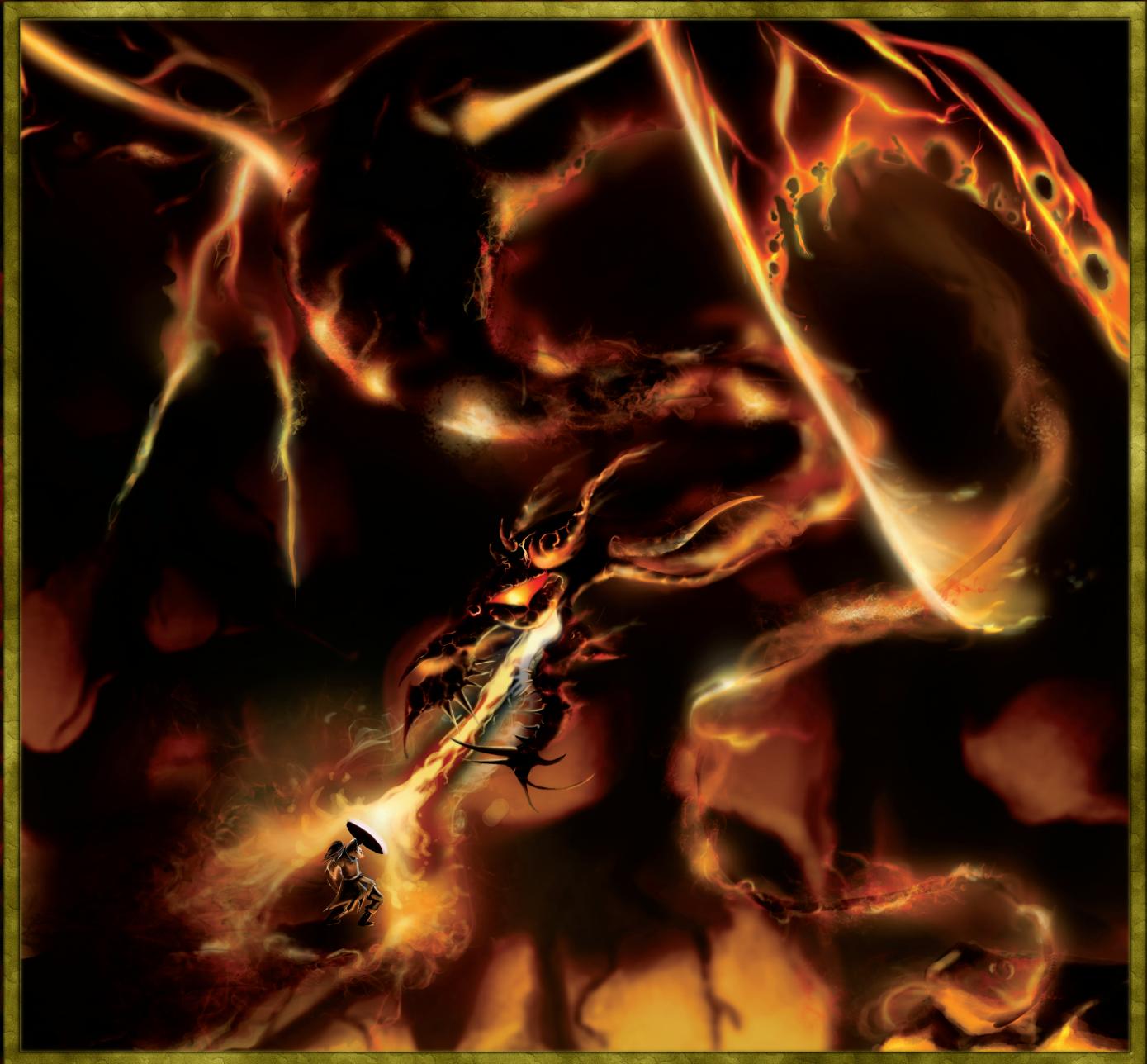


Tome of Adventure Design



A comprehensive adventure-creation sourcebook for
Swords & Wizardry and the Pathfinder Roleplaying Game.

Tome of Adventure Design

By Matthew J. Finch

The answer to life, the universe and everything.

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Special Thanks

To my wife Madison, my kids Tessa, Thomas, and Atticus, to the forum fans at swordsandwizardry.com, to Scot Hoover, as another inveterate table-creator, and to the old-school warriors at knights-n-knaves.com. And also to the various authors of sword & sorcery fiction to whom these tables owe their fundamental inspirations: Michael Moorcock, Jack Vance, Clark Ashton Smith, H.P. Lovecraft, R.E. Howard, Fritz Leiber and many others.

www.talesofthefroggod.com
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Table of Contents

| | |
|--------------------|---|
| Introduction | 4 |
| Creativity | 4 |

Book One: Principles and Starting Points

| | |
|---|----|
| Introduction to Book One | 5 |
| Adventure Design: General Principles..... | 6 |
| Locations..... | 8 |
| Missions | 15 |
| The Villain's Plan..... | 27 |
| Concluding Remarks..... | 53 |
| List of Tables (Book One)..... | 53 |
| Book One Index | 53 |

Book Two: Monsters

| | |
|---------------------------------------|-----|
| Introduction to Book Two | 54 |
| Part One: Monster Types..... | 55 |
| Part Two: General Monster Tables..... | 105 |
| List of Tables (Book Two) | 124 |
| Book Two Index | 125 |

Book Three: Dungeon Design

| | |
|--|-----|
| Introduction to Book Three..... | 126 |
| The Creative Process..... | 127 |
| Part One: Basic Elements of Adventure Design | 129 |
| Part Two: Designing a Dungeon Adventure | 135 |
| Mysteries and Clues..... | 135 |
| The Map | 149 |
| Tricks | 186 |
| Traps..... | 217 |
| Dungeon Dressing..... | 231 |
| Miscellaneous Useful Tables | 236 |
| List of Tables (Book Three) | 258 |

Book Four: Non-Dungeon Adventure Design

| | |
|-----------------------------------|-----|
| Introduction to Book Four | 260 |
| Aerial Adventures | 261 |
| Castles and Ruins | 264 |
| Cities and Settlements | 267 |
| Planar and Alternate Worlds | 283 |
| Underwater Adventures | 287 |
| Waterborne Adventures..... | 288 |
| Wilderness Adventures | 290 |
| General Wilderness Tables..... | 290 |
| Desert Adventures..... | 295 |
| Forest Adventures | 297 |
| Hill and Mountain Adventures..... | 298 |
| Swamp Adventures | 300 |
| Complete List of Tables | 301 |
| Consolidated Index | 304 |

Introduction

A fantasy adventure game, at its very heart, is about developing an open-ended “story” of the characters. The referee is in charge of the fantasy world, and the players direct the actions of their characters in that fantasy world. Neither the referee nor the group of players has complete control over what’s going to happen, and the result is an evolving set of surprises for both the referee and the players. Unlike the players, as the referee and creator of the game world, most of your “work” is done ahead of time. To some degree or other, you have to create the groundwork for the adventure before the game starts. Even though no battle plan survives contact with the enemy – and if you’re an experienced referee you know exactly what I mean – the game has to start ... with a starting point. This might just be a vague set of ideas, or it might be as complex as a set of maps with a detailed key and well thought-out encounters for the players to run into.

The *Ultimate Book of Adventure Design* is organized as a series of

“books,” each one providing resources at every step of the way. The vast majority of the content of each book is made up of random generation tables that I’ve created over a quarter of a century (sigh) for my own use. I should say up front that these are tables for deep design – in other words, most of them are too long, and contain too many unusual or contradictory entries, for use on the spot at the gaming table. There are already many excellent books of tables for use on the fly; the tables in these books are different. They work best as a tool for preparation beforehand, providing relatively vast creative resources for browsing and gathering, rather than quick-use tables designed to provide broad, fast brushstrokes. My shorter tables tend to deliver cryptic results designed to shock the reader’s creativity into filling in the gaps, whereas my longer tables are unusably vast for easy random generation, being designed to shock the reader’s creativity into operation by presenting a sea of possibilities.

Creativity

Creativity is the ultimate heart of adventure design; producing a masterpiece adventure involves many interlocking skills and talents, but the foremost talent of all is the ability to tap into the depths of the fantastic imagination and draw forth something startling and unexpected. Creativity is not an easy skill to teach, but if you’re reading this book it’s a fair assumption that you’re not in the ranks of those who truly have difficulties with creative thought. You don’t need to learn the basics, and you might not even need much help with the highest reaches of the art. Either way, you know what I mean when I say that there’s a mindset, a condition of openness, in which you’re on fire – and when it’s not there, you’re basically screwed. How do you get into that mindset, where you can grab ideas from thin air and whisk them together with seeming effortlessness?

Virtually *every* prominent adventure author I’ve talked with about this question has answered it in the same way. A creative adventure begins with a visual image of some kind. It might be dreamlike or hazy; it might seem, at first, to be nothing of consequence; or it might leap forth, demanding to be drawn into writing. But it’s quite clear that a visual image is the most common form of “first inspiration” for an adventure. In my conversations with Rob Kuntz (one of the foundational authors of *Dungeons & Dragons*) about creativity, Rob was quite definite that visual imagery is key to his own first inspirations. Harley Stroh, author of a number of modules for the *Dungeon Crawl Classics* line by Goodman Games, agrees. In an interview with Bruce Cordell (Return to the Tomb of Horrors, Sunless Citadel) on montecook.com, Bruce was asked about his inspiration for the key monster in one of his modules. The answer? “There was this old horror movie I saw years ago....”

So, how do we achieve these visual images – “the force that through the green fuse drives the flower,” as Dylan Thomas might say? And it’s a question cutting to the whole value of this book itself. After all, if visual imagery is the key to creativity, isn’t the ideal creative tool going to be a book of images and pictures rather than a book of random generation tables?

No.

“Problems cannot be solved at the same level of consciousness that created them.” – Albert Einstein

In other words, if I may put my own spin on Einstein’s famous quote, one visual image doesn’t lead directly to another visual image except through some other process. The key to creating unique visual images is to tap that other process – and that other process is the manipulation and recombination of concepts. Let’s look at another quote from Einstein:

“The physical entities which seem to serve as elements in thought are certain signs and more-or-less clear images which can be ‘voluntarily’ reproduced and combined. The above-mentioned elements are, in my case, of visual and some of muscular type.”

– Albert Einstein

Again, we’ve got visual images mentioned in the creative mix Einstein describes; but notice that the key factor is the *combination* of “signs” and “images.” Deep creativity is a cloud-realm of diverse symbols and images; combining and diverging, seeking the unforeseen. And so, in fact, we reach the driving force of this book. To the fullest extent possible, the tables in the *Ultimate Book of Adventure Design* are designed to *simulate* the cloud-realm of deep creativity; to provide an entry into the disembodied mix of symbols, portents and images that populate the subconscious mind; to jar the reader – quite artificially – into the creative cloud. And thereby to create a pathway so that the mind may follow more easily into this strange realm. It’s no accident that the first cover illustration for this volume focuses upon opening a doorway.

With all that said, how does one best use this book to enter the realm of deep creativity? Here’s my advice. First off, whatever results you roll with your dice, treat the results not as words, but as pictures, abstracts, concepts, symbols, or meanings. Treat each result as a half-formed idea, ready for combination with others – leave it to drift in your mind while you’re accumulating more random results. And then, once something starts to coalesce – stop rolling dice! Daydream for a minute, waiting to see if you’ve got something, and if it isn’t there yet, then start browsing through the tables looking for whatever “second part” of that idea is going to click it into shape.

Drift, and find.

BOOK ONE:

Principles and Starting Points

Table of Contents

| | |
|--|----|
| Introduction to Book One | 6 |
| Adventure Design: General Principles | 6 |
| Locations | 8 |
| Missions | 15 |
| The Villain's Plan | 27 |
| Concluding Remarks | 53 |
| List of Tables | 53 |
| Index | 53 |

Introduction to Book One

This first book is about the topmost level of adventure design: a cardinal rule, the elements of a good adventure, the location, the villain's plan, and the adventurers' mission. These all provide context – the framework upon which the details hang. Oddly – and I've had this confirmed to me by several brilliant adventure authors – the context is often not the starting point for creating an adventure. In many cases, such as Rob Kuntz's *Maure Castle*, the "spark" came from a detail rather than from the context. Rob has written that Maure Castle originated with imagery from a Conan story: the visual pictures

of iron gates and an iron golem. The castle's history and villains (other than the golem) developed from those flashes of imagery, not the other way around. There's no way of knowing whether your creativity will happen to be working from top-down or from bottom-up, so keep that in mind. If the tables in this book aren't working for you, try approaching it in the other direction using tables from later books. In particular, I often use the Monster Tables (planned as the next book in the series) as an independent starting point for generating adventure ideas.

Adventure Design: General Principles

The Cardinal Rule of Adventure Design

A good adventure should maximize meaningful player decisions.

An adventure is the setting in which players make decisions for their characters. It doesn't matter whether you're running a science fiction roleplaying game, an old west roleplaying game, or a fantasy roleplaying game. Players making decisions is what it's all about. From your perspective as the adventure designer, there are lots of tricks you can use to make a good adventure into a great adventure, but if you ignore the importance of player decisions you risk making an otherwise good adventure into a failed gaming experience both for you and for your players. Thus, the cardinal rule of adventure design: seek to maximize the number of meaningful, potentially-informed decisions the players can make during the course of the adventure. By "meaningful," I mean that the decisions aren't just trivial options with no real influence on what's going to happen. And by "potentially-informed," I mean that the players should have enough information – or the potential to have gotten that information – to make a good decision rather than an arbitrary selection between options. If bad information-gathering or failure to interpret clues is the reason why the players don't have all the information they need, then that's their problem – it's a matter of player skill, and they goofed. But on the other hand, if they play a smart game, brilliantly gathering information and interpreting clues, they should encounter your adventure as a series of choices in which (for the most part) they can use the information to improve their chances of success as they proceed.

Virtually every "trick" of good adventure design hangs on this single rule. Maximize meaningful player decisions.

Creating an Adventure: The Elements of a Masterpiece

There are a few distinct components of a good adventure; even the simplest, most bare-bones adventure should contain all of these parts. If you're an experienced game master, at some point you've created tiny little scenarios that somehow managed to be the most memorable adventures of all time for your group. And on the other hand, you've seen some of your great creations fall flat. What was the difference? Why did a scrap of an idea work out so much better than the well-planned masterpiece? One very good possibility is this: the scrap of idea happened to contain all of the right components (listed below), and the masterpiece somehow left out one or more of them. In fact, this is one of the great perils of the well-constructed adventure. When you're creating on the fly, at the gaming table, you dream up new stuff when you see that something isn't working right. If you're working from an adventure you created ahead of time, you can still fix the problem during the game, but let's face it: the whole reason you wrote your material ahead of time was so you didn't need to fix things on the fly.

Necessary Elements of a Masterpiece Adventure

- 1) Backstory
- 2) Location
- 3) Opposition
- 4) Variation of Challenge
- 5) Exploration
- 6) Race Against Time
- 7) Resource Management
- 8) Milestones and Conclusions
- 9) Continuation Options

Backstory

The backstory is the answer to a question: what happened to change this location from a normal place into a dangerous place of adventure, with treasures and monsters? Players love to discover the answer to this question, and an adventure feels incomplete, from the players' perspective, if it ends without this loose end being tied up. If the backstory is too complicated to be fully discovered or understood, then it's too complicated for an adventure. Backstory creates the MYSTERY of the location. It can be as simple as: "A wizard once lived here, and he died, and monsters moved in." But an adventure with absolutely no backstory for the players to discover is like a play where something isn't explained by the final curtain. It leaves a sense of dissatisfaction and incompleteness. Having some backstory – purely for the purpose of giving the players something to discover – is actually one of the few tricks of adventure design that doesn't come from the cardinal rule of maximizing player decisions.

Location

The place in which the adventure occurs has to be an interesting locale, with unusual tactical opportunities and possibly a theme of some kind. The map should be evaluated as follows: is it a good game board for tactical movement? If the map doesn't measure up as a game board, it won't measure up for use in a roleplaying game, either. Maps work the same way in both types of games.

Opposition

The current occupants of the adventure location might or might not be related to the backstory. In many cases, the backstory just explains why the place has become a good place for monsters to inhabit. In general, monsters need not all be unusual, but every adventure should contain some sort of unique monster, and also use those normal monsters in an interesting way from time to time. Not all monster encounters must be wildly unusual, either: having the "normal" ones will highlight the interest of the unusual ones. It's a matter of variety.

Variation of Challenge

Players enjoy adventures in which the nature of the challenges they face are varied. A good adventure will include combats, traps to detect and avoid, strange tricks to figure out, varied combat terrain, and negotiations. Challenges also include getting lost (EXPLORATION) and managing limited resources (RACE AGAINST TIME). A related point is that obstacles should have variation of solution, as well. Don't place challenges that can only be solved in one way – for the players, making the decision to fight with or to negotiate with a dragon adds an important dimension to the game.

Exploration

Part of the magic of adventuring is the sense of exploring a strange place. Getting lost is a serious risk, and the players will need to create a map of this place in order to return alive. This aspect of an adventure (especially creating the map directly at the table) is very powerful for putting the players directly into the atmosphere, but some gaming groups might find it tedious. It depends on what you want to emphasize, and what the players enjoy. Of all the adventure components listed here, exploration is the only one that isn't necessarily universal. With some gaming groups, leaving exploration out will destroy the feel of the adventure. With others, putting it in will be seen as a disastrous waste of time. Know your group.

Race Against Time

Whether it's a major or a minor component of the adventure, some aspect of the adventure must create a race against time – even if it's just that the party is running low on money to pay their bill at the local inn. A race against time is what causes the players to have to MANAGE RESOURCES.

Resource Management

Related to the RACE AGAINST TIME, resource management is an important factor in virtually all adventures. In fact, you don't have to make any sort of deliberate attempt to write it into your adventure, because the management of hit points and spells is built into the game system itself. Indeed, if you overdo the resource management side of an adventure, you risk bogging things down into nothing more than a bookkeeping session. For very low-level adventurers, the risk of running out of torches adds excitement and urgency. But if you try to focus on torches when the characters are high level, you're driving in the wrong gear. Okay, so that's the risk of overdoing resource management. On the other hand, when it's done right, having a resource to manage can create a whole new dimension for player decisions, and a memorable adventure. You've done it many times before, possibly without even thinking about it very much. Here's an example: a couple of healing potions given to a low-level party as a partial "up front" payment for a mission. In one sense those potions are just treasure, and in another sense they're a way to give the party an added bit of strength for confronting monsters that are a bit more interesting than the run of the mill low level monsters. But you've also added a new dimension to the game: the decision of when to use them. Deliberately writing a significant element of resource management into an adventure is probably the riskiest trick in the adventure designer's toolbox. When it's done well, it adds a lot to the adventure. But you can easily throw off the pace by creating annoying bookkeeping, or you might accidentally hand out a resource that can blast away all the adventure's challenges. Frankly, this is an art rather than a science. I don't have any good guidelines for it other than to say: don't get too creative with this unless you're already an experienced adventure-writer. If you're relatively inexperienced, just rely upon whatever resource management challenges are already built into the game's rules, and you won't go far wrong.

Milestones and Conclusions

The adventure should contain one or more locations where they can clearly see that they have achieved a victory against the adventure. These might be places where they learn a chunk of information about the BACKSTORY, they might be places where an obviously significant monster dwells, or they might be mission objectives identified in advance, such as rescuing prisoners or finding a particular object. Defeating a "boss" monster is one example of a conclusion, but don't make all your adventures follow the pattern of "fight + fight + fight + defeat boss monster = conclusion." The same pattern of milestones and conclusions shouldn't be repeated too often, or it gets stale.

Continuation Options

Something about the MYSTERY, LOCATION, or OPPOSITION gives the adventurers a new direction they might follow. Avoid creating situations where the players have no choice about their next course of action. Instead, provide them with possibilities, hints, clues, and options. A treasure chest containing a map is the classic example of a continuation option. Nobody's forced to do anything, but the link to another adventure is made clearly available.

Locations

Approach No. 1: Overview Approach

Tables 1-1A and 1-1B are simply alternates for each other: they provide an overall description of the location, and something/someone that either currently occupies the location -- or that once gave the location its name, but is not necessarily still there.

Table 1-1A: Locations (Overview)

| Die Roll | Structure's Description (1d100) | Structure (1d100) | Feature - first word (1d100) | Feature - second word (1d100) |
|----------|---------------------------------|---------------------|------------------------------|-------------------------------|
| 01 | Adamantine | Abbey of the | Ant- | Abbot |
| 02 | Aerial | Aerie of the | Ape- | Actor |
| 03 | Amphibious | Asylum of the | Baboon- | Alchemist |
| 04 | Ancient | Aviary of the | Bat- | Altar |
| 05 | Arachnid | Barracks of the | Beetle- | Apparition |
| 06 | Astrological | Bastion of the | Bitter | Apprentice |
| 07 | Asymmetrical | Bazaar of the | Blood | Assassin |
| 08 | Bizarre | Bluffs of the | Bone- | Beast |
| 09 | Black | Brewery of the | Brain | Behemoth |
| 10 | Bleak | Bridge of the | Broken | Binder |
| 11 | Blue | Cairn of the | Bronze | Bishop |
| 12 | Bronze | Canyon of the | Burned | Breeder |
| 13 | Buried | Carnival of the | Cabalistic | Brood |
| 14 | Celestial | Castle of the | Carnal | Brotherhood |
| 15 | Circuitous | Cathedral of the | Caterpillar- | Burrower |
| 16 | Circular | Cellars of the | Centipede- | Caller |
| 17 | Clay | Chapel of the | Changing | Captive |
| 18 | Coiled | Chapterhouse of the | Chaos- | Ceremony |
| 19 | Collapsing | Church of the | Cloud- | Chalice |
| 20 | Concealed | City of the | Cockroach- | Changeling |
| 21 | Contaminated | Cliffs of the | Crimson | Chanter |
| 22 | Convoluted | Cloister of the | Crippled | Circlet |
| 23 | Corroded | Cocoon of the | Crocodile- | Clan |
| 24 | Criminal | Coliseum of the | Dark | Collector |
| 25 | Crimson | Contrivance of the | Death- | Combiner |
| 26 | Crooked | Cottage of the | Decayed | Congregation |
| 27 | Crude | Court of the | Deceitful | Coronet |
| 28 | Crumbling | Crags of the | Deluded | Crafter |
| 29 | Crystalline | Craters of the | Dinosaur- | Crawler |
| 30 | Curious | Crypt of the | Diseased | Creator |
| 31 | Cursed | Demi-plane of the | Dragonfly- | Creature |
| 32 | Cyclopean | Dens of the | Dread | Crown |
| 33 | Decaying | Dimension of the | Elemental | Cult |
| 34 | Deceptive | Domain of the | Elephant- | Cultists |
| 35 | Decomposing | Dome of the | Feathered | Daughter |
| 36 | Defiled | Dungeons of the | Fiery | Demon |

Table 1-1A: Locations (Overview) Continued

| Die Roll | Structure's Description (1d100) | Structure (1d100) | Feature - first word (1d100) | Feature - second word (1d100) |
|----------|---------------------------------|-------------------|------------------------------|-------------------------------|
| 37 | Demolished | Dwelling of the | Flame | Device |
| 38 | Demonic | Edifice of the | Flying | Dreamer |
| 39 | Desolate | Fane of the | Ghostly | Druid |
| 40 | Destroyed | Farm of the | Gluttonous | Egg |
| 41 | Devious | Forest of the | Gnarled | Emissary |
| 42 | Diamond | Forge of the | Half-breed | Emperor |
| 43 | Dilapidated | Fortress of the | Heart- | Executioner |
| 44 | Disorienting | Foundry of the | Hive | Exile |
| 45 | Divided | Galleon of the | Hollow | Experimenter |
| 46 | Dormant | Galleries of the | Horned | Eye |
| 47 | Double | Garden of the | Howling | Father |
| 48 | Dream- | Garrison of the | Hunchback | Gatherer |
| 49 | Earthen | Generator of the | Hyena- | God |
| 50 | Ebony | Glade of the | Ice | Goddess |
| 51 | Eldritch | Globe of the | Immoral | Golem |
| 52 | Elliptical | Grotto of the | Immortal | Grail |
| 53 | Enchanted | Hall of the | Imprisoned | Guardian |
| 54 | Enclosed | Halls of the | Insane | Head |
| 55 | Entombed | Harbor of the | Insatiable | Horde |
| 56 | Eroding | Hatcheries of the | Iron | Hunter |
| 57 | Ethereal | Haven of the | Jackal- | Hunters |
| 58 | Fertile | Hill of the | Jade | Hybrid |
| 59 | Fortified | Hive of the | Jewel | Idol |
| 60 | Fortress- | Holt of the | Leech- | Jailer |
| 61 | Glittering | House of the | Legendary | Keeper |
| 62 | Grey | Hut of the | Leopard- | Killer |
| 63 | Hidden | Island of the | Lesser | King |
| 64 | High | Isles of the | Lion- | Knight |
| 65 | Invulnerable | Jungle of the | Loathsome | Lich |
| 66 | Isolated | Keep of the | Lunar | Lord |
| 67 | Labyrinthine | Kennels of the | Mad | Mage |
| 68 | Living | Labyrinth of the | Mammoth- | Magician |
| 69 | Moaning | Lair of the | Man-eating | Maker |
| 70 | Mud- | Lighthouse of the | Mantis- | Master |
| 71 | Octagonal | Lodgings of the | Many-legged | Monks |
| 72 | Painted | Manse of the | Mist- | Mother |
| 73 | Pearly | Mansion of the | Monkey- | People |
| 74 | Pod- | Marsh of the | Moth- | Priest |
| 75 | Poisoned | Maze of the | Mutant | Priesthood |
| 76 | Quaking | Megalith of the | Ooze | Prince |
| 77 | Remade | Mill of the | Outlawed | Princess |
| 78 | Ruined | Mines of the | Polluted | Puppet |
| 79 | Rune- | Monastery of the | Rat- | Reaver |
| 80 | Sea-swept | Monolith of the | Reawakened | Resurrectionist |
| 81 | Silent | Mounds of the | Resurrected | Scholar |
| 82 | Spiraling | Necropolis of the | Sabertooth | Seed |
| 83 | Star- | Nest of the | Scarlet | Shaper |

BOOK ONE: PRINCIPLES AND STARTING POINTS – LOCATIONS

Table 1-1A: Locations (Overview) Continued

| Die Roll | Structure's Description (1d100) | Structure (1d100) | Feature - first word (1d100) | Feature - second word (1d100) |
|----------|---------------------------------|-------------------|------------------------------|-------------------------------|
| 84 | Storm-tossed | Obelisk of the | Scorched | Sisterhood |
| 85 | Sub- | Outpost of the | Secret | Slitherer |
| 86 | Sunken | Pagoda of the | Shadow | Society |
| 87 | Tall | Palace of the | Shattered | Son |
| 88 | Temporal | Pavilion of the | Skeletal | Sorcerer |
| 89 | Three-Part | Pits of the | Slave | Sorceress |
| 90 | Titanic | Prison of the | Slime- | Spawn |
| 91 | Towering | Pyramid of the | Slug- | Star |
| 92 | Toxic | Rift of the | Snail- | Statue |
| 93 | Treasure- | Sanctuary of the | Snake- | Surgeon |
| 94 | Triangular | Sanctum of the | Twisted | Tree |
| 95 | Unearthed | Shrine of the | Undead | Tribe |
| 96 | Unfinished | Spire of the | Unholy | Walker |
| 97 | Unnatural | Stockades of the | Unseen | Warlord |
| 98 | Urban | Stronghold of the | Wasp- | Weaver |
| 99 | Watery | Tower of the | Worm- | Whisperer |
| 100 | Wooden | Zeppelin of the | Zombie | Wizard |

Table 1-1B: Locations (Overview)

| Die Roll | Structure's Description (1d100) | Structure (1d100) | Feature - First Word (1d100) | Feature -Second Word (1d100) (Put Preference on the Singular) |
|----------|---------------------------------|--------------------|------------------------------|---|
| 01 | Airborne | Abbey of the | Ant- | Artifact |
| 02 | Aromatic | Aerie of the | Armored | Assassin |
| 03 | Azure | Asylum of the | Army of the | Automaton |
| 04 | Belowground | Aviary of the | Artificial | Basilisk |
| 05 | Black | Barracks of the | Bandit | Bat(s) |
| 06 | Blue | Bastion of the | Bear | Beast |
| 07 | Bone- | Bazaar of the | Bone- | Behemoth |
| 08 | Breathing | Bluffs of the | Brain- | Berserker(s) |
| 09 | Brooding | Bridge of the | Breeding | Cannibal |
| 10 | Bubbling | Cairn of the | Bronze | Centaur |
| 11 | Calcified | Canyon of the | Centipede- | Chieftain of Goblins |
| 12 | Cliff- | Carnival of the | Clan of the | Chimera |
| 13 | Coastal | Castle of the | Cloned | Cleric |
| 14 | Concealed | Cathedral of the | Cloud- | Cockatrice |
| 15 | Conquered | Cellars of the | Conjoined | Colossus |
| 16 | Contemplation- | Chapel of the | Crocodile- | Creature |
| 17 | Crimson | Church of the | Cursed | Cyclops |
| 18 | Cruel | City of the | Dark | Demigod |
| 19 | Cryptic | Cliffs of the | Decayed | Demon |
| 20 | Cunning | Cloister of the | Deceitful | Displacer |
| 21 | Dank | Cocoon of the | Demonic | Djinni |
| 22 | Dark | Coliseum of the | Deranged | Doppelganger |
| 23 | Deadly | Contrivance of the | Diseased | Dragon |
| 24 | Deadly | Cottage of the | Elemental | Druid |
| 25 | Death- | Court of the | Enchanted | Efreet |

Table 1-1B: Locations (Overview) Continued

| Die Roll | Structure's Description (1d100) | Structure (1d100) | Feature - First Word (1d100) | Feature -Second Word (1d100) (Put Preference on the Singular) |
|----------|---------------------------------|--------------------|------------------------------|---|
| 26 | Dimensional | Cradle of the | Enslaved | Eyeball |
| 27 | Diseased | Crags of the | Feral | Frog |
| 28 | Drilling | Craters of the | Flame- | Fungus |
| 29 | Emerald | Crypt of the | Flying | Gargoyle(s) |
| 30 | Erratic | Dens of the | Forest | Genie |
| 31 | Fabrication- | Dimension of the | Frost | Ghost(s) |
| 32 | Factory- | Domains of the | Genius | Ghouls |
| 33 | Fear- | Dome of the | Giant | Giant(s) |
| 34 | Feeding | Dungeons of the | Grotesque | God |
| 35 | Flesh- | Dwelling of the | Guardian | Golem |
| 36 | Fossilized | Edifice of the | Half-breed | Griffon |
| 37 | Frightful | Fane of the | Hallucinogenic | Hag |
| 38 | Gas- | Farm of the | Hellish | Harpies |
| 39 | Granite | Forest of the | Horde of the | Hornet(s) |
| 40 | Green | Forge of the | Horned | Horror |
| 41 | Grey | Fortress of the | Horrific | Hound(s) |
| 42 | Harvest- | Foundry of the | Howling | Hydra |
| 43 | Heliotropic | Galleon of the | Hybrid | Idol |
| 44 | Hidden | Galleries of the | Ice | Infiltrator |
| 45 | Horned | Garden of the | Imprisoned | Insect |
| 46 | Horrid | Garrison of the | Insane | Larva |
| 47 | Hunting | Generator of the | Insidious | Lich |
| 48 | Hydroponic | Glade of the | Iron | Lycanthrope |
| 49 | Industrial | Globe of the | Iron | Mage |
| 50 | Intermittent | Grotto of the | Jade | Magician |
| 51 | Intriguing | Hall of the | Lava | Manticore |
| 52 | Inverted | Halls of the | Leeching | Master |
| 53 | Lethargy- | Harbor of the | Leopard- | Medusa |
| 54 | Levitating | Hatcherries of the | Lunar | Minotaur(s) |
| 55 | Limestone | Haven of the | Mad | Monster |
| 56 | Midnight | Hill of the | Mammoth | Mummy |
| 57 | Monastic | Hive of the | Many-legged | Mushroom |
| 58 | Mosaic | Holt of the | Massive | Naga |
| 59 | Mountain | House of the | Master | Nomads |
| 60 | Murder- | Hut of the | Mastermind | Octopus |
| 61 | Nest- | Island of the | Mechanical | Ogre(s) |
| 62 | Obsidian | Isles of the | Mental | Ooze(s) |
| 63 | Offshore | Jungle of the | Mind | Pirate(s) |
| 64 | Orb- | Keep of the | Minions of the | Priest(s) |
| 65 | Perilous | Kennels of the | Mist- | Princess |
| 66 | Philosophical | Labyrinth of the | Monkey- | Pudding(s) |
| 67 | Platform | Lair of the | Moon- | Puppet |
| 68 | Poorly-built | Lighthouse of the | Moth- | Rakshasa |
| 69 | Pulsing | Lodgings of the | Mutant | Rat(s) |
| 70 | Putrid | Manse of the | Narcotic | Salamander |
| 71 | Ramshackle | Mansion of the | Poisonous | Satyr |

BOOK ONE: PRINCIPLES AND STARTING POINTS – LOCATIONS

Table 1-1B: Locations (Overview) Continued

| Die Roll | Structure's Description (1d100) | Structure (1d100) | Feature - First Word (1d100) | Feature -Second Word (1d100) (Put Preference on the Singular) |
|----------|---------------------------------|-------------------|------------------------------|---|
| 72 | Red | Marsh of the | Polluted | Scorpion |
| 73 | Reversible | Maze of the | Predatory | Serpent |
| 74 | Sacrificial | Megalith of the | Raider- | Shaman |
| 75 | Sapphire | Mill of the | Reaver | Shaman of the Orcs |
| 76 | Scarlet | Mines of the | Reawakened | Simulacrum |
| 77 | Seaweed- | Monastery of the | Resurrected | Skeletons |
| 78 | Sentient | Monolith of the | Sabertoothed | Slime(s) |
| 79 | Sex- | Mounds of the | Sand- | Spawn |
| 80 | Shadow- | Necropolis of the | Scarlet | Sphinx |
| 81 | Ship- | Nest of the | Scheming | Spider(s) |
| 82 | Shunned | Obelisk of the | Sea- | Spirits |
| 83 | Singular | Outpost of the | Shadow | Statue |
| 84 | Sinister | Pagoda of the | Skeletal | Titan |
| 85 | Slaying- | Palace of the | Slime- | Toad |
| 86 | Star- | Pavilion of the | Slug- | Tree |
| 87 | Temporary | Pits of the | Smoke | Troglodytes |
| 88 | Treasure- | Plane of the | Snail- | Troll(s) |
| 89 | Tumbled | Prison of the | Snake- | Tyrant |
| 90 | Twilight | Pyramid of the | Spell- | Warlord of the Orcs |
| 91 | Unsealed | Rift of the | Summoned | Wasp(s) |
| 92 | Unstable | Sanctuary of the | Tribe of the | Witch |
| 93 | Unthinkable | Sanctum of the | Undead | Wizard |
| 94 | Vertical | Shrine of the | Unholy | Wolves |
| 95 | Vile | Spire of the | Vampiric | Worg(s) |
| 96 | Wailing | Stockades of the | Villainous | Worm |
| 97 | Walled | Stronghold of the | Water | Wyrm |
| 98 | Waterborne | Tower of the | Winged | Wyvern |
| 99 | Weird | Webs of the | Wounded | Yeti |
| 100 | White | Zeppelin of the | Wraith- | Zombies |

Example results from the tables above might include things like “The Twilight House of the Vampiric Wolves,” or “The Temporal Sanctum of the Insatiable Knight.” These are good starting points for the development of an adventure; enough, at least, to start putting your mind into gear. You might end up with a location that’s completely different from your initial starting point once all the pieces have fallen into place, been arranged, and been polished. But that’s the nature of the creative process. Getting it started is often the hardest step.



Approach No. 1: Purpose Approach

Table 1-2 below is not used in conjunction with Table 1-1A or 1-1B; it is an alternative approach to generating seeds for an adventure location. The table is focused more on the *purpose* of the location than upon its past or present *occupants*. This table requires much more creative thinking than Table 1-1A or 1-1B, because many results will be quite bizarre at first glance. This is deliberate; without strange conjunctions, tables don't yield creative results.

Table 1-2: Locations

| Die Roll | Location Contents - Word One (1d100) | Location Contents - Word Two (1d100) |
|----------|--------------------------------------|--------------------------------------|
| 01 | Ancestral | Altar |
| 02 | Awakening- | Barge |
| 03 | Battle- | Beacon |
| 04 | Betrayal- | Bowl |
| 05 | Binding- | Boxes |
| 06 | Birthing- | Cages |
| 07 | Black | Cairn |
| 08 | Bone- | Camp |
| 09 | Brain- | Catalyst |
| 10 | Breeding- | Caverns |
| 11 | Bridal | Cells |
| 12 | Burial | Channel |
| 13 | Cannibal | Chasm |
| 14 | Confessional | Chimney |
| 15 | Confluent | Circle |
| 16 | Crypt- | Cocoons |
| 17 | Curse- | Compactor |
| 18 | Dark | Compass |
| 19 | Death | Connector |
| 20 | Demon- | Coops |
| 21 | Dimensional | Crown |
| 22 | Discord- | Dancer |
| 23 | Dissection | Device |
| 24 | Draining- | Disk |
| 25 | Dream- | Docks |
| 26 | Earth- | Dome |
| 27 | Ectoplasmic | Factory |
| 28 | Egg | Farm |
| 29 | Entropy | Flowers |
| 30 | Entry- | Forge |
| 31 | Eye- | Fountain |
| 32 | Feeding | Frame |
| 33 | Fever- | Gallery |
| 34 | Filth- | Game |
| 35 | Fire- | Garden |
| 36 | Flesh- | Globe |
| 37 | Focus- | Grounds |
| 38 | Fossil- | Harbor |
| 39 | Furnace- | Harvester |
| 40 | Gate- | Hatchery |
| 41 | Ghoul- | Hive |

| Die Roll | Location Contents - Word One (1d100) | Location Contents - Word Two (1d100) |
|----------|--------------------------------------|--------------------------------------|
| 42 | Growth- | Houses |
| 43 | Guard- | Incubator |
| 44 | Harmonic | Jars |
| 45 | Ice- | Kennels |
| 46 | Illusion- | Keys |
| 47 | Infesting- | Kiln |
| 48 | Killing- | Laboratories |
| 49 | Lifting- | Lantern |
| 50 | Lightning- | Lens |
| 51 | Madness- | Machine |
| 52 | Malformation- | Mandala |
| 53 | Materialization | Mirror |
| 54 | Meat | Moat |
| 55 | Memory- | Nets |
| 56 | Mind- | Orb |
| 57 | Minion- | Organs |
| 58 | Mist- | Ovens |
| 59 | Moon- | Pendulum |
| 60 | Mummification | Pens |
| 61 | Murder- | Perches |
| 62 | Mutation | Pillars |
| 63 | Mutation- | Pipes |
| 64 | Necromantic | Pits |
| 65 | Obedience- | Pools |
| 66 | Oracle- | Portal |
| 67 | Outer | Preserver |
| 68 | Paradoxical | Priests |
| 69 | Pattern | Prism |
| 70 | Perfume- | Quarters |
| 71 | Plague- | Rafts |
| 72 | Pleasure | Rods |
| 73 | Prayer- | Rooms |
| 74 | Prison- | Rune |
| 75 | Puzzle- | Sanctum |
| 76 | Reaction- | Separator |
| 77 | Rearrangement | Ship |
| 78 | Sacrificial | Sphere |
| 79 | Sand- | Spiral |
| 80 | Screaming- | Spire |
| 81 | Shadow- | Spouts |
| 82 | Shaping- | Stage |

BOOK ONE: PRINCIPLES AND STARTING POINTS – LOCATIONS

Table 1-2: Locations Continued

| Die Roll | Location Contents - Word One (1d100) | Location Contents - Word Two (1d100) |
|----------|--------------------------------------|--------------------------------------|
| 83 | Simulacrum | Statue |
| 84 | Skeleton | Steps |
| 85 | Skin | Swamp |
| 86 | Slime- | Theater |
| 87 | Spell- | Throne |
| 88 | Spider | Token |
| 89 | Storm- | Tomb |
| 90 | Teleportation | Tower |
| 91 | Tentacle- | Traps |

| Die Roll | Location Contents - Word One (1d100) | Location Contents - Word Two (1d100) |
|----------|--------------------------------------|--------------------------------------|
| 92 | Time- | Trees |
| 93 | Transformational | Tubes |
| 94 | Tuning- | Vats |
| 95 | Unreality- | Vines |
| 96 | Vision- | Vortex |
| 97 | War- | Wards |
| 98 | Winter | Webs |
| 99 | Witch- | Well |
| 100 | Witching- | Wheel |

Most of the chapters (in later books of the series) dealing with specific adventure locales also contain shorter, more specific tables for generating locations in that terrain type.



Missions

Another starting approach to adventure design is to start with the mission facing the players, and see what interesting ideas crop up about locations or villains. This table isn't about generating missions the characters are forced to undertake in a particular way. Rather, it's a way to jump-start your creativity into coming up with a more complex adventure scenario the players might approach in a multitude of different ways.

Since many mission-based adventures involve an employer, this section also contains tables for generating patrons. Once you come up with a combination of mission + patron, other ideas about the adventure will probably start springing to mind. What might happen if the party chooses to double-cross the patron? To side with the villain? To go after the adventure, but with a different mission in mind? To look for other patrons who might have different motivations? Most of the results you'll generate with these tables can be expanded considerably from the basic seed-ideas.

Finally, there's a table of possible motivations for the players/characters themselves. Players don't like their characters to be "forced" into a particular adventure — which means you've got to offer a reason to choose one adventure over another. This table of motivations is quite useful no matter whether your initial creative spark comes from the Locations tables, the Mission tables, or the Villain's Motivation tables.

Table 1-3: Types of Missions

| Die Roll | Type of Mission (d100) |
|----------|------------------------|
| 01-25 | Individual (Table 1-4) |
| 26-50 | Item (Table 1-5) |
| 51-75 | Location (Table 1-6) |
| 76-00 | Event (Table 1-7) |

Table 1-4: Individual-Based Missions

| Die Roll | Mission (d100) | Individual Subject of Mission (d100) |
|----------|------------------------------|--------------------------------------|
| 01-05 | Bribe or negotiate with | Adventurer(s) |
| 06-10 | Bring message to location of | Agent or diplomat |
| 11-15 | Capture or arrest | Cleric or religious leader |
| 16-20 | Conceal/smuggle | Criminal/outlaw |
| 21-25 | Deliver/transport | Intelligent monster |
| 26-30 | Discover identity of | Local noble |
| 31-35 | Distract, decoy, or deceive | Magic-user |
| 36-40 | Entrap or sting | Messenger |
| 41-45 | Extort from | Saboteur |
| 46-50 | Find missing | Secret agent or spy |
| 51-55 | Get help from | Roll on Table 1-8: Patrons & Targets |
| 56-60 | Guard/protect | Roll on Table 1-8: Patrons & Targets |
| 61-65 | Incriminate or frame | Roll on Table 1-8: Patrons & Targets |
| 66-70 | Kidnap | Roll on Table 1-8: Patrons & Targets |

| Die Roll | Mission (d100) | Individual Subject of Mission (d100) |
|----------|---------------------|--------------------------------------|
| 71-75 | Kill/assassinate | Roll on Table 1-8: Patrons & Targets |
| 76-80 | Rescue | Roll on Table 1-8: Patrons & Targets |
| 81-85 | Sabotage efforts of | Roll on Table 1-8: Patrons & Targets |
| 86-90 | Spy upon | Roll on Table 1-8: Patrons & Targets |
| 91-95 | Steal item from | Roll on Table 1-8: Patrons & Targets |
| 96-00 | Waylay | Roll on Table 1-8: Patrons & Targets |

Table 1-5: Item-Based Missions

| Die Roll | Mission (d100) | Item Subject of Mission (d100) |
|----------|------------------------------|---|
| 01-05 | Attack to obtain | Body or corpse |
| 06-10 | Conceal | Cargo |
| 11-15 | Defend | Cattle or livestock |
| 16-20 | Deliver or transport | Clue |
| 21-25 | Destroy | Evidence of crime |
| 26-30 | Fake existence of | Evidence of innocence |
| 31-35 | Find or locate | Gold or jewelry |
| 36-40 | Guard or protect | Magic item |
| 41-45 | Hide | Map |
| 46-50 | Hijack | Message or letter |
| 51-55 | Prevent delivery of | Monster |
| 56-60 | Prevent sabotage of | Mysterious sealed container |
| 61-65 | Raid to obtain | Ownership documents |
| 66-70 | Retake or repossess | Religious item |
| 71-75 | Sabotage | Ship |
| 76-80 | Salvage from dangerous place | Statue or idol (portable) |
| 81-85 | Smuggle | Symbol of authority |
| 86-90 | Steal from within location | Unusual animal (familiar, mascot, pet, prize cow, etc.) |
| 91-95 | Steal while in transit | Vehicles with cargo |
| 96-00 | Swap fake imitation | Weapon (siege engine, famous sword, etc.) |

BOOK ONE: PRINCIPLES AND STARTING POINTS — MISSIONS

Table 1-6: Location-Based Missions

| Die Roll | Mission (d100) | Location Subject of Mission (d100) |
|----------|------------------------------|------------------------------------|
| 01-04 | Assault | Archaeological dig |
| 05-08 | Assault | Caravan |
| 09-12 | Break siege of | Castle |
| 13-16 | Capture and hold | Caves |
| 17-20 | Defend from attack | Cottage |
| 21-24 | Defend from attack | Dungeon |
| 25-28 | Destroy | Encampment |
| 29-32 | Escape from | Extra-planar area |
| 33-36 | Explore | Flying Structure |
| 37-40 | Find or locate | Flying Vehicle |
| 41-44 | Get supplies to | Forest |
| 45-48 | Infiltrate and control | Fort |
| 49-52 | Infiltrate and spy upon | Fortified building or manor |
| 53-56 | Liberate | Grove |
| 57-60 | Locate intruder/spy | Oasis |
| 61-64 | Loot | Prison |
| 65-68 | Loot | Ruins |
| 69-72 | Protect from infiltration | Ship |
| 73-76 | Reinforce | Stockade |
| 77-80 | Rescue hostages from | Swamp |
| 81-84 | Rescue hostages from | Tavern |
| 85-88 | Retake | Temple |
| 89-92 | Secretly return something to | Village |
| 93-96 | Stage raid upon | Warehouse |
| 97-00 | Stage raid upon | Wharfs or Docks |

Table 1-7: Event-Based Missions

| Die Roll | Mission (d100) | Event Subject of Mission (d100) |
|----------|---|---------------------------------------|
| 01-05 | Destroy results of | Archaeological dig |
| 06-10 | Escape from | Arena or gladiatorial battle |
| 11-15 | Solve bizarre mystery arising from | Arrest or trial |
| 16-20 | Expose someone involved in | Assassination |
| 21-25 | Expose someone involved in | Cattle drive through a dangerous area |
| 26-30 | Hide evidence of what really happened in a recent | Coronation or transfer of power |
| 31-35 | Infiltrate group involved in | Coup d'etat or rebellion |
| 36-40 | Infiltrate group involved in | Criminal conspiracy |
| 41-45 | Investigate events of a recent | Disruption of ceremony |
| 46-50 | Investigate events of an ancient | Duel |
| 51-55 | Lead or coordinate | Execution or imprisonment |
| 56-60 | Plan and execute | Exploration/mapping expedition |
| 61-65 | Prevent | Furtive, stealthy raid |
| 66-70 | Prevent | Military assault |
| 71-75 | Protect someone involved in | Murder or attempted murder |
| 76-80 | Protect someone involved in | Natural disaster |
| 81-85 | Sabotage | Swindle |
| 86-90 | Survive or overcome | Theft |
| 91-95 | Survive or overcome | Trailblazing attempt into new area |
| 96-00 | Take leadership in | Treason and aftermath |

Table 1-8: Patrons and Targets

| Die Roll | Patron or Target (d1000) | Die Roll | Patron or Target (d1000) | Die Roll | Patron or Target (d1000) |
|----------|---|----------|---|----------|---|
| 01 | Abbot (Asian-style monk) | 46 | Animal trainer (normal animals) | 90 | Bandit (popular hero) |
| 02 | Abbot (heretic) | 47 | Animal trainer (unusual animals) | 91 | Bandit (with stolen treasure) |
| 03 | Abbot (European-style) | 48 | Anonymous wretch | 92 | Barbarian |
| 04 | Accused person (guilty) | 49 | Apothecary (illegal or unlicensed) | 93 | Barber |
| 05 | Accused person (innocent) | 50 | Apothecary (legal) | 94 | Bard (on mission) |
| 06 | Accuser killer (roll a second time for victim's identity, if desired) | 51 | Apprentice (mundane craft) | 95 | Bard (traveling minstrel) |
| 07 | Actor (famous) | 52 | Apprentice (thief or assassin) | 96 | Baron (poor) |
| 08 | Actor (leader of troupe) | 53 | Apprentice (wizard or alchemist) | 97 | Baron (rich) |
| 09 | Actor (minor) | 54 | Architect (any) | 98 | Baroness (beautiful) |
| 10 | Addict (alcohol) | 55 | Architect (castle) | 99 | Baroness (cruel) |
| 11 | Addict (drugs) | 56 | Architect (dungeons or prison) | 100 | Baroness (ugly) |
| 12 | Addict (gambling) | 57 | Architect (palace) | 101 | Bazaar owner |
| 13 | Addict (love) | 58 | Archivist (births and deaths) | 102 | Beadle (major temple) |
| 14 | Addict (music) | 59 | Archivist (city or town history) | 103 | Beadle (minor temple) |
| 15 | Addict (opium or hashish) | 60 | Archivist (criminal records) | 104 | Beadle (of heretical temple) |
| 16 | Addict (other) | 61 | Archivist (heraldry and lineage) | 105 | Beggar (crippled) |
| 17 | Adulterer | 62 | Archivist (land rights) | 106 | Beggar (normal) |
| 18 | Adulterer (suspected) | 63 | Archivist (noble family) | 107 | Beggar (secret identity) |
| 19 | Adventurer (cleric) | 64 | Archivist (temple) | 108 | Beggar (thief) |
| 20 | Adventurer (fighter) | 65 | Arena owner | 109 | Beggar (witness) |
| 21 | Adventurer (magic-user) | 66 | Armorer (famous) | 110 | Bird catcher (fabulous and magical birds) |
| 22 | Adventurer (thief) | 67 | Armorer (skilled) | 111 | Bird catcher (falcons) |
| 23 | Agent (of deity) | 68 | Artificer (lenses and glass) | 112 | Bird catcher (game birds) |
| 24 | Agent (of demon) | 69 | Artificer (siege engines) | 113 | Bird catcher (songbirds) |
| 25 | Agent (of fate) | 70 | Artificer (water power or aqueducts) | 114 | Blackmailer (highly successful) |
| 26 | Agent (of guild) | 71 | Artisan (any) | 115 | Blackmailer (knows of crime) |
| 27 | Agent (of merchant house) | 72 | Artisan (glass) | 116 | Blackmailer (of evil target) |
| 28 | Agent (of mercy) | 73 | Assassin (currently employed) | 117 | Blackmailer (political secret) |
| 29 | Agent (of sultan) | 74 | Assassin (not employed) | 118 | Blackmailer (sexual information) |
| 30 | Agent (of the king) | 75 | Assistant or supporter (unauthorized) | 119 | Blackmailer (temple secret) |
| 31 | Agent (secret diplomat) | 76 | Astrologer (charlatan) | 120 | Blacksmith |
| 32 | Agent (secret police) | 77 | Astrologer (in hiding) | 121 | Blasphemer |
| 33 | Agent (spy) | 78 | Astrologer (skillful) | 122 | Blind man |
| 34 | Alchemist | 79 | Auction-house owner | 123 | Bodyguard (failed) |
| 35 | Alchemist (with secret formula) | 80 | Author (lascivious verse) | 124 | Bodyguard (working) |
| 36 | Almoner (collecting alms) | 81 | Author (philosophical) | 125 | Bookseller |
| 37 | Almoner (dispensing alms) | 82 | Author (satirical) | 126 | Bounty hunter (congenial) |
| 38 | Almoner (embezzlement suspect) | 83 | Author (spell book or magic tome) | 127 | Bounty hunter (debtors) |
| 39 | Ambassador (commercial or mercantile) | 84 | Bailiff (courtroom) | 128 | Bounty hunter (escaped slaves) |
| 40 | Ambassador (local political) | 85 | Bailiff (sheriff's official serving writs, process) | 129 | Bounty hunter (killer of criminals) |
| 41 | Ambassador (major political) | 86 | Baker | 130 | Bounty hunter (unlicensed) |
| 42 | Anarchist (at work) | 87 | Bandit (highwayman) | 131 | Brigand (highwayman) |
| 43 | Anarchist (scheming) | 88 | Bandit (leader) | 132 | Brigand (leader) |
| 44 | Anarchist (suspected) | 89 | Bandit (lone) | 133 | Brigand (local hero) |
| 45 | Anarcho-syndicalist peasant | | | 134 | Brigand (seeking vengeance) |
| | | | | 135 | Brigand (unjustly accused) |

BOOK ONE: PRINCIPLES AND STARTING POINTS — MISSIONS

Table 1-8: Patrons and Targets Continued

| Die Roll | Patron or Target (d1000) | Die Roll | Patron or Target (d1000) | Die Roll | Patron or Target (d1000) |
|----------|--|----------|--|----------|---|
| 136 | Broker (gems) | 182 | Clone or simulacrum | 226 | Crime boss (with personal problems) |
| 137 | Broker (land) | 183 | Clown (entertaining) | 227 | Crime boss (worried) |
| 138 | Broker (loans) | 184 | Clown (evil) | 228 | Crippled man |
| 139 | Broker (ship cargoes) | 185 | Collector (animals) | 229 | Cutpurse |
| 140 | Broker (slaves) | 186 | Collector (books) | 230 | Damsel (beautiful and noble) |
| 141 | Brothel owner | 187 | Collector (insects) | 231 | Damsel (commoner) |
| 142 | Bureaucratic official (cunning) | 188 | Collector (magic items) | 232 | Damsel (conniving and deceitful) |
| 143 | Bureaucratic official (diligent) | 189 | Collector (minerals) | 233 | Damsel (distressed) |
| 144 | Bureaucratic official (loyal) | 190 | Collector (mundane items) | 234 | Damsel (noble birth) |
| 145 | Bureaucratic official (pompous) | 191 | Collector (plants) | 235 | Damsel (only a disguise) |
| 146 | Burglar (retired) | 192 | Collector (unusual: souls, auras, demons, etc) | 236 | Damsel (shockingly ugly) |
| 147 | Burglar (working) | 193 | Commander (city guard) | 237 | Damsel (unchaste) |
| 148 | Burned man | 194 | Commander (secret police) | 238 | Damsel (very intelligent, with a mission) |
| 149 | Butcher (poor) | 195 | Connoisseur (dangerous experiences) | 239 | Dancer (famous) |
| 150 | Butcher (rich) | 196 | Connoisseur (meat) | 240 | Dancer (salacious) |
| 151 | Butcher (sinister) | 197 | Connoisseur (men) | 241 | Dancer (supernatural capability) |
| 152 | Butterfly woman | 198 | Connoisseur (music) | 242 | Deaf-mute |
| 153 | Buyer (of something) | 199 | Connoisseur (scents and perfumes) | 243 | Defender (of moral virtue) |
| 154 | Buyer (prospective) | 200 | Connoisseur (wine) | 244 | Defender (of the peace) |
| 155 | Captain (barge) | 201 | Connoisseur (women) | 245 | Defender (of the poor) |
| 156 | Captain (fishing boat) | 202 | Conservative | 246 | Deity (very minor) in disguise |
| 157 | Captain (infantry) | 203 | Contest loser | 247 | Demigod (cursed) |
| 158 | Captain (mercenary) | 204 | Contest winner | 248 | Demigod (imprisoned) |
| 159 | Captain (pirate) | 205 | Cook | 249 | Demigod (incorporeal) |
| 160 | Captain (secret police) | 206 | Cooper | 250 | Demonologist |
| 161 | Captain (ship) | 207 | Counselor (attorney) | 251 | Dentist |
| 162 | Cartographer (skilled) | 208 | Counselor (political) | 252 | Dentist (insane) |
| 163 | Cartographer (with vital map) | 209 | Counterfeiter | 253 | Dentist (sinister) |
| 164 | Cattle breeder | 210 | Courier (documents) | 254 | Deserter (army) |
| 165 | Cattle owner | 211 | Courier (gems) | 255 | Deserter (criminal gang) |
| 166 | Cattle thief | 212 | Courier (illegal substances) | 256 | Diplomat (any) |
| 167 | Celebrity figure (artistic) | 213 | Courier (political messages) | 257 | Diplomat (commercial) |
| 168 | Celebrity figure (foreign) | 214 | Courier (stolen goods) | 258 | Diplomat (political) |
| 169 | Celebrity figure (genius) | 215 | Courtesan (high class) | 259 | Disembodied voice |
| 170 | Celebrity figure (in hiding or disguise) | 216 | Courtesan (low class) | 260 | Doctor (charlatan) |
| 171 | Celebrity figure (local) | 217 | Courtesan (noble) | 261 | Doctor (general practice) |
| 172 | Celebrity figure (magic-related) | 218 | Courtesan (witness or has secret) | 262 | Doctor (mystical) |
| 173 | Celebrity figure (sport or contest) | 219 | Cousin of someone | 263 | Doctor (sinister) |
| 174 | Challenge recipient (cheating) | 220 | Craftsman (general) | 264 | Doctor (specialist) |
| 175 | Challenge recipient (hiding) | 221 | Craftsman (glassblower) | 265 | Druid |
| 176 | Chef (skilled) | 222 | Craftsman (magical materials) | 266 | Drummer |
| 177 | Chef (trying hard) | 223 | Crime boss (cursed) | 267 | Emissary (affairs of the heart) |
| 178 | Circus owner | 224 | Crime boss (second in command) | 268 | Emissary (commercial) |
| 179 | Cleric (evil or chaotic) | 225 | Crime boss (taking care of business) | 269 | Emissary (false) |
| 180 | Cleric (good or lawful) | | | 270 | Emissary (political) |
| 181 | Cleric (rebel or heretic) | | | | |

Table 1-8: Patrons and Targets Continued

| Die Roll | Patron or Target (d1000) | Die Roll | Patron or Target (d1000) | Die Roll | Patron or Target (d1000) |
|----------|---|----------|--|----------|--|
| 271 | Emissary (religious) | 317 | Felon (innocent) | 361 | Goldsmith (impoverished) |
| 272 | Emissary (secret) | 318 | Felon (oppressed) | 362 | Goldsmith (rich) |
| 273 | Enchanter | 319 | Ferryman | 363 | Goldsmith (skilled) |
| 274 | Enchanter (evil) | 320 | Ferryman (hunchback) | 364 | Goldsmith (threatened) |
| 275 | Enchanter (insane) | 321 | Filthy peasant | 365 | Goldsmith (with rival) |
| 276 | Enchanter (non-human) | 322 | Fire marshal | 366 | Governor |
| 277 | Enchanter (senile) | 323 | Fisherman (owns boat) | 367 | Governor (benevolent) |
| 278 | Enchanter (very young) | 324 | Fisherman (poor) | 368 | Governor (cursed) |
| 279 | Enchantress (beautiful) | 325 | Flower arranger (possibly a monk?) | 369 | Governor (local) |
| 280 | Enchantress (in love) | 326 | Flower-bedecked woman | 370 | Governor (oppressive) |
| 281 | Enchantress (non-human) | 327 | Fool (cursed) | 371 | Governor (with personal problem) |
| 282 | Enchantress (reborn) | 328 | Fool (insane) | 372 | Grave robber (accused) |
| 283 | Enchantress (villainous) | 329 | Fool (professional) | 373 | Grave robber (avaricious) |
| 284 | Engineer (aqueducts and water) | 330 | Foreigner (beautiful noblewoman) | 374 | Grave robber (necromantic purposes) |
| 285 | Engineer (castles and temples) | 331 | Foreigner (other plane of existence) | 375 | Grave robber (terrified) |
| 286 | Engineer (dungeon excavation) | 332 | Foreigner (sinister) | 376 | Grave robber (with curse therefrom) |
| 287 | Engineer (sieges) | 333 | Foreigner (spy) | 377 | Grim reaper (yep, no kidding) |
| 288 | Escapee (monster's lair) | 334 | Foreigner (stranded) | 378 | Guardian (archives) |
| 289 | Escapee (prison) | 335 | Foreigner (with outrageous accent) | 379 | Guardian (bodyguard) |
| 290 | Escapee (slave camp) | 336 | Forester (acorn-grubbing peasant) | 380 | Guardian (criminal evidence) |
| 291 | Escapee (wizard's lab) | 337 | Forester (forest protector) | 381 | Guardian (holy book or relic) |
| 292 | Executioner | 338 | Forger (artworks) | 382 | Guardian (of child) |
| 293 | Executioner (disgraced) | 339 | Forger (documents) | 383 | Guardian (of idea or concept) |
| 294 | Executioner (famous) | 340 | Fortune-teller (annoying doom-prophet) | 384 | Guardian (of magical item) |
| 295 | Executioner (retired) | 341 | Fortune-teller (crone) | 385 | Guardian (of place) |
| 296 | Expert (code breaker) | 342 | Fortune-teller (fraud) | 386 | Guardian (other) |
| 297 | Expert (gems) | 343 | Fortune-teller (gypsy) | 387 | Guardsman |
| 298 | Expert (investigator) | 344 | Fugitive | 388 | Guildman (high ranking) |
| 299 | Expert (magical substances) | 345 | Gambler (deadly games) | 389 | Guildmaster (assassin) |
| 300 | Expert (planting rumors) | 346 | Gambler (notorious cheat) | 390 | Guildmaster (craft) |
| 301 | Expert (runes) | 347 | Gambler (recent big losses) | 391 | Guildmaster (merchants) |
| 302 | Expert (weapons) | 348 | Gambler (recent big winnings) | 392 | Guildmaster (profession) |
| 303 | Expert (wilderness tracking) | 349 | Gambler (with lucky charm) | 393 | Guildmaster (thieves) |
| 304 | Explorer | 350 | Gambling den owner | 394 | Guildsman (loyal and hardworking) |
| 305 | Explorer (well known) | 351 | Ghost (dangerous) | 395 | Guildsman (secret freelancer) |
| 306 | Explorer (with secret knowledge) | 352 | Ghost (female) | 396 | Gypsy (adventurer) |
| 307 | Extortionist (blackmailer) | 353 | Ghost (harmless apparition) | 397 | Gypsy (beautiful) |
| 308 | Extortionist (for something other than money) | 354 | Ghost (unquiet spirit) | 398 | Gypsy (crone) |
| 309 | Extortionist (magical threats) | 355 | Gladiator (famous) | 399 | Half-breed |
| 310 | Extortionist (violent) | 356 | Gladiator (slave) | 400 | Hangman (loves his job) |
| 311 | Falconer | 357 | Gladiatorial trainer | 401 | Hangman (retired) |
| 312 | Falconer (unusual birds) | 358 | Glassblower | 402 | Hangman (working in his official capacity) |
| 313 | Farmer (poor) | 359 | Goldsmith (cursed) | 403 | Harem keeper (cruel) |
| 314 | Farmer (rich) | 360 | Goldsmith (general) | 404 | Harem keeper (dishonest) |
| 315 | Farmer (with three daughters) | | | | |
| 316 | Father or mother | | | | |

BOOK ONE: PRINCIPLES AND STARTING POINTS — MISSIONS

Table 1-8: Patrons and Targets Continued

| Die Roll | Patron or Target (d1000) | Die Roll | Patron or Target (d1000) | Die Roll | Patron or Target (d1000) |
|----------|--|----------|---|----------|---|
| 405 | Harem keeper (dutiful) | 449 | Jailor simple turnkey) | 490 | Landlord (with property problems) |
| 406 | Harem keeper (in his official capacity) | 450 | Jester (on the run) | 491 | Lawyer |
| 407 | Harem keeper (justifiably grumpy eunuch) | 451 | Jester (sinister) | 492 | Lawyer (carrying out terms of a will) |
| 408 | Harem keeper (kind) | 452 | Jester (with magical powers) | 493 | Lawyer (for the defense) |
| 409 | Harem owner | 453 | Jeweler (working on a commission) | 494 | Lawyer (for the prosecution) |
| 410 | Heir (if someone dies) | 454 | Journalist | 495 | Lawyer (in a civil suit) |
| 411 | Heir (to a barony) | 455 | Judge (from a past trial) | 496 | Leader of mob or riots) |
| 412 | Heir (to a fortune) | 456 | Judge (local) | 497 | Leader of prayer group |
| 413 | Heir (to something interesting) | 457 | Judge (of a contest) | 498 | Leader of sting or entrapment operation |
| 414 | Heir (to the throne) | 458 | Judge (of a tournament) | 499 | Leader of the autonomous commune |
| 415 | Heiress (lovable) | 459 | Judge (religious court) | 500 | Leader of the glorious uprising |
| 416 | Heiress (of curse) | 460 | Kidnapper (accused but innocent) | 501 | Leader of the pack |
| 417 | Heiress (of hereditary powers) | 461 | Kidnapper (no longer has victim) | 502 | Leader of the posse |
| 418 | Heiress (secret) | 462 | Kidnapper (still has victim) | 503 | Legislator (corrupt) |
| 419 | Heiress (sinister) | 463 | Killer (justified) | 504 | Legislator (getting too close to the truth) |
| 420 | Herbalist (with secret knowledge) | 464 | King (dead) | 505 | Legislator (kidnapped) |
| 421 | Heretic | 465 | King (dethroned) | 506 | Legislator (moral) |
| 422 | Hester (with political influence) | 466 | King (disguised) | 507 | Legislator (radical) |
| 423 | Hidden witness | 467 | King (distant foreign realm) | 508 | Legislator (suspicious) |
| 424 | Historian (ancients and demigods) | 468 | King (in hiding) | 509 | Legislator (traditionalist) |
| 425 | Historian (kings and kingdoms) | 469 | King (in official capacity) | 510 | Leper (contagious) |
| 426 | Historian (magic and wizards) | 470 | King (insane) | 511 | Leper (fake) |
| 427 | Historian (of a region) | 471 | King (missing) | 512 | Leper (real) |
| 428 | Historian (of a single famous person) | 472 | King (of something strange) | 513 | Locksmith (accused of crime) |
| 429 | Holy man (fake) | 473 | King's body part | 514 | Locksmith (magical locks) |
| 430 | Holy man (genuine) | 474 | Knave (inconstant in affairs of finance) | 515 | Locksmith (skilled) |
| 431 | Huntsman (mythical beasts) | 475 | Knave (inconstant in affairs of the heart) | 516 | Lord |
| 432 | Huntsman (noble) | 476 | Knave (inconstant in matters of secrecy) | 517 | Lord (of the dance) |
| 433 | Huntsman (people) | 477 | Knave (inconstant in matters of truthfulness) | 518 | Lord (of the manor) |
| 434 | Huntsman (stag and pheasant) | 478 | Knight (cursed) | 519 | Lord (of the skies) |
| 435 | Illusionist | 479 | Knight (disgraced) | 520 | Lord (of yon great castle) |
| 436 | Infidel | 480 | Knight (evil) | 521 | Lottery winner |
| 437 | Inquisitor (any sort) | 481 | Knight (paladin) | 522 | Love doctor |
| 438 | Inquisitor (government) | 482 | Knight (renowned) | 523 | Loyal friend of someone |
| 439 | Inquisitor (illegal) | 483 | Knight (wandering) | 524 | Madman |
| 440 | Inquisitor (of powerful temple) | 484 | Lady in waiting (dishonored) | 525 | Madman (cyclical madness) |
| 441 | Investigator (curious amateur) | 485 | Lady in waiting (faithful to her lady) | 526 | Madman (dangerous) |
| 442 | Investigator (guild quality standards) | 486 | Lady in waiting (knows terrible secret) | 527 | Madman (obsessed) |
| 443 | Investigator (knows too much) | 487 | Lady in waiting (treacherous) | 528 | Maid |
| 444 | Investigator (legitimate) | 488 | Landlord (greedy) | 529 | Maid of honor |
| 445 | Investor (lost money) | 489 | Landlord (under threat of death) | 530 | Maiden (abandoned) |
| 446 | Investor (needs information) | | | 531 | Maiden (chaste) |
| 447 | Investor (suspects funny business) | | | 532 | Maiden (poor) |
| 448 | Jailor (prison official) | | | | |

Table 1-8: Patrons and Targets Continued

| Die Roll | Patron or Target (d1000) | Die Roll | Patron or Target (d1000) | Die Roll | Patron or Target (d1000) |
|----------|--|----------|---|----------|---|
| 533 | Maiden (rich) | 577 | Military leader (victorious) | 617 | Nomad (seeking lost homeland) |
| 534 | Maiden (seeking to change that status) | 578 | Miller | 618 | Nomad (semi-civilized herdsman) |
| 535 | Majordomo (for wizard) | 579 | Miller (grinds strange or magical substances) | 619 | Obvious suspect |
| 536 | Majordomo (great manor) | 580 | Miller (with three sons) | 620 | Oddly familiar person |
| 537 | Majordomo (large castle or fortress) | 581 | Miller (with unusual cat) | 621 | Operator (gambling den) |
| 538 | Majordomo (of nobleman's city residence) | 582 | Mine owner | 622 | Operator (public baths) |
| 539 | Majordomo (small castle) | 583 | Miner (crippled) | 623 | Operator (scams) |
| 540 | Majordomo (small manor) | 584 | Miner (with secret) | 624 | Opium den owner |
| 541 | Man in strange mask | 585 | Minister of defense | 625 | Orchard owner |
| 542 | Man with red or glowing eyes | 586 | Minister of justice | 626 | Organizer (coronation) |
| 543 | Man with unusual capability | 587 | Minister of pomp and circumstance | 627 | Organizer (festival) |
| 544 | Man with unusual legs | 588 | Minister of the treasury | 628 | Organizer (important wedding) |
| 545 | Man with unusual pet | 589 | Minstrel (poor) | 629 | Organizer (labor) |
| 546 | Man with unusual skin | 590 | Minstrel (rich) | 630 | Organizer (political) |
| 547 | Man with wooden leg | 591 | Minstrel (with attendant fans and followers) | 631 | Organizer (religious) |
| 548 | Medicine man | 592 | Minstrel (with magic powers or instrument) | 632 | Outlaw (hunted) |
| 549 | Member of secret police | 593 | Miser | 633 | Outlaw (repentant) |
| 550 | Mercenary (leader) | 594 | Moneylender (victim of a swindle) | 634 | Outlaw (secret) |
| 551 | Mercenary (soldier) | 595 | Moneylender (victim of theft) | 635 | Outlaw (suspected) |
| 552 | Mercenary (wounded) | 596 | Moneylender (with an outstanding debt) | 636 | Outlaw (violated taboo) |
| 553 | Merchant (addictive substances) | 597 | Monk (European friar) | 637 | Outlaw (working in his job capacity) |
| 554 | Merchant (caravan member) | 598 | Monk (hermit) | 638 | Outraged father |
| 555 | Merchant (caravan owner) | 599 | Monk (seeks to avenge dead master) | 639 | Outraged purchaser |
| 556 | Merchant (fleet owner) | 600 | Monk (vow of silence) | 640 | Owner of dangerous property |
| 557 | Merchant (great) | 601 | Monk's severed head, talking, in sandalwood box | 641 | Owner of magic item |
| 558 | Merchant (minor) | 602 | Necromancer | 642 | Panderer (discreet servant of the nobility) |
| 559 | Merchant (ship owner) | 603 | Noble (cursed) | 643 | Panderer (outlandish garb and manner) |
| 560 | Merchant (silks) | 604 | Noble (debtor) | 644 | Panderer (slave owner) |
| 561 | Merchant (sinister items) | 605 | Noble (dishonored) | 645 | Pardoner (fake political pardons) |
| 562 | Merchant (spices) | 606 | Noble (impoverished) | 646 | Pardoner (fraud) |
| 563 | Merchant (strange items) | 607 | Noble (in hiding) | 647 | Pardoner (pardons have actual effect) |
| 564 | Merchant (sundry vices) | 608 | Noble (rich) | 648 | Pardoner (real criminal pardons for sale) |
| 565 | Merchant (wine) | 609 | Noble (with disease) | 649 | Partner (in crime) |
| 566 | Messenger (commercial) | 610 | Noble (with personal problem) | 650 | Partner (in love) |
| 567 | Messenger (for military leader) | 611 | Noblewoman (lovely) | 651 | Partner in a business |
| 568 | Messenger (for wizard) | 612 | Noblewoman (protecting husband) | 652 | Patron (of arts) |
| 569 | Messenger (love affair) | 613 | Noblewoman (shrewish) | 653 | Patron (of temple) |
| 570 | Messenger (of death) | 614 | Nomad (barbarian wanderer) | 654 | Peasant (farmer) |
| 571 | Messenger (of deity) | 615 | Nomad (religious dervish) | 655 | Peasant (oppressed) |
| 572 | Messenger (of noble) | 616 | Nomad (savage tribesman) | 656 | Peasant (revolting) |
| 573 | Messenger (of religious leader) | | | 657 | Peasant (shepherd) |
| 574 | Messenger (with message for characters) | | | 658 | Peasant (wealthy) |
| 575 | Military leader (betrayed) | | | 659 | Performer (biting satire) |
| 576 | Military leader (defeated) | | | | |

BOOK ONE: PRINCIPLES AND STARTING POINTS — MISSIONS

Table 1-8: Patrons and Targets Continued

| Die Roll | Patron or Target (d1000) | Die Roll | Patron or Target (d1000) | Die Roll | Patron or Target (d1000) |
|----------|---|----------|--|----------|---------------------------------------|
| 660 | Performer (deadly stunts) | 704 | Police authority (public police) | 750 | Prodigal son (greedy) |
| 661 | Performer (feats of memory and observation) | 705 | Police authority (vigilantes) | 751 | Prodigal son (repentant) |
| 662 | Perfumer (discredited) | 706 | Polluter (food) | 752 | Professor |
| 663 | Perfumer (rich) | 707 | Polluter (water) | 753 | Prophet (accurate) |
| 664 | Perfumer (with rival) | 708 | Poseur (as celebrity) | 754 | Prophet (dangerous) |
| 665 | Perfumer (with secret) | 709 | Poseur (as guild official) | 755 | Prophet (deranged) |
| 666 | Person of ancient ancestry | 710 | Poseur (as military leader) | 756 | Prophet (false) |
| 667 | Person of evil ancestry | 711 | Poseur (as political personage) | 757 | Prophet (heretical) |
| 668 | Person pure of blood | 712 | Poseur (as religious personage) | 758 | Prostitute (cultist) |
| 669 | Person who changes size | 713 | Possessed person | 759 | Prostitute (larcenous) |
| 670 | Person who counted votes for an election | 714 | Potential witness | 760 | Prostitute (vengeful) |
| 671 | Person who hears a voice | 715 | Potential witness (financial crime) | 761 | Prostitute (with heart of gold) |
| 672 | Person who returned from a mysterious journey | 716 | Potential witness (political) | 762 | Racketeer (extortion) |
| 673 | Person who returned from the dead | 717 | Potential witness (religious) | 763 | Racketeer (high finance) |
| 674 | Person with no apparent face | 718 | Potion maker | 764 | Racketeer (shipping) |
| 675 | Pickpocket | 719 | Preacher (anti-establishment, political) | 765 | Ranger |
| 676 | Pikeman (city guard) | 720 | Preacher (new cult) | 766 | Ratcatcher |
| 677 | Pikeman (mercenary) | 721 | Preacher (pro-government) | 767 | Rebel (against criminal organization) |
| 678 | Pikeman (unemployed) | 722 | Preacher (return to old ways) | 768 | Rebel (political) |
| 679 | Pilgrim (disguised) | 723 | Preacher (sees visions) | 769 | Rebel (religious) |
| 680 | Pilgrim (false) | 724 | Preacher (social reformer) | 770 | Rebel (without a particular cause) |
| 681 | Pilgrim (seeking absolution) | 725 | Priest (defrocked) | 771 | Recipient of strange challenge |
| 682 | Pilgrim (seeking better luck) | 726 | Priest (general) | 772 | Reeve |
| 683 | Pilgrim (seeking vengeance) | 727 | Priest (self-sacrificing) | 773 | Refugee (from bad event) |
| 684 | Pirate (aerial) | 728 | Priest (sinful) | 774 | Refugee (from combat) |
| 685 | Pirate (captain) | 729 | Priest (with secret past) | 775 | Reluctant witness |
| 686 | Pirate (first mate) | 730 | Priestess (accessible) | 776 | Revolutionary |
| 687 | Pirate (in hiding) | 731 | Priestess (inaccessible) | 777 | Rival (bidder) |
| 688 | Pirate (sailor) | 732 | Priestess (oracle) | 778 | Rival (guild) |
| 689 | Plowman | 733 | Priestess (saintly) | 779 | Rival (in love affair) |
| 690 | Poacher (noble huntsman) | 734 | Prince (deposed) | 780 | Rival (merchant) |
| 691 | Poacher (starving peasant) | 735 | Prince (evil) | 781 | Rival (noble) |
| 692 | Poet (heroic verse) | 736 | Prince (foolish) | 782 | Rival (of the party) |
| 693 | Poet (impoverished) | 737 | Prince (general) | 783 | Rival (poet or artist) |
| 694 | Poet (insane) | 738 | Prince (minor) | 784 | Rival (wizards) |
| 695 | Poet (lovelorn) | 739 | Prince (unworthy) | 785 | Royalist |
| 696 | Poet (satire) | 740 | Prince (younger son) | 786 | Rumormonger |
| 697 | Poisoner (amateur) | 741 | Princess (has lost important item) | 787 | Rumormonger (punished) |
| 698 | Poisoner (unemployed) | 742 | Princess (imprisoned) | 788 | Rumormonger (suspected) |
| 699 | Poisoner (working) | 743 | Princess (intriguing for power) | 789 | Rune-scriber |
| 700 | Police authority (guild's police) | 744 | Princess (kidnapped for marriage) | 790 | Sage (astrology) |
| 701 | Police authority (illegal police) | 745 | Princess (kidnapped for ransom) | 791 | Sage (history) |
| 702 | Police authority (informal police) | 746 | Princess (threatened with death) | 792 | Sage (magic) |
| 703 | Police authority (military police) | 747 | Prisoner (guilty) | 793 | Sage (mathematics and science) |
| | | 748 | Prisoner (innocent) | 794 | Sage (nature) |
| | | 749 | Prisoner (secretly held) | 795 | Sage (philosophy) |

Table 1-8: Patrons and Targets Continued

| Die Roll | Patron or Target (d1000) | Die Roll | Patron or Target (d1000) | Die Roll | Patron or Target (d1000) |
|----------|----------------------------------|----------|---|----------|---|
| 796 | Sage (religious lore) | 843 | Speaker of the dead | 887 | Swordsmith (famous) |
| 797 | Sailor | 844 | Speaker of the gods | 888 | Swordsmith (skilled) |
| 798 | Savage (curious) | 845 | Speaker of the king | 889 | Swordsmith (with a family problem) |
| 799 | Savage (dangerous) | 846 | Spy (for criminal network) | 890 | Tailor (poor) |
| 800 | Scholar (history) | 847 | Spy (for guild or merchant) | 891 | Tailor (to the nobility) |
| 801 | Scholar (magic) | 848 | Spy (for noble) | 892 | Tavern owner |
| 802 | Scholar (natural phenomena) | 849 | Spy (for suspicious spouse) | 893 | Tax collector (embezzler) |
| 803 | Scholar (religious lore) | 850 | Spy (for the man) | 894 | Tax collector (oppressive bully) |
| 804 | Scribe | 851 | Spy (for the priesthood) | 895 | Tax collector (working at his job) |
| 805 | Servant (in tavern of inn) | 852 | Spy (for wizard) | 896 | Taxidermist (strange beasts) |
| 806 | Servant (of assassin) | 853 | Squire (for haughty knight) | 897 | Teamster (camel driver) |
| 807 | Servant (of merchant) | 854 | Squire (for missing or kidnapped knight) | 898 | Teamster (caravan leader) |
| 808 | Servant (of military leader) | 855 | Squire (for poor knight) | 899 | Teamster (regular wagon driver) |
| 809 | Servant (of noble) | 856 | Squire (of dead knight) | 900 | Teamster (strange beasts of burden) |
| 810 | Servant (of priest) | 857 | Steward (for a wizard) | 901 | Teamster (strange wagons) |
| 811 | Servant (of sage) | 858 | Steward (great manor) | 902 | The half-a-man |
| 812 | Servant (of wizard) | 859 | Steward (large castle) | 903 | Theater owner |
| 813 | Shepherd | 860 | Steward (noble's city residence) | 904 | Thief (convicted) |
| 814 | Sheriff (corrupt) | 861 | Steward (small castle) | 905 | Thief (freelance) |
| 815 | Sheriff (dutiful) | 862 | Steward (small manor) | 906 | Thief (guild member) |
| 816 | Sheriff (rural) | 863 | Stonemason (general) | 907 | Thief (guildmaster) |
| 817 | Sheriff (sinister) | 864 | Stonemason (knows where something is hidden in the walls) | 908 | Thief (retired) |
| 818 | Sheriff (with personal problems) | 865 | Strumpet (married to noble) | 909 | Thief (strange series of items) |
| 819 | Shoemaker (poor) | 866 | Strumpet (tavern wench) | 910 | Toll bridge owner |
| 820 | Shoemaker (rich) | 867 | Strumpet (thieves' wench) | 911 | Toll road operator |
| 821 | Sin eater | 868 | Student | 912 | Town drunk |
| 822 | Singer (any sort) | 869 | Subject of a recent prophesy | 913 | Trader (cattle) |
| 823 | Singer (cursed) | 870 | Subject of an ancient prophesy (apparently) | 914 | Trader (furs) |
| 824 | Singer (famous) | 871 | Subject of the inquisition | 915 | Trader (horses) |
| 825 | Slave (escaped) | 872 | Subterranean citizen | 916 | Trader (scrolls and books) |
| 826 | Slave (in general) | 873 | Survivor (assassination attempt) | 917 | Trader (strange items and oddments) |
| 827 | Slaver (specific females) | 874 | Survivor (dungeon expedition) | 918 | Traditionalist |
| 828 | Slaver (specific professionals) | 875 | Survivor (wilderness expedition) | 919 | Traitor (religious) |
| 829 | Slaver (specific race) | 876 | Survivor (with dangerous secret) | 920 | Traitor (secret society) |
| 830 | Slaver (works on commission) | 877 | Suspected witness | 921 | Traitor (to city) |
| 831 | Son or daughter | 878 | Swindler (accused) | 922 | Traitor (to guild) |
| 832 | Sorcerer (demagicked) | 879 | Swindler (suspected) | 923 | Trapper (furs) |
| 833 | Sorcerer (political aspirations) | 880 | Swindler (working on scam) | 924 | Trapper (live animals) |
| 834 | Sorcerer (power in amulet) | 881 | Swordsman | 925 | Traveler (normal) |
| 835 | Sorcerer (power in familiar) | 882 | Swordsman (duelist) | 926 | Traveler (of planes and strange dimensions) |
| 836 | Sorcerer (power in fingernails) | 883 | Swordsman (legendary) | 927 | Traveler (stranded) |
| 837 | Sorcerer (power in hair) | 884 | Swordsman (mercenary) | 928 | Traveler (with rumors or news) |
| 838 | Sorcerer (powerful) | 885 | Swordsman (old) | 929 | Trustee (building) |
| 839 | Sorcerer (transformed) | 886 | Swordsmith (discredited) | 930 | Trustee (item) |
| 840 | Sorcerer (weak) | | | | |
| 841 | Speaker for the ancients | | | | |
| 842 | Speaker of foreign language | | | | |

BOOK ONE: PRINCIPLES AND STARTING POINTS — MISSIONS

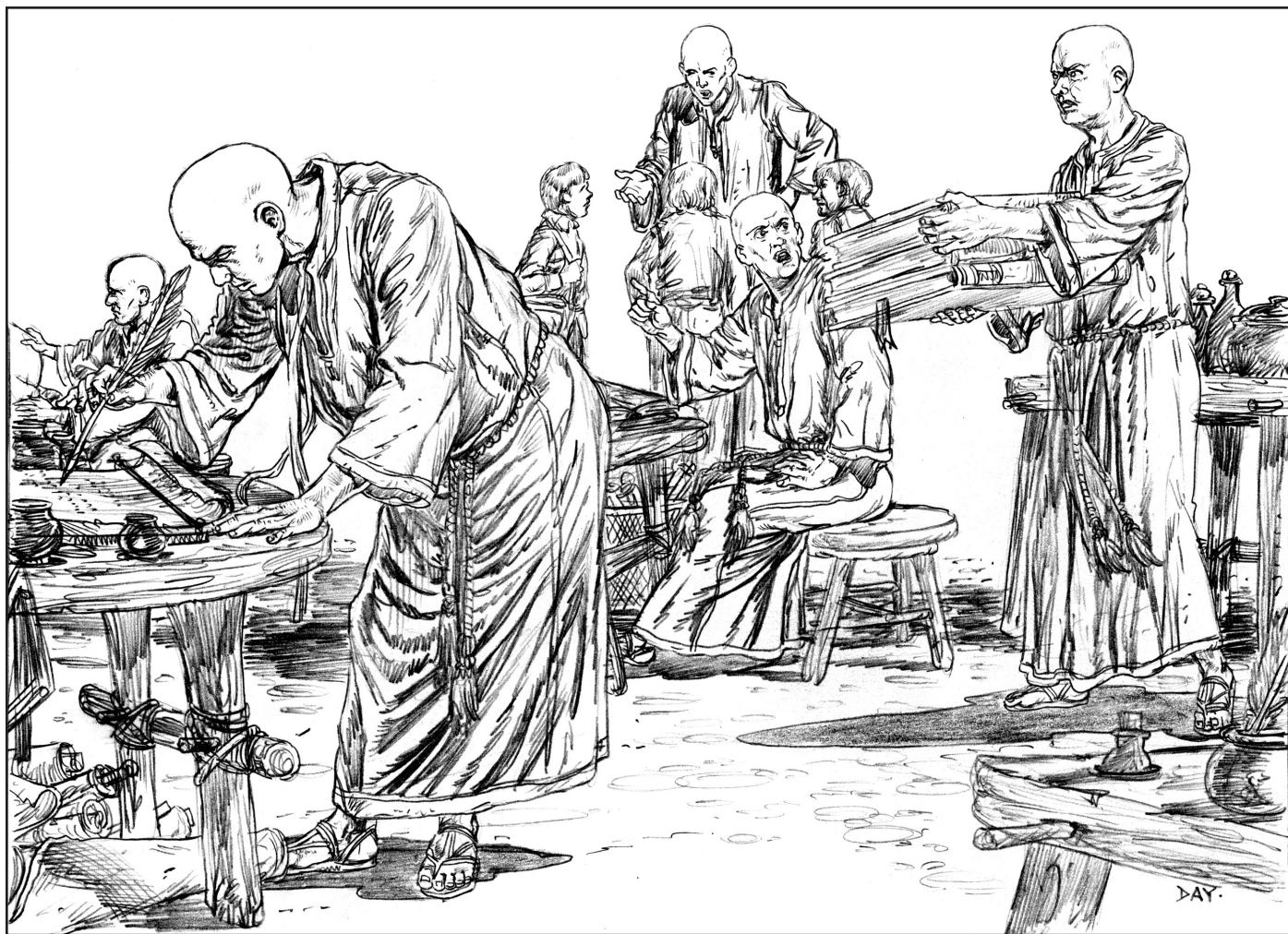
Table 1-8: Patrons and Targets Continued

| Die Roll | Patron or Target (d1000) | Die Roll | Patron or Target (d1000) | Die Roll | Patron or Target (d1000) |
|----------|-------------------------------|----------|----------------------------------|----------|---|
| 931 | Trustee (land) | 955 | Victim (kidnap) | 979 | Wife or husband of (roll again) |
| 932 | Trustee (money) | 956 | Victim (murder) | 980 | Witch (accused) |
| 933 | Twin | 957 | Victim (of rumors) | 981 | Witch (crone) |
| 934 | Two-headed man | 958 | Victim (of slander) | 982 | Witch (working on a task) |
| 935 | Unbelievably lucky person | 959 | Victim (of theft) | 983 | Witch (young and beautiful) |
| 936 | Unbelievably unlucky person | 960 | Vigilante (against crime) | 984 | Witch doctor |
| 937 | Uncle or Aunt of (roll again) | 961 | Vigilante (political faction) | 985 | Wizard (cursed) |
| 938 | Undertaker | 962 | Vigilante (religious) | 986 | Wizard (engaged in research) |
| 939 | Unknown victim | 963 | Viking | 987 | Wizard (enslaved) |
| 940 | Unwilling witness | 964 | Vintner (awful wine) | 988 | Wizard (flamboyant) |
| 941 | Usurper (criminal) | 965 | Vintner (fine wines) | 989 | Wizard (powerful) |
| 942 | Usurper (guild) | 966 | Voodoo priest or practitioner | 990 | Wizard (sinister) |
| 943 | Usurper (political) | 967 | Wagoner | 991 | Wizard (weak or defeated) |
| 944 | Usurper (religious) | 968 | Wanderer | 992 | Wizard (with personal crisis) |
| 945 | Vampire | 969 | Warden (prisoner has escaped) | 993 | Wizard (working on a commissioned task) |
| 946 | Vandal (unintentional) | 970 | Warden (with prisoner) | 994 | Woman in feathery cloak |
| 947 | Veiled woman | 971 | Warlock (dead) | 995 | Woman with dancing bear |
| 948 | Vendor (elixirs) | 972 | Warlock (disembodied) | 996 | Woman with snake eyes |
| 949 | Vendor (food) | 973 | Warlock (suspicious) | 997 | Woodcutter |
| 950 | Vendor (religious charms) | 974 | Warlock (with rival) | 998 | Zealot (political) |
| 951 | Vendor (shrunken heads) | 975 | Warlock (with secret agenda) | 999 | Zealot (religious) |
| 952 | Vengeful eunuch | 976 | Weaver (oppressed) | 1000 | Zoo owner |
| 953 | Victim (assault) | 977 | Weaver (rich) | | |
| 954 | Victim (counterfeit) | 978 | Widow or widower of (roll again) | | |

Table 1-9: Patron Motivations

| Die Roll | Motivation (d100) | Object or Obstacle (d100) |
|----------|--|---|
| 01-05 | Cause dishonor for | Ancestral enemy |
| 06-10 | Defeat | Business partner |
| 11-15 | Escape from | Business rival |
| 16-20 | Friendship with | Concubine |
| 21-25 | Gain knowledge about (or on behalf of) | Detective, investigator, or one who asks too many questions |
| 26-30 | Gain status over | Employer |
| 31-35 | Gain status with | Former compatriot |
| 36-40 | Lust for | Former employee |
| 41-45 | Protect livelihood of (or from) | Friend |
| 46-50 | Protect reputation of (or from) | Guild or business association |

| Die Roll | Motivation (d100) | Object or Obstacle (d100) |
|----------|--------------------------------|-------------------------------|
| 51-55 | Protect wealth of (or from) | Offspring |
| 56-60 | Reconciliation with | Parent |
| 61-65 | Regain favor with | Political compatriot |
| 66-70 | Regain honor stolen by | Political leader |
| 71-75 | Removal of (by death) | Political or justice official |
| 76-80 | Removal of (kidnapping) | Religious compatriot |
| 81-85 | Rescue | Spiritual leader |
| 86-90 | Revenge upon (or on behalf of) | Spouse |
| 91-95 | Self-protection from | Temple official |
| 96-00 | Steal from | Temple or religious society |



BOOK ONE: PRINCIPLES AND STARTING POINTS – MISSIONS

Table 1-10: Hooks and Motivations

| Die Roll | What Might Motivate Players to Choose this Adventure (d100) | How Characters Learn About the Opportunity (d100) |
|----------|---|--|
| 01-04 | Ability to move inconspicuously in certain groups or places | A person offers to trade information about the opportunity in exchange for money |
| 05-08 | Additional form of movement: swim or breathe water, fly, teleport, etc | A person offers to trade information about the opportunity in exchange for money |
| 09-12 | Better equipment (possibly magical) | Dream or vision suggests the opportunity in symbols and metaphors |
| 13-16 | Bonuses to saving throws under certain circumstances | Friend, relative, or mentor of a character informs party of the opportunity |
| 17-20 | Cure disease | Inquiries in taverns lead to a rumor of this potential opportunity |
| 21-24 | Enhanced ability to cast spells | Inquiries in taverns lead to a rumor of this potential opportunity |
| 25-28 | Enhanced ability to see or hear | Inquiries in taverns lead to a rumor of this potential opportunity |
| 29-32 | Gain experience points or levels | Legend or prophecy suggests the opportunity |
| 33-36 | Gain forgiveness or pardons for prior actions | Letter or message is intercepted by characters (possibly due to mistaken identity, possibly overheard) |
| 37-40 | Gain hit points | Letter or message is sent to characters |
| 41-44 | Improve physical appearance | Potential employer contacts party to offer the opportunity |
| 45-48 | Improve initiative, rate of attacks or speed of actions | Potential employer contacts party to offer the opportunity |
| 49-52 | Improvement in movement rate | Potential employer contacts party to offer the opportunity |
| 53-56 | Improvement or bonus to class ability (turning undead, picking locks, etc) | Potential employer contacts party to offer the opportunity |
| 57-60 | Increased strength or other ability score | Potential employer contacts party to offer the opportunity |
| 61-64 | Learn additional language | Potential employer contacts party to offer the opportunity |
| 65-68 | Money | Potential employer contacts party to offer the opportunity |
| 69-72 | Noble status or improved social status | Potential employer contacts party to offer the opportunity |
| 73-76 | Permit travel (casting of teleport, creation of planar gate, opening of dimensional gateway, etc) | Potential employer contacts party to offer the opportunity |
| 77-80 | Permit travel (required documents, safe-passage, etc) | Potential employer has posted signs with some details of the opportunity |
| 81-84 | Provide needed equipment | Potential employer has posted signs with some details of the opportunity |
| 85-88 | Receive useful information | Recently arrived people bring back word of the opportunity |
| 89-92 | Remove a curse (or other problem lingering from a prior adventure) | Rumors are floating around with some details of the opportunity |
| 93-96 | Reverse aging | Rumors are floating around with some details of the opportunity |
| 97-00 | To-hit or damage bonus in certain circumstances | Sent dream suggests the opportunity in clear terms, but without revealing who sent the dream or why |

The Villain's Plan

The following tables can be used to get ideas for an adventure, starting with some details about the villain's plan. The plan need not be immediately obvious at the start of the adventure, and might not even be discovered until the very end. Note that this section has a master table (1-11), which directs the reader to one of tables 1-12 through 1-34. Table 1-35 (Minions) stands alone, since it can apply to virtually all of the other tables.

Master Table of Villainous Plans

Table 1-II: Master Table of Villainous Plans

| Die Roll | Type of Villainous Plan (d100) | Die Roll | Type of Villainous Plan (d100) |
|----------|--|----------|---|
| 01-06 | Concealment — the villain is trying to conceal himself, to conceal his past acts, conceal his organization, conceal evidence, etc. | 51-57 | Food — the villain seeks to get food for himself, a monster, or for his organization. Basic subsistence is the primary goal of many lesser villains, while reliable food sources for minions can be the objective of more powerful leaders |
| 07-13 | Conversion — the villain is trying to convert others to his way of thinking (as opposed to subversion, which involves using them without changing their minds) | 58-64 | Gain Favor of Another Villain — the villain wants to impress someone. He might be trying to impress his boss, trying to gain an ally, or showing someone that he's worthy of employment as a minion. |
| 14-21 | Desecration — the villain seeks to desecrate a location, an item, or an event (desecration could be targeted on religion or against a tradition) | 65-71 | Increase Personal Capability — the villain is trying to increase his inherent personal power. This might include gaining levels of experience, useful information, magic items, etc. |
| 22-29 | Destroy Community — the villain is trying to kill, economically destroy, or otherwise irreparably damage a particular community (possibly a sub-community or organization). He could have various motives, ranging from annoyance to following the orders of a greater villain. | 72-78 | Political Power — the villain seeks to gain direct or indirect political power at some level of government. |
| 30-36 | Destroy Good-Aligned Group — the villain seeks to destroy a good-aligned group, either because their morals offend him, or as the first step in a larger plan | 79-81 | Random Acts — the villain acts randomly in villainous ways |
| 37-43 | Economic Power — the villain is working on gaining wealth, either as an end in itself or to fund the next step in a larger plan | 82-89 | Reputation — the villain is trying to enhance his own reputation, either as an invincible villain or as a good person (which would be an infiltration tactic) |
| 44-50 | Evoke Catastrophic Event — the villain is trying to set off a natural, magical, psychic, or political disaster. This might be an end in itself, or the first step in some other plan. | 90-95 | Subversion to the Villain's Purposes — the villain is trying to mislead people into supporting his nefarious enterprises |
| | | 96-00 | Support Evil Groups Secretly — the villain is working behind the scenes to help other evil groups. |



Concealment

Used as a creative tool to generate the start of an adventure, this table gives some details about a villain whose highest priority *at the moment* is to simply to hide himself (itself) or the evidence of another plan (past, present, or future). Most likely, this is only the first step in his grand scheme, but it might be a clean-up operation from a different plan that has just finished for good or ill. The table is primarily for intelligent mastermind-types; if you’ve already got an unintelligent monster in mind, assume that it’s building a hidden lair of some sort or roll on the Food-Related Activities table.

Table 1-12: Villainous Concealment

| Die Roll | From Whom | How He’s Concealing It |
|----------|---------------------------------|---|
| 01-10 | Another villain | Assassination. The Villain is targeting anyone who could identify him from a past identity he wants to keep secret, or is killing those who know about his plans. In other words, the villain might be trying to conceal himself or his activities; these aren’t always the same. A villain engaged in secret activities might be completely certain he can’t be identified, but still worried that his plot could be uncovered. Assassinations might be the last resort when a villainous plot is already starting to fall apart. The villain’s minions might be his targets, too, if things have gone badly and the villain is concealing his tracks. |
| 11-20 | Another villain’s minions | Eliminating Evidence (damage control). The villain is trying to eliminate evidence of a plan or crime that failed, and that he has written off. He might be taking several actions at once: killing his own minions that were involved, killing witnesses, stealing documents and other evidence, etc. |
| 21-30 | Bounty hunters or adventurers | Eliminating Evidence (mopping up). The villain is eliminating evidence of a plan or crime that has succeeded – covering his tracks, in other words. If he up a usurper on the throne (to choose one example), he might still need to kill the minion or dupe who poisoned the true king. Or, he might need to change some historical records that could reveal the usurper’s non-noble pedigree. Most crimes leave evidence behind. |
| 31-40 | Bounty hunters or adventurers | Frame-up. The villain is framing another person (or monster) for a crime he committed himself. The target might be a minion, an innocent bystander the villain dislikes, or a monster such as a nearby dragon (dragons being excellent fall-guys for arsonists). Remember also: from the villain’s perspective, the enemy of his enemy is not his friend – he’s a potential fall guy. |
| 41-50 | Foreign authorities or military | Lair-Building (rural). The villain is building a concealed lair to hide himself and his activities from the group indicated in column 1. This could be the activity of a mindless monster (in which case column 1 is irrelevant), or it might be part of the thought-out plan of a relatively intelligent mastermind. |
| 51-60 | Former victim | Lair-Building (urban or village). The villain is building a hidden lair within a civilized community. Again, this could be the instinctive action of an unintelligent beast (such as a giant spider nesting in an attic, or a ghoul making tunnels under a cemetery) or might be the first step in a mastermind’s plan (e.g., an evil priest digging a secret basement-complex). |
| 61-70 | Group of former allies | Organization (façade). The villain is creating an organization of innocent-looking minions in plain sight, but with a secret agenda for the group. The organization might be a cover story for existing minions (yes, we are all circus performers!) or it might be a way of recruiting unsuspecting locals to join. In this sort of operation, the villain is primarily trying to conceal the organization’s secret operations rather than to conceal himself; he might even be a prominent citizen of the town or village where the organization is being created. His plan might include recruiting people away from the local community to a rural “temple” or “lodge,” or the organization’s base might be located right in the middle of the community (for example, an innocent-looking store that actually fences stolen goods brought in by caravan from the nearby city). To determine the organization’s secret agenda, you might want to roll again on the Master Table. Note that this sort of plan is almost certainly the agenda of an intelligent villain, even if the operation is run by a minion with lower intelligence. |
| 71-80 | Local authorities or militia | Organization (secret). The villain is creating a secret organization of minions, meeting in secret with no cover story for their activities. This could be a secret cult, a plan to overthrow the government, or the unification of wererat tribes in the sewer tunnels of a large city. Secret societies can take many forms if you’re creative. |
| 81-90 | Local authorities or militia | Secret identity (establishing). The villain is disguised within the human population, and is building up a new identity for himself. He might have forged documents, or an altered body form. In this case, the villain has created a new identity – if he has taken someone’s place, see below for comments. |
| 91-00 | Local authorities or militia | Secret Identity (learning). The villain has replaced a human in the community, and is learning the details of his new identity. This is not a strategy limited to shape-changing villains; anyone can pretend to be someone from far away. The villain might be making some blunders as he impersonates the dead or absent target – he might not know, for example, that the king was a vegetarian, or where the merchant hid the key to his treasure room. |

Conversion

Conversion-type plans are designed to win over the hearts, minds, and possibly souls of the villain's targets. There is another similar table later on called "Subversion," and the distinction is that a conversion plot is designed to change the moral alignment of the target, whereas a subversion plot can succeed perfectly well if the target never changes at all – as long as the target keeps unknowingly working on the villain's behalf.

Table 1-13: Conversion

| Die Roll | Conversion Method (d100) | Die Roll | Conversion Method (d100) |
|----------|--|----------|--|
| 01-05 | Addiction. The villain uses peoples' addictions to get them to take evil actions | 56-60 | Minions Give Bad Advice. The villain's minions advise evil actions from positions of authority. The plan is basically the same as "Bad Advice" above, but performed by the villain's minions instead of by the villain himself. The villain remains one step removed from the dirty work, possibly more anonymous than someone in a position to be giving advice. |
| 06-10 | Bad Advice. The villain advises people to engage in evil actions, working from some position of authority he has already obtained (e.g., a good priest, a military leader, a city alderman, a prosecutor, etc). The villain might be giving insidious advice to the population at large (by preaching war, for example), or he might be in the position of an adviser to a noble, a guildmaster, or some other powerful person. The "evil vizier" of Arabian folklore is a prime example of this sort of villain. | 61-65 | Minions Take Hostages. The villain's minions hold hostages to compel evil actions from the hostage's friends or kin. This is like the "Hostages" entry above, but the minions are the ones on the front line. As always, the weakness in the plan is that if you want something done right, you need to do it yourself. |
| 11-15 | Blackmail. The villain is blackmailing people into committing evil actions. These actions might or might not actually change their alignments, depending in how you use alignment in your game. | 66-70 | Minions Use Addictions. The villain's minions use peoples' addictions to get them to take evil actions. The minions might be supplying people with addictive substances, might be taking over the operations of existing suppliers by force or guile, or might be blackmailing people (assuming the drugs are illegal). |
| 16-20 | Debts. The villain is a moneylender or has control of money (a local exchequer or military quartermaster, perhaps) and is using peoples' debts to force them into undertaking evil actions. | 71-75 | Minions Use Blackmail. Similar to the "Blackmail" plot, but the villain's minions are blackmailing people into performing evil actions rather than the villain himself. |
| 21-25 | Demonic Gifts. The villain gives "gifts" of a demon's assistance. Eventually, the victim becomes reliant or even addicted to such help, and falls into the villain's (or the demon's) clutches as a helpless pawn. | 76-80 | Minions Use Enchantment. The villain's minions are charming people to get them to perform evil actions. This might be the same as "Enchantment" above, but it might be that the villain himself doesn't have the magical capability to enchant people. If the villain's minion is able to use such magic, and the villain isn't, keep in mind that the minion might have his own secret agenda. |
| 26-30 | Enchantment. The villain is magically charming people, then persuading or ordering them to commit evil actions. | 81-85 | Minions Use Magic. The villain's minions are directly changing peoples' moral alignment with the use of magic – whether this is an inherent capability or by the use of a powerful magic item (or even an artifact). As with all minion-type plans, the minions might be slightly incompetent, or might be intelligent enough to have their own agenda. |
| 31-35 | Hostages. The villain takes hostages, compelling their kin or the hostages themselves to perform evil actions in exchange for freedom or good treatment. | 86-90 | Minions Use Money. The villain's minions pay people to undertake evil actions. This is only different from "subversion" in that the actions are presumably heinous enough to cause a possible change in alignment. |
| 36-40 | Magic. The villain uses magical means (using an item, probably) to change the alignment of his victims. The effect might only work from long-term exposure to the item, or it might be instantaneous. | 91-95 | Minions Use Obligations of Honor. The villain has a minion who is a feudal lord, a crime boss, or who holds some other station in which people make open-ended promises to him. At the villain's request or command, the minion is able to take advantage of these open-ended promises to extort actions people would never directly have agreed to. |
| 41-45 | Persuasion. The silver-tongued devil is able to convert people to his cause by words alone. This might be through religious conversions, or by persuading people to take specifically evil actions. This is the "tempter" type of villain common in European morality tales (eve and the serpent, Marlowe and Goethe's versions of the Doctor Faustus story, etc.) | 96-00 | Minions Use Persuasion. The villain's minions persuade people into a religious or moral conversion to evil (or Chaos, depending upon the campaign). Most likely, the villain has the minion doing the job because the villain lacks the charisma (or the human appearance) to pull it off. |
| 46-50 | Money. The villain simply pays people to take evil actions. | | |
| 51-55 | Obligations of Honor. The villain is using peoples' open-ended promises and oaths as a means of getting evil actions done. The fictionalized mafia of the Godfather movies is an excellent example: by doing a favor in exchange for another, unspecified, favor in the future, the villain can force people to undertake tasks they wouldn't have agreed to ahead of time if they had known what would be required of them. | | |

Desecration

In a desecration-type plot, the villain seeks to destroy, subvert, or render meaningless an important location (usually a religious site) or an event (not always religious). Table 1-14 is used when the villain intends to desecrate a location (50% chance), and Tables 1-15 and 1-16 are used if the target is an event (50% chance).

Table 1-14: Desecration Plots (Location)

| Die Roll | Intended Desecration Method (Location) (d100) |
|----------|---|
| 01-10 | Conquest. Villain plans to conquer and occupy the holy site by military assault; using a frontal attack, infiltration, or the help of a traitor. |
| 11-20 | Nullification From Afar. The villain plans to counteract the power of a holy site with activities he can perform in another location. Examples might include such things as building a dark mirror-image location as a counteracting force, or summoning clouds to hang permanently over a sun temple. Possibilities for this are pretty vast. |
| 21-30 | Raze it to the Ground. The villain plans to physically destroy a temple or holy site using an earthquake, burning it, exploding it, or using some other implement of physical destruction other than a frontal assault. |
| 31-40 | Seed of Evil. The villain plans to desecrate the temple or holy site by planting an unholy object on the premises, probably in a hidden place (but also, possibly, substituting something in plain sight with a duplicate). He might replace the eye of an idol with the eye of a demon, perhaps he might bury the body of a hanged murderer under the altar, or perhaps a stone soaked in the cursed waters of La'aashoon might be used to replace a flagstone. |
| 41-50 | Stealing the Relics. The villain plans to steal or modify the specific holy item that gives a temple or a holy site its power or significance. He might be planning to replace it with a worthless forgery, or he might plan just to hide it away. This is a good plot to introduce two levels of villain – the one who is supposed to arrange the actual theft, and a more powerful master who plans to use or destroy the relic. |
| 51-60 | Target the Congregation. The villain plans to subvert or convert the temple’s congregation into attacking the priests or otherwise destroying the temple or holy site. |
| 61-70 | Target the Priesthood (Guile). The villain plans to eliminate or remove the servants of a holy site by trickery, then occupy, desecrate, or destroy the site. He might do so by impersonating a messenger from the high priesthood calling the priests away to an emergency conclave, perhaps. A nearby “natural” disaster might also be used as the decoy. |
| 71-80 | Target the Priesthood (Stealth). The villain plans to eliminate the servants of a holy site by stealthy means, allowing him to occupy, desecrate, or destroy the site at leisure. He might even keep the site open for business afterwards! This sort of plot might include assassinations, kidnappings, disguised replacements for the missing priests, or man other kinds of nefarious doings. |
| 81-90 | Target the Priesthood (Subvert). The villain plans to subvert the priesthood to evil, and use them to desecrate the temple. For ideas about his methods, you might want to take a look at the “Conversion” and “Subversion” tables (Table 1-13 and Table 1-32) |
| 91-00 | Unholy Event. The villain plans to desecrate the temple or holy site by causing some unholy action to take place there. Examples might include a human sacrifice, the speaking of ancient or blasphemous words, summoning a demon within the precincts, or a formal rededication of the temple to an evil deity. Most such plots would require someone to get into the site, although it might not need to be the villain himself. |

Table 1-15: Desecration Methods (Event)

| Die Roll | Intended Desecration Method (Event) (d100) |
|----------|--|
| 01-10 | Attack with violence |
| 11-20 | Discredit Beforehand (legal or political) |
| 21-30 | Discredit Beforehand (religious authority) |
| 31-40 | Disrupt with violence |
| 41-50 | Interrupt with Objection (legal or political) |
| 51-60 | Interrupt with Objection (religious authority) |
| 61-70 | Kidnap Required Officials |
| 71-80 | Kidnap Required Participants |
| 81-90 | Steal Traditional Items |
| 91-00 | Subvert with counterfeit items or people |



Table 1-16: Type of Ceremony Villain Plans to Desecrate (Event)

| Die Roll | Type of Ceremony (d100) | Possible Key Features of Ceremony (d100) |
|----------|--|---|
| 01-05 | Religious or Secular: Celebration of a secular event such as the end of a great war or the end of a famine. | Animal sacrifice (particular animal, chosen ahead of time, fitting certain criteria) |
| 06-10 | Religious or Secular: Harvest's beginning or end | Bringing a particular object to a particular place and installing it there |
| 11-15 | Religious: Anniversary of event in history of the religion (battle victory, writing of a religious text, appearance of an avatar, etc) | Building and maintaining a temporary structure for a period of time |
| 16-20 | Religious: Anniversary of event in life of deity | Creation of a Particular Sound |
| 21-25 | Religious: Anniversary of event in life of hero/saint | Crowning or other rites focusing on a particular person (person chosen ahead of time, must be that person). This would be something like the “Queen of the May,” or the local baron, or some other person who can't simply be replaced. |
| 26-30 | Religious: Astrological Conjunctions | Day of Fasting |
| 31-35 | Religious: Commemoration of a local religious event such as the founding of the local temple or even the conversion of the baron's grandfather to the sect. | Handing out some sort of food, from free beer to sacks of grain, to a blessed piece of fruit. The food might or might not be prepared or consumed during the ceremony itself. |
| 36-40 | Religious: Eclipse | Human sacrifice is part of the ceremony (if chaos/evil cult), or animal sacrifice (if sect is lawful/good). Ceremony requires a particular sacrificial victim, chosen ahead of time, fitting certain criteria. |
| 41-45 | Religious: End/beginning of year | Opening and entering an underground area normally kept sealed |
| 46-50 | Religious: Equinox | Planting of seeds |
| 51-55 | Religious: Full or new moon | Reading of a particular prayer |
| 56-60 | Religious: Lunar Solstice | Reading of omens, from the shape of clouds to the entrails of a sacrificial beast, to the release of birds to read the future in the pattern of their flight. |
| 61-65 | Religious: Particular day ordained by the deity or a sacred text | Recitation of articles of authority |
| 66-70 | Religious: Planting season (often involving some sort of fertility rite, either sexual or involving blood if ancient religions are used as the model). | Re-enactment of an event from the past |
| 71-75 | Religious: Scriptural progression. If the religion's scripture tracks through the year, the end of one chapter or book and the beginning of another might be a significant date. For example, a temple might read from the Book of Autumn, the Book of Summer, the Book of Spring and the Book of Winter. The changeover from one to the next might involve unusual ceremonies or a festival. | Re-enactment of an event from the religion's mythology |
| 76-80 | Religious: Solstice (closest and farthest point from sun) | Rite of passage is part of the ceremony. Requires presence of the candidates at the very least. |
| 81-85 | Secular or Religious: rites of passage or coming-of-age ceremonies. Following the model of ancient religions, these are almost always different ceremonies for males and females, and might be on different dates. | Sexual activity; most common at fertility rites or rites of passage, but possible in any context depending on the culture or the religion as established in the campaign |
| 86-90 | Secular: Celebration of the local lord's birthday or anniversary. | Submersion in water, or other use of water in a ceremony |
| 91-95 | Secular: Coronation or other transference of power (at a guild or in town government, for example). | Traditional dance (the quality of it, or its adherence to particular standards, might be read as an omen). |
| 96-00 | Secular: The opening of a market fair, or a tournament (assuming that these are wrapped up in enough tradition to be considered something that could be “desecrated”). | Wild festival in which the normal rules of society are relaxed (this might be a difficult one for a villain to figure out how to desecrate). |

Destroy Community

The villain is targeting a community for destruction. Tables follow for the intended method, the villain’s reason for wanting to destroy the community, and a subtable to provide additional detail if the reason is vengeance.

Table 1-17: Intended Method of Destruction

| Die Roll | Intended Method of Destruction (d100) |
|----------|---|
| 01-05 | Anger the Protector. The plan is to cause the community’s destruction by getting a significant protector of the village to depart, leaving the community at the mercy of predators (including the villain). The protector might be a knight, a powerful cleric, or some other person. The methods might include framing this protector for crimes, spreading rumors about him, or impersonating him while committing crimes. Virtually any sort of activity designed to besmirch a person’s reputation might be used. |
| 06-10 | Arson. The villain plans to burn everything to the ground, either directly or with the help of a firebug minion. |
| 11-15 | Attack! The villain has enough military resources to attack and destroy the community – possibly missing just one key factor. |
| 16-20 | Eviction. The villain is (legally) evicting members of the community by using his influence with the legal system, influence with rulers, false facts, framed evidence of crimes, diverting taxes from reaching tax collectors, etc. This is the “evil landlord” type of villain who makes an appearance in many of the Brothers Grimm fairy tales. |
| 21-25 | Harbor the Menace. The villain plans to (or has already started to) provide a safe lair for a predatory killer, monster, murderer, trapper, arsonist, etc. The dangerous inhabitant might have been brought in, found and adopted, or actually created by the villain. |
| 26-30 | Interdiction or Siege. This sort of plot could include any sort of interdiction of supply or demand. The “standard” use of this plot as an adventure device is a military blockade or siege; bandits cutting off the road to a village, or the siege of a fortification. However, there are many subtler ways to use this sort of plot as well. Blessings or information might be the “commodity” that’s being cut off rather than the more obvious food and trade. The villain might, for example, have manipulated the local high priest into refusing to perform religious ceremonies, or might have captured him. The interdiction might be limited to a particular commodity, such as the iron needed for a blacksmithing operation in a local castle. Causing the iron to rust while it’s in transit is an example of interdiction bearing no resemblance to a straightforward siege. Let your mind roam free for possibilities – this is a plot with lots of scope for GM creativity. |
| 31-35 | Murder. The villain (or a deadly minion) is killing the community one at a time, the old fashioned way. This could be a straightforward psycho killer or other human-hater on the loose, or it could be a much more intricate plot: watch Tim Burton’s film version of the Legend of Sleepy Hollow (the one with Johnny Depp) for a really complex example. |
| 36-40 | Plague. The villain plans to spread a plague, or is somehow maintaining an existing plague. This might be done with mundane means such as putting rotting meat into a water supply, it might be a magical plague maintained with the help of a god of disease, or it might be a magic-user casting uniquely-crafted spells. |
| 41-45 | Poison. The villain is poisoning something: water, food, air, animals, crops, clothing, etc. |
| 46-50 | Prepare for Battle. The villain is hiring or assembling troops (possibly monstrous) for a direct military assault. The troops might not yet be well enough trained, or might not be numerous enough for the invasion to begin. |
| 51-55 | Provoke Invasion by Impersonation. The villain seeks to provoke someone else into invading the community. He is doing so by impersonating members of the community while committing crimes, treason, immoral acts, etc. This could be as large-scale as committing raids against one baron’s villages under the flag of another baron. |
| 56-60 | Provoke Invasion by Lies. The villain seeks to provoke an invasion by spreading rumors and lies about the community (e.g., the village is a hideout for bandits, a guild is plotting the overthrow of the king, a village is harboring a traitor, etc.). |
| 61-65 | Remove Skilled Leader. The villain wants to remove a killed leader – not a protector, but someone whose services are vital to the community. Examples might include a well-known swordsmith, a druid who blesses the crops, or someone who gives wise counsel. The means of removal might include violence, provoking the community to exile the leader, or poisoning the leader’s opinion of the community. |
| 66-70 | Remove/Destroy Protective Item. The villain’s target is some item that protects the community; he plans to steal it, destroy it, or nullify its effects. |
| 71-75 | Sabotage Source of Income. The villain has a cunning plan to destroy the market for the community’s product. He might plan to poison the product, sabotage its quality, spread rumors about it, etc. |
| 76-80 | Sabotage the Food Source. The villain is eliminating domestic animals or crops, possibly by poison, possibly by slaughter, or perhaps by theft. He might be calling in predators using some magical capability. |
| 81-85 | Smuggle in Beasts. The villain is in the process of enticing, luring, or importing monsters into the area. This could be a plot involving changelings, shape-shifters, or some other subtlety – or it might be that the villain’s making a dragon-calling whistle. |
| 86-90 | Spread Dissention. The villain plans to set members of the community violently against each other by spreading lies and rumors. This is the Iago-type villain of Shakespeare’s <i>Othello</i> , who puts the right word in the right ear, spreading hatred and distrust where there was originally friendship and mutual alliance. |
| 91-95 | Traps. The villain is setting traps around or in the community. His intention might be to kidnap, or the traps might be lethal. |
| 96-00 | Wild West Chaos. The villain is engaging in widespread robbery and burglary, probably with the help of minions. Here, the villain’s goal is either to take control of the community when law and order break down, or simply to bleed it dry in an orgy of violence and theft. |

Table 1-18: Reason for Destroying this Particular Community

| Die Roll | Reason (d100) |
|--------------|---|
| 01-05 | Community has something the villain wants; total destruction might be overkill, but the villain doesn't want to (or can't, for some reason) get what he wants through a stealthier approach |
| 06-10 | Community has upset the villain's deity by its actions |
| 11-15 | Community irritates the villain because it is aligned with goodness or law |
| 16-20 | Community irritates the villain because it is free and spreading concepts of liberty |
| 21-25 | Community irritates the villain because it is too happy and cheerful |
| 26-30 | Community is owned or ruled by the villain's rival |
| 31-35 | Community is too close to the villain's secret lair |
| 36-40 | Community is too close to the villain's well-known lair |
| 41-45 | Community knows something about the villain's past |
| 46-50 | Community knows something about the villain's weakness or weak spot |
| 51-55 | Community offers economic competition to the villain's own operations |
| 56-60 | Omens have told the villain to destroy the community |
| 61-65 | Revenge (see table below) |
| 66-70 | The community is harboring one of the villain's enemies or rivals |
| 71-75 | Villain seeks to bring about the pre-requisites of a prophecy, and one pre-requisite seems to require the destruction of this community |
| 76-80 | Villain seeks to send a message to others about his power, or to turn this community into an example |
| 81-85 | Villain wants the bodies of the dead |
| 86-90 | Villain wants the location, and all inhabitants need to be gone |
| 91-95 | Villain's racial hatreds |
| 96-00 | Villain's religious hatreds |



BOOK ONE: PRINCIPLES AND STARTING POINTS – THE VILLAIN’S PLAN

Table 1-19: Reason for Seeking Vengeance/Revenge

| Die Roll | Reason for Vengeance (d100) | Die Roll | Reason for Vengeance (d100) |
|----------|--|----------|---|
| 01 | Animals from the community frequently trespass on the villain’s (or patron’s) property | 40 | Mocked by opposite sex for amorous advances |
| 02 | Boss executed for crime he committed | 41 | Mocked for beliefs or teachings |
| 03 | Boss executed for crime he did not commit | 42 | One of villain’s (or patron’s) rivals lives in the community |
| 04 | Boss imprisoned for crime he committed | 43 | Pet or trained monster was killed by community |
| 05 | Community deliberately foiled villain’s (or patron’s) last plan | 44 | The community misdirected villain (or patron) as a joke |
| 06 | Community harbors potential witness against villain (or patron) | 45 | The community produces an annoying smell |
| 07 | Kinsman contracted food poisoning in the community | 46 | The community produces annoying sounds |
| 08 | Kinsman mutilated for crime | 47 | The community’s color scheme grates on the villain’s (or patron’s) sensibilities |
| 09 | Kinsman was beaten for beliefs or teachings | 48 | The community’s food preferences disgust the villain (or patron) |
| 10 | Kinsman was beaten for disrespect to leaders | 49 | The community’s mode of speech grates on the villain’s (or patron’s) sensibilities |
| 11 | Kinsman was beaten for obnoxiousness to commoner | 50 | The villain (or patron) was robbed in the community |
| 12 | Kinsman was executed for beliefs or teachings | 51 | The villain’s (or patron’s) boss was robbed in the community |
| 13 | Kinsman was executed for crime | 52 | The villain’s (or patron’s) kinsman was attacked by a local pet or domestic animal |
| 14 | Kinsman was fined for a crime he committed | 53 | The villain’s (or patron’s) minion was attacked by a local pet or domestic animal |
| 15 | Kinsman was imprisoned for beliefs or teachings | 54 | The villain’s (or patron’s) minion was robbed in the community (possibly it was the villain’s (or patron’s) money) |
| 16 | Kinsman was imprisoned for crime | 55 | Villain (or patron) beaten for beliefs or teachings |
| 17 | Kinsman was imprisoned for crime villain (or patron) committed | 56 | Villain (or patron) beaten for obnoxiousness to commoner |
| 18 | Member of community foiled villain’s (or patron’s) last plan | 57 | Villain (or patron) caught a crippling disease while in the community |
| 19 | Member of community is relative of one of villain’s (or patron’s) rivals | 58 | Villain (or patron) caught a social disease in the community |
| 20 | Member of community once attacked villain (or patron) elsewhere | 59 | Villain (or patron) caught bad cough while visiting community |
| 21 | Member of community once foiled one of villain’s (or patron’s) plans elsewhere | 60 | Villain (or patron) contracted food poisoning in the community |
| 22 | Members of the community frequently trespass on the villain’s (or patron’s) property | 61 | Villain (or patron) encountered prolonged bad luck there, considers the place unlucky, and is acting upon that belief |
| 23 | Members of the community frequently visit the villain (or patron) and annoy him | 62 | Villain (or patron) escaped a duel of honor |
| 24 | Minion beaten for beliefs or teachings | 63 | Villain (or patron) escaped lynching for beliefs or teachings |
| 25 | Minion beaten for disrespect to community leaders | 64 | Villain (or patron) lost court case for damages there (justly) |
| 26 | Minion beaten for obnoxiousness to commoner | 65 | Villain (or patron) lost court case for damages there (unjustly) |
| 27 | Minion executed for beliefs or teachings | 66 | Villain (or patron) lost heavily at gambling there |
| 28 | Minion executed for crime he committed | 67 | Villain (or patron) narrowly escaped execution for beliefs or teachings |
| 29 | Minion executed for crime he did not commit | 68 | Villain (or patron) narrowly escaped lynching for a crime he did not commit |
| 30 | Minion imprisoned for beliefs or teachings | 69 | Villain (or patron) narrowly escaped lynching for crime he committed |
| 31 | Minion imprisoned for crime he committed | 70 | Villain (or patron) received bad service there (tavern, guild goods, brothel, etc) |
| 32 | Minion mutilated for crime | | |
| 33 | Minion was fined for a crime he committed | | |
| 34 | Mocked by adults for poverty or social station | | |
| 35 | Mocked by adults over appearance | | |
| 36 | Mocked by children over appearance | | |
| 37 | Mocked by leaders for his proposed plans | | |
| 38 | Mocked by leaders over abilities | | |
| 39 | Mocked by literati for his writings or theories | | |

Table 1-19: Reason for Seeking Vengeance/Revenge Continued

| Die Roll | Reason for Vengeance (d100) | Die Roll | Reason for Vengeance (d100) |
|----------|---|----------|--|
| 71 | Villain (or patron) slipped in excrement and was soiled thereby | 82 | Villain (or patron) was imprisoned for his beliefs or teachings |
| 72 | Villain (or patron) was bitten by someone's pet | 83 | Villain (or patron) was mistakenly overtaxed or overcharged |
| 73 | Villain (or patron) was bruised and embarrassed by an accident with a person | 84 | Villain (or patron) was mutilated for crime he committed |
| 74 | Villain (or patron) was cheated by a merchant or shopkeeper of the community | 85 | Villain (or patron) was not paid for his shoddy work |
| 75 | Villain (or patron) was embarrassed by being exposed as a charlatan | 86 | Villain (or patron) was not paid or rewarded for services performed there (c.f., Pied Piper) |
| 76 | Villain (or patron) was exiled for beliefs or teachings | 87 | Villain (or patron) was overtaxed or overcharged (as far as he is concerned) |
| 77 | Villain (or patron) was exposed as a cheater (cards, dice, etc) | 88 | Villain (or patron) was raised in the community and bears a grudge |
| 78 | Villain (or patron) was exposed as a commoner rather than a nobleman (or whatever secret identity he was trying to maintain failed) | 89 | Villain (or patron) was soiled by a chamber pot or a load of garbage that was being dumped |
| 79 | Villain (or patron) was fined for a crime he committed | 90 | Villain (or patron) was trampled or injured by horses owned by the community |
| 80 | Villain (or patron) was imprisoned for crime he committed | 91 | Villain (or patron) was treated rudely by serviceman or merchant |
| 81 | Villain (or patron) was imprisoned for crime he did not commit | 92-00 | Community accidentally foiled villain's (or patron's) last plan |



Destroy Good-Aligned Group(s)

The villain seeks to destroy a particular association of good-aligned people. Roll on each column. Commoner methods are repeated more than once in the “Method” column.

Table 1-20: Destruction of Good-Aligned Groups

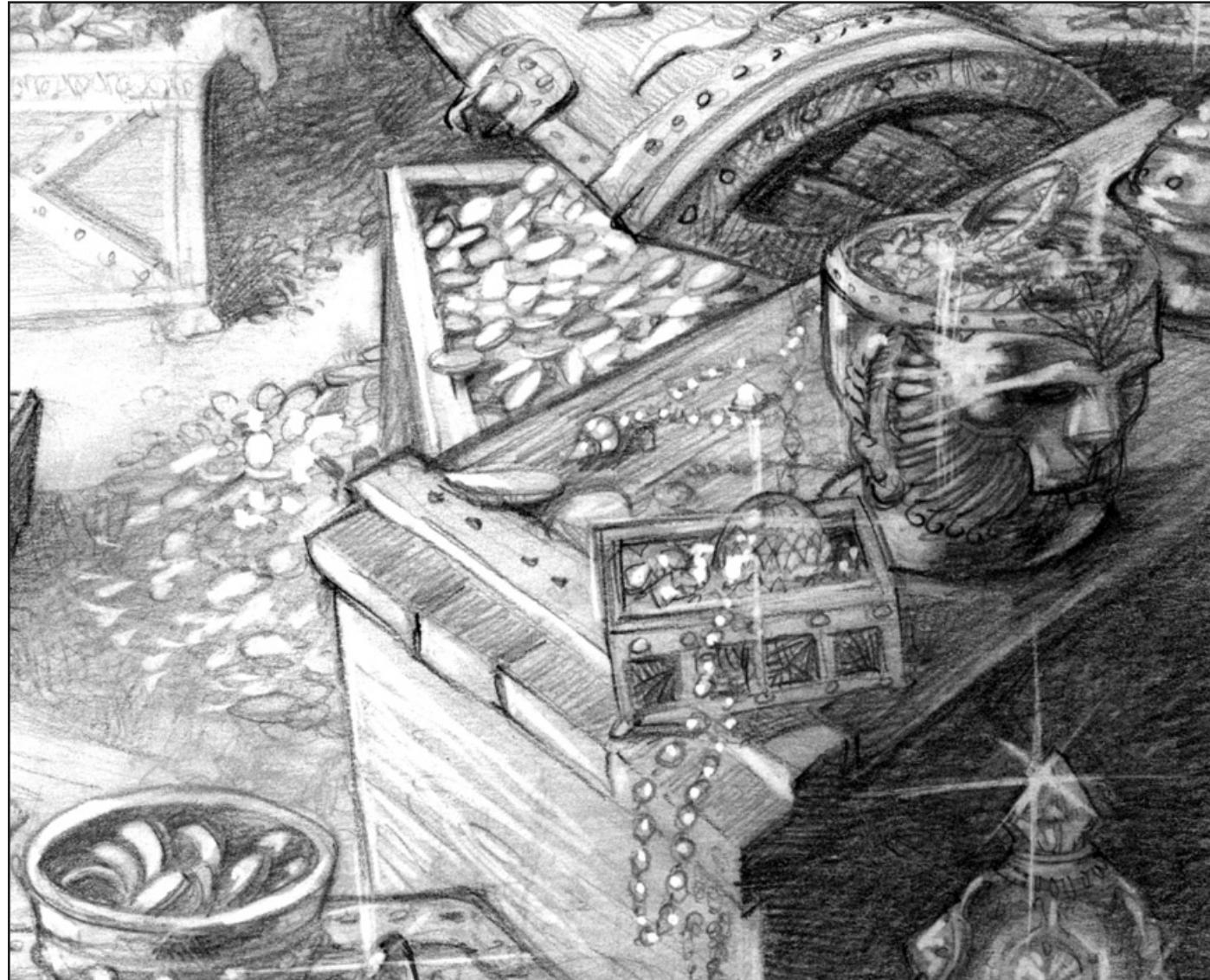
| Die Roll | Good-Aligned Group to be Targeted (d100) | Intended Method of Destruction (d100) |
|----------|---|---|
| 01-05 | All followers and worshippers of a particular deity | Alter effects of the group’s activities, turning the results into something deleterious instead of beneficial (poisoning new wells, appointing cruel masters to run the new orphanage, etc.). Less creative villains might just be sabotaging the projects once finished (burning the orphanage instead of turning it into an evil training ground, for example). |
| 06-10 | All good-aligned individuals in a particular area | Animal or non-summoned monster trained (or otherwise prepared by magic, or breeding) to hunt down the targeted members of the community |
| 11-15 | All powerful good-aligned individuals in a particular area | Arson directed at a building, holy site, or meeting place of the community (likely part of a larger pattern of intimidation) |
| 16-20 | An association dominated by leaders of good alignment (ranging from a charitable brotherhood to a guild of merchants whose leaders are staunchly good) | Arson directed at the residences of members of the community. |
| 21-25 | Anyone disregarding a particular evil-oriented law (or decree of an evil temple not actually part of the government) such as a requirement to wear an evil symbol or worship an evil idol, refusal to contribute to the army of an evil warlord, etc. | Cause diseases (infection or supernatural) |
| 26-30 | Anyone returning from a pilgrimage to a particular holy site | Economic sabotage |
| 31-35 | Anyone supporting a good-aligned leader during a time of evil rebellion and riots | Giving dangerous gifts that do something more than what they appear to do. Snakes hidden in gifts are a very simple example. |
| 36-40 | Anyone who was present at a particular religious ritual held in the recent past | Indirect murders by poison or traps. Generally this will involve enticing community members to a particular location, or targeting a place where the members meet. |
| 41-45 | Apprentices or henchmen of a powerful good-aligned individual such as a good wizard. To make this unclear at the outset, the initial targets might be the apprentices of the original apprentices. | Infiltration and dissention. The villain has a way to join (or have one of his minions join) the community, who will then spread lies that will break the community apart. Faked evidence might be involved. |
| 46-50 | Descendants of those who attended a particular religious event in the forgotten or even ancient past | Kidnapping and brainwashing |
| 51-55 | Followers of a good-aligned prophet’s teachings (possibly being identified because they wear a particular holy symbol or amulet) | Outside slander. Instead of spreading lies within the community, the villain spreads lies about the community to everyone else. The objective is to cause mob violence or legal oppression that will break or kill the members of the community. |
| 56-60 | Jury or judge that convicted an evil leader | Overt attacks on members by villain himself |
| 61-65 | Members of a race known to be predominantly of good alignment (dwarves, for instance) | Overt attacks on members of community by villain’s minions |
| 66-70 | Members of an underground freedom movement in a tyrannical government (villain might be a member of the secret police or the inquisition) | Overt attacks on members of community by villain’s minions |
| 71-75 | Members of underground religious movement in an evil theocratic region or an area in which an evil religion holds considerable authority | Serial robberies (can include robberies of the group’s caravans, homes, or places of business as well as direct robberies such as muggings). |
| 76-80 | Military order affiliated with good alignment but no particular faith | Stealthy murders by villain himself |
| 81-85 | Military order attached to a particular faith | Stealthy murders by villain himself |
| 86-90 | Military order attached to a particular good-aligned temple | Stealthy murders by villain’s minions |
| 91-95 | Only the priests and higher followers of a particular deity | Stealthy murders by villain’s minions |
| 96-00 | Poverty-stricken people of good alignment in a certain area | Summoned monster (a demon, spectral thing, or extra-planar horror) ordered to hunt down and slay members of the community |

Villainous Quest for Economic Power

Economic villains can be those who are simply cruel and oppressive of the weak, they can be masterminds who happen to be in the money-raising phase of a plan, or they could be one part of a larger scheme. Roll on each column.

Table 1-21: Quest for Economic Power

| Die Roll | Economic Motive (d100) | Method (d100) | Other Factor (d100) |
|--------------|---|---|--|
| 01-25 | Wealth in and of itself | Villain has a legitimate business, but is destroying his rivals by nefarious means (use the Destroy Community table for ideas) | Involves non-lethal force, extortion, or other intimidation |
| 26-50 | Funding for another evil plot not yet started | Villain's business is to run scams (rigged gambling, counterfeiting, selling non-existing real estate, etc) | Involves minions who have infiltrated the legal system or governing body of the community |
| 51-75 | Funding for another evil plot that's already in the works (the economic connection may often be the clue that leads to a party's discovery of the other plot) | Villain is selling dangerously flawed merchandise | Involves murders |
| 76-00 | Villain is the minion of another villain, and raising money is his assignment | Villain is selling stolen merchandise (possibly fencing for another villain, his own boss, for his own minions, or the minions of his boss) | Involves magic such as spells, shapechanging, magical counterfeiting, or mental domination |



Evoke Catastrophic Event

Evoking catastrophic events is a common theme for villains. Generally adventures focused on this sort of villain will involve discovery of the plot and an attempt to prevent the catastrophe. Since in most cases the catastrophe hasn’t yet taken place, the table focuses mainly on the missing element the villain hasn’t yet completed. In some cases, the nature of the villain’s plot might not be known ahead of time – in other words, the party might discover the villain’s plot after attacking his stronghold for a different reason (treasure, usually).

Table 1-22: Evoke Catastrophic Event

| Die Roll | Target of Catastrophe (d100) | Required for Completion (d100) |
|----------|--|---|
| 01-05 | Bridge | Engineering. Mundane engineering is needed to complete preparations for the catastrophe. This could include construction of a building to the exact proportions needed, undermining a building, etc. |
| 06-10 | Building | Engineering |
| 11-15 | City | Engineering |
| 16-20 | Desert area | Engineering |
| 21-25 | Farm | Mystic Object. Creation of an object that can magically bring about the catastrophe. |
| 26-30 | Forest | Mystic Object |
| 31-35 | Fortification | Prayers for Intercession. The prayers and entreaties of enough evil (or subverted) worshippers to gain the attention of an evil deity, who will wreak the catastrophe. |
| 36-40 | Hill | Prayers for Intercession |
| 41-45 | Holy site | Prayers for Summoning. The prayers and entreaties of enough evil (or subverted) worshippers to summon a power from beyond. |
| 46-50 | Lake or oasis | Sacrifices. Enough human sacrifices |
| 51-55 | Members of a particular bloodline or race | Sacrifices |
| 56-60 | Part of city (temple quarter, nobles, poor quarter, etc) | Sacrifices |
| 61-65 | Political region | Spatial Alignment. Putting mystic objects into the proper alignment with each other |
| 66-70 | Religious commune (monastery, etc) | Spatial Alignment |
| 71-75 | Road | Substance. Enough blood or other particular substance for a sacrifice or for an engineering project |
| 76-80 | Specific individual and his vicinity | Substance |
| 81-85 | Swamp | Substance |
| 86-90 | Temple | Substance |
| 91-95 | Town | The Right Time. The prophesy-appointed time has not arrived, but the ritual is relatively simple. All that’s needed is for the time to be right. |
| 96-00 | Village | The Right Time |

Find Food

Minions and villains have to eat, just like everyone else. This is the best table to use if you've already decided that your key monster is non-intelligent or really stupid, but it works even for the subtlest masterminds, too.

Table 1-23: Food-Related Activities

| Die Roll | Food-Related Activity (d100) |
|--------------|--|
| 01-05 | The villain/monster feeds on people from within civilization, using a secret identity for cover. This sort of villain might be a shape-shifter, a cannibal, or a disguised non-human with enough of a bipedal shape to pass for human after dark. |
| 06-10 | The villain/monster feeds on people from a hidden place in civilization (does not need to resemble a human, but might) |
| 11-15 | The villain/monster has allies nearby that need to be fed. He (or they) steals people, vegetables and grain, or livestock by means of luring them away or kidnapping them. This sort of approach is taken by a wide variety of creatures ranging from will-o-the-wisps to cattle rustlers. |
| 16-20 | The villain/monster feeds on people or livestock by making stealthy attacks from outside civilization. |
| 21-25 | The villain/monster lures people away from civilization to feed at leisure. |
| 26-30 | The villain/monster feeds on people by attacking them when they leave the boundaries of civilization. (This is virtually the default scenario of a monster lurking in the wilderness). |
| 31-35 | The villain/monster feeds on people who are given as a sacrifice or tribute by a reluctant community. |
| 36-40 | The villain/monster feeds on people who are given as a sacrifice or tribute by willing minions who run the community. |
| 41-45 | The villain/monster feeds on people in a way that leaves them alive for future feedings (e.g., parasite or other). The food source could be souls, blood, morale, ability scores, or even emotions such as jealousy. |
| 46-50 | The villain/monster feeds on people in a way that leaves them alive for future feedings, but not directly. In addition, the villain must process the vital essences before eating them. The “processing” is an extra step in the cycle. |
| 51-55 | The villain/monster is growing or raising something dangerous as a crop or livestock outside of civilization. |
| 56-60 | The villain/monster has a dangerous food source inside civilization (grows poison mushrooms or raises giant rats, for example) |
| 61-65 | The villain/monster alters a crop or livestock within civilization to make it usable for his consumption (and probably not for anyone else's). |
| 66-70 | The villain/monster has taken over an entire community for use as a food source |
| 71-75 | The villain/monster has created a community (probably through kidnapping or taking human tribute) as a food source |
| 76-80 | The villain/monster is inherently dangerous (possibly an unintelligent monster) and sneaks into community to eat crops, livestock, or garbage |
| 81-85 | The villain/monster lures away livestock or steals crops from civilized area |
| 86-90 | The villain/monster or minions eats carrion – stealing bodies, etc. They might be creating “accidental” deaths first, and retrieving the bodies after or just before burial |
| 91-95 | The villain/monster's food processing operation outside a community is causing environmental-type damage in the community (fouled water, poisoned grass, clouds of poison gas, etc) |
| 96-00 | The villain/monster gets tributes of normal food by using threats of violence, using hostages, taking legal action, etc. |

Gain Favor of Another Villain

The villain is either involved with some other villain, or wants to be. This relationship might be that of a minion to a leader; might be the relationship of a prospective minion to a leader; or could even be the relationship of a leader to his followers, especially if the leader relies on popularity to remain in his dominant position.

Table 1-24: Gain Favor of Another Villain (or Villainous Organization)

| Die Roll | Method of Gaining Approval of Other Villain (d100) | Relationship of first villain to second villain (d100) |
|----------|---|--|
| 01-10 | Bring it back to life | Disgraced follower performing a task set by the more powerful villain as a means of re-admittance to favor |
| 11-20 | Bring its minions back to life | Disgraced follower seeking to regain favor on own initiative |
| 21-30 | Offer it economic power | Initiation to a higher, formalized level within the second villain’s organization (becoming a captain of thieves, for instance, or a fully ordained priest of an evil cult) |
| 31-40 | Offer it something that increases its personal capabilities | Minion acting on own initiative to curry favor |
| 41-50 | Providing food | Minion following orders but going the extra mile (possibly going beyond the scope of his authority or allotted task, too) |
| 51-60 | Providing slaves | Obtaining a specific task or favor from the second villain. In some cases, often when the second villain is a supernatural creature, the second villain might automatically have to perform the favor if the first villain completes the task. |
| 61-70 | Rescue it from prison | Offspring or younger sibling of a more powerful villain |
| 71-80 | Rescue its minions from prison | Powerful villain maintaining popularity with his followers, or one powerful follower |
| 81-90 | Summon it from another plane of existence | Prospective minion (initiation or introduction) |
| 91-00 | Take political power on its behalf | The Method of gaining favor must be performed on an ongoing basis, and the second villain can’t do it alone. In this case, the first villain has considerable power over the second villain, who depends upon the first villain to keep performing the requisite task. |

Increase Personal Capability

Many villainous plots are designed to make the villain personally more powerful, rather than focusing specifically on destruction.

Table 1-25: Increase Personal Capabilities

| Die Roll | Method of Increasing Personal Capability (d100) | Objective (d100) |
|----------|---|--|
| 01-10 | Activate source of power for ... | Divine source of personal power (summoned minions, improved abilities, etc) |
| 11-20 | Complete a ritual that brings forth ... | Item that increases villain’s ability scores (or equivalent) |
| 21-30 | Complete terms of a prophecy that grants ... | Item that increases villain’s hit dice (or equivalent) |
| 31-40 | Infiltrate a group to steal... | Item that will bring villain new minions (legendary item, ability to animate dead, item that enchants people, etc) |
| 41-50 | Kidnap a person who knows how to create or tap into ... | Item that will increase villain’s ability to spy on things (crystal ball, invisibility, divination, etc) |
| 51-60 | Kidnap person who knows location of ... | Items that will increase villain’s movement rate or movement capabilities |
| 61-70 | Petition demon or other such being for ... | Magic item |
| 71-80 | Research how to activate or use to best advantage ... | Money |
| 81-90 | Research how to make ... | New source of minions |
| 91-00 | Steal from person who has ... | Spells or spell book |

Gain Political Power

These tables indicate the scope and nature of a villain's political machinations. If the tables indicate a plot of huge scope for a weak villain (an orcish shaman trying to take over a kingdom, for instance), keep in mind that weak villains (a) might be overreaching their capabilities, (b) might be setting the groundwork for later, or (c) might be working for a more powerful mastermind.

