

CHAPTER IX: THE UNDERWORLD ENVIRONMENT

Zamacona felt no immediate premonition of evil upon entering that ominous doorway, though from the first he was surrounded by a bizarre and unwholesome atmosphere. The passage, slightly taller and wider than the aperture, was for many yards a level tunnel of Cyclopean masonry, with heavily worn flagstones under foot, and grotesquely carved granite and sandstone blocks in sides and ceiling. The carvings must have been loathsome and terrible indeed... After some distance the tunnel began to dip abruptly, and irregular natural rock appeared on all sides. The passage seemed only partly artificial, and decorations were limited to occasional cartouches with shocking bas-reliefs.

Following an enormous descent, whose steepness at times produced an acute danger of slipping and tobogganing, the passage became exceedingly uncertain in its direction and variable in its contour. At times it narrowed almost to a slit or grew so low that stooping and even crawling were necessary, while at other times it broadened out into sizeable caves or chains of caves. Very little human construction, it was plain, had gone into this part of the tunnel; though occasionally a sinister cartouche or hieroglyphic on the wall, or a blocked-up lateral passageway, would remind Zamacona that this was in truth the aeon-forgotten high-road to a primal and unbelievable world of living things.

For three days, as best he could reckon, Pánfilo de Zamacona scrambled down, up, along, and around, but always predominately downward, through this dark region of palaeogean night. Once in a while he heard some secret being of darkness patter or flap out of his way, and on just one occasion he half glimpsed a great, bleached thing that set him trembling. The quality of the air was mostly very tolerable; though foetid zones were now and then met with, while one great cavern of stalactites and stalagmites afforded a depressing dampness.

- HP Lovecraft and Zealia Bishop

The Mound

Dungeon & Cavern Mapping Symbols: These stylized symbols are based on the classic TSR module map sets and are an ideal reference for making your own 'old-school'-style maps.

Dungeons: These general tables are intended to help detail features of random or purpose-built dungeons. They are not intended to be a complete 'dungeon generator', but to supplement those tables found in [OSRIC](#).

Encounters in the Dungeon: These random encounter tables are sorted according to level and including monsters from [OSRIC](#), [Monsters of Myth](#) and this volume.

Ruins: This page provides tables useful to the DM when detailing both underworld and wilderness ruins.

Graves & Tombs: With these tables the DM can generate anything from a single grave up to a royal mausoleum, along with any treasures and guardians within.

Caverns: These tables are most useful for underworld exploration. Given the type of passage, direction and special features can be generated to further detail both large and small subterranean

complexes.

Mines: With these tables, the DM can detail both active and abandoned mines as well as their inhabitants. If the party is engaged in prospecting, these tables are especially useful for generating the actual output of mine, encounters with claim jumpers and the like.

Tricks & Traps: Finally, this series of tables offer a comprehensive system for generating unique and interesting traps and trick devices. The DM is encouraged to consult them as an inspirational resource when preparing his or her own adventures or as an aid in random dungeon generation.

Dungeon & Cavern Mapping Symbols

[picture_1](#)

Dungeons

NOTE: These tables may be used in conjunction with those found in OSRIC Chapter IV. Individual GM's may also prefer to use them for inspiration and pick results as desired. A small dungeon may be of a single type, while a "megadungeon" may be made up of several types.

Dungeon Types	
d%	TYPE
01-05	Academy / Hermitage
06-10	Arena / Death Maze
11-15	Bottomless Pit
16-26	Communal Lair
27-35	Cult Headquarters
36-42	Fortress / Citadel
43-45	Mad Wizard's Playground
46-55	Mine
56-62	Natural Cavern
63-65	Gaol / Prison
66-70	Ruins
71-74	Sewers
75-80	Solitary Lair
81-83	Subterranean Settlement
84-90	Temple / Shrine
91-92	Thieves' / Assassins' Guild
93-97	Tomb / Crypt
98-99	Treasury
00	Underground River, Lake

DESCRIPTIONS

Academy/Hermitage: A facility dedicated to religious, magical or martial study and training. For additional details **consult Chapter X, Schools, Academies & Training Halls. Typical encounters:** Magic-Users, Clerics, Assassins, Kung-fu Monks, Paladins

Arena / Death Maze: A dungeon designed to test or kill those unlucky enough to enter. Possible encounters could include enemy combatants, deadly monsters and traps and tricks designed to kill the unwary. **Typical encounters:** Traps, tricks, monsters

Bottomless Pit: A very deep (not necessarily bottomless) shaft. Individual dungeon levels may be on ledges at various points along the shaft. **Typical encounters:** Dragons, demons, devils

Communal Lair: The dungeon houses one or more communities social monster types. Depending on the circumstances, the dungeon may have been dug or burrowed out (e.g. giant ants, kobolds), a natural cavern, or an older ruin that was simply appropriated by the current inhabitants. **Typical encounters:** To determine the primary inhabitants consult the table below: **Communal Lair.**

Cult Headquarters: The base of a (usually evil) religious cult. To generate additional details consult **Chapter XI: Weird Cults & Heretical Sects. Typical encounters:** Clerics, Druids, Paladins, cultists

Fortress / Citadel: A military facility designed primarily for the self-defense of its inhabitants. The dungeon may be entirely underground or may be built under a surface structure like a castle or keep. To generate additional details consult **Chapter X: Fortresses, Castles, Keeps & Towers. Typical encounters:** Fighters, barbarians, cavaliers, bandits, brigands, thieves, demi-humans, humanoids

Mad Wizard's Playground: A dungeon designed by an eccentric and powerful mage with inscrutable motives. Such a dungeon could include almost anything or anyone. **Typical encounters:** Tricks, traps, golems

Mine: The dungeon is either a working mine inhabited by its original builders or abandoned and possibly inhabited by monsters or other invaders. The GM should decide who the original builders were and the current status of the mine. To generate additional details consult the **Mines** section later in this chapter. **Typical encounters:** Humans, dwarfs, dvergar, gnomes, orcs, goblins, insects/vermin

Natural Cavern: The dungeon is actually a series of natural caverns which may have been expanded or worked by intelligent inhabitants. To generate additional details consult the **Caverns** section later in this chapter. **Typical encounters:** Any subterranean humanoids, non-humans, insects/vermin

Gaol / Prison: This is a facility originally designed to house prisoners. It may still be functioning as a prison, in which case the GM should generate the types and numbers of prisoners and guards. To generate additional details consult **Chapter X: Gaols & Prisons. Typical encounters:** humans, humanoids, demi-humans.

Ruins: The dungeon is a ruin of some type. In some cases it may be constructed under surface ruins. The GM should decide on the original builders, the age of the ruins, and the current inhabitants if any. To generate additional details consult the Ruins section later in this chapter. **Typical encounters:** Undead, humanoids, bandits, brigands, insects/vermin

Sewers: These are tunnels and waterways constructed to convey effluent. They are usually, but not always, constructed under a settlement of some sort. The GM should decide whether the sewers are still operational, the original builders, and the current inhabitants (if any). **Typical encounters:** Slimes, jellies, otyughs, insects/vermin, Thieves, Assassins, cultists

Solitary Lair: This dungeon is the dwelling place of a single and usually quite powerful monster. In some cases, the monster may have a number of weaker servitors. **Typical encounters:** To determine the primary inhabitant consult the subtable below: **Solitary Lair**.

Subterranean Settlement: The dungeon is a subterranean city, town, or village. The GM should decide on the who the original builder(s) of the settlement were and the current inhabitants. To generate additional details roll on the subtable **Communal Lair** and then consult **Chapter X: Settlements**. **Typical encounters:** Dwarfs, dvergar, gnomes, humanoids, intelligent non-human groups

Temple / Shrine: To generate additional details consult **Chapter XI: Temples & Shrines**. **Typical encounters:** Clerics, Druids, Paladins, cultists

Thieves' / Assassins' Guild: To generate additional details consult **Chapter X: Underworld Guilds**. **Typical encounters:** Thieves, Assassins

Tomb / Crypt: To generate additional details consult the **Graves & Tombs** section later in this chapter and Chapter X: Graveyards & Necropoli. **Typical encounters:** Undead, insects/vermin

Treasury: The dungeon was constructed by someone or something to store a vast hoard of wealth. The treasure (and guards) may or may not still be present. **Typical encounters:** Tricks, traps, golems, guardian daemons, human/humanoid./monster guards

Underground River / Lake: This dungeon is similar to a natural cavern (c.f.**Caverns** later in this chapter) but its most predominant feature is a subterranean body of water or another liquid (e.g. lava). **Typical encounters:** Troglodytes, lizard men, batrachians, aquatic monsters/animals.

