

GENERIC DUNGEON GENERATOR

Original design by Neils Erickson; adapted for Tunnels & Trolls by Aaron Thorne

INSTRUCTIONS

To design your random dungeon, follow the tables below. Begin with Table I to determine the design of your dungeon. The end of Table I has a subtable to determine how your dungeon starts (either a room or a corridor). After you determine that, just follow the instructions at the end of each section to determine which table you should consult next. After a few minutes it should become self-explanatory.

As you design your dungeon, map it out. If you roll up something that doesn't fit the existing dungeon structure, you have two options. You can either ignore the new result or reroll, at your discretion. Some items within require judgement calls; just come up with whatever strikes your fancy at the time.

The creature encounters are based around an assumption that four first-level characters will be delving into the dungeon on the first level. If you have more or fewer characters, then you will want to adjust the creature encounters appropriately. For example, if you have six characters then you should multiply the number of creatures encountered by 1.5 (rounding down).

Most of the tables require percentile dice. A few also require other polyhedral dice (e.g., a d4).

TABLE I - DUNGEON DESIGN

1.1 - Type of Construction

01-20 ROUGH HEWN: Rough, uneven floors and walls, and uneven width of walls, making bad footing for characters *Go to Table 1.2.1*

21-70 NORMAL: A typical dungeon, with variable widths of corridor sections, but mostly smooth and level *Go to Table 1.2.2*

71-95 WELL MADE: Walls and floors smooth and uncracked, joints and pieces of walls well-fitted, corners crisp and neat *Go to Table 1.2.3*

96-00 FINELY MADE: A wonder to the eye with perfectly smooth walls and floors, joints and wall cracks being almost impossible to see *Go to Table 1.2.4*

1.2 - Lighting Effects, by Construction Type

1.2.1 - Rough Hewn

01-75 No lighting or provision for such *Go to Table 1.3*

76-00 Empty torch holders spaced 50' apart *Go to Table 1.3*

1.2.2 - Normal

01-50 No lighting or provision for such *Go to Table 1.3*

51-70 Empty torch holders, 50' apart *Go to Table 1.3*

71-80 Empty torch holders, 30' apart *Go to Table 1.3*

- 81-90 Torches with holders, 50' apart *Go to Table 1.3*
 91-95 Torches with holders, 30' apart *Go to Table 1.3*
 96-00 Braziers spaced (roll on 1d4) (1) 20', (2) 30', (3) 40', or (4) 50' apart *Go to Table 1.3*

1.2.3 - Well Made

- 01-25 No lighting or provision for such *Go to Table 1.3*
 26-45 Empty torch holders, 50' apart *Go to Table 1.3*
 46-60 Empty torch holders, 30' apart *Go to Table 1.3*
 61-65 Empty torch holders, 15' apart *Go to Table 1.3*
 66-75 Torches with holders, 50' apart *Go to Table 1.3*
 76-85 Torches with holders, 30' apart *Go to Table 1.3*
 86-95 Braziers spaced (roll on 1d4) (1) 20', (2) 30', (3) 40', or (4) 50' apart *Go to Table 1.3*
 96-00 Overhead candle fixtures (spaced as Braziers; roll on 1d4) *Go to Table 1.3*

1.2.4 - Finely Made

- 01-10 No lighting or provision for such *Go to Table 1.3*
 11-25 Empty torch holders, 50' apart *Go to Table 1.3*
 26-35 Empty torch holders, 30' apart *Go to Table 1.3*
 36-40 Empty torch holders, 15' apart *Go to Table 1.3*
 41-50 Torches with holders, 50' apart *Go to Table 1.3*
 51-60 Torches with holders, 30' apart *Go to Table 1.3*
 61-65 Torches with holders, 15' apart *Go to Table 1.3*
 66-75 Braziers spaced (roll on 1d4) (1) 20', (2) 30', (3) 40', or (4) 50' apart *Go to Table 1.3*
 76-85 Overhead candle fixtures (spaced as Braziers; roll on 1d4) *Go to Table 1.3*
 86-95 Overhead lamps (spaced as Braziers; roll on 1d4) *Go to Table 1.3*
 96-00 Luminous walls, celining, and floor *Go to Table 1.3*

1.3 - Standard Passageway Width

- 01-10 5 feet wide *Go to Table 1.4*
 11-75 10 feet wide *Go to Table 1.4*
 76-85 20 feet wide *Go to Table 1.4*
 86-95 30 feet wide *Go to Table 1.4*
 96-00 40 feet wide *Go to Table 1.4*

1.4 - Dungeon entrance

- 01-30 A door marks the entrance; it opens up into a room *Go to Table 8.1*
 31-60 A door marks the entrance; it opens up into a passageway *Go to Table 2.1*
 61-80 A trap door marks the entrance; it leads to a room *Go to Table 8.1*
 81-00 A trap door marks the entrance; it leads to a passageway *Go to Table 2.1*

TABLE II - PASSAGEWAY DESCRIPTIONS

2.1 - Description Details

Whenever generating a new passageway, extend it for 10 feet before rolling on this subtable

