

JOKER Instructions

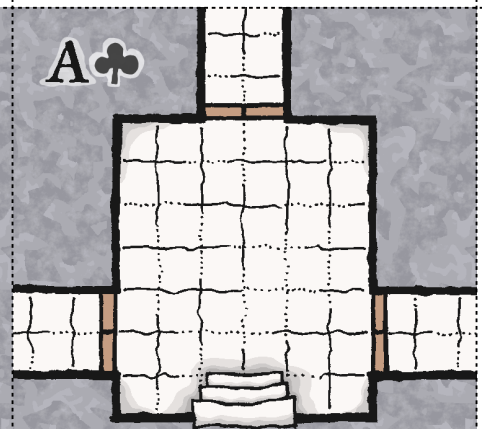
- 1: Remove the **Ace**, **King**, and **Joker** cards from the deck. (For a smaller dungeon, also remove the **Jack** & **Queen** cards.) Then shuffle the deck.
- 2: Randomly select one of the **Ace** cards to begin the dungeon layout.
- 3: Draw a card from the deck, and place it in the layout. If there is no valid position for it, place it on the bottom of the deck and draw again.
- 4: Once the layout is complete, (no unconnected hallways) choose one card in the layout and replace it with a **King** card of your choice to finish the current dungeon level or current quest.

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JOKER NPCs and quest ITEMS

d10	Female	Male	Surname	Class
1	Marie	Stanley	Wilkinson	Fighter
2	Kavia	Corwin	Hammond	Rogue
3	Joselyn	Leon	Oakhill	Bard
4	Tellava	Hadar	Lancaster	Wizard
5	Bess	Baelin	Redshield	Cleric
6	Nura	Torgil	Lyndon	Druid
7	Rala	Vaarsar	Milburn	Paladin
8	Elea	Zelmio	Silverleaf	Ranger
9	Sylthir	Tacham	Westbrook	Warlock
10	Tordra	Gary	Brightforge	Monk

d6	Item	Type	Crafted by	Value
1	Weapon	Unknown	Unknown	100gp
2	Armor	Tiny	Halflings	150gp
3	Book	Fragile	Dwarves	200gp
4	Scroll	Glowing	Humans	250gp
5	Map	Ancient	Elves	500gp
6	Ring	Magical	Demons	750gp



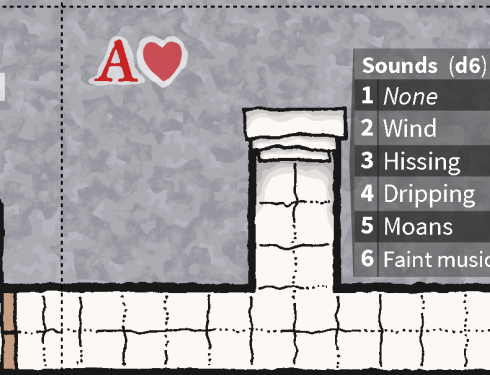
Quest Ideas (d8 + PCs lvl)

2-5	Convince an NPC to return to town
6-9	Kill a monster who holds an ITEM
10-13	Rescue an imprisoned NPC
14-17	Stop an evil NPC from killing locals
18+	Find and destroy a dangerous ITEM



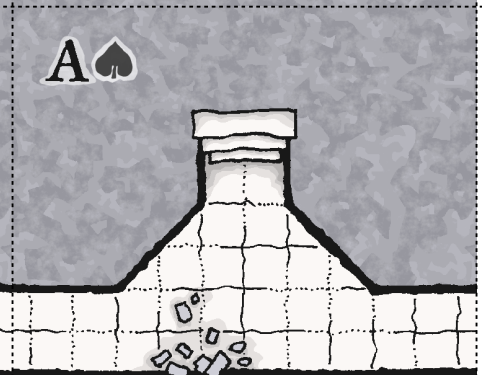
Quest Ideas (d8 + PCs lvl)

2-5	Map dungeon lvl 1 for an NPC
6-9	Rescue a potentially lost NPC
10-13	Kill a small group of evil monsters
14-17	Retrieve an ITEM for a wealthy NPC
18+	Clear the dungeon of all monsters



