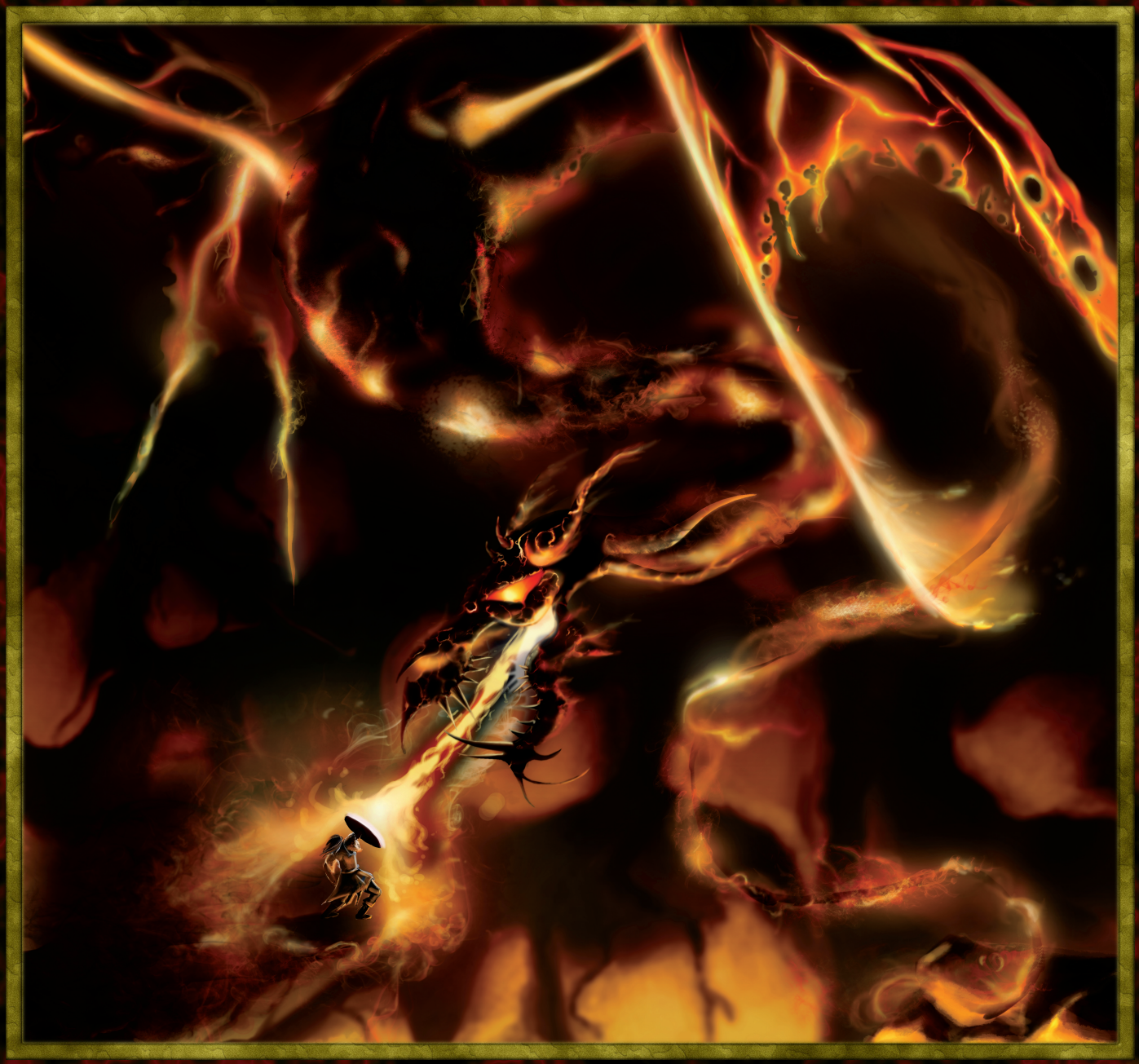
Tome of Adventure Design



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.

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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 *Tome 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 *Tome 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

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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

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	Hatcheries 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

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
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

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
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
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 lette
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)

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

Table 1-8: Patrons and Targets Continued

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

Table 1-8: Patrons and Targets Continued

Die Roll	Patron or Target (d1000)
271	Emissary (religious)
272	Emissary (secret)
273	Enchanter
274	Enchanter (evil)
275	Enchanter (insane)
276	Enchanter (non-human)
277	Enchanter (senile)
278	Enchanter (very young)
279	Enchantress (beautiful)
280	Enchantress (in love)
281	Enchantress (non-human)
282	Enchantress (reborn)
283	Enchantress (villainous)
284	Engineer (aqueducts and water)
285	Engineer (castles and temples)
286	Engineer (dungeon excavation)
287	Engineer (sieges)
288	Escapee (monster's lair)
289	Escapee (prison)
290	Escapee (slave camp)
291	Escapee (wizard's lab)
292	Executioner
293	Executioner (disgraced)
294	Executioner (famous)
295	Executioner (retired)
296	Expert (code breaker)
297	Expert (gems)
298	Expert (investigator)
299	Expert (magical substances)
300	Expert (planting rumors)
301	Expert (runes)
302	Expert (weapons)
303	Expert (wilderness tracking)
304	Explorer
305	Explorer (well known)
306	Explorer (with secret knowledge)
307	Extortionist (blackmailer)
308	Extortionist (for something other than money)
309	Extortionist (magical threats)
310	Extortionist (violent)
311	Falconer
312	Falconer (unusual birds)
313	Farmer (poor)
314	Farmer (rich)
315	Farmer (with three daughters)
316	Father or mother

Die Roll	Patron or Target (d1000)
317	Felon (innocent)
318	Felon (oppressed)
319	Ferryman
320	Ferryman (hunchback)
321	Filthy peasant
322	Fire marshal
323	Fisherman (owns boat)
324	Fisherman (poor)
325	Flower arranger (possibly a monk?)
326	Flower-bedecked woman
327	Fool (cursed)
328	Fool (insane)
329	Fool (professional)
330	Foreigner (beautiful noblewoman)
331	Foreigner (other plane of existence)
332	Foreigner (sinister)
333	Foreigner (spy)
334	Foreigner (stranded)
335	Foreigner (with outrageous accent)
336	Forester (acorn-grubbing peasant)
337	Forester (forest protector)
338	Forger (artworks)
339	Forger (documents)
340	Fortune-teller (annoying doom-prophet)
341	Fortune-teller (crone)
342	Fortune-teller (fraud)
343	Fortune-teller (gypsy)
344	Fugitive
345	Gambler (deadly games)
346	Gambler (notorious cheat)
347	Gambler (recent big losses)
348	Gambler (recent big winnings)
349	Gambler (with lucky charm)
350	Gambling den owner
351	Ghost (dangerous)
352	Ghost (female)
353	Ghost (harmless apparition)
354	Ghost (unquiet spirit)
355	Gladiator (famous)
356	Gladiator (slave)
357	Gladiatorial trainer
358	Glassblower
359	Goldsmith (cursed)
360	Goldsmith (general)

Die Roll	Patron or Target (d1000)
361	Goldsmith (impoverished)
362	Goldsmith (rich)
363	Goldsmith (skilled)
364	Goldsmith (threatened)
365	Goldsmith (with rival)
366	Governor
367	Governor (benevolent)
368	Governor (cursed)
369	Governor (local)
370	Governor (oppressive)
371	Governor (with personal problem)
372	Grave robber (accused)
373	Grave robber (avaricious)
374	Grave robber (necromantic purposes)
375	Grave robber (terrified)
376	Grave robber (with curse therefrom)
377	Grim reaper (yep, no kidding)
378	Guardian (archives)
379	Guardian (bodyguard)
380	Guardian (criminal evidence)
381	Guardian (holy book or relic)
382	Guardian (of child)
383	Guardian (of idea or concept)
384	Guardian (of magical item)
385	Guardian (of place)
386	Guardian (other)
387	Guardsman
388	Guildman (high ranking)
389	Guildmaster (assassin)
390	Guildmaster (craft)
391	Guildmaster (merchants)
392	Guildmaster (profession)
393	Guildmaster (thieves)
394	Guildsman (loyal and hardworking)
395	Guildsman (secret freelancer)
396	Gypsy (adventurer)
397	Gypsy (beautiful)
398	Gypsy (crone)
399	Half-breed
400	Hangman (loves his job)
401	Hangman (retired)
402	Hangman (working in his official capacity)
403	Harem keeper (cruel)
404	Harem keeper (dishonest)

Table 1-8: Patrons and Targets Continued

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

Table 1-8: Patrons and Targets Continued

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

Table 1-8: Patrons and Targets Continued

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

Table 1-8: Patrons and Targets Continued

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

Table 1-8: Patrons and Targets Continued

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

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
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