DUNGEON LAIRS

Communal Lair	Solitary Lair	
	OCCUPANTS	OCCUPANT
d%		
01-02	Annunakim	Aboleth
03-04	Assassin *	Anti-Paladin
05-06	Batrachian	Assassin *
07-08	Bugbear	Bhannog
09-10	Caveman	Black Dragon
11-12	Cheiropteran	Blue Dragon
13-14	Cuttie-Spoorn	Brass Dragon
15-16	Dark Creeper / Dark Stalker	Bronze Dragon
17-18	Dark Elf	Cephaloid
19-20	Deep One	Cleric *
21-22	Demon	Copper Dragon
23-24	Derro	Crypt Thing
25-26	Devil	Daemon
27-28	Dire Corby	Demon
29-30	Doppleganger	Devil
31-32	Drowad	Dracolisk
33-34	Dvergar Dwarf	Elementalist
35-36	Dwarf	Fighter *

37-38	Flind	Froghemoth
39-40	Formian	Funghemoth
41-42	Gargoyle	Giant Troll
43-44	Gnoll	Gold Dragon
45-46	Gnome	Greater Otyugh
47-48	Grimlock	Green Dragon
49-50	Hobgoblin	Guardian Drake
51-52	Hominid Troglodyte	Hydra
53-54	Kech	Illusionist *
55-56	Kobold	Kheph
57-58	Lizard Man	Lich
59-60	Men, Bandit / Brigand	Likho
61-62	Fighter *	Magic-User *
63-64	Minotaur	Mummy
65-66	Mongrelman	Necromancer *
67-68	Onocentaur	Ocular Tyrant
69-70	Orc	Oculethe
71-72	Slaasthaki	Rajkami
73-74	Svartling	Red Dragon
75-76	Svirfneblin	Red Troll Drake
77-78	Tengu	Shroom
79-80	Thief *	Silver Dragon
81-82	Troglodyte	Spiny Dragon
83-84	Troll	Stygian Serpent
85-86	Vegepygmy	Thessalhydra
87-88	Vilstrak	Thief
89-90	Vulchling	Two-headed Troll
91-92	Werebat	Vampire
93-94	Wererat	Velikul
95-96	Werewolf	Warlock *
97-98	Witch *	White Dragon
99-00	Wolfwere	Witch *

* GM should either create an NPC or roll on the appropriate table from the NPC Assortments

DIRECTIONS: The following tables are to determine the initial ingress point into the dungeon and its age, size and dungeon master.

Main Dungeon Entrance(s)	
1d20	ENTRANCE
1	Cave-in
2	Lair of Monster
3	Basement
4	Secret Door
5	Behind a Waterfall
6	Mouth of Dark Cavern
7	Stone Valve
8	Abandoned Mineshaft

9	Secret Tunnel
10	Half-buried Ruin
11	Mouth of a Volcano
12	Magical Portal
13	Crevasse/Fissure/Gorge
14	Cliffside Cave
15	Massive Stone Megalith
16	Teleportation Device
17	Underwater Tunnel
18	Illusory Wall
19	Sewer
20	Insect Hive

Dungeon Age		Dungeon Size		
d%	CONDITION	AGE	d%	SIZE
01-05	Under construction	1d4 months	01-25	Small, 1d2 levels
06-10	Brand New	1d12 months	26-35	Average, 1d3 levels
11-15	New	1d4 years	36-60	Large, 1d8+1 levels
16-25	Slightly Aged	1d10 years	61-80	Big, 2d6 levels
26-40	Slightly Aged	1d4x5 years	81-95	Immense, 2d10 levels
41-50	Worn	1d4 x 10 years	96-00	Megadungeon, 5d10 levels
51-60	Worn	2d4 x 10 years		
61-75	Aged	1d100 years		
76-85	Aged	2d100 years		
86-90	Ancient	1d100 x 10 years		
91-97	Very Ancient	1d100 x 100 years		
98-00	GM's Choice	variable		

Dungeon Master(s)		Dungeon Master's Motives		
d%	TYPE/RACE	EXAMPLE(S)	1d10	GOAL
01-05	Extra-planar Race	Annunakim, Cephaloids	1	Megalomaniac expansionist(s)
06-10	Animal(s)	Bear, Wolf	2	Insane murderer(s)
11-15	Constructed/Summoned Guardian	Golem, Elemental, Guardian Daemon	3	Bitter exile(s) scheming revenge
16-20	Dragon(s)	Red Dragon, Wyvern	4	Minion(s) of another NPC/group
21-23	Fey Creature(s)	Pixies, Leprechauns	5	Prisoner(s) plotting escape
24-30	Giant(s)	Fire Giant, Cyclops, Titan	6	Arcane scholar(s)
31-40	Human NPC/NPC Group	Necromancer, Anti-Paladin, Warlock, Assassin, Bandits	7	Religious fanatic(s)
41-50	Humanoid NPC/NPC Group	Orcs, Goblins, Bugbears, Grimlocks	8	Defensive bunker nut(s)
51-60	Plants/Fungi	Vegepygmies, Shrooms	9	Greedy robber(s)/hoarder(s)

61-70	Demihuman NPC/NPC Group	Dwarf, Gnomes, Halflings	10	Inimical
71-80	Undead	Lich, Vampire		
81-90	Lycanthrope/Shapechanger	Wererats, Doppelganger		
91-95	Demon/Devil	Succubus, Uduk, Ice Devil, Manalishi		
96-00	Insects/Vermin	Giant Rats, Giant Scorpions, Giant Ants		

DIRECTIONS: The following tables determine general treasure level in the dungeon, the construction quality found therein and finally the type of individual rooms. For the latter table the GM should continue to the appropriate room type subtable to determine the exact function or purpose of the room.

Dungeon Treasure Level	
1d12+1d8	TYPE
2	Looted (Completely Empty)
3-4	Paltry (multiply all treasure by ¼)
5-6	Small (multiply all treasure by ½)
7-9	Below Average (multiply all treasure by ¾)
10-12	Average (Normal Treasure)
13-15	Slightly Above Average (multiply all treasure by 1 ¼)
16-17	Above Average (multiply all treasure by 1 ½)
18-19	Sizable Hoard (multiply all treasure by 2)
20	Vast Hoard (multiply all treasure by 4)

Dungeon Construction Quality		
1d20	TYPE	CHANCE of COLLAPSE
1	Rock-Solid / Multiple Reinforcements	0%
2-3	Solid & Reinforced	0%
4-5	Solid & Well-maintained	0%
6-8	Solid but Unmaintained	1%
9-11	Mixed construction (e.g. both Dwarf and Goblin)	5%
12-14	Signs of Wear	10%
15-16	Shoddy	15%
17-18	Rickety	25%
19	Decrepit	50%
20	Completely collapsed	NA

Note: Table may be used for individual rooms and features or as a general description of a particular level or an entire dungeon\\	Note: Chance of collapse consulted at the GM's discretion whenever appropriate (e.g. overburdened character walking on the bridge, a loud and violent melee in the area, etc.)
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Dungeon Room Types	
d%	TYPE
01-10	Natural Cavern / Mine (c.f. Subtable A)
11-15	Entertainment (c.f. Subtable A)

16-20	Funereal (c.f. Subtable B)
21-30	Penal (c.f. Subtable B)
31-40	Military (c.f. Subtable C)
41-50	Empty (c.f. Empty Rooms subtable)
51-55	Political (c.f. Subtable B)
56-65	Facilities (c.f. Subtable A)
66-75	Residential (c.f. Subtable C)
76-82	Religious (c.f. Subtable C)
83-90	Workshop (c.f. Subtable D)
91-95	Storage (c.f. Subtable D)
96-00	Waterway (c.f. Subtable D)

*25% of empty rooms are actually unfinished or under-construction, while the rest have an indeterminate purpose - roll on the appropriate sub-table.

Dungeon Room Subtable A			
1d20	NATURAL CAVERNS	ENTERTAINMENT	FACILITIES
1	Adit	Amphitheatre	Agora
2	Canyon	Archery Range	Bath
3	Cavern	Arena/Fighting Pit	Calendar Room
4	Cavity	Art Gallery / Exhibition Hall	Canteen
5	Chasm	Aviary	Dining Room
6	Chimney	Ball Court	Emergency Shelter
7	Crack	Bar	Escape Tunnel
8	Crevasse	Casino	Garden
9	Dead End	Conservatory	Hospital / Clinic
10	Fissure	Dance Studio	Kitchen
11	Mine	Game Room	Laboratory
12	Mouth	Lounge	Lavatory
13	Nook	Museum	Library
14	Pit	Play Room	Lounge
15	Rift	Puppet Theatre	Market
16	Shaft	Reading Room	Office
17	Shelf/Ledge	Smoking Room	School
18	Sinkhole	Swimming Pool	Scriptorium
19	Spur	Trophy Room	Scullery
20	Tunnel	Zoo/Menagerie	Toilet / Privy

Dungeon Room Subtable B			
1d20	FUNERAL	PENAL	POLITICAL
1	Catacombs	Asylum	Great Hall
2	Cenotaph	Brainwashing Center	Meeting Room
3	Crematorium/Charnel House	Cell Block	Throne Room
4	Embalming Room	Crucifixion Gallery	Audience Room
5	Tomb/Crypt	Executioner's Room	Courtroom
6	[Facilities]	Gaol Cell	Reception Room
7	[Storage]	Gaoler's Post	Waiting Room
8	[Military]	Gibbets	Office

9	Mass Burial Pit	Hanging Cells (cages hang from the ceiling)	Study
10	Visitation Room	Holding Cell	Vestibule
11	Inscription Room	Impaling Pit	Oratory
12	Gallery of Portraits/Death Masks	Interrogation Room (50% have adjoining Observation Rooms)	Treasury
13	False Tomb	Oubliette	Toll Booth
14	Canopic Room	Sensory Deprivation Chamber	Hall of Records
15	Rotting Room	Solitary Confinement	Senate Chamber
16	Heroon	Special Cell (Anti-Magic, Multi-Planar, Non-Detection, Giant-sized, etc.)	Advisory Chamber
17	Eternal Flame	Stockade	Guard Room
18	Offering Chapel	Torture Chamber	Intelligence Office
19	Ritual Shaft	Visitation Room	Viewing/Spying Room
20	Effigy Chamber	Walkway	Secret Escape Passage