Table 1-26: Scope of Political Power Sought

| Die Roll | Scope of Political Power Sought (d100) |
|----------|--|
| 01-08 | Barbarian tribe |
| 09-16 | Barony |
| 17-24 | City |
| 25-32 | Extra-planar area |
| 33-40 | Guild |
| 41-48 | Humanoid tribe |
| 49-56 | Kingdom |
| 57-65 | Local region of civilization |
| 66-74 | Local region of wilderness (with needed resources) |
| 75-83 | Military unit |
| 84-92 | Town |
| 93-00 | Village |

Table 1-27: Method of Gaining Political Power

| Die Roll | Method (d100) |
|----------|--|
| 01 | Assassinate Leader with Accident. Villain is a leader's direct heir or is the second in command of a hierarchy, and is planning to assassinate the leader by creating an accident. |
| 02 | Assassinate Leader with Assassins. Villain is a leader's direct heir or second in command of a hierarchy, and is planning to hire assassins to remove the annoying impediment. |
| 03 | Behind the Throne – Criminal Power. Villain is building up a criminal organization to take over effective control of the targeted political organization, turning the existing source of authority into a mere figurehead. |
| 04 | Behind the Throne – Magical Domination. Villain is planning to dominate the organization's king or boss using magic, turning him into a puppet leader. |
| 05 | Behind the Throne – Magical Friendship. Villain is preparing to charm the leader using magic (as opposed to utterly dominating his will). |
| 06 | Behind the Throne – Military. Villain has enough forces to influence the leader's policies already, and is directing the organization's activities behind the scenes to his own advantage. The villain threatens (subtly or not) that if the leader does not accede to the villain's demands, the villain will use his troops to usurp authority. |
| 07 | Behind the Throne – Minion Shapeshifter. Villain's minion is using shapeshifting of some sort to impersonate a kidnapped rival, or even the leader of the organization. |
| 08 | Behind the Throne – Simulacrum. Villain seeks to replace the political leader or a rival for power with a simulacrum he controls. |
| 09 | Blackmail Rival – Lies. Villain seeks to blackmail a rival with trumped-up facts. |
| 10 | Blackmail Rival – Truth. Villain seeks to blackmail a rival with true facts. |
| 11 | Build up Favors. Villain is in control of the police or has the power to prosecute crimes. He is using this power to make various powerful people indebted to him, so that when he makes his move for power they will support him. |
| 12 | Control Food Supply – Contamination. Villain plans to gain control of the food supply by stashing food stocks and then contaminating everyone else's. |
| 13 | Control Food Supply – Dietary Restrictions. Villain plans to gain control of the food supply by creating a hidden stash of a particular type of food, then imposing dietary restrictions on other kinds of food using religion, law, or heavy taxes. |
| 14 | Control Legal System – Bribes. Villain is trying to take control of the legal system in the target area by bribing judges. Note: almost all organizations have some sort of legal system for resolving disputes – this plot works for guilds and other organizations as well as cities and baronies. |
| 15 | Control Legal System – Intimidate Judges. Villain is trying to take control of the legal system in the target area by blackmailing or threatening judges. This works well for a villain who is the leader of a criminal underground, but can be used for any size or type of political organization. |

BOOK ONE: PRINCIPLES AND STARTING POINTS – THE VILLAIN’S PLAN

Table 1-27: Method of Gaining Political Power Continued

| Die Roll | Method (d100) |
|----------|---|
| 16 | Control Legal System – Replace Judges. Villain is trying to take control of the legal system in the target area by replacing independent judges with his own minions. His methods could include impeachment, assassination, rigged elections, or subverting/recruiting the existing judges. He will likely need to use several methods in order to conceal the fact that lots of judges are suddenly stepping down or disappearing under strange circumstances. |
| 17 | Control Work Assignments. Villain seeks to control the assignment of jobs, giving them only to his supporters. This works well for a villain who is already in a position of some power – a guildmaster, a treasurer, or a labor leader, for instance. This sort of plot could affect jobs in areas as large as a kingdom or as small as a village, and the nature of the organization could range from royal courts to thieves guilds to religious organizations. |
| 18 | Coup d’Etat. Villain is planning a coup d’etat from the inside, with the help of allies in the community or organization. |
| 19 | Create Power Vacuum – Trap. Villain is creating a trap that will kill much of the leadership (collapsing the town hall, for example), and let him take charge when there is no one else offering effective leadership. |
| 20 | Discredit Superior Officer – False Accusations. Villain plans to spread a rumor to his own leader’s superior, indicating that his leader is involved in treachery. |
| 21 | Discredit Superior Officer – False Accusations to followers. Villain plans to spread a rumor to the public at large (or to troops, or other followers) that his superior officer is engaged in unsuitable behavior. |
| 22 | Discredit Superior Officer – Inciting. Villain plans to set his superior officer up for failure by creating and inciting particular situations the superior officer is supposed to prevent from happening. |
| 23 | Discredit Superior Officer – Information. Villain plans to set his superior officer up for failure by giving away vital information about the superior officer’s operations and plans. This will allow the leader’s enemies or rivals to continually outwit and outperform the leader (until the villain, as his junior, is asked to take the post). |
| 24 | Discredit Superior Officer – Sabotage. Villain plans to set his superior officer up for failure by sabotaging his operations. |
| 25 | Dominate population – Addictions. The villain is using an addictive substance (or an addictive event or experience) to bring members of the population under his thrall. |
| 26 | Dominate Population – Mental Domination. The villain is setting up an event that will have a tremendously powerful magical or mental effect, rendering everyone in the vicinity malleable to the villain’s will. |
| 27 | Eliminate Advisor with Assassins. The villain is an advisor to the leader (not second in command), and is eliminating other advisers. Current method for eliminating the next adviser is to have him assassinated. |
| 28 | Eliminate Advisor with Frame-up – Crime. The villain is an advisor to the leader (not second in command), and is eliminating other advisers. Current method for eliminating the next adviser is to frame him for a crime actually committed by the villain. |
| 29 | Eliminate Advisor with Frame-up – Adultery. The villain is an advisor to the leader (not second in command), and is eliminating other advisers. Current method for eliminating the next adviser is to frame him for committing adultery (possibly with the top leader’s wife) |
| 30 | Eliminate Advisor with Frame-up - Lying. The villain is an advisor to the leader (not second in command), and is eliminating other advisers. Current method for eliminating the next adviser is to frame him for lying to the top leader (or some other serious lie) |
| 31 | Eliminate Advisor with Frame-up – Cowardice. The villain is an advisor to the leader (not second in command), and is eliminating other advisers. Current method for eliminating the next adviser is to frame him for cowardice. |
| 32 | Eliminate Current Commander – Frame-up for Crime. Villain is not yet an heir or second in command, but is working his way up the chain (if he has been committing crimes to do so this might be a reason why the party is getting involved). He plans to eliminate his current commander by framing him for a crime the villain has already committed. |
| 33 | Eliminate Current Commander – Frame-up for Adultery. Villain is not yet an heir or second in command, but is working his way up the chain (if he has been committing crimes to do so this might be a reason why the party is getting involved). He plans to eliminate his current commander by framing him for adultery. |
| 34 | Eliminate Current Commander – Frame-up for Cowardice. Villain is not yet an heir or second in command, but is working his way up the chain (if he has been committing crimes to do so this might be a reason why the party is getting involved). He plans to eliminate his current commander by framing him for cowardice. |
| 35 | Eliminate Current Commander – Frame-up for Dishonor. Villain is not yet an heir or second in command, but is working his way up the chain (if he has been committing crimes to do so this might be a reason why the party is getting involved). He plans to eliminate his current commander for some dishonorable act – lying, for instance. |
| 36 | Eliminate Current Leader – Insanity. The villain is somehow causing insanity in the leader so he can shake up the hierarchy to his own advantage. He is not necessarily the heir to power, but he expects that his position will be significantly advanced by the leader’s removal. |
| 37 | Eliminate Rival – Magical Domination. The villain is planning to magically dominate a rival, turning him into a fall guy, causing him to resign, causing him to advance the villain in the hierarchy, etc. |
| 38 | Eliminate Rival – Magical Friendship. The villain is preparing to charm a rival into becoming his friend and ally, although the villain does not have enough power to completely dominate the rival. |

Table 1-27: Method of Gaining Political Power Continued

| Die Roll | Method (d100) |
|----------|---|
| 39 | Fake Miracles. The villain is fooling people into believing that he is performing wonders (these are actually staged events, staged attacks, staged healing, etc.). Note that these are not necessarily magical miracles — they might be military “victories” against the villain’s own forces, for instance. |
| 40 | False Claim – Dynastic Succession. Villain plans to establish a false (or perhaps even real) claim to power based on the villain’s family tree. Villain’s purported ancestors were overthrown by the current leader’s ancestors. This is probably done with forged documents “proving” ancestry or with a last testament and will. |
| 41 | False Claim – Family Succession. Villain plans to establish a false (or perhaps even real) claim to power based on the leader’s family tree (as opposed to the villain’s). Supposedly, leader’s ancestor was adopted and named as the heir, while villain’s real or purported ancestor actually had the right by primogeniture. Or vice versa. This is probably done with forged documents. |
| 42 | False Defense – Leader’s Base. The villain will stage an attack on a superior officer’s base of power, and be in the right place at the right time to “defend” it from his own attack (the fight might be staged, or might be real), and thereby earn his superior officer’s gratitude. |
| 43 | False Defense – Leader’s Family. The villain will stage an attack on a superior officer’s family, and be in the right place at the right time to “defend” the family from the attack, thereby earning the superior officer’s gratitude. |
| 44 | False Defense – Leader’s Home Community. The villain will stage an attack on a superior officer’s home community while the leader is away, placing himself in the right place at the right time to “defend” it from his own attack. He hopes to gain the leader’s gratitude from the successful defense. |
| 45 | False Identity – Higher Authority (minion). Villain’s minion is posing as the representative of a higher authority (religious, feudal, etc) and is delivering “orders” to the leader. The imposture could be accomplished with shapechanging, forged documents, or sheer bravado. |
| 46 | False Identity – Higher Authority (villain). The villain is posing as the representative of a higher authority (religious, feudal, etc) and is delivering “orders” to the leader. The imposture could be accomplished with shapechanging, forged documents, or sheer bravado. |
| 47 | Financial Scheme – Debt and Foreclosure. The villain plans to put a rival into monetary debt to the villain. This could be done by a combination of financial scams and with the help of moneylenders who are a front for the villain. He might also be buying the rival’s debts from moneylenders. Foreclosure or gaining influence through the threat of foreclosure might be the leverage he plans to achieve. |
| 48 | Financial Scheme – Identity Theft. The villain is trying to create a financial disaster for one of his rivals, such as an equal rival, a superior officer, or even the top leader in the chain of command. His method is to use the opponent’s identity to borrow money and incur debts in the opponent’s name. The villain, of course, benefits twice: he not only eliminates his rival, but also he gets the fraudulently obtained cash. |
| 49 | Financial Scheme – Scams. The villain is trying to create a financial disaster for one of his rivals by targeting them directly with financial scams. Probably the villain is trying to pocket the money from the scams, too. |
| 50 | Financial Scheme – Theft. The villain is trying to create a financial disaster for one of his rivals by stealing the rival’s money. |
| 51 | Impersonation – Heir. The villain plans to pose as a lost or missing heir (possibly one that became lost or missing through the villain’s efforts). |
| 52 | Impersonation – Shapechanging. The villain is using shapechanging of some kind to impersonate a kidnapped rival, or even the leader of the organization. |
| 53 | Infiltration – Mental. Villain is in control of guards or other military force, and is corrupting their minds with charm, hypnosis, unbelievable charisma, etc. His goal is to use them as the shock troops for some sort of coup attempt. |
| 54 | Infiltration – Purge. The villain is (or has been) infiltrating troops, monsters, etc. into the community where the organization is based, planning for a sudden and coordinated purge of his rivals. |
| 55 | Infiltration – Takeover. The villain is (or has been) infiltrating troops, monsters, etc. into the community where the organization is based, planning for a sudden and coordinated takeover of key locations. |
| 56 | Kidnap Rival. The villain seeks to kidnap a rival. The goal is to get information, get the hostage to write letters that help the villain, etc. |
| 57 | Kidnap Rival’s Family. The villain seeks to take a rival’s family or friends hostage to influence the rival’s actions. |
| 58 | Manipulate Omens Against Rival. The villain plans to manipulate omens to suggest that his rival is evil or unsuitable for command. |
| 59 | Manipulate Omens for Self. The villain plans to manipulate omens to suggest that he (or his minion) is the best choice for something, the rightful leader, the only hope, etc. |
| 60 | Marry Heir – Magical Domination. The villain plans to seduce the top leader’s daughter (or son, as applicable) by using charm, hypnotism, love potions, etc. This part of the plot may already have occurred, putting the player characters into the position of having to stop the marriage or otherwise foil the plot. |
| 61 | Marry Heir – Seduction. The villain plans to gain the position of heir to political power by marrying one of the leader’s children. The villain is using traditional means to do so (presumably this is a villain with tremendous charisma). |

BOOK ONE: PRINCIPLES AND STARTING POINTS – THE VILLAIN’S PLAN

Table 1-27: Method of Gaining Political Power Continued

| Die Roll | Method (d100) |
|----------|--|
| 62 | Military Conquest. The villain has (or is building) enough military power (outside the community) to make a direct military conquest. This is fairly straightforward. |
| 63 | Military Interdiction. The villain is using military power to cut off supplies or exports – this is the classic brigand-villain who starves his enemies into submission and is given power when they surrender. In a more abstract sense, a sinister merchant could use a financial version of this scheme against a guild or another merchant, using thieves, bandits, and pirates to stop their exports and trade. |
| 64 | Military Intimidation. The villain is building up a military force inside or outside the organization/community, planning to reach the point where his military power is enough to allow him to influence policy. |
| 65 | Military Takeover – Circumventing Defenses. The villain has military power of his own, but his real project is to circumvent the target’s defenses. In the case of a fortification, this could include digging a secret tunnel beneath the walls; in other cases, it could be a preparation to poison or incapacitate defenders, hire a traitor to open the gates, etc. |
| 66 | Military Takeover – Removing Key People. The villain has military power and is ready to attack. His first step is to remove a few key people of power who represent a military threat to him. Note: in addition to controlling a government, this plot could also be applied to the takeover of a guild by means of a purge – the strongest guild members and their adventurer friends might be the targets of the purge. |
| 67 | Military Takeover – Stealing Key. The villain has military power, but is working on weakening the defenses of the target. His immediate method is to steal a key or password that gives him access to the defensive item. The item might be magical, or it might be, say, the password that lets people into the area where the catapults are located (so that they can be sabotaged just before the attack). |
| 68 | Military Takeover – War of Attrition. The villain has military power, but is working on weakening the defenses of his target by ambushing enemy soldiers or guards before the actual assault, thus reducing their numbers. |
| 69 | Minion Seduces Heir. The villain has a minion or an ally who is seducing the heir. The minion could possibly be a supernatural creature, such as a succubus. |
| 70 | Mob Charisma. By sheer force of charisma, the villain is whipping the population into a frenzy, preparing to mount a popular takeover in a series of riots. |
| 71 | Murder Own Powerful Spouse. The villain is married to the leader already, who is now his only impediment to absolute power. |
| 72 | Murder Threats. Villain threatens to kill people in the general population one day at a time until the leader surrenders control. Unless he is acting with a secret identity, the villain is either very powerful or very insane to think he can hold onto power after taking it this way – but perhaps he’s right. If he is not acting with a secret identity, he likely has a hidden stronghold to protect himself from attempts to stop him. |
| 73 | Overt Curse for Control. Villain has cursed the leader, one of the leader’s main followers, or a member of the leader’s family. Everyone knows that the villain created the curse. The villain will only remove the curse if the leader steps down in favor of the villain. |
| 74 | Party Misdirected. The “villain” is the good guy, and the leader is the bad guy, but this is not clear at the outset of the adventure. |
| 75 | Pied Piper Strategy – Heirship. The villain controls monsters or predators that are attacking everywhere in the general population. The villain offers to get rid of them if he is made the leader’s heir (he probably won’t reveal that he started the problem in the first place). |
| 76 | Pied Piper Strategy – Position of Authority. The villain controls monsters or predators that are attacking everywhere in the general population. The villain offers to get rid of them if he is given a particular position of authority (he probably won’t reveal that he started the problem in the first place). |
| 77 | Pied Piper Strategy – Marry Heir. The villain controls monsters or predators that are attacking everywhere in the general population. The villain offers to get rid of them if he is allowed to marry the leader’s heir (he probably won’t reveal that he started the problem in the first place). |
| 78 | Pied Piper Strategy – Total Control. The villain controls monsters or predators that are attacking everywhere in the general population. The villain offers to get rid of them if he is given control (he probably won’t reveal that he started the problem in the first place). |
| 79 | Prepared Purge. The villain is working on assembling all of his rivals into a specific, vulnerable location for a single, decisive strike. As the foundation for an adventure, the characters might have been hired as security for the event, as a bodyguard, or might stumble onto the plot before the strike takes place. Conversely, this plot could be used as a back story to explain why the characters have just entered a community thrown into chaos by a successful purge. |
| 80 | Prosecute Rivals. The villain is in control of the police, or has the power to prosecute crimes. He is using this power to eliminate his rivals, investigating them or charging them with crimes. |
| 81 | Replace Key Leaders. The villain is replacing key members of the population with shapeshifting minions who will support him when he makes his bid for power. |
| 82 | Rig Election for Ally. The villain is rigging an election to get a friend or ally elected into a position of power. The position might be a village alderman, the chancellor of the exchequer, judge, master of the revels, etc. |
| 83 | Rig Election for Minion. The villain is rigging an election to get one of his minions elected to a position of power. |
| 84 | Rig Election for Self. The villain is rigging an election to get himself elected into a position of power. |

Table 1-27: Method of Gaining Political Power Continued

| Die Roll | Method (d100) |
|----------|---|
| 85 | Rig Vote Against Rival – Financial. The villain is rigging a vote in favor of a law that will create problems for a rival if the law is passed – it will create oppressive taxes on the rival's (but not the villain's) main source of income, as one example. |
| 86 | Rig Vote Against Rival – Status and Standing. The villain is rigging a vote in favor of a law that will create problems for a rival if the law is passed. It will make the rival ineligible to hold his current office. Examples include votes that discriminate on the basis of race or gender, require minimum financial resources, require that the office holder has never been arrested for drunkenness, etc. |
| 87 | Secret Curse for Heirship. The villain has cursed the leader, one of the leader's main followers, or a member of the leader's family. It is not known who created the curse, but the villain will offer to remove the curse if he is declared the rightful heir to power. This is very similar to the Pied Piper strategy. |
| 88 | Secret Curse for Position of Authority. The villain has cursed the leader, one of the leader's main followers, or a member of the leader's family. It is not known who created the curse, but the villain will offer to remove the curse if he is granted a position of authority (possibly a very minor one). |
| 89 | Secret Curse for Total Control. The villain has cursed the leader, one of the leader's main followers, or a member of the leader's family. It is not known who created the curse, but the villain will offer to remove the curse if he is acclaimed as the new leader (this is unlikely to work if the target is a governmental organization but might work very well in a financial organization such as a guild). |
| 90 | Secret Curse to Marry Heir. The villain has cursed the leader, one of the leader's main followers, or a member of the leader's family. It is not known who created the curse, but the villain will offer to remove the curse if he is allowed to marry the heiress. |
| 91 | Seize Key Location and Interdict. The villain plans to seize a stronghold that controls supply or access to the targeted area, whereupon he will simply demand that the current leader surrender power. This is a preparation for a Military Interdiction, although the key feature is to improve that gambit with possession of the stronghold. |
| 92 | Sends Anti-Rival Dreams. The villain has the ability to influence another person's dreams, and is broadcasting them to suggest that his rival is a bad person or otherwise unsuitable. The method used might be a magic item, a minion with this supernatural ability, or possibly influencing dreams in one of the villain's own inherent powers. |
| 93 | Send Pro-Villain Dreams. The villain has the ability to influence another person's dreams, and is broadcasting them to suggest that he or his minion should be in charge. The method used might be a magic item, a minion with this supernatural ability, or possibly influencing dreams in one of the villain's own inherent powers. |
| 94 | Take Symbol of Authority. The villain is trying to take control of a particular symbol of authority (a crown, scepter, etc) that actually conveys the authority he seeks. This might be a tradition that has expired, but which could still be a big problem for the existing leader. As an example: "Whosoever holds the Sword of Karnak is the rightful king of Karnakland..." |
| 95 | Threat to Unleash Catastrophe. The villain has set things up (and must be able to prove it) so that he can unleash a catastrophe. Unless the leader surrenders control by a specific time, the villain will cause the catastrophe to take place. |
| 96 | Threaten Food Shortage. The villain controls the area's food supply, and threatens to cut it off if he is not granted a position of authority. Note that this might be a permissible and legal threat if the villain is a baron who supplies a town with food – or it might be completely illegal if the villain is an orcish chief who has conquered the nearby countryside. |
| 97 | Threaten Labor Shortage. Villain is in enough of a position of economic power that he can cause a guild or group of laborers to go on strike unless the villain is granted more power. Note that the villain can reverse the appearance of this plot, too, by creating a situation where the strike looks inevitable unless the villain steps in to solve it. |
| 98 | Undermine Leader's Credibility. Villain is trying to undermine the leader's credibility by spreading rumors and lies indicating that the leader is not the legitimate ruler, or that he is incompetent. Presumably, the villain has a way of stepping into power if the leader is removed. |
| 99 | Use Fall Guys. The villain is insinuating himself into the leader's confidence by setting up dupes to oppose the leader – then giving information about their activities to him. The fall guys are either set up anonymously, or they were hired directly by the villain – in which case they have to die in order for the villain's plan to remain under cover. A survivor would pose a serious problem for the villain if the survivor knows of the villain's involvement. Player characters might get hired as the dupes... |
| 100 | Weaken Rival – Destroy Base. The villain is trying to destroy a community that forms the base of his rival's economic or political power. For example, if the rival is a feudal baron, the villain might be targeting the rivals fief or fiefdoms. |

Random Acts

Some villains don’t have a pattern of behavior or a coherent plan for anything. They engage in destructive activities based on other stimuli, including mere whimsy. Table 1-29 is a subtable for use if the villain’s activity follows a timetable.

Table 1-28: Random Acts

| Die Roll | Nature of Actions, or Randomness Thereof (d100) |
|--------------|---|
| 01-10 | Dangerous practical jokes. The villain might be leaving clues along with the jokes, he might be a demented jester, or might just be possessed of a grisly sense of humor. |
| 11-40 | Destruction of property, by such means as arson or mere vandalism |
| 41-50 | Identical but otherwise trivial thefts of a particular sort of object, or from a particular type of person, and/or use of a particular and unusual method of theft (c.f., the Grey Mouser’s thefts of candles and carpets in Fritz Leiber’s short stories). |
| 51-80 | Unplanned assaults committed when the opportunity arises (e.g., villain is a serial killer, a highwayman, an ambusher, or a violent kleptomaniac) |
| 81-90 | Villain evinces, produces, or casts different magical effects on a certain timetable, at random times, or in particular places (when he finds himself in such a place). Roll on Table 1-29: Time Cycles. |
| 91-00 | Villain’s nature changes on a certain timetable, at random times, or in particular places. Examples include lycanthropy, vampirism, Jekyll/Hyde transformations, or moon-madness. Roll on Table 1-29: Time Cycles. |

Table 1-29: Time Cycles (generally used as a sub-table of Table 1-28)

The Time Cycles table below is different from most of my tables – roll only once on the Cycle or Trigger Event column; the second column is commentary on the result.

| Die Roll | Cycle or Trigger Event (d100) | Comments |
|--------------|---|---|
| 01-05 | Apogee and Perigee (solar, lunar, or other) | Perigee is the closest point in the orbit of two celestial objects, and Apogee is the farthest point. Obviously, the orbit has to be elliptical, not circular, in order to have closer and farther points in the orbit. Keep in mind that this near-far relationship could exist between all kinds of celestial objects, not just suns and moons. Comet cycles are based on apogees and perigees, meteors move around with apogees and perigees, and even magical structures could have such a relationship to each other. Magical objects on the earth might activate only when a sun or moon is close; or perhaps the magical objects are huge metal blocks placed in the sky by some forgotten, ancient race, designed for some inscrutable purpose... |
| 06-10 | Calendar Cycles | Many cultures group years into a repeating cycle, treating different years much as Western culture interpreted the zodiacal segments of a single year. The Chinese Calendar, for example, follows a cycle of the Year of the Rat, Year of the Ox, Year of the Tiger, Year of the Rabbit, Year of the Dragon, Year of the Snake, Year of the Horse, Year of the Goat, Year of the Monkey, Year of the Rooster, Year of the Dog, and Year of the Boar. Certain characteristics are attributed to people born in the different years. |
| 11-15 | Celestial Cycles | The zodiac is a division of the sky into twelve regions, each called a “house.” The regions are: Aries, Taurus, Gemini, Cancer, Leo, Virgo, Libra, Scorpio, Sagittarius, Capricorn, Aquarius, and Pisces. Each house is associated with behaviors and with a particular metaphorical emblem. A fantasy world might have different zodiacal signs, or a different method of interpreting the movements of the stars. The zodiac is linked to the solar year, not the lunar year. |
| 16-20 | Comet Cycles | The appearance of certain predictable comets in the night sky is often given mystical significance. Comet-cycles can be a great adventure-generating device because of the long intervals between the comet’s appearances. Lots of unpredictable things can happen to places, societies, and collective memory while the comet is away. For example: if some form of lycanthropy is linked to the appearance of a comet rather than a full moon, the lycanthropic disease might be transmitted far and wide while dormant, then suddenly appear all over the place when the comet appears in the sky. It would become a sort of celestial retro-virus. |
| 21-25 | Device-Driven Cycle | A cycle might be derived from the operation of a device that divides time into a regular or irregular pattern. For instance, if the cycle is determined by the burning of candles without regard to the length of the candle, the cycle would be irregular. If the candles were scrupulously measured to be identical, the candle-driven cycle would be regular. Devices to measure out time could involve dripping water, candles, hourglasses, water wheels, gears, and many other mechanical arrangements. |
| 31-35 | Equinox and Solstice (solar cycle) | A solstice is one of the two times of year when the sun is farthest off the celestial equator. These occur at approximately June 22 (the summer solstice) and December 22 (the winter solstice). Summer solstice is the shortest night of the year, and winter solstice is the longest night. The equinox is when the sun crosses the equator and days and nights are of closest to equal length. The equinoxes occur at approximately March 21 (the Vernal Equinox, also the first day of Spring) and September 23 (the Autumnal Equinox). Note that Autumn and Spring are reversed for the northern and southern hemispheres of the earth. |

Table 1-29: Time Cycles (generally used as a sub-table of Table 1-28) Continued

| Die Roll | Cycle or Trigger Event (d100) | Comments |
|----------|--|--|
| 36-40 | Fashion Cycles | The types of clothes and the jewelry people wear comes into and out of fashion periodically, as do haircuts, luxury commodities, philosophies, and religious practices. Magical effects like planar gates could easily be influenced by fashions in behavior or religion. It might be, for example, that a planar gate opens only when a local god has a minimum number of worshippers present at a significant ritual. When it becomes more fashionable for people to worship that god, the chance of the gate opening would suddenly increase. |
| 41-45 | Freezing/Thawing Cycle | A particular cycle for a villain's activities, or the opening of some sort of portal or dungeon entrance, could be linked to the seasonal freezing and thawing of a barrier that blocks the portal, or of a mechanism that controls it. The builder might have intended the cycle of freezing and thawing, or the seasons might have changed since the original construction. Freezing and thawing also affect the volume of water moving in rivers, and patterns of migration by animals. This is a time cycle that can be used to drive a wide variety of adventures and monsters. |
| 46-50 | Lunar Cycle | Earth's lunar cycle from new moon to new moon is 29.5 days, and is called the Synodic Lunar Cycle. Measuring the lunar cycle based on when the moon arrives in the same place in the sky (regardless of phase) is called the Sidereal Cycle and is 27.1 days in length. For gaming purposes, the "average" lunar cycle of 28 days is probably close enough unless the adventure is deeply involved in astrology. The phases of the moon are: new moon, crescent moon, first quarter moon, waxing gibbous moon, full moon, waning gibbous moon, last quarter moon, crescent moon, and then new moon again. The cycle of lunar eclipses is also an excellent fantasy theme, although the cycle of an eclipse is much longer than the cycle of the lunar phases. |
| 51-55 | Morphological Life Cycle (one creature) | Some creatures have a life cycle in which their form changes radically; butterflies begin as caterpillars, frogs begin as tadpoles, many insects go through a pupae or larval stage. Although this is related to the reproductive cycle of the species, the radical morphological changes allow these creatures to have the right body-form for the right purpose at the right time. The caterpillar form, for example, is well adapted to eating huge quantities of food, whereas the mobility of the butterfly stage allows for finding stronger mates more easily. Intelligent creatures with morphological cycles might open and close portals (or be able to, based on their current phase). For example, a gate might remain closed while eggs gestate in some bizarre inter-dimensional space, or be opened when the creatures are in a predatory body-form and then close again. Only the strong and well fed predators would make it back to the gate, and would then be all together within the gate for the mating cycle to begin. The possible variations on this pattern are quite numerous. If a villain is acting according to such a life cycle, it's not necessarily because the villain is one of the morphologically shifting creatures. It might be that the villain knows how to take advantage of the changing life forms of the creatures, or that he's allied to them but can only take advantage of the alliance when the creatures are in an intelligent form, a dangerous form, a magically powerful form, or what have you. Again, the possibilities are vast. |
| 56-60 | Morphological Life Cycle (series of creatures) | Just as a particular life form may go through radical morphological changes in order to link up form with function in a series of steps, it is also possible for a species to generate a sequence of life forms, only one of which is the breeder. As an example, envision a life form whose "queen" and "drone" eggs stay dormant for a long period of time, and need to be shifted from a hot incubation environment to a colder hatching environment. One "generation" of workers is a hot-weather creature that cares for the eggs during the incubation phase. As the incubation phase ends, the worker mate among themselves, producing an entirely different form — a flying form well suited for migration. The flying forms transport the eggs to a colder climate in a migration, breed again to create a cold-weather worker caste, and then die. The cold-weather caste hatches rapidly in the cold, and these workers care for the queen and drone eggs. The queens and drones fly back to the hot-weather area to breed and lay eggs of three kinds: queens, drones, and more hot-weather workers. The hot-weather workers hatch quickly to care for the new queen and drone eggs, and the cycle begins again. At some point in such a cycle, it might be that the door to underground hatching chambers must be unsealed, or the migration might take place across different planes of existence, requiring the temporary opening of planar gates. A villain's motivation in all this could be of many different kinds: he might be intercepting the migrations, stealing eggs, using the unique capabilities of one of the life forms in an alliance, etc. |
| 66-70 | Planetary Cycles | The proximity of particular planets to the Earth, or their location within a region of the sky (particularly a zodiacal region) can be a usable cycle for the purposes of a fantasy world, possibly having effects on magic, on different kinds of magic, villain motivations, and the opening or closing of planar gates or dungeon entrances. |
| 71-75 | Reproductive Cycle | The average human menstrual cycle is 28 days. If the villainess is non-human, the cycle might not be a menstrual cycle, but a cycle of being "in heat" or "in season." This same pattern might apply to unusual monsters as well as non-human animals. Female dogs stay in heat for about 21-28 days depending on breed (as one example of a heat cycle). Note: the cycle of a male villain's activity might be linked to someone else's reproductive cycle. The purpose of a dungeon or planar gate that opens and seals based on the reproductive cycle of a tribe or being is fairly obvious, and could (ahem) give birth to interesting adventure scenarios. |

BOOK ONE: PRINCIPLES AND STARTING POINTS – THE VILLAIN’S PLAN

Table 1-29: Time Cycles (generally used as a sub-table of Table 1-28) Continued

| Die Roll | Cycle or Trigger Event (d100) | Comments |
|----------|----------------------------------|--|
| 76-80 | Rising and Falling Magical Power | The lunar, menstrual, and solar cycles are all associated with the rise and fall of magical capabilities, but a fantasy world may have an independent cycle of rising a falling magical power, not marked by these factors. Fluctuations in magic power might be druidic (some fluctuation in the earth's spiritual nature), might be related to arcane magic (a fluctuation in the eldritch energy that can be tapped by spells) or might be related to a fluctuation in divine power (possibly related to planar “distance, a period of dormancy, or divine battles that occupy the attention of the gods from time to time). A wizard's personal capability might be linked to the concept of “mana,” personal reserves of magical power that might shift with the tides of time. Monsters might also feel the effects of magical change. |
| 81-85 | Scriptural Cycle | In Judaism, the Torah (that's the five books of Moses, in case you're not familiar) is divided into parshas (segments) one of which is read and studied each seven days. The parshas correspond to the Jewish lunar calendar, so that the same parsha is read at the same lunar date every year. The point of completion of the reading, when the Torah scroll is rolled back to the beginning is a major holiday, as is the middle of the Torah (the day of atonement) and the reading on the new year (which precedes the day of atonement by a week). A religious scripture in a fantasy world might also follow a cycle not related to the calendar – planar gates or subterranean chambers might be opened (or open of their own accord) in a cycle driven by the reading of scriptures instead of a calendar cycle. The reading itself might trigger these events, rather than merely corresponding to them. |
| 86-90 | Secondary Effect Cycle | Any of the various cycles listed in this table might be the cause of some other secondary effect that normally (but does not always) result from the primary cycle. For instance, the hatching patterns of locusts often (but does not always) cause famines. The focus of your adventure might not be the locust hatching, but the resulting famine. The periodic flooding of the Nile river was necessary to good harvests in Ancient Egypt; when that cycle failed due to low rainfall in the African interior, famines and food shortages resulted in Egypt. Adventures premised upon the secondary effects of a primary cycle might focus on the times when the expected result (the flooding of the Nile, or a locust plague) doesn't take place. Why didn't it? The answer might be valuable, crucial, or financially rewarding. |
| 91-95 | Temperature Cycles | Variations in temperature can cause all sorts of varying human behaviors, cause changes in economic factors, and can also trigger certain events in the animal and plant kingdoms. Consider such things as a locust-like insect with eggs that lie dormant until particularly hot temperatures arrive. In a completely different sort of example, consider than a villain's opportunities for villainy might be considerably enhanced if the local community is snowbound, huddled up in cottages instead of wandering about the village with prying eyes that might see what he's doing... |
| 96-00 | Traumatic Stress Cycle | Individuals who have suffered traumatic stress may re-live the event or its emotional impact, and this often happens on or around the anniversary of the event. The cycle could also be based on any cycle of events that either symbolize or reproduce the conditions and setting of the traumatic event. A fantasy world might have an analogue, in other words, to the way many War veterans react to the sound of helicopters and/or fireworks. |

Reputation

The villain is trying to manipulate his own or another person's reputation, either as an invincible villain or as a good person (which would be an infiltration tactic). Table 1-30 determines whose reputation is to be improved or faked, and Table 1-31 indicates the nature and method of the manipulation.

Table 1-30: Whose Reputation is to be Manipulated

| Die Roll | Whose Reputation is to be Manipulated (d100) |
|----------|--|
| 01-25 | The villain's own reputation |
| 26-50 | The reputation of the villain's boss or master |
| 51-75 | The reputation of one of the villain's minions |
| 76-00 | The reputation of one of the villain's allies or partners in crime |

Table 1-31: What Reputation is Being Sought

| Die Roll | Reputation Being Sought (d100) |
|--------------|--|
| 01-05 | Reputation for Evil – by attacking civilized regions from a nearby lair (banditry or raiding) |
| 06-10 | Reputation for Evil – by bullying the weak |
| 11-15 | Reputation for Evil – by carrying off an evil plot – basically any of the plots and plans listed in these tables – but in a spectacular and theatrical fashion. |
| 16-20 | Reputation for Evil – by claiming responsibility for crimes |
| 21-25 | Reputation for Evil – by insidious preaching |
| 26-30 | Reputation for Evil – by laying waste the nearby countryside as an example |
| 31-35 | Reputation for Evil – by shows of force (minions marching through streets or displays of magical power) |
| 36-40 | Reputation for Evil – by speaking against (or threatening to destroy) powerful good-aligned individuals ... who are probably not present to deny allegations or smite the villain. |
| 41-45 | Reputation for Evil – by telling lies about exploits elsewhere (which he may or may not actually have performed) |
| 46-50 | Reputation for Goodness – by faking the elimination of a community's enemies |
| 51-55 | Reputation for Goodness – by shows of force (marching minions would need to be disguised as good guys – but disguising your minions as good guys is also an excellent infiltration tactic as long as they don't screw up the imposture). |
| 56-60 | Reputation for Goodness – by telling lies about exploits elsewhere |
| 61-65 | Reputation for Goodness – by using the false or stolen identity of a person with a good reputation |
| 66-70 | Reputation for Goodness – through charitable acts (painful for villains, but necessary in this case) |
| 71-75 | Reputation for Goodness – through sanctimonious preaching or lecturing |
| 76-00 | Reputation for Goodness – using stolen or forged credentials, letters of reference, medals, etc. |

Subversion to Evil

Unlike conversion to evil, which requires actual persuasion or supernatural manipulation of some kind, subversion to evil is a matter of getting people to do evil things without persuading them – usually by threats or subterfuge.

Table 1-32: Nature of Subversion to Evil

| Die Roll | Nature of Subversion to Evil (d100) |
|--------------|--|
| 01-08 | Encouraging charitable donations to a good or neutral seeming temple that actually supports the worship of an evil deity |
| 09-16 | Encouraging charitable donations to an organization whose leaders are secretly engaged in evil tasks |
| 17-24 | Encouraging charitable donations to a group that supports a foolish idea (such as a heavy tax on merchants' cargo, or on holy symbols, rebellion from royal authority, or the expulsion of foreigners, as examples). |
| 25-32 | Encouraging membership in a crusade that will weaken the area's defenses |
| 33-40 | Encouraging attendance at a good or neutral seeming temple that actually supports the worship of an evil deity |
| 41-48 | Encouraging membership in a new guild run secretly by evil individuals |
| 49-56 | Encouraging charitable donations to a good-aligned group, but pocketing the proceeds, or a portion of them, for nefarious purposes |
| 57-65 | Encouraging sacrifices to an evil deity that masquerades as a benevolent one |
| 66-74 | Using magic to charm individuals into performing crimes or other evil actions |
| 75-83 | Using bribes as a temptation to lure individuals into performing crimes or other evil acts |
| 84-92 | Using physical threats to force individuals into performing crimes or other evil acts |
| 93-00 | Using blackmail or hostages to force individuals into performing crimes or other evil acts. |

Support Evil Groups Secretly

These tables are best applied to a mastermind villain, although the party might run into the minions or the other organization first. Discovering a mastermind who has been secretly assisting a just-defeated evil group is a good way to create a follow-on adventure.

Table 1-33: Group Being Supported

| Die Roll | Group(s) to Which Assistance is Rendered (d100) |
|--------------|---|
| 01-04 | All evil-aligned individuals in a particular area |
| 05-08 | All followers and worshippers of a particular deity |
| 09-12 | All powerful evil-aligned individuals in a particular area |
| 13-16 | An association dominated by leaders of evil alignment (ranging from a secret society to a guild of merchants whose leaders are malicious and base of character) |
| 17-20 | Anyone disregarding a particular good-oriented law (or decree of a good temple not actually part of the government) such as a requirement to wear a good-aligned symbol or worship a good deity, refusal to contribute to the army of a good king, etc. |
| 21-24 | Anyone returning from a pilgrimage to a particular evil site |
| 25-28 | Anyone supporting an evil-aligned warlord during a time of uprisings |
| 29-32 | Anyone who was present at a particular unholy ritual held in the recent past |
| 33-36 | Bandits operating outside the boundaries of civilization |
| 37-40 | Criminal organization predominantly of evil alignment |
| 41-44 | Cultists seeking to bring about a natural catastrophe |
| 45-48 | Descendants of those who attended a particular unholy event in the forgotten or even ancient past |
| 49-52 | Evil tribes or humanoids operating outside the boundaries of civilization |
| 53-56 | Followers of an evil-aligned prophet’s teachings |
| 57-60 | Jury or judge that convicted a good-aligned leader |
| 61-64 | Members of a race known to be predominantly of evil alignment (goblins, for instance) |
| 65-68 | Members of underground religious movement in a good-aligned theocratic region or an area in which a good-aligned religion holds considerable authority |
| 69-72 | Military order affiliated with evil alignment but no particular faith |
| 73-76 | Military order attached to a particular evil faith |
| 77-80 | Military order attached to an evil-aligned temple |
| 81-84 | Only the priests and higher followers of a particular evil deity |
| 85-88 | Secret society dedicated to overthrowing a benevolent government |
| 89-92 | Secret society dedicated to subverting people to evil goals |
| 93-96 | Slavers |
| 97-00 | Wealthy people (or perhaps poor people) of evil alignment in a certain area |

Table 1-34: Nature of Assistance Being Rendered

| Die Roll | Nature of Assistance (d100) |
|--------------|---|
| 01-05 | Acts as agent for the group when his help is requested (his identity is known to the higher echelons of the group). |
| 06-10 | Arrests or sues the group's enemies |
| 11-15 | Assassimates the group's enemies |
| 16-20 | Brings victims or prisoners at the request of the top echelons of the group, who know villain's identity |
| 21-25 | Brings victims or prisoners, anonymously |
| 26-30 | Brings victims or prisoners; the top echelons of the group know the villain's identity, but there is no interaction other than the villain's gifts |
| 31-35 | Provides advice |
| 36-40 | Provides healing and/or alchemical potions when needed |
| 41-45 | Provides hideouts and secret identities for members of the group |
| 46-50 | Provides information from the villain's spy network (advance warning if the group's headquarters are about to be raided, for example, or maps into their targeted locations) |
| 51-55 | Provides legal assistance (pardons or favorable verdicts) from a position of power, or pays bribes if not in a position of power |
| 56-60 | Provides magical assistance such as charm spells when needed for the group's plans |
| 61-65 | Provides money (secret benefactor) |
| 66-70 | Provides money: top echelons of the group know the villain's identity and ask for money or loans when necessary |
| 71-75 | Provides monsters as allies when violence breaks out |
| 76-80 | Provides weapons and armor |
| 81-85 | Seeks recruits for the group using his own channels of power |
| 86-90 | Speaks on behalf of the evil group |
| 91-95 | Villain acts as agent for the group, but wears mask when meeting with them or acts through intermediaries — the group does not know the identity of the agent. An example would be acting as a fence or a negotiator. |
| 96-00 | Villain supports the group with propaganda and rumors, but members of the group do not know who he is |

Unusual Minions and Lieutenants

Many of the above tables involve a villain’s minions. An adventure is usually improved by having some of these minions be unusual in some respect. In particular, if the villain has an interesting minion, the nature of the *minion* can generate some interesting ideas about the villain’s plot. This might seem backward, but creating an adventure isn’t always a linear process. Ideas about “later” parts, or little details, can sometimes generate fantastic ideas for the adventure’s overall structure.

Table 1-35: Human Minions

| Die Roll | Nature of Minion (d100) | Unusual Characteristic (d100) | Reason Why in Villain’s Service (d100) |
|----------|--|--|--|
| 01-05 | Animal trainer or monster wrangler | An excellent spy or information gatherer | Addicted to substance provided by villain |
| 06-10 | Assassin | Badly scarred | Advisor (privy to villain’s plots and has input into his plans) |
| 11-15 | Barbaric military leader with troops (intelligent) | Blind or deaf | Believes villain is his only true friend |
| 16-20 | Barbaric military leader with troops (stupid) | Crippled or maimed | Charmed or enchanted by villain |
| 21-25 | Expert on local area, brilliant mastermind | Demon-possessed | Convinced that villain’s brilliant plans will succeed and that he will be rewarded for helping |
| 26-30 | Intelligent peasant (possibly one of several minions) | Distinguished by a particular piece of clothing the minion always wears | Deceived as to the real nature of the villain’s activities |
| 31-35 | Knight | Distinguished by a particular sigil or badge that the minion always wears | Grateful retainer (saved from something by villain) |
| 36-40 | Magic-user | Distinguished by a strange tattoo or birthmark | In love with villain |
| 41-45 | Nobleman, merchant, guild official, or city official (intelligent) | Has a relatively powerful magic item | Loyal henchman (enjoys working with villain) |
| 46-50 | Nobleman, merchant, guild official, or city official (stupid) | Highly religious | Loyal retainer (pledged by honor) |
| 51-55 | Powerful warrior (barbaric) | Highly superstitious | Loyal slave (purchased by villain) |
| 56-60 | Powerful warrior, civilized | Insane (megalomaniac) | Receives food and shelter |
| 61-65 | Priest | Insane (schizophrenic) | Receives payment |
| 66-70 | Soldier | More powerful than the villain, but follows villain’s orders (see next column to determine a reason) | Receives share of treasure |
| 71-75 | Sorceress | People routinely forget the minion’s face | Unwilling minion (villain can ruin his reputation or bankrupt him at will) |
| 76-80 | Stupid peasant (possibly one of many such minions) | Very charismatic compared to the villain | Unwilling minion (villain holds loved ones hostage) |
| 81-85 | Suave military leader with troops (cruel and silky) | Very concerned with personal appearance | Using villain for his own purposes |
| 86-90 | Thief | Very honorable (by some particular code, possibly a very warped sense of honor) | Villain has control of minion’s soul in some fashion, or holds it captive |
| 91-95 | Thug | Very rude and arrogant compared to the villain | Villain’s loyal kinsman |
| 96-00 | Witch doctor, witch, or druid | Well known in the local area | Worships villain as a god, messenger of a god, or holy person |

Concluding Remarks to Book One

As mentioned in the Introduction, the tables in this book are for top-down adventure creation, for referees who prefer to have the adventure's backbone in place before messing about with the details. Later books will provide the meat and potatoes for referees who prefer to build outward from evocative details, fitting the backbone into the details rather than vice versa. Never be afraid to go back and change even the fundamental premises of an adventure if your later ideas cause it to evolve in a new direction. Writing an adventure is not a linear process, and creativity is not an orderly process. It's more like a jigsaw puzzle — there's no predicting which parts of the puzzle will start coming together until you start.

List of Tables (Book One)

| Table | Page | Table | Page |
|---|------|--|------|
| 1-1A: Locations (Overview) | 8 | 1-18: Reason for Destroying this Particular Community | 33 |
| 1-1B: Locations (Overview) | 10 | 1-19: Reason for Seeking Vengeance/Revenge | 34 |
| 1-2: Locations (Purpose) | 13 | 1-20: Destruction of Good-Aligned Groups | 36 |
| 1-3: Types of Missions | 15 | 1-21: Quest for Economic Power | 37 |
| 1-4: Individual-Based Missions | 15 | 1-22: Evoke Catastrophic Event | 38 |
| 1-5: Item-Based Missions | 15 | 1-23: Food-Related Activities | 39 |
| 1-6: Location-Based Missions | 16 | 1-24: Gain Favor of Another Villain (or Villainous Organization) | 40 |
| 1-7: Event-Based Missions | 16 | 1-25: Increase Personal Capabilities | 40 |
| 1-8: Patrons and Targets | 17 | 1-26: Scope of Political Power Sought | 41 |
| 1-9: Patron Motivations | 25 | 1-27: Method of Gaining Political Power | 41 |
| 1-10: Hooks and Motivations | 26 | 1-28: Random Acts | 46 |
| 1-11: Master Table of Villainous Plans | 27 | 1-29: Time Cycles | 46 |
| 1-12: Villainous Concealment | 28 | 1-30: Whose Reputation is to be Manipulated | 48 |
| 1-13: Conversion | 29 | 1-31: What Reputation is Being Sought | 49 |
| 1-14: Desecration Plots (Location) | 30 | 1-32: Nature of Subversion to Evil | 49 |
| 1-15: Desecration Methods (Event) | 30 | 1-33: Group Being Supported | 50 |
| 1-16: Type of Ceremony Villain Plans to Desecrate (Event) | 31 | 1-34: Nature of Assistance Being Rendered | 51 |
| 1-17: Intended Method of Destruction | 32 | 1-35: Human Minions | 52 |

BOOK TWO:

Monsters

Table of Contents

| | |
|--|-----|
| Introduction to Book Two | 55 |
| Part One: Monster Types | 55 |
| Beast | 55 |
| Construct | 60 |
| Draconic | 62 |
| Elemental | 67 |
| Fey | 69 |
| Giant | 73 |
| Horror | 75 |
| Humanoid | 77 |
| Mist | 81 |
| Ooze | 83 |
| Planar | 86 |
| Dark Angel | 86 |
| Demonic | 88 |
| Summoned | 89 |
| Traveler | 92 |
| Visitation | 94 |
| Plant | 95 |
| Undead | 99 |
| Verminous | 103 |
| Part Two: General Monster Tables | 105 |
| List of Tables (Book Two) | 124 |

Introduction to Book Two

This second book of the series focuses on monsters – mainly on creating new ones for use in an adventure. Monsters aren’t quite the “top level” of adventure design, like locations and missions, but sometimes they are the primary and driving force behind the creation of an adventure, giving rise to the location or the mission instead of vice versa. I can think of many of my own adventures that were sparked by monsters, and when I’m beginning the adventure creation process I often look for ideas by paging through monster books. Like the first book in this series, the objective is not to provide on-the-fly tables for quick use. There are other monster-generation books which already do this quite well. Instead, this book is designed to tap a deeper creative wellspring – which can be hard when you’re under time pressure with players tossing potato chips at you and asking if you’re ready to start. The book can be used for on-the-fly ideas, but to use it at full power, so to speak, it works best ahead of time. It’s a doubly powerful tool when used in conjunction with the first book of the series, but it absolutely isn’t necessary to have the first book in order to use this one.

Monsters Generally

One of the best ways to come up with the idea for an adventure is to start with a monster, or combination of monsters, and work from there. And if you’re lucky enough to get the sudden inspiration for a brand new monster, often the adventure will write itself from there almost without further effort.

Good monsters are more than just an agglomeration of statistics and abilities thrown together. In many cases, what you need to create a monster (especially if it is supposed to inspire an adventure) is some other detail besides or in addition to the monster’s combat profile. In many cases, those additional details can define a combat profile much better than the brute-force method of generating trial-and-error combinations over and over again.

This Book is divided into two main parts: (1) generating monsters by specific type (undead, etc.), and (2) a set of general tables. The general tables can also be used as a starting point, beginning with the monster’s Combat Profile, but this method calls for slightly larger creative leaps than starting with the type. Most of the details generated from the monster type tables will refer the designer to one or more of the general tables in the second section.

Monster Types

Table 2-1: Monster Categories*

| Die Roll | Monster Category |
|----------|-----------------------|
| 01-07 | Beast |
| 08-14 | Construct |
| 15-21 | Draconic |
| 22-28 | Elemental |
| 29-35 | Fey |
| 36-42 | Giant |
| 43-49 | Horror |
| 50-56 | Humanoid |
| 57-63 | Mist Creature |
| 64-70 | Oozes and Macrobiotes |
| 71-77 | Planar |
| 78-84 | Plant |
| 85-91 | Undead |
| 92-00 | Verminous |

Beasts

A beast is a monster that lives in the fantasy world’s natural ecosystem. It probably isn’t more intelligent than a regular animal, although it might be unusually cunning. Giant ants and griffons are both examples of this sort of monster. If your adventure requires an interesting roving predator, or an infestation of bizarre creatures, this is probably the category you’ll want to use as a starting point to generate some ideas.

Step 1: Get a Starter Image of the Body Form. Roll on the Creature Attributes Table (2-2) for a basic body form. You’re not locked into this body form, but I have always found it easiest to come up with interesting details when I’ve got a vague picture of the monster already in mind. Sometimes the details are interesting enough to warrant changing the whole concept retroactively to fit them. If that happens, I consider it a perfect result.

Step 2: Mix Attributes of Two Creatures. Roll twice on the Creature Attributes Table (2-2). Take an attribute from the first creature (any attribute, your choice) and mix it with an attribute from the second creature (again, your choice). Let’s say that you started with a Cheetah’s body form, and then rolled 12 (Beetle) and 16 (Canary). One possibility is to say that you’ve got a cat-like predator with a beetle’s exoskeleton that has bright, canary-like coloration. Another possibility is to say that you’ve got a giant beetle that chases down its prey like a cheetah and kills it with a sharp beak (canary). A third possibility is to discard the cheetah (that was just a starting point) and create a beetle that sings sweetly to draw its prey close for the kill (presumably with a saving throw to avoid the effects of the song).

*The definition of each type is contained at the beginning of each section.

Step 3: Fill in the Details. Roll for Special Attacks (Tables 2-78 and 2-79), Special Defenses and Abilities (Table 2-82) and Distinctive Attributes (Table 2-83). Tie those results into the Creature Attributes you’ve already generated, or treat the results as new features to add into the monster’s description. Beast monsters are usually pretty simple, so you will probably need to discard the results from Table 2-79 or 2-82 unless they happen to generate something excellent.

BOOK TWO: MONSTERS — MONSTER TYPES

Table 2-2: Creature Attributes

| Die Roll | Animal (d100) | Creature and Attributes |
|----------|-----------------|---|
| 01 | Amoeba | Amoeba body form (formless) , floats in liquids, extends pseudopods, engulfs prey, filled with liquid, reproduces by fission |
| 02 | Ant | Ant body form , burrows, caste system, caste-specific body type, pincers, exoskeleton, antennae, filled with acid, insect, segmented body |
| 03 | Anteater | Anteater body form , large claws, digs prey from ground, sucks prey through long mouth, long sticky tongue, long fur |
| 04 | Ape | Ape body form , primate, human-like face, opposable thumbs, use feet to grip, swings from trees, travel in bands with alpha male organization |
| 05 | Baboon | Baboon body form , baboon face, opposable thumbs, tail, primate, human-like eyes, travels in bands led by an alpha male |
| 06 | Badger | Badger body form , black and white coloring, burrows with claws, eats bugs, bears live young |
| 07 | Bat | Bat body form , sonic echolocation, bat wings, suck blood, flies, nocturnal, eats fruit, mammal, hangs upside down in caves to sleep |
| 08 | Bear, black | Bear body form , omnivore, hibernates, swims, quadruped, large claws, stays with cubs |
| 09 | Bear, brown | Bear body form , omnivore, hibernates, swims, quadruped, large claws, stays with cubs |
| 10 | Beaver | Beaver body form , flat tail, chisel-teeth, builds underwater lodge, builds dams, cuts down trees, underwater mammal, bears live young, swims |
| 11 | Bee | Bee body form , insect, collects pollen, hive organization, caste organization, egg-laying queen, produces honey, stinger, dies after stinging, faceted eyes |
| 12 | Beetle | Beetle body form , carapace, bug legs, mandibles, faceted eyes, often flies, six legs, sheathed wings |
| 13 | Boar, wild | Boar/pig body form , hoofs, tusks, charges to attack, omnivore, has bristles, quadruped |
| 14 | Bull/cow | Bovine body form , horns, herd animal, hoofs, charges into combat, quadruped |
| 15 | Camel | Camel body form , goes for a long time without water, spits, has humps, lives in desert |
| 16 | Canary | Bird body form , small, bright color, feathers, sings, eats seeds, has beak, sleeps while standing, two legs, wings, lays eggs, makes nests |
| 17-18 | Cat | Cat body form , feline, cat eyes, leaps, plays with prey, climbs trees, dislikes water, quadruped, tail, retractable claws |
| 19 | Centipede | Centipede body form , multi-segmented body, many jointed legs, mandibles, often venomous |
| 20 | Cheetah | Cat body form , spotted fur, very fast, feline, cat eyes, quadruped, chases prey |
| 21 | Chicken | Chicken body form , flightless bird, two legs, wings, eats grain and seeds, crested head, lays eggs, flaps into air to attack |
| 22 | Clam/oyster | Clam body form , outer shell opens, soft inside, makes pearls, lives underwater |
| 23 | Crab | Crab body form , hard carapace, pincer claws, jointed legs, eyestalks, lays eggs, hunts on land and in water, digs into sand |
| 24 | Crocodile | Crocodile body form , reptile, swims, lurks below surface, lays eggs, long and toothy mouth, four legs, short side-mounted legs, strong tail, armored hide |
| 25 | Dinosaur | Dinosaur body form , huge, might have back plates, might have clubbed or spiked tail, might have elephant feet, might have long neck, lays eggs, thick hide, might have armor plates |
| 26 | Dog | Dog body form , canine, covered in hair, paws, pack-hunter, loyal, used as pet, used for hunting |
| 27 | Dolphin | Dolphin body form , aquatic mammal, fish-like body, uses sonar/echolocation, bears live young, holds breath for a long time, friendly to humans |
| 28 | Dragonfly | Dragonfly body form , large faceted eyes, flies, long dragonfly wings, lays eggs, exoskeleton, multiple legs |
| 29 | Eagle | Eagle body form , avian, flies, dives on prey, makes nests in high places, glides on air currents, hooked beak, talons |
| 30 | Earwig | Earwig body form , mandible-like things on tail, segmented, exoskeleton, multiple legs, lays eggs |
| 31 | Eel | Eel body form , fish, snake-like shape, glistening skin, may use electrical shock, lays eggs underwater |
| 32 | Elephant | Elephant body form , mammal, tusks, large ears, elephant feet, tramples, large, baggy skin, bears live young |
| 33 | Fish, angler | Fish body form , bioluminescent, sharp teeth, large mouth, swims, dangles lure to attract prey, lives in deep darkness, lives in deep water, lays eggs, breathes underwater, gills |
| 34 | Fish, archer | Fish body form , scaled skin, fins and tail, spits to stun prey, lays eggs underwater, gills, breathes underwater |
| 35 | Fish, barracuda | Fish body form , scales, fins, fish tail, gills, breathes underwater, lays eggs, swims, travels in groups, teeth, predator |

Table 2-2: Creature Attributes Continued

| Die Roll | Animal (d100) | Creature and Attributes |
|----------|---------------------|---|
| 36-37 | Fish, general | Fish body form , scales, fins, fish tail, gills, breathes underwater, lays eggs, swims, travels in schools |
| 38 | Fish, piranha | Fish body form , scales, fins, fish tail, gills, breathes underwater, lays eggs, swims, travels in schools, attacks in large groups, strips prey down to the bones, small |
| 39 | Fish, shark | Fish body form , dorsal fin, rough skin, can't stop swimming or it dies, breathes underwater, gills, voracious predator |
| 40 | Frog | Frog body form , hops, swallows prey whole, huge back legs, amphibian, lays eggs underwater, starts as tadpole and transforms to new shape |
| 41 | Gecko | Gecko body form , adhesive pads on toes, resembles lizard, scales, climbs, quadruped, eats insects, strikes swiftly |
| 42 | Giraffe | Giraffe body form , long neck, spotted hair, tall, long legs, quadruped, herbivore, eats from treetops |
| 43 | Goat | Goat body form , curled horns, quadruped, eats virtually anything, hoofs, attacks with head butt, some live in mountains with long hair, sure-footed |
| 44 | Hawk | Hawk body form , good vision, dives on prey, flies, wings, feathers, talons, used for hunting, lays eggs |
| 45 | Heron | Bird body form , tall, long legs, piercing beak, eats fish, bird, lays eggs, flies, feathers |
| 46 | Horse | Horse body form , equine, used as steed, used as draft animal, mane, hoofs, horse tail, rears up to attack with fore-legs |
| 47 | Hyena | Hyena body form , makes eerie laughing sound, scavenger, travels in groups, quadruped, spotted fur |
| 48 | Jackal | Jackal body form , scavenger, carrion eater, quadruped, canine, long pointed ears, good hearing |
| 49 | Leech | Leech body form , sucks blood, attaches to prey, lives underwater |
| 50 | Leopard | Leopard body form , cat, jungle predator, spotted fur, jumps from treetops |
| 51 | Lion | Lion body form , mane, roars, pounces, four legs, claws |
| 52 | Lizard | Lizard body form , scaled skin, side-mounted legs, lays eggs, forked tongue, smells with tongue |
| 53 | Lobster | Lobster body form , crustacean, segmented exoskeleton with overlapping plates, eyestalks, jointed legs, lays eggs underwater |
| 54 | Maggot | Maggot body form , larva, larval stage of flying creature, eats dead flesh |
| 55-56 | Mammoth | Mammoth body form , elephant body form, hairy, tusks, elephant feet, tramples, very long tusks, quadruped, herbivore |
| 57 | Monkey | Monkey body form , prehensile tail, biped, swings from trees, bears live young, human-looking face |
| 58 | Mosquito | Mosquito body form , insect, sucks blood, females suck blood, proboscis, flies, exoskeleton |
| 59 | Moth | Moth body form , wings, hairy, insect, attracted to light, grows from caterpillar cocoon, eat wool, drink nectar |
| 60 | Octopus | Octopus body form , eight tentacles, cephalopod, suckers on tentacles, no internal skeleton, sharp beak, three hearts, gills, breathe underwater, lay eggs underwater, ink cloud |
| 61 | Ostrich | Ostrich body form , bird, flightless bird, lays eggs, runs fast, spreading tail plumage |
| 62 | Ox | Ox body form , horns, quadruped, herd animal, draft animal, plow animal, hoofs |
| 63 | Parrot | Parrot body form , bird, talks, mimics, lays eggs, bright colors, flies, feathers |
| 64 | Peacock | Peacock body form , bird, lays eggs, resplendent tail plumage, sounds like a cat |
| 65 | Penguin | Penguin body form , bird, lays eggs, swims, flightless, lives in cold regions |
| 66 | Prairie dog/meerkat | Prairie dog body form , burrows, lives in large communal warrens, rodent, mammal |
| 67 | Praying mantis | Praying mantis body form , insect, exoskeleton, faceted eyes, grabs prey with long, barbed arms, camouflage, female eats male after mating, antennae |
| 68 | Rabbit | Rabbit body form , long ears, hops, rabbit tail, digs burrows, long back legs |
| 69 | Rat | Rat body form , hairless tail, carries disease, rodent, scavenger, bears litters of live young, burrows, vermin, eats young under conditions of overcrowding |
| 70 | Raven/crow | Raven body form , black, feathers, sharp beak, flies, lays eggs, good vision, builds nests, bird |
| 71 | Rhinoceros | Rhinoceros body form , thick hide, one horn, poor vision, charges into combat |
| 72 | Roach | Roach body form , carapace, flies, lays eggs, insect, vermin, jointed legs |
| 73 | Saber-tooth tiger | Saber-tooth tiger body form , cat, tusk-like teeth, pounces, cat eyes, tail, retractable claws |
| 74 | Scarab beetle | Beetle body form , exoskeleton, sheathed wing, horns on head or thorax, larval stage develops into beetle, eggs laid in food source for larvae to eat |
| 75-76 | Seal | Seal body form , mammal, flippers, sea-creature, streamlined fur, bear live young |

BOOK TWO: MONSTERS — MONSTER TYPES

Table 2-2: Creature Attributes Continued

| Die Roll | Animal (d100) | Creature and Attributes |
|----------|--------------------|---|
| 77 | Slug | Slug body form , gastropod, mollusk, eye stalks, moves by rippling muscles, slimy, regeneration (of the eyestalks, at least) |
| 78 | Snail | Snail body form , house-like shell, slimy and formless body, eyestalks, reproductive organs located in head |
| 79 | Snake, cobra | Snake body form , reptile, serpent, scales, fangs, injects venom, snake eyes, slithers, lays eggs, cold-blooded, hypnotic eyes, hooded head |
| 80 | Snake, constrictor | Snake body form , reptile, snake eyes, constricts prey, slithers, lays eggs, lurks in trees, lurks underwater, eats only occasionally and remains torpid in between large meals |
| 81 | Snake, general | Snake body form , reptile, snake eyes, poison, constricts, fangs, slithers, lays eggs, hypnotic eyes |
| 82 | Snake, viper | Snake body form , reptile, snake eyes, poison, fangs, slithers, lays eggs, hypnotic eyes |
| 83 | Spider | Spider body form , eight legs, stinger, spins webs, leaps, cocoons prey in silk, sucks blood |
| 84 | Squid | Squid body form , ten tentacles, hard shell, cephalopod, changes color to match surroundings, jet propulsion, ink cloud |
| 85 | Squirrel | Squirrel body form , mammal, gathers nuts, stores food, rodent, bushy tail |
| 86 | Stag | Deer body form , antlers, herd animal, fast runner, hoofs, spindly legs, herbivore |
| 87 | Stick insect | Stick insect body form , resembles a stick, exoskeleton, lays eggs, long jointed legs, predator |
| 88 | Stink bug | Beetle body form , carapace, jointed bug legs, awful smell when carapace is broken, antennae |
| 89 | Tapeworm | Tapeworm body form , long, flat, thin, wormlike, parasite, lives inside host organisms |
| 90 | Tick | Tick body form , insect, lays eggs, drinks blood, carries disease, exoskeleton |
| 91 | Toad | Toad body form , batrachian, amphibian, lays eggs in water, predator, bulging eyes |
| 92 | Virus | Virus body form , spreads disease, injects host with RNA that begins replicating viruses inside host's body, microbial |
| 93 | Vulture | Vulture body form , bird, flies, feathers, lays eggs, talons, two legs, carrion eater |
| 94 | Walrus | Walrus body form , sea-mammal, thick layer of fat, roars, flippers, tusks |
| 95 | Warthog | Warthog body form , quadruped, mammal, ugly face, tusks |
| 96 | Wasp | Wasp body form , thorax, abdomen, insect, stinger, paper-like wings, makes paper hives, lays eggs, flies |
| 97 | Whale, killer | Whale body form , sea-mammal, flippers, flukes, bears live young, swims, must surface periodically to breathe, predator, sonic echolocation, large, teeth |
| 98 | Whale, sperm | Whale body form , sea-mammal, flippers, flukes, bears live young, swims, must surface periodically to breathe, predator, sonic echolocation, large, blunt head, teeth on lower jaw, deep-water |
| 99 | Wolf | Wolf body form , canine, predator, hunts in packs, howls, quadruped |
| 100 | Worm | Worm body form , segmented, burrows, five hearts, hermaphroditic, regenerates |

Table 2-3: Folkloric Shape-Adaptations

The folkloric shape-adaptation is a quick list of ways in which myths and legends have changed the shape of normal animals into mythological and folkloric monsters. I think it's very restrictive if used as a random generation table, but sometimes it can be helpful as a quick-reference tool.

| Die Roll | Shape Adaptation |
|----------|---|
| 01-10 | Animal head and legs, human torso and arms. (Minotaur and wolfman type). |
| 11-20 | Double or triple heads (Cerberus or hydra-type) |
| 21-30 | Flying disembodied head type (Penalangg-type) |
| 31-40 | Head and torso of human, second torso of beast (Centaur-type). |
| 41-50 | Head of one beast, body of second beast, wings and/or fore-body of third beast (griffon or hippogriff-type) |
| 51-60 | Headless, or head in wrong place. (Headless horseman type). |
| 61-70 | Human head or face, beast body. (Naga type) |
| 71-80 | Human head, arms, and upper torso, beast lower torso and legs. (Satyr type) |
| 81-90 | Human head, body of one beast, wings of a second beast. (Manticore or sphinx type). There's room here for a human head, forequarters of one beast, hindquarters of a second beast, but I don't have a folkloric example for that one. |
| 91-00 | More arms or legs than normal. (Sleipnir type, several multi-armed giants). |

Table 2-4: Method of Obtaining Food

| Die Roll | Food-Methods |
|--------------|---|
| 01-10 | Ambush Predator |
| 11-20 | Carnivore |
| 21-30 | Dangerous Herbivore |
| 31-40 | Hunts and processes food |
| 41-50 | Omnivore (probably with a preference for human flesh) |
| 51-60 | Predominantly Carrion-eater |
| 61-70 | Predominantly Scavenger |
| 71-80 | Stalking Predator |
| 81-90 | Stores food of various types |
| 91-95 | Grows or cultivates food in some way |
| 96-00 | Eats Abstract Food (See Table 2-5) |

Table 2-6: Reproductive Strategy

| Die Roll | Reproductive Strategy |
|--------------|--|
| 01-10 | Bears live young |
| 11-20 | Bears live young |
| 21-30 | Bears live young; keeps in pouch until older |
| 31-40 | Lays eggs in host creature |
| 41-50 | Lays eggs on land (whether or not creature lives in water) |
| 51-60 | Lays eggs underwater (whether or not creature lives on land) |
| 61-70 | Reproduces by splitting – fission |
| 71-80 | Reproduces by transformation of prey |
| 81-90 | Reproduces using airborne spores or seeds |
| 91-00 | Reproduces using planted seeds |

Table 2-5: Abstract Food

| Die Roll | Abstract Food (d100) |
|--------------|---------------------------|
| 01-05 | Charisma |
| 06-10 | Dexterity |
| 11-15 | Diseases (yes, eats them) |
| 16-20 | Experience (levels) |
| 21-25 | Experience (points) |
| 26-30 | Hatred |
| 31-35 | Heat or cold |
| 36-40 | Intelligence |
| 41-45 | Joy |
| 46-50 | Luck |
| 51-55 | Magic |
| 56-60 | Pain |
| 61-65 | Philosophy or knowledge |
| 66-70 | Sanity |
| 71-75 | Souls |
| 76-80 | Sound or music |
| 81-85 | Spell casting capability |
| 86-90 | Strength |
| 91-95 | Wisdom |
| 96-00 | Youth |

Constructs

Constructs are man-made objects that have at least rudimentary intelligence, and probably can also move. As such, they share enough characteristics that it makes sense to lump them together for creative ideas, but as monsters these types can be quite different – some of them are animated by a spirit, some of them have magically-implanted intelligence, some might only follow orders, and some of them might have some sort of machine-intelligence. Obviously, these different origins will tend to fit into radically different types of adventure settings and in the service of radically different villains (if, indeed, they are still in anyone's service at all once the adventurers encounter them). It's worth mentioning that the folkloric theme of a created monster getting out of control is a very, very, common one.

Table 2-7: Type of Construct

| Die Roll | Type of Construct | Comments |
|--------------|---|--|
| 01-20 | Elemental-animated or spirit-animated machine or object | An elemental creature or a creature from the spirit-world has been bound into the object, machine, or structure as the force that animates it. The imprisoned/bound creature provides the object with whatever intelligence or cunning it possesses. |
| 21-40 | Magically animated object in its natural shape | Animated chairs, tables, catapults, etc. |
| 41-60 | Magically Augmented Machine | A machine that doesn't operate purely by means of technology, and may not include any mechanical components at all other than hinges and bolts. A basic example is an iron cobra with no inner mechanisms – it is an object specifically designed to be animated. On the more complex side of the spectrum might be a huge lobster-shaped battle robot powered by magical pistons and gears, but with no magic animating the mechanisms driven by those pistons and gears. |
| 61-80 | Spirit-animated substance, in a prepared shape | This includes the classic man-shaped golem, but could be any shape. A spirit could be imprisoned in a garbage pile, and then you'd have an animated garbage-pile. |
| 81-00 | True Machine | This is either a machine with some sort of artificial brain, or a machine with no intelligence whatsoever. |



Table 2-8: Physical Danger Posed by Construct

It's easiest to start creating a construct by focusing on what sort of risk it poses to the adventurers. This list of physical dangers constructs can cause is more focused than the larger tables of physical attacks (Table 2-72), and may be a better starting point. After getting a general picture of the construct's physical threat, and if the construct is more than just a physical monster, roll on the large table of special attacks (Table 2-79). If you don't get a good mental picture just from Table 2-79, use Table 2-78 for an idea about how the Special Attack might be employed.

| Die Roll | Primary Physical Danger |
|--------------|----------------------------------|
| 01-10 | Crushing limb or smash |
| 11-20 | Enfold and suffocate |
| 21-30 | Grab and process |
| 31-40 | Liquid spray and process |
| 41-50 | Pierce and process |
| 51-60 | Piercing appendage |
| 61-70 | Pincers |
| 71-80 | Swallow and process |
| 81-90 | Trample |
| 91-00 | Whirling blades or slicing limbs |

Table 2-9: Modern Analogues for Fantasy Devices

Another way of getting ideas for constructs is to let your mind wander through the realm of existing modern machines. I don't use this table much for generating a construct directly, but it has worked very well if I think of this as the room where a construct is located, and then thinking about the construct as being a component of that room or the room's purpose.

| Die Roll | Modern Machine |
|----------|------------------------------|
| 01-03 | Automobile |
| 04-06 | Bathysphere |
| 07-09 | Blender or food processor |
| 10-12 | Bulldozer |
| 13-15 | Centrifuge |
| 16-18 | Combine harvester |
| 19-21 | Crane |
| 22-24 | Dishwasher |
| 25-27 | Disk drive (memory holder) |
| 28-30 | Drier |
| 31-33 | Eggbeater |
| 34-36 | Electrical outlet |
| 37-39 | Elevator |
| 40-42 | Flamethrower |
| 43-45 | Forklift |
| 46-48 | Garbage disposal |
| 49-51 | Garden hose |
| 52-54 | Heart monitor |
| 55-57 | Injection mold |
| 58-60 | Intercom system |
| 61-63 | Jackhammer |
| 64-66 | Lawnmower |
| 67-69 | Oil refining or distilling |
| 70-72 | Oven |
| 73-75 | Power drill |
| 76-78 | Refrigerator or cold storage |
| 79-82 | Roomba |
| 83-85 | Steam cleaner |
| 86-88 | Steamroller |
| 89-91 | Stove |
| 92-94 | Trash compactor |
| 95-97 | Truck |
| 98-00 | Windmill |

Table 2-10: Reason for Creating Construct

The creator's purpose for building the construct can give you ideas for what the construct does. This table is my favorite way to get ideas for the more unusual constructs, especially where the primary threat might not be physical damage.

| Die Roll | Construct's Intended Purpose |
|----------|--|
| 01-08 | Boosts magic powers of creator |
| 09-16 | Build structures |
| 17-24 | Dig |
| 25-32 | Finder/hunter |
| 33-40 | Guardian |
| 41-48 | Instrument of revenge |
| 49-56 | Life support system or exoskeleton for creator |
| 57-65 | Manufacture items |
| 66-74 | Navigate |
| 75-83 | Produce food |
| 84-92 | Servant |
| 93-00 | Warrior |

Table 2-11: Construct's Physical Resemblance

Yet another way to generate ideas for constructs is to get a mental picture of it, and then build out ideas for its purposes and attacks. Take note that the table heading says "reminiscent of." It's best to create only a blurry mental picture for dreaming these up, and let your subconscious take over from there.

| Die Roll | Reminiscent of |
|----------|--|
| 01-10 | Animal (mammal, reptile, amphibian, bird, etc) |
| 11-20 | Bizarre machine |
| 21-30 | Bug (beetle, insect, or arachnid) |
| 31-40 | Doll or puppet |
| 41-50 | Large human |
| 51-60 | Mannequin (possibly very lifelike) |
| 61-70 | Plant |
| 71-80 | Scarecrow, jury-rigged appearance, poor construction |
| 81-90 | Sphere or other uncomplicated shape |
| 91-00 | Well-known monster (dragon, griffon, minotaur, etc) |

BOOK TWO: MONSTERS — MONSTER TYPES

Table 2-12: Construct's Loss of Control

One feature of constructs in folklore is the potential for them to go out of the creator's control. Consider Walt Disney's *The Sorcerer's Apprentice* and Mary Shelley's *Frankenstein* as examples. Many versions of the original golem folktale (in which the golem is created by a Cabalist rabbi to protect the Jews of Prague from a pogrom) also include the golem's attempt to remain "alive" once its purpose is served. In general, this theme is more applicable to constructs that are animated by an imprisoned or summoned spirit rather than those which are purely mechanisms or magically-augmented medieval technology. Not every construct should be subject to loss of control, or the theme becomes a bit overused.

| Die Roll | Type of Loss of Control |
|--------------|---|
| 01-10 | Base percentage chance checked during each combat round (but not increasing) |
| 11-20 | Base percentage chance that depends on the construct's age (would differ for each individual monster but not change during the encounter) |
| 21-30 | Base percentage chance under certain circumstances |
| 31-40 | Base percentage chance when confused in some way |
| 41-50 | Base percentage chance when given a command |
| 51-60 | Base percentage chance when hit with particular magic |
| 61-70 | Construct begins as inactive (out of control) but automatically "activates" into control based on certain actions it observes |
| 71-80 | Construct begins as inactive (out of control) but has cumulative increasing chance of "activating" into control under certain circumstances |
| 81-90 | Construct's loss of control (by whatever method) results in the escape of its activating spirit to possess a person |
| 91-00 | Cumulative increasing chance during combat |

Draconic

Draconic creatures include not only dragons, but wyverns and other dragon-like beasts. The difficulty with generating unusual body forms for dragons is that if you get too far away from the basic lizard-like reptile with bat wings, you start to get something that isn't really a dragon any more. Therefore, these tables focus on three components of a dragon or draconic monster: a single unusual physical feature, a single unusual ability (with a sub-table for breath weapons), and the dragon's mentality.

Table 2-13: Dragon's Unusual Physical Feature

| Die Roll | Feature |
|-----------|--|
| 01 | Body: back legs only, no front legs |
| 02 | Body: bone plates instead of smaller scales |
| 03 | Body: chameleon-like coloring allows it to blend into surroundings |
| 04 | Body: color pattern of spots, lines, whorls, or similar; might be involved in a special defense or ability of some kind |
| 05 | Body: covered in plant growth, mold, etc. |
| 06 | Body: crablike pincers instead of front claws |
| 07 | Body: dragon has elephant-like feet instead of claws, and might be able to trample. Hoof-like feet are also an option for this. |
| 08 | Body: dragon is bioluminescent or has a bioluminescent "lure" to attract prey (like anglerfish) |
| 09 | Body: dragon's form is blurred, displaced, or shifting |
| 10 | Body: expandable plume or brush of feathers at end of tail (like peacock fan), probably used as special defense in some way as a distraction |
| 11 | Body: extremely long claws used for burrowing in stone (extra damage, probably) |
| 12 | Body: fan along back like a Dimetrodon (also called a "sail") |
| 13 | Body: fins and webbed feet, eel-like tail |
| 14 | Body: forked tail (long) used to disarm opponents |
| 15 | Body: frog-like feet, possibly adhesive |

| Die Roll | Feature |
|-----------|---|
| 16 | Body: gems or other valuable substance grow or are found in the scales or skin |
| 17 | Body: glittering scales, probably used in a hypnotic type of special attack |
| 18 | Body: has mane of hair, like horse, possibly running the full length of the body and tail. |
| 19 | Body: highly flexible, almost as if boneless |
| 20 | Body: huge back legs like a frog's, used for leaping and pouncing |
| 21 | Body: iridescent, glistening or glittering, alternatively, always shadowed or "reverse-glitters" with spots of darkness |
| 22 | Body: jointed carapace like lobster |
| 23 | Body: large "pores" visible as gaps in scale pattern |
| 24 | Body: large, crab-like carapace, possibly with other crab-like features such as pincers |
| 25 | Body: mangy appearance due to constant shedding of scales (or even molting) |
| 26 | Body: manticore-like tail allows spike-throwing |
| 27 | Body: mantis-like front legs, or additional set of mantis-legs |
| 28 | Body: marsupial-like pouches for carrying eggs |
| 29 | Body: more frog-like than catlike, smooth, slimy skin |
| 30 | Body: more than four legs and/or claws |
| 31 | Body: more toad-like than catlike, scaled skin |

Table 2-13: Dragon's Unusual Physical Feature Continued

| Die Roll | Feature | Die Roll | Feature |
|----------|---|----------|---|
| 32 | Body: multiple armored segments like centipede (probably with multiple legs) | 64 | Head: Catfish-like "whiskers," possibly used as adjunct to normal senses |
| 33 | Body: naturally very fat (with whatever consequences seem fitting, positive or negative) | 65 | Head: dragon is blind (possibly none of this type have eyes, or all have huge white eyes) and uses sound or other senses extremely well (possibly with bonuses in particular situations). |
| 34 | Body: no usable claws, digits are froglike or fingerlike | 66 | Head: expandable "hood" of skin like hooded cobra |
| 35 | Body: oozes globules of some kind | 67 | Head: large expandable sac under jaw for swallowing and holding opponent, like lizard |
| 36 | Body: part of body (top or front most likely) is much more heavily armored than the rest, and dragon will seek to face that part against opponents) | 68 | Head: large fan/ruff around neck, like Australian frilled lizard |
| 37 | Body: relationship with another race or with older members of dragon's own race causes dragons to only be seen wearing a distinctive accoutrement such as a collar, a rune, a distinctive bracelet or other item of jewelry, etc. | 69 | Head: large, bulging, toad-like eyes |
| 38 | Body: resembles rock or stone rather than scaly | 70 | Head: large, multi-faceted eyes (probably with a gaze attack) |
| 39 | Body: resembles water when dragon is lying down and not moving | 71 | Head: long horns like bull, used for attacks and/or throwing opponents |
| 40 | Body: round and spiderlike, with spindly legs (still covered with scales, though) | 72 | Head: long, frog-like tongue, adhesive |
| 41 | Body: scales interspersed with chunks of other substance such as glass, metal, stone, etc. | 73 | Head: long, whip-like tongue used to lash opponents |
| 42 | Body: scales on dragon's back grow into oddly shaped extrusions resembling coral, stalagmites, or twigs | 74 | Head: long, whip-like tongue, used to grab opponents |
| 43 | Body: secondary creature or parasite is always attached to the body | 75 | Head: massive head and ability to swallow opponents |
| 44 | Body: segmented like worm, armored | 76 | Head: multiple eyes or additional eye |
| 45 | Body: series of insect-like segments, scaly skin | 77 | Head: no teeth – bony ridge in mouth is used for biting |
| 46 | Body: serpentine, no legs or vestigial legs only | 78 | Head: prominent crest on head, like rooster or cockatiel (likely of large scales rather than feathers) |
| 47 | Body: sharp ridges, spines, or scales on underside | 79 | Head: resembles that of a beaked dinosaur |
| 48 | Body: sharp, cutting scales | 80 | Head: resembles that of a cat (with scales) |
| 49 | Body: short, stumpy legs, probably less useful in combat than normal (like an alligator's) | 81 | Head: resembles that of a crocodile |
| 50 | Body: skin resembles a frog's, not scaly | 82 | Head: resembles that of a ram or goat (with scales) |
| 51 | Body: slight "elemental" effect such as wisps of steam, drops of water, dropping dust, heat-shimmers, etc. Might be bubbles from a sea-dragon. | 83 | Head: resembles that of a serpent |
| 52 | Body: spiked | 84 | Head: rhinoceros horn, used for attacks |
| 53 | Body: spore-sacs or other bulbous growth | 85 | Head: teeth like saber-tooth tiger (probably extra damage on bite) |
| 54 | Body: ten or more legs, probably less muscular than normal dragon legs | 86 | Head: three heads |
| 55 | Body: translucent, semi invisible, or invisible in normal state | 87 | Head: tusks like boar, causes extra damage on bite and/or can be used to throw opponents |
| 56 | Body: turtle-like shell | 88 | Head: tusks like elephant or mammoth, used for attacks and/or for throwing opponents |
| 57 | Body: vestigial wings, might levitate or leap | 89 | Head: two heads |
| 58 | Body: vulnerable underside much less armored than back | 90 | Head: unnaturally ugly face, possibly causing fear-type or other effect |
| 59 | Head: almost completely featureless face, or missing a feature such as eyes or even a mouth | 91 | Tail: earwig-like pincer |
| 60 | Head: antler-like horns used for defensive parrying of some kind | 92 | Tail: ends in club like an Ankylosaurus, used for attacks |
| 61 | Head: antler-like horns, used for attacks | 93 | Tail: forked, used for attacks |
| 62 | Head: ant-like mandibles around mouth (extra damage, probably) | 94 | Tail: spiked, used for attacks |
| 63 | Head: armored bone plate behind head, like triceratops | 95 | Tail: spiked, used for attacks |
| | | 96 | Tail: stinger, used for attacks |
| | | 97 | Wings: disproportionately large or narrow wings |
| | | 98 | Wings: feathered or insect-like |
| | | 99 | Wings: glides like flying squirrel on membrane between legs rather than having true wings |
| | | 100 | Wings: no wings |

BOOK TWO: MONSTERS — MONSTER TYPES

Table 2-14: Dragon's Unusual Ability

| Die Roll | Ability |
|----------|--|
| 01-04 | Can transform at will into an ooze-like form (refer to Table 2-41, etc. for ideas about the ooze form) |
| 05-08 | Can shift partially into another reality, leaving an ooze-like form in the material plane (refer to Table 2-40, etc. for ideas about the ooze form) |
| 09-12 | Theme: don't touch it. The dragon's skin is adhesive or corrosive. |
| 13-16 | Sucks blood, might have other bat-like features including echolocation |
| 17-20 | Lives underwater as easily as on land. Might have fish-like features such as extra fins |
| 21-24 | Sings beautifully (and probably dangerously). This might be in a human-type voice, or it might be trilling or whistling. |
| 25-28 | Theme: Perceptive. The dragon has unusual powers of perception that give it an advantage in combat. In general, it will either be able to predict how it's going to be attacked (defensive) or find weaknesses in the opponents (leading to some sort of attack bonus). The nature of the perception might give the dragon other benefits for things like avoiding being taken by surprise. The actual mechanism could include ESP, smell, high intelligence, or precognition. |
| 29-32 | Theme: Illusion. The dragon can change the perceptions of its opponents. The source might be to magically produce visual illusions, or to use some sort of magical mind domination. |
| 33-36 | Theme: Hidden. The dragon can conceal itself, camouflage itself, or hide in unexpected places for an ambush (under water, in shadows, in walls, on ceilings, etc) |
| 37-40 | Theme: Don't hurt it (acidic blood, corrosive surface, or other downside to using physical attacks). This is similar to the "don't touch it" theme, but the effect only kicks in if the dragon is physically damaged. This could also include reflecting spells, transferring damage to another, or being healed by certain types of attacks. |
| 41-44 | Theme: Spellcaster. The dragon casts spells, casts spells more powerfully than expected, or casts a wider variety of spells than one might expect. Alternatively, the dragon might simply have an array of natural abilities that mimic spells. |
| 45-48 | Theme: Summoner (wraiths of past victims, etc) |
| 49-52 | Theme: Venom |
| 53-56 | Theme: Weapon-user |
| 57-60 | Theme: Movement |
| 61-64 | Theme: Undeath |
| 65-68 | Theme: Plants |
| 69-72 | Theme: Oozes and molds |
| 73-76 | Theme: Mists and vapors |
| 77-80 | Theme: Elemental or planar |
| 81-84 | Theme: Fey |
| 85-88 | Theme: Constructs |
| 89-92 | Theme: Hypnotic. The dragon either has a physical feature that hypnotizes opponents (gaze, beauty, colors, patterns, etc), or uses communication to do so (song, trilling, mental telepathy, soothing voice, persuasion, etc). |
| 93-96 | Unusual breath weapon |
| 97-00 | Unusual breath weapon |

Unusual Breath Weapon

Unusual breath weapons don't figure prominently in the unusual abilities table above, which is designed to focus on sparking the designer's higher creativity. However, for a dragon that's simply a slight deviation from the norm, a variant breath weapon is often all that's needed – breath weapons, after all, are probably the most defining feature of dragons. If you want your dragon to breathe fire, poison gas, electricity (lightning), acid, or frost, but in a different way than normal, don't roll on the first column – just roll on the second.

Table 2-15: Dragon's Unusual Breath Weapon

| Die Roll | Breath Weapon's Effect (d100) | Breath Weapon's Delivery (d100) |
|----------|--|---|
| 01-04 | Magic drain: items, spell memorization, active spells, and/or other. | Cloud, small, but continues to expand for several combat rounds before dissipating. |
| 05-08 | Insanity, illusions, or hallucinations; possibly magical, possibly due to pain, possibly due to emotional reaction | Cloud, wider than a "line" but more oval-shaped than circular |
| 09-12 | Implants eggs or reproductive substance (mold, etc.) | Cloud, wider than a "line" but more oval-shaped than circular |
| 13-16 | Poison, lethal | Cone shape from dragon's mouth (blast-like or spray-like) |

Table 2-15: Dragon's Unusual Breath Weapon Continued

| Die Roll | Breath Weapon's Effect (d100) | Breath Weapon's Delivery (d100) |
|----------|---|--|
| 17-20 | Dessicates, disintegrates, or withers | Cone shape from dragon's mouth (blast-like or spray-like) |
| 21-24 | Vermin: insects, maggots, bugs, or similar. | Cone shape from dragon's mouth (blast-like or spray-like) |
| 25-28 | Drains experience or lower effective level of ability. | Curling wisps, magical, follow opponents until successful at delivering the attack |
| 29-32 | Poison, non-lethal | Large cloud, possibly enveloping dragon as well (dragon is immune, of course) |
| 33-36 | Emotional reaction or impulses: rage, sorrow, joy, fear, etc. | Large cloud, possibly enveloping dragon as well (dragon is immune, of course) |
| 37-40 | Roll twice: breath weapon has a double-whammy effect. | Long wisp forms into a line perpendicular to the direction in which it was exhaled, possibly striking several opponents in a front rank (but with a short range in terms of the distance it travels from the dragon). |
| 41-44 | Sleep or lethargy | Narrow line, glob, or other substance aimed at single opponent (spit, basically) |
| 45-48 | Disease | Narrow line, glob, or other substance aimed at single opponent (spit, basically) |
| 49-52 | Pushes, pulls, raises, moves, teleports, or levitates, as applicable. | Not a breath weapon at all, but a "sound" weapon produced by the dragon's voice, song, or roar. (determine range and possibly shape – probably a cone – as you choose) |
| 53-56 | Affects memory | Not a breath weapon at all, but a blast from the dragon itself in all directions up to a certain range. This might be a mental blast, or might be accomplished by shaking out dust, tiny eggs, or sweat (like a dog shakes off water). |
| 57-60 | Corrosive to metal, wood, and/or leather | Not a breath weapon at all, but a gaze weapon (or even "rays" from the dragon's eyes). Usually targeted at a single individual. |
| 61-64 | Commands, charms, renders open to suggestion, confuses, or mentally influences | Not a breath weapon at all, but an effect that surrounds the dragon at all times, due to smell, flames, cloud, vermin on skin, etc). |
| 65-68 | Transforms, shape-changes, changes size, or changes state of matter (into liquid or into stone, for example) | Not a breath weapon at all; effect is caused by dragon's concentration upon an opponent or an area. |
| 69-72 | Removes one or more senses: blindness, hearing, or all senses. Alternatively, it causes "malfunctions" or imperfections with these senses. | Roll again to determine the shape or delivery of the breath weapon; but whatever effect it inflicts, it adheres or lingers in such a way that it gets several chances to cause a failed saving throw or otherwise affect those who escaped its effects when it first manifested. |
| 73-76 | Adhesive (glue-like) | Slow-moving floating globule, cloud, or bubble. |
| 77-80 | Hypnotic | Smaller cloud, affecting area in front of dragon |
| 81-84 | Temporarily lowers attribute score: strength, intelligence, etc. The effect might be defined, or the effects might simply be whatever the rules define for the lower attribute score. | Smaller cloud, affecting area in front of dragon |
| 85-88 | Twitching, dancing, or convulsions. | Spits out a grenade-like solid, which explodes to deliver the special effect in a radius. Might or might not have perfect aim. |
| 89-92 | Nausea | Vomited liquid, probably a short cone-shape |
| 93-96 | Paralysis | Wide linear blast of breath, filling a narrow but rectangular area in front of the dragon (affects all within) |
| 97-00 | Imprisons (dimensional, quick-setting resin, ice forming, stone-forming, etc) | Wide linear blast of breath, filling a narrow but rectangular area in front of the dragon (affects all within). Probably no more than 5 to 10ft wide, with whatever length seems appropriate. |

BOOK TWO: MONSTERS — MONSTER TYPES

Table 2-16: Individual Dragon's Mentalities, Motivations, and Status

| Die Roll | Mentality, Motivation, or Status |
|----------|--|
| 01-05 | Arcane. Whether or not the dragon is a good spell caster, it knows a great deal of useful arcane lore it has accumulated over the years. It might even have human magic-user followers, who seek to gain the bits of knowledge it occasionally provides to them. |
| 06-10 | Assembling Followers. Followers, for this purpose, include a set of young or baby dragons, or a group of fanatical worshippers, or an army of mercenaries, or even something stranger like a collection of trained slimes or a trained pack of giant lizards. |
| 11-15 | Collector. The dragon hoards a particular type of item. Some of these might be relatively innocuous, such as musical instruments. On the other hand, a dragon who collects human skulls is possibly a big problem. |
| 16-20 | Connoisseur. The dragon constantly seeks a supply of something with a particular taste or quality. This might range from maidens to fine wines. |
| 21-25 | Constrained to Action. The dragon is forced, either through its nature or due to magic, to respond in certain ways to certain stimuli. Examples of this include: not being able to tell a lie, required to grant a wish if defeated in combat, required to hunt down a particular individual, required to guard a certain object, etc. |
| 26-30 | Damsel-Kidnapper. Pretty standard. |
| 31-35 | Demonic. As with many Christian dragon-stories of the middle ages, the dragon is actually the servant of a supernatural evil power rather than just a preternatural creature. Dragons that are a form of demon might have a demon master nearby, or one that can be summoned. Alternatively, the dragon might be able to summon lesser demons of some kind into its service. This sort of dragon would be considerably more sinister than a regular dragon, but not necessarily much more intelligent. |
| 36-40 | Enslaved. The dragon is subservient to, enchanted by, subdued by, or sworn to another being. For a folkloric type of dragon, it might be in love with a human maiden or controlled by some other creature weaker than the dragon itself. Not likely, though. |
| 41-45 | Envoy or Scout. The dragon is exploring or negotiating on behalf of some other villain elsewhere. The questions to be resolved are: (1) on whose behalf is the dragon negotiating, and (2) with whom is the dragon negotiating, monsters or humans? |
| 46-50 | Foreigner. The dragon comes from a different place, either because it has a nomadic personality or because it was chased out. It is likely working on establishing a new lair. |
| 51-55 | Hide. The dragon is virtually obsessed with keeping itself hidden from human notice (or perhaps from the notice of a stronger dragon, or other enemy or threat). This might be due to caution, might be a younger dragon's strategy for getting older and bigger, or might just be due to cowardice. |
| 56-60 | Imprisoned. The dragon is in some way confined to an area, either because the exit isn't large enough, or because it is scared to leave, or because it is under a mental or magical compulsion, etc. |
| 61-65 | Infamy (reputation). The dragon seeks to be well known as a threat, but unlike the knight-killer it approaches the project in an intelligent and possibly even devious manner. |
| 66-70 | Intense Greed. This dragon is even greedier than most, being easily bribed and unable to resist theft. |
| 71-75 | Kill Knights (reputation). The dragon seeks to be well known as a threat. Note that for survival reasons, this is already a fairly dim bulb of a dragon, since the famous ones don't live long. Being relatively stupid, this dragon is focused upon killing powerful humans, and it defines "powerful" basically as those who wear heavy armor. This is the best explanation I can invent for the classic stereotype. |
| 76-80 | Land-Destroyer. At whatever speed possible, the dragon seeks to turn the area around its lair into a wasteland. It spends time fouling water, destroying trees and crops, and killing wildlife. |
| 81-85 | Political Power. The dragon seeks to have human slaves and influence over civilized areas, rather than eating (too many) humans or destroying crops. This dragon might even protect its serfs in time of danger. |
| 86-90 | Secrets and Wisdom. The dragon knows a great deal of useful information; maps of a dungeon area, legends about magic items, and other such useful tidbits can be gained from talking to this dragon rather than killing it. Of course, conversation might not be possible unless the dragon is suitably terrified. |
| 91-95 | Vendetta. Some event in the dragon's past has caused it to swear vengeance against a group, race, or religion. This could be virtually anything ranging from a wide category like "magic-users," to a single individual, to a specific village, to members of a particular order of knights. |
| 96-00 | Wounded or Crippled. The dragon might be blind or missing a limb from a past accident or battle. If the dragon didn't win that combat, it is likely consumed with a desire for vengeance. |

Elementals

Elementals are creatures associated with a fundamental “element” of nature. These elements, as theorized by European alchemists, were fire, water, earth, and air. The first explicit use of the elemental creature concept is in Michael Moorcock’s Elric stories, in which Elric summons the lord of the Earth elementals and the lord of the Water elementals. The idea that elemental creatures are hierarchical comes from these stories, and fantasy gaming further developed the idea of elemental social strata by drafting djinn and efreet into the role of nobles. Not only are genies closely associated with fire and air, but Arabian folklore also ascribed to them the same kind of bargaining and binding that characterized Moorcock’s elementals in the Elric stories. These tables reflect the concept that there is an entire sub-world of creatures associated with each element of nature, living in some “other” place but capable of being summoned into normal reality – or perhaps sneaking in from time to time. The creatures of these sub-worlds (presumably treated as a separate plane of existence) are organized into social strata, and can be bound to service in various ways.

Table 2-17: Social Strata of Elementals

| Die Roll | Social Stratum |
|----------|--|
| 01-40 | Mindless (normal elemental) |
| 41-70 | Servitors (normal elementals and weak djinn) |
| 71-95 | Nobility (powerful djinn) |
| 96-00 | Quasi-deity or elemental lord |

Table 2-18: Elemental Body Forms

The “animal appearance” result from this table can be rolled on the Creature Attributes Table (Table 2-2), but it’s left vague here to allow your own imagination to grab an idea and run with it at this point.

| Die Roll | Elemental’s Basic Shape |
|----------|--|
| 01-05 | Animal appearance (amphibian) |
| 06-10 | Animal appearance (bird) |
| 11-15 | Animal appearance (mammal) |
| 16-20 | Animal appearance (reptilian) |
| 21-25 | Aquatic creature appearance |
| 26-30 | Cone or pyramid of elemental substance |
| 31-35 | Formless cloud or mass of elemental substance |
| 36-40 | Horror-type form |
| 41-45 | Incorporated into item (e.g., lamp) |
| 46-50 | Insectoid appearance |
| 51-55 | Pillar of elemental substance |
| 56-60 | Plant appearance |
| 61-65 | Serpentine or spiral-shape of elemental substance |
| 66-70 | Used/incorporated into construct |
| 71-75 | Used/incorporated into structure for innate qualities |
| 76-80 | Used/incorporated into structure for movement/sentience |
| 81-00 | Human appearance with elemental features and attributes (e.g., pillar of fire instead of legs) |

Table 2-19: Elemental Plane of Origin

Inventing an elemental creature can go along one of two creative avenues: either it’s a new and innovative use of one of the four basic elements (fire, water, earth, and air), or it’s based on an unusual element. The primary elements are the first four entries, so if you want a “traditional” elemental you can roll a d4 and move forward. Note also that if you want to generate something truly unusual, roll twice and consider that your element might be from the *intersection* of the two indicated elements.

| Die Roll | Plane of Origin |
|----------|------------------------|
| 01-05 | Air |
| 06-10 | Earth |
| 11-15 | Fire |
| 16-20 | Water |
| 21-25 | Death |
| 26-30 | Sound |
| 31-35 | Electricity |
| 36-40 | Light/dark |
| 41-45 | Shadow |
| 46-50 | Poison |
| 51-55 | Acid |
| 56-60 | Smoke |
| 61-65 | Ice |
| 66-70 | Steam |
| 71-75 | Lava |
| 76-80 | Life |
| 81-85 | Sand |
| 86-90 | Probability or entropy |
| 91-95 | Plant life |
| 96-00 | Thought or cognition |

BOOK TWO: MONSTERS — MONSTER TYPES

Table 2-20: Method of Binding the Elemental Creature

One of the key features of elementals of all kinds, from genies to summoned elementals, is that they can be bound to the service of powerful masters. In many cases, particularly in the case of the more intelligent elementals such as genies, there is a specific means by which the elemental can be controlled (and serious risks if you get it wrong).

| Die Roll | Method (1d100) |
|--------------|--|
| 01-10 | Bargaining; a sacrifice is offered (souls, gems, etc), and the elemental might or might not choose to accept the bargain |
| 11-20 | Genealogy/ancestry; ability to control this type of elemental was granted to a bloodline in the distant past as a bargain or reward |
| 21-30 | Knowledge of elemental's language, research being required, possibly hard to use or pronounce |
| 31-40 | Knowledge of the elemental's true name |
| 41-50 | Possession of Item; possibly one owned by the elemental, possibly a specific wand, possibly something like a token granted by the elemental's overlord |
| 51-60 | Riddle answer; elemental poses a riddle of some kind (see Book 3) |
| 61-70 | Sacrifice; some particular sacrifice is required to control the elemental |
| 71-80 | Specific ritual; a specific ritual which probably needs research is used to bind the elemental. |
| 81-90 | Specific spell; probably requires specific research for non-traditional elementals |
| 91-00 | Spoken words; possibly a command word, possibly a pleasing haiku, etc. |

Table 2-21: Conditions in Elemental Region

Although it's really more of an adventure-generating idea than a monster-creating idea, you can get some good ideas about elementals by thinking about what conditions are like in the elemental region whence the creature comes. This doesn't mean the conditions of the entire elemental plane – merely the part of that plane whence the creature comes.

| Die Roll | Conditions in Elemental Region |
|--------------|---|
| 01-10 | Castle with hounds, nobles, servants, knights, etc. |
| 11-20 | City of intelligent and semi-intelligent elementals |
| 21-30 | Decadent |
| 31-40 | Highly religious, superstitious |
| 41-50 | Highly traditional, bound by traditions and agreements |
| 51-60 | Infested with vermin |
| 61-70 | Plots against old enemies, handles all interactions with material plane on that basis |
| 71-80 | Prison |
| 81-90 | Underwater-like (free-swimming elementals analogous to undersea creatures) |
| 91-00 | War-torn region |

Fey Creatures

The concept of a fey creature is a gamer-created mishmash of virtually all folkloric creatures that don't eat humans, aren't of godlike power, aren't significantly larger than humans, are corporeal, and are basically of a human body type. The gamer model of fey creatures relies most heavily on the sidhe (Ireland) and the wee folk (Ireland, Scotland, Wales, Bretagne) mixed in with corporeal nature-spirits from numerous other cultures (the nymphs and dryads of Ancient Greek mythology being a prime example). These tables essentially retro-engineer the artificial category of "Fey" by returning to the folkloric sources of the creatures commonly labeled as being in the category, drawing out resemblances and common features. That being said, there is a general set of folkloric characteristics attributed to the traditional creatures of the "fey" category:

- 1 — They are associated with nature and the wilderness, and often tied to a specific place in the wilderness such as a tree or river;
- 2 — They are difficult to find when sought — often because they inhabit a sort of magically hidden "otherworld," can vanish away if not physically held, or can become invisible;
- 3 — Most are extremely cunning, but vulnerable to trickery due to their extreme pride or greed (generally for food or gold);
- 4 — They show virtually no compassion for human beings, with the exception of Victorian England's tiny fairies with their butterfly wings and flower-dwellings;
- 5 — They are corporeal;
- 6 — They are frequently (but not always) associated with magical items;
- 7 — They are frequently associated with transformations of themselves or those who anger them;
- 8 — They are, almost universally, absolutely forced to honor bargains to which they have agreed, even if the bargain was made under duress.

A major exception to the general rule: talking animals seem to have been adopted into this category, but these are generally helpful to humans in most folklore, rather than compassionless. Helpful talking animals appear frequently in the troubadour tales of the proto-renaissance of the Twelfth Century and in the Germanic folklore recorded by the Brothers Grimm. A second exception: the Irish sidhe (pronounced "shee") and some Arthurian fey-types are associated with unnatural passage of time in their realms and with taking slaves or captives. This isn't a universal constant among folkloric creatures, but it is a common theme nonetheless.

Final note about the tables: since the concept of fey is a bastardized catch-all type of category, the monster-designer should feel free to break as many of these general rules as may be necessary to create a good monster.

Table 2-22: Form of Fey Creature

| Die Roll | Basic Form |
|----------|---|
| 01-10 | Biped with animal (mammal) head |
| 11-20 | Biped with animal (mammal) head and legs |
| 21-30 | Biped with horns and animal legs |
| 31-40 | Biped shapeshifter (appears human but unusual) |
| 41-50 | Small human-like creature |
| 51-60 | Animal form shapeshifter (mammal) |
| 61-70 | Animal form with unusual feature (size, usually) |
| 71-80 | Mist form |
| 81-90 | Incorporated into natural feature such as a rock or plant |
| 91-00 | Biped or shapeshifter, bird |

Table 2-23: Fey Contracts

It is a constantly recurring theme in folklore that the wee folk and other nature spirits can be forced to serve or to give up treasure if the right bargain is struck or the right commands invoked. In this way, the fey folk are much like genies and elementals (and the following table is accordingly similar to Table 2-20).

| Die Roll | Fey Contracts |
|----------|--|
| 01-10 | Bargaining; a gift is offered (souls, gems, etc), and the fey creature might or might not choose to accept the bargain |
| 11-20 | Genealogy/ancestry; ability to control this type of fey creature was granted to a bloodline in the distant past as a bargain or reward |
| 21-30 | Knowledge of the creature's language, research being required, possibly hard to use or pronounce |
| 31-40 | Knowledge of the creature's true name |
| 41-50 | Possession of Item; possibly one owned by the creature, possibly a specific wand, possibly something like a token granted by the creature's overlord |
| 51-60 | Riddle answer; the fey creature poses a riddle of some kind |
| 61-70 | Gift; some particular gift is required to obtain the creature's assistance |
| 71-80 | Specific ritual; a specific ritual which probably needs research is used to bind the creature to service |
| 81-90 | Specific spell; probably requires specific research for non-traditional fey creatures |
| 91-00 | Spoken words; possibly a command word, possibly a pleasing limerick, etc. |

BOOK TWO: MONSTERS — MONSTER TYPES

Table 2-24: Magical Abilities of Fey Creature

Virtually all fey creatures have some characteristic magical power.

| Die Roll | Magical Property or Ability |
|--------------|--|
| 01-10 | Ability to charm, enthrall, and even enslave opponents |
| 11-20 | Berserk rage or sudden growth, with combat benefits (most likely after suffering some degree of damage, seeing damage to animal companion, having a spell cast upon it, or other anger-evoking stimulus) |
| 21-30 | Control of animals (usually of a specific type or species) |
| 31-40 | Immobilization of opponents using natural substances or body part |
| 41-50 | Melding into stone, trees, or water, and possibly moving while inside the natural feature |
| 51-60 | Powerful animal companion (a bear or lion, for example, probably larger and more intelligent than a normal example of the species) |
| 61-70 | Shape-shifting |
| 71-80 | Transformation of enemies (see Table 2-25 below) |
| 81-90 | Uses a characteristic magical item (possibly only usable by this sort of fey creature) to affect opponents. (see Table 2-26 below) |
| 91-00 | Vanishing/teleporting when not physically touched or held |

Table 2-25: Fey Transformation of Enemies

Another characteristic of many fey creatures is that they can cause a specific transformation in their victims.

| Die Roll | Unusual Transformation | Die Roll | Unusual Transformation |
|--------------|--|--------------|--|
| 01-03 | Add tail, tentacles, whiskers, etc. | 52-54 | Grow facial hair |
| 04-06 | Age or become younger | 55-57 | Hair color (often to white or grey) |
| 07-09 | Always hungry | 58-60 | Heightens one random sense (sight, etc.) |
| 10-12 | Always thirsty | 61-63 | Laugh or cry uncontrollably in next stressful situation |
| 13-15 | Causes bodily odor (bad or perfume) | 64-66 | Luck (adds temporary bonus or penalty to attack rolls, damage rolls, or saving throws) |
| 16-18 | Causes disease | 67-69 | Petrification |
| 19-21 | Causes protective adoration for object in hand or next object picked up. | 70-72 | Polymorph to animal |
| 22-24 | Causes rage or depression | 73-75 | Reduces/impairs one random sense (sight, hearing, etc) |
| 25-27 | Change form of feet or hands | 76-78 | Removes one random sense (blind, deaf, etc.) |
| 28-30 | Cleans people/items of dirt | 79-82 | Reverse two randomly determined ability scores |
| 31-33 | Confusion (directionally impaired) | 83-85 | Smoke wisps from ears, nose or mouth |
| 34-36 | Confusion (per spell) | 86-88 | Speech forms bubbles, can't be heard until bubble pops |
| 37-39 | Cures disease | 89-91 | Subject glows like light source |
| 40-42 | Enlarge or shrink | 92-94 | Tattoos patterns onto skin |
| 43-45 | Geas | 95-97 | Turned to wood |
| 46-48 | Gender | 98-00 | Vulnerable to suggestion from other humans |
| 49-51 | Grants next wish | | |

Table 2-26: Characteristic Fey Magic Items

Fey magic items are generally musical instruments, items of clothing, or jewelry. Combs, hats, rings, and pipes are common examples. Longer lists of general possibilities for magical items (both form and function) are included elsewhere in this compendium; these are just examples that match up well with the folklore of fey creatures.

| Die Roll | Effect of Magical Item |
|--------------|--|
| 01-10 | Charm opponents (friendship, influence, control or geas) |
| 11-20 | Allow fey creature to escape (teleport, undetectability, or illusionary misdirection) |
| 21-30 | Change location of opponents (rearrange locations, teleport, turn around, blow backwards, etc). |
| 31-40 | Disorient or confuse opponents (including symptoms of drunkenness or intoxication) |
| 41-50 | Curse opponents (often the curse is for bad luck) |
| 51-60 | Protect fey creature from a particular weapon type, non-magic weapons, spells, a type of spell, or a particular type of metal. |
| 61-70 | Summoning animals, or allies of its own kind |
| 71-80 | Create aging effects, temporary or permanent |
| 81-90 | Creates a water effect, to push opponents back, drown them, or hold them at bay. |
| 91-00 | Transform opponents (see Table 2-25 above) |

Table 2-27: Fey Methods of Immobilization (twenty examples)

| Die Roll | Method of Immobilization |
|--------------|--|
| 01-05 | Affect ground or rock, causing it to grab or even entomb enemies |
| 06-10 | Breathe out magic breath, which freezes using cold temperature or simply paralyzes opponents magically |
| 11-15 | Cause all of enemies' actions to take the opposite effect (raising arm actually lowers it, a step forward takes a step back, etc). This might be overcome, but trying to work everything in reverse would cause incredible clumsiness. |
| 16-20 | Cause enemies to become so enraged that they hack away at the ground, each other, and anything else other than the fey creature. |
| 21-25 | Cause enemies to begin dancing helplessly |
| 26-30 | Cause enemies to follow a glowing light or summoned animal, away from the fey creature or into peril |
| 31-35 | Cause enemies to listen to a particular sound, enraptured |
| 36-40 | Cause metal or leather armor (one or the other) to constrict and bind the wearer |
| 41-45 | Fear effect that immobilizes those affected |
| 46-50 | Grow and animate existing vegetation to grab and hold (anything from trees to grass to vines) |
| 51-55 | MAGICALLY flowing hair reaches out to entangle one or several opponents |
| 56-60 | Produce mists that immobilize (as opposed to summoning mists from nowhere) |
| 61-65 | Produce plant matter (probably vines) to grab and hold |
| 66-70 | Spell-like ability (gestures and so forth) causes enemies' hair to grow and animate, entangling legs and arms |
| 71-75 | Spell-like ability (gestures and so forth) causes enemies' legs to become rooted to the ground or paralyzed |
| 76-80 | Spell-like ability (gestures, etc) makes enemies so clumsy that they cannot stand or use weapons |
| 81-85 | Summon insects (or bats, or birds, etc) whose swarming has the effect of keeping enemies from taking actions |
| 86-90 | Summon mists that coalesce or reach out |
| 91-95 | Summon winds that keep opponents at bay; might even be magical enough to "blow" spell effects back at caster |
| 96-00 | Summon winds that raise opponents into air, spinning them around until they are unbelievably dizzy |

BOOK TWO: MONSTERS — MONSTER TYPES

Table 2-28: Summoning Fey Creatures

Many fey creatures are subject to being summoned or called from their homes to assist the summoner. In general, some kind of bargain needs to be struck, but the bargain could potentially already exist, or have been negotiated ahead of time. Since lots of these methods involve some kind of speech, the required speech might include the offered terms of the bargain, which might influence the success of the summoning/calling.

| Die Roll | Method of Summoning |
|----------|--|
| 01-10 | Ancient Promise. Recital of an ancient promise of assistance is another way to summon a fey creature, but these are generally difficult to discover, and the fey creature is likely to do whatever it can (later on) to make sure the recital isn't passed on or used a second time. |
| 11-20 | Body Part. If the summoner has a lock of the fey creature's hair (or some other body part), a particular spoken charm or magic word could be sufficient to call the creature. |
| 21-30 | Creature's Name. Knowing the creature's name might be enough to summon it, particularly if there is a little rhyme, magic word, dance, or pattern of steps to go along with speaking the name. (For some reason, movement of feet seems to be much more associated with the fey than movement of arms or hands). |
| 31-40 | Creature's Possession. Some fey creatures are linked to a particular possession (pipes, hat, etc) and can be called in virtually any way if the summoner has possession of this item. |
| 41-50 | Insults and Place. Near the creature's home, or in some other specified place like a circle of toadstools, a series of biting insults might call the creature forth ... but not necessarily in a good mood. |
| 51-60 | Musical Tune. Certain tunes, if played absolutely perfectly and without error, might summon the fey creature. In order to keep this method from being used over and over again, it might be a tune that backfires dangerously if not played correctly. |
| 61-70 | Pattern. Creating the right pattern of crystals, sparkly stones, sticks of wood, branches of fir, etc) might summon forth this sort of fey creature. |
| 71-80 | Place and Activity. The right combination of a place (ring of mushrooms, stone circle, near the creature's home, etc) and an activity (lighting a fire with pine cones, dancing, singing, cooking bacon, etc) might be an irresistible temptation for this sort of fey creature's greed or curiosity. |
| 81-90 | Place, Time, and Speech. It might be possible to summon the fey creature when there is a particular combination of the time (autumn, midsummer, midnight, lunar phase, etc), the right words, and the right place (often a crossroads or a forest glade). |
| 91-00 | Smells. Cooking a certain combination of (strange) ingredients might summon the fey creature just from a smell the creature finds irresistible. |



Giants

There are Norse giants, Celtic giants, Japanese giants (if that's how you class the Oni), Ancient Greek giants, etcetera and etcetera. What's useful to the adventure-creator is that these giants are not at all the same in terms of what they look like, how they behave, and what their powers are – with one exception being that they are almost universally pretty stupid. Ancient Greek giants (as opposed to the semi-divine titans) were almost always deformed in some way; hundred-handed giants and the one-eyed Cyclops are examples. Norse giants are powerful enough to stand toe-to-toe with the gods themselves, and are members of distinct races (fire and frost). Arthurian/Provencal giants do not seem to be members of a race at all, but they all have brothers (usually in groups of three). The Japanese Oni have taken on a giant or ogre-like standard appearance, but they are also highly associated with the spirit world and older folklore doesn't always portray the Oni in this way (people can be possessed by oni, for example). Celtic giants tend to be more intelligent than the giants of other cultures, even tricky in some cases.

It is an unfortunate result of the early adventure modules *Steading of the Hill Giant Chief*, *Glacial Rift of the Frost Giant Jarl*, and *Hall of the Fire Giant Chief* that giants are often portrayed in role-playing games as tribal creatures. This isn't the case in folklore, where giants tend to be quite solitary and have unique powers. There is a lot of room in creative adventure design to take the folkloric model of the solitary giant with unique powers and/or possessions and use it to craft an excellent adventure. Avoid, though, the fairy-tale sequence of the giant and his brothers; it's too repetitious – I've tried it.

Table 2-29: Giant's Possession (or related activity)

Giants in many cultures either guard something specific or own a unique item with magical powers.

| Die Roll | Possession or Related Activity |
|--------------|--|
| 01-05 | Giant's soul is held in an item, and he can't be permanently killed without destroying the item |
| 06-10 | Guards a prison or incarcerates victims |
| 11-15 | Guards a ruin, bridge, road, or temple; not because it is a magical location, but for no particular reason other than territoriality (this is a common theme in Arthurian folklore). Japanese giants often guard isolated temples. |
| 16-20 | Guards magical location (unwillingly) |
| 21-25 | Guards magical location (willingly) |
| 26-30 | Guards magical location that doesn't want him to do so |
| 31-35 | Has magical beard or hair |
| 36-40 | Has magical pet or animal captive |
| 41-45 | Keeps heads or trophies from victims |
| 46-50 | Keeps one or more maidens. Or, at least, these ladies start as maidens – some of them apparently marry the giants later on, since giants often have kindly human wives with questionable loyalty to their violent husbands. The precise dynamic of these relationships is often left rather unclear in children's fairy tales. |
| 51-55 | Keeps polymorphed victims in cages |
| 56-60 | Keeps souls (trapped in bottles or in animal shape) |
| 61-65 | Magic item (sapient) is slave |
| 66-70 | Magical item gives the giant some sort of unusual power. Boots are common, but to the point of being clichéd for use in an adventure. |
| 71-75 | Maintains a herd or collection of magical, marvelous, or prize-winning animals |
| 76-80 | Owns a castle and acts as a feudal lord, with peasants and perhaps even villages slaving to pay him tribute and taxes. |
| 81-85 | Owns a very valuable piece of art or jewelry stolen long ago from a king or noble |
| 86-90 | Slaver (raider) |
| 91-95 | Slaver (trades life of important victims for slaves) |
| 96-00 | Steals and keeps ability to sleep from victims |

BOOK TWO: MONSTERS — MONSTER TYPES

Table 2-30: Giant's Physical Appearance

Giants are (almost) never handsome, and in most folktales they have some sort of deformity or completely inhuman feature. Asian giants often have strangely colored skin: jet-black, yellow, red and blue, for instance.

| Die Roll | Description of Skin | Other Features |
|----------|---------------------|--|
| 01-10 | Armored hide/plates | Bald |
| 11-20 | Baggy | Claws |
| 21-30 | Fur | Elephantine Feature |
| 31-40 | Hairy | Long hair |
| 41-50 | Lumpy | Missed body |
| 51-60 | Pimpled | Missed face |
| 61-70 | Scarred (battle) | Multiple eyes |
| 71-80 | Scarred (ritual) | Odd skin color |
| 81-90 | Stretched tight | Roll beast-type attribute on Table 2-2 |
| 91-00 | Warty | Tusks |

Table 2-31: Giant's Magical Abilities

A giant's unique magical ability, if any, may already have been suggested from the Giant's Possession Table (Table 2-29), but if not, or if you didn't care to use that table, the following can give you some ideas for unique giant-like abilities. Many of these have, admittedly, already been used in standard rulebooks.

| Die Roll | Special Ability |
|----------|--|
| 01-10 | A spell-like delivery of a special attack (Table 2-79) |
| 11-20 | Affect weather |
| 21-30 | Animate objects or plants |
| 31-40 | Blacksmith giant, probably with some control over fire or metal |
| 41-50 | Hurl rocks |
| 51-60 | Imprison souls in a particular form or item or in the body of a particular type of animal |
| 61-70 | Prodigious fisherman, possibly by means of charms that can be used against the giant's enemies as well |
| 71-80 | Shapeshift into some form of animal |
| 81-90 | Shrink to human size and form when desired |
| 91-00 | Summon animal allies (probably some evil or feral sort of animal) |

Horrors

Horrors are monsters utterly alien to the surface world, dwelling deep beneath the ground, in the dark depths of space, in the realms of dreams, in horrid and alien dimensions, or in the distant past (or future). The table for generating them is an abbreviated and selected version of the Creature Attributes table, focusing *much* less on mammalian life forms. Virtually all horrors will have one or more sorts of Special Attacks (Tables 2-78 and 2-79) and one or more Special Defenses (Table 2-82).

Table 2-32: Type of Horror

| Die Roll | Nature of the Horror | Intellect of the Horror |
|--------------|--|--|
| 01-30 | Horror out of the dark subterranean reaches where water drips in fetid pools of darkness and where mankind is not meant to delve | Completely non-intelligent – acts on instinct |
| 31-40 | Ancient horror that yet survives from the primordial times before the dawn of man, the dawn of history, and the dawn of sanity | Barely intelligent – can be trained by powerful creatures or brute force over time |
| 41-50 | Horror called forth by blasphemous incantations in dark places | Average intelligence – roughly the same as a human being |
| 51-60 | Horror out of a mad wizard's lab (an "oopsie," most likely) | Extremely intelligent – can act as a mastermind, and may have spell-like abilities |
| 61-70 | Horror out of the freezing depths of space | Extremely intelligent – can act as a mastermind, and may have spell-like abilities |
| 71-80 | Horror out of the realms of nightmare and dreams | Barely intelligent – can be trained by powerful creatures or brute force over time |
| 81-90 | Horror out of the strange dimensions beyond reality | Extremely intelligent – can act as a mastermind, and may have spell-like abilities |
| 91-00 | Horror out of time (either immune to time or with powers over time) | Barely intelligent – can be trained by powerful creatures or brute force over time |

Table 2-33: Physical Form of the Horror

Roll separately for each column of the table. Some terms are deliberately repeated – don't let it throw you.

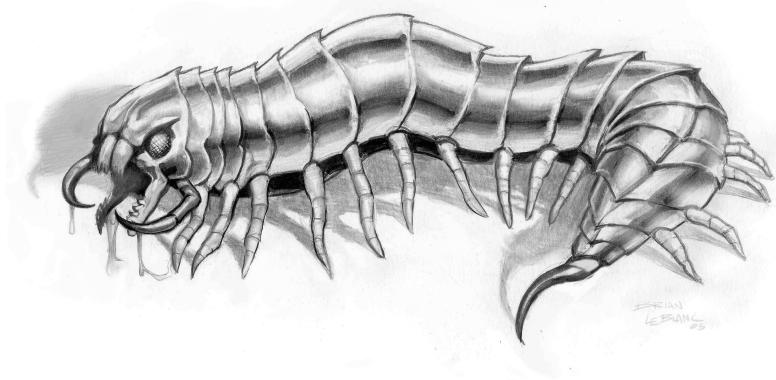
| Die Roll | Basic Form (d100) | Attributes of: (d100) | Skin/exterior (d100) | Other Feature (d100) |
|--------------|---------------------|-------------------------|--|---|
| 01-05 | Ant | Amphibians | Baggy skin | Blow-holes |
| 06-10 | Beetle | Bacteria/virus | Bubbly or even effervescent | Eats abstract food (Table 2-5) |
| 11-15 | Bipedal | Bat | Carapace/single shell | Entire creature is disembodied head of some animal type with other bizarre features (possibly huge) |
| 16-20 | Blob | Beetle | Chitin plates | Even longer tentacles |
| 21-25 | Centipede/scorpion | Burrowing creatures | Diseased skin | Even more tentacles |
| 26-30 | Cone/cube | Cat | Dry membrane | Exposed brain or thinking organ |
| 31-35 | Crab/lobster | Crab/lobster | Feathers, possibly patchy | Eyestalks |
| 36-40 | Fish | Fish | Hairy | Fungus blooms on exterior |
| 41-45 | Fly | Fluid-sucking organisms | Half chitin, half skin | Has tremendous mental powers |
| 46-50 | Frog/toad | Fungus | Pulsing tubes and veins | Huge mouth |
| 51-55 | Leech/slug | Human (body form) | Rock or gravel adhering to outer surface | Invisible; the sight of it might cause insanity or revulsion |
| 56-60 | Mantis/stick beetle | Human (mental) | Scales | Levitates or floats |
| 61-65 | Moth | Leech/slug | Segmented armor plates | Long tail |
| 66-70 | Octopus/squid | Moth or butterfly | Sleek fur | Moves in and out of dimensions, represented by phasing, teleportation, or incorporeality |
| 71-75 | Ooze | Octopus/squid | Slime coated membrane | Multiple eyes |
| 76-80 | Plant | Ooze | Spikes | Multiple mouths |
| 81-85 | Snake/eel | Ooze | Spongy | Partially mechanical |
| 86-90 | Sphere | Plant | Tightly stretched skin | Phases or moves in and out of reality |
| 91-95 | Spider/longlegs | Snake/eel | Vermin or worm covered | Shaped like a wreath or in a circle |
| 96-00 | Wasp | Spider/longlegs | Warty skin | Transparent, with things inside (organs or parasites) |

BOOK TWO: MONSTERS — MONSTER TYPES

Table 2-34: Descriptions for Chitin, Carapace, and Armor Plates

Many of the results on Table 2-33 involve chitin, a carapace, or armor plating. This table gives ideas for what the horror's armor looks like. Roll independently for each column.

| Die Roll | Chitin Color or Pattern | Chitin Texture |
|----------|---|--|
| 01-05 | Black | Barbed |
| 06-10 | Blue | Basically smooth |
| 11-15 | Brown | Bumpy |
| 16-20 | Diamond pattern | Coral-like protrusions |
| 21-25 | Green | Curved, thorn-like protrusions |
| 26-30 | Grey | Engraved with blasphemous runes |
| 31-35 | Moving patterns | Extremely smooth; color of chitin becomes iridescent as a result |
| 36-40 | One color for front, different for back | Flexible but as hard as normal chitin/armor |
| 41-45 | One color for top, another for bottom | Highly regular pattern of protrusions (bumps or small pyramidal shapes) which looks almost factory-generated |
| 46-50 | Orange | Irregular patterns or patches of stiff hair grows from carapace |
| 51-55 | Pink | Pitted, irregular grooves and cuts |
| 56-60 | Purple | Ridged (possibly sharp) |
| 61-65 | Red | Smooth |
| 66-70 | Reflective | Spiked (long spikes) |
| 71-75 | Splotchy pattern | Spiked (short spikes) |
| 76-80 | Spotted | Sticky |
| 81-85 | Striped | Very smooth (but not to the point of iridescence) |
| 86-90 | White | Wavy surface texture |
| 91-95 | Whorled patterns | Waxy; not nearly as tough as it looks |
| 96-00 | Yellow | Whorled texture, almost patterns |



Humanoids

This section isn't just about goblinoids, it's about any race of bipedal creatures without powerful magical abilities except in unusual members of the species. For instance, since the "Fey" category tends to exclude monsters that have non-mammalian characteristics, monsters that are not particularly hard to find, and monsters that eat humans, creatures with these attributes might fall into the category of "humanoids."

Humanoid races are characterized by their physical structure, interactions with other races, animal alliances, social organization, and any unusual or characteristic cultural behaviors. Put a bookmark at Table 2-2 while using these tables, because they refer back to it several times.

Make sure you roll independently for each column on the table.

Table 2-35: Humanoid Physical Structure

| Die Roll | Animal Characteristics | Human Modification |
|--------------|---|---|
| 01-20 | Roll once on Table 2-2, and make the result bipedal with arms and opposable thumbs | Give it a human head |
| 21-40 | Roll once on Table 2-2, and make the result bipedal with arms and opposable thumbs | Give it a human upper body (but not head) |
| 41-60 | Roll once on Table 2-2, and make the result bipedal with arms and opposable thumbs | Give it a human-like body except for the head |
| 61-80 | Roll once on Table 2-2, and make the result bipedal with arms and opposable thumbs | Give it a human-like head that has animal characteristics mixed in as well |
| 81-00 | Roll twice on Table 2-2, mix up the attributes of those two animals, and make the result bipedal with arms and opposable thumbs | Roll again on Table 2-2, using this second roll to determine a bunch of weird modifications to the basic biped you created from the first roll. For example, your bipedal fish-man now gets some attributes of a badger. Go for it. |

Table 2-36: Humanoid Racial Overview

| Die Roll | Description - Roll twice (d100) | Relation to Other Humanoid Races, including humans (d100) |
|--------------|---|--|
| 01-10 | Alliance with related beast-type* | Aloof and isolated |
| 11-20 | Interesting weapon** | Manipulators, diplomats, and infiltrators (this might be, but isn't necessarily, a mastermind race) |
| 21-30 | Minor special attack (all creatures in race)*** See Tables 2-78 and 2-79 for ideas. | Willing mercenaries, serving other races and possibly with some degree of assimilation into the different cultures of their employers |
| 31-40 | Unusual ability (all creatures in race)**** | Would-be conquerors, tyrants, or overlords; generally at war with anyone or everyone |
| 41-50 | Unusual leader-types | Minion race that tends to serve more powerful overlords |
| 51-60 | Contains spell-casters that are not necessarily unusual leader-types (but could be, if you want to play around with Table 2-37) | Raiders (also possibly slavers) |
| 61-70 | Unusual Reproductive Cycle (See Morphological Changes and Phases Table 2-84) | Mastermind race (see Tables 2-38 and 2-39 below)***** |
| 71-80 | Minor Special Defense (all creatures in the race). See Table 2-82 for ideas. | Slavers (not necessarily raiders – slaves might also be from another humanoid race or monster type rather than humans) |
| 81-90 | Contains a sub-race which is larger than the norm, and is either more or less intelligent than the normal members of the species. The sub-race might be sterile, or might be capable of interbreeding with the normal members of the species. | Most relations are trade-oriented, but the race may have strange approaches to trade (violence, rituals, or honor might factor in, for example). Trading with the creatures might be a dangerous venture. |
| 91-00 | Unusual leader-type or Unusual Ability in all members of the race**** (50% chance each) | Generally assist other races and act in coordination with them, provided that the other race is working toward goals that agree with those of the race (or of the leader-types). This would be a race that works from long-range plans, possibly (but definitely not necessarily) a mastermind race. |

*Alliance with related beast-type. Examples might include a race of crab-men that command or live with giant crabs, a race of wolf-like creatures that live with wolves, etc. In general, the animal alliance will be with the same creature whose attributes are shared with the humanoid race.

**Interesting Weapon. The race manufactures and/or uses some weapon that other races can't use well. A race of four-armed warriors might use a very heavy flail using all four hands, as a very simple example. The key here, though, is that the weapon should have some effect that makes tactical combat interesting. The weapon might have a chance to disarm, poison, cause disease, immobilize, hamper, or weaken opponents, or might just deal greater-than-normal damage in the hands of one of the members of the humanoid species.

*** Minor special attacks will also, generally, be related to the underlying animal type that has been mixed with human attributes to create the humanoid race. Crab-men might have pincers, for example, or the ability to drag opponents under the water.

**** Unusual Abilities will be related to the underlying animal type. Crab-men would be able to breathe under water.

***** Even though Mastermind Race is listed as a relationship to other races, that doesn't necessarily give the broadest picture – rolling a second time on Column 2 might get you an interesting picture of how a mastermind race functions.

BOOK TWO: MONSTERS — MONSTER TYPES

Table 2-37: Unusual Humanoid Leader-Types

This table makes lots of references to the “underlying creature,” meaning one of the animal types used to generate the humanoid race on Table 2-2. If you didn’t use Table 2-2, just pick whatever animal the humanoid race is most similar to.

| Die Roll | Primary Characteristic of Leader-Type | Secondary Characteristic of Leader-Type |
|--------------|--|---|
| 01-10 | Spell-casters (shamans, medicine-men, priests, etc.) | Larger head and/or very high intelligence compared to other members of the species. |
| 11-20 | Larger than normal (or can simply absorb more damage, if the result on the next column indicates a smaller leader type) | Additional Limb(s) as suggested by any special attack; otherwise, 2 extra arms |
| 21-30 | Different and more powerful special attack based on the abilities of the underlying animal. (see Special Attacks Tables 2-78 and 2-79 for ideas). | Has one more characteristic of the underlying animal than the lesser members of the race |
| 31-40 | Intrinsic magical ability (see Table 2-25 for Transformations) | Is less like the underlying animals and more like a human than the lesser members of the race. |
| 41-50 | Has aspects of a fey creature (Table 2-22 or 2-24) | Increased ability to move, using strong legs/wings, or magical movement such as teleportation, dimensional travel, etc. |
| 51-60 | Has aspects of a giant (Tables 2-29 to 2-31) | Has a different reproductive strategy from other members of the race, which influences the activities of the groups they lead |
| 61-70 | Has stronger armor or thicker hide than normal. If the underlying animal has armor and the lesser members of the race don’t have it, then give the leader-type the armor of the underlying creature. | Is subject to a Time Cycle (Table 1-29) which influences the activities of the groups they lead |
| 71-80 | Can cause a relatively powerful effect on lesser members of the race, such as increased ferocity or bravery when close to a leader-type. | Requires a special food, drink, or drug in order to maintain the physical or mental characteristics of a leader type. This may be a substance produced by normal members of the species (especially in the case of insectile humanoids) |
| 81-90 | Shape-changing, either generalized or as a form of lycanthropy | Can ride an extremely powerful type of mount, dangerous to non-leader riders, or larger and more intelligent than a type of mount used by normal members of the race. |
| 91-00 | Has a Special Defense (See Table 2-82 for ideas). | Smaller and more graceful than normal members of the species |



Table 2-38: Thematic Ideas for Mastermind Humanoid Races

If the entire race is considerably more intelligent than humankind, the concept probably requires more detail. A race of masterminds will travel in smaller groups instead of tribes, individuals may have minions from another race, and the race may make a recurring appearance in more than one adventure. The table below offers various thematic groupings of ideas that can work together for the “signature” element of a mastermind humanoid race. The items in each theme are sometimes contradictory, and the themes are vague and open-ended. They are intended to spark thought processes, not to provide a closed and complete list.

| Die Roll | Theme or Association |
|--------------|---|
| 01-05 | Brains, minds, psionics, thinking, abstracts, dogma, creativity, intuition |
| 06-10 | Caverns, gems, minerals, oil, damp, cold, dark |
| 11-15 | Changing, mutating, breeding, hybridization, melding, melting, shape-shifting, misdirection |
| 16-20 | Death, corpses, sarcophagi, ancestors, rot, memory, forgetting |
| 21-25 | Dimensions, folding, moebius shapes, reality-pockets, teleportation, movement, reversal |
| 26-30 | Diplomacy, politics, misdirection, decoys, advice, agreements, delicacy, manners |
| 31-35 | Fire, lava, flames, heat, geysers, glowing |
| 36-40 | Honor, loyalty, pledges, vassalhood, tyranny, slavery |
| 41-45 | Ice, frost, snow, cold, death, slowness |
| 46-50 | Lightning, electricity, flashes, light, power, shattering, cracking, mechanisms, crystal |
| 51-55 | Mist, clouds, invisibility, misdirection, steam |
| 56-60 | Property, slavery, documents and deeds, formalism, rituals |
| 61-65 | Rituals, memory, ancestors, forgetting, formalism, ceremony, cycles, seasons, absolutism |
| 66-70 | Space, airless places, vacuum, voids, stars, planets, moons |
| 71-75 | Summoning, calling, charming, dominating, contests, protection, warding, entrapment |
| 76-80 | Symbols, sigils, runes, writing, pictures, records, lore, fragments, holism |
| 81-85 | Thunder, sound, sonics, waves, shaking, volcanic, clouds, connections, music |
| 86-90 | Vengeance, memory, hearts, murder, absolutism, symbols, hatred |
| 91-95 | Water, depths, drowning, lightlessness, sliminess, mud, unseen growth |
| 96-00 | Winds, air, flying, levitation |



BOOK TWO: MONSTERS — MONSTER TYPES

Table 2-39: Racial History of Mastermind Races

In the case of mastermind races, adding some sort of background in addition to the themes of Table 2-38 may help to define how the members of the race think. Use the table below to generate a sequential history of the race. There is a 50% chance that the race became masterminds during the first stage, and (if they didn't) a 50% chance in the second stage and a 100% chance in the third stage. Once this thought-exercise is finished, and has given you ideas about the mastermind race, feel free to discard the details of the history – a racial history isn't needed at all to have a good monster race.

| Die Roll | First Stage of Development | Second Stage of Development | Final Stage of Development |
|--------------|---|---|--|
| 01-10 | Unevolved form was enslaved and “improved” by a more powerful race | Became twisted by a catastrophe that affected most members of the race | Generally get along with humankind, except when humankind pisses them off |
| 11-20 | Evolved in another dimension | Some sort of interaction with a god or other major power changed the race (or split the race into two groups) | Consider humans to be nothing more than slaves or even food |
| 21-30 | Evolved on a distant moon or planet | Needed to escape into another dimension, world, or environment (e.g., chased into and adapted to a subterranean environment) | Became fragmented into small groups and individuals due to the risk of disease |
| 31-40 | Created or bred by a deity, demigod, or other major power. | Became powerful and ruled a large area, but were then decimated by war, disease, or rebelling slaves | Became fragmented into small groups and individuals because ego and pride make it impossible for them to work together. They hate other members of their own race. |
| 41-50 | Evolved underground | Enslaved by a more powerful race, which bred them or magically changed them | Seek revenge or have a particular racial hatred (not necessarily against humanity – it might even be a monster type) |
| 51-60 | Evolved aboveground | Encountered lost knowledge, which changed them and made them more powerful and intelligent | Require a particular kind of food, probably either a rare plant or humans |
| 61-70 | Evolved in water | Arrived at present location (world, moon, subterranean realms, etc) via a migration to avoid a natural or magical catastrophe in their original location | Became expert breeders of a monster type (or new hybrid) that accompanies most members of the race. If the physical characteristics of the race were determined using Table 2-2, the animal is probably the underlying animal used to generate the race's physical characteristics. |
| 71-80 | Created or bred by a more powerful race (now extinct) to fulfill a specific function in the society of that race – food, slaves, accountants, spell-casters, etc. | Developed a caste structure with different abilities for the different castes (this can include entering into corporeal bodies of different types) | Reproductive competition separates the males or females from each other. The separated gender is polygamous (or polyandrous), and the other gender is probably smaller, weaker, and/or less intelligent. |
| 81-90 | Began as a race of incorporeal spirit-beings, gaining bodies as a result of the events in the second stage (next column) | Rebellion within the society caused a split within the race (a multiple caste structure, division into powerful leaders and lesser followers, or two hostile sub-races) | Entire race is now subject to a Time Cycle (Table 1-29), although not all members of the race are necessarily subject to the same influences at the same times – they may be out of sync with each other. This would be due to events in columns 1 or 2, but it has become more or less pronounced than earlier. |
| 91-00 | Evolved as flying creatures, but unless you want them to retain flight, they lose their flying capabilities during the Second Stage (next column) | Extinction of a more powerful race allowed this race to grab power and magic, which led to higher intelligence | Each member of the race accumulates knowledge or unusual items that make each individual member of the species relatively unique in its capabilities. |

Mist Creatures

Mist creatures are normally unintelligent, acting on instinct. They can normally be damaged in only a few ways, and often function in the nature of a localized hazard. The table below offers two other suggestions: mist-monsters created by a machine, and mist-monsters created by another monster-type. In addition to being a naturally-occurring phenomenon, they might also be created by divine (or demonic) vengeance, by the prayers or invocations of a large number of people, by a dimensional rift, or by magical accidents.

Table 2-40: Profile of a Mist Creature

| Die Roll | What Mist Does | Reason | How to Damage |
|----------|-------------------------------------|--|---|
| 01-04 | Sucks blood | To feed | Central organ is solid or liquid and can be damaged |
| 05-08 | Sucks away fluid | Strengthens self in terms of attacks | Killed by destroying the machine or item from which mist emerges |
| 09-12 | Suffocates | Strengthens self in terms of hit points (regeneration or growth) | Disperse the vapor with wind |
| 13-16 | Causes insanity (no further damage) | No reason; effect just happens | Kill monster that created mist |
| 17-20 | Sucks away Charisma | Stores the stolen power and delivers it elsewhere (to creator, controller, or parent) | Can be killed with weapons, but they inflict reduced damage |
| 21-24 | Sucks away Dexterity | Stores the stolen power and delivers it elsewhere (to its offspring, to its client, or to use in building something) | Can be damaged only with a particular item linked to the creature. |
| 25-28 | Sucks away Diseases (cures them!) | Siphons the stolen power into another object (for storage, or to activate the other object) | Can be damaged only with spells |
| 29-32 | Sucks away Experience (levels) | To feed | Can be damaged only with magic weapons |
| 33-36 | Sucks away Experience (xp) | Strengthens self in terms of attacks | Can be damaged only by specifically prepared weapons (coated with potion, blessed, etc.). |
| 37-40 | Causes rage | Strengthens self in terms of hit points (regeneration or growth) | Central organ is solid or liquid and can be damaged |
| 41-44 | Sucks away Heat or cold | No reason; effect just happens | Killed by destroying the machine or item from which mist emerges |
| 45-48 | Sucks away Intelligence | Stores the stolen power and delivers it elsewhere (to creator, controller, or parent) | Disperse the vapor with wind |
| 49-52 | Sucks away Joy | Stores the stolen power and delivers it elsewhere (to its offspring, to its client, or to use in building something) | Kill monster that created mist |
| 53-56 | Sucks away Luck | Siphons the stolen power into another object (for storage, or to activate the other object) | Can be killed with weapons, but they inflict reduced damage |
| 57-60 | Sucks away Magic | To feed | Can be damaged only with a particular item linked to the creature. |
| 61-64 | Sucks away Philosophy or knowledge | Strengthens self in terms of attacks | Can be damaged only with spells |
| 65-68 | Sucks away Souls | Strengthens self in terms of hit points (regeneration or growth) | Can be damaged only with magic weapons |
| 69-72 | Sucks away Sound | No reason; effect just happens | Can be damaged only by specifically prepared weapons (coated with potion, blessed, etc.). |
| 73-76 | Sucks away Spell casting capability | Stores the stolen power and delivers it elsewhere (to creator, controller, or parent) | Central organ is solid or liquid and can be damaged |
| 77-80 | Sucks away Strength | Stores the stolen power and delivers it elsewhere (to its offspring, to its client, or to use in building something) | Killed by destroying the machine or item from which mist emerges |

BOOK TWO: MONSTERS — MONSTER TYPES

Table 2-40: Profile of a Mist Creature Continued

| Die Roll | What Mist Does | Reason | How to Damage |
|--------------|--|---|--|
| 81-84 | Sucks away Wisdom | Siphons the stolen power into another object (for storage, or to activate the other object) | Disperse the vapor with wind |
| 85-88 | Sucks away Youth | To feed | Kill monster that created mist |
| 89-92 | Special attack using electricity | Strengthens self in terms of attacks | Can be killed with weapons, but they inflict reduced damage |
| 93-96 | Special Attack using mental control such as charm or confusion | Strengthens self in terms of hit points (regeneration or growth) | Can be damaged only with a particular item linked to the creature. |
| 97-00 | Special attack using hallucinations | To feed | Can be damaged only with spells |



Oozes and Macro-Biotes

Oozes (including slimes, molds, jellies, puddings, and other such icky things) are a staple of fantasy gaming. In some cases, oozes have been described as based on the concept of really big single-celled creatures, so I've added the concept of a macro-biote into the mix. Macro-biotes are (like oozes) based on the concept of really big single-celled creatures, but they aren't necessarily oozy in form.

Oozes

Table 2-41: Ooze Form

| Die Roll | Body Shape |
|----------|--------------------------------------|
| 01-12 | Amorphous lump or glob |
| 13-25 | Amorphous puddle |
| 26-38 | Cone |
| 39-51 | Cube |
| 52-64 | Pillar or column |
| 65-77 | Sphere |
| 78-90 | Tube or serpent |
| 91-00 | Mimics other objects, or chameleonic |

Table 2-42: Ooze Immunities and Special Attacks

Oozes almost always have a special immunity and a special attack.

| Die Roll | Immunity | Degree of Immunity | Special Attack |
|----------|------------------------------|--|--|
| 01-10 | Electricity | Complete immunity | Pseudopod lashes out (roll for effect on Special Attacks Table 2-79) |
| 11-20 | Fire | Complete immunity | Exhalation or gas (possibly only when damaged) (roll for effect on Special Attacks Table 2-79) |
| 21-30 | Cold | Gains hit points or divides into two when the attack is used | Spray or spit (roll for effect on Special Attacks Table 2-79) |
| 31-40 | Acid | Gains hit points or divides into two when the attack is used | Mental power or effect surrounding creature at all times - possibly due to a gas it produces (roll for effect on Special Attacks Table 2-79) |
| 41-50 | Magical force | Half damage | Pseudopod lashes out (roll for effect on Special Attacks Table 2-79) |
| 51-60 | Blunt weapons | Half damage | Direct contact (creature blobs and oozes itself into contact rather than using a pseudopod) - (roll for effect on Special Attacks Table 2-79) |
| 61-70 | Edged and piercing weapons | Percentage chance of not being affected | Direct contact (creature blobs and oozes itself into contact rather than using a pseudopod) - (roll for effect on Special Attacks Table 2-79) |
| 71-80 | Non-magical weapons | Percentage chance of not being affected | Ooze changes color or makes some other alteration to its appearance which functions like a gaze attack against onlookers (roll for effect on Special Attacks Table 2-79) |
| 81-90 | Spells under a certain level | Reduce each die of damage by 1 or more | Ooze emits a smell (roll for effect on Special Attacks Table 2-79) |
| 91-00 | All spells | Reduce each die of damage by 1 or more | Ooze hurls globules of itself as missile weapons (roll for effect on Special Attacks Table 2-79) |

BOOK TWO: MONSTERS — MONSTER TYPES

Table 2-43: Ooze Name/Description

This is semi-humorous, but so were the original names of most slimes and oozes.

| Die Roll | First Part of Name | Second Part of Name |
|----------|--------------------|---------------------|
| 01-02 | Azure | Agglomeration |
| 03-04 | Babbling | Algae |
| 05-06 | Beige | Amoeboid |
| 07-08 | Belching | Blob |
| 09-10 | Blue | Butter |
| 11-12 | Bronze | Carpet |
| 13-14 | Brown | Chowder |
| 15-16 | Bubbling | Chunk |
| 17-18 | Coruscating | Clot |
| 19-20 | Crimson | Coagulate |
| 21-22 | Devouring | Coalescence |
| 23-24 | Diamond | Cone |
| 25-26 | Emerald | Corpuscle |
| 27-28 | Engulfing | Creeper |
| 29-30 | Gelatinous | Cube |
| 31-32 | Gobbling | Curd |
| 33-34 | Golden | Curdle |
| 35-36 | Grasping | Filth |
| 37-38 | Green | Flood |
| 39-40 | Grey | Fluid |
| 41-42 | Gulping | Glob |
| 43-44 | Indigo | Globule |
| 45-46 | Leopard | Gobbet |
| 47-48 | Marble | Heap |
| 49-50 | Mucoid | Jelly |

| Die Roll | First Part of Name | Second Part of Name |
|----------|--------------------|---------------------|
| 51-52 | Mustard | Larvae |
| 53-54 | Muttering | Lichen |
| 55-56 | Ochre | Liquescence |
| 57-58 | Orange | Lump |
| 59-60 | Red | Mass |
| 61-62 | Rippling | Mold |
| 63-64 | Rotting | Mound |
| 65-66 | Ruby | Muck |
| 67-68 | Ruinous | Mucus |
| 69-70 | Sapphire | Ooze |
| 71-72 | Scarlet | Pool |
| 73-74 | Seething | Pudding |
| 75-76 | Serpentine | Puddle |
| 77-78 | Shimmering | Pustule |
| 79-80 | Shrieking | Pyramid |
| 81-82 | Silver | Scum |
| 83-84 | Slurping | Slime |
| 85-86 | Speckled | Sludge |
| 87-88 | Spotted | Soup |
| 89-90 | Striated | Sponge |
| 91-92 | Striped | Stew |
| 93-94 | Tiger | Viscid |
| 95-96 | Umber | Vomit |
| 97-98 | Violet | Whey |
| 99-00 | Yellow | Worm |

Macro-Biotes

Table 2-44: Macro-Biote Form

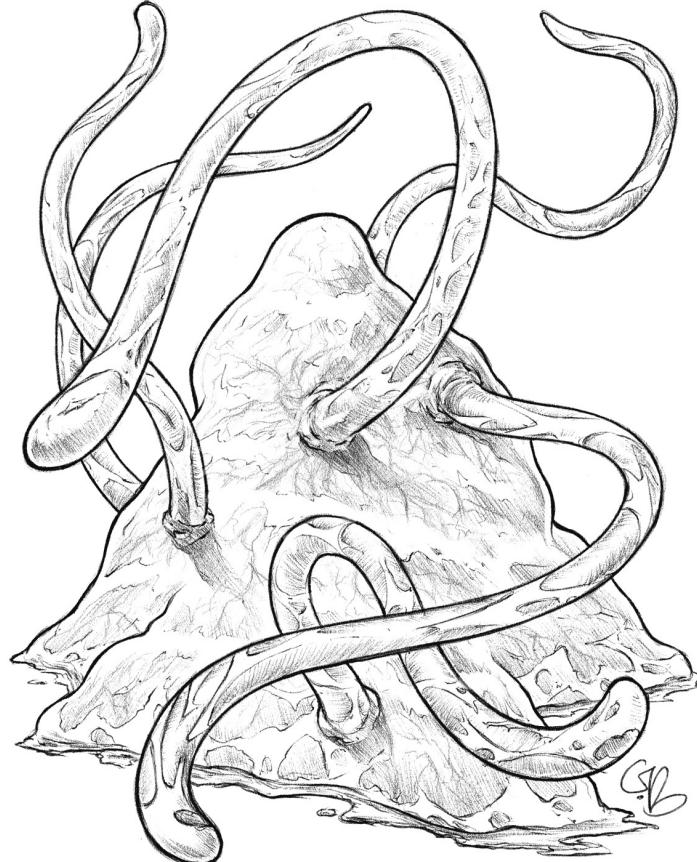
By itself, this table differs from the Ooze table mainly because it adds the possibility of limbs. Things don't get interesting until you combine these results with the ideas in Table 2-44. Results can be individualized by rolling Special Attacks and Defenses on tables in Part Two (Table 2-70 and Table 2-82).

| Die Roll | Form | Limbs |
|----------|-----------------------------|--------------------------|
| 01-10 | Amorphous | None |
| 11-20 | Cone | None |
| 21-30 | Cube | Extrudes limbs |
| 31-40 | Flat or almost flat | Jointed legs |
| 41-50 | Multi-dimensional shape | Long tentacles |
| 51-60 | Sperm-like | Moves using suckers |
| 61-70 | Spheroid | Pincers |
| 71-80 | Squid-like | Short tentacles or cilia |
| 81-90 | Water balloon-like, globule | Squishy stumps |
| 91-00 | Worm-like | Whip-like limbs |

Table 2-45: Ideas for Macro-Biotes

This is an idea-generation table, just listing various attributes of some microorganisms. It may provide you with some interesting ideas for “big microbe” types of monsters.

| Die Roll | Attribute or Fact about a Microbe |
|----------|--|
| 01-05 | Amoeba engulf prey |
| 06-10 | Diatoms have a cell wall made of glass-like silicate |
| 11-15 | Fungus cells have chitin covering |
| 16-20 | Internal cell structures such as nucleus |
| 21-25 | Internal electrical conductivity |
| 26-30 | Jet-propelled movement by sucking in and jetting out |
| 31-35 | Many microscopic organisms (particularly bacteria) exhale oxygen – in a macro-biote the quantity might be enough to create flammable air surrounding the organism |
| 36-40 | Mitochondria in cells store electrical energy |
| 41-45 | Plant cells with thick cell wall (possibly leaving husk after death) |
| 46-50 | Pseudopods are extruded tentacles |
| 51-55 | Rotifers (a multicellular creature with only about 1000 cells) has a crown of cilia that directs food into a mouth at the top |
| 56-60 | Some microscopic organisms carry eggs with them |
| 61-65 | Some microscopic organisms remain in contact after cell division, forming into long chains of independent but connected organisms (particularly the silicate-walled diatoms) |
| 66-70 | Some organisms have rudimentary tentacles |
| 71-75 | Splits to reproduce |
| 76-80 | Swimming-tail or swimming-whip |
| 81-85 | Tendrils are plant-equivalent of tentacles |
| 86-90 | Uses osmosis to suck in water |
| 91-95 | Vacuoles in cells store needed materials (taking captives, perhaps?) |
| 96-00 | Viruses inject host with DNA (RNA, actually) to transform into a virus-making factory |



Planar Creatures

Planar creatures are monsters having their origin or home in another dimension, reality, or plane of existence. There are five basic divisions of planar creatures (angels aren't really covered, since we're focusing on monsters to fight during the course of an adventure).

