

# The Miscellaneum of Cinder

an ill-conceived collection of random dice charts vaguely compatible  
with games involving dungeons, labyrinths, swords, spellcraft,  
wizardry, lords, dragons and etcetera



v1.1 text ©2009 by Jeff Rients

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**a Retro Stupid Production**

*Remember, if it's not Retro or Stupid then it probably isn't Retro Stupid.*

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-Rolling dice on this table probably won't help much.-

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# A Brief Word from the Author

Greetings! Welcome to my little booklet of stupid random dice charts. I hope some of the tables found herein may prove to be of some value to your campaign.

Please be advised that no random table can fix a faltering game. However, using input generated from a die chart can damage an otherwise functional campaign. In order to properly integrate the results of a random chart into a game requires a referee who is willing to let the chart push them into new directions, perhaps even across personal boundaries of comfort. But that doesn't mean you should stop using sound judgment in implementing (or ignoring) the rolled results. As one bard put it, hold on loosely but don't let go.

The past few years have seen a renewal in online interest in role playing as it existed at the dawn of the hobby. One manifestation of this phenomenon has been the re-emergence of earlier rulebooks as legitimate vehicles for gaming fun, and a new generation of games derived from and inspired by the ancient rules. Another facet of this so-called Old School Renaissance has been a new evaluation of the procedures of play from those days as they existed across a wide variety of systems. A brief survey of the message boards and blogs participating in this latter conversation yields many insights into megadungeons, numbered hexmap sandboxes, and entourage-style campaigning.

This work seeks to highlight another arrow in the quiver of the do-it-yourself referee, the random die chart. Great work has already been done in this field (see page 36 for some of the best examples). But more can be accomplished and **you** are invited to the party. Is there a chart in this book you don't like? Write your own version! Or is there something you find conspicuous by its absence? Develop your own chart to plug that hole!

This is a conversation that any rpg enthusiast can join. Please share your random charts with the rest of us. There are many avenues by which you can do this: publish a book like this, post your chart(s) to a message board or a blog, or submit to publications like *Fight On!* or *Knockspell*. In this crazy new internet era the line between participant and publisher has been all but erased. I challenge you to take advantage of this new freedom.

**Jeff Rients**

# Monster Mutations

"Oh, yawn. Yet another stock critter-OH GOD MY SPLEEN!"

1. SCORPION TAIL – d6 damage plus save or die poison.
2. LAZER EYES – +2 attacks per round, 2d8 damage, 100' range
3. EXTRA ARMS/CLAWS – 1d4 extra attacks
4. PYRO BREATH – 3/day, cone 40' long x 20' wide, 4d6 save for half
5. WINGS – Fly at 150% land speed
6. CHAMELEON SKIN – Double normal surprise
7. SLIME SYMBIOT – Covered in green slime, gray ooze, black pudding or ochre jelly.
8. GENETIC INVISIBILITY
9. SCABROUS HIDE – +d4 AC
10. AQUATIC – Bonus gills, swim at land speed
11. EXTRA HEAD – Extra bite, second save versus charm, etc.
12. FUNK, NOT THE GOOD KIND – As per troglodyte stank
13. CRAZY BRAIN – +2 to-hit, never checks morale, immune to charm
14. RUSTROUS – As per rust beast
15. SPECTACULAR TENTACULAR – d6 grab attacks per round, auto-squeeze for d6 on following rounds
16. TOO STUPID TO DIE – Double hit points but easily tricked
17. XENOMORPHOSIS – Venom turns foe into similar monster in d6 rounds unless save vs. poison
18. SPONTANEOUS SPECIATION – Unaffected by arrows of slaying and other attacks specific to monster type.
19. GIBBEROID – Constant irritating noise causes spellcasting failure unless save versus wands.
20. NULL BEAST – Plus weapons do less damage instead of more, healed by magic missile spells.



# Six Sages

## 1. Uuthak the Obscure

neutral evil male human

Str 15, Dex 15, Con 11, Int 18, Wis 18, Cha 6

**Major Field of Study:** Supernatural & Unusual (Specialties: Astrology & Numerology, Cryptography)

**Minor Fields:** Fauna, Demi-Humankind

**MU Spells Known:** Read Magic, Detect Invisible, Levitate, Mirror Image, Phantasmal Forces, Dispel Magic, Fly, Hold Person, Dimension Door, Polymorph Self, Wall of Fire

**Personality:** Suspicious, Overbearing

## 2. Master Grachio

neutral male human

Str 9, Dex 14, Con 12, Int 15, Wis 18, Cha 8

**Major Field of Study:** Humankind (Specialties: Biology, Laws & Customs)

**Minor Fields:** Demi-Humankind, Fauna

**Cleric Spells Known:** Protection from Evil, Know Alignment, Silence 15' Radius, Animate Dead, Cure Disease, Locate Object, Speak with Plants, Flame Strike, Animate Objects, Heal

**Personality:** Obsessive, Avaricious

## 3. Jessanine the All-Knowing

lawful neutral female human

Str 9, Dex 9, Con 10, Int 18, Wis 15, Cha 12

**Major Field of Study:** Fauna (Specialties: Crustaceans & Mollusks, Avians, Reptiles)

**Minor Field:** Flora

**Druid Spells Known:** Faerie Fire, Find Traps, Resist Fire, Silence 15' Radius, Dispel Magic, Locate Object

**Personality:** Active of Intellect, Foolhardy

## 4. Rembo the Denier

neutral male human

Str 14, Dex 11, Con 11, Int 16, Wis 16, Cha 5

**Major Field of Study:** Demi-Humankind (Languages, Laws & Customs, Demography, Sociology)

**Minor Field:** Supernatural & Unusual

**Cleric Spells Known:** Detect Magic, Hold Person, Silence 15' R., Snake Charm, Cure Disease, Prot. for Evil 10' R.

**Personality:** Contrary, Rude

### **5. Matilda o' the Tower**

chaotic neutral female human

Str 10, Dex 13, Con 7, Int 17, Wis 14, Cha 6

**Major Field of Study:** Humankind (Specialties: History, Laws & Customs, Politics & Genealogy, Languages)

**Minor Field:** Physical Universe

**Cleric Spells Known:** Cure Light Wounds, Know Alignment, Continual Light, Cure Disease, Striking, Cure Serious Wounds, Lower Water, Neutralize Poison

**Personality:** Ascetic, Driven

### **6. Reeking Thomas**

chaotic evil male human

Str 9, Dex 15, Con 5, Int 17, Wis 14, Cha 6

**Major Field of Study:** Flora (Specialties: Grasses & Grains, Bushes & Shrubs)

**Minor Fields:** Fauna, Humanoids & Giantkind

**Druid Spells Known:** Cure Light Wounds, Purify Food & Drink, Remove Fear, Obscure, Produce Fire, Animal Growth, Locate Object, Call Lightning, Protection from Poison, Speak with Plants

**Personality:** Miserly, Opinionated

## Six Sagacious Adventure Seeds

1. Master Grachio seeks agent to travel to abode of Uuthak the Obscure and convince Uuthak to collaborative on a comprehensive encyclopedia of halfling-raised farm animals.
2. Jessanine to pay immense sum for capture and delivery of live giant crawdad from distant lake.
3. Rembo finally excommunicated, needs help quietly moving out of town before witch hunters arrive.
4. Reeking Thomas seeks cure for his loathesome skin condition, will trade for secret location of the Tombs of the Giant Kings.
5. Uuthak kidnapped by minions of Chaos intent on breaking a code used by the forces of Law.
6. Matilda needs an escort to the Monument of Kings, where certain ancient lineages are recorded in stone.

# What's my motivation?

For when THAT GUY tries to derail the session by refusing to go into the damn dungeon.

## **-Roll a d12-**

- 1.** PC is obsessed with proving the existence of the Hollow World.
- 2.** PC quests to retrieve bones of famous adventuring ancestor and re-inter them in family tomb.
- 3.** PC has terrible but enticing dreams of sitting on the throne of a vast underworld kingdom.
- 4.** PC owes d6 x 10,000gp to Jabba the Hutt.
- 5.** PC seeks vengeance against the Troll King.
- 6.** Family member of PC afflicted with disease that can only be cured with the waters from a sacred subterranean spring.
- 7.** PC haunted by visions of a beautiful witch/drow/princess/goth chick living on an island at the center of a vast underground lake.
- 8.** PC seeks one segment of the Rod of Seven Parts. Must obtain all seven to save homeland from foretold doom.
- 9.** Evil duplicate of PC (twin? simulacrum? clone?) has fled into the dungeon. One or the other must die before both go mad.
- 10.** PC's true love has been trapped in amber and is on display in the trophy room of Lord Utterdark.
- 11.** PC's parents imprisoned. Corrupt official will release them in exchange for the Star Ruby of Umman-Gorash.
- 12.** PC quests for legendary sword (fighter), archmage's spellbook (MU), holy relic (cleric), etc.