See also **Gaols and Prisons Chapter X**

Dungeon Room Subtables C			
1d20	MILITARY	RELIGIOUS	RESIDENTIAL
1	[Facilities]	Ablution Room	Bedroom
2	[Storage]	Belfry	Boudoir
3	Arena	Chantry	Bower
4	Armoursmith	Chapel	Dormitory
5	Barbican	Choir Loft	Drawing Room
6	Barracks	Divination Chamber	Dressing Room
7	Checkpoint	Meditation Cell	Harem
8	Escape Tunnel	Monastery/Nunnery	Hostel
9	Excavation-works	Oracle	Kennel
10	Fortification	Oratory	Living Room
11	Guard Room	Parsonage	Parsonage
12	Map Room	Refectory	Salon
13	Mechanical/Architectural Trap	Reliquary	Seraglio
14	Observation Post	Ritual Bath	Servant's Quarters
15	Portcullis	Ritual Pathway	Sitting Room
16	Siege Engines	Robing-Room	Slave Pen
17	Staging Ground	Scriptorium	Solar
18	Training Room	Shrine	Stable
19	War Room	Statuary Hall	Study
20	Weaponsmith	Summoning Room	Suite

Dungeon Room Subtable D			
1d20	STORAGE	WATERWAY	WORKSHOP
1	Armoury	Aqueduct	Agricultural
2	Casemate	Aquarium	Bakery
3	Cistern/Well	Bath	Brewery / Bottlery
4	Closet	Canal	Butcher
5	Depository	Cistern	Buttery
6	Genizah	Dam	Carpenter

7	Granary	Drain	Cobbler
8	Larder	Drydock	Farrier
9	Pantry	Fountain	Herbalist
10	Storeroom	Lake / Pond	Jeweler
11	Strongroom/Safe	Lock	Painter
12	Tank	Overflow	Potter
13	Toolroom	Pier	Sculptor
14	Trash Heap	Pool	Seamstress
15	Treasure Vault	Septic Tank	Silver/Goldsmith
16	Undercroft	Sewer / Effluent Channel	Smithy
17	Vault	Stream / River	Tannery
18	Wardrobe	Thermal Spring	Taxidermy
19	Warehouse	Water Clock	Wainwright/Wheelwright
20	Wine Cellar	Well	Weaver

NOTES: See also **Liquid Sources** subtables

DIRECTIONS: The table below offers some suggestions for detailing empty rooms. Good dungeon designers will make an effort to make these rooms something more than just 'empty rooms' with additional dungeon dressing details that. In a classic, 1st-edition style dungeon, about 10% of rooms should be empty of monsters, treasure or other encounter items. Empty rooms help build tension and mystery amongst the players and also serve as natural resting points where the party can regroup and plan their next exploration. The GM should remember to roll for wandering monsters when the players are in an empty room.

Empty Rooms	
1d20	TYPE
1	Room shows evidence of some brutal combat having taken place in the recent past. Walls are covered in bloodstains and bits of gore. Bones or rotting bits of flesh cover the floor.
2	Areas of the walls and floor are faded or stained, as if the room once contained several pieces of furniture or other furnishings, now missing.
3	The room appears as if it has been refurbished. The walls are spotless and the floor is unmarked as if recently retiled. Otherwise, there are no furnishings.
4	The walls here are splotched and covered in mold as if the room had once been flooded. Rotten bits of wood and textile can be found on the floor.
5	Whatever it's original purpose, this room has been used as a toilet by whomever lives nearby. The stench is almost unbearable and the corners are piled high with feces.
6	The walls and floor of this room are covered in names from every conceivable race and culture scrawled in black charcoal. On the ceiling, in big red letters is the caption ' People Xaxes Doesn't Like'. Who or what Xaxes is or who the other names belong to is a mystery.
7	Some great conflagration has engulfed this room. Both the walls and floor are scorched and black and in places appear melted by some great heat.
8	A large square is drawn in the middle of the floor in chalk and in it is written the word 'IN'. On the floor near the door through which the PCs enter is written the word 'OUT'.
9	The room is completely empty but is permeated by a sickly sweet odor as if someone has recently been smoking pipeweed. If re-entered at a later date, the room will still smell as if someone has only recently been smoking here, but will still be completely empty.
10	The walls of this room are covered in frescoes depicting ordinary life in a dungeon, if such could ever be called 'ordinary'. Certain figures have been deliberately scraped away by some unknown hand.

11	In one corner of the room is a fake trapdoor. If opened, it reveals only featureless bedrock.
12	Cobwebs fill the room from top to bottom. If burned or brushed away, a task that takes 1d3 turns, nothing whatsoever, including a spider, is found in the room.
13	The entire room radiates a palpable evil dweomer although it is completely empty of both occupants or objects.
14	Although empty, a trail of ants leads from a crack in one corner of the room, across the floor and up the wall into another small crack in the ceiling.
15	A distinctly funky smell pervades the room, and traces of bodily fluids can be seen splattered hither and yon. Crude sexual sketches are scrawled on the walls including an inscription in Common that reads 'For a good time, call Big Steev'. In one wall, at waist level, is a small hole that proves to be only 3 inches deep if probed.
16	The room is bathed in a pale white light with no obvious source. A distant humming can be heard. If 1d2 turns are spent searching the room, the PCs find an inscription in one corner, in very tiny Common the phrase "There is no reason and the truth is plain to see."
17	The layer of dust that blankets the room appears to have been recently disturbed by someone or something who apparently removed what could have been a large treasure chest once sitting in the corner. Marked on the dust in the floor nearby are the words 'Jaymal was here'.
18	The room is very cold and dust-covered. Small footprints lead from the door to the center of the room where there is a kobold sized snow angel.
19	This room is enshrouded by permanent magical darkness but is nevertheless, completely empty.
20	This room is completely unremarkable and empty.

DUNGEON DOORS, ACCESSWAYS & BRIDGES

DIRECTIONS: The following tables are for detailing accessways to other layers of the dungeon, bridges and individual room doors, their condition and locking mechanisms, if any.

Dungeon Accessways*	Dungeon Bridges		
	1d20	TYPE	1d10 TYPE
1	Single staircase	1	Wooden Rope
2	Double-wide staircase	2	Zipline
3	Circular Staircase	3	Stone Blocks
4	Ramp	4	Brick
5	Chute	5	Wood/Rope Gangway
6	Mechanical Elevator	6	Natural Stone
7	Teleporter (1-3) One-way (4-6) Two-way	7	Wooden
8	Ladder (1) Iron/Steel (2-5) Wood (6) Rope/Wood	8	Iron/Steel
9	Rope	9	Bone
10	Winch Elevator	10	Invisible. Roll again for composition.
11	Minecart Railway		
12	Canal		
13	Magical Gate (1-3) One Way (4-6) Two Way		
14	Trap Door Shaft		
15	Burrow		

16	Funicular Minecart Railway		
17	Vacuum Tube		
18	Ventilation Shaft/Vent		
19	Metal Pipe		
20	Portcullis		

Dungeon Doors		
1d20	DOOR TYPE/CONDITION	OPEN DOORS MODIFIER
1	Wooden, simple, free	-
2	Wooden, simple, locked	+15%*
3	Wooden, good, free	-
4	Wooden, good, stuck	+10%
5	Wooden, good, locked	+5%*
6	Wooden, strong, free	-
7	Wooden, strong, stuck	+5%
8	Wooden, strong, locked	+/- 0%*
9	Stone, free	-
10	Stone, stuck	+5%
11	Stone, locked	-10%*
12	Iron, free	-
13	Iron, stuck	-5%
14	Iron, locked	-15%*
15	Roll again, door slides left or right	+/- 0%
16	Roll again, door slides up or down	-5%
17	Roll again, door is <i>Wizard Locked</i>	Special
18	Roll again, door has a padlock	*
19	Roll again, door has a mechanical trapped lock (see Mechanical Trapped Lock table, Traps & Tricks)	Special
20	Roll again, door has a magical trap (see Tricks & Traps Effects table, Traps & Tricks)	Special

* See Locks sub-table

Locks		
1d20	TYPE	OPEN LOCKS MODIFIER
1-6	Simple	+10%
7-11	Average	+/- 0%
12-15	Good	-5%
16-18	Strong	-10%
19	Very Strong	-15%
20	Foolproof	-25%

LIQUID SOURCES

DIRECTIONS: Use the following table to determine the source or purity of liquid sources found in dungeon features. In general rivers, lakes or other larger bodies should be water - there is a 40% chance these will be brackish or otherwise undrinkable.

Pools, Fountains, Wells or Streams	
d%	LIQUID
01-40	Drinkable Freshwater
41-45	Drinkable freshwater with cave fish/molluscs/crustaceans; 75% chance that fish/molluscs/crustaceans are edible
45-55	Brackish Water, undrinkable
56-60	Blood
61-64	Appears drinkable but infests with horrendous intestinal parasites; drinking character incapacitated with diarrhea and vomiting 1d6 hours later, Save vs. Poison negates, <i>Cure Disease</i> removes
65-75	Saltwater, undrinkable
76-80	Holy Water, drinkable
81-83	Flaming Oil
84-86	Poison
87-88	Acid
89-90	Alcoholic Beverage
91-94	Mundane beverage
95	Random Potion
96-97	Potion of <i>Healing</i>
98-99	Green Slime
00	Water Elemental

DUNGEON ILLUMINATION

DIRECTIONS: The GM should use these tables to determine the general level of illumination within the dungeon. Certain rooms or areas may be unlit at the GM's discretion.