Table 2-46: Categories of Planar Creatures

| Die Roll | Type of Planar Creature |
|----------|-------------------------|
| 01-20 | Dark Angel |
| 21-40 | Demonic Creature |
| 41-60 | Summoned |
| 61-80 | Traveler |
| 81-00 | Visitation |

Dark Angel (Planar Creature Type)

Dark angels are the tempters and plotters of demonic and fiendish realms. They have a basically human appearance, but with one or more demonic hints. If the Dark Angel is engaged in infiltrating human society or tempting people into evil deeds, it will likely do its best to conceal or downplay the demonic hint.

Table 2-47: Demonic Hints for Dark Angels

| Die Roll | Demonic Hint | Special Attack Form |
|----------|---|---|
| 01-04 | Backward leg joints, like rabbit or deer | Appearance (changes to dangerous appearance) – roll for effect on Special Attacks Table 2-79. |
| 05-08 | Birthmark or marks on skin | Appearance (normal appearance is dangerous) – roll for effect on Special Attacks Table 2-79. |
| 09-12 | Cat/serpent eyes, eyes without pupils, eyes without iris, or strangely colored eyes | Cast like a spell (affects number of hit dice) – roll for effect on Special Attacks Table 2-79. |
| 13-16 | Elongated facial features or strange facial bone structure. | Cast like a spell (area effect) – roll for effect on Table 2-79 Special Attack Type |
| 17-20 | Extraordinarily long fingernails or fingers | Cast like a spell (one target) – roll for effect on Table 2-79 Special Attack Type |
| 21-24 | Extreme sensitivity to light other than firelight | Cast like a spell (radius around monster) – roll for effect on Table 2-79 Special Attack Type |
| 25-28 | Fangs or sharp teeth | Constant effect (radius) – roll for effect on Table 2-79 Special Attack Type |
| 29-32 | Forked tongue | Exhaled cloud – roll for effect on Table 2-79 Special Attack Type |
| 33-36 | Frightens animals, or a particular type of animal such as dogs or cats | Exhaled cone – roll for effect on Table 2-79 Special Attack Type |
| 37-40 | Glass, metal, or other type of matter resonates, vibrates, or hums slightly in the close vicinity of the creature | Exhaled line – roll for effect on Table 2-79 Special Attack Type |
| 41-44 | Hunched, predatory posture | Gaze – roll for effect on Table 2-79 Special Attack Type |
| 45-48 | Makes people feel uncomfortable for no identifiable reason | Mental power (affects number of hit dice) – roll for effect on Table 2-79 Special Attack Type |
| 49-52 | Radiates slight cold | Mental power (area effect) – roll for effect on Table 2-79 Special Attack Type |
| 53-56 | Radiates slight heat | Mental power (burst in radius around monster) – roll for effect on Table 2-79 Special Attack Type |
| 57-60 | Small horns | Mental power (one target) – roll for effect on Table 2-79 Special Attack Type |
| 61-64 | Smells of brimstone, or iron, etc. | Smell (radius) – roll for effect on Table 2-79 Special Attack Type |
| 65-68 | Speaks with hiss, speech echoes almost imperceptibly, or other strange form of speech | Smell (squirted, cone) – roll for effect on Table 2-79 Special Attack Type |
| 69-72 | Strange hands or feet: claws instead of fingernails, hoofs instead of feet, etc. | Smell (squirted, single target) – roll for effect on Table 2-79 Special Attack Type |

Table 2-47: Demonic Hints for Dark Angels Continued

| Die Roll | Demonic Hint | Special Attack Form |
|----------|--|---|
| 73-76 | Strange skin color (jet black, red, etc.). This might just be a tinge of color; or it might be quite noticeable. | Sound (clicks, etc) (radius around monster) – roll for effect on Table 2-79 Special Attack Type |
| 77-80 | Strange skin texture (rough or smooth) | Speech (in radius from monster) – roll for effect on Table 2-79 Special Attacks |
| 81-84 | Tail (small and discrete for concealment) | Spit (glob, single target) – roll for effect on Table 2-79 Special Attack Type |
| 85-88 | Unnatural beauty | Spit (line) – roll for effect on Table 2-79 Special Attacks |
| 89-92 | Unnaturally fat | Spray (cone) – roll for effect on Table 2-79 Special Attacks |
| 93-96 | Unnaturally tall | Spray (line) – roll for effect on Table 2-79 Special Attacks |
| 97-00 | Small wings lie closely against back – might be capable of growing into functional wings at will | Touch – roll for effect on Table 2-79 Special Attack Type |

Demonic Creatures (Planar Creature Type)

Demonic creatures are not in the business of tempting or persuading anyone; they are destructive and feral, although they might be extremely intelligent in their tactics and methods (they might, for example, assemble an army of minions). These sorts of demons can be more easily controlled when they are summoned to a chaotic or evil caster's service, but if the caster loses control the results will usually be violent and messy.

Table 2-48: Basic Form of Demonic Creature

| Die Roll | Basic Form |
|--------------|--|
| 01-12 | Animal head (Table 2-2), a human body with a tail, wings, and a Demonic Attribute (Table 2-49 below). Roll for however many Special Attacks (Tables 2-78 and 2-79) and Special Defenses (Table 2-82) as are needed – and add any physical features suggested by those results. |
| 13-25 | Beast head, body of a different kind of beast, wings, and Demonic Attribute (make it bipedal unless it has a sinuous body like a centipede or snake) |
| 26-38 | Human head and torso with tail, animal legs (Table 2-2), wings, and Demonic Attribute (Table 2-49) |
| 39-51 | Human head and torso with tail, beast arms and legs, wings, and Demonic Attribute (Table 2-49) |
| 52-64 | Human head, animal body (roll on Table 2-2), wings, and Demonic Attribute (Table 2-49 below) |
| 65-77 | Physical body of a Horror (see Table 2-33) but with a human face (don't roll for a Demonic Attribute) |
| 78-89 | Resembles a large version of a normal animal (Table 2-2), but with a Demonic Attribute (Table 2-49) |
| 90-00 | Re-roll on this table for the basic body form, adding one additional Demonic Attribute to the resulting form (Table 2-49) |

Table 2-49: Demonic Attributes

| Die Roll | Demonic Attribute |
|--------------|---|
| 01-05 | Additional arms (probably human) or legs (probably beast-type) |
| 06-10 | Body appears scorched or damaged |
| 11-15 | Body is deformed in some way (hunchback, one arm larger than the other, etc) |
| 16-20 | Chitin, armored, scaly, or thick hide skin |
| 21-25 | Covered in sores or boils |
| 26-30 | Crawling with insects, snakes, snails, leeches, or worms |
| 31-35 | Dripping with poison, or slime with strange effect |
| 36-40 | Eyes of flame |
| 41-45 | Grossly fat |
| 46-50 | Incorporeal or mist-like form |
| 51-55 | Long tail with stinger |
| 56-60 | Parts of it mutate from one form to another (at will, in cycles, when hit, every few rounds or minutes, etc). |
| 61-65 | Stands taller than 10ft at the head |
| 66-70 | Surrounded by dangerous gases |
| 71-75 | Surrounded by flame or heat |
| 76-80 | Tremendously long tongue |
| 81-85 | Two heads (01-90) or three heads (91-00) |
| 86-90 | Unnaturally long arms (if any; roll again if not) |
| 91-95 | Unnaturally skinny or emaciated |
| 96-00 | Unusual armor or weapon (made of bone or flame, a whip or hook of some kind, etc). |

Summoned Creatures (Planar Creature Type)

Summoned creatures are those that aren't demonic in nature, but come from some other dimension, alternate reality, other reality, or from a non-demonic plane of existence. They don't ordinarily cross over into the material plane, and are usually called forth for some specific purpose. From my experiences with using the following tables, it works best to get an idea about what it's summoned to do (Table 2-50) before generating information about the creature's body type— this helps to adjust the monster's physical appearance when you roll on Table 2-51.

Table 2-50: Normal Purpose of Summoned Monster

Note: This table is used to suggest physical appearance and powers – a particular summoner in a particular adventure might be using the creature for a completely different reason than the normal one.

| Die Roll | Purpose |
|--------------|---|
| 01-08 | Boosts summoner's magical power (usually for a specific task) |
| 09-16 | Build structures (usually strongholds) |
| 17-24 | Dig for some prodigious task (often dungeons) |
| 25-32 | Finder, hunter, or assassin |
| 33-40 | Guardian |
| 41-48 | Harvest or plant food |
| 49-56 | Instrument of revenge |
| 57-65 | Manufacture items |
| 66-74 | Navigate |
| 75-83 | Produce food |
| 84-92 | Servant (domestic servant, alchemical assistant, etc) |
| 93-00 | Warrior |

Sample Generation of a Summoned Creature

As one example of how to use these tables, let's generate a summoned creature.

First, we roll a result of 41 on Table 2-50, and discover that the normal reason for summoning our creature is to use it as a food harvester. Next, we roll a result of 78 on Table 2-51, learning that the creature has the head of a beast, a human body, and a tail. We roll a 60 on Table 2-2, which suggests that our creature has the head of an octopus. One immediate idea coming from these random results is that the creature is used to harvest food underwater, since it has the head of an octopus.

We roll on Table 2-52 to see what it's made of, and (rolling a 98 on the first column of that table) we discover that our creature is made of green-flecked stone. And finally, rolling a 29 on Table 2-53, we find that if the summons is done incorrectly, the summoned creature will be weaker than normal, or deformed. From somewhere, probably because the thing sounds so much like Cthulhu, I decide that it is normally summoned by tribesmen (and that's either to catch some sort of big fish, or dive for pearls). It sounds silly to have a stone statue swimming underwater, so browsing through the tables I decide that it's a fungus, instead of being made of stone.

So now we have a creature that rises from a growth of fungus when summoned, shaping the fungi into a massive man-shaped thing with the head of an octopus, which harvests pearls at the dead of night in deep waters. If the summons is not made correctly, the shape rising from the fungi will be misshapen, and weaker than normal ... or perhaps diseased. H.P. Lovecraft would adore it.

Table 2-51: Physical Form of Summoned Creature

Note: This table makes frequent references to Table 2-2, a list of animals and their attributes. Sometimes it's easier to just come up with animal types on the fly while using this table, but if you want to get completely random results, I would bookmark Table 2-2 before starting to roll the dice.

| Die Roll | Physical Form of Summoned Creature |
|--------------|---|
| 01-05 | Human + unusual skin color |
| 06-10 | Plant appearance |
| 11-15 | Roll again for a result on this table, but add wings |
| 16-20 | Serpentine or spiral-shape of mist-like, other-planar substance |
| 21-25 | Ooze or slime (see Table 2-41 for ideas) |
| 26-30 | Resembles a normal animal with a Demonic Attribute (Table 2-49) |
| 31-35 | Beast (Table 2-2) + Unusual Material Composition (Table 2-52) |
| 36-40 | Cone or pyramid of Unusual Material Composition (Table 2-52 below) |
| 41-45 | Human + Unusual Material Composition (Table 2-52 below) |
| 46-50 | Pillar of Unusual Material Composition (Table 2-52 below) |
| 51-55 | Sentient plant + Unusual Material Composition (Table 2-52 below) |
| 56-60 | Aquatic creature (browse through Table 2-2) + Unusual Material Composition (Table 2-52 below) |
| 61-65 | Appearance of a normal aquatic creature (browse Table 2-2) |
| 66-70 | Beast (Table 2-2) + unusual skin color |
| 71-75 | Beast head (Table 2-2), body of a different kind of beast (Table 2-2), wings, and a Demonic Attribute (Table 2-49). Make it bipedal unless it has a sinuous body like a centipede or snake. |
| 76-80 | Beast head (Table 2-2), human body, and tail |
| 81-85 | Human head and torso with tail, beast arms and legs (Table 2-2), wings, and a Demonic Attribute (Table 2-49) |
| 86-90 | Human head and torso with tail, beast legs (Table 2-2) |
| 91-95 | Human head, beast body (Table 2-2) |
| 96-00 | Combination of two animals (Table 2-2) |

BOOK TWO: MONSTERS — MONSTER TYPES

Table 2-52: Unusual Material Compositions for Summoned Creatures

| Die Roll | Unusual Composition (Beasts and Aquatic body-forms) | Unusual Composition (Cone, Pyramid, or Pillar) | Unusual Composition (Plant body-forms) |
|----------|--|---|--|
| 01-03 | Bone | Bone | Bone |
| 04-06 | Brass spheres | Bronze | Bronze |
| 07-09 | Bronze | Bubbles or foam (durable or fragile) | Bubbles or foam (durable or fragile) |
| 10-12 | Bronze, jointed | Clay | Clay |
| 13-15 | Bubbles or foam (durable or fragile) | Congealed mist or smoke | Congealed mist or smoke |
| 16-18 | Clay | Coral | Coral |
| 19-21 | Congealed mist or smoke | Dust | Covered with skin |
| 22-24 | Coral | Earth or air | Dust |
| 25-27 | Dust | Fibers | Earth or air |
| 28-30 | Earth or air | Filaments | Fibers |
| 31-33 | Fibers | Fire or water | Filaments |
| 34-36 | Filaments | Gel globules | Fire or water |
| 37-39 | Fire or water | Hair | Gel globules |
| 40-42 | Gel globules | Human-like flesh | Gold, silver, or copper |
| 43-45 | Hair | Ice | Hair |
| 46-48 | Ice | Iron | Human-like flesh |
| 49-51 | Iron | Ivory, carved | Ice |
| 52-54 | Iron links or rings | Jade | Iron |
| 55-57 | Ivory, carved | Light or darkness | Ivory, carved |
| 58-60 | Jade | Malachite | Jade |
| 61-63 | Light or darkness | Multiple insects | Light or darkness |
| 64-66 | Malachite | Pearl or mother-of-pearl | Malachite |
| 67-69 | Multiple insects | Plant matter, fungus | Multiple insects |
| 70-72 | Pearl or mother-of-pearl | Plant matter, mold | Ooze, translucent or colored |
| 73-75 | Plant matter, fungus | Plant matter, stem-like | Pearl or mother-of-pearl |
| 76-78 | Plant matter, wood-like | Plant matter, wood-like | Plant matter wrong for shape (e.g., tree made of fungus or mold) |
| 79-82 | Seething liquid | Seething liquid | Seething liquid |
| 83-85 | Spongy with or without holes | Spongy with or without holes | Spongy with or without holes |
| 86-88 | Squishy organs | Squishy organs | Squishy organs |
| 89-91 | Stone, chalk | Stone, chalk | Stone, chalk |
| 92-94 | Stone, obsidian | Stone, obsidian | Stone, obsidian |
| 95-97 | Stone, very hot or very cold | Stone, very hot or very cold | Stone, very hot or very cold |
| 98-00 | Stone, with green flecks | Stone, with green flecks | Stone, with green flecks |

Table 2-53: Problems With Summoned Creatures

Most summoned creatures have ... issues ... with the fact that they have been summoned.

| Die Roll | Issues with Summoned Creature |
|--------------|---|
| 01-10 | Bad casting allows intrusion of non-planar conditions such as disease, temperature, poison gas, etc. |
| 11-20 | Bad casting leaves an open gate (possibly allowing intrusion of non-planar conditions such as disease, temperature, poison gas, etc.) |
| 21-30 | Bad casting summons it in a damaged or weaker form (small, low hit dice, injured, deformed, etc.) |
| 31-40 | Bad casting summons it in a different form (uncontrolled) |
| 41-50 | Bad casting summons it in a useless form (puddle, glob, etc.) |
| 51-60 | Bad casting summons other uncontrolled creatures |
| 61-70 | Becomes uncontrolled under certain circumstances |
| 71-80 | Can engage in battle of wills with summoner for control |
| 81-90 | Demands considerable sacrifices in exchange for its services |
| 91-00 | Disappears (returns to home plane) under certain triggering circumstances |



Travelers (Planar Creature Type)

Travelers are trans-planar creatures that move across planes of existence on their own accord (as opposed to summoned creatures). Perhaps the most important feature of these monsters, from the standpoint of designing an adventure, is why they do so. What is their motivation for shifting from plane to plane, or from alternate world to alternate world? Obviously, most of these creatures are intelligent, often far above the human norm. Predatory travelers should generally be treated as Horrors or Demonic Creatures (see above) rather than generated under the tables below, which are designed to generate creatures with more complex motivations than mere feeding.

Table 2-54: Physical Form of Planar Traveler

| Die Roll | Physical Form (d100) | Additional Feature (d100) |
|--------------|---|--|
| 01-05 | Human + unusual skin color | Large eyes or single eye on stalk, whichever fits best with the creature's physical form. |
| 06-10 | Plant appearance (see Table 2-59) | Large head (if bipedal) or some sort of visible brain-type organ if not. |
| 11-15 | Roll again for a result on this table, but add wings | Levitates and probably moves by levitation as well. |
| 16-20 | Serpentine or spiral-shape of mist-like, other-planar substance | Long fingers or fingernails (if bipedal). If not bipedal it uses mental power or magical levitation powers to manipulate objects instead of using actual hands. |
| 21-25 | Ooze or slime (see Table 2-41 for ideas) | Rides monstrous steed if bipedal. If not bipedal, it is carried on a platform or in a palanquin by unintelligent buglike creatures with whom it communicates mentally. These might be connected to the creature by filaments or tubes. |
| 26-30 | Resembles a normal animal (Table 2-2) with a Demonic Attribute (Table 2-49) | Surrounded by bodyguard minions of a lesser race/type. These need not be planar creatures; they might be assembled from available local humanoids. |
| 31-35 | Beast (Table 2-2) + Unusual Material Composition (Table 2-52) | Uses staff as weapon if bipedal. If not bipedal, then it wears some sort of harness, garment, attachment or mechanism that carries complex devices. |
| 36-40 | Cone or pyramid of Unusual Material Composition (Table 2-52) | Very attractive appearance if it has a humanoid form. Otherwise, it speaks by using a mechanism or arcane apparatus. |
| 41-45 | Human + Unusual Material Composition (Table 2-52) | Has a big, visible brain. The brain might be in the right place but exposed to the air or cased in a transparent medium, or it might be an internal organ inside a transparent creature. |
| 46-50 | Pillar of Unusual Material Composition (Table 2-52) | Wears twisty, baroque, complicated jewelry. |
| 51-55 | Resembles a human but with a Demonic Hint (Table 2-47) and also with an attribute of a normal animal (Table 2-2). | Smokes a hookah or pipe (yes, this includes the oozes). |
| 56-60 | Aquatic creature (browse through Table 2-2) + Unusual Material Composition (Table 2-52) | Crawls with small symbiotic creatures that assist it in some way – either as a life support system or servants. |
| 61-65 | Appearance of a normal aquatic creature (browse Table 2-2) | Large eyes or single eye on stalk, whichever fits best with the creature's physical form. |
| 66-70 | Beast (Table 2-2) + unusual skin color | Large head (if bipedal) or some sort of visible brain-type organ if not. |
| 71-75 | Beast head (Table 2-2), body of a different kind of beast (Table 2-2), wings, and a Demonic Attribute (Table 2-49). Make it bipedal unless it has a sinuous body like a centipede or snake. | Levitates and probably moves by levitation as well. |
| 76-80 | Beast head (Table 2-2), human body, and tail | Long fingers or fingernails (if bipedal). If not bipedal it uses mental power or magical levitation powers to manipulate objects instead of using actual hands. |
| 81-85 | Human head and torso with tail, beast arms and legs (Table 2-2), wings, and a Demonic Attribute (Table 2-49) | Rides monstrous steed if bipedal. If not bipedal, it is carried on a platform or in a palanquin by unintelligent buglike creatures with whom it communicates mentally. These might be connected to the creature by filaments or tubes. |
| 86-90 | Human head and torso with tail, beast legs (Table 2-2) | Surrounded by bodyguard minions of a lesser race/type. These need not be planar creatures; they might be assembled from available local humanoids. |
| 91-95 | Human head, beast body (Table 2-2) | Uses staff as weapon if bipedal. If not bipedal, then it wears some sort of harness, garment, attachment or mechanism that carries complex devices. |
| 96-00 | Combination of two animals (Table 2-2) | Very attractive appearance if it has a humanoid form. Otherwise, it speaks by using a mechanism or arcane apparatus. |

Table 2-55: Planar Trading/Commodities

Many planar travelers do their traveling to trade things. The combination of items on this table generates the sort of odd exchanges that a planar race (or lone traveler) might be interested in (or obsessed with).

| Die Roll | Trades this ... (d100) | For This (d100) |
|--------------|------------------------|-----------------------------|
| 01-05 | Armor | A simple errand ... |
| 06-10 | Artworks | Artworks |
| 11-15 | Dreams | Cattle |
| 16-20 | Drugs | Dreams |
| 21-25 | Food | Drugs |
| 26-30 | Gems | Food |
| 31-35 | Gold | Gems |
| 36-40 | Information | Gold |
| 41-45 | Longevity | Heads, hearts, brains, etc. |
| 46-50 | Magic items | Information |
| 51-55 | Magical food | Land |
| 56-60 | Maps | Magic items |
| 61-65 | Mercenary service | Magical food |
| 66-70 | Potions | Mercenary service |
| 71-75 | Prophecies | Potions |
| 76-80 | Scrolls | Scrolls |
| 81-85 | Slaves | Slaves |
| 86-90 | Souls | Souls |
| 91-95 | Spell-casting | Worthless (?) items |
| 96-00 | Transportation | Youth |

Table 2-56: Mode of Planar Travel

They've got to do their traveling somehow...

| Die Roll | Mode of Travel |
|--------------|---|
| 01-12 | By use of mental powers |
| 13-25 | By use of strange and unknown spells |
| 26-38 | By use of vehicle or item (try out Table 2-57) |
| 39-51 | Involuntary. This could be according to a Time Cycle (see Table 1-29 in Book One) |
| 52-64 | Locating and using existing magical gates |
| 65-77 | Using a bodily organ (Try out Table 2-57) |
| 78-90 | Using a particular magic item |
| 91-00 | Using magical gates it (they) calls into existence |

Table 2-57: Vehicles and Bodily Organs for Planar Travel

This table is highly fanciful, with invented words; it generates Van-cian names for modes of planar travel. Unless your adventure has a whimsical feel to it, you might want to skip this table.

Roll once for Column 1 for the first part of the travel mode. Roll on either Column 2 or Column 3 for the second part of the travel mode's name.

| Die Roll | Column 1 (First Part of Name) | Column 2 (Second part of Vehicle Name) | Column 3 (Second Part of Bodily Organ Name) |
|--------------|-------------------------------------|---|--|
| 01-08 | Disjunctive | Collar | Appendix |
| 09-16 | Metacorporeal | Cupboard | Conceiver |
| 17-24 | Paracontradictory | Device | Emotionum |
| 25-32 | Paralocative | Flitter | Epilepsy |
| 33-40 | Paratransitive | Galleon | Gland |
| 41-48 | Raider's | Galley | Kidney |
| 49-56 | Relocationary | Gate | Node |
| 57-65 | Transapparitional | Orb | Plumage |
| 66-74 | Transitive | Platform | Talent |
| 75-83 | Transitorial | Portal | Thyrum |
| 84-92 | Xenolocational | Torc | Whisk |
| 93-00 | Xenotransitive | Yacht | Wings |

Visitations (Planar Creature Type)

Visitations are (usually) non-intelligent manifestations of energy, overlapping with elementals and undead but best treated, for purposes of creating monsters, as a separate category. They are presumed to be acting on instinct, or might have no intelligence whatsoever, being a manifestation or echo of something happening in another plane rather than creatures in their own right. An intelligent visitation would be possible, but unusual. Something that created a sapient echo in the material plane would be a very significant extra-planar event indeed.

Table 2-58: Form and Causation of a Visitation

| Die Roll | Form/Type | Causation |
|----------|--|---|
| 01-04 | Associated with pure energy: fire | After-effect of a single magical event |
| 05-08 | Associated with pure energy: cold | After-effect of the removal of a piece of reality (and by whom, one asks) |
| 09-12 | Associated with pure energy: electricity | After-effect or remnant of a single instance of divine vengeance |
| 13-16 | Associated with pure energy: magical force | Byproduct of the creation of an artifact or relic |
| 17-20 | Associated with pure energy: gravity | Byproduct of the intersection of two dimensions, or planes of existence |
| 21-24 | Associated with pure energy: dimensional changes and phasing | Caused by a grievous renunciation or violation of authority or tradition in a nearby, related location. |
| 25-28 | Associated with pure emotion: fear | Caused by the attenuation of the aether, phlogiston, or astral substance at a particular point. Alternatively, it is the attenuation of material matter which causes the visitation |
| 29-32 | Associated with pure emotion: joy | Created as an abstract “artwork” or decoration by (or for) powerful or magical individuals |
| 33-36 | Associated with pure emotion: hatred | Echo of a planar, magical, divine, or dimensional “waterfall” |
| 37-40 | Associated with pure emotion: lust | Echo of an event on another plane of existence |
| 41-44 | Associated with pure emotion: greed | Forms as the byproduct of a sensory organ or device from another reality, like the wake of a periscope. |
| 45-48 | Associated with pure emotion: sadness or despair | Intersection of the ripple effects of two stationary artifacts, patterns, sigils, or structures |
| 49-52 | Associated with pure emotion: vengeance | Is the “waste product” of a bizarre process that is operating nearby, or at least relatively so |
| 53-56 | Associated with pure intellect: sanity | Nexus or entrance to the base of a dimensional whirlpool |
| 57-60 | Associated with pure intellect: knowledge | Phenomenon linked to a place due to past magical activity |
| 61-64 | Associated with pure intellect: comprehension | Remnant of a failed or renounced oath |
| 65-68 | Associated with pure energy: sonic | Remnant or after-effect of the destruction of an artifact or relic |
| 69-72 | Associated with pure intellect: music | Remnant, soul, or spirit of a dead godling or demigod |
| 73-76 | Associated with pure energy: death or life | Represents the “pre-effect” of something that is going to happen |
| 77-80 | Associated with pure energy: loss of experience | Represents the mid-point between two halves of a powerful artifact, relic, or being – where the influence of their connection is the weakest |
| 81-84 | Associated with pure energy: age | Represents the nexus of a powerful being’s thoughts or emotions |
| 85-88 | Associated with pure energy: spells and magical energy | Result of strange religious practices |
| 89-92 | Associated with time and/or memory | Source of visitation is imprisoned in an object that has been left, abandoned, stored, or which might just be waiting for later retrieval |
| 93-96 | Associated with light or darkness | Summoned or created as a guardian for something, by the manipulation of strange forces. “Something” might be an entrance, an item, a world, a crypt, etc. |
| 97-00 | Extrusion from other dimension | Wells up from a deep underground source, of an unexplained nature |

Plant Creatures

Good plant monsters are really hard to design. They've not only got to be pretty creative, but you've also got to work within several constraints: firstly, most of them don't move, so they don't offer much of a tactical challenge, and secondly, there just aren't many real-world predatory plants to work from as a starting point.

Table 2-59: Basic Form of Plant Monster

| Die Roll | Basic Form (d100) | Specific Type of Form (d100) |
|----------|-------------------|--|
| 01-05 | Bamboo | Limbs or body-part moves, but the rest of the plant is immobile (rooted). The plant is purely a melee fighter. (Roll on Table 2-74: Limb Attacks) |
| 06-10 | Broad leaves | Limbs or body part moves, but the rest of the plant is immobile. The plant uses a special attack to augment damage from the limbs: roll on the Limb Attacks Table (2-74) to get ideas for the limbs, and roll on Table 2-61 to get ideas for the nature of the augmenting attack. |
| 11-15 | Bush or shrub | Limbs or body part moves, but the rest of the plant is immobile. The plant uses a special “pulling” attack to draw prey to the limbs: roll on the Limb Attacks Table (2-74) to get ideas for the limbs, and roll on Table 2-61 to get ideas for the nature of the special pulling attack. |
| 16-20 | Cone | Limbs or a body part of the plant move (roll on Table 2-74 for ideas), but the rest of the plant is immobile. The plant not only uses a special “pulling” attack to draw prey towards it, but also has a special attack to augment damage from the limbs. Roll on both columns of Table 2-61 to determine the nature of the pulling and augmenting special attacks. |
| 21-25 | Coral-type growth | No part of the plant moves, but it delivers a poisonous or transformational substance into its near vicinity. Delivery mechanisms include: spores, smells, spiked seed-pods on the ground, blown leaves, and gases. The result of falling prey to these substances include turning into a similar plant, turning into a plant-creature controlled by the plant, turning into a seed-carrier for the plant, or just dying to create fertilizer. Keep in mind that creatures killed for fertilizer might also be caused to rot faster than normal after dying. |
| 26-30 | Fern | No part of the plant moves, but it has mental powers. These probably include the telekinetic ability to damage opponents using nearby rocks or equipment, or even picking opponents up. Other possibilities include mental powers that mimic enchantment-type magic – the plant can dominate someone's mind to create an ally (who will later be used to fetch fertilizing carcasses to the plant's roots). |
| 31-35 | Grass-like stalks | The plant is mobile (see Table 2-60 for ideas about mobility types). It is purely a melee fighter, using its movement ability solely to get into close enough range for hand-to-branch combat. Roll on the Limb Attacks Table (2-74) to get ideas for how it attacks. |
| 36-40 | Hanging moss | The plant is mobile (see Table 2-60 for ideas about mobility types). In addition to fighting with mobile limbs (see Table 2-74 Limb Attacks), it has an augmenting attack from Table 2-61. |
| 41-45 | Ivy | The plant is mobile (see Table 2-59 for ideas about mobility methods). In addition to fighting with mobile limbs (see Table 2-74 Limb Attacks), it has a pulling attack from Table 2-61. |
| 46-50 | Lump | The plant is mobile (see Table 2-60 for ideas about mobility methods). In addition to fighting with mobile limbs (Table 2-74 Limb Attacks), it has a pulling attack AND an augmenting attack, both from Table 2-61 |
| 51-55 | Mold | The plant is entirely immobile, but it has a Physical Distance Attack (see Table 2-62). The Physical Distance Attack causes general damage (hit points or equivalent). |
| 56-60 | Mushroom | The plant is mobile (see Table 2-60 for ideas about mobility methods). In addition to fighting with mobile limbs (see Table 2-74 Limb Attacks), it has a Physical Distance Attack from Table 2-62. The Physical Distance Attack causes general damage (hit points or equivalent). |
| 61-65 | Sphere | The plant is mobile (see Table 2-60 for ideas about mobility methods). In addition to fighting with mobile limbs (see Table 2-74 Limb Attacks), it has a Physical Distance Attack (Table 2-61) AND an Augmenting Attack (Table 2-62). The Physical Distance Attack causes general damage (hit points or equivalent). |
| 66-70 | Thorn-bush | The plant is entirely immobile, but it has a Physical Distance Attack (see Table 2-62). The Physical Distance Attack has a Special Effect (Table 2-62). |
| 71-75 | Tree, palm | The plant is mobile (see Table 2-60 for ideas about mobility methods). In addition to fighting with mobile limbs (see Limb Attacks Table), it has a Physical Distance Attack from Table 2-62. The Physical Distance Attack causes general damage (hit points or equivalent). |
| 76-80 | Tree, pine | The plant is mobile (see Table 2-60 for ideas about mobility methods). In addition to fighting with mobile limbs (see Limb Attacks Table), it has a Physical Distance Attack (Table 2-62) AND an Augmenting Attack (Table 2-62). The Physical Distance Attack causes general damage (hit points or equivalent). |
| 81-85 | Tree, short | The plant is rooted to the ground, but super-charged with weaponry. It has a melee attack (see Table 2-74 Limb Attacks), a pulling attack (Table 2-61), and a Distance Attack with a Special Effect. |
| 86-90 | Tree, tall | The plant moves (Table 2-60) and has a Physical Distance Attack (Table 2-62) with a special effect. However, it does not have a melee attack of any kind. |

BOOK TWO: MONSTERS — MONSTER TYPES

Table 2-59: Basic Form of Plant Monster Continued

| Die Roll | Basic Form (d100) | Specific Type of Form (d100) |
|----------|-------------------|--|
| 91-95 | Underground bulbs | The plant is rooted to the ground. It has one Physical Distance Attack that causes damage (Table 2-62), and it has a second Physical Distance Attack with a special effect (Table 2-62). |
| 96-00 | Vines | The plant is a botanical war machine. It moves (Table 2-60). It has a limb attack (Table 2-74). It has an Augmenting Attack (Table 2-62). It has a Pulling Attack (Table 2-61). It has a Physical Distance Attack, and the Physical Distance Attack has a Special Effect (Table 2-62). Do not trifle with this plant: it will turn you into seeds and fertilizer faster than you can say, "It's just a plant, pass me one of the torches." |

Table 2-60: Movement Forms for Mobile Plants

| Die Roll | Method of Locomotion |
|----------|--|
| 01-10 | Glides or flies using wing-like growths |
| 11-20 | Jet propulsion in water |
| 21-30 | Levitates |
| 31-40 | Pulls self along with short tendrils |
| 41-50 | Pulls self along with vines |
| 51-60 | Rippling movements like snail or slug |
| 61-70 | Slithers like snake |
| 71-80 | Turns ground to liquid or mud for movement |
| 81-00 | Walks on legs |



Table 2-61: Pull/Augment Special Attack Types for Plants

| Die Roll | Augmenting Attacks | Special Pulling Attacks |
|----------|--|---|
| 01-10 | The plant has the equivalent of a mouth, which could include splitting a large part of itself open (like a Venus Flytrap) or even splitting its whole body open. The mouth is the main source of damage: it might crush its victims, or it might have the plant equivalent of teeth, using internal thorns or spines. A mouth with a sludgy interior might slop the victim with digestive juices. Unless the plant is mobile and fast, it will need some sort of motile grabbing limb to get its victims into the mouth. | Hallucinogenic dust, spores, or smell causes victim to see the plant as something attractive that he wants to touch. An attractive member of the opposite sex or piles of treasure are good examples, although the specific nature of your adventure might suggest other ideas. Roll on table 2-61 to get ideas about how the plant delivers the substance. |
| 11-20 | The plant has motile vines or tendrils that inflict an unusual type of additional damage, usually automatic and progressive if the tendrils manage to grab and hold the victim. The following are ideas for such damage: poison (instantly lethal, progressively lethal, or progressively damaging), heat, cold, acid, electricity, squeezing, and thorns. | The plant can animate other nearby plants (probably symbionts) so that they entangle and pull prey toward it. |
| 21-30 | The plant enfolds its victims and begins to digest them using acidic sap or other digestive substances. | The plant uses a rudimentary form of magic to enchant its prey. The victim walks toward the plant, and takes no other actions. |
| 31-40 | The plant enfolds its victims and begins to incorporate them into its own body, changing them to plant matter or lacing them through with tiny digestive tendrils that aren't easily removed. | The plant uses a rudimentary form of magic to enchant its prey. The victim will eventually be eaten, but first it will try to pull nearby creatures (other characters) toward the plant. |
| 41-50 | The plant's motile limbs can cause the victim to become paralyzed or otherwise helpless (go limp from pleasurable narcotic, be electrically stunned, turn rigid from a poisonous substance, etc). | The plant issues a highly attractive narcotic smell, which causes victims to forget what they are doing and move toward the plant. |
| 51-60 | Confusion. A substance on the plant's motile limbs acts like a drug, causing victims to move, or even attack, randomly. | The plant has an organ (possibly even a human-looking eye) that functions as a gaze attack. The organ might always be visible, or part of the plant might open up to reveal it during combat. Those affected by the attack will move toward the plant. |
| 61-70 | The plant has a substance (coated with sap or slime) or an injector (thorns) on its body. Motile limbs grab victims and carry them to the body so that these short-range weapons can be used. The substance causes a transformation in the victim. He progressively turns into a "plant zombie" with seeds attached to him, and starts traveling around while shedding the seeds (this is how the plant reproduces). | The plant has a rudimentary teleportation ability. For an interesting twist, try having teleportation be the result of a failed saving throw against a Physical Distance Attack on Table 2-61. That's pretty darn weird. |
| 71-80 | The plant's motile limbs stun a victim for short periods of time when they hit (a saving throw might or might not apply). If the limbs cause clubbing-type damage, the stunning is simply caused by the force of the blow. If the limbs cause cutting or piercing type damage, then the stunning is caused by a weak poison in the creature's sap. | The plant zaps potential victims with a magical ray, hypnotizing or charming them. They proceed to walk zombie-like into the plant's clutches. |
| 91-00 | The plant is a dangerous one, with lethal poison on its limb attack. The poison might not be instantly lethal, but it's a possibility — especially if the plant is rooted to the ground, since an escaping poison victim won't die near the roots. Slow poison; no fertilizer. | The plant can grow thin roots (about the width of twine) that crawl out very quickly from the plant's central body. If one of these roots manages to catch up with prey, the central plant pumps nutrients into it, letting it thicken to the width of a rope that can haul the victim back by the ankles. This sort of attack makes for a good tactical encounter, since the rootlets can grow around corners and the party might have to divide its efforts between attacking the plant's central body or hacking at little rootlets. |

BOOK TWO: MONSTERS — MONSTER TYPES

Table 2-62: Physical Distance Attacks for Plants

| Die Roll | Physical Distance Attack | Special Effect of Distance Attack (If Applicable) |
|--------------|---|---|
| 01-05 | Bomb or grenade-type attack. The plant hurls big seed-pods, spore-sacs, or gas-bulbs. They might hit the target directly or not, but they also have a burst radius. | Acid (damage for a series of rounds, and stronger acids might damage equipment) |
| 06-10 | Exhaled cloud (gas or mist) | Cold. Some sort of chemical reaction in the substance of the distance attack makes it cause damaging cold. For the life of me, I can't figure out how this would fit into a plant's life cycle, but it's an interesting thought, isn't it? |
| 11-15 | Exhaled cone (gas or mist) | Confusion. The substance is like a drug, causing victims to move, or even attack, randomly. |
| 16-20 | Gas or mist (radial release in all directions) | Disease causing a transformation in the victim. He progressively turns into a "plant zombie" with seeds attached to him, and starts traveling around while shedding the seeds (this is how the plant reproduces). |
| 21-25 | Gas or mist: exhaled stream at single opponent | Disease causing a transformation in the victim: turns into one of these plant creatures (in a matter of days). |
| 26-30 | Horrid, massive, vomit-eruption of liquid or goo (short range, but hits anyone in the area) | Disease causing slow but progressive onset of paralysis (not lethal, but the effects might last for days). |
| 31-35 | Hurls, fires, or spits: needles, thorns or spikes | Disease causing victim to carry spores or seeds. In a matter of days, he turns into a "bag" of spores or seeds, and explodes or otherwise dies. This is how the plant spreads its seeds. There should be a physical sign of the condition so the players know that they need to get the character cured before he dies. |
| 36-40 | Ray (uses eyelike organ, eyestalks, or other non-eyelike organ) | Disease with slow onset of death (measured in several melee rounds, not days). |
| 41-45 | Smell (directed squirt at a single target) | Double-whammy. The victim gets an uncontrollable hunger to eat fruit from the plant. Not only does this bring him close to the plant, where it can attack him, but the fruit does something very unpleasant as well, if he manages to eat it. |
| 46-50 | Smell (in a directed cone) | Hallucinations. These could cause a multitude of effects: fear, confused and unpredictable actions, attempts to damage oneself, etc. |
| 51-55 | Smell (radius) | Heat. Some sort of chemical reaction is intended to cook the plant's food. Powerful versions of this might cause metal armor to inflict damage for more than one combat round. |
| 56-60 | Spit (glob or liquid, single target) | Lethal poison with rapid or immediate onset of death. |
| 61-65 | Spit (line of liquid, ooze, or sap) | Lethal poison with slow onset (but probably causing immediate and progressive weakness). |
| 66-70 | Spores (cone) | Mental control by plant. The substance delivered by the physical distance attack allows the victim to perceive mind-waves emanating from the plant, and he follows its commands. If he makes a saving throw, he might get the interesting result of hearing the commands but not feeling compelled to follow them. |
| 71-75 | Spores (launches a "bag" that explodes) | Non-lethal poison causing fear (flight or disorganized retreat). |
| 76-80 | Spores (line toward single opponent) | Non-lethal poison causing lethargy or slowness of action. |
| 81-85 | Spores (radial "burst") | Non-lethal poison causes mental-type paralysis (renders victim utterly blissful, causes victim not to care about movement, causes paralyzing fear, etc). |
| 86-90 | Spray (cone of liquid, ooze, or sap) | Non-lethal poison causing physical paralysis. |
| 91-95 | Spray (line of liquid, ooze, or sap aimed at single opponent) | Non-lethal poison causing effective paralysis: e.g., nausea or seizures. |
| 96-00 | Squirt liquid (single target) | Uncontrolled emotion. The effect of the substance on humans is an uncontrolled emotion such as berserker rage, incapacitating sorrow, fits of uncontrolled laughter, or some similar effect. |

Table 2-63: Sample Unusual Reproduction Methods for Plants

In many cases, a plant-monster's attack method is involved with the plant's reproductive cycle. In cases where it isn't, and when you want to add a bit of weirdness to the plant's overall nature, this short table offers a couple of unusual modes of plant reproduction to spark your creativity. Note that the primary reproductive strategy for plants is a matter of making seeds travel as far as possible from the parent-plant.

| Die Roll | Reproductive Cycle |
|----------|--|
| 01-20 | The plant injects or drops seeds into the water. The seeds become tadpole-like creatures (animal or vegetable, it doesn't matter). The tadpoles swim to new locations using their whip-like tails. They die, and the internal seed-matter begins to grow as a new plant. |
| 21-40 | The plant doesn't just produce seeds – it produces flying insects (whether these are true animals or plant-insects doesn't matter). The insects fly about for a while, die, fall to the ground, and germinate into new plants. |
| 41-60 | By whatever means the plant might also grab hold of adventurers, it grabs birds and small animals such as rabbits and chipmunks. It injects these creatures with seed-larva. Then it releases the small creature, which carries along on its merry way until the larva eat it from within and germinate in its dead carcass. |
| 61-80 | The plant drops a "phase one" seed into the ground. The phase one seed grows into a small, mobile plant that scurries away. The mobile plant proceeds to scatter "phase two" seeds as it travels. The "phase two" seeds grow into the original plant form, which then begins to produce more "phase one" seeds. |
| 81-00 | The plant produces a shiny, gem-like seed. These are picked up by birds, which carry them away to put into nests. When the seeds sprout, they send out little vines that feed upon eggs. |

Undead

In folklore, almost all undead creatures arise from some sort of break in the normal life cycle as that culture defines the life cycle (and that's not always the same in all cultures). Some ceremony wasn't performed – often burial or last rites, or some action taken by the undead person during his life represented a breach of the natural order of things. The tables below focus on this aspect of Undeath, although first there's a comprehensive list of undead "types" to help you focus on the explanation, which you might generate with the later tables. Obviously, if your "explanation" of the undead creature generates a fantastic idea that doesn't mesh with the type, stick with your imagination, not with the tables.

Table 2-64: Basic Types of Undead Creatures

| Die Roll | Undead Type |
|----------|--|
| 01-04 | Corporeal, genius, non-reproductive |
| 05-08 | Corporeal, genius, reproduces through prey |
| 09-12 | Corporeal, non-intelligent, non-reproductive |
| 13-16 | Corporeal, non-intelligent, reproduces through prey |
| 17-20 | Corporeal, semi-intelligent, non-reproductive |
| 21-24 | Corporeal, semi-intelligent, reproduces through prey |
| 25-28 | Incorporeal, genius, non-reproductive |
| 29-32 | Incorporeal, genius, reproduces through prey |
| 33-36 | Incorporeal, non-intelligent, non-reproductive |
| 37-40 | Incorporeal, non-intelligent, reproduces through prey |
| 41-44 | Incorporeal, semi-intelligent, non-reproductive |
| 45-48 | Incorporeal, semi-intelligent, reproduces through prey |
| 49-52 | Non-human corporeal, intelligent, non-reproductive |
| 53-56 | Non-human, corporeal, intelligent, contagious Undeath |
| 57-60 | Non-human, corporeal, non-intelligent, contagious Undeath |
| 61-64 | Non-human, corporeal, non-intelligent, non-reproductive |
| 65-68 | Non-human, corporeal, semi-intelligent, contagious Undeath |
| 69-72 | Non-human, corporeal, semi-intelligent, non-reproductive |
| 73-76 | Non-human, incorporeal, intelligent, contagious Undeath |
| 77-80 | Semi-corporeal, genius, non-reproductive |
| 81-84 | Semi-corporeal, genius, reproduces through prey |
| 85-88 | Semi-corporeal, non-intelligent, non-reproductive |
| 89-92 | Semi-corporeal, non-intelligent, reproduces through prey |
| 93-96 | Semi-corporeal, semi-intelligent, non-reproductive |
| 97-00 | Semi-corporeal, semi-intelligent, reproduces through prey |

Table 2-65: Causes of Intelligent Undeath

| Die Roll | Cause of Intelligent Undeath |
|----------|--|
| 01-10 | Cursed by enemy |
| 11-20 | Cursed by gods |
| 21-30 | Disease such as vampirism |
| 31-40 | Prepared by others for Undeath, at or before death (unwillingly) |
| 41-50 | Prepared by others for Undeath, at or before death (willingly) |
| 51-60 | Prepared self for Undeath, during life |
| 61-70 | Rejected from underworld for some reason |
| 71-80 | Returned partially by actions of others |
| 81-90 | Returned to gain vengeance for own killing |
| 91-00 | Returned to guard location or item important to self during life |



BOOK TWO: MONSTERS — MONSTER TYPES

Table 2-66: Preparations for Intelligent Undeath

Note that some of these preparations might be voluntary on the part of the person being prepared for intelligent Undeath. Other preparations described on this table would be the activity of someone else, with or without the consent of the person being prepared.

| Die Roll | Preparation |
|--------------|---|
| 01-10 | Actions are taken to ensure that a god will curse the soul with intelligent undeath |
| 11-20 | Corpse/body is preserved/prepared in such a way that the soul (or life force) cannot depart |
| 21-30 | Living body parts incorporated into corpse keep it “alive” |
| 31-40 | New soul brought into dead body |
| 41-50 | Pact with gods/powers of afterlife to reject soul |
| 51-60 | Physical preparation raises body with echo of former intelligence |
| 61-70 | Physical preparation raises body with full former intelligence |
| 71-80 | Ritual binds soul to a place |
| 81-90 | Soul captured by ritual, kept in the wrong plane of existence |
| 91-00 | Soul captured in item to prevent completion of the death cycle |

Table 2-67: Breaks in the Life Cycle

As mentioned above, most Undeath traditionally results from a break in the natural order of the victim’s life cycle. Looking through the following wide assortment of such “breaks” may give you some good ideas for specific details about your undead creature.

| Die Roll | Nature of the Break (d100) | Die Roll | Nature of the Break (d100) |
|-----------|--|-----------|---|
| 01 | Deliberately cursed at death by others for actions during lifetime | 30 | Died after committing crime: Forgery |
| 02 | Died after committing crime: Arson | 31 | Died after committing crime: Forsaking an oath |
| 03 | Died after committing crime: Assault | 32 | Died after committing crime: Gambling |
| 04 | Died after committing crime: Bankruptcy | 33 | Died after committing crime: Grave robbery |
| 05 | Died after committing crime: Battery | 34 | Died after committing crime: Harboring a criminal |
| 06 | Died after committing crime: Begging | 35 | Died after committing crime: Harboring a slave |
| 07 | Died after committing crime: Blackmail | 36 | Died after committing crime: Heresy |
| 08 | Died after committing crime: Blasphemy | 37 | Died after committing crime: Horse theft |
| 09 | Died after committing crime: Breach of contract | 38 | Died after committing crime: Incest |
| 10 | Died after committing crime: Breach of financial duty | 39 | Died after committing crime: Inciting to riot |
| 11 | Died after committing crime: Breaking and entering | 40 | Died after committing crime: Insanity |
| 12 | Died after committing crime: Bribery | 41 | Died after committing crime: Kidnapping |
| 13 | Died after committing crime: Burglary | 42 | Died after committing crime: Lewdness, private |
| 14 | Died after committing crime: Cattle theft or rustling | 43 | Died after committing crime: Lewdness, public |
| 15 | Died after committing crime: Consorting with demons | 44 | Died after committing crime: Libel |
| 16 | Died after committing crime: Counterfeiting | 45 | Died after committing crime: Manslaughter |
| 17 | Died after committing crime: Cowardice or desertion | 46 | Died after committing crime: Misuse of public funds |
| 18 | Died after committing crime: Demonic possession | 47 | Died after committing crime: Murder |
| 19 | Died after committing crime: Desecration | 48 | Died after committing crime: Mutiny |
| 20 | Died after committing crime: Disrespect to clergy | 49 | Died after committing crime: Necromancy |
| 21 | Died after committing crime: Disrespect to nobility | 50 | Died after committing crime: Participating in forbidden meeting |
| 22 | Died after committing crime: Drug possession | 51 | Died after committing crime: Perjury |
| 23 | Died after committing crime: Drug smuggling | 52 | Died after committing crime: Pickpocket |
| 24 | Died after committing crime: Drunkenness | 53 | Died after committing crime: Piracy |
| 25 | Died after committing crime: Embezzlement | 54 | Died after committing crime: Poisoning |
| 26 | Died after committing crime: Escaped slave | 55 | Died after committing crime: Possession of forbidden weapon |
| 27 | Died after committing crime: Extortion | 56 | Died after committing crime: Prison escape |
| 28 | Died after committing crime: False imprisonment | 57 | Died after committing crime: Prostitution |
| 29 | Died after committing crime: Fleeing crime scene | | |

Table 2-67: Breaks in the Life Cycle Continued

| Die Roll | Nature of the Break (d100) |
|----------|---|
| 58 | Died after committing crime: Public recklessness |
| 59 | Died after committing crime: Racketeering |
| 60 | Died after committing crime: Rape |
| 61 | Died after committing crime: Receiving stolen goods (fencing) |
| 62 | Died after committing crime: Robbery |
| 63 | Died after committing crime: Sabotage |
| 64 | Died after committing crime: Sale of shoddy goods |
| 65 | Died after committing crime: Sedition |
| 66 | Died after committing crime: Slander |
| 67 | Died after committing crime: Smuggling |
| 68 | Died after committing crime: Soliciting |
| 69 | Died after committing crime: Swindling |
| 70 | Died after committing crime: Theft |
| 71 | Died after committing crime: Treason |
| 72 | Died after committing crime: Trespass |
| 73 | Died after committing crime: Using false measures |
| 74 | Died after committing crime: Witchcraft |
| 75 | Died after violating taboo: dietary |
| 76 | Died after violating taboo: loyalty |
| 77 | Died after violating taboo: marriage |
| 78 | Died after violating taboo: sexual |

| Die Roll | Nature of the Break (d100) |
|----------|---|
| 79 | Died as a glutton |
| 80 | Died as a miser |
| 81 | Died as coward |
| 82 | Died deliberately |
| 83 | Died unloved and unmourned |
| 84 | Died while a slave |
| 85 | Died while owning slaves |
| 86 | Died without children |
| 87 | Died without dying (I don't know, but it sounds good) |
| 88 | Died without fulfilling contract |
| 89 | Died without fulfilling oath |
| 90 | Died without honor (marriage or parenthood) |
| 91 | Died without honor (traitor) |
| 92 | Died without manhood/womanhood rites |
| 93 | Died without marrying |
| 94 | Died without proper preparations for death |
| 95 | Died without properly honoring ancestors |
| 96 | Died without tribal initiation |
| 97 | Eaten after death |
| 98 | Not buried/burned |
| 99 | Not given proper death ceremonies |
| 100 | Not given proper preparations for afterlife |

Table 2-68: Manner of Death

The manner in which an undead creature might have died can give rise to good ideas about the nature of the creature's abilities, appearance, and motivations (if it is an intelligent form of undead).

| Die Roll | Manner of Death |
|----------|---------------------------------------|
| 01 | Burned in fire |
| 02 | Burned in lava |
| 03 | Cooked and eaten |
| 04 | Crushed |
| 05 | Defeated in dishonorable combat |
| 06 | Defeated in honorable combat |
| 07 | Died during a storm |
| 08 | Died during harvest time |
| 09 | Died during peacetime |
| 10 | Died in a swamp |
| 11 | Died in particular ancient ruins |
| 12 | Died in the hills |
| 13 | Died in the mountains |
| 14 | Died near particular type of flower |
| 15 | Died near particular type of tree |
| 16 | Died of disease |
| 17 | Died of fright |
| 18 | Died of natural causes |
| 19 | Died of thirst |
| 20 | Died while carrying particular weapon |

| Die Roll | Manner of Death |
|----------|--|
| 21 | Died while carrying stolen goods |
| 22 | Died while wearing particular garment |
| 23 | Died while wearing particular piece of jewelry |
| 24 | Drowned |
| 25 | Executed by asphyxiation |
| 26 | Executed by cold |
| 27 | Executed by drowning |
| 28 | Executed by exposure to elements |
| 29 | Executed by fire |
| 30 | Executed by hanging |
| 31 | Executed by live burial |
| 32 | Executed by starvation |
| 33 | Executed by strangulation |
| 34 | Executed by thirst |
| 35 | Executed despite having been pardoned |
| 36 | Fell from great height |
| 37 | Frozen/hypothermia |
| 38 | Heart failure |
| 39 | In the saddle |
| 40 | Killed by a creature that injects eggs |

BOOK TWO: MONSTERS — MONSTER TYPES

Table 2-68: Manner of Death Continued

| Die Roll | Manner of Death |
|----------|--------------------------------------|
| 41 | Killed by a deception |
| 42 | Killed by a jealous spouse |
| 43 | Killed by a jester |
| 44 | Killed by a lover |
| 45 | Killed by a lynch mob |
| 46 | Killed by a traitor |
| 47 | Killed by a trap |
| 48 | Killed by accident |
| 49 | Killed by ancient curse |
| 50 | Killed by birds |
| 51 | Killed by blood poisoning |
| 52 | Killed by demon |
| 53 | Killed by dogs/jackals |
| 54 | Killed by gluttony |
| 55 | Killed by insect(s) |
| 56 | Killed by inter-dimensional creature |
| 57 | Killed by magic |
| 58 | Killed by magic weapon |
| 59 | Killed by metal |
| 60 | Killed by mistake |
| 61 | Killed by own child |
| 62 | Killed by own parent |
| 63 | Killed by particular type of person |
| 64 | Killed by poisonous fungus |
| 65 | Killed by poisonous plant |
| 66 | Killed by pride |
| 67 | Killed by priest |
| 68 | Killed by relative |
| 69 | Killed by soldiers during battle |
| 70 | Killed by some particular monster |
| 71 | Killed by strange aliens |

| Die Roll | Manner of Death |
|----------|--|
| 72 | Killed by undead |
| 73 | Killed by wine or drunkenness |
| 74 | Killed by wooden object |
| 75 | Killed for a particular reason |
| 76 | Killed in a castle |
| 77 | Killed in a particular place |
| 78 | Killed in a tavern |
| 79 | Killed in particular ritual |
| 80 | Killed in tournament or joust |
| 81 | Killed near a particular thing |
| 82 | Killed on particular day of year |
| 83 | Killed under a particular zodiacal sign (i.e., a particular month or time) |
| 84 | Killed under moonlight |
| 85 | Killed underground |
| 86 | Killed while exploring |
| 87 | Killed while fishing |
| 88 | Killed while fleeing |
| 89 | Killed while hunting |
| 90 | Killed while leading others badly |
| 91 | Killed while leading others well |
| 92 | Murdered |
| 93 | Sacrificed to a demon |
| 94 | Sacrificed to a god |
| 95 | Sacrificed to ancient horror |
| 96 | Starved to death |
| 97 | Strangled |
| 98 | Struck by lightning |
| 99 | Struck down by gods |
| 100 | Tortured to death |

Verminous Creatures

Verminous creatures are often relatively small, and are usually the “trash-collectors” of a dungeon or other area. In some cases, you might want to have larger verminous creatures (a mutant or something), and these tables will work fine for the larger specimens as well. However, oozes also serve well for this type of monster, and so do the “macrobiotes.”

Table 2-69: Basic Profile of Verminous Creature

| Die Roll | Part One of Combination | Part Two of Combination |
|--------------|-------------------------|--|
| 01-10 | Blood-sucking | Bat-like things |
| 11-20 | Burrowing | Beetles |
| 21-30 | Disease-bearing | Bird-like things |
| 31-40 | Floor-licking | Crustaceans |
| 41-50 | Flying | Fish-like things |
| 51-60 | Paralysis-inducing | Little gooey things (jellyfish or ooze-like) |
| 61-70 | Rot-causing | Roaches |
| 71-80 | Sleep-inducing | Rodents (cat size) |
| 81-90 | Slightly venomous | Rodents (larger than cats) |
| 91-00 | Substance-dissolving | Worms |

Table 2-70: Special Features of a Verminous Creature-Type

| Die Roll | Special Feature |
|--------------|--|
| 01-10 | Can be frightened away (or at least kept at bay) with fire, loud noise, or other stimulus |
| 11-20 | Stalks prey over a long distance, waiting for the right time to attack |
| 21-30 | The little ones are sometimes accompanied by a much bigger one |
| 31-40 | Fast moving; more difficult to hit than one would expect |
| 41-50 | Unusual response or immunity to spells, or to spells of a particular type. |
| 51-60 | Acts as if unusually intelligent, due to instinct or a hive mind. |
| 61-70 | Implants eggs into victims – but since these are generally weaker creatures, the incubation time should be very long, or it should be hard to get infected, or it should be easy to get cured. |
| 71-80 | Amphibious; they generally live and nest in the water, where it's hard to find or kill them, but they hunt on land. |
| 81-90 | Roll on Special Attacks Table 2-78 |
| 91-00 | Roll on Special Defenses and Abilities Table 2-82 |

Vermin Movement-Systems

Vermin are generally a “filler” type of monster, and unusual vermin are usually inspired by the pre-existing nature of the adventure’s location. However, if you’re taking the interesting approach of getting adventure inspiration from a type of vermin, here is one way to go about it. The following table addresses some different ways in which vermin might move around through the adventure area. The table is probably more useful in the context of a specific adventure scenario than for the generation of a particular species of vermin, but since it pertains to a specific class of monster it is included here.

Table 2-71: Vermin Movement-Systems

| Die Roll | Mode of Movement |
|--------------|---|
| 01-20 | Delivery and Retrieval. Some mechanism or process in the adventure area delivers the vermin to a location and then retrieves them (or lets them die). This is an analogy to the use of “scrubbing bubbles,” or nano-technology. It doesn’t need to be high-tech or even well explained. Perhaps a chute simply delivers green slime or rats to a particular location, and then spouts corrosive gas into the area when the vermin are assumed to have eaten whatever needs to be eaten. Or perhaps a big suction-hose gathers them up after a period of time. |
| 21-40 | Dimensional movement or lairs. Whether or not the vermin have any dimensional powers that manifest in combat, they live and/or move about through some other dimension (not another plane of existence – just another dimension). This might be a feature of the vermin themselves, or it might be an odd feature of the adventure area. |
| 41-60 | Elemental association. The vermin move through an elemental plane of some kind. In this case, they are probably elemental creatures of some kind, or a hybrid of “pure” elemental matter and normal “mixed” material. |
| 61-80 | Through tunnels burrowed in the walls, ceiling, or floors. The standard, in other words. |
| 81-00 | Vermin infest moving monsters. Perhaps the vermin are parasites, or perhaps their larvae are dropped from the movement of some other kind of monster (a golem?). This would keep the vermin population moving around. |



Part Two:

General Monster Tables

Overall Combat Profile

This table generates an overall combat profile for a monster, regardless of type. The first column addresses the monster's attack profile by identifying the body parts used for physical attacks (each body type leading to a specific subtable), and the number of special attacks the monster uses (generated on Special Attack subtables). The second column (which contains only a small number of actual entries) sets the number of special defenses the monster uses. In addition to special defenses, the second column sets the monster's number of Distinctive Attributes. Distinctive Attributes can be skipped in favor of moving on to the specific monster types after generating a combat profile.

Table 2-72: Monster's Overall Combat Profile

| Die Roll | Physical and Special Attacks (d100) | Special Defenses (d100) |
|----------|--|--|
| 01 | Head attack only (2-73), no special attack | No Special Defense, one Distinctive Attribute |
| 02 | Limb attack only (2-74), no special attack | One Special Defense, one Distinctive Attribute |
| 03 | Body attack only (2-75), no special attack | One Special Defense, one Distinctive Attribute |
| 04 | Tail attack only (2-76), no special attack | Two Special Defenses, one Distinctive Attribute |
| 05 | Head (2-73) and limb (2-74) attacks, no special attack | Two Special Defenses, one Distinctive Attribute |
| 06 | Head (2-73) and body (2-75) attacks, no special attack | Three Special Defenses, one Distinctive Attribute |
| 07 | Head (2-73) and tail (2-76) attacks, no special attack | No Special Defense, two Distinctive Attributes |
| 08 | Limb (2-74) and body (2-75) attacks, no special attack | One Special Defense, two Distinctive Attributes |
| 09 | Limb (2-74) and tail (2-76) attacks, no special attack | One Special Defense, two Distinctive Attributes |
| 10 | Body (2-75) and tail (2-76) attacks, no special attack | Two Special Defenses, two Distinctive Attributes |
| 11 | Head (2-73), limb (2-74), and body (2-75) attacks, no special attack | Two Special Defenses, two Distinctive Attributes |
| 12 | Head (2-73), limb (2-74), and tail (2-76) attacks, no special attack | Three Special Defenses, two Distinctive Attributes |
| 13 | Limb (2-74), body (2-75), and tail (2-76) attacks, no special attack | No Special Defense, one Distinctive Attribute |
| 14 | Head attack only (2-73), 1 special attack | One Special Defense, one Distinctive Attribute |
| 15 | Limb attack only (2-74), 1 special attack | One Special Defense, one Distinctive Attribute |
| 16 | Body attack only (2-75), 1 special attack | Two Special Defenses, one Distinctive Attribute |
| 17 | Tail attack only (2-76), 1 special attack | Two Special Defenses, one Distinctive Attribute |
| 18 | Head (2-73) and limb (2-74) attacks, 1 special attack | Three Special Defenses, one Distinctive Attribute |
| 19 | Head (2-73) and body (2-75) attacks, 1 special attack | No Special Defense, two Distinctive Attributes |
| 20 | Head (2-73) and tail (2-76) attacks, 1 special attack | One Special Defense, two Distinctive Attributes |
| 21 | Limb (2-74) and body (2-75) attacks, 1 special attack | One Special Defense, two Distinctive Attributes |
| 22 | Limb (2-74) and tail (2-76) attacks, 1 special attack | Two Special Defenses, two Distinctive Attributes |
| 23 | Body (2-75) and tail (2-76) attacks, 1 special attack | Two Special Defenses, two Distinctive Attributes |
| 24 | Head (2-73), limb (2-74), and body (2-75) attacks, 1 special attack | Three Special Defenses, two Distinctive Attributes |
| 25 | Head (2-73), limb (2-74), and tail (2-76) attacks, 1 special attack | No Special Defense, one Distinctive Attribute |
| 26 | Limb (2-74), body (2-75), and tail (2-76) attacks, 1 special attack | One Special Defense, one Distinctive Attribute |
| 27 | Head attack only (2-73), 2 special attacks | One Special Defense, one Distinctive Attribute |
| 28 | Limb attack only (2-74), 2 special attacks | Two Special Defenses, one Distinctive Attribute |
| 29 | Body attack only (2-75), 2 special attacks | Two Special Defenses, one Distinctive Attribute |
| 30 | Tail attack only (2-76), 2 special attacks | Three Special Defenses, one Distinctive Attribute |
| 31 | Head (2-73) and limb (2-74) attacks, 2 special attacks | No Special Defense, two Distinctive Attributes |

BOOK TWO: MONSTERS — GENERAL MONSTER TABLES

Table 2-72: Monster's Overall Combat Profile Continued

| Die Roll | Physical and Special Attacks (d100) | Special Defenses (d100) |
|----------|--|--|
| 32 | Head (2-73) and body (2-75) attacks, 2 special attacks | One Special Defense, two Distinctive Attributes |
| 33 | Head (2-73) and tail (2-76) attacks, 2 special attacks | One Special Defense, two Distinctive Attribute |
| 34 | Limb (2-74) and body (2-75) attacks, 2 special attacks | Two Special Defenses, two Distinctive Attributes |
| 35 | Limb (2-74) and tail (2-76) attacks, 2 special attacks | Two Special Defenses, two Distinctive Attributes |
| 36 | Body (2-75) and tail (2-76) attacks, 2 special attacks | Three Special Defenses, two Distinctive Attributes |
| 37 | Head (2-73), limb (2-74), and body (2-75) attacks, 2 special attacks | No Special Defense, one Distinctive Attribute |
| 38 | Head (2-73), limb (2-74), and tail (2-76) attacks, 2 special attacks | One Special Defense, one Distinctive Attribute |
| 39 | Limb (2-74), body (2-75), and tail (2-76) attacks, 2 special attacks | One Special Defense, one Distinctive Attribute |
| 40 | Head attack only (2-73), no special attack | Two Special Defenses, one Distinctive Attribute |
| 41 | Limb attack only (2-74), no special attack | Two Special Defenses, one Distinctive Attribute |
| 42 | Body attack only (2-75), no special attack | Three Special Defenses, one Distinctive Attribute |
| 43 | Tail attack only (2-76), no special attack | No Special Defense, two Distinctive Attributes |
| 44 | Head (2-73) and limb (2-74) attacks, no special attack | One Special Defense, two Distinctive Attributes |
| 45 | Head (2-73) and body (2-75) attacks, no special attack | One Special Defense, two Distinctive Attribute |
| 46 | Head (2-73) and tail (2-76) attacks, no special attack | Two Special Defenses, two Distinctive Attributes |
| 47 | Limb (2-74) and body (2-75) attacks, no special attack | Two Special Defenses, two Distinctive Attributes |
| 48 | Limb (2-74) and tail (2-76) attacks, no special attack | Three Special Defenses, two Distinctive Attributes |
| 49 | Body (2-75) and tail (2-76) attacks, no special attack | No Special Defense, one Distinctive Attribute |
| 50 | Head (2-73), limb (2-74), and body (2-75) attacks, no special attack | One Special Defense, one Distinctive Attribute |
| 51 | Head (2-73), limb (2-74), and tail (2-76) attacks, no special attack | One Special Defense, one Distinctive Attribute |
| 52 | Limb (2-74), body (2-75), and tail (2-76) attacks, no special attack | Two Special Defenses, one Distinctive Attribute |
| 53 | Head attack only (2-73), 1 special attack | Two Special Defenses, one Distinctive Attribute |
| 54 | Limb attack only (2-74), 1 special attack | Three Special Defenses, one Distinctive Attribute |
| 55 | Body attack only (2-75), 1 special attack | No Special Defense, two Distinctive Attributes |
| 56 | Tail attack only (2-76), 1 special attack | One Special Defense, two Distinctive Attributes |
| 57 | Head (2-73) and limb (2-74) attacks, 1 special attack | One Special Defense, two Distinctive Attribute |
| 58 | Head (2-73) and body (2-75) attacks, 1 special attack | Two Special Defenses, two Distinctive Attributes |
| 59 | Head (2-73) and tail (2-76) attacks, 1 special attack | Two Special Defenses, two Distinctive Attributes |
| 60 | Limb (2-74) and body (2-75) attacks, 1 special attack | Three Special Defenses, two Distinctive Attributes |
| 61 | Limb (2-74) and tail (2-76) attacks, 1 special attack | No Special Defense, one Distinctive Attribute |
| 62 | Body (2-75) and tail (2-76) attacks, 1 special attack | One Special Defense, one Distinctive Attribute |
| 63 | Head (2-73), limb (2-74), and body (2-75) attacks, 1 special attack | One Special Defense, one Distinctive Attribute |
| 64 | Head (2-73), limb (2-74), and tail (2-76) attacks, 1 special attack | Two Special Defenses, one Distinctive Attribute |
| 65 | Limb (2-74), body (2-75), and tail (2-76) attacks, 1 special attack | Two Special Defenses, one Distinctive Attribute |
| 66 | Head attack only (2-73), 2 special attacks | Three Special Defenses, one Distinctive Attribute |
| 67 | Limb attack only (2-74), 2 special attacks | No Special Defense, two Distinctive Attributes |
| 68 | Body attack only (2-75), 2 special attacks | One Special Defense, two Distinctive Attributes |
| 69 | Tail attack only (2-76), 2 special attacks | One Special Defense, two Distinctive Attribute |
| 70 | Head (2-73) and limb (2-74) attacks, 2 special attacks | Two Special Defenses, two Distinctive Attributes |
| 71 | Head (2-73) and body (2-75) attacks, 2 special attacks | Two Special Defenses, two Distinctive Attributes |
| 72 | Head (2-73) and tail (2-76) attacks, 2 special attacks | Three Special Defenses, two Distinctive Attributes |
| 73 | Limb (2-74) and body (2-75) attacks, 2 special attacks, | No Special Defense, one Distinctive Attribute |
| 74 | Limb (2-74) and tail (2-76) attacks, 2 special attacks | One Special Defense, one Distinctive Attribute |
| 75 | Body (2-75) and tail (2-76) attacks, 2 special attacks | One Special Defense, one Distinctive Attribute |
| 76 | Head (2-73), limb (2-74), and body (2-75) attacks, 2 special attacks | Two Special Defenses, one Distinctive Attribute |
| 77 | Head (2-73), limb (2-74), and tail (2-76) attacks, 2 special attacks | Two Special Defenses, one Distinctive Attribute |
| 78 | Limb (2-74), body (2-75), and tail (2-76) attacks, 2 special attacks | Three Special Defenses, one Distinctive Attribute |

Table 2-72: Monster's Overall Combat Profile Continued

| Die Roll | Physical and Special Attacks (d100) | Special Defenses (d100) |
|----------|--|--|
| 79 | Head attack only (2-73), no special attack | No Special Defense, two Distinctive Attributes |
| 80 | Limb attack only (2-74), no special attack | One Special Defense, two Distinctive Attributes |
| 81 | Head (2-73) and limb (2-74) attacks, no special attack | One Special Defense, two Distinctive Attribute |
| 82 | Head (2-73) and tail (2-76) attacks, no special attack | Two Special Defenses, two Distinctive Attributes |
| 83 | Limb (2-74) and tail (2-76) attacks, no special attack | Two Special Defenses, two Distinctive Attributes |
| 84 | Head attack only (2-73), 1 special attack | Three Special Defenses, two Distinctive Attributes |
| 85 | Limb attack only (2-74), 1 special attack | No Special Defense, one Distinctive Attribute |
| 86 | Head (2-73) and limb (2-74) attacks, 1 special attack | One Special Defense, one Distinctive Attribute |
| 87 | Head (2-73) and tail (2-76) attacks, 1 special attack | One Special Defense, one Distinctive Attribute |
| 88 | Limb (2-74) and tail (2-76) attacks, 1 special attack | Two Special Defenses, one Distinctive Attribute |
| 89 | Head attack only (2-73), 1 special attack | Two Special Defenses, one Distinctive Attribute |
| 90 | Limb attack only (2-74), 1 special attack | Three Special Defenses, one Distinctive Attribute |
| 91 | Head (2-73) and limb (2-74) attacks, 1 special attack | No Special Defense, two Distinctive Attributes |
| 92 | Head (2-73) and tail (2-76) attacks, 1 special attack | One Special Defense, two Distinctive Attributes |
| 93 | Limb (2-74) and tail (2-76) attacks, 1 special attack | One Special Defense, two Distinctive Attribute |
| 94 | Head (2-73) attack only, 2 special attacks | Two Special Defenses, two Distinctive Attributes |
| 95 | Limb attack only (2-74), 2 special attacks | Two Special Defenses, two Distinctive Attributes |
| 96 | Head attack only (2-73), 3 special attacks | Three Special Defenses, two Distinctive Attributes |
| 97 | Limb attack only (2-74), 3 special attacks | One Special Defense, two Distinctive Attributes |
| 98 | Body attack only (2-75), 2 special attacks | One Special Defense, two Distinctive Attribute |
| 99 | Body attack only (2-75), 2 special attacks | Two Special Defenses, two Distinctive Attributes |
| 100 | Head (2-73) and body (2-75) attacks, 2 special attacks | Two Special Defenses, two Distinctive Attributes |

Table 2-73: Head Attacks

Note: Many head attacks are the sort that can inject toxins, but this possibility shows up on the special attack tables when the delivery method is “touch,” so it’s not specifically listed on this table.

| Die Roll | Head Attack |
|----------|-------------------------------------|
| 01-05 | Antenna (whip or grab) |
| 06-10 | Antennae (piercing) |
| 11-15 | Antennae (slashing) |
| 16-20 | Antlers |
| 21-25 | Facial tentacles (cutting) |
| 26-30 | Facial tentacles (grabbing) |
| 31-35 | Facial tentacles (piercing) |
| 36-40 | Head butt |
| 41-45 | Head butt (cutting) |
| 46-50 | Head butt (spiked) |
| 51-55 | Mouth bite (beak) |
| 56-60 | Mouth bite (giant swallowing-mouth) |
| 61-65 | Mouth bite (grinding plates) |
| 66-70 | Mouth bite (mandibles) |
| 71-75 | Mouth bite (teeth or fangs) |
| 76-80 | One horn |
| 81-85 | Mouth bite (teeth or fangs) |
| 86-90 | Tongue (2-77) |
| 91-95 | Tongue (2-77) |
| 96-00 | Two horns |

BOOK TWO: MONSTERS — GENERAL MONSTER TABLES

Table 2-74: Limb Attacks

| Die Roll | Limb Attack |
|----------|-----------------------|
| 01-08 | Claws |
| 09-16 | Pincer arm(s) |
| 17-24 | Tentacles |
| 25-32 | Pseudopods |
| 33-40 | Wing buffet |
| 41-48 | Trample |
| 49-56 | Talons |
| 57-65 | Clubbing limb |
| 66-74 | Cutting/scything limb |
| 75-83 | Piercing limb |
| 84-92 | Whip-limb |
| 93-00 | Uses weapon |

Table 2-77: Tongue Attacks

| Die Roll | Mode of Tongue Attack |
|----------|------------------------------------|
| 01-10 | Grabs and adheres |
| 11-20 | Grabs and crushes |
| 21-30 | Grabs and encircles |
| 31-40 | Grabs and pulls |
| 41-50 | Grabs and rasps |
| 51-60 | Grabs and strangles |
| 61-70 | Holds and acidic |
| 71-80 | Holds and poison |
| 81-90 | Pierces |
| 91-00 | Pierces and injects acid or poison |

Table 2-75: Body Attacks

| Die Roll | Body Attack |
|----------|--------------------------------------|
| 01-10 | Adheres and dissolves/digests |
| 11-20 | Body slam (crushing) |
| 21-30 | Body slam (spiked) |
| 31-40 | Constricts and crushes |
| 41-50 | Constricts and digests |
| 51-60 | Constricts and permits extra attacks |
| 61-70 | Enfolds and crushes |
| 71-80 | Enfolds and dissolves/digests |
| 81-90 | Enfolds and suffocates |
| 91-00 | Engulfs and digests |

Table 2-76: Tail Attacks

| Die Roll | Tail Attack |
|----------|--------------------------------------|
| 01-10 | Club-ended |
| 11-20 | Constricts and crushes |
| 21-30 | Constricts and permits extra attacks |
| 31-40 | Cutting ridges |
| 41-50 | Fires missile(s) |
| 51-60 | Pierces |
| 61-70 | Spike-ended |
| 71-80 | Stinger |
| 81-90 | Uses weapon |
| 91-00 | Whips/lashes |

Example Results

Let's say you want to create a monster using the method in Part Two, which starts with Table 2-72.

The first step is to roll on Table 2-72. Let's say that the results are a 20 on column 1 (for the Physical and Special Attacks) and a 52 on column 2 (for the Special Defenses). So, column 1 gives a head, tail, and a special attack. The 52 rolled on column 2 says that the monster has two Special Defenses and one Distinctive Attribute.

First we roll results for the head and the tail attacks. We roll a 76 on Table 2-73 (for the head attack) and a 17 on Table 2-76 (for the tail attack). These results indicate that we have a monster with a horned head (one horn), and a tail that crushes and constricts. Furthermore, the monster has a special attack. Rolling on Table 2-78 (we roll a 61), we discover that the creature emits some sort of clicking noise, with a special-attack type of effect. Rolling on Table 2-79 (let's say we roll a 23), we find that the creature causes cold damage by using this clicking noise. Odd but very interesting. Finally, we roll two special defenses on Table 2-82 and a Distinctive Attribute on Table 2-83. Let's say the results are a 45 and a 79 for the Special Defenses, and a 64 for the Distinctive Attribute. These results tell us that the monster is immune to transmutation-type magic, can summon animal allies, and that its death can curse or damage the killer.

Developing the idea: We've got a monster with one horn, a constricting tail, and a cold-based attack, which basically gave me two initial ideas. The first image was a white, furry, tadpole-like thing, which I dismissed as stupid, and the second idea was a white yeti-ape monster with a long whip-tail. Neither of these is exactly what the table describes, since a tadpole-thing would technically be crushing with its body, not a tail, and the yeti-monster would probably be getting some limb attacks that the table doesn't call for. That's not a problem: go with the visualization, not the table.

Suddenly it occurred to me, though, that the tadpole idea actually works pretty well if this is an aquatic monster. Take the head of a swordfish, give it an eel-type body with a long tail, and you've got a neat, nasty, subterranean fish. It doesn't need to be arctic at all – instead, it has a special attack that causes cold damage underwater.

The table suggests that this eyeless cave fish with its goring attack, tail attack, and cold-damage clicking attack can also summon animal allies (more of its own kind, perhaps). I'll go with that, but I basically decide to discard the immunity to magic and the death-curse. The death-curse simply doesn't fit unless this is a really high level, almost mythological creature, and the immunity to magic just seems like too much.

Obviously this example is just one way of approaching Part Two, but it should give you an idea of how the tables can be used to generate a monster.

Table 2-78: Special Attack Delivery Method

This table offers a higher percentage chance that the Special Attack will be delivered by touch, since the physical attack tables (with the exception of Tongue Attacks) do not provide for the possibility of a physical attack delivering poison, acid, etc.).

| Die Roll | Delivery Method for Special Attack | Die Roll | Delivery Method for Special Attack |
|----------|--|----------|---|
| 01-03 | Appearance (changes to dangerous appearance) | 43-45 | Mental power (burst in radius around monster) |
| 04-06 | Appearance (normal appearance is dangerous) | 46-48 | Mental power (one target) |
| 07-09 | Cast like a spell (affects number of hit dice) | 49-51 | Ray (eye, eyestalks, or other organ) |
| 10-12 | Cast like a spell (area effect) | 52-54 | Smell (radius) |
| 13-15 | Cast like a spell (one target) | 55-57 | Smell (squirted, cone) |
| 16-18 | Cast like a spell (radius around monster) | 58-60 | Smell (squirted, single target) |
| 19-21 | Constant effect (radius) | 61-63 | Sound (clicks, etc) (radius around monster) |
| 22-24 | Exhaled cloud | 64-66 | Speech (in radius from monster) |
| 25-27 | Exhaled cone | 67-69 | Spit (glob, single target) |
| 28-30 | Exhaled line | 70-72 | Spit (line) |
| 31-33 | Gaze | 73-75 | Spray (cone) |
| 34-36 | Gives off gas | 76-78 | Spray (line) |
| 37-39 | Mental power (affects number of hit dice) | 79-82 | Squirt liquid (single target) |
| 40-42 | Mental power (area effect) | 83-00 | Touch |

Table 2-79: Special Attack Type

| Die Roll | Special Attack |
|----------|--|
| 01 | Acid Damage (affecting action). The attack causes acidic damage to the target, but there's also a special effect involved – if the victim fails some sort of check (morale, saving throw, percentile chance, etc) he takes some action in response to or as a result of the acid (usually either due to panic or pain). The most likely candidates for involuntary responses to acid are panic (running), losing actions (getting acid off your skin), dropping items, or something similar. |
| 02 | Acid Damage (causes condition). In addition to normal damage and collateral damage the attack causes to equipment, the acid has a chance to put the victim into a particular combat condition – blindness being the most obvious, whether it's permanent or temporary. Other possibilities for such "special" acids might include: damaged sight resulting in combat penalties (but not complete blindness), a loss of charisma points, permanent scarring, or some other chemical reaction (perhaps this sort of acid turns re-grown skin blue, for example). |
| 03 | Acid Damage (hit or miss). The attack causes electrical damage, but a successful saving throw means that the target incurs no damage. In other words, the saving throw functions as a to-hit roll and if it is successful the attack missed. Another way of handling this is to require an attack roll for the attack itself (and then don't allow a saving throw). If the attack hits, items and equipment spattered with the acid are at great risk of damage (this is one of the signature features of acid as an attack form). Also, acid attacks often cause damage for more than one round. |
| 04 | Acid Damage (progressive). The victim takes acid damage, but continues to take damage in later combat rounds (probably a random number of rounds, but possibly a set number of rounds with declining damage each time – it's up to you). The continuing damage would almost certainly prevent spell casting, but might also create penalties on saving throws, attack rolls, and/or movement rate. Also, items spattered with the acid may be ruined. Progressive damage over several rounds (with attendant problems caused by pain) and the high likelihood of damaged equipment are the hallmarks of fantasy acid. |
| 05 | Acid Damage (save for half damage). The target takes half damage if he makes a successful saving throw; items he carries are also at risk of being destroyed by the acid. Generally, acid attacks are highly dangerous to items (even more so than fire attacks) and the effect lingers for more than a single combat round. |
| 06 | Adhesiveness and Friction. The special attack makes things stick to other things, or makes them slippery. This could be a magical power, a mental power, or it might be that the monster spits glue or oil. The obvious use of this power is to stick people in place, prevent them from moving, or make them drop (or unable to release) weapons. However, such an ability could also be used to give the monster extra mobility (if it slides), to haul opponents around (if the glue is at the end of a rope or tentacle), to attach dangerous things to other things, or as part of a characteristic trap the monster sets. |
| 07 | Affect Ground or Rock. This special attack can be used to open holes in the ground, collapse walls, cause the ground to grab people, etc. In many cases, only one particular kind of effect will be possible; the monster might be able to open cracks in the floor but not collapse walls, for example. Turning rock into mud (and back) is one interpretation of this sort of ability, and so is the use of a terrible roar to collapse ceilings. |
| 08 | Affect Metal. The monster can control metal (probably one specific type). This can include causing the metal to animate, affecting it as a magnet, making it rust, heating it up, chilling it to deadly low temperatures, causing it to conduct electricity, shaping it at will, making it brittle, changing its physical properties, causing it to constrict, or some combination thereof. |

BOOK TWO: MONSTERS — GENERAL MONSTER TABLES

Table 2-79: Special Attack Type Continued

| Die Roll | Special Attack |
|----------|---|
| 09 | Affect Stone or Wood. This is likely a form of rapid corrosion, but it could also be the ability to cause tremors in the substance, heat/cool it, warp it, shape it, or otherwise use it to damage people. |
| 10 | Affect Use of a Limb. This special attack can sever, destroy, or immobilize one of the victim's limbs. If the special attack is delivered by touch, this is probably a tentacle, whip, or other "grabbing" type of attack (attacks that sever limbs should be left to the really dangerous and rare monsters). If the attack is delivered at a range (by a gaze attack, for example), this might represent partial paralysis, a partial flesh-to-stone, or a chemical change that doesn't affect the entire body. |
| 11 | Affect Wood. The monster can control living and/or dead wood, cause it to animate, affect it like a magnet, heat it up, chill it, cause it to conduct electricity, cause it to act like a vampiric bloodsucker, shape it at will, or some combination thereof. In many cases, the monster will have a single, specific thing it can do, although some more powerful monsters might have a generalized ability to animate and control wood. |
| 12 | Animate Objects. The monster can animate nearby objects to serve as allies. Consider a few of the following ideas: perhaps the monster makes a specific object and has these around for use – indeed, it may be that the creature can only animate a specific type of pre-prepared object. Some monsters might also be restricted to animating objects made of a certain substance, made during a certain time period, or made by a certain race. |
| 13 | Asphyxiation. This special attack removes or reduces the target's ability to breathe. It could be by pulling the victim underwater, by filling the victim's lungs with fluid, by choking the victim's neck, by suffocating the victim, by removing the victim's memory of how to breathe, by surrounding the victim with dust or smoke, or a variety of other methods. Death is not immediate, and the period of time required for the victim to die can be measured out in several ways: a set number of combat rounds, a random number of combat rounds, a number of combat rounds related to the victim's constitution score, a number of rounds related to the victim's level, or a series of saving throws until the victim finally succumbs. Don't worry if the character seems to be able to hold his breath for an incredibly long time – just assume that he manages to catch a gasp of air somehow during the process – the important thing is to make the attack work well as part of the game, not to simulate exactly how long a person can hold his breath. |
| 14 | Aversion. The special attack creates an aversion to something, often an aversion to animals related to the monster, or to situations involving the monster's normal surroundings. For example, a giant, intelligent beetle's special attack might cause an aversion to beetles or bugs. Or, if the beetle is a subterranean creature, the special attack might cause an aversion to darkness. A table of Aversions is also contained in a later book. |
| 15 | Bleeding and Healing. This sort of special attack either causes ongoing damage (probably from bleeding or bloodsucking, but possibly for other reasons such as caustic materials) or causes damage that doesn't heal in the normal fashion. Ongoing damage is probably for a random number of rounds, rolling damage again each round. A list of possibilities: bleeding caused by jagged wound, bleeding caused by blood-thinning chemical, magical nature of bite/claw, cursed nature of bite/claw, mild poison in bite/claw/stinger, chemical reaction continues until the catalyst is used up (like acid), or a substance continues burning or producing energy until it is used up. (Yes, I know the last two are technically the same thing). If the special attack causes damage that doesn't heal normally, there are a few possibilities: (1) the damage cannot be cured by magical healing and must be regained by normal rest, (2) the damage can only be cured by magical healing, (3) the damage cannot be cured without a specific spell to neutralize poison, remove curse, or dispel magic, whichever seems appropriate to the monster's nature. |
| 16 | Body Infestation. This special attack infests the victim's body with a plant or animal growth. The result might be extremely minor: "you have fleas," problematic, "flea bites are distracting you and causing you to attack at -1," or quite deadly, "an enormous flea is growing inside you: each round you attack at a cumulative -1 to hit, and on round 10 you die unless cured." Vermin and fungi are the obvious candidates for this sort of attack, but this sort of attack would also include undead worms, growths that are contagious if the character gets too close to the other characters, and a variety of other possibilities. Conditions that worsen as time goes on work well with this sort of attack. |
| 17 | Bury. The attack buries the victim in some sort of substance, digs him down into the ground, or hauls up dirt and stone to cover him. Possible substances for a burial-type attack might include slime, ashes, gravel, plaster, hardening resin, rock, sand, and even water. |
| 18 | Charisma Loss. The attack drains one or more points of charisma from the victim. The attacker may or may not gain a benefit from the drain (additional hit points, to-hit bonuses, etc) depending upon whether it seems to fit well with the concept. If the victim reaches a charisma score of 0 as a result of successive attacks, one of several things might happen: the victim might die and become a creature similar to the attacker, or might remain alive as the attacker's mental slave. Another possibility is that the victim just dies, and a third possibility is that restoring the lost points becomes harder – what might have returned naturally is now a permanent condition requiring spells or divine intervention to reverse. Note that the drain might be temporary or permanent – this is up to you as a matter of how powerful you want the monster to be. |
| 19 | Cloud Vortex. Similar to the "Elemental" and "Energy" Vortex attacks, this is an attack in which the monster calls forth mist, smoke, steam, vapor, fog, or some other kind of gas in a whirlwind of power. The victim takes some damage from being hurled around, but the distinguishing feature is the effect of the substance being used for the vortex. It might be poisonous, might be choking, might be hot, might be cold, might conduct electricity, might dispel magic, or could have any number of other properties. The cloud probably lingers more than one combat round, possibly trapping its victims within, possibly moving from one victim to another, or possibly just remaining in one place as a potential obstacle during the rest of the combat. |

Table 2-79: Special Attack Type Continued

| Die Roll | Special Attack |
|----------|---|
| 20 | Clumsiness. Victim suffers one or more of the following: a penalty to hit, a penalty to armor class, inability or reduction in spell casting, and/or the chance to drop any items he is holding. Actual dexterity score is not necessarily affected. The way in which the attack causes clumsiness could include overloading one of the victim's emotions (joy, rage, hate, greed, fear); an alchemical reaction (mysterious chemicals in the creature's spittle); the aftereffects of an electrical shock; or a very weak poison, curse, or disease. The duration could range from only a couple of combat rounds to days in length. |
| 21 | Cold Damage (all or none). A blast of cold either hits or misses the target — this can be governed by an all-or-nothing saving throw, or it might be an attack for which the attacker needs to make a to-hit roll. Cold temperature normally wouldn't cause much collateral damage to items or equipment unless it is an unusually magical type of cold (perhaps affecting metal more than other substances, for example). |
| 22 | Cold Damage (manifestation). The special attack brings into being an abstract shape of pure coldness (serpentine, mist, etc). The manifestation causes cold damage (or makes a separate attack) each round for a set duration. |
| 23 | Cold Damage (save for half damage). A blast of cold inflicts hit-point damage, half if the target makes a saving throw or similar avoidance check. Unlike fire, cold damage doesn't usually risk much collateral damage to items and equipment. Cold damage can include such things as blasting particles of ice, or visibility-obscuring snow. |
| 24 | Cold Damage (unusual collateral damage). Cold temperature normally doesn't affect items or substances — at least, not in the traditional "save for half damage" type of attack. Cold attacks causing an unusual type of collateral damage are thus quite memorable, because they're a bit unexpected. A few possibilities include: metal is chilled and causes damage for more than one round; potions or other liquids freeze with some sort of random or unexpected effect; torch fire freezes; leather has a risk of turning brittle and breaking, etc. |
| 25 | Command Plants or Animals. The monster can command nearby plants or animals to serve as his allies. If the monster is a plant-monster, it may have a specific type of slave-plant (possibly a weaker monster-type with different abilities) that it can command or animate. A more powerful monster might be a general plant-lord type, or perhaps it can command any sort of fungus but not other types of plants. Animal-controlling monsters, as with plant-controllers, might be limited to specific types of animals (mammals, reptiles, etc) or might have a particular type of animal they breed, control, or live in symbiosis with. In some cases, animal or plant controllers (especially the ones with a specific type of ally) can turn their victims into that kind of plant or animal. |
| 26 | Constitution Loss. The attack drains one or more points of constitution from the victim. The attacker may or may not gain a benefit from the drain (additional hit points, to-hit bonuses, etc) depending upon whether it seems to fit well with the concept. If the victim reaches a constitution score of 0 as a result of successive attacks, one of several things might happen: the victim might die and become a creature similar to the attacker, or might remain alive as the attacker's mental slave. Another possibility is that the victim just dies, and a third possibility is that restoring the lost points becomes harder — what might have returned naturally is now a permanent condition requiring spells or divine intervention to reverse. Note that the drain might be temporary or permanent — this is up to you as a matter of how powerful you want the monster to be. |
| 27 | Curse (strategic). A "curse" can be almost anything, but what distinguishes it is that it responds to particular spells that remove ... curses. If the party happens to have a "remove curse" spell handy, the special attack's power can easily be negated, unless this is a super-powered curse of some kind. Strategic curses are long-term curses that don't necessarily have much immediate effect in a combat, but have repercussions in the game outside the realm of combat. Some of these are purely cosmetic, and would be reflected only in the role-playing environment: a change in skin color, a long nose (perhaps it grows when you tell a lie!), a change in gender — all of these are excellent curses even though they don't affect the game itself. Other strategic curses are those which restrict decision-making in between combats if they aren't dealt with. Examples of this type of curse include a "quest to obtain the grail," or "give half your treasure to the evil cult." |
| 28 | Curse (tactical). A "curse" can be almost anything, but what distinguishes it is that it responds to particular spells that remove ... curses. If the party happens to have a "remove curse" spell handy, the special attack's power can easily be negated, unless this is a super-powered curse of some kind. A "tactical" curse is one that focuses on the basic die rolls and mechanisms of the game — "strategic" curses focus more on flavor or other aspects of the game outside the combat rules. Tactical curses will generally accomplish one or more of the following: (1) lower an ability score, (2) cause random actions (running, singing, etc), possibly triggered by a low attack roll or with a risk of onset when the character attempts a particular action, (3) cause a specific sort of action, such as attacking allies or sleeping, when the curse is triggered by a bad die roll or other triggering event, (4) cause a penalty to attack rolls, damage rolls, and/or saving throws, (5) give the character a small chance of sudden death when attempting certain actions like running, attacking, casting a spell, walking into the light, etc, (6) cause a small amount of hit point damage whenever the character undertakes a particular action such as running, etc (see the preceding list), (7) change the character's location when certain events take place, either by teleportation or by uncontrollable or random movement, (8) cause a chance of paralysis or sleep when the character undertakes a particular action (see the preceding list), cause the character to lose a level or a particular number of experience points (9) remove or restrict spell casting ability, (10) reduce the character's movement. Other tactical curses can include transformations such as polymorph or other spell-like effects such as a charm. |
| 29 | Dangerous Barriers. The monster can create barriers such as walls of thorns, walls of fire, bubbles of temporary levitation, banks of whirling blades, or whatever. Here are lists of possible types of barriers and possible types of composition. Types: wall, circle, spiral, shrinking circle, cube, moving wall, short fence, cloud, thread, rope. Composition: fire, cold, ice, frost, earth, water, gas, blades, swords, daggers, spears, thorns, magical force, mental force, mental domination, aversion, disease, poison, insanity, sound, song, screams, nausea, fear, pincers, stingers, claws, confusion. |
| 30 | Death (magic or poison). The special attack uses death magic or poison to cause instant death if the target fails a saving throw. Alternatively, targets with a minimum number of levels or hit dice might be immune to the attack. |

BOOK TWO: MONSTERS — GENERAL MONSTER TABLES

Table 2-79: Special Attack Type Continued

| Die Roll | Special Attack |
|----------|--|
| 31 | Death (progressive attribute score loss). If the target fails a saving throw, the result is likely to be death. The victim loses a point of some particular attribute score (strength, dexterity, constitution, intelligence, wisdom, or charisma) periodically until the score reaches zero and death results. The process can be stopped in different ways depending on the nature of the attack. If it is a curse, it can be removed, if it is a form of poison it can be neutralized, if it is a form of disease it can be cured. If it is none of the above, then there might still be a “folkloric” antidote – an action that negates the attack for no scientific reason. The most obvious example of a folkloric antidote is to kill the attacker before the draining process is complete. Less obvious examples might include stopping to drink lots of water, divesting oneself of all metal objects, etc. Folkloric antidotes might completely stop the draining process or they might just hold it in abeyance. |
| 32 | Death (progressive dexterity loss). If the target fails a saving throw, the result is likely to be death. The victim loses a point of dexterity periodically until dexterity reaches zero and death results. The process can be stopped in different ways depending on the nature of the attack. If it is a curse, it can be removed, if it is a form of poison it can be neutralized, if it is a form of disease it can be cured. If it is none of the above, then there might still be a “folkloric” antidote – an action that negates the attack for no scientific reason. The most obvious example of a folkloric antidote is to kill the attacker before the draining process is complete. Less obvious examples might include stopping to drink lots of water, divesting oneself of all metal objects, etc. Folkloric antidotes might completely stop the draining process or they might just hold it in abeyance. |
| 33 | Dehydrate, Desiccate, Suck Fluids. This special attack sucks blood or dehydrates the victim (possibly all the way into powder). For “standard” bloodsucking, the process starts only with a successful to hit roll and then the attacker causes automatic damage thereafter without rolling to hit. Consider, though, the following ideas: (1) a “ranged” attack of this nature might be pulling bodily fluids out into a mist for the monster to collect later, (2) a failed saving throw might mean that the ongoing damage continues until either the attacker or the defender dies, (3) hit points don’t need to be the “measure” of the damage; it might be the character’s constitution score or some other number that’s used for the measurement, (4) the “vampire” might gain strength (probably hit points) from draining a victim’s fluids, (5) if the attack involves a tube or some other physical connection, you might want to consider this as an opportunity to add some interesting tactics to the battle – perhaps the tube has hit points and an armor class to allow the connection to be severed quickly, (6) perhaps the fluid is being replaced with something else like eggs or control-fluid. |
| 34 | Dexterity Loss. The attack drains one or more points of dexterity from the victim. The attacker may or may not gain a benefit from the drain (additional hit points, to-hit bonuses, etc) depending upon whether it seems to fit well with the concept. If the victim reaches a dexterity of 0, one of several things might happen: the victim might die and become a creature similar to the attacker (this is common with undead, but a bit weird when dexterity is the attribute score being drained). One explanation for death at 0 dexterity is that the body’s internal systems (circulatory, etc) are no longer working in time with each other. |
| 35 | Dimensional (imprisonment). This type of attack imprisons the victim – to some degree – in another dimension or reality. This can be interpreted a number of different ways. Perhaps suspended animation or catatonia can be caused by some sort of dimensional disjunction. Perhaps the imprisonment leaves an incorporeal echo on the material plane – and it might still be able to use spells or mental powers. Perhaps the imprisonment’s only effect is to slow the victim’s movement rate (your feet are mired in one dimension, but the rest of you is still free....). |
| 36 | Dimensional (phasing). This type of special attack taps other dimensions of time and space to screw around with the opposition’s movement. The victim is affected with some type of dimensional movement (whether because of a disease, a poison, a curse, the opening of a synchronicity with the eighth dimension, a coating of dimensional frictionlessness, or whatever). The effect is most likely some sort of randomization of the victim’s movement, although it might also involve moving through solid substances (or even being able to move faster through solids than through air). |
| 37 | Disease. The special attack causes a disease. Diseases can be fatal or non-fatal, can be quick-onset or slow-onset, and can cause all kinds of different symptoms while the disease runs its course. Symptoms could include losing the ability to cast spells, a penalty on saving throws or attack rolls, or whatever other interesting conditions you can dream up. |
| 38 | Drain Experience (experience points). The special attack causes the victim to lose experience points. Most likely, this is either an undead creature or a creature that can affect the victim’s memory. A third possibility, related to memory, is a creature with some ability to manipulate time or aging. Brain-creatures, leech-creatures, undead creatures, and dimensional creatures thus tend to be the prime candidates for this sort of power. If you’ve got a good idea that falls outside those prime candidates, though, go for it. |
| 39 | Drain Experience (level). The special attack causes the victim to lose one (or possibly two) levels of experience. This is generally a feature of undead creatures that suck away the victim’s life energy (as opposed to creatures who affect memory, likely sucking away a set number of experience points rather than a level). A monster with this sort of level drain should be associated with life (death) force in some way if it is not undead. |
| 40 | Electrical Damage (affects action). The attack causes electrical damage to the target, but there’s also a special effect involved – if the victim fails some sort of check (morale, saving throw, percentile chance, etc) he takes some action in response to or as a result of the shock. Since electricity affects the brain, all kinds of actions are credible here – it’s a much broader set of possibilities than what a fire attack might make someone do. Possibilities include: random actions for some number of rounds, loss of bodily coordination (reflected with combat penalties), mental disorientation (affecting spell casting and possibly even in some really cool ways like making the character risk casting the wrong spell), temporary paralysis, etc. |
| 41 | Electrical Damage (causes condition). In addition to the damage caused by the attack, there is a chance that the victim will also have a “condition” lingering after the electrical shock. This is similar to electrical damage that causes an action, but bear with me a moment. Possibilities include: the victim has a static charge built up that will cause damage to the next person he touches (not good if you’re the cleric, but actually pretty cool if you’re the fighter and some of the enemies aren’t immune to electricity); the victim cannot hold an object in his hands without dropping it; the victim is stunned, twitching, or knocked out from the electric shock, etc. |

Table 2-79: Special Attack Type Continued

| Die Roll | Special Attack |
|----------|---|
| 42 | Electrical Damage (hit or miss). The attack causes electrical damage, but a successful saving throw means that the target incurs no damage. In other words, the saving throw functions as a to-hit roll and if it is successful the attack missed. Another way of handling this is to require an attack roll for the attack itself (and then don't allow a saving throw). |
| 43 | Electrical Damage (progressive). The victim takes electrical damage, but continues to take damage in later combat rounds until the series of electrical shocks has run its course. Exactly what effect the continuing damage will have is up to you. It would almost certainly prevent spell casting, but might also create penalties on saving throws, attack rolls, and/or movement rate. |
| 44 | Electrical Damage (save for half damage). The attack causes electrical damage, reduced by half with a successful saving throw. In general, lightning or electrical attacks don't have the same sort of "save or burn" collateral damage as fire attacks — or at least, they're not generally as severe. Electrical attacks are often made unique by the way the electricity moves around. Consider the possibility of the electricity jumping from one target to another, the possibility of it reflecting off a wall or other surface. |
| 45 | Electricity (special). In this case, the electricity involved in the special attack isn't normal electricity — it's more of a special effect for something else. Just as magical fires can do all sorts of things rather than just burn, a strike of magical lightning or a bolt of power can be the "visual candy" for a multitude of different sorts of attacks completely unrelated to real-world electricity. Possible effects include: lowering an ability score, acting randomly, suffering combat penalties, following enemy orders, floating up into the air, losing the ability to act, losing the ability to cast spells, functioning as a lower-level character, running away, suffering saving throw penalties, suffering hallucinations, and suffering from a heightened emotion such as rage or sorrow. |
| 46 | Elemental Vortex. The special attack creates (or animates) a whirlwind of air, fire, water, or earth. In each case, the attack causes damage from a combination of smashing into the target plus the inherent properties of the element being used. Thus, fire would cause additional fire damage, water might drown the victim, air might pick the victim up and move him around, and earth could possibly suffocate the victim but is more likely just going to do more damage with the churning impact. More powerful monsters might create vortices with more interesting results including collateral damage to equipment, moving the target a long way, pulling the target down beneath the water or air, pulling the target into the elemental plane itself, stunning the target for some period of time, causing the target to drop items, etc. |
| 47 | Emotion (despondency or sorrow). This special attack induces intense despondency or sorrow in the victim. As is the case with all special attacks involving emotion, creating the details of the special attack is a two-step process concerning (1) who is affected and (2) what happens when someone is affected. Here are some ideas about who might or might not be vulnerable: (1) anyone under a certain number of hit dice is automatically affected but those of higher level are at no risk, (2) anyone under a certain number of hit dice is automatically affected <i>and</i> those of higher level are affected if they fail a saving throw, (3) members of certain races or classes may be immune or might be particularly vulnerable, (4) anyone with intelligence less than a certain number might be automatically affected or might be immune, (5) those who are particularly close to the monster (or the locus of the emotion-effect) have a penalty on the saving throw, or, conversely, everyone beyond a certain distance gets a bonus, (6) the effect begins as a very low chance but increases as the combat progresses (a series of saving throws or some other "check" with increasing penalties). As a list of ideas for the <i>effect</i> of despondency, consider the following: (1) immobilized with sorrow, regret, grief, or ennui; (2) all die rolls are made with a penalty, (3) character departs to go and repair his miserable life, (4) character decides to end it all, and rolls an attack against himself, (5) character blames someone else for his miserable condition, and attacks them instead of the monster, (6) character risks dropping dead from melancholy. One interesting idea is that if the character escapes from this effect, he might be granted a bonus to attack the monster, in revenge. Players adore it when a special attack gets turned around into a bonus for them. |
| 48 | Emotion (fear). The monster has a horrific appearance, changes into a horrific appearance, mentally induces fear, or has some other way of causing fear. Fear can be portrayed in a number of different ways, in terms of the attack's effect, and there are also a number of different ways to determine who is vulnerable to the attack. Here are some ideas about who might or might not be vulnerable: (1) anyone under a certain number of hit dice is automatically affected but those of higher level are at no risk, (2) anyone under a certain number of hit dice is automatically affected <i>and</i> those of higher level are affected if they fail a saving throw, (3) members of certain races or classes may be immune or might be particularly vulnerable, (4) anyone with intelligence less than a certain number might be automatically affected or might be immune, (5) those who are particularly close to the monster (or the locus of the fear-effect) have a penalty on the saving throw, or, conversely, everyone beyond a certain distance gets a bonus, (6) the fear effect begins as a very low chance but increases as the combat progresses (a series of saving throws or some other "check" with increasing penalties). As a list of ideas for the <i>effect</i> of fear, consider the following: (1) an ability score is vastly reduced until the fear goes away, (2) those affected act randomly according to a table you prepare, (3) those affected suffer combat penalties to hit and/or on damage, (4) those affected follow orders given by the source of fear, (5) those affected are paralyzed with fear, (6) those affected function as a lower-level character, (7) running away (8) chance of death from fear. |
| 49 | Emotion (love or happiness). This special attack induces the emotion of love or happiness in the victim — probably directed toward the monster using the special attack, but possibly as a way of immobilizing the target. As is the case with all special attacks involving emotion, creating the details of the special attack is a two-step process concerning (1) who is affected and (2) what happens when someone is affected. Here are some ideas about who might or might not be vulnerable: (1) anyone under a certain number of hit dice is automatically affected but those of higher level are at no risk, (2) anyone under a certain number of hit dice is automatically affected <i>and</i> those of higher level are affected if they fail a saving throw, (3) members of certain races or classes may be immune or might be particularly vulnerable, (4) anyone with intelligence less than a certain number might be automatically affected or might be immune, (5) those who are particularly close to the monster (or the locus of the emotion-effect) have a penalty on the saving throw, or, conversely, everyone beyond a certain distance gets a bonus, (6) the effect begins as a very low chance but increases as the combat progresses (a series of saving throws or some other "check" with increasing penalties). As a list of ideas for the <i>effect</i> of love/happiness, consider the following: (1) the victim drops everything to grovel before, speak poetry to, or praise the monster (or some other focus including other characters or shiny objects), (2) the victim tries to assist and protect the monster, (3) the victim changes sides and follows the monster's orders. |

BOOK TWO: MONSTERS — GENERAL MONSTER TABLES

Table 2-79: Special Attack Type Continued

| Die Roll | Special Attack |
|----------|--|
| 50 | Emotion (rage). This special attack induces rage, either by taunting, mental manipulation, or temporary insanity. As is the case with all special attacks involving emotion, creating the details of the special attack is a two-step process concerning (1) who is affected and (2) what happens when someone is affected. Here are some ideas about who might be vulnerable: (1) anyone under a certain number of hit dice is automatically affected but those of higher level are at no risk, (2) anyone under a certain number of hit dice is automatically affected <i>and</i> those of higher level are affected if they fail a saving throw, (3) members of certain races or classes may be immune or might be particularly vulnerable, (4) anyone with intelligence less than a certain number might be automatically affected or might be immune, (5) those who are particularly near the monster (or the locus of the rage-effect) have a penalty on the saving throw, or, conversely, everyone beyond a certain distance gets a bonus, (6) the rage effect begins as a very low chance but increases as the combat progresses (a series of saving throws or some other “check” with increasing penalties). As a list of ideas for the <i>effect</i> of rage, consider the following: (1) victim attacks with melee weapons and cannot voluntarily retreat, (2) the rage is a distraction, causing combat penalties and restricting spell casting, (3) the rage gives a bonus on one hand (damage rolls, perhaps) but there is a more dangerous penalty associated with it as well, such as a penalty on saving throws, attack rolls, inability to retreat, inability to do anything more subtle than a frontal assault, etc. (4) the rage is so fierce that the victim is actually paralyzed by it. It is possible that the “rage” is not automatically going to be directed at the monster using the special attack, either: it might cause members of the party to attack each other, or it might be an “attack” that’s used to strengthen the monster’s minions and allies (in which case, it might be a benefit with no particular downside, like a to-hit bonus). |
| 51 | Energy Vortex. Similar to the “Elemental Vortex,” this is an attack in which the monster calls forth a whirlwind of some kind of “energy,” including electricity, magical force, or mental force. The victim would suffer damage, but the distinguishing feature of this sort of attack is either that the victim is picked up and moved by the attack or is trapped inside it until he escapes or the duration expires (duration might be as long as the monster concentrates on maintaining the effect, which is not good for the victim). |
| 52 | Fire (special). In this case, the fire involved in the special attack isn’t normal fire – it’s more of a special effect for something else. Magical fires can do all sorts of things rather than just burn, so this is a very broad category. Possible effects include: lowering an ability score, acting randomly, suffering combat penalties, following enemy orders, floating up into the air, losing the ability to act, losing the ability to cast spells, functioning as a lower-level character, running away, suffering saving throw penalties, suffering hallucinations, and suffering from a heightened emotion such as rage or sorrow. The fire doesn’t have to be magical – it could just be that this particular monster’s fire-breath causes people to flee, for instance. On the other hand, the whole “fire” thing might be little more than a special effect for an attack that’s really all about floating the opponent helplessly into the air. |
| 53 | Fire Damage (affects action). The attack causes fire damage to the target, but there’s also a special effect involved – if the victim fails some sort of check (morale, saving throw, percentile chance, etc) he reflexively takes some action in response to the fire. These could include: fleeing for a couple of combat rounds, trying to put out the fire, or writhing in pain. |
| 54 | Fire Damage (hit or miss). The attack causes fire damage, but a successful saving throw means that the target incurs no damage. In other words, the saving throw functions as a to-hit roll and if it is successful the attack missed. Another way of handling this is to require an attack roll for the attack itself (and then don’t allow a saving throw). Items in the area may take collateral damage (a saving throw or a “hot” effect), but only if the target failed the saving throw – because if the target makes the saving throw, the items were presumably not exposed to the fire in the first place. |
| 55 | Fire Damage (progressive). The victim takes fire damage, but continues to take damage in later combat rounds until the fire has run its course. The attack is most likely made with a burning substance as opposed to a burst of flame – the monster spat burning oil, phosphorus, Greek fire, napalm, or lots of burning coals – or some sort of magically lingering fire. It is the continued burning of the substance that causes the ongoing damage. Exactly what effect the continuing damage will have is up to you. It would almost certainly prevent spell casting, but might also create penalties on saving throws, attack rolls, and/or movement rate. |
| 56 | Fire Damage (save for half damage). The attack causes fire damage, reduced by half with a successful saving throw. Fire may also cause collateral damage to items, depending on how “strong” you want the attack to be. If the fire causes collateral damage, you could reflect this in a variety of ways: (1) require flammable items to make a saving throw or be ruined (or ignite), (2) decide that certain items such as cloth will automatically – no saving throw – smolder (and cause damage to the wearer) unless time is spent extinguishing them, (3) take into account that metal retains heat and build in some process to handle “hot” armor and weapons. The basic form of a fire attack, though, is simply to require a saving throw for vulnerable items – whether or not the target took half damage because he made a saving throw. |
| 57 | Hallucinations or Illusions (basic). The special attack causes hallucinations or illusions for those who are affected. The illusions might be bright colors, things that appear to be changing form, or whatever – what’s important isn’t the exact nature of the illusion but the effect it has on general combat (more complicated illusions are treated in a different category). The easiest way to come up with basic illusion/hallucination attacks is to determine first what they do, and then figure out what sort of illusion might create that effect. Possible results of a basic hallucination are as follows: (1) lowering an ability score while the hallucination is operating, (2) acting randomly according to some table of actions, (3) suffering combat penalties to hit, (4) following enemy orders or orders generated randomly by a sound-hallucination, (5) losing the ability to take any actions due to fascination, nausea, confusion, etc, (6) functioning as a lower-level character as a general way of reflecting that the character is distracted, (7) running away or moving randomly in response to the hallucinated reality, or (8) suffering saving throw penalties. As a basic example of thinking up the illusion based on the result: a hallucination which causes an attack penalty of -2 might be an illusion which blurs the outlines of the character’s sight or shifts his vision slightly to the side of where things actually are. In addition to the combat-type basic illusions, there is another category of basic “camouflage-type” illusions used by ambush-monsters – these illusions don’t necessarily create any sort of combat modifier, but they make the monster seem innocuous until it is ready to attack or lead the party toward some attractive-looking goal where the monster has an advantage. These would include monsters that are invisible, monsters that can make themselves look like stone walls or statues, a monster that can make people think it’s a treasure chest, etc. |

Table 2-79: Special Attack Type Continued

| Die Roll | Special Attack |
|----------|---|
| 58 | Hallucinations or Illusions (complex). The special attack causes a hallucination or illusion that is too complex to be characterized with a modifier to die rolls or a table of random actions. An illusion of mirror images (giving the monster's opponents the chance to be attacking the "wrong" monster) is one example; another example is a hallucination that might cause damage to the victim, and a third example is a hallucination that creates the image of a deep pit between the monster and the victim. In general, these fall into the following categories: illusions that create false enemies, obscure or change the appearance of the enemies, create illusionary obstacles, create illusionary dangers (the appearance of a spell being cast, fake attacks, or some other type of illusionary assault), or otherwise prevent the victim from getting true information about the tactical situation. Exactly how these are handled is up to you — if the illusion is unusual, you might choose not to follow the "official" method for handling illusions, if your game has one. There is a wide variety of interesting ways to handle illusions, including saving throws, a "check" against intelligence or wisdom, or simply telling the player what the character sees and leaving it to the player to respond. In some cases, depending on the illusion, the way to handle it will be obvious; in other cases, the same illusion treated differently might as well be a different kind of special attack. Feel free to let your imagination roam: what sort of illusion might you create if you were a monster? One last point: there is a big difference between a monster that creates one specific illusion (mirror images, for example) and one that can create all kinds of illusions in response to the circumstances. The latter type of monster is very powerful, and you might want to think of its abilities in terms of spells rather than a general ability to create illusions. |
| 59 | Ice (blasting). This sort of attack is partially about the cold temperature, but there's a "blasting" component to it as well. Such effects could include: knocking the target backward, knocking the target prone, blowing items out of the target's hands, etc. |
| 60 | Ice (immobilizing). This sort of attack isn't all about the temperature; it will probably cause some hit point damage, but the main feature of the attack is that it uses frozen water to immobilize the target. It might be creation of a block of ice ("it froze the air itself!"), or it might be a matter of breathing a storm of ice particles that create a block, wall, or chunk. If the monster is very powerful or highly magical, the ice might have other dangerous properties — suffocation, ongoing damage, or a chance of instant death from hypothermia all being possibilities. |
| 61 | Immobilize (by an activity). Although many of the special attacks listed here would have the effect of immobilizing the victim, this entry addresses immobilization-type attacks as a group. Here is a series of activities which could cause a character to be effectively immobilized: dancing, twitching, laughing, vomiting, nausea, confusion, jumping, floating, talking, scratching, begging for mercy, thinking, arguing, holding one's breath, hiding, and meditating. |
| 62 | Implant Eggs or Young. This special attack implants the victim with eggs or larvae, or in some way makes him into a host for the attacker's reproduction — which can include a magical transformation into the same sort of creature (possibly independent, possibly a slave of the attacker). There are several possible variables to work with when designing this sort of special attack. First, the trigger — it might be that a successful hit automatically begins the process, it might be that there is a saving throw required after each hit, it might be that each hit has a percentage chance of causing the effect, or it might be that the "egg-laying" effect only happens when the victim is dead, knocked unconscious, or rendered helpless by the attack. Secondly, the remedy — the process would be counteracted differently depending on whether the "eggs" are considered a poison, a curse, or a disease. Thirdly, the gestation period — it might run from only a couple of combat rounds to more than a week in duration (giving the adventurers much more time to find a remedy back in the civilized world). Fourthly, the effects during gestation — perhaps the victim remains unconscious or in suspended animation until the eggs hatch (or his body alters, or the implanted creature eats its way out, or whatever), perhaps he can wake up and function normally until his sudden demise as a character, or perhaps you can think of one or two "stages" of the process in which the victim becomes weaker or changes as a result of being used as a host organism. |
| 63 | Insanity (strategic). "Strategic" insanity, as opposed to "tactical" insanity, is a form of insanity in which the effects aren't bundled up in the game rules, but are reflected in the roleplaying and in the non-combat side of the game. Examples include various phobias, aversions, and manias. Hysterical blindness is another good example — a condition that can suddenly appear when the character is under stress. |
| 64 | Insanity and Confusion (tactical). The special attack drives the victim temporarily or permanently insane. The characteristic example of this sort of attack is confusion, which causes victims to act according to a random table. |
| 65 | Intelligence Loss. The attack drains one or more points of intelligence from the victim. The attacker may or may not gain a benefit from the drain (additional hit points, to-hit bonuses, etc) depending upon whether it seems to fit well with the concept. If the victim reaches an intelligence of 0 as a result of successive attacks, one of several things might happen: the victim might die and become a creature similar to the attacker or become a mindless host for the attacker's larval offspring (mind-leeches, or whatever). Another possibility is that the victim just dies, and a third possibility is that restoring the lost points becomes harder — what might have returned naturally is now a permanent condition requiring spells or divine intervention to reverse. Note that the drain might be temporary or permanent — this is up to you as a matter of how powerful you want the monster to be. |
| 66 | Light, Dark, and Shadow. The monster uses light, darkness, or shadow as a special attack. Consider some of the following: (1) a floating weapon or dangerous coalescence of light or darkness, which attacks once brought into being, (2) creates darkness to effectively blind the enemy, (3) blasts of damaging light, (4) the monster can compress and concentrate light or darkness to make some interesting form of attack. |
| 67 | Luck. This special attack gives the victim bad luck (reflected with die roll penalties). The question is: what sort of bad luck? Is it just a curse that makes you inflict less damage, or is it a wide-ranging effect that doesn't just make you miss opponents but also means you always get a fly in your beer at the local tavern? In addition to whatever specific die roll modifier this attack causes, some monsters might deliver bad luck in very specific categories: the beautiful woman type monster might deliver a curse of bad luck with the opposite gender; the earth-elemental type monster might deliver bad luck involving gemstones; the dryad-like creature might give bad luck outdoors, or involving wooden items. |

BOOK TWO: MONSTERS — GENERAL MONSTER TABLES

Table 2-79: Special Attack Type Continued

| Die Roll | Special Attack |
|----------|--|
| 68 | Magic Drain (items). The special attack drains magic items of their power (and might or might not give the monster additional power as a result). Items can be drained temporarily or permanently, and they can also be drained in a way that gives them a chance to fail when used as opposed to being completely “dead.” |
| 69 | Magic Drain (spells). The special attack removes, to some degree or other, a spell caster’s ability to cast spells. The attack might remove a single spell from the caster’s mental inventory, it might remove all spells, it might remove particular spells, it might remove spells of a certain level or higher (or lower), or it might lower the caster’s effective level of experience. Alternatively, the attack might cause all the caster’s spells to function sub-normally, or create a chance of failure when the caster tries to cast a spell. In the case of powerful monsters, draining spell power from a caster might also strengthen the monster; giving it extra hit dice, hit points, or a combat bonus. In the case of extremely powerful monsters, whatever spell was drained might actually go to the monster and give it the ability to cast that spell. |
| 70 | Magic or Mental Force (slam). The special attack uses magical force or telekinesis to smash the victim into something, or smash something into the victim. This includes hitting the victim with magic force alone (i.e., no actual object). This is a broad category: the attacker might or might not need to make a to-hit roll, and the defender might or might not have the chance to avoid the blow with a saving throw or other means of lessening the damage. More powerful versions of this attack might do one or more of the following: push back the victim, hurl back the victim, make the victim drop items in hand, stun the victim, knock the victim unconscious, or even have a chance to kill the victim outright. |
| 71 | Memory (steal ability). This special attack allows the monster to use some ability or skill known by the target. The most obvious example of this is casting a spell, but combat bonuses or other advantages could be targeted by such an attack. Even the victim’s target number for saving throws, for example, could be “stolen” if it is more favorable than the monster’s normal target number. It is also possible for a memory-affecting special attack to target only the magically related memories of a target, stripping away spells or spell casting abilities but leaving combat and other skills unaffected. This more specific type of memory attack would generally be found in creatures with some relation to wizardly magic (e.g., created in a wizard’s lab, bred to fight wizards, etc), a relation to divine or unholy power (e.g., the monster is a remnant of some ancient divine retribution, is a parasite of divine power, etc), or feeds specifically on magic power. |
| 72 | Memory Drain (experience). Memory-draining special attacks are generally targeted at the victim’s level or experience points. The attack would either remove (temporarily or permanently, depending on how you decide to design it) one or two levels of experience or a set number of experience points. |
| 73 | Movement Inhibited (external). Some sort of very weak binding or entangling inhibits the victim’s movements. Victim suffers one or more of the following: a penalty to hit, a penalty to armor class, and/or reduction in spell casting ability (perhaps only “easy” spells, perhaps a chance of spell failure, perhaps an increase in casting time). There is probably also some reduction in the victim’s movement rate. The nature of the binding force can include: filaments of magical energy, thickened air, vacuum power or wind, clothing becoming brittle or cumbersome, etc. |
| 74 | Movement Prevented (external). Some sort of binding or entangling prevents the victim from moving. The severity of the attack can range from complete helplessness to merely being held in one place (but otherwise able to take actions). The nature of the binding force can include: filaments of magical energy, thickened air, a coagulated blob of magical glue, a natural adhesive, swarms of infinitesimal spirits holding the victim in place, the stones of the floor grabbing his ankles, a spider web, or animated vines or tentacles. |
| 75 | Open Planar Gate. The monster can open a gate into some other reality. This could be an escape mechanism, a way of summoning allies, or a way of blasting the area with weirdness from the other plane. Even a fairly mundane little mole-like critter becomes interesting if it can burrow into the tenth dimension and come out behind you. Indeed, if it can open a gate through time, it might be able to come out and attack you simultaneously from two different places (of course, then it would disappear for a few moments since it used itself as a special attack a few moments earlier...). If a planar gate is used to summon allies (again, keep in mind that even minor monsters – like a planar ant – might be able to summon more of their own kind). If the gate is an escape mechanism, perhaps it’s possible for the adventurers to follow the monster into some strange and alien realm where it makes its home – and possibly has a different bodily form. |
| 76 | Paralysis. The special attack causes paralysis for a random number of combat rounds, minutes, or hours. A very powerful monster might cause permanent paralysis as a form of curse, poison, or disease. |
| 77 | Poison (lethal). Lethal poisons cause death, but death is not necessarily immediate. A slow-onset poison might cause some sort of debilitating effects during the onset period (such as the victim being incapacitated with pain, or becoming unconscious), or it might simply cause a progressive weakness that isn’t reflected in terms of the game’s numbers... until the character drops dead. |
| 78 | Poison (non-lethal). Non-lethal poisons can have a variety of effects: some might be temporary effects until the effects of the poison have worn off, but others might be permanent debilities until some sort of magic has been used to reverse the damage caused by the poison. |
| 79 | Raise, Create, or Summon Undead. Undead monsters aren’t the only ones who can use undead monsters as allies or minions. More importantly, not all undead must necessarily be undead – a statement which obviously requires clarification. Animated bodies need not be the result of black magic (which is the case for, say, the standard zombie). But what about bodies animated or controlled by a plant – is this technically an undead zombie? Will it necessarily work in exactly the same way as an undead zombie just because it’s a moving human corpse? If your answer is “no,” then you’ve just opened up the realm of the plant-undead, the virally-controlled undead, the mechanically-controlled undead, the psionically-controlled undead ... all kinds of creepy minions and transformations that can be used to develop monsters and their abilities. |

Table 2-79: Special Attack Type Continued

| Die Roll | Special Attack |
|----------|--|
| 80 | Senses (overstimulate). The five senses are sight, hearing, touch, taste, and smell, and each of them could be overstimulated by a monster by means of a special attack. I don't necessarily mean that the monster is hideously ugly, sounds awful, feels awful, tastes awful or smells awful, although if one of those trips off an inspiration, then run with it. What's meant here is that the monster affects one of the victim's senses to make it too powerful for effective use. For example, if the special attack affects the victim's sense of smell, all smells might become so powerful that the victim falls prey to nausea. If the attack affects sight, the victim might be overcome by light sensitivity or have vision so microscopic that he can't perceive what's happening around him. Since there is a wide variety of possibly "effects" stemming from sensory overstimulation, here is a quick list of possibilities to get the mind working: (1) temporarily lowering an ability score (or all ability scores), (2) acting randomly, (3) suffering combat penalties, (4) losing the ability to act due to nausea, fascination, or confusion, (5) functioning as a lower-level character, (6) running away or moving randomly, (7) suffering saving throw penalties, (8) dropping any items held in hand. |
| 81 | Senses (remove capability). The five senses are sight, hearing, touch, taste, and smell. Only sight and hearing have much effect in game terms, so I've just lumped them all together into one entry on this table. The special attack causes blindness (or makes lots of things invisible), or it causes deafness (or keeps sound from functioning in the area) — alternatively, it removes the sense of touch, taste or smell from the target (or negates feeling, taste or smells within the area of effect). |
| 82 | Size and Density. The special attack changes the size or density of the victim (and a beneficial form of it might also be usable to help allies if the monster is a leader-type). Growing and shrinking allies and enemies respectively is a fairly obvious use of this sort of ability, and it's easy to generate a set of modifiers as required. Manipulating density and weight is a bit more open ended. Can the monster make people weightless so they can levitate or be levitated? How about too heavy to move? Perhaps the effect only works on metal or some other substance. |
| 83 | Sleep and Catatonia. The special attack causes magical sleep, normal sleep, catatonia, or suspended animation. In some cases the effect might be automatic against targets with a lower number of hit dice (or levels), or it might permit a saving throw. It could also affect only those with intelligence or wisdom lower than a target number, or affect only a certain total number of hit dice within an area. Onset is probably immediate, but it would also be possible that there's an intermediate, "sleepy" phase in which the victim is still functioning with combat penalties before actually falling into the magical sleep. Powerful sleep-type attacks might induce this "sleepy" condition even if the victim makes a successful saving throw. In some cases, particular dreams, or dreams sent by the attacker, might be an important part of the attack in addition to putting the victim to sleep. |
| 84 | Slow. This sort of special attack slows down the victim, probably to half speed at everything, but possibly only in terms of movement or attack speed — it depends on how the monster does it. The effect might just be magic which slows down opponents, it might be related to manipulation of time or other dimensions, or it might be that the monster produces an external cause like glue or webs that slow people down. |
| 85 | Sound (action-causing). The monster speaks or makes sounds that compel certain actions in the unfortunate listener. This isn't control by the monster, because the monster can't fine-tune anything, but in many ways the effect is the same. Examples include: approaching the monster, becoming paralyzed, running away, removing armor, attacking, hiding, etc. |
| 86 | Sound (control). Many folkloric monsters use sound to control others — whether by means of song, speech, or spell. There are many ways to represent different degrees of mental control, and many ways to determine whether a person is affected. For example, degrees of mental control include: (1) victim follows all commands like a puppet, (2) victim sees the controller as his friend but will not put himself into mortal danger, (3) controller can only command the victim to perform certain actions, but other actions don't fall within the scope of the magic — for example, a monster that can "call" the victim to a certain place, but can't order the victim to attack its enemies. In terms of ways to determine if a target is affected, here is another list of possibilities: (1) anyone under a certain number of hit dice is automatically affected but those of higher level are at no risk, (2) anyone under a certain number of hit dice is automatically affected <i>and</i> those of higher level are affected if they fail a saving throw, (3) members of certain races or classes may be immune or might be particularly vulnerable, (4) anyone with intelligence less than a certain number might be automatically affected or might be immune, depending on the nature of the sound/persuasion being used, (5) anyone within hearing gets a saving throw, (6) those who are particularly close to the sound have a penalty on the saving throw, or, conversely, everyone beyond a certain distance gets a bonus. The duration of sound-control attacks is another factor that can be used to create different types of challenges: in some cases, the control might end as soon as the sound ends, but in other cases the control might be established irrevocably. |
| 87 | Sound (distraction). The monster uses speech, sound, or song to distract or immobilize its enemies. It may be that the sound itself is so discordant or so beautiful that it creates the distraction, or it could be that the sound evokes such a strong emotional response that the victim acts strangely or fights poorly. To run through these variables: if the sound or speech evokes an emotion, these could include joy, rage, hate, greed, fear, or adoration. The effects of such sound attacks could include: (1) temporarily lowering an ability score, (2) acting randomly, (3) suffering combat penalties, (4) following enemy orders, (5) losing the ability to act, (6) losing the ability to cast spells, (7) functioning as a lower-level character, (8) running away, (9) suffering saving throw penalties, (10) suffering hallucinations — or a combination of more than one of the above. |
| 88 | Sound Damage (save for half damage). Sonic damage is a little hokey, but every once in a while it works (particularly with monsters based on real-world animals that use echolocation or are known for producing a characteristic sound). Sonic damage ordinarily wouldn't cause collateral damage to items or equipment, but glass is a natural candidate for being damaged in this way. I recommend avoiding the concept of sonic damage — sound works much better for mental control, combat penalties, preventing spell casting, and other such special effects than it does with the concept of taking actual hit point damage. At all costs, avoid thinking of sound damage in terms of vibration and frequency, and start thinking of it in terms of song and screech — or you'll make a serious misstep in terms of the "feel" of a fantasy game. This is even true if the monster is from the "voids between the stars" or from an alternate high-tech universe. |

BOOK TWO: MONSTERS — GENERAL MONSTER TABLES

Table 2-79: Special Attack Type Continued

| Die Roll | Special Attack |
|----------|---|
| 89 | Spell-like Abilities. The monster has a set group of abilities that function as spells, probably with a limited number of castings per day, per hour, per minute, or whatever. Unlike true spells, it may be that all monsters of this type have exactly the same spell-like abilities and can't change them from day to day (to my mind, this is what distinguishes "spell-like" from "spell," but what's important here isn't to create clean categories, it's to muddle things together for maximum creative boost). Spell like abilities are normally, but not necessarily, best when all the abilities are obviously related to something about the monster. A monster from the elemental plane of fire should have mostly fire type abilities, and (interestingly) it is the non-fire abilities that will tend to make it stand out in the players' minds. If a fire-genie has several fire abilities but can also use mind-control, that's very distinctive. But if it has too many non fire-related abilities, it may fail to be memorable. |
| 90 | Spells. The monster uses spells, or can use its special attack to deliver spells from a list identical to a magic-user of some defined level. Different monsters of the same type might have a different "selection" of spells. |
| 91 | Strange Chemical (affects items). The special attack releases or creates a chemical that affects non-living substances. The affected substance might be wood, leather, paper, fires, metal, water, air, potions, magical ink, hair — the choices are pretty wide-ranging. The chemical reaction either destroys the substance, makes it multiply, or changes it into something else — and the interesting part might be the side effect of the reaction, too. Many chemical reactions give off energy, suck energy out of the air, create gases, and do all kinds of strange things. Most likely, the chemical reaction will change the liquid/gas/solid composition of a substance, or change it into another form (iron to rust, leather to powder, wood to stone, etc). |
| 92 | Strange Chemical (affects person). The attack creates a chemical reaction of some kind — either the chemical is sprayed onto the victim or the attacker's gaze causes chemicals in the victim's body to change, or whatever. This is a huge category of possibilities, because a "chemical reaction" can explain any result whatsoever, especially if you throw in words like "enzymes," and even more especially if the monster is from another plane of existence, another time, or from the "voids between the worlds." On the other hand, traditionally folkloric monsters like griffons or dragons shouldn't have quasi-scientific explanations for what they do — use magic. Quasi-science is best for weirder monsters. Possibilities for strange chemical reactions include: lowering an ability score, acting randomly, suffering combat penalties, following enemy orders, floating up into the air, losing the ability to act, losing the ability to cast spells, functioning as a lower-level character, running away, suffering saving throw penalties, suffering hallucinations, and suffering from a heightened emotion such as rage or sorrow. Another way of looking at it is to think in terms of transformations: these could include skin turning into metal (or getting crusted with metal), gases that might be given off, medical symptoms (hemophilia), and factors such as weight, density, friction, adhesion, or release of energy. |
| 93 | Strength Loss. The attack drains one or more points of strength from the victim. The attacker may or may not gain a benefit from the drain (additional hit points, to-hit bonuses, etc) depending upon whether it seems to fit well with the concept. If the victim reaches a strength score of 0 as a result of successive attacks, one of several things might happen: the victim might die and become a creature similar to the attacker, might just die, or might just lose the ability to naturally restore the lost strength points. Note that the drain might be temporary or permanent — this is up to you as a matter of how powerful you want the monster to be. |
| 94 | Stun. The attack uses some kind of "special effect" to stun its victims. Possibilities include noise, electric shock, an ugly appearance, mystical rays, visions of the future, hallucinations, powerful emotions, a floating symbol, light, and the old standby ... a powerful physical impact. |
| 95 | Stupidity. The victim does not actually lose points of intelligence or wisdom, but his thinking is impaired enough to cause penalties on various actions. Spell casting is probably prevented entirely, but a weak version of this sort of attack might only prevent casting "harder" spells — or all spell casting might be subject to a chance of failure. This sort of attack could also lead to combat penalties: inability to use both a weapon and a shield at the same time, perhaps a to-hit penalty, etc. The way in which the attack causes stupidity could include distraction by overloading one of the victim's emotions (joy, rage, hate, greed, fear); an alchemical reaction (mysterious chemicals in the creature's spittle); the aftereffects of an electrical shock; some sort of mental numbing; sapping away the thoughts themselves; or a very weak poison, curse, or disease. The duration could range from only a couple of combat rounds to days in length. |
| 96 | Telekinesis and Teleportation. These special attacks are used to move enemies into bad places and smack them with things. Powerful monsters will be able to use the power more flexibly: for example, a brain-lord might be able to choose how far and when he wants to teleport himself of a target, but a brain-munchkin might teleport a specific distance at random intervals with no ability to teleport an enemy at all. |
| 97 | Transformation (basic polymorph). The special attack turns the victim into an animal or some other form (such as an object). Stronger, smarter, or more magical creatures might have the ability to choose what form they will polymorph victims into, while other monsters might only have the ability to turn people specifically into frogs. The duration of the transformation is fairly important — does it end when the attacker is killed, does it end after a set duration, or is it permanent? Another consideration is whether the victim retains his own mind (and the player if left controlling a rabbit) or whether the change is more than just a change in outer form. In some cases, the attack might be part of a one-two punch; if the monster controls all wolves, and can turn people into wolves, the attack can be used to turn enemies into allies — giving the other party members the dilemma of whether to attack their polymorphed-and-controlled ally. |
| 98 | Transformation (basic substance). This special attack changes one substance into another or changes the state of matter. (See Table 2-81) |
| 99 | Weakness. Victim suffers one or more of the following: a penalty to hit, a penalty to damage, and/or the chance to drop any items he is holding. Actual strength score is not necessarily affected. The way in which the attack causes weakness could include overloading one of the victim's emotions (joy, rage, hate, greed, fear); an alchemical reaction (mysterious chemicals in the creature's spittle); the aftereffects of an electrical shock; sapping of willpower; or a very weak poison, curse, or disease. The duration could range from only a couple of combat rounds to days in length. |

Table 2-79: Special Attack Type Continued

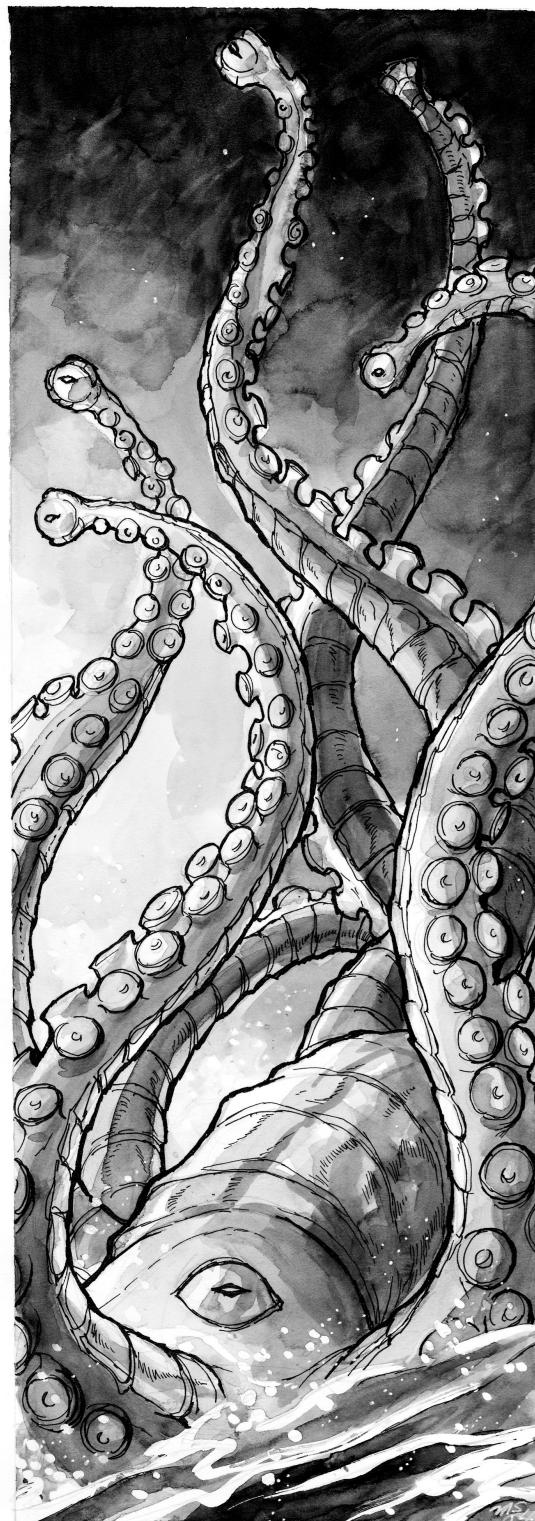
| Die Roll | Special Attack |
|----------|--|
| 100 | Wisdom Loss. The attack drains one or more points of wisdom from the victim. The attacker may or may not gain a benefit from the drain (additional hit points, to-hit bonuses, etc) depending upon whether it seems to fit well with the concept. If the victim reaches a wisdom score of 0 as a result of successive attacks, one of several things might happen: the victim might die and become a creature similar to the attacker, or might remain alive as the attacker's mental slave. Another possibility is that the victim just dies, and a third possibility is that restoring the lost points becomes harder – what might have returned naturally is now a permanent condition requiring spells or divine intervention to reverse. Note that the drain might be temporary or permanent – this is up to you as a matter of how powerful you want the monster to be. |

Table 2-80: Fear Effects

| Die Roll | Effect of Fear |
|----------|--|
| 01-10 | Victim cannot take aggressive actions |
| 11-20 | Victim changes sides |
| 21-30 | Victim dies or has a chance of dying |
| 31-40 | Victim drops all items in hand |
| 41-50 | Victim flees |
| 51-60 | Victim is completely paralyzed |
| 61-70 | Victim is not paralyzed but cannot flee or advance |
| 71-80 | Victim obeys |
| 81-90 | Victim screams uncontrollably |
| 91-00 | Victim surrenders |

Table 2-81: Transformations

| Die Roll | Transforms From: | Transforms Into: |
|----------|------------------|-------------------------|
| 01-10 | All metals | Liquid or solid |
| 11-20 | Steel or iron | Gas or liquid |
| 21-30 | Wood | Iron |
| 31-40 | Leather | Wood |
| 41-50 | Flesh | Glass |
| 51-60 | Parchment | Gem-like material |
| 61-70 | Cloth | Bone |
| 71-80 | Gold | Dust |
| 81-90 | Magic potions | Lead, copper, or bronze |
| 91-00 | Rock | Mud |



BOOK TWO: MONSTERS — GENERAL MONSTER TABLES

Table 2-82: Special Defenses and Abilities

| Die Roll | Special Defense or Ability |
|----------|---|
| 01 | Alters own form: changed version of the normal shape |
| 02 | Alters own form: complete polymorph |
| 03 | Ambushes from above |
| 04 | Ambushes from burrow, underneath mud, or water |
| 05 | Armor plates |
| 06 | Burrows |
| 07 | Camouflage |
| 08 | Cannot be attacked from behind (multiple eyes, radial symmetry) |
| 09 | Cannot be damaged by metal |
| 10 | Casts one or more defensive spells as natural attribute |
| 11 | Catches or deflects missiles |
| 12 | Chitin |
| 13 | Climbs |
| 14 | Creates illusionary doubles |
| 15 | Creates shield or walls using a type of energy such as electricity, fire, water, air, sound, acid, plant, mental, or magical force. |
| 16 | Damaged only by magic or silver weapons |
| 17 | Different armor class in different places on body |
| 18 | Dispels magic |
| 19 | Fast moving |
| 20 | Flies |
| 21 | Four or more attacks |
| 22 | Grows or shrinks |
| 23 | Half damage from blunt weapons |
| 24 | Half damage from cold |
| 25 | Half damage from cutting weapons |
| 26 | Half damage from fire |
| 27 | Half damage from non-magical weapons |
| 28 | Half damage from piercing weapons |
| 29 | Hard to hit until it attacks |
| 30 | Has an internal organ that can be used in making potions or creating magic items |
| 31 | Has an unusual gland that creates energy of some kind: light, acid, magical force, fire, air, etc. |
| 32 | Has different degrees of spell resistance/physical defense when in different body forms |
| 33 | Has signature body part: gem |
| 34 | Has signature body part: magic horn |
| 35 | Has signature body part: magical eye |
| 36 | Heals self |
| 37 | Illusions distract attackers or divert attacks |
| 38 | Immune to acid |
| 39 | Immune to blunt weapons |
| 40 | Immune to certain spells: acid |
| 41 | Immune to certain spells: charm/sleep/mental control |
| 42 | Immune to certain spells: cold |
| 43 | Immune to certain spells: electrical |

| Die Roll | Special Defense or Ability |
|----------|--|
| 44 | Immune to certain spells: fire |
| 45 | Immune to certain spells: transmutations |
| 46 | Immune to cold |
| 47 | Immune to fire |
| 48 | Immune to piercing weapons |
| 49 | Immune to sharp weapons |
| 50 | Immune to slashing weapons |
| 51 | Improved/restored by cold attacks |
| 52 | Improved/restored by electrical attacks |
| 53 | Improved/restored by fire attacks |
| 54 | Incorporeal travel/phases |
| 55 | Ink-cloud type escape |
| 56 | Its eggs are very valuable |
| 57 | Jet propulsion like squid |
| 58 | Leaps |
| 59 | Leaps to attack |
| 60 | Levitates/floats |
| 61 | Minimum intelligence attribute required to inflict spell damage |
| 62 | Minimum strength attribute required to cause physical damage |
| 63 | Owns a signature item: amulet |
| 64 | Owns a signature item: orb |
| 65 | Owns an item it created internally then spat out or secreted; takes time to create another one |
| 66 | Percentile magic resistance |
| 67 | Pulls itself on strands it fires/throws |
| 68 | Reflects all spells |
| 69 | Reflects spells of particular type |
| 70 | Regenerates |
| 71 | Regenerates damage |
| 72 | Rises from dead unless killed by particular substance (holy water, silver weapon, fire, etc) |
| 73 | Secondary attack possible after creature hits with its primary attack |
| 74 | Secondary or rear claws |
| 75 | Shifts planes |
| 76 | Splits or fissions when attacked by bladed weapons |
| 77 | Splits or fissions when attacked by fire |
| 78 | Stalks before attacking |
| 79 | Summons or calls animal allies |
| 80 | Summons or calls more of its own type |
| 81 | Swims |
| 82 | Swings from branches/ceilings |
| 83 | Teleports |
| 84 | Thick hide |
| 85 | Three heads |
| 86 | Time stop/slow of some kind |
| 87 | Transforms self to energy form: acid |

Table 2-82: Special Defenses and Abilities Continued

| Die Roll | Special Defense or Ability |
|----------|--|
| 88 | Transforms self to energy form: air vortex |
| 89 | Transforms self to energy form: electric |
| 90 | Transforms self to energy form: fire/lava/heat |
| 91 | Transforms self to energy form: ice/snow/pure cold |
| 92 | Transforms self to energy form: magical force |
| 93 | Transforms self to energy form: water vortex |
| 94 | Turns incorporeal |

| Die Roll | Special Defense or Ability |
|----------|--|
| 95 | Turns into another type of animal/monster for combat |
| 96 | Two heads |
| 97 | Uses signature type of steed |
| 98 | Uses signature type of vehicle |
| 99 | Victims cannot be raised from dead |
| 100 | Weakness: additional damage from energy form: acid, fire, water, air, earth, magical force |

Table 2-83: Distinctive Attributes

| Die Roll | Distinctive Attribute |
|----------|--|
| 01 | Associated in some way with bandits and brigands |
| 02 | Associated in some way with pirates |
| 03 | Associated in some way with tribal peoples |
| 04 | Associated in some way with wizards who perform experiments |
| 05 | Associated with a particular sort of cult: death or disease |
| 06 | Associated with a particular sort of cult: healing |
| 07 | Associated with a particular sort of cult: regeneration or resurrection |
| 08 | Associated with spirit world; any special powers may derive from this relationship |
| 09 | Associates with similar or related animal type |
| 10 | Attempts to depart with prey after a kill or capture |
| 11 | Blind |
| 12 | Brings live victims as food for its young |
| 13 | Builds a signature type of house |
| 14 | Builds nests from sticks, branches, mud, bones, or clay |
| 15 | Builds strange and complex houses, lairs, or nests |
| 16 | Builds traps |
| 17 | Can become berserk during battle |
| 18 | Can change shape |
| 19 | Can communicate with dead, or draw wisdom or strength from ancestors, etc. |
| 20 | Can see through solid objects |
| 21 | Cannibalistic within its own species |
| 22 | Caste society |
| 23 | Caste society with different body forms for castes |
| 24 | Collects gems and shiny objects |
| 25 | Collects grisly trophies |
| 26 | Continues attacking for a short time after death |
| 27 | Cooks its food |
| 28 | Does not leave its immediate area because it is spiritually linked with a particular tree, pool, or stone |
| 29 | Does not leave its immediate area because it is subservient to another “mother” creature (possibly of the same form, possibly of a radically different form) |
| 30 | Does not leave its immediate area because it relies on a particular plant for continued life |
| 31 | Easily persuaded with promises of treasure |

| Die Roll | Distinctive Attribute |
|----------|---|
| 32 | Eats heart or brain of victims |
| 33 | Engages in ritualized hunting for sport |
| 34 | Extraordinarily good hearing |
| 35 | Extraordinarily good sense of smell |
| 36 | Fights in highly organized units (whether from intelligence or from instinct) |
| 37 | Fishes for food, possibly in an unusual manner |
| 38 | Flying creature |
| 39 | Flying creature |
| 40 | Flying creature |
| 41 | Flying creature |
| 42 | Flying creature |
| 43 | Gains strength from death or damage to opponents |
| 44 | Generally inhabit wet areas, either for physical reasons (keeping moist), reproductive reasons, or because a necessary sort of prey lives in wet areas. |
| 45 | Hangs up dead food to “age” |
| 46 | Has a distinctive smell (flowers, burned leaves, etc). |
| 47 | Has a particular animal it prefers or even craves as food |
| 48 | Has a racial enemy or opposing species |
| 49 | Has a strong sense of honor (if sapient) or can be trained as a mount or battle-ally (if non-sapient). |
| 50 | Has a traditional, hated enemy |
| 51 | Has sergeant-type leaders, lieutenant-type leaders, and captains, all with more hit dice than the normal specimen |
| 52 | Has some association with dreams, nightmares, visions, or hallucinations |
| 53 | Herd animal |
| 54 | Highly religious, zealous, or spiritual |
| 55 | Highly territorial in a particular area |
| 56 | Hive mind |
| 57 | Hunts in packs |
| 58 | Is associated with a particular type of gem (can detect them, or is often found with them, or can craft them into magic items, etc). |
| 59 | Is associated with fire (enjoys heat, or reproduces in fire, or uses unusual fire-based weapon, etc). |
| 60 | Is associated with revenge (used for revenge, created as a revenge, takes revenge on enemies, etc). |
| 61 | Is extremely cowardly |

BOOK TWO: MONSTERS — GENERAL MONSTER TABLES

Table 2-83: Distinctive Attributes Continued

| Die Roll | Distinctive Attribute |
|----------|--|
| 62 | Is primarily a scavenger |
| 63 | Is tethered to stronger “mother” creature with lifeline |
| 64 | Its death can cause damage or curse an opponent in some way |
| 65 | Kept as pets or slaves by a more powerful sort of monster |
| 66 | Limited or random teleportation ability |
| 67 | Lives in high places (mountaintops, treetops, cavern balconies, high caves, etc). |
| 68 | Lives in or spends time in water, but hunts on land |
| 69 | Lives only in extremely wet places |
| 70 | Makes a distinctive sound (a hyena’s laugh is one example of a creature with a distinctive sound) |
| 71 | Marks off its territory in a distinctive manner: foul-smelling musk, sense of fear, telepathic warnings, skulls on posts, etc. |
| 72 | Migratory |
| 73 | Mimics voices or sounds |
| 74 | Originally created by magic or breeding |
| 75 | Part of species hibernates while another does not |
| 76 | Produces unusual art (possibly valuable) |
| 77 | Recovers hit points or is otherwise strengthened from contact with particular substances or energy sources |
| 78 | Reproduces by fission |
| 79 | Requires very hot or very cold temperature to survive |
| 80 | Requires very wet or very dry environment to survive |

| Die Roll | Distinctive Attribute |
|----------|--|
| 81 | Rides a particular type of mount in battle |
| 82 | Spoils areas in which it lives, and has to move on from time to time because of the damage it causes (in underground areas, this might include spoiling the air, depleting the supply of rats, etc). |
| 83 | Steals souls |
| 84 | Symbiotic with a particular type of flying creature (bird, bat, or monster) |
| 85 | Symbiotic with a particular type of insect (possibly giant) or animal |
| 86 | Symbiotic with a particular type of plant |
| 87 | Takes prisoners for breeding |
| 88 | Takes prisoners for later meals |
| 89 | Takes prisoners for slaves |
| 90 | Telepathic among its own kind (and possibly with other beings) |
| 91 | Tracks its prey to wait for weakness |
| 92 | Tracks potential victims until they are weak |
| 93 | Traditional allies with a more powerful sort of creature |
| 94 | Tribal |
| 95 | Uses drug, potion, or herbs for magical powers |
| 96 | Uses drug, potion, or herbs for strength |
| 97 | Uses materials or surroundings to camouflage itself |
| 98 | Very long reproductive cycle |
| 99 | Vulnerable to sunlight or moonlight |
| 100 | Washes prey before eating it |

Table 2-84: Morphological Changes & Phases (Reproductive Cycles)

| Die Roll | Nature of Cycle |
|----------|---|
| 01-10 | Egg-laying mating type transforms into warriors or workers in an ongoing, non-seasonal cycle. It happens all the time so that there is a constant supply of eggs, egg-layers, warriors, and workers at all times. |
| 11-20 | Eggs are laid on land by predominantly aquatic creature, hatch into a feeding-type that lives on land until it transforms into a predominantly aquatic creature that mates in water but lays the eggs on land. |
| 21-30 | First phase is a larval eater, and it cocoons or transforms into a traveler-mating form that lays eggs. |
| 31-40 | First phase is a swimmer form, which cocoons or transforms into a land-based hunter or grazer which mates and lays eggs (in water). |
| 41-50 | First phase is egg-layer, eggs hatch into food-finder, food-finder transforms into mating form (traveler and possibly fighter for mates), mating form transforms into egg-layer. |
| 51-60 | First phase is egg-layer, second phase combines food-finder, warrior, and mating form, second phase cocoons or otherwise transforms into the egg-layer type. |
| 61-70 | First phase is the egg-layer, second phase is made up of three separate morphological forms: food finders, warriors, and mating form of one gender. Warriors transform into egg-layers in the right season, providing the other gender for the mating form to compete over. |

| Die Roll | Nature of Cycle |
|----------|--|
| 71-80 | First phase is the egg-layer, second phase is made up of two morphological types; neuter workers and a hermaphrodite warrior-mating form. These warriors probably fight a lot, since otherwise a hermaphrodite form would create lots of population. A failure of this fighting cycle could lead to a horde forming, which could be a nice adventure hook. Perhaps the hordes are periodic, too. |
| 81-90 | Hermaphrodite form lays eggs and then dies; half the eggs hatch into a traveler-defender form that goes out to build nests for the other half of the eggs. Second half of the clutch hatches into more hermaphrodite egg-layers. |
| 91-00 | Mating form lays eggs and dies; eggs hatch into a traveler-defender form which goes out to build new nests or hives, then cocoons or transforms into the mating form. One gender probably builds nests, and the other gender probably picks nice nests and fights over them in competition (health, fighting ability, plumage, etc). Genders might look utterly different, here. |

Table 2-85: Social Organization of Sapient Monsters

| Die Roll | Mode of Organization |
|----------|--|
| 01-05 | Alpha Male clan – strongest male in group is leader by virtue of combats or contests and assigns breeding rights. Beta males remain in group as followers. Harem-type breeding for alpha males. This can be gender-reversed, although that's not common except when females are larger than males. |
| 06-10 | Democracy – group decision making based on vote or consensus |
| 11-15 | Gerontocracy – oldest living creature is top ruler, probably with other elders helping at lower levels |
| 16-20 | Gynarchy – females lead |
| 21-25 | Magocracy – most powerful spell caster is the leader |
| 26-30 | Matriarchy – oldest capable female in family leads |
| 31-35 | Meritocracy – leaders are a council or other ruling body selected based on their intelligence or another measure of merit (strength, speaking skills, etc.). |
| 36-40 | Meritocracy – those who can solve a particular puzzle or survive a particular challenge are the leaders |
| 41-45 | Monarchy – hereditary leader |
| 46-50 | Monarchy – leader chosen by nobles |
| 51-55 | Morphocracy – Creature with longest legs, arms, tentacles, etc. is the rightful leader |
| 56-60 | Morphocracy – Largest creature is the rightful leader |
| 61-65 | Other – some other creature (wolves, ooze, members of special tribe) choose the leader |
| 66-70 | Patriarchal – oldest capable male in family leads |
| 71-75 | Tribal – divided leadership between a spiritual leader and a war leader. Sometimes there might also be a chief who handles non-spiritual leadership during peacetime. |
| 76-80 | Tribal – elected leader |
| 81-85 | Tribal – hereditary chief |
| 86-90 | Tribal – leader selected by omens |
| 91-95 | Tribal – religious leaders |
| 96-00 | Tribal – trial by combat for leader |

Table 2-86: Common Identifying Features of Highly-Intelligent Creatures

| Die Roll | Feature |
|----------|-------------------------------|
| 01-10 | Large eyes |
| 11-20 | Large head |
| 21-30 | Levitates |
| 31-40 | Long fingers or fingernails |
| 41-50 | Rides monstrous steed |
| 51-60 | Surrounded by army of minions |
| 61-70 | Uses staff as weapon |
| 71-80 | Very attractive appearance |
| 81-90 | Visible brain |
| 91-00 | Wears jewelry |



List of Tables (Book Two)

| Table | Page | Table | Page |
|---|------|---|------|
| Table 2-1 Monster Categories | 55 | Table 2-45 Ideas for Macro-Biotes | 85 |
| Table 2-2 Creature Attributes | 56 | Table 2-46 Categories of Planar Creatures | 86 |
| Table 2-3 Folkloric Shape-Adaptations | 58 | Table 2-47 Demonic Hints for Dark Angels | 86 |
| Table 2-4 Method of Obtaining Food | 59 | Table 2-48 Basic Form of Demonic Creature | 88 |
| Table 2-5 Abstract Food | 59 | Table 2-49 Demonic Attributes | 88 |
| Table 2-6 Reproductive Strategy | 59 | Table 2-50 Normal Purpose of Summoned Monster | 89 |
| Table 2-7 Type of Construct | 60 | Table 2-51 Physical Form of Summoned Creature | 89 |
| Table 2-8 Physical Danger Posed by Construct | 60 | Table 2-52 Unusual Material Compositions for Summoned Creatures | 90 |
| Table 2-9 Modern Analogues for Fantasy Devices | 61 | Table 2-53 Problems With Summoned Creatures | 91 |
| Table 2-10 Reason for Creating Construct | 61 | Table 2-54 Physical Form of Planar Traveler | 92 |
| Table 2-11 Construct's Physical Resemblance | 61 | Table 2-55 Planar Trading/Commodities | 93 |
| Table 2-12 Construct's Loss of Control | 62 | Table 2-56 Mode of Planar Travel | 93 |
| Table 2-13 Dragon's Unusual Physical Feature | 62 | Table 2-57 Vehicles and Bodily Organs for Planar Travel | 93 |
| Table 2-14 Dragon's Unusual Ability | 64 | Table 2-58 Form and Causation of a Visitation | 94 |
| Table 2-15 Dragon's Unusual Breath Weapon | 64 | Table 2-59 Basic Form of Plant Monster | 95 |
| Table 2-16 Individual Dragon's Mentalities, Motivations, and Status | 66 | Table 2-60 Movement Forms for Mobile Plants | 96 |
| Table 2-17 Social Strata of Elementals | 67 | Table 2-61 Pull/Augment Special Attack Types for Plants | 97 |
| Table 2-18 Elemental Body Forms | 67 | Table 2-62 Physical Distance Attacks for Plants | 98 |
| Table 2-19 Elemental Plane of Origin | 67 | Table 2-63 Sample Unusual Reproduction Methods for Plants | 99 |
| Table 2-20 Method of Binding the Elemental Creature | 68 | Table 2-64 Basic Types of Undead Creatures | 99 |
| Table 2-21 Conditions in Elemental Region | 68 | Table 2-65 Causes of Intelligent Undeath | 99 |
| Table 2-22 Form of Fey Creature | 69 | Table 2-66 Preparations for Intelligent Undeath | 100 |
| Table 2-23 Fey Contracts | 69 | Table 2-67 Breaks in the Life Cycle | 100 |
| Table 2-24 Magical Abilities of Fey Creature | 70 | Table 2-68 Manner of Death | 101 |
| Table 2-25 Fey Transformation of Enemies | 70 | Table 2-69 Basic Profile of Verminous Creature | 103 |
| Table 2-26 Characteristic Fey Magic Items | 70 | Table 2-70 Special Features of a Verminous Creature-Type | 103 |
| Table 2-27 Fey Methods of Immobilization | 70 | Table 2-71 Vermin Movement-Systems | 104 |
| Table 2-28 Summoning Fey Creatures | 72 | Table 2-72 Monster's Overall Combat Profile | 105 |
| Table 2-29 Giant's Possession (or related activity) | 73 | Table 2-73 Head Attacks | 107 |
| Table 2-30 Giant's Physical Appearance | 74 | Table 2-74 Limb Attacks | 108 |
| Table 2-31 Giant's Magical Abilities | 74 | Table 2-75 Body Attacks | 108 |
| Table 2-32 Type of Horror | 75 | Table 2-76 Tail Attacks | 108 |
| Table 2-33 Physical Form of the Horror | 75 | Table 2-77 Tongue Attacks | 108 |
| Table 2-34 Descriptions for Chitin, Carapace, and Armor Plates | 76 | Table 2-78 Special Attack Delivery Method | 109 |
| Table 2-35 Humanoid Physical Structure | 77 | Table 2-79 Special Attack Type | 109 |
| Table 2-36 Humanoid Racial Overview | 77 | Table 2-80 Fear Effects | 119 |
| Table 2-37 Unusual Humanoid Leader-Types | 78 | Table 2-81 Transformations | 119 |
| Table 2-38 Thematic Ideas for Mastermind Humanoid Races | 79 | Table 2-82 Special Defenses and Abilities | 120 |
| Table 2-39 Racial History of Mastermind Races | 80 | Table 2-83 Distinctive Attributes | 121 |
| Table 2-40 Profile of a Mist Creature | 81 | Table 2-84 Morphological Changes & Phases (Reproductive Cycles) | 122 |
| Table 2-41 Ooze Form | 82 | Table 2-85 Social Organization of Sapient Monsters | 123 |
| Table 2-42 Ooze Immunities and Special Attacks | 82 | Table 2-86 Common Identifying Features of Highly-Intelligent Creatures | 123 |
| Table 2-43 Ooze Name/Description | 84 | | |
| Table 2-44 Macro-Biote Form | 84 | | |



BOOK THREE:

Dungeon Design

Table of Contents

| | |
|---|-----|
| Introduction to Book Three..... | 127 |
| The Creative Process..... | 127 |
| Part One: Elements of the Adventure..... | 129 |
| Part Two: Designing a Dungeon Adventure | 135 |
| Mysteries and Clues | 135 |
| The Map..... | 149 |
| Tricks | 186 |
| Traps | 217 |
| Dungeon Dressing | 231 |
| Miscellaneous Useful Tables | 236 |
| List of Tables (Book Three) | 258 |

Introduction to Book Three

The previous two books of this series contain tables that are designed to spark ideas: the first book addressed missions and villainous plans, and the second book focuses on monsters. This third book, on the other hand, takes for granted that you have already chosen the starting point of a subterranean setting, and provides a vast array of tables designed for this specific type of adventure. Part One addresses certain general elements that are key to any adventure, subterranean or not, and the remainder of the book is specifically about adventures in the dark depths of the earth.