Want a boatload more random dungeon motivations? Paul Vermeren and Bret Woods expanded this table to 100 entries! Awesome! You can check it out by following this URL:

**<http://tinyurl.com/c7hhx2>**

# Treasure Map destinations

## **-Roll a d20-**

- 1.** A previously unknown sub-level of the (nearest) dungeon.
- 2.** Behind a secret door in an already-explored level of the (nearest) dungeon.
- 3.** Deeper into the (nearest) dungeon than anyone has previously explored.
- 4.** A previously unknown dungeon in the wilderness.
- 5.** An island on a nearby lake.
- 6.** An island far out at sea.
- 7.** The barrow of a long dead king.
- 8.** A village or town destroyed in a recent war.
- 9.** A hidden chamber in a nearby castle occupied by some Lord or Wizard.
- 10.** The cellar of a popular inn.
- 11.** A grave in a cemetery on the grounds of a mighty temple.
- 12.** The bottom of a well in an otherwise unremarkable village.
- 13.** Underneath the statue of a town's legendary founder.
- 14.** The big city, to a block that burned in a large fire and was recently rebuilt.
- 15.** A small cave complex in the wilderness that serves as the lair of some abominable man-eater.
- 16.** A remote monastery devoted to Law but beset by invisible minions of a Loathsome Toad God of Chaos.
- 17.** A ruined castle or town now occupied by a humanoid tribe.
- 18.** A hilltop well-known as a gathering point for witches.
- 19.** The site of a sunken ship.
- 20.** The cozy burrow of an eccentric hobling.

# A Dozen Saints

The Church of the Great Gold Dragon has many, many saints. Those listed below represent the sainted figures most likely to be called upon by adventurers. Commonly associated oaths are in parenthesis



- 1. ST. ARGRAVUS** – Patron saint of half-breeds, technology and witch-hunters. (“By the blessed bastards of Argravus!”)
- 2. ST. BELLA** of ANGRIA – Protector of travellers to far and unknown places. (“By Bella's holy knickers!”)
- 3. ST. BERTRAND** of CUTH – Patron saint of smashing evil. (“By Bertrand's bloody bludgeon!”)
- 4. ST. CARMICHAEL** – Carmichael's status as a saint is sometimes cast in doubt by reports that he yet lives, continuing his crusades in the frozen north. Patron saint of flying creatures, merchants and criminals, particularly bandits and pickpockets. (“Carmichael's crapping crows!”)
- 5. ST. DOLMVAY** – Patron saint of wanderers, seekers after enlightenment and hounds. Children born with a caul, a full head of hair or teeth are often dedicated to him. (“Demon dogs of Dolmvay!”)
- 6. ST. GAXYG** – Called 'the Grey'. Patron saint of wizards and wielders of polearms. (“By the Grey One's beard!” and “By Gaxyg's gleaming glaive-guisarme!”)
- 7. ST. JACOB** of KURTZBERG – Sometimes called “the King of Saints” or just “the King”. Patron saint of life in opposition to oppression. (“By the King's stinking stogy!”)
- 8. ST. MAKISTAKTOR** – Protector of cities. Patron saint of tamers of the wilderness and arbiters of the law. (“By Saint Mak's gore-stained gavel!”)
- 9. ST. REUEL** – Patron saint of song, scholarship, and trees. (“By Reuel's blessed quill!” and “By Reuel's accursed pipe!”)
- 10. ST. ROBARD** – Patron saint of pugilists, sailors, and taverns. (“By Robard's righteous fist!” and “By Robard's golden tankard!”)
- 11. ST. THEOBALD** – Also called 'Grandpa'. Patron saint of seekers after knowledge and warriors dedicated to the defeat of the Toad Gods and other demons. (“By Grandpa Theobald's third eye!”)
- 12. ST. VEKNA** – Patron saint of torturers, headsman, pillagers and necromancers. The events leading to his canonization are obscure. (“By Vekna's severed head!”)

# The Twelve Gods of Neutrality

-Roll a d20-

- 1. ANTA** – The Chill Wind That Soothes The Wounded, the Moon-Foe, the Icy Healer, the Lord Beneath the Frosty Hill (Healing)
- 2. DOTHAGEN** – The Teller of the World's Tale, The White Wolf, The Twelve-Souled God (Storytelling)
- 3. HERSTII** – The Great Bovine, Mistress of Winds, She Who Chews Her Cud Until The End of Time (Elemental Wind)
- 4. IRSHAR** – The Eyeless God, the Blind Gardener (Plants)
- 5. ITUCHINNIAKAKYA** – The All-Knowing Eunuch, The Omniscient Cadaver, Lord of Abominations, He Who Wakes the Dead, The Surgeon of the Soul (Knowledge)
- 6. KAWANG** – Sultan of All Genies, Overlord of the Umpteen Elements, Lord of the Rainbow Eyes (Magic)
- 7. LASUHPANA** – The Lady of the Spheres, the Great Muse, the Singing Goddess (Music)
- 8. MASHKURK** – The Shaggy Blizzard, the Lord of Storms (Weather)
- 9. NENGUZEI** – The Living War-Rune, the Answer of Steel, the Vampire God (Weapons)
- 10. OMNIA** – The Mistress of Miscellany, The Princess of Potpourri (Other)
- 11. SARDUBA** – The Great Earth Dragon, The Scaly Mother (Elemental Earth)
- 12. SHEROONA** – The Lady of Beasts, Queen of the Wild, the Blue Maiden (Animals)
- 13. SOLANIO** – Lord of Life, The Laughing Wanderer, The Green Flame of Doom, Master of Beasts (Life)
- 14. TLAXDUR** – The Green Smith, The Bender of Metals, Ore-Finder (Elemental Metal)
- 15. UKSSOP** – The Bold One, The Lord of Light, The Radiant Tiger, The Beast That Burns The Night (Elemental Light)
- 16. VAFRIMNATRIX** – The Gatherer of Souls, the Frigid Wind (Soul)
- 17. VARUZON** – The Invisible Sword That Strikes But Once, The Green Beaver of Death (Death)
- 18. THE FOUR ELEMENTAL LORDS** – Herstii, Sarduba, Tlaxdur, and Ukssop considered as a group.
- 19. THE TWELVE** – The entire pantheon considered as a group, in some cases (2 in 6) excluding the Four Elemental Lords and almost always (5 in 6) excluding Omnia.
- 20. THE DEAD GODS** – A minor cult devoted to deceased members of the pantheon, somewhat akin to ancestor worship.

For more info on the Twelve check out this download:

**<http://tinyurl.com/12gods>**

# The Loathsome Toad Gods

It is traditional among the worshipers of the Toad Gods to keep the names of their deities secret from the profane. When among non-believers they use substitute terms like Grandma Salamander, the Delightful Mister Frog, Saint Toad, etc. Some worshipers use these terms among themselves when speaking informally, though it is considered low class to do so.



1. GZK – Prince of the Iridescent Cubical Doom
2. HQD – Prince of the Seventeen Tentacled Horrors
3. IOZOY – Lord of the Amber Plague
4. JAeXYI – Lord of the Things That Lurk Between the Shadows and the Moon
5. NQL – Prince of the Dissonant Howlers
6. OIXAA – Lord of the Nightmare Void
7. RZR – Prince of the Clockwork Amphibians
8. UUQUU – Lord of the Sea of Rust and Blood
9. VEQOO - The Unseen Lord
10. VChT – Prince of the Screaming Crystals
11. WXB – The Prince that Gnaws at the Soul of the World
12. YAZYA – Lord From Beyond the Final Pale
13. AKThAY – Mistress of the Hopping Dragons
14. DLOY - Queen that Sounds the Trumpet at the End of All Things
15. PWII – Queen of the Nine Hundred Rending Veils
16. TLAP – Queen that Curses the Stars
17. USTAR – Mistress of the Vengeful Whispers
18. VEChOO – Mistress of the Shimmering Abyss
19. An Abominable Marriage – roll 1d12 and 1d6+12.
20. An Unholy Trinity – roll three more times, rerolling 19 & 20.

# People to Meet

- 1. CAVE MEN (2d6)** – Attempting to recover their stolen idol.
- 2. DWARFS (d12)** – Part of a larger band in the area hunting down some orcs for sport.
- 3. ENGINEER** – Ply him with drink and he'll be eager to discuss the relative strengths and merits of the defenses of several castles and fortified towns.
- 4. GONG FARMER** – Just the other day found a mysterious amulet while cleaning a latrine.
- 5. GRAVE DIGGER** – Knows the location of a ghoulish-infested cemetery.
- 6. HARLOTS (d6)** – Competitive rates and great customer service.
- 7. HEADSMAN & APPRENTICE** – Journeying to execute a special prisoner.
- 8. HERB WITCH** – May sell the party healing poultices (d4-1 healing, 10gp each, d6 for sale) or may polymorph someone into a toad.
- 9. HOLY ROLLER** – Can cure serious wounds 1/day but recipient must publicly profess his faith and reject other creeds.
- 10. KNIGHT ERRANT** – Seeks an opponent to joust and/or a way to score some easy loot.
- 11. MANLY MEN (2d6)** – Lumberjacks, sailors, etc. A good reaction indicates jolly beer buddies, while a poor one leads to a brawl.
- 12. MERCENARIES (2d6)** – En route to start a new contract with an ambitious and aggressive lord.
- 13. MINSTRELS (d6)** – Each one knows one tale of treasure or item of news, but will expect at least 1d6x10gp per piece of information.
- 14. MYSTERIOUS STRANGER** – Treasure map for sale, only 1d6x100gp. 1 in 6 chance it's actually legit.
- 15. PEDDLER** – If shown kindness he will share a shortcut to a destination important to the party.
- 16. PILGRIMS (2d6)** – Travelling to a local shrine.
- 17. POACHER** – Knows the area to search for a nearby howlbear lair.
- 18. PROSPECTOR** – Suspects a certain cave gives access to a silver vein.
- 19. RIVAL ADVENTURERS (d6 + d6 hirelings)** – Will ply party for leads, then sneak off to beat the PCs to the treasure and glory.
- 20. WITCH FINDERS (d6)** – Following up rumors of a secret coven kidnapping children.