01-10	Continue straight ahead 10'
11-20	Continue straight ahead 20'
21-30	Continue straight ahead 30'
31-40	Continue straight ahead 50'
41-55	DOOR <i>Go to Table 7.1</i>
56-65	SIDE PASSAGE <i>Go to Table 3.1</i>
66-75	TURN <i>Go to Table 4.1</i>
76-80	ALCOVE <i>Go to Table 6.1</i>
81-85	CHAMBER <i>Go to Table 8.1</i>
86-90	STAIRS <i>Go to Table 5.1</i>
91-95	TRAP <i>Go to Table 9.1</i>
96-97	Dead End
98-99	ENCOUNTER <i>Go to Table 11.1</i>
00	Special Effects <i>Go to Table 2.2</i>

2.2 - Special Effects Department

01-10	Dead body, male
11-20	Dead body, female
21-30	Dead monster
31-35	Berserker laughter from end of hall (behind you!)
36-40	Horrible screams ahead of / behind you
41-45	Shuffling sounds in passageway
46-50	Dank, cold wind rushes down passageway
51-60	Clanking noises
61-65	Muttering fades into the distance
66-75	Water dripping from ceiling
76-80	Make that <i>blood</i> dripping...
81-90	Apparition of choice appears in hall
91-95	Weapon lying on floor
96-00	Pack, with supplies, lying on floor

TABLE III - SIDE PASSAGES

3.1 - Width of Passageway

01-10	5 feet wide <i>Go to Table 3.2</i>
11-75	10 feet wide <i>Go to Table 3.2</i>
76-85	20 feet wide <i>Go to Table 3.2</i>
86-95	30 feet wide <i>Go to Table 3.2</i>
96-00	40 feet wide <i>Go to Table 3.2</i>

3.2 - Direction of Passageway (the passageway may be curved or angled as desired to fit the dungeon layout)

01-35 Left 90 degrees *Go to Table 2.1*

36-70 Right 90 degrees *Go to Table 2.1*

71-90 T-shaped intersection *Go to Table 2.1*

91-00 +-shaped intersection *Go to Table 2.1*

TABLE IV - TURNS

4.1 - Turns

The turn may be curved or angled as needed to fit the dungeon layout

01-50 Right 90 degrees *Go to Table 2.1*

51-00 Left 90 degrees *Go to Table 2.1*

TABLE V - STAIRS

5.1 - Type of Conveyance

01-60 Staircase *Go to Table 5.2*

61-80 Chimney / Chute *Go to Table 5.3*

81-90 Magic Stairway *Go to Table 5.2*

91-00 Magic Shifting Room *Go to Table 5.3*

5.2 - Stairway or Magic Stairway / Escalator

Stairs end in a landing, 10' long with a door at the end - go to Table 7.1

Magic Stairs terminate in another corridor similar to the first - go to Table 2.1

Unless there is a construction above ground, ignore a result which would take you above ground level

01-25 Down 1 level

26-35 Down 2 levels

36-49 Down 3 levels

50-74 Up 1 level

75-84 Up 2 levels

85-98 Up 3 levels

99-00 Up 1 level, with a 50% chance of turning into a slide down for 1d4 levels!

5.3 - Chimney / Chute or Magic Shifting Room

Unless there is a construction above ground, ignore a result which would take you above ground level

01-30 Down 1 level *Go to Table 5.4*

31-40 Down 2 levels *Go to Table 5.4*

41-45 Down 3 levels *Go to Table 5.4*

46-49 Down 4 levels *Go to Table 5.4*

50-79 Up 1 level *Go to Table 5.4*

80-89 Up 2 levels *Go to Table 5.4*

90-94 Up 3 levels *Go to Table 5.4*
95-98 Up 4 levels *Go to Table 5.4*
99 Down 1d4 levels to a dead end
00 Up 1d4 levels to a dead end

5.4 - Chimney / Chute Destinations

01-50 Leads to a Room *Go to Table 8.1*
51-00 Leads to a Passageway *Go to Table 2.1*

TABLE VI - ALCOVES

6.1 - Position of Alcove

01-40 To the Left *Go to Table 6.2*
41-80 To the Right *Go to Table 6.2*
81-00 In wall ahead, terminating passage *Go to Table 6.2*

6.2 - Contents of Alcove

01-40 Empty
41-50 Statue *Go to Table 8.6*
51-60 Fountain *Go to Table 8.7*
61-70 Chest (anything in it? GM discretion)
71-80 Fiendish device *Go to Table 6.3*
81-85 Item of clothing / armor
86-90 Item of paper
91-95 Item of food
96-00 Trash / garbage

6.3 - Fiendish Devices

01-30 Deadfall *Go to Table 9.4*
31-60 Gas *Go to Table 9.6*
61-00 Projectiles *Go to Table 9.7*

TABLE VII - DOORS

7.1 - Position of Door

01-30 Door to Left *Go to Table 7.2*
31-60 Door to Right *Go to Table 7.2*
61-80 Door ahead, ending passageway *Go to Table 7.2*
81-90 Doors on both Left and Right *Go to Table 7.2*
91-93 Trapdoor down to hallway *Go to Table 2.1*

94-95 Trapdoor down into room *Go to Table 8.1*
96-98 Trapdoor up to hallway *Go to Table 2.1*
99-00 Trapdoor up into room *Go to Table 8.1*

7.2 - Type of Door (description)