Creative Overload

At the beginning of Lewis Carroll's "Jabberwocky," everything is unformed; nonsense words crowd upon the reader to form inchoate images. It's brillig, we know, and there's a mishmash of undefined activity – slithy toves are gyring and gimbling all over the place, or at least in the wabe, possibly elsewhere. Mome raths are outgrabing, apparently independent of all the action at the wabe. The borogoves are in a state of mimsiness. The reader is in a state of confusion. This part of the poem corresponds to creative overload, and Lewis Carroll is doing it on purpose, just as I do in this book.

mishmash on the chalkboard or easel or whatever. This is the point in the adventure-design process where you will start to get flashes of visual imagery, and notice that certain elements of the mix contain interesting themes.

Creative Synthesis

In the next stanza of the Jabberwocky, a theme begins to develop. There is a father, a son; threats to their well-being have surfaced to disturb this otherwise brillig place. There are one or more jubjub birds, a wandering bandersnatch, and above all, the Jabberwocky. No wonder the borogoves mimse; wouldn't you?

The Creative Process

There are four general steps in the creative process of designing a dungeon adventure using this book. Don't try to follow them as a checklist, but it's useful not to go into the process completely blind, especially when your brain starts to hurt. The steps are:

Creative Overload

When you start using the tables in this book you will immediately encounter "overload," a ridiculous mishmash of adjectives and concepts that contradict each other, sound stupid, and pile upon each other in an excess of details. This is actually a vital step in the creative process. Somewhere in your life you have probably encountered the institution of the "Brainstorming Session." The idea of a brainstorming session is to get several people together with a chalkboard, easel, or some other way of writing down ideas where everyone in the group can see them. The leader of the group poses whatever problem or objective the group is supposed to handle, and starts taking ideas. No idea is too far-fetched, no idea is stupid, no idea is impractical – at least, not at this point. This phase of a brainstorming session corresponds to the overload of stories, adjectives, names, and concepts generated by using the tables in this book. As an adventure designer, you don't have a creative team to sit down and generate a host of ideas – you have to do it alone. This book provides the equivalent of the creative team, tossing a multiplicity of ideas into the mix without any particular rhyme or reason. Creative overload is often mentally uncomfortable; it pushes beyond the normal limits of what the mind can easily hold at one time. How we suffer for our art. This is the point where you have a dungeon with one name, a level of the dungeon with another name, a part of that level with yet another name, plus a load of items and architectural elements with long strings of adjectives attached to each and every one. Not only that, but most of the adjectives are vague or even ambiguous.

Because I designed them that way.

Synthesis

This is the next step in the creative process, and it's a bit more comfortable than the process of deliberately overloading your mind with a babble of concepts and images, but not much. In the traditional brainstorming session, the synthesis phase isn't a group experience; each individual in the group starts to gather strange threads of ideas, little connections between some elements of the "there are no stupid ideas"

Sculpting

Now you begin the process of working your way back into the mental comfort zone by chopping out what doesn't connect with the themes that began appearing as you synthesized and assimilated the original welter of ideas. Here's the problem: you've got a massive pile of adjectives to describe things. Here's the tool: themes and visual images have started to appear in your creative mind ... although some of them may be mutually exclusive. A particular annoyance is that there might even be two separate adventures floating around in your head at this point, two different interpretations of the soup of ideas. Here, at last, is the solution: begin changing the vague "names" of things into mere descriptions. "Zar's Inimitable Red Throne of Nothingness and Traps" gets snipped into "The Red Throne," and it's got a trap that disintegrates (into "nothingness") anyone who sits in it. Zar is the wizard responsible for this bad-idea piece of home furnishing. Scrap "inimitable," because you've already got what you need. Here's a different take on the throne, though. What if it was a project, not an item? Maybe it's part of the backstory, Zar's effort to imitate a throne he'd seen described in an ancient book? Hey, maybe it's a red book, and the trap isn't about the physical throne, it's about the book. Put some of Zar's journals into the dungeon for the players to find, describe a storehouse full of trap components the characters can use against monsters, and you're ready to rock along a completely different direction. Ambiguity is your volleyball: toss it around before you spike it into the court.

Sculpting

In the third, fourth, and fifth stanzas of the Jabberwocky, the initial mishmash of the first stanza gets resolved into a thread of purpose and action – even a bit more geography, although the exact location of the tumtum tree relative to the wabe is ... vague at best. Still, two points define a line, so the geometers will be comfortable even if the cartographers remain deeply unsatisfied. And a line gives you a direction. Position yourself at a point on that line (don't use a tumtum tree – it's been done), do a bit of uffish thought, and then it's time to take your vorpal sword and begin cutting out what doesn't belong. Snicker-snack, and we are on to the next phase.

Building

Now that you have pared things down from the Cthulhuesque welter of ultimate chaos, you will find that an adventure is beginning to take shape in your mind, like a partially completed jigsaw puzzle. By culling out the parts that didn't fit, you've opened up some gaps. But at this point, you'll start getting some very clear, precise ideas about how to fill in the gaps. The creative process is opened up! Suddenly – and I promise this – you will find that you are coming up with great ideas of your own, sparked by the initial chaos but completely novel. Now you are in the most comfortable and productive mental space, firing on all cylinders. You're in the zone.

Building

In the final stanza of the “Jabberwocky,” Lewis Carroll wraps it all up. You’ve got a gleeful father, a son who’s triumphant enough to do a bit of galumphing, and, all told, it’s a pretty damn frabjous day. The nonsense words fit, now, and the reader can figure them out. From the perspective of the reader, the poem now sculpts itself backward into a story. In retrospect, the nonsense all makes sense. The poem is finished, bringing order out of chaos. From your perspective as an adventure designer, you’re working on something that’s structurally a bit different from a poem, since our task here is more open-ended. For instance, there might be a conspiracy of drow behind the slithy tove incursion ...

To summarize, this book is an immense Jabberwockatorium, in which you can choose to gimble about in one or more specific parts, or through which you can galumph toward a well-defined objective. The choice is yours.

“The DM will have to respond to superior play by extending himself or herself to pose bigger and better problems for the party to solve.”

-Gary Gygax, 1978



Part One: Basic Elements Of Adventure Design

Book One has already introduced a series of broadly stated elements for a masterpiece adventure, creating a sort of checklist (see the Side Box). This section, down here all the way in Book Three, is about “how to build,” not “what to end up with,” so it has a different set of factors. The Book Three approach reflects the fact that all the elements described in Book One are actually, in practice, all mixed up together when it comes to creating them. They only resolve themselves into nice, neat, categories once the process is finished and the results are polished up.

Elements of the Adventure

The Book One Approach

- 1) Backstory
- 2) Location
- 3) Opposition
- 4) Variation of Challenge
- 5) Exploration
- 6) Race Against Time
- 7) Resource Management
- 8) Milestones and Conclusions
- 9) Continuation Options

The Book Three Approach

- 1) The Time Element: some sort of race against time, possibly a major factor, possibly a minor factor
- 2) The Motivational Element: what makes the players choose this adventure
- 3) The Information Element: what do the players start out knowing, what do they learn while adventuring that can help them, and what previously unknown thing have they learned at the end
- 4) The Tactical Element: what sorts of physical features are the memorable “standouts” in the adventure, and how can the players use these to their advantage
- 5) The Monstrous Element: who or what is actively fighting back?
- 6) The Movement Element: is your map well designed as a game board?
- 7) The Miscellaneous Element: other types of challenges

Overview of the Basic Adventure Elements

Certain elements appear in every good adventure, and if one of them is lacking, you have missed an opportunity. Most adventures focus more heavily on some elements than others, and the different emphasis of one element over another can create highly distinct adventures. However, each element is a dimension that should not be entirely omitted, even from an adventure that is dominated by another element. For example, an adventure designed to be a high-tension race against time will still suffer if the combats don’t contain interesting tactical elements. An adventure that focuses on an extremely creative new monster will still suffer if it takes place on a boring map. Keep these in mind while designing the adventure, and use them as a checklist after you’re done, because some degree of attention should be paid to each of these factors:

The Time Element: some sort of race against time, possibly a major factor, possibly a minor factor

The Motivational Element: what makes the players choose this adventure

The Information Element: what do the players start out knowing, what do they learn while adventuring that can help them, and what previously unknown thing have they learned at the end

The Tactical Element: what sorts of physical features are the memorable “standouts” in the adventure, and how can the players use these to their advantage

The Monstrous Element: who or what is actively fighting back?

The Movement Element: is your map well designed as a game board?

The Miscellaneous Element: other types of challenges

The Time Element: Racing Against Time

The most important feature of any adventure is the race against time. Virtually all good adventures contain some sort of race against time, although *the degree to which the race against time is a feature of the adventure can vary quite a bit*. In a lair-type adventure, a pressing race against time can be used to prevent the adventure from dragging. On the other hand, in a mega-dungeon where player choice is at its maximum, the race against time might be little more than limitations on food and light, hit points and spells. Every delay to check for secret doors or inspect areas for potential traps increases the risk that the adventurers will be attacked and weakened by wandering monsters before they can find one of the dungeon’s treasure hoards, but the pressure of a rescue or a villain’s plan coming to fruition isn’t used to create any further time constraint. All these elements; the traps, the secret doors, the wandering monsters, and the treasure hoards come together to create a low level of time pressure that keeps things moving without building tension to a high level. Both methods of structuring the pace of an adventure can

BOOK THREE: DUNGEON DESIGN - BASIC ELEMENTS OF ADVENTURE DESIGN

create an enjoyable gaming session.

It is worth noting that one adventure type reverses the “race against time” concept, and that is the “hold out for reinforcements” type of adventure in which the characters are under a siege of some kind but can expect help if they can hold out long enough. In this case, it is the monsters, rather than the players, who are faced with the adventure’s underlying race against time.

Table 3-1: Types of Races Against Time

| Die Roll | Nature of Race | Die Roll | Nature of Race |
|--------------|--|--------------|--|
| 01-04 | An item held by the party (e.g., a magic staff) or a protective spell loses power as time passes | 53-56 | Prisoner may be killed by kidnappers |
| 05-08 | A villainous plot will come to fruition shortly unless the players can stop it from happening (the volcano erupting, or the rain of fire starting, as examples) | 57-60 | Ransom is being increased for prisoner or kidnap victim over time |
| 09-12 | Another group of adventurers is racing for the same prize, reward, or achievement as the party | 61-64 | Reward is predicated on success by a certain time |
| 13-16 | Crops will fail if solution is not found | 65-68 | Reward is reduced with every day spent |
| 17-20 | Environmental conditions in the area are becoming more dangerous as time passes (hotter, more smoke, water rising, etc) | 69-72 | Snowfall, sandstorm, or avalanche will prevent access to adventure location after a particular time |
| 21-24 | Income tax on the characters’ prospective treasure increases (as a percentage) over time | 73-76 | Specific valuable treasure will be destroyed at a specific time (sacrificed, for example) |
| 25-28 | Living expenses are very high | 77-80 | The ability to enter and leave the dungeon or adventure area will become more difficult after a certain time period elapses (as opposed to closing entirely) |
| 29-32 | Monsters are building or creating a powerful weapon (probably magical, but possibly something like a siege engine that must be taken out) | 81-84 | The characters have an ally or information source who will be discovered or shut down after a certain period of time (a traitor in the bandit stronghold who will certainly be discovered soon, for example) |
| 33-36 | Monsters or opponents receive reinforcements as adventure proceeds | 85-88 | The characters will be discovered or identified in a certain (probably unknown) period of time and they must work quickly to obtain their objectives before this happens |
| 37-40 | Monsters will change to more powerful form at a certain time | 89-92 | The characters’ basic provisions (or their air) will run out – desert adventures where water supplies are limited are a classic example. |
| 41-44 | Monsters will receive large reinforcements at a certain time | 93-96 | The party’s patron suffers from a condition that will kill him, transform him, or make him unable to pay the party if too much time passes |
| 45-48 | One of the characters or an NPC working with the party suffers from a disease, poison, or curse that takes hold or has an increased effect as time passes. Avoiding lycanthropy, getting to a cleric before a body is too long dead to be raised, and other such situations are good examples. | 97-00 | Treasure is something that deteriorates or drops in value over time |
| 49-52 | Prisoner may be executed by justice system | | |

The Motivational Element: “Selling” the Adventure to the Party

Another very important factor in all adventures is making the players *want* to undertake the adventure. Unless you want your campaign to be an endless series of situations in which the characters are forced into adventure after adventure dint of blackmail, high-handed kings, and other “railroading” devices, you will need to entice the players into choosing the “prepared” adventure of their own free will. Good refereeing is a matter of letting the players choose their courses of action, but that doesn’t mean you can’t dangle the carrot in front of them to nudge them toward the adventures you’ve planned. Your adventures should be posed as opportunities, not necessities. Of course, every rule is made to be broken from time to time, but in general you should think about two things: (1) the players should see – and

you have to communicate – the opportunity for a dramatic, interesting good time, and (2) you should play to the ever-present player motivations of experience and gold, which are the underlying forces of motivation embodied in the game rules; or to the desire for fame or moral achievement, which might or might not be important factors to your individual players. Make sure that the players can see and perceive the adventure as an opportunity to gain fame, fortune, and buckets of gold for their characters. They’ll take the bait every time.

Table 3-2 lists several “carrots” that can be offered by the adventure – or unusual awards that might be gained whether or not they were revealed as possibilities to the players before the start of the adventure.

Table 3-2: Enticements to Peril

| Die Roll | Enticement Offered by Adventure |
|--------------|--|
| 01-03 | Ability to move inconspicuously in certain groups |
| 04-06 | Additional form of movement: swim or breathe water, fly, teleport, etc) |
| 07-09 | Better equipment |
| 10-12 | Bonuses to saving throws under certain circumstances |
| 13-15 | Cure disease |
| 16-18 | Enhance alertness |
| 19-21 | Enhanced ability to cast spells |
| 22-24 | Enhanced ability to hear |
| 25-27 | Enhanced ability to see |
| 28-30 | Gain experience points or levels |
| 31-33 | Gain forgiveness or pardons for prior actions |
| 34-36 | Gain hit points |
| 37-39 | Improve physical appearance |
| 40-42 | Improve rate of attacks or speed of actions |
| 43-45 | Improvement in combat initiative |
| 46-48 | Improvement in movement rate |
| 49-51 | Improvement or bonus to class ability (turning undead, picking locks, etc) |

| Die Roll | Enticement Offered by Adventure |
|--------------|---|
| 52-54 | Increased strength or other ability score |
| 55-57 | Learn additional language |
| 58-60 | Money payment(s) from patron |
| 61-63 | Permit travel (casting of teleport, creation of planar gate, opening of dimensional gateway, etc) |
| 64-66 | Permit travel (required documents, safe-passage, etc) |
| 67-69 | Provide needed equipment |
| 70-72 | Receive useful information |
| 73-75 | Remove a curse |
| 76-78 | Remove or reverse aging |
| 79-82 | To-hit or damage bonuses in certain circumstances |
| 83-85 | Treasure: ancient hoard |
| 86-88 | Treasure: famous gem(s) or jewelry |
| 89-91 | Treasure: magic items known to be present |
| 92-94 | Treasure: legendary magic item or artifact |
| 95-97 | Treasure: deeds or documents of ownership |
| 98-00 | Treasure: fabulous furnishings |

The Information Element

A good adventure begins with snippets of information the players can use, should provide both useful and useless clues in the middle of the adventure, and conclude with (or develop as the adventure progresses) some sort of “revelation” that most people don’t know. The revelation doesn’t have to be anything earth-shattering; it could be as simple as the fact that the monsters came into this area because there is a famine in their normal hunting grounds. In many cases, the revelation is either why the area became dangerous (see Tables 3-6, 3-7, 3-8 and 3-9 for ideas) or the fact that the monsters are actually in the service of some greater threat. In many cases, the revelation of this underlying mystery may be the starter knowledge for another adventure if the players decide to act upon it, but this isn’t necessary and can actually begin to feel formulaic if the “new adventure hook” becomes a standard feature of each and every one of your adventures, session after session.

The Tactical Element

Certain types of challenges are common to all adventures, whether wilderness or subterranean. The table below can be used for minor challenges (similar to solving a trap or trick) but they can also be used to get ideas for the sorts of large challenges that define a mission. For instance, the entry “close” on the table might be used as the solution for a minor trick, or it might spark the idea of closing a planar gate that has been unfortunately or untimely opened.

Every adventure should have at least a couple of real showcase locations, but these aren’t necessarily tactical. They might be something that’s just visually striking, or a really interesting “boss” monster, or a mental challenge. Even if it’s not one of the showcase locations, though, an adventure should contain at least one area where pure skill on the part of the players has a huge effect on the outcome of a combat there.

BOOK THREE: DUNGEON DESIGN - BASIC ELEMENTS OF ADVENTURE DESIGN

Table 3-3: Topographical and/or Tactical Challenges

| Die Roll | Nature of Topographical/Tactical Challenge |
|----------|--|
| 01-03 | Attach properly |
| 04-06 | Balance upon |
| 07-09 | Break (out, down, or through) |
| 10-12 | Chase after or race against |
| 13-15 | Choose between |
| 16-18 | Climb down to |
| 19-21 | Climb up to |
| 22-24 | Close |
| 25-27 | Detach properly |
| 28-30 | Drop into |
| 31-33 | Duck beneath |
| 34-36 | Find something |
| 37-39 | Fish out |
| 40-42 | Go across |
| 43-45 | Go through |
| 46-48 | Go under |
| 49-51 | Jump over |
| 52-54 | Listen to |
| 55-57 | Look at |
| 58-60 | Make a noise with |
| 61-63 | Make something from available elements |
| 64-66 | Move something |
| 67-69 | Open |
| 70-72 | Pit strength against |
| 73-75 | Reach into |
| 76-78 | Ride |
| 79-82 | Smell or taste |
| 83-85 | Squeeze through |
| 86-88 | Swing from |
| 89-91 | Talk to |
| 92-94 | Worry about breaking |
| 95-97 | Worry about falling from |
| 98-00 | Worry about something moving |

Tactical Situations

Tactical situations are built mainly upon the premise of getting yourself into the best position to gain an advantage. A more subtle use of tactics is not only to place yourself to best advantage, but also to push the enemy into a position of disadvantage. Forcing the enemy into a particular location is not well represented in most rules, however.

Table 3-4: Specific Tactical Situations

| Die Roll | Nature of Tactical Setup |
|----------|--|
| 01-03 | High ground advantage: certain points are more defensible because of a higher altitude |
| 04-06 | High ground advantage: certain points are the best vantage for attack because of a higher altitude |
| 07-09 | Balconies: flight and falling objects come into play as tactical features |

Table 3-4: Specific Tactical Situations Continued

| Die Roll | Nature of Tactical Setup |
|----------|---|
| 10-12 | Balconies and stairs: flight and falling objects come into play as tactical features, along with controlling the access to these areas |
| 13-15 | Periodic (random) hazards at predictable places: lava fountains or rising spikes make certain areas dangerous at random intervals |
| 16-18 | Periodic (predictable) hazards at predictable places: lava fountains or rising spikes make certain areas dangerous at exact, predictable intervals |
| 19-21 | Major hazard at a particular point, surrounded by area of high risk and reward: this might include a “brain-stone” that requires anyone within ten feet to make a saving throw or fall into babbling idiocy for several hours – but anyone making the saving throw gains a major bonus on to-hit rolls, or can “see” what the enemy is doing through their own eyes for several hours. Getting to it first would provide a major advantage. This sort of tactical goal allows the players to make significant decisions that can affect the outcome in unusual ways; should they take the risk, or not? |
| 22-24 | Major hazard at a particular point is surrounded by area of high risk, but provides a significant short cut to movement or to a tactically beneficial location. If you’re willing to run the gauntlet, you can reap the rewards if you survive intact enough to do so. Once again, tactics is all about maximizing player decision-making |
| 25-27 | Areas in which standard abilities do not function: dead magic, etc. |
| 28-30 | Areas in which standard abilities are weakened: ability scores, etc. |
| 31-33 | Particular weapon required, usually an odd one. This might be in a “death arena,” or a monster might have a particular vulnerability, or a curse might make it impossible to use all non-clay weapons, or the characters might have lost their normal weapons and are forced to improvise. |
| 34-36 | Areas in which standard abilities are altered (underwater, for example) |
| 37-39 | Areas in which potential shields rise and lower (walls, actual shields, wooden partitions, etc.). |
| 40-42 | Areas which rise and sink in a predictable fashion: being in the right place at the right time gives you the advantage of the high ground – but not forever, because the platform or whatever will sink back down again. |
| 43-45 | Areas in which shifting visual partitions close off line of sight: mists and fog banks would be an example. |
| 46-48 | Situations where unusual vehicles or modes of movement must be used: hang-gliding using huge leaves, or teleporting from disk to disk would be examples. |
| 49-51 | Situations where the effect of movement is partially random (affected by gusting winds, tides, or small teleportation errors, for example). |
| 52-54 | Situations where explosives can be set off (rooms with scattered barrels of flammable oil, for example). Players love chain reactions from explosions, too. |
| 55-57 | Areas where slippery floors affect movement and/or fighting |
| 58-60 | Areas with obvious traps that could be used tactically |
| 61-63 | Areas with lots of stairs, platforms, and other features allowing 3-D combat tactics |

Table 3-4: Specific Tactical Situations Continued

| Die Roll | Nature of Tactical Setup |
|----------|--|
| 64-66 | Area containing a “victory” point; you get there, you win (or escape, depending on the situation) |
| 67-69 | Area containing things that can heal or strengthen you |
| 70-72 | Area containing cool weaponry in hard-to-reach places |
| 73-75 | Areas with levers to pull and buttons to push, with various effects |
| 76-78 | Areas where spells have unusual effects; possibly weapons or movement also (underwater, for example) |
| 79-82 | Area where “normal” vehicle must be used; boats and rafts being the best example; horses, wagons and mine carts being other examples |
| 83-85 | Low gravity or no-gravity area |
| 86-88 | Area where life support is required; underwater or in airless environment, for example. |
| 89-91 | Shifting gravity, areas with varying degree of gravity, or rotating environment (balconies and walls in a rotating environment work well for changing the tactical value of the fixtures). |
| 92-94 | Area where things of tactical value appear or disappear |
| 95-97 | Areas where vision is unreliable; areas of darkness, mist, magical blindness, magic masks with no eyeholes, hallucinations, and illusions are all examples. |
| 98-00 | Situation in which a particular code of conduct must be followed (subdue opponents only, accept surrenders, etc.). |

The Monstrous Element

The actual creation of monsters is covered in Book 2; as is their motivation, if you consider them to be a collective “villain” and roll on the tables for villainous motivations in Book 1. Treated as a structural element in an adventure, however, the most important “rule” is that *every adventure should contain some combat elements*. It might be tempting from your perspective as the referee to create an “all traps” challenge, or an adventure pitting the characters against the elements. But your players, unless they’re an unusual group, will want some diversity in the type of challenge their characters encounter. Single-themed adventures can get very boring very quickly, from the perspective of the players.

Other than the fact that there should be a monstrous element, the major thing about structuring monsters into the adventure is diversity of challenge. Vary the number and type of monsters in different encounters. An adventure in which one combat after another is against the same type of foe, or against a single foe, is much less compelling than one in which there are several types of monsters of varying levels of power, some alone, some in large bands.

It is not necessary to have one “boss” monster running the show, and it is not necessary to have a single monster act as the “climax” of an adventure. However, it is a good idea to have one combat that’s abnormal, more difficult, or otherwise more memorable than normal. A showcase, if you will. If you survey your finished adventure and find that all the encounters are roughly of the same difficulty, or take place in nondescript rooms, or that none of them involves an interesting tactical feature, think about adding some more spice to whichever combat has the most potential.

Here’s an odd tip – take it or leave it. As a matter of pacing the adventure, so that it has highs and lows, it’s my opinion that an adventure should contain some completely mundane, average encounters. These standard-issue combats have the same purpose as comedic breaks in a horror movie: they re-set the tension level so that the next “big” thing has more impact. As with most things involving the monstrous element, we’re once again talking about variety and diversity. If everything is

cinematic, nothing is cinematic. If everything is special, nothing is special. A few “standard” encounters will make the unusual encounters more memorable, somehow. It’s purely psychological; but then, so is most of adventure design.

The Movement Element: Designing the Map

Creating a good map is one of the most important features of designing an adventure, because the map is, effectively, the game board for all tactical movement in the game. Always return to the fundamental question: does this map work as a game board? Because this ultimately is the measure of a map: it is the way it will be tested, and the way in which the players will interact with it.

Tips on Map Design

I can’t claim credit for all these tips; I’ve received many of them from other people:

1) A map should not be a linear pathway through the adventure. As with all things in an adventure, the key is to provide meaningful decisions for the players to make. If your map is viewed as a flow chart, and it has no “circular” paths allowing different ways through, then you may want to build in more choices.

2) The map should be roughly divisible into areas with only one or two ways into each area. This gives the players the psychological reward of getting “into a new area,” and it also means that as a game board you have created a choke point for tactical movement. The entrances and exits to areas become significant places on the board where enemies can be bottled up or pathways can be blocked off.

3) Try thinking of the map literally as a game board with some squares labeled things like “go back two spaces,” or “you can buy this property,” or “advance to go, collect 200gp.” Fill your mind with all the labels you’ve ever seen for game boards. Evaluate whether your map would be fun to use in a game where dice are rolled for movement and you do what it says on the various squares. Alternatively, re-envision your map as a flow chart if that’s the way you think. Are there several different pathways through this map?

4) Use the third dimension, with up and down movement somewhere on the map.

5) Vary the physical features in various parts of the map. In dungeon adventuring this means having rooms of different sizes and shape, corridors of different widths, and even areas with odd features like high ceilings or areas where there is flooding. In wilderness adventures, physical features can be varied with different colors of rock, different plants or animals, different rock formations, etc.

If you keep these five tips in mind while creating a map, you should be able to create a “flow” that maximizes the map’s tactical and adventuring qualities.

The Miscellaneous Element: Challenges to the Character Sheet

Virtually all challenges having to do with the overall adventure should be a challenge to the intelligence and creativity of the players at the table. However, as with most structural elements of an adventure, change-ups are required to vary the pace and the nature of challenges. Sometimes, success in a challenge depends on the character sheet’s numbers: saving throws, ability scores, and the like. Otherwise, those character sheets don’t mean much. Sometimes, traps or tricks might have a random element involved after player skill has failed. For whatever reason, the occasional test of the character sheet gives the players a particular type of challenge: how to avoid being tested, or how to cope when something goes wrong. Again: the primary sort of challenge is a test of player intelligence and skill; tests of the character sheet are the exception and the spice, not the rule or the main dish.

BOOK THREE: DUNGEON DESIGN - BASIC ELEMENTS OF ADVENTURE DESIGN

Table 3-3: Challenges to the Character Sheet

| Die Roll | Nature of Challenge |
|----------|--|
| 01-25 | Ability Checks: A situation requires the player to roll a d20 and score equal or lower than his character's appropriate ability score. NOTE: in general, intelligence checks should not be used – it is the player's intelligence that should solve problems. Strength, dexterity and constitution, the physical attributes of the character, are generally the best scores to use for "ability checks." Avoid using ability checks when a situation isn't high tension or difficult. Tying knots in a rope to climb a wall just isn't the sort of thing that needs a random factor injected into it. |
| 26-50 | Flat chance: These sorts of challenges aren't affected by the character sheet or anything else. There's just a specific chance per person that the effect will happen: whether the chance is 1 in 6 or a percentage is up to you as the referee. These sorts of challenges are often used when the players are deciding whether or not to risk something like walking over a rickety bridge. The random factor is used to determine when the bridge falls. So, the flat chance die roll isn't the test of player skill; the test of player skill is whether or not to take that chance in the first place (and how to improve the odds with gadgetry or other innovations). |
| 51-75 | Random Selection: having the player pick a card from a set of five, play a game of blackjack or a game of craps, or choose which hand a coin is in. Do you pick what's behind curtain #1, curtain #2, or curtain #3? There's no skill involved here, obviously, but challenges like this add spice to the game. Sometimes, deciding whether or not to play the game, or which player will play, is where the exercise in player skill comes up. |
| 76-00 | Saving Throw: Whereas ability checks are only linked to the physical characteristics of a regular person, some challenges are challenges to the character's experience. Ability checks don't take the character's level into account; saving throws do. Keep in mind that at lower levels, a saving throw is difficult to make. |



Part Two: Designing a Dungeon Adventure

Introduction to Part Two

In keeping with the rest of this series, my objective is to provide creative sparks for adventure design by pressing lots of concepts and elements into the reader's mind so that the creative subconscious can make sudden, new combinations of them. Dungeon designing is such a vast topic that I've organized these conceptual clouds into topics, so when the designer is struggling for inspiration in a particular area he can dip into the specific section or sections that seem to be the closest to what he's looking for. This mode of organization loses a bit of the lightning-strike power of joining together utterly dissociated concepts, but I think it ultimately makes the book more usable.

A First, and Important, Distinction: Lairs as Opposed to Megadungeons

There are basically two types of dungeon adventures: the short ones where a mission can be accomplished and finished within a small dungeon (which I call a "lair"), and the huge dungeons designed for an almost infinite number of game sessions (which I call a "megadungeon.") Most of the tables in this book are applicable to both types of dungeon adventures; however, if you are designing a mission-oriented lair adventure, you should keep in mind that anything in here relating to the extent and size of the dungeon may generate an area that is too large and too empty for a faster paced, mission-oriented type of adventure.

MYSTERIES AND CLUES

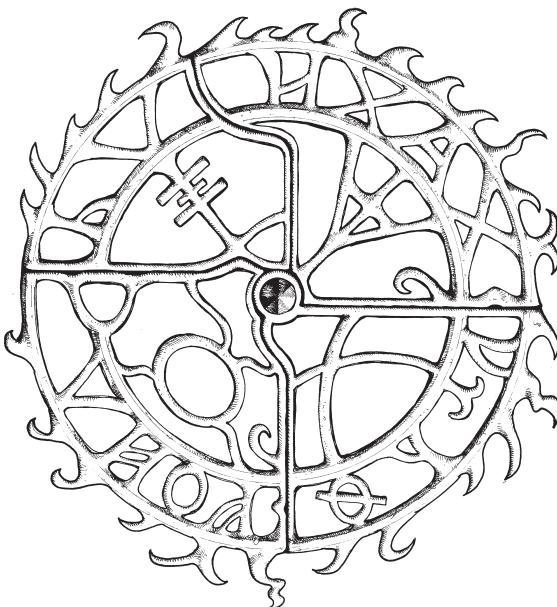
The Concept of Mystery in a Dungeon Adventure

As a starting point for the discussion of dungeon design, it might seem strange to begin with the concept of mysteries and how to evolve what the players know about the dungeon. But an adventure doesn't just develop in terms of area explored or monsters killed; it also develops in terms of the players gaining more and more information about the situation and the location. Sometimes this knowledge has no practical application in game terms, but make no mistake – it is intensely satisfying to the players if they gain more understanding about things. Even the best-designed adventure in the world will fail on a critical level if the players finish the adventure with no sense of ever having understood what the hell was going on. Even in a megadungeon type of adventure, it is highly rewarding to the players if they get scraps of information about who lived in the place, what their names were, what happened to them, and why the megadungeon eventually became the province of deadly monsters instead of the original creators and delvers.

Underlying Truth: The Backstory

A backstory is the history of events that have taken place, both significant and trivial. Backstories are necessary in order to generate clues and rumors about the dungeon, because you'll need something for these clues and rumors to be *about*. For many designers, knowing the backstory of an area is also a strong spur to creativity.

There are several approaches to creating a backstory, and *the tables in this section are all alternatives for each other* – it doesn't work to combine the results from more than one table in this particular section.



Big-Picture Backstories

Table 3-6: Why an Adventure Location Became Dangerous

| Die Roll | Why the Adventure Location Became Dangerous - Factor Number One (d100) | Why the Adventure Location Became Dangerous - Factor Number Two (d100) | When - If you aren't Looking for a Specific Timeframe (d100) |
|----------|--|--|--|
| 01-05 | Inhabitants were changed | In connection with an ancient curse | 1000 years ago |
| 06-10 | Inhabitants defeated | In connection with savages | 100 years ago |
| 11-15 | Inhabitants massacred | In connection with rampaging non-human tribes | 100 years ago |
| 16-20 | Inhabitants abandoned place | In connection with a dispute between powerful monsters/ individuals | 100 years ago |
| 21-25 | Inhabitants physically altered | In connection with something unexpected being unearthed | 100 years ago |
| 26-30 | Construction (recent or ancient) was done | In connection with forbidden knowledge | 100 years ago |
| 31-35 | Inhabitants changed beliefs | In connection with unexpected facts being discovered | 10 years ago |
| 36-40 | Inhabitants mentally altered | In connection with a disease | 10 years ago |
| 41-45 | Inhabitants mentally and physically altered | In connection with magical research | 10 years ago |
| 46-50 | Original inhabitants departed the place | In connection with a strange belief | 10 years ago |
| 51-55 | The place became hostile to civilization | In connection with promises made by a powerful being | 10 years ago |
| 56-60 | The place became filled with traps or deadly barriers | In connection with the use of strange substances | 1 year ago |
| 61-65 | The place was shut off from the world | In connection with the discovery of valuable substances | 1 year ago |
| 66-70 | The original inhabitants became decadent | After contact with sinister beings | 1 year ago |
| 71-75 | The inhabitants broke into two groups | After a religious or philosophical dispute | 1 year ago |
| 76-80 | A cataclysm or natural disaster took place | After strange omens | 1 year ago |
| 81-85 | Poisons were used | In connection with excessive pride and hubris | 1 month ago |
| 86-90 | Deadly beings were made | In connection with the theft of an important item | 1 month ago |
| 91-95 | Leaders were slain or imprisoned | In connection with black magic | 1 month ago |
| 96-00 | Raiding began | In connection with a war | 1 month ago |

Examples of Item-based Backstories

Using Table 3-7, one might get a result of: "A statue or idol was introduced in order to cause a problem, with the additional factor of family identity." The question is how to dream that into the history of a dungeon (or any other sort of adventure you might be planning). The easiest assumption, since we've got the tried-and-true dungeon standby of the statue, is that the thing was introduced into the dungeon. Clearly, someone provided the statue in order to cause problems, and the only matter to resolve is what sort of problem a statue might cause for family identity. There are various possibilities that can be generated solely from that one entry:

The title to ownership of a castle (with the dungeons underneath) was contested between two members of a family, the Azon branch and the Zeon branch. According to the Azon branch, Argos Azon was born before Zaun Zeon, but an ancient statue in the dungeons shows an older Zaun standing next to a younger Zeon. As minor elements, you might introduce evidence of the battle into the dungeon, and a few scraps of paper about which son was older. As a more major element, you might decide that the benevolent and kindly Azon family was displaced by the evil and sinister Zeons, with effaced murals of the Azons, broken statues, etc.

On the other hand, the same backstory elements could be

used to build a dungeon history in which an individual is trying to claim that he is a member of a powerful family. The family cannot allow this because the person is a pirate, or a murderer. Since there is an old statue of some family member who looks almost exactly like the roguish newcomer, the family arranges to have the statue hidden away in the depths of a dungeon beneath their castle. Since the outsider is a pirate, perhaps he launches a recovery mission – and if he's a pirate, he should do it by boat, right? That immediately gives you the idea of a river running through the dungeon map. So in this case, the backstory can directly give you an idea not just about the dungeon's history, but some inspiration about the map itself!

A third possibility, just to illustrate how flexible this table can be, is to look at these results from a completely different direction than the examples above. Perhaps the priesthood in a deep subterranean community (possibly not even human) is hereditary, and another family challenges this ancient tradition. An idol in the dungeon gives out oracles and signs, and there is some sort of convocation called in which the idol is called upon to resolve the question. Here you've got an idea about what the mysterious statue does, possibly some sort of theological dispute, definitely the idea that religious powers might be involved, and all sorts of other possibilities...

Capsule Backstories

Capsule backstories aren't the story of a whole adventure location: they are smaller things that happened in parts of the adventure area, the interesting tidbits that might or might not be usable by an adventuring party.

Use one or the other of the two tables below – they generate similar results, but use different methods for generating the results. Most likely, one of the tables will connect with your subconscious better than the other.

Table 3-7: Item-Based Backstories

| Die Roll | Item (d100) | Relationship to Location (d100) | The Other Factor Involved (d100) | When (d100) |
|--------------|---|---|---|-------------|
| 01-05 | Body or corpse | Allowed something to happen that never should have happened | A long-standing hatred or feud | 1000 yrs |
| 06-10 | Cargo | Arrived mysteriously | A new plan or change in direction | 100 yrs |
| 11-15 | Cattle or livestock | Caused a tragic course of events here | A person with a false identity | 100 yrs |
| 16-20 | Clue | Could have changed the tragic course of events here | A physical accident | 100 yrs |
| 21-25 | Evidence of crime | Disappeared mysteriously | An accident involving the timing of events | 100 yrs |
| 26-30 | Evidence of innocence | Is/are stored here | An invasion, incursion, intrusion, infestation, or unwanted guest | 100 yrs |
| 31-35 | Gold or jewelry | Prevented a terrible mistake at the last minute | An unexpected transformation | 10 yrs |
| 36-40 | Magic item | Was brought here against orders, against tradition, or against laws | Bragging, showing off, or showing power (possibly catastrophically) | 10 yrs |
| 41-45 | Map | Was created here and remains here | Calling in a favor, debt, or agreement | 10 yrs |
| 46-50 | Message or letter | Was created here but is now gone | Family identity | 10 yrs |
| 51-55 | Monster | Was introduced in order to cause a problem | Forgery | 10 yrs |
| 56-60 | Mysterious sealed container | Was once, or is now, needed to complete an important project here | Inability to act | 1 year |
| 61-65 | Ownership papers | Was supposed to be created here, but the attempt failed or was interrupted | Insanity | 1 year |
| 66-70 | Religious item | Was supposed to have been delivered here by owner, creator, or purchaser | Living, existing, or surviving longer than normal (longevity, immortality, Undeath, or preservation). | 1 year |
| 71-75 | Ship or unusual means of travel | Was supposed to have been delivered here by thieves | Love affair | 1 year |
| 76-80 | Statue or idol | Was used here as the evidence (whether true or false) causing a person to be killed by a mob, by associates, by followers, or by the verdict of one who judges. | No honor among thieves | 1 year |
| 81-85 | Symbol of authority | Was used here for a crime such as arson, murder, kidnapping. | Preservation of tradition or status quo | 1 month |
| 86-90 | Unusual animal (familiar, mascot, pet, prize cow, etc.) | Was used in a rescue, liberation, release, healing, or reconciliation | Rightful inheritance | 1 month |
| 91-95 | Vehicle (possibly with cargo) | Was/were destroyed here | Sickness | 1 month |
| 96-00 | Weapon (siege engine, sword, etc) | Was/were stored here but now gone | Unquestioning loyalty to a person or a cause | 1 month |

BOOK THREE: DUNGEON DESIGN - DESIGNING A DUNGEON ADVENTURE

Table 3-8: Person Based Backstories

| Die Roll | Person Involved with Location (d100) | Relationship of Location to Person (d100) | Last Important Event Involved Here (d100) | Optional Additional Factor (d100) | When (d100) |
|----------|---|---|---|--|-------------|
| 01-05 | Adventurer(s) | Hideout | Food, drink, or something being eaten | Someone or something knew more than it was expected to know | 1000 yrs |
| 06-10 | Agent or diplomat | Place of burial | Music | An accident of timing | 100 yrs |
| 11-15 | Cleric or religious leader such as shaman | Prison | Murder | Something had become impure or tainted | 100 yrs |
| 16-20 | Criminal/outlaw | Place of delivery | Theatrical performance or a faked event | The person engineered a double-cross, or was the victim of one | 100 yrs |
| 21-25 | Intelligent monster | Place of training | Gambling | Justice was served in an ironic fashion | 100 yrs |
| 26-30 | Noble or leader | Secret hiding place for possession(s) | Lovers' tryst | A Pyrrhic victory (victory that leaves the victor catastrophically damaged in some way) | 100 yrs |
| 31-35 | Magic-user (relatively weak) | Place of auguries or receiving advice. Note: the advice could be quite mundane, such as financial advice, or might be very unusual or specific. | Gladiatorial type of contest | A Hobson's choice (neither option is desirable) | 10 yrs |
| 36-40 | Messenger | Place where things are processed or changed | Execution | The outcome was absolutely the opposite of what one would have expected or could have anticipated | 10 yrs |
| 41-45 | Saboteur | Normal place of residence | Singing or an unusual sound | The outcome left an unusual but valuable treasure behind | 10 yrs |
| 51-55 | Demon or similar creature | Place where things are grown | Treachery, cheating, or a rigged event | The outcome created an item that is magical, significant, or otherwise very useful to a band of adventurers | 10 yrs |
| 56-60 | Horrible thing | Place where things are destroyed or deconstructed | The fuel for an event | The outcome created an item, resonance, or situation that is very dangerous to intruders | 1 year |
| 61-65 | Secret murderer or assassin | Place where something (possibly the person) manifests itself | A surprising document (or other message) | The outcome is generally known and perhaps is even legendary, but no one knew where it happened ... until now. | 1 year |
| 66-70 | Magic-user (powerful, or known in legends or songs) | Place whence communication is possible | The escape of something or someone: maybe the person, maybe someone (thing) else. | History tries to repeat itself in this location, for some reason | 1 year |
| 71-75 | One with control over the physical surroundings | Place for friend, ally, pet, familiar, steed, or companion | An assassination attempt | The event was intended by someone to affect the person's superior | 1 year |
| 76-80 | One who is known to help others, but exacts a heavy price | Place of birth, creation, or where personal power was originally gained | An argument | The event was intended by someone to establish the person's power | 1 year |
| 81-85 | One with a changeable nature, multiple forms, or multiple identities. | Place where person's identity or appearance changes or was changed | The completion of a promise or obligation | The event was intended to erase the effect of something, or to return things to normal | 1 month |
| 86-90 | One with a sense of humor, possibly macabre | Place of guilt | Rendering of a judgment | The event was cunningly orchestrated by a third party | 1 month |
| 91-95 | One who interprets laws of some kind, possibly a secret law | Place where the evidence of person's secret is stored, concealed, or cannot be removed | Long-awaited revenge | The event was accidental and unintended | 1 month |
| 96-00 | One whose power resides in being believed by others | Place where there is a source | A discovery | The event involved secret knowledge or secret power – either an attempt to gain it, or an attempt to use it. | 1 month |

Original Purpose or “Most Recent Use” Backstories

This table can be used twice: once to determine an area’s original purpose, and then to find out what it was converted into by later inhabitants. This is the table I use most frequently for quick ideas, since it suggests a lot about the map.

Table 3-9: Most Recent Use Backstories

| Die Roll | Purpose of Area (d100) | Created or Converted by Whom (d100) | Die Roll | Purpose of Area (d100) | Created or Converted by Whom (d100) |
|----------|---|---|----------|---|--|
| 01-02 | Antechamber | A Casanova or sex-addict, human or otherwise | 55-56 | Lounge or common room | A wizard, evil |
| 03-04 | Archives | A Casanova or sex-addict, human or otherwise | 57-58 | Meditation chambers | A wizard, not evil |
| 05-06 | Arena | A collector of objects or animals | 59-60 | Offices | A wizard, not evil |
| 07-08 | Armory | A collector of objects or animals | 61-62 | Offices or administration | A wizard, not evil |
| 09-10 | Art gallery, display area, waxworks, or trophy room | A constructed entity similar to an intelligent golem | 63-64 | Oracle or divination | A wizard, not evil |
| 11-12 | Audience-chamber | A cult or sect of humans, demi-humans, or other humanoids (peaceful) | 65-66 | Pantries or food storage | An alchemist, human or otherwise |
| 13-14 | Aviary | A cult or sect of humans, demi-humans, or other humanoids (peaceful) | 67-68 | Prison | An alchemist, human or otherwise |
| 15-16 | Banquet hall | A cult or sect of humans, demi-humans, or other humanoids (violent, sinister, or evil) | 69-70 | Privies | An ancient race of humans or a “superior” subspecies of humanity |
| 17-18 | Barracks | A cult or sect of humans, demi-humans, or other humanoids (violent, sinister, or evil) | 71-72 | Proximity to elemental substance: fire or lava | An ancient race of humans or a “superior” subspecies of humanity |
| 19-20 | Bath houses | A demigod | 73-74 | Proximity to elemental substance: unusual air or gases | An artificer of machines |
| 21-22 | Bedrooms | A demigod | 75-76 | Proximity to elemental substance: unusual earth or gems | An artificer of machines |
| 25-26 | Casino | A demonic creature, possibly with slaves of some type (you could roll again to see what sort of slaves) | 77-78 | Proximity to elemental substance: unusual water | An intelligent “Lord” of a type of vermin |
| 27-28 | Chantry | A giant, possibly a very unique one | 79-80 | Robing rooms | An intelligent “Lord” of a type of vermin |
| 29-30 | Chapel | A giant, possibly a very unique one | 81-82 | Scriptorium | Ancient, horrific creatures that are best forgotten and hopefully aren’t still there |
| 31-32 | Cistern or well | A group of traders | 83-84 | Shrine | Ancient, horrific creatures that are best forgotten and hopefully aren’t still there |
| 33-34 | Closets, lockers, small storage | A major political figure such as a king or prince. In a dungeon, this guy is probably either non-human or is in hiding. Other possibility is that he owns the land above, and this is a stronghold area or part of one. | 85-86 | Smithies or forges | Band of powerful (relative to the dungeon level) adventurers |
| 35-36 | Conjuring or summoning | A major political figure such as a king or prince. In a dungeon, this guy is probably either non-human or is in hiding. Other possibility is that he owns the land above, and this is a stronghold area or part of one. | 87-88 | Stables | Band of powerful (relative to the dungeon level) adventurers |
| 37-38 | Courtrooms | A notorious prisoner | 89-90 | Study | Criminal organization: murderous or violent |
| 39-40 | Crypts | A notorious prisoner | 91-92 | Torture chambers | Criminal organization: murderous or violent |
| 41-42 | Dormitories | A powerful undead creature | 93-94 | Training rooms | Criminal organization: thieves, forgers, arsonists, or other non-violent crimes |
| 43-44 | Garden (fungus, orchids or other) | A powerful undead creature | 95-96 | Waiting rooms | Criminal organization: thieves, forgers, arsonists, or other non-violent crimes |
| 45-46 | Granary, warehouse, or storage area | A shapeshifter or lycanthrope | 97-98 | Workroom for wizard or other magic-using being | Intelligent vermin |
| 47-48 | Kennels | A shapeshifter or lycanthrope | 99-00 | Workrooms for craftsmen | Intelligent vermin |
| 49-50 | Kitchen area | A wizard, evil | | | |
| 51-52 | Laboratories | A wizard, evil | | | |
| 53-54 | Library | A wizard, evil | | | |

Types of Information

The following tables about information are not just for generating adventure ideas; they are for use throughout the adventure design process.

There are three ways the players in their guise as characters might encounter information:

- 1) Clues: things the characters see and must interpret
- 2) Rumors: things communicated directly to the characters (whether true, false, incomplete, or embroidered)
- 3) Written Information: clues and rumors that are recorded in some form

Clues

Clues are bits and pieces of incomplete information that the players (characters) perceive directly and must interpret. It is best to make their solutions fairly obvious; it's much more difficult to figure things out from the player side than one might think, especially when you aren't paving the way for them with things like "an intelligence check." And don't do that! *Die rolls used to substitute for players thinking and deduction will rob the players of the feeling of joy and accomplishment when they figure something out.*

But on the other hand, if the clues are too difficult, you also rob the players of the same feeling of accomplishment – it's fine to provide some hard clues that conceal really useful information, but most clues should be quite simple. It's also obvious, I think, that the difficulty of the clue should correspond to the usefulness of the information it reveals.

Table 3-10: Types of Clues

| Die Roll | Type of Clue (d100) |
|----------|--|
| 01-12 | Coded message for a particular recipient (Table 3-11) |
| 13-25 | A deliberately placed message left behind for any recipient (Table 3-11) |
| 26-38 | A deliberate misdirection (Table 3-12) |
| 39-51 | A direct vision or memory imparted to someone |
| 52-64 | Evidence of a mechanism or the use of one |
| 65-77 | Journals, diaries, or other personal records (Tables 3-18, 3-19, and 3-20) |
| 78-90 | Something that is an inherent part of the general decoration, architecture, environment, or atmosphere |
| 91-00 | The remnants of an event |

Table 3-II: Coded and Deliberate Messages

| Die Roll | From Whom (d100) | To Whom (d100) | Content of Interest to Adventurers (d100) |
|----------|---|------------------|---|
| 01-05 | Controller or powerful figure in the location | An enemy | How to avoid or disarm a trap |
| 06-10 | Slave | Patron elsewhere | How to find another important piece of information (such as a map or a diary) |
| 11-15 | Monster | A friend | How to open a trick door or secret door |

| Die Roll | From Whom (d100) | To Whom (d100) | Content of Interest to Adventurers (d100) |
|----------|---|---|---|
| 16-20 | Prisoner | An ally | How to operate a piece of machinery (an elevator to another level, the lava channels, the ghoul vats, the potion-brewing machine, etc.) |
| 21-25 | Insane person | A potential rescuer (not necessarily a rescuer of the person writing) | How to work a particular trick most beneficially |
| 26-30 | Religious leader | Relative, clan member, or family | Information about a major monster: how to avoid it |
| 31-35 | An Adventurer | An employer | Information about a significant monster: how to negotiate with it or keep it from attacking |
| 36-40 | Second in command | Another member of same racial group | Information about a significant monster: what it is |
| 41-45 | Protector in adventure area | One who is believed dead | Information about backstory: what happened to make the place dangerous |
| 46-50 | One who is hidden or guarded | One who provides supplies of some kind | Information about backstory: who built the place |
| 51-55 | Someone held for ransom | A historian or sage | Information about backstory: who lived here |
| 56-60 | One who is believed dead | A war leader | Information about backstory: why the place was originally built |
| 61-65 | One who cannot write; a scribe was involved | A skilled negotiator or possible intermediary | Location of a key |
| 66-70 | A person who was cheated | A devoutly religious person or zealot | Location of a level change |
| 71-75 | One who is afraid for his life | A thief or thieves' guild | Location of a particular room being sought (the prison, the privy, the library, etc.) |
| 76-80 | A fugitive | A wizard | Location of a secret door |
| 81-85 | Performer or artist | A healer | Location of a trap |
| 86-90 | One who is sick or on the verge of death | A wanton hussy | Location of a treasure |
| 91-95 | An architect or engineer involved in construction | A person seeking vengeance | Part of a map |
| 96-00 | One who has been cursed or influenced by spell | A spy | Why an unusual room is built the way it is |

Table 3-12: Deliberate Misdirections

| Die Roll | Message Appears to Divulge (d100) | Nature of the Misdirection (d100) |
|----------|---|--|
| 01-05 | How to avoid or disarm a trap | Created as part of a defense in preparation for a fight that was expected to take place (and might have already taken place) |
| 06-10 | How to find another important piece of information (such as a map or a diary) | Created as part of a defense in preparation for a fight that was expected to take place (and might have already taken place) |
| 11-15 | How to open a trick door or secret door | Created out of sheer malice |
| 16-20 | How to operate a piece of machinery (an elevator to another level, the lava channels, the ghoul vats, the potion-brewing machine, etc.) | Created out of sheer malice |
| 21-25 | How to work a particular trick most beneficially | Intended to conceal a crime perpetrated by the person leaving the fake clue (the clue might even be altered evidence at the crime scene) |
| 26-30 | Information about a significant monster: how to avoid it | Intended to conceal a crime perpetrated by the person leaving the fake clue (the clue might even be altered evidence at the crime scene) |
| 31-35 | Information about a significant monster: how to negotiate with it or keep it from attacking | Intended to conceal a crime perpetrated by the person leaving the fake clue (the clue might even be altered evidence at the crime scene) |
| 36-40 | Information about a significant monster: what it is | Intended to hide other clues that reveal the truth, such as a journal |
| 41-45 | Information about backstory: what happened to make the place dangerous | Intended to hide other clues that reveal the truth, such as a journal |
| 46-50 | Information about backstory: who built the place | Intended to hide physical evidence of a crime or moral iniquity |
| 51-55 | Information about backstory: who lived here | Intended to protect a stash of treasure that was left somewhere temporarily – and might or might not still be there (probably it should still be there, as a matter of good gaming). |
| 56-60 | Information about backstory: why the place was originally built | Intended to protect a stash of treasure that was left somewhere temporarily – and might or might not still be there (probably it should still be there, as a matter of good gaming). |
| 61-65 | Location of a key | Intended to protect someone's reputation – either that of the person leaving the fake clue, or that of a relative, friend, etc. |
| 66-70 | Location of a level change | Intended to protect someone's reputation – either that of the person leaving the fake clue, or that of a relative, friend, etc. |
| 71-75 | Location of a particular room being sought (the prison, the privy, the library, etc.) | Intended to throw off pursuers. The nature of the pursuers and the pursued, and the reason for the pursuit, might be an interesting additional detail to develop |
| 76-80 | Location of a secret door | Intended to throw off pursuers. The nature of the pursuers and the pursued, and the reason for the pursuit, might be an interesting additional detail to develop |
| 81-85 | Location of a trap | Not actually a deliberate misdirection, but the evidence points to the wrong direction unless a more subtle clue is found that clarifies things |
| 86-90 | Location of a treasure | Not actually a deliberate misdirection, but the evidence points to the wrong direction unless a more subtle clue is found that clarifies things |
| 91-95 | Part of a map | One of several clues, one leading to the right conclusion, the rest false |
| 96-00 | Why an unusual room is built the way it is | One of several clues, one leading to the right conclusion, the rest false |

Nature and Information Content of Direct Visions and Memories

Table 3-13: Content and Perspective of Direct Visions

| Die Roll | Information Content (d100) | Nature and Perspective (d100) |
|--------------|--|---|
| 01-05 | How to avoid or disarm a trap | Character has a dream in which events are symbolically represented. For example, animals or objects might play out a drama that actually occurred between people, with the nature of the animals indicating the inner nature of the people |
| 06-10 | How to find another important piece of information (such as a map or a diary) | Character has a dream in which he is one of the “characters” in the events shown, speaking and interacting under the player’s control during the dream |
| 11-15 | How to open a trick door or secret door | Character has a dream in which he is one of the “characters” in the events shown, but speaking and interacting with the dream is not under the player’s control – it is like being in the play |
| 16-20 | How to operate a piece of machinery (an elevator to another level, the lava channels, the ghoul vats, the potion-brewing machine, etc.). | Character has a dream in which he observes events but is not part of them – like the proverbial fly on the wall |
| 21-25 | How to work a particular trick most beneficially | Character has a sudden memory “implanted” in his mind, as if seen by an outside observer of the events (possibly this is the memory of an eavesdropper or spy) |
| 26-30 | Information about a significant monster: how to avoid it | Character has a sudden memory “implanted” in his mind, from the perspective of one of the “characters” in the events remembered. |
| 31-35 | Information about a significant monster: how to negotiate with it or keep it from attacking | Character has a sudden vision in which events are symbolically represented. For example, animals or objects might play out a drama that actually occurred between people, with the nature of the animals indicating the inner nature of the people |
| 36-40 | Information about a significant monster: what it is | Character has a sudden vision in which he is one of the “characters” in the events shown, speaking and interacting under the player’s control during the vision. He might act out these actions in real life, to the surprise of his compatriots. |
| 41-45 | Information about backstory: what happened to make the place dangerous | Character has a sudden vision in which he is one of the “characters” in the events shown, but speaking and interacting with the dream is not under the player’s control – it is like being in the play |
| 46-50 | Information about backstory: who built the place | Character has a sudden vision in which he observes events but is not part of them – like the proverbial fly on the wall |
| 51-55 | Information about backstory: who lived here | Character has a sudden vision of a person “telling” him about something. The character can interact with the person in the vision and ask questions (probably a limited number, or the type of question is restricted for some reason) |
| 56-60 | Information about backstory: why the place was originally built | Character has a sudden vision of a person “telling” him about something. The character cannot interact with the person in the vision |
| 61-65 | Location of a key | Character has a sudden vision of a person telling another person about the events |
| 66-70 | Location of a level change | Entire party has a sudden vision in which events are symbolically represented. For example, animals or objects might play out a drama that actually occurred between people, with the nature of the animals indicating the inner nature of the people |
| 71-75 | Location of a particular room being sought (the prison, the privy, the library, etc.). | Entire party has a sudden vision perceived as if they are “characters” in the events shown. Each sees the events from the perspective of different people in the vision. |
| 76-80 | Location of a secret door | Entire party simultaneously has a sudden vision in which they observe events but are not part of them – like the proverbial fly on the wall |
| 81-85 | Location of a trap | Entire party simultaneously has a sudden vision in which they observe events but are not part of them – like the proverbial fly on the wall |
| 86-90 | Location of a treasure | Entire party simultaneously has a sudden vision in which they observe events but are not part of them – like the proverbial fly on the wall |
| 91-95 | Part of a map | The character’s mind comes into contact with that of another living being, who can impart information but not answer questions |
| 96-00 | Why an unusual room is built the way it is | The character’s mind comes into contact with that of another living being, who can impart information and answer limited questions |

Evidence of Mechanism or Use

Table 3-14: Evidence of Mechanism or Use

| Die Roll | Type of Evidence (d100) |
|----------|---|
| 01-10 | Cleaned room: evidences recent use, presence of oozes, or removal of evidence |
| 11-20 | Presence of tools: indicates recent use and possibly presence of something the tools are intended to be used on (this thing might be hidden). |
| 21-30 | Scratches on walls or floor: can evidence presence of the moving parts of a trap, presence of a secret door, or something that has been dragged from one place to another |
| 31-40 | Holes in walls or floor: these might be marks from impact (possibly from a trap or portcullis), might be vents for the functioning of a trap, might function as a keyhole or contain buttons, and might be the lair of some small monster |
| 41-50 | Pockmarks or corrosion on wall or floor: can indicate monsters that use acid, or the presence of a gas trap. |
| 51-60 | Aquatic tools: this includes fishing nets, boats, broken boats, fishhooks, buoys, or diving equipment. Indicates presence of water nearby. |
| 61-70 | Recent painting or carving: some sort of decoration has been added. This obviously indicates recent use of the area, and probably an intention to stay. A corollary question is why this particular sort of decoration was chosen and whether it indicates the type of creature that chose it. Keep in mind that paint might be covering or concealing something, and statues can also be used to conceal doors, trapdoors, and holes in the floor. They can be faucets for gas, or counterweights. |
| 71-80 | Warning signs: these might be painted “Keep out” signs, or might be as primitive as a skull on a post. They indicate borders and boundaries, and may disclose the nature of the creatures that put up the sign. They might also indicate clues about who is being warned away. |
| 81-90 | Operating machinery: whether the machine is a water channel or a piece of incomprehensible complexity, if it’s operating then someone turned it on and maintains it. |
| 91-00 | Furnishings and carpets: if an ancient area has new carpeting, someone is nearby. Carpets can conceal other clues, and chairs can be trapped. Beware. |

Part of Decorations

Sometimes, information can be gained by looking at a portrait (“hey, isn’t that a map she’s holding?”), a statue (“that sword in his hand looks like the one we found earlier”), and even furniture (“that is a really, really, big chair”). Putting clues into decorations just doesn’t really translate into a random generation table, unfortunately.

Remnants of an Event

Table 3-15: Type of Event Leaving the Clue

| Die Roll | Type of Event (d100) |
|----------|--|
| 01-10 | Agreement or treaty: the obvious evidence of a treaty or agreement is the document itself, if it was the sort of agreement one writes down. Other written evidence can be a letter in which the agreement is mentioned or is obvious. |
| 11-20 | Battle: battles and combats are usually evidenced by the presence of broken arrows, possibly bloodstains, and in some cases the evidence of spell casting. |
| 21-30 | Betrayal: visual evidence of a betrayal is a bit hard to manage, unless a mirror or some other magical device recorded the event for posterity. A letter is one way of accomplishing this kind of clue, or (depending on the adventure) the clue might be something like an opened entryway that was supposed to keep enemies out. |
| 31-40 | Cave-in: either the area is completely blocked, or it has been cleaned out and a lot of rock is missing. Note that wooden structures can also collapse. Why did the area cave in, what might it hide, and who is responsible? Does it indicate that the ceiling above the party’s heads is unstable; does it indicate that the enemies around the corner have rigged explosives, or does it mean that earth elementals are rampaging in the area? Add some details, and you have a good clue. |
| 41-50 | Execution: there’s a dead body, or a stake with scorch marks around it, or a skeleton hanging from a noose, or some other sign that an execution took place. Why did it happen? That’s not necessarily part of this clue, but if it’s just a random piece of “dungeon dressing,” then you’ve missed a good chance to convey information to the players for future use (or further knowledge about the location and events there). |
| 51-60 | Fire: why was there a fire? An execution, arson, evidence of a fire-using monster? Does it reveal the location of a trap, does it show that combustibles were stored here, or does it reveal something else? |
| 61-70 | Flooding: an area is full of water, or there are signs that it once was. This could include a waterline stain, seashells in a dry area, fish bones, or other such evidence. Why was the area underwater? To kill people? To store water for drinking, experiments, or fire fighting? Perhaps there is a secret door at the waterline used for access to the sea or an underground lake. Possibly an aquatic monster once lived here. Possibly the ceiling is about to open and flood the chamber while the adventurers are looking around. |

BOOK THREE: DUNGEON DESIGN - DESIGNING A DUNGEON ADVENTURE

Table 3-15: Type of Event Leaving the Clue Continued

| Die Roll | Type of Event (d100) |
|----------|--|
| 71-80 | Functioning of a trap: this is also covered in evidence of mechanism or use. Here, instead of the sort of markings left by a mechanical device, we're probably talking dead bodies. |
| 81-90 | Imprisonment: evidence of imprisonment could include a skeleton chained to a wall or in a cell; it could include written records of a jailer, and it could include scratches left on the wall by a prisoner. These are just a few of the more obvious examples. |
| 91-00 | Lovers' tryst: evidence of a lover's tryst might be quite blatant; such as a love letter, or a rumpled and recently vacated bed; or it might be relatively subtle, with clues such as a coded love letter, or the smell of a distinctive perfume somewhere it isn't supposed to be. The identities of the lovers might not be apparent until this clue is connected with another clue. |

Rumors

Table 3-16: Relation of Source to Rumor

| Die Roll | Source or Nature of Rumor (d100) |
|----------|---|
| 01-08 | Account of ancient expedition contained in book or archives |
| 09-16 | Ancient riddle |
| 17-24 | Ancient warning |
| 25-32 | Area is taboo or forbidden |
| 33-40 | Generally known legend or story |
| 41-48 | Generally known prophecy |
| 49-56 | Hireling with previous group of adventurers |
| 57-65 | Minstrel who spoke with prior adventurers |
| 66-74 | People who heard prior adventurers bragging in tavern |
| 75-83 | Recent events (strange deaths, etc) |
| 84-92 | Recent observations by curious people |
| 93-00 | Someone who slept with prior adventurer in the area |

Table 3-17: Information Content of Rumors

| Die Roll | What is Disclosed? (d100) |
|----------|---|
| 01-05 | How to avoid or disarm a trap |
| 06-10 | How to find another important piece of information (such as a map or a diary) |
| 11-15 | How to open a trick door or secret door |
| 16-20 | How to operate a piece of machinery (an elevator to another level, the lava channels, the ghoul vats, the potion-brewing machine, etc). |
| 21-25 | How to work a particular trick most beneficially |
| 26-30 | Information about a significant monster: how to avoid it |
| 31-35 | Information about a significant monster: how to negotiate with it or keep it from attacking |
| 36-40 | Information about a major monster: what it is |
| 41-45 | Information about backstory: what happened to make the place dangerous |
| 46-50 | Information about backstory: who built the place |
| 51-55 | Information about backstory: who lived here |
| 56-60 | Information about backstory: why the place was originally built |
| 61-65 | Location of a key |
| 66-70 | Location of a level change |

Table 3-17: Information Content of Rumors Continued

| Die Roll | What is Disclosed? (d100) |
|----------|---|
| 71-75 | Location of a particular room being sought (the prison, the privy, the library, etc). |
| 76-80 | Location of a secret door |
| 81-85 | Location of a trap |
| 86-90 | Location of a treasure |
| 91-95 | Part of a map |
| 96-00 | Why an unusual room is built the way it is |

Written Information

Written clues, warnings, and rumors aren't necessarily always found on a conveniently dropped piece of parchment. Take a look at the section on written tricks for some ideas about unusual writing surfaces and writing methods.

Journal, Diary, or Written Account

The nature of a written clue often determines the sort of information content it might provide. Or, vice versa if you're starting with a piece of information you want to convey to the players. If the writing is some sort of correspondence, Table 3-7 (Coded and Deliberate Messages) can be used to generate some details. If, on the other hand, the writing is purely for the writer's use (recipes or notes to self, for example) you'll have to get a bit creative about what it might reveal. An alchemist's notes to self will be very different from a sergeant's or a jailer's. Recipes can reveal a lot, since they may mention supply sources or contain instructions for where to get ingredients.

Table 3-18: Nature of the Writing

| Die Roll | Nature of Written Clue (d100) |
|----------|---|
| 01-05 | Accounts and financial records |
| 06-10 | Book, reference |
| 11-15 | Book, religious tract |
| 16-20 | Dossier of information about someone |
| 21-25 | Family tree and/or genealogical records |
| 26-30 | Graffiti |
| 31-35 | Inscription on goblet, jewelry, or other item |
| 36-40 | Journal |
| 41-45 | Legal documents concerning a dispute |
| 46-50 | Letter |

Table 3-18: Nature of Writing Continued

| Die Roll | Nature of Written Clue (d100) |
|----------|-------------------------------|
| 51-55 | Maps |
| 56-60 | Military plans and orders |
| 61-65 | Notes to self |
| 66-70 | Ownership papers |
| 71-75 | Receipts |
| 76-80 | Recipes or instructions |
| 81-85 | Stitched into cloth |
| 86-90 | Treaty documents |
| 91-95 | Troop movements |
| 96-00 | Wall carving |

Table 3-20: Ownership Papers Continued

| Die Roll | Type of Ownership Conveyed (d100) |
|----------|--|
| 17-18 | Deed to hilly area |
| 19-20 | Deed to house in city |
| 21-22 | Deed to house in town |
| 23-24 | Deed to isolated cottage |
| 25-26 | Deed to junkyard |
| 27-28 | Deed to manor house |
| 29-30 | Deed to mine |
| 31-32 | Deed to ranch |
| 33-34 | Deed to swamp area |
| 35-36 | Deed to tavern |
| 37-38 | Deed to toll bridge |
| 39-40 | Deed to toll road |
| 41-42 | Deed to warehouse and contents |
| 43-44 | Dungeon exploration rights |
| 45-46 | Exclusive right, issued by some criminal organization, to commit and organize a particular sort of crime |
| 47-48 | Exclusive rights to a bounty hunt |
| 49-50 | Exclusive rights to create a canal |
| 51-52 | Exclusive rights to grow a particular type of crop |
| 53-54 | Exclusive rights to minerals taken from particular area, or to mine in that area |
| 55-56 | Exclusive rights to rent collected from a particular building for a particular length of time. |
| 57-58 | Exclusive rights to trade in a particular commodity |
| 59-60 | Exclusive rights to undertake religious activity, operate a temple, and/or proselytize in a particular area |
| 61-62 | Fishing rights |
| 63-64 | Hunting rights |
| 65-66 | IOU: any bearer can collect the debt after a certain date |
| 67-68 | IOU: only the named bearer can collect the debt after a certain date |
| 69-70 | Membership in a guild or organization |
| 71-72 | Partnership in a dungeon exploration (division of loot and basic plans, most likely) |
| 73-74 | Partnership in a seafaring ship |
| 75-76 | Partnership in a smithy |
| 77-78 | Partnership in a tavern |
| 79-80 | Partnership in proceeds from an unusual cargo |
| 81-82 | Partnership in proceeds of a cargo about to set sail |
| 83-84 | Patents of nobility, issuance of a noble title, or papers of citizenship in a town or city (or even in a dungeon, perhaps) |
| 85-86 | Title to a fishing boat |
| 87-88 | Title to a gem |
| 89-90 | Title to a piece of jewelry |
| 91-92 | Title to a ship |
| 93-94 | Title to a slave |
| 95-96 | Title to contents of a warehouse |
| 97-98 | Transfer of ownership of certain rooms in a dungeon |
| 99-00 | Wilderness exploration rights |

Table 3-19: Letter Contents

| Die Roll | Contents of Letter (d100) |
|----------|--|
| 01-05 | Birth or death announcement |
| 06-10 | Demand for performance of a bargain |
| 11-15 | Demand for repayment of money or a past favor |
| 16-20 | Demand for surrender |
| 21-25 | Financial information |
| 26-30 | Gift of ownership documents |
| 31-35 | Invitations |
| 36-40 | Love letter |
| 41-45 | Military situation |
| 46-50 | Plea for help |
| 51-55 | Request for information about an item or event |
| 56-60 | Response to a plea for help |
| 61-65 | Response to a status report or demand |
| 66-70 | Response to a threat |
| 71-75 | Scholarly question |
| 76-80 | Secret information about enemy weakness |
| 81-85 | Secret orders |
| 86-90 | Status report from an inferior or superior |
| 91-95 | Threatening litigation |
| 96-00 | Updates on recent events in family |

Table 3-20: Ownership Papers

| Die Roll | Type of Ownership Conveyed (d100) |
|----------|---|
| 01-02 | A license, issued by a noble or legal authority, to commit a particular crime once, without prosecution |
| 03-04 | Deed to a building currently being used as a temple |
| 05-06 | Deed to castle |
| 07-08 | Deed to cottage in village |
| 09-10 | Deed to desert area |
| 11-12 | Deed to dungeon |
| 13-14 | Deed to farm |
| 15-16 | Deed to forested area |

Generating Magical Symbols

From time to time, you may need to draw the picture of a rune or glyph that's found on a dungeon door or stitched into a mysterious tapestry. This table allows you to create mystic sigils; roll once on each column, starting with the basic shape of the rune in column 1 and modifying it as described in columns 2 and 3.

Table 3-21: Generating Magical Symbols

| Die Roll | Basic Form of Symbol (d100) | Change it in this fashion (d100) | Then: (d100) |
|--------------|---|--|---|
| 01-10 | Symbol or number (1d6): * =, 7, 8, 9, or : | Mirror image, or, if this results in no change, connect two random points in the basic form with a straight line | Put a dot next to it, to the left or right |
| 11-20 | Shape or symbol (1d6): (1) Devil face (very simplified), (2) human stick figure, (3) +, (4) >, (5) <, or (6) arrow | Add squiggly tail to one corner or edge at bottom, pointing left or right | Put a dot above or below it |
| 21-30 | Shape (1d6): Eye, hand, diamond, square, circle, or triangle | Add squiggly tail to one corner or edge at top, pointing left or right | Put a horizontal, diagonal, or curved line above or below it |
| 31-40 | Letter of the Alphabet (capital) or number (1d6): Y, Z, 3, 4, 5, 6 | Put a second Basic Form below it, touching, upside down. | Attach a small circle to the top, bottom, or side of the figure |
| 41-50 | Letter of the Alphabet (capital) (1d6): A, B, C, D, E, or F. | Put a second Basic Form next to it, touching | Place a small circle next to, on top of, or below the figure, not touching |
| 51-60 | Letter of the Alphabet (capital) (1d6) G, H, I, J, K, L. | Put identical figure below it, touching, upside down | Duplicate the figure, upside down, directly below or next to the existing figure. |
| 61-70 | Letter of the Alphabet (capital) (1d6) M, N, O, P, Q, R. | Put identical figure next to it, touching | Start from one of the figure's points or ends, and draw a spiraling line starting from that point |
| 71-80 | Letter of the Alphabet (capital) (1d6) S, T, U, V, W, X. | Turn on side, clockwise | Put a wavy horizontal line beneath the figure or a wavy vertical line to its left or right |
| 81-90 | Complex shape (1d6): (1) Star 5 point, (2) star, 6 point, (3) crescent, (4) circle with cross superimposed, lines of cross extending beyond edges of circle, (5) diamond with cross superimposed, lines of cross extending beyond diamond's edge, (6) hourglass shape | Turn on side, counterclockwise | No further modification |
| 91-00 | Simple picture (1d8): Sun, crescent moon, tree, flower, tower, human stick figure, or leaf. | Turn upside down, or, if this results in no change, connect two random points in the basic form with a curved line | No further modification |

Keep in mind that the capital letters of the alphabet referred to in this table are meant to identify a set of basic line shapes, not letters. If they resemble letters too much, your rune is going to look too modern and the elements of it will be too obvious. These are basic starter-shapes, not letters.

There are some tricks to help you overcome this difficulty. The first trick is to alter the “normal” line lengths involved in drawing a capital letter of the alphabet – i.e., the proportions of the letter. The second trick is to draw the capital letter partly using straight lines and partly using curved lines. The third trick is to vary line widths in the rune, making some lines thicker than others. This third trick generates more artistic and magical-looking runes, but can generate crappy-looking results until you get the hang of it. Stretch normal dimensions and add curlicues if your rune is still looking too recognizable.

One experiment for varying line widths can be done by going to an art supply store or a craft store and getting hold of an artist's “crow quill” pen. A crow quill is a pen you dip in ink, with a very narrow nib. When you are drawing a normal line, the line is extremely thin; but by adding slightly more pressure the line will widen. An experienced artist would use a larger nib pen or a brush for this, just to get a bigger final picture, but a crow quill is easier for a beginner because the small nib makes it easier to control ink flow. The more ink your tool can deliver to the paper, the cooler you can make your results, but it also makes it much easier to screw up. I definitely recommend starting with a crow quill – and they also have the advantage of being cheap.

Codes and Ciphers

Codes and ciphers can be a great tool in an adventure, but if they are too difficult they can cause a big problem, too. In general, remember that what looks easy to the referee is probably a lot harder for the players to figure out. Keep codes very, very simple if the players are actually supposed to decode them, and provide the key somewhere in case the players can't figure it out, or lose patience.

Four different types of codes/ciphers are described below. Each method can be used to generate a variety of actual codes.

1) Shuffle the letters of the alphabet forward or backward by a specific number (this is called the “Julius Caesar Cipher”). Example: if the shuffle-number is 2, then the letter “A” would be written as “C,” which is 2 letters forward in the alphabet. The letter “C” would be written as “E,” and so forth. If the writer wanted to write AC in this cipher, he would write CE.

2) A more complex form of cipher is to assign a number to each letter of the alphabet. The simplest version of this cipher would be to assign the numbers as A=1, B=2, C=3, etc. “ABC” in this code would be written as “123.” A stronger code might have a key to show the letter-to-number relation. “A”

might be assigned arbitrarily to the number “5,” “B” might be assigned to the number “1,” and the rest of the letters would also be given numbers to represent them. From the standpoint of writing an adventure, this sort of cipher would be really annoying to the players because it's simply too hard or too time-consuming to break without the key. If you don't have the key easily available somewhere for the players to find, avoid ciphers that will take too much time to break.

3) Letters can be substituted for other letters according to a key; these codes are extremely difficult to break without having a copy of the key.

4) A message can be embodied in an innocuous communication using a formula like this one: “every tenth word is a word of the real message. Ignore all other words.” A more complicated formula would not use the same interval. Such a key might read as follows: “the words of the message are words number 10, 15, 30, 41, 50.” In this case, the key would probably be necessary for players to be able to break the code – although it might be workable if (a) the players enjoy puzzles like codebreaking and (b) they know from somewhere that the nature of the code is to use words at intervals.

Alternate Alphabets as Easy Codes

An additional form of code is simply to use a different alphabet for normal writing, requiring the players only to figure out the transliteration. This approach adds mystery into the dungeon, but is relatively easy for the players to figure out if you label several innocuous rooms with the alphabet before presenting the players with an important piece

of information. Some usable alphabets are shown below. Note that the second column is (pretty much) the Greek alphabet, and can be transliterated by anyone knowing that alphabet; Tolkien fans or scholars of Norse might also be able to transliterate the Futhark-based runes of the first column.

Table 3-22: Sample Alternate Alphabets

| English | Futhark-Based | Greek-Based | Enochian-Based |
|---------|---------------|-------------|----------------|
| A | ᚠ | α | ጀ |
| B | ᚢ | β | ጀ |
| C | ᚦ | χ | ጀ |
| D | ᚦ | δ | ጀ |
| E | ᚦ | ε | ጀ |
| F | ᚦ | φ | ጀ |
| G | ᚦ | γ | ጀ |
| H | ᚦ | η | ጀ |
| I | ᛁ | ι | ጀ |
| J | ጀ | φ | ጀ |
| K | ᚦ | κ | ጀ |
| L | ᚱ | λ | ጀ |
| M | ᚦ | μ | ጀ |
| N | ጀ | ν | ጀ |

| English | Futhark-Based | Greek-Based | Enochian-Based |
|---------|---------------|-------------|----------------|
| O | ᚠ | ο | ጀ |
| P | ᚢ | π | ጀ |
| Q | ᚦ | θ | ጀ |
| R | ᚱ | ρ | ጀ |
| S | ᚦ | σ | ጀ |
| T | ᛏ | τ | ጀ |
| U | ᚦ | υ | ጀ |
| V | ᚦ | ω | ጀ |
| W | ᚦ | ω | ጀ |
| X | ጀ | ξ | ጀ |
| Y | ጀ | ψ | ጀ |
| Z | ጀ | ζ | ጀ |

There are a vast number of fantasy fonts available on the Internet that can serve as a code alphabet. The Autorealm Phoenician font used in the above table is one of these, taken from the Autorealm mapping site. Hieroglyph fonts, Hebrew, and pictograms are also good if you don't want to provide any clues by using letters with similarities to their modern equivalents. Script fonts that connect letters are *much* harder to decipher, since the players won't know where one letter ends and another begins, so I don't recommend these.

Many players will be aware that "e" is the most commonly used letter in the English language, since this knowledge was well disseminated in the Sherlock Holmes story, "The Dancing Men." Making the letter "e" recognizable will go a long way toward making an alphabet code easier to decipher.

Generating Riddles

Just as with codes and ciphers, remember that what looks easy from behind the referee's screen is actually a lot harder for the players to figure out. It is good planning to have the solution available somewhere else in the adventure, and NEVER make solving a riddle the only way for the players to proceed all the way through an adventure.

The easiest way to create a riddle is to follow the steps below:

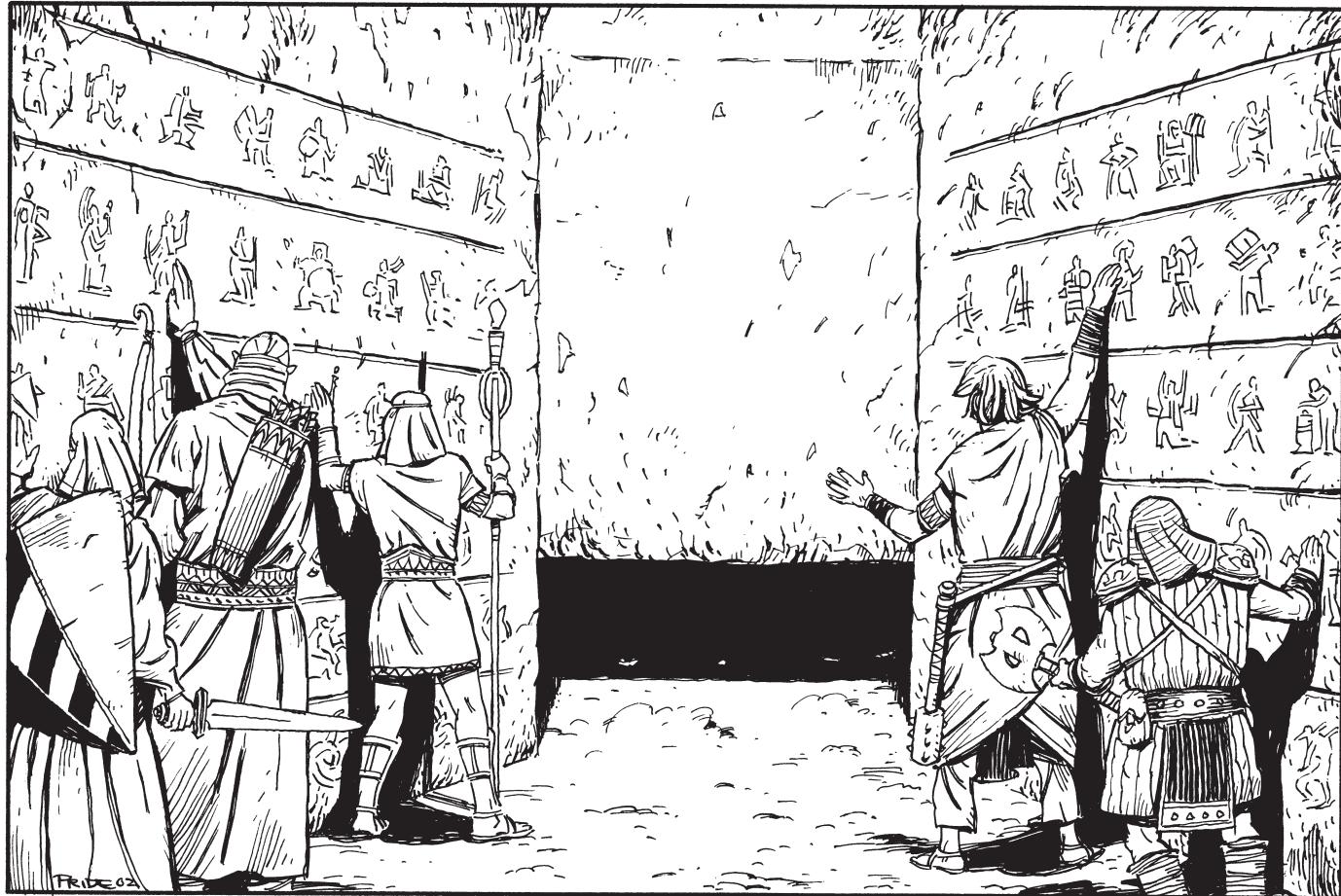
Start with the answer you want, such as, "horse."

Jot down the distinctive characteristics of the thing you've chosen as the riddle's answer. A horse, for example, has four legs, a mane, a tail, carries a rider, has hoofs, etc. This is a brainstorming step; write down everything you can think of.

Consider ways of describing these characteristics in a vague or poetic manner. For example, a horse is a land-strider. Because a person sits on it, it can be "man's throne." And its iron-shod feet make sparks when they strike stone. Thus, "Land strider, man's throne, sparks fly when I step to stone."

Take a shot at putting a rhyme or two into the riddle. It's not necessary, but the impact is far better.

If the site is still on the Internet, it's worth mentioning that the best description of how to write archaic riddles can be found at <http://catb.org/esr/riddle-poems.html>.



The Map

Introduction

The various sections of this part of the book are organized in the context of a random dungeon generator, but they are actually intended to be used separately, when you are looking for a bit of specific inspiration about some feature in a dungeon you aren't generating randomly. The other possible way of organizing them was alphabetically, and I decided that as a creative tool, it would be better to provide some connection between the elements instead of presenting them in isolation. Even if the designer is initially looking for an isolated element, the connections themselves might serve as an independent source of inspiration.

Quick Inspiration

If what you're looking for is just a quick inspiration for "what comes next" in an existing dungeon, it's a bit irritating to be faced with an entire dungeon-generation system. There are a couple of quick ways to get ideas for "what comes next."

Starting wherever you need some inspiration (the edge of your existing map), and go directly to Table 3-23 to generate ideas for the transition into a new area. Once that's done, go to Table 3-37 to see what's on the other side of the transition area. Table 3-37 generates the general layout of a set of rooms and chambers, and can be used to generate the shape and sizes of those areas.

Another possibility is to jump all the way down to Tables 3-78 and 3-79 and see which one of them you like best (these two tables are similar but alternate methods). Table 3-78 offers general ideas for what might come next in a dungeon, without many references to the tables. Table 3-79, on the other hand, is designed to direct you back into the tables – it is like a master table for jumping randomly into the tables. In other words, Table 3-78 is for use if you're feeling pretty creative, and Table 3-79 is for use if you want to treat this whole section as a grab-bag of tables instead of a step-by-step process.

The third alternative is just to browse through the tables until something catches your eye as an interesting idea.

Holistic Dungeon Generation

Every method I have seen for generating random dungeon maps is a linear "walk" through the dungeon's passageways, with the dice generating whatever comes next beyond the last element you generated. This sort of method isn't completely horrible if you're pressed for time, and it can certainly provide you with flashes of inspiration. There is, however, a somewhat better way of creating a dungeon map, in which the designer has a bit more influence over the process as it develops. At the very least, this means you won't have to erase big parts of the map as often as you do when using a linear generator. At its best, it allows you as the dungeon designer to integrate your own creative processes more easily into the overall pattern of random results as that pattern develops.

The Concept of Dungeon Areas

A dungeon "area" is a set of rooms (or chambers, or caverns) that are separated from other groups by only one or two connections. In other

words, the dungeon map is "granular," made up of distinct pieces. There are several reasons for constructing a dungeon map in this fashion: the small number of connections makes each one tactically important for escape route and ambushes, and because the areas are segmented, the players themselves gain a sense of excitement when they realize they have discovered a new area of the dungeon. The dungeon level has regions, rather than being a single, undifferentiated whole.

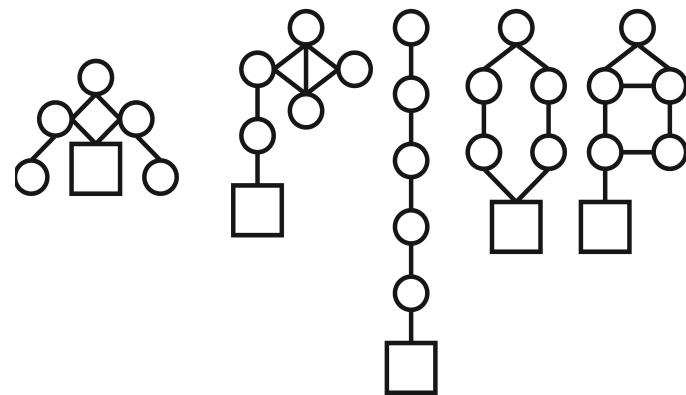
Perhaps as importantly, dividing the dungeon map into such segments allows you, as the designer, to apply your different creative inspirations in small bites. It is much easier to work several different ideas into a dungeon level when there are naturally existing borders to separate one idea from the next.

Dungeon Areas

Arranging the Areas

The first step in designing a dungeon holistically is to create the arrangement of the areas (groups of rooms) and their connections.

The dungeon is divided into areas, and each area is connected to others by a "transition." Roll for the arrangement of the areas on the chart below. The lines are the transition areas, the square box is the starting area, and the circles are areas found beyond the starting area. It is a good idea to sketch the resulting diagram (or one you create) onto a full sized sheet of paper, because you will probably be writing notes about each circle and line before you move on to creating a real map.



Transitions Between Dungeon Areas (The Connecting Lines)

Each line on the dungeon's chart of areas is a "transition," that can be as simple as a door or as bizarre as a teleportation device. Roll for each transition line on your chart, determine if there is a trick associated with it, and note that all down next to the line.

BOOK THREE: DUNGEON DESIGN - THE MAP

Table 3-23: Transitions Between Dungeon Areas

| Die Roll | Nature of Transition* (d100) | Chance of Hazard Trick Added to This Type of Transition** (d100) | If there is no Hazard Trick, roll to see if there is a more complex trick involved in the transition*** (d100) |
|----------|---|--|--|
| 01-10 | Corridor, short | 20% | 5% |
| 11-20 | Corridor, long, straight (or almost straight) | 20% | 5% |
| 21-30 | Corridor, long, with turns or curves | 10% | 5% |
| 31-40 | Door or archway, normal | 0% | 5% |
| 41-44 | Door, secret, normal | 0% | 5% |
| 45-48 | Door, secret, unusual mechanism | 0% | 5% |
| 49-52 | Door, concealed, normal | 0% | 5% |
| 53-56 | Door, concealed, unusual mechanism | 0% | 5% |
| 57-60 | Corridor, long, with 1d4 side passages, 50% chance to dead end after 1d3 turns/curves, and 50% chance to terminate in a room after 1d2 turns/curves | 10% | 5% |
| 61-65 | Bridge over river or chasm | 10% | 5% |
| 66-75 | Door, unusual mechanism | 5% | 0% |
| 76-80 | Waterway connection | 10% | 5% |
| 81-82 | Partially submerged corridor | 25% | 5% |
| 83-85 | Teleportation | 0% | 10% |
| 86-90 | System of corridors in which some go under others (or just a corridor that goes under part of an existing area to reach the new area) | 10% | 5% |
| 91-00 | Architectural Trick (see Table 3-84 or Table 3-85) | 0% | 0% |

* If the Transition is to a special seventh area, add +20 to the die roll, treating any result over 100 as an architectural trick. If the result is a normal door (including secret and concealed normal doors) then there is a 100% chance of a complex trick being associated with it. For all other results for transitions to a seventh area, the chance of a simple trick is 75%, and if there is no simple trick then the chance of a Complex Trick is 100%.

** Hazard tricks are found in Table 3-92

*** Determine nature of trick on Table 3-81

Table 3-24: Corridor, Basic Description of

| Die Roll | Corridor Width (d100) | Construction (d100) | Height (d100) | Unusual Features (d100) |
|----------|-----------------------|------------------------------|------------------------|-------------------------|
| 01-20 | 5ft | Same as connected area | Crawlway | None |
| 21-40 | 10ft | Excavated, rough hewn | 10ft | None |
| 41-60 | 10ft | Excavated, well-finished | 10ft | Roll once |
| 61-80 | 10ft | Naturally occurring (cavern) | 20ft or more | Roll once |
| 81-00 | 20ft | Same as connected area | Same as connected area | Roll twice |

Table 3-25: Corridor, Unusual Features of

| Die Roll | Unusual Features of Corridor (d100) | Die Roll | Unusual Features of Corridor (d100) |
|----------|---|----------|--|
| 01-05 | Pillars down center | 51-55 | High ceiling |
| 06-10 | Half-pillars in side walls | 56-60 | Large grates in floor |
| 11-15 | Crumbling or unstable | 61-65 | Strong air drafts or even wind |
| 16-20 | Murals or mosaics on walls | 66-70 | Dips through short underwater area |
| 21-25 | Alcoves | 71-75 | Unusual temperature (hot/cold) |
| 26-30 | Slopes up or down | 76-80 | Holes in walls |
| 31-35 | Several short twists, turns, or zigzags | 81-85 | Blocking line of thin pillars or bars 2ft apart blocks carts, mules, large objects |
| 36-40 | Pillars in random locations | 86-90 | Tube or pipe rather than corridor |
| 41-45 | Carvings on walls | 91-95 | Trap |
| 46-50 | Mosaic or patterned floor | 96-00 | Monster lair in corridor |

Table 3-26: Bridges

| Die Roll | Bridge Material (d100) | Unusual Feature (d100) |
|----------|-------------------------|---------------------------------|
| 01-10 | Stone | Invisible |
| 11-20 | Rope and wood | Slippery and/or sloped downward |
| 21-30 | Wood | Tilting |
| 31-40 | Glass | Broken |
| 41-50 | Iron | Crumbling or dilapidated |
| 51-60 | Bronze | Statues or carvings |
| 61-70 | Floating disks | Sways or flexes |
| 71-80 | Stepping stones | Illusion involved |
| 81-90 | Tree or log | Upward sloping |
| 91-00 | Vines (possibly living) | Rotates |

Doors and Archways

Archways

Whenever a tunnel or corridor leads out of a room, there is presumably some sort of archway, so when an “archway” appears on a table or gets marked on a map it’s because there is something unusual, noticeable, or distinctive about it.

Table 3-28: Archway, Distinctive Elements

| Die Roll | Carved (d100) | Draped (d100) | Large (d100) | Multiple (d100) | Odd Shape (d100) | Painted (d100) |
|----------|-------------------------|---|--------------|---|--|---|
| 01-10 | Abstract shapes | Cloth curtain (regular cloth) | 15ft at top | Double arch (pillar at middle) | Gothic (or rounded if most of the arches are gothic) | Blue |
| 11-20 | Animals | Hide or leather curtain | 20ft at top | Double arch (pillar at middle) | Short arch has less than 5ft clearance at top. | Black |
| 21-30 | Gargoyles | Strands of beads form curtain | 20ft at top | Double arch (pillar at middle) | Archway is a circular opening in the wall | White |
| 31-40 | Glyphs (see Table 3-21) | Bells | 20ft at top | Triple arch, equal heights (two pillars) | Triangle-topped arch | Green |
| 41-50 | Plants | Twine or ropes form curtain (possibly with weights or bells at the ends) | 20ft at top | Triple arch, central arch taller than side arches (two pillars) | Half-octagon | Red |
| 51-60 | Flowers | Cloth curtain, embroidered or velvet | 30ft at top | Quadruple arch (three pillars). If the hallway is of normal width, these might actually be hard to squeeze through. | Wider than it is tall | Yellow |
| 61-70 | Skulls | Bones tied together in strands form a curtain | 30ft at top | Double arch (pillar at middle) | Archway is an oval-shaped opening in wall | Brown |
| 71-80 | Faces | One or more skulls hang from top of arch | 30ft at top | Triple arch, central arch shorter than side arches (two pillars) | Archway is triangular opening in wall | Purple |
| 81-90 | Monsters | String or leather thong crosses the archway horizontally, secured by eyehooks at waist height | 40ft at top | Double arch (pillar at middle) | Opening in the wall is shaped in the outline of an animal, monster, or person. Opening touches the floor and is large enough to walk or crawl through. | Representation (roll on the carvings column to see what is painted) |
| 91-00 | Message in words | Multiple animal pelts, shells, or turtle shells are connected into strands to form curtain | 40ft at top | Double arch (pillar at middle) | Extremely narrow | Repeating shapes or a pattern |

Table 3-27: Archway Master Table

Roll 1d8 for archways within an area
Roll 1d12 for archways connecting two significant areas of the dungeon

| Die Roll | Archway |
|----------|---|
| 1 | Carved |
| 2 | Draped opening |
| 3 | Large |
| 4 | Multiple arches |
| 5 | Oddly shaped |
| 6 | Painted |
| 7 | Architectural trick |
| 8 | Trapped (simple trap) |
| 9 | Architectural trick and one other feature (roll 1d6) |
| 10 | Trap (simple trap) and one other feature (roll 1d6) |
| 11 | Blocked by bars (horizontal or vertical), portcullis, or grate |
| 12 | Blocked by bars (horizontal or vertical), portcullis, or grate and one other feature (roll 1d6) |

Roll on whichever column of Table 3-28 was indicated by the roll on Table 3-27.

Doors

Normal Doors

Just because a door is “normal,” i.e., not concealed, secret, or opened by means of a complicated method, doesn’t mean it can’t be unique. This is especially true of doors that connect two major “areas” within a dungeon.

Table 3-29: Normal Door, Basic Description of

| Die Roll | Doors within a Dungeon Area (d100) | Doors Connecting Dungeon Areas (i.e., more significant) (d100) |
|--------------|--|--|
| 01-10 | The door is like most other doors in the dungeon, with no particular distinguishing features. | The door is like most other doors in the dungeon, with no particular distinguishing features. |
| 11-20 | The door is like most other doors in the dungeon, but is painted an unusual color (see appropriate column on Table 3-30) | The door is like most other doors in the dungeon, but is painted an unusual color (see appropriate column on Table 3-30) |
| 21-30 | The door is like most other doors in the dungeon, but has an oddity (see appropriate column on Table 3-30) | Roll for the door’s material and color on Table 3-30 |
| 31-40 | The door is like most other doors in the dungeon, with no particular distinguishing features. | Roll for the door’s Material and how it opens on Table 3-30 |
| 41-50 | The door is like most other doors in the dungeon, but is painted an unusual color (see appropriate column on Table 3-30) | Roll for the door’s material and for an Oddity on Table 3-30 |
| 51-60 | The door is like most other doors in the dungeon, but has an oddity (see appropriate column on Table 3-30) | Roll on each column of Table 3-30 to get the description of a very unusual door |
| 61-70 | The door is like most other doors in the dungeon, with no particular distinguishing features. | The door has an unusual mechanism (Roll on Table 3-32) |
| 71-80 | The door is like most other doors in the dungeon, with no particular distinguishing features. | The door is a large double door (1d6 x10ft high). Roll for its Material on Table 3-30. |
| 81-90 | The door is like most other doors in the dungeon, with no particular distinguishing features. | The door is normal, but has an Oddity from Table 3-30. |
| 91-00 | The door is like most other doors in the dungeon, with no particular distinguishing features. | The door has an unusual shape, determined by rolling on Table 3-31. |



Table 3-30: Normal Door, Unusual Features of

| Die Roll | Material (d100) | Color (d100) | Opens (d100) | Oddities (d100) |
|----------|-----------------------|-----------------|--|--|
| 01-04 | Bronze | Black | Divides at middle, hinged top and bottom | Bells attached |
| 05-08 | Bronze | Blue | Divides at middle, top slides up, bottom slides down | Bloodied |
| 09-12 | Bronze | Diamond pattern | Divides down middle, hinges on both sides | Brand new |
| 13-16 | Clay | Green | Drops into slot | Broken |
| 17-20 | Copper | Grey | Hinged at bottom | Creaks |
| 21-24 | Curtain (beads) | Natural color | Hinged at top | Dented |
| 25-28 | Curtain (cloth) | Natural color | Iris valve | Dog door |
| 29-32 | Flesh | Natural color | Pulls | Door knocker |
| 33-36 | Iron | Natural color | Pulls | Doormat or sign |
| 37-40 | Iron | Natural color | Pulls | Glows |
| 41-44 | Paper, gauze, or lace | Natural color | Pulls | Glyphs |
| 45-48 | Quartz | Natural color | Pushes | Graffiti |
| 49-52 | Stone | Orange | Pushes | Hacked at |
| 53-56 | Stone | Purple | Pushes | Illusion |
| 57-60 | Straw | Red | Pushes | Multiple locks |
| 61-64 | Thorns | Stripes | Raises | Peephole |
| 65-68 | Tiles (mosaic) | Swirls | Revolves | Recently painted or wet paint |
| 69-72 | Tiles (movable) | Transparent | Slides | Scorched |
| 73-76 | Wicker | White | Slides | Strange shape |
| 77-80 | Wires or mesh | Yellow | Turnstile | Trap |
| 81-84 | Wood | Natural color | Divides down middle, hinges on both sides | Face imprinted upon |
| 85-88 | Wood | Natural color | Dissolves | Written trick |
| 89-92 | Wood | Checkerboard | Hinged at bottom | Eyes, nose, or mouth |
| 93-96 | Wood | Splotches | Hinged at top | Unusual mechanism (roll on Table 3-32) |
| 97-00 | Wood | Pink | Pushes | Unusual mechanism (roll on Table 3-32) |

Table 3-31: Normal Door, Unusual Shapes of

| Die Roll | Unusual Shape (d100) |
|----------|--|
| 01-10 | Circular (part of one side would have to be straight in order to accommodate hinges) |
| 11-20 | Half circle |
| 21-30 | Octagonal |
| 31-40 | Oval shaped (75% taller than it is wide, 25% wider than it is tall) |
| 41-50 | Reached by steps down (probably only a couple, unless you have part of the dungeon level set somewhat deeper than the rest of the dungeon) |
| 51-60 | Reached by steps upward (possibly only a couple, possibly the door is quite high in the wall) |
| 61-70 | Square |
| 71-80 | Triangular (and might have to open on an angle if one side is not perpendicular to floor) |
| 81-90 | Very tall and very narrow |
| 91-00 | Wider than it is tall |

BOOK THREE: DUNGEON DESIGN - THE MAP

Table 3-32: Normal Door, Unusual Mechanisms for

| Die Roll | Roll on this column (d100) | And then this column (d100) | And then roll on this column (d100) |
|----------|----------------------------|-----------------------------|---|
| 01-02 | Rotate (clockwise) | The Falcon head | Three times |
| 03-04 | Rotate (counterclockwise) | The King's crown | Forcefully |
| 05-06 | Lift up | The Second button | Hard |
| 07-08 | Push in | Each knob | Slowly |
| 09-10 | Push up | The shortest lever | Quickly |
| 11-12 | Push down | The entire keyhole | Carefully |
| 13-14 | Push left | The large flagstone | Until it clicks |
| 15-16 | Push right | The handle | Until the keyhole appears |
| 17-18 | Slide up | The serpent's tongue | Until the latch appears |
| 19-20 | Slide down | The curtain rod | Until the latch opens |
| 21-22 | Slide | The disk under the latch | Until the button pops up |
| 23-24 | Pull | The hidden lever | While the other door is closed |
| 25-26 | Pull down on | The doorknob | At the indicated time |
| 27-28 | Pull up on | The glass pane | While saying the word "Ni." |
| 29-30 | Turn | The carving on the bottom | Just after the chime sounds |
| 31-32 | Turn around | The gargoyle's buttocks | Until the real door opens |
| 33-34 | Remove | The middle face | Then jump back |
| 35-36 | Use water on | The rope | Then run like hell |
| 37-38 | Apply heat to | The torch sconce | But pull your hand back quickly |
| 39-40 | Squeeze | The skull | Until the floor opens |
| 41-42 | Close | The statue | As hard as you can |
| 43-44 | Open | The eye of the idol | Until it aligns with the other side |
| 45-46 | Replace | The blue stone | Until it lines up with the yellow marker – NOT the red marker |
| 47-48 | Take weight off | The spiral thingy | To get it into the other socket |
| 49-50 | Put weight on | The knob | To make it match the other side |
| 51-52 | Shake | The numbered dial | While the eye of the statue is closed |
| 53-54 | Twist | The red pin | In complete darkness |
| 55-56 | Lower | The water valve | From a distance |
| 57-58 | Cover up | The large gear | Using a mental command |
| 59-60 | Shine bright light on | The twisted wire | Which is in the other room |
| 61-62 | Pry out | The other door | Out in the hallway |
| 63-64 | Use a wrench on | The floorboard | Until the water-tubes connect |
| 65-66 | Use electric shock on | The tripwire-looking thing | Until the electrical arcs have started |
| 67-68 | Press on | The hook | Then back away |
| 69-70 | Apply pressure to | The eyeball | Then cover your eyes |
| 71-72 | Move | The bell-pull | Until blood flows |
| 73-74 | Unfasten | The chain | Until you have heard two clicks |
| 75-76 | Lift and turn | The triangular piece | When it glows |
| 77-78 | Press and then turn | The faucet | While standing on the pressure plate |
| 79-80 | Disconnect | The carved hand | Until the other one makes a clicking noise |
| 81-82 | Reconnect | The eye of the tiger | Until the ticking noise stops |
| 83-84 | Hit | The gem | To start the process |
| 85-86 | Crank | The loop | Until the tubes fill with liquid |
| 87-88 | Don't touch | The talking part | In complete silence |
| 89-90 | Touch | The fig leaf | Very gently |
| 91-92 | Take pressure off | The wheel | Until the illusion disappears |
| 93-94 | Strike | The bolt | And wait for three hours |

Table 3-32: Normal Door, Unusual Mechanisms for - Continued

| Die Roll | Roll on this column (d100) | And then this column (d100) | And then roll on this column (d100) |
|----------|----------------------------|-----------------------------|--|
| 95-96 | Uncover | The bladed apparatus | To remove the magnetic force |
| 97-98 | Rotate | The coupling | To make the stone rise |
| 99-00 | Spin | The decorative wing-nut | To keep that obviously very bad contingency from occurring |

Waterways

Table 3-33: Waterway Connections, Basic Description

| Die Roll | Waterway (d8) |
|----------|--|
| 1 | River blocks a corridor or room, 1d6 x10ft across |
| 2 | River runs through a tunnel and must be followed to reach the new area (50% chance of boats being docked for this purpose, possibly broken or decayed if the dungeon is ancient) |
| 3 | River runs through a pipe or tunnel with little or no airspace above the liquid. The pipe might be horizontal or vertical |
| 4 | River blocks corridor or room, but there is a ford or causeway |
| 5 | Lake must be crossed. Boats might or might not be available. |
| 6 | Waterfall must be crossed, ridden down, or broken through to reach connected area |
| 7 | A tunnel or corridor is approximately waist-deep in water or other liquid |
| 8 | River or other moving body of water powers a water-wheel or other apparatus which must be climbed, destroyed, deactivated, or traversed in order to reach the new area |

Table 3-34: Waterway Connections, Nature of Liquid

| Die Roll | Description of Liquid (d100) |
|----------|---|
| 01-30 | Water, normal |
| 31-40 | Water, with numerous fish or other marine life |
| 41-50 | Water, with numerous aquatic plants |
| 51-70 | Water, muddy |
| 71-90 | Water, crystal clear |
| 91-92 | Sewage |
| 93-94 | Goop of some kind |
| 95-96 | Unnaturally hot or cold liquid (probably water) |
| 97-98 | Liquid of strange color (possibly only water) |
| 99 | Liquid of unusual smell (possibly toxic) |
| 100 | Poison |

Teleportation

Table 3-35: Teleportation, Nature of

| Die Roll | Description of Teleportation (d100) |
|--------------|--|
| 01-05 | Imperfect teleportation with error factor, teleports groups, medium to long “reset” period, two-way |
| 06-10 | Imperfect teleportation with error factor, teleports groups, medium to long “reset” period, one-way |
| 11-15 | Imperfect teleportation with error factor, teleports groups, short “reset” period, two-way |
| 16-20 | Imperfect teleportation with error factor, teleports groups, short “reset” period, one-way |
| 21-25 | Perfect teleportation in groups, medium to long “reset” period, one-way |
| 26-30 | Perfect teleportation in groups, medium to long “reset” period, two-way |
| 31-35 | Perfect teleportation in groups, short “reset” period, one-way |
| 36-40 | Perfect teleportation in groups, short “reset” period, two-way |
| 41-45 | Perfect teleportation in groups, target point varies, medium to long “reset” period, two-way |
| 46-50 | Perfect teleportation in groups, target point varies, medium to long “reset” period, one-way |
| 51-55 | Perfect teleportation in groups, target point varies, short “reset” period, two-way |
| 56-60 | Perfect teleportation in groups, target point varies, short “reset” period, one-way |
| 61-65 | Perfect teleportation, one at a time, medium to long “reset” period, two-way |
| 66-70 | Perfect teleportation, one at a time, medium to long “reset” period, one-way |
| 71-75 | Perfect teleportation, one at a time, short “reset” period, one-way |
| 76-80 | Perfect teleportation, one at a time, short “reset” period, two-way |
| 81-85 | Teleportation in groups, separates group to one or more target points, determined randomly, short “reset” period, two-way |
| 86-90 | Teleportation in groups, separates group to one or more target points, determined randomly, short “reset” period, one-way |
| 91-95 | Teleportation in groups, separates group to one or more target points, determined randomly, medium to long “reset” period, two-way |
| 96-00 | Teleportation in groups, separates group to one or more target points, determined randomly, medium to long “reset” period, one-way |

Table 3-36: Teleportation, Devices and Special Effects for

| Die Roll | Teleportation Device (d100) | Special Effect (d100) |
|--------------|---|--|
| 01-04 | Roll for an Architectural Trick on Table 3-85, but “What Happens When Functioning” is determined on the next column of <i>this</i> table, and “What is Accessed” is the target of the teleportation, so don’t roll for that on the Architectural Tricks Table | Apparent explosion, with flash, boom, and residual smoke |
| 05-08 | Roll for an Architectural Trick on Table 3-85, but “What Happens When Functioning” is determined on the next column of this table, and “What is Accessed” is the target of the teleportation, so don’t roll for that on the Architectural Tricks Table | Earth-shattering Ka-boom |
| 09-12 | Roll for an Architectural Trick on Table 3-85, but “What Happens When Functioning” is determined on the next column of this table, and “What is Accessed” is the target of the teleportation, so don’t roll for that on the Architectural Tricks Table | Figure appears to effervesce, vanishes, a few bubbles left behind |
| 13-16 | Roll for an Architectural Trick on Table 3-85, but “What Happens When Functioning” is determined on the next column of this table, and “What is Accessed” is the target of the teleportation, so don’t roll for that on the Architectural Tricks Table | Figure distorts, then vanishes |
| 17-20 | Roll for an Architectural Trick on Table 3-85, but “What Happens When Functioning” is determined on the next column of this table, and “What is Accessed” is the target of the teleportation, so don’t roll for that on the Architectural Tricks Table | Figure leaves a dust shape behind after vanishing, which then falls to floor as powder |
| 21-24 | Placing a non-key item into a non-keyhole space. E.g., coin into slot, coin into collection plate, coin into coin-shaped impression in floor, or coin into statue’s mouth. | Glitters or shimmers, then vanishes |
| 25-28 | Stepping into a Marked Area (roll on Table 3-95) | Glow with light, then vanishes |
| 29-32 | Stepping into a Marked Area (roll on Table 3-95) | Horrible smell left behind after figure vanishes |
| 33-36 | Stepping into a Marked Area (roll on Table 3-95) | Lights flash and glitter in the air throughout a large area as figure vanishes |

Table 3-36: Teleportation, Devices and Special Effects for - Continued

| Die Roll | Teleportation Device (d100) | Special Effect (d100) |
|--------------|--|--|
| 37-40 | Stepping into a Marked Area (roll on Table 3-95) | None, just disappears |
| 41-44 | Stepping into a Marked Area (roll on Table 3-95) | None, just disappears |
| 45-48 | Arranging particular objects into a pattern (three stones into a triangle, etc.) | None, just disappears |
| 49-52 | Manipulating dials and levers into a particular combination | Puff of smoke |
| 53-56 | Using a command word in a marked area | Puff of smoke |
| 57-60 | Pressing a large button or pulling a big lever | Quiet popping noise |
| 61-64 | Stepping into an unmarked area | Quiet popping noise |
| 65-68 | Stepping into an unmarked area | Shrieking noise |
| 69-72 | Stepping into an unmarked area | Slowly becomes transparent, then vanishes |
| 73-76 | Any speech in an unmarked area | Teleportation causes a strong emotion of some kind |
| 77-80 | Following spoken instructions that come from thin air, a statue, or other source (the instructions could be anything, like "take off your weapons," "pick up the key," "kick the cat," etc.) | Teleportation causes hallucinations for a short period of time afterwards |
| 81-84 | Opening a door or container | Teleportation causes several small displacements in space before figure actually teleports to the target |
| 85-88 | Remaining in a specific area for a particular length of time | Teleportation causes spastic movements just before figure vanishes |
| 89-92 | Using command word in unmarked area | Teleportation causes spinning of the figure as it vanishes |
| 93-96 | Tripping off a trap-like mechanical trigger (see Complicated Trigger column on Table 3-127 for ideas) | The teleportation is painful |
| 97-00 | Use a physical key in a keyhole | Winds arise just before teleportation, subside afterwards |

This ends the section on connectors and transitions between dungeon areas

Defining and Developing Dungeon Areas

This section of the book is about building and detailing small pieces of the dungeon map – whether or not you’re using the “Holistic Dungeon Generator.” If you *are* using the Generator as a tool, then defining and developing the areas of the dungeon is the next step after generating the transitions between them.

Area Topography

Without getting into over-specific categories like the difference between lava tubes and limestone river-caverns, there are only three basic types of dungeon topography. Roll for each area, or just decide what’s appropriate to the area.

Table 3-37: Dungeon Area Topography

| Die Roll | Topography (d100) |
|---------------|---|
| 01-20 | Natural caverns |
| 21-50 | Rough hewn through rock |
| 51-90 | Excavated with cut-stone blocks or fieldstone brought in for walls and ceilings; flagstone floors |
| 91-100 | Mix of natural caverns and excavated rooms/chambers |

Area Details

Roll for the number of rooms, then use the indicated formula for Rooms of Unusual Size. For this table, “Rooms” includes caves and cavern chambers if the topography of the area is natural caverns.

Table 3-38: Rooms or Chambers in a Dungeon Area

| Die Roll | Total Number of Rooms (d100) | Rooms of Unusual Size (do not roll separately) |
|--------------|------------------------------|--|
| 01-10 | 1 | 1 |
| 11-15 | 2 | 1d2 |
| 16-30 | 1d3+2 | One (50%) or 1d3-1 (50%) |
| 31-45 | 1d6+2 | 1d2 |
| 46-60 | 1d8+2 | 1d2 |
| 61-75 | 2d6 | 1d3 |
| 76-94 | 2d6+2 | 1d4 |
| 95-00 | 3d6+3 | 1d4+1 |

BOOK THREE: DUNGEON DESIGN - THE MAP

Table 3-39: Normal Size Rooms/Caverns

| Die Roll | Shape and Size of Rooms (d100) | Shape of Caverns (d100) | Size of Caverns (d100) |
|----------|--------------------------------|-------------------------|--|
| 01-20 | Rectangle 20 x 30ft | Roughly a regular oval | Fit the room shape so that it touches two or more edges of a square of 40x40ft |
| 21-40 | Rectangle 20 x 40ft | Kidney-shaped | Fit the room shape so that it touches two or more edges of a rectangle of 40x60ft |
| 41-60 | Square 20 x 20ft | Narrows a bit at center | Fit the room shape so that it touches two or more edges of a square of 30x30ft |
| 61-80 | Rectangle 30 x 40ft | Widens a bit at center | Fit the room shape so that it touches two or more edges of a square of 50x50ft |
| 81-00 | Square 30 x 30ft | Narrow oval shape | Large cavern. Fit it so that the shape touches two or more edges of a rectangle with the following dimensions: roll 1d6+6 x10ft for the width of the rectangle, and 1d6+6 x10ft for the length of the rectangle. |

Table 3-40: Rooms of Unusual Size

| Die Roll | Shape (d100) | Normal Shape (d100) | Unusual Shape (d100) |
|----------|--------------|-------------------------|--|
| 01-05 | Normal | Square, 60ft x 60ft | Ziggurat Shape 10ft wide at point, 90ft base |
| 06-10 | Normal | Rectangle, 50ft x 70ft | Ziggurat Shape 10ft wide at point, 70ft base |
| 11-15 | Normal | Rectangle, 60ft x 70ft | Right Triangle H: 1d4+3 x10ft, B: 1d4+3 x10ft |
| 16-20 | Normal | Rectangle, 50ft x 80ft | Equilateral Triangle H: 1d3+4 x10ft |
| 21-25 | Normal | Rectangle, 60ft x 80ft | Circle 1d4+4 x10ft diameter |
| 26-30 | Normal | Rectangle, 50ft x 90ft | Octagon 2d6+2 x10ft across (regular or irregular) |
| 31-35 | Normal | Rectangle, 70ft x 80ft | Rectangle 40ft x (1d6x10 +100ft) |
| 36-40 | Normal | Rectangle, 80ft x 90ft | Pentagon 2d6+2 x10ft across (regular or irregular) |
| 41-45 | Unusual | Rectangle, 50ft x 100ft | Oval 1d6+4 x10ft on long axis, 1d6x10ft on short axis |
| 46-50 | Unusual | Rectangle, 50ft x 150ft | Roll for Normal Shape, but add 1d4+4 side areas, 10ftx10ft |
| 51-55 | Unusual | Rectangle, 60ft x 100ft | Roll for Normal Shape, but add 1d4 side areas 20x20ft |
| 56-60 | Unusual | Rectangle, 70ft x 100ft | Roll for Normal Shape, but remove a chunk 20ft x 30ft |
| 61-65 | Unusual | Square, 70ft x 70ft | Roll for Normal Shape, but remove 2d4 chunks 10ft x 10ft |
| 66-70 | Unusual | Square, 80ft x 80ft | Roll for Normal Shape, but cut one end into a triangle with a base of 30-40ft (right or equilateral as you choose) |
| 71-75 | Unusual | Square, 90ft x 90ft | Circle 1d6+4 x10ft diameter |
| 76-80 | Unusual | Square, 100ft x 100ft | Diamond Shape, 1d4+4 x10ft on each axis (roll twice) |
| 81-85 | Unusual | Rectangle, 80ft x 100ft | Room has a “plus sign” shape: roll twice for Normal Shapes and superimpose them |
| 86-90 | Unusual | Rectangle, 80ft x 110ft | Room has a roughly hourglass shape with “top” and “bottom” having a length of 1d6+3 x10ft |
| 91-95 | Unusual | Rectangle, 80ft x 150ft | Roll for Normal Shape, but add 1d2 side areas 20x30ft |
| 96-00 | Unusual | Rectangle, 80ft x 160ft | Roll for Normal Shape, but cut one end into a ziggurat with a 1d3 x10ft “point” |

Arrangement of Rooms/Caverns Within the Area

Arranging the elements of a dungeon area is the most difficult part of the process. Roll on the table below to determine the abstract description of how the rooms are arranged. This table doesn't specify the length of any interior corridors or which things are directly connected, so all these arrangements can yield very different results (see the diagrams that follow the table).

Table 3-41: Arrangement of Rooms/Caverns Within an Area

| Die Roll | Arrangement (d100) |
|----------|--|
| 01-10 | A central room has one or more “suites” entering into it; the rest of the rooms in the area are part of the suites. Each suite is a self-contained group of interconnected rooms (each room is not, of course, connected to all the others, but most rooms will be connected to more than one other room). |
| 11-20 | A main corridor branches into two (either as a Y or a T shaped junction). The rest of the rooms in the area are in suites entering into one of the corridor's branches. Each suite is a self-contained group of interconnected rooms (each room is not, of course, connected to all the others, but most rooms will be connected to more than one other room). |
| 21-30 | A single connecting corridor has one or more “suites” entering into it; the rest of the rooms in the area are part of the suites. Each suite is a self-contained group of interconnected rooms (each room is not, of course, connected to all the others, but most rooms will be connected to more than one other room). |

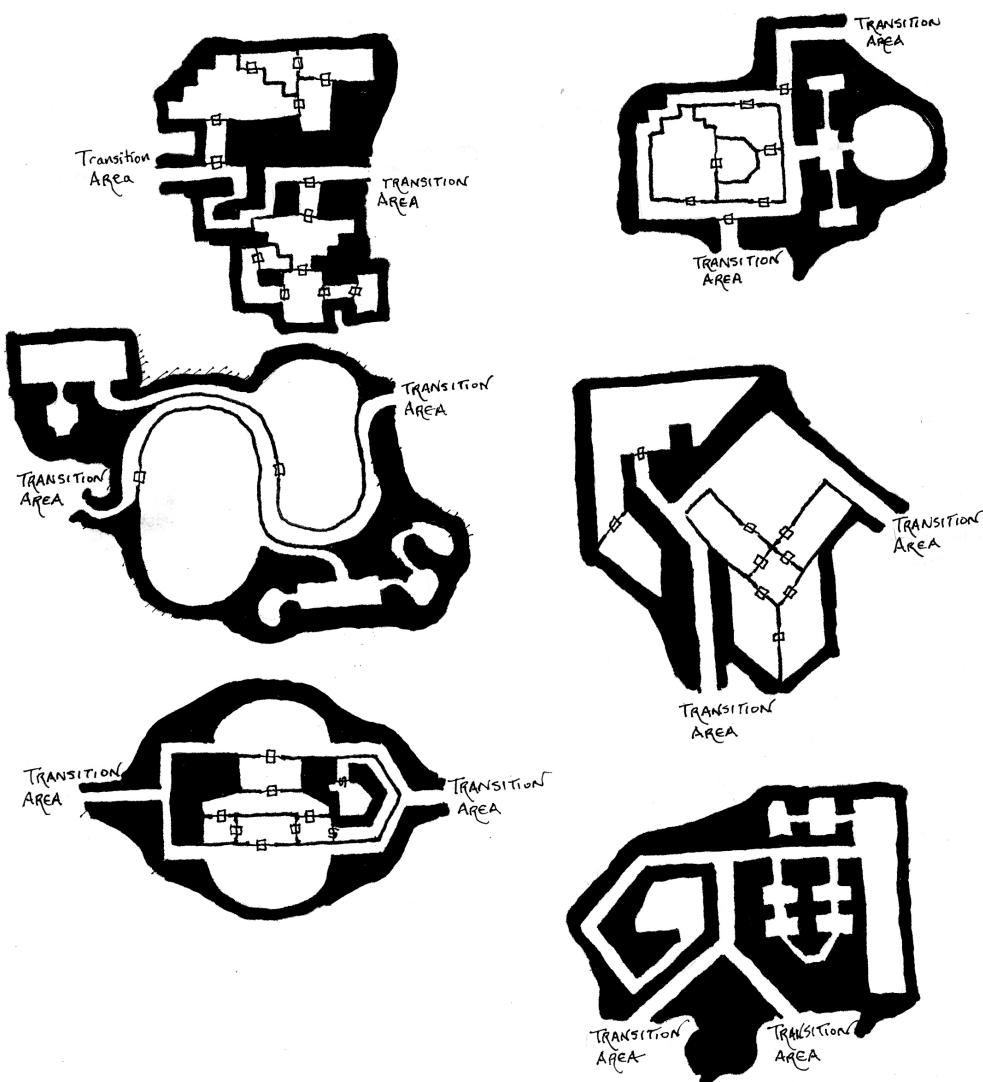
Table 3-41: Arrangement of Rooms/Caverns Within an Area - Continued

| Die Roll | Arrangement (d100) |
|----------|--|
| 31-40 | All rooms enter onto a single, central corridor that makes one or more turns along its length |
| 41-50 | All rooms enter onto a single, straight, central corridor |
| 51-60 | All rooms enter onto one central room (probably a room of unusual size, if one is present) |
| 61-70 | All rooms enter onto the corridors of a central T-junction or four-way intersection. |
| 71-80 | Connecting corridor forms a square, circle, or rectangle (i.e., it surrounds an internal area). About half the rooms are enclosed by the corridor, and the other half enter onto the outside wall of the corridor. |
| 81-90 | Connecting corridor forms a square, circle, or rectangle (i.e., it surrounds an internal area). All rooms are inside the enclosed area. Rooms may interconnect directly with each other, or might not. The internal area need not be completely filled by the rooms, and the surrounding corridor might make turns along its path before closing the "circle." |
| 91-00 | Two central rooms are connected to each other by a corridor; all other rooms enter onto one or the other of the central rooms |

Sample Diagrams of Identical Table Results

Each arrangement of rooms described in Table 3-41 affords tremendous flexibility; the table merely suggests the relative relation of the rooms, without much more detail.

4 examples of areas with the same result: 2d6 rooms (and then a roll of 8 for the number of rooms), having 2 rooms of unusual size, with a roll of 21 for Arrangement: *"A single connecting corridor has one or more "suites" entering into it; the rest of the rooms in the area are part of the suites. Each suite is a self-contained group of interconnected rooms"*



Naming an Area (or level)

The name for an area, if you want one at all, might occur to you while you are mapping or populating it. However, if you want some additional ideas at the beginning, the following tables can be used to come up with interesting and evocative names for a particular part of the level (or possibly for the entire level, if you wish).