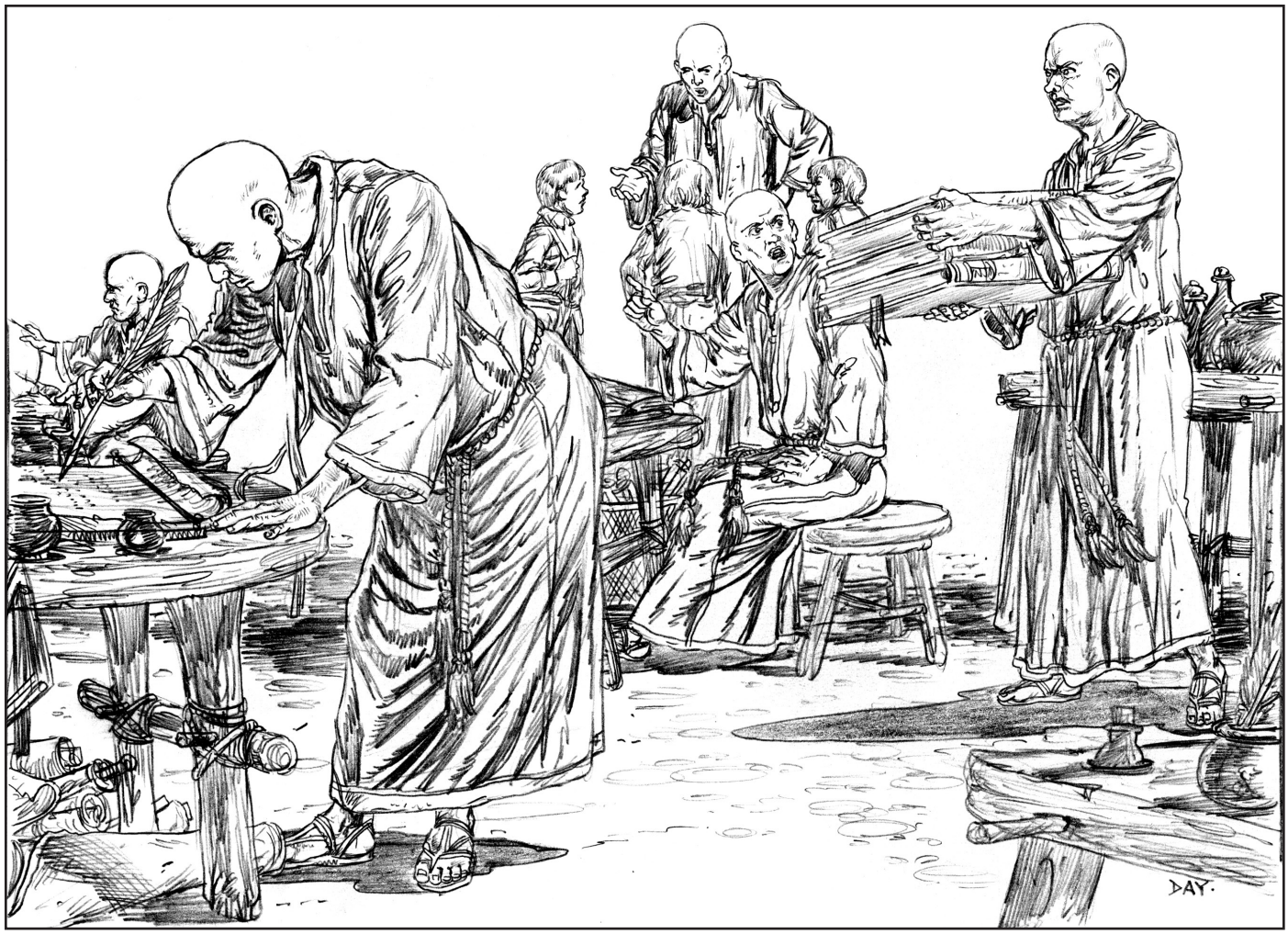


Table 1-10: Hooks and Motivations

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 prophesy 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 d etails 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 1-11: Master Table of Villainous Plans

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.
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)
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)
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.
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
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
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.
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
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.
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.
72-78	**Political Power** – the villain seeks to gain direct or indirect political power at some level of government.
79-81	**Random Acts** – the villain acts randomly in villainous ways
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)
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)
01-05	**Addiction.** The villain uses peoples' addictions to get them to take evil actions
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.
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.
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.
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.
26-30	**Enchantment.** The villain is magically charming people, then persuading or ordering them to commit evil actions.
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.
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.
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.)
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.
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.
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.
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).
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.
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.
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.
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.
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.
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.

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 a 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 *Othello*, 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 prophesy, 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

