><b>Room With A View:</b> The highest room in the tower of Klein Keep has only one, small window. It is far too small for a grown man to crawl through but gives an excellent view of the surrounds. However, it does not show the area outside the tower—the landscape fits, but the season is always winter. Even in summer, the view shows a landscape blanketed in snow. It is not known if this is an illusion or a portal to different times. The only tale mentioning the window says the former lord had locked up his daughter, to wait for a marriage she did not desire. She attempted to escape through the window. Possibly, it shows the last view she ever saw, before she fell to her death.</p>	96-100	<p><b>All-Consuming Fire:</b> One fire pit in the halls of the fire giant Nurbathur contains a hellish fire ignited by a powerful devil, summoned for that very purpose. The fire consumes all that is thrown into it, reducing it to nothing but ash. No amount of magical protection can ward off the all-consuming fire, and even material that does not burn, such as rock or metal, is eventually reduced to nothingness in the unearthly flames.</p>

## DUNGEON INHABITANTS

A dungeon's inhabitants often go a long way toward setting the flavour and tone of the place. Most dungeons only have one (or at most a few) famed residents. Use this table, to determine which famous inhabitant is linked with the dungeon.

D%	DUNGEON INHABITANT
01-05	<b>Ogres:</b> Three ogre brothers were cursed by a warlock to guard the only bridge spanning the Crane's Chasm. While the warlock was slain years ago, these brutes still guard the bridge, compelled to extract 1 gold coin for every soul that passes. It is said they stand knee-deep in both the remains of those that refused to pay the toll, and the gold of those that did.
06-10	<b>Sprites:</b> The dancing lights seen at night over Plight Tower are sprites, turning over every stone in search for their queen, who is said to have been imprisoned by a hideous hag. These sprites care only for their queen, and attack any who disturb them—or who come within a stone's throw of the tower.
11-15	<b>Kobolds:</b> Every year, adventurers hunt down the kobolds of Spewer Crag. Every year, they are routed out down to the last critter. Yet, every spring, the kobolds return. It is said the Crag itself spawns them from the blood spilled on the rocks. If this is true, it is lucky it is mere kobolds that live there.
16-20	<b>Cultists:</b> A statuette is embedded in the niche of a small chapel at the back of a tunnel system. It is of obsidian and depicts an ugly, thin woman with ankle-length hair and feathery wings. Someone offers it severed fingers and toes of various creatures—especially birds. Nobody has seen these cultists coming and going, but it is believed they sneak up at night from the dungeon's deeper levels.
21-25	<b>Skeleton Army:</b> Every new moon, the dead rise from a local battlefield, fresh and whole, and march towards the old keep, slaying all in their path. As they march, they rot away, and soon they are mere skeletons. At dawn, they crumble to dust, and their remains return to the battlefield. They have never reached the castle in time to seize it, but maybe, some day, they will.
26-30	<b>Fauns:</b> Entering Yunglin Fort is not hard—but getting much further than the courtyard is impossible. Fauns, nymphs and other playful fey have taken it over, and drag anyone who enters into their revelries. Refusing is not an option—people are bespelled and bound if need be. Those escaping these feasts are found wandering the woods, bewildered and bereft of all they had with them.
31-35	<b>Invisible Stalker:</b> An invisible beast stalks the ruins of Bunwick Castle. It's huge and terrible and has sharp claws, that shreds all it encounters. It cannot be seen or heard, but exudes an awful stench. None dare spend the night in Bunwick Castle.