# Carousing

Under these rules once per session a PC may spend  $d6 \times 100gp$  on ale and wenches, gaining experience points equal to the amount spent. In a large city the debauchery is much more efficient, doubling or perhaps even trebling the gold and XP. Thieves who are members of the local guild may add +2 to the roll, while their friends may add +1. Being mobbed up gets you access to the best lotus powder & etc. Rolling a gold/xp amount greater than the carouser's cash on hand results in the poor wretch owing money to various unsavory characters. Unless the PC can borrow the difference from a party member. In some campaigns that might not be a better situation for the deadbeat PC.

**In all cases carousers must save versus poison to avoid over-indulgence in their vices. Failure indicates the need to roll on the table below.**

- 1.** Make a fool of yourself in public. Gain no XP. Roll Charisma check or gain reputation in this town as a drunken lout.
- 2.** Involved in random brawl. Roll Strength check or start adventure  $d3$  hit points short.
- 3.** Minor misunderstanding with local authorities. Roll Charisma check. Success indicates a fine of  $2d6 \times 25gp$ . Failure or (inability to pay fine) indicates  $d6$  days in the pokey.
- 4.** Romantic entanglement. Roll Wisdom check to avoid nuptials. Otherwise 1-3 scorned lover, 4-6 angered parents.
- 5.** Gambling losses. Roll the dice as if you caroused again to see how much you lose. (No additional XP for the second carousing roll.)
- 6.** Gain local reputation as the life of a party. Unless a Charisma check is failed, all future carousing in this burg costs double due to barflies and other parasites.
- 7.** Insult local person of rank. A successful Charisma check indicates the personage is amenable to some sort of apology and reparations.
- 8.** You couldn't really see the rash in the candlelight. Roll Constitution check to avoid venereal disease.
- 9.** New tattoo. 1-3) it's actually pretty cool 4) it's lame 5) it could have been badass, but something is goofed up or misspelled 6) it says something insulting, crude or stupid in an unknown language.
- 10.** Beaten and robbed. Lose all your personal effects and reduced to half hit points.
- 11.** Gambling binge. Lose all your gold, gems, jewelry. Roll Wisdom check for each magic item in your possession. Failure indicates it's gone.
- 12.** Hangover from hell. First day of adventuring is at -2 to-hit and saves. Casters must roll Int check with each spell to avoid mishap.

- 13.** Target of lewd advances turns out to be a witch. Save versus *polymorph* or you're literally a swine.
- 14.** One of us! One of us! You're not sure how it happened, but you've been initiated into some sort of secret society or weird cult. Did you really make out with an emu or was that just the drugs? Roll Int check to remember the signs and passes.
- 15.** Invest all your spare cash (50% chance all gems and jewelry, too) in some smooth-tongued merchant's scheme. 1-4 it's bogus 5 it's bogus and Johnny Law thinks you're in on it 6 actual money making opportunity returns d% profits in 3d4 months.
- 16.** Wake up stark naked in a random local temple. 1-3) the clerics are majorly pissed off 4-6) they smile and thank you for stopping by.
- 17.** Major misunderstanding with local authorities. Imprisoned until fines and bribes totaling d6 x 1,000gp paid. All weapons, armor, and magic items confiscated.
- 18.** Despite your best efforts, you fall head over heels for your latest dalliance. 75% chance your beloved is already married.
- 19.** When in a drunken stupor you asked your god(s) to get you out of some stupid mess. Turns out they heard you! Now as repayment for saving your sorry ass, you're under the effects of a *quest* spell.
- 20.** The roof! The roof! The roof is on fire! Accidentally start a conflagration. Roll d6 twice. 1-2) burn down your favorite inn 3-4) some other den of ill repute is reduced to ash 5-6) a big chunk of town goes up in smoke. 1-2) no one knows it was you 3-4) your fellow carousers know you did it 5) someone else knows, perhaps a blackmailer 6) everybody knows.



*Special thanks to VacuumJockey and Calithena for help with these carousing rules!*

# The Living Dungeon

Roll a d20 between sessions to give your players something to think about.

- 1. NEW MONSTER IN TOWN** – Pick a random level, roll a wandering monster, select an empty room as its new lair.
- 2. I COLLECT MOLDS, SPORES AND FUNGUSES** – Add d6 colonies of green slime, yellow mold, or shriekers to a random level.
- 3. MYSTERIOUS MIGRATING MASONRY** – A prominent dungeon feature such as a statue or archway is now found in a new location.
- 4. STRANGE BEDFELLOWS** – A lone monster now has a friend: a succubus takes a minotaur lover, a troll as ochre jelly dripping out its nose, an otyugh moves into another monster's latrine, etc.
- 5. PARTIAL CEILING COLLAPSE** – Either a room or d6 x 10 feet of corridor collapses on a random level.
- 6. PARTIAL FLOOR COLLAPSE** – The floor gives way in a room or corridor of a random level, forming a natural chute to the level below.
- 7. PARTIAL WALL COLLAPSE** – On a random level a section of 'pencil thin' wall collapses. If no such walls exist on the level indicated, add a previously unknown chamber or a whole new dungeon section.
- 8. FLOODING** – Water leaks into a room or corridor in a random level.
- 9. LAVA** – Every dungeon could use more lava.
- 10. TUNNELING TROUBLEMAKERS** – An amber hulk or purple wyrm adds 2d12 x 10 feet of meandering tunnels to a random level. 50% chance of d6 roundish chambers, 50% chance of connecting to another level.
- 11. THOSE DARN KOBOLDS** – Add d6 new simple traps to a random level.
- 12. SO TOUGH THE TROLLS MOVED OUT** – A random monster or monster group leaves their current lair, either moving to a new level or out of the dungeon entirely.
- 13. KILROY WAS HERE** – Add graffiti to a random level. Randomly select language. 1 in 6 chance the graffiti contains useful information.
- 14. FINDER'S KEEPERS** – An NPC party has successfully looted d6 rooms on a random level.
- 15. THE DOOR IS A JAR** – A door on a random level is actually open! 10% chance its a secret door.
- 16. SQUIRMIN' VERMIN** – Add d6 groups of (normal or giant) rats, spiders, snakes, bats, lizards, beetles, etc. scattered about random levels.
- 17. HUNKERED IN THE BUNKER** – Some monster or monster group is sick of PC incursions and seriously beefs up security.
- 18. HOPE YOU BROUGHT A CANARY** – A cloud of poisonous gas billows up from some lower level to occupy a random room or corridor. 2 in 6 chance it's invisible to the naked eye. 2 in 6 chance its odorless.
- 19. SHOULD'VE BURNT THE BODIES** – One monster (or d6 members of a monster group) killed on a previous expedition are now vengeful undead.
- 20. GOBLIN DOOR** – A new goblin door can be found on a random level. Determine its destination or roll randomly on the Goblin Door chart.

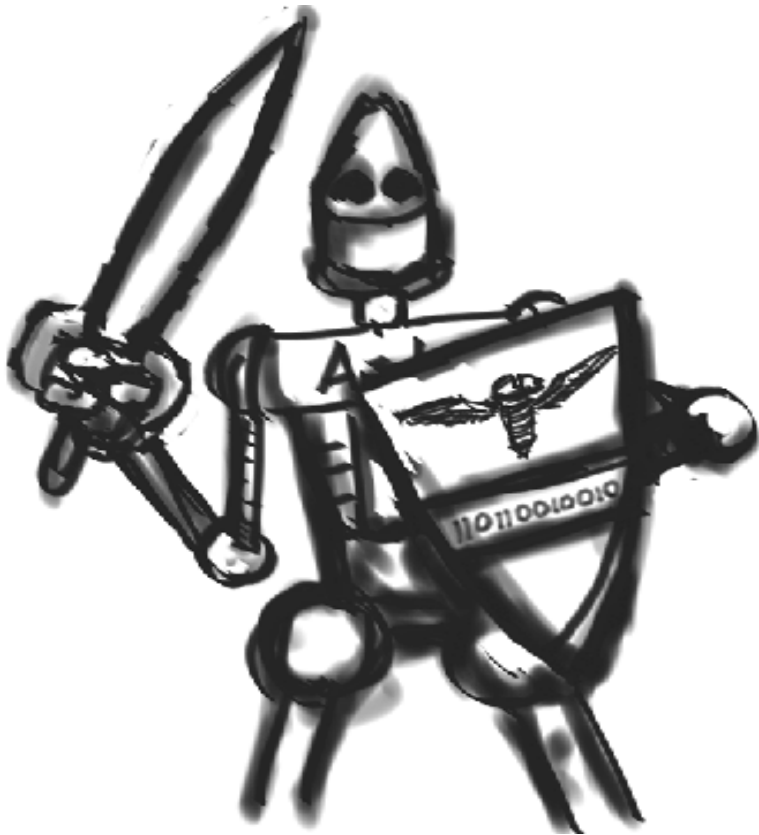
# 100 Chilling Chambers

Inspiration for dungeon locations.