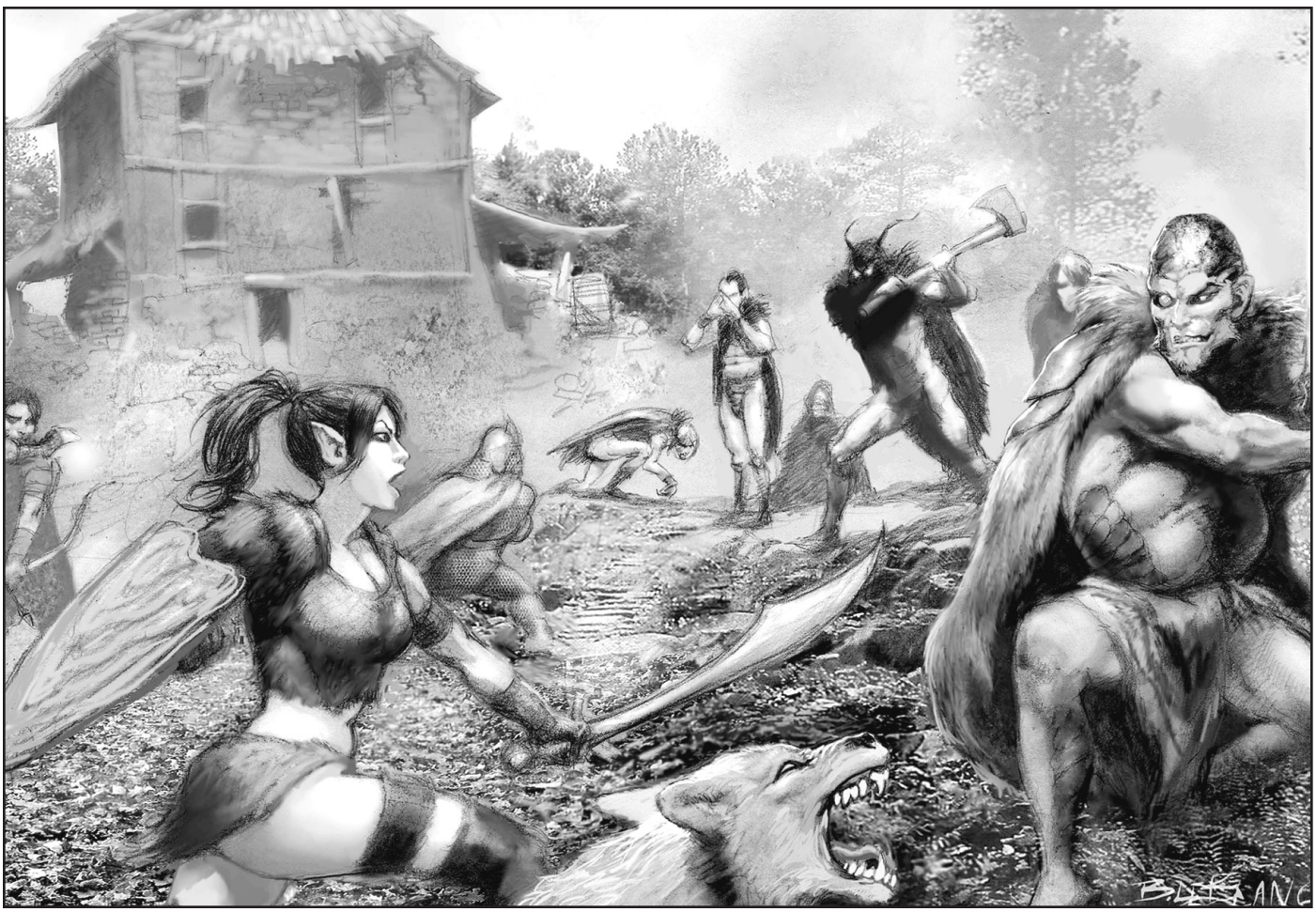


Table 1-19: Reason for Seeking Vengeance/Revenge

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

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

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

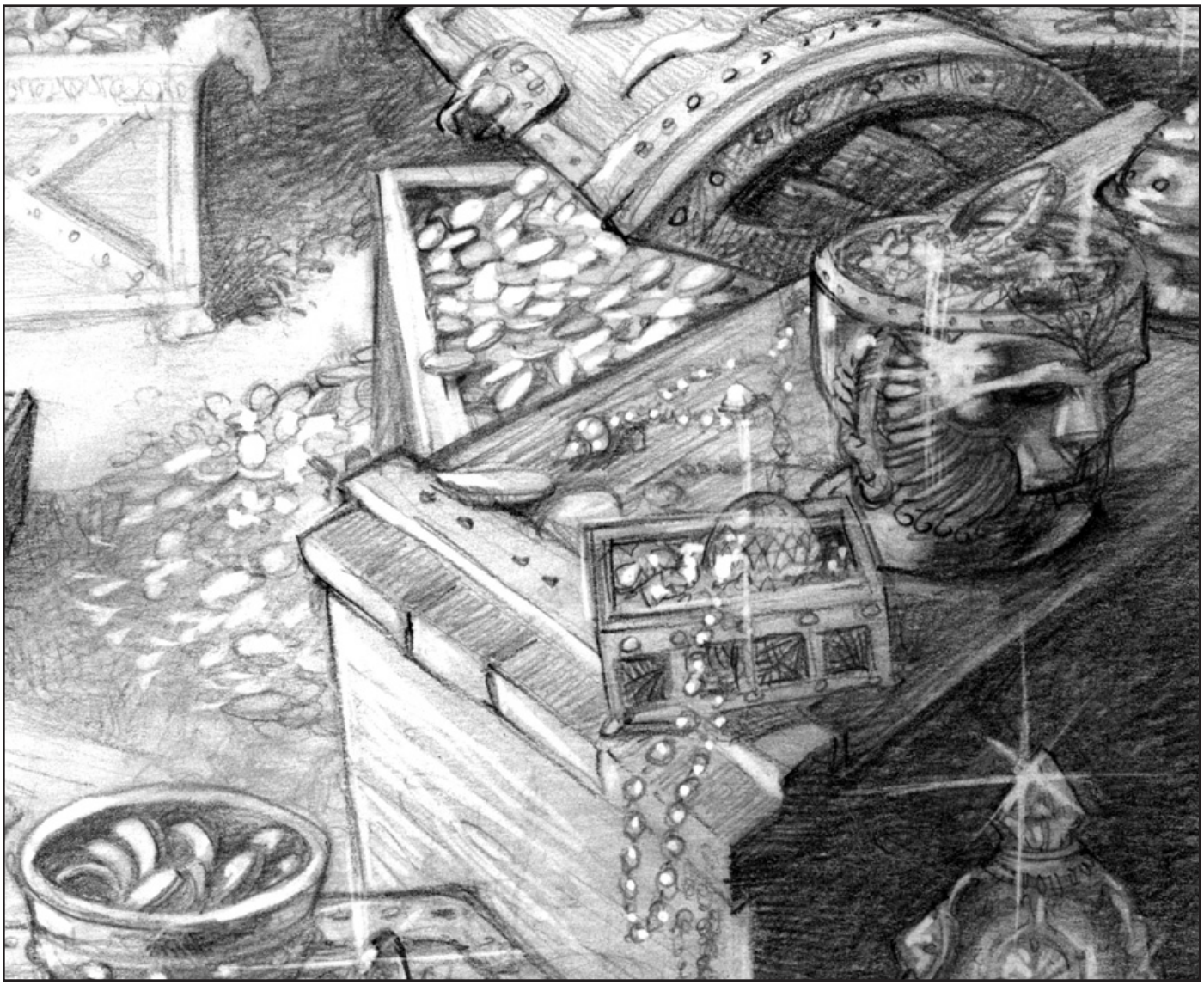
Die Roll	Good-Aligned Group to be Targeted (d100)	Intended Method of Destruction (d100)
01-05	All followers and worshippers of a particular deity	Alter effects of the group's activities, turning the results into something deleterious instead of beneficial (poisoning new wells, appointing cruel masters 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 jealously.
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 prophesy 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 Shapechanger.** Villain's minion is using shapechanging 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 contamination 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.

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 by framing him 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).

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
01-06	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 burpose…
07-12	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.
13-18	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.
19-24	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.
25-30	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.
31-36	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
37-42	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.
43-48	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.
49-54	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.
55-60	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.
61-66	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.
67-72	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.
73-78	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.

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

Die Roll	Cycle or Trigger Event (d100)	Comments
79-84	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.
85-90	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 an 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	Assassinates 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 ou
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.

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BOOK TWO:

Monsters

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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

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

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 creatures (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).

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.

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

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 2-5: 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

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

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)

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 T*he 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 Cabbalist 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 Dimitrodon (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
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
32	Body: multiple armored segments like centipede (probably with multiple legs)
33	Body: naturally very fat (with whatever consequences seem fitting, positive or negative)
34	Body: no usable claws, digits are froglike or fingerlike
35	Body: oozes globules of some kind
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)
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.
38	Body: resembles rock or stone rather than scaly
39	Body: resembles water when dragon is lying down and not moving
40	Body: round and spiderlike, with spindly legs (still covered with scales, though)
41	Body: scales interspersed with chunks of other substance such as glass, metal, stone, etc.
42	Body: scales on dragon's back grow into oddly shaped extrusions resembling coral, stalagmites, or twigs
43	Body: secondary creature or parasite is always attached to the body
44	Body: segmented like worm, armored
45	Body: series of insect-like segments, scaly skin
46	Body: serpentine, no legs or vestigial legs only
47	Body: sharp ridges, spines, or scales on underside
48	Body: sharp, cutting scales
49	Body: short, stumpy legs, probably less useful in combat than normal (like an alligator's)
50	Body: skin resembles a frog's, not scaly
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.
52	Body: spiked
53	Body: spore-sacs or other bulbous growth
54	Body: ten or more legs, probably less muscular than normal dragon legs
55	Body: translucent, semi invisible, or invisible in normal state
56	Body: turtle-like shell
57	Body: vestigial wings, might levitate or leap
58	Body: vulnerable underside much less armored than back
59	Head: almost completely featureless face, or missing a feature such as eyes or even a mouth
60	Head: antler-like horns used for defensive parrying of some kind
61	Head: antler-like horns, used for attacks
62	Head: ant-like mandibles around mouth (extra damage, probably)
63	Head: armored bone plate behind head, like triceratops

Die Roll	Feature
64	Head: Catfish-like "whiskers," possibly used as adjunct to normal senses
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).
66	Head: expandable "hood" of skin like hooded cobra
67	Head: large expandable sac under jaw for swallowing and holding opponent, like lizard
68	Head: large fan/ruff around neck, like Australian frilled lizard
69	Head: large, bulging, toad-like eyes
70	Head: large, multi-faceted eyes (probably with a gaze attack)
71	Head: long horns like bull, used for attacks and/or throwing opponents
72	Head: long, frog-like tongue, adhesive
73	Head: long, whip-like tongue used to lash opponents
74	Head: long, whip-like tongue, used to grab opponents
75	Head: massive head and ability to swallow opponents
76	Head: multiple eyes or additional eye
77	Head: no teeth – bony ridge in mouth is used for biting
78	Head: prominent crest on head, like rooster or cockatiel (likely of large scales rather than feathers)
79	Head: resembles that of a beaked dinosaur
80	Head: resembles that of a cat (with scales)
81	Head: resembles that of a crocodile
82	Head: resembles that of a ram or goat (with scales)
83	Head: resembles that of a serpent
84	Head: rhinoceros horn, used for attacks
85	Head: teeth like saber-tooth tiger (probably extra damage on bite)
86	Head: three heads
87	Head: tusks like boar, causes extra damage on bite and/or can be used to throw opponents
88	Head: tusks like elephant or mammoth, used for attacks and/or for throwing opponents
89	Head: two heads
90	Head: unnaturally ugly face, possibly causing fear-type or other effect
91	Tail: earwig-like pincer
92	Tail: ends in club like an Ankylosaurus, used for attacks
93	Tail: forked, used for attacks
94	Tail: spiked, used for attacks
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

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.

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

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.

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
01-03	Add tail, tentacles, whiskers, etc.
04-06	Age or become younger
07-09	Always hungry
10-12	Always thirsty
13-15	Causes bodily odor (bad or perfume)
16-18	Causes disease
19-21	Causes protective adoration for object in hand or next object picked up.
22-24	Causes rage or depression
25-27	Change form of feet or hands
28-30	Cleans people/items of dirt
31-33	Confusion (directionally impaired)
34-36	Confusion (per spell)
37-39	Cures disease
40-42	Enlarge or shrink
43-45	Geas
46-48	Gender
49-51	Grants next wish

Die Roll	Unusual Transformation
52-54	Grow facial hair
55-57	Hair color (often to white or grey)
58-60	Heightens one random sense (sight, etc.)
61-63	Laugh or cry uncontrollably in next stressful situation
64-66	Luck (adds temporary bonus or penalty to attack rolls, damage rolls, or saving throws)
67-69	Petrifaction
70-72	Polymorph to animal
73-75	Reduces/impairs one random sense (sight, hearing, etc)
76-78	Removes one random sense (blind, deaf, etc.)
79-82	Reverse two randomly determined ability scores
83-85	Smoke wisps from ears, nose or mouth
86-88	Speech forms bubbles, can't be heard until bubble pops
89-91	Subject glows like light source
92-94	Tattoos patterns onto skin
95-97	Turned to wood
98-00	Vulnerable to suggestion from other humans

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, of 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

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 kings 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

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	Misshapen body
51-60	Pimpled	Misshapen 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

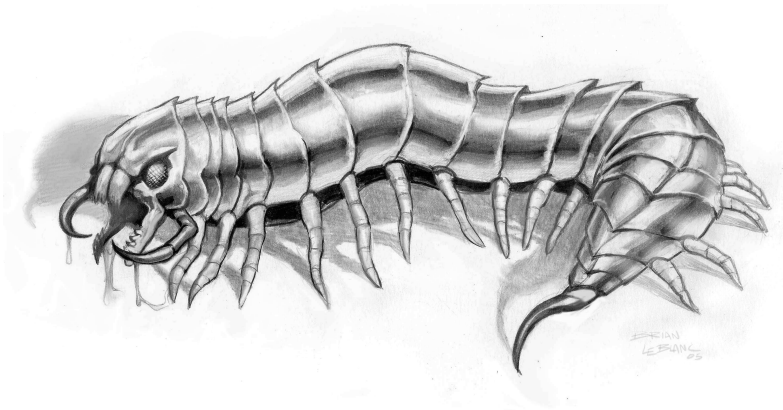
Roll separately for each column of the table. Some terms are deliberately repeated – don't let it throw you.

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)

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.