01-25 Crude wooden door *Go to Table 7.3*
26-50 Good wooden door *Go to Table 7.3*
51-60 Heavy-duty wooden door *Go to Table 7.3*
61-70 Metal door *Go to Table 7.3*
71-80 Walled-up wooden door *Go to Table 7.3*
81-90 Curtain of Darkness (like a black velvet-covered archway; magical) *Go to Table 7.5*
91-00 Secret Door (wall appears blank unless successfully searched) *Go to Table 7.4*

7.3 - Type of Door (function)

01-10 Normal door, poorly-fitted *Go to Table 7.4*
11-60 Normal door, well-fitted *Go to Table 7.4*
61-90 Normal door, but stuck (01-50) or locked (51-00) *Go to Table 7.4*
91-95 False door (goes nowhere; looks like a well-fitted door, if applicable) *Go to Table 7.4*
96-98 One-way door (looks like a well-fitted door, if applicable) *Go to Table 7.4*
99-00 Intelligent door (GM discretion as to exactly what an intelligent door does; looks like a well-fitted door, if applicable) *Go to Table 7.4*

7.4 - Checking for Trap

01-70 Clean *Go to Table 7.5*
71-80 Door is magically locked *Go to Table 7.5*
81-00 Door is trapped *Go to Table 9.3*

7.5 - Beyond the Door

01-15 Passage parallel to present position *Go to Table 2.1*
16-35 Passageway straight ahead *Go to Table 2.1*
36-00 Room *Go to Table 8.1*

TABLE VIII - ROOMS & CHAMBERS

8.1 - Width of Room

01-50 20'-30' *Go to Table 8.2*
51-70 30'-40' *Go to Table 8.2*
71-80 40'-50' *Go to Table 8.2*
81-90 50'-70' *Go to Table 8.2 and add 10 to the roll*
91-95 60'-100' *Go to Table 8.2 and add 20 to the roll*
96-00 Unusual size / shape *Go to Table 8.3.1*

8.2 - Depth of Room

01-20	10'-20'	<i>Go to Table 8.4</i>
21-75	20'-40'	<i>Go to Table 8.4</i>
76-85	30'-50'	<i>Go to Table 8.4</i>
86-95	40'-70'	<i>Go to Table 8.4 and add 20 to the roll</i>
96-00	50'-90'	<i>Go to Table 8.4 and add 20 to the roll</i>

8.3.1 - Unusual Chamber Size

01-10	500 square feet	<i>Go to Table 8.3.2</i>
11-30	1000 square feet	<i>Go to Table 8.3.2</i>
31-40	1500 square feet	<i>Go to Table 8.3.2</i>
41-60	2000 square feet	<i>Go to Table 8.3.2</i>
61-80	2500 square feet	<i>Go to Table 8.3.2</i>
81-90	3000 square feet	<i>Go to Table 8.3.2</i>
91-00	Roll again and add to 3000; if rerolled, double amount on next roll	<i>Go to Table 8.3.2</i>

8.3.2 - Unusual Chamber Shape

01-30	Circular	<i>Go to Table 8.4</i>
31-50	Triangular	<i>Go to Table 8.4</i>
51-60	Trapezoidal	<i>Go to Table 8.4</i>
61-70	Oval	<i>Go to Table 8.4</i>
71-80	Hexagonal	<i>Go to Table 8.4</i>
81-90	Octagonal	<i>Go to Table 8.4</i>
91-00	GM's discretion; draw what you like	<i>Go to Table 8.4</i>

8.4 - Location of Other Exits

01-30	No other exits*	<i>Go to Table 8.5</i>
31-40	Door on opposite wall	<i>Go to Table 8.5</i>
41-50	Door on left wall	<i>Go to Table 8.5</i>
51-60	Door on right wall	<i>Go to Table 8.5</i>
61-63	Door on opposite wall and on left wall	<i>Go to Table 8.5</i>
64-66	Door on opposite wall and on right wall	<i>Go to Table 8.5</i>
67-69	Door on left wall and on right wall	<i>Go to Table 8.5</i>
70-72	Door opposite and on left and right	<i>Go to Table 8.5</i>
73-74	Door opposite and two on left	<i>Go to Table 8.5</i>
75-76	Door opposite and two on right	<i>Go to Table 8.5</i>
77-78	Door on left and two on far wall	<i>Go to Table 8.5</i>
79-80	Door on left and two on right wall	<i>Go to Table 8.5</i>
81-82	Door on right and two on far wall	<i>Go to Table 8.5</i>
83-84	Door on right and two on left wall	<i>Go to Table 8.5</i>
85-86	Door on left wall and right wall; two doors on far wall	<i>Go to Table 8.5</i>
87-88	One door opposite, plus two door on both left and right walls	<i>Go to Table 8.5</i>
89-93	Door in same wall as entrance (and reroll)	<i>Go to Table 8.5</i>

94-96 Trapdoor in floor *Go to Table 8.5*

97-99 Trapdoor in ceiling *Go to Table 8.5*

00 Reroll twice; ignore repetitions

**A secret door may exist (15% chance). Characters must successfully search to find it. If one exists, place it wherever you want. If characters search but one does not exist, roll for wandering monsters as if they had been resting (Go to Table 13.2)*

8.5 - Contents of Room

01-35 Empty

36-65 Monster *Go to Table 11.1*

66-80 Monster and Treasure *Go to Tables 11.1 and 10.1*

81-85 Trapped Room *Go to Table 9.2*

86-88 Statue *Go to Table 8.6*

89-90 Fountain *Go to Table 8.7*

91 Pool *Go to Table 8.7*

92-94 Chest (with anything in it, O GM?)