Room/Hallway Illumination (consult for dungeons, tombs & ruins)	
d%	CONDITIONS
01-40	None
41-60	Single wall sconce/torch
61-65	Single candle
66-70	Wall sconces/torches every 1d6 x 10' (60% chance unlit)
71-80	Candle niches every 1d6 x 10' (60% chance unlit)
81-85	Brazier every 1d10 x 10' (40% chance unlit)
86-90	Campfire, fireplace or fire pit (40% chance unlit)
91-93	Phosphorescent lichen / fungi
94-97	1d2 permanent magical lights
98-00	Shrouded in permanent magical <i>darkness</i>

NOTE: Light sources such as torches, candles, fires of braziers will only be lit 10% of the time. If unlit, they will be burnt out or empty of fuel 50% of the time.

Cavern Illumination (consult for mines, caves & caverns)	
d%	CONDITIONS
01-60	None

61-70	Phosphorescent lichen / fungi
71-80	Campfire, fireplace or fire pit (40% chance unlit)
81-85	Single wall sconce/torch
86-90	Single candle
91-93	Wall sconces/torches every 1d6 x 10' (60% chance unlit)
94-96	Candle niches every 1d6 x 10' (60% chance unlit)
97-99	1d2 permanent magical lights every 1d10 x 10'
00	Shrouded in permanent magical darkness

NOTE: Light sources such as candles, fires or torches will only be lit 5% of the time. If unlit, they will be burnt out or empty of fuel 60% of the time.

DUNGEON CONSTRUCTION FEATURES

DIRECTIONS: The GM should use the following tables to flesh out the features of particular rooms in their dungeon with more variety of walls, ceilings and floors.

Wall/Ceiling Construction & Features		
1d20	CONSTRUCTION	FEATURE
1	Wood Columns	(1-3) plain (4-6) decorative
2	Stone columns	(1-3) plain (4-6) decorative
3	Domed/Vaulted ceilings	(1-3) plain (4-5) stucco (6) painted
4	Graffiti	(1-3) common (4-5) archaic language (6) unknown language
5	Inscriptions	(1-2) political (3-4) religious (5) magical (6) literary
6	Coloured	(1-2) whitewash (3-4) paint (5-6) stucco
7	Bas-reliefs	(1-2) religious (3) historical (4) mythological (5) political (6) magical
8	Murals	(1-2) religious (3) historical (4) mythological (5) political (6) magical
9	Frescoes	(1-2) religious (3) historical (4) mythological (5) political (6) magical
10	Mosaics	(1-2) abstract (3) pastoral (4-5) mythological (6) religious
11	Tapestries	(1-2) worm-eaten (3-4) dusty and mouldy (5-6) clean and new
12	Tiles	(1-4) plain (5-6) glazed/painted
13	Niches	(1-3) Filled (4-5) Empty
14	Wood Panelling	(1-5) plain (6) decorative
15	Brick Facing	(1-5) plain (6) decorative
16	Decorative Borders	(1-3) abstract (4-6) figurative
17	Handrails	(1-2) wood (3-4) stone (5-6) metallic
18	Mold/Lichen	(1-3) common (4-5) phosphorescent (6) harmful
19	Bloodstains	(1-4) red (4-5) green (6) other colour
20	Inset Gems/Minerals	(1-5) decorative (6) valuable

Floor Construction & Features		
1d10	TYPE	FEATURE
1	Bare dirt	(1-3) hard packed clay (4-6) loose soil
2	Wood	(1-3) smooth hardwood tiles (3-5) cut planks (4-6) warped rough planks

3	Ceramic Tiles	(1-3) featureless terra-cotta (4-6) glazed decorative
4	Mosaics	(1) animals and monsters (2) religious (3) mythological/heroic (4) historic (5) erotic (6) abstract
5	Stone Flagging	(1-3) rough-hewn blocks (4-6) worked tiles
6	Carpeted	(1-2) plain woven mat (3-4) decorative carpets (5-6) deep shag
7	Stone	(1-2) shale (3-4) limestone (5-6) granite
8	Metal	(1) copper (2) brass / bronze (3-5) iron / steel (6) precious metal (GM's discretion)
9	Glass	(1-3) opaque (4-5) transparent (6) stained
10	Biological	(1-2) fungi (3-4) lichen (5-6) compost

DUNGEON CENTERPIECES

DIRECTIONS: Centerpieces are installations in a room. They can be *blessed*, *cursed*, trapped, or offer important information. Roll once for the type of centerpiece and again for the details about that object or location.

In general, a good centerpiece room can be a focus of the player's exploration, or the site of a climactic final battle. A good GM should not simply rely on these tables to detail such locations but use these results as inspiration for building an interesting encounter location on their own.

Centerpieces (roll once for type and once for details)		
1d20	TYPE	DETAILS
1	Pool / Fountain	Cursed °
2	Pedestal / Dais	Blessed ^
3	Pit / Shaft	Trapped #
4	Idol / Statue *	Mundane
5	Door / Portal / Gate	<i>Magic Mouth</i>
6	Engine / Machine	Portal ✕
7	Scrying Device	Trick #
8	Altar §	Premonition / Prophecy / Oracle / Divination / <i>Commune</i>

9	Throne	Mutation (sex, race, level, characteristics, alignment, physical traits, etc.)
10	Sarcophagus / Tomb	Grants a Wish
11	Organ / Bell /Musical Instrument	Divine Intervention
12	Magical Circle	Enigma / Puzzle
13	Cage / Prison	Speaks Riddles
14	Carpet / Rug / Tapestry	Treasure Map
15	Graffiti	Invisible
16	Painting / Mosaic / Bas-Relief	Out of Phase / Flickers in and Out of Existence
17	Trophy	Weird Magic
18	Rare Element / Material Component	Extreme Nature (hot/cold, holy/unholy, etc.)
19	Unusual Architecture	Out of Time (Anachronisms)
20	Item of Significant Utility / Value That Cannot be Removed or Artifact / Relic	Unique or Rare Variant Monster (Lacedons, Psionic Yellow Mold, Vampiric Ixixachitl, etc.)

* See Animated Statues sub-table
 § See Altar sub-table
 # See **Tricks & Traps** sub-tables
 ✕ See Portals sub-table (c.f.)
 ° See Curses sub-table (c.f.)
 ^ See Blessings sub-table (c.f.)

ANIMATED STATUARY

DIRECTIONS: A longstanding trope in dungeon design is the animated statue. These can be simple guardians (c.f. OSRIC, Carytid Column) or they may be more complex features that can either help or hinder delvers exploring the dungeon. The following two tables help determine the form of the animated statuary and their actions when confronted with explorers in their vicinity.

Animated Statues		
1d12	FORM	ACTION
1	Human	Raises Ability score (Save vs. Spells allowed)
2	Demi-human	Lowers Ability score (Save vs. Spells allowed)
3	Humanoid	Casts Spell
4	Animal	Gives Spell scroll
5	Monster	Gives Advice
6	Deity	Asks for Advice
7	Mythological Being	Polymorphs self
8	Plant	Polymorphs random PC
9	Insect / Spider	Points toward a Place
10	Demon / Devil	Gives map to a Place
11	Trapped Elemental	Points to a missing Body Part
12	Abstract	Lays a curse on a random PCs Body Part

Animated Statue Action						
1d8	ABILITY	SPELL	ADVICE	POLYMORPH	PLACE*	BODY PART

1	Strength	<i>Sleep</i>	Location*	Ogre	Treasure	Eye
2	Intelligence	<i>Fear</i>	Name	Troll	Monster	Ear
3	Wisdom	<i>Bless</i>	Class	Stone Giant	Settlement	Arm
4	Constitution	<i>Lightning Bolt</i> (1d6+4 HD)	Goal	Giant Toad	Exit	Hand
5	Dexterity	<i>Suggestion</i> (Flee/Donate)	Origin	Blink Dog	Lair	Foot
6	Charisma	<i>Quest/Geas</i>	Riddle	Stone Golem	Passage	Leg
7	Level	<i>Hold Person</i>	Poem	Dragon	Water	Finger
8	Hit Points	<i>Raise Dead</i>	Item	Devil/Demon	Portal	Head

* Roll on the Location sub-table to determine actual site

ALTARS

DIRECTIONS: Strange and forbidden underground altars should be a regular feature in a swords and sorcery game like OSRIC. First determine the form and details of the altar, the status of the altar, alignment and finally the aura surrounding it. Likewise, the GM should exercise his or her creativity when designing such features and the tables below used for inspiration.