Table 3-42: Area Names Involving Water

| Die Roll | First Part of Area Name (d100) | Second Part of Area Name (d100) |
|----------|--|---------------------------------|
| 01-05 | The Tentacle | Bridge |
| 06-10 | The [put second part here] of the Aquatic Undead | Canal(s) |
| 11-15 | The [put second part here] of the Tarn | Cataract(s) |
| 16-20 | The Boiling | Channel(s) |
| 21-25 | The Breeding | Cisterns |
| 26-30 | The Burial | Deeps |
| 31-35 | The Echoing | Falls |
| 36-40 | The Foggy | Fountains |
| 41-45 | The Frog | Island(s) |
| 46-50 | The Fuming | Lake |
| 51-55 | The High | Ponds |
| 56-60 | The Mystical | Pools |
| 61-65 | The Piranha | River |
| 66-70 | The Poisonous | Rivulets |
| 71-75 | The Sapphire | Springs |
| 76-80 | The Serpent (or serpentine) | Tanks |
| 81-85 | The Shark | Waters |
| 86-90 | The Shifting | Weir |
| 91-95 | The Slime (or slimy) | Wells |
| 96-00 | The Spiraling | Whirlpool |

Table 3-43A: Areas Involving Tombs (Alternative 1)

| Die Roll | First Part of Area Name (d100) | Second Part of Area Name (d100) |
|----------|--------------------------------------|---------------------------------|
| 01-05 | The Bronze (or other metal) | Boneyard |
| 06-10 | The Cursed | Burial Pits |
| 11-15 | The Defiled | Catacomb |
| 16-20 | The Diseased | Catacombs |
| 21-25 | The Forbidden | Charnelhouse |
| 26-30 | The Frozen | Charnelhouse |
| 31-35 | The Ghoul (or other undead) | Crematorium |
| 36-40 | The Green (or other color) | Crypt |
| 41-45 | The Howling (or other ghostly sound) | Crypts |
| 46-50 | The Hypnotic | Graveyard |
| 51-55 | The Inescapable | Mausoleum |
| 56-60 | The Jeweled | Mausoleum |
| 61-65 | The Lesser | Mortuary |
| 66-70 | The Limestone (or other stone type) | Sarcophagi |

Table 3-43A: Areas Involving Tombs (Alternative 1)
- Continued

| Die Roll | First Part of Area Name (d100) | Second Part of Area Name (d100) |
|----------|--------------------------------|---------------------------------|
| 71-75 | The Locked (or Sealed) | Sarcophagus |
| 76-80 | The Lost | Sepulchers |
| 81-85 | The Sinking | Tomb |
| 86-90 | The Unfinished | Tombs |
| 91-95 | The Unopened | Vault |
| 96-00 | The Watery | Vaults |

Table 3-43B: Areas Involving Tombs (Alternative 2)

| Die Roll | First Part of Area Name (d100) | Second Part of Area Name (d100) |
|----------|--------------------------------|--|
| 01-05 | The Boneyard | Of the (name of followers of a specific religion or sect) |
| 06-10 | The Burial Pits | Of the (name of noble family) |
| 11-15 | The Burial Vault | Of the Ancient Ones |
| 16-20 | The Catacombs | Of the Beasts |
| 21-25 | The Catacombs | Of the Cultists |
| 26-30 | The Charnelhouse | Of the Cursed |
| 31-35 | The Charnelhouse | Of the Demons (or other powerful type of supernatural monster) |
| 36-40 | The Crematorium | Of the Elves (or other specific race) |
| 41-45 | The Crypt | Of the Great One (a wizard, leader, etc., whose name is now forgotten) |
| 46-50 | The Crypt | Of the Heretics (or Unbelievers, or Infidels, etc) |
| 51-55 | The Graveyard | Of the Kings |
| 56-60 | The Mausoleum | Of the Orcs (or similar monster race) |
| 61-65 | The Mausoleum | Of the Painted Statues (or other architectural feature) |
| 66-70 | The Mortuary | Of the Plague-Struck |
| 71-75 | The Sarcophagi | Of the Priests |
| 76-80 | The Sarcophagi | Of the Thieves |
| 81-85 | The Sepulcher | Of the Unconsecrated |
| 86-90 | The Tomb | Of the Unforgiven |
| 91-95 | The Tomb | Of the Warriors |
| 96-00 | The Vault | Of the Witches |

Table 3-44: Areas Involving Scholarship or Research

| Die Roll | First Part of Area Name (d100) | Second Part of Area Name (d100) |
|----------|--------------------------------|---------------------------------|
| 01-05 | The Abhorrent | Archives |
| 06-10 | The Canonical | Archives |
| 11-15 | The Cursed | Books |
| 16-20 | The Death | Books |
| 21-25 | The False | Brain |
| 26-30 | The Forgotten | Laboratories |
| 31-35 | The Fragmented | Laboratories |
| 36-40 | The Fungus | Libraries |

Table 3-44: Areas Involving Scholarship or Research
- Continued

| Die Roll | First Part of Area Name (d100) | Second Part of Area Name (d100) |
|----------|--------------------------------|---------------------------------|
| 41-45 | The Ghoul | Library |
| 46-50 | The Hidden | Machines |
| 51-55 | The Incremental | Machines |
| 56-60 | The Insane | Memory Chambers |
| 61-65 | The Lifeless | Scriptorium |
| 66-70 | The Metaphysical | Scriptorium |
| 71-75 | The Predator's | Scrolls |
| 76-80 | The Preserved | Scrolls |
| 81-85 | The Slumbering | Tablets |
| 86-90 | The Theological | Tablets |
| 91-95 | The Theoretical | Workrooms |
| 96-00 | The Unstable | Workshops |

Table 3-46: Areas Involving Worship

| Die Roll | First Part of Area Name (d100) | Second Part of Area Name (d100) |
|----------|--------------------------------|---------------------------------|
| 01-05 | The Bloodstained | Abbey |
| 06-10 | The Bronze | Altar |
| 11-15 | The Carven | Altars |
| 16-20 | The Childrens' | Cathedral |
| 21-25 | The Defiled | Chamber |
| 26-30 | The Demonic | Chantry |
| 31-35 | The Diseased | Chapel |
| 36-40 | The Dreaming | Chapel |
| 41-45 | The Fiend's | Fane |
| 46-50 | The Green | Idol |
| 51-55 | The Grisly | Meditation Chambers |
| 56-60 | The Heretics' | Pedestals |
| 61-65 | The Ivory | Penitentiary |
| 66-70 | The Polluted | Prayer Cells |
| 71-75 | The Resurrection | Sacrificial Chambers |
| 76-80 | The Screaming | Sacristy |
| 81-85 | The Sealed | Sanctuary |
| 86-90 | The Shadow | Shrine |
| 91-95 | The Unfinished | Temple |
| 96-00 | The Water | Vestry |

Table 3-45: Areas Involving Imprisonment

| Die Roll | First Part of Area Name (d100) | Second Part of Area Name (d100) |
|----------|--------------------------------|---------------------------------|
| 01-05 | The Boiling | Cages |
| 06-10 | The Broken | Cages |
| 11-15 | The Dimensional | Cells |
| 16-20 | The Forbidden | Cells |
| 21-25 | The Forlorn | Incarcerations |
| 26-30 | The Ghostly | Incarcerations |
| 31-35 | The Hanging | Jails |
| 36-40 | The Heretic | Jails |
| 41-45 | The Hidden | Jars |
| 46-50 | The Iron | Jars |
| 51-55 | The Locked | Oubliette |
| 56-60 | The Malodorous | Oubliette |
| 61-65 | The Memory | Pits |
| 66-70 | The Multi-level | Pits |
| 71-75 | The Penitentiary | Prison |
| 76-80 | The Red | Prison |
| 81-85 | The Reformatory | Stockades |
| 86-90 | The Tentacle | Stockades |
| 91-95 | The Traitors' | Suspension |
| 96-00 | The Water | Suspension |

BOOK THREE: DUNGEON DESIGN - THE MAP

Table 3-47: Areas Involving Bugs

| Die Roll | First Part of Area Name (d100) | Second Part of Area Name (d100) |
|----------|--------------------------------|---------------------------------|
| 01-05 | The Blue | Altar |
| 06-10 | The Bug | Cells |
| 11-15 | The Chirping | Cocoons |
| 16-20 | The Chitin | Combs |
| 21-25 | The Crawling | Fortress |
| 26-30 | The Egg | God's Fane |
| 31-35 | The Emerald | Hives |
| 36-40 | The Hatching | Horde |
| 41-45 | The Jeweled | Mounds |
| 46-50 | The Larva | Nests |
| 51-55 | The Malachite | Nodules |
| 56-60 | The Mud | Palace |
| 61-65 | The Nectar | Pits |
| 66-70 | The Pod | Pools |
| 71-75 | The Singing | Pyramid |
| 76-80 | The Teeming | Queen's Lair |
| 81-85 | The Venom | Tubes |
| 86-90 | The Vermin | Tunnels |
| 91-95 | The Water | Wardens |
| 96-00 | The Webbing | Warrens |

Table 3-48: Areas Involving Plants

| Die Roll | First Part of Area Name (d100) | Second Part of Area Name (d100) |
|----------|--------------------------------|---------------------------------|
| 01-05 | The Lichen | Domes |
| 06-10 | The Moldy | Warrens |
| 11-15 | The Overgrown | Laboratories |
| 16-20 | The Moss | Chapel |
| 21-25 | The Green | Halls |
| 26-30 | The Flowering | Ponds |
| 31-35 | The Fungus | Gardens |
| 36-40 | The Harvest | Guardian's Realm |
| 41-45 | The Fertility | Pits |
| 46-50 | The Blossoming | Temple |
| 51-55 | The Algae | Chambers |
| 56-60 | The Leaf(y) | Shambles |
| 61-65 | The Vine | Glen |
| 66-70 | The Thorn | Domains |
| 71-75 | The Farm | Tiers |
| 76-80 | The Wildflower | Brooks |
| 81-85 | The Planted | Plantation |
| 86-90 | The Dripping | Lord's Prison |
| 91-95 | The Mushroom | Mounds |
| 96-00 | The Budding | Topiaries |

Placing Landmarks

Each level in a large dungeon should have landmarks in it. Just as with the fractal-type arrangement of the map into **areas** and **transitions** between them, **landmarks** continue to nail down the map's geography: without landmarks, the dungeon map risks being perceived by the players as an undifferentiated whole, where exploration is a boring process with no meaningful discoveries to be made. Landmarks in general include:

Big Things (See Table 3-49)

Level Changes (See Table 3-50)

Strange Things (See Table 3-53A and Table 3-53B)

Special Rooms (See Table 3-54)

Water (See Table 3-77)

Big Things (Landmarks)

Table 3-49: Landmarks, Big Things

| Die Roll | Part One (d100) | Part Two (d100) | Part Three -Use singular form if possible (d100) |
|----------|-----------------|-----------------|--|
| 01 | The Great | Stone | Face(s) |
| 02 | The Strange | Wooden | Mouth(s) |
| 03 | The Defaced | Old | Rune(s) |
| 04 | The Mysterious | Cycles of the | Hand(s) |
| 05 | The Odd | Changing | Sphere(s) |
| 06 | The Hidden | Repeating | Wheel(s) |
| 07 | The Two | Red | Wall(s) |

Table 3-49: Landmarks, Big Things - Continued

| Die Roll | Part One (d100) | Part Two (d100) | Part Three -Use singular form if possible (d100) |
|----------|-------------------|-----------------|--|
| 08 | The Dangerous | Blue | Stair(s) |
| 09 | The Broken | Green | Carving(s) |
| 10 | The Lost | Silver | Painting(s) |
| 11 | The Invisible | Black | Tablet(s) |
| 12 | The Vanishing | White | Pyramid(s) |
| 13 | The Destroyed | Dragon | Dome(s) |
| 14 | The Desecrated | Serpent | Statue(s) |
| 15 | The Painted | Hall(s) of the | Dock(s) |
| 16 | The Stained | Crystal | Bridge(s) |
| 17 | The Mist-shrouded | Mosaic | Altar(s) |
| 18 | The Bleached | Salt | Portcullis(es) |
| 19 | The Bleak | Rock | Chamber(s) |
| 20 | The Bloodstained | Fiery | Fountain(s) |
| 21 | The Branching | Ice | Gate(s) |
| 22 | The Ancient | Bone | Door(s) |
| 23 | The Colorful | Obsidian | Gateway(s) |
| 24 | The Seven | Purple | Mural(s) |
| 25 | The Mesmerizing | Speckled | Idol(s) |

Table 3-49: Landmarks, Big Things - Continued

| Die Roll | Part One (d100) | Part Two (d100) | Part Three -Use singular form if possible (d100) |
|----------|-----------------------------|----------------------------|--|
| 26 | The Three | Reflective | Throne(s) |
| 27 | The Weird | Gallery (Galleries) of the | Mirror(s) |
| 28 | The Reversed | Glowing | Pool(s) |
| 29 | The Huge | Shifting | Machine(s) |
| 30 | The Eerie | Striped | Dais |
| 31 | The Spectacular | Lava | Head(s) |
| 32 | The Dilapidated | Remnant of the | Ladder(s) |
| 33 | The Buried | Shadow- | Pit(s) |
| 34 | The Mechanical | Grey | Astrolabe(s) |
| 35 | The Insane | Whirling | Pendulum(s) |
| 36 | The Moss-covered | Turning | Pedestal(s) |
| 37 | The Fearsome | Test(s) of the | Carving(s) |
| 38 | The Bizarre | Game(s) of the | Alcove(s) |
| 39 | The Dark | Rising | Corridor(s) |
| 40 | The Labyrinthine | Falling | Tunnel(s) |
| 41 | The Legendary | Retracting | Mine(s) |
| 42 | The Forbidden | Wizard's | Stone(s) |
| 43 | The Hypnotic | Priest's | Spiral(s) |
| 44 | The Abnormal | Knight's | Circle(s) |
| 45 | The Cursed | Demon's | Tooth (Teeth) |
| 46 | The Sacred | King's | Well(s) |
| 47 | The Forgotten | Queen's | Cave(s) |
| 48 | The Shrouded | Floating | Archway(s) |
| 49 | The Perilous | Sunken | Hourglass(es) |
| 50 | The Deadly | Metal | Tree(s) |
| 51 | The Ageless | Iron | Nexus |
| 52 | The Gargantuan | Copper | Disk(s) |
| 53 | The Ruined | Oak | Ledge(s) |
| 54 | The Infamous | Yellow | Monolith(s) |
| 55 | The Insidious | Steam-powered | Block(s) |
| 56 | The Mildewed | Hydraulic | Turntable(s) |
| 57 | The Slime-covered | Time- | Wheel(s) |
| 58 | The Mythical | Temporal | Astrolabe(s) |
| 59 | The Sorcerous | Dimensional | Chessboard(s) |
| 60 | The Magical | Zodiac | Passage(s) |
| 61 | The Hollow | Astrological | Tube(s) |
| 62 | The Timeworn | Granite | Platform(s) |
| 63 | The Erratic | Marble | Stage(s) |
| 64 | The Occasionally Functional | Erotic | Pillar(s) |
| 65 | The Last Working | Puzzle- | Portal(s) |
| 66 | The Wondrous | Riddle- | Bell(s) |
| 67 | The Encrusted | Ivory | Oracle(s) |
| 68 | The Baffling | Carven | Obelisk(s) |

Table 3-49: Landmarks, Big Things - Continued

| Die Roll | Part One (d100) | Part Two (d100) | Part Three -Use singular form if possible (d100) |
|----------|---------------------------------------|-----------------|--|
| 69 | The Decaying | Spider | Egg(s) |
| 70 | The Inverted | Backward | Man (men) – a statue |
| 71 | The Instructions for the | Remains of the | Orb(s) |
| 72 | The Map to the | Wreckage of the | Cube(s) |
| 73 | The Key to the | Demigod's | Object(s) |
| 74 | The Stairs to the | Interlocking | Crypt(s) |
| 75 | The Door to the | Phasing | Tomb(s) |
| 76 | The Passageway to the | Two-part | Chapel(s) |
| 77 | The Bridge to the | Hairy | Meteorite(s) |
| 78 | The Entryway to the | Face within the | Theater(s) |
| 79 | The Portal to the | Chaos- | Sanctuary (sanctuaries) |
| 80 | The Elevator to the | Watery | Gameboard(s) |
| 81 | The Trapdoor to the | Transforming | Channel(s) |
| 82 | The Cavern Containing the | Folding | Shrine(s) |
| 83 | The Dimensional Pocket Containing the | Elemental | Polyhedron(s) |
| 84 | The River to the | Chained | Golem(s) |
| 85 | The Tunnel to the | Spellbound | Sarcophagus (sarcophagi) |
| 86 | The Sub-Level of the | Wheeling | Vault(s) |
| 87 | The Elephantine | Glass | Mechanism(s) |
| 88 | The Realm of the | Clay | Cocoon(s) |
| 89 | The Chute to the | Jade | Treasure(s) |
| 90 | The Password to the | Sacrificial | Prism(s) |
| 91 | The Unactivated | Otherworldly | Steps |
| 92 | The Inactive | Dream- | Generator(s) |
| 93 | The Activated | Unstable | Island(s) |
| 94 | The Translation Tablets for the | Scintillating | Garden(s) |
| 95 | The Massive | Genie's | Warren(s) |
| 96 | The Cold | Zen | Crater(s) |
| 97 | The Dream-Door to the | Golden | Cairn(s) |
| 98 | The Enigmatic | Sorcerer's | Mill(s) |
| 99 | The Watery | Flooded | Terrarium(s) |
| 100 | The Exquisite | Toad | Image(s) |

Level Changes (Landmarks)

Don't create dungeon levels like a computer game, where there's one way down to the next level and virtually the entire level needs to be explored to get there. If you're using the "holistic Dungeon" method, put in about one level change per two "areas." Also keep in mind that not all level changes need to be stairs. Some of them can be the equivalent of traps, taking the adventurers completely unawares!

Table 3-50: Level Changes

| Die Roll | Type of Level Change (d100) |
|----------|---------------------------------------|
| 01-04 | Chasm |
| 05-08 | Chute |
| 09-12 | Cranked platform |
| 13-16 | Elevator room |
| 17-20 | Fireman's pole |
| 21-24 | Floor, flipping |
| 25-28 | Floor, sinking |
| 29-32 | Illusionary floor |
| 33-36 | Ladder |
| 37-40 | Levitation shaft (one direction only) |
| 41-44 | Narrow crack |
| 45-48 | Pit |
| 49-52 | Pneumatic tube |
| 53-56 | Shaft |
| 57-60 | Slide |
| 61-64 | Sloping corridor |
| 65-68 | Stairs, concealed |
| 69-72 | Stairs, curving |
| 73-76 | Stairs, spiral |
| 77-80 | Stairs, straight |
| 81-84 | Stairs, with landings |
| 85-88 | Teleportation |
| 89-92 | Trapdoor |
| 93-96 | Trapdoor, concealed |
| 97-00 | Well |

*If the level change is to be concealed, roll up the details as if it were an Architectural Trick

Stairs

Table 3-51: Basic Stairs

| Die Roll | Type and Material (d100) | Structural Feature (d100) | Distinctive Features (d100) | Condition (d100) |
|----------|------------------------------|---------------------------|-----------------------------|---|
| 01-10 | Spiral, wood | Tall risers (steps) | Carvings on walls | Normal condition |
| 11-20 | Straight with landings, wood | Short risers (steps) | Wall paintings | Slightly crumbling (or rotten, as applicable) |

| Die Roll | Type and Material (d100) | Structural Feature (d100) | Distinctive Features (d100) | Condition (d100) |
|----------|--------------------------------|--------------------------------------|--|---|
| 21-30 | Spiral, stone | Broad steps | Lighting | Extremely poor condition due to age |
| 31-40 | Straight, with landings, stone | Narrow steps | Carvings on stair tops | Poor condition due to damage such as fire or earthquake |
| 41-50 | Straight, no landings, wood | Banisters | Carvings on stair fronts | Normal condition |
| 51-60 | Straight, no landings, stone | Uneven steps | Mosaics | Normal condition |
| 61-70 | Zigzag, no landings, stone | Size/height of steps changes mid-way | Runes or writing on stair tops | Normal condition |
| 71-80 | Zigzag, no landings, wood | Cracked or crumbled steps | Carvings or paintings on stairwell ceiling | Normal condition |
| 81-90 | Curving, no landings, stone | Low ceiling | Mist in stairwell | Normal condition |
| 91-00 | Curving, no landings, wood | Very narrow stairwell | Drains or vents | Normal condition |

Table 3-52: Unusual Stairs

| Die Roll | Unusual Aspect of Stairs (d100) |
|----------|--|
| 01-10 | Stairwell changes position to lead to different locations (either depth or different locations on a particular level) based on pattern of steps taken by first person descending/ascending the stairs. Example: normal step-step-step leads to location 1, but two steps down and one step back causes the stairs to lead to an entirely different location. |
| 11-20 | Stairs sometimes lead up, and sometimes lead down – not always perceptible in some cases (unless a dwarf is in the party to notice) |
| 21-30 | Stairs lead nowhere without particular command word or item |
| 31-40 | Stairs lead over lava, water, or other hazard |
| 41-50 | Stairs are squishy, spongy, or sticky |
| 51-60 | Stairs are suspended from cables or ropes rather than being fastened into wall with beams (i.e., normal stairs) |
| 61-70 | Stairwell contains some stairs leading up, and some down, not a continuous direction all the way to destination. |
| 71-80 | Stair steps are invisible, making the stairwell resemble a chute |
| 81-90 | Stairs are corrosive, hot, or freezing, causing slow and progressive damage unless proper precautions are taken |
| 91-00 | Stairs tilt, tremble, and shift, making it difficult to maintain footing |

Strange Things

Table 3-53A: Strange Things, Alternative One

| Die Roll | Part One (d100) | Part Two (d100) |
|----------|-----------------------|----------------------------|
| 01 | The Alcove of | Animals |
| 02 | The Altar of | Annihilation |
| 03 | The Antechamber of | Bones |
| 04 | The Arch of | Bronze |
| 05 | The Astrolabe of | Chances |
| 06 | The Balcony of | Changes |
| 07 | The Block of | Chronology |
| 08 | The Brazier of | Confusion |
| 09 | The Cabinet of | Consequences |
| 10 | The Canal of | Contradiction |
| 11 | The Candles of | Courage |
| 12 | The Carvings of | Creation |
| 13 | The Cave of | Demands |
| 14 | The Cavern of | Disunity |
| 15 | The Chamber of | Divinations and Detections |
| 16 | The Chasm of | Dreams |
| 17 | The Chessboard of | Exchanges |
| 18 | The Circle of | Eyes |
| 19 | The Cistern of | Fear |
| 20 | The Corridor of | Flames |
| 21 | The Crevice of | Food and Famine |
| 22 | The Crystal of | Fortune |
| 23 | The Curtain of | Good and Bad Fortune |
| 24 | The Dais of | Gravitation |
| 25 | The Disk of | Hallucinations |
| 26 | The Dome of | Hearts |
| 27 | The Door of | Heroes |
| 28 | The Face of | History |
| 29 | The Fireplace of | Ice |
| 30 | The Flame of | Illusions |
| 31 | The Fountain of | Imprisonment |
| 32 | The Gallery of | Imprisonment |
| 33 | The Gate of | Isolation |
| 34 | The Globe of | Kindness |
| 35 | The Great Lens of | Knowledge |
| 36 | The Halls of | Lamentation |
| 37 | The Hands of | Legends |
| 38 | The Head of | Life and Death |
| 39 | The Hidden Chamber of | Memories |
| 40 | The Hourglass of | Mercy |
| 41 | The Idol of | Mystery |
| 42 | The Kaleidoscope of | Myth |
| 43 | The Ladder of | Nightmares |
| 44 | The Lamps of | Odd Events |
| 45 | The Ledges of | Questions |

Table 3-53A: Strange Things, Alternative One - Continued

| Die Roll | Part One (d100) | Part Two (d100) |
|----------|---------------------|---------------------|
| 46 | The Line of | Recalling |
| 47 | The Loft of | Regrets |
| 48 | The Machine of | Relocation |
| 49 | The Map of | Returning |
| 50 | The Mine of | Sacrifice |
| 51 | The Mirror of | Sapphire |
| 52 | The Mist of | Silver |
| 53 | The Monolith of | Sounds |
| 54 | The Mosaics of | Spells |
| 55 | The Mural of | Statues |
| 56 | The Nexus of | Strange Lightning |
| 57 | The Niches of | Strange Music |
| 58 | The Paintings of | Strength |
| 59 | The Pedestal of | Teleportation |
| 60 | The Pendulum of | Terror |
| 61 | The Pillars of | the Alchemists |
| 62 | The Pits of | the Ancestors |
| 63 | The Platform of | the Bizarre |
| 64 | The Pool of | the Cats |
| 65 | The Portal of | the Chronicler |
| 66 | The Portcullis of | the Demons |
| 67 | The Rock of | the Elders |
| 68 | The Room of | the First Arrivals |
| 69 | The Runes of | the Forgotten One |
| 70 | The Runes of | the Gods |
| 71 | The Scriptorium of | the Guardian |
| 72 | The Secret Room of | the High Priests |
| 73 | The Sphere of | the Invader |
| 74 | The Spiral of | the King |
| 75 | The Spring of | the Maker |
| 76 | The Stairs of | the Octopus |
| 77 | The Stake of | the Old Inhabitants |
| 78 | The Statue of | the Philosopher |
| 79 | The Statuettes of | the Sage |
| 80 | The Stones of | the Symbols |
| 81 | The Stream of | the Vortex |
| 82 | The Tablets of | the Warlock |
| 83 | The Tapestry of | the Watcher |
| 84 | The Teeth of | the Witch |
| 85 | The Threshold of | the Wizard |
| 86 | The Throne of | Time |
| 87 | The Totemic Pole of | Trades |
| 88 | The Trapdoor of | Transfiguration |
| 89 | The Tree of | Travel |
| 90 | The Tunnel of | Understanding |
| 91 | The Turntable of | Unknown Effect |
| 92 | The Urn of | Unpredictability |

BOOK THREE: DUNGEON DESIGN - THE MAP

Table 3-53A: Strange Things, Alternative One - Continued

| Die Roll | Part One (d100) | Part Two (d100) |
|----------|------------------|-----------------|
| 93 | The Vortex of | Unusual Events |
| 94 | The Wall of | Vengeance |
| 95 | The Wall of | Wagers |
| 96 | The Waterfall of | Warnings |
| 97 | The Waters of | Wealth |
| 98 | The Well of | Wisdom |
| 99 | The Wheel of | Wishes |
| 100 | The Window of | Wonderment |

Table 3-53B: Strange Things, Alternative Two

| Die Roll | Part One (d100) | Part Two (d100) |
|----------|-----------------------------|--------------------------|
| 01 | The Angelic | Altar |
| 02 | The Angry | Bathrooms |
| 03 | The Annoying | Beak |
| 04 | The Babbling | Blocks |
| 05 | The Backward | Bottle |
| 06 | The Bad-smelling | Boxes |
| 07 | The Balancing | Bridge |
| 08 | The Black (50%) White (50%) | Cabinet |
| 09 | The Blank | Canal |
| 10 | The Blasphemous | Carvings |
| 11 | The Bronze | Casino |
| 12 | The Canine | Cauldron |
| 13 | The Changing | Chains |
| 14 | The Circle of the | Chute |
| 15 | The Colossal | Circle |
| 16 | The Confusion | Closet |
| 17 | The Cosmic | Cow (50%) Scorpion (50%) |
| 18 | The Cowardice | Creatures |
| 19 | The Crooked | Crown |
| 20 | The Damaged | Cubes |
| 21 | The Dancing | Disks |
| 22 | The Dangerous | Dispenser |
| 23 | The Demon | Drums |
| 24 | The Dimensional | Eggs |
| 25 | The Doubling | Epitaph |
| 26 | The Eel | Eye |
| 27 | The Ethereal | Faces |
| 28 | The Feathery | Fingers |
| 29 | The Fiery | Fish |
| 30 | The Floating | Forges |
| 31 | The Fossil | Fortune-teller |
| 32 | The Fungus | Fountain |
| 33 | The Generous | Game |

Table 3-53B: Strange Things, Alternative Two - Continued

| Die Roll | Part One (d100) | Part Two (d100) |
|----------|----------------------------|--------------------------|
| 34 | The Giant | Game Machine |
| 35 | The Gifting | Gameboard |
| 36 | The Glass | Gates |
| 37 | The Gold-Giving | Globes |
| 38 | The Green (50%) Blue (50%) | Glyph |
| 39 | The Guarded | Godling |
| 40 | The Half- | Grotto |
| 41 | The Hallucinogenic | Guardian |
| 42 | The Harmonic | Hands |
| 43 | The Helpful | Head |
| 44 | The Howling | Hieroglyphs |
| 45 | The Ice | Idol |
| 46 | The Illusory | Jars |
| 47 | The Impulsive | Kitchen |
| 48 | The Inaccessible | Ladders |
| 49 | The Indented | Lanterns |
| 50 | The Informative | Lens |
| 51 | The Interrogating | Levers |
| 52 | The Jelly | Markings |
| 53 | The Labyrinth | Mirror |
| 54 | The Lightning | Monolith |
| 55 | The Luck- | Mounds |
| 56 | The Massive | Mouth |
| 57 | The Meandering | Musicians |
| 58 | The Mechanical | Nose |
| 59 | The Moebius | Paintings |
| 60 | The Mosaic | Parrot |
| 61 | The Moving | Pathway |
| 62 | The Obscene | Pictograms |
| 63 | The Octagonal | Pictures |
| 64 | The Oracle of the | Pillar |
| 65 | The Overhead | Pipes |
| 66 | The Pan-Galactic | Pit |
| 67 | The Pearly | Plant (50%) Flower (50%) |
| 68 | The Persuasive | Pool |
| 69 | The Poetic | Pools |
| 70 | The Preserved | Pots |
| 71 | The Rain | Prism |
| 72 | The Raised | Pyramid |
| 73 | The Reappearing | Ramp |
| 74 | The Recombinating | Re-animator |
| 75 | The Red (50%) Yellow (50%) | Resurrector |
| 76 | The Riddling | Rocks |
| 77 | The Ringing | Rods |
| 78 | The Sculpted | Rune |

Table 3-53B: Strange Things, Alternative Two - Continued

| Die Roll | Part One (d100) | Part Two (d100) |
|----------|---------------------|-----------------|
| 79 | The Shadowy | Samovar |
| 80 | The Singing | Soldiers |
| 81 | The Speaking | Spout |
| 82 | The Spinning | Stairs |
| 83 | The Stone | Stalactites |
| 84 | The Sunken | Statuary |
| 85 | The Terracotta | Statue |
| 86 | The Thorny | Statues |
| 87 | The Thunder | Steps |
| 88 | The Tiled | Tablet |
| 89 | The Totally Awesome | Tapestries |
| 90 | The Triangular | Tavern |
| 91 | The Triple | Theatre |
| 92 | The Two-Part | Throne |
| 93 | The Tyrannical | Urn |
| 94 | The Unreachable | Vats |
| 95 | The Veiled | Vortex |
| 96 | The Velvet | Wall |
| 97 | The Viking | Waterfall |
| 98 | The Wandering | Webs |
| 99 | The Wax | Wheel |
| 100 | The Yawning | Whirlwind |

Special Rooms

Special Rooms are simply the rooms with more detail to them than just monsters, treasure, and/or bits of dungeon dressing. They don't have to be super-dramatic (that's more the role of Big Things and Strange Things), but they should generally be interactive or provide information, one or the other. In some cases they might incorporate tricks or traps, but beware – you don't want to make every interesting room contain something dangerous, or the players will eventually assume that every room containing more detail than a broken arrow on the floor is a risk. Leave many of these rooms to be nothing more than ... interesting.

Table 3-54: Contents of Special Rooms

| Die Roll | Features (Roll Twice) (d100) |
|----------|--|
| 01-05 | Altar |
| 06-10 | Architecture, dramatic |
| 11-15 | Clue to figure out (roll on Table 3-6) |
| 16-20 | Containers with interesting contents |
| 21-25 | Furniture |
| 26-30 | Game to play |
| 31-35 | Lighting |
| 36-40 | Liquid, contained |
| 41-45 | Major mechanism or process |
| 46-50 | NPC Interaction |
| 51-55 | Pillar(s) |
| 56-60 | Plants |

Table 3-54: Contents of Special Rooms - Continued

| Die Roll | Features (Roll Twice) (d100) |
|----------|---|
| 61-65 | Sounds |
| 66-70 | Statue |
| 71-75 | Throne |
| 76-80 | Trap, Complex |
| 81-85 | Trick, Architectural (with dramatic central element); see Table 3-84 or 3-81. |
| 86-95 | Trick, various (Roll on Table 3-81) |
| 96-00 | Written records |

Altars

In addition to the physical appearance of the altar generated in this table, many altars also function as Architectural Tricks (see Table 3-84 or 3-85) or Magic Thing Tricks (see Table 3-96 and following), and can also be trapped (see Tables 3-126 and following).

Table 3-55: Altars

| Die Roll | Surface of Altar (d100) | Sides of Altar (d100) |
|----------|--|---|
| 01-05 | Altar cloth | Glowing moss grows on sides of altar |
| 06-10 | Candles | Religious Imagery (Table 3-56) |
| 11-15 | Closed eyes painted on altar open as proper actions are taken | Vines or ivy growing |
| 16-20 | Fire flares at intervals from vent in altar top | Holes in side revealing altar's contents |
| 21-25 | Font contains glowing water | Strange lumps of different sizes |
| 26-30 | Glass globes contain glowing liquid, explosive if exposed to air | Fur |
| 31-35 | Glass globes contain phosphorescent liquid | Scalps |
| 36-40 | Glowing amphibians in glass globes | No features on sides |
| 41-45 | Glowing ferns/flowers | Indentations |
| 46-50 | Glowing flowers in pots | Shifting or changing pattern |
| 51-55 | Glowing mist emitted from altar's top | Gems |
| 56-60 | Holy (or unholy) book | Gold inlay |
| 61-65 | Horns extend from corners of altar | Mosaic tile |
| 66-70 | Incense burner | Written Trick (Table 3-114) or a clue (see the "Information Content" column on Table 3-13 for ideas about what the writing might divulge if properly read or interpreted) |
| 71-75 | Massive candles | Nails or spikes driven into side of altar |

BOOK THREE: DUNGEON DESIGN - THE MAP

Table 3-55: Altars - Continued

| Die Roll | Surface of Altar (d100) | Sides of Altar (d100) |
|----------|---------------------------------------|---|
| 76-80 | Religious Imagery (see Table 3-56) | Rotating dial |
| 81-85 | Small idol | Gargoyle faces |
| 86-90 | Small indentation holds glowing coals | Text of a mythical story |
| 91-95 | Top of altar glows | Bronze plate listing benefactors or patrons |
| 96-00 | Veins of glowing rock in altar's top | Effaced or altered carvings |

Table 3-56: Religious Imagery

| Die Roll | Depicts (d100) |
|----------|--|
| 01-05 | Victory won by deity (battle) |
| 06-10 | Victory won by hero/saint (battle) |
| 11-15 | Manifestation of the deity in material plane |
| 16-20 | Birth of the deity |
| 21-25 | Victory won by deity (trick or politics) |
| 26-30 | Victory won by hero/saint (trick or politics) |
| 31-35 | Death of hero/saint |
| 36-40 | Birth of hero/saint |
| 41-45 | Defeat of the deity (battle) |
| 46-50 | Defeat of a hero/saint (trickery) |
| 51-55 | Marriage of a hero/saint |
| 56-60 | Burial of a hero/saint |
| 61-65 | Hero/saint signing treaty or pact |
| 66-70 | Victory won by avatar of deity |
| 71-75 | Birth of an avatar of the deity |
| 76-80 | Death of an avatar of the deity |
| 81-85 | Sacred animals of the deity |
| 86-90 | Defeat of the deity (battle or trickery) |
| 91-95 | Defeat of a hero/saint (battle or trickery) |
| 96-00 | Holy symbol(s) of the deity or of multiple deities |

Architecture, Dramatic

Table 3-57: Dramatic Architecture

This table only covers the broad categories of architectural features; for me, the table works better that way. If you want to get more specific with architectural features, use the “Central Feature” column of Table 3-85 for a list of more specific options.

| Die Roll | The Dramatic Feature (d100) | How it is Dramatic (d100) |
|----------|--|-------------------------------|
| 01-20 | Ceiling | Changes |
| 21-40 | Door or exit | Color |
| 41-60 | Floor | Effect on Viewer |
| 61-80 | Third Dimension Elements (ladders, balconies, steps, slopes, etc.) | Size, height, width, or depth |
| 81-00 | Walls | Texture |

Table 3-58: Changing Architectural Features

| Die Roll | How it Changes (d100) |
|----------|---|
| 01-10 | Air movement related to the dramatic feature changes, or related gases in area change in nature or movement pattern |
| 11-20 | Color (either the colors signify a different effect to a trick, or roll a second time) |
| 21-30 | Different faces, postures, orientation or information elements of statues; or carved, written, or painted decorations |
| 31-40 | Location of internal elements such as furniture, statues, etc. |
| 41-50 | Materials used in its construction (stone becomes clay, wood becomes stone, etc). |
| 51-60 | Mode of crossing changes (or the nature of threats to a safe crossing change periodically) |
| 61-70 | Offers different views, windows, or other spying/information. |
| 71-80 | Shape (height or degree of slants) |
| 81-90 | Shape or size (to floor plan) |
| 91-00 | Which exits it provides to other places |

Clues

Clues can be generated using Table 3-10.

Containers

Table 3-59: Type of Container for Special Rooms

Note that all the results here are for unusual containers (they are all either bizarre or have a special feature). If you’re rolling for a regular container for use in dungeon dressing, just roll a 50-50 chance for large or small containers.

| Die Roll | Type of Container (d100) |
|----------|---|
| 01-25 | Small Container with special feature |
| 26-50 | Large Container with special feature |
| 51-75 | Bizarre Container |
| 76-00 | Numerous choices of large containers, some of which have special features |

Table 3-60: Small Containers

| Die Roll | Small Container (d100) | Special Feature (d100) |
|----------|------------------------|--|
| 01-05 | Basket, small | Container is covered, concealed, or otherwise affected by an illusion |
| 06-10 | Bird's nest | Container is in a dangerous location due to a natural feature (extreme heat, cold, wind, high up, low down, etc) |
| 11-15 | Box (jewelry box) | Container is in a dangerous location due to a natural feature (extreme heat, cold, wind, high up, low down, etc) |
| 16-20 | Box (spice box) | Container is in a dangerous location due to an architectural feature |

Table 3-60: Small Containers - Continued

| Die Roll | Small Container (d100) | Special Feature (d100) |
|----------|--------------------------|---|
| 21-25 | Earthenware pot | Container is in a dangerous location due to an architectural feature |
| 26-30 | Flower pot | Container is in a dangerous location due to traps (possibly obvious, possibly hidden) |
| 31-35 | Glass globe | Container is in a dangerous location due to traps (possibly obvious, possibly hidden) |
| 36-40 | Goblet | Container is in a marked area (see Table 3-95 for ideas) which might or might not be related to a trick or trap |
| 41-45 | Hollow sword hilt/handle | Container is in a marked area (see Table 3-95 for ideas) which might or might not be related to a trick or trap |
| 46-50 | Ivory globe | Container is inaccessible but visible, requiring solution of a puzzle, construction of a gadget, or victory in a game (see Tables 3-108 to 3-113) to reach it. |
| 51-55 | Locket | Container is visible but is on the other side of a challenge (a single-rule, find-the-path trick; see Table 3-103) |
| 56-60 | Niche | Container is located amidst many duplicates, and there is a race against time (see Table 3-1) to find the right one. |
| 61-65 | Pocket dimensional space | Container is located amidst many duplicates, and there is a race against time (see Table 3-1) to find the right one. |
| 66-70 | Pouch | Container is located amidst several other mundane items and must be found |
| 71-75 | Salt cellar | Container is located within another container |
| 76-80 | Spice cabinet | Container is located within another container, possibly locked |
| 81-85 | Statue's throat | Container itself is trapped. The containers are trapped and the players will know it after the first one. Coping with a succession of traps to get to the contents. |
| 86-90 | Tankard, with lid | Container itself is trapped. The containers are trapped and the players will know it after the first one. Coping with a succession of traps to get to the contents. |
| 91-95 | Under flagstone | Opening, location, or contents are stuck. Need strength rolls, combined strength, or other solution to get them open. This also requires some sort of race against time, or there's no challenge. |
| 96-00 | Under floorboard | Opening, location, or contents are stuck. Need strength rolls, combined strength, or other solution to get them open. This also requires some sort of race against time, or there's no challenge. |

Table 3-61: Large Containers

| Die Roll | Large Container (d100) | Special Feature (d100) |
|----------|---|--|
| 01-04 | Amphora | Container is covered, concealed, or otherwise affected by an illusion |
| 05-08 | Bag | Container is in a dangerous location due to a natural feature (extreme heat, cold, wind, high up, low down, etc) |
| 09-12 | Barrel | Container is in a dangerous location due to a natural feature (extreme heat, cold, wind, high up, low down, etc) |
| 13-16 | Basket (large) | Container is in a dangerous location due to an architectural feature |
| 17-20 | Bin (grain, coal, or wood) | Container is in a dangerous location due to an architectural feature |
| 21-24 | Box | Container is in a dangerous location due to traps (possibly obvious, possibly hidden) |
| 25-28 | Cabinet | Container is in a dangerous location due to traps (possibly obvious, possibly hidden) |
| 29-32 | Cart | Container is in a marked area (see Table 3-95) which might or might not be related to a trick or trap |
| 33-36 | Cask | Container is in a marked area (see Table 3-95) which might or might not be related to a trick or trap |
| 37-40 | Cauldron | Container is inaccessible but visible, requiring solution of a puzzle, construction of a gadget, or victory in a game (see Tables 3-108 to 3-113) to reach it. |
| 41-44 | Chest | Container is visible but is on the other side of a challenge (a single-rule, find-the-path trick; see Table 3-103) |
| 45-48 | Compartment (behind wall shelves, large box, etc) | Container is located amidst many duplicates, and there is a race against time (see Table 3-1) to find the right one. |
| 49-52 | Crate | Container is located amidst many duplicates, and there is a race against time (see Table 3-1) to find the right one. |
| 53-56 | Hamper, laundry | Container is located amidst several other mundane items and must be found |

BOOK THREE: DUNGEON DESIGN - THE MAP

Table 3-61: Large Containers - Continued

| Die Roll | Large Container (d100) | Special Feature (d100) |
|----------|---------------------------|---|
| 57-60 | Jar | Container is locked in an ordinary fashion |
| 61-64 | Keg | Container is located within another container |
| 65-68 | Pot | Container itself is trapped. The containers are trapped and the players will know it after the first one. Coping with a succession of traps to get to the contents. |
| 69-72 | Sack | Container itself is trapped. The containers are trapped and the players will know it after the first one. Coping with a succession of traps to get to the contents. |
| 73-76 | Sarcophagus or coffin | Opening, location, or contents are stuck. Need strength rolls, combined strength, or other solution to get them open. This also requires some sort of race against time, or there's no challenge. |
| 77-80 | Statue, hollow | Opening, location, or contents are stuck. Need strength rolls, combined strength, or other solution to get them open. This also requires some sort of race against time, or there's no challenge. |
| 81-84 | Taxidermy (entire animal) | Container is so large that getting to the opening or to the contents involve climbing or gadget |
| 85-88 | Trunk or locker | Container is completely sealed and is locked – breaking into it might damage contents or might not |
| 89-92 | Tub | Roll for two results |
| 93-96 | Urn | Roll for two results |
| 97-00 | Wardrobe | Roll for three results |

Table 3-62: Bizarre Containers

| Die Roll | Bizarre Container (d100) |
|----------|---|
| 01-10 | Force field (globe, wall, pyramid, etc). |
| 11-20 | Inside monster |
| 21-30 | Interdimensional portal or pocket dimension |
| 31-40 | Multiple colors or other visible feature, with contents depending on when the container is opened |
| 41-50 | Multiple illusions protect a mundane (small or large) container |
| 51-60 | Multiple openings with different contents depending on which opening is chosen |
| 61-70 | Nested containers each with different challenges and each containing a reward (golden matroshka dolls, series of false bottoms, etc). |
| 71-80 | Spin wheel on top, or other character-initiated, obviously-randomized action to open container and also determine random contents |
| 81-90 | Strongbox or safe with multiple dials used to open it – different combinations might affect traps or contents of container |
| 91-00 | Vehicle |

Furniture

Table 3-63: Furniture, Unusual

| Die Roll | Furniture Type (d100) | Unusual Aspect of Furniture (d100) |
|----------|---------------------------|--|
| 01-04 | Armchair | Constructed of magical force |
| 05-08 | Bed | Floats or levitates, shifts location as convenient |
| 09-12 | Bed, for dog or other pet | Floats or levitates, stationary |
| 13-16 | Bench | Folds up |
| 17-20 | Chair | Gem encrusted |
| 21-24 | Chandelier | Has bas-relief carvings |
| 25-28 | Chest of drawers | Has mosaic pattern |
| 29-32 | Couch | Has spikes |
| 33-36 | Desk | Incorporates statuary |
| 37-40 | Display case | Inlaid with semi-precious stone |
| 41-44 | Easel or writing desk | Inlaid with wood |
| 45-48 | Fire pit | Invisible |
| 49-52 | Lamp | Made of bone |
| 53-56 | Lectern | Made of bronze or other metal |
| 57-60 | Lighting sconces | Made of unusual or rare wood |
| 61-64 | Privacy screen | Made of unusual stone |
| 65-68 | Shelves | Shorter than normal |
| 69-72 | Stool | Sideways |
| 73-76 | Storage chest | Spins |
| 77-80 | Table, banquet | Taller than normal |
| 81-84 | Table, dining | Tilted on slope |
| 85-88 | Table, display | Uneven surface |
| 89-92 | Table, workbench | Unusually large |

Table 3-63: Furniture, Unusual - Continued

| Die Roll | Furniture Type (d100) | Unusual Aspect of Furniture (d100) |
|----------|-----------------------|------------------------------------|
| 93-96 | Throne | Unusually small |
| 97-00 | Toilet/privy | Upside down |

Game to Play

Games are covered in Tables 3-108 to 3-113. If the characters are themselves located upon a game board, see Tables 3-104 and 3-105 for ideas.

Liquid, Contained

Table 3-64: Liquid (Contained)

| Die Roll | Type of Contained Liquid (d100) |
|----------|--|
| 01-05 | Above ceiling |
| 06-10 | Canal |
| 11-15 | Channel |
| 16-20 | Cistern |
| 21-25 | Connected ponds |
| 26-30 | Contained in globes |
| 31-35 | Disk, pyramid, cube, or other impossible shape (unless the shape is a container of water) |
| 36-40 | Dripping or streaming from ceiling into multiple containers |
| 41-45 | Drives machinery such as a waterwheel |
| 46-50 | Fills room (ankle deep, waist deep, neck deep, or to ceiling) |
| 51-55 | Fountain |
| 56-60 | Geyser |
| 61-65 | Moat |
| 66-70 | Natural pond |
| 71-75 | Ordinary containers such as jars (in which case the water is probably unusual in some way) |
| 76-80 | Pipes |
| 81-85 | Pool |
| 86-90 | Sink or basin |
| 91-95 | Underneath flagstone |
| 96-00 | Water tower |

Table 3-65: Descriptions of Non-Water Liquids

| Die Roll | Color (d100) | Consistency (d100) | Appearance (d100) |
|----------|--------------|---|------------------------|
| 01-10 | Black | Chunky | Bubbles or effervesces |
| 11-20 | Blue | Contains sediment or precipitates | Clouded |
| 21-30 | Brown | Multiple viscosities (layered liquids or floating blobs within) | Colored flecks within |

Table 3-65: Descriptions of Non-Water Liquids - Continued

| Die Roll | Color (d100) | Consistency (d100) | Appearance (d100) |
|----------|--------------|--------------------|---|
| 31-40 | Clear | Oily | Fumes, seethes, or sublimates in air |
| 41-50 | Green | Sludge | Layered colors |
| 51-60 | Grey | Syrupy | Opalescent (swirls of color change with light, like a pearl) |
| 61-70 | Orange | Syrupy | Phosphorescent (glows) |
| 71-80 | Purple | Viscous | Reflective or metallic |
| 81-90 | Red | Watery | Swirls of color (actual color, not just an opalescent light effect) |
| 91-00 | White | Watery | Translucent |

Lighting

Table 3-66: Unusual Lighting

| Die Roll | Unusual Lighting (d100) |
|----------|---|
| 01-02 | Amphibians in room glow brightly |
| 03-04 | Candles, floating |
| 05-06 | Candles, in candlesticks |
| 07-08 | Candles, in chandelier |
| 09-10 | Candles, in wall sconces |
| 11-12 | Ceiling glows |
| 13-14 | Characters limned in cold fire when in room |
| 15-16 | Charcoal brazier |
| 17-18 | Charcoal brazier, incense |
| 19-20 | Charcoal braziers |
| 21-22 | Dripping lava |
| 23-24 | Dripping phosphorescent water |
| 25-26 | Exhaled breath glows brightly, temporarily |
| 27-28 | Eyes of party members (or anyone else in room) produce beams of light |
| 29-30 | Eyes of statue produce rays of light |
| 31-32 | Fire pit or fireplace |
| 33-34 | Firefly lanterns |
| 35-36 | Fish in bowls glow brightly |
| 37-38 | Floor glows |
| 39-40 | Glass globes contain glowing liquid, explosive if exposed to air |
| 41-42 | Glass globes contain phosphorescent liquid |
| 43-44 | Glowing ferns/flowers |
| 45-46 | Glowing flowers in pots |
| 47-48 | Glowing mists |

BOOK THREE: DUNGEON DESIGN - THE MAP

Table 3-66: Unusual Lighting - Continued

| Die Roll | Unusual Lighting (d100) |
|----------|--|
| 49-50 | Glowing moss |
| 51-52 | Glowing pebbles in pots |
| 53-54 | Glowing rocks |
| 55-56 | Glowing statues |
| 57-58 | Huge lanterns, floor |
| 59-60 | Huge lanterns, hanging |
| 61-62 | Illuminated globes hang in air |
| 63-64 | Incense torches |
| 65-66 | Invisible fire gives off bright smoke |
| 67-68 | Lava pit |
| 69-70 | Leaping flares of fire |
| 71-72 | Massive candles, floor-mounted |
| 73-74 | Motes of light |
| 75-76 | No normal light functions – but infrared spectrum is visible |
| 77-78 | No normal light functions, but everyone has x-ray vision |
| 79-80 | Oil lamps, hanging |
| 81-82 | Oil lamps, table or shelves |
| 83-84 | Oil lamps, wall sconces or alcoves |
| 85-86 | Paper lanterns |
| 87-88 | Phosphorescent pool, fountain, or spring |
| 89-90 | Small chain-lightning |
| 91-92 | Some stones in floor or wall glow |
| 93-94 | Sound waves are visible as illumination |
| 95-96 | Torches, wall sconces |
| 97-98 | Veins of glowing rock in walls |
| 99-00 | Windows |

Major Mechanism or Process

Table 3-67: Major Mechanisms and Processes

| Die Roll | Process (d6) |
|----------|---|
| 1 | Drilling for liquid, with rigs and tanks |
| 2 | Mining, with pits, wooden walkways, and carts |
| 3 | Excavation (drop-offs, scaffolding, ladders, carts) |
| 4 | Distillation on a massive scale (tanks, tubes, liquid, ladders, etc) |
| 5 | Carving or decorating in high area (scaffolding, paint, masonry, materls, balconies) |
| 6 | Water channeling (construction materials, pipes, chutes, water, flooding, masonry, etc) |

NPC Interaction

Although NPC interactions are really more of an encounter type than a feature of the dungeon itself, they are important not to forget as one of the ways to make a room “special.” If you’re only designing the permanent features of the dungeon at this stage, just roll a different result on Table 3-54.

Table 3-68: NPC Interaction

| Die Roll | Nature of NPC (d100) | Initial Attitude Toward Party (d100) | Primary Potential Value to Party (d100) |
|----------|---|---|---|
| 01-10 | Adventuring, exploring, or seeking treasure | Astonished and happy to see a human face in this godforsaken place. | Can remove a specific curse the party is likely to have contracted at this point in the adventure (this is likely coupled with another primary benefit, since the curse was probably involved in getting to the NPC). |
| 11-20 | Currently imprisoned | Friendly, possibly for no particular reason. | Gives Information (Roll on Table 3-17 for content of Rumors) |
| 21-30 | Group of human type creatures that are completely disorganized | Hostile and ready to fight | Has a key or other physical item that will be useful for getting to a treasure, past an obstacle, or into an otherwise inaccessible area |
| 31-40 | Group of human-type creatures with a leader who can speak on their behalf | Mercurial or whimsical responses, possibly changing temperament at the drop of a hat. | Leads party to a particular location or acts as a guide (probably temporarily) |
| 41-50 | Is a spy, infiltrator, monster, shapeshifter, or other type of being that will eventually become inimical to the party. It will likely convey a primary benefit, but treachery will be down the road. | Response – whatever it might be – is affected by an enchantment, drugs, or illusions. | None. Might even be annoying or cause problematic effects elsewhere in the dungeon. |
| 51-60 | Is enchanted as another sort of being | Response depends entirely on whether the party has picked up some item, knows a password, is wearing particular garments, or has a particular appearance (this is likely a guard of some kind). | Reward for Rescue, or Bounty for Capture |

Table 3-68: NPC Interaction - Continued

| Die Roll | Nature of NPC (d100) | Initial Attitude Toward Party (d100) | Primary Potential Value to Party (d100) |
|----------|---|---|---|
| 61-70 | Is in a very perilous or precarious situation due to trap or architecture – probably trapped in place | Suspicious. Just as suspicious as the party members are of him, maybe even to the point of paranoia. | Will act as diplomat, translator, or interlocutor on the party's behalf with a strong monster who guards access to another location, or which might give up its treasure to the party |
| 71-80 | Looking for someone else, either for a bounty, rescue, or something odd (like delivering a message or selling life insurance) | Suspicious. Just as suspicious as the party members are of him, maybe even to the point of paranoia. | Will grant wish or confer a magical benefit in some way |
| 81-90 | Lost as hell. | Thinks they are someone else (such as a rescue party or assassins) and reacts as appropriate. Either roll (50% chance friendly, 50% chance hostile) or decide in advance who he will think they are. Usually this is someone who is expecting a specific guest. | Will serve as henchman or hireling indefinitely if paid |
| 91-00 | One or more animal-type or monster-type creatures that will follow the party under certain circumstances (feed the gelatinous cube and it falls helplessly in love with you, for example) | Very annoyed at their intrusion or arrival | Will serve as hireling or henchman out of gratitude for a short period |

Pillars

Table 3-69: Pillars

| Die Roll | Basic Description (d100) | Decoration (d100) |
|----------|--|---|
| 01-04 | Bone | Carved with faces |
| 05-08 | Branches at top like tree or veins | Carved with runes |
| 09-12 | Bronze or brass | Carved with sea creatures |
| 13-16 | Built of separate blocks | Carved with serpents |
| 17-20 | Bumpy rock | Carved with vines |
| 21-24 | Chipped at | Carvings of love and romance (or sex) |
| 25-28 | Clay (or ceramic) | Carvings, gargoyle |
| 29-32 | Completely clean, pristine | Carvings, religious |
| 33-36 | Contains fossils | Contains drawers |
| 37-40 | Crumbling | Contains mouths |
| 41-44 | Hacked at | Contains round holes |
| 45-48 | Iron | Contains square holes |
| 49-52 | Marble | Covered or wrapped with cloth |
| 53-56 | Natural rock formation (possibly cultivated) | Covered with thick layer of plaster |
| 57-60 | Partially disintegrated | Formed in shape of human |
| 61-64 | Partially melted into slag | Formed in shape of monstrous biped such as minotaur |
| 65-68 | Petrified wood | Formed in shape of monstrous non-biped such as dragon |
| 69-72 | Plant matter (living?) | Inlaid with mosaic tiles |
| 73-76 | Scorched | Inlaid with wood |
| 77-80 | Scratched (patterns) | Painted with pictures (kings & battles) |
| 81-84 | Scratched (random) | Painted with pictures (love & romance) |
| 85-88 | Veined with crystal | Painted with pictures (monsters) |
| 89-92 | Veined with metal ore | Painted with pictures (religious) |
| 93-96 | Veined with semiprecious stone | Painted with pictures (sea creatures) |
| 97-00 | Wood, polished | Spikes |

Plants

Table 3-70: Unusual Plants

Roll on as many columns as desired. The more columns you roll for, the stranger and more unique the plant will be.

| Die Roll | Apparent Type (d100) | Description (d100) | Plant Part with Special Effect (d100) | Special Effect of Plant Part (d100) |
|----------|---|--|--|---|
| 01-05 | Cactus | Albino | Berries | Are an ingredient in magic potions |
| 06-10 | Completely aquatic or grows from underwater to surface Completely normal | Berries | Are an unusual or highly contrasting color | |
| 11-15 | Completely unusual shape of plant material, such as a cone or sphere | Elongated, tall, and skinny | Berries | Are fleshy or bloated (re-roll if this is also the description of the plant itself) |
| 16-20 | Coral-like | Emit light or glow | Branches | Are invisible |
| 21-25 | Fern | Fleshy | Branches | Are part of an unusual reproductive strategy |
| 26-30 | Floats on liquid (water-lily type) | Fleshy and bloated Flowers | Are so beautiful that they are prized as decorations | |
| 31-35 | Flowering plant | Grows upside down from ceiling, or even sideways from wall. (beware gravitational effects in such areas, o ye brave adventurers!) | Flowers | Are so delicious that they can be harvested for good money |
| 36-40 | Fungus, fluffy | Has abnormally large plant part (roll on next column) | Flowers | Are used as a means of communication by the plant (possibly only with other plants, possibly with other species or even humans) |
| 41-45 | Fungus, mushroom | Has an oddly regular pattern of coloration, such as stripes, spots, whorls, or even squares | Gourds | Attract a particular predator into the area as a protective device (possibly a subtle one, like small venomous snakes) |
| 46-50 | Fungus, toadstools | Has strange, warty nodules on it. Note: if this is the case, the nodules are likely (50% chance) to be the plant part instead of rolling on the next column. | Leaves | Cause hair growth or other strange (but natural) effect if someone is downwind of the smell |
| 51-55 | Grass | Has unusual bark-like covering, tree or not | Leaves | Create or are created by mineral deposits |
| 56-60 | Hedge | Highly sensitive to nearby movement or sound: curls up, shrinks, or changes its appearance when it is alarmed Leaves | Glow faintly | |
| 61-65 | Moss, hanging or adhering | Is growing in an unusual place, or from an unusual substance (water lilies on a lava pool, for example) | Pods | Have minor healing properties |
| 66-70 | Shrubbery | Makes a (probably quiet) sound when approached – hissing, moaning, growling, even metallic or human. The sound might be an echo or mimicry, too. | Pods | Have strange pattern of colors (striped, spotted, etc) |
| 71-75 | Tall flowers (like sunflowers) | Produces a visible mist or gas that is either heavier or lighter than air | Roots | Have strangely human (or animal) shape |
| 76-80 | Tree | Resembles bones | Roots | Have unusual odor |

Table 3-70: Unusual Plants - Continued

| Die Roll | Apparent Type (d100) | Description (d100) | Plant Part with Special Effect (d100) | Special Effect of Plant Part (d100) |
|----------|----------------------|--|---------------------------------------|--|
| 81-85 | Tree | Short, and behaves like low ground-cover over large area | Roots | Make a strange noise (not necessarily all the time; consider other stimuli such as the approach of a particular kind of monster). Re-roll if this is also the description of the entire plant from column two. |
| 86-90 | Tubers | Strange color (blue, red, yellow, etc) | Stems | Release sap with unusual properties |
| 91-95 | Vines | Strange metallic colors (blue, chrome, gold, etc) alongside normal colorations | Stems | Seem to move (or actually move) |
| 96-00 | Vines | Trimmed or naturally grows in the shape of an animal or geometric shape (topiary appearance) | Vines or tendrils | Slightly change the surrounding temperature |



Sounds

Table 3-71: Sounds

| Die Roll | Sound (d100) |
|----------|--|
| 01-04 | Breaking, cracking, or snapping |
| 05-08 | Burping, belching, or eructations contra-directional thereto |
| 09-12 | Chanting |
| 13-16 | Clanking |
| 17-20 | Clicking |
| 21-24 | Drumming |
| 25-28 | Explosions, booms, or thuds |
| 29-32 | Grinding |
| 33-36 | Hissing |
| 37-40 | Howling |
| 41-44 | Popping |
| 45-48 | Rumbling |
| 49-52 | Shrieking or screaming |
| 53-56 | Singing or humming |
| 57-60 | Sloshing or splashing |
| 61-64 | Speech (angry or annoyed) |
| 65-68 | Speech (babbling or nonsensical) |
| 69-72 | Speech (cajoling or sensual) |
| 73-76 | Speech (lecturing or authoritative) |
| 77-80 | String or woodwind instrument |
| 81-84 | Symphonic, harmonic, or orchestral |
| 85-88 | Wailing (ghostly or living) |
| 89-92 | Whining |
| 93-96 | Whistling |
| 97-00 | Yelping |

Statues

Table 3-72: Statue Material and Condition

If the statue is a bas-relief or other carving that isn't a free-standing statue, ignore the first column (material), since it will be the same material as whatever it's carved into – unless the material is an inlay.

| Die Roll | Statue Material (d100) | Statue's Condition (d100) |
|----------|------------------------|----------------------------------|
| 01-04 | Brass | Broken |
| 05-08 | Bronze | Chipped |
| 09-12 | Clay | Hacked at |
| 13-16 | Clay | Partially melted |
| 17-20 | Copper | Scorched |
| 21-24 | Flesh | Partially disintegrated |
| 25-28 | Granite | Painted over |
| 29-32 | Ice | Draped with cloth |
| 33-36 | Iron | Perfect condition |
| 37-40 | Jade | Covered in guano |
| 41-44 | Marble | Eroded by water or wind |
| 45-48 | Obsidian | Cracked |
| 49-52 | Quartz | Parts removed/broken off |
| 53-56 | Stone | Covered in graffiti |
| 57-60 | Stone | Toppled over |
| 61-64 | Stone | Pockmarks or holes |
| 65-68 | Straw | Covered in frost or condensation |
| 69-72 | Thorns | Hot to the touch |
| 73-76 | Wax | Half buried |
| 77-80 | Wicker | Warped |
| 81-84 | Wires or mesh | Phosphorescent |
| 85-88 | Wood | Covered in moss or goo |
| 89-92 | Wood | Covered in webs |
| 93-96 | Wood | Smashed apart |
| 97-00 | Wood | Biseected or decapitated |

Table 3-73: Type of Statue

| Die Roll | Type of Statue (d6) |
|----------|--|
| 1 | Simple Statue: Person |
| 2 | Simple Statue: Animal |
| 3 | Simple Statue: Monster or Other |
| 4 | Simple Statue: Inanimate |
| 5 | Complex Statue: Event |
| 6 | Complex Statue: Combination of Figures |

Table 3-74: Simple Statues

| Die Roll | Person (d100) | Animal (d100) | Monster or Other (d100) | Inanimate (d100) |
|----------|--|---------------------------|----------------------------------|---|
| 01-05 | A person (deity) | Ape | Bat, giant | Abstract blob form |
| 06-10 | A person (saint) | Bear | Centaur | Abstract jumbled form |
| 11-15 | A person (religious leader) | Bird | Demonic | Abstract spheres |
| 16-20 | A person (scholarly) | Boar or pig | Dragon | Balancing scales, wings, or other symbolic representation of a concept or ideal |
| 21-25 | A person (wizard) | Cat | Elemental (or genie) | Cube or cubes |
| 26-30 | A person (knightly) | Crane, stork, or heron | Extra-planar | Diorama of an outdoor location |
| 31-35 | A person (king, royalty, noble, or other authority figure) | Dog | Fey creature (dryad, satyr, etc) | Hanging hoops or other mobile |
| 36-40 | A person (barbaric warrior) | Dog | Gargoyle | Harp or musical instrument |
| 41-45 | A person (heroic warrior) | Duck | Giant | Helix or spiral |
| 46-50 | A person (child or baby) | Elephant | Horror | Household item (butter churn, cookpot, etc.) |
| 51-55 | A person ("victim") | Fish or dolphin (leaping) | Insect or beetle, giant | Model of a house or castle |
| 56-60 | A person ("vanquished") | Hawk | Manticore or cockatrice | Model of a room |
| 61-65 | A person (seems to be a beggar) | Horse | Minotaur (or similar) | Mushroom or fungus |
| 66-70 | A person (nondescript or faceless) | Horse | Naga or serpent | Representation (possibly prototype) of a machine or mechanism |
| 71-75 | A person (craftsman) | Lion or tiger | Ogre | Sculpted pillar |
| 76-80 | A person (nondescript commoner) | Octopus | Orc or goblin | Skull or skeletal |
| 81-85 | A person (performer of music or other) | Ox or Bull | Rat, giant | Sphere or cone |
| 86-90 | A person (artist, poet, etc.) | Rooster | Sphinx | Symbol on pedestal |

Table 3-74: Simple Statues - Continued

| Die Roll | Person (d100) | Animal (d100) | Monster or Other (d100) | Inanimate (d100) |
|----------|--------------------------------|---------------|-------------------------|------------------|
| 91-95 | A person (builder or engineer) | Snake | Undead creature | Tree |
| 96-00 | A person (owner of premises) | Wolf | Unicorn | Weapon |

Table 3-75: Complex and Large Statues

| Die Roll | Event (d100) | Combination of People/ Animals/Objects (d100) |
|----------|--|--|
| 01-05 | A funeral | Animal and Inanimate Object |
| 06-10 | A meal | Animal and Monster |
| 11-15 | A significant discovery | Family group (Animal) |
| 16-20 | A significant purchase | Family group (Person) |
| 21-25 | Adulthood rites | Group of animals (same) |
| 26-30 | An assassination | Monster and Inanimate Object |
| 31-35 | An important argument or dispute | Person and Animal |
| 36-40 | Battle scene ("bridge") | Person and Inanimate Object |
| 41-45 | Battle scene ("victory") | Person and Monster |
| 46-50 | Conferring knighthood or status | Person and Person |
| 51-55 | Conferring ownership | Terra-cotta army type arrangement of 2d6 almost-identical statues of a Person |
| 56-60 | Execution | Terra-cotta army type arrangement of 2d6 almost-identical statues of an Animal |
| 61-65 | Exiling of a rebel or criminal | Three "Person" results |
| 66-70 | Greeting important guest | Totem-pole arrangement of 1d3+2 Animals |
| 71-75 | Marriage | Totem-pole arrangement of 1d3+2 mix of Monsters and Animals |
| 76-80 | One-on-one combat | Totem-pole arrangement of 1d3+2 Monsters |
| 81-85 | Religious scene ("blessings") | Two animals (different) |
| 86-90 | Religious scene ("judgment") | Two Inanimate Objects (different) |
| 91-95 | Scene from the dungeon's specific history or backstory | Two Monsters (different) |
| 96-00 | Signing of a treaty or accord | Two Monsters (same) |

BOOK THREE: DUNGEON DESIGN - THE MAP

Thrones

The Thrones table can be used to generate increasingly complex ideas for a throne, depending on whether you roll on one, two, or all three columns. Roll on column one to generate a bit of inspiration for a throne that doesn't do anything in particular. Roll on columns one and two (or one and three) for a throne with more history or power, and roll on all three columns if you need ideas for a throne with a great deal of history or power.

Table 3-76: Thrones

| Die Roll | Unusual Structural Detail (d100) | First Part of Name (d100) | Second Part of Name (d100) |
|----------|--|---|---------------------------------------|
| 01 | A structural element (a leg, an armrest, etc) has been removed and replaced, with rather poor craftsmanship or with the wrong material | The Banquet Throne | Of Bargaining |
| 02 | Additional materials or decorations have been welded or nailed onto the original throne. | The Blossom Throne | Of Changes |
| 03 | Appears (or actually is) unfinished | The Blue (50%) or Green (50%) Throne | Of Choices |
| 04 | Appears (or is) extremely fragile | The Brain-Throne | Of Circumcisions |
| 05 | Badly damaged | The Captured Throne | Of Control (50%) or of Lordship (50%) |
| 06 | Bejeweled | The Celebratory Throne | Of Coronations |
| 07 | Bench | The Chaos-Throne | Of Desperation |
| 08 | Built for easy disassembly | The Coiling Throne | Of Energy |
| 09 | Built for extremely large person | The Copper (50%) or Bronze (50%) Throne | Of Executions |
| 10 | Built of bits and pieces of other things, cobbled together into a throne. This doesn't necessarily mean that it's badly done; it might be a work of consummate or even eldritch craftsmanship. | The Crypt-Throne | Of Eyes |
| 11 | Can recede into floor or rise into ceiling | The Cursed Throne | Of Forgetting |
| 12 | Certain decorations on the throne have been effaced or replaced with different ones | The Dark Throne | Of Funerals |
| 13 | Coated with some substance, as mundane as paint, as valuable as gilt, or as weird as demonic ichor | The Deceitful Throne | Of Harvesting |
| 14 | Connected to a machine | The Demonic Throne | Of Hearts |
| 15 | Connected to a powerful magical item or artifact | The Disgusting Throne | Of Imprisonments and punishments |
| 16 | Connected to wall, floor, or other architecture | The Dread Throne | Of Insights |
| 17 | Constructed as a huge head, or perhaps a skull, with the seat located, probably, in the mouth; or as a gap in the structure | The Dream-Throne | Of Isolation |
| 18 | Constructed of magical force | The Drug-Throne | Of Judgment or decisions |
| 19 | Contains fossilized remains | The Echoing Throne | Of Knighthood |
| 20 | Crusted with earth, as though recently exhumed | The Enchanted Throne | Of Learning |
| 21 | Crystalline, or studded with crystals that have grown on it. This might be salt, quartz, sugar, or any number of materials that can crystallize | The False Throne | Of Liberation |
| 22 | Delicate | The Fanged Throne | Of Lies and Promises |
| 23 | Draped in cloth or a shroud | The Fearsome Throne | Of Manhood (or womanhood) |
| 24 | Exquisite | The Final Throne | Of Many Gases |
| 25 | Extraordinarily high back | The Fire Throne | Of Many Things |
| 26 | Floats on levitating disk | The Forbidden Throne | Of Marriages |
| 27 | Floats or levitates, shifts location as convenient | The Forgotten Throne | Of Meditations |

Table 3-76: Thrones - Continued

| Die Roll | Unusual Structural Detail (d100) | First Part of Name (d100) | Second Part of Name (d100) |
|----------|---|---|---|
| 28 | Floats or levitates, stationary | The Frost Throne | Of Memories |
| 29 | Folds up | The Gate-Throne | Of Mists |
| 30 | Hangs from ceiling by chains | The Glittering Throne | Of Planting or seeding |
| 31 | Has bas-relief carvings | The Gnarled Throne | Of Reawakening |
| 32 | Has manacles, belts, or other “gotcha” devices obviously built into its construction (you might decide to conceal these later, of course) | The Gold (50%) or Silver (50%) Throne | Of Runes |
| 33 | Has mosaic pattern | The Grey (50%) or Marble (50%) Throne | Of Sacrifices |
| 34 | Has spikes | The Horrific Throne | Of Sequences |
| 35 | High throne: a long series of steps leads up to the throne’s seat | The Inescapable Throne | Of Shadows |
| 36 | Higher than normal | The Insidious Throne | Of Shapes |
| 37 | Incorporates a strange or magical light source (see Table 3-66) | The Insubstantial Throne | Of Slimes and Oozes |
| 38 | Incorporates antlers and horns into decoration, or is entirely made of them | The Iron (50%) or Brass (50%) Throne | Of Spawning |
| 39 | Incorporates cones and/or pyramidal shapes | The Laughing Throne | Of Terror |
| 40 | Incorporates many circular or disk-like shapes | The Legendary Throne | Of the [insert any animal type] King |
| 41 | Incorporates many tubes, holes and gaps into design | The Lesser Throne | Of the [insert any humanoid monster type] Chieftain |
| 42 | Incorporates squares and cubic shapes | The Lightless Throne | Of the Abomination |
| 43 | Incorporates statuary | The Lightning Throne | Of the Archmage |
| 44 | Incorporates strange, non-Euclidian geometry | The Lunar Throne | Of the Assassin |
| 45 | Inlaid with semi-precious stone | The Lung-Throne | Of the Barbarian (50%) or Savage (50%) Chieftain |
| 46 | Inlaid with wood | The Mad Throne | Of the Beast |
| 47 | Invisible (always or sometimes) | The Majestic Throne | Of the Black Knight |
| 48 | Is built under an apparent trap | The Mechanical Throne | Of the Builder |
| 49 | Light sources cause the throne to project shadows onto specific markers that might be significant | The Merciless Throne | Of the Butcher |
| 50 | Made from a living plant (see Table 3-70 for some really unusual ideas about this) | The Merry Throne | Of the Centipede (50%) or Spider (50%) |
| 51 | Made of bone | The Mesmerizing Throne | Of the Chieftain |
| 52 | Made of bronze or other metal | The Moribund Throne (“moribund,” as I hope I needn’t say, means dying or running out of fundamental mojo) | Of the Child (50%) or the Youthful One (50%) |
| 53 | Made of Clay or Earth | The Mouth Throne | Of the Crazed Wizard |
| 54 | Made of rough-hewn stone | The Mushroom Throne | Of the Demon |
| 55 | Made of straw or incorporates dried grasses and seeds | The Narcotic Throne | Of the Dragon |
| 56 | Made of unusual or rare wood | The Nightmare Throne | Of the Druid |
| 57 | Made of unusual stone | The Obscene Throne | Of the Emissary |
| 58 | Made of wicker or leather | The One Throne | Of the Enslaver |
| 59 | Many rich cushions | The Portal Throne | Of the Exile |
| 60 | Not built for humans | The Prison Throne | Of the Four Elements |

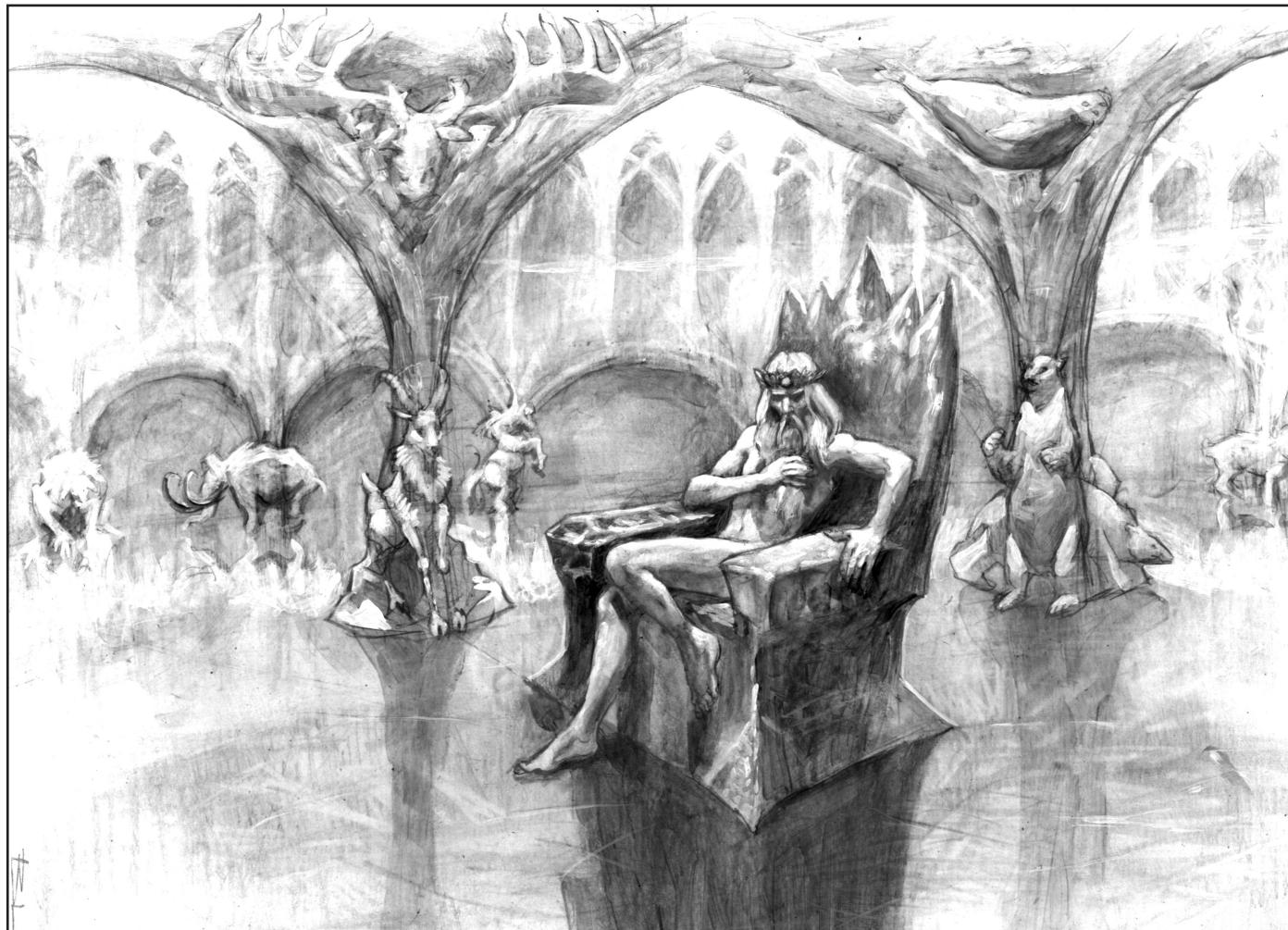
BOOK THREE: DUNGEON DESIGN - THE MAP

Table 3-76: Thrones - Continued

| Die Roll | Unusual Structural Detail (d100) | First Part of Name (d100) | Second Part of Name (d100) |
|----------|---|--|--------------------------------------|
| 61 | Numerous carvings appropriate to the theme in column three | The Purple (50%) or Orange (50%) Throne [Author's Note: an excellent adjective for purple is "Purpure," if you're a fan of Clark Ashton Smith] | Of the Frog |
| 62 | On tall legs, almost stilts | The Random Throne | Of the Genie |
| 63 | Original shape got distorted or partially melted by something | The Rebuilt Throne | Of the Giant |
| 64 | Painted with pictures appropriate to the theme in column three | The Red (50%) or Yellow (50%) Throne | Of the Gladiator |
| 65 | Partially buried under some other material | The Ritual Throne | Of the Golem |
| 66 | Relatively shapeless; it may take a few moments of observation to realize that the object is a chair or throne | The Rose-Throne Of the Guardian | |
| 67 | Rolls on wheels | The Ruined Throne | Of the Guildmaster |
| 68 | Seems (or actually is) poorly constructed | The Scorched Throne | Of the Hag |
| 69 | Shaped like a large human, demon, or monster | The Second Throne | Of the High Marshal |
| 70 | Shaped like an animal (this could be a Cobra-headed throne, or a throne with an eagle head and wide wings, etc.) | The Secret Throne | Of the High Priest |
| 71 | Shaped like an aquatic creature (Octopus, fish, crab, etc.) | The Secret Throne | Of the Idol |
| 72 | Short and squat | The Shining Throne | Of the Incarcerated One |
| 73 | Shorter than normal | The Shrouded Throne | Of the Jaguar |
| 74 | Sideways | The Shunned Throne | Of the Lady |
| 75 | Six legs | The Singular Throne | Of the Lost King |
| 76 | Spins or turns | The Sordid Throne | Of the Magician |
| 77 | Statues of similar material to the throne stand or sit around it (see Table 3-73 for ideas, and Table 3-72 for ideas about the condition of the throne and statues) | The Sorrowful Throne | Of the Monk |
| 78 | Surrounded, enclosed, or set off by curtains or tapestries | The Spellbound Throne | Of the Mutant |
| 79 | Tacky but valuable | The Spell-Throne | Of the Necromancer |
| 80 | Taller than normal | The Spirit Throne | Of the Observer |
| 81 | The construction of the throne includes an attached base, circular, octagonal, or other shape. | The Spying Throne | Of the Oracle |
| 82 | The shape of the seat or armrests puts anyone sitting in into an odd or unnatural position | The Stolen Throne | Of the Priestess (or High Priestess) |
| 83 | The throne appears to be held in place with all manner of safeguards: welding, tying, bolts, cables, chains, etc. | The Subterranean Throne | Of the Red Bishop |
| 84 | The Throne is built or even wedged into an alcove | The Summoning Throne | Of the Sage |
| 85 | The throne is flanked by two other pieces of ornate furniture; lesser thrones, tables, or something similar (See Table 3-63 for ideas) | The Terrible Throne | Of the Saurians |
| 86 | The Throne is shattered, but casts the shadow of an undamaged throne. | The Thorny Throne | Of the Sea |
| 87 | The Throne is toppled over | The Throne | Of the Shaman |
| 88 | The throne is wreathed in an element, such as fire, lightning, steam, or dust. | The Tilted Throne | Of the Shapeshifter |

Table 3-76: Thrones - Continued

| Die Roll | Unusual Structural Detail (d100) | First Part of Name (d100) | Second Part of Name (d100) |
|----------|--|---------------------------------------|----------------------------|
| 89 | The throne's surface is made to resemble the skin of an animal – it might have carven scales, a leathery texture, or even carved feathers. The carving might be highly realistic, or might be quite primitive. | The Trembling Throne | Of the Sorcerer |
| 90 | Three legs | The Tripartite Throne | Of the Summoner |
| 91 | Throne is overgrown with vegetation; moss, fungi, or vines, for example. | The Twisting Throne | Of the Tyrant |
| 92 | Triangular | The Unholy Throne | Of the Victor |
| 93 | Two-seater (equal height) | The Unpredictable Throne | Of the Zombie |
| 94 | Two-seater (one lower than other) | The Untried Throne | Of Thieves |
| 95 | Unbelievable luxurious and comfortable-looking | The Water-Throne | Of Tortures |
| 96 | Valuable elements of the throne seem to have been pillaged, removed, stolen, etc. | The Wayward Throne | Of Transformations |
| 97 | Very high-backed, with motifs on the part of the seat-back over the head of the person sitting in the throne | The Weeping Throne | Of Undeath |
| 98 | Whatever it's made of, it is giving off the results of a chemical reaction with something else | The Whispering Throne | Of Vines and Flowers |
| 99 | Wider than normal | The White (50%) or Black (50%) Throne | Of Visions |
| 100 | Wooden | The Winter Throne | Of Wonderment |



Written Records

Written Records are covered earlier in this book. See Table 3-18. The useful content of Written Records can also be generated on Table 3-17.

Water Landmarks

Some water landmarks may already have been generated as a transition between areas (if you're going through these tables step by step). If this is the case, don't feel obligated to put in more water landmarks, but if you've got waterway transitions, you certainly have the potential to create a dungeon level that involves quite a bit of water. Which is always cool.

Table 3-77: Water Landmarks

| Die Roll | Type of Water Landmarks (d100) |
|----------|---|
| 01-05 | Area where pipes dump water, waste products, or byproducts |
| 06-10 | Area with completely submerged corridors and/or rooms |
| 11-15 | Area with high humidity and lots of condensation |
| 16-20 | Areas with water that is somewhere from ankle deep all the way to chest deep |
| 21-25 | Baths or swimming pools |
| 26-30 | Channeled water: a full-scale canal, an aqueduct, or a series of small ditch-like channels in floor. |
| 31-35 | Entrance to a sewer system or a system of pipes/channels (that can be entered) running just beneath the dungeon level. |
| 36-40 | Fountain(s) |
| 41-45 | Geysers or waterspouts |
| 46-50 | Ice area or boiling water area |
| 51-55 | Lake, small or medium sized |
| 56-60 | Pumps bringing water up from lower levels |
| 61-65 | River |
| 66-70 | Sea inlet or truly vast lake, probably with docks at some of the places where the dungeon touches upon it |
| 71-75 | Series of deep ponds |
| 76-80 | Severe dripping or running water from ceiling or walls in a particular area |
| 81-85 | Water pouring from hole in ceiling or spouting from wall |
| 86-90 | Water vortex or whirlpool |
| 91-95 | Waterfall |
| 96-00 | Waterwheel or large water-driven mechanism (See Major Mechanisms, Table 3-67, for starting ideas about what the mechanism is for) |

The “What Comes Next” Method

Sometimes you just want some creative ideas for what comes next in a dungeon you're already designing, and you don't want to get deep into a whole system for designing a dungeon from the top down. The following table is easier to use when the problem is just a bit of creative block happening mid-stride. It points you back to the above tables, but gives you a specific place to start instead of just paging around for an idea.

Table 3-78: What Comes Next (Basic Ideas)

| Die Roll | What Comes Next (d100) |
|----------|--|
| 01 | Alchemist's Workshop(s) (see Table 3-162 for ideas) |
| 02 | Alcoves and Labels |
| 03 | Altar Room(s) |
| 04 | Altars and Thrones |
| 05 | Aluminum Siding |
| 06 | Anti-gravity |
| 07 | Area where it's cold, with slippery ice, icicles, snow, and mist |
| 08 | Area Which Alters Thinking Processes |
| 09 | Area with barrels and containers |
| 10 | Area with different strange substances on walls |
| 11 | Area with explosives |
| 12 | Area with mirror or mirrors, or with some sort of weird reflection-based thing you think up. |
| 13 | Area with unstable floors and/or ceilings |
| 14 | Astrolabes and Instruments |
| 15 | Authority and Running a Gauntlet |
| 16 | Balconies and Runes |
| 17 | Big Machine(s) made of wood or iron |
| 18 | Bizarre Storage Area |
| 19 | Bones and Petrification |
| 20 | Bridge over Troubled Water |
| 21 | Casino |
| 22 | Chasm or well |
| 23 | Climbing and Slipping Room |
| 24 | Colors and Globes |
| 25 | Cooking and statues |
| 26 | Cranes and Bowls |
| 27 | Dimensional Changes |
| 28 | Docking Station |
| 29 | Doors at Different Heights |
| 30 | Electrical Room |
| 31 | Embalming Room(s) |
| 32 | Eyes and Trackways |
| 33 | Fire-Pit Room |
| 34 | Fishing or diving |
| 35 | Font, fountain, or basins |
| 36 | Frogs and Swings |

Table 3-78: What Comes Next - Continued

| Die Roll | What Comes Next (d100) |
|----------|---|
| 37 | Gas and Physics Room |
| 38 | Glittering Halls and Room(s) |
| 39 | Grate or pit leads to corridors that go under the existing part of the dungeon to something else (roll again to see what) |
| 40 | Hallucinogenic Room |
| 41 | Heat and monsters |
| 42 | Library |
| 43 | Mannequin Room |
| 44 | Mining or Excavation Area |
| 45 | Mist and Mystic Rocks |
| 46 | Multiple Archways |
| 47 | Multiple Wells or Chimneys |
| 48 | Multiple Wooden Walkways |
| 49 | Natural Caverns |
| 50 | Nicely furnished rooms ("Danger, Will Robinson!") |
| 51 | Plants and Bubbles |
| 52 | Platforms and Slides (or sliding) |
| 53 | Pocket dimensional space or teleport room with access to other areas or even the surface |
| 54 | Prison |
| 55 | Rays and Levitations |
| 56 | Rings and Things |
| 57 | River |
| 58 | Room that turns, possibly revealing new door or corridor |
| 59 | Room with Control Panel |
| 60 | Room with Trick (see Table 3-80 or Table 3-81) |
| 61 | Room with weird pyramid or dome inside |
| 62 | Room(s) of study, meditation, and contemplation |
| 63 | Room(s) with plants, fungus, or mold |
| 64 | Runes, glyphs, or symbols |
| 65 | Sacrificial Chamber(s) |
| 66 | Sarcophagus Room(s) |
| 67 | Sewers and Ladders |
| 68 | Shadow Pictures |
| 69 | Shrinking Room |

| Die Roll | What Comes Next (d100) |
|----------|---|
| 70 | Slots, Tiles, and Balls |
| 71 | Sludge and Poison |
| 72 | Something Old, Something New, Something Borrowed, Something Blue |
| 73 | Sounds and pits |
| 74 | Spiraling corridor leads to something (roll again to see what) |
| 75 | Spiraling Room |
| 76 | Squares and Guillotines |
| 77 | Stairs Up or Down |
| 78 | Statue or Idol Room |
| 79 | Sundial or Wheel of Fortune Room |
| 80 | System of balconies and ladders (or stairs) |
| 81 | System of corridors crossing over the top and underneath each other |
| 82 | Take the first three children's toys you think of, and put their dungeon-equivalents into one large chamber |
| 83 | Tanks (or pools) and Vines |
| 84 | The third clear thing you think of after I say, "The Flintstones." |
| 85 | Things on stilts |
| 86 | Things Under Wrappings |
| 87 | Throne Room |
| 88 | Totem poles and water |
| 89 | Trapped Room |
| 90 | Trees and Sounds |
| 91 | Up-and-down corridor with steps, ladders, or ropes |
| 92 | Vehicles and Cyclical |
| 93 | Vines and Phosphorus |
| 94 | Volcanic Area |
| 95 | Waterfall |
| 96 | Waterfalls and Pools |
| 97 | Whatever you remember off the top of your head from high school chemistry |
| 98 | Wheel apparatus and religion |
| 99 | Wizard's Workshop(s) (see Table 3-162 for ideas) |
| 100 | Zoo |

BOOK THREE: DUNGEON DESIGN - THE MAP

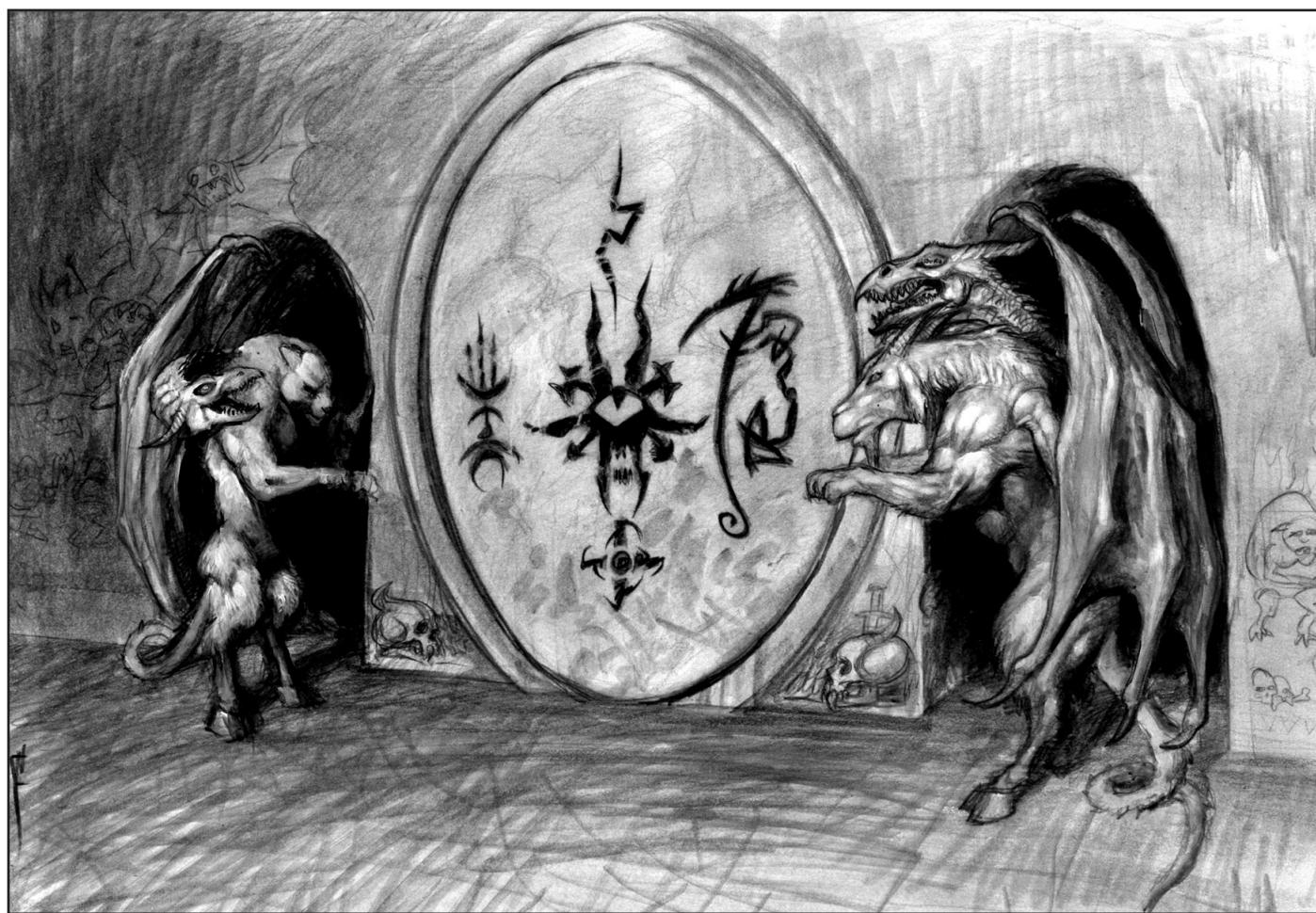
Table 3-79: What Comes Next (Using Tables)

| Die Roll | What Comes Next (d100) |
|----------|--|
| 01-20 | Transition (Table 3-23) |
| 21 | Transition (Table 3-23) with a Big Thing Landmark (Table 3-49) |
| 22 | Transition (Table 3-23) with a Strange Thing Landmark (50% use Table 3-53A, 50% use Table 3-53B) |
| 23 | Room with a Level Change (Table 3-50) |
| 24 | Level Change (Table 3-50) involving an Architectural Trick (Table 3-84 or 3-85) |
| 25 | Water Landmark (Table 3-77) |
| 26-30 | Special Room (roll twice on Table 3-54 for contents) |
| 31 | Long room or corridor with treasure at the end is guarded by a gauntlet of Basic Mechanical Traps (Table 3-126). |
| 32 | Slightly special room (roll once on Table 3-54 for contents) plus a Bargain and Persuasion Trick (Table 3-86) |
| 33 | Slightly special room (roll once on Table 3-54 for contents) plus an Experiment Trick (Table 3-87) |
| 34 | Area with Hazard Trick (Table 3-92) |
| 35 | Area with a Magic Area Trick (Table 3-93) |
| 36 | Room (roll once on Table 3-54 for contents) with a Magic Thing Trick (Table 3-97) |
| 37 | Corridor or room with solution or survival of a single-Rule Pathway trick (Table 3-103) required to pass through. |
| 38 | Area involving a Substance Trick (Table 3-106) |
| 39 | Room with a Choice Game Trick (Table 3-110) |
| 40 | Game Room (Table 3-112) |
| 41 | Less special room (roll once on Table 3-54 for contents) and a Written Trick (Table 3-114) |
| 42 | Room with a regular architectural feature from Table 3-85 but connected to a Basic Mechanical Trap (3-126) |
| 43-44 | Room with a Complicated Mechanical Trap from Table 3-127 (that table also tells you the related architectural feature). |
| 45 | Room with a regular architectural feature from Table 3-85 connected to a Basic Magical Trap from Table 3-135. |
| 46 | Area with a rigged natural feature from Table 3-134. |
| 47 | Room with a Complex Trap (Table 3-137) involving a Strange Thing (Table 3-53A or Table 3-53B). |
| 48 | Room with a Complex Trap (Table 3-137) involving a Big Thing (Table 3-49). |
| 49 | Change in Dungeon Topography (Table 3-37) |
| 50 | Room with an altar (Table 3-55) and a Basic Mechanical Trap (Table 3-126) |
| 51 | Room with Dramatic Architecture (Table 3-57) and two items of Dungeon Dressing from Table 3-144. |
| 52 | Area with a Major Mechanism or Process (Table 3-67) that allows a Level Change (Table 3-50, but ignore results of "stairs"). |
| 53 | Area filled with Unusual Plants (Table 3-70) and also involves a Big Thing (Table 3-49). |
| 54 | Area filled with Unusual Plants (Table 3-70) that also involves a change in dungeon topography (Table 3-37). |
| 55 | Waterway Connection (Table 3-33) |

| Die Roll | What Comes Next (d100) |
|----------|--|
| 56 | Area or room with a teleporter (Table 3-36) |
| 57 | Area with a climactic monster (Table 3-179) and a Water Landmark (Table 3-77) |
| 58 | Area with a climactic monster (Table 3-179) with a Complex Trap (Table 3-137) as part of its tactical advantage. The trap might be obvious – just a way of blocking off a pathway – or it might be hidden. |
| 59 | Area with a climactic monster (Table 3-179) plus an interesting tactical situation (see Table 3-4) |
| 60 | Monsters with an interesting tactical situation (see Table 3-4) |
| 61 | An area with a topographical/tactical challenge (see Table 3-3) involving a Hazard Trick (Table 3-92) |
| 62-63 | An area with a topographical/tactical challenge (see Table 3-3) involving several Basic Mechanical Traps (Table 3-126) in an area with one special feature from Table 3-54 (Special Rooms) |
| 64 | Unusual decorations (see Table 3-182 for type) that are valuable, but can only be reached using a Topographical Challenge (Table 3-3). |
| 65 | A Level Change (Table 3-50) that goes through a Contained Liquid (Table 3-64) in some way. |
| 66 | Tomb (see Table 3-183) |
| 67 | A Big Thing Landmark (Table 3-49) coupled with a Hazard (Table 3-92) |
| 68 | Room with several statues (see Table 3-73 for starter ideas) each of which confers a magical benefit or curse (see Table 3-121) |
| 69 | Room causes a magical weakness (see Table 3-142) caused by either unusual plants (Table 3-70) or a thing of some kind (see Table 3-97 for ideas, but don't add on any of the additional trick elements) |
| 70 | Room is very tall or very deep, and travel within it is done by use of one or more Level Changes (see Table 3-50). |
| 71 | Room is built to allow for a Monster Ambush (see Table 3-184) |
| 72 | Storehouse involving some normal containers and some that are bizarre (see Table 3-59). |
| 73 | Magical Workshop (see Table 3-162 for contents). There is a particular item or piece of architecture that makes the workshop unique: roll for a Strange Thing on Table 3-53A or 3-53B. The workshop might belong to a climactic monster (Table 3-179) which might or might not be present. |
| 74 | A climactic monster (Table 3-179) with a prepared ambush (Table 3-184) |
| 75 | There is a Hazard (see Table 3-92) and several choices of how to handle it, some of which are safe, others of which are not (see Table 3-110 for ideas about how these choices might be constructed) |
| 76 | Major Mechanism or Process (Table 3-67) plus Unusual Plants (Table 3-70) |
| 77 | Major Mechanism or Process (Table 3-67) plus Water Landmark (Table 3-77) |
| 78 | Temple involving Religious Imagery (Table 3-56) plus a Backstory (Table 3-9) plus a Big Thing (Table 3-49) |

Table 3-79: What Comes Next (Using Tables) - Continued

| Die Roll | What Comes Next (d100) | Die Roll | What Comes Next (d100) |
|----------|--|----------|---|
| 79 | Room of unusual size and shape (see Table 3-40) plus some sort of Trick (Start at Table 3-81 or Table 3-180) | 86 | Room of unusual size and shape (see Table 3-40) in which characters are attacked by a spell effect (generate using Table 3-172) caused by a Strange Thing (Table 3-53A or 3-53B). The object must be appeased, deactivated, persuaded to stop, or bypassed. |
| 80 | Room of unusual size and shape (see Table 3-40) with unusual pillars (Table 3-69) and a clue (see Table 3-10 for starting ideas) | 87 | Stairway or door is guarded by a Written Trick (Table 3-114) combined with a Basic Mechanical Trap (Table 3-126). |
| 81 | Room with a Complex Trap (Table 3-137) and a clue (see Table 3-10 for starting ideas) | 88-91 | Slightly special room (roll once on Table 3-54 for contents) plus an Architectural Trick (Table 3-84 or 3-85) |
| 82 | Unusual Stairs (Table 3-52) lead to a different dungeon level, possibly going down more than one level, or branching into two staircases partway down. | 92 | A Strange Thing (Table 3-53A or Table 3-53B) coupled with a Hazard (Table 3-92) |
| 83 | Big Thing (Table 3-49) that causes a magical weakness (see Table 3-142) until it is appeased, turned off, or bypassed | 93 | Room of unusual size and shape (see Table 3-40) with a Magic Area Trick (Table 3-93) |
| 84 | Vast cavern filled with different balconies and Level Changes of more than one type (Table 3-50) | 94 | A Level Change (Table 3-50) that goes through a Hazard (Table 3-92) or a rigged natural feature (Table 3-134). |
| 85 | Unusual Corridor (see Table 3-25) plus an unusual Archway at the end (see Table 3-28) | 95-00 | Area appears to be empty |



Tricks

The “Trick” is a very broad concept in adventure design, and I’m not going to try to define it exactly. In general, a trick is something that requires the players to make meaningful decisions but that isn’t a monster or a trap. Tricks can range all the way from a sliding corridor to a riddle written on a scrap of parchment.

There are about an infinite number of ways to try and break down the broad concept of a dungeon trick into a series of tables. After literally years of screwing around with it, I’ve decided to compile my tables into eleven categories: Architectural Tricks, Bargain and Persuasion Tricks, Experiment Tricks, False Appearance Tricks, Hazard Tricks, Magic Area Tricks, Magic Thing Tricks, Run-the-Gauntlet Tricks, Substance Tricks, Wager and Game Tricks, and Written Tricks. There is a great deal of crossover between these categories, too, so don’t approach these tables as if each category is a formula.

This section is organized as follows:

The Wild Card Matrix. An alternative, short-form table used to generate the broad, overall profile of a trick, ignoring everything else in this section.

Method 1: The Wild Card Matrix

This table is not for the faint of heart – it’s used to generate the overall profile of a trick with absolutely no rhyme or reason, instead of picking a category and working from there. Roll for each component of the trick (hints, structure, rewards, risks, and solutions), then put them together in any way that your inspiration takes you.

Table 3-80: Wild Card Matrix for Tricks

| Die Roll | Hints (d100) | Structure (d100) | Rewards (d100) | Risks (d100) | Solutions and Interactions (d100) |
|----------|---|--|--|-----------------------------------|---|
| 01-20 | No hints given | A bunch of elements to use for the solution (dials, potion ingredients, vehicles, machines, etc) | Access to a new area, or back to safety | Curse (Magical) | Gambling your money or your life (or your health, your experience points, your sanity, your luck, etc) |
| 21-40 | Spoken Hints (given once, or not changing) | Architectural Feature (see “Central Feature” column of Table 3-85) | Combination of treasure and (roll a d6): (1) access, (2) information, (3) a magical condition or bonus | Mental | Movement and Actions (i.e., stepping onto the correct colored tiles on the floor) |
| 41-60 | Spoken Hints (Ongoing conversation or multiple questions) | Magic Area (see Table 3-93 and following tables) | Gain a Magical Condition or bonus | Physical | Negotiation (making a trade or bargain) or Persuasion (fast-talking, wearing a disguise, lying well, or debating) |
| 61-80 | Visible Hints: searching or observing the situation may give you valuable information | Obstacle or Gauntlet of Threats | Treasure! | Physical | Screwing around with stuff (mixing potions, turning dials, pulling levers, opening containers, etc) |
| 81-00 | Written Hints | The trick is a sentient or programmed intelligence | Useful Information | Wrong Access or Wrong Information | Screwing around with stuff (50%) or Movement and Actions (50%) |

Hints and Foreshadowings. These tables can be used for all the categories, so they come first.

The Separate Categories (each with sub-tables):

Architectural Tricks
Bargain and Persuasion Tricks
Experiment Tricks
False Appearance Tricks
Hazard Tricks
Magic Area Tricks
Magic Thing Tricks
Run-the-Gauntlet Tricks
Substance Tricks
Wager and Game Tricks.
Written Tricks

General Subtables. Certain categories make reference to the same sub-tables, so these are gathered together at the end of the section.

Method 2: Tricks by Category

Table 3-81: Tricks by Category

| Die Roll | Trick Category (d100) |
|--------------|------------------------------|
| 01-10 | Architectural Trick |
| 11-20 | Bargain and Persuasion Trick |
| 21-30 | Experiment Trick |
| 31-40 | Hazard |
| 41-50 | Information |
| 51-60 | Magic Area |
| 61-70 | Magic Thing |
| 71-80 | Run-the-Gauntlet |
| 81-90 | Substance |
| 91-00 | Wager and Game Trick |



Hints and Foreshadowings (for all categories)

Table 3-82: Hints and Foreshadowings

| Die Roll | Type of Hint (d100) | Problems with Hint (d100) |
|--------------|---|---|
| 01-10 | A vision or sense of danger/opportunity | All the hint offers is the knowledge that the trick exists – not how to solve it. |
| 11-20 | Adventurers might have heard a rumor about this trick from the dungeon's table of rumors | All the hint offers is the knowledge that the trick exists – not how to solve it. |
| 21-30 | None | Coded or in the form of a riddle |
| 31-40 | None | Damaged by the passage of time |
| 41-50 | None | Incomplete or garbled |
| 51-60 | None | It is a lie, a falsehood, a mendacity |
| 61-70 | None | Most of it has been effaced |
| 71-80 | Pictorial sign | No serious problem, although probably it is slightly vague |
| 81-90 | Spoken warning or instructions from trick or something near it (disembodied voice, etc). See Table 3-83 for more ideas. | The hint offers a solution, but there is a better and less dangerous solution to the trick. |
| 91-00 | Written sign | Vague |



Table 3-83: Spoken Clues

Roll percentile dice to see if the spoken clue is interactive (use Column 3) or static (in which case use Column 4 instead of Column 3)

| Die Roll | What Talks (d6) | Why it Talks (d6) | Interactive Spoken Clues- 50% (d6) | Static Spoken Clues - 50% (d6) | Attitude (d6) |
|----------|--|---|---|--|--|
| 1 | An actual living being is present. Somehow. This includes everything from a talking animal, to a person, to a demon. | It either died here or is trapped here, and if the characters solve the trick it will be released | It only gives one clue, and then taunts. The taunts may be helpful, since they only come when the characters are doing something wrong (or when they are indecisive) | Speaks once, before the trick starts, delivering a rhymed couplet, a limerick, or a haiku | Polite and humble (even taunting can be delivered like this) |
| 2 | Carved image or statue of a living being (animal, human, or monster) | It is a construction or remnant of something that really hates (or hated) the person who constructed the trick. | Progressive hints. The voice offers an ongoing commentary to give the players a status report. For example, it might say, "Cold," "warm," or "hot" as characters get closer to (or farther from) the solution. If the players are negotiating with a personality, the personality might get very pissed off at the talking clue. The personality and the talking clue might be long-time enemies, two facets of a being with multiple personalities, etc. | Makes itself known to the party, answers one question, and then falls silent or disappears. | Egotistical and Superior |
| 3 | Disembodied voice or mental communications | It is a reminder to the builder's friends or allies about how to get the benefit. | Makes itself known to the party <i>before</i> the trick, and then answers limited questions about what they will be facing. It does not help once the trick begins. | Speaks once, during the trick itself, delivering a rhymed couplet, a limerick, or a haiku. Basically, it's a pre-programmed hint if the characters are pursuing a predictable course of failure, if they are inactive, or if they need to know that they have now succeeded. | Sinister and hostile |
| 4 | Energy shape talks or sends mental messages | It was simply designed as a built-in part of the challenge | Makes compliments as the players are making progress, such as, "Well done." | Makes a victory or defeat speech at the end of the trick, depending on whether the party succeeded. | Eerie or spooky |
| 5 | Ghostly image of animal, human, or monster either talks or sends mental messages | It either died here or is trapped here, and if the characters solve the trick it will be released | Speaks riddles, poetry or vague instructions each time the players complete some part of the trick, basically introducing them to the next part. Alternatively, it says something at the end of each part to let the players know something has been completed. A threat, challenge, and/or taunting before the trick begins. | General taunting. This will certainly indicate that something is about to happen, or that there is a challenge available, although it might not convey anything else except attitude. | Jovial |
| 6 | Part of the trick itself communicates (example: you've got to figure out how to get a fireplace to rise away from a passageway – the fireplace itself starts talking or sending mental messages) | It was simply designed as a built-in part of the challenge | Makes itself known to the party, and then answers limited questions while they are trying to solve the trick. | This might include a game of twenty questions, or it might only have a limited set of answers. | |

Either nervous or angry, depending on whether it likes or dislikes the adventurers

Trick Categories

Architectural Tricks

Table 3-84: Quick Architectural Tricks

| Die Roll | Central Feature (d100) | What it Does (d100) |
|----------|------------------------|---|
| 01-05 | Alcove | Snaps to the side |
| 06-10 | Altar | Rotates |
| 11-15 | Archway | Changes your direction |
| 16-20 | Balcony | Uses illusion to cause mapping problem and get you lost |
| 21-25 | Bridge or walkway | Falls to reveal entrance |
| 26-30 | Built-in container | Is false, for some interesting reason |
| 31-35 | Ceiling | Moves to block party from going back or retracing steps |
| 36-40 | Cistern or well | Is concealed |
| 41-45 | Corridor | Has two entrances or apertures with different results |
| 46-50 | Crawlway | Flips over |
| 51-55 | Door or doorway | Transports to different area (teleport or dimensional) |

| Die Roll | Central Feature (d100) | What it Does (d100) |
|----------|-----------------------------|---|
| 56-60 | Floor | Closes |
| 61-65 | Hallway | Has a slant (probably not detectable without a dwarf) |
| 66-70 | Hole | Has a false bottom |
| 71-75 | Passageway | Distorts space or distance |
| 76-80 | Platform | Causes vertical movement to seem horizontal, or vice versa |
| 81-85 | Room | Moves up or down (probably not detectable) |
| 86-90 | Stairway | Contains built-up tension of some kind (magical, kinetic, springy, etc) like a rubber band or static charge |
| 91-95 | Trapdoor or large flagstone | Has multiple moving parts |
| 96-00 | Wall | Pulls things in a particular direction (or pushes, lifts, etc) |

Table 3-85: Complex Architectural Tricks

| Die Roll | Central Feature (d100) | How it Functions (d100) | What Happens when Functioning (d100) | What is Accessed (d100) |
|----------|---------------------------|--|--------------------------------------|-------------------------|
| 01-02 | Alcove | Activate electricity | Antigravity | Another level |
| 03-04 | Alcove | Chill something | Antigravity | Another level |
| 05-06 | Altar | Chop something off | Breaks apart | Another level |
| 07-08 | Arch | Command word | Breaks apart | Another level |
| 09-10 | Balcony | Connect pipes | Component rotates | Another level |
| 11-12 | Bridge | Counterweights | Component rotates | Chamber with monsters |
| 13-14 | Canal | Crank-operated | Component rotates | Chamber with monsters |
| 15-16 | Ceiling | Dial or dials to proper settings | Component rotates | Chamber with monsters |
| 17-18 | Ceiling | Disconnect/reconnect something | Component slides down | Chamber with monsters |
| 19-20 | Cistern | Electrify or shock something | Component slides down | Chamber with monsters |
| 21-22 | Container | Fill it (or part of it) with water | Component slides down | Chamber with monsters |
| 23-24 | Crawlway/ventilation duct | Friction on/off | Component slides down | Chamber with treasure |
| 25-26 | Dais | Heat something | Component slides up | Chamber with treasure |
| 27-28 | Disk (in floor) | Intelligent (negotiate) | Component slides up | Chamber with treasure |
| 29-30 | Dome | Manipulate specific component (raise its arm, etc) | Component slides up | Chamber with treasure |
| 31-32 | Door | Manipulate specific component (raise its arm, etc) | Component slides up | Chamber with treasure |
| 33-34 | Door | Move through particular area | Component vanishes | Chamber with treasure |
| 35-36 | Door | Perform or bring sacrifice | Component vanishes | Chamber with treasure |
| 37-38 | Door, secret | Place specific object into space provided for it | Disintegrates | Delivers a key |
| 39-40 | Fire pit | Press button | Entire thing rotates | Delivers a key |
| 41-42 | Fireplace | Pressure plate (adding weight) | Entire thing rotates | Delivers a key |

Table 3-85: Complex Architectural Tricks - Continued

| Die Roll | Central Feature (d100) | How it Functions (d100) | What Happens when Functioning (d100) | What is Accessed (d100) |
|----------|------------------------|--|--------------------------------------|--|
| 43-44 | Fissure, closed | Pressure plate (adding weight) | Entire thing rotates | Delivers a key |
| 45-46 | Floor | Pressure plate (remove weight) | Entire thing rotates | Delivers a key |
| 47-48 | Floor | Pressure plate (remove weight) | Floats | Dimensional pocket |
| 49-50 | Floor | Provide darkness | Floats | Dimensional pocket |
| 51-52 | Force field | Provide light | Operates normally | Dimensional pocket |
| 53-54 | Fountain | Pry something out | Operates normally | Dimensional pocket |
| 55-56 | Furniture | Pry something out | Rises | Dimensional pocket |
| 57-58 | Hole | Pull lever | Rises | Entry to otherwise inaccessible area |
| 59-60 | Idol or statue | Pull tripwire | Slides down | Entry to otherwise inaccessible area |
| 61-62 | Illusion | Put proper chemicals, minerals or elements into the place where they are processed | Slides down | Entry to otherwise inaccessible area |
| 63-64 | Machine | Redirect water channel | Slides down | Entry to otherwise inaccessible area |
| 65-66 | Niche | Riddle | Slides down | Entry to otherwise inaccessible area |
| 67-68 | Passageway | Rotate something | Slides up | Entry to otherwise inaccessible area |
| 69-70 | Pedestal | Shake something | Slides up | Information (engravings, runes, etc) |
| 71-72 | Pillar | Slide something sideways | Slides up | Information (engravings, runes, etc) |
| 73-74 | Pit | Slide something sideways | Slides up | Information (engravings, runes, etc) |
| 75-76 | Platform | Speak command word, phrase, or name | Teleports party past obstacle | Information (engravings, runes, etc) |
| 77-78 | Platform | Squeeze something | Teleports party past obstacle | Information (engravings, runes, etc) |
| 79-80 | Pool | Stand in precise locations | Tilts down | Permits access to a game stacked in player's favor |
| 81-82 | Portcullis | Strike something | Tilts down | Permits access to a game stacked in player's favor |
| 83-84 | Room | Tilt something | Tilts down | Permits access to a game stacked in player's favor |
| 85-86 | Stairway | Touch component | Tilts down | Permits access to a game stacked in player's favor |
| 87-88 | Walkway (in trench) | Turn dials to correct settings | Tilts sideways | Permits access to a game stacked in player's favor |
| 89-90 | Walkway (raised) | Turn something | Tilts sideways | Shortcut |
| 91-92 | Wall | Turn spigot | Tilts sideways | Shortcut |
| 93-94 | Wall | Unfasten something | Tilts up | Shortcut |
| 95-96 | Wall | Un-jam something | Tilts up | Shortcut |
| 97-98 | Well | Untie something | Tilts up | Shortcut |
| 99-00 | Window to other area | Use key in lock | Vanishes from existence | Shortcut |

Bargain and Persuasion Tricks

Bargain and Persuasion tricks involve the characters talking to something, hoping to gain an advantage – but the other side will usually want something as well.

Table 3-86: Bargain and Persuasion Tricks

| Die Roll | Whom (or what) the Adventurers are Interacting With (d100) | What is Being Sought by the Other Bargainer (d100) | What the Adventurers Might Get (d100) | The Catch, the Penalty for Backing out of the Deal, or the Penalty for not Bargaining (d100) |
|----------|--|--|--|--|
| 01-10 | A non-intelligent construct, probably an animated item, a machine or an undead creature. It is preprogrammed to accept only the correct response and possibly to punish unacceptable offers or statements | A promise to refrain from some action | A beneficial magical condition (see Table 3-118) or the granting of a wish | Death |
| 11-20 | A spell-animated object that is under the control of its master (who is not physically present for the negotiation). | A quest or task | A map | Inability to proceed past a certain obstacle in the dungeon |
| 21-30 | A spirit-animated being that has intelligence, such as a golem, an idol inhabited by a demon, etc. | Food | Access to a new area of the dungeon | Inability to proceed past a certain obstacle in the dungeon |
| 31-40 | A spirit-animated being that has intelligence, such as a golem, an idol inhabited by a demon, etc. | For the adventurers to defend it against an imminent attack | Air, protection from cold or fire, agreement to stop killing them, or other survival-oriented matters. | Magical Curse (see Table 3-118) |
| 41-50 | A spirit-animated being that is in mental or magical contact with its master, and acts as the master's mouthpiece in the bargain | Free it from an enchantment | Assistance in a combat | Magical Curse (see Table 3-118) |
| 51-60 | A spirit-animated or enchanted object or architectural feature (see "Central Feature" column of Table 3-85) that can respond to bargains but (possibly) cannot negotiate any different terms. It may be able to convey some details about what it "wants." | Fulsome Praise | Curing, healing, removal of curse, raising dead, etc. | Some kind of hunter or pursuer will be sent after the party |
| 61-70 | A spirit-animated or enchanted object or architectural feature (see "Central Feature" column of Table 3-85) that can respond to bargains but (possibly) cannot negotiate any different terms. It may be able to convey some details about what it "wants." | It holds something cursed or otherwise bad, and wants the adventurers to take it in return for a reward. | Experience points or level | Soul, energy, or experience penalty |
| 71-80 | An intelligent being that is possessed by a demon or spirit | Memory | Information about the location and/or operation of tricks and traps. | Soul, energy, or experience penalty |
| 81-90 | An intelligent or living being such as a human, monster, dragon, or demon | Soul, energy, or experience | Return of a prisoner or hostage | The other party, whatever it is, will attack. |
| 91-00 | Unintelligent monster or animal operating on instinct | Treasure (possibly of a particular kind) | Treasure | The other party, whatever it is, will attack. |

Experiment Tricks

In general, an experiment trick is just the combination of things by the characters, and the results. Sometimes these tricks are obvious (three bottles and mixing basin, or three levers), and sometimes they are not obvious (they combine themselves). It's best to decide that after generating the trick, though.

To generate an experiment trick, roll on the Master Table to see what

two types of elements are being combined, and what the general type of result is going to be. Roll for specific results on the appropriate columns of the Table of First Elements and the Table of Second Elements. Then juggle those elements around with the "Result Type" and see what emerges (the Result Types are explained after the tables).

Table 3-87: Master Table of Experiment Tricks

Note: If your experiment turns out to look like something that might have both a good result and a bad result, roll a second time on the Result Type column to get the alternate possibility. Sometimes, once you've generated the experiment and gotten one result, the other possibility will be very clear.

| Die Roll | First Element (d6) | Second Element (d6) | Result Type (d6) |
|----------|---------------------------|-----------------------------------|-----------------------|
| 1 | Substance | Placement | Transmutation |
| 2 | Token or Symbol | Substance | Processing |
| 3 | Item | Slot | Movements or Access |
| 4 | Energy | Energy | Conditions and Curses |
| 5 | Token (50%) or Item (50%) | Principle or Process | Generation or genesis |
| 6 | Substance | Mechanical Controls and Processor | Transmutation |

Table 3-88: Table of First Elements (Experimental Tricks)

| Die Roll | Substance (d100) | Token (d100) | Item (d100) | Energy (d100) |
|----------|--|---|--|--------------------------------------|
| 01-05 | Mineral, gem | Miniature figures | Weapon | Lightning or electricity |
| 06-10 | Mineral, powder | Disks or chips | Container | Fire |
| 11-15 | Mineral, rocks, stones, lumps | Pebbles | Food | Magical force or field |
| 16-20 | Mineral, metals | Pictures | Coins | Acid |
| 21-25 | Air, mist | Tiles, colored | Hair | Wind |
| 26-30 | Air, gas | Cards | Animal | Sparks |
| 31-35 | Air, steam | Tiles, inscribed | Parchment or book | Cold |
| 36-40 | Liquid, water | Marbles | Plant | Heat |
| 41-45 | Liquid, ooze or slime | Sticks, inscribed or carved | Armor | Gravity |
| 46-50 | Liquid, alcoholic | Carving, head(s) | Magic item, magically charged item, cursed item, or item with spell cast on it | Kinetic (movement, pushing, hitting) |
| 51-55 | Liquid, other: see Table 3-65 for ideas | Carving, person | Alchemical-type item (eye of newt, etc) | Lightning or electricity |
| 56-60 | Mineral, flammable | Doll, represents someone or something by its clothing, magical properties, or facial features | Berries, pods, mushrooms, flowers or seeds | Fire |
| 61-65 | Liquid, flammable | Figurine, animal, monster, or human | Rope, wire, chain, or twine | Magical force or field |
| 66-70 | Mineral, semiprecious stone | Model (of ships, castle, door, catapult, etc) | Implement or tool | Acid |
| 71-75 | Something like jello, or globules | Feathers or ribbons | Clothing | Wind |
| 76-80 | Liquid, magical or toxic | Holograms or illusion-figures | Mirror(s) | Sparks |
| 81-85 | Flour, butter, eggs or other cooking ingredients | Tiles or chips, various shapes or sizes | Stick, pole, wand, rod, spear, or scepter | Cold |
| 86-90 | Ink, dye, paint, stain, varnish, or plaster | Little flags or banners, bearing colors or symbols | Hook (a fishhook or improvised wire hook, or possibly as big as a grappling hook, possibly even as big as the hook on a crane) | Heat |
| 91-95 | Solvent, acid, cleaning fluid, or soap | Candles (tiny, small, medium, large, huge, colored wax, etc) | Rolling pin, hammer, mallet, or cookie cutter. | Gravity |
| 96-00 | Foam, seltzer, carbonated substance, or sponge | Dice with different number of faces | Jewelry or gems | Kinetic (movement, pushing, hitting) |

BOOK THREE: DUNGEON DESIGN - TRICKS

Table 3-89: Table of Second Elements (Experimental Tricks)

| Die Roll | Placement (d100) | Slot (d100) | Principle or Process (d100) | Mechanical Controls (d100) | Processor for Mechanical Controls (d100) |
|--------------|--|--|--|--------------------------------------|--|
| 01-05 | Onto series of shapes, same | Holes, series of identical holes | Distillations and reduction to basic principles | Dials | Oven(s), cabinets, or boxes |
| 06-10 | Onto series of shapes, different | Holes, series of different shaped holes | Numerical Series | Buttons | Basins, sinks, mixers |
| 11-15 | Onto circular track | Hands of gargoyles, suits of armor, etc. | Like attracts like (or like affects like) | Levers | A crane or piece of large machinery |
| 16-20 | Onto branching track | Candlesticks or similar holders | Opposites attract (or affect each other) | Spigot or faucet | Scaffolds, platforms, or shelves |
| 21-25 | Onto linear track | Slots, like coins into vending machine | One step forward, two steps back (or vice versa) | Counterweight | Tubes, pipes, tracks, pathways or channels |
| 26-30 | With similar, matching, or corresponding locations (denoted by symbol, word, picture, etc) | Alcoves or niches, shaped or identical | Random results table | Crank | Architectural feature (see "Central Feature" column of Table 3-85) |
| 31-35 | Onto stations on geometric shape (points of a star or hexagon, for instance) | Tube or pipe outlets | Irony (the opposite of what one would expect) | Windmill | Labeler or labeling device |
| 36-40 | Onto series of runes or words | Empty pedestals or fitted bases | Chain reactions and domino effects | Lens | Sorting device |
| 41-45 | Into a series of opposite or opposed positions | Retracting arm, drawer, or slot | Slot machine effects (multiple combinations) | Screw | Crushing device |
| 46-50 | Onto a grid of marked squares | Appropriate containers or neutralizers | Random factors involved mid-process | Ratchet | Blender |
| 51-55 | Into a shifting matrix of possibilities | Pools of liquid | Condensation | Pulley | Glass domes or lids |
| 56-60 | Into contact with each other (in various possible combinations) | Slides or chutes | Spinning or turning | Pressure plate | Suction, or vacuum generator |
| 61-65 | Into contact with each other (in various possible combinations) | Mouths (of statues, of characters, etc) | Chain reactions and domino effects | Shunt (possibly more than one track) | Conveyor belt and what it does at each step |
| 66-70 | Into contact with each other (in various possible combinations) | Bowls | Slot machine effects (multiple combinations) | Water pressure | Centrifuge or wind tunnel |
| 71-75 | Into contact with each other (in various possible combinations) | Hidden compartments | Random results table | Steam pressure | Flooding- chamber |
| 76-80 | Into contact with each other (in various possible combinations) | Holes, series of different sized holes | Mixing or melding of two substances | Electrical connection | Sound-generator |
| 81-85 | Into contact with each other (in various possible combinations) | Slits through metal, wood, or cloth | Mixing or melding of two substances | Magnet | Roulette wheel |
| 86-90 | Higher or lower, in accordance with some organizational scheme | Eye sockets (statue, skull, etc) | Like attracts like (or like affects like) | Key/lock | Vat, cauldron, or tank |
| 91-95 | Into contact with each other (in various possible combinations) | Lamps | Opposites attract (or affect each other) | Candle burning string | Release of magical energy |
| 96-00 | Into contact with each other (in various possible combinations) | Indentations | Magical resonances | Latch | Release of alchemical energies |

Categories of Different Results (Explanations)

Transmutation: Something or someone is, or can be, changed as a result of the experiment.

Processing: Something is developed or manipulated, and this changes something else. Much like a transmutation, but it is indirect. For example, a character might get processed into fuel for something else. Or, the charcoal you feed into the statue's mouth might be turned into the key for a door. This is a two-step process rather than a one-step process.

Movements or Access: Successfully conducting the experiment opens a door, allows you to get through something, or gives you something you can use to get through something.

Conditions and Curses: Instead of actually being changed, your condition changes. For example, you might get blessed, cursed, diseased, cured, healed, electrically charged, able to fly, or crushed. There are many possibilities.

Generation or Genesis: The combination of the trick's two elements creates something. This might be a useful or harmful substance, it might be a dimensional gateway, it might be a key or other useful item.

Alternative (and fun) Method for Generating Experiment Tricks

Table 3-90: Experimental Trick (machine or alchemical reaction) defined by resulting sound

| Die Roll | Sound Made by Process When Complete (or when failed) (d100) | Sound Made by First Player to Speak after Process is Completed (d100) |
|----------|---|---|
| 01-05 | Bingg! | "Do we still have any blank character sheets?" |
| 06-10 | Click. Click. Click. | "Ewwww." |
| 11-15 | Clickety-clackety, clickety-clackety... | "How are we going to carry that?" |
| 16-20 | Complete. Utter. Silence. | "How long do I think that's going to last?" |
| 21-25 | Crash. Tinkle. | "How much experience is that worth, because it's a lot." |
| 26-30 | Creeeeeeak... | "I check my stuff." |
| 31-35 | Fizzzzzz | "I grab it." |
| 36-40 | Ka-boom! | "I move to the back of the marching order." |
| 41-45 | Ka-chunk. | "I open it." |
| 46-50 | Ker-flush | "Let me try" |
| 51-55 | "Moo." (alternatively, "woof" or "meow") | "Run!" |
| 56-60 | Mwahahahaha | "Seriously?" |
| 61-65 | Omnomnom | "Somebody should eat that and see what it does." |
| 66-70 | Pop (or pop-poppety-pop-pop) | "That one's mine." |
| 71-75 | Splat | "That was a really stupid thing to do, actually." |
| 76-80 | Sput sput sput brrrooom | "That was. So. Cool." |
| 81-85 | Sssssssssss | "Try the other lever." |
| 86-90 | Tick-tock, tick-tock | "We mark this room on the map." |
| 91-95 | Zorch | "Well, so much for him." |
| 96-00 | Zzzzip | "You can have that one." |

False Appearance Tricks

This sort of trick doesn't lend itself very well to a table, but rolling something up on this table can give you ideas for what kind of deception would work well with the other elements in your dungeon.

Table 3-91: False Appearance Tricks

| Die Roll | What it Is (d100) | What it Appears to Be (d100) |
|----------|--|--|
| 01-10 | Door | Painting |
| 11-20 | Contains something good and something bad | Sarcophagus |
| 21-30 | Stairway or other Level Change | Pedestal |
| 31-40 | Concealed monster | Stone or crystal shape |
| 41-50 | Treasure (or valuable substance) | It appears to be what it is, but it is actually in a different place or leads in a different direction. |
| 51-60 | Reflection or Dangerous Projected Image | Pattern of stones (e.g., a circle of green pebbles – are actually buttons that open a door or work as a stairway). |
| 61-70 | Teleporter or something that pops you out elsewhere | Indentation |
| 71-80 | Corridor | Mural or Mosaic Pattern (wall, floor, or ceiling) |
| 81-90 | Something that traps you inside but if you get out there is a reward in it | Totally Obvious Trap |
| 91-00 | Control Panel for Something | Multiple Platforms |

Hazard Tricks

Table 3-92: Hazard Tricks

| Die Roll | Roll Once or Twice Depending on Desired Difficulty (d100) |
|----------|---|
| 01-04 | Bars across path, portcullis, or grate |
| 05-08 | Chasm, crack, or fault-line blocks or crosses path (possibly with a bridge, which might look safe, or might look dangerous) |
| 09-12 | Cliff face or wall requires climbing, or the pathway leads up its side with stairs, ladders, handholds, stepping stones, a sequence of ledges, etc. |
| 13-16 | Climb over rubble, building materials, or garbage poses a minor threat, delay, or difficulty |
| 17-20 | Crumbling floor, ceiling, or walls |
| 21-24 | Door with unusual mechanism (see Table 3-32) |
| 25-28 | Force field or other magical barrier |
| 29-32 | Geysers of hot water or lava |
| 33-36 | Hot area (volcanic or other), or fires |
| 37-40 | Illusion of another type of obstacle |

Table 3-92: Hazard Tricks - Continued

| Die Roll | Roll Once or Twice Depending on Desired Difficulty (d100) |
|----------|--|
| 41-44 | Large Mechanism or Process |
| 45-48 | Locked door requiring key or command word |
| 49-52 | Misty area with poor visibility |
| 53-56 | Pathway, bridge, catwalk, balconies or ledges shift when they are used, usually failing to access the right place or the next segment. |
| 57-60 | Pit blocking path |
| 61-64 | Quicksand |
| 65-68 | River or other body of water blocks path |
| 69-72 | Slime or other nasty substance blocks path or seems to pose a risk (possibly not presenting any actual danger) |
| 73-76 | Slippery slope (ice, grease, polished surface, extremely steep, natural oil seepage, gravel, loose earth, magically frictionless, and wet are all possibilities) |
| 77-80 | Sound-making objects such as shrieking mushrooms or rigged alarms. |
| 81-84 | Strong winds |
| 85-88 | Tall ceiling with overhead risks (falling stalactites, bats, vegetation, etc) |
| 89-92 | Vegetation, thorns, undergrowth, or dangerous fungus growths |
| 93-96 | Venting steam, bad air, or dangerous gases |
| 97-00 | Wall or fence blocks path |

Magic Area Tricks

Area tricks are those in which an “area” plays a role; the trick affects an area when it “activates,” or else it’s triggered by entering the area (possibly with the additional requirement of taking an action).

The trick’s actions are described in terms of a combination of four possible elements:

- Correct Action
- Wrong Action
- Beneficial Magical Condition (see Table 3-118)
- Curse (see Table 3-118)

Many area tricks have the area marked off in some way, so they are puzzles rather than just a series of surprises. This is largely up to you, although tables are included to give you ideas for marking areas.

Table 3-93: Magic Area Tricks Master Table

| Die Roll | Combination of the Four Elements of an Area Trick (d100) |
|----------|--|
| 01-25 | Confers a “curse” effect if the players take a wrong action, and a “beneficial magical condition” if the players take a correct action. (see Table 3-118 for conditions and curses) |
| 26-50 | Confers a beneficial magical condition if players take the correct action, does nothing otherwise. (see Table 3-118 for conditions and curses) |
| 51-75 | Immediately confers a “curse” effect, but a correct action will remove the effect. (see Table 3-118 for conditions and curses) |
| 76-00 | Randomly confers beneficial magical conditions or curses each time the correct action is taken (probably with a cut-off of some kind on the number of times it can be used). (see Table 3-118 for conditions and curses) |

Table 3-94: Correct Actions for Magic Area Tricks

| Die Roll | Correct Actions (Areas) (d100) |
|----------|---|
| 01-04 | Cast particular spell in area |
| 05-08 | Correctly answer question(s) posed by disembodied voice |
| 09-12 | Cover the floor, the walls, the ceiling, the items bordering the area, etc. |
| 13-16 | Create noise or music in the area, possibly a specific noise or using a particular instrument |
| 17-20 | Enter carrying a particular type of weapon ("a sword," or "the sword of the city guardsmen") |
| 21-24 | Enter carrying a particular unique object, such as "the orb of wonder." |
| 25-28 | Enter carrying a particular unique weapon, such as "the sword of fear" |
| 29-32 | Enter wearing a particular type of armor (such as "plate mail" or "the plate mail of the palace guard") |
| 33-36 | Enter wearing a particular type of garment (such as religious raiment) |
| 37-40 | Enter with specific object and speak a command word |
| 41-44 | Enter with specific type of object or animal |
| 45-48 | Manipulate architecture in area; see Architectural Tricks Table 3-85 (or 3-84 for a less complex trick) for ideas |
| 49-52 | Manipulate architecture in area; see Architectural Tricks Table 3-85 (or 3-84 for a less complex trick) for ideas |
| 53-56 | Manipulate items that mark off the area (see Table 3-95 for ideas) |
| 57-60 | Member of specific bloodline enters area |
| 61-64 | Member of specific class enters area |
| 65-68 | Member of specific race enters area |
| 69-72 | Pretend (successfully) to be a particular person |
| 73-76 | Speak command word in the area |
| 77-80 | Think of a particular thing or memory |
| 81-84 | Think of nothing at all; blank mind |
| 85-88 | Think of what you want to get |
| 89-92 | Undertake particular action in area, such as burning incense |
| 93-96 | Walk a particular pathway through the area |
| 97-00 | Walk through the area in any way other than the incorrect path |

Table 3-95: Marking off Magic Area

| Die Roll | Method of Marking off Area (d100) |
|----------|---|
| 01-05 | Bars, gates, portcullis, or fence |
| 06-10 | Candles, line of |
| 11-15 | Curtain, beaded |
| 16-20 | Curtains, cloth |
| 21-25 | Designs on floor inside area (pictures, ancient markings, chessboard pattern – possibly related to how to handle the trick, if stepping in the right place is important). |
| 26-30 | Feel, such as a strong sense of evil, danger, or perhaps elation or a more positive emotion |
| 31-35 | Floor, construction material |
| 36-40 | Floor, stains or coloration |

Table 3-95: Marking off Magic Area - Continued

| Die Roll | Method of Marking off Area (d100) |
|----------|--|
| 41-45 | Mist within area |
| 46-50 | Painted line |
| 51-55 | Plants at the border (thorns, man-eating venus flytraps, potted geraniums, mystic trees, etc) |
| 56-60 | Raised or sunken floor in area |
| 61-65 | Ribbons |
| 66-70 | Shrunken heads or skulls |
| 71-75 | Signs |
| 76-80 | Spoken warning near border of area (magic mouth, etc) |
| 81-85 | Statues at border |
| 86-90 | Unusual light within area (reddish, yellowish, bluish, glowing globes, infrared, rays, laser-type detection beams, etc.) |
| 91-95 | Waterfall or water channel (behind a waterfall, on an island, etc). |
| 96-00 | Writing on floor at the border of area (glyphs, pictograms, a warning, ancient wards, etc). |

Magic Thing Tricks

Interacting with magical things is one of the staples of a dungeon adventure, and it is a broad topic, since neither the word "magic" nor the word "thing" does much to narrow down the category.

Magic Thing tricks are composed of four basic elements:

A Warning (possibly): Table 3-96

A Central Feature: Table 3-97

A Triggering Action: 3-99

Result of Triggering the Trick: Table 3-100

Table 3-96: Warnings

| Die Roll | Warnings (d100) |
|----------|--|
| 01-50 | None. This sort of trick hits the party by surprise. Sometimes a surprise-trick just means they have to think fast, but often surprise-tricks are the more dangerous type – in which the party has to cope with magical results that have already taken effect on them. |
| 51-53 | Antigravity or levitation effect in surrounding area, possibly objects are floating in air (as opposed to the central feature itself) |
| 54-56 | Central feature emits heat, cold, or some sort of electricity or lightning (including a static charge) |
| 57-59 | Central feature floats in the air |
| 60-62 | Central feature is difficult to approach; it might be protected by a force field, be at the top of a long, winding ramp, or be on an island in a pool of acid, as examples. |
| 63-65 | Central feature is in some way decorated far more than one would expect. This might range from as little as a coat of paint, all the way up to something just <i>dripping</i> with jewels. |
| 66-68 | Central feature moves in unexpected ways. Any movement at all would be unusual in an inanimate object; living objects might flicker in and out of existence, teleport from place to place, or just move in ways other than "normal." |

BOOK THREE: DUNGEON DESIGN - TRICKS

Table 3-96: Warnings - Continued

| Die Roll | Warnings (d100) |
|----------|--|
| 69-71 | Decoys. Far from being made obvious, the trick's central item has several duplicates to prevent it being spotted as the main feature (a hall of huge statues, or a pile of shoes, as two quite disparate examples) |
| 72-74 | Item emits a strange noise other than speech before its actual "trick" manifests |
| 75-77 | Item speaks immediately before its actual "trick" manifests; the players will thus have some warning that they should be careful about their subsequent actions. |
| 78-80 | Lighting effect: the central feature glows, burns, or is wreathed in shadow or darkness |
| 81-83 | Protective measures or restraints upon the trick are in plain view. One example is chains binding an apparently inanimate statue. |
| 84-86 | The central feature has some anthropomorphic feature (eyes, a carved face, etc). This might be emphasized with additional magical features such as glowing eyes – the more anthropomorphic the item already is, the more likely that there will be "something else" added to those features. |
| 87-89 | The item/fixture has surroundings that emphasize its importance; it is surrounded by incense burners, is located at the end of a long hallway, etc. This can include a marked-off area (see tables above). |
| 90-91 | The item/fixture is not highlighted by its surroundings, but the surroundings themselves indicate that something is unusual: a sense of wrongness, a change in temperature, dimming of torches, etc. The presence of a trick is clear; the central feature is not immediately obvious |
| 92-94 | Item is larger than normal size (or shape) |
| 95-97 | There is a rumor about the item, which was available for the players to learn ahead of time (on the rumor table, if you use one). |
| 98-99 | There is a written warning (or set of instructions) about the Thing located nearby, in the same room, or even plastered right onto the Thing itself. |
| 00 | The item is legendary. At least one character will have heard about it, even if in the game you haven't mentioned it before. |

Table 3-97: Central Feature of Magic Thing - Continued

| Die Roll | Central Feature of Trick (d100) |
|----------|--|
| 56-60 | Large Mechanism or Process (Drilling rig, scaffolding, mining, excavation, etc) |
| 61-65 | Lighting |
| 66-70 | Machine |
| 71-75 | Monster or living being |
| 76-80 | Pipes or plumbing |
| 81-85 | Plants |
| 86-90 | Required materials for a simple betting game (see Table 3-109) or a game trick (see Table 3-108) |
| 91-95 | Statue |
| 96-00 | Vehicle |

Table 3-98: Abstract Special Effects for Magic Thing

| Die Roll | Color of Energy (d100) | Form of Energy (d100) |
|----------|------------------------------------|--|
| 01-10 | Black | Sphere or globe |
| 11-20 | White | Appearance of "flames" |
| 21-30 | Grey | Beams of light |
| 31-40 | Green | Sparks |
| 41-50 | Red | Face "hologram" or image |
| 51-60 | Blue | Wisps of energy |
| 61-70 | Yellow | Cubic or polygonal shapes |
| 71-80 | Purple | Form of an item (or a couple of items) – a glowing hourglass or sword, for example |
| 81-90 | Orange | Form of an animal or monster (or just the face or head) |
| 91-00 | Changing colors or multiple colors | Spiral, helix, spinning ring, etc. |

Table 3-99: Triggering Actions for Magic Things

The "triggering action" for an item/fixture type of trick is the action that sets off the trick's unusual nature; that elicits the "trick" response, in other words.

| Die Roll | Triggering Action (d100) |
|----------|---|
| 01-05 | None: the trick is always active |
| 06-10 | None: the trick is always active |
| 11-15 | None: the trick is always active |
| 16-20 | None: the trick is always active |
| 21-25 | Activation of a particular trap |
| 26-30 | Activation of another "step one" trick, usually architectural |
| 31-35 | Any speech at all |
| 36-40 | Any speech directed to the trick's central feature |
| 41-45 | Anyone touches central feature |

Table 3-97: Central Feature of Magic Thing

| Die Roll | Central Feature of Trick (d100) |
|----------|--|
| 01-05 | A Level Change |
| 06-10 | A Pillar or series of pillars |
| 11-15 | A Hazard Trick |
| 16-20 | Abstract Special Effect (see Table 3-98, below) |
| 21-25 | Architectural Element |
| 26-30 | Clothing, armor, or anything worn |
| 31-35 | Entertainment-Related Item or Fixture: Puppet show, theatre, projected pictures or shadows, or music |
| 36-40 | Fountain/Pool |
| 41-45 | Furnishings |
| 46-50 | Illusion |
| 51-55 | Item |

Table 3-99: Triggering Actions for Magic Things - Continued

| Die Roll | Triggering Action (d100) |
|----------|--|
| 46-50 | Central feature is repaired or healed in some way by a character |
| 51-55 | Combat nearby |
| 56-60 | Command word or specific phrase |
| 61-65 | Cyclical Activation: the trick activates at particular times. This might be a time of day, it might be after certain “recharging” intervals, or it might be at longer intervals such as the changing of the seasons or the anniversary of an event |
| 66-70 | Presence of a particular character class |
| 71-75 | Presence of a particular character race |
| 76-80 | Presence of light, darkness, or other specific change in the environmental conditions around the trick |
| 81-85 | Proximity (delayed): the trick activates at a predetermined interval after someone comes near |
| 86-90 | Proximity (immediate): the trick “activates” whenever someone is nearby, with no other action being necessary |
| 91-95 | Specific action: the trick activates if a character undertakes a specific action such as trying to open a door or drawing a weapon |
| 96-00 | Spell cast nearby (possibly any spell, possibly a specific spell) |

Table 3-100: Result of Triggering Action - Continued

| Die Roll | Result of Triggering Action (d100) |
|----------|--|
| 31-40 | Emits Warning Signal and then provides a benefit of some kind. However, if the party doesn’t then provide a Correct Response (Table 3-102), the benefit will be taken away again, reverse itself into a curse, or otherwise elicit a bad response. |
| 41-50 | Emits Warning Signal and then waits for a Correct Response (Table 3-102). It probably gives a clue of some sort about what that action is, either by speaking, mental communication, revealing something written, making a gesture, etc. If the Correct Response is not taken (within some period of time), the Thing confers a curse, mental disability, a physical disability, or steals stuff (see Table 3-118 and following tables for ideas). If the Correct Response is made, the thing confers a beneficial magical condition (see Table 3-118 for this, also). |
| 51-60 | Emits Warning Signal, and waits a moment. Everyone standing in the right place (however that is determined) gets a beneficial magical condition (Table 3-118). Everyone standing in the wrong place gets a curse (Table 3-118). In some cases, there might also be neutral areas where the trick does nothing. |
| 61-70 | The Thing asks a question and waits for the right answer. Giving the right answer gets you a beneficial magical condition (3-118). Giving the wrong answer gets you a curse (3-118). In some cases, you might be allowed more than one wrong answer before getting hit for it. If more than one wrong answer is permitted, There might be some indication of how many more are left. This might be, for example, a rising water level, a statue holding up one finger to indicate the wrong answer, a statue putting down one of three fingers to indicate that one of the three wrong answers has been used, etc. The question might be an interrogation about the party’s intentions, might be a riddle, or might be about a fact somewhere in the dungeon (“What does the giant statue in the lava pool look like?”). |
| 71-80 | The Thing offers a game, or sets a game in motion (shift over to Game Tricks: see Table 3-108 and following tables) |
| 81-90 | The Thing offers advice. This might be the end of the show, the main benefit of the trick. The advice might be vague, might be a poem, might be a riddle, etc. On the other hand, it might be crucial whether the party follows the advice ... if the advice is “take a duck,” and there’s a table full of rubber duckies, the party might be surprised when the giant axe sweeps through the room at neck level (i.e., you were supposed to duck your head). Often, however, the advice will be about how to get through an architectural trick to a treasure, or what the name of the demon in room 17 is, or which of the two doors to take. |
| 91-00 | The Thing provides the ingredients for an Experiment Trick (shift over to Experiment Tricks starting with Table 3-87). |

Table 3-100: Result of Triggering Action

The distinction between a “trick” and a “trap” (at least for the purpose of these tables) is that a trick can confer a benefit if treated properly. Therefore, if the only puzzle or matter of player skill involved is to get the trick to activate, the result will be a benefit. However, many Magic Thing tricks are more complex – triggering them is only the first step, and the test of player skill begins once the trick is activated.

| Die Roll | Result of Triggering Action (d100) |
|----------|--|
| 01-10 | Emits Warning Signal and then activates some sort of interesting attack, which can be turned off. When the attack is turned off, the trick gives out a benefit of some kind. The benefit might go only to the person who turned off the attack, or might be given to everyone. Note that if the “Warning Signal” was hitting the party with some sort of sucker-punch, the sucker-punch is probably a way of making the party (or certain members) more vulnerable to the interesting attack. Example of this: when the party triggers the trick, it does two things; the first is to cast a paralysis spell (which might take down some of the party members) and then open up a chute full of giant ants. If you’ve got someone who can fight through to the chute and close it, you can cut off the supply of ants. Instead of paralysis, maybe the trick spat globs of honey before opening the ant-chute. |
| 11-20 | Emits Warning Signal and then offers a Choice (see Table 3-110). Each party member (or a random party member, or certain party members) gets to pick something. Whether or not you get to play might depend on your response to the warning signal or whether you were involved in triggering the trick in the first place. |
| 21-30 | Emits Warning Signal and then offers to answer questions (or otherwise gives out useful information). There might be a price for answering the questions, and the thing might not mention the price ahead of time. |

BOOK THREE: DUNGEON DESIGN - TRICKS

Table 3-101: Warning Signals

A warning signal is basically a way of alerting the players that the trick's status has changed. It has woken up, been activated, gotten annoyed, changed personalities, received a right answer, received a wrong answer, etc.

| Die Roll | Warning Signal (d100) |
|----------|--|
| 01-10 | Abstract Special Effect. The Thing, or something near it, produces energy in the form of an Abstract Special Effect (see Table 3-98). |
| 11-20 | Architectural Change. Something about the surrounding architecture changes. Statues might turn to face one wall, or to face the characters. A door might appear, a portcullis might rise, etc. Whatever this is, it needs to be related to the way the trick delivers its "final blow," whether that's a benefit, a curse, a disease, or whatever. As an incredibly simple example: if the result of giving the magic statue the wrong answer to its riddle is going to be a bunch of fireballs, then one possible architectural change could be the emergence of cannons from the walls. Feel free to add more subtlety in your own creations, of course. |
| 21-30 | Effect on Adventurers. This is a wide category of strange possibilities – it would include: party members changing position, seeing visions, smelling something, being teleported places (possibly the whole area is teleported), having sudden flashes of insight, seeing things closer than they are, or having senses of foreboding (or other emotions). |
| 31-40 | Light Effect. Eyes, or some other part of the Thing, light up. Alternatively, something lights up in the surrounding area. If the area is already lit, then the nature of the lighting changes (color, location, direction, brightness, etc.). |
| 41-50 | Posture Changes. For statues or other representations, this just means moving, shifting, standing, or sitting. For static things like pillars or pools, it means turning, rising, shifting, sliding, or moving contents around (waves or ripples form in the pool, for instance). If the thing has a face, changing facial expressions are a possibility. |
| 51-60 | Randomize the Remainder of the Trick. Jot down a table in your notes, with 2-6 possible warning signals (more than 6 is probably going overboard). These warning signals should probably all be variations on the same type – by which I mean, 6 different poems, 6 different sounds, 6 different sucker-punches, 6 different possible changes in posture, etc. Make each warning signal correspond to a different reward or threat, a different question that it asks, a different question that it will answer, etc. When the party reaches this point in the trick, you will roll on your table to see what the trick does. IMPORTANT NOTE: Randomizing a trick is a good idea if the party is likely to keep coming back to this location, or if you use this dungeon over and over again with different players, but it might be overkill if the party is only ever likely to see the trick do one thing. |
| 61-70 | Sounds. The Thing makes a sound of some kind (sings, clanks, screams, etc). You could generate a sound randomly on Table 3-71, but it's usually best to pick something appropriate based on the type of central feature involved. |
| 71-80 | Speaks Poetry. Produces, speaks, or reveals a poem (maybe just a rhyming couplet, if you aren't feeling Shakespearian enough to whip up a quick sonnet in iambic pentameter). Everyone has an inner poet. Go for it. |

Table 3-101: Warning Signals - Continued

| Die Roll | Warning Signal (d100) |
|----------|---|
| 81-90 | Speaks Prose. The item says something like, "What do you want?" or "That pissed me off." There are also several places on the internet where you can find a Shakespearean insult-generator. I'm just saying. |
| 91-00 | Sucker-punch. The trick hits the party or some of the party with a magical curse, mental condition, or physical harm (including diseases or slow-acting poison). The name of the game from this point on is to get it to reverse that condition and hopefully get a benefit as well. For tricks like this, there is usually no further bad consequence that can happen – the worst that can happen is that you're stuck with the curse, or will die from the poison, or whatever. Yes, many tricks work this way BEFORE the party does anything wrong. These tricks are very much like traps. |

Table 3-102: Correct Responses to Magical Thing Tricks

| Die Roll | Correct Response (Magical Things) (d100) |
|----------|--|
| 01-05 | Attack or kill an opponent (possibly you have to choose the right one, based on clues or indications) |
| 06-10 | Cast particular spell in area or upon the item |
| 11-15 | Choose the correct item out of several possibilities |
| 16-20 | Correctly answer a question |
| 21-25 | Create noise or music in the area, possibly a specific noise or using a particular instrument |
| 26-30 | Follow an order or instruction the trick has given (or perhaps the correct action is to ignore the command). |
| 31-35 | Make physical or indirect contact with the thing |
| 36-40 | Mimic the motion of something else that is moving |
| 41-45 | Move the thing from one place to another (it might or might not be significant where it is moved to) |
| 46-50 | Physically manipulate the thing in some way, by pressing a button, pulling lever, turning knob, etc. |
| 51-55 | Place some sort of offering into some sort of container – this will usually be obvious, such as an offering plate in front of a giant stone idol. |
| 56-60 | Pretend (successfully) to be a specific person, not to be that specific person, or to be the right type of person ("Yes, I am definitely a dragon! Allow me to enter!"). |
| 61-65 | Rescue the thing from a curse, from danger, etc. |
| 66-70 | Speak command word in the area |
| 71-75 | Think of a particular thing or memory |
| 76-80 | Think of nothing at all; blank mind |
| 81-85 | Think of what you want to get |
| 86-90 | Undertake particular action in area, such as burning incense, placing gift into bowl, etc. |
| 91-95 | Walk a particular pathway through the area |
| 96-00 | Walk through the area in any way other than the incorrect path |

Run-the-Gauntlet and Find-the-Path Tricks

Certain tricks offer a series of risks, but there is a “rule” that can be followed to get through them safely, or at least with minimal damage. The trick is to figure out that rule.

