

Spicing Up Stairways

A table for adding some life to your tired old dungeon stairways. Suggested 1in6 or 2in6 chance for a roll on this table each time a stairway is used, but it's your dungeon so use more or less. Add-on to the list as you see fit.

d00

- 01-03: Pit**, All Pits (d6) 1-3: 10', 4,5: 20', 6: 30' in depth. These things never grow old.
- 04: Spiked Pit**, roll 1d6 for extra damage. On a 6 roll again and add (result -1) to 6.
- 05: Poison-spiked Pit**, as above then save or die. Someone really wants these intruders dead.
- 06: Flooded Pit**, last time I checked armor still doesn't float. At all.
- 07: Crusher Pit**, prepare to become dungeon graffiti.
- 08: Holding Pit**, snaps shut and can't be opened normally. Somewhere a dinner bell rings.
- 09: Bottomless Pit**, depth as above but use 6d6. Or more. How bottomless do you want it?
- 10: Double Pits**, there's another pit waiting to be sprung. Maybe these things do grow old.
- 11-12: Sleep Gas**, All Gas is invisible, slow-acting vapor. Canaries are immune to the stuff.
- 13-14: Poison Gas**, shoulda rolled up a Canary.
- 15-16: Rotting Gas**, lose one hit per hour until face falls off.
- 17-18: Delirium Gas**, adventurers become acid-tripping hippies.
- 19-20: Maddening Gas**, acute paranoia, violence, that bastard Hobbit is out to get you!
- 21-23: Darts**, All Dart volleys cause 3d3 damage in a wide cone. Unarmored victims take +3.
- 24-25: Poison Darts**, adding insult to injury since 1974.
- 26: Acid Darts**, deals 4d3 instead. Armored victims start rolling item saves.
- 27: Capturing/Crushing Ceiling**, adventurers become trapped and prepare for pain.
- 28: Capturing/Crushing Walls**, as above but ever so slightly more forgiving. Or not.
- 29: Capturing/Crushing Ceiling w/ Spikes**, a masterpiece of dungeon engineering.
- 30: Capturing/Crushing Walls w/ Spikes**, are all the pointy things really necessary here?
- 31: Capturing/Flooding**, there's a drain/fill valve hidden somewhere...right?
- 32: Capturing/Feeding**, in 1d6 turns something big and hungry shows up. Or slithers in.
- 33-35: Alarm**, the arrival of the party to the next level is loudly announced.
- 36-37: Flaming Oil**, jets of slippery oil, ignited in a fireball, thick smoke, roasted intruders.
- 38: Spider-Blower**, large fan sends clouds of upset black widows right at the poor delvers.
- 39: Snake-Ejector**, with a click hidden panels open and drop one angry asp on each character.
- 40: Scorpion-Bomb**, down the steps rolls a sphere with a lit fuse. Boom! Scorpion surprise!
- 41-43: Slide**, All Slides incorporate steps that rotate into a slippery ramp. Quite ingenious.
- 44: Slide to Pit Below**, if the buggers won't trip my trap I'll send them into it! Pick a Pit.
- 45: Slide and Hollywood Trap**, yep – a boulder is rolling down the slide behind ya.
- 46: Slide to Monster**, some enterprising young Monster has set up shop at the bottom.
- 47-48: Greased**, tarnation! some fool done greased this stairway with pig-fat.
- 49-50: Chute**, All Chutes deposit intruders deeper into the dungeon. 1d3+1 levels works.
- 51: Chute to Holding Cell**, maybe something will come check soon. Maybe not.
- 52: Chute to Pool**, for fun toss in piranhas or crocodiles.
- 53: Chute to Trap**, usually a Capturing/Crushing room but there's a secret door. Possibly.
- 54: Chute to Monster**, maybe it's sleeping. Either way the key to get out is around its neck.
- 55: Web-choked**, annoying as all get out.
- 56: Smoke-filled**, some wiseacre lit a bag of Monster-crap down there. It acts like Tear Gas.
- 57: Fungus-caked**, the Clean-up Crew missed this. You might contract Dungeon-Rot here.

58: Bone-scattered, something's been tossing left-overs in here. Haunted by Undead? Yes!

59-60: Partially Caved-in, great care required. Possible collapse. A Dwarf would help.

61-62: Caved-in, pretty much just a dead end. Feel free to excavate it. Takes 200 man-hours.

63-64: Flooded, some moron filled this stairwell with water. A drain/fill valve is at the bottom.

65-67: False w/ Secret Door, to exit-less room. Fill as desired. Real steps hidden in stairwell.

68-70: Trapped w/ Secret Door, as above. Past the Secret Door is a trap and dead end. Hah!

71-72: Sentry, these blokes won't pursue, they will however defend the stairway to the end.

73-74: Toll, some way too powerful Monster extorts gold from delvers here.

75-76: Barricade, blocked by piles of Dungeon Junk. Is something besides junk in there?

77-78: Dead People, whatever killed them didn't bother to eat them. Just took their gear.

79: Lost Adventurer, the little blighter has lost his way. Might he be responsible for 77-78?

80: Madman, raving mad. The Monsters like to poke him with a stick. He collects iron spikes.

81: Portcullis, Well crud! There's a locked Portcullis blocking the way.

82: Locked Doors, heavy double-doors prevent passage. Something nearby has the key I bet.

83: Teleport to New Stairway, old tricks are often the best. No chance the dorks notice.

84: Teleport to Lonely Prison, an extremely accurately named location the Lonely Prison.

85: Teleport to Random Level, chances are 93.7% that it will be to a deeper level of course!

86-88: Random Monster from Level Below, just roll on a table.

89-91: Random Monster from Level Above, just pick from a table.

92-94: Ambushing Monster from Level Below, just pick from a fanzine.

95-97: Ambushing Monster from Level Above, just make something up already.

98-00: Clean-up Crew Member Cleaning, it's going to be upset you tracked dirt in here.