

100 Spooky, Yet Mundane Dungeon Encounters (Fantasy)

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Sometimes you want your players to feel like something dangerous is going on, but in reality it's just a mundane occurrence. Below are 100 spooky and unnerving, yet harmless encounters to intrigue your players! The term "Mundane" is meant here to mean "non-threatening" rather than "non-magical," though some of the results are certainly non-magical. Some results may not be very spooky, but I tried to make many of them interesting enough that a GM could use them to create a mini-quest on the fly if the PCs got really interested in the encounter.

Roll a d100 on the table below to get started!

Roll Result

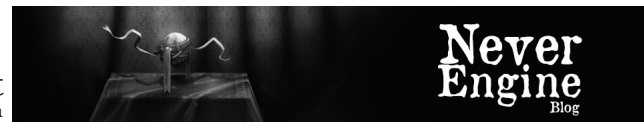
- 1 A bird's nest sits in a crack in the wall. It has three warm eggs inside
- 2 A body hangs by its neck from a chandelier
- 3 A broken weapon lies discarded here. It has been sundered by something of great strength
- 4 A cage containing the bones of a child hangs from the ceiling
- 5 A ceiling tile falls, narrowly missing the party
- 6 A chess board set up in an alcove with a half-finished game laid out
- 7 A chicken pecks at the floor
- 8 A circle of carefully stacked stones have been arranged in the middle of the hallway
- 9 A corpse lies on the floor. The word "SEVEN" has been carved into its skull
- 10 A crudely drawn image of a vulture deeply unsettles the PCs
- 11 A curious rat trails the party
- 12 A dead cow lies on the floor. It is clearly rotten but has no smell
- 13 A deep thumping approaches the party until it sounds like it is in the room with them, then stops
- 14 A delicious dessert sits on a wooden stool
- 15 A faded sign advertising "Hot Meat Pies" leans against the wall
- 16 A frog with a ribbon tied around its neck hops across the floor
- 17 A fungus growing along the floor rapidly dies as the PCs approach it
- 18 A gold chamber pot with still-warm feces
- 19 A group of rats gnaw at the head of an Orc. The body is nowhere to be found
- 20 A head with its lips sewn shut lies on the floor
- 21 A large cobweb hangs in the corner. A PC sees the name of a loved one written in it, but when he looks back the name is gone
- 22 A large spider crawls out of a PC's ear
- 23 A large, flaming spider screeches as it races about. It is soon killed by the flames
- 24 A lone moth flits around a torch. It seems to pass through solid materials and will slowly fade from sight
- 25 A loose stone reveals the bones of a child
- 26 A mask rests on a table. After a moment, it sighs, whispering "You're not perfect", before crumbling into dust

Roll Result

- 27 A pack and its contents lie strewn across the ground
- 28 A pair of glowing lights are visible in the distance, but fade as the PCs approach
- 29 A PC feels a hand in his pouch, but nothing is missing
- 30 A PC finds a slip of paper with his name on it
- 31 A PC finds himself unconsciously flipping a coin and nervously checking the outcome
- 32 A PC has a flash of a vision in which the other PCs are stone statues
- 33 A PC hears a horrid, cacophonous roar which fills his ears and reverberates off the walls. No one else hears this
- 34 A PC hears whispering right behind him, but there is no one there
- 35 A PC splashes into a puddle that was not there an instant before. He is soaked in stale water
- 36 A pigeon lands on a PC's shoulder. It has a message tied to its foot which reads "Trust no one," written in the PC's handwriting
- 37 A rat gnaws at a bone nearby and suddenly a hawk swoops down, grabs it, and vanishes around a corner
- 38 A severed hand covered in stitches lies on the floor
- 39 A sheet of music is pinned to the wall with a dagger
- 40 A shield lies on the ground here, ripped into two pieces by something of immense strength
- 41 A single strawberry grows in a pot of earth
- 42 A skeletal foot seems to be partially embedded into the wall
- 43 A small flower grows in a crack in the floor
- 44 A small ray of light reaches through a crack in the ceiling
- 45 A spider covered in spines scurries away
- 46 A suit of armor crumples to the ground with a human sounding sigh
- 47 A tarnished silver key hangs from a ring on the wall
- 48 A throbbing spider nest the size of a cat is attached to the ceiling. Several spiders run across it
- 49 A timid voice whispers a PC's name before laughing and fading
- 50 A vile liquid bubbles and seeps up from one of the tile-stones
- 51 A wall stone has been shifted, revealing a natural cave entrance
- 52 A zombie with no arms or lower jaw follows the party
- 53 All of the PCs speak in unison "It is done," and feel elated