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

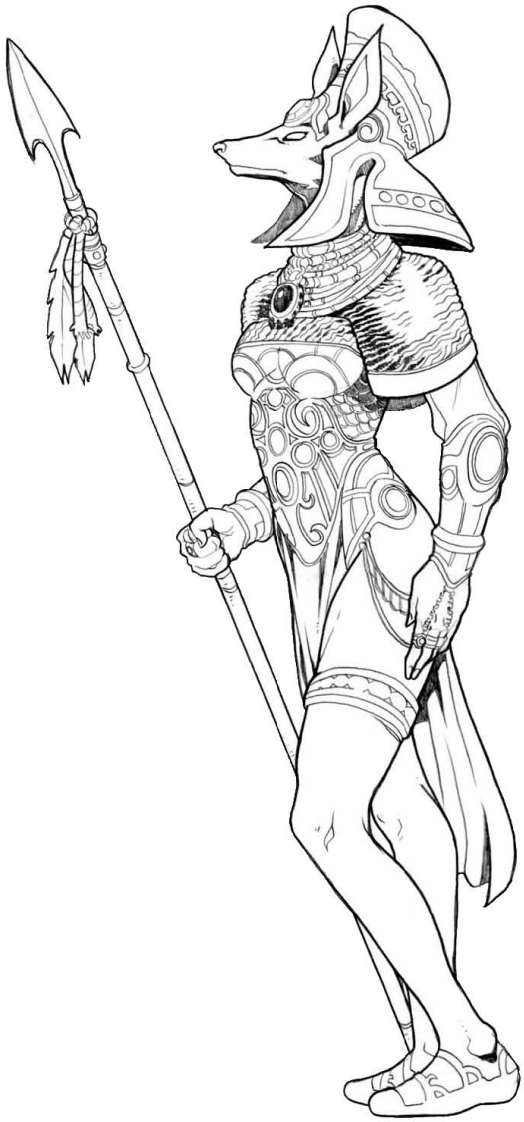


Table 2-38: Thematic Ideas for Mastermind Humanoid Races

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

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 synch 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

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)

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
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	Viscoid
95-96	Umber	Vomit
97-98	Violet	Whey
99-00	Yellow	Worm

Macro-Biotes

Table 2-44: Macro-Biote Form

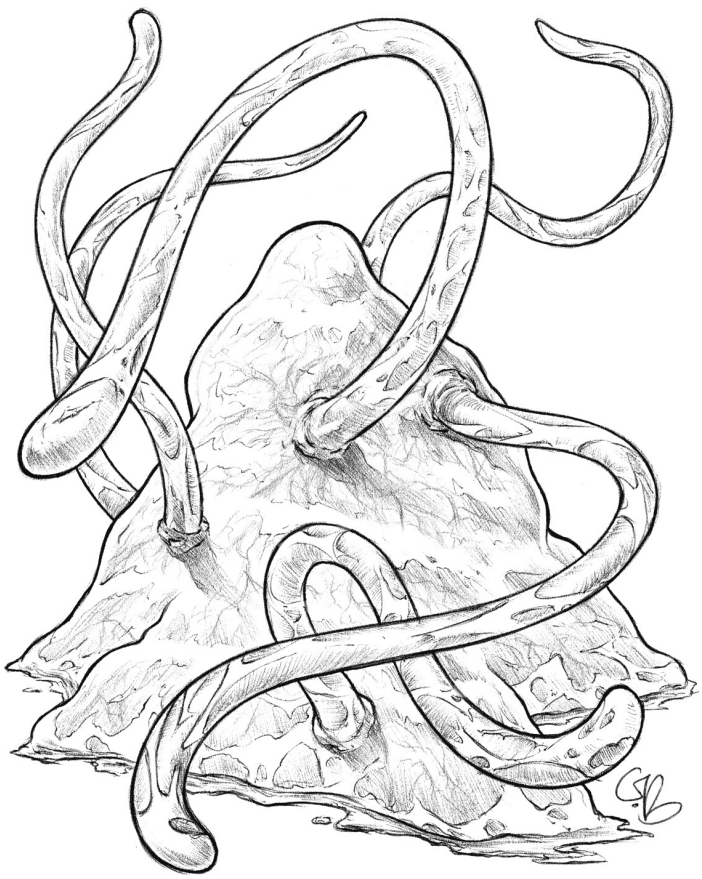
By itself, this table differs from the Ooze table mainly because it adds the possibility of limbs. Things don't get interesting until you combine these results with the ideas in Table 2-44. Results can be individualized by rolling Special Attacks and Defenses on tables in Part Two (Table 2-70 and Table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

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	Prophesies	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 Vancian 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	Disconjunctive	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.

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
01-11	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.
12-22	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 symbiotes) so that they entangle and pull prey toward it.
23-33	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.
34-44	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.
45-55	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.
56-66	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.
67-78	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.
79-90	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.

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 beings 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

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)
01	Deliberately cursed at death by others for actions during lifetime
02	Died after committing crime: Arson
03	Died after committing crime: Assault
04	Died after committing crime: Bankruptcy
05	Died after committing crime: Battery
06	Died after committing crime: Begging
07	Died after committing crime: Blackmail
08	Died after committing crime: Blasphemy
09	Died after committing crime: Breach of contract
10	Died after committing crime: Breach of financial duty
11	Died after committing crime: Breaking and entering
12	Died after committing crime: Bribery
13	Died after committing crime: Burglary
14	Died after committing crime: Cattle theft or rustling
15	Died after committing crime: Consorting with demons
16	Died after committing crime: Counterfeiting
17	Died after committing crime: Cowardice or desertion
18	Died after committing crime: Demonic possession
19	Died after committing crime: Desecration
20	Died after committing crime: Disrespect to clergy
21	Died after committing crime: Disrespect to nobility
22	Died after committing crime: Drug possession
23	Died after committing crime: Drug smuggling
24	Died after committing crime: Drunkenness
25	Died after committing crime: Embezzlement
26	Died after committing crime: Escaped slave
27	Died after committing crime: Extortion
28	Died after committing crime: False imprisonment
29	Died after committing crime: Fleeing crime scene

Die Roll	Nature of the Break (d100)
30	Died after committing crime: Forgery
31	Died after committing crime: Forsaking an oath
32	Died after committing crime: Gambling
33	Died after committing crime: Grave robbery
34	Died after committing crime: Harboring a criminal
35	Died after committing crime: Harboring a slave
36	Died after committing crime: Heresy
37	Died after committing crime: Horse theft
38	Died after committing crime: Incest
39	Died after committing crime: Inciting to riot
40	Died after committing crime: Insanity
41	Died after committing crime: Kidnapping
42	Died after committing crime: Lewdness, private
43	Died after committing crime: Lewdness, public
44	Died after committing crime: Libel
45	Died after committing crime: Manslaughter
46	Died after committing crime: Misuse of public funds
47	Died after committing crime: Murder
48	Died after committing crime: Mutiny
49	Died after committing crime: Necromancy
50	Died after committing crime: Participating in forbidden meeting
51	Died after committing crime: Perjury
52	Died after committing crime: Pickpocket
53	Died after committing crime: Piracy
54	Died after committing crime: Poisoning
55	Died after committing crime: Possession of forbidden weapon
56	Died after committing crime: Prison escape
57	Died after committing crime: Prostitution

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
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
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

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
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 Attribut
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 Attribute
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 Attribute
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

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

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 2-75: 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

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

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

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.

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 *and* 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 *effect* 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 *and* 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 *effect* 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 *and* 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 *effect* 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.

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 *and* 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 *effect* 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.

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 are) – 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 *and* 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.

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

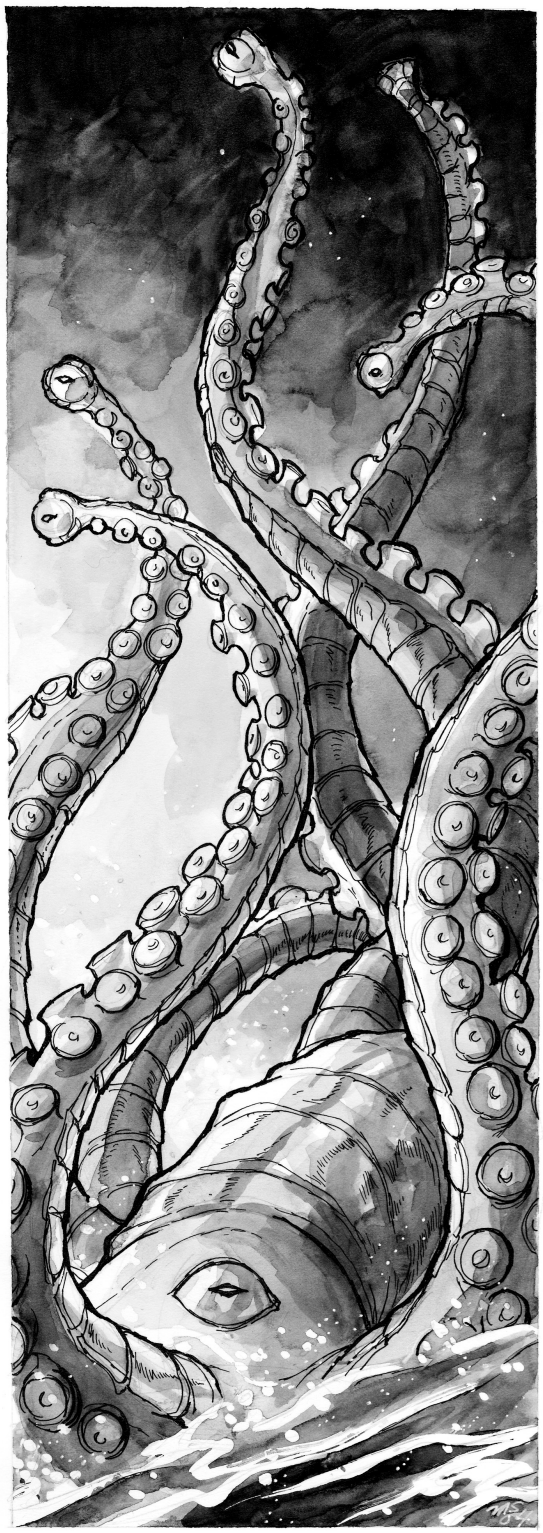


Table 2-82: Special Defenses and Abilities

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
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
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
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

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
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.
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, oozes, 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

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BOOK THREE:

Dungeon Design

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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.