36-40	<b>Knights:</b> The order of the Golden Rayment are encamped in the ruin they refer to as the Tearfall. According to their tales, a goddess once answered the prayers of a worshipper there who was imprisoned in the keep's donjons. She wept for her disciple's pains, and where her tears fell they healed all wounds. The knights have unearthed the keep's extensive donjons and now scour the monster-infested ruin in search for the cell where the miracle happened. If they find it, the king has granted them the right to take the keep as their order's temple.
41-45	<b>Elementals:</b> The stunningly beautiful lady Gelúa reigns over a massive, frozen part of the dungeon she calls the Glacial Palace. She is served by many ice elementals, but she needs no guards to protect her—any who gaze into her eyes are turned to ice, and end up decorating her halls.
46-50	<b>Vermin:</b> The walls of the dungeon are filled with spiders, centipedes and other poisonous crawlers. These critters have formed a hive mind, acting as one against any who enter. Once explorers are inside the dungeon, the hive mind isolates them, then flows from cracks in walls, ceiling and floor to devour their doomed prey.
51-55	<b>Animated Objects:</b> Everything in this keep—cutlery, plates, furniture and even the doors—was once animated by an amazingly lazy wizard that dwelled here, to serve his every need. It is said his demands got so ridiculous his animated servants revolted and killed him. The objects are still there, and quite insane, and there is no telling whether they will be friendly, and deal with your needs, or make you a need to be dealt with...permanently.
56-60	<b>Dryad:</b> The pillar holding up Garnion Hall was crafted from an ancient tree that once stood in a grove whose druids were slain by Garnion when he claimed the land. The tree's dryad is said to still inhabit the pillar, and that she strangled the baron with her own hands the first night he slept in the keep.
61-65	<b>Devils:</b> One of the many doors in these dungeons leads straight to Hell. Any who step through disappear, and a devil steps out in its place. Some say the devil is the soul that entered, transformed; others say those who enter are tortured for eternity in the pits of Hell. Nobody knows which door leads to Hell—but people step through it often enough, for new devils appear from the depths no matter how many are slain.
66-70	<b>Haunt:</b> Those who delve too deep into Undercrag should beware of the haunting of Beld the Goldigger, a man who died digging for gold. The ghost possess you, and works you to death digging night after night, without sleep or nourishment, for gold that has been pilfered ages ago. Only finding Beld's ore—or uncovered enough gold to replace it—will send the indefatigable ghost to his rest.

71-75	<p><b>Wererats:</b> The Glazen Eye thieves' guild has been stricken with a malady ever since they ventured into the old tunnels under town. Something there turns these men—unsavoury in any case—into monstrous shape-shifting critters, and it is said they now force others down there too. Legend places the Well of Weers under the town—a cursed well which bestows on those who drink from it the visage that mirrors their inner self. If the thieves drank from it—well, they would not quickly be turned into pretty faeries, would they?</p>	86-90	<p><b>Refugees:</b> Desperate people do desperate things. When their homes were raided and farms burned, the folk of Slunhill fled underground into a series of troublingly deep caves near their village. The survivors live there still—men, women and children—only returning to the surface occasionally to forage and steal. With each new generation, they grow stranger and darker. Rumours already suggest they have fallen into banditry, cannibalism and worse.</p>
76-80	<p><b>Hobgoblins:</b> The hobgoblins from Quastacka Lake are rumoured to win every battle, provided they offer one of their own to the fire during a cleansing ritual devoted to their war god. Dying in this way is seen as a great honour, and there is never a lack of volunteers for what the Hobgoblins call “the Battle that Burns.”</p>	91-95	<p><b>Bugbears:</b> The Bloodstreak tribe of bugbears believe a true champion can only be one who is cut by the talons of Nesperfedeswizic—an ancient red dragon slumbering in the Croat Mines. The paladins charged with keeping it asleep have a hard time killing off the bugbears trying to prove their worth by sneaking into its cave to get a scar.</p>
81-85	<p><b>Aboleth:</b> Tombalt Keep is half underwater. It didn't just flood—the island the keep was on simply sank until the waters flooded the gates. Now, nobody goes there anymore, fearing the powerful, alien creature lurking nearby. It dominates the minds of those coming too near to the ruin and compels them to become its slimy servants. It commands its minions to further undermine the keep and won't stop its hateful work until the keep's highest tower is finally submerged.</p>	96-100	<p><b>Goblins:</b> The Souleaters are a feral tribe of terrifyingly bloodthirsty goblins who believe eating the dead gifts them knowledge and power. The Souleaters are considered insane and dangerous even by other goblins, who avoid them wherever possible. However, there is no denying the fact the Souleaters are superior, both physically and mentally, to their lesser brethren.</p>



## EVENTS & DEEDS

As dungeons attract adventurers like corpses attract flies, they are often the site of heroic (or nefarious) deeds.