Altars (roll once on each column)		
1d20	FORM	DETAILS
1	Bone	Blessed °
2	Brass	Cold
3	Bronze	Cracked / Pitted
4	Carved Stone Blocks	Cursed *
5	Carved Wood	Disguised
6	Clay Bricks	Gore-stained
7	Cloth	Hot
8	Copper	Mundane
9	Crystal	Oily
10	Electrum	Portal/Gate #
11	Glazed Ceramic	Pristine
12	Gold	Strong Aura (x2)
13	Ice	Weak Aura (x ½)
14	Iron	Reliquary
15	Large Stone Slab	Secret Compartment
16	Living Flesh	Shrouded in Mist
17	Platinum	Smoking
18	Rough Logs	Summoning Portal/Gate
19	Silver	Thrumming
20	Terracotta	Trapped ^

° See Blessings (c.f. Traps & Tricks)
 * See Curses (c.f. Traps & Tricks)
 # See Portals & Gates (c.f. Traps & Tricks)
 ^ See Tricks & Traps (c.f. Traps & Tricks)

ALTAR STATUS	ALIGNMENT	Altar Aura			
1d8	STATUS	1d8	DEITY*	1D6	AURA§

1	Unused (spotless)	1	None	1	Very Strong (1d3 x 10')
2	Rarely Used (dusty but clean)	2	Unknown	2	Strong (1d3 x 5')
3	Disused (dusty, caked with dried blood, etc.)	3	Petty God	3	Average (1d4x2')
4	Occasionally used (dusty)	4	Evil	4	Weak (1d6')
5	Regularly used (bloodstained)	5	Chaotic	5	Very Weak (1d3')
6	Freshly used (dripping blood, half-burnt flesh, etc.)	6	Lawful	6	None
7	Unconsecrated (no Alignment/Aura)	7	Good		
8	Desecrated (Alignment/Aura reversed)	8	Unknown		

* The GM should determine the actual deity the altar is dedicated to according to his or her campaign
 § See also the Auras sub-table for additional ideas

PORTALS & GATES

2d8	FORM
2	A devil / demon face. Entrance is through the open mouth.
3	A normal, unmarked doorway / archway.
4	A sliding metallic door activated with a command word or key
5	A mirror
6	A painting
7	A pool or well
8	A chimney
9	A beverage or food
10	A drug or gas
11	A 'programmable' techno-magical device (e.g. the Transporter)
12	A vehicle (e.g. The Time Machine)
13	A box, chest or wardrobe
14	A musical instrument
15	A gem or crystal
16	A chair or throne

UNUSUAL AURAS

1D20	TYPE
1	Strong Evil. All good-aligned PCs will immediately feel discomforted.
2	Slight Evil. Slight discomfort for good-aligned PCs. Requires <i>Detect Evil</i> to identify.
3	Strong Good. All evil-aligned PCs will immediately feel discomforted.
4	Slight Good. Slight discomfort for evil-aligned PCs. Requires <i>Detect Good</i> to identify.
5	Slight Magic. Detect Magic will reveal the entire area radiates background magic.
6	Strong Magic. All spellcasting PCs will immediately recognize the entire area radiates background magic.
7	Infrared Radiation. Microscopic mould or fungi covers the area. Unless the area is totally dark, only PCs with darkvision will recognize the glow.
8	Fear. PCs entering the area must make a Saving Throw vs. Spells or react as if affected by a <i>Fear</i> spell.

9	Psychedelic/Hallucinatory. PCs entering the area must make a Saving Throw vs. Spells or experience illusory hallucinations.
10	Madness/Insanity. PCs entering the area must make a Saving Throw vs. Spells or be afflicted by temporary or permanent insanity.
11	Non-Human/Inimical
12	Multiple Souls/Spirits. This could be a split personality or a couple of sentient beings that suffered a common fate.
13	Cold. A cold that seems to reach the bones, as if it came from the outer darkness.
14	Heat. Uncomfortably hot area with no apparent source.
15	Déjà Vu. Feeling of familiarity by random party member. Describe this as a high level premonition of what is about to occur in the near term. How they interpret it may or may not be accurate.
16	Paranoia / Sense of Being Watched
17	Psionic or Weird Magic
18	Opposed Magic. Certain magic types (GM to determine) are less effective; roll 1d6 for effects: 1) spells saved against at +2, 2) damage reduced by -2/dice (minimum 1/die), 3) duration reduced 50%, 4) casting time increased 1d4 segments, 5) spell is cast but a slot one level higher is lost (if slot unavailable, spell fails), 6) spells of this school fail 50% of the time
19	Slight Neutral. Slight discomfort for non-neutral-aligned PCs. Requires <i>Detect Alignment</i> to identify.
20	Strong Neutral. Non-Neutral PCs will immediately feel discomforted.

DUNGEON CHANGES

DIRECTIONS: Use these tables to re-stock or alter a dungeon level after it has been cleared by adventurers or re-visited after a prolonged absence.

Dungeon Occupation Changes	
1d10	OCCUPANTS
1	Completely deserted
2	1d3 former occupants, either deserters or abandoned
3	Roll 1d3 times for the current level -2
4	Roll 2d4 times for the current level -2
5	Roll 3d6 times for current level -2
6	Roll 1d3 times for the current level -1
7	Roll 2d4 times for the current level -1
8	Roll 3d6 times for the current level -1
9	Roll once for the current level
10	Roll 1d3 times for the current level
11	Roll 2d4 times for the current level
12	Roll 3d6 times for the current level
13	Roll 1d3 times for the current level +1
14	Roll 2d4 times for the current level +1
15	Roll 3d6 times for the current level +1
16	Roll 1d3 times for the current level +2
17	Roll 2d4 times for the current level +2
18	Roll 1d3 times for the current level +1d4

19	Roll 2d4 times for the current level +1d6
20	Roll 3d6 times for the cuurent level +1d8

NOTE: See Random Dungeon Wandering Monsters by Level (Chapter V)

Dungeon Environmental Changes	
1d10	CHANGE(s)
1	Corpses from last struggle still lay where they fell in the hallways and rooms
2	Level has been thoroughly ransacked, corpses appear to have been cooked and eaten
3	All the rooms have been boarded up and their furnishings removed.
4	Except for the pitch darkness, everything remains as it last was.
5	Vermin have invaded. Roll 3 times on the Vermin subtable (Chapter V)
6	Moulds or fungus have invaded. Roll 3 times on the Plants, Moulds and Fungi subtable (Chapter V)
7	1d3 gelatinous cubes, 1d2 rust monsters and 1d3 carcass creepers have moved in
8	Level has been thoroughly cleaned, doors repaired, traps re-set, etc.
9	All traps have been reset, otherwise level is unchanged
10	1d4 new traps have been installed and the old ones re-set

Dungeon Treasure Changes	
1d20	TREASURE
1	Completely looted. No treasure remains.
2	1d100 copper pieces litter the halls and rooms as evidence of hasty, but thorough looting.
3	Only 50% of previously undiscovered treasure remains
4	100% of previously undiscovered treasure remains.
5	All easily portable treasure has been looted, only bulky or relatively worthless items remain
6	Several cursed or worthless magic items have been placed around the level
7	Only personal treasure of the new occupants remains. Everything else has been looted.
8	A sizable hoard has been secretly cached somewhere on the level.
9	100% of former treasure level has been randomly cached on the level.
10	150% of former treasure level has been randomly cached on the level.

RANDOM OCCURENCES IN THE DUNGEON

Random Dungeon Occurences	
d%	ENCOUNTER TYPE
01-10	ODOUR (c.f. OSRIC,)
11-12	TRAP (c.f. Traps & Tricks)
13-15	AIR CURRENT (c.f. OSRIC, p. 153)
16-18	CAIRN . A pile of stones (or bones)
19-25	NOISE (c.f. OSRIC, p. 154)
26-28	UNUSUAL AURA (c.f. Auras, Chapter IX)
29-35	CORPSE (c.f. Corpses subtable)
36-40	DEBRIS (see OSRIC)
41-45	UNUSUAL DUNGEON NPC (c.f. Unusual Dungeon NPCs subtable)
46-60	CREATURE ENCOUNTER (c.f. Random Dungeon Encounters by Level, pp. Chapter IX)
61-65	SPRUNG TRAP (c.f. Traps & Tricks). 15% chance of corpse(s).
66-70	HEAT . Temperature unexpectedly rises 1d3 x 10°.

71-75	COLD. Temperature unexpectedly drops 1d3 x 10°.
76-80	MOISTURE. The walls, ceiling and floor glisten with condensed moisture. No obvious source can be found.
81-85	TRAIL. Dropped breadcrumbs, every 10 feet leading in a random direction. They peter out after 1d10 x 10 feet or until reaching a doorway.
86-88	BARRICADE. Broken and splintered pieces of furniture and rocks form a makeshift barricade blocking the passageway or one corner of the room.
89-93	OLD BATTLE. Bits of bone, mouldy bits of armour, broken weaponry litter the area.
94-95	GAS POCKET. The area is blanketed in a poisonous or explosive pocket of gas (e.g. methane).
96-98	IMMINENT COLLAPSE. This section of the dungeon is dangerously unsafe and will collapse within 1d10 turns unless shored up. At the GM's discretion, loud noises or melee in the area will hasten the collapse. Dwarves can immediately detect the danger. If a collapse occurs, everyone in the area will be struck with 1d6 falling rocks (treat as attacks by a 6HD monster causing 1d10hp damage each).
99-00	EXTINGUISHED LIGHT SOURCE. The parties' torch or lantern sputters out, plunging the party into darkness, unless another nearby light source is available.

Corpses (roll once on each column)

1d20	NUMBER	RACE	CONDITION
1-2	1	Dwarf	Fresh - still warm
3-4	1	Elf	Fresh - 1d6 hours
5	1	Gnome	Decomposing - 1d6 days
6	1	Halfling	Decomposing - 1d4 weeks
7-9	1	[HUMANOID]	Horribly decomposed, covered in maggots or rot grubs
10-12	1d2	Human	Very old. Only brittle, dried bones remain.
13	1d3	[ANIMAL]	Decomposed, partially eaten.
14	1d4	[FAE & SYLVAN]	Skeletal remains, partially mummified
15	1d6	[INSECT & VERMIN]	Skeletal remains, partially eaten
16	1d8	[NONHUMAN]	Dismembered, decomposed parts scattered about
17	1d10	[ENCHANTED]	Small bones, lock of hair, etc.
18	1d12	[GIANT]	Flayed skin nailed to a wall / door
19	1d20	[DRAGON]	Scalp(s)
20	2d10	Indeterminate	A few random old bones.

