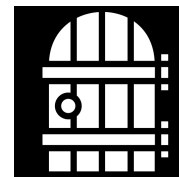


# One Page

A Random Table for Fantasy Gaming  
Number Twenty-Four : Dungeon Architecture  
More One Page tables



|    |   |    |  |
|----|---|----|--|
| 1  | This gigantic statue depicts a kneeling warrior holding a sword, point down. Pressing the decorative markings on the sword's hilt and the guard in a specific order opens the hidden tomb beneath the statue.           | 11 | Many round, three-inch holes pierce the walls, floor and ceiling of this room, each extending as far as the eye can see. Anything dropped into one hole randomly reappears from another, moving much must faster.                                |
| 2  | Someone has carved arrows into the walls of this complex maze of rooms and corridors. They lead anyone that follows them along the most dangerous route through the area.   | 12 | Three vertical shafts pierce the ceiling of this chamber, extending up and out of sight. An iron grate covers the near end. Occasionally, dim light flickers down the shaft.   |
| 3  | Foot-wide holes that vary in depth cover this corridor's floor, making it extremely difficult to cross this area. The illusion of a normal floor covers all the holes.  | 13 | Rusty, upward-pointing iron spikes line the walls of this wide corridor. Skulls and heads in various stages of decay are impaled on some of these spikes.  |
| 4  | Stone shelves, solid and immovable, cover one entire wall of this chamber. The shelves form an improvised ladder, and there is a secret tunnel built into the ceiling overhead.   | 14 | A huge stone slab forms a bridge across a deep chasm. It seems sturdy, but the edge of the chasm is weak. There's a one in ten chance the slab will fall each time someone crosses it.   |
| 5  | Dozens of slick and glistening stalactites and stalagmites fill this huge natural grotto. Reflected light, narrow gaps, confining stone columns, and slick floors create a confusing maze of twisting natural passages. | 15 | This ornate stairway is long past its prime, the intricate carvings and scrollwork on the banister destroyed by time and damp. Its treads are made from pale marble shot through with veins of gold. They're worth a lot if they can be removed. |
| 6  | The invisible floor in this room reveals a water-filled pit far below. Crossing the chamber is a nerve-wracking experience, made worse by the fact that the floor shakes when crossed.                                  | 16 | Six empty niches line this hallway, each one a few feet tall. The statues they once held were removed long ago. Restoring all the statues opens a secret chamber in a nearby room.   |
| 7  | Blue-white fire rises from the stone bowl atop a thick, carved pillar, providing brilliant illumination. The flames are fed by a magical source, and cannot be extinguished.  | 17 | A massive outcrop of native stone juts into this room. It's covered in crude writing: insults, slogans and such. One bit of doggerel describes a horrible creature that lives nearby.  |
| 8  | A carved stone tree serves as a central pillar in this large, circular chamber. The tree is hollow, and stairs within lead to a lower level. Peepholes in the trunk give a good view of the room to anyone inside.      | 18 | The walls of this small chamber are made from human bones and skulls held in place with black-dyed mortar. The skulls emit faint whispering sounds, caused by air passing through carefully concealed holes in the wall.                         |
| 9  | Many small holes pierce the domed ceiling of this chamber. They carry any sound to distant areas of the complex.  | 19 | There is a gigantic demon face carved in the wall of this chamber. Each eye is a cunningly concealed door leading to secret tunnels.   |
| 10 | There are several iron torch holders sticking out of the floor of this room. One moves on a hidden lever, but the attached mechanism is broken. Tinkering with the exposed switch might fix it.                         | 20 | The pillars that frame this door are engraved with seemingly random rectilinear patterns. If one overlays the patterns atop each other, they form an accurate map of the nearby halls and chambers.  |