1. The Gathering Place of the Blasphemers
2. The Greenhouse of the Underdruids
3. The Echoes from Below
4. The Gruesome Trophies of the Starbeast
5. The Barbershop of the Berserkers
6. The Great Bronze Contraption
7. The Ogre's Larder
8. The Hate Distillery
9. The Zone of Silence
10. The Goblish Carnival
11. The Lava Fountains
12. The Giant's Torture Chamber
13. The Azure Chamber of Five Dooms
14. The Troll King's Mistress
15. The Horrid Tentacles
16. The Crystal Resonators
17. The Poisoned Pool
18. The Fiend in the Smoke
19. The Unattended Cauldron
20. The Pornographic Tapestries
21. The Mutation Machine
22. The Illusionist's Final Folly
23. The Last Outpost of the Cave Pixies
24. The Unsettling Statues
25. The Billiard Hall of the Gods
26. The Steam Baths of the Hobgoblins
27. A Rainbow in the Dark
28. The Brain Emporium
29. The Golem's Severed Limb
30. The Crystalline Cobwebs
31. The Magic Bakery
32. Black Ooze and Grey Pudding
33. Where the Wizard Died
34. The Hall of Ten Thousand Mirrors
35. Baba Yaga's Three Nieces
36. The Theatre of the Damned
37. The Fire That Burns Black
38. The Balrog's Throne
39. Granny Troll's Daycare Center
40. The Three Ankhs
41. The Oracular Fumes
42. The Museum Draconica

43. The Minds in the Mist
44. The Cafeteria of Cthulhu
45. The Reincarnation Matrix
46. The Daemon's Cocktail Party
47. The Mad Archmage's Enchanted Slot Machine
48. The Offices of the *Subterranean Gazette*
49. The Kitchen of the Cannibal Gourmet
50. The Beast That Shrieks Until the End of Time
51. The Extraordinarily Comfy Chair
52. A Scale Model of the Nearest City
53. The Purple Columns
54. The Moorlock's Master Computer
55. The Ladders into Time
56. The Blind Beholder
57. The Whispering Walls
58. The Alchemist's Secret Stash
59. The Lycanthropic Brothel
60. The Angry Singularity
61. The Enchanted Traffic Signal
62. The Goblin Casino
63. The Six Mysterious Levers
64. The Wishing Well Between the Worlds
65. The Hidden Realm of the Cyclopto-Men
66. The Pet Shop of Pure Evil
67. The Unseen Servants' Union Hall
68. Heward's Ukulele
69. The Necroseraglio
70. The Seven Enruned Archways
71. Foes from the Future
72. The Chamber of Ten Million Beetles
73. Odin's Hat Collection
74. Where No Fire May Burn
75. The Haunter of Daggers
76. The Treasure Chest Nailed to The Ceiling
77. The Talking Stalactites
78. The Shrine to a Dead God
79. The Battle Arena of the Atomic Elementals
80. The Tomb of the First Orc
81. The Haunted Broom Closet
82. The Birthpods of the Abominators
83. The Crawling Bloodstain
84. The Meeting Hall of the Underlords
85. The Decapitron 3000
86. Infernal Bob's Gameshow
87. An Infestation of Fungus
88. Siege Engine Storage
89. The Portrait Gallery of the Goblin Kings

- 90. The Prismatic Labyrinth
- 91. The Vomitorium
- 92. The Ultravision Murals
- 93. The Spam Factory
- 94. Demogorgon's Discotheque
- 95. The Shattered Palantir
- 96. The Catnip Café
- 97. The Littlest Efreet
- 98. Kobold Slaves Polishing Smelly Orc-Boots
- 99. The Very Confused Crew of the Mary Celeste
- 00. The Lich's Poker Buddies



# Humanoid Politics

**-Roll a d20 whenever you want the humanoids to act up.-**

- 1. ORC ON ORC VIOLENCE** – Two tribes are fighting in the hallways.
- 2. HOBGOBLISH PRESS GANGS** – The militaristic gits are conscripting lesser humanoids for yet another war upon the surface world.
- 3. COUNCIL OF SHAMEN** – The tribal spellcasters are getting together in neutral territory to discuss issues that effect them all and to bitch about the stupid chiefs.
- 4. FEY PEACE TREATY** – The Fairy Queen had negotiated a local ceasefire between the goblins and the elves. Will the party break the peace or exploit it?
- 5. PIT TOURNEY** – Each tribe sends a champion to compete gladiator-style for honor and glory.
- 6. ESCAPED SLAVES** – A gnoll search party seeks runaway kobolds.
- 7. UNDERWORLD TOUR '09** – A band of goblin minstrels is making the rounds.
- 8. WATER RIGHTS** – Two tribes are fighting over control of a well, pool, etc.
- 9. TRADERS FROM ABOVE** – Human smugglers are selling arms, armor and booze to all factions. Everyone is drunk and itching to stick something with their shiny new spears.
- 10. CRISIS OF SUCCESSION** – A chief has died without a clear heir to the throne.
- 11. I THINK THIS WAS A PLAY** – An orc amazon ran off with a goblin prince and both tribes are looking for them.
- 12. KOBOLD POX** – Disease is rampant among one tribe and they're blaming it on members of another, weaker species.
- 13. PARANOIA** – A doppelganger or other shapeshifter has infiltrated a tribe and they know it.
- 14. SEEKERS OF TRUTH** – A small band of humanoids has been dispatched to find a lost underground oracle.
- 15. USURPER** – A tribe has recently been taken over by an outsider and no one is happy.
- 16. HOT POTATO** – No one knows who originally stole that big egg but mama is looking for her baby and everyone is trying to sneak it into someone else's lair.

- 17. TRIENNIAL CROSS-SPECIES INTERTRIBAL ALL-DUNGEON ORGY** – Witnesses to this event tend to poke their own eyes out with rusty nails.
- 18. UNDERMERCHANTS** – A caravan of drow, derro, etc., are selling the humanoid's strange wares not seen on the surface.
- 19. THE MOLDY CURTAIN** – As tensions increase between tribes neutral areas between lairs are seeded with shriekers, green slime and other fungal defenses.
- 20. DEFCON 2** – Every tribe is utterly convinced that their enemies are about to attack. The dungeon is one loud noise away from several pre-emptive strikes setting off a war of all against all.

## Orcish Moodiness

- 1. PARANOID** – Convinced that the PCs are agents of a rival orc tribe.
- 2. GREEDY** – Easily bribed with gold or gems. No silver or jewelry.
- 3. LECHEROUS** – Will attempt to rent or purchase any female characters in the party. If PCs explain the females are not property then the orcs will resort to lewd propositions instead.
- 4. BOASTFUL** – The party can avoid a fight just by listening to some wildly exaggerated war stories for d6 turns.
- 5. LUST CRAZED** – Will attempt to carry off any females encountered.
- 6. BERSERK** - +2 to-hit and morale, no opportunity to negotiate.
- 7. LAZY** – Don't really want a fight and won't sound the alarm if the party will just go away.
- 8. SPOOKED** – Use of magic, the presence of undead or general weirdness will force an immediate morale check.
- 9. BORED** – Spin them a tale, sing them a song or do a little magic trick and they'll be putty in your hands.
- 10. GLUTTONOUS** – Orc needs food badly!
- 11. DESPARATE** – The tribute to some evil overlord is overdue and the crap is about to hit the fan. Will do darn near anything to score some treasure.
- 12. INTOXICATED** – Whether it's the "I love you man!" stage or the brawling stage depends upon the reaction roll.

# What are the goblins up to?

-Roll 1d20-

1. Making rope out of human hair. A coil 1-100' long is already complete.
2. Boiling up a pot of mud and gravel stew.
3. Singing songs about hidden treasure.
4. Playing poker with blank cards. The printing on both sides is visible only to creatures with infravision
5. Dancing. At least one goblin will be playing an instrument, probably a fiddle or a concertina.
6. Playing tenpins with a skull and some legbones.
7. Interrogating a rat tied to a tiny chair. "I'm gonna ask you one last time: *Where is the cheese?*"
8. Building a house of cards with the deck from item 4.
9. Discussing the pros and cons of sexual congress with a wide variety of other monsters and races.
10. Eating meat pie. The pie might be stirge or it might be pixie. The goblins can't remember what they put in it.
11. Debating the crisis of succession that would arise from the untimely demise of the current goblin king.
12. Shining shoes of various sizes (kobold to ogre). They all radiate faintly under *detect magic* but have no known powers.
13. Three words: bunny eating contest.
14. Reading aloud someone else's love letters, preferably detailed notes to or from one of the PCs.
15. Sewing filthy rags into patchwork tunics. If a completed tunic is worn it protects as platemail+1. If the garment is cleaned the magic fades. 1-3 tunics have been completed.
16. Drawing obscene graffiti on the dungeon walls. Each goblin has d4 pieces of chalk in various colors.
17. Arguing vehemently over the proposition that cannibalism should be kept strictly in the family.
18. Strip chess tournament. There's a 1 in 6 chance at least some of the goblins are already in the all-together. Not a sight for the faint of heart.
19. Pickling sliced shrieker. 1-20 jars are done.
20. Trying on pretty pink dresses.

For more goblin shenanigans check out this URL:

**<http://tinyurl.com/qow4xq>**

# Beyond the Goblin Door

Some goblins (no more than 1 in 6) know the magic of summoning and dismissing small enchanted dungeon doors. Only a goblin, another member of a fey race (elf, pixie, doppelganger, etc.) or *knock* magic can open a these little portals. The space beyond a goblin door is usually (4 in 6) obscured from view due to eerie mists or Spielbergian sparkly lights. Anyone passing through a goblin door finds themselves... somewhere else.