For results in brackets see the appropriate Random Creature by Type subtable (Chapter V)

DUNGEON WANDERING MONSTER ENCOUNTERS BY LEVEL

Dungeon Level I	Dungeon Level II	Dungeon Level III								
		2d10	CREATURE	# APP	2d10	CREATURE	# APP	2d10	CREATURE	# APP
		2	Al'mi'raj	1d4	2	Chupacabra	1	2	Leprechaun	1
		3	Beastling	1d3	3	Muck Dweller	1d6+2	3	Mephit (1-3: Fire, 4-6: Smoke)	1d3
		4	Muckdweller	1d6	4	Rot Grub	1d6	4	Phantom	1
		5	Wyverling	1d2	5	Zombie	1d3	5	Ankheg (1d2+3 HD)	1d3
		6	Peikko	1d6	6	Giant Rat	3d6+2	6	Murder of Crows	1d4
		7	Giant Bat	1d4	7	Giant Bat	1d4	7	Giant Lizard	2d6

8	Goblin	1d10+5	8	Goblin	3d4+2	8	Grimlock	4d8
9	Bandit	1d10+6	9	Bandit	2d6+3	9	NPC Party	variable
10	Bat	2d10	10	Bat	2d10	10	Ogre	1d4
11	NPC Party	Variable	11	NPC Party	variable	11	Giant Boring Beetle	1d3
12	Orc	1d6+6	12	Orc	1d6+6	12	Large Spider	1d4
13	Javelin Snake	1d3	13	Giant Bat	3d6+2	13	Large Scorpion	1d4
14	Kobold	1d12+5	14	Kobold	1d12+5	14	Bugbear	1d6+1
15	Piercer	1d4	15	Piercer	1d4	15	Gelatinous Cube	1
16	Skeleton	1d4	16	Skeleton	1d4	16	Altered Skeleton,	1d6
17	Norker	2d4	17	Beastling	1d8	17	Winged Viper	1d6
18	Vulchling	2d6	18	Mongrelmen	4d10	18	Giant Weasel	1d4
19	Gnome	1d10+5	19	Gnome	2d6+3	19	Wererat	4d6
20	Kullule Demon	1d3	20	Hobgoblin	2d4	20	Pod-men	2d10
Dungeon Level IV	Dungeon Level V	Dungeon Level VI						
2d10	CREATURE	# APP	2d10	CREATURE	# APP	2d10	CREATURE	# APP
2	Lava Child	1d3	2	Mogrel	1d2	2	Hill Giant	1
3	Doppleganger	1d3	3	Cloaker	1	3	Rakshasa	1
4	Dretch	2d4	4	Algoid	1d2	4	Green Slime	1
5	Pech	3d4	5	Phycomid	1d4	5	Basilisk	1
6	Owl Bear	1d2	6	Minotaur	1d3	6	Gynosphinx	1
7	Rust Monster	1d2	7	Giant Poisonous Snake	1d3	7	Otyugh	1
8	Grey Ooze	1d3	8	Cave Lizard	1d3	8	Wyvern	1
9	NPC Party	variable	9	Cave Bear	1d2	9	Wraith	1
10	Yellow Mould	1	10	NPC Party	variable	10	NPC Party	variable
11	Scorpion, Huge	1d4+1	11	Cockatrice	1d2	11	Wight	1d2
12	Toad, Poisonous	1d4	12	Giant Spider	1d4	12	Manticore	1
13	Gargoyle	1d2	13	Lesser Otyugh	1	13	Carcass Creeper	1d2
14	Giant Hornet	1d2	14	Hydra (7-headed)	1d2	14	Giant Scorpion	1d2
15	Hydra (1d2+4 heads)	1	15	Poisonous Snake	1d2	15	Troll	1d3
16	Ghast	1d4	16	Xill	1	16	Manalishi Devil	1d2
17	Caterwaul	1	17	Rock Reptile	1d2	17	Black Dragon	1
18	Spiked Devil	2d4	18	Ochre Jelly	1	18	Ogre Mage	1d2
19	Golem, Voudoun	1d2	19	Quasit	1	19	Rajkami	1
20	Annunaki	1d4	20	Phase Spider	1	20	Red Slaasthak	1
Dungeon Level VII	Dungeon Level VIII	Dungeon Level IX						
2d10	CREATURE	# APP	2d10	CREATURE	# APP	2d10	CREATURE	# APP
2	Cyclops	1	2	Foo Lion	1	2	Type F Demon (Balor)	1
3	Invisible Assassin	1	3	Kheph	1d2	3	Astral Angel	1
4	Bearded Devil	1d2	4	Fly Demon	1d2	4	Pit Fiend Devil	1

5	Mimic	1	5	Auromvorax	1d2	5	Red Dragon	1
6	Chimæra	1	6	Vampire	1	6	Trapper	1
7	Lurker Above	1	7	Deadly Brown Pudding	1	7	Grey Slaasthak	1
8	Fire/Frost Giant	1d3	8	Demonette	1d2	8	Major Titan	1
9	Deadly Black Pudding	1	9	Hydra, (1d3+12-heads)	1	9	Æthereal Angel	1
10	NPC Party	variable	10	NPC Party	variable	10	NPC Party	variable
11	Hill Giant	1d4	11	Punjar Demon	1	11	Thessalhydra	1
12	Will-o-Wisp	1d3	12	Rust Monster	1d2	12	Vampire (C7 th -10 th lvl)	1
13	Giant Slug	1	13	Will-o-Wisp	1	13	Stone Golem	1
14	Class A Demon (Vrock)	1d3	14	Trapper	1	14	Black Dragon	1
15	Ettin	1d2	15	Type E Demon (Marilith)	1	15	Greater Shedu	1d2
16	Mummy	1d2	16	Purple Worm	1	16	Nycadaemon	1
17	Spectre	1	17	Ghost	1	17	Major Titan	1
18	Invisible Stalker	1	18	Black Dragon	1	18	Froghemoth	1
19	Clay Golem	1	19	Guardian Naga	1	19	Ultrodaemon	1
20	Mezzodaemon	1	20	Charonadaemon	1	20	Dark Envoy	1

Dungeon Level X

2d10	CREATURE	# APP
2	Ice Creeper	1
3	Yagnodaemon	1
4	Jotun Giant	1d6
5	Tarrasque	1
6	Red Dragon	1
7	Blue Dragon	1
8	Seraphim	1
9	Iron Golem	1
10	NPC Party	variable
11	Kerubim	1
12	Black Slaasthak	1
13	Ocular Despot	1
14	Lich	1
15	Vampire (MU 7 th - 12 th lvl)	1
16	Shoggoth	1d3
17	Jabberwock	1
18	Elder Titan	1
19	Charonadaemon	1
20	Polypous One	1

Unusual Dungeon NPCs

2d20	NPC(s)
2	A 10 th -level human Fighter in a yellow tunic accompanied by a 6 th -level Elf MU in a blue tunic muttering about something called the 'Prime Directive'. If threatened, both will disappear amidst curious lights and an odd humming sound within 1d3 rounds.

3	Two creepy and twin female children appear at the end of the hallway pointing towards a nearby door. On attempts to approach or communicate with them they will disappear, only to return 1d10 turns later pointing at a different door.
4	An automaton (treat as an Iron Golem with 75hp) stalks the corridors slaying all who stand in it's way. If unopposed, it will ignore the party and march away.
5	A CN, raven-haired Amazon queen challenges the strongest party member to a wrestling match. She is 9 th -lvl, 48hp, and has a STR of 18/49, DEX 17. If defeated she will offer to serve as a henchman for a year and a day. If victorious, she will tattoo her name on the loser's right hand and leave.
6	Two dwarf brothers (Fighters, lvl 1d4 each) prospecting for gold.
7	Agnetha, a human Witch (lvl 1d10) is brewing healing potions in her cauldron in a nearby room. If not ill-treated she will be willing to sell 1d3 of them for 150gp each.
8	A doppelganger dressed as human clown. He claims to be an escaped prisoner who wishes to tag along because there is 'safety in numbers'.
9	A very homely human female in tattered rags looking for a way out of the dungeon. She is actually a princess and her father will reward her recuers handsomely if brought back home (a nearby castle or large settlement).
10	Jeixelles, a Cleric/Thief of a CE cult, polymorphed as a black cat. She will spy on the PCs and attempt to steal any choice magic items they have at the first opportunity.
11	An escaped gnome prisoner running from his captors and desperate for a way out of the dungeon.
12	An alchemist/sage collecting ingredients for an experimental potion of his own devising.
13	1d6 feral humanoid children roasting the arm of an orc (or other white meat) over a fire.
14	A badly concussed d6+12 th level Magic-User with no spells and no spellbook wandering the corridors mumbling like a madman. If healed he will offer the party their choice of his magic items if they return him to his tower some distance from the dungeon.
15	Ghost of deceased relative that imparts background information
16	Tullus (0-lvl Normal Man), an escaped slave running from a local mob posse
17	Mob posse looking for an escaped slave (Tullus, see above)
18	Brother Theobald, a LG religious zealot asking for those wearing holy symbols to convert in order to be saved.
19	Lucy, a child vampire asking to go with the party by explaining that she was hiding from the evil task master
20	Crazed flesh golem roaming the hall way aimlessly
21	An absent-minded sage, unaware of the danger he has put himself in.
22	Mad Martin, a 6 th -lvl Fighter with a cursed berserking sword who, though good, cannot control his bloodlust.
23	Master Chi, a ascetic kung-fu monk only interested in solitude and meditation. He will grudgingly offer tea to whose who interrupt him, but will clearly want visitors to leave.
24	Sentient being whose soul/spirit has been imbued into an inanimate object. E.g., door, wall section, support beam, etc.
25	Alien from an advanced culture
26	Remaining member of an earlier adventuring party. This is a sole survivor in desperate need of aid. If aid is granted this individual may accompany the party further into the adventure. This individual is 2 levels lower than the party is and of clerical nature.
27	Lost wizard familiar. Wizard has been killed and the familiar is moving for its life. The familiar will only hesitate if there is a Magic-User in the party. If so, the familiar will automatically attack the Magic-User's familiar in an attempt to take its place. If the Magic-User attacks the lost familiar, the lost familiar will move on.