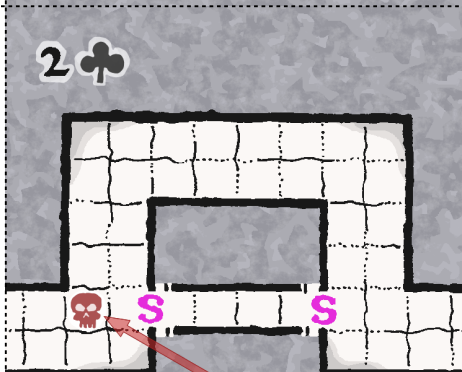
Sounds (d6)

1	None
2	Wind
3	Hissing
4	Dripping
5	Moans
6	Faint music



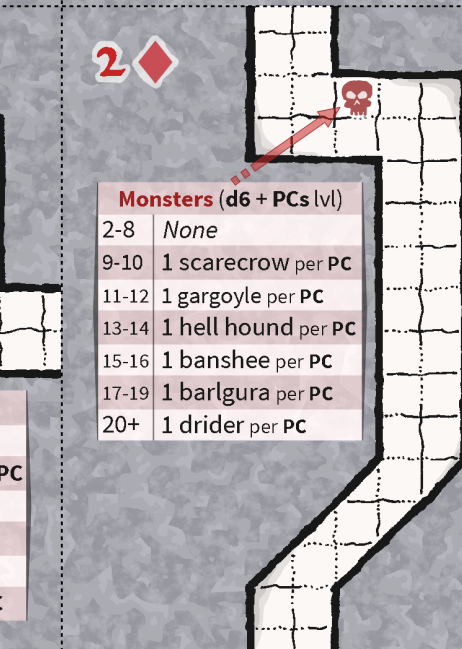
Quest Ideas (d8 + PCs lvl)

2-4	Discover what is hiding in the ruins
5-7	PCs find a map leading to dungeon
8-10	A strange ITEM is said to be on lvl 2
11-13	Map dungeon lvl ? (1d4) for an NPC
14-16	Bring back the head of a monster
17-19	Find a rare ITEM before an evil NPC
20+	Slay a dragon to save the locals



Monsters (d6 + PCs lvl)

2-8	None
9-10	1 bugbear (or half-ogre) per PC
11-12	1 centaur (or druid) per PC
13-14	1 owlbear (or yeti) per PC
15-16	2 ghosts (or wererats) per PC
17+	1 troll (or umber hulk) per PC



Monsters (d6 + PCs lvl)

2-8	None
9-10	1 scarecrow per PC
11-12	1 gargoyle per PC
13-14	1 hell hound per PC
15-16	1 banshee per PC
17-19	1 barlgura per PC
20+	1 drider per PC



Hallway Contents (d10)

1-3	Nothing
4-6	Backpack (empty)
7-8	Small patches of dried blood
9	Rusty axe + 1d8 torches
10	Backpack (healing potion)

Sounds (d6)

1	None
2	Footsteps
3	Rumbling
4	Clanking
5	Thumping
6	Screams

2 ♠

Monsters (d6 + PCs lvl)

2-8	None
9-10	1 ghoul per PC
11-12	1 berserker per PC
13-14	1 grell per PC
15-16	1 banshee per PC
17-19	1 gorgon per PC
20-22	1 mage per PC
23-25	1 hydra per PC
26+	1 stone golem per PC

3 ♣

Sounds (d6)

1	None
2	Faint whispering voices
3	Splintering of wood
4	Rattling of chains
5	Clinking of falling coins
6	Distant guttural laughter

3 ♦

Trap (d4 + PCs lvl)

2-4	None
5-7	Simple pit trap
8-9	Hidden pit trap
10	Falling net trap
11+	Poison darts trap

Smells (d6)

1	None
2	Metalic
3	Dried sweat
4	Acidic
5	Incense
6	Rotten meat

3 ♥

Smells (d6)

1	None
2	Burnt wood
3	Dirt / Soil
4	Excrement
5	Lamp oil
6	Sulfur

3 ♠

Monsters (d6 + PCs lvl)

2-8	None
9-10	2 goblins per PC
11-12	2 orcs per PC
13-14	1 hook horror per PC
15-16	1 chuul per PC
17-19	2 veterans per PC
20-22	1 chimera per PC
23-25	1 cloaker per PC
26+	1 yochlol per PC

4 ♣

Monsters (d6 + PCs lvl)

2-8	None
9-10	1 duergar (or giant toad) per PC
11-12	1 carrion crawler per PC
13+	1 bugbear chief (or wight) per PC