95-99 Wandering Party *Go to Table 12.1 if on dungeon levels 1 -3. Otherwise, use Table 12.2*

00 Treasure *Go to Table 10.1*

8.6 - Magic Statues

01-20 Nothing happens (magic is dead)

21-23 Raise Strength one point

24-26 Raise Intelligence one point

27-29 Raise Luck one point

30-32 Raise Constitution one point

33-35 Raise Dexterity one point

36-38 Raise Charisma one point

39-41 Lower Strength one point

42-44 Lower Intelligence one point

45-47 Lower Luck one point

48-50 Lower Constitution one point

51-53 Lower Dexterity one point

54-56 Lower Charisma one point

57-61 Completely heal one party member

62-65 Raise one person from death

66-70 Change one person to stone

71-75 Character now resembles the statue in appearance

76-85 Statue animates and attacks party [MR = 20 + 25 per level]

86-95 Statue animates and will fight for party (for 1d4 hours) [MR = 20 + 25 per level]

96-00 Statue points toward secret compartment with treasure *Go to Table 10.1*

Magic in statue will only work once. Once the statue is activated (usually by touching) the magic is used up for a 24 hour period.

8.7 - Magic Fountains and Pools

- 01-30 Nothing happens (magic is dead)
- 31-35 Instant death (saving roll on Luck per level of dungeon)
- 36-40 Restores one life
- 41-46 Teleports character *Go to Table 9.8*
- 47-55 Container appears with a random scroll inside
- 56-62 All gold emersed becomes silver
- 63-69 All silver emersed becomes gold
- 70-73 All gold or silver emersed becomes copper
- 74-80 A magic weapon appears (+5 adds per dungeon level; of a weapon type the character can currently use)
- 81-87 Bottle of potion appears (if drunk, will heal 1d6 lost CON points; enough for 3 uses)
- 88-92 Heal all wounds
- 93-97 Raise one random Attribute two points
- 98-99 Raise one random Attribute three points
- 00 Roll twice

Magic in fountains is of only one use per 24 hour time period. Water in pools is of constant power. The exception are the results where items are found. Those only happen once, ever.

TABLE IX - TRAPS

9.1 - Corridor Traps

- 01-05 Collapsing trapdoor, drops 1-2 persons down slide 1 level *Go to Table 5.4*
- 06-10 Collapsing trapdoor, drops into pit *Go to Table 9.5*
- 11-15 Gas emitted sufficient for area 20'x20'x10' *Go to Table 9.6*
- 16-20 Projectiles released from walls *Go to Table 9.7*
- 21-25 All persons within 10'x10' area teleport *Go to Table 9.8*
- 26-30 Collapsing trapdoor, drops 1-2 persons down 1 level into hallway for 7 hits damage *Go to Table 2.1*
- 31-35 Net drops on 1-4 party members *If on dugeon level 1-3 go to Table 11.4; otherwise, go to Table 11.5*
- 36-40 Slanted corridor, appears straight but is not; characters will end up one level lower than they think they are
- 41-45 Blockage across passage ahead; will take 1d20 hours to dig out
- 46-50 Blockage across passageway behind; will take 1d20 hours to dig out
- 51-55 Blockage of passage before and behind; will take 1d12 days to dig out
- 56-60 Barriers drop in middle of party; will take 1d12 days to dig through
- 61-65 Smokescreen: obscures vision for 20'
- 66-70 Smokescreen: converts armor to dust within 10' area (does not include shields)
- 71-75 Smokescreen: obscures vision and hides pit which opened 10' ahead *Go to Table 9.5*
- 76-80 Passage fills with 1d20 "bubbles" which explode on contact for 1d6 damage
- 81-85 One magical item loses its properties (character won't know until it is used)

- 86-90 Heavy items drop from ceiling *Go to Table 9.4*
91-00 Reroll, and the trap has already been set off by an earlier bunch of hapless adventurers

9.2 - Room Traps

- 01-10 Deadfall triggered *Go to Table 9.4*
11-20 Pitfall *Go to Table 9.5*
21-30 Gas *Go to Table 9.6*
31-40 Doors lock, room descends one level
41-50 Doors lock, room descends two levels
51-55 Doors lock for 1d12 hours
56-60 One magical item loses its properties (owner won't know until it is used)
61-70 One monster teleports in and attacks party *Go to Table 11.7*
71-80 Party is teleported *Go to Table 9.8*
81-90 Projectiles released from walls *Go to Table 9.7*
91-95 Illusion room: characters must make saving roll (on INT, per level of dungeon) to escape hallucinations
96-97 "No magic" zone (and reroll!)
98-99 Slush-Yuck on floor, 1d20 feet deep
00 Roll twice for effects