28	Lost butcher with a meat cleaver. The butcher became lost while chasing a goat they were about to make into serving sized pieces.
29	Sphinx with a riddle.
30	An object (backpack, weapon, etc.) and other items (more objects, blood splatters, etc.) strung out along a winding path that lead the party to a group of departed adventurers. The departed adventurer's souls/spirits are trapped and are willing to help a party that is willing to help them. The help will be in the form of verbal clues and verbal descriptions of passageways, etc.)
31	Polymorphed descendent from the bloodline of an extinct empire. The individual will match the race and class of an extinct empire ruling family. The polymorphed descendent is cursed and will not recall who they are or how they got there.
32	An enterprising henchman/henchwoman that may consider joining a member of the party if they sense they will be treated correctly. This is a of a race, class, and level appropriate for the appropriate member of the party.
33	Disoriented individual from an ancient Earth culture.
34	Disoriented individual from a parallel world such as Warriors on Mars, Cavaliers and Roundheads, etc.
35	Mutated abomination such as half-human/half-hog, etc., half-gnome/half-owl, etc.
36	Accadir, a NE 6 th -lvl Assassin sent by an enemy of the player characters to kill one or all of them.
37	Sulvan and Gombul, ragged and contagious 0-lvl humans in hiding. They are both affected by a deadly plague but this is not apparent. They fled their village as they have been accused of causing the plague in the first place. Within a couple of days they will start showing their illness and will die within a week.
38	The educated Ghoul: an intelligent and artistically inclined ghoul, by the name of William Eliot Shovelmann, is trying to win over his taste for flesh by embracing the fine arts. His attempts at sublimating his hunger have not been very successful so far.
39	Beau, a CN intoxicated half-elven 4 th -lvl Troubadour. He bet with his aristocratic friends last night at the Absinthe Chalice that he could survive this dungeon. Beau is a consummate liar, although a charming one, and will try to persuade the players to help him get out for the fabulous reward he will collect once out.
40	An avatar of a lesser deity fooling around on the Prime Material plane
NOTE: GMs are encouraged to expand upon this table with their own unique dungeon NPCs. Results should be limited to once per campaign/dungeon.	

ALERTED MONSTER REACTIONS

DIRECTIONS: Use the following table to determine what intelligent monsters or groups of monsters will do if alerted to the parties presence (e.g. loud noises, melee, bright lights, etc.)

Alerted Monster Reactions	
1d20	REACTION
1	Lock/bar doors. Brace for a fight
2	Circle around the party and attempt an ambush from behind
3	Flee through a rear exit / secret door
4	Charge forward into melee
5	Sniping from the shadows with ranged weaponry
6	Prepare spells, scrolls, etc.
7	Send a member to bribe a nearby ally for aid

8	Attempt to bribe the party to leave them alone
9	Prepare improvised traps and weapons
10	Wait
11	Split up and prepare flanking attacks
12	Leave a small force to cover their retreat
13	Attempt a ruse to trick the PCs
14	Hide and prepare for surprise attacks
15	Leave treasure to distract pursuers and flee
16	Form shield wall and slowly advance on the party
17	Set and prepare for the enemy's charge
18	Sound a noisy alarm alerting the entire level
19	Surrender and beg for mercy
20	Stand around arguing about the best course of action

RUINS

DIRECTIONS: These tables are for detailing interesting ruins (whether under- or above ground). The GM should first determine the age of the ruins, their architecture, condition, and prominent structures, contents and/or inhabitants and finally any treasure present.

Ruin Age	
1d20	AGE
1-6	Ancient (1d100 x10 years)
7-12	Very Old (1d100 x5 years)
13-17	Old (1d100 years)
18-19	New (1d20 years)
20	Fresh (1d10 years)

Ruin Details (roll once per column)					
D%	ARCHITECTURE	CONDITION	STRUCTURE(S)	CONTENTS	TREASURE
01-05	Mud	Vermin Infested	House	Nil	
06-10	Wattle & Daub -	Water-damaged	Village	O	
11-15	Wattle & Daub +	Wind-damaged	Fort	O,X	
16-20	Brick -	Dirty & diseased	Manor	O,X,M	
21-25	Brick +	Graffiti covered	Watchtower	O,X,T	
26-30	Dressed Stone -	Rotting floors	Outpost	O,T	
31-35	Dressed Stone +	Sturdy	Monument	O,X,T,M	
36-40	Undressed Stone -	Magically sturdy	Shrine	O,Z	
41-45	Undressed Stone +	Fire-damaged	Temple	O,Z,T	
46-50	Wood -	Covered in vines	Keep	O,Z,T,X	
51-55	Wood +	Flooded	Castle	O,Z,X	
56-60	Logs -	Mouldy	Fortress	O,Z,X,T,M	
61-65	Logs +	Leaning perilously	Mansion	O,Z,M	
66-70	Marble -	Haunted	Town	O,T,M	
71-75	Marble +	Cursed	City	M	
76-80	Adobe -	Creaky but safe	Hamlet	M,T,X	

81-85	Adobe +	A deathtrap	Library	T	
86-90	Cyclopean Stones -	Partially collapsed	Necropolis	T,X	
91-95	Cyclopean Stones +	Only rubble	Observatory	Nil	
96	Onyx or Crystal	Magically untouched	Portal/gate	Map	I + Roll Again
97	Metal	Oppressive evil aura*	Crashed Spaceship	Gate/portal	X + Roll Again
98	Bone	Uplifting good aura*	Bomb-shelter	Artifact	IX + Roll Again
99	Coral	A true neutral site*	Sunken city	Curse	II + Roll Again
00	Unknown Material	Only an illusion*	Enchanted castle	Deity	Roll Again Twice

§ See Treasure Hoards by Class (Chapter VII)

Notation			
* Roll Again	+ Good Quality/ornate	X= Traps	Z= Tricks
- Poor Quality/plain	T= Treasure	M= Monsters	O= Other

GRAVES & TOMBS

DIRECTIONS: To generate a grave or tomb, first generate the class of the occupant on the Grave/Tomb Details Table. Next, generate the burial type, number of chambers, grave goods, guardian(s) and treasures on the appropriate sub-tables using the appropriate modifiers. Finally, generate the grave condition and grave age.

Grave/Tomb Details									
CLASS 1d20 ->	Fighter (1-4)	Thief (5-6)	Cleric (7-9)	Magic-User (10-11)	Noble (12-13)	Lord/ Lady (14-16)	King or Queen (17)	Demi-human (18-19)	Other Entity (20)
TREASURE	+1	+2	-	+3	+5	+8	+10	+5	+4
% HOARD	10%	15%	20%	25%	40%	50%	75%	35%	70%
BURIAL TYPE	-3	-5	-1	+1	+1	+3	+5	+1	+5
GUARDIAN(S)	-2	+2	-1	+1	+1	+2	+3	+1	+1d4
# GRAVE GOODS	2	3	2	4	5	8	10	4	1d12

Notes: Numbers preceded by +/- are modifiers applied to sub-tables below. % Hoard is the chance a treasure hoard will be present. Roll on the following Tomb Treasures sub-table to find out which type

1D10	GRAVE CONDITION	GRAVE GUARDIANS	GRAVE AGE
1	Completely empty/Never occupied	None	Ancient (d00 x 100 years)
2	Contents looted and smashed (-25% treasure)*	Undead/restless spirit ☒	Ancient (d10 x 100 years)
3	Contents looted and smashed (-50% treasure)*	Rubble/collapsed entrance	Very Old (d00 x 10 years)
4	Contents looted and smashed (-75% treasure)*	Monsters §	Very Old (d00 x 5 years)
5	Contents looted and smashed (Nil treasure)*	Traps/Tricks ■	Old (2d00 years)
6	Looters lie dead at the entrance (-5% treasure)	Tricks/Monsters § ■	Old (d00 years)
7	Untouched, 50% chance traps sprung	Traps/Monsters § ■	New (2d10 years)

8	Untouched, 25% chance traps sprung	Traps/Tricks/Monsters § ■	New (1d6 years)
9	Untouched, 10% chance traps sprung	As above and roll again	Fresh (1d12 months)
10	Untouched and completely intact	GM's Choice	Fresh (1d10 weeks)

* 90% any traps already sprung
 ✕ Roll on Undead sub-table (Chapter V)
 § Roll on Random Monsters By Type sub-table (Chapter V)
 ■ Roll on Traps and/or Tricks subtables