D%	EVENT OR DEED
01-05	<p><b>The River War:</b> Two barons fought over a dam, but neither won the war. Both lost all their men in a pitched battle in the middle of the river—the many dead fouling the water and clogging the river, turning it into a muddy graveyard. Animals and beasts steer clear of the riverbank where the final battle was fought and the locals know those drinking the river’s poisonous waters go mad or die.</p>
06-10	<p><b>The Witch Burning:</b> Fear can do a lot with people. When the green hag Tersilla just wouldn’t die, the rural folk didn’t merely set fire to her cottage—they burned down an entire swath of forest. Nothing grows now in this area, and the hag is believed dead, but occasionally, bodies of animals and even people are found near the edge of this land of ash fields and charcoal tree trunks—burned from the inside out. The burning revealed several ancient burial cairns—some of which are said to stand above deep sepulchres filled with ancient bones.</p>
11-15	<p><b>The Troll Champion:</b> Lord Danquin loved gladiatorial combat so much he promised to wed the woman who would slay a special-bred troll, one immune to acid and fire, in his arena. Many perished before the brutal monster, until the hooded adventuress Deldeen Ashadder entered the arena. She fought furiously but was no match for the creature. It struck her down, but before the killing blow, it ripped off the woman’s hood revealing her to be a medusa. The troll was instantly petrified, thus yielding the match to the woman. Since then, the petrified troll, still holding a silk hood, stands in the arena, marking the day of Danquin’s wedding—and the rise of the Ashadder house.</p>
16-20	<p><b>The Lashed Lass:</b> The Lass is the name of an inn near to the dungeon, commemorating a woman who, due to treasonous acts, was condemned to be bound and lashed on the village square until dead. The woman was lashed for days, and had not a shred of flesh on her bones when she finally perished. Her screams can still be heard on dark nights, and the lash that killed her is cursed to strangle its owner. Some say it lurks in the inn and occasionally attacks those resembling the folk responsible for the woman’s death.</p>
21-25	<p><b>The Ravenous Beast:</b> A ferocious, gigantic owlbear haunts a local town. Many adventurers have tried to slay it, but all failed. During one attempt, the beast bit off an adventurer’s arm. The adventurer wore a <i>ring of shooting stars</i>, which has never been recovered. Thus, adventurers continue to hunt the owlbear, which is said to now be a truly monstrous specimen.</p>
26-30	<p><b>The Crusade:</b> Many castles and towns that lie now in ruin are remnants of the Cleansing Crusade. The zealous paladin Havra Zhou blasted quite a few lords to oblivion, citing their devotion to chaos as a justification. Whole areas were burned, lands sown with salt and families slain. After Havra’s demise, these areas slowly recovered. Some places were abandoned entirely. These now house monsters, or are haunted by the wrathful dead. During the crusade, many nobles and other wealthy folk hid or buried their treasures to keep them from falling into Havra Zhou’s hands. Some of the treasures are said to lie in a nearby dungeon.</p>
31-35	<p><b>Family Feud:</b> The spectres of Grainriff House each night enact a family tragedy of years ago—a bloody feud where three brothers killed each other over an argument about treasure recovered from a nearby dungeon. Everyone present was slain, including the entire family who had gathered for a celebratory banquet. It is best not to get in their way when they start their ghostly massacre. Those caught in between tend to be “confused” with family members, and quickly find out spectral blades leave wounds that are all too real.</p>
36-40	<p><b>The Treaty:</b> After the defeat of the dark fey during the Battle of Shields, the fey were forced to sign a treaty with the victorious dwarves. A memorable event, which was commemorated by the placing of a single stone in the tunnel where the battle took place, which also was determined to be the boundaries between territories. Carven into the Shields Stone are, in Sylvan and Dwarven, the words, “Only The Dead Pass.” No fey nor dwarf may step across the boundary. For ages, the people have kept to the boundaries. Others have not—though many who crossed into dark fey territory paid the price, for the defeated fey do not limit their violence and revenge to only dwarves.</p>
41-45	<p><b>The Hand:</b> Clerics of the Faith of Light tend to get powerful and very, very rich. Power and wealth, however, do not protect against all mishaps. High priest Halzedar had no use for them when his attempt to cleanse Partlow Castle unleashed the fury of the dead. A horde of ghouls rose up to attack him and his retinue, and a massive ghost severed the cleric’s well-ringed hand in one bite. Halzedar managed to flee, but with his hand—and most of his reputation—left behind. Some report the hand later animated, and now scuttles, still bejeweled, among the other undead.</p>
46-50	<p><b>The Long Death:</b> The Fellowship of the Rod invaded a local dungeon, but discovered its denizens were surprisingly cunning and coordinated. They were captured and slowly put to death over many weeks. As they died, their screams echoed through the surrounding hills; some say the screams echo still and that one of the fellowship yet survives—the captors using his screams to lure rescuers to their doom.</p>