A related but more complex type of gauntlet is the one where there is not a single “rule” for solving it. It is a series of risks in which each step contains some sort of result – like a game board. In other words, whether it is obvious to the players or not, they are playing a modified version of Chutes & Ladders, a modified version of Monopoly, a modified version of chess, a modified version of Candyland, etc. Again, this will not necessarily be obvious, but it certainly can be.

Single-Rule Pathways

One possibility for gauging reaction time is to give the PLAYERS only a limited amount of time to respond (“you have five minutes to decide”), counting slowly to five before a bad thing happens, or using some other method to limit the amount of decision-time the players have. Don’t overuse this, though. It is a very high-tension trick, and too much high tension can be as bad as too much low tension.

The artistry in creating a trick like this is to find a Rule of Passage and a Nature of Risk that work well together. They should “feel” right in combination.

Table 3-103: Single-Rule Pathways

| Die Roll | Rule of Passage (d100) | Nature of Risk (d100) |
|----------|--|--|
| 01-10 | Jungle gym (doesn’t actually look like a jungle gym, of course). | This is a test of movement through an obstacle course possibly involving slides, climbing, and getting through crawlways. Blades. Possibly whirling, possibly moving about randomly, possibly responding to actions taken by characters. |
| 11-20 | Mental test such as riddles. This could include 50-50 chances – for example, in Alice in Wonderland, Alice is confronted with a cake that says “Eat me” and a bottle that says “Drink me.” She is too big to get through the mousehole at her present size, but guessing correctly whether the labels are trustworthy is one example of this sort of trick: the rule is to figure out which food/drink increases/decreases size, the reward is getting through the mousehole, and the Risk is “Transformation,” as described in the next column. | Falling rocks and floors. This can also involve statues tipping onto the characters, walls closing in, etc. |
| 21-30 | Random Progression. Characters have to pick one random thing (card, runestone, roll dice, etc) and face the consequences. Then they are done, and have gotten through the trick. If the process repeats more than once, the trick is more in the nature of a Game Board Pathway (see below). | Monsters. Probably the monsters are themed in some way to the nature of the gauntlet. They might all be stone-related, elemental-related, woodland-related, undead, etc. The monsters might or might not be “active” at the beginning of the test. Successive failures of the Rule of Passage might, for example, keep opening up chutes filled with giant rats. |
| 31-40 | Figure out which symbol means “safety.” | Rays or bursts of magic with different results. Maybe there is a floating orb that reacts to movement which continues more than 4 seconds, for instance, if the Rule of Passage is to Move Only at the Right Time. |
| 41-50 | Solve a code which offers the solution | Curses that can be removed on the other side, that stay with the character for a certain amount of time, that stay with the character until leaving the dungeon, that stay with the character until something particular is done in the dungeon (pushing the eye of the statue, or whatever), or stay with the character until the curse is removed normally. |
| 51-60 | Take cover behind obstacles (possibly having to identify which things will give adequate cover and which won’t). Possibly, the characters would need to figure out how to activate the “cover.” For example, putting a shield into the hands of a statue causes the statue to block the death rays. There might even be a “trade” of some kind at each place offering potential cover. Perhaps the statue doesn’t give back the shield, and the next statue wants money, and the next statue wants rations, etc. | Transformations. People are turned into something else, and have to manage to get through the area in that animal (or other) form. They could also, in some way, be turned into obstacles that hinder the rest of the group. If the trick is a chessboard where the only safe way to move is diagonally, a character who moves straight might be encased in a block of stone that blocks off his square. If someone reaches the other side, the block of stone might disappear and release the trapped character. Shrinking or growing would be included here. |

BOOK THREE: DUNGEON DESIGN - TRICKS

Table 3-103: Single-Rule Pathways - Continued

| Die Roll | Rule of Passage (d100) | Nature of Risk (d100) |
|----------|--|---|
| 61-70 | Stand in the right place: certain places are safe and/or profitable, others are dangerous, unprofitable, or subject to the “risk” defined in the next column. This probably follows a pattern. The standard example of this would be the task of getting across a chessboard using only the “bishop’s move” of moving diagonally only. | Falling. In this case, the Rule of Passage is probably linked to maintaining one’s balance or not having a support give way beneath them. Bridges over lava pits blocked by a monster with a big club, green and yellow disks suspended over space, when the yellow ones are illusionary and the green ones safe ... this sort of thing. |
| 71-80 | Use your vehicle properly. Vehicles might have unpredictable controls, odd defenses, strange capabilities that must be discovered (“We jump when we hit the red button!”), etc. | Vehicles might be very odd ones, or standard ones like rowing boats or riding a buffalo. Teleportation or chutes - or alternatively a form of imprisonment - that will temporarily separate the party; probably until they are re-united when the “survivors” complete the trick. If cages come down to imprison everyone who doesn’t stand in the right place at the right time, and the release lever is at the far side of the room, the party risks having everyone trapped in cages unless they can figure out when and where to move in order to avoid being caged. |
| 81-90 | Move only at the right time. This would follow a pattern: move only when the light is green, for example. | Charm or mental domination. Probably this leads to the affected characters working against the others, but this doesn’t necessarily mean direct combat. This category would also include insanity and belief in a hallucination or illusion. |
| 91-00 | Deactivate the risk. If the risk is coming from a machine with a red button on it, the solution might be to shoot an arrow that depresses the button and turns off the machine. Maybe the risk comes from a bunch of statues which can be de-animated by pulling a rope located somewhere. Possibilities are endless. | Loss of equipment or possessions. This can be done in many ways: as wagers, by rusting metal, by statues grabbing things away, etc. |

Game Board Pathways

The “Mode of Forward Movement” table is highly abstract. At first glance it appears that the players are being moved through a game board such as Chutes & Ladders, Candyland, or Monopoly. However, a true gameboard is only one possibility for a “Game Board Pathway” trick. The “squares” can be different rooms, different tiers of a pyramid, different disks, the changing possibility for what’s on the other side of a dimensional door, etc.

Table 3-104: Mode of Forward Movement in Game Board Tricks

| Die Roll | Mode of Movement (d100) |
|----------|---|
| 01-25 | Actual dice are rolled to see where the party goes as a group |
| 26-50 | Actual dice are rolled to see where <i>individual</i> party members go (in other words, the party gets split up as the game is played) |
| 51-75 | The choice or random uncovering of a symbol moves the party to a location matching that symbol. A new choice of symbols might be presented at each new location. These can be arranged in progressive sets to make sure the party doesn’t keep moving backward too much. For example, imagine that there are 9 locations, identified with tiles numbered 1-9. At each location, the party draws a tile to see where they go next. The starting set of tiles only has the possibility to move to locations 1, 2, and 3. Locations 1, 2, and 3 offer a set of tiles between 1 and 4. Eventually the party will thus get to location 4. At location 4, the set of available tiles no longer includes locations 1-3; now the available set of tiles runs from 4-8. In locations 5-8, there is the possibility of reaching location 9. Thus the pathway is divided into locations 1-3, 4, 5-8, and 9. Symbols can include anything – runes, playing cards, coins with different denominations, pictorial representations of what is in the various locations, etc. |
| 76-00 | In each location along the path, there is particular action the party must take to move forward. Forward movement might be one “square” at a time; or different actions might allow the party to hop forward more than one “square,” possibly with stupid actions dropping them backward. |

Generating the “Squares.”

Use the results from any board game you have ever played, from Monopoly to Chutes (Snakes) & Ladders. For a complex version of this, you can use other types of tricks inside this one. An architectural trick might effectively be one of the squares, for example.

Table 3-105: Risk and Reward for Game Board Trick “Squares.”

| Die Roll | Risk (d100) | Reward (d100) |
|--------------|--|---|
| 01-10 | Fork off to a longer path. It rejoins, but you have to go through more squares to return than you would if you hadn't hit this “junction.” | Get treasure |
| 11-20 | Move back two “squares,” or other type of backtracking. This could be done with chutes, teleportation, or any other traditional dungeon element that moves people around. Alternatively, it could be something non-dungeonly that corresponds to the internal logic of the game board. “Your pirate ship is caught in a storm – move back one square.” Or “move back 1d6 squares.” Whatever makes sense inside the game. | Get to see what happens in some of the future squares (a bit of the map, in other words) |
| 21-30 | There is no treasure. That's the only risk. | There is no risk. That's the reward. |
| 31-40 | Monster or some sort of combat | Move forward two squares (or otherwise get an extra move) |
| 41-50 | Lose a turn (note that this could include things like temporary paralysis if the “board” is merely being used as a design concept but won't be visible as such to the players). | Get the ability to slightly alter the a future move (e.g., to add 1 or 2 to a die roll in order to choose one of three squares instead of being forced to the square that would otherwise be indicated for the next move). |
| 51-60 | Solve a riddle or be damaged, inconvenienced, or negatively affected in some way. | Get out of Jail Free card, or the equivalent |
| 61-70 | If the game board operates with a store of “tokens” that are used, the square might be a place where they lose some of the tokens. If the game board does not operate on tokens, this might be a place where they lose treasure. In this case, the attendant “risk” is that they cannot proceed without paying what's effectively a “toll” to move forward. | Get tokens that can be used to advantage in later “squares.” Tokens could include rune-stones or other items that will not be perceived as tokens by the characters, even though this is how they function, in an abstract sense, for purposes of designing a game board style trick. |
| 71-80 | One party member must stay behind in this square until the rest of them complete the game's sequence. Why the party member must stay behind can be all sorts of reasons. The simple “a cage falls on you” is the brute force possibility. “You must continue watering the plant until the others can reach a way to carry it out” is another possibility, illustrating how wide-ranging this type of risk can be. | One or more party members are transformed into a stronger form, related to the game's theme, which will make them more able to succeed in the game's future “squares.” The magic would evaporate at the end of the game. |
| 81-90 | A junction “square” that sends you on a sideline track. The sideline returns to the main track, and might even be a shorter path, but the “squares” in the sideline track are more dangerous than the ones on the main path. | A shortcut junction. The pathway forks, and returns to the main path later, but you don't have to traverse as many “squares” as you would if you followed the main pathway. |
| 91-00 | A trap, particularly a slow trap in which the players must figure out how to “turn it off.” | Victory. In other words, the way to win the game board is not only located at the end of the board, there are ways to win it along the path itself. There should only be one or two of these. |

Substance Tricks

In many cases, the characters will be faced with the problem of coming into contact with a nasty, dangerous-looking, probably disgusting substance.

Table 3-106: Master Table for Substance Tricks

| Die Roll | Type of Substance (d100) | Source of Substance (d100) | Proximity of Source (d100) |
|--------------|--------------------------|--|--|
| 01-25 | Earth | Manufacturing | The source activity for the substance (seepage, mining, etc) is – or was – taking place right here. This is ground zero. |
| 26-50 | Energy | Magical Research or other magical activity | The source activity for the substance (seepage, mining, etc) is – or was – taking place right here. This is ground zero. |
| 51-75 | Gas | Mining or Excavation | The substance is a by-product from another location where the mining, research, manufacturing, or seepage is taking place. This is a dumping area, a channel for the byproducts, or an area the by-product has accidentally entered. |
| 76-00 | Liquid | Natural Seepage or Movement | The substance is the result of a combination; natural seepage of one substance interacts with the by-products of another activity taking place elsewhere. The chemical (or magical) reaction(s) take place here. |

BOOK THREE: DUNGEON DESIGN - TRICKS

Table 3-107: Form of Substance

| Die Roll | Earth (d6) | Energy (d6) | Gas (d6) | Liquid (d6) |
|----------|--------------|--|--|--|
| 1 | Dust | Sparks interacting with air, liquid, or earth | Strange-colored gas in the entire area | River, stream, or channel |
| 2 | Gravel | Appearance of flames (might not be hot, though) | Spouts of strange-colored gas | Pools or puddles |
| 3 | Dirt or soil | Arcs of energy either shooting across area or maintaining a constant flow of energy | Gas lies close to floor and is heavier than air | Drips from ceiling or oozes from walls |
| 4 | Ashes | Roll on the "Earth" column, but the actual strange substance is a glow, emanation, or radius around the "Earth" substance, not the earth substance itself. | Gas lies close to ceiling and is lighter than air | Shoots from pipes, spouts, or drainage tunnels |
| 5 | Rocks | Globes of energy | Gas remains in pillars or sheets, lingering in place | Geysers from floor, or shooting upward from an otherwise peaceful water source |
| 6 | Pebbles | Acid, periodic fireballs, heat, cold, or poison | Gas clouds periodically burst out from mid-air | Drifting mists or steam |

Table 3-108: Basic Game Tricks, Risk and Reward - Continued

| Die Roll | What Character Places at Risk in the Game (d100) | Nature of Game (d100) |
|----------|---|--|
| 09-12 | An ally would die | Answering riddles, or "hangman" |
| 13-16 | Character hit points (i.e., take damage if lose game) | Being able to open something hard to open (stuck, locked with puzzle lock, etc) |
| 17-20 | Character hit points (i.e., take damage if lose game) | Building a gadget or mechanism with available tools and materials |
| 21-24 | Character hit points (i.e., take damage if lose game) | Choosing between hidden options to get treasure |
| 25-28 | Character hit points (i.e., take damage if lose game) | Dangerous climbs to different treasures |
| 29-32 | Character's life | Digging for something |
| 33-36 | Coins provided by characters | Diving into liquid to get treasure |
| 37-40 | Coins provided by characters | Fishing something out with a net, rod, etc. |
| 41-44 | Coins provided by characters | Get quietly from one place to another without waking something or activating a sound alarm |
| 45-48 | Disease risk | Getting across something that is hard to balance on, possibly with things that try to knock you off |
| 49-52 | Experience points gambled by character | Guessing weight or number of something |
| 53-56 | Experience points gambled by character | Jumping over something high or wide, possibly dangerous |
| 57-60 | Free prisoners or give prisoners | Move something from place to place without breaking it |
| 61-64 | Gem provide by character | One of those horrible math problems starting with "Jane is riding a horse at 20 miles per hour going due north, and Robert is riding a horse at 15 miles per hour in the opposite direction..." Alternatively, a slot machine. |
| 65-68 | Gems provided by characters | Slot machine, or betting on a random result (such as roulette) |
| 69-72 | Gems provided by characters | Pick which item or drawing does not fit with the others in a group. Alternatively, a game with a small number of options, such as the card games "blackjack (21)," or simply who draws the high card. |
| 73-76 | Hit with permanent curse or disability | Ride something that's difficult to ride |
| 77-80 | Hit with random curse or disability | Running a gauntlet of risks |

Wager and Game Tricks

Table 3-108: Basic Game Tricks, Risk and Reward

| Die Roll | What Character Places at Risk in the Game (d100) | Nature of Game (d100) |
|----------|--|--|
| 01-04 | An ally would be hit with curse or disability | Accurately hitting something for a prize |
| 05-08 | An ally would be hit with disease (or infected with eggs or larva, etc.) | Accurately repeating something you heard, or answering question about it |

Table 3-108: Basic Game Tricks, Risk and Reward - Continued

| Die Roll | What Character Places at Risk in the Game (d100) | Nature of Game (d100) |
|--------------|---|--|
| 81-84 | Hit with temporary curse or disability | Running a race against a living being or perhaps a dangerous machine |
| 85-88 | Magic item provided by character | Succeed at making a noise with something (blowing a horn being one good example) |
| 89-92 | Mundane item provided by character (lantern, etc) | Swing across an obstacle |
| 93-96 | Poison | Tests of strength (ring the bell with the hammer) |
| 97-00 | Reduce size of jackpot (double or nothing games on a gift the characters will get when they choose to quit) | Throwing a ring around objects |

Table 3-109: Methods of Betting Games

Note that the two columns are quite similar. The idea is that unless you get a brainstorm from the combination, the second table is what affects, activates, or represents “your turn” in the game taking place in the central feature. For example, rolling dice might launch a ring-toss with a particular amount of strength behind the ring.

| Die Roll | Central Feature of Game (d100) | Central Feature Affected by (Optional) (d100) |
|--------------|---|---|
| 01-04 | Arena (possibly miniature with tokens) | Pulling levers |
| 05-08 | Cards | Choosing where to step |
| 09-12 | Climbing wall | Shifting positions of characters |
| 13-16 | Closed containers; including cages, bars, or force-fields as well as mundane items like boxes | Movement of tokens (deliberate, like chess) |
| 17-20 | Closed-off areas, including prisons, alcoves, and rooms | Movement of tokens (random in one direction, like monopoly or shuffleboard) |
| 21-24 | Coin-drop game or pachinko | Movement of tokens (choosing directions rather than length of movement, probably using random distance) |
| 25-28 | Dice | Pushing buttons |
| 29-32 | Floor tiles or painted floor areas | Smashing, breaking, or snapping things |
| 33-36 | Fragile globes, vases, or other delicate item | Tossing something toward a target |
| 37-40 | Heavy metal balls | Placing things into holes or slots (tokens, body parts, coins, statuettes, head, etc) |
| 41-44 | Living animals or bugs | Turning faucets or opening chutes |

Table 3-109: Methods of Betting Games - Continued

| Die Roll | Central Feature of Game (d100) | Central Feature Affected by (Optional) (d100) |
|--------------|---|--|
| 45-48 | Monopoly or chutes-and-ladders board | Drinking or spitting something |
| 49-52 | Pinball game | Placing weights onto pressure plates (generally a choice of different amounts of weight, or where to place it) |
| 53-56 | Pool (possibly with floating objects, possibly to reach into) | Turning dials, crank, or gears |
| 57-60 | Racetrack (possibly miniature with tokens on the track) | Picking a face-down card or similar object like runestone |
| 61-64 | Ring-toss or equivalent | Rolling ball down moving system of grooves |
| 65-68 | Series of dials | Hit something (ranges from gongs to billiard balls to pressure plates to catapult flippers) |
| 69-72 | Series of levers (pick one, or a combination) | Dive or swim down to something |
| 73-76 | Series of Platforms or stepping stones | Move tiles or other small architectural or decorations around |
| 77-80 | Single lever (one-armed bandit) | Spin something |
| 81-84 | Slot Machine | Squeeze something |
| 85-88 | Swinging ropes | Stack something |
| 89-92 | Totem poles | Remove chosen components of something (house of cards, pick-a-stick, etc) |
| 93-96 | Vehicles (probably strange ones) | Add lines or elements to something (a pattern-making game) |
| 97-00 | Water-pouring | Answer questions posed in writing, by a living being, by an automaton, or by enchanted statue/item. |

BOOK THREE: DUNGEON DESIGN - TRICKS

Table 3-110: Choice Games

| Die Roll | Structure of the “Choice” Game (d100) |
|----------|---|
| 01-10 | Choose a challenge. Here, the players have to select a type of challenge, rather than a type of reward. There is a reward allocated to each challenge, but they don’t know what it will be. This turns the game around a bit, because the players will try to pick the kind of challenge they can beat most easily rather than focusing on the reward. Perhaps the reward is the same for each type of challenge (if the choices are something like “combat,” “puzzle,” and “trial by water”), or the challenges might be ordered in terms of increased difficulty for better rewards (choose among, “Zar’s easy challenge,” “Zar’s difficult challenge,” and “Zar’s suicidal challenge”). |
| 11-20 | Choose blindly from a group of concealed items (invisible, in containers, or whatever). Some items are good, some are neutral, and some are dangerous. You only get to choose only once, and you can’t exchange what you got. |
| 21-30 | Choose blindly from a group of concealed items (invisible, in containers, or whatever). Some items are good, some are neutral, and some are dangerous. You can take several tries, up to some maximum number. |
| 31-40 | Choose blindly from a group of concealed items (invisible, in containers, or whatever). Some items are good, some are neutral, and some are dangerous. You only get to choose only once, BUT you can exchange what you got for something else (probably only one exchange is allowed). Of course, you run the risk of getting something even worse, if you make an exchange. For games of this type, the “worst” item should either be disguised as something good (so it’s not returned), should end the game, or should be the only non-returnable item. |
| 41-50 | Choose blindly from a group of concealed items (invisible, in containers, or whatever). All of the items are useful to some degree, but some are very useful (magic sword!) and others are pretty disappointing (a pair of socks). You only get to choose only once, and you can’t exchange what you got. |
| 51-60 | Choose blindly from a group of concealed items (invisible, in containers, or whatever). All of the items – except one – are useful to some degree, but some are very useful (magic sword!) and others are pretty disappointing (a pair of socks). You can continue choosing items until someone picks the non-useful item. Then the game is finished. The non-useful item might just be a token that the game has ended, or it might be cursed (or poisonous, or fill the room with sleep gas, or teleport the party away from the game room, or whatever). |
| 61-70 | Choose blindly from a group of concealed items (invisible, in containers, or whatever). Some items are good, some are neutral, and some are dangerous. However, taking an item causes you harm (or puts you at risk of taking harm). You can choose as many times as you want, if you’re willing to take the risks. Example: six bags of treasure sitting on a pedestal, surrounded by six glowing balls of light. When you take a bag, the corresponding ball of light fires a blast at you. If you can take the damage, take all six bags. Here’s a possible twist: the pedestal is inscribed with a warning that five of the glowing balls shoot minor bolts, but the sixth one shoots a death ray. Here’s another possible twist: you might not get to grab one bag, then another, then another. You might have to choose how many bags you’re going to take at one swipe (and you only get the one swipe). |
| 71-80 | Choose from a group of known categories, such as “coins,” “gems,” “monsters,” “spells,” magical items,” etc. What you get depends on how the trick is designed. Perhaps it always tells lies, and the categories are deceptively or incorrectly named. Perhaps the result is determined by rolling on a table. Perhaps only one person can pick each category. Perhaps it is set up so that one person <i>must</i> choose a dangerous-sounding category. Or perhaps it is just a way to let players decide if their reward for “winning” a trick is going to be cash or potions. Whatever works best. |
| 81-90 | Choose from a group of non-concealed items. The items are symbolic representations (or vague pictures) of what the real gift is going to be, or alternatively you can see the items but not know what their “powers” are, so there is guesswork involved in the choice. For example, the choice might be among a little sword (you get a magic sword), a slightly bigger sword (which turns out to be twelve feet long, non-magical, and impossible to lift), a dog figurine (you get a temporary ally), a wolf figurine (wolf attacks you) and a bottle (which might turn out to be wine, a potion, or just an empty bottle). Keep in mind that these could be deceptive. The ominous “skull” picture might get you a talking skull who knows where lots of treasure is kept. |
| 91-00 | Choose once, blindly, from a set of options. Each option might be good, bad, or neutral. You can’t trade them in or get a second try, but each option comes with a little clue. The clue, if it is interpreted properly, will let you improve the thing you chose in some way. A cursed item might be neutralized, a neutral item become valuable, and a good item become better (or last longer, or affect more people, etc). But to get that benefit you have to answer the riddle on the container, or find where “the fire meets the eagle” somewhere in the dungeon, or some other type of challenge or task. |

Table 3-III: Names for Games

This table can be used for inspiration about the “flavor” elements of a game trick, or can be used as a starting point for inspiration – whatever seems to be working best for you in terms of concocting an idea.

| Die Roll | First Part of Name (d100) | Second Part of Name (d100) |
|----------|-----------------------------|----------------------------|
| 01-02 | The Game of . . . | Arrows |
| 03-04 | The Game of . . . | Barrels |
| 05-06 | The Game of . . . | Baskets |
| 07-08 | The Game of . . . | Boxes |
| 09-10 | The Game of . . . | Candles |
| 11-12 | The Game of . . . | Catchers |
| 13-14 | The Game of Arranging the | Chessmen |
| 15-16 | The Game of Avoid the | Chutes |
| 17-18 | The Game of Balls and | Claws |
| 19-20 | The Game of Beat the | Consequences |
| 21-22 | The Game of Bells and | Cups |
| 23-24 | The Game of Boxes and | Dice |
| 25-26 | The Game of Cards and | Dragons |
| 27-28 | The Game of Catapults and | Fire |
| 29-30 | The Game of Chutes and | Fortunes |
| 31-32 | The Game of Coins and | Gargoyles |
| 33-34 | The Game of Colors and | Gemstones |
| 35-36 | The Game of Curtains and | Globes |
| 37-38 | The Game of Find the | Guillotines |
| 39-40 | The Game of Fingers and | Hammers |
| 41-42 | The Game of Frogs and | Jars |
| 43-44 | The Game of Guards and | Jesters |
| 45-46 | The Game of Guess the | Kings |
| 47-48 | The Game of Guesses and | Ladders |
| 49-50 | The Game of Hourglasses and | Ladies |
| 51-52 | The Game of Jump the | Lances |
| 53-54 | The Game of Knights and | Lights |
| 55-56 | The Game of Levers and | Measures |
| 57-58 | The Game of Monkeys and | Mirrors |
| 59-60 | The Game of Outsmart the | Mistakes |
| 61-62 | The Game of Points and | Monsters |
| 63-64 | The Game of Pools and | Moonbeams |
| 65-66 | The Game of Race the | Mysteries |
| 67-68 | The Game of Random | Odd properties |
| 69-70 | The Game of Rings and | Pearls |
| 71-72 | The Game of Seven | Prisons |
| 73-74 | The Game of Shifting | Ropes |
| 75-76 | The Game of Skulls and | Roses |
| 77-78 | The Game of Sleeping | Runestones |
| 79-80 | The Game of Stripes and | Scales |
| 81-82 | The Game of Swimming for | Spiders |
| 83-84 | The Game of Swords and | Squares |
| 85-86 | The Game of Ten | Stones |
| 87-88 | The Game of the Wheel of | Sundials |

Table 3-III: Names for Games - Continued

| Die Roll | First Part of Name (d100) | Second Part of Name (d100) |
|----------|---------------------------|----------------------------|
| 89-90 | The Game of Trap the | Tiles |
| 91-92 | The Game of Turning | Tokens |
| 93-94 | The Game of Wandering | Tops |
| 95-96 | The Game of Weights and | Trapdoors |
| 97-98 | The Game of Wheels and | Treasures |
| 99-00 | The Game of Whistles and | Water |

Table 3-III: Game “Rooms”

| Die Roll | General Description of Room (d100) |
|----------|--|
| 01-05 | A market (with living, automated, magical, or remotely controlled traders) where trades can be made, possibly with random or semi-random results |
| 06-10 | Alchemist’s workroom |
| 11-15 | Casino with strange rewards and punishments for winning and losing (magical gambling devices, living opponents, even games where one character plays against another in simple games such as cutting for a high card). |
| 16-20 | Conjuring room with accidental and deliberate conjuring of beings available |
| 21-25 | General storage with an assortment of boxes and other containers |
| 26-30 | Mining room where gems or other precious materials can be sought |
| 31-35 | Museum room with “interactive” displays |
| 36-40 | Musical room with instruments having different effects alone and in combination |
| 41-45 | Room in which only a limited number of things may be taken |
| 46-50 | Room where multiple statues can be purposefully or accidentally activated with different results |
| 51-55 | Room with a “diving” area, pool with treasure at the bottom, or baths with different effects |
| 56-60 | Room with assorted machines (different effects depending on buttons, fuel sources, levers, etc.) |
| 61-65 | Room with carnival games (or the appropriate equivalent) |
| 66-70 | Room with choices of things to eat, with varying effects |
| 71-75 | Room with control panels |
| 76-80 | Room with many small alcoves containing statues and other objects of interest |
| 81-85 | Room with materials that can be combined for various different effects (possibly with different types of containers such as pots, fountains, jars, etc.) |
| 86-90 | Room with riddle signs or symbols indicating which boxes to open, places to put your hands into alcoves, keys to open glass cases, etc. |
| 91-95 | Storehouse with barrels |
| 96-00 | Waterwheel room with multiple channels (also pipes with stopcocks to release water in different combinations) |

BOOK THREE: DUNGEON DESIGN - TRICKS

Table 3-113: Types of Game Series

| Die Roll | Game Series (d100) |
|----------|--|
| 01-10 | Make a list of six or ten beneficial magical conditions (Table 3-118) and curses (also Table 3-118) in a proportion of 60-40 benefits to backfires. Each time the trick is used, roll a die to determine the effect. The effects are “used up” once they are rolled, and if the same number is re-rolled, the result is “no effect.” A character can only try the trick one time. A second attempt to use the trick results in a curse from Table 3-118. It is up to the referee to determine whether the curses are minor compared to the benefits, if they are about the same scale, or if the curses are significant and the benefits considerable. |
| 11-20 | As above, but the ratio of benefits to curses is higher, about 80-20. The negative effects of the curses might, however, be greater. |
| 21-30 | As above, but instead of “using up” the effects, it is possible to get the same effect twice. |
| 31-40 | As above, but when an effect is used it is replaced by a (fairly minor) curse that substitutes for the original effect. |
| 41-50 | As above, but instead of rolling a single die (a linear probability curve) the referee rolls 3d6 or some other combination of dice and adds the results together. Thus, certain results are more probable than others. |
| 51-60 | Unlike the above, the game series is based on a series of die rolls, following the rules of craps (possibly disguised in some way by an innovative referee). |
| 61-70 | Unlike the above, the game series is like a slot machine. The referee (or even the player, depending on the trick) rolls 3d6. Each number corresponds to a picture (either little cherries or lemons like in a slot machine, or tarot card pictures for something more sinister). Combinations of various numbers (three threes, for example) have a certain payoff. For a game series like this, each character should only be allowed to play once, unless it costs something to play. |
| 71-80 | Unlike the above, the game series might be a die roll “race,” possibly represented by little figures on a track. The character might pull a lever and the referee rolls a die to see how far the character’s “man” moves. Then the referee rolls for the other side. If the character gets his man to the finish line first, he gets a benefit. There might be a backfire if he loses. Think of various carnival games for ideas on how this might look. |
| 81-90 | The character is allowed to attempt a task similar to some sort of carnival game (other than a straight-up race, as described above). This might be a to-hit roll in an attempt to throw a ring over a prize, just like a ring toss. The player might have choices over what to aim for, with the more desirable prizes being harder to gain. Failure might incur a backfire – if not, there should be some cost to play, or each character should be limited to only one attempt. |
| 91-00 | The game series might be some other sort of game, such as a card game, played in real life between the referee and the player. These should be extremely short (rock, paper, scissors, for example), or they will bore off her players very quickly. |

Written Tricks

Table 3-114: Writing Surfaces

| Die Roll | Writing Surface (d100) | Unusual Writing Surfaces (d100) |
|----------|------------------------|---|
| 01-12 | Cloth | Dust/sand |
| 13-25 | Metal | Pattern of rocks, wood pieces, tokens, etc. |
| 26-38 | Paper or parchment | Water |
| 39-51 | Paper or parchment | Patterns of light |
| 52-64 | Stone | Carcass/body |
| 65-77 | Stone or wood (50-50) | Pattern of insects or living creatures |
| 78-90 | Wood | Shapes in smoke, mist, steam, etc. |
| 91-00 | Unusual (next column) | Skeleton’s bones |

Table 3-115: Writing Methods

| Die Roll | Stone or Wood (d100) | Cloth (d100) | Paper (d100) | Metal (d100) |
|----------|-----------------------------|-----------------------|---|---------------------|
| 01-10 | Painted | Embroidery | Ink | Etched |
| 11-20 | Carved | Woven into cloth | Paint | Hammered in |
| 21-30 | Inlaid wood | Stained into cloth | Stained in | Melted into or onto |
| 31-40 | Mosaic inlay | Pinpricks | Pinpricks | Pattern of dents |
| 41-50 | Scratched | Beaded | Charcoal or pencil | Painted |
| 51-60 | Pinpricks | Burned or scorched in | Mold pattern | Inlaid wood |
| 61-70 | Shadow cast by other object | Mold pattern | Indentations (e.g., from writing on page above) | Mosaic inlay |
| 71-80 | Burned in | Paint or ink | Ink | Scratched |
| 81-90 | Lichen/moss pattern | Embroidery | Paint | Inlaid stones |
| 91-00 | Inlaid metal | Pencil or charcoal | Charcoal or Pencil | Pattern of seams |

Table 3-116: Beneficial Effect of Reading the Written Trick

Written tricks with a purely negative effect are basically traps. In general, if the trick is hard to read, don't also make it misinformation. The one exception to this rule is when one set of writing is truthful (say, the guy with the bad handwriting) and one is false (the guy with the good handwriting is a liar). In this case, once the party has figured this out, knowing which set of information should be helpful down the road: they can get major clues when they find future notes written in bad handwriting. A random mix of truth and lies, with no way to judge which is which, can be frustrating rather than fun. And then, of course, there are exceptions to every rule!

| Die Roll | Content (d100) |
|----------|--|
| 01-20 | Deliberately reading the picture/characters/words causes a magical benefit to the reader (see Table 3-121 for ideas) |
| 21-40 | Simply viewing the picture/characters/words causes a magical benefit to the reader (see Table 3-121 for ideas) |
| 41-60 | The picture/characters/words convey helpful information in the form of a map (10%) or other information (roll on Table 3-17 Information Content for Rumors). |
| 61-80 | The trick is to decipher or be able to view or interpret the message contained in a form of Unusual Writing (see Table 3-117 below). |
| 81-00 | The written trick gives instructions that must be immediately followed; following the instructions gains a magical benefit from Table 3-121 (or, possibly, allows survival of something nasty that suddenly happens) – ignoring the instructions causes a curse (see Table 3-118 for ideas) or a trap result. For example, if you read “jump to the left” on a sign, it might be a good idea to jump to the left. On the other hand, perhaps it's actually a trap and there's a pit to the left. Life is unfair. |

Table 3-117: Unusual Writing

| Die Roll | Unusual Writing (d100) |
|----------|---|
| 01-05 | Different content seen by different people |
| 06-10 | In code |
| 11-15 | In riddle form |
| 16-20 | Indented into paper (from page above) |
| 21-25 | Jigsaw puzzle |
| 26-30 | Pattern of cracks |
| 31-35 | Projected from a lens |
| 36-40 | Visible in darkness only |
| 41-45 | Visible in magical light only |
| 46-50 | Visible only in mirror |
| 51-55 | Visible only in moonlight |
| 56-60 | Visible only in sunlight |
| 61-65 | Visible only through glass |
| 66-70 | Visible only to a certain race |
| 71-75 | Visible only to those looking through a particular lens |
| 76-80 | Visible only to those wearing a particular holy symbol or other sigil |
| 81-85 | Visible only when light source is on far side of page |
| 86-90 | Visible only when warmed/hot |
| 91-95 | Visible only when wet or immersed in fire |
| 96-00 | Visible only with infravision/darkvision |

Magical Conditions And Curses

Many of the above tables refer to Beneficial Magical Conditions and their opposite, Curses. These tables offer suggestions for designing such results.

Table 3-118: Type of Beneficial Magical Condition or Curse

| Die Roll | Type of Beneficial Magical Condition or Curse (1d6) |
|----------|---|
| 1-2 | Magical Changes to Area |
| 3-4 | Affects Item(s) |
| 5-6 | Affects individual |

Table 3-119: Magical Changes to Area

| Die Roll | Beneficial Changes in Area (d100) | Curse in Area (d100) |
|----------|---|--|
| 01-10 | A being of some kind manifests, granting a different Personal Benefit to all in the area | A being of some kind manifests, inflicting a different Personal Backfire to all in the area |
| 11-20 | Gas forms in area, granting a Personal Benefit to all in the area (same benefit to all) | Gas forms in area, inflicting a Personal Backfire to all in the area (same backfire to all) |
| 21-30 | Gas forms in area, granting an Item Benefit to a certain number of items in the area (same benefit to all) | Gas forms in area, inflicting an Item Backfire to a certain number of items in the area (same backfire to all) |
| 31-40 | Light shines in area, granting a Personal Benefit to all in the area (same benefit to all) | Light shines in area, inflicting a Personal Backfire to all in the area (same backfire to all) |
| 41-50 | Light shines in area, granting an Item Benefit to certain items in the area (same benefit to all) | Light shines in area, inflicting an Item Backfire to certain items in the area (same backfire to all) |
| 51-60 | Plants grow in area, providing a Personal Benefit (same benefit) to all in area | Plants grow in area, inflicting a Personal Backfire (same backfire) to all in area |
| 61-70 | Sound or speech grants a Personal Benefit to all in the area. | Sound or speech manifests and inflicts a Personal Backfire to all in the area. |
| 71-80 | Sound or speech in the area grants an Item Benefit to certain items in the area | Sound or speech in the area manifests and inflicts an Item Backfire to certain items in the area |
| 81-90 | Magical force permeates area (lightning, fire, water, earth, acid, air) and grants a Personal Benefit to all in the area. | Magical force permeates area (lightning, fire, water, earth, acid, air) and delivers a Personal Backfire to all in the area. |
| 91-00 | Mental state of mind in area grants Personal Benefit to all in area. | Mental state of mind delivers Personal Backfire to all in area. |

BOOK THREE: DUNGEON DESIGN - TRICKS

Table 3-120: Beneficial Changes and Curses to Items

| Die Roll | Beneficial Changes to Item(s) (d100) | Item Curses (d100) |
|--------------|--|---|
| 01-05 | A new item is created: equipment or treasure | Transmutation of Substances: Gold to lead |
| 06-10 | A new item is created: vehicle or animal | Transmutation of Substances: Flesh to stone |
| 11-15 | Additional spells written onto scrolls | Transmutation of Substances: Potions to water |
| 16-20 | An item (not necessarily one in the possession of a character) animates to the benefit of the party | Transmutation of Substances: Metal to rust |
| 21-25 | Certain items become immune to fire | Transmutation of Substances: Parchment to dust |
| 26-30 | Duplication of one (probably magical) item | Spells removed from scrolls |
| 31-35 | Item (non-weapon) becomes enchanted (permanently) | One item vanishes (randomly determined) |
| 36-40 | Item (non-weapon) becomes enchanted (temporarily). Note: if the item is randomly determined, it could be something mundane, such as a backpack, mirror, or 10ft pole. | One magic weapon is disenchanted |
| 41-45 | Minor effect: items are cleaned of all dirt | One magic item is disenchanted |
| 46-50 | Minor effect: multiplication of rations or light sources | Weapon animates to attack its owner (either fighting as a creature, or making one attack with the potential for large damage) |
| 51-55 | Multiplication of certain items (potions, scrolls, swords, coins, gems, etc) | Transmutation of Substances: Cloth to insects |
| 56-60 | The item becomes a source of unknown information or advice: by talking, projecting a map, etc. | Transmutation of Substances: Potion to poison |
| 61-65 | The item transforms itself into a different and more immediately useful item. A lantern might become a useful key, for instance. The item might return to its normal shape once used or after a period of time, or it might not, depending on what makes the best sense in terms of the adventure. | Item increases tremendously in weight |
| 66-70 | Transmutation of Substances: Certain items to gold | Chance for item(s) to spontaneously combust |
| 71-75 | Transmutation of Substances: Certain liquids to potions | Metal item heats to dangerous temperature |
| 76-80 | Transmutation of Substances: Rust to Metal | Transmutation of Substances: metal into plant matter |

Table 3-120: Beneficial Changes and Curses to Items - Continued

| Die Roll | Beneficial Changes to Item(s) (d100) | Item Curses (d100) |
|--------------|---|---|
| 81-85 | Transmutation of Substances: Stone to Flesh | Item changes into a new (probably useless) form such as a farm implement, piece of fruit, or cannonball |
| 86-90 | Weapon becomes enchanted with bonus (permanently) | Item becomes cursed, possibly even possessed |
| 91-95 | Weapon becomes enchanted with bonus (temporarily) | Specific types of items disappear (weapons, armor, potions, rations, etc.) |
| 96-00 | Weapon gains special ability (but no bonus) | Transmutation of Substances: Wood to dust or rubber |

Table 3-121: Beneficial Conditions and Curses to Individuals

| Die Roll | Beneficial Magical Condition to Individual (d100) | Individual Curse (d100) |
|-----------|---|--|
| 01 | A particular curse or bad magical effect is removed (this would wither be something that came from the trick earlier, or it might be a way of countering bad effects likely to have been inflicted elsewhere in the adventure. For example: in an adventure where level-draining creatures are common, the trick might restore lost levels. | Ability to cast spells removed |
| 02 | Ability to cast spells increased (temporarily) | Ability to hear reduced |
| 03 | Ability to hear improved | Ability to hear removed |
| 04 | Ability to smell improved | Ability to see reduced |
| 05 | Ability to see beyond normal parameters is gained (into another plane of existence, in the dark, invisible objects, etc). | Ability to see removed |
| 06 | Ability to see improved | Ability to sleep reduced in effect (healing, etc) |
| 07 | Ability to sleep improved in effect (healing, etc) or in terms of the amount required | Ability to sleep removed |
| 08 | Ability to speak improved (temporarily): this might be in terms of languages spoken or in terms of "effect," such as when attempting to persuade monsters not to attack | Ability to speak intelligibly removed |
| 09 | Ability to speak with dead, or with a particular corpse's spirit | Ability to speak removed |
| 10 | Ability to transform into particular animal shape (temporary unless the trick was very difficult or dangerous) | Ability to touch and manipulate is reduced, possibly by a change to the hands, possibly by a force field around the character, possibly by an aversion to touching some kind of substances |

Table 3-121: Beneficial Conditions and Curses to Individuals - Continued

| Die Roll | Beneficial Magical Condition to Individual (d100) | Individual Curse (d100) |
|----------|---|---|
| 11 | Ability to turn undead improved (or even temporarily granted) | Ability to use sense (taste, smell, or feel) removed |
| 12 | Alertness improved | Alertness reduced |
| 13 | Attribute score increased: charisma | Alertness removed |
| 14 | Attribute score increased: dexterity | Alignment changed |
| 15 | Attribute score increased: intelligence | Attribute score reduced: charisma |
| 16 | Attribute score increased: strength | Attribute score reduced: dexterity |
| 17 | Attribute score increased: wisdom | Attribute score reduced: intelligence |
| 18 | Chance to regain a spell after casting, or cast a known spell twice | Attribute score reduced: strength |
| 19 | Character becomes able to dig like a badger at very high speed (possibly even through stone, although this might be noisy and slow) | Attribute score reduced: wisdom |
| 20 | Character becomes immune to a particular disease, permanently (immunity to mummy rot, for instance) | Aversion created (see Table 3-122) |
| 21 | Character becomes immune to all diseases temporarily | Causes Aging to the point of disability |
| 22 | Character becomes immune to damage from blunt weapons | Causes Aging with no ill effect (not many years added) |
| 23 | Character becomes immune to damage from cutting or piercing weapons | Causes fast aging leading to death over a period of days, weeks, or months |
| 24 | Character becomes physically more youthful, with no bad side effects. | Causes random sleeping episodes (narcolepsy or similar) |
| 25 | Character can command a particular type of animal | Causes sleep |
| 26 | Character can gain information about things that have happened to objects by touching them | Character becomes a magnet for attacking monsters until the effects of the backfire are removed. |
| 27 | Character can see around corners somehow | Character gains an ability (breathing fire, for example) but use of the ability is usually not a good idea because of some side effect on the character |
| 28 | Character does not need sleep | Character gains an ability (breathing fire, for example) but use of the ability is usually not a good idea because the power is uncontrollable or does random things (getting random results from an attempt to use the power, many of which are undesirable, is the classic example) |

Table 3-121: Beneficial Conditions and Curses to Individuals - Continued

| Die Roll | Beneficial Magical Condition to Individual (d100) | Individual Curse (d100) |
|----------|---|--|
| 29 | Character gains a gaze attack (temporarily) such as turning people to stone, paralyzing, charming, etc. | Character gives off smell, attracting attention of monsters |
| 30 | Character gains rations or supplies | Character gives off sound, attracting attention of monsters |
| 31 | Character gains treasure (coins) | Character is attacked by tentacles rising from floor or other created "monster" that focuses on him. |
| 32 | Character gains treasure (gems or jewelry) | Character is given false information (mentally, by speech, by vision, or by document, as applicable) |
| 33 | Character gains treasure (magic item) | Character is in some way isolated from the rest of the party: by a pit, a cage, a dimensional prison, a force field, a wall of glass, etc. |
| 34 | Character gives off no noise when he moves | Character is secretly given some mission to perform (the exact carrot-and-stick is left to the referee) – the other characters/players will not know what this secret task is, and the character is probably unable to communicate it under the terms of the magic |
| 35 | Character gives off no scent, and is undetectable in this manner. | Character's sense of purpose reduced in some fashion with some "game effect." |
| 36 | Character is able to elongate his arms as if they were made of rubber | Charm-type effect: trick can evoke one of two responses from victim |
| 37 | Character is fully healed or gains additional temporary hit points | Charm-type effect: trick can give limited set of commands to victim |
| 38 | Character is healed of damage | Charm-type effect: trick's speech or mental commands can give orders to victim |
| 39 | Character permanently gains the ability to speak (or read, or understand) a new language | Charm-type effect: victim acts in a particular manner when a particular word is spoken |
| 40 | Character receives a bonus to hit or on damage against a particular type of monster | Charm-type effect: victim allows trick or associated monster to attack, without fighting back |
| 41 | Character receives useful information (mentally, by speech, by vision, or by document, as applicable) | Charm-type effect: victim becomes confused and acts randomly |
| 42 | Character's equipment is improved (repaired or cleaned) | Charm-type effect: victim becomes friendly to monster or follows suggestions made by the trick |

BOOK THREE: DUNGEON DESIGN - TRICKS

Table 3-121: Beneficial Conditions and Curses to Individuals
- Continued

| Die Roll | Beneficial Magical Condition to Individual (d100) | Individual Curse (d100) |
|----------|--|--|
| 43 | Character's equipment is improved (temporary or permanent bonus to arms and/or armor) | Charm-type effect: victim becomes mentally-controlled puppet of the trick |
| 44 | Character's laughter causes a fear effect (temporarily) | Charm-type effect: victim flees |
| 45 | Character's skin becomes tougher, conferring improved armor class (probably temporary) | Charm-type effect: victim suffers random emotion (incapacitated) |
| 46 | Choice of various items to take, with no indication as to their relative worth or what they do. | Charm-type effect: victim's emotions are controlled by the trick |
| 47 | Cures diseases | Death magic (saving throw) possibly combined with something unpleasant that happens after death (becoming a zombie or a wraith, for instance) |
| 48 | Direct vision of deity or other powerful being, with information or blessing conferred | Normal Disease (see Diseases Table 3-123) |
| 49 | Effect of food on character: eating food has a particular and unusual effect such as regaining lost hit points (up to some maximum point) | Virulent Disease (see Diseases Table 3-125) |
| 50 | Effect of sleep on character (beneficial): sleeping causes a side effect on the character, such as gaining information from dreams or healing at twice normal rate | Effect of food on character: eating food has a particular and unusual effect such as causing small amounts of damage, making the character unable to sleep, making the character smell bad, etc. |
| 51 | Efficacy of spells increased (temporarily) | Effect of sleep on character: sleeping causes a side effect on the character, such as a bad smell, random teleportation during sleep, or causing others nearby to sleep. |
| 52 | Fighting bonus: against a particular type of foe | Efficacy of attacks reduced (damage) |
| 53 | Fighting bonus: to damage only | Efficacy of spells reduced |
| 54 | Fighting bonus: to hit | Failure chance on spells |
| 55 | Fighting bonus: to hit and on damage | Fighting penalties (against particular race or monster) |
| 56 | Gain ability to cast spells as a cleric or magic-user, temporarily, at a particular level of experience | Fighting penalties (damage only) |
| 57 | Gain experience points | Fighting penalties (to hit and damage) |
| 58 | Gain level | Fighting penalties (to hit only) |

Table 3-121: Beneficial Conditions and Curses to Individuals
- Continued

| Die Roll | Beneficial Magical Condition to Individual (d100) | Individual Curse (d100) |
|----------|--|---|
| 59 | Gain magical ally (such as a stone dog that was part of the trick, or an air spirit/weak elemental) | Hit point damage |
| 60 | Grants wish | Intelligibility of speech becomes random |
| 61 | Heightened ability to use sense (taste, smell, or feel). | Level drain |
| 62 | Immunity to certain types of spells: sleep, slow, or other lethargies | Location: character(s) moved to another location by mechanism (pit opens to another level under a character, as the simplest example) |
| 63 | Immunity: character becomes immune to a particular temperature (heat or cold) | Location: character(s) teleported to another location or plane |
| 64 | Immunity: character becomes immune to acid, electricity, or poison | Loss or penalty to turning ability |
| 65 | Immunity: character becomes immune to charm-type effects | Magical healing does not affect character, or (conversely) natural healing does not take place |
| 66 | Information: character gains a map or a vision of what the surrounding area looks like | Monsters are summoned and focus entirely upon the particular character |
| 67 | Information: character learns how to reach a particular objective point | Movement rate reduced |
| 68 | Information: the command word to activate a helpful effect or bypass a risk | Movement rate reduced to 0 (paralysis or other effect that is permanent until removed by a spell) |
| 69 | Location (beneficial change): character(s) teleported to another location or plane | Party members given reason to distrust each other |
| 70 | Location (beneficial): character(s) moved to another location by mechanism (stairs open to another level, as the simplest example) | Physical appearance (boils, length of nose, etc) |
| 71 | Magic resistance | Physical appearance is changed without any underlying game effect. For example, the character's skin might appear to be rotting, the character might have the head of a donkey, or the character might take on the face of whomever he is talking to or looking at. |
| 72 | Monsters are summoned to assist the character and follow his orders | Physical transformation: a part of the character is transformed into the corresponding part of an animal. He might gain the head of a donkey, the legs of a frog, the arms of a crab, etc |

Table 3-121: Beneficial Conditions and Curses to Individuals - Continued

| Die Roll | Beneficial Magical Condition to Individual (d100) | Individual Curse (d100) |
|----------|---|---|
| 73 | Monsters tend to ignore the character (temporary) | Physical transformation: changes into animal, object, or substance may take place under certain conditions such as combat, taking damage, being spoken to, or being exposed to sunlight |
| 74 | Partial immunity: elemental magic | Physical transformation: cyclical or periodic changes into animal or object |
| 75 | Particular animal becomes loyal to the character as an ally | Physical transformation: into animal |
| 76 | Saving throw bonus against particular type of threat (temporary or permanent depending on difficulty of trick) | Physical transformation: into animal |
| 77 | Saving throw bonus in particular area around the trick or elsewhere | Physical transformation: into object |
| 78 | Saving throw bonus on all saves (temporary) | Physical transformation: into object |
| 79 | Sense of direction: character gains ability to tell where north is, or to determine how deep he is underground, or to tell the direction (but not the pathway) to a particular starting point | Physical transformation: into substance |
| 80 | Small effect: character gets fine clothing, a nice hat, a trophy, a medallion, or other minor gift | Physical transformation: into substance |
| 81 | Special ability (probably temporary): cast a charm effect of some type | Rate of attacks reduced |
| 82 | Special ability (probably temporary): cast a protective spell of some type | Rations or water supply affected (poisoned, destroyed, or eaten by trick) |
| 83 | Special ability (probably temporary): change form | Sacrifice treasure to overcome obstacle (gems, coins, magic items) |
| 84 | Special ability (probably temporary): regeneration | Sanity: permanent insanity of a debilitating type |
| 85 | Special ability (probably temporary): speak to animals | Sanity: permanent insanity of a mild type |
| 86 | Special ability (probably temporary): unusual climbing, swinging, jumping abilities | Sanity: temporary insanity |
| 87 | Special ability with limitation: character can become invisible but still casts a shadow, or is visible by fire or torchlight, etc. | Saving throws: permanent penalty unless curse/effect removed or dispelled |
| 88 | Special ability: breathe water | Saving throws: temporary penalty measured in time |

Table 3-121: Beneficial Conditions and Curses to Individuals - Continued

| Die Roll | Beneficial Magical Condition to Individual (d100) | Individual Curse (d100) |
|----------|---|--|
| 89 | Special ability: character cannot be entangled (temporarily). Probably this is addressed to some sort of entangling hazard nearby that has been blocking progress | Saving throws: temporary penalty removed once the character takes some particular action such as speaking a command word, returning an object to its rightful place, or leaving the area |
| 90 | Special ability: detecting thoughts | Sense of direction is affected; character gets lost easily |
| 91 | Special ability: levitation or flying. This is likely temporary and linked to a particular place in the adventure area where flying or levitation is required in order to bypass a hazard or obstacle | Sense of taste, feel, or smell always yields unpleasant sensation |
| 92 | Special Ability: produce light at will | Sex of character is changed |
| 93 | Special ability: seeing through stone or even being able to pass through stone a certain number of times | Speed affected: always strike last |
| 94 | Speed: additional attacks or actions | Speed affected: half movement and attack rate |
| 95 | Speed: character strikes first | State of Matter: character turns into a gas or a liquid |
| 96 | Speed: increased movement rate | Style of movement altered by physical transformation (partial): |
| 97 | Temporary access to a treasure trove (as much as you can carry out, with limited time to grab what you can) | The character gains an ability, but cannot keep from using it under certain general circumstances (generally combat). For example: berserk attacking, increasing in size, breathing fire into the nearest melee combat, or transforming into a bad-smelling gas. A saving throw might be required to avoid using the ability uncontrollably. |
| 98 | The character receives a key that will open a particular door, bypass a trap, or otherwise assist the characters in their physical progress through the adventure area | The character is cursed (and should somehow know the details) with an effect that will happen if he dies – the classic examples are being immune to raise dead or turning into an undead creature after death. |
| 99 | The item opens an otherwise impassable door, portcullis, gateway, or force field | Their equipment (leather, wood, metal, paper, potions) |
| 100 | The item will raise one person from the dead, one time | Willingness to fight reduced |

BOOK THREE: DUNGEON DESIGN - TRICKS

Table 3-122: Aversions

| Die Roll | Aversion (d100) |
|----------|--|
| 01-05 | A color: green, black, blue, etc. |
| 06-10 | Birds |
| 11-15 | Bug Type: scorpions, spiders, beetles, etc. |
| 16-20 | Carrying things |
| 21-25 | Clothing: a total aversion to clothing can lead to encounters with local law enforcement |
| 26-30 | Combat |
| 31-35 | Common animal: mules, horses, cats, dogs, rats, or another common type of animal |
| 36-40 | Crowds |
| 41-45 | Fire |
| 46-50 | Gems |

| Die Roll | Aversion (d100) |
|----------|--|
| 51-55 | Light: either artificial or natural light |
| 56-60 | Oozy, slimy things |
| 61-65 | People with a particular hair color |
| 66-70 | Sharp things (including edged or pointy weapons) |
| 71-75 | Skeletons and bones |
| 76-80 | Small, flying creatures (bats, birds, etc) |
| 81-85 | Specific individual: usually another character |
| 86-90 | Stairs |
| 91-95 | Undead creatures, generally |
| 96-00 | Water |

Disease Tables

Table 3-123: Physician's Diagnosis of Normal Diseases

Physicians are paid to come up with an authoritative-sounding diagnosis. The diagnosis might or might not actually correspond to the disease. However, this table can be a quick way of generating the profile or symptoms of a normal or relatively minor disease.

| Die Roll | First Part of Diagnosis (d100) | Second Part of Diagnosis (d100) | Relevant Symptom - temporary or permanent depending on severity (d100) | Natural Recovery Time (d100) |
|----------|--------------------------------|---------------------------------|--|---|
| 01-02 | Weakness of the | Heart | Affects damage rolls | 1 month, give or take 1d4 days |
| 03-04 | Fluctuations of the | Kidneys | Affects to-hit rolls | 1 month, give or take 1d4 days |
| 05-06 | Undulations of the | Organs of Affection | Affects to-hit rolls | 1d10+1 days |
| 07-08 | Necrosis of the | Organs of Excretion | Blindness | 1d10+1 days |
| 09-10 | Stiffness of the | Lungs | Can cause complete paralysis (or other inability to act) in stressful situations | 1d10+1 days |
| 11-12 | Disorder of the | Nasal Passages | Causes sneezing or eructations loud enough to attract wandering monsters | 1d10+1 days |
| 13-14 | Exhalations in the | Tongue | Causes sneezing or eructations loud enough to attract wandering monsters | 1d10+1 days |
| 15-16 | Palpitations of the | Eyeballs | Chance to fail to make an intended attack | 1d10+1 days |
| 17-18 | Pimpling of the | Eyelids | Clumsiness/ability to hold items | 1d10+1 days |
| 19-20 | Bumps upon the | Head | Reduce charisma | 1d10+1 days |
| 21-22 | Flux of the | Liver | Reduce constitution | 1d10+1 days |
| 23-24 | Shivering in the | Hands | Reduce dexterity | 1d4 months or until cured by a specific course of treatment |
| 25-26 | Tremors of the | Buttocks | Reduce intelligence | 1d4 weeks |
| 27-28 | Discoloration of the | Scalp | Reduce strength | 1d4 weeks |
| 29-30 | Hair growth of the | Bones | Reduced attack rate | 1d4 weeks or until cured by a specific course of treatment |
| 31-32 | Crystallizations in the | Jaw | Reduced attack rate | 1d6 days |
| 33-34 | Liquefactions in the | Teeth | Reduces movement rate | 1d6 days |
| 35-36 | Worms in the | Gums | Reduces movement rate | 1d6 days |
| 37-38 | Bleeding in the | Stomach | Reduces movement rate | 24 hours |

Table 3-123: Physician's Diagnosis of Normal Diseases - Continued

| Die Roll | First Part of Diagnosis (d100) | Second Part of Diagnosis (d100) | Relevant Symptom - temporary or permanent depending on severity (d100) | Natural Recovery Time (d100) |
|--------------|-----------------------------------|---------------------------------|--|---|
| 39-40 | Eructations of the | Guts | Reduces movement rate | 24 hours |
| 41-42 | Interior bruising of the | Tendons | Requires frequent pit stops | 24 hours |
| 43-44 | Interior strains of the | Musculature | Saving throw penalty | Until cured with specific course of treatment |
| 45-46 | Overextension of the | Backbone | Saving throw penalty | Until magically cured |
| 47-48 | Distension of the | Hips | Saving throw penalty | Until Midsummer Night |
| 49-50 | Swelling of the | Chest cavity | Temporary loss of experience points or a level | Until next phase of moon |
| 51-52 | Ingrowth of the | Liver | Affects damage rolls | 1 month, give or take 1d4 days |
| 53-54 | Incrustations of the | Spleen | Affects to-hit rolls | 1 month, give or take 1d4 days |
| 55-56 | Imbalances of the | Blood vessels | Affects to-hit rolls | 1d10+1 days |
| 57-58 | Overexcitement of the | Intestines | Blindness | 1d10+1 days |
| 59-60 | Undue humours in the | Pancreas | Can cause complete paralysis (or other inability to act) in stressful situations | 1d10+1 days |
| 61-62 | Gases within the | Veins | Causes sneezing or eructations loud enough to attract wandering monsters | 1d10+1 days |
| 63-64 | Maladjustment of the | Skin | Causes sneezing or eructations loud enough to attract wandering monsters | 1d10+1 days |
| 65-66 | Irruptions within the | Extremities | Chance to fail to make an intended attack | 1d10+1 days |
| 67-68 | Morbidity of the | Sinuses | Clumsiness/ability to hold items | 1d10+1 days |
| 69-70 | Ill-tendencies of the | Joints | Reduce charisma | 1d10+1 days |
| 71-72 | Spasms of the | Throat | Reduce constitution | 1d10+1 days |
| 73-74 | Inflammations of the | Tonsils | Reduce dexterity | 1d4 months or until cured by a specific course of treatment |
| 75-76 | Growths within the | Appendix | Reduce intelligence | 1d4 weeks |
| 77-78 | Blossomings of the | Colon | Reduce strength | 1d4 weeks |
| 79-80 | Excitability of the | Lower extremities | Reduced attack rate | 1d4 weeks or until cured by a specific course of treatment |
| 81-82 | Hyperactivity of the | Upper extremities | Reduced attack rate | 1d6 days |
| 83-84 | Misalignments of the | Brain | Reduces movement rate | 1d6 days |
| 85-86 | Astrological misalignments of the | Liver | Reduces movement rate | 1d6 days |
| 87-88 | Pustules of the | Spleen | Reduces movement rate | 24 hours |
| 89-90 | Imbalances of the | Blood vessels | Reduces movement rate | 24 hours |
| 91-92 | Irritation of the | Intestines | Requires frequent pit stops | 24 hours |
| 93-94 | Depression of the | Stomach | Saving throw penalty | Until cured with specific course of treatment |
| 95-96 | Sinking of the | Guts | Saving throw penalty | Until magically cured |
| 97-98 | Immoderations of the | Ears | Saving throw penalty | Until Midsummer Night |
| 99-00 | Irrationality of the | Urinary tract | Temporary loss of experience points or a level | Until next phase of moon |

BOOK THREE: DUNGEON DESIGN - TRICKS

Table 3-124: Specific Courses of Treatment for Normal Diseases

| Die Roll | Course of Treatment (d100) |
|----------|--|
| 01-05 | Poultices of an expensive and noxious substance (1d4 days) |
| 06-10 | Drinking one dose of a noxious liquid |
| 11-15 | Drink one dose of noxious liquid per day for 1d4 days |
| 16-20 | Course of leeching (each 1d4 days gives a 75% chance of success) |
| 21-25 | Drinking the waters at (or of) a particular location for 1d4 days |
| 26-30 | Submersions in prepared water, once per day for 1d6 days |
| 31-35 | Steam baths from herb-prepared water once per day for 1d3 days |
| 36-40 | Exposure to light of a particular phase of the moon (could require a wait of as much as 24 days for the right phase to come around). Hope for good weather with no clouds. |
| 41-45 | Scourging and prayer for 1d4 days |

| Die Roll | Course of Treatment (d100) |
|----------|--|
| 46-50 | Eating a strict dietary regimen (all meat, all vegetables, large quantities of ale, etc) |
| 51-55 | Acupuncture for 1d4 days |
| 56-60 | Bloodletting for 1d6 days |
| 61-65 | Prescribed physical exercises for 1d6 days |
| 66-70 | Administration of lice, with cure expected to follow in 1d4 days |
| 71-75 | Poultices of an expensive and noxious substance (1d4 days) |
| 76-80 | Drinking one dose of a noxious liquid |
| 81-85 | Drink one dose of noxious liquid per day for 1d4 days |
| 86-90 | Course of leeching (each 1d4 days gives a 75% chance of success) |
| 91-95 | Bloodletting for 1d6 days |
| 96-00 | Bloodletting for 1d6 days |

Table 3-125: Lethal and Virulent Diseases

| Die Roll | First Part of Disease Name (d100) | Second Part of Disease Name (d100) | Game Effect (d100) | Due to Progressively Increasing... (d100) |
|----------|---------------------------------------|------------------------------------|---|---|
| 01-05 | The Blue | Flux | Progressive penalties to damage rolls | Asphyxiation (or asphyxiation risk) |
| 06-10 | The Black | Ague | Progressive penalties on to-hit rolls | Blindness (decay of nervous system or other cause) |
| 11-15 | The Simmering | Plague | Progressively increasing chance to fail to make attack (due to artificial inhibition) | Decay of nervous system |
| 16-20 | The Noisome | Fever | Progressively increasing chance to drop any items held | Destroys guts (eventual death) |
| 21-25 | The Yellow | Shivers | Progressive loss of experience points | Destroys respiratory system (eventual death) |
| 26-30 | The Crimson | Tremors | Progressive reductions in charisma | Disintegration of the body into dust (eventual death) |
| 31-35 | The Crystal | Vomits | Progressive reductions in constitution | Dissolves (eventual death) |
| 36-40 | The Dungeon | Boils | Progressive reductions in dexterity | Hallucinations (decay of nervous system or other) |
| 41-45 | The Watery | Pimples | Progressive reductions in intelligence | Larva growth within body (eventual death) |
| 46-50 | The Slimy | Paralysis | Progressive reductions in strength | Liquefies entire body (eventual death) |
| 51-55 | The Oozing | Pustules | Progressive saving throw penalties | Internal bleeding |
| 56-60 | The Bovine | Death | Progressive reductions in movement rate | Levels of fat in body |
| 61-65 | The Ecstatic | Privates | Causes progressive levels of confusion | Weakness of bones |
| 66-70 | The Swelling | Belches | Causes progressive levels of an emotion (joy, fear, rage, etc) | Bending, twisting, or transformation of bones (into crystal, stone, etc) |
| 71-75 | The Wormy | Flux | Causes progressive levels of paralysis, or spreading paralysis | Growth of plants or seeds within body |
| 76-80 | The Twitching | Ague | Progressive saving throw penalties | Transformation of internal body tissue into another substance (plant, mineral, etc) |
| 81-85 | The Zombie | Plague | Progressive saving throw penalties | Body temperature until eventual combustion |
| 86-90 | The King's (50%) or the Miner's (50%) | Fever | Progressive saving throw penalties | Cooling of the body temperature until converting to ice |
| 91-95 | The Sapphire | Shivers | Progressive saving throw penalties | Destruction of muscle tissue |
| 96-00 | The Noxious | Tremors | Progressive saving throw penalties | Dehydration of the body |

Traps

Traps, Generally

Traps are divided into basic traps, which usually offer a single type of risk, and complex traps, which involve more than just the “trigger + result” profile of a basic trap. Basic mechanical traps, without any sort of complicated trigger, are the classic “hallway traps.” When they are concealed in items or have complicated triggers, basic mechanical traps are the staple form of a “room trap.” Rigged natural features (a basic trap), and all complex traps, are more unusual – but they can be some of the most memorable parts of a dungeon level as long as they aren’t overused. Too many traps can spoil a dungeon adventure by slowing the characters (and the pace of the adventure) down to a slow and boring crawl.

Basic Mechanical Trap (Table 3-126)

Basic Mechanical Trap, concealed (Tables 3-126 and 3-127)

Basic Mechanical Trap, concealed, with complicated trigger (Tables 3-126 and 3-127)

Basic Trap, rigged natural feature (Table 3-134)

Basic Trap, magical (Table 3-135)

Complex Trap (Table 3-137)

Basic Traps

Basic Mechanical Traps

Table 3-126: Basic Mechanical Traps

| Die Roll | Mechanical Trap Effect (d100) |
|----------|---|
| 01-02 | Adhesive, on surfaces |
| 03-04 | Alcove, guillotine blade |
| 05-06 | Area temperature change |
| 07-08 | Bear trap or other spring-loaded object |
| 09-10 | Breaking bridge |
| 11-12 | Caltrops |
| 13-14 | Ceiling drops |
| 15-16 | Ceiling lowers |
| 17-18 | Ceiling or floor becomes magnetic |
| 19-20 | Chemical reaction in floor, walls, or ceiling, releases gas (see Table 3-128) |
| 21-22 | Door, falls to crush |
| 23-24 | Fire increases |
| 25-26 | Floor rises to meet ceiling |
| 27-28 | Floor, becomes magnetic |
| 29-30 | Floor, flips over |
| 31-32 | Floor, tilts toward something unpleasant |
| 33-34 | Grate, spiked, drops |
| 35-36 | Grease or other slippery substance |

Table 3-126: Basic Mechanical Traps - Continued

| Die Roll | Mechanical Trap Effect (d100) |
|----------|---|
| 37-38 | Iron bar swings to hit |
| 39-40 | Ladder rungs break |
| 41-42 | Large object pulled or pushed to crush |
| 43-44 | Log swings to hit |
| 45-46 | Magnetism |
| 47-50 | Missile Trap (see Table 3-130) |
| 51-52 | Net (pull up, drop down) |
| 53-54 | Pit trap (see pits table) |
| 55-56 | Portcullis falls |
| 57-58 | Quicksand |
| 59-60 | Rolling ball |
| 61-62 | Room, fills with sand or gravel |
| 63-64 | Room, floods with water |
| 65-66 | Scything blade |
| 67-68 | Snare or noose, pulls sideways |
| 69-70 | Snare or noose, pulls up |
| 71-72 | Spiked ball (or other heavy object) swings to hit |
| 73-74 | Squirt-trap fires glue |
| 75-76 | Stairs break |
| 77-78 | Stone block, drops to block passage behind |
| 79-80 | Stone block, drops to crush |
| 81-82 | Stone cylinder (huge) rolls into trapped area |
| 83-84 | Surface turns into slide or chute |
| 85-86 | Trapdoor opens |
| 87-88 | Valve, releases gas (see Table 3-128) |
| 89-90 | Valve, releases liquid (see Table 3-129) |
| 91-92 | Vent, releases very strong wind or gust |
| 93-94 | Vent: releases gas (see Table 3-128) |
| 95-96 | Wall, close in |
| 97-98 | Wall, opens to release monsters |
| 99-00 | Webs |

BOOK THREE: DUNGEON DESIGN - TRAPS

Table 3-127: Mechanical traps – Concealment, Complicated Triggers

Not every mechanical trap will have a complicated trigger: most will operate by pressure plates and tripwires.

| Die Roll | Trap Concealment (d100) | Complicated Trigger (d100) |
|--------------|-------------------------|--|
| 01-02 | Alcove | A chemical requires a certain level of coolness to remain inactive. Nearby flames (such as torches) cause it to react and activate the trap |
| 03-04 | Altar | A chemical requires a certain level of heat to remain inactive. Shadows cause it to react and activate the trap |
| 05-06 | Aquarium | A coating of grease covers a substance that heats up when exposed to air; if the grease is smeared, the heat of the chemical reaction activates the trap |
| 07-08 | Barrel or cask | A feather is suspended over a very delicate pressure plate. If it is blown down by air currents, it will activate the trap when it lands (so would other very light objects) |
| 09-10 | Bath or basin | A glass globe (possibly quite small) contains a chemical that is highly reactive when exposed to air. If the globe breaks (and is still in the right place) the heat of the chemical reaction activates the trap |
| 11-12 | Bed | A hanging object or an object resting on the floor holds down a vertical tripwire. If the object is removed, the tripwire flies into the ceiling (probably due to a counterweight) and the trap is activated |
| 13-14 | Book | A highly reactive powder is located upon a heat sensor of some kind. Body heat, oils in skin, or exhaled carbon dioxide concentrations (three different triggers, here) cause the powder to react and activate the heat sensor or burn through a thread |
| 15-16 | Bookshelves | A part of the item can be moved, and contains a lever that activates the trap |
| 17-18 | Box or crate | Acid container tips onto string; when spring snaps, trap is activated |
| 19-20 | Bridge | Acid container tips onto string; when spring snaps, trap is activated |
| 21-22 | Cabinet | Beam of light (possibly invisible, possibly not, possibly visible only with unusual type of vision) has a “photoreceptor”: if the beam of light is broken, the trap is activated |
| 23-24 | Carpet or rug | Beam of light (possibly invisible, possibly not, possibly visible only with unusual type of vision) has a “photoreceptor.” Something blocks the beam of light, but if that item is moved, the light will hit the photoreceptor and activate the trap |
| 25-26 | Ceiling hook | Beam of light (possibly invisible, possibly not, possibly visible only with unusual type of vision) has a “photoreceptor”: if the beam of light is broken, the trap is activated |
| 27-28 | Chair or throne | Beam of light (possibly invisible, possibly not, possibly visible only with unusual type of vision) has a “photoreceptor.” Something blocks the beam of light, but if that item is moved, the light will hit the photoreceptor and activate the trap |
| 29-30 | Chest | Blade cuts twine if moved |
| 31-32 | Corpse | Blade cuts twine if moved |
| 33-34 | Dais, platform or stage | Change-up. A hammer is held suspended by a latch, which, if opened will cause the hammer to strike an obvious pressure plate. That pressure plate HAS to be hit in order to temporarily deactivate another, hidden, pressure plate in the floor. The pressure plate in the floor is the one that activates a trap. |
| 35-36 | Desk | Flint sparks a trail of flammable powder to the triggering point |
| 37-38 | Display case | Flint sparks a trail of flammable powder to the triggering point |
| 39-40 | Door | Guitar-type string, if plucked, establishes a frequency that breaks a little sliver of glass, activating the trap |
| 41-42 | Door hinges | Latch releases gears to begin moving, if the latch is accidentally pulled off its holder |
| 43-44 | Doorknob or latch | Latch releases gears to begin moving, if the latch is accidentally pulled off its holder |
| 45-46 | Fireplace | Piece of tubing contains gas or liquid under pressure. The pressure keeps the trap from functioning; if a stopper is removed (possibly attached to a wire or chain), the pressure is removed and the trap activates. Same result if the tubing is broken or pierced. |
| 47-48 | Flagstone in floor | Pin (like that of a grenade) hold trap from functioning unless it is pulled from its socket |
| 49-50 | Forge or anvil | Pin (like that of a grenade) hold trap from functioning unless it is pulled from its socket |
| 51-52 | Fountain | Pressure plate with weight on it releases when weight removed |
| 53-54 | Idol or statue | Pressure plate with weight on it releases when weight removed |
| 55-56 | Jar, pot, urn | Pressure plate with weight on it releases when weight removed |
| 57-58 | Ladder | Pressure plate: when depressed, the trap is activated |
| 59-60 | Lamp | Pressure plate: when depressed, the trap is activated |

Table 3-127: Mechanical traps – Concealment, Complicated Triggers - Continued

| Die Roll | Trap Concealment (d100) | Complicated Trigger (d100) |
|----------|---------------------------|--|
| 61-62 | Machine | Pressure plate: when depressed, the trap is activated |
| 63-64 | Manacles or chains | Pressure plate: when depressed, the trap is activated |
| 65-66 | Mirror | Pull-wire on item releases trap |
| 67-68 | Oven | Pull-wire on item releases trap |
| 69-70 | Pedestal | Pull-wire on item releases trap |
| 71-72 | Pews or benches | Sliding bolt keeps hidden gears from moving unless the bolt is pulled from its socket |
| 73-74 | Pillar or column | Sliding bolt keeps hidden gears from moving unless the bolt is pulled from its socket |
| 75-76 | Pool | Sliver of blown glass contains a light beam or a corrosive liquid that activates the trap if the piece of glass is broken |
| 77-78 | Portcullis | Something is delicately balanced upon a button. If it falls, the removal of weight lifts a pin and activates the trap |
| 79-80 | Railing | Spring releases trap |
| 81-82 | Ramp | Spring releases trap |
| 83-84 | Stairs | Trap is located on a balanced “seesaw” with another counterweight; if either item is removed, the seesaw will press onto a trigger and activate the trap |
| 85-86 | Stove | Trap is located on a balanced “seesaw” with another counterweight; if either item is removed, the seesaw will pull up a chain and activate the trap |
| 87-88 | Sundial | Trap is located on a balanced “seesaw” with another counterweight; if either item is removed, the seesaw will press onto a trigger and activate the trap |
| 89-90 | Table | Trap is located on a balanced “seesaw” with another counterweight; if either item is removed, the seesaw will pull up a chain and activate the trap |
| 91-92 | Tapestry | Tripwire activates trap when pulled |
| 93-94 | Taxidermy piece | Tripwire activates trap when pulled |
| 95-96 | Telescope or kaleidoscope | Tripwire activates trap when pulled |
| 97-98 | Toilets or privy | Tripwire activates trap when pulled |
| 99-00 | Torch or sconce | Water container in trap, if disturbed, splashes water onto reactive substance; chemical reaction releases trap |

Table 3-128: Gases

| Die Roll | Effect (d100) | Behavior (d100) |
|----------|---|--|
| 01-02 | Affects brain (confusion): causes random actions (temporary) | Begins as heavier than air but becomes lighter and rises |
| 03-04 | Affects brain (language): lose language or speech capability (temporary). | Begins as heavier than air but becomes lighter and rises |
| 05-06 | Affects brain (rage): attack comrades (temporary) | Begins as heavier than air but becomes lighter and rises |
| 07-08 | Affects muscles: can only carry half normal weight (permanent) | Begins as heavier than air but becomes lighter and rises |
| 09-10 | Affects muscles: can only carry half normal weight (temporary) | Begins as heavier than air but becomes lighter and rises |
| 11-12 | Affects muscles: causes damage penalty (permanent) | Begins as lighter than air but becomes heavier and sinks |
| 13-14 | Affects muscles: causes damage penalty (temporary) | Begins as lighter than air but becomes heavier and sinks |
| 15-16 | Affects muscles: movement rate reduced by half (permanent) | Begins as lighter than air but becomes heavier and sinks |
| 17-18 | Affects muscles: movement rate reduced by half (temporary) | Begins as lighter than air but becomes heavier and sinks |
| 19-20 | Affects nerves: causes to-hit penalties (permanent) | Begins as lighter than air but becomes heavier and sinks |
| 21-22 | Affects nerves: causes to-hit penalties (temporary) | Fills a cubic area, disperses rapidly |
| 23-24 | Affects nerves: saving throw penalties (permanent) | Fills a cubic area, disperses rapidly |
| 25-26 | Affects nerves: saving throw penalties (temporary) | Fills a cubic area, disperses rapidly |
| 27-28 | Affects nerves; palsy prevents character from being able to hold onto anything (temporary) | Fills a cubic area, disperses rapidly |
| 29-30 | Affects skin: rash and itching (various effects possible, from combat penalties to saving throws to taking off armor, to dropping held items - long term but not permanent) | Fills a cubic area, disperses rapidly |

BOOK THREE: DUNGEON DESIGN - TRAPS

Table 3-128: Gases - Continued

| Die Roll | Effect (d100) | Behavior (d100) |
|--------------|---|---|
| 31-32 | Attacks brain (intelligence): lowers intelligence (permanent) | Fills a cubic area, lingers |
| 33-34 | Attacks brain (intelligence): lowers intelligence (temporary) | Fills a cubic area, lingers |
| 35-36 | Attacks muscles: lowers strength (permanent) | Fills a cubic area, lingers |
| 37-38 | Attacks muscles: lowers strength (temporary) | Fills a cubic area, lingers |
| 39-40 | Attacks nerves: lowers dexterity (permanent) | Fills a cubic area, lingers |
| 41-42 | Attacks nerves: lowers dexterity (temporary) | Fills a particular radius, disperses rapidly |
| 43-44 | Attacks respiratory system: causes hit point damage (less with saving throw) | Fills a particular radius, disperses rapidly |
| 45-46 | Blindness gas | Fills a particular radius, disperses rapidly |
| 47-48 | Burns skin: reduces charisma (permanent) | Fills a particular radius, disperses rapidly |
| 49-50 | Burns skin: reduces charisma (temporary) | Fills a particular radius, disperses rapidly |
| 51-52 | Causes depression and lethargy: affected characters won't bother going anywhere or fighting (temporary) | Fills a particular radius, lingers |
| 53-54 | Damaging gas: more or less hit point damage depending on saving throw. | Fills a particular radius, lingers |
| 55-56 | Fear gas: combat penalties (temporary) | Fills a particular radius, lingers |
| 57-58 | Fear gas: paralyzed (temporary) | Fills a particular radius, lingers |
| 59-60 | Fear gas: run (temporary) | Fills a particular radius, lingers |
| 61-62 | Flammable | Lies near floor, lingers |
| 63-64 | Flammable: sticks to clothing and skin for ongoing damage if ignited | Lies near floor, lingers |
| 65-66 | Forgetfulness gas (possibly just role-played, or possibly a loss of experience points or even levels). | Lies near floor, lingers |
| 67-68 | Hallucination gas; 50% likelihood of attacking a double image of opponents (temporary) | Lies near floor, lingers |
| 69-70 | Hallucination gas; see friends as some sort of enemy (works best if that sort of enemy is waiting for the gas to take effect before attacking) (temporary). | Lies near floor, lingers |
| 71-72 | Hunger gas: consume all rations | Rises near ceiling, lingers |
| 73-74 | Light sensitivity gas: light causes damage, but you still can't see very well in the dark (some sort of partial blindness) (temporary) | Rises near ceiling, lingers |
| 75-76 | Pain gas: victims are incapacitated to some degree (e.g., drop weapons, effectively paralyzed, or just subject to combat penalties). | Rises near ceiling, lingers |
| 77-78 | Paralysis (temporary) | Rises near ceiling, lingers |
| 79-80 | Poison | Rises near ceiling, lingers |
| 81-82 | Poison | Turns into liquid after a certain duration, and drains away |
| 83-84 | Poison | Turns into liquid after a certain duration, and drains away |
| 85-86 | Poison | Turns into liquid after a certain duration, and drains away |
| 87-88 | Poison | Turns into liquid after a certain duration, and drains away |
| 89-90 | Poison | Turns into liquid after a certain duration, and drains away |
| 91-92 | Removes oxygen from air (affects breathing and flames) | Turns into solid powder after a certain duration |
| 93-94 | Sleep gas | Turns into solid powder after a certain duration |
| 95-96 | Slow gas, causes all effects of a slow spell (temporary) | Turns into solid powder after a certain duration |
| 97-98 | Tightens throat muscles, causing likelihood of unconsciousness | Turns into solid powder after a certain duration |
| 99-00 | Transformation gas: slowly changes victim into a different form established by the particular alchemical properties of the gas (e.g., lycanthropy gas, giant bug gas, flesh-to-stone gas, etc.) (permanent) | Turns into solid powder after a certain duration |

Table 3-129: Trap Liquids

| Die Roll | Nature of Liquid (d100) |
|----------|---|
| 01-10 | Alchemical (saving throw or percentage chance to cause an effect – possibly randomized) |
| 11-20 | Fast-hardening resin or concrete |
| 21-30 | Gasoline/kerosene |
| 31-40 | Greek fire |
| 41-50 | Oil (non-flammable) |
| 51-60 | Plaster |
| 61-70 | Slime |
| 71-80 | Soup or stew |
| 81-90 | Viscous/quasi-gel |
| 91-00 | Water |

Table 3-131: Pits - Continued

| Die Roll | Pit Type (d100) |
|----------|---|
| 51-55 | Closes, locks, then shifts or rotates to be replaced with new (empty) pit |
| 56-60 | Closes, locks, walls close to crush |
| 61-65 | Contains piranha, mutant sea bass, electric eels, etc. |
| 66-70 | Covered pit, spikes at bottom |
| 71-75 | Drops to another level of dungeon |
| 76-80 | Poison spikes at bottom |
| 81-85 | Uncovered pit |
| 86-90 | Uncovered pit, ooze or slime at bottom |
| 91-95 | Uncovered pit, snakes |
| 96-00 | Uncovered pit, spikes at bottom |

Table 3-130: Missile Traps

| Die Roll | Missile Type (d100) | Special - Optional (d100) |
|----------|-------------------------|---|
| 01-05 | Arrows | Attached to cable or chain for pulling back |
| 06-10 | Arrows | Coated in acid |
| 11-15 | Ballista bolt | Disease carrier |
| 16-20 | Bladed disk or shuriken | Explosive |
| 21-25 | Bolts | Poisoned (lethal) |
| 26-30 | Cannonball | Poisoned (non-lethal) |
| 31-35 | Catapult stone | None |
| 36-40 | Darts | None |
| 41-45 | Darts | None |
| 46-50 | Grappling hook | None |
| 51-55 | Grenade | None |
| 56-60 | Harpoon | None |
| 61-65 | Lasso | None |
| 66-70 | Net | None |
| 71-75 | Shrapnel | None |
| 76-80 | Sling bullet | None |
| 81-85 | Sling stone | None |
| 86-90 | Spear | None |
| 91-95 | Spiked cannonball | None |
| 96-00 | Spiked log | None |

Table 3-132: Poison Effects Table (Lethal)

| Die Roll | Effect of Lethal Poison (d100) |
|----------|--|
| 01-02 | Adjusted by Constitution score: the victim will die in a number of rounds (or hours, or days) equal to a die roll plus his Constitution score. |
| 03-04 | Adjusted by level: the victim will die in a number of rounds (or hours, or days) equal to a die roll plus his level of experience. |
| 05-06 | Attribute Erosion (lethal): particular attribute is reduced by 1 point per minute, with death occurring at 0; saving throw completely negates effect; attribute loss is permanent unless restored by magic |
| 07-08 | Attribute Erosion (lethal): particular attribute is reduced by 1 point per minute, with death occurring at 0; saving throw completely negates effect; attribute loss is not permanent if poison effects are reversed |
| 09-10 | Attribute Erosion (lethal): particular attribute is reduced by 1 point per hour, with death occurring at 0; saving throw completely negates effect; attribute loss is permanent unless restored by magic |
| 11-12 | Attribute Erosion (lethal): particular attribute is reduced by 1 point per hour, with death occurring at 0; saving throw completely negates effect; attribute loss is not permanent if poison effects are reversed |
| 13-14 | Damage (lethal quantity): causes hit point damage each hour for a predetermined number of days; saving throw avoids effects completely |
| 15-16 | Damage (lethal quantity): causes hit point damage each hour for a predetermined number of days; successful saving throw reduces but does not eliminate damage |
| 17-18 | Damage (lethal quantity): causes hit point damage each hour for a predetermined number of days; successful saving throw means that damage is only inflicted once |
| 19-20 | Damage (lethal quantity): causes hit point damage each minute for a predetermined number of minutes; saving throw avoids effects completely |
| 21-22 | Damage (lethal quantity): causes hit point damage each minute for a predetermined number of hours; saving throw avoids effects completely |
| 23-24 | Damage (lethal quantity): causes hit point damage each minute for a predetermined number of minutes; successful saving throw reduces but does not eliminate damage |

Table 3-131: Pits

| Die Roll | Pit Type (d100) |
|----------|--|
| 01-15 | Normal pit (covered) |
| 16-20 | Closes and locks |
| 21-25 | Closes, contains liquid (see Table 3-129) |
| 26-30 | Closes, locks, floods |
| 31-35 | Closes, locks, poison spikes at bottom |
| 36-40 | Closes, locks, sinks down like elevator |
| 41-45 | Closes, locks, snakes or centipedes inside |
| 46-50 | Closes, locks, spikes at bottom |

BOOK THREE: DUNGEON DESIGN - TRAPS

Table 3-132: Poison Effects Table (Lethal) - Continued

| Die Roll | Effect of Lethal Poison (d100) |
|----------|--|
| 25-26 | Damage (lethal quantity): causes hit point damage each minute for a predetermined number of hours; successful saving throw reduces but does not eliminate damage |
| 27-28 | Damage (lethal quantity): causes hit point damage each minute for a predetermined number of minutes; successful saving throw means that damage is only inflicted once |
| 29-30 | Damage (lethal quantity): causes hit point damage each minute for a predetermined number of hours; successful saving throw means that damage is only inflicted once |
| 31-32 | Damage (lethal quantity): causes hit point damage each round for a predetermined number of rounds; saving throw avoids effects completely |
| 33-34 | Damage (lethal quantity): causes hit point damage each round for a predetermined number of rounds; successful saving throw reduces but does not eliminate damage |
| 35-36 | Damage (lethal quantity): causes hit point damage each round for a predetermined number of rounds; successful saving throw means that damage is only inflicted once |
| 37-38 | Damage (lethal quantity): causes hit point damage each round, forever; saving throw avoids effects completely |
| 39-40 | Damage (lethal quantity): causes hit point damage each round, forever; successful saving throw reduces but does not eliminate damage |
| 41-42 | Damage (lethal quantity): causes hit point damage each round, forever; successful saving throw means that damage is only inflicted once |
| 43-44 | Damage from activity: failed saving throw means the character takes a certain number of hit points damage per hour, but physical exertion (moving, fighting, spell casting) causes additional damage per combat round. |
| 45-46 | Damage from activity: failed saving throw means the character takes a certain number of hit points damage per hour, but physical exertion (moving, fighting, spell casting) requires an additional saving throw to avoid instant death. |
| 47-48 | Damage from spell casting: failed saving throw means the character takes a certain number of hit points damage per hour (eventually lethal, but very slow), but also takes hit point damage whenever he casts a spell (probably dependent on the power of the spell). None of the damage caused by spell casting can be healed unless the poison is removed from the system. |
| 49-50 | Experience Point Erosion (lethal): failed saving throw means that character loses a particular number of experience points every hour until reaching 0 (death). The more lethal the poison, the higher the number of experience points lost each hour. Experience point loss is permanent unless restored. |
| 51-52 | Experience Point Erosion (lethal): failed saving throw means that character loses a particular number of experience points every hour until reaching 0 (death). The more lethal the poison, the higher the number of experience points lost each hour. Experience points return (at some rate) if the poison is neutralized. |
| 53-54 | Internal damage (ability score based): if the victim fails a saving throw, he suffers internal damage and must make a "check" against his constitution score every time he suffers damage from another source. Failing the check (rolling higher than the ability score on a d20) indicates that the damage caused by the poison causes death (from a weakened artery, stomach lining, etc). |

Table 3-132: Poison Effects Table (Lethal) - Continued

| Die Roll | Effect of Lethal Poison (d100) |
|----------|--|
| 55-56 | Internal damage (increasing): if the victim fails a saving throw, he suffers internal damage and has a 10% chance of dying when he next takes damage from a wound, spell, fall, or other source of hit point damage. The next wound has a 15% chance of killing him, the next wound a 20% chance, and so on. (A stronger poison might have a higher initial chance of death or cumulate at more than 5% per wounding). |
| 57-58 | Internal damage (lethal): if the victim fails a saving throw, he suffers internal damage and has a 10% chance of dying each time he takes damage from a wound, spell, fall, or other source of hit point damage. (A stronger poison might have a higher chance of death). |
| 59-60 | Internal damage (saving throw/level based - progressive): if the victim fails a saving throw, he suffers internal damage and must make a saving throw every time he suffers damage from another source. Failing the saving throw indicates that the damage caused by the poison causes death (from a weakened artery, stomach lining, etc). Each saving throw has a cumulative -1 penalty. |
| 61-62 | Internal damage (saving throw/level based): if the victim fails a saving throw, he suffers internal damage and must make a saving throw every time he suffers damage from another source. Failing the saving throw indicates that the damage caused by the poison causes death (from a weakened artery, stomach lining, etc). |
| 63-64 | Lethal (don't eat): failed saving throw means the character has a 25% chance of dying every time he eats |
| 65-66 | Lethal (don't eat): failed saving throw means the character will die the next time he eats food |
| 67-68 | Lethal (don't sleep): failed saving throw means the character has a 25% chance of dying whenever he sleeps unless the poison is reversed. |
| 69-70 | Lethal (don't sleep): failed saving throw means the character will succumb to the poison and die when he next sleeps. |
| 71-72 | Lethal (stay out of the sun): failed saving throw means the character takes damage from sunlight (some number of points per hour's exposure) and those hit points cannot be healed unless the poison itself is removed from the system. |
| 73-74 | Lethal, delayed by level: failed saving throw means that the character will die in a number of combat rounds equal to his level. |
| 75-76 | Lethal, delayed by level: failed saving throw means that the character will die in a number of hours equal to his level. |
| 77-78 | Lethal, delayed: failed saving throw means death in a certain number of combat rounds |
| 79-80 | Lethal, delayed: failed saving throw means death in a certain number of hours |
| 81-82 | Lethal, delayed: failed saving throw means death in a random number of combat rounds |
| 83-84 | Lethal, delayed: failed saving throw means death in a random number of hours |
| 85-86 | Lethal: Instant death; saving throw avoids effects completely |
| 87-88 | Lethal: Instant death; successful saving throw means damage but not death |

Table 3-132: Poison Effects Table (Lethal) - Continued

| Die Roll | Effect of Lethal Poison (d100) |
|----------|--|
| 89-90 | Level Erosion (lethal): failed saving throw means that the character loses a level and continues to lose more levels (perhaps one per day) until reaching 0 (death). Level loss is permanent unless the levels are restored. Note: levels tend to be associated with life force, so this sort of poison would likely be associated with the undead, planes of shadow, or other such supernatural forces. Mere loss of memory would be better addressed with a poison that erodes experience points rather than experience levels |
| 91-92 | Level Erosion (lethal): failed saving throw means that the character loses a level and continues to lose more levels (perhaps one per day) until reaching 0 (death). Levels are regained (at some rate) if the poison is neutralized. |
| 93-94 | Percentile chance of death (eroding): Each hour, the victim has a percentage chance of dying instantly (the percentile chance corresponding to the strength of the poison). The percentile chance increases each hour. Example: if the victim fails a saving throw, he has a 10% chance of dying immediately; if he survives, he must make a check every subsequent hour, with the first check at 15%, the second check at 20%, etc. |
| 95-96 | Percentile chance of death: Each hour, the victim has a percentage chance of dying instantly (the percentile chance corresponding to the strength of the poison). |
| 97-98 | Saving throw checks (eroding): a failed saving throw means the character starts the process of dying, but can stave it off for a while – each hour, the character must make a saving throw or die instantly. Also, each hour, a cumulative -1 penalty is added to that die roll. |
| 99-00 | Saving throw checks: a failed saving throw means the character starts the process of dying, but can stave it off for a while – each hour, the character must make a saving throw or die instantly. |

Table 3-133: Poison Effects (Non-Lethal) - Continued

Note that “mental” effects of poisons are short term – that would indicate insanity, which is much more linked with magic than poisons are – a “poison” is something that works non-magically. Magical poisons should be thought of as potions, and dreamed up using that kind of mental framework, so you don’t accidentally blend all your types of threats together. When all types of threats can result in all types of consequences, you have removed the unique nature of “poison” vs. “curse,” vs. “disease,” etc. Physical effects can generally be short term (very weak poisons, or the side effect of making a saving throw against a very strong poison) or long term (probably the result of failing a save – long term effects as an automatic minimum result of poison would indicate a poison of quasi-mythical potency and will understandably tick off your players).

| Die Roll | Non-Lethal Poison Effect (d100) |
|----------|--|
| 01-10 | Affects ability score(s) (short or long term) |
| 11-20 | Affects saving throws across the board (short or long term) |
| 21-30 | Blindness (short or long term) |
| 31-40 | Catatonia (long or short term) |
| 41-50 | Confusion (short term) |
| 51-60 | Deafness (short or long term) |
| 61-70 | Incapacitated by pain |
| 71-80 | Paralysis or catatonia (long or short term) |
| 81-90 | Rage or berserking (short term) |
| 91-00 | Reduced ability to resist disease (penalty to saving throw) (short or long term) |



Basic Traps (Rigged Natural Features)

The above trap tables are great for generating a huge variety of mechanical traps, but sometimes a trap is constructed by taking advantage of an already existing, inherently dangerous feature of the terrain – and making it more dangerous for people who don't know the right way to handle it. For traps like these, roll on the following table (which is a repeat of one of the trick tables, but used differently):

Table 3-134: Basic Traps (Rigged Natural Features)

| Die Roll | Dangerous Feature that has been “Rigged” (d100) | Method of Rigging the Obstacle (d100) |
|----------|---|--|
| 01-05 | Chasm blocking path | Something pushes you into it |
| 06-10 | Cliff face or wall requires climbing | Something collapses you into it |
| 11-15 | Crumbling ceiling or walls | Something pulls you into it |
| 16-20 | Crumbling floor | There is a fake “safe” path that isn’t the safe path |
| 21-25 | Dangerous-looking bridge over chasm or river | There is a monster placed in a strategic location |
| 26-30 | Force field or other magical barrier | There is a mechanical trap placed in a strategic location |
| 31-35 | Geysers of hot water or lava | Something compels you into it (e.g., magical charm) |
| 36-40 | Hot area (volcanic or other) | Something slides you into it |
| 41-45 | Illusion of another type of obstacle | Something lifts you into it |
| 46-50 | Misty area with poor visibility | Something shakes you into it (loss of footing, probably) |
| 51-55 | Pathway/walkway leads up the side of a cliff face | Something guides you into it |
| 56-60 | Pit blocking path | Something makes you abnormally reckless |
| 61-65 | Quicksand | Something reduces your ability to cope with the risk (affecting ability scores, effective level, saving throws, etc) |
| 66-70 | River blocks path | Something reaches out from within it |
| 71-75 | Rivulet or water channel crosses path | It is used as a missile-fire ambush |
| 76-80 | Slippery slope | Some device, spell, or construction has been used to make it harder to get out of the danger zone once involved |
| 81-85 | Tall ceiling with overhead risks | Something rotates or shifts to make the obstacle more dangerous |
| 86-90 | Thorns, undergrowth, or dangerous fungus growths | Something affects sense of direction, sense of sight, or physical balance in or near the danger zone; to make damage more likely, or to prolong exposure to damage |
| 91-95 | Venting steam, bad air, or dangerous gases | A “safe” path only works for the first couple of people, after which it becomes dangerous or impassable |
| 96-00 | Wall or fence blocks path | Another danger acts to herd the party into the natural danger zone (lightning strikes, hordes of rats, roiling gas, etc). |

Basic Traps (Magical)

Magical traps are those with a non-mechanical effect or a non-mechanical trigger. In addition to the trap’s actual effect, there will often be some sort of special effect that goes with it (See Table 3-136).

Table 3-135: Basic Traps (Magical)

| Die Roll | Profile of Trap (d100) | Magical Trap Trigger (d100) | Magical Trap Effect (d100) |
|----------|--|---|----------------------------|
| 01-10 | Complicated Mechanical Trigger (roll on Table 127) Magical Effect (roll on column 3) | Alignment-detector, species-detector, or character-class detector | Anti-gravity or levitation |
| 11-20 | Magical Trigger (Column 2) Mechanical Effect (Roll on Table 126) | Area is being scryed (by crystal ball or similar device) and the trap can be manually activated by the creature monitoring the area | Confuses |
| 21-30 | Magical Trigger (Column 2) Mechanical Effect (Roll on Table 126) | Beams of light activate trap when broken | Curses (see Table 3-118) |
| 31-40 | Magical Trigger (Column 2) Mechanical Effect (Roll on Table 126) | Carving, gem, or other feature can “see” intruders and has enough intelligence to discern friend or foe (possibly it could be fooled by disguises, depending on what it has been told to watch for) | Elemental damage |

Table 3-135: Basic Traps (Magical) - Continued

| Die Roll | Profile of Trap (d100) | Magical Trap Trigger (d100) | Magical Trap Effect (d100) |
|----------|--|---|----------------------------|
| 41-50 | Magical Trigger (Column 2) Magical Effect (Column 3) | Clouds or curtains of mist activate trap when agitated | Enchants |
| 51-60 | Magical Trigger (Column 2) Magical Effect (Column 3) | Magical speech requests password and activates trap if the proper response is not given. There are some less-common variations on this: in some cases the trap might only activate if a specific wrong response is given; or it might require both a password <i>and</i> possession of a specific object. | Imprisons |
| 61-70 | Magical Trigger (Column 2) Magical Effect (Column 3) | Object “sends a message” that activates a trap when the object is picked up, opened, etc. | Lethal |
| 71-80 | Magical Trigger (Column 2) Magical Effect (Column 3) | Presence of intelligence activates trap | Paralysis |
| 81-90 | Mechanical trigger (simple) with concealment (Roll on Table 127) | Presence of life activates trap | Teleports |
| 91-00 | Mechanical Trigger (simple, such as trip-wire) Magical Effect (roll on column 3) | Temperature alterations (including body heat) activate trap | Transforms |

Table 3-136: Magical Trap Special Effects

| Die Roll | Special Effect (d100) | Die Roll | Special Effect (d100) |
|----------|--|----------|---|
| 01-02 | A change in mental processes | 51-52 | Involves eyes |
| 03-04 | A change to the skin | 53-54 | Involves memory |
| 05-06 | A sphere of elemental substance: earth, fire, air or water | 55-56 | Involves movement up or down in some way |
| 07-08 | A sphere of force or light | 57-58 | Involves paper or parchment |
| 09-10 | Affects internal organs or brain | 59-60 | Involves pictures on the walls or floor |
| 11-12 | Can be avoided with the use of certain words | 61-62 | Involves plant matter (probably growing suddenly from nowhere) |
| 13-14 | Certain people are unaware of the trap having functioned | 63-64 | Involves runes, possibly glowing, possibly part of the trap's trigger |
| 15-16 | Chiming sound | 65-66 | Involves the forward or backward movement of time |
| 17-18 | Darkness, shadows, or intense illumination | 67-68 | Involves the movement of several disks |
| 19-20 | Dreams or visions | 69-70 | Involves the movement of stone |
| 21-22 | Fire (oddly colored) | 71-72 | Involves the movement or sand, powder, or dirt |
| 23-24 | Floating image or a person, monster, or animal | 73-74 | Involves the sudden appearance of an animal |
| 25-26 | Floating motes of light | 75-76 | Involves wine |
| 27-28 | Frost or ice | 77-78 | Involves wood |
| 29-30 | Glowing metal | 79-80 | Light beams |
| 31-32 | Involves a gem (possibly implanted) | 81-82 | Light glow (strangely colored) |
| 33-34 | Involves a glass or metal bottle in some way | 83-84 | Rope, spider webs, tendrils, or tentacles |
| 35-36 | Involves a large piece of cloth such as a tapestry, cloak, or carpet | 85-86 | Sleet or hail |
| 37-38 | Involves a mirror, lens, window, or glass ball | 87-88 | Sparks |
| 39-40 | Involves a mouth making sound, or another obvious source of sound such as a musical instrument | 89-90 | Takes effect slowly and can be avoided with the proper actions |
| 41-42 | Involves a pattern on the walls or ceiling | 91-92 | Thorns or needles |
| 43-44 | Involves a snake, serpentine movement, or a twisting path | 93-94 | Thunderclap |
| 45-46 | Involves a water source such as a fountain, river, or pool | 95-96 | Unwittingly gives clue or revelation as a side effect |
| 47-48 | Involves an hourglass, sundial, or other timekeeping device (tick, tock...) | 97-98 | Uses fear in the trap's functioning or effects |
| 49-50 | Involves disorientation in space | 99-00 | Uses rage or anger in the trap's functioning or effects |

Complex Traps

Complex traps are traps with four or even five elements.

The Draw: This first stage might or might not be present; it is a mechanism that brings the party into the area where the trap can take effect and/or triggers the trap.

The Prison: The second stage is virtually always present; an element that holds the characters in place or in a particular location.

The Kill Mechanism: The third stage is an element that kills them slowly in that location.

The Kill-switch: The fourth element, which is virtually always present in a slow-kill trap, is a kill switch or mechanism of escape.

The Complication: The fifth element, which will not always be present, is a distraction or complication.

Table 3-137: Overall Profile for Complex Trap

| Die Roll | First Stage - The Draw (1d6) | Second Stage - The Prison (1d6) | Third Stage - The Kill Mechanism (1d6) | Fourth Stage - Kill-Switch or Escape Hatch (1d6) | Fifth Stage - Complication (1d6) |
|----------|---|--|--|--|--|
| 1-2 | Physical or Magical Draw (See Table 3-138) | Whole party blocked from retreat | Progressive gas effect | Mechanical escape hatch | Monsters or progressive physical immobilization |
| 3-4 | Greed (the promise or appearance of treasure either brings the party into the area or attempting to get it triggers the trap) | Party physically divided from each other | Slow-moving mechanical | Kill-switch or magical escape | Progressive magically-induced weakness or immobilization |
| 5-6 | None | Some (or all) of party immobilized | Repeated mechanical, monster, or magical attacks | Automatic Timer and Reset | Backup third-stage kill (roll a second time on column three) |

Table 3-138: Trap Draws (Physical Draws)

| Die Roll | Form of Trickery (d100) |
|----------|--|
| 01-10 | Charm or enchanted singing pulls party members toward trapped area |
| 11-20 | Gravitational or magnetic effect pulls or pushes party or certain members |
| 21-30 | Harmless gas or illusionary peril tries to herd party into trapped area |
| 31-40 | High wind or vacuum blows party into trapped area (50%) or an interesting vehicle the party has been riding suddenly heads for this area (50%) |
| 41-50 | Pit opens |
| 51-60 | Pit opens |
| 61-70 | Ropes, vines, tentacles, or ejected webs catch party members and pull them |
| 71-80 | Slide or chute opens, or architectural feature turns into a slide or chute |
| 81-90 | Slide or chute opens, or architectural feature turns into a slide or chute |
| 91-00 | Teleportation, or dimensional gateway or device, transports party |

Table 3-139: Trap Prisons

| Die Roll | Trap Blocks Exit (d100) | Trap Divides Party (d100) | Trap Immobilizes Party Members (d100) |
|----------|--|---|--|
| 01-08 | Chasm, cracks, or gaps in floor open behind party | Chasms, cracks, or gaps in floor open | Entangling (webs, tentacles, ropes, chains, plants, etc) |
| 09-16 | Wall(s) moves to block exit | Walls move to divide up the area | Paralyzing |
| 17-24 | Thorns or plants grow or move to block exit | Thorns or plants grow in the trap area to divide party and possibly immobilize some of them by entangling | Grabbing (bear traps, magical arms, tentacles, etc) |
| 25-32 | Wall of fire, ice, or wind, or a body of water, forms behind the party | Fire or ice forms to physically divide the party from each other. Damage is possible. | Transformation-type attack (stone to flesh beams, etc) |

Table 3-139: Trap Prisons - Continued

| Die Roll | Trap Blocks Exit (d100) | Trap Divides Party (d100) | Trap Immobilizes Party Members (d100) |
|----------|--|--|---|
| 33-40 | Snakes, insects, or monster appear behind party to block off exit | Bars, grates, or portcullises emerge or fall in a pattern intended to separate party members from each other | Adhesives |
| 41-48 | Bars, grates, or portcullises trap the entire party in an area | Ropes or chains emerge to separate party members | Cage(s) fall, rise, or form, attempting to capture individuals |
| 49-56 | Party is shifted into a dimensional pocket | Certain party members are trapped in different time-speeds, caught in other dimensions (although still visible), or stasis fields separate the party. | Pits open to catch individual party members |
| 57-65 | Dangerous glyphs form behind party, or the thing they are written upon is physically moved behind party | Force fields separate party members (walls, globes, etc) | Ice, glass, Lucite, plaster, amber, hardening mud, rapidly-solidifying stone or resin is used in an attempt to immobilize some or all party members |
| 66-74 | Force field forms behind party | Beams or rays of magical power separate the party, and are the equivalent of an electrical fence if touched (paralysis or damage being the most obvious results, although the field is open for weirder beams) | Mental inability to move (confusion, rage, fear) is directed at party |
| 75-83 | Frictionless or greased surfaces make escape very hard (probably a slope or cliff is involved as well) | Party members shrink in size and are now separated by great distances. Alternatively, some dimensional effect causes a fake distance effect between them | Certain party members are trapped in different time-speeds, caught in other dimensions (although still visible), or stasis fields separate the party. |
| 84-92 | Party is swallowed by something (architectural, demonic, or even animal). Alternatively, powerful monsters (or even invulnerable ones) that don't attack (probably constructs, elementals, or undead) move to guard the exit. They might respond if pushed; this isn't as unfair as it sounds – remember, they are serving as a wall, and walls are essentially invulnerable, too. | Powerful monsters emerge and push the party members into cells (or something equivalent), then leave. It's possible but highly unlikely the party can beat them, but the monsters don't actually attack, either. Undead or constructed monsters work best for this. The other possibility is a virtually unbeatable horde of lesser monsters that also don't actually attack, just put the party into the cells. | Stunning by loud noise, horrid sight, physical blow, etc. |
| 93-00 | Party is turned into gas and sucked through small opening (probably reconstituting on the other side) | Bars, grates, or portcullises emerge or fall in a pattern intended to separate party members from each other | Sleep or magical enchantment |

Table 3-140: Trap Kill-Mechanisms

| Die Roll | Progressive Gas Effect - while exposed (d100) | Slow-Moving Mechanical (d100) | Repeated Attacks (d100) |
|----------|--|---|--|
| 01-10 | Periodical unavoidable loss of hit points (a set number, probably low) | Closing walls or other means of shrinking the enclosure until everyone is crushed. Includes slowly advancing steamrollers, etc. | Missile traps fire periodically into area |
| 11-20 | Periodical unmodified saving throws (until failure) | Area slowly fills with water or other liquid. Note: if the party is separated, this could also involve lowering them into something at random rates, different times, etc. Alternatively, the floor is quicksand or some other substance that people sink into. | Rocks or heavy objects fall periodically into area |
| 21-30 | Declining ability score (death at 0), with decline happening upon failed attribute check or saving throw | Area fills with something that causes slight but progressively increasing damage (e.g., biting bugs or very weak poison gas) | Monsters are periodically released into area |
| 31-40 | Periodical random drops in experience (death at 0, effects temporary if survived) | Cutting or slicing implements move slowly across area (top to bottom or side to side) | Swinging arms (or similar, such as wrecking balls) make periodical attacks |

BOOK THREE: DUNGEON DESIGN - TRAPS

Table 3-140: Trap Kill-Mechanisms - Continued

| Die Roll | Progressive Gas Effect - while exposed (d100) | Slow-Moving Mechanical (d100) | Repeated Attacks (d100) |
|----------|--|--|---|
| 41-50 | Periodical unmodified “attribute checks” (until failure) | Slowly increasing heat or cold | Area-effect spells go off in the area periodically (very weak fireballs, for example) |
| 51-60 | Periodical saving throws with cumulative penalty added each time | Air is slowly sucked out of the area | Area-effect spells go off, but only in parts of the area – if you’re standing in the right place at that time, you’re safe. |
| 61-70 | Loss of hit points each time a periodical saving throw fails (a random or set number of hit points each time) | Area slowly fills with deadly poison gas that is either heavier or lighter than air (keep your head high or low, respectively). | Walls, ceiling, or floor suddenly contract, rise, or fall, but only in certain areas. This might only cause damage, or might actually be lethal if you’re in the wrong place at the wrong time. |
| 71-80 | Series of flat percentile chances to die or be affected by other measurement such as drop in ability score, hit points, or experience points down toward death. | Objects are pushed into room one at a time. Eventually there won’t be more room, and anyone inside will be crushed as more objects are forced in. | Dangerous liquids (boiling water, slime, etc) squirt or pour into certain parts of the area at random intervals. |
| 81-90 | A series of “steps,” each associated with a greater level of inability to act (e.g., laughter causing lower ability to mess with the escape hatch). Characters move to the next step based on periodical saving throws, percentile chances, or ability checks. | An obviously deadly mechanism in the middle of the area is counting down until it operates – as shown by an hourglass or some other way of communicating the slow building-up of the threat. | Flames, electricity, or blasts of frost shoot into random areas at random intervals |
| 91-00 | Periodical loss of hit points, random number each time | Really dangerous monster (like a demon) slowly begins to coalesce in the area | Spears or very long spikes stick out into the area at random |

Table 3-141: Kill-Switches and Escape Hatches

A kill-switch is a way of turning off a trap, either before it springs or once it is already in operation. In slow-killing traps, it can be a matter of life or death to figure out how the kill-switch operates (or where it is). Escape hatches usually have to be figured out or found as well, but instead of turning off the trap, they allow people to exit before being killed or harmed.

| Die Roll | Working the Kill-switch (d100) |
|----------|--|
| 01-25 | Use the Architectural Trick tables (Table 3-84 or 3-85) |
| 26-50 | Use the Unusual Mechanism table (Table 3-32) |
| 51-75 | Treat the kill-switch as a Wager Trick (Table 3-108) |
| 76-99 | There is a Magical Thing trick in the area where the characters are trapped, and it has a way to let them out (Table 3-97 and following tables) |
| 00 | Unusual Method: Flip coin each round until “tails” comes up, player draws a card each round until getting a spade, player draws card each round until the results total 50, game of rock/paper/scissors, or any other method you can dream up. This can add a lot of spice to a tense situation. |

Table 3-142: Progressive Magically-Induced Weaknesses - Continued

| Die Roll | Magically-Induced Weakness (d100) |
|----------|---|
| 03-04 | Adhesiveness and Friction. Magical adhesiveness or slipperiness is involved with the trap as a secondary feature. |
| 05-06 | Affect Ground or Rock. Rock might be turning to mud (or changing back), or some other magical effect is working upon the stone in the area while the characters try to escape. |
| 07-08 | Affect Metal. Magical properties of the trap are affecting metal while the characters try to escape. This could include causing the metal to animate, affecting it as a magnet, making it rust, heating it up, chilling it to deadly low temperatures, causing it to conduct electricity, shaping it at will, making it brittle, changing its physical properties, causing it to constrict, or some combination thereof. |
| 09-10 | Affect Wood. The trap can animate wooden items, causing them to attack the party. |
| 11-12 | Affect Wood. The trap’s properties, magical or alchemical) affect wood in such a way as to make it brittle or bend it. If the means of escaping the trap involve something made of wood, this might create a serious race against time. |
| 13-14 | Affects the Use of Limbs. Whether it is because of extreme cold, a spell, or some other magical means, it is difficult to use one’s limbs while trapped, and it becomes more difficult as time passes. This could be due to anything from a clumsiness curse, to confusion, to intense cold, to twitching movements. |
| 15-16 | Animate Objects. The trap includes some objects that animate and attack the party. |

Table 3-142: Progressive Magically-Induced Weaknesses

| Die Roll | Magically-Induced Weakness (d100) |
|----------|--|
| 01-02 | Acid Damage Magical acid is involved with the trap as a secondary feature or complication. If the victim fails some sort of check (morale, saving throw, percentile chance, etc) he may be subject to such things as (1) becoming unable to act due to pain, (2) becoming temporarily blind, (3) having his equipment damaged, or (4) taking normal damage. |

Table 3-142: Progressive Magically-Induced Weaknesses
- Continued

| Die Roll | Magically-Induced Weakness (d100) |
|----------|---|
| 17-18 | Asphyxiation. The magical part of the trap removes or reduces the target's ability to breathe. Death is not immediate, and the period of time required for the victim to die can be measured out in several ways (see Table 3-143 (Measuring out Life) or Table 3-128 (Effects of Gas). Don't worry if the character seems to be able to hold his breath for an incredibly long time – just assume that he manages to catch a gasp of air somehow during the process. |
| 19-20 | Aversion. The magical part of the trap tries to create an aversion to something that is in the trap with the characters. If they "catch" the aversion, it will make it more difficult to handle the rest of the trap. |
| 21-22 | Body Infestation. The trap infests the victim's body with a plant or animal growth |
| 23-24 | Burial. If it is not already a feature of the trap, the trap keeps trying to bury the characters in some substance as they try to escape. |
| 25-26 | Clumsiness. If affected, the characters in the trap suffer one or more of the following effects: a penalty to hit, a penalty to armor class, inability or reduction in spell casting, and/or the chance to drop any items they are holding. Actual dexterity score is not necessarily affected. The way in which the trap causes clumsiness could include overloading one of the victim's emotions (joy, rage, hate, greed, fear); an alchemical reaction (mysterious chemicals in the waters of the trap); the effects of tiny but continual electrical shocks; or a very weak poison, curse, or disease. |
| 27-28 | Cold Damage. Increasing cold causes progressive damage (or it becomes progressively harder to avoid damage). |
| 29-30 | Compelling Sound. The trap includes a sound-causing feature that tries to magically compel the characters to do something, or stop doing something. The longer they are exposed, the more difficult it becomes to avoid the compulsion. |
| 31-32 | Constitution Loss. The trap slowly drains constitution from the victims while they are trying to escape. The effect is probably temporary, but if constitution is the key to surviving the other features of the trap, this could be a nasty "kicker" to the trap's overall lethality. |
| 33-34 | Dehydrate, Desiccate, Suck Fluids. Some magical feature of the trap sucks blood or dehydrates the victim (possibly all the way into powder). |
| 35-36 | Despondency. The trap causes intense despondency or lethargy, which may keep the characters from even attempting to escape if they are affected or exposed long enough. |
| 37-38 | Dexterity Loss. The trap slowly drains dexterity from the victims while they are trying to escape. The effect is probably temporary, but if quick hands or graceful movement is the key to surviving the other features of the trap, this could be a nasty "kicker" to the trap's overall lethality. |
| 39-40 | Dimensional Features. This type of magical trap feature taps other dimensions of time and space to screw around with the movement or other abilities of the trapped characters. |
| 41-42 | Disease. The trap causes a fast-acting disease that gets progressively worse while in the trap. |

Table 3-142: Progressive Magically-Induced Weaknesses
- Continued

| Die Roll | Magically-Induced Weakness (d100) |
|----------|---|
| 43-44 | Distracting Sound. The trap includes a sound-causing feature that is really distracting, causing problems for the characters as they try to escape, fight, etc. |
| 45-46 | Electrical Damage. The trap causes progressive electrical damage to the target, or small repeated electrical attacks. There may also be an additional result involved after a certain point, or if a saving throw fails – possibilities include: random actions for some number of rounds, loss of bodily coordination, mental disorientation, temporary paralysis, etc. |
| 47-48 | Fear. The trap causes magical fear, paralyzing or keeping the affected character from acting (to some degree). |
| 49-50 | Fire. The trap includes a magical fire feature – if the victim fails some sort of check (morale, saving throw, percentile chance, etc) he reflexively takes some action in response to the fire. These could include: panic for a couple of combat rounds, trying to put out the fire, or writhing in pain. It might be that the "check" becomes more difficult as time passes. |
| 51-52 | Hallucinations or Illusions. The trap includes magically or drug-induced hallucinations. |
| 53-54 | Ice. Magical ice plays a role in the trap, either immobilizing, causing damage, or being slippery. |
| 55-56 | Immobilization. Magical immobilization might include dancing, twitching, laughing, vomiting, nausea, confusion, jumping, floating, talking, scratching, begging for mercy, thinking, arguing, holding one's breath, hiding, and meditating. |
| 57-58 | Implant Eggs or Larva. While everything else is going on, the trap is trying to inject eggs or larva into the characters, which will distract them from other parts of the trap. |
| 59-60 | Insanity. The trap includes a progressive risk of magically induced insanity. |
| 61-62 | Intelligence Loss. The trap slowly drains intellect from the victims while they are trying to escape. The effect is probably temporary, but if intelligence is the key to surviving the other features of the trap, this could be a nasty "kicker" to the trap's overall lethality. |
| 63-64 | Light, Dark, and Shadow. The trap involves magical light, dark, or shadow to cause a threat to the trapped characters, or to make it more difficult to escape. |
| 65-66 | Luck. The characters in the trap become progressively more unlucky (probably a temporary effect, but a trap is not the place where you want to suddenly become unlucky). |
| 67-68 | Magic Drain (spells). The trap progressively drains away spell power. |
| 69-70 | Magic Force. Some sort of magical force pushes or pulls the characters while they are trying to deal with the rest of the trap. |
| 71-72 | Magical Vortex. Mist, smoke, steam, vapor, fog, or some other kind of gas moves in a powerful whirlwind or series of gusts. The substance might be poisonous, might be choking, might be hot, might be cold, might conduct electricity, might dispel magic, or could have any number of other properties. It might not necessarily fill the entire area where the characters are trapped, but would probably move around in that case. |

BOOK THREE: DUNGEON DESIGN - TRAPS

Table 3-142: Progressive Magically-Induced Weaknesses
- Continued

| Die Roll | Magically-Induced Weakness (d100) |
|----------|--|
| 73-74 | Memory Drain or Wisdom Loss. The trap progressively drains away memory. It might or might not also cause temporary draining of wisdom points. |
| 75-76 | Movement Inhibitions. Some sort of binding or entangling tries to prevent the trap's victims from moving. |
| 77-78 | Ongoing Damage. Wounds inflicted in the trap continue to bleed, acid causes damage to continue to rack up, or there is some other magical feature of the trap that causes ongoing damage while the characters are trying to escape. |
| 79-80 | Overload Senses. Some feature of the trap is trying to cause an overload of one or all of the senses, and getting stronger. |
| 81-82 | Paralysis. Some feature of the trap can cause magical paralysis, and it might be getting more powerful (or progressively weakening the characters' ability to fight it off). |
| 83-84 | Progressively Damaging Sound. The trap includes a sound-causing feature that causes a low but increasing level of damage. |
| 85-86 | Rage. The trap causes rage, either in a series of steps or determined when a saving throw fails. Characters affected by the rage will probably not be much help in escaping the situation. |
| 87-88 | Size and Density. The size or density of the characters is being slowly changed while they are in the trap. |
| 89-90 | Sleep or Catatonia. The trap presents an increasing risk of magical sleep or catatonia. |
| 91-92 | Slow. The trap progressively slows down the trapped characters. |
| 93-94 | Weakness. Some part of the trap induces magical weakness. This might or might not include progressive loss of strength points as well. |
| 95-96 | Stun. Something about the trap can stun victims if they fail periodical saving throws against the effect. |
| 97-98 | Telekinesis and Teleportation. Items are flying or teleporting around the area, or some other teleportation or telekinetic effect is used to cause problems. |
| 99-00 | Transformation. While the characters are in the trap they are also slowly being changed into something else. |

Table 3-143: Measuring out Life

| Die Roll | Mode of Measurement (d100) |
|----------|---|
| 01-05 | By a certain number of combat rounds |
| 06-10 | By a certain number of days |
| 11-15 | By a certain number of hours |
| 16-20 | By a number of rounds equal to an ability score (ability score doesn't decline, just determines the time frame) |
| 21-25 | By declining points of an ability score |
| 26-30 | By hit points |
| 31-35 | By number of the character's level |
| 36-40 | By number of times character is subsequently wounded thereafter (eg., survives a number of hits or falls, disregarding hit points). |
| 41-45 | By saving throw |
| 46-50 | By series of saving throws (until failure) |
| 51-55 | Experience points decline to 0 |
| 56-60 | Levels decline to 0 |
| 61-65 | Number of times character casts a spell |
| 66-70 | Number of times character sleeps |
| 71-75 | The number of times a specific action is performed (attacking, moving, etc) |
| 76-80 | Until series of "attribute checks" finally fails |
| 81-85 | Until series of "attribute checks" finally fails (cumulative penalty added each time) |
| 86-90 | Until series of percentile (or other x in y chance) die rolls fails |
| 91-95 | Until series of percentile (or other x in y chance) die rolls fails, with chance reducing each time or with a cumulative penalty added each time. |
| 96-00 | Until series of saving throws fails (cumulative penalty added each time) |

Dungeon Dressing

Dungeon dressing is the creation of little, unusual details to give a bit of character to empty rooms.

Table 3-144: General Dungeon Dressing

| Die Roll | Dungeon Dressing Item (d100) |
|----------|--|
| 01 | Anvil |
| 02 | Armor (roll for condition) |
| 03 | Arrows (roll for condition) |
| 04 | Backpack or bag |
| 05 | Basin |
| 06 | Basket, wicker |
| 07 | Bloodstains |
| 08 | Bones (human, demi-human, or humanoid) |
| 09 | Bones, animal |
| 10 | Bottle or flask |
| 11 | Box, metal |
| 12 | Box, wooden |
| 13 | Broom or mop |
| 14 | Brush |
| 15 | Bucket |
| 16 | Button or clasp |
| 17 | Cauldron |
| 18 | Chains |
| 19 | Chair (roll for condition) |
| 20 | Chamber pot |
| 21 | Charm or fetish |
| 22 | Cockroaches |
| 23 | Corpse, adventurer (1d4) |
| 24 | Corpse, humanoid |
| 25 | Corpse, peasant |
| 26 | Corpse, unusual |
| 27 | Crank |
| 28 | Crate |
| 29 | Curtain rod |
| 30 | Cushion or pillow (roll for condition) |
| 31 | Doorknob or latch |
| 32 | Dripping ceiling |
| 33 | Drops of wax (candle or sealing) |
| 34 | Engraved disk (medal?) |
| 35 | Fire pit |
| 36 | Fireplace |
| 37 | Firewood |
| 38 | Hat rack |
| 39 | Herbs, dried |
| 40 | Hook, ceiling |

Table 3-144: General Dungeon Dressing - Continued

| Die Roll | Dungeon Dressing Item (d100) |
|----------|--|
| 41 | Iron bar(s) |
| 42 | Iron hook |
| 43 | Iron ring(s) set in wall |
| 44 | Key |
| 45 | Layer of dirt on floor |
| 46 | Leaves from tree or plant |
| 47 | Lever |
| 48 | Looking glass |
| 49 | Mice |
| 50 | Mirror(s) |
| 51 | Mud on floor |
| 52 | Mule harness |
| 53 | Musical instrument |
| 54 | Nails |
| 55 | Needle and thread |
| 56 | Parchment |
| 57 | Peep-hole |
| 58 | Pendulum |
| 59 | Pieces of leather |
| 60 | Pipes |
| 61 | Poo |
| 62 | Pot, plate, or silverware (roll for condition) |
| 63 | Pouch |
| 64 | Prisoner, tied up |
| 65 | Puddles |
| 66 | Reed pipes |
| 67 | Rope |
| 68 | Rug |
| 69 | Rushes or straw on floor |
| 70 | Scattered pebbles or gravel |
| 71 | Scattered tobacco |
| 72 | Scorch marks |
| 73 | Scrap of hair or scalp |
| 74 | Shield (roll for condition) |
| 75 | Skull |
| 76 | Smell: cooking |
| 77 | Smell: perfume |
| 78 | Smell: unpleasant |
| 79 | Sound: clanking |
| 80 | Sound: hissing |
| 81 | Steam Vent |
| 82 | Stepladder |

BOOK THREE: DUNGEON DESIGN - DUNGEON DRESSING

Table 3-144: General Dungeon Dressing - Continued

| Die Roll | Dungeon Dressing Item (d100) |
|----------|------------------------------------|
| 83 | Sticks |
| 84 | Storage locker |
| 85 | Stove |
| 86 | Table (roll for condition) |
| 87 | Torch stub |
| 88 | Torture Device |
| 89 | Trail marker or chalk mark on wall |
| 90 | Trail rations |
| 91 | Treasure chest |
| 92 | Undergarments |
| 93 | Vegetation: ferns |
| 94 | Vegetation: molds or lichens |
| 95 | Vegetation: mushrooms |
| 96 | Walls are whitewashed or painted |
| 97 | Weapon (roll for condition) |
| 98 | Weapon (roll for condition) |
| 99 | Woven fabric |
| 100 | Yarn or string, unwound |

Table 3-145: Unusual Corpses

| Die Roll | Unusual Corpse (d100) |
|----------|---|
| 01-05 | Adventuring party (roll for condition of item and apply result to the bodies) |
| 06-10 | Bear |
| 11-15 | Blob |
| 16-20 | Boar |
| 21-25 | Cockatrice |
| 26-30 | Demon |
| 31-35 | Dog or wolf |
| 36-40 | Dragon (perhaps small, perhaps large) |
| 41-45 | Dwarf or elf |
| 46-50 | Giant |
| 51-55 | Giant crab or other crustacean |
| 56-60 | Giant Frog |
| 61-65 | Giant Insect or Beetle |
| 66-70 | Giant lizard |
| 71-75 | Giant Snake |
| 76-80 | Horse or mule |
| 81-85 | Large quantity of normal vermin (worms, rats, bugs, etc) |
| 86-90 | Malformed human or humanoid |
| 91-95 | Manticore |
| 96-00 | Stag |

Table 3-146: Corpse Malformations

| Die Roll | Malformation (d100) |
|----------|---------------------------------|
| 01-05 | Additional arms |
| 06-10 | Additional eyes |
| 11-15 | Additional fingers |
| 16-20 | Dwarfism |
| 21-25 | Elephant-like or lion-like feet |
| 26-30 | Elongated bones (all) |
| 31-35 | Elongated bones (arms) |
| 36-40 | Elongated bones (feet) |
| 41-45 | Elongated bones (hands) |
| 46-50 | Elongated bones (legs) |
| 51-55 | Hunchback |
| 56-60 | Mandibles |
| 61-65 | Massive (thick) bones |
| 66-70 | Oversized skull |
| 71-75 | Pincers |
| 76-80 | Second head |
| 81-85 | Tail |
| 86-90 | Tentacles |
| 91-95 | Undersized skull |
| 96-00 | Vestigial wings |

Table 3-147: Weird Dungeon Dressing

| Die Roll | Weird Dungeon Dressing Item (d100) |
|----------|---|
| 01 | 1ft tall pile of nearly identical stones |
| 02 | A boot, skeletal foot included |
| 03 | A vine covered wall, rife with insect life |
| 04 | A wall that emanates cold |
| 05 | A wall that sighs as people pass by |
| 06 | A wall with hundreds of pitons hammered into it |
| 07 | Absolutely symmetrical spider webs |
| 08 | Animal heads mounted on walls |
| 09 | Blank parchment on the wall, ornately framed |
| 10 | Bloodstained rug, stain is human-shaped |
| 11 | Bodies arranged in pattern |
| 12 | Bucket of guts |
| 13 | Candle wax melted to the ceiling |
| 14 | Cave paintings |
| 15 | Ceiling shows the sky as if seen from the surface |
| 16 | Ceramic animal, painted |
| 17 | Circular design on wall, framed area swirls |
| 18 | Clothing mannequins |
| 19 | Cradle |
| 20 | Dart board or shuffleboard |
| 21 | Deep coating of ashes on floor |
| 22 | Dice |
| 23 | Dissected cadaver |

Table 3-147: Weird Dungeon Dressing - Continued

| Die Roll | Weird Dungeon Dressing Item (d100) |
|----------|--|
| 24 | Enormous roulette-type wheel in floor |
| 25 | Exercise Machine |
| 26 | Extraordinary change in temperature |
| 27 | Feathers |
| 28 | Feeling of lassitude or contentment |
| 29 | Floor covered in ball-bearings or spheres |
| 30 | Floor flagstones are all huge buttons |
| 31 | Floor is covered in feathers or down |
| 32 | Floor ripples slightly |
| 33 | Flowers growing from stone floor or ceiling |
| 34 | Four metal balls floating in air or water |
| 35 | Fruit hanging by strings from ceiling |
| 36 | Ghostly reptile shapes in air, moving |
| 37 | Hexagonal markings on floor |
| 38 | Hologram, ghostly image, or projection |
| 39 | Hose or tubing |
| 40 | Huge snow globe or diorama in glass case |
| 41 | Ice sculpture |
| 42 | Illusionary pit or chasm |
| 43 | Large parts of walls are covered with paper |
| 44 | Levitating glob of water, possibly with fish |
| 45 | Live animal, mutated |
| 46 | Live animal, pet |
| 47 | Live crow in a bottle |
| 48 | Loom with partly-woven patterned cloth |
| 49 | Magic mouth in wall or pillar |
| 50 | Magnet |
| 51 | Mechanical minstrel(s) |
| 52 | Mine cart, possibly with track |
| 53 | Mirror glued to the floor |
| 54 | Mosaic forms picture of character or spells character's name |
| 55 | Multiple levers or buttons |
| 56 | Multiple spouts |
| 57 | Mummified or fossilized body |
| 58 | One wall covered entirely in cobwebs, facing a wall where the stone is polished to a sheen |
| 59 | Ornately carved staff on the floor, broken |
| 60 | Phonograph |
| 61 | Pipe rack |
| 62 | Plaster cast of a monster, unpainted |
| 63 | Pond with frogs, reeds, and flowers |

Table 3-147: Weird Dungeon Dressing - Continued

| Die Roll | Weird Dungeon Dressing Item (d100) |
|----------|--|
| 64 | Power outlet, magical, electric, or some other form of power (probably usable with something else found in the adventure area) |
| 65 | Puerile graffiti scrawled on the wall |
| 66 | Sarcophagus |
| 67 | Sarcophagus, possibly with semi-precious stones |
| 68 | Slot machine or carnival game |
| 69 | Small statue standing upright on a stool |
| 70 | Snow falling |
| 71 | Something involving cling-wrap plastic |
| 72 | Something moves behind a tapestry |
| 73 | Something moves under a blanket |
| 74 | Stones of floor seem to be moving in slow spiral pattern |
| 75 | Stylistic picture of an eye on all four walls, the floor, and ceiling |
| 76 | Tapestry with widely-spaced scorch marks |
| 77 | Telephone Booth |
| 78 | Telescope/Microscope |
| 79 | The shape of a face that seems to be pressing through the wall |
| 80 | Thirteen black candles scattered on the floor |
| 81 | Tic-tac-toe games scratched on floor or wall |
| 82 | Treadmill |
| 83 | Twisting column of light |
| 84 | Unattended pile of treasure |
| 85 | Unstable walls or ceiling, shored up with wood |
| 86 | Vehicle, low-flying, levitating, or hovering, unreliable |
| 87 | Vehicle, motorcycle equivalent |
| 88 | Ventriloquism or sound-displacing effect |
| 89 | Voice Tube |
| 90 | Vomit |
| 91 | Wall of eyes |
| 92 | Wall of portraits |
| 93 | Wall of portraits, all backwards |
| 94 | Wall of portraits, all reversed |
| 95 | Wall of portraits, one backwards |
| 96 | Wall of portraits, one reversed |
| 97 | Waterwheel |
| 98 | Weapons arranged in pattern |
| 99 | Wire mesh or cobweb-like wires |
| 100 | Wooden ship |

BOOK THREE: DUNGEON DESIGN - DUNGEON DRESSING

Table 3-148: Condition of Item

| Die Roll | Condition of Item (d100) |
|----------|-----------------------------|
| 01-05 | Perfect condition |
| 06-10 | Dented or damaged |
| 11-15 | Torn or cut |
| 16-20 | Bent or folded |
| 21-25 | Rusted or rotted |
| 26-30 | Burned or scorched |
| 31-35 | Painted or defaced |
| 36-40 | Crusted with residue |
| 41-45 | Crushed or compacted |
| 46-50 | Splintered or shattered |
| 51-55 | Melted or partially burned |
| 56-60 | Charred |
| 61-65 | Worn down |
| 66-70 | Mold growth |
| 71-75 | Toothmarks or weapon damage |
| 76-80 | Undamaged but used |
| 81-85 | Damaged but repaired |
| 86-90 | Soiled |
| 91-95 | Bloodstained |
| 96-00 | Written upon or engraved |

Table 3-149: Lighting (normal)

| Die Roll | Normal Lighting (d100) |
|----------|------------------------------------|
| 01-10 | Candles, in candlesticks |
| 11-20 | Candles, in chandelier |
| 21-30 | Candles, in wall sconces |
| 31-40 | Charcoal brazier |
| 41-50 | Fire pit or fireplace |
| 51-60 | Oil lamps, hanging |
| 61-70 | Oil lamps, table or shelves |
| 71-80 | Oil lamps, wall sconces or alcoves |
| 81-90 | Torches, free-standing |
| 91-100 | Torches, wall sconces |

Table 3-150: Furniture Items

| Die Roll | Furniture Type (d100) |
|----------|---------------------------|
| 01-04 | Armchair |
| 05-08 | Bed |
| 09-12 | Bed, for dog or other pet |
| 13-16 | Bench |
| 17-20 | Chair |
| 21-24 | Chandelier |
| 25-28 | Chest of drawers |
| 29-32 | Couch |
| 33-36 | Desk |

Table 3-150: Furniture Items - Continued

| Die Roll | Furniture Type (d100) |
|----------|-----------------------|
| 37-40 | Display case |
| 41-44 | Easel or writing desk |
| 45-48 | Fire pit |
| 49-52 | Lamp |
| 53-56 | Lectern |
| 57-60 | Lighting sconces |
| 61-64 | Privacy screen |
| 65-68 | Shelves |
| 69-72 | Stool |
| 73-76 | Storage chest |
| 77-80 | Table, banquet |
| 81-84 | Table, dining |
| 85-88 | Table, display |
| 89-92 | Table, workbench |
| 93-96 | Throne |
| 97-00 | Toilet/privy |

Table 3-151: Small Items

| Die Roll | Small Item (d100) |
|----------|------------------------------|
| 01-02 | Badge |
| 03-04 | Beads, string of |
| 05-06 | Bell, small |
| 07-08 | Centipede |
| 09-10 | Coin |
| 11-12 | Comb |
| 13-14 | Dice |
| 15-16 | Dried apricots, prunes, etc. |
| 17-18 | Dried flower |
| 19-20 | Earring |
| 21-22 | Egg |
| 23-24 | Fan |
| 25-26 | Feather |
| 27-28 | Finger |
| 29-30 | Flint and steel |
| 31-32 | Fork |
| 33-34 | Gem |
| 35-36 | Ink bottle |
| 37-38 | Jewelry |
| 39-40 | Lock of hair |
| 41-42 | Locket or necklace |
| 43-44 | Lotus blossom |
| 45-46 | Lump of resin or wax |
| 47-48 | Marbles |
| 49-50 | Miniature figurine |
| 51-52 | Mirror |
| 53-54 | Mouse (dead, alive, undead) |

Table 3-151: Small Items - Continued

| Die Roll | Small Item (d100) |
|----------|--|
| 55-56 | Paint and brush |
| 57-58 | Pebble (possibly glowing) |
| 59-60 | Piece of coal |
| 61-62 | Pieces of gravel |
| 63-64 | Pipe |
| 65-66 | Prism |
| 67-68 | Quill pen |
| 69-70 | Ring |
| 71-72 | Rock or pebble |
| 73-74 | Roll of ribbon |
| 75-76 | Scissors |
| 77-78 | Scraps of paper |
| 79-80 | Seeds |
| 81-82 | Skeleton, small snake, rodent, or bird |
| 83-84 | Soap |
| 85-86 | Spectacles, monocle, or lens |
| 87-88 | Spool of thread and needle |
| 89-90 | Tobacco |
| 91-92 | Tooth or teeth |
| 93-94 | Tube |
| 95-96 | Twine |
| 97-98 | Vial |
| 99-00 | Whistle |

Table 3-152: Smells

| Die Roll | Smell Description (d100) |
|----------|--------------------------|
| 01-05 | Alcohol |
| 06-10 | Blood |
| 11-15 | Chlorine |
| 16-20 | Cooking |
| 21-25 | Earthy smell |
| 26-30 | Fish |
| 31-35 | Flowers |
| 36-40 | Fresh bread |
| 41-45 | Lamp oil or kerosene |
| 46-50 | Lye soap |
| 51-55 | Manure or dung |
| 56-60 | Metallic |
| 61-65 | Mold |
| 66-70 | Rot or decay, animal |
| 71-75 | Rot or decay, plant |
| 76-80 | Smoke |
| 81-85 | Sulphur |
| 86-90 | Sweat |
| 91-95 | Urine |
| 96-00 | Wet dog |

Sounds (See Table 3-71)

Misc. Useful Tables

Altars (see Table 3-55 and sequential) Books

Table 3-153: Book Types

| Die Roll | Book Type (d100) |
|----------|-----------------------------|
| 01-20 | Bound book, normal |
| 21-40 | Bound book, unusual binding |
| 41-60 | Scrolls |
| 61-80 | Tablets, clay |
| 81-00 | Tablets, stone |

Table 3-154: Unusual Book Bindings

| Die Roll | Binding (d100) | Other Unusual Feature (d100) |
|----------|-----------------------------------|--|
| 01-05 | Leather – human skin | Lock |
| 06-10 | Leather – dragon skin | Trap (mechanical) |
| 11-15 | Leather – snake or crocodile skin | Lock and Trap |
| 16-20 | Leather – orc or goblin skin | Chained to shelves |
| 21-25 | Leather – gnoll skin | Pages glued together |
| 26-30 | Leather – troll skin | Incorporeal pages – how do you turn them? |
| 31-35 | Metal covers | Hypnotic pattern on cover |
| 36-40 | Wood covers | Poison on pages or cover |
| 41-45 | Stone covers (obsidian, etc.) | Gem-encrusted |
| 46-50 | No binding – loose pages | Unusual writing (see Written Tricks) |
| 51-55 | Leather – painted | Metal pages (thin) |
| 56-60 | Leather – scarred or scratched | Pages out of order (possibly deliberate) |
| 61-65 | Cloth covers | Unusual illustrations |
| 66-70 | Transparent or invisible covers | Invisible pages |
| 71-75 | Ceramic covers | Strange color ink |
| 76-80 | Shifting pattern/picture on cover | Content of pages changes (randomly, cyclically, or based on outside stimulus such as reader's alignment or identity) |
| 81-85 | Skin with pulsing veins as cover | Virtually weightless or inexplicably heavy |
| 86-90 | Slime-like cover | Written in code |

Table 3-154: Unusual Book Bindings - Continued

| Die Roll | Binding (d100) | Other Unusual Feature (d100) |
|----------|--------------------|---|
| 91-95 | No cover or scroll | Trap (magical) |
| 96-00 | In box | Metal inlay on cover (filigree or possibly larger inlays) |

Hallucinogens

Hallucinogens might be encountered in the campaign at large, or might be encountered in the dungeon as a very subtle feature combining the effects of a potion and a poison. A simple hallucinogen simply gives the character pleasure (with no particular game effect), coupled with addiction. A more complex hallucinogen would grant an actual game-benefit to the character such as insights or strength, but would have increasingly negative side effects as time went on. If a powerful spell were required to end the addiction, it might be of temporary advantage to the character to actually maintain the addiction (with both its positive and increasingly negative effects) until it becomes cost-effective to pay for the curing (or the party's cleric gains enough levels to cast the spell).