9.3 - Door Traps

- 01-10 Deadfall *Go to Table 9.4*
11-20 Pitfall *Go to Table 9.5*
21-30 Trigger spike trap which pivots to trap character(s) between it and door; does damage as 1d10 stilettos
31-50 Trigger for projectile trap *Go to Table 9.7*
51-75 Guillotine; first character through door is sliced in two unless saving throw is made on Luck per level of dungeon
76-85 Door lets you enter room, but not leave (magically locked)
86-90 Door melts into gummy substance covering opener, causing suffocation damage (1d6 immediately, and then make saving throws on Strength; for every blown roll, try again and take an additional 1d6 damage)
91-95 Door comes off hinges, falling on opener for 1d10 damage
96-00 Door sets off alarm, alerting occupants of room (if any) or wandering monster *Go to Table 11.6 for wandering monster*

9.4 - Deadfalls

- 01-30 4d6 small rocks fall, hitting 1-3 characters for one point of damage per rock
31-60 3d6 large rocks fall, hitting 1-3 characters for 1d4 points of damage per rock
61-70 Boiling oil dumps for 50% hit point damage within 10' area; outside area but within 20', save (on luck per dungeon level) or suffer splashing damage for 10% hits
71-80 Molten lead dumps; save (on luck per dungeon level) to avoid or take (80+1d20% damage)
81-90 Net drops on party; roll for wandering monster *Go to Table 11.6*

- 91-95 Anti-magic dust dumps on party; no magic works for 1d20 hours
96-00 Solid block of stone drops on party for 1d100 damage (divided evenly among party)!

9.5 - Pits

- 01-25 5' sq. x 10' deep, one character falls in
26-38 5' sq. x 12' deep, one character falls in
39-45 10' sq. x 10' deep, 1-3 characters fall in
46-60 10' sq. x 12' deep, 1-3 characters fall in
61-79 10' sq. x (1d20)' deep, 1-3 characters fall in
80-93 5' sq. x 10' deep, one character falls in *Go to Table 9.5.1*
94-00 10' sq. x 16' deep, 1-3 characters fall in *Go to Table 9.5.1*

Characters who fall in pits take falling damage of 1 point for every 3 feet up to 10 feet, and then 1 point for every 2 feet greater than 10 (round down). Characters can save on Luck to halve damage (per level of dungeon)

9.5.1 - Type of Pitfalls

- 01-60 Empty
61-95 Occupied *Go to Table 9.5.2*
96-98 Teleport *Go to Table 9.8*
99-00 Special *Go to Table 9.5.5*

9.5.2 - Occupied Pit

- 01-25 Creature *Go to Table 9.5.3*
26-40 Monster *Go to Table 11.1, but only one of indicated monster appears in pit*
41-65 Monster *Go to Table 11.1 (as above, but add 20 to the roll)*
66-75 Monster *Go to Table 11.1 (as above, but add 30 to the roll)*
76-99 Humanoid *Go to Table 9.5.4*
00 Victim is faced with his own duplicate, which attacks

9.5.3 - Creature

- 01-35 Snakes - 1d4 appear [MR = 5 + 5 per dungeon level, 50% poisonous]
36-50 Giant Serpent [MR = 20 + 10 per dungeon level]
51-60 Spiders - 1d4 appear [MR = 4 + 4 per dungeon level, 75% poisonous]
61-70 Giant Spider [MR = 20 + 8 per dungeon level, 25% poisonous]
71-85 Rats - 1d6 appear [MR = 3 + 3 per dungeon level]
86-95 Tiger [MR = 25 + 10 per dungeon level]
96-00 Carniverous plant [MR = 20 + 20 per dungeon level, unaffected by poison]

9.5.4 - Humanoid

Only one humanoid appears

- 01-29 Rogue *If on levels 1-3, go to Table 12.1; otherwise, go to Table 12.2*
30-70 Warrior *If on levels 1-3, go to Table 12.1; otherwise, go to Table 12.2*
71-99 Wizard *If on levels 1-3, go to Table 12.1; otherwise, go to Table 12.2*
00 Warrior-Wizard *If on levels 1-3, go to Table 12.1; otherwise, go to Table 12.2*

9.5.5 - Special Pits

- 01-30 Has 1d4 spikes, each doing damage as a common spear
- 31-60 Gas releases into pit *Go to Table 9.6*
- 61-66 Lost piece of jewelry *Go to Table 10.9*
- 67-70 Adds 1d4 damage to fall due to rocks at bottom of pit
- 71-80 Projectile trap sprung *Go to Table 9.7*
- 81-85 Teleport *Go to Table 9.8*
- 86-90 Water-filled pit, 2' mud on bottom (water halves falling damage, but you might drown!)
- 91-95 Victim(s) magically chained to wall
- 96-99 Quicksand
- 00 Bottomless pit

9.6 - Gas

- 01-30 Sleep, 1d12 turns, no save
- 31-40 Blind, 1d6 turns, no save
- 41-50 Reduce Strength one point, no save (24 hour duration)
- 51-60 Reduce Intelligence one point, no save (24 hour duration)
- 61-70 Reduce Dexterity one point, no save (24 hour duration)
- 71-80 Poison: save on Constitution per dungeon level or dead in 1d12 turns
- 81-90 Affected person(s) attack rest of party; effect lasts 1d10 turns. Save on Intelligence per dungeon level
- 91-96 Affected becomes mindless zombie. Save on Luck per dungeon level
- 97-00 Instant death (nasty stuff!)