Smells (d6)

1	None
2	Burnt meat
3	Urine
4	Rotting flesh
5	Straw
6	Mold

Hallway (d10)

1	Nothing
2	Dead rat
3	Rubble
4	Moldy cheese
5	Iron ingots
6	Dagger
7	Dried blood
8	Bones
9	4d8 gp
10	Tools

4 ♦

4 ♥

4d10 gp

4 ♠

Monsters (d6 + PCs lvl)

2-8	None
9-10	1 death dog (or harpy) per PC
11-12	2 giant spiders (or tigers) per PC
13+	1 basilisk (or giant scorpion) per PC

Sounds (d6)

1	None
2	Groans
3	Splashing
4	Footsteps
5	Sobbing
6	Roaring

Trap (d4 + PCs lvl)

2-4	None
5-7	Hidden pit trap
8-9	Locking pit trap
10	Poison darts trap
11	Collapsing roof trap
12+	Fire-breathing statue

Hallway Contents (d10)

1-2	Nothing
3-4	Spider webs + tattered clothes
5-6	Broken glass bottles
7-8	Scrapes and cracks in walls
9	Skeletal remains of a horse
10	Backpack (1d4 days of rations)

Side entrance

5♣ 3d6 gp

Monsters (d6 + PCs lvl)

2-8	1 acolyte (or skeleton) per PC
9-10	1 harpy (or specter) per PC
11-12	2 lizardfolk (or gnolls) per PC
13-14	2 imps (or hippogriffs) per PC
15+	2 gargoyles (or berserkers) per PC

5♦ 3d10 gp

Trap (d4 + PCs lvl)

2-5	None
6-8	Hidden pit trap
9	Spiked pit trap
10+	Collapsing roof trap

Monsters (d6 + PCs lvl)

2-8	1 goblin (or zombie) per PC
9-10	1 fire snake (or thri-kreen) per PC
11-12	1 gelatinous cube per PC
13-14	1 displacer beast (or yeti) per PC
15-16	1 helmed horror (or lamia) per PC
17+	1 fire elemental (or troll) per PC

5♠ 1d6 x10 gp

Monsters (d6 + PCs lvl)

2-8	1 zombie (or drow) per PC
9-10	1 half-ogre (or duergar) per PC
11-12	1 bandit captain (or orog) per PC
13-14	2 bugbears (or ghouls) per PC
15+	1 orc war chief (or ghost) per PC

6♣

Monsters (d6 + PCs lvl)

2-7	1 grimlock (or skeleton) per PC
8-9	1 giant spider (or specter) per PC
10-11	1 ochre jelly (or spined devil) per PC
12-13	2 dire wolves (or ghouls) per PC
14-15	1 bone naga (or weretiger) per PC
16+	1 xorn (or umber hulk) per PC

Monsters (d6 + PCs lvl)

2-7	1 axe beak (or aarakocra) per PC
8-9	1 quasit (or animated armor) per PC
10-11	2 thugs (or gnolls) per PC
12-13	2 fire snakes (or dire wolves) per PC
14+	1 succubus (or banshee) per PC

6♥

Magic Pool (d12)

1-4	No noticeable effect (GM decides)
5-7	(drink, 1/day) restore 1d8 HP.
8-9	(touch, 1/day) deafened for 1 hour.
10-11	(drink, 1/week) for 1d12 hours, deal 1d6 bonus dmg each hit.
12	(touch, 1/day) suffer 1d12 dmg.

6♠

Monsters (d6 + PCs lvl)

2-7	1 goblin (or zombie) per PC
8-9	1 spy (or bugbear) per PC
10-11	1 cult fanatic (or mimic) per PC
12-13	2 half-ogres (or quasits) per PC
14-15	1 chuul (or shadow demon) per PC
16+	1 bulette (or vampire spawn) per PC

7♣

Monsters (d6 + PCs lvl)

2-7	1 drow (or giant centipede) per PC
8-9	1 copper dragon wyrmling per PC
10-11	2 gnolls (or shadows) per PC
12-13	1 bugbear chief (or grell) per PC
14+	1 flameskull (or succubus) per PC