51-55	<p><b>The Orc Invasion:</b> Quaig Hold was besieged by orcs centuries ago. The orcs sent wave after wave of goblins at the walls. The folk of Quaig thought themselves safe, but did not realise the goblin attacks masked the orcs' true plan: under cover of the attacks they dug tunnels under the hold's walls. Then, using powerful magic, they blew up the wall's foundations. It—and a nearby tower—collapsed, the orcs entered the castle and slew the men before enslaving the rest.</p>	76-80	<p><b>The Wedding Gift:</b> The wedding of Lord Ahm and young Esthel Traquin was a great, festive event. Word is, though, the bride was not so thrilled at the match. Her true lover, a minor noble's son, had sought to elope with her, but Ahm's mage caught him. The young man was turned into a songbird, and gifted to the bride. She must have known his fate, for she kept the bird until the day she died. The bird never aged—and for all we know, it may still sing.</p>
56-60	<p><b>The Quartered Ogre:</b> The ogre Crooktooth has only been captured once. A baron felt Crooktooth's depravations were so bad he needed to be publicly executed. So rather than have him killed, he had the ogre captured—at the cost of many lives—and ordered him quartered in the town square. All the baron's horses and all the baron's men could not quarter the ogre though: Crooktooth was too strong. After the horses had been pulling for an hour, he twisted his body and broke the horses' necks. Thus freed, he went on a rampage through the town, until he found the baron and crushed his skull with a horse's leg.</p>	81-85	<p><b>The Last Stand:</b> For 99 hours the 17 militia of Nesses town held off an orc horde in the Telling Pass. They endured 99 hours without sleep, fighting hundreds of orcs and their goblinoid allies. The last soldier was waist deep in corpses when she fell. Only then could the orcs descend on Nesses, and by then the townsfolk had fled. The reinforcements that arrived days later found the orcs had left the town intact, but had created a pyre for its defenders, an unc customary tribute to the 17 soldiers that had held them off for almost four days.</p>
61-65	<p><b>The Plague:</b> The Dregon family was an extensive one, but they all died in a fortnight, succumbing to a terrible wasting disease. None of them are left to lay claim to their house—and nobody who is not related has any interest in doing so. The plague that laid the family low still festers in the ruins. The disease creeps up on you, and rots you from the inside out. You can't even see when someone is sick, and may only discover that you yourself are when it is already too late.</p>	86-90	<p><b>The Funeral:</b> The death of queen Eltifah of Eith wrecked the country. The queen had always spent quite a lot of the country's money on luxuries and paramours, but her funeral and the richly decorated tomb—and those of her 33 consorts, who traditionally were disembowelled on her death—bankrupted the country. No wonder many have, over the centuries, tried to gain access to the riches in her tomb, risking traps, curses and the queen herself, who yet haunts her tomb.</p>
66-70	<p><b>The Theft:</b> The <i>Scrolls of Nethnargay</i> hold the secrets for eternal life. The scrolls were once kept in a magically secure cabinet, fabricated out of hardened wood and glass that was unbreakable, with a lock that could only be opened if three different sages spoke the right command word simultaneously. The cabinet stood in a room that could not be entered by magic, and was guarded by monstrous creatures that would appear if anyone came within ten feet of the cabinet. The scrolls were untouched for centuries, but a decade ago, they disappeared. The room was still closed, the cabinet still locked and intact. All that was found was one unconscious librarian, who never saw any intruder, but recalled the smell of lavender before he passed out. So far, the scrolls remain lost.</p>	91-95	<p><b>The Black Storm:</b> One of the greatest disasters was the Black Storm, which lasted seven days and wreaked much havoc. Hundreds of trees were uprooted, and the sun was hidden from view casting everything into darkness. The town of Tarkenbay was flooded with mud and almost entirely destroyed. All that exists of that town is the watchtower, whose top floors stick out over the marsh that has formed over the town. Even now, the area is regularly plagued by storms that start unexpectedly and last for hours. The locals refer to them as the Children of the Black Storm.</p>
71-75	<p><b>The Dragon:</b> The red dragon Blaze fought hundreds of adventuring parties before he was slain. His death—and the accompanying reward—was claimed by the War Dogs, but all they had to show for proof was a dragon's tooth—they never explained why they left the dragon to lie where he was slain. Blaze was known to fry adventurers and devour them whole—equipment and all. His belly might contain a true treasure trove, and all one has to do to claim it is to find his mouldering corpse.</p>	96-100	<p><b>The Summoning:</b> It is hard to control forces summoned from Beyond. Those that seek to do so pay with more than their lives, if they fail. During a crusade, many demons were summoned, and many overpowered their masters. One particular demon, now leads a group of renegades in the mountains, terrorising the people there. Its master, a reckless mage, is now a mindless puppet, who casts vile magic at its command.</p>

## FAMED ADVENTURERS

Sometimes as famous as the dungeons themselves, the adventurers daring their depths are heroic figures. Use this table, to provide details of those who have preceded the characters.