9.7 - Projectiles

- 01-30 Quarrels as from light crossbow; affects 1d4 characters
- 31-60 Stiletos, as thrown; affects 1d4 characters
- 61-85 Lead balls, as from a sling; affects 1d6 characters
- 86-96 Javelins, as thrown; affects 1d4 characters
- 97-00 Quarrels, as from an arbalest; affects 1d4 characters

9.8 - Teleport

Roll 1d6; on a 1-3 only one character is teleported, on a 4-6 the entire party is teleported

- 01-60 To nearest room
- 61-80 10 x (1d12) feet to (roll 1d4) the East (1), West (2), North(3), South (4); adjust as necessary to keep characters from being teleported into solid rock
- 81-92 Down one level to biggest room (if already mapped) or to a 4-way intersection in a passageway
- 93-97 To the surface
- 98-00 To a cell, in chains

TABLE X - TREASURE

10.1 - How Treasure is Found

- 01-15 In leather bags *Go to Table 10.3*
- 16-30 In wooden chest *Go to Table 10.2*
- 31-85 In iron chest *Go to Table 10.2*
- 86-92 In wooden chest with lock *Go to Table 10.2*
- 93-00 In iron chest with lock *Go to Table 10.2*

10.2 - Is Treasure Trapped?

- 01-65 Clean *Go to Table 10.3*
- 66-85 Treasure is trapped *Go to Table 10.4, then Table 10.3 if needed*
- 86-95 Treasure is not trapped, but disguised by illusion; *If found, go to Table 10.3*
- 96-00 Treasure is trapped and disguised *Go to Table 10.4, then Table 10.3 if needed*

10.3 - Treasure

The base for Table 10.3 is level 3. Subtract or add 10 to the roll depending on which level you are on. For example, to find a treasure on level 2 roll 1d100 and subtract 10

-19-40 (1d6 x 1000) copper pieces x level of dungeon

- 41-65 Silver *Go to Table 10.5*
- 66-80 Gold *Go to Table 10.6*
- 81-90 Gems *Go to Table 10.7*
- 91-95 Jewelry *Go to Table 10.8*
- 96-00 Magic Item *Go to Table 10.9*

10.4 - Treasure Traps

- 01-39 Gas released, affecting the opener *Go to Table 9.6*
- 40-47 1d4 poison darts (treat as stilettos) fire from front of chest
- 48-59 Treasure is coated with a mild poison that makes the character lose 1d6 Strength points for 1d6 hours
- 60-71 Contents vanish if trap not detected
- 72-81 Opener teleports *Go to Table 9.8*
- 82-89 The lid on the chest slams down, cutting off the hand
- 90-00 Alarm sounds, alerting monster guardians *Go to Table 11.6*

10.5 - Treasure: Silver

- 01-25 None *Go to Table 10.6*
- 26-50 (10 x 1d10) pieces
- 51-60 100 pieces
- 61-70 200 pieces
- 71-80 500 pieces
- 81-90 Roll again and multiply by 5
- 91-00 Roll again *Go to Table 10.6*

10.6 - Treasure: Gold

01-40	None	<i>Go to Table 10.7</i>
41-50	(10 x 1d10) pieces	
51-60	100 pieces	
61-70	200 pieces	
71-80	500 pieces	
81-90	Roll again and multiply by 2	
91-95	Roll again and multiply by 5	
96-00	Roll again	<i>Go to Table 10.7</i>

10.7 - Treasure: Gems

The number of gems is equal to 1d4 plus the dungeon level; roll for each gem separately

01-40	10gp value gem
41-65	25gp value gem
66-75	50gp value gem
76-85	100gp value gem
86-90	200gp value gem
91-95	500gp value gem
96-98	1000gp value gem
99-00	Roll again <i>Go to Table 10.8</i>

10.8 - Treasure: Jewelry

01-60	500gp value piece of jewelry
61-80	1000gp value piece of jewelry
81-90	2000gp value piece of jewelry
91-95	5000gp value piece of jewelry
96-98	10000gp value piece of jewelry
99-00	Roll again <i>Go to Table 10.9</i>

10.9 - Treasure: Magic Item

01-30	Minor magical item
31-50	Major magical item with a major drawback attached
51-70	Major magical item with a minor drawback attached
71-80	Major magical item with no drawback attached
81-90	Magical weapon
91-95	Magical armor of some type
96-99	Spell book
00	Wish

10.10 - Secret Compartment

A search may be made for secret compartments in chests only. Make a saving roll on Luck per dungeon level (only one character can attempt it); if successful, then roll on the table

01-15	1d4 gems found	<i>Go to Table 10.7, but ignore a result of 99-00</i>
-------	----------------	---

- 16-50 No compartment
- 51-80 Compartment empty
- 81-90 Piece of jewelry found *Go to Table 10.8, but roll only once!*
- 91-95 Magic item found *Go to Table 10.9*
- 96-00 Trap! Skeleton dust, which if touched becomes 1d6 skeletons [MR = 5 + 15 per dungeon level]

