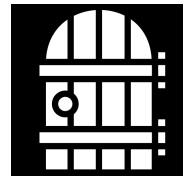


One Page

A Random Table for Fantasy Gaming
Number Twenty Eight : Dungeon Features
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1	Large stones and boulders laid in a carefully arranged pattern cover the floor of this cave. Studying the layout from an elevated position reveals a map of the surrounding area.	11	Dozens of silk-wrapped bundles hang from the ceiling, the desiccated remnants of a giant spider. A time-consuming search might uncover valuables or an ancient treasure map.
2	This extensive cave system has many natural steam vents and hot pools that fill the area with steamy fog. Dungeon denizens use the area as a sauna and treat it as neutral ground.	12	A blue flame that emits no heat flickers atop an octagonal pedestal in the center of a pool of water. It is a fire elemental trapped by a powerful spell.
3	The floor of this steep natural tunnel is covered in a layer of soft, slick mud. Traversing it ends in a one-way trip to the bottom.	13	These caverns wind through flaky white stone. Close examination reveals that this mineral is rock salt, which could be valuable.
4	The wagon in this room is out of place, and it's too big to fit through the door. A careful search will uncover the button that controls a teleportation platform to the surface.	14	The rough gray boulders scattered across the floor are actually fungal growths. They release undetectable spore clouds that cause hallucinations when disturbed.
5	The green crystalline walls in this section of the dungeon are impervious to and reflect any form of elemental energy. The area was once a prison for elementals.	15	An actual torture chamber is a rare find, and this one has all the accoutrements. The equipment is quite valuable, but it's difficult to transport, and buyers are hard to find.
6	This secret chamber contains enormous mechanisms connected to chains and rods that run into small holes in the walls and floors. The control levers on the devices will reset the many sprung traps scattered throughout the area.	16	Numerous portraits depict the same woman's face, but each shows a different expression. The varied mouth positions represent spoken sounds. When strung together in the proper order and spoken aloud, the resulting word opens a magically sealed chamber.
7	The mundane and monstrous trophy heads on the walls of this grand hallway are valuable, but they animate and attack anyone who tries to remove them.	17	Each end of this muddy corridor has slimy steps that lead up to the exit doors. Hidden valves periodically fill the lower part of the hall with water.
8	Polished marble pillars engraved with seemingly random vertical, slanted, and horizontal lines are scattered throughout the complex. The markings indicate the pillar's depth and location within the dungeon.	18	The scattered bones on the floor are the remains of a necromancer's efforts to create stronger skeletons. While they are no longer animated, the bones are almost unbreakable and valuable as crafting materials.
9	The beautiful golden statues that line this ornate hallway come to life as expected, but they do not attack. Instead, they escort those who enter the hall to the other end and then return to their former positions.	19	Water from the cracked ceiling drips steadily onto the thin layer of mud that coats this cavern's floor, obscuring signs of passage in just a few minutes. The silt also makes it difficult to spot the deep, water-filled pits.
10	Bubbling magma flows beneath the iron floor grate of this hot, fume-filled chamber. Anyone who can stand the heat can enchant a weapon using the forge and cauldron in the middle of the room.	20	Two magical statues that depict warriors poised to attack flank a stone chest. The sculptures are a deception; the real trap is a poison gas vent that's triggered when someone opens the chest.