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" 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?

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 geometricians 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

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
01-04	An item held by the party (e.g., a magic staff) or a protective spell loses power as time passes
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)
09-12	Another group of adventurers is racing for the same prize, reward, or achievement as the party
13-16	Crops will fail if solution is not found
17-20	Environmental conditions in the area are becoming more dangerous as time passes (hotter, more smoke, water rising, etc)
21-24	Income tax on the characters' prospective treasure increases (as a percentage) over time
25-28	Living expenses are very high
29-32	Monsters are building or creating a powerful weapon (probably magical, but possibly something like a siege engine that must be taken out)
33-36	Monsters or opponents receive reinforcements as adventure proceeds
37-40	Monsters will change to more powerful form at a certain time
41-44	Monsters will receive large reinforcements at a certain time
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.
49-52	Prisoner may be executed by justice system
53-56	Prisoner may be killed by kidnappers
57-60	Ransom is being increased for prisoner or kidnap victim over time
61-64	Reward is predicated on success by a certain time
65-68	Reward is reduced with every day spent
69-72	Snowfall, sandstorm, or avalanche will prevent access to adventure location after a particular time
73-76	Specific valuable treasure will be destroyed at a specific time (sacrificed, for example)
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)
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)
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
89-92	The characters' basic provisions (or their air) will run out – desert adventures where water supplies are limited are a classic example.
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
97-00	Treasure is something that deteriorates or drops in value over time

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)
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.

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 "brainstone" 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.

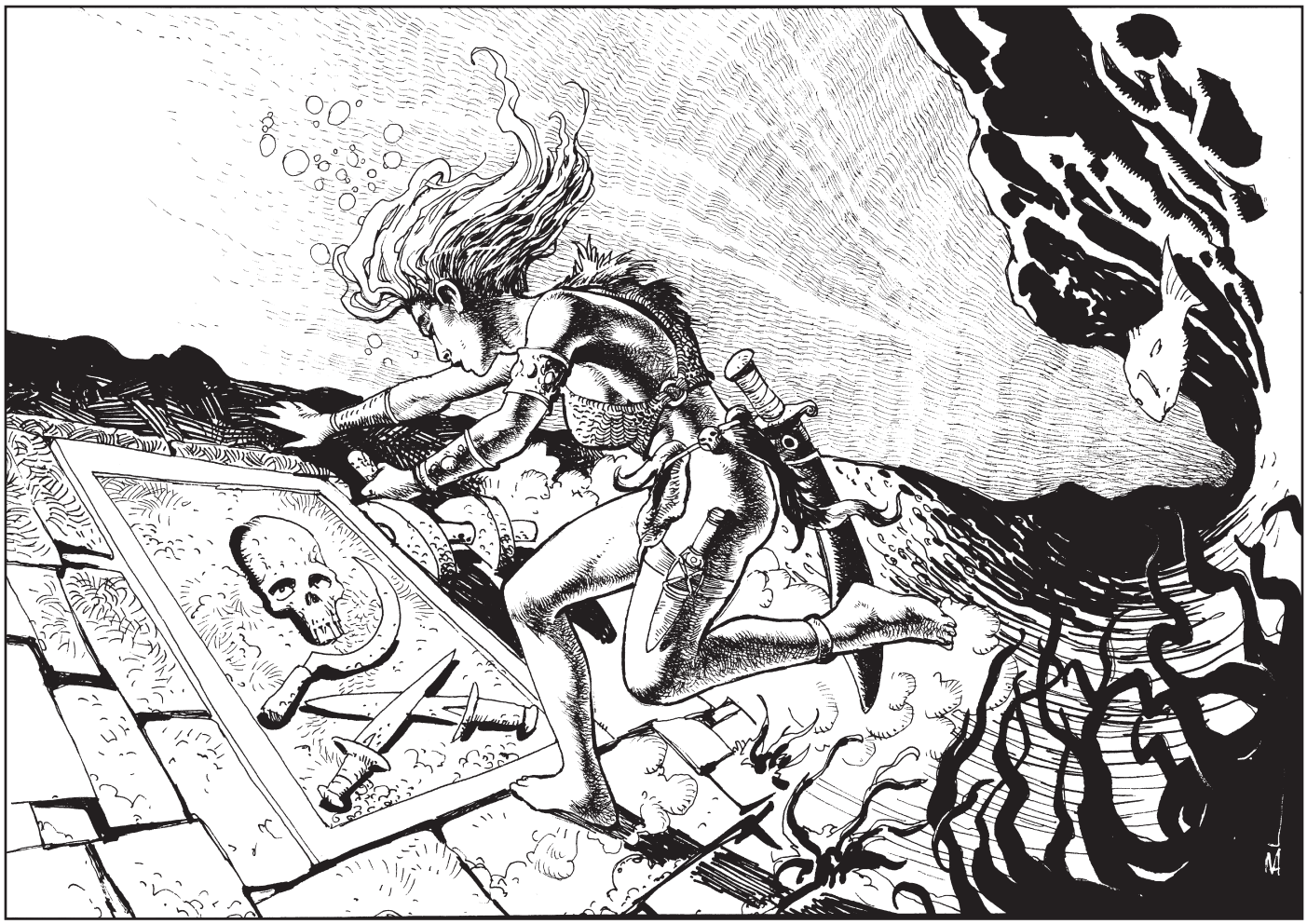
If you keep these five tips in mind while creating a map, you should be able to create a "flow" that maximizes the map's tactical and adventuring qualities.

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.

Table 3-5: 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.



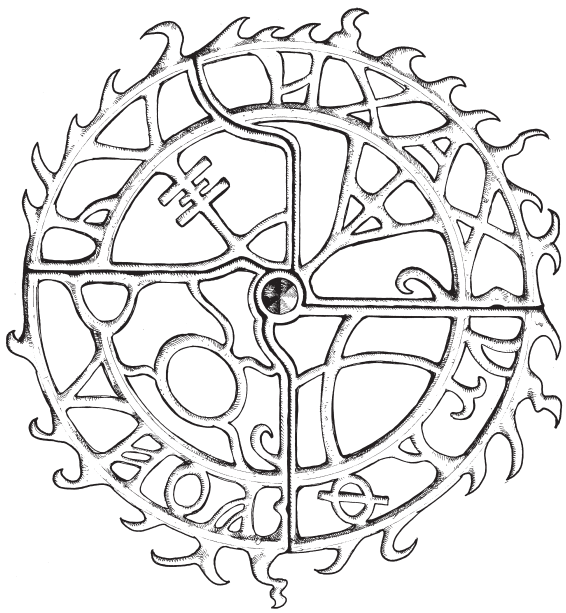
Part Two: Designing a Dungeon Adventure

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 - I f 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

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
06-11	Agent or diplomat	Place of burial	Music	An accident of timing	100 yrs
12-17	Cleric or religious leader such as shaman	Prison	Murder	Something had become impure or tainted	100 yrs
18-23	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
24-30	Intelligent monster	Place of training	Gambling	Justice was served in an ironic fashion	100 yrs
31-35	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
36-40	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
41-45	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
46-50	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)
01-02	Antechamber	A Casanova or sex-addict, human or otherwise
03-04	Archives	A Casanova or sex-addict, human or otherwise
05-06	Arena	A collector of objects or animals
07-08	Armory	A collector of objects or animals
09-10	Art gallery, display area, waxworks, or trophy room	A constructed entity similar to an intelligent golem
11-12	Audience-chamber	A cult or sect of humans, demi-humans, or other humanoids (peaceful)
13-14	Aviary	A cult or sect of humans, demi-humans, or other humanoids (peaceful)
15-16	Banquet hall	A cult or sect of humans, demi-humans, or other humanoids (violent, sinister, or evil)
17-18	Barracks	A cult or sect of humans, demi-humans, or other humanoids (violent, sinister, or evil)
19-21	Bath houses	A demigod
22-24	Bedrooms	A demigod
25-26	Casino	A demonic creature, possibly with slaves of some type (you could roll again to see what sort of slaves)
27-28	Chantry	A giant, possibly a very unique one
29-30	Chapel	A giant, possibly a very unique one
31-32	Cistern or well	A group of traders
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.
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.
37-38	Courtrooms	A notorious poisoner
39-40	Crypts	A notorious poisoner
41-42	Dormitories	A powerful undead creature
43-44	Garden (fungus, orchids or other)	A powerful undead creature
45-46	Granary, warehouse, or storage area	A shapeshifter or lycanthrope
47-48	Kennels	A shapeshifter or lycanthrope
49-50	Kitchen area	A wizard, evil
51-52	Laboratories	A wizard, evil
53-54	Library	A wizard, evil
55-56	Lounge or common room	A wizard, evil
57-58	Meditation chambers	A wizard, not evil
59-60	Offices	A wizard, not evil
61-62	Offices or administration	A wizard, not evil
63-64	Oracle or divination	A wizard, not evil
65-66	Pantries or food storage	An alchemist, human or otherwise
67-68	Prison	An alchemist, human or otherwise
69-70	Privies	An ancient race of humans or a "superior" subspecies of humanity
71-72	Proximity to elemental substance: fire or lava	An ancient race of humans or a "superior" subspecies of humanity
73-74	Proximity to elemental substance: unusual air or gases	An artificer of machines
75-76	Proximity to elemental substance: unusual earth or gems	An artificer of machines
77-78	Proximity to elemental substance: unusual water	An intelligent "Lord" of a type of vermin
79-80	Robing rooms	An intelligent "Lord" of a type of vermin
81-82	Scriptorium	Ancient, horrific creatures that are best forgotten and hopefully aren't still there
83-84	Shrine	Ancient, horrific creatures that are best forgotten and hopefully aren't still there
85-86	Smithies or forges	Band of powerful (relative to the dungeon level) adventurers
87-88	Stables	Band of powerful (relative to the dungeon level) adventurers
89-90	Study	Criminal organization: murderous or violent
91-92	Torture chambers	Criminal organization: murderous or violent
93-94	Training rooms	Criminal organization: thieves, forgers, arsonists, or other non-violent crimes
95-96	Waiting rooms	Criminal organization: thieves, forgers, arsonists, or other non-violent crimes
97-98	Workroom for wizard or other magic-using being	Intelligent vermin
99-00	Workrooms for craftsmen	Intelligent vermin

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 3-11: 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
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.