TABLE XI - MONSTERS

The percentages give the chance of treasure being found in the room with the monster (in addition to any already stated in the tables); do not use if a passageway encounter or a random encounter (wandering monster)

11.1 - Table Selection

- 01-25 Undead / Supernatural *Go to Table 11.2 if on dungeon levels 1-3; otherwise go to Table 11.3*
- 26-60 Humanoids *Go to Table 11.4 if on dungeon levels 1-3; otherwise, go to Table 11.5*
- 61-95 Creatures *Go to Table 11.6*
- 96-00 Elementals, Drakes, and Worse *Go to Table 11.7*

11.2 - Lesser Undead / Supernatural

- 01-20 Ghouls, 1-5 [MR = 9 + 7 per dungeon level] (gangrenous claws do double damage if they hit)
- 21-30 Shadow Creatures, 1 - 3 [MR = 12 + 12 per dungeon level]
- 31-45 Wights, 1-4, 25% [MR = 10 + 10 per dungeon level]
- 45-55 Gelatinous Cube, 1 [MR = 35 + 15 per dungeon level]
- 55-75 Skeletons, 2-12 [MR = 4 + 4 per dungeon level]
- 75-88 Zombies, 1-6, 25% [MR = 8 + 7 per dungeon level]
- 89-96 Wraiths, 1-4, 40% [MR = 13 + 10 per dungeon level]
- 97-00 Stronger *Go to Table 11.3*

11.3 - Greater Undead / Supernatural

All monsters generated from this table appear with at least level 4 Mrs

- 01-15 Ghosts, 1-4, 25% [MR = 7 + 7 per dungeon level; only damaged by magical attacks]
- 16-25 Mummies, 1-6, 20% [MR = 12 + 10 per dungeon level; double damage from fire attacks]
- 26-35 Wraiths, 1-4, 55% [MR = 13 + 10 per dungeon level]
- 36-50 Giant Worm, 1 [MR = 35 + 30 per dungeon level]
- 51-60 Killer Slime, 1 [MR = 20 + 20 per dungeon level; only inflicts half damage, but ignores armor]
- 61-75 Spectres, 1-3, 60% [MR = 15 + 15 per dungeon level]
- 76-90 Groaning Spirits, 1-6 [MR = 12 + 10 per dungeon level]
- 91-00 Wights, 2-8, 60% [MR = 10 + 10 per dungeon level]

11.4 - Lesser Humanoid

- 01-10 Lizardmen, 1-8, 50% [MR = 6 + 7 per dungeon level]
- 11-18 Ogres, 1-4, 55% [MR = 10 + 12 per dungeon level]
- 19-30 Orcs, 1-8, 75% [MR = 7 + 7 per dungeon level]

31-45 Goblins, 2-12, 70% [MR = 5 + 5 per dungeon level]
 46-55 Hobgoblins, 1-8, 70% [MR = 5 + 8 per dungeon level]
 56-65 Trolls, 1-2, 75% [MR = 15 + 15 per dungeon level]
 66-75 Centaurs, 1-6, 70% [MR = 10 + 8 per dungeon level]
 76-87 Kobolds, 2-16, 65% [MR = 3 + 3 per dungeon level]
 88-97 Trogldytes, 1-6, 25% [MR = 8 + 8 per dungeon level]
 98-00 Stronger *Go to Table 11.5*

11.5 - Greater Humanoid

All monsters generated from this table appear with at least level 4 Mrs

01-10 Gargoyles, 1-4, 70% [MR = 8 + 8 per dungeon level, half damage from blade weapons]
 11-17 Stone Giants, 1-3, 75% [MR = 20 + 10 per dungeon level]
 18-22 Fire Giant, 1, 80% [MR = 25 + 25 per dungeon level]
 23-40 Lizardmen, 1-8, 65% [MR = 6 + 7 per dungeon level]
 41-55 Minotaurs, 1-4, 75% [MR = 13 + 13 per dungeon level]
 56-65 Ogres, 1-4, 55% [MR = 10 + 12 per dungeon level]
 66-80 Hobgoblins, 1-8, 75% [MR = 5 + 8 per dungeon level]
 81-90 Trolls, 1-2, 80% [MR = 15 + 15 per dungeon level]
 91-00 Centaurs, 1-6, 70% [MR = 10 + 8 per dungeon level]

11.6 - Creatures

01-10 Giant Scorpions, 1-4, 10% [MR = 10 + 5 per dungeon level; nerve poison]
 11-25 Snakes, 1-4, 5% [MR = 8 + 8 per dungeon level; 50% poisonous]
 26-35 Killer Spiders, 1-6, 20% [MR = 5 + 5 per dungeon level; circulatory poison]
 36-50 Wild Dogs, 1-6, 15% [MR = 6 + 6 per dungeon level]
 51-65 Attack Dogs, 1-4, 15% [MR = 10 + 8 per dungeon level]
 66-80 Rock Lizards, 1-6, 25% [MR = 8 + 5 per dungeon level]
 81-90 Killer Gorillas, 1-3, 25% [MR = 10 + 10 per dungeon level]
 91-00 Flying Monkeys, 1-6, 15% [MR = 5 + 6 per dungeon level]