D%	FAMED ADVENTURER
01-05	<p><b>The Executioner:</b> Nobody knows her name, nor where she came from—only that this woman does her job well. One chop of her axe, on order of the magistrate, and you are parted with your head and your life. Privately, she is polite and kind, passionate even, but she takes her job seriously and doesn't care about guilt or innocence. She never leaves a job undone, and has hunted down people who fled before their execution, even as far as the Frostrim or into any dungeon no matter how deep or deadly. Those she catches are beheaded on the spot before she gathers up the grizzly proof of a sentence carried out. Headless bodies found in dungeons are sometimes attributed to her.</p>
06-10	<p><b>The Barbarian:</b> No door nor gate can stop Durn the Strong, who batters them down or rips out the portcullis. One mage had the door to his tower especially re-enforced to stop Durn, who was after him for the death of a friend. When Durn couldn't break down the door, and after being hit by the door's magic wards seven times, he instead tore through the wall and pressed the mage against his own door, whose wards then fried him to a crisp. The hole in the tower wall is still there—next to the door, still unopened with all its wards functioning.</p>
11-15	<p><b>The Burglar:</b> Kayla of Endwick is a member of the Night Owls, a group of burglars. She accepts any challenge, and has only ever failed once. When out to steal the Drin Diamond, she walked into a magical rope trap, that constricted and strangled her until she lost consciousness. The mage that found her gave her a beating, shaved off her beautiful hair and set her free, promising death should she ever return. The hair he used to replace the rope that was broken when Kayla set off the trap. Kayla keeps her head shaven, having vowed to not re-grow her hair until she has succeeded in obtaining the Drin Diamond.</p>
16-20	<p><b>The Spymaster:</b> "Blind" is a doppelganger who works as a spymaster for the king. Blind's task is to keep tabs on meddlesome or overly powerful adventurers that might work—knowingly or unknowingly—against the crown's interests. To learn what he wants, he temporarily replaces an adventurer in a group—making sure the person he replaces is occupied for an extended period of time. Once he has learned all he can, he leaves, before the original's return. Blind is so skilled, some adventurer bands never realised he replaced one of their number.</p>
21-25	<p><b>Rival Adventurers:</b> The War Dogs are a famous adventuring band—having claimed quite a few monster kills and treasure hunts. Bad tongues however say the Dogs acquire their fame by hunting other adventurers—and ambushing them once the hard work has been done. Many question if any of the deeds they claim are even theirs, but then again, none can be found to claim otherwise.</p>
26-30	<p><b>The Ghost Sage:</b> Adventurers who have entered the old ruins south of Spewer Crag claim they were followed around by a spectral old man wearing a ragged shawl. The man takes notes, mutters comments in an old tongue, and is annoyingly inquisitive. While he seems not to intend harm, his presence is unnerving and spoils any attempts at stealth. The man is entirely intangible, and his only reaction to conversation is to shush people. One wizard claims the man is the projected image of a learned sage, apparently interested in the ancient ruins while others say he is the ghost of a wizard who died while searching the ruins for a hidden treasure.</p>
31-35	<p><b>The Bard:</b> Joran Du'Noyn has a voice like nails on a blackboard. He sings loudly, off-key and, most annoyingly, often. Still, he is popular with adventurers as a guide, since his knowledge of the region and its history is unparalleled. Invariably, though, adventurers get tired of Joran, When the music becomes too much, he is kicked out of the group—sometimes forcibly.</p>
36-40	<p><b>The Bone Man:</b> His real name is Sebal, but he is now only called the "Bone Man". Years ago, he killed an old woman who he mistook for a hag due to her ragged looks. She cursed him with her dying breath, so that others would see him as a monster, just as he had seen her. His flesh turned invisible, and now all one can see are his bones and internal organs. He now seeks a cure, but travels alone heavily swathed in a deep cloak, bereft of normal contact with his fellow men.</p>
41-45	<p><b>The Duelist:</b> Anyone in shining armour be warned: Jors, a farmhand with delusions of grandeur, challenges anyone that he deems "of proper stature" to a duel, and he does not take no for an answer. Wielding an old rusty blade he claims is a "family heirloom," he has seen more fights than a watchman in Undercrag—though so far he has lost every one of them. It's a wonder he is still alive.</p>
46-50	<p><b>The Thief:</b> I hear her real name is Aimy, but everyone calls her "Titmouse," for her hair and the way she blends in the crowd. Her target? Adventurers, I hear. She is so deft with her fingers she can steal your underwear without you noticing. Quite a few heroes have found themselves bereft of gold and jewels after a slight bump in the marketplace. If you watch your purse carefully—she may steal your undergarments or your sword from its scabbard instead.</p>

51-55 **The Seductress:** If you visit the better taverns in town, you may meet Ley Blude, a comely lass who has a thing for adventurers. Be warned—if you spare her even a glance you may be stuck with her on your arm for the rest of the evening. Maybe you do not mind an exchange of affections, but be warned: Ley knows how to wiggle information out of those she beds, which she then sells for a steep profit. If you have nothing to hide and nothing you do not wish to part with, you may enjoy her company.