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 prophesy
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 3-19: 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

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

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	ᚨ	α	𐰀
B	ᛒ	β	𐰁
C	ᚲ	χ	𐰂
D	ᛞ	δ	𐰃
E	ᛖ	ε	𐰄
F	ᚠ	φ	𐰅
G	ᚷ	γ	𐰆
H	ᚦ	η	𐰇
I	ᛁ	ι	𐰈
J	ᛜ	φ	𐰈
K	ᚲ	κ	𐰂
L	ᛚ	λ	𐰉
M	ᛗ	μ	𐰊
N	ᚾ	ν	𐰋

English	Futhark-Based	Greek-Based	Enochian-Based
O	ᛟ	ο	𐰌
P	ᚱ	π	𐰍
Q	ᚹ	θ	𐰎
R	ᚱ	ρ	𐰏
S	ᛋ	σ	𐰐
T	ᛏ	τ	𐰑
U	ᚢ	υ	𐰒
V	v	ϖ	𐰒
W	w	ω	𐰒
X	x	ξ	𐰓
Y	y	ψ	𐰈
Z	z	ζ	𐰔

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 player 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:

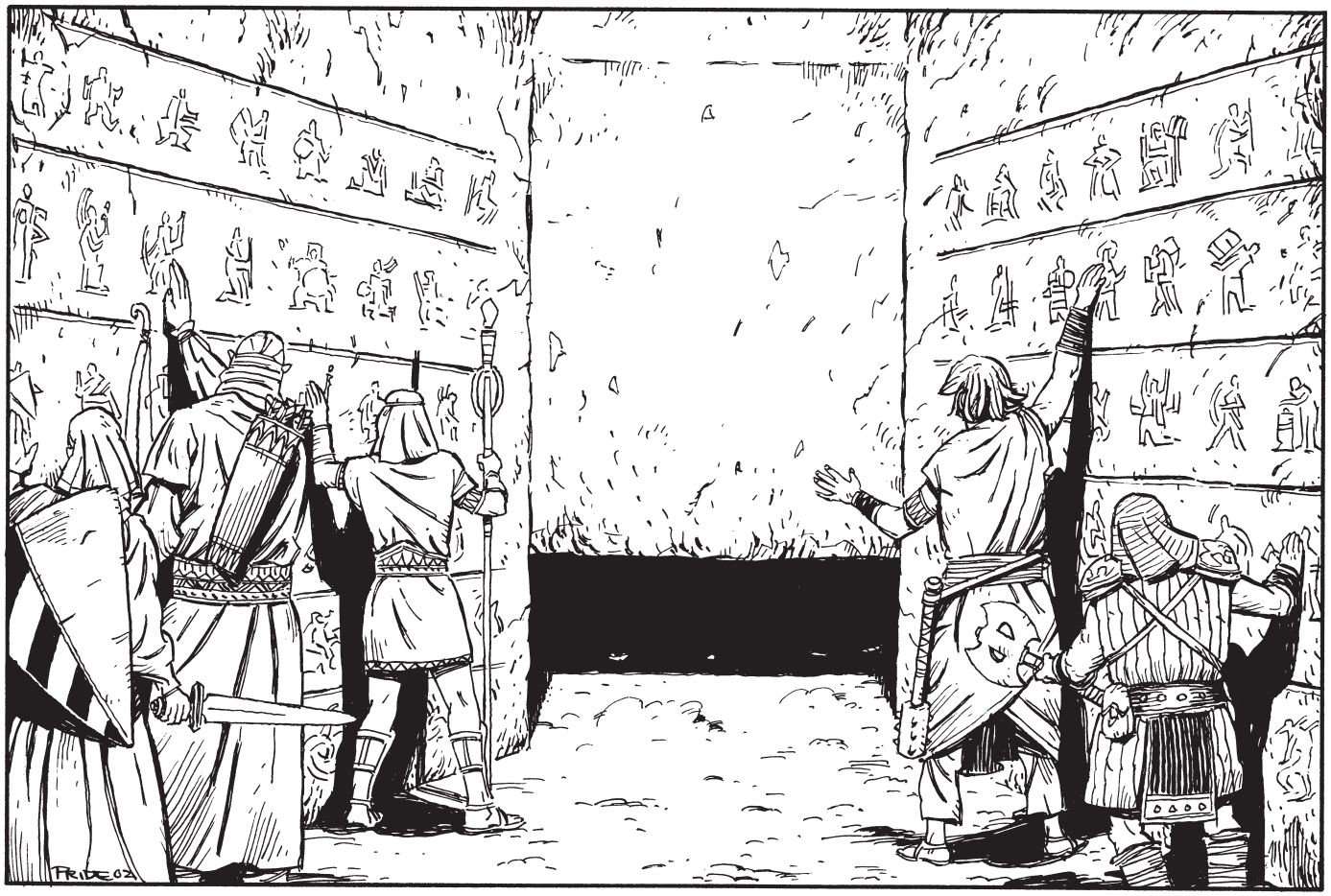
Start with the answer you want, such as, "horse."

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.

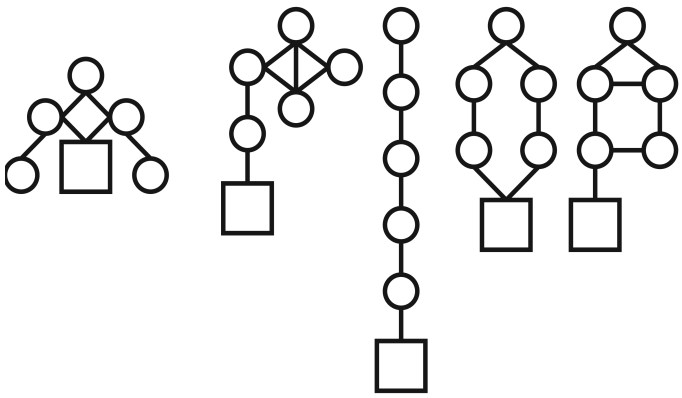
Perhaps as importantly, dividing the dungeon map into such segments allows you, as the designer, to apply your different creative inspirations in small bites. It is much easier to work several different ideas into a dungeon level when there are naturally existing borders to separate one idea from the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

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)
01-05	Pillars down center
06-10	Half-pillars in side walls
11-15	Crumbling or unstable
16-20	Murals or mosaics on walls
21-25	Alcoves
26-30	Slopes up or down
31-35	Several short twists, turns, or zigzags
36-40	Pillars in random locations
41-45	Carvings on walls
46-50	Mosaic or patterned floor

Die Roll	Unusual Features of Corridor (d100)
51-55	High ceiling
56-60	Large grates in floor
61-65	Strong air drafts or even wind
66-70	Dips through short underwater area
71-75	Unusual temperature (hot/cold)
76-80	Holes in walls
81-85	Blocking line of thin pillars or bars 2ft apart blocks carts, mules, large objects
86-90	Tube or pipe rather than corridor
91-95	Trap
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 3-27: 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.

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

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

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 *this* 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)	Glows 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

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).