11.7 - Elementals, Drakes, and Worse

01-15 Earth Elemental, 1, 60% [MR = 30 + 30 per dungeon level; takes no damage from unenchanted blade weapons]
 16-30 Fire Elemental, 1, 60% [MR = 25 + 25 per dungeon level; can cast Blasting Power as a ranged attack for half its MR in hits]
 31-45 Air Elemental, 1, 40% [MR = 20 + 20 per dungeon level; immune to everything but magic weapons and spells]
 46-60 Water Elemental, 1, 40% [MR = 25 + 25 per dungeon level; takes half damage from all weapons]
 61-72 Young Cold Drake, 1, 75% [MR = 30 + 30 per dungeon level; can case Freeze Pleeze as a ranged attack for half its MR in hits]
 73-79 Old Cold Drake, 1, 95% [MR = 50 + 50 per dungeon level; can case Freeze Pleeze as a ranged attack for half its MR in hits]

80-91 Young Fog Drake, 1, 75% [MR = 30 + 30 per dungeon level; can breathe smog which halves the three physical attributes (STR, CON, DEX) if breathed]
 92-98 Old Fog Drake, 1, 95% [MR = 50 + 50 per dungeon level; can breathe smog which halves the three physical attributes (STR, CON, DEX) if breathed]
 99-00 Balrog, 1, 70% [MR = 70 + 70 per dungeon level; can use flaming whip for a ranged attack up to 50' for ¼ its MR in hits]

TABLE XII - HUMANOID ENCOUNTERS

First roll 1d6 to determine the size of the party you meet; then roll on Table 12.1 or 12.2 as many times as needed to determine the actual composition of the party

12.1 - Humanoid Encounters for levels 1-3

01-25 Human warrior, level 1-3, 75% *Go to Table 12.3*
 26-45 Human wizard, level 1-3, 70% *Go to Table 12.3*
 46-60 Human rogue, level 1-3, 80% *Go to Table 12.3*
 61-67 Dwarven warrior, level 1-3, 70% *Go to Table 12.3*
 68-72 Dwarven wizard, level 1-3, 65% *Go to Table 12.3*
 73-75 Dwarven rogue, level 1-3, 75% *Go to Table 12.3*
 76-80 Elven warrior, level 1-3, 70% *Go to Table 12.3*
 81-83 Elven wizard, level 1-3, 65% *Go to Table 12.3*
 84-85 Elven rogue, level 1-3, 75% *Go to Table 12.3*
 86-88 Hobbit warrior, level 1-3, 40% *Go to Table 12.3*
 89-90 Hobbit wizard, level 1-3, 40% *Go to Table 12.3*
 91-95 Hobbit rogue, level 1-3, 50% *Go to Table 12.3*
 96-97 Leprechaun, level 1-3, 35% *Go to Table 12.3*
 98 Fairy warrior, level 1-3, 10% *Go to Table 12.3*
 99 Fairy wizard, level 1-3, 10% *Go to Table 12.3*
 00 Fairy rogue, level 1-3, 10% *Go to Table 12.3*

12.2 - Humanoid Encounters for levels 4+

01-30 Human warrior, level 4-7, 85% *Go to Table 12.3*
 31-53 Human wizard, level 4-7, 80% *Go to Table 12.3*
 54-70 Human rogue, level 4-7, 90% *Go to Table 12.3*
 71-79 Dwarven warrior, level 4-7, 80% *Go to Table 12.3*
 80-85 Dwarven wizard, level 4-7, 75% *Go to Table 12.3*
 86-88 Dwarven rogue, level 4-7, 85% *Go to Table 12.3*
 89-93 Elven warrior, level 4-7, 80% *Go to Table 12.3*
 94-97 Elven wizard, level 4-7, 75% *Go to Table 12.3*
 98-00 Elven rogue, level 4-7, 90% *Go to Table 12.3*

12.3 - Reaction to the Party

01-20 Try to enlist the character's aid *Go to Table 12.4*
 21-45 Attack the party

46-80 Go their own way peacefully

81-00 Might hire out for good pay *Go to Table 12.4*

12.4 - Pay

All agreements to hire out are for 2 hours or for as long as the party is on the same dungeon level, which ever happens first. If the characters are making an offer from this table to NPCs, read the number sequence to the left of the amount you offer, then roll 1d100. Your roll must be equal to or less than the number sequence for your offer to be accepted. If the NPCs are making the offer to the characters, roll on this same table to see what they are offering in pay. If no agreement is made, they go their way peacefully unless attacked by the characters. NPCs always pay their debts.

01-10 100gp

11-20 200gp

21-30 300gp and 10% of all treasure (except magic)

31-50 300gp and 25% of all treasure (except magic)

51-70 300gp and 50% of all treasure (except magic)

71-80 500gp and 50% of all treasure (except magic)

81-00 500gp and 50% of all treasure and magic

TABLE XIII - REST

13.1 - In Corridors

01-75 Nothing occurs (you can rest 1 hour before re-rolling)

76-00 Wandering monster *Go to Table 11.1*

13.2 - In Rooms

Add 3 to the resulting roll for every door in the room other than the one the characters entered by

01-90 Nothing occurs (you can rest 1 hour before re-rolling)

91-00 Wandering monster *Go to Table 11.1*