56-60 **The Familiar:** Wölner is an unremarkable, mediocre mage. His cat, however, is far from mundane. The familiar is extremely intelligent—far smarter than its master. It doesn't speak, but somehow always knows how to convey a message. Quite a few magic mysteries were solved by Wölner based on his cat's urging (and a quite a few of disastrous experiments of that same mage averted, as well). Should you ever need magical advice, ignore Wölner. Listen to the purring ball of fur in his lap.

61-65 **The Assassin:** There is talk of adventurers unexpectedly meeting their deaths in the north. No death is the same, and each one is stranger than the other. The only thing in common is a smell of roses at the place where the corpse is found. Someone is out hunting—and seeking ever newer, cleverer ways of killing. Nobody knows who the killer is, but people have started to call him (or her) "the Gardener."

66-70 **The Mage:** Belazius Compte is an old, fat, rheumatic mage, but he has a sharp mind and there are few who know more about history, ancient ruins or artifacts. He is also filthy rich, and has no need for gems or coin. He trades service for service, but be warned his quests are strange and mysterious and, as reckless adventurers discover, often have unforeseen consequences.

71-75 **The Gnome:** Not all gnomes are fun-makers. Ersperin the Menace is a heartless mercenary, cold and mean. Never a smile passes his lips. The only passion he gets is from slaying undead. His family was taken by a vampire, and now most of his relatives are its slave-spawn. He travels the world seeking them out, to bring them eternal rest. He does not work well with others, but can be hired with coin. Then again, if your quest involves vampires, he may well join for free.

76-80 **The Sheriff:** There is no better enforcer than an adventurer. Erthel Stonehold, a dwarf of many adventuring years, is such a one that joined the service of the local baron. She can split a hair with a crossbow bolt from fifty feet. She can bend iron bars with her bare hands. She is tough as nails, and she is the protector of the town of Darkling Pond. After a life of adventuring, she likes peace and quiet, so do not expect a warm welcome for adventurers in her town. If you go—behave. Those that do not end up in a small room with bars—if they are lucky.

81-85 **The Paladin:** Lady Knight Mermar Hesculot was a pious knight, who fought for many good causes until her untimely demise in the belly of an ottyugh. She had little time for frivolity, ever questing to do the right deed. There is, however, one year when she secluded herself, and did not ride out. In that year, she bore two children—twins—and arranged for their secret foster care. Many a young adventurer now say they are one of those two babes—but none have so far proven their claim.

86-90 **The Swindler:** There is a woman travelling the road selling fake—and even cursed—magic items, as treasure looted from famous dungeons. People do not agree on what she truly looks like, except she appears old or frail. Be aware she is an accomplished fighter and sorceress. If you are true at heart, be careful how you confront her. If you are less noble...you may find value in hiring her for your own goals. Just don't buy anything from her.

91-95 **The Druid:** The young Nueve was raised by her father, the druid T'Hkoiden in fungus-filled caverns, deep underground, away from human civilization. She was taught the dangers of human encroachments on the wild, and her first glimpse of the sun was when she was 18 years old. She ventured into the world only once her father died. It is a miracle the old man's tales did not turn her into a manhunter, but instead a powerful, if very pale, healer. Note that while a great ally, she can be a true danger to those who seek to harm the wild or loot the caverns where she was born.

96-100 **The Innkeeper:** The innkeeper of the Headless Goose is a halfling named Wellikin Tacklebur. He is rumoured to have been a thief in his time who robbed the rich and famous—though none can prove a thing. Lost most of what he stole, though—the only such treasure he yet owns is a pendant set with a blue gemstone, which he claims is the phylactery of a lich he bested when he stole into its lair.



## LOST TREASURES

Dungeons are famed for lost treasures. Rumours of such treasures abound about almost all dungeons.