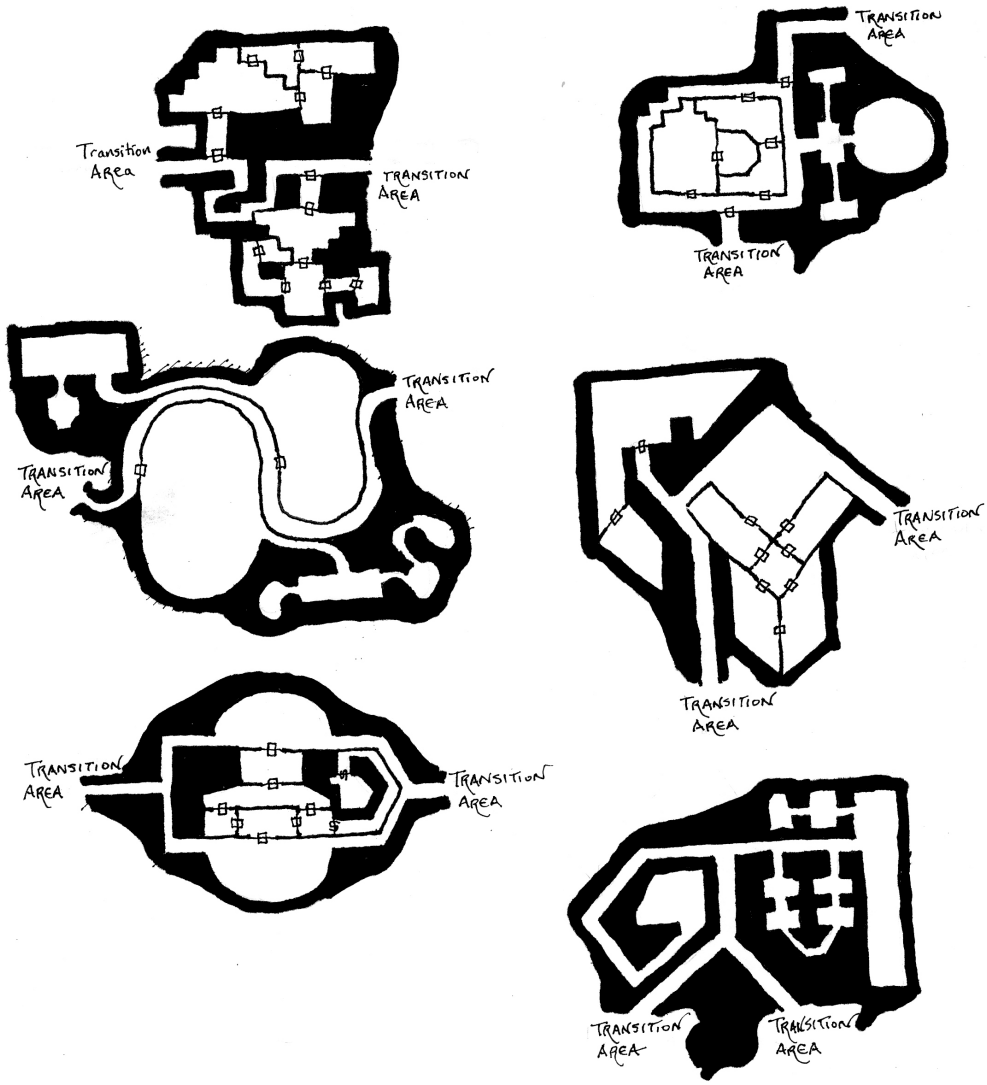
Table 3-41: Arrangement of Rooms/Caverns Within an Area - Continued

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 3-45: 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

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 3-47: 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)
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

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

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

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

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, shape-shifter, 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	Bisected 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)

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

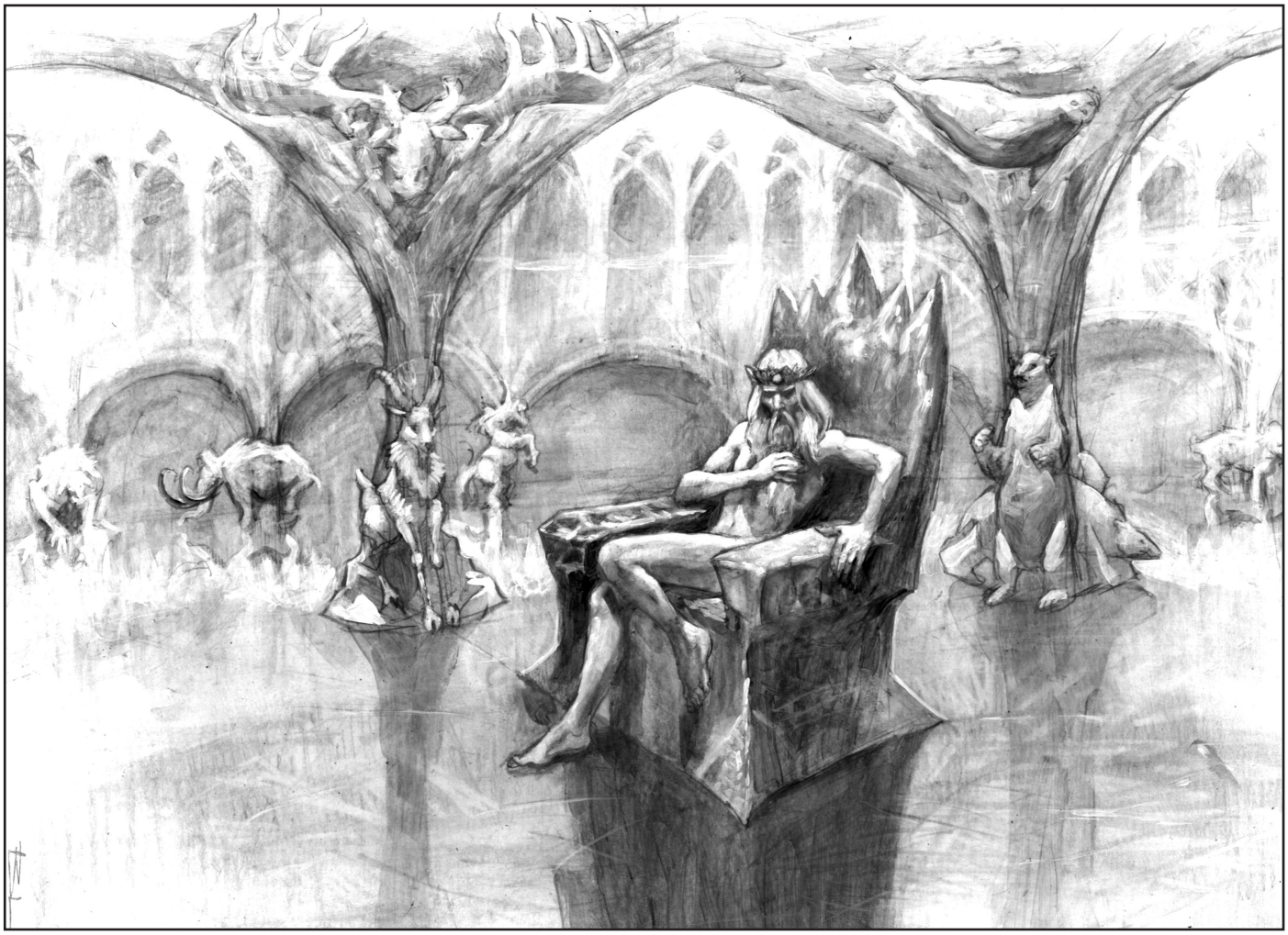
Die Roll	Unusual Structural Detail (d100)	First Part of Name (d100)	Second Part of Name (d100)
28	Floats or levitates, stationary	The Frost Throne	Of Memories
29	Folds up	The Gate-Throne	Of Mists
30	Hangs from ceiling by chains	The Glittering Throne	Of Planting or seeding
31	Has bas-relief carvings	The 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

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 Petrifaction
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

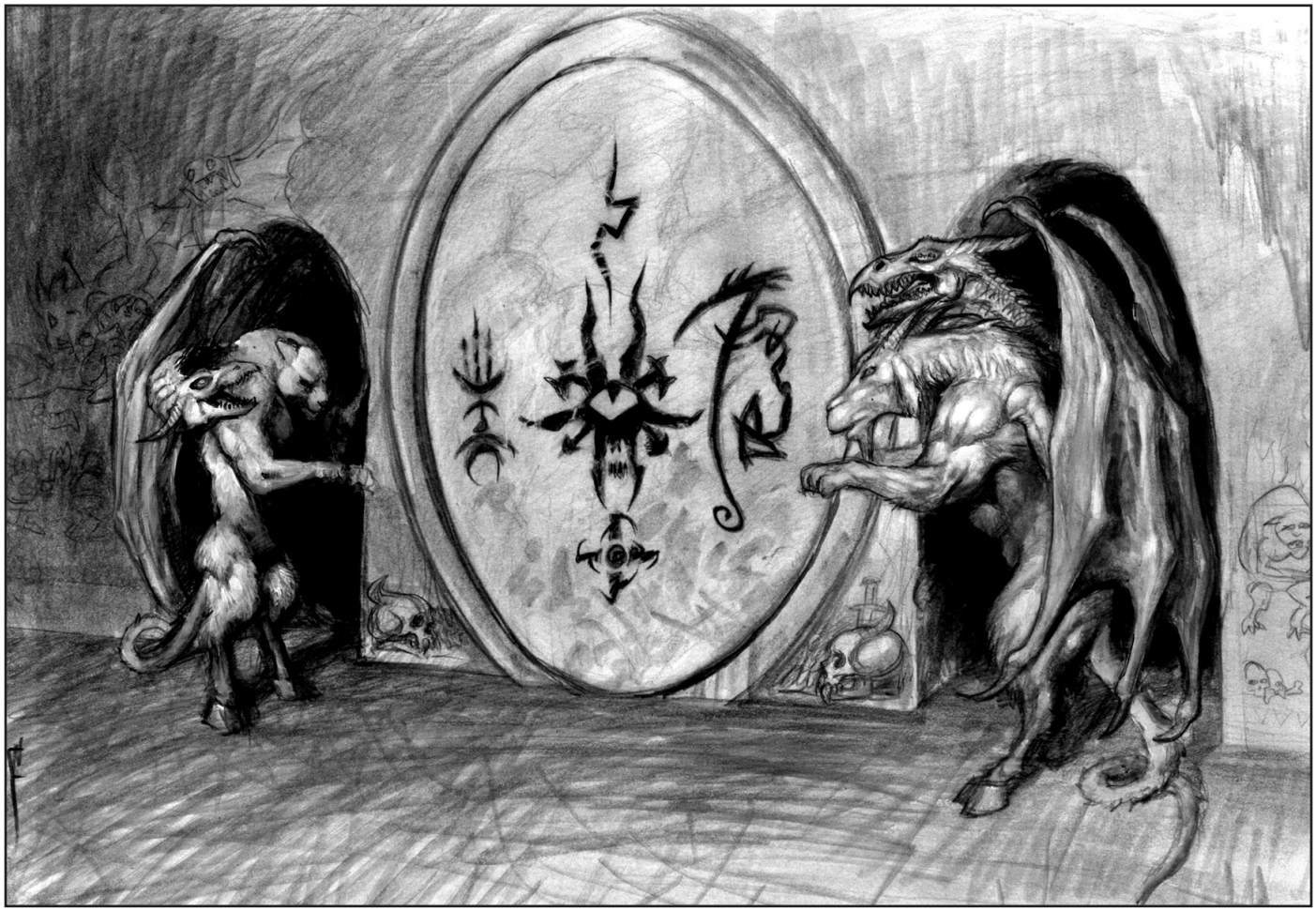
Die Roll	What Comes Next (d100)
70	Slots, Tiles, and Balls
71	Sludge and Poison
72	Something Old, Something New, Something Borrowed, Something Blue
73	Sounds and pits
74	Spiraling corridor leads to something (roll again to see what)
75	Spiraling Room
76	Squares and Guillotines
77	Stairs Up or Down
78	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 Cyclicals
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