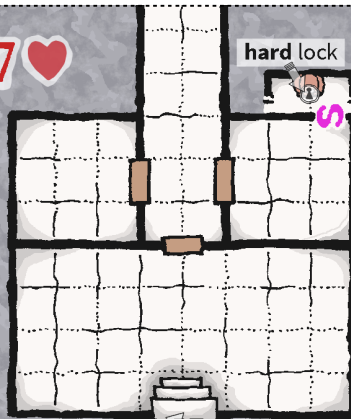
7♦

Treasure (d8 + dungeon lvl)

- 2-6 1d6 x10 gp + gem (50 gp)
 7-9 **Poison needle trap!**
 10-11 2d6 x10 gp + healing potion
 12+ 3d8 x10 gp + magic weapon



7♥



Side entrance

Room Contents (d10)

- 1-3 Backpack (3d6 gp + 50' rope)
 4-6 Broken chairs + thick layer of dust
 7-9 Kobold corpse (3d10 cp)
 10 Desk + chair + high quality bed

7♠

Monsters (d6 + PCs lvl)

- 2-7 1 flying sword (or sprite) per PC
 8-9 1 thri-kreen (or giant toad) per PC
 10-11 1 ogre zombie (or grick) per PC
 12+ 2 specters (or harpies) per PC



very hard lock

8♣

Monsters (d6 + PCs lvl)

- 2-7 1 swarm of rats (or dretch) per PC
 8-9 2 goblins (or troglodytes) per PC
 10+ 2 duergars (or dire wolves) per PC



very hard lock

1d8 x10 gp

8♦



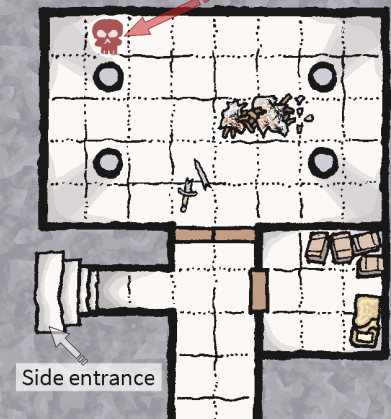
very hard lock

1d8 x10 gp + 1d8 x100 sp

8♥

Monsters (d6 + PCs lvl)

- 2-7 1 swarm of rats (or bullywug) per PC
 8-9 2 zombies (or troglodytes) per PC
 10+ 1 ettercap (or ankheg) per PC



Side entrance

8♠

Monsters (d6 + PCs lvl)

- 2-7 1 drow (or winged kobold) per PC
 8-9 1 carrion crawler (or ghastr) per PC
 10-11 2 giant spiders (or imps) per PC
 12-13 1 wereboar (or ettin) per PC
 14+ 1 earth elemental (or wraith) per PC

9♣

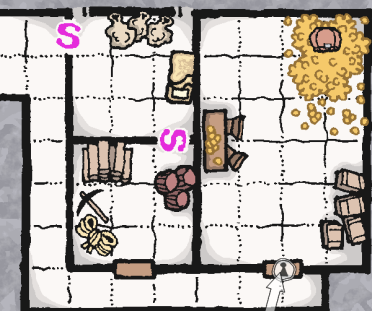
**Monsters** (d6 + PCs lvl)

- 2-7 1 kuo-toa (or giant bat) per PC
 8-9 1 goblin boss (or hippogriff) per PC
 10-11 1 swarm of poisonous snakes per PC
 12-13 1 blue dragon wyrmling per PC
 14-15 1 black pudding (or ghost) per PC
 16+ 1 gorgon (or umber hulk) per PC

9♦

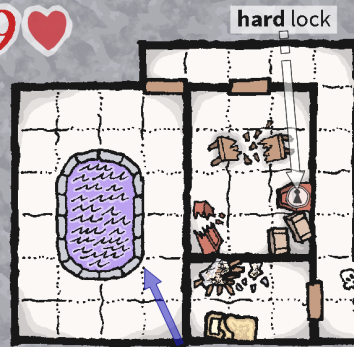
Treasure (d8 + dungeon lvl)

- 2-6 1d8 x10 gp + 3d10 sp
 7-9 2d6 x10 gp + magic scroll
 10-11 **Poison needle trap!**
 12+ 1d20 x10 gp + magic boots



hard lock

9♥

**Magic Pool (d12)**

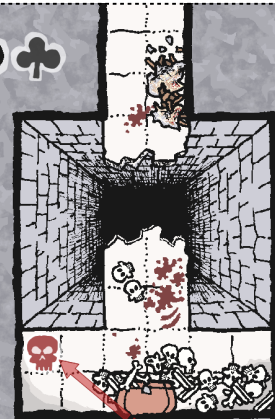
1-4	No noticeable effect (GM decides)
5-7	(drink, 1/week) restore 1d20 HP.
8-9	(touch, 1/day) blinded for 1 hour.
10-11	(touch, 1/week) for 3d6 x 10 mins, advantage on initiative rolls.
12	(drink, 1/day) suffer 2d12 dmg.