D%	LOST TREASURE
01-05	<p><b>Inner Mirror:</b> This mirror is cursed to show you your true self. All your virtues, flaws and faults are tallied up and reflected in its surface. Few can stand what they see. If one is especially vile, the image may even come alive and leave the mirror, to destroy what it perceives to be a threat to the world. When its last owner died after seeing his reflection, the mirror was covered up and hidden away, deep below in the dungeons.</p>
06-10	<p><b>Dragon's Gold:</b> The dragon Sosshalithibar, awake after a sleep of decades, is scouring the land, looking for gold coins taken from her hoard during her "nap." "Sosh," as she is also called, can track each coin, due to an enchantment with which she imbues all her treasure. She is ruthless and kills all that own what is hers, even though the coins have already passed through many hand and now fill pockets of men throughout the lands. (The PCs may even be carrying some of the gold and may have a sudden encounter with an angry dragon!)</p>
11-15	<p><b>Bark:</b> The bark of the Pledwood tree is said to have the magical ability to undo the ravages of old age, curing arthritis, brittle bones and loss of eyesight. As a result, most Pledwood trees have long since been chopped down. A few are believed to exist, far from civilised lands, guarded by treants, savage druids and monstrous guardians. Some sages speak of a variety of Pledwood that has survived in certain deep and inaccessible caverns far from the sun's warmth.</p>
16-20	<p><b>Peace Keeper:</b> Hovering on the bridge spanning the Grunflow hovers a blade, left there by a priest who got tired of the dungeon's denizens fighting over the river. Peace Keeper fights on its own, disarming anyone who carries a weapon onto the bridge, and parrying any attacks made against those in its vicinity. It never strikes to harm. So far nobody has taken the weapon for themselves—for who wants a blade that stops you fighting?</p>
21-25	<p><b>Wishing Ring:</b> The Empty Keep was once foolishly wished into being by a merchant who had come into the possession of a <i>ring of wishes</i>. When the people of the valley entered the keep, they found it empty. Legends say if you dig deep enough, you will find the merchant—buried under the tons of stone foundations he wished into being, the wishing ring still on his finger. The keep was abandoned—such a magical place was bound to bring bad luck to those dwelling within and locals used its stones to build their homes. Now, nothing but the cellars and the stub of the inner keep remain.</p>
26-30	<p><b>Glamour Gem:</b> This gem, set in a silver periapt, enhances the wearer's ability to create illusions, but also compels the wearer to believe its own creations. The gem's creator lived in a castle formed of the most brilliant illusions, crowded with friends that were not really there, and eating fantastic meals that did not exist. He starved to death, not realising he was responsible for his own doom.</p>
31-35	<p><b>Chronicling Quill:</b> This quill was enchanted by a lich to record its thoughts, so that it might reflect on them later. Now, centuries later, the lich has left the world for other planes, but the quill yet writes. It covers the walls in the lich's lair with its scribbling—dark, nightmarish thoughts that may drive the reader insane, but which could also hold terrible, elder secrets of great interest to a mad or dark-hearted wizard.</p>
36-40	<p><b>Opposition Hammer:</b> This flawed attempt at an intelligent warhammer takes on the opposite alignment of whoever wields it. Whether it is actually intelligent, or whether the bearer simply hears her own insane voice reflected back to them is unknown. The hammer always opposes its wearer, and is wielded with great difficulty. It is, for some reason, the prized item of a hobgoblin tribe; their half-mad champion wields it in battle.</p>
41-45	<p><b>Bread Basket:</b> Lady Du Pon dressed her banquets with a wicker basket that continually produced fresh bread rolls. The basket was the gift of a wise woman from the Black Spar Forest. A rival noble stole the basket, but when she presented it at her own feasts, any who ate of it were turned into vermin—with the noble herself turned into a bloated half-spider/half-woman. Only recovering the basket and returning it to the Du Pon descendants removes the curse. The basket was last reported interred in a noble's tomb.</p>
46-50	<p><b>Caftan of Many Pockets:</b> A travelling mage is rumoured to own a coat with nine pockets that reach, through miniature portals, into nine chests. Anything put into a pocket enters such a chest, and through the pocket, anything inside the chest can be drawn out. Nobody knows where these chests are, though one chest seems to be in the possession of a fruit merchant, as its corresponding pocket always yields fresh bananas. Another chest may be underwater as when the pocket is opened salt water trickles forth.</p>
51-55	<p><b>Potion of Permanent Invisibility:</b> A potion exists that makes the drinker permanently hidden from eyes and ears. Those who drink it can only be seen as a faint shadow when cast in candlelight, and cannot be heard at all. Three flasks were made, and at least one was drunk by the foolish noble who commissioned them. He has since gone mad from solitude and his mansion has fallen in ruins. The two remaining potions are apparently still to be found inside—as is the unseen, unheard noble.</p>