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)
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)
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)
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)
81	Room with a Complex Trap (Table 3-137) and a clue (see Table 3-10 for starting ideas)
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.
83	Big Thing (Table 3-49) that causes a magical weakness (see Table 3-142) until it is appeased, turned off, or bypassed
84	Vast cavern filled with different balconies and Level Changes of more than one type (Table 3-50)
85	Unusual Corridor (see Table 3-25) plus an unusual Archway at the end (see Table 3-28)
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.
87	Stairway or door is guarded by a Written Trick (Table 3-114) combined with a Basic Mechanical Trap (Table 3-126).
88-91	Slightly special room (roll once on Table 3-54 for contents) plus an Architectural Trick (Table 3-84 or 3-85)
92	A Strange Thing (Table 3-53A or Table 3-53B).coupled with a Hazard (Table 3-92)
93	Room of unusual size and shape (see Table 3-40) with a Magic Area Trick (Table 3-93)
94	A Level Change (Table 3-50) that goes through a Hazard (Table 3-92) or a rigged natural feature (Table 3-134).
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.

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 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%)

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 *before* 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)
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)

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	Creeeeeeeak…	"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 brrrrooom	"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 *dripping* 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."

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 carven 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

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 3-97: 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 3-99: 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

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.

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 3-101: 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 Shakespearian 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.

The defining characteristic of this type of trick is that there are "safe" and "dangerous" parts of the trick. For a single-rule pathway, you figure out how to do the whole thing safely, all at once, or else you fail and do it the stupid, obvious, or wrong way. For a game-board trick, on the other hand, it is largely random whether you land in the safe or dangerous areas – unless you, as the adventure designer, add some element in which the players can affect their movement through the series.

So, this section offers sets of tables for (1) Single-rule pathways, and (2) Game-board type pathways.

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.

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 *individual* 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-dungeony 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.

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

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)
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

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.

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 *must* 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 3-111: 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 3-111: 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 3-112: 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

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 ot 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.

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

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

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
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

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
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

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 de-activate 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 poin
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 function-ing; 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 airbut 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)	lls 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

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 3-130: 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 3-131: 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

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 3-132: 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 3-132: 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 *and* 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 tripwire) 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)
01-02	A change in mental processes
03-04	A change to the skin
05-06	A sphere of elemental substance: earth, fire, air or water
07-08	A sphere of force or light
09-10	Affects internal organs or brain
11-12	Can be avoided with the use of certain words
13-14	Certain people are unaware of the trap having functioned
15-16	Chiming sound
17-18	Darkness, shadows, or intense illumination
19-20	Dreams or visions
21-22	Fire (oddly colored)
23-24	Floating image or a person, monster, or animal
25-26	Floating motes of light
27-28	Frost or ice
29-30	Glowing metal
31-32	Involves a gem (possibly implanted)
33-34	Involves a glass or metal bottle in some way
35-36	Involves a large piece of cloth such as a tapestry, cloak, or carpet
37-38	Involves a mirror, lens, window, or glass ball
39-40	Involves a mouth making sound, or another obvious source of sound such as a musical instrument
41-42	Involves a pattern on the walls or ceiling
43-44	Involves a snake, serpentine movement, or a twisting path
45-46	Involves a water source such as a fountain, river, or pool
47-48	Involves an hourglass, sundial, or other timekeeping device (tick, tock…)
49-50	Involves disorientation in space

Die Roll	Special Effect (d100)
51-52	Involves eyes
53-54	Involves memory
55-56	Involves movement up or down in some way
57-58	Involves paper or parchment
59-60	Involves pictures on the walls or floor
61-62	Involves plant matter (probably growing suddenly from nowhere)
63-64	Involves runes, possibly glowing, possibly part of the trap's trigger
65-66	Involves the forward or backward movement of time
67-68	Involves the movement of several disks
69-70	Involves the movement of stone
71-72	Involves the movement or sand, powder, or dirt
73-74	Involves the sudden appearance of an animal
75-76	Involves wine
77-78	Involves wood
79-80	Light beams
81-82	Light glow (strangely colored)
83-84	Rope, spider webs, tendrils, or tentacles
85-86	Sleet or hail
87-88	Sparks
89-90	Takes effect slowly and can be avoided with the proper actions
91-92	Thorns or needles
93-94	Thunderclap
95-96	Unwittingly gives clue or revelation as a side effect
97-98	Uses fear in the trap's functioning or effects
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

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 rack/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

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)
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 - 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.

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

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

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 3-157: Effects of Hallucinogens

Die Roll	"Beneficial" Effect (d100)	Progressive Deteriorations (d100)
01-25	Insight; the hallucinogen functions as a low-powered detection spell against specific hazard such as traps, or toward a specific benefit (sensing the presence of gold, for example)	Double-loss of the "beneficial effect." Whatever benefit the character gains while under the drug's influence is reduced below normal while the character is *not* under the influence. The amount of the negative effect probably increases over time, starting out as very minor or not even present. That "not even present" possibility could make a character repeatedly drink from a supply of "potions" that are actually an addictive hallucinogen.
26-50	Attribute Gain: while the character is under the influence of the drug, some attribute score is increased to the point where it creates a bonus or other benefit	Frequent and increasing need for sleep affects normal performance as a character if it isn't met.
51-75	Hit point gain: while the character is under the influence of the drug, he or she is capable of taking more damage than normal.	Increasing episodes of confusion, possibly to the point where a spell caster cannot always succeed at casting a spell, or a fighter cannot reliably make attacks in any particular combat round.
76-00	Berserk attacks or a "danger sense" that gives the character some sort of benefit in combat – some of these might also have a negative effect: berserk attacking usually makes the character easier to hit as well as being able to hit more effectively.	Deteriorating senses: character is becoming less able to see things clearly, for example, starting the process of getting penalties to attack rolls, etc.

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

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 (Amanita Phalloides)
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 (Rozites Caperata)
51	Hartstongue
52	Hawthorn
53	Hedgehog mushroom (Hydnum Repandum)
54	Hellebore
55	Honeysuckle
56	Horehound
57	Horse mushroom (Agaricus Arvensis)

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 (Strobilomyces Confusus Floccopus) – seriously, that's the Latin name
77	Parasol mushroom (Lepiota Procera)
78	Passion-flower
79	Pepper
80	Peppermint
81	Pomegranate
82	Poppy
83	Quince
84	Rose
85	Rose hips
86	Saffron
87	Scaber Stalk mushroom (Leccinum Scaber)
88	Sesame seeds
89	Shaggy Mane (or Inky Cap) mushroom (Coprinus Comatus)
90	Skullcap Root
91	Smearwort
92	Sweetbalm
93	Tarragon
94	Tea
95	Thyme
96	Tree Ear mushroom (Auricularia Polytricha)
97	Trumpet of Death mushroom (Craterellus cornucopioides)
98	Valerian Root
99	Watercress
100	Woodbine (gelsemium)

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

Table 3-165: 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 unshriven
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 3-165: 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

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 Caperata)	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 (Hydnum 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

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	Glows, 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]

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	Growths
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	Sckness 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

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

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

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 3-180: 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.

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

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)
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 symbology 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 - 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 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 have 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

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BOOK FOUR:

Non-Dungeon Adventure Design

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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
91-00	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	Prophesy 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
96-00	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

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

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 4-8: 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 4-9: 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, counterfeiters, 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)

Die Roll	Castle (d100)	Manor (d100)	Temple (d100)	Town (d100)	Village (d100)
01-10	Concentric castle (two surrounding outer baileys)	Hall	Shrine	10d10 houses	1d6 cottages
11-20	Keep	Hall	Chapel	Above plus Donjon citadel	Above plus 1d10 cottages
21-30	Keep	Longhouse	Temple with 1d6 outbuilding	Above plus wooden walls	Above plus 1d10 cottages
31-40	Keep and Bailey with Gatehouse	Longhouse	Fortified Temple	Above plus stone walls	Above plus a manor
41-50	Keep and Bailey with towers, and Gatehouse	Mansion	Acropolis-temple	Above plus gatehouse	Above plus 1d10 cottages
51-60	Keep, inner bailey, outer bailey and Gatehouse	Palace	Standing stones	Above plus concentric walls around donjon	Above plus an inn building

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 ziggurat	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 passages

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

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

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

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 dayd
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

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 build 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	Administrates 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

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

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

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

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 4-50: 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 4-52: 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 4-54: 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 4-55: 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

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 4-56: 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 4-57: 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 *Sailor on the Seas of Fate.*	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

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 phospho-rescent 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	Limps, 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

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 4-77: 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

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
19-21	Distilled liquor (rum, brandy, etc)	Coconuts or palm nuts	Dyes
22-24	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 cortege: 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

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.

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 4-84: 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 4-85: 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 4-86: 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

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 4-99: 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

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
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