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Roll Result

- 54 An arrow sticks from a chink in the wall
- 55 An old ring sits in a crack in the floor
- 56 An old trail of blood leads away, as if a body were dragged. It stops suddenly
- 57 Bloody footprints left by a large creature lead down the hall, and slowly fade
- 58 Dried petals of an unidentifiable flower litter the floor
- 59 Hundreds of insects swarm a corpse
- 60 One by one, the lights in the room go out
- 61 One PC has a vision of the other PCs being murdered one by one. The killer wears the PC's face and a smile
- 62 Several headless corpses lie around a chopping block. Their heads are nowhere to be found
- 63 Statues of guards flank a bricked up doorway
- 64 The distinct skittering of tiny paws can be heard for a moment
- 65 The dust is thick in the air here, and the PCs feel the need to cough
- 66 The eyes of a moth-eaten painting lazily follow the PCs
- 67 The floor here is crawling with maggots
- 68 The name of someone dear to one of the PCs is scratched into a wall
- 69 The ground beneath the PCs' feet suddenly becomes extremely sticky
- 70 The lights dim and it appears as if the PCs are moving through a field of stars for a moment
- 71 The party leader gets a whiff of the perfume a loved one used to wear
- 72 The party leader suddenly knows the identity of a killer who committed a crime here long ago
- 73 The PCs can hear heavy breathing
- 74 The PCs feel a sudden chill here
- 75 The PCs find that they have all drawn their weapons unconsciously
- 76 The PCs have been idly talking about an old friend before remembering that they know no one by that name
- 77 The PCs hear the lonely howl of a single wolf
- 78 The PCs hear the sounds of a massive metal blade being dragged across the ground. It slowly fades into the distance regardless of the PCs' actions
- 79 The PCs hear the sounds of drums. Drums, in the deep. They fade as the PCs move
- 80 The PCs suddenly realize that their footfalls have been completely silent for several minutes. As soon as they do so, their footsteps can be heard again
- 81 The remains of an adventurer are pinned to the wall with daggers

Roll Result

- 82 The smell of the sea is overwhelmingly strong in a corner of the room
- 83 The sound of a conversation the PCs had earlier can be clearly heard from behind a door
- 84 The sound of hurried footsteps echo, and suddenly stop
- 85 The sound of shattering pottery echoes from around a corner. If the PCs investigate they find a broken vase and no one in sight
- 86 The sound of singing floats from a doorway and fades
- 87 The torch here seems to be burning a strange color. It returns to normal as soon as the PCs interact with it
- 88 The wall has been carved away, and a large standing stone has been placed in the newly formed alcove. It is covered in strange writing
- 89 There is a box here faintly emitting a sweet aroma. It is filled with decaying fruit
- 90 There is a desk and a pair of chairs here. One of the chairs is covered in dried blood
- 91 There is a locked box here, filled with tiny slips of paper with names on them. Approximately half the names are crossed out
- 92 There is a pile of teeth here
- 93 There is a scroll here describing the trial and messy execution of one of the PCs
- 94 There is an empty net here on the ground, ripped and torn to shreds
- 95 Thin metallic shavings form an intricate pattern in the floor
- 96 Two ancient corpses embrace one another
- 97 Two cats chase each other and run past the PCs
- 98 Water drips slowly from the ceiling, but it distinctly smells like blood
- 99 What appears to be the carcass of a rat lies on the floor. As the PCs approach, it suddenly springs into action and darts away
- 100 When a PC steps on a certain stone he hears a click, but nothing happens