9♠

**Monsters (d6 + PCs lvl)**

2-7	1 blink dog (or acolyte) per PC
8-9	1 spy (or scarecrow) per PC
10-11	1 ogre (or priest) per PC
12-13	1 minotaur (or werewolf) per PC
14-15	1 orc war chief (or black pudding) per PC
16+	1 revenant (or vampire spawn) per PC

10♣

**Monsters (d6 + PCs lvl)**

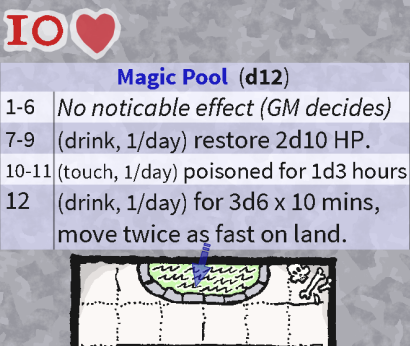
2-7	1 acolyte (or skeleton) per PC
8-9	1 giant vulture (or imp) per PC
10-11	1 griffon (or will-o'-wisp) per PC
12-13	1 phase spider (or wight) per PC
14+	1 shadow demon (or couatl) per PC

10♦

**Treasure (d8 + dungeon lvl)**

2-6	1d4 x10 gp + 3d10 sp
7-8	1d8 x10 gp + magic scroll
9-10	2d12 x10 gp + healing potion
11-12	3d10 x10 gp + gem (100 gp)
13-14	4d8 x100 sp + magic cloak
15+	1d10 x100 gp + magic ring

10♥

**Magic Pool (d12)**

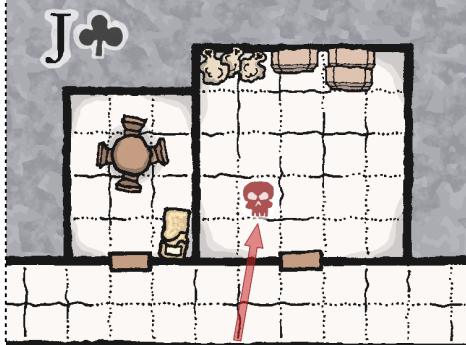
1-6	No noticeable effect (GM decides)
7-9	(drink, 1/day) restore 2d10 HP.
10-11	(touch, 1/day) poisoned for 1d3 hours
12	(drink, 1/day) for 3d6 x 10 mins, move twice as fast on land.

10♠

**Monsters (d6 + PCs lvl)**

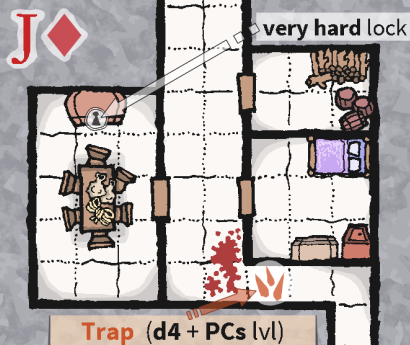
2-7	1 drow (or swarm of bats) per PC
8-9	1 lion (or death dog) per PC
10-11	2 orcs (or hobgoblins) per PC
12-13	1 basilisk (or knight) per PC
14-15	2 berserkers (or ogres) per PC
16+	1 drow elite warrior (or troll) per PC