Table 3-155: Hallucinogen Name

| Die Roll | First Word - Part One (d100) | First Word - Part Two (d100) | Second Word (d100) |
|----------|------------------------------|------------------------------|--------------------|
| 01-05 | Qua | tus | Blossom |
| 06-10 | Khe | gora | Mushroom |
| 11-15 | Lo | gira | Leaf |
| 16-20 | Tul | mu | Fungus |
| 21-25 | Hia | ka | Seed |
| 26-30 | Ixi | kanu | Stalk |
| 31-35 | Thul | par | Root |
| 36-40 | Shia | tara | Flower |
| 41-45 | Ala | shi | Vine |
| 46-50 | Bha | jo | Grub |
| 51-55 | Ya | x | Larva |
| 56-60 | Jini | ya | Toad/Frog |
| 61-65 | My | gis | Worm |
| 66-70 | Ola | qua | Fish |
| 71-75 | Pa | min | Eggs |
| 76-80 | Qui | sin | Wasp |
| 81-85 | Ul | gola | Crab |
| 86-90 | Man | teer | Octopus/squid |
| 91-95 | Kree | ra | Pod |
| 96-00 | Gia | th | Bean |

Table 3-156: How Hallucinogen is Administered

| Die Roll | Administered (d100) |
|----------|---|
| 01-10 | Chewed |
| 11-20 | Cooked and eaten |
| 21-30 | Distilled and injected |
| 31-40 | Dried and eaten |
| 41-50 | Dried and smoked in pipe |
| 51-60 | Dried and smoked in pipe |
| 61-70 | Mixed with alcoholic beverage to release drug |
| 71-80 | Powdered and inhaled |
| 81-90 | Powdered and inhaled |
| 91-00 | Steeped in boiling water or milk, and served as a tea |

Table 3-158: Physical Signs of Hallucinogen Use

| Die Roll | Signs of Addiction to, or Use of, Narcotic (d100) |
|----------|---|
| 01-05 | Irises of the eye turn strange color: red, purple, yellow, or orange |
| 06-10 | Whites of eyes turn a strange color: red, yellow, blue, green, grey, or brown |
| 11-15 | Nervous tic develops in a particular (and characteristic) place: cheek, eye, hand, arm, leg, or neck. |
| 16-20 | One leg tends to begin dragging slightly when walking |
| 21-25 | One hand becomes less able to grip items firmly |
| 26-30 | User experiences a long period of disorientation after waking from sleep |
| 31-35 | User experiences frequent nightmares |
| 36-40 | Dizziness when standing up |
| 41-45 | Hair begins to turn white or grey |
| 46-50 | Hair begins to show unusual color tone: red, yellow, blue, or green. |
| 51-55 | Speech occasionally becomes slurred, and nonsensical later in the course of the addiction |
| 56-60 | Occasional hallucinations even while not under the influence of the drug |
| 61-65 | Constant thirst |
| 66-70 | Constant hunger |
| 71-75 | Occasional memory gaps for names, details, and/or recent events |
| 76-80 | Fingernails and toenails begin to turn strange color: red, yellow, blue, green, grey, or brown |
| 81-85 | Patterns begin to appear on skin in pink, white, bluish or brownish color |
| 86-90 | Urine shows strange colors |
| 91-95 | Constant need to spit, and saliva shows strange color tinge such as blue, green, yellow, or orange |
| 96-00 | Teeth begin to change color to red, black, orange, or green |

Table 3-159: Herbs

This is a list of real-world herbs, mainly good for filling out the details of an alchemist's storeroom.

| Die Roll | Herb (d100) |
|----------|---|
| 01 | Abscess root |
| 02 | Acacia gum (gum arabic) |
| 03 | Aconite (monk's hood, wolfsbane) |
| 04 | Acorn, ground |
| 05 | Adder's tongue (trout-lily, dog's tooth violet) |
| 06 | Adderwort |
| 07 | Adrue tubers, sedative |
| 08 | Agaric (gilled mushroom) |
| 09 | Agrimony |
| 10 | Alder-bark |
| 11 | All-heal (woundwort) |
| 12 | Almond, milk or powdered nut |
| 13 | Aloe |

BOOK THREE: DUNGEON DESIGN - MISC. USEFUL TABLES

Table 3-159: Herbs - Continued

| Die Roll | Herb (d100) |
|----------|--|
| 14 | Amaranth |
| 15 | Angelica herb |
| 16 | Anise oil |
| 17 | Asparagus root |
| 18 | Balmony (snakehead, shell-flower) |
| 19 | Basil |
| 20 | Beet |
| 21 | Belladonna (deadly nightshade) |
| 22 | Betel nut |
| 23 | Birch |
| 24 | Birthwort |
| 25 | Bittersweet (woody nightshade) |
| 26 | Black Truffle |
| 27 | Blackberry |
| 28 | Bryony |
| 29 | Burdock |
| 30 | Butterbur |
| 31 | Camphor |
| 32 | Caraway seed |
| 33 | Catnip |
| 34 | Chamomile |
| 35 | Clamshell mushroom |
| 36 | Clover |
| 37 | Cloves |
| 38 | Comfrey |
| 39 | Dandelion |
| 40 | Death Cap mushroom (<i>Amanita Phalloides</i>) |
| 41 | Eyebright |
| 42 | Fennel |
| 43 | Feverfew |
| 44 | Figwort (throatwort) |
| 45 | Foxglove (digitalis, fairy cap) |
| 46 | Garlic |
| 47 | Gentian |
| 48 | Ginger |
| 49 | Ginseng |
| 50 | Gypsy mushroom (<i>Rozites Caperata</i>) |
| 51 | Hartstongue |
| 52 | Hawthorn |
| 53 | Hedgehog mushroom (<i>Hydnus Repandum</i>) |
| 54 | Hellebore |
| 55 | Honeysuckle |
| 56 | Horehound |
| 57 | Horse mushroom (<i>Agaricus Arvensis</i>) |

Table 3-159: Herbs - Continued

| Die Roll | Herb (d100) |
|----------|---|
| 58 | Hyssop |
| 59 | Ipecac |
| 60 | Kelp |
| 61 | Larkspur (knight's spur) |
| 62 | Leek |
| 63 | Lily blossom (or bulb) |
| 64 | Lily of the valley |
| 65 | Lotus |
| 66 | Mace |
| 67 | Marigold |
| 68 | Mayflower |
| 69 | Melon seed |
| 70 | Mint |
| 71 | Mistletoe |
| 72 | Mullein (flowering plant) |
| 73 | Mustard |
| 74 | Myrrh (dried sap) |
| 75 | Nutmeg |
| 76 | Old Man of the Woods mushroom (<i>Strobilomyces Con-fusus Floccopus</i>) – seriously, that's the Latin name |
| 77 | Parasol mushroom (<i>Lepiota Procera</i>) |
| 78 | Passion-flower |
| 79 | Pepper |
| 80 | Peppermint |
| 81 | Pomegranate |
| 82 | Poppy |
| 83 | Quince |
| 84 | Rose |
| 85 | Rose hips |
| 86 | Saffron |
| 87 | Scaber Stalk mushroom (<i>Leccinum Scaber</i>) |
| 88 | Sesame seeds |
| 89 | Shaggy Mane (or Inky Cap) mushroom (<i>Coprinus Comatus</i>) |
| 90 | Skullcap Root |
| 91 | Smearwort |
| 92 | Sweetbalm |
| 93 | Tarragon |
| 94 | Tea |
| 95 | Thyme |
| 96 | Tree Ear mushroom (<i>Auricularia Polytricha</i>) |
| 97 | Trumpet of Death mushroom (<i>Craterellus cornucopioides</i>) |
| 98 | Valerian Root |
| 99 | Watercress |
| 100 | Woodbine (<i>gelsemium</i>) |

Potions and Alchemy

Table 3-160: Liquid Potions

| Die Roll | Color (d100) | Consistency (d100) | Smells Like (d100) | Other (d100) |
|----------|--------------|---|--------------------|---|
| 01-10 | Black | Chunky | Alcohol | Bubbles or effervesces |
| 11-20 | Blue | Contains sediment or precipitates | Burned Toast | Clouded |
| 21-30 | Brown | Multiple viscosities (layered liquids or floating blobs within) | Dung or manure | Colored flecks within |
| 31-40 | Clear | Oily | Flowers | Fumes, seethes, or sublimates in air |
| 41-50 | Green | Sludge | Newly-mown grass | Layered colors |
| 51-60 | Grey | Syrupy | No smell | Opalescent (swirls of color change with light, like a pearl) |
| 61-70 | Orange | Syrupy | Rot | Phosphorescent (glows) |
| 71-80 | Purple | Viscous | Smoke | Reflective or metallic |
| 81-90 | Red | Watery | Vinegar | Swirls of color (actual color, not just an opalescent light effect) |
| 91-00 | White | Watery | Wet dog | Translucent |

Table 3-161: Powdered Potions

Not all potions are necessarily liquid in form, although don't overdo it.

| Die Roll | Color (d100) | Smells Like (d100) | Other (d100) |
|----------|--------------|-----------------------------------|--|
| 01-10 | Black | Burned Toast | Gives off wisps of steam or sublimation |
| 11-20 | Blue | Dung or manure | Is compressed into a block, chalk-like stick, tablet, capsule, or sphere |
| 21-30 | Brown | Flowers | Large Grains (like black powder) |
| 31-40 | Clear | Gunpowder (sulphurous, brimstone) | Powder is extremely heavy |
| 41-50 | Green | Newly-mown grass | Powder is magnetic (try licking a potion off your shield...) |

Table 3-161: Powdered Potions - Continued

| Die Roll | Color (d100) | Smells Like (d100) | Other (d100) |
|----------|--------------|--------------------|---|
| 51-60 | Grey | No smell | Powder is weightless or almost so |
| 61-70 | Orange | Rot | Remains hotter or colder than room temperature |
| 71-80 | Purple | Smoke | The powder's smell (other than "no smell") is very, very strong and can be smelled at a distance. |
| 81-90 | Red | Vinegar | Tiny grains (dust-like) |
| 91-00 | White | Wet dog | Very large grains (seed or gravel size) |

Table 3-162: Magical Workrooms (List of Furnishings)

| Die Roll | Furnishing (d100) |
|----------|---|
| 01-05 | Animal cages |
| 06-10 | Athanor (oven) |
| 11-15 | Bookshelves |
| 16-20 | Burners and fires |
| 21-25 | Calipers and measuring devices |
| 26-30 | Candles and light sources |
| 31-35 | Desk and papers |
| 36-40 | Distilling apparatus |
| 41-45 | Fireplace and braziers |
| 46-50 | Flasks and beakers |
| 51-55 | Herb-growing pots |
| 56-60 | Lenses and telescopes |
| 61-65 | Magic circles and wardings (floor and possibly elsewhere) |
| 66-70 | Models and anatomical statues |
| 71-75 | Orrery and astrolabe |
| 76-80 | Skeletons of animals, people, monsters |
| 81-85 | Star charts |
| 86-90 | Stuffed animal hides |
| 91-95 | Stuffed monster hides |
| 96-00 | Test tubes |

Alchemical Ingredients

Table 3-163: Detailed Alchemical Ingredients Master Table

Many of the items created in these tables are so specific that they'd almost function better as a resource for player characters who are creating potions or supplying an alchemist. However, you never know when extreme detail will come in handy when you're creating a dungeon adventure.

| Die Roll | Type (d100) |
|----------|-------------------------|
| 01-20 | Animal/Monster part |
| 21-40 | Person part |
| 41-60 | Plant or plant part |
| 61-80 | Small Alchemical Things |
| 81-00 | Substance |

Table 3-164: Animal/Monster Part

Some of these combinations don't make immediate sense, but part of alchemy is finding something extremely rare, like the beak of a baboon. Note that some of the entries repeat, in order to make the table work properly. Roll to see whether you should use Type A or Type B monsters.

| Die Roll | Preservation (d100) | Body Part (d100) | Type A - 50% chance (d100) | Type B - 50% chance (d100) | Other Detail (d100) |
|----------|-------------------------------|------------------------|----------------------------|----------------------------|---|
| 01-02 | A Suspension in liquid of the | Ankle-bone of a(n) | Anteater | Basilisk | Removed at Midsummer |
| 03-04 | A Suspension in liquid of the | Ankle-bone of a(n) | Ape | Bugbear | Removed by the light of a crescent moon |
| 05-06 | A Suspension in liquid of the | Beak/tooth of a(n) | Baboon | Catoblepas | Removed during an eclipse |
| 07-08 | A Suspension in liquid of the | Beak/tooth of a(n) | Badger | Cockatrice | Removed during the Solstice |
| 09-10 | Distilled liquid of the | Claw of a(n) | Bat | Crow | Removed in a ritual conducted by a particular savage priesthood |
| 11-12 | Distilled liquid of the | Claw of a(n) | Bear | Doppelganger | Removed in the dark of the New Moon |
| 13-14 | Distilled liquid of the | Egg(s) of a(n) | Beaver | Dove | Removed under the light of a full moon |
| 15-16 | Distilled liquid of the | Egg(s) of a(n) | Boar | Dragon | Slain (or found) in a forest |
| 17-18 | Essence derived from the | Entrails of a(n) | Bull | Dryad | Slain (or found) underground |
| 19-20 | Essence derived from the | Eye of a(n) | Camel | Duck | Slain with spears that were blessed by druids |
| 21-22 | Essence derived from the | Eye of a(n) | Canary | Ferret | That could speak |
| 23-24 | Essence derived from the | Face of a(n) | Cat | Fire-Drake | That died during a rainfall |
| 25-26 | Oil pressed from the | Face of a(n) | Giant centipede | Ghoul | That died from being boiled |
| 27-28 | Oil pressed from the | Foot/hoof/claw of a(n) | Chicken | Goblin | That died from eating poisonous mushrooms |
| 29-30 | Oil pressed from the | Foot/hoof/claw of a(n) | Cobra | Griffon | That died from plague |
| 31-32 | Oil pressed from the | Gallstones of a(n) | Crab | Harpy | That died of old age |
| 33-34 | Paste made from the | Hand of a(n) | Crocodile | Hippogriff | That died of thirst |
| 35-36 | Paste made from the | Hand of a(n) | Dinosaur | Kobold | That froze to death |
| 37-38 | Paste made from the | Head of a(n) | Dog | Land Shark | That had a rare spotted pattern of colors on it |
| 39-40 | Paste made from the | Head of a(n) | Dolphin | Leopard | That had magical properties during life |

Table 3-164: Animal/Monster Part - Continued

| Die Roll | Preservation (d100) | Body Part (d100) | Type A - 50% chance (d100) | Type B - 50% chance (d100) | Other Detail (d100) |
|----------|---------------------|--------------------------------|----------------------------|----------------------------|--|
| 41-42 | Pickled | Heart of a(n) | Eagle | Lizard man | That had once eaten human flesh |
| 43-44 | Pickled | Heart of a(n) | Eel | Manticore | That inhabited the shores of a particular island |
| 45-46 | Pickled | Hide of a(n) | Elephant | Medusa | That lived under a curse |
| 47-48 | Pickled | Horn/antler/hair of a(n) | Fish | Merman | That was a blue-colored member of the species |
| 49-50 | Powdered | Horn/antler/hair of a(n) | Frog | Minotaur | That was a half-blood with another species |
| 51-52 | Powdered | Kidney of a(n) | Giraffe | Newt | That was a perfect specimen of the species |
| 53-54 | Powdered | Kidney of a(n) | Goat | Ogre | That was a perfectly black-colored member of the species |
| 55-56 | Powdered | Knee-bone of a(n) | Hawk | Panther | That was an albino of the species |
| 57-58 | The Boiled | Knee-bone of a(n) | Heron | Pixie | That was blind |
| 59-60 | The Boiled | Knucklebones or joints of a(n) | Horse | Satyr | That was born at midnight |
| 61-62 | The Boiled | Liver of a(n) | Hyena | Sea Monster | That was born at the full moon |
| 63-64 | The Dried | Liver of a(n) | Jackal | Seagull | That was born dead |
| 65-66 | The Dried | Lungs of a(n) | Demon | Shark | That was born on Midsummer Night |
| 67-68 | The Dried | Remnants of a(n) | Leopard | Snake | That was cooked in oil immediately after death |
| 69-70 | The Dried | Rib of a(n) | Lion | Spider | That was drowned |
| 71-72 | The Mummified | Rib of a(n) | Lizard | Squid | That was fossilized |
| 73-74 | The Mummified | Shin-bone of a(n) | Mammoth | Stag | That was killed by a ghost (or wraith, or spirit) |
| 75-76 | The Mummified | Shin-bone of a(n) | Monkey | Swamp thing | That was killed by a predator |
| 77-78 | The Mummified | Skin or hide of a(n) | Octopus | Toad | That was killed by a virgin |
| 79-80 | The Preserved | Skin or hide of a(n) | Ostrich | Troglodyte | That was killed by members of its own species |
| 81-82 | The Preserved | Skull of a(n) | Ox | Unicorn | That was killed in a cage |
| 83-84 | The Preserved | Skull of a(n) | Parrot | Viper | That was killed in a particular ancient ruin |
| 85-86 | The Preserved | Stomach of a(n) | Peacock | Vulture | That was killed in a stone circle |
| 87-88 | The Salted | Stomach of a(n) | Roc | Walrus | That was raised in captivity |
| 89-90 | The Salted | Teeth of a(n) | Rabbit | Warthog | That was sacrificed in a particular location |
| 91-92 | The Salted | Teeth of a(n) | Rat | Wereboar | That was sacrificed on Allhallows Eve |
| 93-94 | The Salted | Tongue of a(n) | Raven | Werewolf | That was slain by a knight |
| 95-96 | The Smoke-cured | Tongue of a(n) | Rhinoceros | Whale | That was slain with a magical dagger |
| 97-98 | The Smoke-cured | Tusk/fang/tooth of a(n) | Saber-tooth tiger | Wolf | That was slain with an arrow |
| 99-00 | The Smoke-cured | Tusk/fang/tooth of a(n) | Seal or baby seal | Wyvern | With two heads |

BOOK THREE: DUNGEON DESIGN - MISC. USEFUL TABLES

Table 3-163: Person Part

Note: The “Other Detail” is optional, depending on how much detail you really need. In most cases, alchemical ingredients in a dungeon can be generated just using details of the physical appearance of the substance. Roll to see which column to use for Type of Person.

| Die Roll | Preservation (d100) | Body Part (d100) | Type of Person Column 1 - 50% chance to use this column (d100) | Type of Person Column 2 - 50% chance to use this column instead (d100) | Other Detail (d100) |
|----------|----------------------|-----------------------|---|---|--|
| 01-02 | A Suspension of | Ankle-bone of a(n) | Abbot | Knight | Killed in a circle of mushrooms |
| 03-04 | A Suspension of | Bladder of a(n) | Accused man | Lawyer | Killed in a circle of stones |
| 05-06 | A Suspension of | Blood of a(n) | Addict | Necromancer | Prepared and preserved by the crafts of a witch |
| 07-08 | Essence of the | Brain of a(n) | Adulterer | Oathbreaker | Removed at Midsummer |
| 09-10 | Essence of the | Dung of a(n) | Albino | Ogre | Removed by a demon |
| 11-12 | Essence of the | Ears of a(n) | Alchemist | One-legged man | Removed by the light of a crescent moon |
| 13-14 | Oil derived from the | Entrails of a(n) | Apothecary | Orc | Removed by the light of sacred flames |
| 15-16 | Oil derived from the | Eye of a(n) | Arsonist | Peasant | Removed by the victim's brother |
| 17-18 | Oil derived from the | Eye of a(n) | Artisan Perjurer | Removed during an eclipse | Removed by a specialized took |
| 19-20 | Oil derived from the | Face of a(n) | Assassin | Pickpocket | Removed during the Solstice |
| 21-22 | Paste made from the | Final breath of a(n) | Astrologer | Pirate | Removed in the dark of the New Moon |
| 23-24 | Paste made from the | Finger-bones of a(n) | Baker | Poisoner | Removed under the light of a full moon |
| 25-26 | Paste made from the | Fingernail of a(n) | Bandit | Prisoner | Removed while the person was living |
| 27-28 | Paste made from the | Fingernail of a(n) | Barbarian | Prostitute | Removed with a bronze knife |
| 29-30 | Powder of the | Fingers of a(n) | Barber | Rapist | Sacrificed by druids |
| 31-32 | Powder of the | Fingers of a(n) | Baron(ess) | Red-haired man | Who died at a crossroad |
| 33-34 | Powder of the | Foot of a(n) | Beautiful woman | Shaman | Who died at midnight |
| 35-36 | Powder of the | Gallstones of a(n) | Beggar | Slanderer | Who died by betrayal |
| 37-38 | Powdered | Hair of a(n) | Black-haired man | Slave | Who died during a storm |
| 39-40 | Powdered | Hand of a(n) | Blackmailer | Smuggler | Who died from exposure to the elements |
| 41-42 | Powdered | Hand of a(n) | Blasphemer | Swindler | Who died in exile |
| 43-44 | The Boiled | Head of a(n) | Blond-haired person | Tax Collector | Who died of poisoning |
| 45-46 | The Distilled | Head of a(n) | Blue-eyed man | Traitor | Who died unshaven |
| 47-48 | The Distilled | Heart of a(n) | Bureaucrat | Trespasser | Who drowned |
| 49-50 | The Distilled | Heart of a(n) | Burglar | Warlock | Who froze to death |
| 51-52 | The Distilled | Heart's blood of a(n) | Butcher | Warrior | Who had never tasted meat |
| 53-54 | The Dried | Intestines of a(n) | Cattle Thief | Witch | Who had walked in certain sacred precincts |
| 55-56 | The Dried | Kidney of a(n) | Counterfeiter | Damsel | Who lived a virtuous life |
| 57-58 | The Dried | Knee-bone of a(n) | Coward | Widow | Who was (however distantly) of a traitor's blood |

Table 3-163: Person Part - Continued

| Die Roll | Preservation (d100) | Body Part (d100) | Type of Person Column 1 - 50% chance to use this column (d100) | Type of Person Column 2 - 50% chance to use this column instead (d100) | Other Detail (d100) |
|----------|---------------------|-----------------------|---|---|--|
| 59-60 | The Dried | Knuckle-bones of a(n) | Desecrator of Tombs | Crone | Who was (however distantly) of royal blood |
| 61-62 | The Jellied | Liver of a(n) | Deserter | Seventh Son | Who was a miser |
| 63-64 | The Jellied | Liver of a(n) | Dishonest Man | Halfling | Who was a virgin |
| 65-66 | The Jellied | Lungs of a(n) | Druid | Noble | Who was an albino |
| 67-68 | The Mummified | Rib of a(n) | Drunk | Ferryman | Who was evil to the core |
| 69-70 | The Mummified | Rib of a(n) | Dwarf | Foreigner | Who was killed by a ghost |
| 71-72 | The Mummified | Shin-bone of a(n) | Elf | Forester | Who was killed by a vampire |
| 73-74 | The Mummified | Shin-bone of a(n) | Embezzler | Fortune-teller | Who was killed by his/her own child |
| 75-76 | The Pickled | Skin of a(n) | Escaped Slave | Gladiator | Who was killed by plague |
| 77-78 | The Pickled | Skin of a(n) | Eunuch | Knave | Who was killed by wild beasts |
| 79-80 | The Pickled | Skull of a(n) | Executioner | Leper | Who was killed with a silver weapon |
| 81-82 | The Preserved | Skull of a(n) | Extortionist | Outlaw | Who was murdered |
| 83-84 | The Preserved | Spittle of a(n) | Forger | Moneylender | Who was not given the proper funeral rites |
| 85-86 | The Preserved | Stomach of a(n) | Gambler | Monk | Who was not raised by human parents |
| 87-88 | The Preserved | Teeth of a(n) | Goblin | Pilgrim | Who was one of two twins |
| 89-90 | The Salted | Teeth of a(n) | Grave Robber | Princess | Who was sacrificed to a demon or other such |
| 91-92 | The Salted | Thumbs of a(n) | Handsome man | Shoemaker | Who was strangled |
| 93-94 | The Salted | Toenails of a(n) | Heretic | Spy | Who was tainted by congress or bargains with a demon |
| 95-96 | The Salted | Toes of a(n) | Horse thief | Weaver | Who was unjustly executed for crimes not committed |
| 97-98 | The Smoke-cured | Tongue of a(n) | Judge | Traveler | Whose body was dug up from the grave |
| 99-00 | The Sun-bleached | Tongue of a(n) | Kidnapper | Tailor | Whose body was taken from a gallows |

BOOK THREE: DUNGEON DESIGN - MISC. USEFUL TABLES

Table 3-166: Plant or Plant Part

| Die Roll | Preservation (d100) | Type of Plant (d100) | Other Detail (d100) |
|----------|---------------------------|---|---|
| 01 | A Suspension in liquid of | Acacia gum (gum Arabic) | Blessed by a monk before preparation |
| 02 | A Suspension in liquid of | Aconite (monk's hood, wolfsbane) | Brought from across the sea |
| 03 | A Suspension in liquid of | Acorn, ground | Brought from the far west |
| 04 | A Suspension in liquid of | Adder's tongue (trout-lily, dog's tooth violet) | Buried for a year in a crossroads before preparation |
| 05 | Distilled liquid of | Adderwort | Collected by a widow |
| 06 | Distilled liquid of | Adrue tubers, sedative | Cooked in a rare beer before preparation |
| 07 | Distilled liquid of | Agaric (gilled mushroom) | Cooked in demon-fire before preparation |
| 08 | Distilled liquid of | Agrimony | Cut by a man condemned to be beheaded |
| 09 | Essence of | Alder-bark | Cut by the wife of a soldier |
| 10 | Essence of | All-heal (woundwort) | Dug from the ground by a murderer |
| 11 | Essence of | Almond, milk or powdered nut | Dusted with crushed mother of pearl |
| 12 | Essence of | Aloe | Dusted with the powdered teeth of a wolf |
| 13 | Oil of | Amaranth | Fertilized with the manure of wild hippogriffs |
| 14 | Oil of | Angelica herb | Fertilized with the rotted meat of an ogre |
| 15 | Oil of | Anise oil | Grown beneath a canopy of spider-webs |
| 16 | Oil of | Asparagus root | Grown beneath a lens of amber |
| 17 | Paste made from | Balmony (snakehead, shell-flower) | Grown by dwarves |
| 18 | Paste made from | Basil | Grown by evil elves in the fastnesses beneath the earth |
| 19 | Paste made from | Beet | Grown by goblins |
| 20 | Paste made from | Belladonna (deadly nightshade) | Grown by witchcraft |
| 21 | Pickled | Betel nut | Grown from the empty eye socket of a skull |
| 22 | Pickled | Birch | Grown from the grave-earth of a murderer |
| 23 | Pickled | Birthwort | Grown from the grave-earth of a saint |
| 24 | Pickled | Bittersweet (woody nightshade) | Grown in a cursed glade |
| 25 | Powdered | Black Truffle | Grown in a forest where ghosts dwell |
| 26 | Powdered | Blackberry | Grown in a graveyard |
| 27 | Powdered | Bryony | Grown in a house of glass (e.g., greenhouse, terrarium, etc.) |
| 28 | Powdered | Burdock | Grown in a nest of vipers |
| 29 | Dried | Butterbur | Grown in a room of mirrors |
| 30 | Dried | Camphor | Grown in a swamp |
| 31 | Dried | Caraway seed | Grown in an ancient battlefield |
| 32 | Dried | Catnip | Grown in clay pots made from the earth of a particular place |
| 33 | Dried | Chamomile | Grown in earth that was kept isolated from all other earth of the world |
| 34 | Dried | Clamshell mushroom | Grown in elemental earth |
| 35 | Dried | Clover | Grown in hanging baskets woven from the hair of a harpy |
| 36 | Powdered | Cloves | Grown in the high mountains |
| 37 | Powdered | Comfrey | Grown in the nest of a roc |
| 38 | Powdered | Dandelion | Grown in the precincts of a prison |
| 39 | Powdered | Death Cap mushroom (Amanita Phalloides) | Grown in the precincts of a temple |
| 40 | Preserved | Eyebright | Grown in the ruins of a settlement wiped out by plague |
| 41 | Preserved | Fennel | Grown in the snow and ice |
| 42 | Preserved | Feverfew | Grown in the tidal pools of a particular coastline |
| 43 | Preserved | Figwort (throatwort) | Grown in waters that have drowned a man |
| 44 | Salted | Foxglove (digitalis, fairy cap) | Grown near the nests of giant wasps |
| 45 | Salted | Garlic | Grown on a particular mountain peak or hill |

Table 3-166: Plant or Plant Part - Continued

| Die Roll | Preservation (d100) | Type of Plant (d100) | Other Detail (d100) |
|----------|---------------------------|---|---|
| 46 | Salted | Gentian | Grown without sunlight |
| 47 | Salted | Ginger | Harvested at dawn |
| 48 | Smoke-cured | Ginseng | Harvested at Dusk |
| 49 | Smoke-cured | Gypsy mushroom (Rozites Caperrata) | Harvested at midnight |
| 50 | Smoke-cured | Hartstongue | Harvested at Midsummer |
| 51 | A Suspension in liquid of | Hawthorn | Harvested at the full moon |
| 52 | A Suspension in liquid of | Hedgehog mushroom (Hydnus Repandum) | Harvested at the Winter Solstice |
| 53 | A Suspension in liquid of | Hellebore | Harvested by a child |
| 54 | A Suspension in liquid of | Honeysuckle | Harvested by a druid |
| 55 | Distilled liquid of | Horehound | Harvested by a traitor |
| 56 | Distilled liquid of | Horse mushroom (Agaricus Arvensis) | Harvested by a virgin |
| 57 | Distilled liquid of | Hyssop | Harvested by goblins |
| 58 | Distilled liquid of | Ipecac | Harvested by night |
| 59 | Essence of | Kelp | Harvested by one whose soul is damned |
| 60 | Essence of | Larkspur (knight's spur) | Harvested by the alchemist who shall prepare it |
| 61 | Essence of | Leek | Harvested during an eclipse |
| 62 | Essence of | Lily blossom (or bulb) | Harvested during the new moon |
| 63 | Oil of | Lily of the valley | Harvested in the teeth of a gale blowing from the north |
| 64 | Oil of | Lotus | Harvested on Allhallows Eve |
| 65 | Oil of | Mace | Harvested under a crescent moon |
| 66 | Oil of | Marigold | Harvested with a blade that has recently killed |
| 67 | Paste made from | Mayflower | Harvested with a copper sickle |
| 68 | Paste made from | Melon seed | Harvested with a magical blade |
| 69 | Paste made from | Mint | Mixed with olives |
| 70 | Paste made from | Mistletoe | No special feature; this is a standard ingredient, not a special one. |
| 71 | Pickled | Mullein (flowering plant) | No special feature; this is a standard ingredient, not a special one. |
| 72 | Pickled | Mustard | No special feature; this is a standard ingredient, not a special one. |
| 73 | Pickled | Myrrh (dried sap) | No special feature; this is a standard ingredient, not a special one. |
| 74 | Pickled | Nutmeg | No special feature; this is a standard ingredient, not a special one. |
| 75 | Powdered | Old Man of the Woods mushroom | No special feature; this is a standard ingredient, not a special one. |
| 76 | Powdered | Parasol mushroom (Lepiota Procera) | No special feature; this is a standard ingredient, not a special one. |
| 77 | Powdered | Passion-flower | No special feature; this is a standard ingredient, not a special one. |
| 78 | Powdered | Pepper | No special feature; this is a standard ingredient, not a special one. |
| 79 | Dried | Peppermint | No special feature; this is a standard ingredient, not a special one. |
| 80 | Dried | Pomegranate | Nourished with elemental water |
| 81 | Dried | Poppy | Passed through the gut of a monkey |
| 82 | Dried | Quince | Prepared after harvesting by use of elemental fire |
| 83 | Dried | Rose | Prepared by a blind man (or woman) |
| 84 | Dried | Rose hips | Prepared by a dryad |
| 85 | Dried | Saffron | Prepared by a gypsy |
| 86 | Powdered | Scaber Stalk mushroom (Leccinum Scaber) | Prepared by a witch |
| 87 | Powdered | Sesame seeds | Prepared so as to be highly flammable |
| 88 | Powdered | Shaggy Mane (or Inky Cap) mushroom (Coprinus Comatus) | Prepared so as to repel one or more species of magical creature (like wolvesbane or garlic) |
| 89 | Powdered | Skullcap Root | Prepared so as to sublimate into a poison gas |

BOOK THREE: DUNGEON DESIGN - MISC. USEFUL TABLES

Table 3-166: Plant or Plant Part - Continued

| Die Roll | Preservation (d100) | Type of Plant (d100) | Other Detail (d100) |
|----------|---------------------|--|---|
| 90 | Preserved | Smearwort | Scorched in a fire of rare woods before preparation |
| 91 | Preserved | Sweetbalm | Soaked in the water from a particular (possibly underground) lake |
| 92 | Preserved | Tarragon | Stolen from a druidic grove |
| 93 | Preserved | Tea | Stolen from a merchant of evil and dark reputation |
| 94 | Salted | Thyme | Taken from the gardens of a (particular) titan |
| 95 | Salted | Tree Ear mushroom (Auricularia Polytricha) | That has had dark spells cast upon it |
| 96 | Salted | Trumpet of Death mushroom (Craterellus cornucopioides) | That has heard sounds of pure terror |
| 97 | Salted | Valerian Root | That has survived a forest fire |
| 98 | Smoke-cured | Watercress | That was watered with blood |
| 99 | Smoke-cured | Willow | Using rare vinegars and oils in the preparation process |
| 100 | Smoke-cured | Woodbine (gelsemium) | Washed with the tears of a damsel |

Table 3-167: Small Alchemical Things

| Die Roll | Preservation (d100) | Type of Small Thing (d100) |
|----------|---------------------|--|
| 01-02 | Distilled | Bats |
| 03-04 | Distilled | Bees |
| 05-06 | Distilled | Beetles |
| 07-08 | Distilled | Blossoms, buds, or flowers |
| 09-10 | Distilled | Brains |
| 11-12 | Dried | Cats |
| 13-14 | Dried | Centipedes |
| 15-16 | Dried | Crabs |
| 17-18 | Dried | Dragonflies |
| 19-20 | Dried | Earwigs |
| 21-22 | Ground-up | Eels |
| 23-24 | Ground-up | Eels |
| 25-26 | Ground-up | Feathers |
| 27-28 | Ground-up | Frogs |
| 29-30 | Ground-up | Gallstones |
| 31-32 | Jellied | Geckos |
| 33-34 | Jellied | Hornets |
| 35-36 | Jellied | Horrid things from under the water that should not exist in a sane world |
| 37-38 | Jellied | Imps |
| 39-40 | Jellied | Jellyfish |
| 41-42 | Pickled | Lamprey |
| 43-44 | Pickled | Leeches |
| 45-46 | Pickled | Locusts |
| 47-48 | Pickled | Mice |
| 49-50 | Pickled | Mold or lichen |

| Die Roll | Preservation (d100) | Type of Small Thing (d100) |
|----------|---------------------|----------------------------|
| 51-52 | Powdered | Moths |
| 53-54 | Powdered | Mushrooms or truffles |
| 55-56 | Powdered | Newts |
| 57-58 | Powdered | Octopus-creatures |
| 59-60 | Powdered | Ooze-globules |
| 61-62 | Salt-cured | Piranha |
| 63-64 | Salt-cured | Praying Mantises |
| 65-66 | Salt-cured | Rats |
| 67-68 | Salt-cured | Roaches |
| 69-70 | Salt-cured | Scarab beetles |
| 71-72 | Smoke-cured | Shrews |
| 73-74 | Smoke-cured | Slugs |
| 75-76 | Smoke-cured | Snails |
| 77-78 | Smoke-cured | Snakes |
| 79-80 | Smoke-cured | Songbirds |
| 81-82 | Smoked | Spiders |
| 83-84 | Smoked | Stink bugs |
| 85-86 | Smoked | Tapeworms |
| 87-88 | Smoked | Tentacles |
| 89-90 | Smoked | Ticks |
| 91-92 | Stewed | Toads |
| 93-94 | Stewed | Turtles |
| 95-96 | Stewed | Vines or tendrils |
| 97-98 | Stewed | Wasps |
| 99-00 | Stewed | Worms |

Table 3-168: Substance

| Die Roll | Form of Substance (d100) | Type of Substance (d100) | Other Detail - if desired (d100) |
|----------|--|---|--|
| 01-05 | Chips | Amber | Found as the waste-product bleeding slowly out from the maintenance of a dimensional gateway somewhere nearby (or maintained on the premises by the alchemist as a production implement) |
| 06-10 | Cubes | Brimstone (sulfur) | Found in the guts of a leviathan or other large creature |
| 11-15 | Disks | Bronze or brass | Found in the sea bed off a particular coast or island with magical influences |
| 16-20 | Flakes | Chalcedony or malachite | Found in the stems, seeds, or around the base of a strange and rare plant |
| 21-25 | Granola-like lumps | Chitin, shell, or carapace | From the bark of a bizarre underground or underwater "tree," or from a strange coral growth |
| 26-30 | Granules | Coal | Mined or obtained by evil dwarves or by goblins, etc. |
| 31-35 | Gravel | Emerald, ruby, or sapphire | Mined or obtained by genies or ifreet |
| 36-40 | Chunks of gummy, jelled, or oozy form of the substance | Frozen ichor or blood | Mined or obtained by members of a particular cult or sect |
| 41-45 | Nuggets | Frozen potion | Mined or obtained from a volcano or the area around the volcanic activity |
| 46-50 | Pebbles | Gold or silver | Mined or obtained from the lair of a demon |
| 51-55 | Polyhedrons (assorted) | Incense or other wood (rare or valuable) | Mined or obtained from the precincts of an elemental power (possibly another plane of existence) |
| 56-60 | Powder (fine) | Iron or steel | Mined or obtained from the rock beneath a holy or unholy site |
| 61-65 | Powder (regular) | Normal rock (possibly moon-rock or meteoric) | Mined or obtained only from the deepest level of a particular cavern complex, which might be quite far away |
| 66-70 | Rocks | Obsidian or turquoise | Obtained from the eggs of some horrid and bizarre birdlike or reptilian creature the alchemist (or someone nearby) raises |
| 71-75 | Sequins | Opal or jade | Prepared by a wizard (infusions of magic of some kind) |
| 76-80 | Slices | Pearl or mother-of-pearl | The "Type" of substance is only an appearance. In truth, it is something rather more magical and sinister. The alchemist might or might not be aware of this fact. |
| 81-85 | Small cylinders or sticks | Rust | The alchemist keeps finding this substance in his lab and on his equipment, and doesn't know why, which is disturbing. Being an alchemist, he gathers and keeps it, of course. |
| 86-90 | Strands, hairs, or filaments | Salt | The substance forms, congeals, coalesces, condenses, or is obtained high in the clouds; the alchemist or a wizard crony might have a way of drawing it down, or it might be a trade items with some kind of aerial being |
| 91-95 | Wafers | Solidified kerosene, sodium, nitroglycerin, or other highly reactive chemical substance | The substance is obtained by trading with strange extra-dimensional creatures, possibly from a distant moon or alternate world |
| 96-00 | Wire | Solidified smoke, air, fire, gas, or electricity | The substance is only a byproduct of whatever the alchemist's main project is |

Magic Items

Adventurers can frequently be enticed into a particular mission or exploration if there is a unique magic item at the end of the quest, or they might be hired to recover some lost item of significance. The following table can generate interesting magical items – some of great power, some of relative insignificance in the grand scheme of things.

Table 3-169: Magic Containers

Magical containers are usually associated with capacity, changes, production, and divination, as reflected in this table.

| Die Roll | Container (d100) | Magical Effect (d100) |
|----------|------------------|--|
| 01-05 | Bag | Allows divination or scrying with correct contents |
| 06-10 | Basket, small | Alters things put inside (random results) |
| 11-15 | Bird's nest | Alters things put inside (same each time) |
| 16-20 | Bottle | Can be hidden, hides contents, or protects contents from theft |
| 21-25 | Box | Changes location of things put inside |
| 26-30 | Cabinet | Contents that have been inside can produce a specific magical effect (once, or for limited time) |
| 31-35 | Canister | Contents that have been kept inside can produce a random magical effect (once or for a limited time) |
| 36-40 | Earthenware pot | Holds extra capacity of anything |
| 41-45 | Glass globe | Holds extra capacity of specific item |
| 46-50 | Goblet | Produces ally |
| 51-55 | Hat | Produces item, ally, or effect – in its best judgment about what its owner needs at the moment (sometimes with considerable errors in this judgment) |
| 56-60 | Haversack | Produces mist or smoke |
| 61-65 | Locket | Produces random contents |
| 66-70 | Pocket | Produces substance (used for particular application) |
| 71-75 | Pot | Produces substance or item (directly harmful to enemies) |
| 76-80 | Pouch | Produces substance or item (helpful to self) |
| 81-85 | Sack | Produces written or pictorial answers, hints, symbols, or clues |
| 86-90 | Salt cellar | Protects contents from damage, spells, elements, or other dangers |
| 91-95 | Tankard | Protects wearer or bearer from specific type of damage or danger |
| 96-00 | Vase | Talks (sometimes usefully, sometimes not) |

Table 3-170: Magic Clothing

| Die Roll | Clothing Item (d100) | Magical Effect (d100) |
|----------|----------------------|---|
| 01-05 | Belt | Acts as a temporary body double for the owner, clone of the owner, illusionary substitute for the owner, or other such substitution-type magic |
| 06-10 | Boots | Allows wearer to influence a particular type of being more than normal (or even acts as a magic enchantment on such beings) |
| 11-15 | Buttons | Allows wearer to travel in a particular unusual way |
| 16-20 | Cap | Can be commanded to function in two different ways (from this table), but not both at once |
| 21-25 | Cloak | Disguises wearer as a particular type of being |
| 26-30 | Fez | Disguises wearer in general |
| 31-35 | Gloves | Gives wearer better resistance to a particular type of spell or magic |
| 36-40 | Hat | Gives wearer some sort of unusual defense in combat |
| 41-45 | Hood | Gives wearer unusual knowledge (of a place, type of item, craft, etc) |
| 46-50 | Mask | Glow, tightens, loosens, or provides some other warning when a particular item or type of creature is nearby |
| 51-55 | Medallion | Hides wearer (invisible or hard to see) |
| 56-60 | Necklace | Hides wearer from particular type of detection (sight, sound, scrying, smell, etc) |
| 61-65 | Sandals | Hides wearer from particular type or types of beings (undead, dragons, etc) |
| 66-70 | Sash | Increases wearer's ability to do something associated (or slightly associated) with the type of clothing. |
| 71-75 | Scarf | Item can animate and act on its own at wearer's command |
| 76-80 | Shirt | Item can animate and act on its own, doing so with helpful intent but not under owner's direct command) |
| 81-85 | Shoes | Makes wearer immune to a particular type of spell or magic |
| 86-90 | Slippers | Parts of item can be removed, and take on magical properties (different types of parts have different effect, same each time for that type of part) |
| 91-95 | Trousers | Parts of item can be removed, and take on magical properties (random each time) |
| 96-00 | Wig | Parts of item can be removed, and take on magical properties (same each time) |

Table 3-171: Magical Effects, Descriptive

You will find that the descriptive effects listed here will generate very different ideas depending on what sort of item you've already chosen. A sword of unusual capabilities is quite different from a bag of unusual capabilities, for instance.

| Die Roll | Item - choose or roll (d100) | Descriptive Effect (d100) |
|----------|------------------------------|--|
| 01 | Anklet | [chosen item] of Appropriate Knowledge |
| 02 | Armor | [chosen item] of Best Effects |
| 03 | Arrow | [chosen item] of Binding |
| 04 | Axe | [chosen item] of Blending |
| 05 | Bag | [chosen item] of Bonfires |
| 06 | Ball | [chosen item] of Chances |
| 07 | Bandages | [chosen item] of Choices and Chances |
| 08 | Basket | [chosen item] of Clay |
| 09 | Bell | [chosen item] of Coincidental Benefits |
| 10 | Belt | [chosen item] of Connections |
| 11 | Bird's nest | [chosen item] of Convenient Sounds |
| 12 | Blocks | [chosen item] of Disconnection |
| 13 | Book | [chosen item] of Disguises |
| 14 | Boots | [chosen item] of Eerie Implications |
| 15 | Bottle | [chosen item] of Escapes |
| 16 | Box | [chosen item] of Explosive Action |
| 17 | Bracelet | [chosen item] of Favorability |
| 18 | Brooch | [chosen item] of Fear and Trembling |
| 19 | Broom | [chosen item] of Feverish Action |
| 20 | Brush | [chosen item] of Five Postures |
| 21 | Buttons | [chosen item] of Flowers |
| 22 | Cabinet | [chosen item] of Following |
| 23 | Candle | [chosen item] of High Esteem |
| 24 | Canister | [chosen item] of Higher Consciousness |
| 25 | Cap | [chosen item] of Imitation |
| 26 | Carpet | [chosen item] of Imitations |
| 27 | Cloak | [chosen item] of Inconveniencing Others |
| 28 | Cloth | [chosen item] of Inescapable Conclusions |
| 29 | Coin | [chosen item] of Introspection |
| 30 | Comb | [chosen item] of Irritations |
| 31 | Crossbow | [chosen item] of Juxtaposition |
| 32 | Dagger | [chosen item] of Knowing |
| 33 | Eyeglass | [chosen item] of Lamentable Effect |
| 34 | False Beard | [chosen item] of Lucky Accidents |
| 35 | Fan | [chosen item] of Many Methods |
| 36 | Fez | [chosen item] of Mayhem and Mischance |
| 37 | Fiddle | [chosen item] of Mixable Motives |
| 38 | Figurine | [chosen item] of Mysterious Ways |
| 39 | Flask | [chosen item] of Needful Action |
| 40 | Flower | [chosen item] of Odd Visions |
| 41 | Flute | [chosen item] of Ominous Possibilities |
| 42 | Gem | [chosen item] of Perfect Performance |
| 43 | Globe | [chosen item] of Persuasion |

Table 3-171: Magical Effects, Descriptive - Continued

| Die Roll | Item - choose or roll (d100) | Descriptive Effect (d100) |
|----------|------------------------------|--|
| 44 | Gloves | [chosen item] of Quasi-realism |
| 45 | Glue | [chosen item] of Second Chances |
| 46 | Goblet | [chosen item] of Sharp Response |
| 47 | Harp | [chosen item] of Spite |
| 48 | Hat | [chosen item] of Storage |
| 49 | Haversack | [chosen item] of Suddenness |
| 50 | Hood | [chosen item] of Summoning |
| 51 | Horn | [chosen item] of Symbols |
| 52 | Incense | [chosen item] of Sympath |
| 53 | Lamp | [chosen item] of Temperatures |
| 54 | Lantern | [chosen item] of Ten Possibilities |
| 55 | Locket | [chosen item] of the Bear |
| 56 | Longbow | [chosen item] of the Corollary Counterpart |
| 57 | Mace | [chosen item] of the Dwarves |
| 58 | Mask | [chosen item] of Shifting Positions |
| 59 | Medallion | [chosen item] of the Snake |
| 60 | Mirror | [chosen item] of the Spider |
| 61 | Necklace | [chosen item] of the Titans |
| 62 | Oil | [chosen item] of the Waters |
| 63 | Pocket | [chosen item] of Three Goats |
| 64 | Pot | [chosen item] of Transmogrification |
| 65 | Pouch | [chosen item] of Twice Taken |
| 66 | Poultice | [chosen item] of Unexpected Usefulness |
| 67 | Purse | [chosen item] of Untoward Consequences |
| 68 | Pyramid | [chosen item] of Unusual Capabilities |
| 69 | Ring | [chosen item] of Visions |
| 70 | Rope | [chosen item] of Volubility |
| 71 | Runestones | [chosen item] of Warding |
| 72 | Sack | [chosen item] of Warnings |
| 73 | Salt cellar | [chosen item] of Wealthy Consequences |
| 74 | Sandals | [chosen item] of Weird Whirlings |
| 75 | Sash | [chosen item] of Whoopass |
| 76 | Scarf | [chosen item] of Winter |
| 77 | Scissors | [chosen item] of Wonder |
| 78 | Scroll | Adventurer's [chosen item] |
| 79 | Shield | Boomerang [chosen item] |
| 80 | Shirt | Dimensional [chosen item] |
| 81 | Shoes | Elven [chosen item] |
| 82 | Sling | Exponential [chosen item] |
| 83 | Slippers | Ferocious [chosen item] |
| 84 | Spear | Goblin [chosen item] |
| 85 | Staff | Iridescent [chosen item] |
| 86 | Stick | Leaping [chosen item] |
| 87 | Stone | Mutating [chosen item] |
| 88 | Sword | Octopus [chosen item] |
| 89 | Tablet | Odiferous [chosen item] |
| 90 | Tankard | Reflective [chosen item] |

BOOK THREE: DUNGEON DESIGN - MISC. USEFUL TABLES

Table 3-171: Magical Effects, Descriptive - Continued

| Die Roll | Item - choose or roll (d100) | Descriptive Effect (d100) |
|----------|------------------------------|---------------------------|
| 91 | Tome | Spherical [chosen item] |
| 92 | Top | Spitting [chosen item] |
| 93 | Towel | Three-part [chosen item] |
| 94 | Trousers | Trickster's [chosen item] |
| 95 | Twine | Two-colored [chosen item] |
| 96 | Unguent | Ugly [chosen item] |
| 97 | Vase | Voluble [chosen item] |
| 98 | Wand | Wandering [chosen item] |
| 99 | Wig | Warrior's [chosen item] |
| 100 | Yarn | Willpower [chosen item] |

Magic Spells

As with magical items, a unique spell (or a monster with a particular “special effect”) can add lots of spice to an adventure.

Table 3-172: Attack Spells

| Die Roll | Part One (d100) | Part Two (d100) |
|----------|-----------------|-----------------|
| 01-02 | Fiery | Envelope |
| 03-04 | Ghostly | Pincers |
| 05-06 | Terrifying | Skull |
| 07-08 | Black | Face |
| 09-10 | Watery | Teeth |
| 11-12 | Liquid | Claws |
| 13-14 | Incorporeal | Tentacles |
| 15-16 | Accurate | Rain |
| 17-18 | Corrosive | Hail |
| 19-20 | Unexpected | Explosion |
| 21-22 | Surprising | Coils |
| 23-24 | Icy | Pressure |
| 25-26 | Unearthly | Darts |
| 27-28 | Acidic | Hand |
| 29-30 | Fearsome | Stinger |
| 31-32 | Poisonous | Barbs |
| 33-34 | Phosphorescent | Spikes |
| 35-36 | Glowing | Sword |
| 37-38 | Clutching | Kiss |
| 39-40 | Grim | Shock |
| 41-42 | Piercing | Shadow |
| 43-44 | Hissing | Net |
| 45-46 | Eviscerating | Apparition |
| 47-48 | Blasting | Summons |
| 49-50 | Paralyzing | Evocation |
| 51-52 | Binding | Sound |
| 53-54 | Shrieking | Trap |
| 55-56 | Inescapable | Rune |
| 57-58 | Mind-numbing | Belaborment |

Table 3-92: Attack Spells - Continued

| Die Roll | Part One (d100) | Part Two (d100) |
|----------|-----------------|-----------------|
| 59-60 | Aging | Seeds |
| 61-62 | Electrical | Encrustation |
| 63-64 | Soporific | Growth |
| 65-66 | Lethal | Pustules |
| 67-68 | Weakening | Mist |
| 69-70 | Soul-sucking | Smoke |
| 71-72 | Iron | Tube |
| 73-74 | Silent | Wisps |
| 75-76 | Shadowy | Fixative |
| 77-78 | Mighty | Shell |
| 79-80 | Crushing | Sphere |
| 81-82 | Burrowing | Thorns |
| 83-84 | Excruciating | Gesture |
| 85-86 | Mental | Insanity |
| 87-88 | Freezing | Insects |
| 89-90 | Suffocating | Irritant |
| 91-92 | Narcotic | Discomfiture |
| 93-94 | False | Serpent |
| 95-96 | Dimensional | Prison |
| 97-98 | Enervating | Breeze |
| 99-00 | Dehydrating | Image |

Table 3-173: Generalized Spell Effects

| Die Roll | General Effect of Spell (d100) |
|----------|--|
| 01 | Acidic effect |
| 02 | Affect armor using special effect |
| 03 | Affect climbing |
| 04 | Affect falling |
| 05 | Affect general health for good or ill |
| 06 | Affect weapon using special effect |
| 07 | Affects animals |
| 08 | Affects particular mineral |
| 09 | Affects plants |
| 10 | Affects vision |
| 11 | Alters self (appearance) |
| 12 | Alters self (to another set of abilities) |
| 13 | Alters state of matter without changing temperature |
| 14 | Bravery or removal of fear |
| 15 | Brings to life or animates inorganic substance |
| 16 | Brings to life or animates organic substance |
| 17 | Cause alertness (possibly to the point of causing harm) |
| 18 | Cause wound |
| 19 | Clairaudience of varying power |
| 20 | Clairvoyance of varying power |
| 21 | Combustion effect |
| 22 | Contagious effect (not necessarily of a disease, but of any condition that might be caused by a spell) |

Table 3-173: Generalized Spell Effects - Continued

| Die Roll | General Effect of Spell (d100) |
|----------|---|
| 23 | Conveys improved attribute (strength, dexterity, etc) |
| 24 | Corrosion effect |
| 25 | Creates a blockade from elemental force (ice, air, fire, earth, electric, acid, force, etc) |
| 26 | Creates a blockade from objects nearby or created objects |
| 27 | Creates cloud or obfuscation |
| 28 | Creates element or force |
| 29 | Creates mental binding |
| 30 | Creates physical binding |
| 31 | Creates servant, incorporeal |
| 32 | Creates servant, inorganic |
| 33 | Creates servant, organic |
| 34 | Creates simultaneity of event, action, or spell |
| 35 | Creates smell |
| 36 | Creates visible illusion |
| 37 | Crushing effect using substance |
| 38 | Cure wound |
| 39 | Cutting effect using substance |
| 40 | Death using some special effect |
| 41 | Deciphers to greater or lesser degree |
| 42 | Delays magical effect until trigger event |
| 43 | Delays or prevents particular magical effect |
| 44 | Detects ambushes or prevents surprises of some kind |
| 45 | Detects particular conditions |
| 46 | Detects particular events |
| 47 | Detects particular objects |
| 48 | Detects particular patterns |
| 49 | Disease effect |
| 50 | Disharmony effect |
| 51 | Dismiss spell effects |
| 52 | Dismissal of something that has arrived |
| 53 | Dissolves or disintegrates |
| 54 | Electrical effect |
| 55 | Fear effect |
| 56 | Fire effect |
| 57 | Frost effect |
| 58 | Gain abilities of particular animal |
| 59 | Gain attack form of a particular monster |
| 60 | Gain spirit-type attributes |
| 61 | Grants magical power to someone's gaze |

Table 3-173: Generalized Spell Effects - Continued

| Die Roll | General Effect of Spell (d100) |
|----------|--|
| 62 | Grants magical power to someone's touch |
| 63 | Grows items or creatures |
| 64 | Harmony effect |
| 65 | Heats or cools |
| 66 | Improve functioning of one or more senses |
| 67 | Increase power of something (magical or physical) |
| 68 | Increase range of something (possibly a magical effect) |
| 69 | Insanity of some degree caused by special effect |
| 70 | Instant travel over, through, between, or at distance |
| 71 | Lengthens particular magical effect (possibly weakening it, possibly not) |
| 72 | Lifts or raises |
| 73 | Light or dark effect |
| 74 | Opens |
| 75 | Pain effect |
| 76 | Paralyzes |
| 77 | Persuasive speech (either from caster or elsewhere) |
| 78 | Premonitions |
| 79 | Provide shelter of varying degree |
| 80 | Pulls |
| 81 | Pushes |
| 82 | Rains down element (ice, air, fire, earth, electric, acid) |
| 83 | Raises temperature |
| 84 | Read or affect thoughts |
| 85 | Reduces attribute (strength, dexterity, etc) |
| 86 | Reduces temperature |
| 87 | Restore lost qualities |
| 88 | Restricts motion to particular area |
| 89 | Send something somewhere |
| 90 | Shrinks items or creatures |
| 91 | Sickness effect |
| 92 | Silence or noise effect |
| 93 | Sleep or lethargy caused by special effect |
| 94 | Summons element from ground or air (ice, air, fire, earth, electric, acid) |
| 95 | Summons servant from other place |
| 96 | Time effect on inorganic substance |
| 97 | Time effect on organic substance |
| 98 | Unlocks or unfastens |
| 99 | Voodoo (caster's motions cause similar effect elsewhere) |
| 100 | Water or moisture effect |

BOOK THREE: DUNGEON DESIGN - MISC. USEFUL TABLES

Table 3-174: Command Words and Magic Words

| Die Roll | First Part (d100) | Second Part (d100) | Ending (d100) |
|----------|-------------------|--------------------|---------------|
| 01-05 | Bara | bo | lis |
| 06-10 | Mira | bi | lune |
| 11-15 | Abara | ca | dabra |
| 16-20 | Ocus | po | sicus |
| 21-25 | Dias | coxi | po |
| 26-30 | Lea | sa | x |
| 31-35 | Ro | sixa | nda |
| 36-40 | Sha | loba | m |
| 41-45 | Za | za | n |
| 46-50 | Ul | pana | r |
| 51-55 | O | sci | rix |
| 56-60 | Oca | miri | pir |
| 61-65 | Re | da | la |
| 66-70 | Lo | paa | lion |
| 71-75 | Ba | tsa | xon |
| 76-80 | Bo | tua | cto |
| 81-85 | Po | soa | cta |
| 86-90 | Mia | mura | sta |
| 91-95 | Acro | a | sto |
| 96-00 | A | mi | nto |

Sarcophagi and their Contents

A few points about sarcophagi as they are used in dungeon-adventure design. There are some rooms in which opening sarcophagi is like opening a box of chocolates – you never know what you’re going to get. In rooms like this, most or all of the sarcophagi will be identical, or there might be “types” that can be identified by some hint in the decorations. The ones with red stone patterns might contain ghouls, while the ones with blue stone patterns might contain treasure. A second type of sarcophagus room contains a couple of highly distinctive ones – there might be some of the “box of chocolate” ones, but the central feature is the one or two very unusual ones.

Table 3-175: Master Sarcophagus Table

| Die Roll | Description Pt. 1 - structure and substance (d100) | Description Pt. 2 - Exterior decorations (d100) | Description Pt. 3 - Other Features (d100) |
|----------|--|--|--|
| 01-10 | Larger than human sized | Carvings or pictures of two symbolic/decorative themes | Trapped, mechanical (see Table 3-126) |
| 11-20 | Much larger than human sized | Carvings or pictures of one symbolic/decorative theme | False bottom |
| 21-30 | Made of unusual-colored stone | Warnings or sigils | Opens with an unusual mechanism (see Table 3-32) |
| 31-40 | Standard: human-sized and made of normal stone | External Feature | Functions as an architectural trick (see Table 3-85 or 3-84) |

Table 3-175: Master Sarcophagus Table - Continued

| Die Roll | Description Pt. 1 - structure and substance (d100) | Description Pt. 2 - Exterior decorations (d100) | Description Pt. 3 - Other Features (d100) |
|----------|--|---|---|
| 41-50 | Made of inlaid wood rather than stone | Mirrored or reflective (inside, outside, or both) | Contains stairs down or other means of descending |
| 51-60 | Made of wicker or woven from some substance other than stone (could include metal, leather, reeds, etc.) | Carvings or pictures of two themes | Contains vermin (snakes, centipedes, etc) |
| 61-70 | Made of beaten bronze or other metal | Carvings or pictures of one theme | Trapped, magical (see Table 3-135) or opening the sarcophagus is the trigger for a complex trap (see Table 3-137) |
| 71-80 | A single casting of metal | Warnings or sigils | Statue, effigy, or other representation of body (including abstract or symbolic) is inside, not actual body |
| 81-90 | Standard: human-sized and made of normal stone | External Feature | Dimensional space, suspended animation, frozen time, trapped magical being, or other magical effect contained or constrained within |
| 91-00 | Standard: human-sized and made of normal stone | Shrouded in cloth, smoke, illusion, mist, etc. | Contains undead or other monster |

Table 3-176: Symbolic/Decorative Themes for Sarcophagi

| Die Roll | Symbolic/Decorative Theme - Roll Twice (d100) |
|----------|---|
| 01-02 | Antlers or deer head |
| 03-04 | Archer |
| 05-06 | Arrow |
| 07-08 | Axe |
| 09-10 | Boar |
| 11-12 | Bull |
| 13-14 | Castle |
| 15-16 | Centipede or spider |
| 17-18 | Chains |
| 19-20 | Circles |
| 21-22 | Cloaked figure |
| 23-24 | Cloud |
| 25-26 | Comet |
| 27-28 | Crown |

Table 3-176: Symbolic/Decorative Themes for Sarcophagi - Continued

| Die Roll | Symbolic/Decorative Theme - Roll Twice (d100) |
|----------|---|
| 29-30 | Dagger |
| 31-32 | Demon face |
| 33-34 | Diamond or spiral |
| 35-36 | Dragon |
| 37-38 | Egg |
| 39-40 | Eye(s) |
| 41-42 | Fish, whale, or leviathan |
| 43-44 | Flame |
| 45-46 | Goblet |
| 47-48 | Grapes (or other fruit) |
| 49-50 | Griffon or hippogriff |
| 51-52 | Hands |
| 53-54 | Heads/faces |
| 55-56 | Heart |
| 57-58 | Helix |
| 59-60 | Helm |
| 61-62 | Hourglass |
| 63-64 | Lion |
| 65-66 | Manticore or unicorn |
| 67-68 | Minotaur or Pegasus |
| 69-70 | Moon |
| 71-72 | Mouse or rat |
| 73-74 | Pyramid |
| 75-76 | Roses |
| 77-78 | Serpent |
| 79-80 | Shield |
| 81-82 | Ship(s) |
| 83-84 | Skull(s) |
| 85-86 | Squares |
| 87-88 | Stars |
| 89-90 | Sun |
| 91-92 | Sword |
| 93-94 | Throne or chair |
| 95-96 | Tree |
| 97-98 | Vines |
| 99-00 | Wreath |

Table 3-177: External Features for Sarcophagi - Continued

| Die Roll | Feature (d100) |
|----------|---|
| 71-80 | Statues surround |
| 81-90 | Water or liquid font (possibly in a depression in the sarcophagus lid itself) |
| 91-00 | Window, peephole, air-holes, or other gap or transparent feature |

Table 3-178: Warnings or Sigils for Sarcophagi

| Die Roll | Nature of Warning or Sigil (d100) |
|----------|--|
| 01-25 | Spoken or sound-alarm warning |
| 26-50 | Cryptic warning written on exterior |
| 51-75 | Large rune or sigil (see Table 3-21 for ideas) |
| 76-00 | Force field or other magical device used to deter people from touching the sarcophagus |

Table 3-179: Quick Climactic Monster Ideas

| Die Roll | First Part (d100) | Second Part (d100) |
|----------|-----------------------------|------------------------------------|
| 01-05 | The Vampire of | Suppuration, Seething, and Boiling |
| 06-10 | The Wizard of | Life-Sucking |
| 11-15 | The Ooze of | Monster-Creation |
| 16-20 | The Chief and Sub-humans of | Breath-Weapon(s) |
| 21-25 | The Ghouls of | Frost |
| 26-30 | The Tentacle-Creature of | Embalming |
| 31-35 | The Insect of | Egg-Injection |
| 36-40 | The Reptile of | Fire |
| 41-45 | The Great Bird of | Traps and Binding |
| 46-50 | The Moving Statue of | Suffocation and/or Drowning |
| 51-55 | The Living Machine of | Acid |
| 56-60 | The Water-Creature of | Mind-Attacks |
| 61-65 | The Demon of | Illusions |
| 66-70 | The Warriors of | Transmutations |
| 71-75 | The Sorceress of | Dimensions |
| 76-80 | The Priest of | Teleportations |
| 81-85 | The Spider of | The Deadly Gaze |
| 86-90 | The Beast of | Contagion and Disease |
| 91-95 | The Wraith-Creature of | Winds and Air |
| 96-00 | The Amphibian of | Plant Control |

Table 3-177: External Features for Sarcophagi

| Die Roll | Feature (d100) |
|----------|---|
| 01-10 | Big locks or seals |
| 11-20 | Candles |
| 21-30 | High platform beneath sarcophagus |
| 31-40 | Located in a marked area (see Table 3-95 for ideas) |
| 41-50 | Motto, scripture, or eulogy is inscribed or is in bas-relief on sarcophagus |
| 51-60 | Plants grow around, on, or through sarcophagus |
| 61-70 | Raised on pillars |

BOOK THREE: DUNGEON DESIGN - MISC. USEFUL TABLES

Table 3-180: Jewelry

This table is not limited just to items of personal jewelry – it contains various other items that might be decorated with gems or be worked in precious metals.

| Die Roll | Jewelry (d100) |
|----------|------------------------|
| 01-02 | Anklet |
| 03-04 | Armband |
| 05-06 | Bangle |
| 07-08 | Belt |
| 09-10 | Belt Buckle |
| 11-12 | Bowl |
| 13-14 | Box |
| 15-16 | Bracelet |
| 17-18 | Bracer |
| 19-20 | Brooch |
| 21-22 | Button |
| 23-24 | Candle-holder |
| 25-26 | Choker |
| 27-28 | Circlet |
| 29-30 | Cloak clasp |
| 31-32 | Collar |
| 33-34 | Comb |
| 35-36 | Coronet |
| 37-38 | Crown |
| 39-40 | Cup |
| 41-42 | Dagger |
| 43-44 | Dagger hilt |
| 45-46 | Decanter |
| 47-48 | Ear cuff |
| 49-50 | Earring |
| 51-52 | Ewer |
| 53-54 | False eye |
| 55-56 | Figurine |
| 57-58 | Goblet |
| 59-60 | Hairbrush |
| 61-62 | Hand mirror |
| 63-64 | Hatpin (holds feather) |
| 65-66 | Holy symbol |
| 67-68 | Key |
| 69-70 | Locket |
| 71-72 | Medal |
| 73-74 | Medallion |
| 75-76 | Napkin Holder |
| 77-78 | Navel Pendant |
| 79-80 | Necklace |
| 81-82 | Nose ring |
| 83-84 | Orb |
| 85-86 | Pendant |
| 87-88 | Pin |

Table 3-180: Jewelry - Continued

| Die Roll | Jewelry (d100) |
|----------|----------------------|
| 89-90 | Platter |
| 91-92 | Ring |
| 93-94 | Ring (signet) |
| 95-96 | Scepter (or crozier) |
| 97-98 | Tiara |
| 99-00 | Torc |

Table 3-181: Gems and Precious Stones

There are considerably more precious stones and gems in the world than the ones listed here, but the unfamiliarity (and scientific sound) of the rarer types don't tend to give the same satisfying feeling as a black pearl...

| Die Roll | Precious Stone (d100) | Notes (Do not roll dice) |
|----------|-----------------------|--|
| 01-02 | Agate | A form of chalcedony. When cut, agates often show beautiful banding and stripes; these are called striped agate. Agate can also be the mineral which forms a fossil. |
| 03-04 | Agate Geode | Rock nodules containing agate inside. These can be dramatic when cut open, but since they make a bowl shape when cut, and have unremarkable rock on the outside, they would not ordinarily be used as personal jewelry. |
| 05-06 | Amber | Fossilized tree resin. Amber can come in many colors, usually with a yellowish cast. Blue amber exists, and is the rarest form. Amber occasionally contains insects that were trapped in the resin and fossilized along with it. |
| 07-08 | Amethyst (Purple) | A variety of quartz. It can be carved, and since it was believed by the Romans to prevent drunkenness, they carved it into cups. |
| 09-10 | Amethyst (Yellow) | A yellow form of amethyst. |
| 11-12 | Apatite | Green and blue colored apatite are used as gemstones. The stone can occasionally be chatoyant (i.e., a cat's-eye appearance). |
| 13-14 | Aquamarine | A blue form of beryl. |
| 15-16 | Beryl | Pure beryl is transparent; when it contains impurities, these give it color. Colored forms of beryl have other names – emeralds and aquamarine are both forms of beryl. |
| 17-18 | Bloodstone | A dark green chalcedony flecked with spots of red jasper. It is also often called Heliotrope. |
| 19-20 | Carnelian | A red form of chalcedony. |
| 21-22 | Chalcedony | A somewhat translucent gemstone with a waxy-looking surface. Several other gemstones are forms of chalcedony. |
| 23-24 | Chrysoprase | Green chalcedony |
| 25-26 | Coral | Coral can be carved and polished to create a wide variety of shapes and figures. The range of colors covers the entire spectrum. |
| 27-28 | Diamond | Most diamonds are clear, but impurities can result in diamonds of almost any color – these are rarer than clear diamonds. |

Table 3-181: Gems and Precious Stones - Continued

| Die Roll | Precious Stone (d100) | Notes (Do not roll dice) |
|----------|-----------------------|--|
| 29-30 | Diamond (Black) | Black diamonds don't exist in the real world, so they are fabulously rare in fantasy worlds |
| 31-32 | Diamond (Blue) | Blue diamonds. These result from boron impurities, but the important thing is that they are rarer (more valuable) than normal diamonds. |
| 33-34 | Emerald | The green form of beryl. Emeralds are rare and valuable. |
| 35-36 | Feldspar | A very common mineral, but some forms of it are lustrous and attractive. Moonstone is a form of feldspar, and virtually all valuable feldspar would be a form of moonstone. |
| 37-38 | Garnet | A fairly common mineral, but some forms of it are rarer and interesting. Some forms of garnet change color depending on the light; for example, one type changes from a blue-green all the way to purple. Garnets come in a variety of colors; red, yellow, brown, etc. There is a blue type, which is the rarest. |
| 39-40 | Golden Beryl | A golden yellow form of beryl, often called Heliodore. |
| 41-42 | Hematite | Hematite is a metal, a form of iron oxide, which varies from steel-colored to black, to red. Powdered hematite dust can be fatal if inhaled, and was used as a trap in an ancient Egyptian tomb. |
| 43-44 | Ivory | Ivory comes from tusks, and can be carved and polished. |
| 45-46 | Jade (Black) | Doesn't actually exist, so very valuable in a fantasy world. |
| 47-48 | Jade (Blue) | A blue form of jade. |
| 49-50 | Jade (Green) | The most valuable form of jade (with the exception of black jade, which doesn't exist in the real world). |
| 51-52 | Jasper | Opaque chalcedony that has been polished. Colors range around red, yellow, brown and green, but there is also a rarer blue type. |
| 53-54 | Lapis Lazuli | A blue, relatively rare semi-precious stone. A lot of lapis was used in the jewelry found in Tutankhamen's tomb. |
| 55-56 | Malachite | A vibrant green, relatively common stone. |
| 57-58 | Moonstone | A form of feldspar which looks pearl-like and reflects light, vaguely, from inside the stone. |
| 59-60 | Moss Agate | Agate that contains filament-like patterns of other minerals. These look like plant material, giving the stone the "moss" name. |
| 61-62 | Mother of Pearl | Pearl-like deposits, very common. The value of a piece of mother-of-pearl would depend almost entirely upon the quality with which it was carved, not the value of the mother-of-pearl itself. However, a really big piece would have to have come from a giant clam or oyster (rarer), and weirdly shaped fantasy mollusks could also create weirdly-shaped pieces of mother-of-pearl, and these would also be relatively rare. |

Table 3-181: Gems and Precious Stones - Continued

| Die Roll | Precious Stone (d100) | Notes (Do not roll dice) |
|----------|----------------------------|---|
| 63-64 | Obsidian | Volcanic glass. Obsidian is dark colored, and can be used to make very sharp edges. |
| 65-66 | Onyx | A form of banded quartz. |
| 67-68 | Opal | Opal ranges widely in color, although the red and black ones are rare. Opals have lots of internal colors all together, which is very unusual. |
| 69-70 | Opal (Black) | Black opals are the rarest kind of opal. They still have other colors within the stone, the rarest combination being black and red. |
| 71-72 | Opal (Fire) | Fire opal would be the reverse of a black opal, predominantly red with internal black colorations. |
| 73-74 | Pearl | Formed in oysters. They can have a wide range of rarity based on color and shape. Sea pearls are also rarer than freshwater ones. Mollusks other than oysters can produce pearls, and some of these can be quite valuable. |
| 75-76 | Pearl (Black) | Black pearls are very rare; they do exist in the real world. |
| 77-78 | Pearl (Purple) | A rare color of sea pearl |
| 79-80 | Peridot | An olive-green gemstone that only occurs in this one color. They can easily be mistaken for emeralds. Interestingly, peridot has been found in meteorites. |
| 81-82 | Quartz (Rose) | A particular color of quartz. |
| 83-84 | Quartz (Smoky) | A particular color of quartz |
| 85-86 | Ruby | Ruby, emerald, sapphire, and diamond are the four true precious stones. Rubies are the same mineral as sapphires, but they are the ones running from pink to dark red. |
| 87-88 | Sapphire | One of the four true precious stones, sapphires are a form of corundum which can be any color other than pink or red (which are considered rubies). |
| 89-90 | Sapphire (White) | There is no such thing as a white sapphire, so these would be much more valuable than ordinary sapphires, which are already quite valuable. |
| 91-92 | Tiger's Eye | A form of quartz that is "chatoyant," meaning that it looks like there is an eye. |
| 93-94 | Topaz (any) | Pure topaz is colorless |
| 95-96 | Topaz (blue) | Blue topaz is the rarest color of topaz |
| 97-98 | Tourmaline | A semi-precious stone that can be found in almost any color, including colorless. |
| 99-00 | Turquoise (various colors) | Lower-quality turquoise is fairly common, but higher quality specimens can be very valuable indeed. Egypt and Persia were the first major sources of turquoise. The stone can be blue, green or red, and often has veins of color running through it. |

BOOK THREE: DUNGEON DESIGN - MISC. USEFUL TABLES

Table 3-182: Decorations

| Die Roll | Decoration |
|----------|---|
| 01-05 | Animal pelts on walls or floor |
| 06-10 | Banners |
| 11-15 | Carpets or rugs |
| 16-20 | Decorative pond, fountain, or other water display |
| 21-25 | Display of a collection, such as books, dried flowers, insects, silverware, etc. |
| 26-30 | Display of non-statue artworks, such as pottery, baskets, holy symbols, complex models, ivory, gemstones, musical instruments, etc. |
| 31-35 | Display of weapons or armor |
| 36-40 | Fires, flames, torches, or other light sources of decorative colors, possibly involving reflections as well |
| 41-45 | Frescoes or murals |
| 46-50 | Hunting trophies (heads or taxidermy) |
| 51-55 | Mirrors, or glass or crystal items |
| 56-60 | Ornate furniture |
| 61-65 | Paintings on walls |
| 66-70 | Plants and flowers, or entire garden |
| 71-75 | Rock garden or similar arrangement |
| 76-80 | Semi-precious stone or decorative stone used in construction |
| 81-85 | Statuary |
| 86-90 | Tapestries |
| 91-95 | Wall carvings |
| 96-00 | Wood paneling, floors, or ceilings |

Table 3-183: Tomb Arrangement - Continued

| Die Roll | Interment (d100) | Memorial Feature (d100) | Other Feature (d100) |
|----------|---|--|--|
| 21-25 | Different body parts placed in specific place in tomb; corpses are not kept intact | Inscription or written record of the deceased's ancestry or family tree | Multiple levels in tomb area |
| 26-30 | Encased in transparent preservative substance and left for display or other purpose | Inscription, picture, or statuette denoting profession with no individual name | Multiple trapdoors in floor (and possibly ceilings) of tomb area |
| 31-35 | Glass-topped containers | Inscription, picture, or statuette denoting social class with no individual name | Multiple traps in tomb area (magical or mechanical: see the Traps section for ideas) |
| 36-40 | Hung from hooks, in bags, or other method of suspending something in air | Lists of dead with separate list for each social class, caste, rank, or profession | Pillars are significant to the tomb's symbolism or defenses |
| 41-45 | In alcoves with locker-like doors | Mummified totem animal of the deceased | Presence of water: fountains, pools, channels, or similar |
| 46-50 | In drawer-like containers | No individual memorials | Rotating walls, doors, or floors in tomb area |
| 51-55 | Kept under water or other liquid | No individual memorials | Separate areas of the tomb are separated by constructed hazards, such as swimming through an underwater tunnel, crossing a shifting bridge over lava, etc. The table of rigged natural features (Table 3-134) can be a useful source of ideas. |
| 56-60 | Metal sarcophagi | Notation of mode of death | Several "wings" radiate out from a central tomb area. Each wing might have a different type of trap-defense, a different mode of access, or a different undead type associate with it. |
| 61-65 | Mummified and standing or lying, no coffin | Painted or bas-relief pictures | Sliding doors or walls in tomb area |

Table 3-183: Tomb Arrangement

| Die Roll | Interment (d100) | Memorial Feature (d100) | Other Feature (d100) |
|----------|--|--|---|
| 01-05 | Bones in large vaults behind doors | Death mask (made from body's face just after death) | Bridges or walkways are used prominently in the tomb's construction |
| 06-10 | Bones in small wall or floor alcoves | Dried flowers or other preserved offering | Cranes, lifting apparatus, or other heavy machinery is involved in the tomb's construction. |
| 11-15 | Coffin (or container) of non-standard material such as wicker basketry, vines, cloth, etc. | Holy symbol representing each interred body, no individual memoriam | Entire tomb area functions as a Complex Trap (see Table 3-137 for ideas) |
| 16-20 | Cremation urns | Image of patron deity, demon, or even a human liege lord rather than a representation of the person. | Entire Tomb area functions as a Magical Area Trick (see Table 3-93 for ideas) |

Table 3-183: Tomb Arrangement - Continued

| Die Roll | Interment (d100) | Memorial Feature (d100) | Other Feature (d100) |
|----------|---------------------------------|--|---|
| 66-70 | Pits of bones | Record of last words, last deed, death poem, or other | Some areas have very low ceilings or very narrow corridors (squeeze between two very close pillars or turn sideways to get down a corridor, for example). |
| 71-75 | Plastered or bricked into walls | Representative rune selected in place of actual names | Statues of deities and/or demons in tomb area |
| 76-80 | Sacks | Roster of the Dead | Strange way to get through tomb area (see Table 3-3 for ideas) |
| 81-85 | Stacked and left to rot | Rune denotes type of Undeath, mode of communication, or type of damnation/ salvation | Tapestries, curtains, cloth, or wall hangings are prominent in the tomb's decoration |
| 86-90 | Stone sarcophagi | Small clay models or figurines representing actual appearance of the deceased (figurines representing nobles might be of more valuable material such as ivory) | Tomb area contains several teleporters that move visitors (or intruders, or priests, or corpses) into different areas of tombs. |
| 91-95 | Underneath floor slabs | Statue of the dead (standing or lying) | Tomb is a vertical or downward spiral following the course of one or more stairways or ramps |
| 96-00 | Wooden coffins | Written names inscribed or painted | Worm-hole like tunnels lead to specific tombs or tomb areas |

Table 3-184: Profile of Monster Ambush

| Die Roll | Physical Element of Ambush | Effect or Second Feature |
|----------|--|---|
| 01-10 | Chute, slide, or slippery surface | Allow(s) fast-moving, mounted, or otherwise highly mobile monsters to gain a specific combat advantage against the characters |
| 11-20 | Curtains (of mist, cloth, electricity, fire, or anything that can obstruct vision) | Channel characters into a place where monsters can employ an interesting weapon |
| 21-30 | Magical weakness or other effect from a central location | Give the advantage to monsters that are immune to, or able to bypass, this tactical impediment |
| 31-40 | One or more platforms or balconies | Keep(s) characters from reaching the monsters |
| 41-50 | Pillar | Move(s) around to threaten, menace, or disorient characters |
| 51-60 | Reflections | Rising to allow monsters to make advantageous or surprise attack |
| 61-70 | System of chains (and possibly platforms) | Sliding into place to allow surprise or advantageous attack |
| 71-80 | Teleportation zones or places | Suddenly reveal(s) monsters in a surrounding, flanking, elevated, or other advantageous tactical situation |
| 81-90 | Tentacles, vines, or ropes | Work in conjunction with a physical feature or a magical effect making it hard for characters to keep balance (mental or physical) while fighting |
| 91-00 | Wall or walls | Work in conjunction with pits, cages, or another type of prison that can damage or trap characters |

BOOK THREE: DUNGEON DESIGN - MISC. USEFUL TABLES

List of Tables

| Table | Page |
|--|------|
| 3-1: Types of Races Against Time | 130 |
| 3-2: Enticements to Peril | 131 |
| 3-3: Topographical and/or Tactical Challenges | 132 |
| 3-4: Specific Tactical Situations | 132 |
| 3-5: Challenges to the Character Sheet | 134 |
| 3-6: Why an Adventure Location Became Dangerous | 136 |
| 3-7: Item-Based Backstories | 137 |
| 3-8: Person Based Backstories | 138 |
| 3-9: Most Recent Use Backstories | 139 |
| 3-10: Types of Clues | 140 |
| 3-11: Coded and Deliberate Messages | 140 |
| 3-12: Deliberate Misdirections | 141 |
| 3-13: Content and Perspective of Direct Visions | 142 |
| 3-14: Evidence of Mechanism or Use | 143 |
| 3-15: Type of Event Leaving the Clue | 143 |
| 3-16: Relation of Source to Rumor | 144 |
| 3-17: Information Content of Rumors | 144 |
| 3-18: Nature of the Writing | 144 |
| 3-19: Letter Contents | 145 |
| 3-20: Ownership Papers | 145 |
| 3-21: Generating Magical Symbols | 146 |
| 3-22: Sample Alternate Alphabets | 147 |
| 3-23: Transitions Between Dungeon Areas | 150 |
| 3-24: Corridor, Basic Description of | 150 |
| 3-25: Corridor, Unusual Features of | 150 |
| 3-26: Bridges | 151 |
| 3-27: Archway Master Table | 151 |
| 3-28: Archway, Distinctive Elements | 151 |
| 3-29: Normal Door, Basic Description of | 152 |
| 3-30: Normal Door, Unusual Features of | 153 |
| 3-31: Normal Door, Unusual Shapes of | 153 |
| 3-32: Normal Door, Unusual Mechanisms for | 154 |
| 3-33: Waterway Connections, Basic Description | 155 |
| 3-34: Waterway Connections, Nature of Liquid | 155 |
| 3-35: Teleportation, Nature of | 156 |
| 3-36: Teleportation, Devices and Special Effects for | 156 |
| 3-37: Dungeon Area Topography | 157 |
| 3-38: Rooms or Chambers in a Dungeon Area | 157 |
| 3-39: Normal Size Rooms/Caverns | 158 |
| 3-40: Rooms of Unusual Size | 158 |
| 3-41: Arrangement of Rooms/Caverns Within an Area | 158 |
| 3-42: Area Names Involving Water | 160 |
| 3-43A: Areas Involving Tombs (Alternative 1) | 160 |
| 3-43B: Areas Involving Tombs (Alternative 2) | 160 |
| 3-44: Areas Involving Scholarship or Research | 160 |
| 3-45: Areas Involving Imprisonment | 161 |

List of Tables

| Table | Page |
|--|------|
| 3-46: Areas Involving Worship | 161 |
| 3-47: Areas Involving Bugs | 162 |
| 3-48: Areas Involving Plants | 162 |
| 3-49: Landmarks, Big Things | 162 |
| 3-50: Level Changes | 164 |
| 3-51: Basic Stairs | 164 |
| 3-52: Unusual Stairs | 164 |
| 3-53A: Strange Things, Alternative One | 165 |
| 3-53B: Strange Things, Alternative Two | 166 |
| 3-54: Contents of Special Rooms | 167 |
| 3-55: Altars | 167 |
| 3-56: Religious Imagery | 168 |
| 3-57: Dramatic Architecture | 168 |
| 3-58: Changing Architectural Features | 168 |
| 3-59: Type of Container for Special Rooms | 168 |
| 3-60: Small Containers | 168 |
| 3-61: Large Containers | 169 |
| 3-62: Bizarre Containers | 170 |
| 3-63: Furniture, Unusual | 170 |
| 3-64: Liquid, Contained | 171 |
| 3-65: Descriptions of Non-Water Liquids | 171 |
| 3-66: Unusual Lighting | 171 |
| 3-67: Major Mechanisms and Processes | 172 |
| 3-68: NPC Interaction | 172 |
| 3-69: Pillars | 173 |
| 3-70: Unusual Plants | 174 |
| 3-71: Sounds | 176 |
| 3-72: Statue Material and Condition | 176 |
| 3-73: Type of Statue | 176 |
| 3-74: Simple Statues | 177 |
| 3-75: Complex and Large Statues | 177 |
| 3-76: Thrones | 178 |
| 3-77: Water Landmarks | 182 |
| 3-78: What Comes Next (Basic Ideas) | 182 |
| 3-79: What Comes Next (Using Tables) | 184 |
| 3-80: Wild Card Matrix for Tricks | 186 |
| 3-81: Tricks by Category | 187 |
| 3-82: Hints and Foresightings | 188 |
| 3-83: Spoken Clues | 189 |
| 3-84: Quick Architectural Tricks | 190 |
| 3-85: Complex Architectural Tricks | 190 |
| 3-86: Bargain and Persuasion Tricks | 192 |
| 3-87: Master Table of Experiment Tricks | 193 |
| 3-88: Table of First Elements (Experimental Tricks) | 193 |
| 3-89: Table of Second Elements (Experimental Tricks) | 194 |
| 3-90: Experimental Trick (machine or alchemical reaction) defined by resulting sound | 195 |

List of Tables

| | |
|--|-----|
| 3-91: False Appearance Tricks..... | 196 |
| 3-92: Hazard Tricks..... | 196 |
| 3-93: Magic Area Tricks Master Table | 196 |
| 3-94: Correct Actions for Magic Area Tricks | 197 |
| 3-95: Marking off Magic Area | 197 |
| 3-96: Warnings..... | 197 |
| 3-97: Central Feature of Magic Thing | 198 |
| 3-98: Abstract Special Effects for Magic Thing | 198 |
| 3-99: Triggering Actions for Magic Things | 198 |
| 3-100: Result of Triggering Action..... | 199 |
| 3-101: Warning Signals..... | 200 |
| 3-102: Correct Responses to Magical Thing Tricks..... | 200 |
| 3-103: Single-Rule Pathways..... | 201 |
| 3-104: Mode of Forward Movement in Game Board Tricks | 202 |
| 3-105: Risk and Reward for Game Board Trick "Squares." | 203 |
| 3-106: Master Table for Substance Tricks | 203 |
| 3-107: Form of Substance | 204 |
| 3-108: Basic Game Tricks, Risk and Reward | 204 |
| 3-109: Methods of Betting Games | 205 |
| 3-110: Choice Games..... | 206 |
| 3-111: Names for Games..... | 207 |
| 3-112: Game "Rooms" | 207 |
| 3-113: Types of Game Series | 208 |
| 3-114: Writing Surfaces | 208 |
| 3-115: Writing Methods..... | 208 |
| 3-116: Beneficial Effect of Reading the Written Trick | 209 |
| 3-117: Unusual Writing..... | 209 |
| 3-118: Type of Beneficial Magical Condition or Curse | 209 |
| 3-119: Magical Changes to Area..... | 209 |
| 3-120: Beneficial Changes and Curses to Items | 210 |
| 3-121: Beneficial Conditions and Curses to Individuals..... | 210 |
| 3-122: Aversions | 214 |
| 3-123: Physician's Diagnosis of Normal Diseases | 214 |
| 3-124: Specific Courses of Treatment (for Normal Diseases) | 216 |
| 3-125: Lethal and Virulent Diseases | 216 |
| 3-126: Basic Mechanical Traps..... | 217 |
| 3-127: Mechanical traps – Concealment, Complicated Triggers..... | 218 |
| 3-128: Gases..... | 219 |
| 3-129: Trap Liquids..... | 221 |
| 3-130: Missile Traps | 221 |
| 3-131: Pits | 221 |
| 3-132: Poison Effects Table (Lethal) | 221 |
| 3-133: Poison Effects (Non-Lethal)..... | 223 |
| 3-134: Basic Traps (Rigged Natural Features)..... | 224 |
| 3-135: Basic Traps (Magical)..... | 224 |
| 3-136: Magical Trap Special Effects | 225 |
| 3-137: Overall Profile for Complex Trap | 226 |

List of Tables

| | |
|---|-----|
| 3-138: Trap Draws (Physical Draws)..... | 226 |
| 3-139: Trap Prisons | 226 |
| 3-140: Trap Kill-Mechanisms | 227 |
| 3-141: Kill-Switches and Escape Hatches | 228 |
| 3-142: Progressive Magically-Induced Weaknesses | 228 |
| 3-143: Measuring out Life | 230 |
| 3-144: General Dungeon Dressing | 231 |
| 3-145: Unusual Corpses | 232 |
| 3-146: Corpse Malformations | 232 |
| 3-147: Weird Dungeon Dressing | 232 |
| 3-148: Condition of Item | 234 |
| 3-149: Lighting (normal) | 234 |
| 3-150: Furniture Items | 234 |
| 3-151: Small Items | 234 |
| 3-152: Smells | 235 |
| 3-153: Book Types | 236 |
| 3-154: Unusual Book Bindings | 236 |
| 3-155: Hallucinogen Name | 236 |
| 3-156: How Hallucinogen is Administered | 237 |
| 3-157: Effects of Hallucinogens | 237 |
| 3-158: Physical Signs of Hallucinogen Use | 237 |
| 3-159: Herbs | 237 |
| 3-160: Liquid Potions | 239 |
| 3-161: Powdered Potions | 239 |
| 3-162: Magical Workrooms (List of Furnishings) | 239 |
| 3-163: Detailed Alchemical Ingredients Master Table | 240 |
| 3-164: Animal/Monster Part | 240 |
| 3-165: Person Part | 242 |
| 3-166: Plant or Plant Part | 244 |
| 3-167: Small Alchemical Things | 246 |
| 3-168: Substance | 247 |
| 3-169: Magic Containers | 248 |
| 3-170: Magic Clothing | 248 |
| 3-171: Magical Effects, Descriptive | 249 |
| 3-172: Attack Spells | 250 |
| 3-173: Generalized Spell Effects | 250 |
| 3-174: Command Words and Magic Words | 252 |
| 3-175: Master Sarcophagus Table | 252 |
| 3-176: Symbolic/Decorative Themes for Sarcophagi | 252 |
| 3-177: External Features for Sarcophagi | 253 |
| 3-178: Warnings or Sigils for Sarcophagi | 253 |
| 3-179: Quick Climactic Monster Ideas | 253 |
| 3-180: Jewelry | 254 |
| 3-181: Gems and Precious Stones | 254 |
| 3-182: Decorations | 256 |
| 3-183: Tomb Arrangement | 256 |
| 3-184: Profile of Monster Ambush | 257 |

BOOK FOUR:

Non-Dungeon Adventure Design

Table of Contents

| | |
|------------------------------------|-----|
| Aerial Adventures | 261 |
| Castles and Ruins | 264 |
| Cities and Settlements | 267 |
| Planar and Alternate Worlds | 283 |
| Underwater Adventures | 287 |
| Waterborne Adventures | 288 |
| Wilderness Adventures | 290 |
| General Wilderness Tables | 290 |
| Desert Adventures | 295 |
| Forest Adventures | 297 |
| Hill and Mountain Adventures | 298 |
| Swamp Adventures | 300 |
| List of Tables (Book Four) | 301 |

Introduction to Book Four

The previous three books contain tables designed to spark ideas: the first book addressed missions and villainous plans, the second book focuses on monsters, and the third book focuses on constructing a dungeon adventure. This fourth book provides tables for non-dungeon adventures – castles, ruins, forests, other dimensions, and others.

Table 4-1: Type of Adventure

| Die Roll | Adventure Type (d8) |
|----------|-----------------------------|
| 1 | Aerial |
| 2 | Castles and Ruins |
| 3 | Cities and Settlements |
| 4 | Planar and Alternate Worlds |
| 5 | Underwater |
| 6 | Waterborne |
| 7-8 | Wilderness |

Pattern of Non-Dungeon Adventures

The patterns listed here also apply to dungeon adventures, but when designing wilderness or other types of adventures it is often more important than with dungeon adventures to step back and look at the overall structure of what you’re putting together. The reason is that in a dungeon, so many possibilities are hardwired into the map: you can’t go up or down unless the map allows it, your visibility is limited, and there are only a limited number of pathways. In a wilderness or non-dungeon adventure, you have to give some thought to the broader possibilities (both the advantages and disadvantages) involved.

Adventure Patterns

Physical reconnaissance followed by an assault.

Physical reconnaissance followed by infiltration (with combat likely).

Diplomatic reconnaissance followed by assault.

Diplomatic reconnaissance followed by infiltration (with combat likely).

Set-piece event with direct combat, or with diplomatic or physical reconnaissance followed by combat. Note: in general, the whole reason behind starting with a set-piece event is to create a viciously fast-moving race against time.

Exploration (physical reconnaissance) involving multiple encounters (assault, diplomacy, etc)

Aerial Adventures

Most aerial adventures contain non-aerial elements, such as a cloud castle or a cliff-side, although this isn’t necessarily always the case. What’s meant by an “aerial adventure” here is that the adventure contains significant elements involving flying or falling. These might include travel-type adventures where much of the adventure is a dangerous flying journey to another location, or adventures where flying is a major tactical element involved in the way the characters must handle a non-aerial feature. An example of the latter might be a tall cliffside with many entrances that have no stairways between them, or, even if the cliff has stairways, there are flying enemies that must be fought off while getting from one place to another on the cliff.

Table 4-2: Aerial Adventure Locations/Objectives

| Die Roll | Locale or Adventure Objective (d100) |
|----------|--------------------------------------|
| 01-10 | Aerial chase/find, flying group |
| 11-20 | Aerial chase/find, flying individual |
| 21-30 | Aerial portal/gate |
| 31-40 | Aerial vehicle |
| 41-50 | Cliff face |
| 51-60 | Floating island(s) |
| 61-70 | Flying structure |
| 71-80 | High mountain |
| 81-90 | Low-hanging moon |
| 91-100 | Top of high spire/tower |

Table 4-3: Aerial Problems/Mysteries/Missions

| Die Roll | The “Hook” (d100) |
|----------|--|
| 01-05 | Adventure location only accessible by air (mountain or cliff face) |
| 06-10 | Bypass ground-based enemies to reach objective or adventure location |
| 11-15 | Bypass ground-based hazard to reach objective or adventure location |
| 16-20 | Fallen clues from above |
| 21-25 | Fetch something known to be above |
| 26-30 | Guard and defend aerial structure |
| 31-35 | Guard and defend ground structure/area from aerial attack |
| 36-40 | Infiltrate aerial structure |
| 41-45 | Investigate omens of something above |
| 46-50 | Investigate strange lights |
| 51-55 | Investigate strange sounds |
| 56-60 | Locate and destroy aerial predators |
| 61-65 | Locate and rescue prisoner of aerial beings/monster |
| 66-70 | Prophecy of something above |
| 71-75 | Reconnoiter best course for ground travel |
| 76-80 | Reconnoiter enemy position |
| 81-85 | Steal/recover something known to be in aerial structure |
| 86-90 | Stop or engage in bombardment of surface |
| 91-95 | Stop or engage in snatching items by air |
| 96-100 | Stop or engage in snatching people by air |

Table 4-4: Events in the Air

Note: this is not an encounter table – it is for use in designing significant components of an adventure. An encounter table would need to have higher likelihood of “normal” events such as a flock of birds, and lower chances of encountering the weird events such as floating rocks.

| Die Roll | Event (d100) |
|----------|----------------------------------|
| 01-05 | Air becomes thicker |
| 06-10 | Air elementals or djinn |
| 11-15 | Attacked by missiles from ground |

BOOK FOUR: DUNGEON DESIGN - NON-DUNGEON ADVENTURE DESIGN

Table 4-4: Events in the Air - Continued

| Die Roll | Event (d100) |
|----------|---|
| 16-20 | Close-swinging moon |
| 21-25 | Clouds moving independently of wind |
| 26-30 | Clouds, normal |
| 31-35 | Dead magic area |
| 36-40 | Floating globes, spheres, bubbles |
| 41-45 | Floating rock or minerals |
| 46-50 | Floating vegetation |
| 51-55 | Flock of birds |
| 56-60 | Flying Structure (See Table 4-7) |
| 61-65 | Flying Vehicle (See Table 4-6) |
| 66-70 | High winds or air vortex to ground (or even below ground) |
| 71-75 | Lightning or chain lightning |
| 76-80 | Pollen or spores in air |
| 81-85 | Rain, snow, or storm |
| 86-90 | Rainbow |
| 91-95 | Sudden brightness in sky |
| 96-00 | Swarm of bugs |

Table 4-5: Things Seen from the Air

This table serves to integrate Table 4-4 (Events in the Air) with the presence of the ground below; when the flight level will be low to the ground (especially in scouting missions), your adventure will need to take into account the fact that flying characters can cover a lot of distance and have much longer visibility ranges than in most other types of adventures.

| Die Roll | What is Seen (d100) |
|----------|---------------------------------|
| 01-05 | Billowing smoke |
| 06-10 | Bubbles rising |
| 11-15 | Camp |
| 16-20 | Castle |
| 21-25 | Column of smoke |
| 26-30 | Crop circles or patterns |
| 31-35 | Encampment |
| 36-40 | Fleeing person |
| 41-45 | Glittering surfaces |
| 46-50 | Ground battle |
| 51-55 | Hills forming shape of creature |
| 56-60 | Hills forming shape of symbol |
| 61-65 | Lake with island |
| 66-70 | Low-lying fog or mist |
| 71-75 | Remnants of forest fire |
| 76-80 | Small lake |
| 81-85 | Soldiers marching |
| 86-90 | Town |
| 91-95 | Trees moving |
| 96-00 | Village |

Table 4-6: Types of Flying Vehicles

| Die Roll | Vehicle (d100) | Locomotion (d100) |
|----------|---|--|
| 01-05 | Bubble/sphere | Anchor (claws off) |
| 06-10 | Castle | Course is magically defined at time of construction; moves back and forth between two locations without the possibility of changing course or destination. |
| 11-15 | Congealed cloud | Drawn by ground features (pulled in by concentrations of earth magic, magical lodestones, etc.) |
| 16-20 | Dirigible or blimp | Drifts with wind (an air balloon, for example) with no steering |
| 21-25 | Disk | Drifts with wind (an air balloon, for example) with no steering |
| 26-30 | Floating plant with massive root tangles | Follows planetary/moon movements |
| 31-35 | Large Chariot | Follows zodiacal course |
| 36-40 | Rock chunk with internal tunnels | Great vanes are used for steering |
| 41-45 | Shaped like blob with internal compartments | Lashing tail propels the craft through the air |
| 46-50 | Shaped like crab or lobster, mechanical | Mental manipulation of magical propulsion object (someone has to be able to exert this sort of mental control in order to make it work) |
| 51-55 | Ship, fishing vessel | Magical propulsion (horizontal version of levitation) |
| 56-60 | Ship, fishing vessel | Magical propulsion (horizontal version of levitation) |
| 61-65 | Ship, fishing vessel | Magically generated air gusts |
| 66-70 | Ship, galleon | Oars |
| 71-75 | Ship, galleon | Propeller |
| 76-80 | Ship, galleon | Sails |
| 81-85 | Ship, metal, cigar-shaped | Sails |
| 86-90 | Ship, galley | Sails |
| 91-95 | Ship, galley | Teleportation |
| 96-99 | Small island | Wind-rudder |
| 00 | Whale-creature with howdah | Wings |

Table 4-7: Types of Flying Structures

Note: These are flying structures designed to be the location of an adventure, so they are quite unusual.

| Die Roll | Structure (d100) | Foundation (d100) | Buoyancy (d100) |
|----------|------------------|----------------------|--------------------------|
| 01-05 | City | Circular band (torc) | Antigravity field |
| 06-10 | Cottage | Cloth or carpet | Attracted toward clouds |
| 11-15 | Cube | Cloud | Attracted toward star(s) |

Table 4-7: Types of Flying Structures - Continued

| Die Roll | Structure (d100) | Foundation (d100) | Buoyancy (d100) |
|----------|---|---|--|
| 16-20 | Cubes, multiple | Cloud | Divine curse never to touch ground |
| 21-25 | Farm | Cloud | Levitating construction material |
| 26-30 | Great castle | Cone, inverted | Levitating mounting |
| 31-35 | Keep | Cone, point up | Levitator object within |
| 36-40 | Manor house | Congealed air | Lighter-than-air material in containers (anti-ballast) |
| 41-45 | Polyhedron | Disk, concave | Lighter-than-air material in containers (anti-ballast) |
| 46-50 | Polyhedrons, multiple | Disk, convex | Lighter-than-air material in containers (anti-ballast) |
| 51-55 | Dome | Great beast (probably formless) | Lighter-than-air mounting |
| 56-60 | Castle | Iceberg | Lighter-than-air mounting |
| 61-65 | Treehouses | Mass of dirt | Lighter-than-air mounting |
| 66-70 | Small town | Metal flakes | Repelled by ground |
| 71-75 | Sphere | Multiple platforms | Repelled by ground |
| 76-80 | Spheres, multiple | Mysterious vapor | Sucked upward by planets or moons |
| 81-85 | Tiered structures, multiple foundations | Rock chunk | Updrafts of air |
| 86-90 | Tower | Structure is suspended from mounting (roll again to determine mounting) | Weightless construction material |
| 91-95 | Towers, multiple | Vines & plants | Weightless mounting |
| 96-00 | Village | Wooden platform | Wings |

Table 4-8: Owner of Flying Structure - Continued

| Die Roll | Owner (d100) |
|----------|--|
| 13-16 | Deity, demigod, or quasi-deity |
| 17-20 | Demonic |
| 21-24 | Djinni |
| 25-28 | Draconic |
| 29-32 | Efreeti |
| 33-36 | Extra-planar merchant |
| 37-40 | Extra-planar monsters |
| 41-44 | Flying serpentine monster |
| 45-48 | Ghost(s) (abandoned structures) |
| 49-52 | Ghostly leader with minions |
| 53-56 | Incorporeal force linked to emotion or souls |
| 57-60 | Intelligent undead with minions |
| 61-64 | Mist or cloud creature |
| 65-68 | Powerful religious leader (human) |
| 69-72 | Powerful religious leader (non-human) |
| 73-76 | Rider of flying mount and minions |
| 77-80 | Rider of levitating mount and minions |
| 81-84 | Solitary giant flier |
| 85-88 | Solitary giant levitator |
| 89-92 | Storm giant |
| 93-96 | Titan |
| 97-00 | Winged humanoid king/prince |

Table 4-9: Purpose of Flying Structure

| Die Roll | Purpose (d100) |
|----------|---|
| 01-02 | Comfortable and isolated residence: powerful being |
| 03-04 | Houses a society: knights who protect |
| 05-06 | Houses a society: magic-users guild |
| 07-08 | Houses a society: monastery |
| 09-10 | Isolates its content: dead god or other powerful being |
| 11-12 | Isolates its content: deadly artifact |
| 13-14 | Isolates its content: disease colony |
| 15-16 | Isolates its content: forbidden temple |
| 17-18 | Isolates its content: hermitage |
| 19-20 | Isolates its content: library |
| 21-22 | Isolates its content: magical research |
| 23-24 | Isolates its content: prison |
| 25-26 | Isolates its content: religious relic |
| 27-28 | Isolates its content: tombs |
| 29-30 | Isolates its content: treasure rooms |
| 31-32 | Mercantile and Military: to dominate the local ground trade |
| 33-34 | Mercantile: headquarters for a merchant family |
| 35-36 | Mercantile: headquarters for a monster-type merchant |
| 37-38 | Mercantile: headquarters for a planar merchant |
| 39-40 | Mercantile: inn/way-station for airborne travelers |
| 41-42 | Mercantile: trading post |

Table 4-8: Owner of Flying Structure

| Die Roll | Owner (d100) |
|----------|---|
| 01-04 | Abandoned to chaos, neglect, occupied by flying and non-flying vermin |
| 05-08 | Abandoned to chaos, neglect, occupied by non-fliers |
| 09-12 | Cloud giant |

Table 4-9: Purpose of Flying Structure - Continued

| Die Roll | Purpose (d100) |
|----------|--|
| 43-44 | Military and Mercantile: slave-takers |
| 45-46 | Military: to pillage airborne trade |
| 47-48 | Military: to pillage ground trade |
| 49-50 | Military: to pillage nearby settlements |
| 51-52 | Military: spying and reconnaissance |
| 53-54 | Observatory, astrological |
| 55-56 | Planar as well as Flying Structure (see Tables 2-46 through 2-58 if you need ideas for creating a new planar monster or planar monster type) |
| 57-58 | Political and Military: to dominate local ground politics |
| 59-60 | Political: Headquarters for a leader in sky-based politics or government of a particular airborne race |
| 61-62 | Political: seat of local government (probably within ladder-reach of ground most of the time) |
| 63-64 | Political: seat of rival government/rebels |
| 65-66 | Prestige residence: local mercantile leaders |
| 67-68 | Prestige residence: nobles |
| 69-70 | Prestige residence: the “awakened” (whatever it might suggest to you) |
| 71-72 | Productive: to breed flying creatures |
| 73-74 | Productive: factories (probably wind-powered) |
| 75-76 | Productive: farming |
| 77-78 | Productive: to gather valuable materials in sky (From clouds? From sun? All is possible) |
| 79-80 | Productive: herds airborne “cattle” or creatures |
| 81-82 | Productive: mining (travels to ground, contains mining and processing facilities) |
| 83-84 | Religious and Military: to dominate ground religion (internal faction) |
| 85-86 | Religious and Military: to dominate ground religion (stamp out opposing sects or heretics, most likely) |
| 87-88 | Religious: to avoid ground contact |
| 89-90 | Religious: to be close to sky |
| 91-92 | Religious: to be close to specific planet/moon |
| 93-94 | Religious: to be closer to stars |
| 95-96 | Religious: to be in contact with clouds |
| 97-98 | Religious: to enter storms |
| 99-00 | Religious: to follow course of wind |

Castles and Ruins

Castles and ruins will generally be used quite differently from each other in adventures, since castles are occupied (political or assault-on-occupied-location types of adventures) and ruins are mainly abandoned (explore-and-loot types of adventures). However, for purposes of getting ideas, castles and ruins are very similar. Both involve open-air adventuring with a possible aerial component, and the background and physical design of the adventure locale is a very similar process – since ruins are usually the broken and abandoned form of a castle-like settlement.

Ruins

Table 4-10: Condition of Ruin

| Die Roll | Condition of Ruin (d100) | Covering or Burial if indicated (d100) |
|----------|-----------------------------|--|
| 01-10 | Crumbling | Dir |
| 11-20 | Fully covered or buried | Force fields |
| 21-30 | In cliff face | Fungi |
| 31-40 | In large crater | Glass dome |
| 41-50 | Inside cavern | Rock fall |
| 51-60 | Partially burned | Sand |
| 61-70 | Partially collapsed | Swamp |
| 71-80 | Partially covered or buried | Under water (lake, sea, river, etc) |
| 81-90 | Partially crystallized | Vines and plants |
| 91-00 | Partially melted | Volcanic ash |

Table 4-11: Type of Ruin

| Die Roll | Basic Type of Ruin (d6) |
|----------|---|
| 1 | Castle |
| 2 | Manor |
| 3 | Temple |
| 4 | Town |
| 5 | Village |
| 6 | Unusual Purpose (see Table 4-12, below) |

Table 4-12: Unusual Purpose Ruins

| Die Roll | Unusual (original) Purpose of Ruins (d100) |
|----------|---|
| 01-10 | Academy, school, or university |
| 11-20 | Energy Source |
| 21-30 | Forges or manufactory |
| 31-40 | Huge vehicle(s) |
| 41-50 | Library or archive |
| 51-60 | Mines, quarry, archaeological dig, drilling |
| 61-70 | Museum or observatory |
| 71-80 | Prison |
| 81-90 | Wizard's stronghold |
| 91-00 | Zoo or animal training |

Table 4-13: Current Purpose of Ruins

| Die Roll | Current Purpose (d100) |
|----------|---|
| 01-20 | Unusual Purpose: Roll on Table 4-12 for ideas |
| 21-30 | A large monster has taken the ruin as a lair, since it offers convenient shelter for sleeping (and perhaps breeding). |
| 31-40 | Adopted as holy site and temple for a sect that needs to remain secret or in the wilderness |
| 41-50 | An adventuring party has taken possession of the ruins in order to search for treasure. Possibly there is a dungeon entrance, possibly the ruins are complex enough that searching is required even on the surface. |
| 51-60 | Assassins, thieves, or some other stealthy group (possibly including rangers, smugglers, bootleggers, drug dealers, counterfeitors, or druids) have taken up residence in the ruins. |
| 61-70 | Headquarters and hideout for a military group (that has not started operations yet) |
| 71-80 | Headquarters and hideout for raiding group |
| 81-90 | Infested with giant beetles, wasps, and/or other large vermin as a convenient nest with shady places. |
| 91-00 | Whoever or whatever caused the ruination of the site is still present, picking over the remains and possibly covering their tracks. Perhaps they are raising the original inhabitants as undead creatures. |

Table 4-14: Structures of Ruins (by Basic Type) - Continued

| Die Roll | Castle (d100) | Manor (d100) | Temple (d100) | Town (d100) | Village (d100) |
|----------|-----------------------------|----------------------------------|------------------------|-----------------------------|------------------------------|
| 61-70 | Motte and bailey, no keep | Stone house and 1d6 outbuildings | Pyramid or zig-gurat | Above plus 1d100 houses | Above plus wooden wall |
| 71-80 | Shell Keep (stone bailey) | Villa | Temple with necropolis | Above plus second gatehouse | Above plus 1d10 cottages |
| 81-90 | Single large tower (donjon) | Villa | Spire | Above plus 1d100 houses | Above plus 1d3 wooden towers |
| 91-00 | Unusual | Unusual | Cathedral Temple | Above plus Temple | Above plus 1d10 cottages |

Castles

Table 4-15: Type of Castle

| Die Roll | Type of Castle (d100) |
|----------|---|
| 01-12 | Concentric castle (two surrounding outer baileys) |
| 13-25 | Keep |
| 26-38 | Keep and Bailey with Gatehouse |
| 39-51 | Keep and Bailey with towers, and Gatehouse |
| 52-64 | Keep, inner bailey, outer bailey and Gatehouse |
| 65-77 | Motte and bailey, no keep |
| 78-90 | Shell Keep (stone bailey) |
| 91-00 | Single large tower (donjon) |

Table 4-16: Unusual Castles and Manors

| Die Roll | Unusual Castle (d100) | Unusual Manor (d100) |
|----------|--|--|
| 01-10 | A castle where the only entrance is underground, through caverns or even underground water channels that might require a boat. | Bubble on tall spire |
| 11-20 | Built of bones | Built for giant-scale inhabitants |
| 21-30 | Carvings or gargoyles that are part of structure can be animated to defend the place | Built into cliff face |
| 31-40 | Cloud castle ruins | Crashed vehicle (possibly flying vehicle) being used for house |
| 41-50 | Includes dimensional defenses | Glass dome |
| 51-60 | Involves levitating towers, fire-platforms, or entrances | Habitrail-type structure with connecting tubes or passageways |

BOOK FOUR: DUNGEON DESIGN - NON-DUNGEON ADVENTURE DESIGN

Table 4-16: Unusual Castles and Manors - Continued

| Die Roll | Unusual Castle (d100) | Unusual Manor (d100) |
|----------|--|------------------------------|
| 61-70 | Irregular, like coral formation | Larger inside than outside |
| 71-80 | Made of living plants, including thorns, trees, etc. | Spiral structure or tube |
| 81-90 | Numerous possible entrances, with many of them trapped to kill attackers; the “right” entrance might even change magically | Tree-house type of structure |
| 91-00 | Windowless, door-less, only access is underground | Wizard’s flying house/saucer |

Table 4-17: People in a Castle

The list below is useful because it gives a picture of the castle as a self-contained community, which (as fortresses) they tend to be. Even if your campaign isn’t based on the medieval period, and your “castle” is actually a Pagoda or a clay-brick hill fortress in a Mesopotamian-type region, these same jobs are likely to exist, just with different names.

| Die Roll | Castle Inhabitant/Officer (d100) | Notes (do not roll separately) |
|----------|----------------------------------|---|
| 01-05 | Almoner | In charge of distributing alms to the poor; only present in castles with a village present |
| 06-10 | Apothecary | Larger castles may have an apothecary in the service of the lord and lady, serving double duty as a physician as well. |
| 11-15 | Armorer | A skilled blacksmith with the training and ability to make weapons and armor |
| 16-20 | Bailiff | In charge of a village, assigning jobs to the peasants including work on the lord’s land and repairing village structures. Will not be present in a castle without a village, and even so would probably live in the village. Often a peasant promoted to this administrative rank; nobles don’t take this job. |
| 21-25 | Barber | Cuts hair and does bloodletting; many castles would keep one on staff |
| 26-30 | Blacksmith | Blacksmiths handle regular tasks such as shoeing horses. |
| 31-35 | Butler | In charge of the cellars, mainly the provision and storage of beer (large barrels are “butts”). |
| 36-40 | Candlemaker | Responsible for the castle’s lighting needs, including non-candle lighting such as torches or dipped “rushlights.” |
| 41-45 | Carpenter | Most castles could employ a full time carpenter to handle everything from structural repair to furniture; more than one person was normally needed for this task. |

Table 4-17: People in a Castle - Continued

| Die Roll | Castle Inhabitant/Officer (d100) | Notes (do not roll separately) |
|----------|----------------------------------|---|
| 46-50 | Castellan or Constable | The person ultimately responsible for the functioning of the castle; the boss. |
| 51-55 | Chancellor | A personal secretary to a noble. |
| 56-60 | Chaplain | The castle’s religious counselor |
| 61-65 | Clerk | Responsible for keeping accounts and doing math, as well as writing. In non-medieval cultures, a scribe. |
| 66-70 | Cook and kitchen staff | The head cook of a castle is responsible for a very large daily production, feeding everyone from servants to soldiers to nobles. |
| 71-75 | Gardener | Gardeners were not just employed to keep vegetable and herb gardens; they were also involved in maintaining earthworks and keeping the physical surroundings of the castle ready to defend against sieges. |
| 76-80 | Jester | The local comic relief |
| 81-85 | Keeper of the Wardrobe | Responsible for the important clothes, and in charge of laundresses and one or more tailors. |
| 86-90 | Marshall | In charge of the wagons, horses, grooms, and all transportation. Carters and a head groom report to this officer. |
| 91-95 | Lord | Although the actual “ownership” of a castle can vary (emperors and kings have several castles they own directly), some noble will reside in most castles either as a vassal or as the direct owner. |
| 96-00 | Porter | Responsible for keeping track of who enters and leaves the fortification, and for granting access. Usually stationed in the gatehouse, although not normally part of the actual guard. This is the person you have to convince, if you’re trying to sneak in disguised as a group of merchants. |

Cities and Settlements

Preparing for a City Adventure

City adventures are perhaps the most complicated type of adventure to create, since there is so much activity going on around the characters at all times. Before trying to design a city adventure, it's a good idea to stop and think about *why* the characters are in the city, and what level of detail you're going to need to handle that sort of adventure. If the adventure is a mere shopping trip, you will bog everything down if you try to make the players listen to the details of every shop and residence they see, street by street, with descriptions of the people passing by ... when all they want is to replace a broken longsword and get back to adventuring.

If this is the first time you have used this city (i.e., it's not a feature that has recurred several times in your campaign already), then it's important to brand something memorable about the city onto the players' minds. This "capsule" detail about the city should cover two things: a visual image of the city; and one simple detail about how the city is risky or gives a significant benefit to the characters themselves, on a personal level. *Players do not remember details* – they think about things in terms of one or two major features. Rather than inundating them with details to filter, go ahead and smack them with what's really memorable right at the beginning. Ideas for the sorts of quirky things that can make a city memorable are listed in Tables 4-18 to 4-22. As a general rule, a city should almost be a caricature of itself – focus really, really hard on the city's central characteristic, at least until the players have it drilled into their heads. Once they "know" the city, of course, you can introduce more details, but still: always slowly enough for the players to remember!

The Three Types of City Adventures

There aren't sharp distinctions between the three types of adventures listed here – many city adventures are in the gray areas between these categories. As things get more complicated – which happens because you offer a "hook" to something more complex, or because the players decide to interfere more and more in the city's business – the adventure will tend to slide closer and closer down the scale toward the exploration type (see below).

Shopping Trips. Shopping trip type adventures aren't really adventures at all, or, at least, not at the beginning. The players begin this sort of adventure when they want to buy equipment, get healing, find information, or undertake some other mundane, non-adventuring type of activity. Most of the time, you should almost hand-wave this sort of trip into a city. If the players aren't trying to gather information or do anything other than buy things, then you're only getting in the way if you try to turn it into an adventure. For this sort of visit to a city, it's usually enough to give the players the "capsule information" about the city, and perhaps a sketch map of the major streets with the important shops and temples marked.

Mission Adventures. Sometimes, however, the characters are venturing into the city with a mission. Missions normally have two phases: an information-gathering phase and a combat phase. In the information-gathering phase, tactical information is far less important than knowing *which* people have the important information and *how* the party might track it down. On the other hand, when the mission turns into combat, you will usually need to have a very small-scale tactical map of where the combat will take place. When creating such a map, take advantage of the features that are unique and special to city adventures: balconies, multi-story buildings, rooftops, the possibility of using the open sky above, and bystanders. Depending on the adventure and where it might lead, it's possible that you'll need more than one such map, representing two alternative places where a fight might break out, or for two places in a "series," in which the second location is a place the characters will only reach if they are "succeeding" in the adventure. For a mission adventure, you will need not only the low-detail city map used in a shopping trip, but also these little pinpoint locations. Mission adventures can include any of the following: looking for work, performing that work (usually a mission), pursuing a manhunt into the

city, and making contact with dangerous people (a thieves guild or assassins guild for example). Tables 1-3 through 1-9 can be very useful if the characters are looking for work.

Exploration Adventures. In this sort of adventure, the players decide to wander randomly through the city to see what they find. It is almost impossible to plan for an adventure of this type. To prepare for an exploration adventure, it is usually best to avoid creating pre-planned maps of anything, and to rely on random generation tables for most of the events. Running this type of adventure requires so much creative mental activity on your part that a random generation tool is often the only way to keep things moving at a brisk pace. Another tool for running this sort of adventure is to sketch out one or two little location-maps, just as one would for a mission adventure, but to keep them in reserve for use wherever and whenever combat actually takes place (these are often called "geomorphs"). The tables in this book can be very useful for generating the walk-through of a city map.

Because these three types of city adventures tend to mix and blend in with each other, the tables in this section aren't organized as a step-by-step procedure. As you design your adventure, just dip into the tables for whatever you need at the time.

The "Capsule Details"

Table 4-18: Pride of the Town

This is the sort of thing like, "Our town is the cleanest in all the land..."

| Die Roll | Pride of the Town (d100) |
|----------|--|
| 01-02 | A local "wonder of the world" (a collection, museum, or library) |
| 03-04 | A local "wonder of the world" (a statue) |
| 05-06 | A local "wonder of the world" (a structure) |
| 07-08 | A local "wonder of the world" (animal or beast) |
| 09-10 | A local "wonder of the world" (plant or tree) |
| 11-12 | A local recipe/dish (e.g. Silverport-style fried rat) |
| 13-14 | A local strongman |
| 15-16 | Beauty of the women |
| 17-18 | Cleanliness of the people |
| 19-20 | Cleanliness of the town |
| 21-22 | Comfortable beds |
| 23-24 | Elaborate or constant insults |
| 25-26 | Flamboyance of local clothing |
| 27-28 | Good manners |
| 29-30 | Hospitality to foreigners |
| 31-32 | Local bread |
| 33-34 | Local cats |
| 35-36 | Local entertainers (juggling, etc.) |
| 37-38 | Local livestock |
| 39-40 | Local meats |
| 41-42 | Local music |
| 43-44 | Local political leaders or political system |
| 45-46 | Local tea |
| 47-48 | Local temple(s) |
| 49-50 | Manners or skill of town watch |
| 51-52 | Masonry |

BOOK FOUR: DUNGEON DESIGN - NON-DUNGEON ADVENTURE DESIGN

Table 4-18: Pride of the Town - Continued

| Die Roll | Pride of the Town (d100) |
|----------|---|
| 53-54 | Metalwork |
| 55-56 | Obedience of slaves |
| 57-58 | Odd physical feature such as overbite or large eyes |
| 59-60 | Quality of glassblowing products |
| 61-62 | Quality of local food or cooking |
| 63-64 | Quality of pottery or ceramics |
| 65-66 | Quality of sailors (If city/town is a port) |
| 67-68 | Quality of teeth |
| 69-70 | Remarkable fatness or thinness of locals |
| 71-72 | Remarkable height of citizens |
| 73-74 | Security of local prison |
| 75-76 | Severity of laws |
| 77-78 | Size of local fair |
| 79-80 | Size or taste of the local vegetables |
| 81-82 | Skill at a game (chess, discus-throwing, etc) |
| 83-84 | Skill of animal breeders |
| 85-86 | Skill of local merchants |
| 87-88 | Skill of local soldiers |
| 89-90 | Skill of locals at trading and haggling |
| 91-92 | Statues |
| 93-94 | Taverns/beer |
| 95-96 | Textiles |
| 97-98 | Wine |
| 99-00 | Woodcarving |

Table 4-19: Unusual Domestic Animals Used

| Die Roll | Draft or Riding Animal (d100) |
|----------|---|
| 01-05 | Aurochs |
| 06-10 | Dinosaurs (biped) |
| 11-15 | Dinosaurs (quadruped) |
| 16-20 | Elephants (or mammoths) |
| 21-25 | Floating fungus (big levitating mushroom-caps you ride on, for instance) |
| 26-30 | Giant dogs or cats (or wolves) |
| 31-35 | Giant goats (mountain goats would be great for mountainous regions) |
| 36-40 | Giant lizards |
| 41-45 | Giant ostriches |
| 46-50 | Giant peacocks (perfect for the local imperial city) |
| 51-55 | Giant rodent (or different types of rodents for different purposes) |
| 56-60 | Giant serpents |
| 61-65 | Giant turtles (when it absolutely, positively has to be there next week). Big palanquins or wagons could be mounted on one, though. |
| 66-70 | Giant walking air-breathing fish (sharks, whales, etc) |
| 71-75 | Hippopotamus (good for river travel, maybe hauling barges) |

Table 4-19: Unusual Domestic Animals Used - Continued

| Die Roll | Draft or Riding Animal (d100) |
|----------|--|
| 76-80 | Massive insects (for flying) or beetles (for riding and pulling carts) |
| 81-85 | Mutant horses (chitin armor, horns, massive size, etc). |
| 86-90 | Mutated giant animal (such as cats, dogs or any of the “giant” possibilities listed on the table. As with horses, the mutation might be chitin armor, horns, etc). |
| 91-95 | Rhinoceros (or Pleistocene-era giant wooly rhinoceros) |
| 96-00 | Yaks |

Table 4-20: Odd Customs of Dress

| Die Roll | To Whom it Applies (d100) | Strange Mode of Dress (d100) |
|----------|---|---|
| 01-05 | All Females. | A box or other small container. This might be for documents, or it might simply have a random connotation for the people of this culture. |
| 06-10 | All Males. | A particular item of clothing, also of a particular color |
| 11-15 | All married people. Also, roll a 50% chance to see if it's a different mode for married males and females. | Badge, embroidered or sewn with the relevant identifications or symbolic markings |
| 16-20 | All members of a particular profession (this would probably extend to visitors), such as wizards, fighters, and thieves. Go with the more interesting professions: this is just extraneous detail if it doesn't apply to at least one party member. | Bells, of any size ranging from jingling little bells up to a cowbell around the neck |
| 21-25 | All members of a particular race or species. | Facial marking (paint, henna, etc) of a particular color or pattern |
| 26-30 | All members of a particular religion. This might be a sign that the religion is despised, but could also be a city-wide token of pride for the dominant religion. Alternatively, it might be that each of several religions sports a different identifying mode of dress. | Feathers (probably but not necessarily from a particular type of flying creature) |
| 31-35 | All members of one particular guild. This is likely the most prestigious guild, or a guild whose members are despised. | Flowers |
| 36-40 | All People who are not members of one of the city's official guilds. | Gloves, tights, or codpiece |

Table 4-20: Odd Customs of Dress - Continued

| Die Roll | To Whom it Applies (d100) | Strange Mode of Dress (d100) |
|----------|--|--|
| 41-45 | All People. This includes both residents and visitors. Visitors would be given, or would have to acquire, the proper article of dress before being allowed to enter. | Item of silverware, such as a spoon of a specific type. It might be that such a person is only allowed to eat with this particular implement, or it might be symbolic of a past event. |
| 46-50 | All Residents. | There is a 50% chance that a second strange mode of dress is used by one subgroup: roll again to find this subgroup, ignoring results of "All Residents" or "All People." Mask or veil |
| 51-55 | All unmarried people. Also, roll a 50% chance to see if it's a different mode for unmarried males and females. | Metal collar, bracelet, or other non-decorative piece of metal |
| 56-60 | All visitors. | Nose ring or earring(s) |
| 61-65 | All who are parents. Also, roll a 50% chance to see if it's a different mode for fathers and mothers. | Overlong sleeves or no sleeves (e.g., a vest) |
| 66-70 | Anyone who has passed some sort of test or challenge (a manhood/womanhood ritual, for example). It might be that if the characters don't undertake this ritual they will have some difficulties due to lack of respect. In some cases the ritual might merely be expensive, or in some cases it might potentially be lethal. | Pointed hat (50% chance to require 1d3+1 points) |
| 71-75 | Criminals of a particular type (e.g., the "Scarlet Letter" worn by adulterers in puritan New England). | Pointed shoes (including boots or slippers) |
| 76-80 | Each odd-numbered visitor, or some other random selection process that makes some party members wear the garment and others not be allowed to. | Ribbons (whether or not of a particular color) |
| 81-85 | Members of a certain political faction. | Specific type of relict from your family |
| 86-90 | Members of a particular social class. This might be a high class, or it might be a shunned class such as Hindu "untouchables." | Tattoo or ritual scarring |
| 91-95 | Members of each political faction have a certain identifying mode of dress. One historical example would be the "green" and "blue" factions in ancient Constantinople. | Wide-brimmed hat, hat with no brim, or specific hood |

Table 4-20: Odd Customs of Dress - Continued

| Die Roll | To Whom it Applies (d100) | Strange Mode of Dress (d100) |
|----------|---|---|
| 96-00 | Members of each social class have a distinctive article of dress. Roll only once on the next column, and use different varieties of the same result: for example, if the next column indicates a "pointed hat," use a one-pointed hat for one class, a non-pointed hat for a second class, two points for a third class, a so on. | Wooden shoes, high boots, sandals, or other specific item of footwear |

Table 4-21: Odd Behavior

Odd behaviors have to be something that the Referee can mimic while the adventurers are talking to people in the city/settlement, or they won't make much of an impression on the players. When this works, however, the players will *definitely* remember the city. These are cultural behaviors that the entire city (or a subgroup) uses, not just distinctive mannerisms of a single individual.

| Die Roll | Odd Behavior (d100) |
|----------|---|
| 01-10 | Avoid all eye contact |
| 11-20 | Bow constantly |
| 21-30 | Distinctive swear word or expostulation (invented specifically for this city) |
| 31-40 | Nod throughout another's speech |
| 41-50 | Refer to oneself only in the third person |
| 51-60 | Snap fingers when agreeing (or perhaps when disagreeing). |
| 61-70 | Tap self when agreeing (on head, foot, over heart, etc.) |
| 71-80 | Two-part gesture for greeting: for example, clap hands then bow, whistle then tap nose, smack fist to heart then shake head, etc. |
| 81-90 | Wave hand in particular |
| 91-00 | Wiggle earlobes or nose with fingers |

Table 4-22: Unusual Cultural Center of Gravity

| Die Roll | Culture is Focused on |
|----------|--|
| 01-10 | Actual worship of ruling class |
| 11-20 | Dedication to stamping out some type of art, poetry, scholarship, attitude, religious belief, or lifestyle. |
| 21-30 | Focused on the community rather than the individual; people live for the benefit of the community (this might appear fascistic or communist, depending on how it operates) |
| 31-40 | Obsessively focused on a "living god" in the community |
| 41-50 | Obsessively focused on cleanliness |
| 51-60 | Obsessively focused on physical health |
| 61-70 | Obsessively focused on religion |
| 71-80 | Obsessively focused upon a particular statue in the community |
| 81-90 | Obsessively focused upon sex |
| 91-00 | Rigid adherence to dictates left by the community's founder |

City Map Generator

Author's Favorite Method

The author's favorite method for inventing a city is to begin by rolling for the identity of the town's central open area (Table 4-25), and to assume that this says a great deal about the city's personality. A city with its central area and culture based on a huge graveyard is a very different place from a city that centers on a gladiatorial arena, which is in turn different from a city built around a sacred flower-garden. This open area will be large, centrally located, and it will play a large part in the city's culture.

Then draw a couple of main streets leading to the city gates from the central area, and a couple of cross streets so the city map isn't just one large hub, and you're good to go.

Table 4-23: Interesting Streets

| Die Roll | Interesting Aspect of Street (d100) |
|----------|--|
| 01-10 | Buildings taller, shorter, wider, or narrower than is normal in the rest of the city. |
| 11-20 | Connected balconies from building to building create two "walkway streets" on the sides of the road. Bridges might also span the road from balcony to balcony. |
| 21-30 | Flower gardens (either in front of buildings, in window gardens, or on a median down the middle of the street). |
| 31-40 | Hanging decorations (dead animals, streamers, banners, real or fake heads, weapons, etc.) |
| 41-50 | Limited access street: guards request certain credentials in order to permit passage |
| 51-60 | Predominant color of paint (blue, red, etc) |
| 61-70 | Similar businesses clustered together (see Table 4-26 for ideas) |
| 71-80 | Statues, either with or without a predominant type, theme, or material |
| 81-90 | Street is on a very steep slope, up or down |
| 91-00 | Street on a bridge (many medieval city-bridges were quite built up with houses and shops). |

Table 4-24: City Districts

| Die Roll | City Districts (d100) |
|----------|--|
| 01-10 | Ghetto: not necessarily indicating poverty, a ghetto is an area where members of a specific race or religion are concentrated. Laws in particularly oppressive cities might require this sort of segregation, or it might simply be that members of the culture/race/religion prefer to self-segregate, gravitating to the same neighborhoods out of choice. In particular, foreigners who speak a different language than the predominant one will frequently congregate in one area. |
| 11-20 | Guild Quarter: Craftsmen often gather together in particular areas, and sometimes the guilds will cooperate to hire private watchmen and guards for this area |
| 21-30 | Merchants' Quarter |
| 31-40 | Poor Quarter/Slums |
| 41-50 | Red Light District: Whether it's geisha houses or dilapidated brothels, the world's oldest profession is often segregated into a specific neighborhood |
| 51-60 | Slaughterhouse District: Many cities isolated businesses that produced bad smells, such as tanneries, slaughterhouses, stables, and cattle pens. Such districts might also contain the residences of the city's poorer inhabitants |

Table 4-24: City Districts - Continued

| Die Roll | City Districts (d100) |
|----------|---|
| 61-70 | Temple District: An area dominated by temples and the housing of priests. |
| 71-80 | Thieves' Quarter: Few cities would have a quarter specifically devoted to the profession of larceny, but some poorer quarters might be dominated by organized crime and become known for it. Such quarters often form where part of the city is self-governed or subject to less onerous laws. Interestingly, theaters were often also found in such districts. |
| 81-90 | Wealthy or Nobles' District: such districts will contain partially fortified houses and even small estates, villas, or compounds comprising several buildings. Many of the families living in these areas will have troops or retainers, or at the very least a couple of private guardsmen. |
| 91-00 | Wharfs/Docks: Fishermen and sailors, together with businesses catering to them. |

Locations in a City

Locations are listed by type: open areas, business types (for shops), civic areas, and religious areas.

Table 4-25: Open Areas

| Die Roll | Open Area (d100) |
|----------|--------------------------------|
| 01-10 | Arena (racing or gladiatorial) |
| 11-20 | Executions plaza and stocks |
| 21-30 | General market square |
| 31-40 | Graveyard |
| 41-50 | Holy ground or planar gate |
| 51-60 | Parade grounds |
| 61-70 | Political forum |
| 71-80 | Public park or gardens |
| 81-90 | Slave market |
| 91-00 | Training grounds |

Table 4-26: Businesses

| Die Roll | Type of Business (d100) |
|----------|--|
| 01 | Alchemist |
| 02 | Animal trainer: birds |
| 03 | Animal trainer: horses (beyond town walls) |
| 04 | Animal trainer: unusual animals (lions, etc) |
| 05 | Apothecary |
| 06 | Architect |
| 07 | Armorer |
| 08 | Artist |
| 09 | Assassin or poisoner |
| 10 | Astronomer |
| 11 | Attorney: civil |
| 12 | Attorney: criminal |
| 13 | Baker |

Table 4-26: Businesses - Continued

| Die Roll | Type of Business (d100) |
|----------|----------------------------------|
| 14 | Barber and bloodletter |
| 15 | Bathhouse |
| 16 | Blacksmith |
| 17 | Boatwright |
| 18 | Bowyer or fletcher |
| 19 | Brewery |
| 20 | Bronze worker (brazier) |
| 21 | Brothel |
| 22 | Butcher |
| 23 | Cabinetmaker/joiner |
| 24 | Candlemaker |
| 25 | Caravanserai (beyond town walls) |
| 26 | Carpet merchant |
| 27 | Carpet weavers |
| 28 | Cartographer |
| 29 | Cartographer |
| 30 | Casino |
| 31 | Chandler (ship outfitter) |
| 32 | Cheese merchant |
| 33 | Cobbler |
| 34 | Coffin maker |
| 35 | Doctor or physician |
| 36 | Dyer of cloth |
| 37 | Engineer (building) |
| 38 | Engineer (siege) |
| 39 | Engravings |
| 40 | Fishmonger |
| 41 | Fortune teller |
| 42 | Furrier |
| 43 | Gem merchant |
| 44 | General merchandise |
| 45 | Glassblower |
| 46 | Goldsmith |
| 47 | Grain merchant |
| 48 | Guildhall (any) |
| 49 | Herbalist |
| 50 | Hostel |
| 51 | Illuminator |
| 52 | Inn |
| 53 | Interpreter |
| 54 | Jeweler |
| 55 | Land broker |
| 56 | Landlord or slumlord |
| 57 | Laundry |

Table 4-26: Businesses - Continued

| Die Roll | Type of Business (d100) |
|----------|---------------------------------------|
| 58 | Leatherworker |
| 59 | Limner (sign painter) |
| 60 | Locksmith |
| 61 | Mathematician |
| 62 | Miller (outside town walls, probably) |
| 63 | Money lender |
| 64 | Musical instrument maker |
| 65 | Navigator |
| 66 | Parchment maker |
| 67 | Pawnshop |
| 68 | Perfumer |
| 69 | Pet store |
| 70 | Plantation owner |
| 71 | Potter |
| 72 | Rope maker |
| 73 | Sage: botany |
| 74 | Sage: general |
| 75 | Sage: history |
| 76 | Sage: theology |
| 77 | Sailmaker |
| 78 | Scribe |
| 79 | Sculptor |
| 80 | Silversmith |
| 81 | Slave merchant |
| 82 | Slave trader |
| 83 | Spice merchant |
| 84 | Stables |
| 85 | Stonemason |
| 86 | Tailor |
| 87 | Tanner (outside town walls) |
| 88 | Tavern |
| 89 | Tea merchant |
| 90 | Tea shop or restaurant |
| 91 | Teamsters |
| 92 | Tinker |
| 93 | Undertaker |
| 94 | Veterinarian |
| 95 | Wagon maker |
| 96 | Warehouse |
| 97 | Weaponsmith |
| 98 | Whitesmith (silver, copper) |
| 99 | Wine merchant |
| 100 | Wood carver |

BOOK FOUR: DUNGEON DESIGN - NON-DUNGEON ADVENTURE DESIGN

Table 4-27: Civic Buildings

| Die Roll | Civic Location (d100) |
|----------|-----------------------|
| 01-10 | Citadel |
| 11-20 | City Administration |
| 21-30 | Courts of law |
| 31-40 | Executions plaza |
| 41-50 | Hospital |
| 51-60 | Jail |
| 61-70 | Orphanage |
| 71-80 | Public Baths |
| 81-90 | Town watch barracks |
| 91-00 | University |

Table 4-28: Religious Areas*

| Die Roll | Religious Location (d100) |
|----------|--------------------------------|
| 01-10 | Hermitage (outside town walls) |
| 11-20 | Holy ground |
| 21-30 | Hospital |
| 31-40 | Monastery |
| 41-50 | Ramshackle temple |
| 51-60 | Rich temple |
| 61-70 | School |
| 71-80 | Scriptorium or archive |
| 81-90 | Shrine |
| 91-00 | University |

* The sequence of tables beginning with Table 4-35 contains numerous resources for adding detail to religious buildings, areas, and practices.