1. A room or chamber on the same dungeon level.
2. A passageway on the same dungeon level.
3. A room or chamber one level below.
4. A passageway one level below.
5. A room or chamber one level above.
6. A passageway one level above.
7. Within sight of an exit from the dungeon.
8. A room or chamber on a random dungeon level.
9. The center of a previously unknown sub-level.
10. Right over a nearby pit. Those wacky goblins, always kidding around.
11. On the same level in a previously unknown secret room stocked with vending machines and a pinball game.
12. Goblin Junction, an extra-dimensional dungeon level only accessible via goblin doors.
13. The nearest forest, inside the hollow of an ancient oak.
14. The nearest swamp, right in front of some quicksand.
15. A frozen mountain-top, near a yeti monastery.
16. An oasis in a vast and unforgiving desert.
17. An unused back chamber in a dragon's lair.
18. In an alleyway in a distant city.
19. In an alleyway disturbingly close to the party's favorite tavern.
20. Roll again but the door disappears after a random party member passes through. A second 20 leads to the throne-room of a demon prince and court is in session.

# Deadly Gases + Strange Vapors

- 1. BASIC DEADLY FUMES** – Save or die.
- 2. MONSTER MUSK** – Double wandering monsters for d6 days. No save allowed. Stinky!
- 3. CONFUSION GAS** – Save or confused, roll every round for 2d6 rounds.
- 4. RUST DUST** – Lose all your metal stuff. No save.
- 5. PARALYSIS FUMES** – Save or paralyzed d6 turns.
- 6. VAPORS OF PUNINESS** – Save or half strength for 2d6 turns.
- 7. MOLD SPORES** – Save or 2d6 damage. All organic material destroyed in d4 days unless washed immediately.
- 8. LAUGHING GAS** – Save or laugh hysterically for d4+1 turns, unable to act. Make immediate wandering monster check.
- 9. INFRA-MARKER** – Victims glow infrapink, visible at 24" to all monsters with infravision. Lasts until washed off.
- 10. THE PALE MIST** – Vampiric cloud drains d4 hit points per round, turns white to red, save for half. Lingers 2d6 turns. May follow party.
- 11. FLAMMABLE GAS** – Torches auto-ignite it for 4d6, save for half. Can also be ignited by combat, electrical discharges, etc.
- 12. POLYMORPH GAS** – Save or toad.
- 13. NECRO GAS** – Save: lose one level. Fail: Lose all levels. Humans who lose all level rise as undead 3 days later.
- 14. MORON MIST** – Save or feeble-minded for d6 hours.
- 15. NO FRILLS KNOCKOUT GAS** – Save or out cold d6 turns.
- 16. HATE VAPOR** – Save or attack allies for 2d6 rounds.
- 17. MEMORY MIST** – Spellcasters save or lose d6 spells.
- 18. FREEZE DRIED ROT GRUB DUST** – Save or die a messy and painful death d6 days later.
- 19. ACID FOG** – 3d8 damage, save for half. If save fails 50% chance of each item carried destroyed.
- 20. POISON WRAITHS** – Gas is actually d6 monsters. Use wraith statistics they don't drain levels, instead save vs. poison or die with each hit.

# Dungeon Escapes

Use these rules if the PCs end the session in your megadungeon and your a big enough jerk to punish them for it.

The basic roll to escape the dungeon is 50%, corresponding to situations where the character level matches the dungeon level. Each level's difference alters the chances by 10%. So a fourth level character on the third level of the dungeon has a 60% chance of getting out unscathed, while a first level PC on level 3 only has a 30% chance of making it. A roll of '01' always succeeds and '00' always fails. A character with a greater than 100% chance to survive can share the love with lesser compadres, lowering their own chances to 100% and distributing the extra points as they see fit. Fly, you fools!

- 1.** You lucky dog! You manage to somehow escape the dark forces of the dungeon. You return to civilization, naked and half-delirious.
- 2.** Waitaminute, Lefty's not right handed! Situation appears to be #1, but you've been replaced by a shapeshifting badguy.
- 3.** Maimed. You escape but suffer the effects of a random critical hit. Also, 50% of your stuff is gone, randomly determined.
- 4.** Alas, you are no more. If any comrades escape they are able to bring your remains and your stuff back to civilization.
- 5.** Pining for the fjords. If any comrades escape they are able to bring your remains back to civilization, but your stuff is lost.
- 6.** Dead as a doornail. The general location of your body is known to any surviving comrades.
- 7.** Your stuff has become part of a dragon's hoard and your body part of a dragon's supper.
- 8.** That is an ex-character. The location of your body is unknown to all.
- 9.** Bought the farm. Your body and possessions irretrievable due to dragon fire, ooze acid, disintegrator beam, etc.
- 10.** Also dead. Your body is irretrievable due to dragon fire, ooze acid, disintegrator beam, etc. but your stuff is still around for some other jerk to nab at a later date.

- 11.** Held for ransom by seedy humans. A member of the Thieves Guild can arrange release for 1,000gp per character level. 1 in 6 chance the money disappears.
- 12.** Captured by monsters. Escaping comrades know the level you were captured on and the type of monster holding you captive.
- 13.** Captured by monsters. Escaping comrades know the level you were captured on, but not the type of monster involved.
- 14.** Captured by monsters. Escaping comrades know the type of monster involved, but not what level to search.
- 15.** Captured by monsters. Unseen monsters spirit you away to an unknown location.
- 16.** A fate worse than death. Drafted into the ranks of the monsters. Roll d6: 1-2 undead, 3 lycanthrope, 4 charmed, 5 polymorphed, 6 other.
- 17.** You and your stuff are sacrificed to the loathsome Frog Gods in order to gate in d6 Croaking Demons that are added to the dungeon key.
- 18.** A gorgon or somesuch has petrified you. Escaping characters know what level to search for your statue.
- 19.** Lost in the dungeon. GM sets your location each session. Re-enter play if the party finds you.
- 20.** Opportunity for betrayal. Pick one other character who got away safe. Roll 1d6, 1-4) he takes your place and has to roll on this chart while you escape, 5-6) you both suffer the fate rolled by your victim.

Anyone who is captured gets one chance to escape on their own power. The base chance is 1 in 6, increased to 2 in 6 if their character level is higher than the dungeon level of their prison. Treat successful escapes as result '1' on the chart above. If more than one PC is trying to escape, all escape rolls are at 2 in 6 (3 in 6 for higher level characters). If you don't escape you must be rescued or maybe ransomed. For each session of play that you languish in captivity or wander lost there's a 1 in 6 chance of some worse fate befalling you. In that case, roll again on the chart above.

If you dungeons feature visits by NPC parties, consider rolling a few times on this chart to pre-victimize a few poor schlubs.

# Minor Magic Items

1. BENFRO'S ROPE – 50' silk rope that unties itself with a command word.
2. DAGGER +0, +1 vs. Kobolds – Counts a magical for all the usual stuff.
3. ROD OF DOWSING – Points towards nearest water source 1/day.
4. GOBLIN PLAYING CARDS – A marked deck that appears normal but the marks on the back of the cards are easily read by anyone with infravision.
5. DECANTER OF UNALLA – Shatters if poison is introduced into it.
6. RUNEWAND OF SPELL STORAGE – Will hold one first level magic-user spell cast into it.
7. ELECTRO-ARROWS (d6) - +1 damage, electrical. Easily ignites oil, flammable gases, etc.
8. PURLOIN-PROOF PURSE – Half chances to be pickpocketed. Holds up to 25 coins of encumbrance.
9. POTION OF NOURISHMENT – A week's supply of nutrition in two gulps. Tastes horrible.
10. SHINY SHIELD - +2 saves vs. petrification. Only works when polished and clean.
11. POWDER OF QILLAI (pouch of d6 doses) – When thrown on campfire lycanthropes must save vs. magic to attack campers. Lasts until dawn. Fire burns blue.
12. SCARLET CLOAK – Will absorb all damage from a single fire-based attack, but is consumed by the flame.
13. THEGRAK'S STONE – Ordinary looking stone, suitable for skipping across water, etched with a single rune. Owner immune to ghoulish paralysis as long as stone is next to skin.
14. DRAGONSCALE CODPIECE – AC0 and +2 saves, groin only.
15. FEY FAN – Plant growth once/day. Only works in moonlight.
16. ZOMBIE WHISTLE – Turn zombies as cleric of your level once/day. Loud enough to cause wandering monster check.
17. MOUNTEBANK'S QUILL – Ink disappears 24 hours after use.
18. GLOVES OF GRIPPING – User cannot be disarmed in combat. Only works with swords.
19. VILE VIOL – Charm Rat 3/day.
20. CRYSTAL OVOID – Clairvoyance 1/day but 1 in 6 chance of misinformation.

# Loot Storage Alternatives

Not every monster keeps its loot in a boring old treasure chest, you know.