J♣

**Monsters (d6 + PCs lvl)**

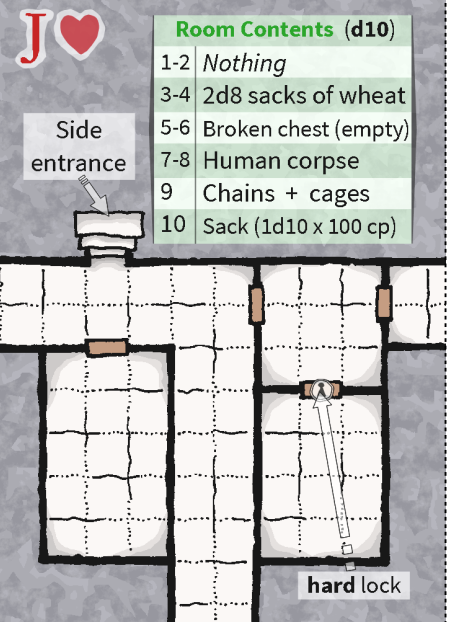
2-6	1 bullywug (or giant lizard) per PC
7-8	2 flying swords (or skeletons) per PC
9-10	1 ogre (or pegasus) per PC
11-12	1 giant scorpion (or grell) per PC
13-14	2 ettercaps (or ogres) per PC
15+	1 air elemental (or barghura) per PC

J♦

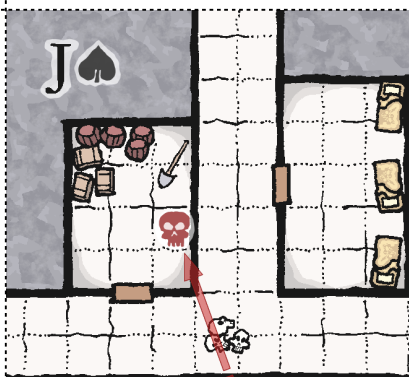
**Trap (d4 + PCs lvl)**

2-4	None
5-7	Hidden pit trap
8-9	Locking pit trap
10	Spiked pit trap
11+	Poison darts trap

J♥

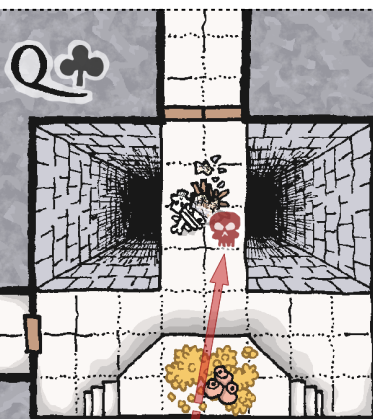
**Room Contents (d10)**

1-2	Nothing
3-4	2d8 sacks of wheat
5-6	Broken chest (empty)
7-8	Human corpse
9	Chains + cages
10	Sack (1d10 x 100 cp)



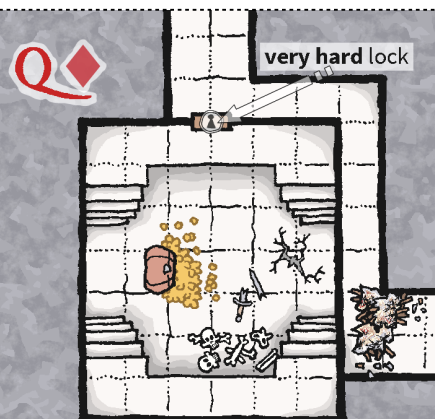
Monsters (d6 + PCs lvl)

2-6	1 giant frog (or axe beak) per PC
7-8	2 animated armors (or spies) per PC
9-10	1 gibbering moulder (or mimic) per PC
11-12	1 displacer beast (or wight) per PC
13-14	2 ogre zombies (or orogs) per PC
15+	1 gorgon (or cambion) per PC



Monsters (d6 + PCs lvl)

2-6	1 swarm of bats (or kenku) per PC
7-8	1 giant hyena (or bugbear) per PC
9-10	1 black dragon wyrmling per PC
11-12	1 mummy (or doppleganger) per PC
13+	2 minotaur skeletons (or ghouls) per PC



Treasure (d8 + dungeon lvl)

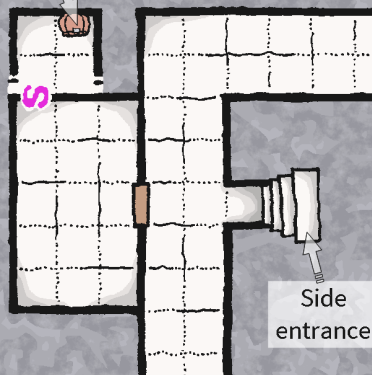
2-6	1d8 x10 gp + 3d10 sp
7-9	Poison needle trap!
10-11	3d8 x100 sp + healing potion
12-13	1d8 x10 gp + gem (500 gp)
14+	1d8 x100 gp + magic wand



Room Contents (d10)