Events in City

Table 4-29: Latest News (possibly untrue)

| Die Roll | News or Rumor (d100) |
|----------|--|
| 01-05 | A faction war has broken out (see Table 4-30 for ideas) |
| 06-10 | A famous criminal is to be executed |
| 11-15 | A major religious festival is being prepared |
| 16-20 | A surge of conversions to some deity is taking place |
| 21-25 | A war between nearby nobles outside the city has just broken out |
| 26-30 | An election or other sort of selection (including by lottery) might be rigged, and things are beginning to turn ugly |
| 31-35 | Arrival of important potentate or ambassador from afar |
| 36-40 | Buildings keep falling down or suffering structural damage |
| 41-45 | Certain types of magic use are about to be forbidden by law, for unknown reasons |
| 46-50 | Foreigners are being rounded up and questioned by the city guard for unknown reasons |
| 51-55 | Members of a particular race or profession are being rounded up by the city guard |

Table 4-29: Latest News (possibly untrue) - Continued

| Die Roll | News or Rumor (d100) |
|----------|--|
| 56-60 | Outbreak of Undeath in nearby community or even within city |
| 61-65 | Plague has broken out in some area of city |
| 66-70 | Potential attack on city, or large number of bandits/foes are arriving in the nearby countryside |
| 71-75 | Religious zealotry is reaching the point of violence and inquisition at some temple or other religious authority |
| 76-80 | Series of bizarre thefts |
| 81-85 | Series of kidnappings has been taking place in an area of the city |
| 86-90 | Strangers are lurking in disguise within the city |
| 91-95 | The city guard are investigating a crime, but will not disclose the details of it |
| 96-00 | There will be a new tax, with strange terms, conditions, and exclusions |

Table 4-30: Faction Wars

| Die Roll | Type of Faction War (d100) |
|----------|---|
| 01-05 | Criminal group against criminal group |
| 06-10 | Guild against guild |
| 11-15 | Merchant against merchant |
| 16-20 | Mob leadership against municipal leaders |
| 21-25 | Mob leadership against wizard(s) |
| 26-30 | Noble house against noble house |
| 31-35 | Noble house against powerful merchant |
| 36-40 | Noble house against temple |
| 41-45 | Noble house against wizard |
| 46-50 | Nobles against criminal group |
| 51-55 | Nobles against guilds |
| 56-60 | Nobles against municipal leaders |
| 61-65 | Nobles against religious leadership |
| 66-70 | Nobles against workers (revolution or anti-revolutionary) |
| 71-75 | Race against race |
| 76-80 | Religious leadership against criminal group |
| 81-85 | Religious leadership against municipal leaders |
| 86-90 | Temple against powerful merchant |
| 91-95 | Usurper against nobles |
| 96-00 | Workers against guild leadership |

Table 4-31: Abstract City-Encounter Generator

This generator is much too open-ended for use at the gaming table, but it can be useful for designing your own city encounter tables, if that's the way you want to handle running your city. The table defines the basic outline of the encounter in broad parameters, which can then be fleshed out.

| Die Roll | Type of Encounter (d100) | Complication (d100) | Complication Involves or is Based Upon (d100) |
|----------|--|--|---|
| 01-20 | Adventurers or armed bands (including city guard and nobility) | Acting strangely or having an uncharacteristic response to things | A person who is present or whose influence affects the action of the individuals in the encounter |
| 21-40 | Craftsmen, tradespeople, guild members, etc. | Carrying something interesting | Beliefs, religion, or politics |
| 41-60 | Farmers or merchants | Having dangerous encounter with other people nearby | Item |
| 61-80 | Monster or criminal | Having mundane (but possibly interesting) encounter with other people nearby | Past event |
| 81-00 | Performer or street vendor | Wants to interact with party | Unexpected event (that happened just now) |

Law and Order

Table 4-32: Crimes

| Die Roll | Type of Crime or Criminal Charges (d100) |
|----------|--|
| 01 | Accessory to another crime (roll again to determine) |
| 02 | Adultery |
| 03 | Aiding and abetting (criminals or enemies) |
| 04 | Arson |
| 05 | Assault |
| 06 | Bankruptcy |
| 07 | Battery |
| 08 | Bearing improper armaments |
| 09 | Begging |
| 10 | Blackmail |
| 11 | Blasphemy |
| 12 | Breach of contract |
| 13 | Breach of financial duty |
| 14 | Breaking and entering |
| 15 | Bribery |
| 16 | Burglary |

Table 4-32: Crimes - Continued

| Die Roll | Type of Crime or Criminal Charges (d100) |
|----------|--|
| 17 | Cattle theft or rustling |
| 18 | Causing a disturbance |
| 19 | Coin clipping |
| 20 | Consorting with demons |
| 21 | Counterfeiting |
| 22 | Cowardice or desertion |
| 23 | Demonic possession |
| 24 | Desecration |
| 25 | Disrespect to clergy |
| 26 | Disrespect to nobility |
| 27 | Drug possession |
| 28 | Drug smuggling |
| 29 | Drunk and disorderly |
| 30 | Drunkenness |
| 31 | Embezzlement |
| 32 | Escaped slave |
| 33 | Escaping serfdom |
| 34 | Extortion |
| 35 | False imprisonment |
| 36 | Fleeing crime scene |
| 37 | Forgery |
| 38 | Forsaking an oath |
| 39 | Gambling |
| 40 | Grave robbery |
| 41 | Harboring a criminal |
| 42 | Harboring a slave |
| 43 | Heresy |
| 44 | Horse theft |
| 45 | Impersonating an officer of the law |
| 46 | Incest |
| 47 | Inciting to riot |
| 48 | Insanity |
| 49 | Kidnapping |
| 50 | Lewdness, private |
| 51 | Lewdness, public |
| 52 | Libel |
| 53 | Manslaughter |
| 54 | Misuse of public funds |
| 55 | Murder |
| 56 | Mutiny |
| 57 | Necromancy |
| 58 | Ownership of vicious animal |
| 59 | Participating in forbidden meeting |
| 60 | Peddling |
| 61 | Perjury |
| 62 | Pickpocket |
| 63 | Piracy |

BOOK FOUR: DUNGEON DESIGN - NON-DUNGEON ADVENTURE DESIGN

Table 4-32: Crimes - Continued

| Die Roll | Type of Crime or Criminal Charges (d100) |
|----------|--|
| 64 | Poisoning |
| 65 | Possession of forbidden weapon |
| 66 | Possession of stolen goods |
| 67 | Prison escape |
| 68 | Prostitution |
| 69 | Public nuisance |
| 70 | Public recklessness |
| 71 | Racketeering |
| 72 | Rape |
| 73 | Receiving stolen goods (fencing) |
| 74 | Resisting arrest |
| 75 | Robbery |
| 76 | Sabotage |
| 77 | Sale of shoddy goods |
| 78 | Sedition |
| 79 | Selling goods without license |
| 80 | Selling unlicensed goods |
| 81 | Shoplifting |
| 82 | Slander |
| 83 | Smuggling |
| 84 | Soliciting |
| 85 | Swindling |
| 86 | Tax evasion |
| 87 | Theft |
| 88 | Treason |
| 89 | Trespass |
| 90 | Using false measures |
| 91 | Violation of guild rules |
| 92 | Violation of local taboo: forbidden speech |
| 93 | Violation of local taboo: required article of clothing |
| 94 | Violation of local taboo: required obeisance |
| 95 | Violation of local taboo: required religious item |
| 96 | Watering wine or putting additives into food |
| 97 | Wearing improper badges of office |
| 98 | Wearing improper clothing |
| 99 | Wearing improper signatures of nobility |
| 100 | Witchcraft |

Table 4-33: Prisons

| Die Roll | Prison (d100) |
|----------|--|
| 01-02 | Cell in high tower, with barred window |
| 03-04 | Comfy room and the promise not to leave; possibly tattooed with a magical tracing sigil; penalty for leaving is a death sentence. |
| 05-06 | Comfy room and the promise not to leave; possibly the food is nice, possibly it's really awful. |
| 07-08 | Deep hole in the ground, unguarded, in public place such as a city plaza or a castle's great hall |
| 09-10 | Deep hole in the ground, with locked grate, guarded |
| 11-12 | Deep hole in the ground, with locked grate, guarded, in a prison building or courtyard |
| 13-14 | Deep hole in the ground, with locked grate, unguarded, in a prison building or courtyard |
| 15-16 | Deep hole in the ground, with locked grate, unguarded, in public place such as a city plaza or a castle's great hall |
| 17-18 | Fortress-prison built on a cloud |
| 19-20 | Ground-floor gaol with all prisoners together in large room with a single cage-door. Guards outside the door. (Old West style). |
| 21-22 | Kept entranced in a room by the voice of a magical, talking statue; statue stops talking only during mealtimes. |
| 23-24 | Large underground complex with monsters that can't get into the "prisoner" section |
| 25-26 | Locked underground dungeon cell, alone |
| 27-28 | Locked underground dungeon room with other prisoners |
| 29-30 | Magical "shock collar" causes damage if prisoner leaves a particular area; not much other supervision or guarding |
| 31-32 | Magnetic bracelets hold prisoner to a metal wall (probably in an open-air plaza or courtyard) |
| 33-34 | Prisoner is buried alive with food and water in a stone chamber, and dug back out when the sentence is finished |
| 35-36 | Prisoner is kept in a cage hanging high above a well-traveled area such as a city plaza or a castle courtyard. |
| 37-38 | Prisoner is kept in a glass bubble hanging over a chasm, volcanic crater, deep water, or other obstacle to rescue. |
| 39-40 | Prisoner is kept in an iron cage in a city street, a village market square, or a castle courtyard. |
| 41-42 | Prisoner is placed in magical suspended animation for the duration of the sentence. The body is secured in a locked room, an underground burial vault, or is encased in rock, resin, or plaster. |
| 43-44 | Prisoner is polymorphed into a statuette or other inanimate object for the duration of the sentence. |
| 45-46 | Prisoner is shifted forward or backward in time, and returned magically at the end of the sentence (which might not be as long in "real time" as it is in terms of subjective time spent in the other time). |
| 47-48 | Prisoner is turned into a powder and kept in a bottle until the sentence is finished, at which time he is reconstituted by adding water. |
| 49-50 | Prisoner's mind or soul is moved by magic or science into a container; the body just waits wherever it is stored until the sentence is completed. |
| 51-52 | Prisoners are all placed into a many-roomed dungeon with only the one entry/exit, but the interior of the dungeon is not patrolled or supervised by the guards. |

Table 4-33: Prisons - Continued

| Die Roll | Prison (d100) |
|----------|---|
| 53-54 | Prisoners are enchanted to remain within a particular area, check in with guards periodically, and follow certain rules, but are otherwise unsupervised |
| 55-56 | Prisoners are fed to a huge, bizarre cell-like creature that disgorges them again upon command (or after a certain period of time) |
| 57-58 | Prisoners are kept individually in small wooden shacks on platforms in the prison area, high above the ground. |
| 59-60 | Prisoners are kept inside a ring of fire or electricity, with a metal grate as a roof, but otherwise outdoors and open to the elements. |
| 61-62 | Prisoners are kept on a long chain to a post in the ground (possibly a collar, possibly manacles) |
| 63-64 | Prisoners are kept on a ship designed for use as a prison |
| 65-66 | Prisoners are kept on an island (probably small) but not otherwise constrained |
| 67-68 | Prisoners are levitated into the air in sight of the guards, and left there until the sentence is finished (food and water are handed up on poles). |
| 69-70 | Prisoners are magically paralyzed and kept in locked, coffin-like boxes for the duration of the sentence. |
| 71-72 | Prisoners are magically paralyzed and stacked in a guarded, open air prison area. |
| 73-74 | Prisoners are placed into a pocket dimension with strange physical laws and no escape except a re-opening of the conduit between the dimensions |
| 75-76 | Prisoners are shrunken down by magic and kept in little cages somewhere |
| 77-78 | Prisoners are welded into an iron box with a grate for food and water, and the box is kept in a city street, a village market square, or a castle courtyard ... or inside a guarded prison area. |
| 79-80 | Prisoners occupy common rooms in windowless tower |
| 81-82 | Tower prison with no windows and only an underground entrance |
| 83-84 | Underwater prison: an air-filled dome underwater |
| 85-86 | Underwater prison: prisoner kept in air-filled glass bubble on a chain, which is drawn back up to the surface periodically for food, water, and air-refills. |
| 87-88 | Underwater prison: prisoners are kept in the air pockets (which might be as small as a cell, or as large as a city block) |
| 89-90 | Upon sentencing, prisoners are fed a poison that requires administration of a temporary antidote every few hours to avoid death. Upon release, the prisoner gets the permanent antidote. |
| 91-92 | Walled enclosure houses several prisoners; prisoners are chained to each other, but not otherwise closely watched (they are probably counted every once in a while, but whether that's hourly, daily, or weekly depends on the prison). |
| 93-94 | Walled enclosure houses several prisoners; prisoners are chained to each other and the chain is also fixed to the ground or into the walls. Prisoners aren't closely watched, but might be counted from time to time. |
| 95-96 | Walled enclosure houses several prisoners; walls are guarded, but prisoners aren't closely watched or individually chained |
| 97-98 | Windowless cell with locked door in high tower, unguarded |
| 99-00 | Windowless cell with locked door in high tower, with a guard at the door |

Table 4-34: Inquisition Effects on Hirelings and NPCs

Sometimes the characters get away, but a hireling gets captured and interrogated. How does your loyal follower react? The table also contains some ideas for how badly the city's inquisitors might damage a recalcitrant witness.

| Die Roll | NPC's Cooperation (d100) | Game Effect of the Inquisition (this is only worth the bother if it's a PC or a henchman) (d100) |
|----------|--|--|
| 01-10 | Immediate, cooperative surrender of all known information | Lose 1 point of charisma per day |
| 11-20 | Immediate, cooperative surrender of all known information, together with a number of lies that incriminate anyone the NPC thinks the torturer wants to be incriminated | Lose one point of charisma immediately, then 1 more point every second day |
| 21-30 | NPC holds out for 1d6 hours, then spills any beans that can be spilled | Lose 1 point of strength per day |
| 31-40 | NPC holds out for 1d4 days, then spills any beans that can be spilled | Lose one point of strength immediately, then 1 more point every second day |
| 41-50 | NPC holds out for 1 week, then spills any beans that can be spilled | Saving throw against insanity on first day at +5, next day at +4, next day at +3, etc. |
| 51-60 | NPC holds out for 1d2 days, then tells lots of lies; if these aren't believed, he holds out another 1d2 days before spilling the beans | Lose 1 point of constitution per day |
| 61-70 | NPC continues to make up lies indefinitely, does not spill the beans | Lose one point of constitution immediately, then 1 more point every second day |
| 71-80 | NPC gives out half-truths that can be verified, but lead in the wrong direction (takes 1d100 hours) | Lose 1 point of dexterity per day |
| 81-90 | NPC dies instantly of fright; no information given | Lose one point of dexterity immediately, then 1 more point every second day |
| 91-00 | NPC holds out for 1d4 days, then becomes the loyal toady of the inquisitors, even willing to undertake a mission as an infiltrator | Saving throw against insanity on first day at +5, next day at +4, next day at +3, etc. |

Religious Influence in Cities and Communities

Religions

Table 4-35: Generating Minor Gods

| Die Roll | Name - part 1 (d100) | Name - part 2 (d100) | Title - part 1 (d100) | Title - part 2 (d100) |
|----------|----------------------|----------------------|-----------------------|------------------------|
| 01-02 | A | 'ao | The Angel | in Darkness |
| 03-04 | Ankh | 'uo | The Arbitrator | in the Eye of the Mind |
| 05-06 | Ar | a-at | The Caller | in the High Tower |
| 07-08 | Ath | agor | The Child | in the Pathways Below |
| 09-10 | Bar | ak | The Devourer | of Battle |
| 11-12 | Bel | akhar | The Dragon | of Bells |
| 13-14 | Dham | akles | The Dreamer | of Bitterness |
| 15-16 | Dir | an | The Eater | of Destiny |
| 17-18 | Gil | ang | The Echo | of Fate |
| 19-20 | Had | a-Pheth | The Finder | of Fear |
| 21-22 | Heph | asha | The Fire | of Judgment |
| 23-24 | Her | ashta | The Forgiver | of Lust |
| 25-26 | Herak | atem | The Guardian | of Memory |
| 27-28 | Hul | atep | The Hawk | of Men |
| 29-30 | Isht | da | The Herald | of Mercy |
| 31-32 | Jen | daya | The Hunter | of Nightmares |
| 33-34 | Ka | eer | The Judge | of Revenge |
| 35-36 | Ka-S | eesh | The Keeper | of Sin |
| 37-38 | Kir | ela | The Lifter | of Sorrow |
| 39-40 | Kirh | ena | The Lord | of Souls |
| 41-42 | Kla | engg | The Master | of Summer |
| 43-44 | Krak | eph | The Messenger | of the Abyss |
| 45-46 | Lun | ptar | The Mother | of the Ancestors |
| 47-48 | M | es | The Musician | of the Ancient Ones |
| 49-50 | Mitr | esh | The Overlord | of the Dead |
| 51-52 | Mol | esha | The Prince | of the Deep |
| 53-54 | Ny | eshtua | The Queen | of the Forgotten |
| 55-56 | O | eus | The Redeemer | of the Full Moon |
| 57-58 | Orh | hoggos | The Rider | of the Giants |
| 59-60 | Ptosh | i'ir | The Saint | of the Midnight Dark |
| 61-62 | Qua-Qu | imai | The Serpent | of the Proud |
| 63-64 | Quar | iraj | The Servant | of the Sands |
| 65-66 | Ra- | on | The Servitor | of the Seas |
| 67-68 | Rav | onor | The Singer | of the Seasons |
| 69-70 | Sam | onos | The Sister | of the Stars |
| 71-72 | Shal | oog | The Slayer | of the Titans |
| 73-74 | Sl | or-Tua | The Slayer | of the Underworld |
| 75-76 | Thar | oshtu | The Speaker | of the Water |
| 77-78 | Tholz | oteph | The Summoner | of Thieves |
| 79-80 | Tol | oth | The Sword | of War |
| 81-82 | Tra | ta | The Taster | of Winter |
| 83-84 | Ts | taka | The Thief | of Wrath |
| 85-86 | Tsat | tala | The Watcher | who Awakens |
| 87-88 | Va | tara | The Watchman | who is Blind |

Table 4-35: Generating Minor Gods - Continued

| Die Roll | Name - part 1 (d100) | Name - part 2 (d100) | Title - part 1 (d100) | Title - part 2 (d100) |
|----------|----------------------|----------------------|-----------------------|---------------------------|
| 89-90 | Wu | toa | The Weaver | who is Hidden |
| 91-92 | Y | tomb | The Widow | who is Hooded |
| 93-94 | Yol | tya | The Wind | who Sleeps |
| 95-96 | Ysh | za | The Wolf | who Slithers in the Night |
| 97-98 | Zi | zoa | The Word | who Waits |
| 99-00 | Zul | zoad | The Worm | who Weeps |

Table 4-36: Religious Processions and Ceremonies

| Die Roll | What is Carried (d100) | What is Worn (d100) | Accessory (d100) | Sound Made (d100) | Reason for Procession or Ceremony (d100) |
|----------|---|---|--|-----------------------|--|
| 01-05 | Banners | Nothing: nudity | Bracelets with prayers engraved | Animal sounds | About to pick a fight with another religion or group |
| 06-10 | Bells | Nothing: nudity | Chains or manacles | Bells ringing | Beginning of a new astrological phase |
| 11-15 | Birds | Nothing: nudity | Cloak with holy color or holy symbols | Chanting | Beginning of a particular phase of the moon |
| 16-20 | Birds of prey | Normal clothing | Collar with holy symbols | Clashing | Blessing of the local community |
| 21-25 | Branches | Nothing: nudity | Face and/or body paints | Cymbals | Celebrating or performing manhood or womanhood rite of passage |
| 26-30 | Candles | Nothing: nudity | False fangs or tusks, large paper mache head (human or animal), or other falsely exaggerated body part | Drums | Celebration of a new religious leader |
| 31-35 | Certain people or person | Nothing: nudity | Gloves or gauntlets | Hissing | Celebration of members who have achieved a new level in the religion |
| 36-40 | Cymbals | Nothing: nudity | Headdress (feathers) | Humming on one note | Equinox |
| 41-45 | Drums | Nothing: nudity | Headdress (symbolic such as tiger head, skull, bird head, etc) | Keening | Funeral |
| 46-50 | Effigies | Nothing: nudity | Headdress (with something hanging from it, like beads, scalps, bells, charms, etc) | Pipes | Harvest time |
| 51-55 | Feather fans or pinwheels | Robes | Helmet | Quiet prayers | Holy day commemorating a deed or act of the deity |
| 56-60 | Flowers (lotus, roses, etc) | Robes | Hood | Recitations of mantra | Holy day commemorating birth, death, or rebirth of deity |
| 61-65 | Fruit or grain | Robes | Horns or antlers | Screaming | Induction of new converts into the sect or religion |
| 66-70 | Heads, skulls, bones, or ancestral relics | Robes | Mask (full face) | Singing | Marks anniversary of the death of a particular leader or saint, or a deed of that person |
| 71-75 | Incense burners | Togas | Mask (half-face) | Trumpets or fanfares | Marriage (or divorce, possibly) |
| 76-80 | Rune-stones | Togas | Scars or wounds (possibly real, possibly painted) | Utter silence | On their way to a dangerous ritual that will probably involve deaths and might involve human sacrifice |
| 81-85 | Statue draped in cloth | Animal pelts | Strings of beads | Wailing | Requesting intercession by the deity for some specific problem that exists at the moment |
| 86-90 | Torches | Armor, because fighting may be involved | Tall hats (conical, cylindrical, spherical, etc) | War cries | Seeking atonement for sins |
| 91-95 | Weapons | Loincloths | Veil | Weeping | Solstice |

BOOK FOUR: DUNGEON DESIGN - NON-DUNGEON ADVENTURE DESIGN

Table 4-36: Religious Processions and Ceremonies - Continued

| Die Roll | What is Carried (d100) | What is Worn (d100) | Accessory (d100) | Sound Made (d100) | Reason for Procession or Ceremony (d100) |
|----------|------------------------|--|------------------|-------------------|---|
| 96-00 | Whips | Armor of scales, representing fish or reptile (including dragons), probably related to a myth, the deity, or the event being celebrated or mourned | Vest | Whistling | To demonstrate the power and number of the sect's following to others, as a threat or possibly to gain new converts |

Temples

Table 4-37: Temple Types

See definitions after the table for discussion of the results

| Die Roll | Type of Temple (d6) |
|----------|----------------------------------|
| 1 | Holy Ground (no building) |
| 2 | Shrine (altar, stone, or statue) |
| 3 | Chapel |
| 4 | Small Temple |
| 5 | Large Temple |
| 6 | Major Temple (Cathedral-type) |

Holy Ground Only: A piece of land (possibly extremely small) is known for an event that happened there (possibly it actually did, possibly it is only local legend). People gather there for festivals or on certain dates unless the place is isolated or in the wilderness. There is a 50% chance that the site has a natural feature. (See table below).

Shrine: A shrine is a man-made place of worship that has no buildings or dedicated priesthood (although priests might stop by, or maintain the shrine from some other location). The shrine is likely a statue of some kind, although there might be a small structure built to protect whatever constitutes the shrine. A shrine has a 25% chance to be built on Holy Ground (see table below), but it would not have a natural feature in addition to the shrine.

Chapel: A chapel is a building (or room) for small worship services. In some cases (50%) the chapel will have a full-time priest in attendance. If not, a priest from some other location comes to officiate at services. A historical example of chapels comes from the middle ages, when noble families would often have private chapels in their castles or manor houses, with the parish priest coming to hold private services for the noble family. However, it is quite possible for chapels to be completely separate from other buildings (which is the assumption here). If there is a full-time priest at the chapel, there is a 20% chance that the chapel has an Administrative Function in addition to its purely religious function – see the tables below to determine what that function is. Any chapel, whether there is a full-time priest or not, has a 30% chance to be built on Holy Ground, and a 10% chance to house a relic (see table).

Small Temple: A small temple is a Temple Structure containing quarters for priests and a worship area. The temple will have 1d2 priests and 1d4 acolytes. It has a 40% chance to be built on Holy Ground, a 30% chance to house a relic (see table), and a 30% chance to have an Administrative Function.

Large Temple: A large temple is a Temple Structure containing quarters for 1d4+1 priests, 1d4+1 acolytes. It has a 60% chance to be built on Holy Ground, a 60% chance to house a relic, and will have 1d2 Administrative Functions.

Major Temple: A major temple is a Temple Structure containing quarters for 1d6+6 priests, and 1d6+6 acolytes. It has a 75% chance to

be built on Holy Ground, a 95% chance to house a relic, and will have 1d2+2 Administrative Functions.

Table 4-38: Reason why Ground is Holy

| Die Roll | Event at this Place (d100) | Natural Feature (d100) | Decoration of Standing Stone, Totem Pole or Boulder, if indicated (d100) |
|----------|---|---|---|
| 01-04 | Avatar of deity manifests itself occasionally | Altar (see Table 3-55 and Table 3-56 for ideas) | Attached chains or manacles |
| 05-08 | Birth of an avatar of the deity | Boulder | Bloodstained |
| 09-12 | Birth of hero/saint | Boulder, decorated | Carved (incised or etched) with a representation of the event from column 1 |
| 13-16 | Burial of a hero/saint | Cairn (pile of smaller rocks and boulders) | Carved (incised or etched) with holy symbols |
| 17-20 | Death of an avatar of the deity | Garden tended by visitors | Carved (incised or etched) with vines, flowers, and/or trees |
| 21-24 | Death of hero/saint | Geyser or steam vent | Carved (incised or etched) with whorls and patterns |
| 25-28 | Defeat of a hero/saint (battle) | Grove of trees | Carved (raised bas-relief) with a representation of the event from column 1 |
| 29-32 | Defeat of a hero/saint (trickery) | Hot springs | Carved (raised bas-relief) with holy symbols |
| 33-36 | Defeat of the deity (battle) | Multiple standing stones, randomly placed, natural | Carved (raised bas-relief) with whorls and patterns |
| 37-40 | Defeat of the deity (trickery) | Multiple standing stones, randomly placed, natural, decorated | Carved (raised or bas-relief) with vines, flowers, and/or trees |
| 41-44 | Ghost of saint/hero manifests itself occasionally | Multiple standing stones, randomly placed, quarried | Carved with ancient, stylized depictions of unknown people (possibly with unusual proportions or body structures such as wings) |

Table 4-38: Reason why Ground is Holy - Continued

| Die Roll | Event at this Place (d100) | Natural Feature (d100) | Decoration of Standing Stone, Totem Pole or Boulder, if indicated (d100) |
|----------|--|---|--|
| 45-48 | Healing magic (for deity's followers only) is very strong here | Multiple standing stones, randomly placed, quarried, decorated | Carved with depictions of mythological beasts |
| 49-52 | Hero/saint signed a treaty or pact | Multiple standing stones, some with slabs resting across the tops (e.g., Stonehenge), quarried | Carved with faces, animal or monstrous |
| 53-56 | Holy symbol of the deity manifests occasionally here | Multiple standing stones, some with slabs resting across the tops (e.g., Stonehenge), quarried, decorated | Carved with faces, human |
| 57-60 | Manifestation of the deity in material plane | Natural spring | Chipped or hacked at |
| 61-64 | Marriage of a hero/saint | Sacred plants | Fossils |
| 65-68 | Oracular powers are very strong here | Sacred tree | Inlaid or inset stones, not precious |
| 69-72 | Reputed birthplace of the deity | Standing stone, natural | Inlaid or inset stones, semi-precious |
| 73-76 | Sacred animals gather/live/breed here | Standing stone, natural, decorated | Painted one color |
| 77-80 | Sacred animals of the deity | Standing stone, quarried | Painted with ancient, stylized depictions of people, animals, and monsters (e.g., cave painting) |
| 81-84 | Victory won by an avatar of the deity | Standing stone, quarried, decorated | Painted with pictures depicting the event from column 1 |
| 85-88 | Victory won by deity (battle) | Statue or idol (see Table 3-72 through Table 3-75 for ideas) | Painted with symbols |
| 89-92 | Victory won by deity (trick or politics) | Totem pole(s), stone, decorated | Painted with whorls and patterns |
| 93-96 | Victory won by hero/saint (battle) | Totem pole(s), wooden, decorated | Veined with ore |
| 97-00 | Victory won by hero/saint (trick or politics) | Wildflowers | Veined with semi-precious stone |

Table 4-39: Administrative Functions of Larger Temples

| Die Roll | Administrative Function (d100) |
|----------|---|
| 01-05 | Administers fiefs held by the temple or the sect |
| 06-10 | Administers priests and maintenance of 1d4 smaller temples, chapels, shrines, or areas of Holy Ground |
| 11-15 | Almshouse |
| 16-20 | Animal training |
| 21-25 | Archives |
| 26-30 | Asylum |
| 31-35 | Canon or ecclesiastical court |
| 36-40 | Couriers or way station (stables and lodging) |
| 41-45 | Headquarters of military order |
| 46-50 | Headquarters of secret society |
| 51-55 | Herbal gardens |
| 56-60 | Hospital |
| 61-65 | Inquisition |
| 66-70 | Library |
| 71-75 | Prison |
| 76-80 | School (academic) |
| 81-85 | School (theological) |
| 86-90 | Scriptorium |
| 91-95 | Spying and intelligence gathering for the sect |
| 96-00 | Storehouses |

Table 4-40: Temple Structure

Roll on Column 2 if indicated by Column 1.

| Die Roll | Main Building or Sanctuary (d100) | Unusual (d100) |
|----------|--|---|
| 01-10 | Acropolis-type building with pillars and much open space | Bubble atop ancient spire |
| 11-20 | Building(s) surrounds courtyard | Built upon stilts or stone piers/pillars, with ladders or stairs for entry |
| 21-30 | Building with outer wall (possibly fortified) and courtyard | Carved into cliff face |
| 31-40 | Domed circular building | Entirely underground with fortified entrance |
| 41-50 | Domed square building or rectangular building partially domed or with multiple domes | Levitates or floats with ladders or stairs for entry (or levitation platforms if it is too high for stairs) |
| 51-60 | Pyramid or ziggurat | Mist solidifies into stairs and rooms within, seems larger on inside than outside, location of rooms shifts |
| 61-70 | Spire | Partially underwater or completely underwater (probably a sea, river, or water god) |
| 71-80 | Tall structure with multiple spires | Rooms all within interior of colossal statue |

BOOK FOUR: DUNGEON DESIGN - NON-DUNGEON ADVENTURE DESIGN

Table 4-40: Temple Structure - Continued

| Die Roll | Main Building or Sanctuary (d100) | Unusual (d100) |
|----------|-----------------------------------|---|
| 81-90 | Tower | Small building with interior larger than exterior |
| 91-00 | Unusual (roll on next column) | Tree house(s) in huge trees with walkways |

Table 4-41: Nature of Relics

| Die Roll | Nature of Relic (d100) |
|----------|--------------------------------|
| 01-10 | Clothes of hero/saint |
| 11-20 | Deity's body |
| 21-30 | Holy fountain, font, or spring |
| 31-40 | Holy stone or statue |
| 41-50 | Item blessed by deity |
| 51-60 | Item owned by hero/saint |
| 61-70 | Part of deity's body |
| 71-80 | Remnants of hero/saint's body |
| 81-90 | Weapon or armor of hero/saint |
| 91-00 | Writings |

Table 4-42A: Details of Relics A

| Die Roll | Clothes of Hero/saint (d100) | Deity's Body (d100) | Holy Fountain, Font, or Spring (d100) | Holy Stone or Statue (d100) | Item Blessed by Deity (d100) |
|----------|------------------------------|---|--|---|-----------------------------------|
| 01-10 | Robe | Body is husk, deity lives on other plane, left body behind | Blessed by saint or deity | Animates or changes shape | Amulet |
| 11-20 | Shoes | Body is husk, deity lives on other plane, left body behind | Falsely identified as being holy | Blessed by saint or deity | Black velvet painting or tapestry |
| 21-30 | Belt | Body is husk, deity lives on other plane, left body behind | Gives visions to those who drink | Carved from meteorite, gem, wood of sacred tree, etc. | Chariot |
| 31-40 | Hat | Dark secret; mummified | Heals | Falsely identified as being holy | Goblet |
| 41-50 | Codpiece | Dark secret; mummified | Non-material source of water; direct from other plane of existence | Forbidden to lay eyes upon | Helmet |
| 51-60 | Glove | Dark secret; suspended animation | Poisonous to most who drink – used as test | Heals at touch | Holy symbol |
| 61-70 | Shirt | Deity resides here, still lives | Raises dead (sometimes) | Raises dead (sometimes) | Lantern or lamp |
| 71-80 | Chains | Imprisoned | Removes curses | Removes curses | Ring |
| 81-90 | Cloak | Insane | Removes diseases | Removes diseases | Staff |
| 91-00 | Mask | Not actual body: divine attention is highly focused here: rewards, defenses, and punishments are more spectacular, deadly, and strict, respectively | Shows other places | Speaks – oracle | Statuette |

Table 4-42B: Details of Relics B

| Die Roll | Item Owned by Hero/saint (d100) | Part of Deity's Body (d100) | Remnants of Hero/saint's Body (d100) | Weapon or Armor of Hero/saint (d100) | Writings (d100) |
|----------|---------------------------------|-----------------------------|--------------------------------------|--------------------------------------|--|
| 01-10 | Amulet | Arm | A few bones or teeth | Bow | Clay tablets |
| 11-20 | Crown or coronet | Eye | Ashes | Chain mail | Evil, cursed, and/or taboo texts kept guarded and secret |
| 21-30 | Goblet | Finger | Brain | Gauntlets | Forbidden texts kept guarded and secret |
| 31-40 | Helmet | Foot | Hair | Hammer or mace | Holy writ that for some reason can't be copied |
| 41-50 | Holy symbol | Hair | Mummified body | Helmet | Journal of hero/saint |
| 51-60 | Lantern or lamp | Hand | Mummified hand | Leather armor | Letters of hero/saint |
| 61-70 | Plate | Head | Mummified mistress | Plate mail | Map to sacred location |
| 71-80 | Ring | Heart | Mummified steed | Shield | Map to tombs |
| 81-90 | Staff | Leg | Skeleton | Spear | Secret scriptures for initiates only |
| 91-00 | Statuette | Tooth (or tusk, etc.) | Skull | Sword | Stone tablets |

Table 4-43: Cultural Changes in City

In many cases, a city may be undergoing some fundamental change in its society; if this is the case, the ferment and underlying violence involved with such a conflict might be an excellent way to provide the backstory or the specific missions involved in a city adventure.

| Die Roll | Type of Cultural Change (d100) |
|----------|--|
| 01-10 | A fashion in behavior or dress becomes prevalent. Perhaps a particular type of fur is a must-have, biting a dwarf and surviving is a status symbol, owning a pet jaguar is spiritually enlightening, etc. |
| 11-20 | A religious sect is rising rapidly in popularity. Existing, entrenched temples are forced to respond with changing approaches and they may try to discredit or outlaw the popular movement. |
| 21-30 | A secular belief begins to spread, causing strife and intense debate. Examples might include the belief that a minority group is inherently superior or inferior, that the common people should have rights (or that they shouldn't), that slavery might be immoral (or perhaps moral), or that certain animals are dangerous. |
| 31-40 | New form of music, poetry, art, or sculpture is considered obscene, scandalous, satirically offensive to the nobility, irreligious, or dangerous to the established social order. |
| 41-50 | New literature or lyric forms are rediscovered by translators or imported from a foreign country. These are considered dangerous by traditionalists and those entrenched in power based on tradition. |
| 51-60 | Political power vacuum allows a militaristic faction to increase its power without being checked by the normal safeguards of society. This might be a militant temple, followers of a particular noble, the nobility in general, organized crime, or demagogues. |
| 61-70 | Social change causes widespread unemployment – an influx of slaves, the belief that certain forms of work are demeaning or immoral, the rapid development of a caste system, etc). |

Table 4-43: Cultural Changes in City - Continued

| Die Roll | Type of Cultural Change (d100) |
|----------|--|
| 71-80 | Technological changes cause or threaten widespread unemployment (introduction of new farming techniques, more efficient looms for weaving, or even something more fantastic, like magical sewing needles). |
| 81-90 | There is an influx of foreigners from foreign wars or famines, from movement of nomadic people, or from new trade routes opening up. Another possibility is simply that rural peasants are moving into a city because there are more jobs (or vice versa). The "natives" perceive economic and social risks from the foreigners, and tensions increase, possibly to the point of new political factions and widespread violence. |
| 91-00 | Trade and crafts generate more money than farming, with the result that trade guilds and merchants begin pushing their way into the upper classes. Traditional nobility may respond with laws or even violence against the "upstarts." This is also the sort of conflict that leads to the establishment of new political factions. |

Table 4-44: The Bill of Fare

Sometimes you may want to mention the "specialty of the house" for an inn or tavern. This table can give you starting ideas for this rather mundane task.

| Die Roll | Lower Class (d100) | Middle Class (d100) | Upper Class or Banquet (d100) |
|----------|----------------------------|--------------------------------------|--|
| 01-05 | Barley soup/stew | Boiled eggs, ham, and fried potatoes | Baked sailfish filets with parsley and fried beets |
| 06-10 | Bread and broth | Boiled lamb with cabbage | Battered puffer fish stuffed with minced clams |
| 11-15 | Cat-meat pasties with peas | Curried mince-meat pie | Bear steak with cherry glaze |

BOOK FOUR: DUNGEON DESIGN - NON-DUNGEON ADVENTURE DESIGN

Table 4-44: The Bill of Fare - Continued

| Die Roll | Lower Class (d100) | Middle Class (d100) | Upper Class or Banquet (d100) |
|----------|--|--|---|
| 16-20 | Dog sausage and roasted potatoes | Fresh octopus and clams in light broth with herbs | Braised doves in orange sauce with walnuts |
| 21-25 | Fish stew (not entirely fresh) | Hearty stew | Caviar with sautéed strips of venison |
| 26-30 | Horse and parsnip shish kabobs | Huge steamed mushrooms | Escargots, with a selection of cheeses and meat pastries |
| 31-35 | Kidney pie | Meat pasties and wild greens | Filets of giant python with thinly sliced potatoes and horseradish cream sauce |
| 36-40 | Octopus and clams (somewhat fresh) | Mussels and beets, in sauce | Fish, seethed in wine and herbs, served on a bed of stewed snails and candied oranges |
| 41-45 | Old cheese with rooster broth | Pork chops | Frog legs and salmon pastries, with roasted peppers |
| 46-50 | Onion and cabbage stew | Purpleworm steak with mushroom gravy and wild greens | Jellied eels with roast cucumbers and sauce |
| 51-55 | Pigeon pie | Rabbit pie | Peacock tongues with peppers and liver |
| 56-60 | Pork (?) sausage | Roast beef and potatoes | Peppered beef with truffles |
| 61-65 | Porridge | Roast mutton (sheep) | Roast goose with suet pudding and raisins |
| 66-70 | Porridge with flecks of meat (slumgullion) | Roast pork and fried mushrooms | Roast pheasant with tarts |
| 71-75 | Rat on a stick | Roasted eggs with sausage | Roast pig with apples |
| 76-80 | Stew, of questionable contents | Roasted squab, capon, or chicken | Roast venison and spinach pasties |
| 81-85 | Stewed eels | Sausage and cheese | Roasted ortolans (songbird) in cream sauce with wild onions |
| 86-90 | Tripe and beans | Simmered stingray with cream sauce | Spiced lamb with pomegranate chutney |
| 91-95 | Turnip soup | Spicy turnip fritters with stewed chicken | Spiced lobster in the shell, with saffron rice and almonds |
| 96-00 | Turnip tarts | Steak-and-Kidney Pie | Turtle soup with fresh, crusty bread |

Tribes and Nomads

Tribes generally come into the game as the equivalent of a settlement, or they are opponents for a prospective mass combat.

Table 4-45: Battle Composition of a Tribe

The larger the tribe, the more likely it is to have more of these elements.

| Die Roll | Battle Element (d100) |
|----------|---|
| 01-10 | A battle standard and standard bearer, possibly giving some sort of bonus to nearby troops |
| 11-20 | A behemoth creature of some kind, such as an elephant, mammoth, ancient horror, dinosaur, etc. |
| 21-30 | A unit of troops using missile weapons and staying away from hand to hand combat if possible |
| 31-40 | Animal allies such as wolves or bears that can fight without direct orders. These might include some flying creatures such as eagles. |
| 41-50 | Chieftain, considerably more powerful than the average tribe member |
| 51-60 | Elite unit of larger warriors with better armor than average, used either as shock troops or as the bodyguard for a chieftain. These might even be of another, larger race – giants or ogres working with an orc tribe, for example. Tribes associated with a particular animal might even have a shock unit of were-creatures. |
| 61-70 | Mounted troops, possibly riding unusual mounts, possibly including armored mounts. |
| 71-80 | One or more spellcasters, such as a medicine man, shaman, mercenary from the civilized lands, etc. |
| 81-90 | Some warriors using unusual weapons that immobilize opponents, such as nets or mancatchers. |
| 91-00 | Sub-chiefs, more powerful than the average tribe member, acting as leaders in the ranks |

Table 4-46: Appearances of Primitive Villages and/or Encampments

| Die Roll | Interesting Factor (d100) |
|----------|---|
| 01-10 | Animal spirits visible, move around the village/camp |
| 11-20 | Death masks or fetish masks all over the place. Possibly these are consulted for advice, and they might even give good advice! |
| 21-30 | Fires burn in a strange, spiritual color (either the result of magic, or the result of using strange wood or other fuel) |
| 31-40 | Heads staked out or enemies hung in trees (the Gauls actually historically did this) |
| 41-50 | Strange air patterns: the air in the campsite is always still, or there is always a light breeze. A cursed village might even always have high winds when the rest of the area is calm. |
| 51-60 | Taboo areas where outsiders may not pass |
| 61-70 | Tents made from leather that is from armored beasts and still has the armor |
| 71-80 | Totem poles |
| 81-90 | Unexpected smell for a barbarian camp, such as flowers or incense |
| 91-00 | Unusual domesticated animals (see Table 4-19 for ideas) |

Planar Adventures

Notes on Planar Adventures

Planar adventures are difficult to design, but they can produce some of the most exciting peak moments in a long-running campaign. They often represent the culmination of some sort of effort, and they are in many ways the “badge” of an experienced adventuring party. However, what makes a planar adventure distinct from other adventures is also what makes it difficult to design – some of the ground rules of normal reality are changed, which means a lot of pre-planning by the Referee to make these changes work well as part of an adventure. The adventure needs to be (a) highly creative in terms of these changes, but also (b) still playable. If the players can’t quickly grasp what their characters’ new capabilities and restrictions are, the whole situation will seem random and contrived.

By using these tables, you’ll get ideas for consistent (but weird) physical rules that might apply across the board in the new plane, or at least in the area where the adventure takes place. Having the idea established as a “rule” will help you to build more ideas from it, and will allow you to convey more easily to the players what their new capabilities, risks, and limitations are.

After you’ve decided what will be “new” in the planar environment, a good way to make sure it will be a fun setting is to review some of the basic tenets of the game – if your planar setting takes advantage of these elements, then you are probably on track:

1) It’s a game of resource management. What unusual resources do the characters need in this plane/dimension, and how are these used up? One possible factor in a good planar adventure is an unusual (or possibly bizarre) resource that the players must decide when to use and when to conserve. This could range from potions of fire resistance in an elemental plane, to air supply in an airless pocket dimension, to something like Zo-Tcha eggs that you make up as a truly unique resource.

2) It’s a game of exploration. Beware the tendency to make other planes of existence into a single type of terrain with little variation and few landmarks.

3) It’s a game of tactics – have you used the planar/dimensional setting to create unusual tactical challenges with odd combat/spell effects?

4) It’s a game of challenging the players’ skill. Does your planar adventure only challenge the character sheet (i.e., using saving throws and damage), or are you also using the setting to create challenges that can only be solved by smart thinking?

Table 4-47: Things to Vary on Another Plane of Existence

| Die Roll | What's Different on this Plane? (d100) |
|----------|---|
| 01-05 | Attribute scores (functioning, effect) |
| 06-10 | Changed functioning of magic items |
| 11-15 | Changed initiative method |
| 16-20 | Changed method of acquiring experience points |
| 21-25 | Dependable belief in what the characters see or hear |
| 26-30 | Dependable communications |
| 31-35 | Dependable sanity of characters |
| 36-40 | Effect of food and water |
| 41-45 | Hit point functioning (healing, regeneration, damage amounts) |
| 46-50 | Human/bipedal body form of the characters |
| 51-55 | Movement rates or movement type |
| 56-60 | Need for other, additional, or substitute basic necessities (as opposed to the standard air, food, water, sleep, shelter) |
| 61-65 | New attribute scores required – re-roll attributes as they operate in this plane |

Table 4-47:
Things to Vary on Another Plane of Existence - Continued

| Die Roll | What's Different on this Plane? (d100) |
|----------|--|
| 66-70 | Plane involves the use of a new attribute score such as “innate teleportation accuracy”: each character must roll up this new ability. |
| 71-75 | Risks to reliable player control of characters (Confusion, charm, etc) |
| 76-80 | Saving throw numbers and/or bonuses |
| 81-85 | Spell functioning (result, casting time, effectiveness, or perhaps the change only affects particular types of spells) |
| 86-90 | Spell preparation (more spells, fewer spells, faster or slower preparation time) |
| 91-95 | Varying the limitation of movement in 3 dimensions – add a fourth or a fifth |
| 96-00 | Weapon functioning (changed effectiveness of metal, of blades, of blunt weapons, etc.) |

Types of Planar Adventures

The tables here are divided up into different types of other planes of existence: Alternate Worlds/Realities, Supernatural Planes (ghostly and wraith-like), Dimensional Planes, Spirit Planes (as in, living animal and totem spirits, not the ghosts of dead people), Hells and Demonic Regions, Cthonic Planes (utterly alien and generally sanity-destroying), and Dream Realms.

Table 4-48: Alternate Worlds or Realities

| Die Roll | Varied Factor in Alternate World (d100) |
|----------|---|
| 01-05 | Alternate geography and history affecting a population identical to the normal world’s population (i.e., you know all the people, but the world they live in is utterly different). |
| 06-10 | Alternate geography: cultures and politics have remained the same, but on a different map |
| 11-15 | Alternate history: different or new dominant culture |
| 16-20 | Alternate history: different or new dominant religion |
| 21-25 | Alternate history: disasters and cataclysms |
| 26-30 | Alternate history: higher incidence of Undeath |
| 31-35 | Alternate history: higher technologies developed |
| 36-40 | Alternate magic: higher or lower incidence of magic, wild magic, dead magic, or different functioning of magic |
| 41-45 | Alternate religions: the gods of the normal world are replaced by different religions |
| 46-50 | As per normal world, but alignments are shifted around |
| 51-55 | Control of world by extra-planar or alien race |
| 56-60 | Control of world by single empire |
| 61-65 | Different or new dominant race |
| 66-70 | Magical laws slightly different from normal |
| 71-75 | Physical laws slightly different from normal (gravity, effect of missile weapons, etc) |
| 76-80 | Political boundaries different from normal |
| 81-85 | Races differ from normal |
| 86-90 | Temperatures and climates radically different |
| 91-95 | Time travel into future |
| 96-00 | Time travel into past |

BOOK FOUR: DUNGEON DESIGN - NON-DUNGEON ADVENTURE DESIGN

Table 4-49: Supernatural Planes

| Die Roll | Varied Factor in Supernatural Plane (d100) |
|----------|--|
| 01-10 | Certain terrible events might “replay themselves,” causing danger to those who are caught up in the echo – which, to them, would effectively be truly happening. |
| 11-20 | Despair, greed, rage, or other mental state creeps up on characters if they fail periodic saving throws |
| 21-30 | Each encounter with beings in the plane involves a test of wills, with failure indicating that the loser has come, to some degree or other, under the control of the other creature. The characters might have an item that lets them do the same thing, too – building up an army of ghouls as they approach the King Wraith’s vast castle... |
| 31-40 | Effect on healing or other beneficial clerical-type spells. If the plane’s ghostly powers are antithetical to certain religious powers, those powers might be weakened in the other plane of existence. |
| 41-50 | Material plane is visible, but there is a constant risk of becoming separated from it (either a flat probability checked at intervals, or actions create a risk of separation to some increasing degree) |
| 51-60 | Places may have “echo” powers – one of the main concepts of a supernatural plane is ghostliness, and places exert compelling powers in many ghost stories. |
| 61-70 | Presence of an undead type that is not ordinarily found in material planes (see Tables 2-64 through 2-68 for ideas) |
| 71-80 | Presence of one normal, living species that one would not expect to find here. For instance, a wraith world where normal, living wolves are found. Or small frogs. Any possibility is a bit spooky; the animals might be helpful, hostile, or just part of the weirdness of the scenery. |
| 81-90 | Risk of becoming possessed – although possession is often associated with demons, it’s a good ghostly risk as well. Thinking up some unusual characteristic of ghostly possession would add a great deal of spice to the “flavor” of the plane. |
| 91-00 | Visitors dying in the plane will have their souls trapped there |

Table 4-50: Dimensional Planes - Continued

| Die Roll | Varied Factor(s) in a Dimension-related Plane (d100) |
|----------|--|
| 46-50 | Movement: teleportation is the only possible form of movement (probably mentally controlled, probably with a small random factor) |
| 51-55 | Phasing: random incorporeality |
| 56-60 | Phasing: teleportation-type spell effects are altered or don’t function |
| 61-65 | Probability: divinatory magic becomes uncertain |
| 66-70 | Spell Effect Location: spell effects manifest other than where intended unless the caster makes some sort of success check (against intelligence, or a saving throw, or a to-hit roll). Alternatively, there could be a flat chance for spells to go off in the location intended. |
| 71-75 | Time: Alteration to initiative method |
| 76-80 | Time: haste/slow effects, hitting and lasting randomly |
| 81-85 | Time: healing rates affected |
| 86-90 | Time: move in time as well as space (example: disappear for 3 rounds, then appear and take 3 full round actions all at once) |
| 91-95 | Time: random aging and reverse-aging |
| 96-00 | Time: spell effects manifest slowly or randomly |

Table 4-51: Spirit Planes

| Die Roll | Varied Factor in Spirit Plane (d100) |
|----------|--|
| 01-20 | Action into Material Plane: by concentration or some other effort (possibly measured by a success roll of some kind, possibly automatic success), one can reach into or across the planar barrier into the material plane. Action possible might include lifting things, making noises heard, etc. |
| 21-40 | ESP: anyone can hear nearby thoughts |
| 41-60 | Movement: movement rates are much larger than normal |
| 61-80 | Shapeshifting into a particular totem animal (or, if unlucky, a totem plant) |
| 81-00 | Vision: normal vision is tremendously enhanced or restricted |

Table 4-50: Dimensional Planes

| Die Roll | Varied Factor(s) in a Dimension-related Plane (d100) |
|----------|--|
| 01-05 | Bodily Dimensions: Limbs, head, and torso may elongate, shrink, or expand at random intervals. |
| 06-10 | Light/dark: invisibility becomes a random effect |
| 11-15 | Light/dark: light and vision magic altered |
| 16-20 | Light/dark: vision length altered |
| 21-25 | Material plane is visible, but connection to it erodes, or distance from it grows |
| 26-30 | Material plane is visible, but there is a constant risk of becoming separated from it (either a flat probability checked at intervals, or actions create a risk of separation to some increasing degree) |
| 31-35 | Movement: movement rate changed |
| 36-40 | Movement: movement rate is more or less affected by the amount of equipment carried than normal |
| 41-45 | Movement: speed or movement rate is random |

Table 4-52: Hells and Demonic Regions

| Die Roll | Varied Factor in the Hell (d100) |
|----------|--|
| 01-20 | Altered form: “visitors” may manifest with demonic physical attributes – or possibly appear angelic, since their morality is so alien to the plane |
| 21-40 | Despair, greed, rage, or other mental state creeps up on characters if they fail periodic saving throws |
| 41-60 | Fire or cold spells do not function properly, or are more powerful than normal |
| 61-80 | Temperature: temperatures, whether hot or cold, are so extreme as to be dangerous |
| 81-00 | Wounds regenerate, but re-grown flesh is monstrous or demonic |

Table 4-53: Cthonic Planes

| Die Roll | Varied Factor in Cthonic Region (d100) |
|----------|--|
| 01-10 | Altered Form: “visitors” have alternate form on plane, as tentacled monsters, possibly with sanity problems; shape may shift periodically |
| 11-20 | Magical “high technology” in use for bizarre and inexplicable purposes |
| 21-30 | Mutating terrain; forests periodically change to swamps, hills rise, etc. |
| 31-40 | Points in time are “saved,” and can be returned to (but with risks) |
| 41-50 | Roll on dimensional table |
| 51-60 | Ruins of prior civilization are apparent everywhere, either with strange effects (sanity, horror, magical benefits or curses), or the ruins are the only thing that is normal amidst the weirdness |
| 61-70 | Thoughts of powerful beings are “projected” and heard by lesser beings |
| 71-80 | Winds cause geographical changes |
| 81-90 | Winds cause sanity problems or horror as they change |
| 91-00 | Winds cause shapeshifting as they change |

Table 4-55: Rivers and Lakes in Other Planes (particularly in Cthonic areas or dream-realms) - Continued

| Die Roll | Nature of River/Lake (d100) |
|----------|-----------------------------------|
| 21-25 | Illusions or dreams |
| 26-30 | Invisible water |
| 31-35 | Liquid aging |
| 36-40 | Liquid forgetfulness |
| 41-45 | Liquid light or darkness |
| 46-50 | Liquid madness |
| 51-55 | Liquid smell/scent/stench |
| 56-60 | Liquid sound |
| 61-65 | Liquid taste |
| 66-70 | Moving globules |
| 71-75 | Moving ice |
| 76-80 | River of abstract color |
| 81-85 | River of gas or mist |
| 86-90 | River of worms or other creatures |
| 91-95 | Seething liquid |
| 96-00 | Viscous liquid |

Table 4-54: Dream-Realms

| Die Roll | Varied Factor in Dream Realm (d100) |
|----------|---|
| 01-10 | Altered Form: characters are not in their own bodies, but the form taken could be virtually anything, from animals to monsters, to a different body, to a different character’s body |
| 11-20 | Flickering between the dream realm and the real world based on depth of sleep in the real world, disturbances, or random intervals where consciousness returns to the sleeping body for an unpredictable period |
| 21-30 | Hit points, attributes, and abilities shift at random intervals, making characters weaker, stronger, or different in unpredictable ways |
| 31-40 | Memories of prior events take shape in the dream realm, possibly in dangerous forms, or possibly as a way of conveying information about the realm |
| 41-50 | Pieces of equipment periodically disappear or return; generally at least one thing is missing |
| 51-60 | Roll on Cthonic Planes, but ignore insanity risks (unless it is a serious nightmare type of realm) |
| 61-70 | Roll on Dimensional table |
| 71-80 | Roll on Spirit Planes |
| 81-90 | Talking animals or plants, whether or familiar or alien species |
| 91-00 | Terrain involves constant or repeated falling |

Table 4-56: Mountains in Other Planes (particularly in Cthonic areas or dream-realms)

| Die Roll | Odd Feature of Mountains (d100) |
|----------|--|
| 01-10 | Affect distances and travel within their area |
| 11-20 | Alive, with internal organs |
| 21-30 | Carved into statues or with runes on a grand scale |
| 31-40 | Generate monsters they control |
| 41-50 | Have a tactical (rules-changing) effect unique to the mountain terrain |
| 51-60 | Infinitely tall |
| 61-70 | Intelligent, able to communicate, and possibly hostile or friendly |
| 71-80 | Like jello |
| 81-90 | Move around |
| 91-00 | Riddled with tunnels |

Table 4-55: Rivers and Lakes in Other Planes (particularly in Cthonic areas or dream-realms)

| Die Roll | Nature of River/Lake (d100) |
|----------|-----------------------------|
| 01-05 | Air movement |
| 06-10 | Chunky liquid |
| 11-15 | Dirt, earth, rocks |
| 16-20 | Fire |

BOOK FOUR: DUNGEON DESIGN - NON-DUNGEON ADVENTURE DESIGN

Table 4-57: Planar Gateways

In addition to this table, Tables 2-56 and 2-57 can be useful for generating ideas for planar travel, and Table 3-35 offers a variety of options for the way teleportation might work.

| Die Roll | Physical Form of Gateway (d100) | Other Aspect of Gateway (d100) |
|----------|--|--|
| 01-10 | An item that is worn allows a person to shift into a different plane. For an interesting twist, the item might only have enough of a “charge” to allow a certain period of time in the other plane, after which the wearer would be pulled back into the original plane of existence until the item has recharged and can be used again. | Having used this particular gate as opposed to another leaves a visible mark or aura on the characters in the other plane. Perhaps there is a “slave” gate and a “master” gate – hopefully the players picked the right one! |
| 11-20 | Archway or other architectural feature that the traveler walks through | Having used this particular gate, as opposed to another, determines the physical form or abilities the characters will have on the other side. Preferably they picked the “Dragon” gate and not the “Mouse” gate, for example. |
| 21-30 | Being perceived by a particular thing, whether this is a divine being, a mirror, a monster, or an item. Venturing into a divine grove might be perfectly safe unless the ancient tree of skulls actually awakens and banishes the party into the realm of ghosts... | The gateway leads to a very remote place in the other plane (whatever that means in terms of the physical laws of the other plane). Excellent for stealthy operations. |
| 31-40 | Consuming some item, such as a lotus blossom | The manner in which the gateway is used actually creates the other plane rather than simply “reaching” it. |
| 41-50 | No physical aspect; travel to the other plane is accomplished mentally or by use of a spell, incantation, or similar spoken ritual. The physical body might or might not be left behind. | Use of the gateway creates a physical effect (all the way from a little alarm bell up to possibly a massive earthquake) somewhere in one of the two planes. |
| 51-60 | Performing a series of acts, normally with particular physical components such as a flint blade, a particular incense, etc. | No particular other aspect of the gateway. |
| 61-70 | Planar relocations are the by-product of some process that is taking place, either on this plane or on the other. “Cosmic Drilling” in an elemental plane might have the side effect of opening a way into the area where the drilling is taking place. | No particular other aspect of the gateway. |
| 71-80 | Remaining in a particular place for a certain length of time. In this sort of circumstance, the characters might even “feel” themselves slowly changing their plane of reality. | No particular other aspect of the gateway. |
| 81-90 | Touching a physical item such as a magical tree, an ancient statue, or other such. | No particular other aspect of the gateway. |
| 91-00 | Travel is accomplished in a vehicle of some kind; often a ship, as in Michael Moorcock’s <i>Sailor on the Seas of Fate</i> . | No particular other aspect of the gateway. |

Underwater Adventures

Table 4-58: Events Underwater

| Die Roll | Event (d100) |
|----------|--|
| 01-10 | Arrival of intelligent aquatic raiders |
| 11-20 | Arrival of unintelligent aquatic predators |
| 21-30 | Current, jet-stream, or undertow |
| 31-40 | Mental call or communication from water-giant, kraken, or other powerful being |
| 41-50 | Sand cloud from surface |
| 51-60 | Schools of fish or jellyfish |
| 61-70 | Strange particles or objects suspended in water |
| 71-80 | Underwater vehicle |
| 81-90 | Vortex (upward, probably) |
| 91-00 | Whale or other harmless (unless provoked) creature. |

Table 4-59: Ocean Floor Features

| Die Roll | Feature (d100) |
|----------|--|
| 01-10 | Chunks of suspended ice or underwater glacier |
| 11-20 | Coral reef |
| 21-30 | Huge predatory anemones |
| 31-40 | Ocean floor recedes to deeper waters |
| 41-50 | Seaweed forest |
| 51-60 | Shipwrecks |
| 61-70 | Spires or flat mesas |
| 71-80 | Underwater castle or dwelling for giant, titan, mer-lord, etc. |
| 81-90 | Underwater hill or cliff |
| 91-00 | Volcanic fissure releasing heated water |

Table 4-60: Shipwrecks (Type, Reason for Sinking)

| Die Roll | Type of Ship (d100) | Reason for Sinking (d100) |
|----------|---------------------|---------------------------|
| 1-19 | Bireme | Rocks/torn hull |
| 20-38 | Caravel | Battle damage/catapult |
| 39-57 | Coaster | Crushing damage/tentacles |
| 58-76 | Galleon | Burned |
| 77-94 | Galley | Wind/capsize |
| 95-00 | Unusual | None apparent |

Table 4-61: Inhabitants of Shipwrecks

| Die Roll | Inhabitants (d100) |
|----------|---|
| 01-05 | Crab/lobster |
| 06-10 | Dangerous seaweed or anemones, possibly with a symbiotic organism not affected by the other inhabitants |
| 11-15 | Giant octopoid |
| 16-20 | Giant squid |
| 21-25 | Giant worm or annelid |

Table 4-61: Inhabitants of Shipwrecks - Continued

| Die Roll | Inhabitants (d100) |
|----------|--|
| 26-30 | Jellyfish monster |
| 31-35 | Moving mechanisms, traps, or both, built into the ship itself before sinking |
| 36-40 | Multiple swimming snakes, possibly with controller |
| 41-45 | Schools of predatory fish |
| 46-50 | Sea giant |
| 51-55 | Sea serpent |
| 56-60 | Sharks or large predatory fish |
| 61-65 | Traps (to be emptied by monster later) |
| 66-70 | Undead crew and captain |
| 71-75 | Underwater horror – amoeboid or ooze |
| 76-80 | Underwater horror – huge hybrid of two underwater monsters |
| 81-85 | Underwater humanoid-type (mermen, fish-men, tritons, etc.) |
| 86-90 | Water elemental or water djinn |
| 91-95 | Water spider(s) |
| 96-00 | Whale (possibly intelligent) |

Table 4-62: Unusual Seaweeds

| Die Roll | Odd Feature of the Seaweed (d100) |
|----------|---|
| 01-10 | Creates breathable air, in vicinity or in huge bubbles |
| 11-20 | Deep taproots bring minerals to surface, creating seeds made of strange and possibly valuable minerals |
| 21-30 | Growth harbors a symbiotic (and protective) type of underwater animal |
| 31-40 | Huge pods that can be floated upward |
| 41-50 | Large growths are sapient |
| 51-60 | Large growths can move, similar to large shambling mound or tree shepherd |
| 61-70 | Mental domination powers at a distance, or hypnotic colors |
| 71-80 | Most of the weed can retract itself beneath the surface if threatened |
| 81-90 | Releases the underwater equivalent of spores, in clouds that may be dangerous (anti-magic, oxygen-sucking, etc.) |
| 91-00 | Small growths, or flowers, can move through water as if swimming, and attack anything that threatens the larger growths |

Table 4-63: Underwater Vehicles

| Die Roll | Underwater Vehicle (d100) |
|----------|---|
| 01-05 | Abstract spiraling shape of tubes magically traps bubble of air in center |
| 06-10 | Amoeboid ship (living or dead) with internal cellular organs used as housing for passengers |
| 11-15 | Bubble/sphere (opaque and solid) |
| 16-20 | Bubble/sphere (transparent and possibly porous) |
| 21-25 | Castle-like submersible |

BOOK FOUR: DUNGEON DESIGN - NON-DUNGEON ADVENTURE DESIGN

Table 4-63: Underwater Vehicles - Continued

| Die Roll | Underwater Vehicle (d100) |
|----------|---|
| 26-30 | Couch, chair, or throne; magically propelled |
| 31-35 | Ghost shipwreck (mobile) crewed by zombies or ghouls, possibly made of bone |
| 36-40 | Hot-air balloon or zeppelin arrangement |
| 41-45 | Massive "Sandcrawler" type vehicle (sea-floor only) |
| 46-50 | Massive mobile platform with wooden buildings, perhaps a pagoda-palace |
| 51-55 | Shaped like crab or lobster, mechanical |
| 56-60 | Shaped like dragonfly (or other flying insect), swims with wings, mechanical or magical, passenger compartment in head (or on back if passengers are water-breathers) |
| 61-65 | Shaped like fish or whale, mechanical |
| 66-70 | Shaped like puffer fish or angler fish, mechanical, passenger compartment inside |
| 71-75 | Shaped like snake or alligator, mechanical |
| 76-80 | Ship or chariot drawn by seahorses or larger sea creatures such as squid or whales |
| 81-85 | Undead giant crab carapace |
| 86-90 | Underwater paddle-wheeler type of vessel |
| 91-95 | Underwater plant with roots used as propulsion |
| 96-00 | Whale, sea-serpent, or other huge undersea creature with glass howdah |

Waterborne Adventures

Table 4-64: Chart of Common Ship Types

| Die Roll | Type of Ship (d100) |
|----------|---|
| 01-10 | Bireme, merchant: Two masts; two rowing decks with fore and aft castles |
| 11-20 | Bireme, war: No masts (or perhaps one very short mast that can be unstepped for ramming); two decks with fore and aft castles |
| 21-30 | Caravel: Two or three masts; possibly an aft castle |
| 31-40 | Coaster (fishing boat): Two masts, triangular sails |
| 41-50 | Galleon: Three masts, four decks |
| 51-60 | Galley, merchant: One mast; one deck |
| 61-70 | Galley, war: No masts; one deck |
| 71-80 | Longship: One deck, one mast |
| 81-90 | Rowboat or coracle: No deck or mast |
| 91-00 | Trireme: Three decks, no masts (or 1-3 short masts that can be unstepped for ramming) |

Table 4-65: Unusual Ships

| Die Roll | Type of Ship (d100) |
|----------|--|
| 01-05 | Bubble/sphere (half-submerged or skimming surface) |
| 06-10 | Castle (mounted on floatation device, possibly with dungeons below waterline) |
| 11-15 | Floating plant with roots used as propulsion |
| 16-20 | Huge iron or stone ship with internal passages and rooms |
| 21-25 | Rock chunk with internal tunnels |
| 26-30 | Small floating island |
| 31-35 | Amoeboid ship (living or dead) with internal cellular organs used as housing for passengers |
| 36-40 | Shaped like crab or lobster, mechanical |
| 41-45 | Shaped like fish or whale, mechanical |
| 46-50 | Massive raft with wooden buildings, perhaps a pagoda-palace |
| 51-55 | Ship or building mounted on back of huge sea turtle |
| 56-60 | Ghost ship crewed by zombies or ghouls, possibly made of bone |
| 61-65 | Jellyfish ship |
| 66-70 | Ship drawn by seahorses, horses that walk on water, or pulled by water elementals |
| 71-75 | Carpet of seaweed with structures on it |
| 76-80 | Paddlewheel ship (various sources of energy, including living beings, could be used to power the paddlewheels) |
| 81-85 | Ship or platform traveling in a tornado or waterspout as locomotion |
| 86-90 | Ship drawn by flying creatures for locomotion |
| 91-95 | Invisible ship |
| 96-00 | Ship shifts between different alternate realities, astral plane, ethereal plane, etc. |

Table 4-66: Ship Reputations

| Die Roll | Reputation or Rumors (d100) |
|----------|--|
| 01-05 | Disappearances or crew or passengers in past |
| 06-10 | Fast ship |
| 11-15 | Good navigator |
| 16-20 | Has ghostly presence on board, believed to be lucky or unlucky |
| 21-25 | Heathen captain |
| 26-30 | Heathen crew or crewmembers |
| 31-35 | Horrible or terrible event once took place on board ship |
| 36-40 | Lucky ship |
| 41-45 | Not seaworthy |
| 46-50 | Obsessed captain |
| 51-55 | Once discovered strange place and treasure |
| 56-60 | Possible pirate |
| 61-65 | Possible smuggler |
| 66-70 | Reliable captain |
| 71-75 | Rowdy crew |
| 76-80 | Slow ship |
| 81-85 | Supernatural bargain involved in ship's history |

Table 4-66: Ship Reputations - Continued

| Die Roll | Reputation or Rumors (d100) |
|----------|-----------------------------|
| 86-90 | Unlucky ship |
| 91-95 | Very seaworthy |
| 96-00 | Well protected |

Table 4-67: Ship Cargo

For cargoes that are arranged by cultural region, see Caravan Cargoes, Table 4-77. For unusual cargoes, see Tables 4-79 and 4-80.

| Die Roll | Ship Cargo (d100) |
|----------|--|
| 01-02 | Baskets and woven reed items |
| 03-04 | Beer |
| 05-06 | Bronze or tin implements (lamps, bowls, knives, etc) |
| 07-08 | Carpets (cheap) |
| 09-20 | Cattle |
| 21-22 | Fish (pickled) |
| 23-28 | Fish and meat (dried) |
| 29-30 | Fruit (apples) |
| 31-32 | Fruit (figs, dates) |
| 33-34 | Fruit (oranges) |
| 35-36 | Fruit (pomegranates) |
| 37-38 | Goats |
| 39-50 | Grain |
| 51-52 | Honey |
| 53-54 | Iron or tin |
| 55-56 | Leather and hides |
| 57-58 | Light cloth |
| 59-60 | Metal ore |
| 61-62 | Metal, smelted |
| 63-64 | Nuts (almonds) |
| 65-66 | Nuts (hazelnuts) |
| 67-68 | Nuts (walnuts) |
| 69-70 | Pottery |
| 71-72 | Reed mats and tatamis |
| 73-74 | Rice |
| 75-76 | Rice wine |
| 77-78 | Sesame seeds |
| 79-80 | Tapestries (cheap) |
| 81-82 | Turnips, potatoes, parsnips |
| 83-84 | Water or salted ice |
| 85-96 | Wine |
| 97-98 | Wood |
| 99-00 | Woolen cloth |

Table 4-68: Unusual Pirates

| Die Roll | Unusual Pirates (d100) |
|----------|---|
| 01-10 | Human or humanoid pirates with special ability such as teleportation or water-breathing (could come from a device, a potion, a patron demon, a mutation, etc) |
| 11-20 | Human or humanoid pirates with spell-casting leader |
| 21-30 | Human pirates with monstrous leader such as an intelligent turtle dragon, a kraken, a sea giant, or similar |
| 31-40 | Human pirates with swimming allies |
| 41-50 | Human pirates with unusual ship |
| 51-60 | Humanoid pirates such as goblins, orcs, etc. |
| 61-70 | Large humanoid pirates such as ogres |
| 71-80 | Pirates are hybrid with a sea-creature such as crabs, lobsters, eels, fish, octopus, etc) |
| 81-90 | Pirates with unusual mutation (additional arms, shell-plating, fins, etc) |
| 91-00 | Undead pirates such as ghouls, with zombies or skeletons |

Table 4-69: Events on Water

| Die Roll | Event (d100) |
|----------|--|
| 01-05 | Borealis lights in sky |
| 06-10 | Changing temperature |
| 11-15 | Complete calming of wind |
| 16-20 | Coral reef or sudden decrease in water depth |
| 21-25 | Dolphins, whales, sharks, etc. |
| 26-30 | Floating seaweed beds |
| 31-35 | Flocks of unusual birds |
| 36-40 | Hail or sleet |
| 41-45 | Heavy rain |
| 46-50 | Island |
| 51-55 | Lightning storm |
| 56-60 | Merchant vessel or convoy |
| 61-65 | Meteor shower |
| 66-70 | Phosphorescent algae in water |
| 71-75 | Pirates (obviously) |
| 76-80 | School of flying fish |
| 81-85 | Tsunami, tornado, or hurricane |
| 86-90 | Unusual ship |
| 91-95 | Waterspout |
| 96-00 | Whirlpool |

Table 4-70: Unusual Islands

| Die Roll | Unusual Island (d100) |
|----------|---|
| 01-10 | Central volcano or volcanoes |
| 11-20 | Cyclopean statues |
| 21-30 | Fauna (all of it) on the island is intelligent and dangerous |
| 31-40 | Island is a graveyard for huge sea creatures |
| 41-50 | Island is a graveyard for ships |
| 51-60 | Island is a living creature, and any tunnels probably lead to internal organs |
| 61-70 | Shrouded in mist or darkness |
| 71-80 | Tip of an enormous man-made structure or wrecked vessel |
| 81-90 | Transparent or translucent stone |
| 91-00 | Vegetation on the island is intelligent and dangerous |

Table 4-71: Owner of the Island

| Die Roll | Owner of the Island (d100) |
|----------|---|
| 01-04 | Deity, demigod, or quasi-deity |
| 05-08 | Demon |
| 09-12 | Dragon or turtle dragon |
| 13-16 | Extra-planar monsters |
| 17-20 | Ghostly leader with minions |
| 21-24 | Ghosts in abandoned structures |
| 25-28 | Horror of the deep, nocturnal feeding ground |
| 29-32 | Incorporeal force |
| 33-36 | Intelligent undead |
| 37-40 | Island itself is a living entity |
| 41-44 | Leader of aquatic humanoid tribe |
| 45-48 | Mist or cloud creature |
| 49-52 | Occupied solely by flying and non-flying vermin |
| 53-56 | Pirates, nonhuman |
| 57-60 | Pirates, permanent settlement |
| 61-64 | Pirates, temporary encampment |
| 65-68 | Pirates, unusual |
| 69-72 | Powerful religious leader (human) |
| 73-76 | Powerful religious leader (non-human) |
| 77-80 | Sea giant or storm giant |
| 81-84 | Sea merchants |
| 85-88 | Sea serpent |
| 89-92 | Solitary giant swimmer |
| 93-96 | Titan |
| 97-00 | Water djinni |

Wilderness Adventures

Part One: General Wilderness Tables

General Plant Life, Animals, and Terrain

Table 4-72: Unusual Trees

| Die Roll | Nature of Unusual Tree (d100) |
|----------|--|
| 01-05 | Coral-like trees with mineral encrustations |
| 06-10 | Levitating seed-pods that float on the wind |
| 11-15 | Mushroom trees |
| 16-20 | Pod-trees |
| 21-25 | Prehistoric-type fern-trees |
| 26-30 | Trees petrified into stone |
| 31-35 | Trees riddled with mysterious holes (Inhabited? Related to seeds? Disease? There are many possibilities) |
| 36-40 | Trees that have eyes (or seem to) |
| 41-45 | Trees that meld together at the branches or roots |
| 46-50 | Trees that swarm with a symbiotic vermin |
| 51-55 | Trees that use buoyant root-systems to float in water |
| 56-60 | Trees with faces or arms |
| 61-65 | Trees with fleshy blossoms that have different magical or natural effects |
| 66-70 | Trees with glowing motes in bark or seeds; or phosphorescent bark or berries |
| 71-75 | Trees with ground-dragging fronds |
| 76-80 | Trees with long, whiplash roots |
| 81-85 | Trees with snake-skin bark |
| 86-90 | Very fat, squat trees |
| 91-95 | Very slender but very tall trees |
| 96-00 | Whispering trees |

Table 4-73: Unusual Plants

| Die Roll | Plant Part (d100) | Odd Attribute (d100) |
|----------|-------------------|---|
| 01-05 | Berries | Are an ingredient in magic potions |
| 06-10 | Berries | Are an unusual color |
| 11-15 | Berries | Are fleshy or bloated |
| 16-20 | Branches | Are invisible |
| 21-25 | Branches | Are part of an unusual reproductive strategy |
| 26-30 | Branches | Are so beautiful that they are prized as decorations |
| 31-35 | Flowers | Are so delicious that they can be harvested for good money |
| 36-40 | Flowers | Are used as a means of communication by the plant (possibly only with other plants, possibly with other species or even humans) |

Table 4-73: Unusual Plants - Continued

| Die Roll | Plant Part (d100) | Odd Attribute (d100) |
|----------|-------------------|--|
| 41-45 | Flowers | Attract a particular predator into the area as a protective device (possibly a subtle one, like small venomous snakes) |
| 46-50 | Leaves | Cause hair growth or other strange (but natural) effect if someone is downwind of the smell |
| 51-55 | Leaves | Create or are created by mineral deposits |
| 56-60 | Leaves | Glow faintly |
| 61-65 | Pods | Have minor healing properties |
| 66-70 | Pods | Have strange pattern of colors (striped, spotted, etc) |
| 71-75 | Pods | Have strangely human (or animal) shape |
| 76-80 | Roots | Have unusual odor |
| 81-85 | Roots | Make a strange noise (not necessarily all the time; consider other stimuli such as the approach of a particular kind of monster) |
| 86-90 | Roots | Release sap with unusual properties |
| 91-95 | Stems | Seem to move (or actually move) |
| 96-00 | Stems | Slightly change the surrounding temperature |

Table 4-74: Unusual Feature of Animal

This table is for use with the animal lists in various terrain categories

| Die Roll | Unusual Feature (d100) |
|----------|--|
| 01-04 | Albino |
| 05-08 | Covered in moss, grass, or bark |
| 09-12 | Dead, possibly mutilated (see Table XXX) |
| 13-16 | Double normal size |
| 17-20 | Eating carrion or corpse (particularly disturbing if the animal is an herbivore) |
| 21-24 | Extra legs |
| 25-28 | Follows or leads party |
| 29-32 | Human-like face |
| 33-36 | Lots of them, and some strange behavior |
| 37-40 | Made of rock or earth |
| 41-44 | Metallic color (e.g., silvery) |
| 45-48 | Motes of light surround the animal |
| 49-52 | Moves almost like a shift in space, or teleportation |
| 53-56 | Odd blue or red color |
| 57-60 | Odd yellow or green color |
| 61-64 | Scales or fur, whichever is abnormal to the animal type |
| 65-68 | Sick, rabid, or diseased |
| 69-72 | Spirit animal (or appears to be) |
| 73-76 | Tentacles, tendrils, crab claws, shell, or chitin |
| 77-80 | Translucent or invisible |
| 81-84 | Two heads |
| 85-88 | Undead |
| 89-92 | Wears collar, necklace, jewelry, or other sign of ownership |

Table 4-74: Unusual Feature of Animal - Continued

| Die Roll | Unusual Feature (d100) |
|----------|--------------------------|
| 93-96 | Wings of bat or bird |
| 97-00 | Wounded (see Table 4-75) |

Table 4-75: Animal Wounds

This table is for use with the animal lists in various terrain categories

| Die Roll | Type of Wound or Mutilation (d100) |
|----------|--|
| 01-10 | Arrow(s) |
| 11-20 | Burned, scorched, or melted |
| 21-30 | Disemboweled |
| 31-40 | Limbs, or leg(s) hurt or broken |
| 41-50 | Missing foot or feet |
| 51-60 | Missing leg(s) |
| 61-70 | Partially flayed or skinned |
| 71-80 | Raking cuts or slashed |
| 81-90 | Suspended animation or frozen |
| 91-00 | Turned to stone, wood, metal, or crystal |

Table 4-76: Weird Terrain Features

Elements from this table can be used in any terrain to add the weirder sword & sorcery flavor of Clark Ashton Smith, Lovecraft, and others who wrote in this vein.

| Die Roll | Underlying Feature Type (d100) | The Weird Feature (d100) |
|----------|---|---|
| 01-05 | Flame | Balanced or precarious |
| 06-10 | Flame | Bizarre coloration, or vivid color, (possibly even supernaturally vivid) |
| 11-15 | Fungus, mushroom, or moss | Crystalline, or crystalline attributes |
| 16-20 | Fungus, mushroom, or moss | Gelatinous or viscous |
| 21-25 | Plant, bush, thornbush, shrub, or other | Hard to look upon for some reason, and possibly dangerous to do so: revulsion, fear, wonder, insanity, etc. |
| 26-30 | Plant, bush, thornbush, shrub, or other | Human-like shape (would often be only a vague similarity, not just a boring old "rock looks like person") |
| 31-35 | Reptile/amphibian | Impossible geometry or obvious dimensional strangeness |
| 36-40 | Reptile/amphibian | Inexplicably but only mildly repulsive, either visually or, somehow, mentally or by instinct. |
| 41-45 | Rock formation | Is a source of mist, smoke, poison gas, or odd smell |

Table 4-76: Weird Terrain Features - Continued

| Die Roll | Underlying Feature Type (d100) | The Weird Feature (d100) |
|----------|--------------------------------|---|
| 46-50 | Rock formation | Pearly, opalescent, or translucent |
| 51-55 | Rock/boulder | Pyramidal |
| 56-60 | Rock/boulder | Runes or glyphs involved |
| 61-65 | Sand, earth, or mud | Seems to keep reappearing, drawing characters to it, or even affecting their course of movement back toward it. |
| 66-70 | Sand, earth, or mud | Shifts, moves, and/or distorts |
| 71-75 | Strange flesh or fleshy | Speaks or makes sounds (generally disturbing, ominous, cryptic, or prophetic) |
| 76-80 | Strange flesh or fleshy | Spherical or spherical elements |
| 81-85 | Tree | Spire or very tall |
| 86-90 | Tree | Studded with odd feature such as eyes, gems, pustules, or long extrusions like tendrils, tentacles, or vines |
| 91-95 | Water body or shape | Surrounded by strange insects or small creatures that are not insects and might even be otherworldly |
| 96-00 | Water body or shape | Twisting or spiral |

Table 4-77: Contents of a Caravan - Continued

| Die Roll | Contents (d100) | Organization (d100) | Mode of Transport (d100) |
|----------|--|--|--|
| 31-40 | Two regular cargos and one small cargo | One merchant clan (members of an extended family with junior members serving as guards or even porters) | Horse-drawn wagons |
| 41-50 | Three regular cargos and one small cargo | Lone merchant with employees | Hot air balloons |
| 51-60 | Two regular cargos and two small cargos | Members of a merchant guild, with the rest of the caravan being employees of the guild | Levitating platforms towed by ogres or other large creatures |
| 61-70 | Two regular cargos and three small cargos | Religious leader and merchant followers of various ranks | Mules or horses as pack animals |
| 71-80 | Three regular cargos and three small cargoes | Merchants traveling under protection of nomad caravan (the nomads themselves don't do much trading, they just own wagons for use by their clients) | Ox-drawn wagons, or possibly huge wagons drawn by giant yaks |
| 81-90 | One regular cargo and one small cargo | The traveling household of a landless knight provides protection and wagons to merchants for a fee | Single, massive, almost castle-like wagon with crenellated top and heavily armored beasts pulling it, such as land-sharks, giant beetles, etc. |
| 91-00 | One regular cargo and two small cargos | Two merchant companies, highly suspicious of each other | Slave bearers, possibly with some mules, possibly sub-human in some way |

Caravans and Cargo

Caravans are such a staple feature of wilderness fantasy gaming that these tables are included in the general category. Most caravans will have some passengers; the table also indicates additional passengers (usually suggesting that the passengers are in some way different from the normal run of the mill).

Table 4-77: Contents of a Caravan

| Die Roll | Contents (d100) | Organization (d100) | Mode of Transport (d100) |
|----------|--|---|--------------------------------------|
| 01-10 | One regular cargo | One merchant company or partnership | Camels |
| 11-20 | Two regular cargos and one small cargo | One merchant family with employees | Dinosaurs or lizards as pack animals |
| 21-30 | Three regular cargos and one small cargo | Individual merchants who have hired a caravan master to arrange for supply vehicles, supplies, and guards | Flightless birds pull wagons |

Table 4-78: Regular Cargo

| Die Roll | Regular Cargo - European Cultures (d100) | Regular Cargo - Desert/Middle Eastern (d100) | Regular Cargo - Asian (d100) |
|--------------|---|--|--|
| 01-02 | Armor (mainly leather) | Armor (mainly leather) | Armor (mainly leather, and less likely than in Middle Eastern or European-type caravans) |
| 03-04 | Batch of general trade goods (a mix of low-quality crafted goods of various materials, including such things as trinkets, holy symbols, pipes, ribbons, candles, clay lamps, etc) | Bandits who already have control of the caravan | Baskets and woven straw items |
| 05-06 | Beans | Baskets and woven reed items | Beans |
| 07-08 | Beer | Batch of general trade goods (a mix of low-quality crafted goods of various materials, including such things as trinkets, holy symbols, pipes, ribbons, clay lamps, etc) | Bronze or tin implements (lamps, bowls, knives, etc) |
| 09-10 | Bronze or tin implements (lamps, bowls, knives, etc) | Beans | Carpets or rugs |
| 11-12 | Carpets or rugs (generally low quality) | Bronze or tin implements (lamps, bowls, knives, etc) | Cattle |
| 13-14 | Cattle (including oxen) | Carpets and rugs (cheap) | Ceramics and porcelain (more likely) or glassware (less likely) |
| 15-16 | Coal | Carpets or rugs (high quality) | Coal |
| 17-18 | Corn | Cattle | Cotton cloth |
| 19-20 | Distilled liquor (rum, brandy, etc) | Coconuts or palm nuts | Dyes |
| 21-22 | Dyes | Dyes | Fish (pickled) |
| 25-26 | Fish (pickled) | Fish and meat (dried) | Fish and meat (dried) |
| 27-28 | Fish and meat (dried) | Fruit (figs, dates) | Fruit (mangoes, oranges, etc.) |
| 29-30 | Flour | Fruit (pomegranates) | Fruit (oranges) |
| 31-32 | Fruit (apples) | Glassware | Goats |
| 33-34 | Glassware | Goats | Government cortège: diplomatic or moving to new assignment |
| 35-36 | Goats, pigs, or other livestock | Grain (millet) | Grain (millet) |
| 37-38 | Grain (barley) | Grain (wheat) | Grain (wheat) |
| 39-40 | Grain (wheat) | Grapes, plums, raisins, or prunes | Herbs (common) |
| 41-42 | Hallucinogens or narcotics | Hashish or other drug | Honey |
| 43-44 | Herbs (common) | Herbs (common) | Incense |
| 45-46 | Horses (or other type of mount) | Honey | Leather and hides |
| 47-48 | Iron or tin | Incense | Light cloth |
| 49-50 | Leather and hides | Leather and hides | Lotus flowers |
| 51-52 | Meat, salted (pork, bacon, etc) | Light cloth | Metal ore |
| 53-54 | Mercenary company in transit | Lotus flowers | Metal, smelted |
| 55-56 | Metal ore | Mercenary company in transit | Nuts (almonds) |
| 57-58 | Metal, smelted | Metal (ore or smelted) | Opium |
| 59-60 | Nuts (hazelnuts or walnuts) | Nuts (almonds) | Pottery |
| 61-62 | Nuts (walnuts) | Oil (olive oil or flammable oil) | Prisoners |
| 63-64 | Parchment, paper, or papyrus | Parchment or papyrus | Prisoners or convicts |
| 65-66 | Pottery | Pottery | Rare wood (mahogany, teak, or other tropical woods) |
| 67-68 | Prisoners | Prisoners | Reed mats and tatamis |
| 69-70 | Religious passengers (pilgrimage, possibly crusaders) | Rare wood (cedar and sandalwood, in particular) | Religious passengers (pilgrimage) |
| 71-72 | Rope | Religious passengers (pilgrimage) | Rice (long grain or wild) |
| 73-74 | Salt | Rope | Rice (short grain or white) |
| 75-76 | Sheep | Salt | Rice paper or papyrus |

BOOK FOUR: DUNGEON DESIGN - NON-DUNGEON ADVENTURE DESIGN

Table 4-78: Regular Cargo - Continued

| Die Roll | Regular Cargo - European Cultures (d100) | Regular Cargo - Desert/Middle Eastern (d100) | Regular Cargo - Asian (d100) |
|----------|--|--|---|
| 77-78 | Slaves | Sesame seeds | Rice wine |
| 79-80 | Sugar or sugar plants (cane or beet) | Silk | Rope |
| 81-82 | Tapestries (cheap) | Slaves | Salt |
| 83-84 | Tea leaves (mainly herbal) | Sugar or sugar plants (cane or beet) | Sesame seeds |
| 85-86 | Textiles (high quality wool, possibly some silk) | Tea | Silk |
| 87-88 | Tobacco | Tobacco | Slaves |
| 89-90 | Turnips, potatoes, parsnips | Water or salted ice | Sugar or sugar plants (cane or beet) |
| 91-92 | Weapons (common) | Weapons (common) | Tea |
| 93-94 | Wine | Wine | Tobacco |
| 95-96 | Wood | Wood | Villagers (being relocated) |
| 97-98 | Wool | Wood (not necessarily high quality, since in desert areas all wood could be a trade commodity) | Weapons (common) Note: private cargoes of weaponry would be unusual in many Asian regions, where their possession was controlled more strictly than in Western cultures |
| 99-00 | Woolen cloth | Wool, or goat or camel hair | Wood |

Table 4-79: Small Cargo

| Die Roll | Small Cargo (d100) |
|----------|--|
| 01-04 | Archaeological finds |
| 05-08 | Birds, in cages (delicacy or pet) |
| 09-12 | Bones, supposedly of saints |
| 13-16 | Books |
| 17-20 | Bugs, in cages (delicacy or pet; could also include silkworms) |
| 21-24 | Circus animals |
| 25-28 | Explosives or material with explosive properties |
| 29-32 | Gems/jewelry |
| 33-36 | Gold |
| 37-40 | Lenses or kaleidoscopes |
| 41-44 | Live fish in aquarium(s) |
| 45-48 | Live plants |
| 49-52 | Magical Cargo |
| 53-56 | Pelts or furs |
| 57-60 | Perfumes |
| 61-64 | Poison Gas |
| 65-68 | Poisonous snakes, bugs, etc. |
| 69-72 | Sedated large monster (dragon, minotaur, etc) |
| 73-76 | Seeds (or silk) |
| 77-80 | Silver |
| 81-84 | Special, valuable dung |
| 85-88 | Spices |
| 89-92 | Unusual feathers |
| 93-96 | Valuable dyes |
| 97-00 | Worthless decoy cargo |

Table 4-80: Magical Cargo

| Die Roll | Magical Cargo (d100) |
|----------|---|
| 01-10 | Alchemical Glassware |
| 11-20 | Chemicals |
| 21-30 | Entire wizard's laboratory |
| 31-40 | Large and fragile framework, lattice, etc. |
| 41-50 | Mineral with unusual propensities |
| 51-60 | Monolith with magical properties, magical runes, etc |
| 61-70 | Partially completed construct, such as a golem's body or other large item for future enchantments |
| 71-80 | Plants with unusual properties |
| 81-90 | Slime |
| 91-00 | Undead, possibly quiescent |

Part Two: Desert Wilderness Tables

Deserts are actually a lot more interesting than the featureless seas of sand many people think of. There are several different types of deserts, and they are populated with an extraordinary variety of plant and animal life (although more sparsely than the more hospitable terrain types). One particular thing to keep in mind about deserts is that sand moves constantly as a result of wind currents – you can always use the adventure hook of something interesting that has recently been uncovered by the winds.

Table 4-81: Types of Deserts

| Die Roll | Desert Type | Description |
|----------|--------------------|---|
| 01-14 | Coastal Desert | Coastal deserts are created because of cold ocean currents running parallel to the coastline. Such deserts often experience ground-covering fog, but little precipitation. |
| 15-28 | Midlatitude Desert | Areas located far from oceans, and are watersheds which receive little rainfall. Temperatures in midlatitude deserts vary considerably with the season, rather than being tremendously hot all the time. The Tengger Desert in China, and the Sonoran Desert in Mexico are examples of this sort of desert. |
| 29-42 | Monsoon Desert | Monsoon deserts are areas where seasonal storms run out of moisture before reaching the desert area. |
| 43-56 | Montaine Desert | Montaine deserts are high-altitude areas far from any significant body of water. The Tibetan plateau contains a significant area of Montaine Desert. |
| 57-70 | Polar Desert | Deserts in polar regions are generally plains of gravel or plain bedrock rather than sand. In polar deserts where precipitation occurs, there can be incidence of snow dunes. |
| 71-84 | Rain Shadow Desert | A tall mountain range blocks clouds from moving into the desert region. The Tian Shan Desert in China is an example of a Rain Shadow Desert |
| 85-100 | Trade Wind Desert | Predominant wind currents heat up and dissipate cloud cover, causing more sun to hit the area. The Sahara is an example of this type of desert. |

Table 4-82: Desert Map Features

| Die Roll | Desert Feature | Description |
|----------|---------------------------|---|
| 01-07 | Badlands (clay-rich area) | Arid areas with high clay content eroded by wind or water are called badlands. They have a number of unique geographical features including canyons, gullies, and hoodoos. A hoodoo is a tall spire of rock left behind after the surrounding area is eroded away. Many of these form because there is a more durable rock at the top, acting as a “cap” to protect the lower portion of the spire from the elements. |

Table 4-82: Desert Map Features - Continued

| Die Roll | Desert Feature | Description |
|----------|------------------|--|
| 08-14 | Dunes | Dunes can form from snow in polar deserts, and from sand in hotter deserts. They have a gentle slope on one side and a steeper slope on the lee side (where the blown-over sand causes avalanches). |
| 15-22 | Dust Devils | Cyclonic storms of very small particles, reaching as high as one kilometer. Caused by extreme temperature differentials in close areas. |
| 23-30 | Ephemeral Stream | Runoff from nearby mountains can cause short-lived rivers or streams in a desert |
| 31-37 | Exotic River | Most deserts are watersheds which receive little moisture (the moisture all goes to the adjoining watersheds). However, in some cases a river with a very strong source, such as the Nile or the Colorado River, moves through a desert. |
| 38-44 | Lakes | Desert lakes can form when there is sufficient runoff from nearby mountains. They are shallow and broad, and wind can actually cause the lake to move from one place to another. |
| 45-52 | Loess | Silt deposits, often as deep as 20-30 meters, with one deposit 355 meters deep. |
| 53-60 | Mineral Deposits | Deserts contain metals no less than temperate regions, so it is possible to find valuable gold, silver, or copper deposits. In particular, though, deserts have unusual mineral deposits caused by evaporation. Not all of these would be particularly interesting in a fantasy campaign, but unusual salts and other minerals might be used in magical potions, making expeditions into the desert a worthwhile venture. |
| 61-68 | Oasis | An oasis is an area where underground springs or seepage can create small lakes, tree growth, and crop growth in areas where precipitation alone would not permit crop growth. The soils are not usually very good; they are high in organic content, but often saline. However, it would be possible to have an oasis where the soil was incredibly fertile – it’s just not likely under real-world terrestrial conditions. |
| 69-76 | Playa | Flat area caused by the existence of a dry desert lakebed. Usually crusted with salt or clay as a result of the lake’s presence. |
| 77-84 | Ripples | Ripples can be as large as small dunes, but don’t necessarily have the gentle slope/ steep slope formation of a true dune. |
| 85-92 | Sand Sheet | Flat sand. Boring, but this is what covers about 40% of deserts, as opposed to areas with dunes. The reason why dunes don’t form is because the sand particles in a sand sheet are too large for significant wind movement. |
| 93-100 | Wadi | Dry streambeds left by flash flooding or ephemeral streams. During torrential desert rain, these can be extremely dangerous. |

BOOK FOUR: DUNGEON DESIGN - NON-DUNGEON ADVENTURE DESIGN

Table 4-83: Desert Legends

Roll on this table (both columns) to generate the name of a legend about the desert

| Die Roll | First Part (d100) | Second Part (d100) |
|----------|-----------------------------|--------------------|
| 01-05 | The Ancient | Canyon |
| 06-10 | The Battle of the Green | Caravan |
| 11-15 | The Cave of the | Ceremony |
| 16-20 | The Crimson | City |
| 21-25 | The Curse of the | Dunes |
| 26-30 | The Dervish- | God |
| 31-35 | The Djinni of the | Maiden |
| 36-40 | The Dreaming | Nomads |
| 41-45 | The Eyes of the | Oasis |
| 46-50 | The Ghost- | Pharaoh |
| 51-55 | The Jewel of the | Processional |
| 56-60 | The Lizard | Pyramid |
| 61-65 | The Lost | Sands |
| 66-70 | The Magic Palm Trees of the | Scimitar |
| 71-75 | The Sacrificial | Serpent |
| 76-80 | The Salt- | Sorcerer |
| 81-85 | The Secret of the Red | Storm |
| 86-90 | The Servants of the | Sultan |
| 91-95 | The Slaves of the | Wanderer |
| 96-00 | The Vulture | Ziggurat |

Table 4-85: Desert Dressing

| Die Roll | Dressing (d100) |
|----------|---|
| 01-05 | Bones of large animal |
| 06-10 | Broken shards of pottery |
| 11-15 | Evidence of a natural catastrophe, either ancient or recent |
| 16-20 | Evidence of an abandoned nomad campsite |
| 21-25 | Large fossil or fossil bed exposed by wind |
| 26-30 | Mirage |
| 31-35 | Patches of desert grass or scrub trees (usually indicates subterranean water) |
| 36-40 | Remains of a destroyed caravan (might be recent, might just be bones) |
| 41-45 | Rock with carved runes |
| 46-50 | Rodent warren (prairie dogs, meerkats, jackrabbits, jumping rats, etc.) |
| 51-55 | Skeleton, staked out in sand |
| 56-60 | Spring or small oasis |
| 61-65 | Stand of large cacti |
| 66-70 | Standing stones (possibly toppled and half buried) |
| 71-75 | Statue half-buried in sand |
| 76-80 | Tracks (camel or other mammal) |
| 81-85 | Tracks (large snake or other reptile) |
| 86-90 | Unusual Sands (see Table 4-86 for ideas) |
| 91-95 | Wadi (dry stream-bed resulting from flash floods) |
| 96-00 | Weapon (probably broken) |

Table 4-84: Build an Interesting Oasis

Although this is a short table, it seems to produce some really great results, and very consistently.

| Die Roll | Feature (d100) | Interesting Aspect of Feature (d100) | Owner of Oasis (d100) |
|----------|--------------------------|--------------------------------------|----------------------------|
| 01-10 | Birds | Act like potion when eaten | Bandits |
| 11-20 | Fish | Black | Djinn |
| 21-30 | Frogs | Blue | Efreet |
| 31-40 | Fruits | Charms – to fight | Idol of a god or demigod |
| 41-50 | Grasses | Charms – to remain | Merchants |
| 51-60 | Mud | Conceal treasure | Militant religious zealots |
| 61-70 | Palm, fig, or date trees | Creates illusions | Nomads |
| 71-80 | Reeds | Intelligent | None |
| 81-90 | Sand | Produces valuable substance | Religious exiles |
| 91-00 | Water | Sacred | Water creature |

Table 4-86: Unusual Sands

| Die Roll | Unusual Sand Type (d100) |
|----------|--|
| 01-05 | Area scattered with huge boulders |
| 06-10 | Causes risk of mutation, shapeshifting, or physical change |
| 11-15 | Contains extended burrows of small creatures (rodents, reptiles, or perhaps something unusual like ground birds) |
| 16-20 | Contains shifting patterns, possibly even runes |
| 21-25 | Extremely cold |
| 26-30 | Filled with odd desert vegetation |
| 31-35 | Gravel area |
| 36-40 | Human faces form in the sand, changing constantly |
| 41-45 | Intelligent and malicious |
| 46-50 | Magical effect – causes thirst or hunger, or removes ability to perceive thirst or hunger |
| 51-55 | Magical effect – charms |
| 56-60 | Magical effect – hallucinations |
| 61-65 | Melted into solid, glassy surface |
| 66-70 | Patterns of color/striated |
| 71-75 | Quicksand |
| 76-80 | Reflective/searing hot |
| 81-85 | Ripples without apparent cause |
| 86-90 | Sand is edible, relieves thirst, emits light, or offers some other unusual minor benefit |

Table 4-86: Unusual Sands - Continued

| Die Roll | Unusual Sand Type (d100) |
|----------|---|
| 91-95 | Sand is made of a valuable or semi-valuable mineral |
| 96-00 | Wind-blown or wind-sculpted |

Table 4-87: Desert Animals

This table is pretty mundane by itself – use it in tandem with Table 4-74 to create unusual encounters or situations

| Die Roll | Animal (d100) |
|----------|---|
| 01-10 | Camel |
| 11-20 | Cougar or lynx |
| 21-30 | Jackrabbit |
| 31-40 | Lizard (medium) such as iguana |
| 41-50 | Lizard (small) |
| 51-60 | Quail or pheasant |
| 61-70 | Small bird |
| 71-80 | Small burrowing rodents (e.g. prairie dogs) |
| 81-90 | Small snake |
| 91-00 | Vulture |

Part Three: Forest Wilderness Tables

Table 4-88: Forest Mapping Features

One can use this table for building maps; it is a list of ideas for the kind of larger features that go onto the map before details start getting filled in. For smaller details, use Forest Dressing Table 4-89.

| Die Roll | Map Feature (d100) |
|----------|--|
| 01-10 | Area with destruction |
| 11-20 | Area with heavy, almost impassable undergrowth |
| 21-30 | Area with unusual trees (see Table 4-72) |
| 31-40 | Areas with heavy fungal growths |
| 41-50 | Areas with unusual plants (see Table 4-73) |
| 51-60 | Deliberately cleared area |
| 61-70 | Evidence of druidic activity (standing stones, sacrifices) |
| 71-80 | Isolated ruins, small, such as ancient statues |
| 81-90 | Natural clearings |
| 91-00 | Rivers, creeks, brooks |

Table 4-89: Forest Dressing

| Die Roll | Forest Dressing (d100) |
|----------|--|
| 01-05 | Area where lots of bark has been scraped off trees, some of it quite high up |
| 06-10 | Broken arrows and weapons |
| 11-15 | Broken woodsman's axe |
| 16-20 | Burrow entrance |
| 21-25 | Child's doll |
| 26-30 | Dead animal (probably partially eaten, but perhaps not) |
| 31-35 | Heavy spiderwebs |
| 36-40 | Human sacrifice left to the elements |
| 41-45 | Isolated unusual tree |
| 46-50 | Lightning-struck tree |
| 51-55 | Line of ants or other insects ... going to or from something |
| 56-60 | Massive fallen tree |
| 61-65 | Moss hanging from tree branches |
| 66-70 | Nails driven into trees |
| 71-75 | Pattern of stones set on forest floor |
| 76-80 | Piles of bones |
| 81-85 | Pond |
| 86-90 | Small stream |
| 91-95 | Trail markers carved into trees |
| 96-00 | Wicker basket |

Table 4-90: Forest Legends

Roll on this table (both columns) to generate the name of a legend about the forest.

| Die Roll | First Part (d100) | Second Part (d100) |
|----------|----------------------|--------------------|
| 01-05 | The Ancient | Children |
| 06-10 | The Dark | Circle |
| 11-15 | The Emerald | Druids |
| 16-20 | The Followers of the | Dryad |
| 21-25 | The Gold of the | Foresters |
| 26-30 | The Leaf- | Gatherer |
| 31-35 | The Lost | Glade |
| 36-40 | The Oracle of the | Hunter |
| 41-45 | The Rune- | Knight |
| 46-50 | The Secret of the | Miser |
| 51-55 | The Shadowy | Monolith |
| 56-60 | The Slaying of the | Path |
| 61-65 | The Slumbering | Pools |
| 66-70 | The Stone of the | Priesthood |
| 71-75 | The Symbol of the | Reeds |
| 76-80 | The Token of the | Remembrance |
| 81-85 | The Trees of the | Six |
| 86-90 | The Vengeance of the | Stag |
| 91-95 | The Warded | Trail |
| 96-00 | The Wolf- | Witch |

BOOK FOUR: DUNGEON DESIGN - NON-DUNGEON ADVENTURE DESIGN

Table 4-91: Forest Animals

As with the other “animals” tables, this is pretty mundane by itself – use it in tandem with Table 4-74 to create unusual encounters or situations.

| Die Roll | Animal (d100) |
|----------|---------------------------------|
| 01-05 | Badger |
| 06-10 | Bear |
| 11-15 | Bees |
| 16-20 | Boar |
| 21-25 | Crow or other medium-sized bird |
| 26-30 | Doe |
| 31-35 | Frog |
| 36-40 | Larger snake |
| 41-45 | Quail or pheasant |
| 46-50 | Rabbit |
| 51-55 | Skunk |
| 56-60 | Sloth |
| 61-65 | Small snake |
| 66-70 | Sparrow or other small bird |
| 71-75 | Squirrel |
| 76-80 | Stag |
| 81-85 | Tiger, cougar, panther, or lynx |
| 86-90 | Turtle |
| 91-95 | Vulture or owl |
| 96-00 | Wolf |

Table 4-92: Jungle/Rainforest Animals

Use this table in tandem with Table 4-74 to create unusual encounters or situations

| Die Roll | Animal (d100) |
|----------|---|
| 01-05 | Alligator or crocodile |
| 06-10 | Baboon |
| 11-15 | Bear or similar |
| 16-20 | Bees, wasps, or hornets |
| 21-25 | Boar |
| 26-30 | Burrowing rodent |
| 31-35 | Chameleon |
| 36-40 | Frog |
| 41-45 | Gorilla or large ape |
| 46-50 | Large lizard (iguana or even komodo dragon) |
| 51-55 | Monkey |
| 56-60 | Panther or leopard |
| 61-65 | Parrot or macaw |
| 66-70 | Sloth |
| 71-75 | Snake |
| 76-80 | Songbird or bird of paradise |
| 81-85 | Stork, crane, egret, or heron |
| 86-90 | Turtle |
| 91-95 | Vulture |
| 96-00 | Wolf |

Part Four: Hills/Mountains Wilderness Tables

Table 4-93: Hill and Mountain Map Features

| Die Roll | Map Features (d100) |
|----------|--|
| 01-05 | Barren area |
| 06-10 | Canyon or crevice |
| 11-15 | Cave entrance(s) |
| 16-20 | Cliff |
| 21-25 | Cuts (areas where cliffs break, and can be climbed easily) |
| 26-30 | Grazing areas |
| 31-35 | Long ridges |
| 36-40 | Overgrown/unused trail |
| 41-45 | Pool |
| 46-50 | River |
| 51-55 | Stream |
| 56-60 | Trees: following riverbed or streambed |
| 61-65 | Trees: forested area |
| 66-70 | Trees: grove or wood |
| 71-75 | Trees: stunted or unusual |
| 76-80 | Tribal markers or territorial borders |
| 81-85 | Unstable rock or avalanche risks |
| 86-90 | Vale, valley, or basin |
| 91-95 | Waterfalls |
| 96-00 | Winding trail |

Table 4-94: Hill or Mountain Dressing

| Die Roll | Hill Dressing (d100) |
|----------|--|
| 01-05 | Abandoned camp |
| 06-10 | Animal tracks |
| 11-15 | Blood |
| 16-20 | Broken wagon wheel |
| 21-25 | Carved rocks |
| 26-30 | Corpse or bones (animal) |
| 31-35 | Corpse or bones (humanoid or monster) |
| 36-40 | Fallen boulder |
| 41-45 | Fallen trees |
| 46-50 | Feathers |
| 51-55 | Footprints |
| 56-60 | Grave |
| 61-65 | Gravel |
| 66-70 | Pattern of rocks |
| 71-75 | Shrine |
| 76-80 | Signs of underground river (vegetation following course) |
| 81-85 | Skull on pole |
| 86-90 | Standing stone |
| 91-95 | Tar pit |
| 96-00 | Trail signs |

Table 4-95: Hill or Mountain Legends

| Die Roll | First Part (d100) | Second Part (d100) |
|----------|-----------------------------|--------------------|
| 01-05 | The Cold | Bandits |
| 06-10 | The Curse of the | Cave |
| 11-15 | The Disappearance of the | Climbers |
| 16-20 | The Divine | Flower |
| 21-25 | The Eye of the | Grove |
| 26-30 | The Guardian of the | Hill-druids |
| 31-35 | The Harp of the | Idol |
| 36-40 | The Ice | Jewel |
| 41-45 | The Lost | Mist |
| 46-50 | The Mysterious Marks of the | Oracle |
| 51-55 | The Murderous | Pool |
| 56-60 | The Prospector's | Priestess |
| 61-65 | The Ram of the | Rocks |
| 66-70 | The Red | Runestone |
| 71-75 | The Salt | Sacrifice |
| 76-80 | The Serpentine | Stream |
| 81-85 | The Stone (or Silver) | Trees |
| 86-90 | The Tragic | Valley (or vale) |
| 91-95 | The Vision of the | Warrior |
| 96-00 | The Winter | Witches |

Table 4-96: Unusual Cliffsides

| Die Roll | Unusual Feature of Cliffside (d100) |
|----------|--|
| 01-05 | Carved with ladders or steps |
| 06-10 | Cliffside is sapient, and can speak through mouth-shaped cave |
| 11-15 | Contains layers of fossils |
| 16-20 | Covered in moss, fungi, or other flora |
| 21-25 | Covered with growths of wildflowers |
| 26-30 | Cracked by earthquake |
| 31-35 | Dried-up waterfalls have created several climbing pathways to the top, some of which may be more dangerous than others |
| 36-40 | Glitters with reflective mineral deposits |
| 41-45 | Home for enormous number of flying creatures (birds, bats, etc.) |
| 46-50 | Home for enormous numbers of burrowing creatures such as rodents, unusual snakes, etc. |
| 51-55 | Hung with strange trophies (skulls, flower garlands, etc), some in very hard-to-reach places |
| 56-60 | Massive statues or bas-relief carved into cliffside |
| 61-65 | Paintings (possibly large, possibly small): abstract patterns such as spirals or circles |
| 66-70 | Paintings (possibly large, possibly small): people and animals |
| 71-75 | Partially supported by pillars or ancient masonry |
| 76-80 | Pockmarked with holes that create whistling and moaning in breezes and winds |
| 81-85 | Pockmarked with numerous caves or grottos |

Table 4-96: Unusual Cliffsides - Continued

| Die Roll | Unusual Feature of Cliffside (d100) |
|----------|--|
| 86-90 | Unusual color of stone, or striated with unusual colors of stone (orange, green, etc). |
| 91-95 | Veins of gemstone, gold, or valuable mineral visible in cliff face |
| 96-00 | Waterfall (could be small, and might be more than one) |

Table 4-97: Fossils

| Die Roll | Basic Resemblance (d100) | Odd Feature (d100) |
|----------|--------------------------|---|
| 01-05 | Amphibian, small | None |
| 06-10 | Amphibian, human size | Armor plating |
| 11-15 | Amphibian, horse size | Body shape, thick and powerful |
| 16-20 | Amphibian, elephant size | Body shape, unexpectedly spindly |
| 21-25 | Fish, small | Eyes, disproportionately large |
| 26-30 | Fish, human size | Eyes, more or fewer than normal (including none at all) |
| 31-35 | Fish, horse size | Fossilized with nest/cache of eggs |
| 36-40 | Fish, elephant size | Fossilized with skin intact |
| 41-45 | Mammal, small | Head, disproportionately large |
| 46-50 | Mammal, human size | Head, resembling different type of creature |
| 51-55 | Mammal, horse size | Hybrid creature |
| 56-60 | Mammal, elephant size | Legs, one set disproportionately large |
| 61-65 | Plant, small | Limbs, more or fewer than normal |
| 66-70 | Plant, human size | Mandibles |
| 71-75 | Plant, horse size | Serpentine shape |
| 76-80 | Plant, elephant size | Spines |
| 81-85 | Reptile, small | Squid-like or octopus-like features |
| 86-90 | Reptile, human size | Sting(s) |
| 91-95 | Reptile, horse size | Tentacle(s) |
| 96-00 | Reptile, elephant size | Wings |

Part Five: Swamp Wilderness Tables

Table 4-98: Swamp Map Features

| Die Roll | Swamp Feature (d100) |
|----------|--|
| 01-05 | Algae growth covers water surface |
| 06-10 | Birds flying from cover when startled |
| 11-15 | Changes in water color |
| 16-20 | Changing depths from hip-deep to neck-deep |
| 21-25 | Changing depths from marshy to ankle-deep |
| 26-30 | Creatures' backs used as bridge |
| 31-35 | Deep pits or channels under water |
| 36-40 | Flowers |
| 41-45 | Hanging vines from trees to ground |
| 46-50 | Houses (or even castle) on stilts |
| 51-55 | Leeches in water or trees |
| 56-60 | Long, marshy islands |
| 61-65 | Overhanging trees |
| 66-70 | Rocky hill-island |
| 71-75 | Sandbar |
| 76-80 | Schools of small fish |
| 81-85 | Sulfuric bubbles from underwater |
| 86-90 | Sunken tower or castle |
| 91-95 | Swarms of biting insects |
| 96-00 | Water lilies and lily pads conceal water surface |

Table 4-100: Swamp Dressing

| Die Roll | Item or Feature (d100) |
|----------|--|
| 01-05 | Boat (damaged or whole) |
| 06-10 | Bones |
| 11-15 | Bubbles rising from water or mud |
| 16-20 | Carcasses on poles |
| 21-25 | Decorated poles or totemic arrangements |
| 26-30 | Derelict shack or cottage |
| 31-35 | Fish, possibly phosphorescent |
| 36-40 | Fresh-water pool, very clear |
| 41-45 | Pan pipes or reed flute |
| 46-50 | Reeds, unusual (color, height, etc) |
| 51-55 | Rock outcropping |
| 56-60 | Sandbar |
| 61-65 | Smell of rot |
| 66-70 | Strange lights (marshlights or fireflies) |
| 71-75 | Sulfur spring |
| 76-80 | Swamp gas – causes visions or hallucinations |
| 81-85 | Swamp gas – causes weakness or nausea |
| 86-90 | Very thick hanging moss growing from trees like curtains |
| 91-95 | Waterfowl |
| 96-00 | Wooden ladder built into tree |

Table 4-99: Swamp Legends

| Die Roll | Legend of the ... (d100) | Noun (d100) |
|----------|--------------------------|-------------|
| 01-05 | Ancient | City |
| 06-10 | Bone | Father |
| 11-15 | Crocodile | Ferryman |
| 16-20 | Cursed | Fish |
| 21-25 | Dragonfly | Fisherman |
| 26-30 | Drowning | Hunter |
| 31-35 | Fertility | Magic |
| 36-40 | Fungus | Ones |
| 41-45 | Lost | Pool |
| 46-50 | Lurking | Queen |
| 51-55 | Moss | Serpent |
| 56-60 | Murderous | Shaman |
| 61-65 | Poison | Shambler |
| 66-70 | Primordial | Spires |
| 71-75 | Slaughtered | Temple |
| 76-80 | Stalker | Totems |
| 81-85 | Sunken | Tree |
| 86-90 | Toad | Village |
| 91-95 | Voodoo | Vines |
| 96-00 | Water | Witch |

List of Tables

| Table | Page | Table | Page |
|---|------|---|------|
| 4-1: Type of Adventure | 261 | 4-50: Dimensional Planes | 284 |
| 4-2: Aerial Adventure Locations/Objectives..... | 261 | 4-51: Spirit Planes..... | 284 |
| 4-3: Aerial Problems/Mysteries/Missions..... | 261 | 4-52: Hells and Demonic Regions | 284 |
| 4-4: Events in the Air | 261 | 4-53: Cthonic Planes | 285 |
| 4-5: Things Seen from the Air..... | 262 | 4-54: Dream-Realms | 285 |
| 4-6: Types of Flying Vehicles | 262 | 4-55: Rivers and Lakes in Other Planes..... | 285 |
| 4-7: Types of Flying Structures..... | 262 | 4-56: Mountains in Other Planes | 285 |
| 4-8: Owner of Flying Structure..... | 263 | 4-57: Planar Gateways | 286 |
| 4-9: Purpose of Flying Structure..... | 263 | 4-58: Events Underwater | 287 |
| 4-10: Condition of Ruin..... | 264 | 4-59: Ocean Floor Features..... | 287 |
| 4-11: Type of Ruin | 264 | 4-60: Shipwrecks (Type, Reason for Sinking) | 287 |
| 4-12: Unusual Purpose Ruins..... | 264 | 4-61: Inhabitants of Shipwrecks | 287 |
| 4-13: Current Purpose of Ruins | 265 | 4-62: Unusual Seaweeds | 287 |
| 4-14: Structures of Ruins (by Basic Type)..... | 265 | 4-63: Underwater Vehicles | 287 |
| 4-15: Type of Castle | 265 | 4-64: Chart of Common Ship Types | 288 |
| 4-16: Unusual Castles and Manors | 265 | 4-65: Unusual Ships | 288 |
| 4-17: People in a Castle | 266 | 4-67: Ship Cargo | 289 |
| 4-18: Pride of the Town | 267 | 4-68: Unusual Pirates | 289 |
| 4-19: Unusual Domestic Animals Used | 268 | 4-69: Events on Water | 289 |
| 4-20: Odd Customs of Dress | 268 | 4-70: Unusual Islands | 290 |
| 4-21: Odd Behavior..... | 269 | 4-71: Owner of the Island | 290 |
| 4-22: Unusual Cultural Center of Gravity | 269 | 4-72: Unusual Trees | 290 |
| 4-23: Interesting Streets | 270 | 4-73: Unusual Plants | 290 |
| 4-24: City Districts..... | 270 | 4-74: Unusual Feature of Animal | 291 |
| 4-25: Open Areas | 270 | 4-75: Animal Wounds | 291 |
| 4-26: Businesses..... | 270 | 4-76: Weird Terrain Features | 291 |
| 4-27: Civic Buildings | 272 | 4-77: Contents of a Caravan | 292 |
| 4-28: Religious Areas | 272 | 4-78: Regular Cargo | 293 |
| 4-29: Latest News (possibly untrue) | 272 | 4-79: Small Cargo | 294 |
| 4-30: Faction Wars | 272 | 4-80: Magical Cargo | 294 |
| 4-31: Abstract City-Encounter Generator | 273 | 4-81: Types of Deserts | 295 |
| 4-32: Crimes | 273 | 4-82: Desert Map Features | 295 |
| 4-33: Prisons | 274 | 4-83: Desert Legends | 296 |
| 4-34: Inquisition Effects on Hirelings and NPCs..... | 275 | 4-84: Build an Interesting Oasis | 296 |
| 4-35: Generating Minor Gods | 276 | 4-85: Desert Dressing | 296 |
| 4-36: Religious Processions and Ceremonies | 277 | 4-86: Unusual Sands | 296 |
| 4-37: Temple Types | 278 | 4-87: Desert Animals | 297 |
| 4-38: Reason why Ground is Holy | 278 | 4-88: Forest Mapping Features | 297 |
| 4-39: Administrative Functions of Larger Temples | 279 | 4-89: Forest Dressing | 297 |
| 4-40: Temple Structure | 279 | 4-90: Forest Legends | 297 |
| 4-41: Nature of Relics | 280 | 4-91: Forest Animals | 298 |
| 4-42A: Details of Relics A | 280 | 4-92: Jungle/Rainforest Animals | 298 |
| 4-42B: Details of Relics B | 281 | 4-93: Hill and Mountain Map Features | 298 |
| 4-43: Cultural Changes in City | 281 | 4-94: Hill or Mountain Dressing | 298 |
| 4-44: The Bill of Fare | 281 | 4-95: Hill or Mountain Legends | 299 |
| 4-45: Battle Composition of a Tribe | 282 | 4-96: Unusual Cliffssides | 299 |
| 4-46: Appearances of Primitive Villages and/or Encampments..... | 282 | 4-97: Fossils | 299 |
| 4-47: Things to Vary on Another Plane of Existence | 283 | 4-98: Swamp Map Features | 300 |
| 4-48: Alternate Worlds or Realities | 283 | 4-99: Swamp Legends | 300 |
| 4-49: Supernatural Planes | 284 | 4-100: Swamp Dressing | 300 |

Complete List of Tables

| Table | Page | Table | Page |
|--|------|--|------|
| 1-1A: Locations (Overview) | 8 | 2-31: Giant's Magical Abilities | 74 |
| 1-1B: Locations (Overview) | 10 | 2-32: Type of Horror | 75 |
| 1-2: Locations (Purpose) | 13 | 2-33: Physical Form of the Horror | 75 |
| 1-3: Types of Missions | 15 | 2-34: Descriptions for Chitin, Carapace, and Armor Plates | 76 |
| 1-4: Individual-Based Missions | 15 | 2-35: Humanoid Physical Structure | 77 |
| 1-5: Item-Based Missions | 15 | 2-36: Humanoid Racial Overview | 77 |
| 1-6: Location-Based Missions | 16 | 2-37: Unusual Humanoid Leader-Types | 78 |
| 1-7: Event-Based Missions | 16 | 2-38: Thematic Ideas for Mastermind Humanoid Races | 79 |
| 1-8: Patrons and Targets | 17 | 2-39: Racial History of Mastermind Races | 80 |
| 1-9: Patron Motivations | 25 | 2-40: Profile of a Mist Creature | 81 |
| 1-10: Hooks and Motivations | 26 | 2-41: Ooze Form | 82 |
| 1-11: Master Table of Villainous Plans | 27 | 2-42: Ooze Immunities and Special Attacks | 82 |
| 1-12: Villainous Concealment | 28 | 2-43: Ooze Name/Description | 84 |
| 1-13: Conversion | 29 | 2-44: Macro-Biote Form | 84 |
| 1-14: Desecration Plots (Location) | 30 | 2-45: Ideas for Macro-Biotes | 85 |
| 1-15: Desecration Methods (Event) | 30 | 2-46: Categories of Planar Creatures | 86 |
| 1-16: Type of Ceremony Villain Plans to Desecrate (Event) | 31 | 2-47: Demonic Hints for Dark Angels | 86 |
| 1-17: Intended Method of Destruction | 32 | 2-48: Basic Form of Demonic Creature | 88 |
| 1-18: Reason for Destroying this Particular Community | 33 | 2-49: Demonic Attributes | 88 |
| 1-19: Reason for Seeking Vengeance/Revenge | 34 | 2-50: Normal Purpose of Summoned Monster | 89 |
| 1-20: Destruction of Good-Aligned Groups | 36 | 2-51: Physical Form of Summoned Creature | 89 |
| 1-21: Quest for Economic Power | 37 | 2-52: Unusual Material Compositions for Summoned Creatures | 90 |
| 1-22: Evoke Catastrophic Event | 38 | 2-53: Problems With Summoned Creatures | 91 |
| 1-23: Food-Related Activities | 39 | 2-54: Physical Form of Planar Traveler | 92 |
| 1-24: Gain Favor of Another Villain (or Villainous Organization) | 40 | 2-55: Planar Trading/Commodities | 93 |
| 1-25: Increase Personal Capabilities | 40 | 2-56: Mode of Planar Travel | 93 |
| 1-26: Scope of Political Power Sought | 41 | 2-57: Vehicles and Bodily Organs for Planar Travel | 93 |
| 1-27: Method of Gaining Political Power | 41 | 2-58: Form and Causation of a Visitation | 94 |
| 1-28: Random Acts | 46 | 2-59: Basic Form of Plant Monster | 95 |
| 1-29: Time Cycles | 46 | 2-60: Movement Forms for Mobile Plants | 96 |
| 1-30: Whose Reputation is to be Manipulated | 48 | 2-61: Pull/Augment Special Attack Types for Plants | 97 |
| 1-31: What Reputation is Being Sought | 49 | 2-62: Physical Distance Attacks for Plants | 98 |
| 1-32: Nature of Subversion to Evil | 49 | 2-63: Sample Unusual Reproduction Methods for Plants | 99 |
| 1-33: Group Being Supported | 50 | 2-64: Basic Types of Undead Creatures | 99 |
| 1-34: Nature of Assistance Being Rendered | 51 | 2-65: Causes of Intelligent Undeath | 99 |
| 1-35: Human Minions | 52 | 2-66: Preparations for Intelligent Undeath | 100 |
| 2-1: Monster Categories | 55 | 2-67: Breaks in the Life Cycle | 100 |
| 2-2: Creature Attributes | 56 | 2-68: Manner of Death | 101 |
| 2-3: Folkloric Shape-Adaptations | 58 | 2-69: Basic Profile of Verminous Creature | 103 |
| 2-4: Method of Obtaining Food | 59 | 2-70: Special Features of a Verminous Creature-Type | 103 |
| 2-5: Abstract Food | 59 | 2-71: Vermin Movement-Systems | 104 |
| 2-6: Reproductive Strategy | 59 | 2-72: Monster's Overall Combat Profile | 105 |
| 2-7: Type of Construct | 60 | 2-73: Head Attacks | 107 |
| 2-8: Physical Danger Posed by Construct | 60 | 2-74: Limb Attacks | 108 |
| 2-9: Modern Analogues for Fantasy Devices | 61 | 2-75: Body Attacks | 108 |
| 2-10: Reason for Creating Construct | 61 | 2-76: Tail Attacks | 108 |
| 2-11: Construct's Physical Resemblance | 61 | 2-77: Tongue Attacks | 108 |
| 2-12: Construct's Loss of Control | 62 | 2-78: Special Attack Delivery Method | 109 |
| 2-13: Dragon's Unusual Physical Feature | 62 | 2-79: Special Attack Type | 109 |
| 2-14: Dragon's Unusual Ability | 64 | 2-80: Fear Effects | 119 |
| 2-15: Dragon's Unusual Breath Weapon | 64 | 2-81: Transformations | 119 |
| 2-16: Individual Dragon's Mentalities, Motivations, and Status | 66 | 2-82: Special Defenses and Abilities | 120 |
| 2-17: Social Strata of Elementals | 67 | 2-83: Distinctive Attributes | 121 |
| 2-18: Elemental Body Forms | 67 | 2-84: Morphological Changes & Phases (Reproductive Cycles) | 122 |
| 2-19: Elemental Plane of Origin | 67 | 2-85: Social Organization of Sapient Monsters | 123 |
| 2-20: Method of Binding the Elemental Creature | 68 | 2-86: Common Identifying Features of | |
| 2-21: Conditions in Elemental Region | 68 | Highly-Intelligent Creatures | 123 |
| 2-22: Form of Fey Creature | 69 | 3-1: Types of Races Against Time | 130 |
| 2-23: Fey Contracts | 69 | 3-2: Enticements to Peril | 131 |
| 2-24: Magical Abilities of Fey Creature | 70 | 3-3: Topographical and/or Tactical Challenges | 132 |
| 2-25: Fey Transformation of Enemies | 70 | 3-4: Specific Tactical Situations | 132 |
| 2-26: Characteristic Fey Magic Items | 70 | 3-5: Challenges to the Character Sheet | 134 |
| 2-27: Fey Methods of Immobilization | 70 | 3-6: Why an Adventure Location Became Dangerous | 136 |
| 2-28: Summoning Fey Creatures | 72 | 3-7: Item-Based Backstories | 137 |
| 2-29: Giant's Possession (or related activity) | 73 | 3-8: Person Based Backstories | 138 |
| 2-30: Giant's Physical Appearance | 74 | 3-9: Most Recent Use Backstories | 139 |

Complete List of Tables

| Table | Page | Table | Page |
|--|------|--|------|
| 3-10: Types of Clues | 140 | 3-74: Simple Statues | 177 |
| 3-11: Coded and Deliberate Messages | 140 | 3-75: Complex and Large Statues | 177 |
| 3-12: Deliberate Misdirections | 141 | 3-76: Thrones | 178 |
| 3-13: Content and Perspective of Direct Visions | 142 | 3-77: Water Landmarks | 182 |
| 3-14: Evidence of Mechanism or Use | 143 | 3-78: What Comes Next (Basic Ideas) | 182 |
| 3-15: Type of Event Leaving the Clue | 143 | 3-79: What Comes Next (Using Tables) | 184 |
| 3-16: Relation of Source to Rumor | 144 | 3-80: Wild Card Matrix for Tricks | 186 |
| 3-17: Information Content of Rumors | 144 | 3-81: Tricks by Category | 187 |
| 3-18: Nature of the Writing | 144 | 3-82: Hints and Foresightings | 188 |
| 3-19: Letter Contents | 145 | 3-83: Spoken Clues | 189 |
| 3-20: Ownership Papers | 145 | 3-84: Quick Architectural Tricks | 190 |
| 3-21: Generating Magical Symbols | 146 | 3-85: Complex Architectural Tricks | 190 |
| 3-22: Sample Alternate Alphabets | 147 | 3-86: Bargain and Persuasion Tricks | 192 |
| 3-23: Transitions Between Dungeon Areas | 150 | 3-87: Master Table of Experiment Tricks | 193 |
| 3-24: Corridor, Basic Description of | 150 | 3-88: Table of First Elements (Experimental Tricks) | 193 |
| 3-25: Corridor, Unusual Features of | 150 | 3-89: Table of Second Elements (Experimental Tricks) | 194 |
| 3-26: Bridges | 151 | 3-90: Experimental Trick (machine or alchemical reaction) defined by resulting sound | 195 |
| 3-27: Archway Master Table | 151 | 3-91: False Appearance Tricks | 196 |
| 3-28: Archway, Distinctive Elements | 151 | 3-92: Hazard Tricks | 196 |
| 3-29: Normal Door, Basic Description of | 152 | 3-93: Magic Area Tricks Master Table | 196 |
| 3-30: Normal Door, Unusual Features of | 153 | 3-94: Correct Actions for Magic Area Tricks | 197 |
| 3-31: Normal Door, Unusual Shapes of | 153 | 3-95: Marking off Magic Area | 197 |
| 3-32: Normal Door, Unusual Mechanisms for | 154 | 3-96: Warnings | 197 |
| 3-33: Waterway Connections, Basic Description | 155 | 3-97: Central Feature of Magic Thing | 198 |
| 3-34: Waterway Connections, Nature of Liquid | 155 | 3-98: Abstract Special Effects for Magic Thing | 198 |
| 3-35: Teleportation, Nature of | 156 | 3-99: Triggering Actions for Magic Things | 198 |
| 3-36: Teleportation, Devices and Special Effects for | 156 | 3-100: Result of Triggering Action | 199 |
| 3-37: Dungeon Area Topography | 157 | 3-101: Warning Signals | 200 |
| 3-38: Rooms or Chambers in a Dungeon Area | 157 | 3-102: Correct Responses to Magical Thing Tricks | 200 |
| 3-39: Normal Size Rooms/Caverns | 158 | 3-103: Single-Rule Pathways | 201 |
| 3-40: Rooms of Unusual Size | 158 | 3-104: Mode of Forward Movement in Game Board Tricks | 202 |
| 3-41: Arrangement of Rooms/Caverns Within an Area | 158 | 3-105: Risk and Reward for Game Board Trick "Squares." | 203 |
| 3-42: Area Names Involving Water | 160 | 3-106: Master Table for Substance Tricks | 203 |
| 3-43A: Areas Involving Tombs (Alternative 1) | 160 | 3-107: Form of Substance | 204 |
| 3-43B: Areas Involving Tombs (Alternative 2) | 160 | 3-108: Basic Game Tricks, Risk and Reward | 204 |
| 3-44: Areas Involving Scholarship or Research | 160 | 3-109: Methods of Betting Games | 205 |
| 3-45: Areas Involving Imprisonment | 161 | 3-110: Choice Games | 206 |
| 3-46: Areas Involving Worship | 161 | 3-111: Names for Games | 207 |
| 3-47: Areas Involving Bugs | 162 | 3-112: Game "Rooms" | 207 |
| 3-48: Areas Involving Plants | 162 | 3-113: Types of Game Series | 208 |
| 3-49: Landmarks, Big Things | 162 | 3-114: Writing Surfaces | 208 |
| 3-50: Level Changes | 164 | 3-115: Writing Methods | 208 |
| 3-51: Basic Stairs | 164 | 3-116: Beneficial Effect of Reading the Written Trick | 209 |
| 3-52: Unusual Stairs | 164 | 3-117: Unusual Writing | 209 |
| 3-53A: Strange Things, Alternative One | 165 | 3-118: Type of Beneficial Magical Condition or Curse | 209 |
| 3-53B: Strange Things, Alternative Two | 166 | 3-119: Magical Changes to Area | 209 |
| 3-54: Contents of Special Rooms | 167 | 3-120: Beneficial Changes and Curses to Items | 210 |
| 3-55: Altars | 167 | 3-121: Beneficial Conditions and Curses to Individuals | 210 |
| 3-56: Religious Imagery | 168 | 3-122: Aversions | 214 |
| 3-57: Dramatic Architecture | 168 | 3-123: Physician's Diagnosis of Normal Diseases | 214 |
| 3-58: Changing Architectural Features | 168 | 3-124: Specific Courses of Treatment (for Normal Diseases) | 216 |
| 3-59: Type of Container for Special Rooms | 168 | 3-125: Lethal and Virulent Diseases | 216 |
| 3-60: Small Containers | 168 | 3-126: Basic Mechanical Traps | 217 |
| 3-61: Large Containers | 169 | 3-127: Mechanical traps – Concealment, Complicated Triggers | 218 |
| 3-62: Bizarre Containers | 170 | 3-128: Gases | 219 |
| 3-63: Furniture, Unusual | 170 | 3-129: Trap Liquids | 221 |
| 3-64: Liquid, Contained | 171 | 3-130: Missile Traps | 221 |
| 3-65: Descriptions of Non-Water Liquids | 171 | 3-131: Pits | 221 |
| 3-66: Unusual Lighting | 171 | 3-132: Poison Effects Table (Lethal) | 221 |
| 3-67: Major Mechanisms and Processes | 172 | 3-133: Poison Effects (Non-Lethal) | 223 |
| 3-68: NPC Interaction | 172 | 3-134: Basic Traps (Rigged Natural Features) | 224 |
| 3-69: Pillars | 173 | 3-135: Basic Traps (Magical) | 224 |
| 3-70: Unusual Plants | 174 | 3-136: Magical Trap Special Effects | 225 |
| 3-71: Sounds | 176 | 3-137: Overall Profile for Complex Trap | 226 |
| 3-72: Statue Material and Condition | 176 | 3-138: Trap Draws (Physical Draws) | 226 |
| 3-73: Type of Statue | 176 | | |

Complete List of Tables

| Table | Page | Table | Page |
|---|------|--|------|
| 3-139: Trap Prisons | 226 | 4-21: Odd Behavior | 269 |
| 3-140: Trap Kill-Mechanisms | 227 | 4-22: Unusual Cultural Center of Gravity | 269 |
| 3-141: Kill-Switches and Escape Hatches | 228 | 4-23: Interesting Streets | 270 |
| 3-142: Progressive Magically-Induced Weaknesses | 228 | 4-24: City Districts | 270 |
| 3-143: Measuring out Life | 230 | 4-25: Open Areas | 270 |
| 3-144: General Dungeon Dressing | 231 | 4-26: Businesses | 270 |
| 3-145: Unusual Corpses | 232 | 4-27: Civic Buildings | 272 |
| 3-146: Corpse Malformations | 232 | 4-28: Religious Areas | 272 |
| 3-147: Weird Dungeon Dressing | 232 | 4-29: Latest News (possibly untrue) | 272 |
| 3-148: Condition of Item | 234 | 4-30: Faction Wars | 272 |
| 3-149: Lighting (normal) | 234 | 4-31: Abstract City-Encounter Generator | 273 |
| 3-150: Furniture Items | 234 | 4-32: Crimes | 273 |
| 3-151: Small Items | 234 | 4-33: Prisons | 274 |
| 3-152: Smells | 235 | 4-34: Inquisition Effects on Hirelings and NPCs | 275 |
| 3-153: Book Types | 236 | 4-35: Generating Minor Gods | 276 |
| 3-154: Unusual Book Bindings | 236 | 4-36: Religious Processions and Ceremonies | 277 |
| 3-155: Hallucinogen Name | 236 | 4-37: Temple Types | 278 |
| 3-156: How Hallucinogen is Administered | 237 | 4-38: Reason why Ground is Holy | 278 |
| 3-157: Effects of Hallucinogens | 237 | 4-39: Administrative Functions of Larger Temples | 279 |
| 3-158: Physical Signs of Hallucinogen Use | 237 | 4-40: Temple Structure | 279 |
| 3-159: Herbs | 237 | 4-41: Nature of Relics | 280 |
| 3-160: Liquid Potions | 239 | 4-42A: Details of Relics A | 280 |
| 3-161: Powdered Potions | 239 | 4-42B: Details of Relics B | 281 |
| 3-162: Magical Workrooms (List of Furnishings) | 239 | 4-43: Cultural Changes in City | 281 |
| 3-163: Detailed Alchemical Ingredients Master Table | 240 | 4-44: The Bill of Fare | 281 |
| 3-164: Animal/Monster Part | 240 | 4-45: Battle Composition of a Tribe | 282 |
| 3-165: Person Part | 242 | 4-46: Appearances of Primitive Villages and/or Encampments | 282 |
| 3-166: Plant or Plant Part | 244 | 4-47: Things to Vary on Another Plane of Existence | 283 |
| 3-167: Small Alchemical Things | 246 | 4-48: Alternate Worlds or Realities | 283 |
| 3-168: Substance | 247 | 4-49: Supernatural Planes | 284 |
| 3-169: Magic Containers | 248 | 4-50: Dimensional Planes | 284 |
| 3-170: Magic Clothing | 248 | 4-51: Spirit Planes | 284 |
| 3-171: Magical Effects, Descriptive | 249 | 4-52: Hells and Demonic Regions | 284 |
| 3-172: Attack Spells | 250 | 4-53: Chthonic Planes | 285 |
| 3-173: Generalized Spell Effects | 250 | 4-54: Dream-Realms | 285 |
| 3-174: Command Words and Magic Words | 252 | 4-55: Rivers and Lakes in Other Planes | 285 |
| 3-175: Master Sarcophagus Table | 252 | 4-56: Mountains in Other Planes | 285 |
| 3-176: Symbolic/Decorative Themes for Sarcophagi | 252 | 4-57: Planar Gateways | 286 |
| 3-177: External Features for Sarcophagi | 253 | 4-58: Events Underwater | 287 |
| 3-178: Warnings or Sigils for Sarcophagi | 253 | 4-59: Ocean Floor Features | 287 |
| 3-179: Quick Climactic Monster Ideas | 253 | 4-60: Shipwrecks (Type, Reason for Sinking) | 287 |
| 3-180: Jewelry | 254 | 4-61: Inhabitants of Shipwrecks | 287 |
| 3-181: Gems and Precious Stones | 254 | 4-62: Unusual Seaweeds | 287 |
| 3-182: Decorations | 256 | 4-63: Underwater Vehicles | 287 |
| 3-183: Tomb Arrangement | 256 | 4-64: Chart of Common Ship Types | 288 |
| 3-184: Profile of Monster Ambush | 257 | 4-65: Unusual Ships | 288 |
| 4-1: Type of Adventure | 261 | 4-67: Ship Cargo | 289 |
| 4-2: Aerial Adventure Locations/Objectives | 261 | 4-68: Unusual Pirates | 289 |
| 4-3: Aerial Problems/Mysteries/Missions | 261 | 4-69: Events on Water | 289 |
| 4-4: Events in the Air | 261 | 4-70: Unusual Islands | 290 |
| 4-5: Things Seen from the Air | 262 | 4-71: Owner of the Island | 290 |
| 4-6: Types of Flying Vehicles | 262 | 4-72: Unusual Trees | 290 |
| 4-7: Types of Flying Structures | 262 | 4-73: Unusual Plants | 290 |
| 4-8: Owner of Flying Structure | 263 | 4-74: Unusual Feature of Animal | 291 |
| 4-9: Purpose of Flying Structure | 263 | 4-75: Animal Wounds | 291 |
| 4-10: Condition of Ruin | 264 | 4-76: Weird Terrain Features | 291 |
| 4-11: Type of Ruin | 264 | 4-77: Contents of a Caravan | 292 |
| 4-12: Unusual Purpose Ruins | 264 | 4-78: Regular Cargo | 293 |
| 4-13: Current Purpose of Ruins | 265 | 4-79: Small Cargo | 294 |
| 4-14: Structures of Ruins (by Basic Type) | 265 | 4-80: Magical Cargo | 294 |
| 4-15: Type of Castle | 265 | 4-81: Types of Deserts | 295 |
| 4-16: Unusual Castles and Manors | 265 | 4-82: Desert Map Features | 295 |
| 4-17: People in a Castle | 266 | 4-83: Desert Legends | 296 |
| 4-18: Pride of the Town | 267 | 4-84: Build an Interesting Oasis | 296 |
| 4-19: Unusual Domestic Animals Used | 268 | 4-85: Desert Dressing | 296 |
| 4-20: Odd Customs of Dress | 268 | 4-86: Unusual Sands | 296 |

Complete List of Tables

| Table | Page | Table | Page |
|--|------|---------------------------------------|------|
| 4-87: Desert Animals | 297 | 4-94: Hill or Mountain Dressing | 298 |
| 4-88: Forest Mapping Features | 297 | 4-95: Hill or Mountain Legends | 299 |
| 4-89: Forest Dressing | 297 | 4-96: Unusual Cliff-sides | 299 |
| 4-90: Forest Legends | 297 | 4-97: Fossils | 299 |
| 4-91: Forest Animals | 298 | 4-98: Swamp Map Features | 300 |
| 4-92: Jungle/Rainforest Animals | 298 | 4-99: Swamp Legends | 300 |
| 4-93: Hill and Mountain Map Features | 298 | 4-100: Swamp Dressing | 300 |

Consolidated Index

| | | | |
|--|--|---|--|
| Aberrations , see “Horrors” | | Corridors 150 | |
| Adventure Design, cardinal rule of 6 | | Creativity 4, 6, 53, 127-128, 135 | |
| Adventure Hooks 26 | | Crimes 100 (<i>as break in life/death/undead cycle</i>), 137 and 139 (<i>relationship to backstory</i>), 141 (<i>misdirection regarding</i>), 273-274 (<i>types of</i>) | |
| Aerial Adventures 261-264 | | Curses 111 (<i>as special attack by monster, also see 112, 115, 116, 118 on this topic</i>), 195, 196 (<i>as part of an area-trick</i>), 199 (<i>as result of triggering action</i>), 204-206 (<i>as result of wager</i>), 209-213 (<i>specific treatment of topic</i>), 228-230 (<i>magically induced weaknesses</i>) | |
| Alchemy 239-247 | | Customs 268-269 (<i>of dress</i>) | |
| Altars 30, 161, 167-168, 278 | | Cycles 46-48 (<i>of time</i>), 100-101 (<i>breaks in life cycle</i>), 122 (<i>reproductive cycle</i>) | |
| Alternate Worlds 283 | | Dark Angel 86-87 (<i>see related 88 Demonic Creature</i>) | |
| Ambush 257 | | Death, Manner of 101-102, see also 230 (<i>measuring out life</i>) | |
| Angels, Dark 86-87 | | Death, Measuring out Life 230 | |
| Animals: 56-58, 268, 291, 297, 298 | | Demonic Attributes , see “Demonic Hints” | |
| Architecture 168 (<i>Dramatic Architecture</i>) 190-191 (<i>Architectural Tricks</i>) | | Demonic Creature 88 (<i>see related, 86-87 Dark Angel</i>) | |
| Archways 151 | | Demonic Hints 87 (<i>see related 88 Demonic Attributes</i>) | |
| Area, Magic , see “Tricks” | | Demons 86-87 (<i>Dark Angel type</i>), 88 (<i>Demonic Creatures</i>), 138 and 139 (<i>as involved in backstories</i>), 192 (<i>as appearing in bargain and persuasion tricks</i>), 284 (<i>Demonic Planes</i>) | |
| Areas, Dungeon 149-150, 157-162 | | Desecrate, Plots to 30-31 | |
| Attributes (Demonic) see “Demonic Hints” | | Deserts 293-294 (<i>caravan cargos in</i>), 295-297 (<i>wilderness adventures in</i>) | |
| Attributes (of Creatures) 56-58 (<i>animals and beasts</i>), 75 (<i>aberrations and horrors</i>), 77 (<i>humanoids</i>), 85 (<i>macro-biotes</i>), 88 (<i>demonic</i>), 121-122 (<i>for monsters</i>) | | Dimensions (of dungeon areas and rooms) 158 | |
| Aversions 214 | | Dimensions (plane of existence) 75-76 (<i>horrors from other dimensions</i>), 86-94 (<i>creatures from other dimensions</i>), 112 and 116 (<i>special attacks using dimensions</i>) | |
| Backstory 135-139 | | Diseases 210-212 (<i>as magical condition</i>), 214-216 (<i>specific treatment of topic</i>), see also 230 on Measuring out Life | |
| Backstory, Big Picture 136 | | Districts, in City 270-272 | |
| Backstory, Item-Based 137 | | Doors 146 (<i>symbols upon</i>), 150 (<i>as transition area</i>), 151-155 (<i>specific treatment of topic</i>), see also related pages 140-144 for clues that may exist about doors | |
| Backstory, Most Recent Use Method 139 | | Dragons 62-66 | |
| Backstory, Person-Based 138 | | Dungeon Dressing 231-235 and see related about special rooms on pp167-182 | |
| Betting 204-208 | | Elementals 67-68 (<i>specific treatment of topic</i>) and see related 283-285 on planar adventures (<i>does not specifically cover elemental planes</i>), and also see related 287-288 on underwater adventures for elemental plane of water | |
| Books 236 (<i>specific treatment of topic</i>), also see related 147-148 (<i>codes and ciphers</i>), 208-209 (<i>written tricks</i>) and 250-252 (<i>spells</i>) | | Escape 133 (<i>as element of tactical situation</i>), 226 and 228 (<i>kill-switches for traps and also trap-prisons</i>), see related 274-275 (<i>prisons</i>) | |
| Bridges 151 (<i>types</i>), 190 (<i>as architectural trap</i>) | | Events, on Water 289 | |
| Buildings 264 (<i>Ruins</i>), 272 (<i>Civic</i>), 279 (<i>Temples</i>) | | Evidence , see “Clues” | |
| Businesses 37 (<i>economic plots of villains</i>), 270-271 (<i>in a city</i>), see related 145 (<i>ownership papers</i>) | | Experiments 193-195 (<i>in the context of tricks</i>), also see “Alchemy” index entry | |
| Carapace 76 | | Fear, Effects of 119 | |
| Cargo 289 (<i>ships</i>), 292-294 | | Fey Creatures 69-72 | |
| Castles 255-256 | | Food, Abstract 59 | |
| Catastrophes 38 | | Food, Method of Obtaining 39 (<i>as plot</i>), 59 (<i>methods</i>) | |
| Caverns 158-159 | | Forest 297-298 | |
| Central Feature of Magic Thing 198 | | Fossils 299, possibly also see “Corpses,” above | |
| Ceremonies 31, 277 | | Furniture 170-171 | |
| Challenges, to the Character Sheet 133-134 | | | |
| Challenges, Topographical and/or Tactical 132-133 | | | |
| Chambers , see “Rooms” | | | |
| Chitin 76 | | | |
| Cities 267-282 | | | |
| Cliffs 299 | | | |
| Clothing 248, 268-269 | | | |
| Clues 131, 135, 140-144 | | | |
| Codes 147-148 | | | |
| Combat Profile, of Monsters 105-107 (<i>followed by numerous sub-tables</i>) | | | |
| Commodities, Planar 93 | | | |
| Condition, Magical 209-213 | | | |
| Constructs 60-62 | | | |
| Containers 168-170 | | | |
| Conversion (<i>as villainous plot</i>) 29 | | | |
| Corpses 232 (<i>unusual</i>), 232 (<i>malformations</i>), 256-256 (<i>arrangement in tomb</i>) | | | |

Consolidated Index

Gambling, see “Betting”
Games 204-208
Gas or gases 204 (*forms of*), 217 (*in traps*) 219-220 (*specific treatment of topic*) and see related 221-223 (*poisons*) and 236-237 (*hallucinogens*)
Gems 254-255
Generating Magical Symbols 146
Giants 73-74
Gods 276-277 (*generating*), see related 278-281 (temples). Also consider using the monster tables starting from Table 2-1 and then turning the resulting creature into a super-powered being.
Hallucinogens 236-237
Hazards 196 (*tricks*), 224 (*rigged natural features*) also see “Gas or Gases,” and “Challenges, Topographical and/or Tactical”
Hells 284 (*specific treatment of topic*) and related 286 (*gates*), see related topic, “Demons.”
Herbs 237-238 (*specific treatment of topic*) with related 244-246 (*plant parts in alchemy*) and related 290-291 (*unusual trees and plants*) and related 95-99 (*plant monsters*)
Hills 298-299
Hints and Foreshadowings 188 (*specific treatment of topic*), and 200 (*warning signals*), see also “Clues,” and for generating a prophecy, try using the backstory generation tables (*see “Backstory”*) and simply putting the result in the future tense instead of the past tense.
Hooks, Adventure 26
Horrors (monster type) 75-76
Humanoids 77-80
Imagery, Religious 168 and see related “Generating Magical Symbols”
Islands 290
Items, Condition of 234 (*specific treatment of topic*) and see related 164 (*condition of stairs*) and 176 (*condition of statues*)
Jewelry 254 and take a look at Table 3-176 for decorative themes on jewelry, even though that table is for sarcophagi
Jungle see “Forest”
Kill-Switches, 226 and 228 and also see related topic “Escape”
Landmarks, Dungeon 162-182 (*initial table is on 162*)
Legends 296 (*about deserts*), 297 (*about forests*), 299 (*about hills and mountains*), 300 (*about swamps*), see also “Backstory”
Letters, see “Writing”
Levels, Dungeon 149 and also see 164 (*level changes*)
Lighting 171-172
Liquid 155 and see related “Alchemy”
Locations 8-14 (*specific treatment of adventure locations*), 261 (*aerial*), 270 (*in a city*)
Macro-Biotes 83-85
Magic Thing Tricks 197
Magical Symbols, see “Generating Magical Symbols”
Manors, see “Castles”
Masterminds 79-80 and see related the entire section on Villainous Plots starting at p27
Minions 52
Missions, Aerial 261
Missions, Event-Based 16
Missions, Individual-Based 15
Missions, Item-Based 15
Missions, Location-Based 16
Missions, Types of 15
Mist Creatures 81-82
Monster Categories 55
Mountains 298-299
Names and Naming 84 (*slimes and oozes*), 93 (*modes of planar travel*), 160-162 (*dungeon levels and areas*), 207 (*for games and game tricks*), 276-277 (*minor gods*), also see 8-14 in which several place names and villain names are incidentally created in the location tables.
Natural Features, Rigged 224, also see 196 (*Hazard Tricks*)
News, see “Rumors”
Oasis, 296 and see related “Deserts” above
Oozes 83-85
Outsiders, see “Planar Creatures”
Patrons 17-25
Pirates 288, 289
Pits 221
Planar Creatures 86-94 (*specific treatment of topic*) and see related 75-76 (*horrors from other dimensions*) and 283-286 (*planar adventures*)
Planes of Existence 283-286 and “Planar Creatures” above
Plant Monsters 95-99
Plants 95-99 (*plant monsters*), 237-238 (*herbs*), 290-291 (*unusual trees and plants*)
Poison 221-223, and see also 236-237 (*hallucinogens*) and the “Gas or Gases” entry, above
Potions See “Alchemy”
Prisons 228 (*trap-prisons*), 274-275 (*specific treatment of incarceration*), see related 273-274 (*crimes*)
Processions 277-278 see also 31 (*ceremonies*)
Races Against Time 129-130 and related 201-202 (*run-the-gauntlet tricks*)
Rainforest, see “Jungle”
Random Generation, Dungeon p149 is the starting point, continuing for all of Book 3
Relics 277 (*in religious processions*), 278 (*in temples*), 280-281 (*specific treatment of topic*), see also 30 (*desecration of relics*)
Religious Processions see “Processions”
Reproduction, of Monsters, see “Reproductive Cycles”
Reproductive Cycles 99 (*in plant monsters*), 122 (*specific treatment of topic*), and also see 46-48 (*time cycles, which can be relevant*)
Reproductive Strategies 59, also see “Reproductive Cycles,” above
Revenge, Reasons for 25 (*as patron motivation*), 34-35 (*specific treatment of topic*)
Rooms 139 (*room purposes and types*), 158 (*room size*), 158-159 (*arrangement within specific dungeon area*), 167-182 (*special rooms*), and also see related 132-133 (*tactical situations*)
Ruins 264-265
Rumors 26 (*characters learning about available adventures*), 144 (*specific treatment of topic*), 288-289 (*about ships*), also see related: 296 (*legends about deserts*), 297 (*legends about forests*), 299 (*legends about hills and mountains*), 300 (*legends about swamps*)
Sands, see “Deserts”
Sarcophagi 252-253 (*specific treatment of topic*), also see related 160 (*naming areas involving tombs*) and 256-257 (*arrangement of tombs*)
Seaweed 287, see related 95-99 (*plant monsters*)
Shipwrecks 287
Signals, Warning, 200 and also see related “Hints and Foreshadowings,” above
Smells 235
Sounds 176 (*in dungeon*), 200 (*warning signals*)
Special Defenses, of Monsters 120-121 and see related 109-119 (*special attacks of monsters*)
Special Rooms 167-182, and also see “Rooms,” above.
Spells 250-252, and see related 109-119 (*special attacks of monsters*). Other potential cross-references are “Alchemy” and “Books,” above
Stairs 132 (*as third dimension in tactical situations*), 164 (*specific treatment of topic*), 196 (*as hazard-type trick*), and see related 164 (*level changes in dungeon*) for alternatives to stairs
Statues 176 (*material and condition, types of*), 177 (*simple statues table, complex statues table*), 201 (*multiple mentions in tables for single-rule pathway tricks*), and see related 60-62 (*constructed monsters*)
Streets 270 (*unusual streets*) and see related 270-272 (*city locations*)
Substances 76 (*chitin*), 90 (*unusual composition of summoned creatures*), 171 (*liquids*), 193 (*in experiment tricks*), 204 (*gases*), 210 (*various transmutations of*), 221-223 (*poisons*), 236-237 (*hallucinogens*), 240-246 (*alchemical ingredients*), 247 (*specific treatment of topic*)
Summoned Monsters 67-68 (*elementals*), 72 (*methods of summoning fey creatures*), 86-94 (*planar creatures*), 89-91 (*specific treatment of topic*)

Consolidated Index

Swamps 300 (*maps, legends about, and features of*)
Teleportation 118 (*as special attack for monsters*), 156-157 (*specific treatment of topic*)
Temples 161 (*dungeon areas involving worship*), 265 (*ruined*), 272 (*religious areas in city*), 278-281 (*specific treatment of topic*), and see related 276-277 (*generating minor gods*)
Thrones 178-181
Time Cycles 46-48 (*specific treatment of topic*), and see related 100-101 (*breaks in life cycle*), 122 (*reproductive cycle*)
Tombs 160 (*naming areas involving tombs*), 256-257 (*specific treatment of topic*), also see related 252-253 (*sarcophagi*) and 99-102 (*undead monsters*)
Topography, Dungeon 132-133 (*topographical and/or tactical challenges*), 157 (*specific treatment of topic*)
Towns see 267-282 (*cities and settlements*)
Traps 217-230, see related 190-216 (*tricks*)
Travel, Planar 93 (*specific treatment of topic*), 283-286 (*planar adventures*)
Trees 290-291 (*unusual trees and plants*), see related 95-99 (*plant monsters*) and 237-238 (*herbs*)
Tribes 123 (*social organization of sapient monsters*), 282 (*specific treatment of topic*)
Tricks 190-216 and see related 217-230 (*traps*)
Triggers 46-48 (*triggering events for time cycles or random behaviors*), 91 (*events triggering problems with summoned creatures*), 198-199 (*for Magic Thing tricks*), 218-219 (*specific treatment of mechanical triggers for traps*), 224-225 (*for magical traps*) see related 228 (*trap kill-switches*)
Undead 99-102 (*tables for creating undead monsters*) and see related 160 (*naming areas involving tombs*), 256-257 (*tombs*), and 252-253 (*sarcophagi*)
Vehicles 93 (*planar*), 262 (*flying*), 268 (*unusual draft animals*), 287-288 (*underwater*), 288-289 (*ships*), 292 (*caravans and cargo*)
Vermin 103-104
Villages see 267-282 (*cities and settlements*)
Villain, Concealment of 28
Villain, Plans of 27 (*master table*)
Visions 142
Visitations 94
Warnings see “*Signals, Warning*,” above
Water 155 (*waterways*), 182 (*water landmarks*), 287-289 (*underwater and waterborne adventures*)
Water Landmarks see “*Water*”
Waterway, see “*Water*”
Weakness, Magically Induced 228-230 (*specific discussion*), see also 230 (*measuring out life*)
Words, Magic 252, see also 146 (*magical symbols*) and 147 (*codes and ciphers*)
Worlds, Alternate, see “*Alternate Worlds*”
Writing 146 (*magical symbols*), 147 (*codes and ciphers*), 208-209 (*written tricks*)

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