-Roll a d20-

1. IRON FROG – Hinged mouth gives access to the goodies.
2. REED BASKET(S) – 1 in 6 chance also contains dirty laundry.
3. GRECIAN AMPHORA – 2 in 6 chance decorated with lewd scenes.
4. OLD WINE BARREL – They probably drank the wine first unless the treasure is small and waterproof.
5. MALODOROUS COFFIN – 2 in 6 chance contains a skeleton wearing a Dracula cape in addition to the gold.
6. WOODEN CRATE(S) – Packed neatly in straw. Maybe the monsters were getting ready to move?
7. WHEELBARROW – How thoughtful!
8. BUCKET(S) – Take your pick of rusty or wooden.
9. STUFFED IN MATTRESS – 4 in 6 chance for bedbugs.
10. FAKE MIMIC – Standard chest with carved eyes (shut as if asleep) and fangs where the lid and box meet.
11. UNDER THE DUNGHEAP – Hopefully in a bag or something.
12. CAULDRON WITH LID – Surely no one would trap a cooking pot, right?
13. PAINTED BOX – Hieroglyphics declare a curse upon robbers. Probably hooey. Probably.
14. NEATLY ARRANGED ON SHELVES IN CLOSET – Closet door undoubtedly locked.
15. GRINNING SKULL CHEST – Standard chest with decorative skull latch/lock.
16. PILED HIGH ON TABLE – The PCs barged in on poker night.
17. GIANT PLASTIC EASTER EGG(S) – Pulls apart into two halves.
18. IN A POOL OF WATER – 2 in 6 chance of piranha, electric eels, etc.
19. LARGE PIGGY BANK – Must be broken to get the loot.
20. INTRICATE PUZZLE BOX – Give the players a Rubik's Cube and make 'em solve it to get the loot. I dare you.

# Easy Sleazy Ready-to-Rock Treasures

**-Roll a d20 and consult the appropriate subchart-**

## **Hoard Type VIII – T**

- 1-11.** Sorry, dude. No treasure here.
- 12.** One scroll: protection vs. elementals
- 13.** Two scrolls: treasure map to 17,000gp, MU scroll (*confusion, remove curse, telekinesis*)
- 14.** Three scrolls: protection vs. undead, 2x protection vs. magic
- 15.** Four scrolls: protection vs. undead, MU scroll (*knock, locate object*), protection vs. lycanthropes, cursed scroll (appears to be an MU scroll of *fireball*, but inscription is flawed and when cast effect centers on caster)
- 16.** One scroll: MU scroll (*phantasmal forces*)
- 17.** Two scrolls: cleric scroll (*detect lie*), protection vs. undead
- 18.** Three scrolls: protection vs. lycanthropes, MU scroll (*invisibility, 10' radius*), cursed scroll (reader save vs. spells or mind-switched with nearest mule)
- 19.** Four scrolls: treasure map to 23,000gp & 16 gems, MU scroll (*dispel magic*), MU scroll (*light, mirror image, fireball, feeblemind*), protection vs. lycanthropes
- 20.** Two scrolls: MU scroll (*ESP, polymorph other*), protection vs. magic

## **Hoard Type IX – S**

- 1-11.** Not a dang thing.
- 12.** Eight potions: 2x invisibility, ESP, 2x diminution, healing, white dragon control, giant strength
- 13.** Six potions: delusion (appears to be plant control), heroism, clairvoyance, black dragon control, blue dragon control, healing
- 14.** Three potions: climbing, gaseous form, clairvoyance
- 15.** Four potions: invisibility, water breathing, flying, ESP
- 16.** Five potions: 2x invulnerability, treasure finding, giant strength, clairvoyance
- 17.** Three potions: diminution, heroism, super-heroism
- 18.** Five potions: speed, halfling control, climbing, amphibian & reptile control, gaseous form
- 19.** Seven potions: healing, gnome control, giant strength, extra-healing, treasure finding, healing, invulnerability
- 20.** Five potions: philtre of love, healing, giant strength, speed, flying

## **Hoard Type X – R**

- 1.** 1,000gp; 18 gems (15x 25gp; 3x 50gp); 1 jewel (1,200gp)
- 2.** 2,100pp
- 3.** 2,000gp; 1,900pp
- 4.** 2,200pp; 10 gems (50gp; 3x 75gp; 3x 250gp; 3x 1,000gp)
- 5.** 3,000gp; 2,800pp; 14 gems (6x 10gp; 6x 75gp; 2x 250gp); 4 jewels

(100gp; 300gp; 700gp; 1,300gp)

**6.** 15 gems (5x 50gp; 5x 250gp; 5x 1,000gp); 4 jewels (20gp; 30gp; 1,000gp; 1,700gp)

**7.** 4,000gp; 12 gems (4x 10gp; 4x 25gp; 4x 250gp); 8 jewels (40gp; 2x 60gp; 500gp; 600gp; 700gp; 800gp; 900gp)

**8.** No treasure here.

**9.** 5,000gp; 8 gems (10gp; 25gp; 5x 50gp; 75gp); 9 jewels (20gp; 300gp; 500gp; 600gp; 2x 800gp; 2x 1,300gp; 1,400gp)

**10.** 1,400pp; 15 gems (5x 25gp; 5x 50gp; 5x 1,000gp)

**11.** 6,000gp; 9 gems (3x 10gp; 3x 50gp; 3x 100gp)

**12.** 1,400pp; 11 gems (6x 25gp; 5x 100gp); 12 jewels (30gp; 300gp; 400gp; 500gp; 700gp; 2x 800gp; 3x 1,000gp; 1,100gp; 1,300gp)

**13.** 7,000gp; 2,200pp; 6 gems (2x 25gp; 2x 75gp; 2x 100gp)

**14.** 12 gems (3x 10gp; 3x 25gp; 3x 500gp; 3x 1,000gp) ; 1 jewel (400gp)

**15.** 8,000gp; 8 gems (4x 10gp; 4x 500gp)

**16.** 8 jewels (70gp; 200gp; 700gp; 900gp; 1,000gp; 1,100gp; 1,300gp; 1,500gp)

**17.** 4,000gp

**18.** 3,300pp

**19.** 5,000gp

**20.** A big fat pile of nothing.

### **Hoard Type XI – Q**

**1-12.** No treasure for you!

**13.** 1 gem (250gp)

**14.** 2 gems (25gp; 250gp)

**15.** 3 gems (25gp; 75gp; 750gp)

**16.** 3 gems (10gp; 2x 250gp)

**17.** 4 gems (25gp; 100gp; 250gp; 500gp)

**18.** 4 gems (2x 50gp; 75gp; 750gp)

**19.** 5 gems (2x 10gp; 50gp; 2x 250gp)

**20.** 6 gems (10gp; 25gp; 2x 50gp; 250gp; 1,000gp)

### **Hoard Type XII – P**

**1-13.** Not a penny.

**14.** 8,000sp

**15.** 3,000sp

**16.** 4,000ep

**17.** 4,000sp

**18.** 1,000sp; 2,000ep

**19.** 6,000sp; 2,000ep

**20.** 3,000ep

### **Hoard Type XIII – O**

**1-13.** No loot? Aw, man.

**14.** 3,000cp

**15.** 4,000sp

- 16. 1,000sp
- 17. 4,000cp, 4000sp
- 18. 1,000cp
- 19. 2,000cp
- 20. 1,000cp

### **Hoard Type XIV – I**

- 1. 400pp
- 2. 11 gems (100gp; 5x 250gp; 5x 750gp); 3 jewels (10gp; 30gp; 500gp)
- 3. 6 gems (6x 10gp); 2 jewels (10gp; 700gp)
- 4. 3 gems (10gp; 25gp; 75gp); ring of animal command
- 5. 11 gems (5x 25gp; 5x 50gp; 750gp)
- 6. 10 gems (5x 25gp; 5x 100gp); 9 jewels (20gp; 30gp; 100gp; 200gp; 2x 400gp; 600gp; 800gp; 1,100gp)
- 7. 12 jewels (2x 20gp; 40gp; 100gp; 300gp; 500gp; 600gp; 700gp; 800gp; 1,200gp; 1,400gp; 1,600gp)
- 8. 7 gems (3x 75gp; 3x 100gp; 500gp); 11 jewels (30gp; 40gp; 50gp; 100gp; 700gp; 1,000gp; 3x 1,100gp; 1,200gp; 1,300gp)
- 9. 10 gems (5x 10gp; 5x 250gp)
- 10. 2 gems (50gp; 500gp)
- 11. 5 jewels (30gp; 400gp; 500gp; 800gp; 1,000gp)
- 12. 700pp; 5 gems (2x 25gp; 3x 50gp); shortsword +2,+3 vs. regenerating creatures
- 13. 10 gems (5x 10gp; 5x 500gp); 7 jewels (2x 40gp; 100gp; 300gp; 800gp; 900gp; 1,000gp); scroll vs elementals (flawed: doesn't work against fire elementals)
- 14. 800pp; 11 gems (2x 10gp; 25gp; 2x 50gp; 2x 75gp; 100gp; 250gp; 2x 500gp)
- 15. 600pp
- 16. potion of clairvoyance
- 17. 600pp
- 18. 600pp; 8 jewels (20gp; 50gp; 3x 200gp; 400gp; 500gp; 1,500gp)
- 19. 8 jewels (10gp; 50gp; 200gp; 400gp; 500gp; 700gp; 1,100gp; 1,400gp)
- 20. Move along, no treasure to see here.