1	Nothing
2-4	1d6 stone statues
5-6	Halfling corpse (4d8 gp)
7-8	Broken glass bottles
9	Lizardfolk corpse
10	Scorch marks on walls

5d10 gp



Monsters (d6 + PCs lvl)

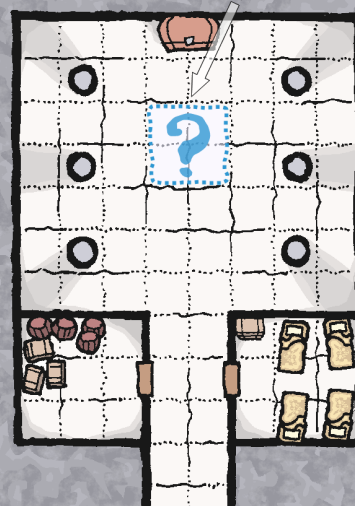
2-6	1 grimlock (or dretch) per PC
7-9	2 troglodytes (or boars) per PC
10	1 death dog (or quasit) per PC
11	1 mimic (or wererat) per PC
12+	1 ochre jelly (or grick) per PC

3d10 gp



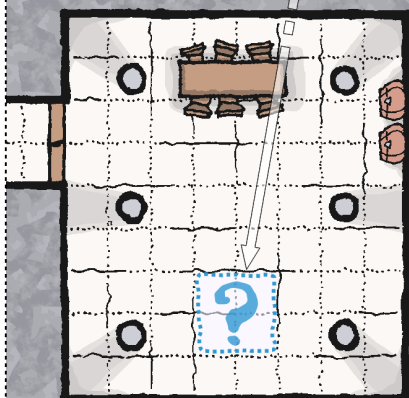
Quest goal

or
Stairs down to next level



Quest goal

or
Stairs down to next level



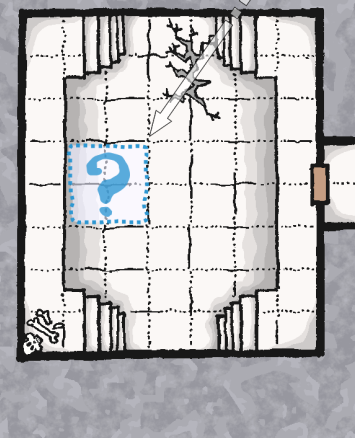
Quest goal

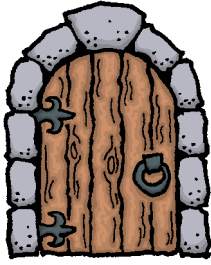
or
Stairs down to next level



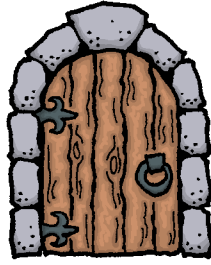
Quest goal

or
Stairs down to next level

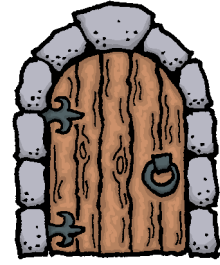




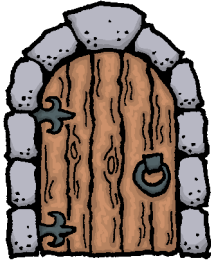
AXEBANE'S
DECK OF MANY
DUNGEONS



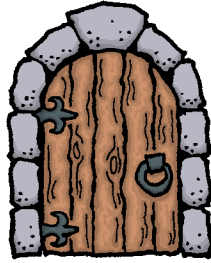
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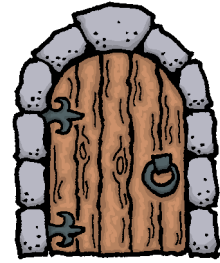
AXEBANE'S
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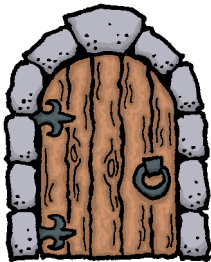
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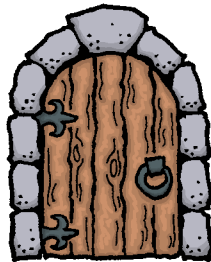
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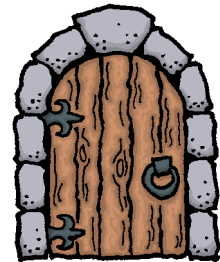
AXEBANE'S
DECK OF MANY
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