56-60	<p><b>Axe:</b> Tales abound of a broadaxe, once used by the lumberjack Corale to kill his partner—who incidentally happened to be the secret lover of Corale’s wife. The broadaxe is now tainted by murder and lusts for blood. Many a man wielding the axe has “accidentally” cut off his own leg or arm. The weapon disappeared a year ago, after a logging expedition from which none of the lumberjacks returned alive.</p>	81-85	<p><b>Bronze Dragon:</b> Veldirys “Gearhands” is known as the clockwork mage, for he created many magical artifacts utilising springs and fine gears. The finest item he made was an animated miniature dragon of bronze. He imbued it with an elemental spirit, and bound it to himself as a familiar. Gearhands is dead—or so they say, but that bronze dragon yet exists. It resides in Gearhand’s sanctuary, hidden in the planes, where it awaits a person that can pass the tests to become its new master.</p>
61-65	<p><b>Diary:</b> In her youth, Angila Playne set down all her thoughts and life’s events in tiny writing in a red notebook the size of a butcher’s hand. The notes were lost when the family was forced to sell their ancestral home after the family patriarch unexpectedly died in his sleep. Now, old and infirm, she seeks these notes, according to her, for emotional reasons, but some say it may contain hints to treasure the Playne patriarch hid shortly before his death in a network of secret passages riddling the earth beneath the family’s old ancestral home.</p>	86-90	<p><b>Gloves and Shoes:</b> This set of gloves and shoes are both crafted from the skin of a night panther. They are unstable when worn apart, but worn together grant the power to walk through walls. Care is to be taken not to wear them apart. Two adventurers took that gamble once, and they unexpectedly turned solid escaping an oubliette by walking through a wall together—one wearing the gloves, the other the boots. Nobody has retrieved those items, and of course to do so you have to find a way to enter a ten-foot thick stone wall.</p>
66-70	<p><b>Magic Armour:</b> The magical, gilded armour of Lady Knight Mermar Hesculot is famous not only for its splendour, but for its reputation of turning away even the heaviest blow. This did not protect her when she was dropped—in a quite undignified fashion—through a trapdoor in the sewers under the Glazen Eye’s thieves guild, where she was eaten alive by an otyugh of monstrous proportions. Many—including the members of the Glazen Eyes—have descended into the stinking sludge to recover the armour, and, of course, none of them have ever returned.</p>	91-95	<p><b>Magical Doo-Dahs:</b> Durkon Burrowforge was a dwarf hero, famous for his red beard, that reached to his knees. “Burrow” as he was named, wove all manner of magical trinkets in his beard. He was said to have the “most expensive hair” in the realm. Unfortunately, Burrow met his end when he choose the wrong side in the siege of The Free Halls (now known as “The Held Halls.”) As with all rebels, his head was taken off his shoulders and mounted above the gate—beard and all.</p>
71-75	<p><b>Whispering Blade:</b> Word goes of a blade once crafted for a Shadowcrafter assassin, imbued with a cunning intellect and the ability to change its own form. It speaks in a whispering voice and gives unwanted advice on stealth and assassination. It disappeared mysteriously after its owner was caught in the baroness’ bedroom, having just driven the blade through her skull. Allegedly, it was retrieved by the Shadowcrafters, and now lies in one of their underground vaults awaiting a wielder strong enough to resist its whisperings.</p>	96-100	<p><b>Staff:</b> One of the most sought-after magical items is <i>T’Hkoiden’s Staff</i>. It’s an unassuming wooden branch, of the kind most would toss on a fire without thought. Unassuming, but it conveys the power to talk to and control plants. Even more important is the status it brings. Druids from all over the realm would give an arm to gain that staff. It predates the age of man—which the druids claim may explain its lack of customary adornments.</p>
76-80	<p><b>Bag of Holding:</b> Dalfyn Rags was an amazingly successful thief, who made quite a few scores in his life. Less popular with adventurers—he was known to steal away the treasure from under the noses of his fellows. He kept all this treasure in a magical, but unassuming, purse. He guarded the purse like a hawk, claiming everyone was out for his money. He may have been right—he met with an “unfortunate accident” on his last adventure. His fellows claimed all his valuables for themselves, but couldn’t find Dalfyn’s famed purse. Dalfyn must have hidden it shortly before his death, perhaps sensing his fellows’ imminent treachery. Anyone finding the purse would be rich—if they can fend off those who feel they have a claim to it.</p>		



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# GLOAMHOLD AND ITS SURROUNDINGS