### **Hoard Type XV - H**

- 1. 15,000cp; 87,000sp; 40,000ep; 10,000gp; 50 gems (8x 10gp; 8x 25gp; 7x 50gp; 8x 75gp; 7x 100gp; 5x 250gp; 3x 500gp; 2x 750gp; 2x 1,000gp); potion of longevity; potion of clairvoyance; staff of the serpent; scroll vs. lycanthropes; treasure map to 21,000gp; MU scroll (*move earth*)
- 2. 82,000sp; 30,000gp; 20 jewels (2x 10gp; 30gp; 40gp; 2x 50gp; 100gp; 300gp; 2x 400gp; 600gp; 800gp; 1,000gp; 1,100gp; 3x 1,200gp; 1,300gp; 1,400gp; 1,600gp)
- 3. 91,000sp; 40,000gp
- 4. 42,000sp; 10 gems (4x 25gp; 3x 50gp; 250gp; 2x 750gp)
- 5. 23,000sp; 80,000ep; 20,000gp; 10 gems (3x 25gp; 6x 50gp; 100gp);

- 30 jewels (5x 10gp; 5x 40gp; 5x 100gp; 5x 500gp; 5x 900gp; 5x 1,200gp)
- 6.** 70,000ep; 20,000gp; 20 gems (5x 10gp; 5x 25gp; 5x 75gp; 5x 100gp)
- 7.** 100,000sp; 20 gems (3x 10gp; 3x 25gp; 3x 50gp; 3x 75gp; 3x 100gp; 2x 250gp; 500gp; 750gp; 1,000gp)
- 8.** 12,000cp; 10 gems (2x 10gp; 2x 25gp; 50gp; 2x 75gp; 100gp; 250gp; 750gp); 20 jewels (4x 30gp; 2x 60gp; 4x 300gp; 10x 800gp); shield -1; scroll vs. magic; MU scroll (*fireball*, *plant growth*); sword +2; 7x crossbow bolt +1; potion of clairaudience
- 9.** 89,000sp; 70 gems (10x 10gp; 10x 25gp; 10x 50gp; 15x 100gp; 25x 250gp); 30 jewels (5x 10gp; 5x 20gp; 30gp; 5x 70gp; 6x 400gp; 500gp; 700gp; 5x 900gp; 1,300gp)
- 10.** 68,000sp; 30,000gp; 60 gems (10x 25gp; 5x 50gp; 15x 75gp; 10x 750gp; 20x 1,000gp); 40 jewels (4x 20gp; 2x 30gp; 6x 40gp; 2x 200gp; 2x 400gp; 4x 500gp; 2x 600gp; 8x 1,000gp; 6x 1,100gp; 2x 1,200gp; 2x 1,300gp)
- 11.** 50,000sp; 50 gems (15x 10gp; 10x 25gp; 15x 75gp; 5x 500gp; 5x 750gp)
- 12.** 91,000sp; 30,000ep; 1,400pp
- 13.** 80,000ep; 70 jewels (10x 30gp; 10x 40gp; 15x 400gp; 20x 600gp; 5x 900gp; 5x 1,000gp; 5x 1,100gp); sword +1; MU scroll (web); scroll vs. undead; spear +1; longbow +1; potion of invisibility
- 14.** 6,000cp; 91,000sp; 20,000ep; 40,000gp; 10 gems (2x 10gp; 2x 25gp; 2x 50gp; 3x 100gp; 750gp)
- 15.** 40,000gp; 1,500pp; 50 jewels (5x 10gp; 5x 20gp; 5x 30gp; 5x 100gp; 5x 400gp; 5x 800gp; 5x 900gp; 5x 1,100gp; 5x 1,200gp; 5x 1,500gp)
- 16.** 17,000cp; 10,000ep; 20,000gp; 1,400pp
- 17.** 20,000ep; 30,000gp; 1,500pp; 20 jewels (10gp; 2x 20gp; 30gp; 50gp; 80gp; 200gp; 300gp; 400gp; 2x 500gp; 700gp; 800gp; 1,000gp; 2x 1,100gp; 1,500gp; 2x 1,200gp; 1,700gp); shield +1; potion of elf control; scroll vs. lycanthropes
- 18.** 10,000gp; 1,300pp; 80 jewels (8x 20gp; 4x 30gp; 13x 40gp; 4x 200gp; 4x 400gp; 8x 500gp; 4x 600gp; 700gp; 16x 1,000gp; 12x 1,100gp; 1,200gp; 1,300gp)
- 19.** 18,000cp; 66,000sp; 20,000gp; 1,600pp; 50 gems (16x 10gp; 21x 25gp; 50gp; 75gp; 100gp; 10x 500gp)
- 20.** What? This dragon has no treasure?! What the hell is going on here?

### **Hoard Type XVI – G**

- 1.** 400pp; 8 jewels (10gp; 2x 30gp; 2x 40gp; 400gp; 800gp; 1,500gp)
- 2.** 200pp; 12 gems (2x 10gp; 50gp; 2x 75gp; 100gp; 5x 250gp; 750gp)
- 3.** 10,000gp; 300pp; 9 gems (25gp; 3x 75gp; 2x 100gp; 250gp; 500gp; 1,000gp); 1 jewel (1,000gp); padded armor +1; shield +1; shortbow +1; wand of negation (17 charges); sword +1 (Wish Blade); bag of devouring; scroll vs. lycanthropes
- 4.** 100pp; 9 jewels (10gp; 50gp; 2x 60gp; 300gp; 800gp; 2x 1,100gp; 1,200gp); MU scroll (*water breathing*, *teleport*); MU scroll (*hold monster*); scroll vs. undead; wand of magical missiles (19 charges); hand

axe +1; sword +1

**5.** 300pp; cleric scroll (*silence 15' radius, animal growth*); scroll vs. undead; scale mail -2; spear +2; potion of hill giant control; potion of white dragon control

**6.** 3 gems (25gp; 50gp; 75gp); 9 jewels (20gp; 40gp; 50gp; 70gp; 500gp; 800gp; 1,000gp; 2x 1,300gp)

**7.** 60,000gp; dust of appearance (20 doses); dagger +2, +3 vs. goblins & dopplegangers; potion of invisibility; staff of healing; potion of fire giant control; scroll vs. lycanthropes

**8.** 30,000gp

**9.** 30,000gp

**10.** 50,000gp; 8 gems (2x 10gp; 2x 25gp; 50gp; 100gp; 2x 250gp)

**11.** 60,000gp; 2 gems (25gp; 250gp)

**12.** 20,000gp; 300pp

**13.** 50,000gp; 100pp; 2-handed sword +1 (locates objects); potion of delusion (flying); sword +1; scroll vs. lycanthropes; scroll vs. undead; treasure map to 5 gems & 11 jewels

**14.** 10,000gp; 6 gems (10gp; 25gp; 2x 50gp; 100gp; 250gp)

**15.** 20,000gp; 100pp

**16.** 50,000gp

**17.** potion of giant strength; potion of flying; scroll vs. elementals; MU scroll (*haste, feeblemind*); dagger +1; platemail +2; shield +3

**18.** 200pp

**19.-20.** No treasure.

### **Hoard Type XVII – F**

**1.** 16,000sp; 5,000ep; 12,000gp

**2.** 10,000gp; 23 gems (5x 10gp; 3x 25gp; 3x 50gp; 3x 75gp; 4x 100gp; 2x 250gp; 500gp; 750gp; 1,000gp); boots of levitation; potion of ESP; MU scroll (*shield, polymorph self*); scroll vs. elementals; treasure map to 1 magic item

**3.** 15 gems (5x 50gp; 5x 250gp; 5x 1,000gp); 8 jewels (2x 10gp; 2x 700gp; 4x 1,100gp)

**4.** 4,000gp; wand of illusion (10 charges); potion of giant strength; cleric scroll (*insect plague, symbol*); MU scroll (*plant growth*); treasure map to 19 gems & 2 magic items

**5.** 300pp

**6.** 16 gems (6x 10gp; 10x 75gp); amulet vs. crystal balls & ESP; ring of fire resistance; potion of fire giant control; scroll vs. lycanthropes; scroll vs. elementals

**7.** 400pp

**8.** 3,000ep; 7,000gp

**9.** 12,000sp

**10.** 10,000sp

**11.** 400pp; ring of fish command; potion of super-heroism; scroll vs. elementals; scroll vs. undead; scroll vs. magic

**12.** potion of invisibility; potion of heroism; potion of invulnerability; scroll

vs. undead; MU scroll (clairvoyance, invisibility 10' radius)

**13.** potion of levitation; potion of giant strength; potion of extra-healing; treasure map to 17,000gp; treasure map to 3 magic items & 1 potion

**14.** 9,000gp

**15.** 4,000ep; 7,000gp; 100pp; 19 gems (7x 25gp; 11x 75gp; 100gp)

**16.** 2,000ep; 7,000gp; 13 gems (6x 10gp; 4x 50gp; 2x 75gp; 100gp); 8 jewels (2x 40gp; 6x 900gp)

**17.** 1,000gp; 400pp

**18.** 6,000ep; 5,000gp

**19.-20.** A disturbing lack of treasure.

### **Hoard Type XVIII – E**

**1.** 1,000ep

**2.** 3,000sp; 3,000gp; 2x sword +1; scroll vs. undead; cleric scroll (*resist cold, 2x snake charm, resist fire, animate dead, continual light, dispel evil*)

**3.** 9,000sp; 3,000ep; 6 gems (2x 10gp; 75gp; 100gp; 250gp; 500gp); 1 jewel (75gp)

**4.** 5,000cp; 4,000sp

**5.** 6 jewels (2x 20gp; 300gp; 500gp; 1,400gp; 1,700gp)

**6.** 5,000sp; wand of magical missiles (4 charges); cursed scroll (summons hostile efreeti); cleric scroll (continual light); treasure map to magic item

**7.** gauntlets of ogre power; sword +1 (Flame Tongue); shield +1; treasure map to 19,000gp

**8.** shortsword +1, +3 vs. undead; chainmail +2; scroll vs. lycanthropes; treasure map to 3 magic items & 1 potion

**9.** 3,000cp; 4,000sp; 1,000gp; 3 gems (10gp; 25gp; 750gp)

**10.** 1,000gp; 7 gems (10gp; 25gp; 75gp; 2x 100gp; 500gp; 750gp)

**11.** 3,000sp; 6,000gp

**12.** 1,000gp; potion of flying; potion of levitation; shield -1; treasure map to 19,000gp

**13.** 1,000ep; 1,000gp; 2-handed sword +2; ring of protection +1; sword +1, +2 vs. lycanthropes; treasure map to 3 magic items, 1 potion & 1 scroll

**14.** 1,000sp; 2,000ep

**15.-20.** No treasure.

### **Hoard Type XIX – D**

**1.** 8,000gp; 4 jewels (50gp; 400gp; 500gp; 1,000gp)

**2.** 1,000gp; 5 jewels (60gp; 400gp; 700gp; 2x 800gp)

**3.** 6,000gp

**4.** 2,000gp; 5 gems (3x 25gp; 50gp; 500gp)

**5.** potion of ESP; potion of elf & human control; potion of clairaudience; potion of gaseous form

**6.** 4,000cp; 3,000gp

**7.** 7,000sp; 3 gems (10gp; 2x 100gp); 2 jewels (40gp; 200gp)

**8.** 1,000sp; 4,000gp; 2 gems (75gp; 250gp); battle axe +1; scroll vs. lycanthropes; potion of clairvoyance; potion of gaseous form

**9.** 6 jewels (40gp; 60gp; 400gp; 500gp; 600gp; 1,400gp); scroll vs.

elementals; potion of healing; potion of plant control; potion of mammal control

10. 6,000sp; 5,000gp; 2 gems (10gp; 50gp)
11. 6 gems (25gp; 3x 50gp; 75gp; 750gp); 2 jewels (300gp; 1,300gp)
12. 6,000gp; 1 jewel (30gp)
13. 6 gems (10gp; 50gp; 2x 75gp; 250gp; 1,000gp)
14. 6,000cp; 7,000gp; 5 gems (50gp; 75gp; 100gp; 250gp; 1,000gp)
15. 5,000gp; 5 gems (50gp; 75gp; 2x 250gp; 750gp); 4 jewels (10gp; 20gp; 500gp; 800gp)
16. 8,000gp; 3 jewels (40gp; 800gp; 1,300gp)
- 17.-20. Bummer. You fought those monsters for nothing.

### **Hoard Type XX – C**

- 1.-6. Not even one lousy copper piece.
7. 8,000cp
8. 2,000sp; 2 gems (50gp, 75gp); 1 jewel (700gp)
9. 3,000sp; potion of invulnerability; sword +1
10. 8,000cp; 5,000sp; 1 gem (750gp)
11. 6,000ep; scroll vs. magic
12. 3 jewels (500gp; 900gp; 1,000gp)
13. 2 jewels (30gp; 500gp)
14. 4,000cp
15. 6,000sp; 3,000ep; 3 gems (10gp; 75gp; 1,000gp)
16. 3,000cp
17. sword +2; potion of giant strength
18. 1,000sp; 4 jewels (400gp; 500gp; 1,000gp; 1,100gp)
19. 10,000cp; 1,000ep; 1 gem (10gp)
20. 4,000sp

### **Hoard Type XXI – B**

1. 4,000cp; arrow +1
2. 4,000ep; 4 jewels (10gp; 2x 800gp; 900gp)
3. 8,000cp; 2,000ep
4. 3 gems (50gp; 75gp; 250gp)
5. 7,000cp
6. 4,000gp; 3 gems (25gp 75gp; 500gp); 2 jewels (20gp; 600gp)
7. 5 gems (2x 10gp; 50gp; 75gp; 100gp); sword +1, +2 vs. spellslingers
8. 3,000gp; 1 gem (25gp)
9. 9,000cp
- 10.-12. What kind of jerk hides the 'no treasure' result in the middle of the chart?
13. 8,000cp
14. 3,000ep; 3 gems (25gp; 50gp; 250gp); 3 jewels (2x 300gp; 700gp)
15. 4,000sp; 4 gems (10gp; 100gp; 250gp; 750gp)
16. 6,000cp; 2,000sp; 1,000ep; 1 jewel (30gp)
17. 1,000sp; 2,000ep
18. 4,000cp; 2,000gp

- 19. 6,000cp; 3,000sp; 3,000ep; 1,000gp; shield +2
- 20. 4,000cp

### **Hoard Type XXII – A**

- 1. potion of heroism; sword +1, light 30' radius; ring of command human
- 2. 12,000gp; 25 gems (10gp; 4x 25gp; 12x 75gp; 8x 250gp)
- 3. 5,000cp; 1,000sp
- 4. 3,000sp; 4,000gp; 24 gems (8x 10gp; 5x 25gp; 2x 50gp; 4x 75gp; 3x 100gp; 250gp; 1,000gp)
- 5. 4,000sp; 21 gems (4x 25gp; 2x 75gp; 8x 100gp; 5x 250gp; 750gp); 22 jewels (3x 70gp; 3x 200gp; 15x 800gp; 1,200gp); shortsword +1, +2 vs. lycanthropes; MU scroll (*feeblemind*); wand of paralyzation (13 charges)
- 6. 2,000cp; 1,000ep
- 7. 300pp; 23 gems (2x 10gp; 25gp; 7x 50gp; 2x 75gp; 11x 100gp)
- 8. 2,000ep; 8,000gp; 200pp; 35 gems (4x 50gp; 3x 100gp; 5x 250gp; 6x 500gp; 17x 750gp); 25 jewels (3x 80gp; 5x 200gp; 8x 700gp; 9x 1,200gp)
- 9. 7,000cp; 4,000ep; 5,000gp; 19 gems (3x 10gp; 4x 50gp; 3x 75gp; 9x 100gp); 32 jewels (3x 60gp; 6x 300gp; 16x 400gp; 5x 800gp; 2x 900gp)
- 10. 100pp
- 11. 8,000cp; 2,000gp; 14 gems (6x 10gp; 5x 25gp; 3x 1,000gp); 25 jewels (9x 20gp; 2x 40gp; 500gp; 600gp; 4x 1,000gp; 3x 1,200gp; 5x 1,600gp)
- 12. 5,000cp; 4,000gp; 26 jewels (5x 10gp; 3x 20gp; 2x 40gp; 6x 1,000gp; 7x 1,300gp; 3x 1,400gp)
- 13. 17 gems (7x 10gp; 3x 25gp; 50gp; 4x 100gp; 2x 250gp)
- 14. ring of fire resistance; two-handed sword +1; elven cloak
- 15. 6,000ep
- 16. ring of protection +2; sword +1; potion of extra-healing
- 17. 2,000sp; 3,000ep; 4,000gp; 21 gems (6x 25gp; 9x 75gp; 5x 100gp; 500gp); 30 jewels (9x 10gp; 2x 30gp; 4x 100gp; 400gp; 5x 600gp; 3x 800gp; 4x 1,100gp; 2x 1,300gp)
- 18. 7,000cp; 24 gems (8x 10gp; 2x 50gp; 11x 75gp; 3x 1,000gp); 26 jewels (12x 20gp; 40gp; 8x 60gp; 500gp; 800gp; 3x 900gp)
- 19. 10,000gp; 27 gems (9x 25gp; 3x 75gp; 7x 100gp; 2x 250gp; 5x 500gp; 1,000gp); 15 jewels (4x 600gp; 2x 800gp; 3x 900gp; 3x 1,300gp; 3x 1,400gp)
- 20. 400pp; 21 jewels (6x 100gp; 2x 700gp; 5x 800gp; 8x 1,400gp); two-handed sword +1, flame tongue; sword +1; wand of detecting magic (8 charges)

## Other Sources for Awesome Random Charts

- **Age of Fable**, <http://tinyurl.com/ddrff4>
- **Abulafia**, <http://tinyurl.com/abulafia>
- the various **Arduin Grimoires**, Dave Hargrave, Grimoire Games (reprinted by Emperor's Choice)
- **Best of the Dragon**, volume I, various authors, TSR Periodicals (Paizo.com may have some copies for sale)
- **Book of Tables**, various authors, Gamescience
- the various **Central Casting** books, Paul Jaquays, Task Force Games
- **City Encounters**, Matthew Finch, Mythmere Games
- the **Thirty-Sided** books, various authors, The Armory
- **Dungeon Masters Guide**, Gary Gygax, TSR Hobbies
- **Fight On!** magazine, various authors, Ignatius Umlaut
- **HackMaster GameMaster's Guide**, various authors, Kenzer and company
- **Kellri's Blog**, <http://kellri.blogspot.com/>
- **Knockspell** magazine, various authors, Matt Finch
- various **Mazes & Minotaurs** books, Olivier Legrand and others, Legendary Games Studio
- **The Random Esoteric Creature Generator for Classic Fantasy Role-Playing Games and Their Modern Simulcra**, James Edward Raggi IV, Lamentations of the Flame Princess (new edition by Goodman Games)
- **Ready Ref Sheets**, Bob Bledsaw, Judges Guild (PDF at [RPGnow.com](http://RPGnow.com))
- **Supplement V: Carcosa**, Geoffrey McKinney (self-published)
- **Toolbox**, various authors, AEG (a d20 product, but don't let that scare you off!)