	Burial Type	Burial Chambers	Grave Goods	Tomb Treasures	
1d20	TYPE (# of chambers)	CHAMBER TYPE	ITEM(S)	HOARD§	SINGLE *
1	Open Air (Nil)	Library/scriptorium	Skins & furs	I	Lvl 1
2	Tarpit (Nil)	Armory	Clothing	II	Lvl 1
3	Grave (Nil)	Maze	Weapons/Armour	III	Lvl 1
4	Cliffside Niche (1)	Chapel	Jewelry	I, II, III	Lvl 1
5	Longship (1)	Family crypt	Chariots	IV	Lvl 2
6	Sarcophagus (1)	Crematorium	Noble regalia	V	Lvl 2
7	Cenotaph (1-2)	Embalming chamber	Coats of arms	VI	Lvl 2
8	Underwater (varies)	Inscription chamber	Trophies	VII	Lvl 3
9	Cave (varies)	Museum	Furniture	VI,VII	Lvl 3
10	Catacombs (varies)	Mass grave	Tapestries	IV,V,VI,VII	Lvl 3
11	Barrow/Tor (1d6)	Chamber of statues	Fine linen	VIII	Lvl 4
12	Burial Mound (2d4)	Treasury	Terracotta statuary	IX	Lvl 4
13	Crypt (1d2)	Gate/portal	Sacred texts	X	Lvl 4
14	Vault (1d4)	Vault	(Un)holy symbols	XI	Lvl 5
15	Tomb (1d3)	Well	Balms & oils	XII	Lvl 5
16	Charnel House (1d4)	Wardrobe	Incense	XIII	Lvl 6
17	Ossuary (1d10)	Animal crypt	Candles	IV	Lvl 6
18	Mausoleum (2d10)	Fake treasury	Games	III	Lvl 7
19	Mastaba (1d8)	Secret passageway	Plaques/talismans	II	Lvl 8
20	Pyramid (4d4)	Boat/chariot storage	Spell components	I	Lvl 9

* To determine single treasure items roll on the appropriate Treasure Assortments by Level table (Chapter VII)
 § See Treasure Hoards by Class (Chapter VII)

CAVERNS

Note: There are three basic cavern passages: Primary, Secondary, and Tertiary. Primary passageways are the widest navigable tunnels Secondary passageways are slightly narrower. Finally, tertiary passageways are often quite narrow and may function similar to secret corridors in a dungeon.

PASSAGEWAY DIMENSIONS		
PASSAGEWAY TYPE	WIDTH	CEILING HEIGHT
Primary	1d4 x 10' (10-40')	2d4+1 x 10' (20-50')
Secondary	1d2 x 10' (10'-20')	1d6x5 +10 (15-40')

Tertiary	1d2 x 5' (5'-10')	1d20+5' (6-25')
Large Cavern	3d10 x 5' (15-150')	d10 x 50' (50'-500')

image1

Random Cavern Features (Roll once per ½ mile)					
PRIMARY PASSAGEWAY	SECONDARY PASSAGEWAY	TERTIARY PASSAGEWAY	MINE	FEATURE	ENCOUNTER CHANCE
01-60	01-30	01-10	01-10	Nothing	2 in 10
-	-	11-15	11-13	Passage turns left	1 in 10
-	-	16-20	14-16	Passage turns right	1 in 10
-	-	21-25	17-20	Passage straightens	1 in 10
-	-	26-29	21-23	Passage slopes down	1 in 10
-	-	30-33	24-26	Passage slopes up	1 in 10
-	-	34-38	27-31	Passage levels off	1 in 10
-	-	39-44	32-36	Dead-end	3 in 10
60	31	-	-	Shaft to surface	4 in 10
61-63	32-35	45	37	Pool or well	4 in 10
64-65	36-37	-	38-40	Underground stream	3 in 10
-	-	-	41-43	Lava pool	2 in 10
66-67	38	-	-	Lair *	10 in 10
-	39-48	46-55	44-48	Tertiary junction	5 in 10
68-77	-	56-60	-	Secondary junction	4 in 10
78-80	49-50	61	49	Stairs	4 in 10
81-85	51-58	62	50-55	Ramp	4 in 10
86	59	63-65	56	Trap/Hazard §	2 in 10
87	60	66-68	57	Shaft down	3 in 10
88	61-63	69	58-60	Underground river	3 in 10
-	64-66	70-71	61-63	Pit	2 in 10
89-90	67-69	72-73	64-66	Chasm	4 in 10
-	-	74-76	-	Lair *	10 in 10
91-94	70-73	77-80	67-69	Cavern	5 in 10
95	74-77	81-82	70-72	Grotto	6 in 10
-	78-81	83-85	73-79	Excavation	7 in 10
-	82-83	86-90	80-83	Quarry	6 in 10
96-98	84-86	91	84	Large shaft up/down	5 in 10
99	87-98	92-96	85-99	Primary passage junction	6 in 10
00	99-00	97-00	00	GM's Choice	variable

* Roll or choose from the appropriate **Wandering Monster Encounter by Level** tables in Chapter V

§ Roll or choose from the **Traps & Tricks** Tables in this chapter

MINES

DIRECTIONS: The GM should roll on the Prospect column in secret for each week a crew spends

prospecting an area (½ sq. mile hex) to determine the contents. Once a seam is found, the GM should roll on the Mining Products sub-table to determine the actual contents. These tables assume a prospecting crew of 6. Subtract 5% for each miner fewer than 6. Having more than 6 confers no benefit, as this is the optimum size for effective prospecting. Dwarf crews gain a +10% bonus and Gnome crews +5%. Once actual mining begins, a full day of mining per crew of 6 is required to extract a practical amount of ore. Each additional week of mining beyond the first will have a cumulative chance of either exhausting the seam or expanding into the next larger category as noted in the last column. Each week the GM should also roll secretly each week on the Claim-Jumpers column and associated sub-table to determine whether or not the mining attracts additional miners, claim-jumpers or wandering monsters. In addition, the GM may decide whether a claim, particularly a mine or motherlode requires additional equipment or miners to work to full potential.

d%	PROSPECT	MINING WORTH *	CLAIM JUMPERS	EXHAUSTION/ EXPANSION
01-40	Nothing	Nil	Nil	Nil
41-65	Traces	1-4 1d6x10gp/day per 6-man crew 5-6 1d8x10gp/day per 6-man crew	-	10%
66-80	Minor Deposit	1-4 1d10x10gp/day per 6-man crew 5-6 1d12x10gp/day per 6-man crew	-	1%
81-95	Major Deposit	1-4 1d6x26gp/day per 6-man crew 5-6 1d10x25gp/day per 6-man crew	10%/week	2%
98-99	Mine	1-5 1d20x10gp/day per miner 6 1d20x20gp/day per miner	20%/week	3%
00	Motherlode	1-5 1d20x25gp/day per miner 6 1d20x50gp/day per miner	45%/week	5%

* Mining worth should be multiplied by the product modifier below to determine the actual value of any extracted product

d%	PRODUCT	COMMON MINERALS Value x ¼	UNCOMMON MINERALS Value x ½	RARE MINERALS Value x 1	GEMS or CRYSTALS Value x 1 ½	MAGICAL MINERALS Value x 2
01-30	Stone/Clay *	Copper	Porcelain Clay	Mica	Pure Quartz	Mithril
31-40	Marble *	Zinc	Mercury	Silver	Jade	Orichalcum
41-66	Common Mineral	Iron	Iron	Electrum	Emerald	Adamantium
67-84	Uncommon Mineral	Tin	Quartz	Gold	Ruby	Magicum
85-92	Rare Mineral	Lead	Meteoritic Iron	Platinum	Turquoise	Pure Mithril
93-97	Gemstones	Coal	Copper	Nitre	Diamond	Pure Orichalcum
98	Magical Mineral	Oil	Carnelian	Lithium	Sapphire	Pure Adamantium
99	Magical Gemstone	Sulphur	Jasper	Titanium	Opal	Pure Magicum
00	Artifact §	Pyrite	Alum	Cobalt	Topaz	GM's Choice

* Value x .01

§ GM's Choice

Miners & Claim-jumpers

1d12	TYPE	DETAILS	#
1	Old Timers	Same race as the miners, offer to join crew for a fair share	1-2

2-3	Rival Prospectors	Same race as the miners, may (50%) fight if challenged	1-6
4	Armed Opportunists	Same race as the miners, will attempt to ambush	2d4
5	Robbers	Same race as the miners, will attempt to steal	1d10
6	Slaves	Same race as the miners, will flee if challenged	2d10
7	Barbarians	Same race as the miners, will fight if challenged	1d12
8	Dwarves	30% chance Mountain Dwarves/70% chance of Dark Dwarves	1d10
9	Gnomes	35% chance of Surface Gnomes/65% chance of Svirfneblin	1d10
10	Humanoids	Kobolds, Goblins, Hobgoblins, Orcs, will fight unless greatly outnumbered	varies
11	Monster Group	Wandering Monster Encounter by Level table (Chapter V)	varies
12	Terrible Brute	A la Tolkien's Balrog, will attempt to slay all intruders (GM's Choice)	1

TRICKS & TRAPS

Trapped or Trick Objects							
d%	FEATURE	d%	FEATURE	d%	FEATURE	d%	FEATURE
1	Air	26	Chest	51	Lamp	76	Stairway
2	Alcove	27	Chute	52	Lectern	77	Statue
3	Altar	28	Column	53	Lever	78	Stave
4	Aquarium	29	Crate	54	Machinery	79	Stuffed Animal
5	Arch	30	Crystal Ball	55	Magic Circle	80	Table
6	Armour	31	Dais	56	Manacles	81	Tapestry
7	Balcony	32	Desk	57	Mirror	82	Telescope
8	Barrel	33	Door	58	Organ	83	Throne
9	Basin	34	Door, Concealed	59	Oven	84	Toilet
10	Bath	35	Door, Secret	60	Painting	85	Tome/Manual
11	Bed	36	Elevator	61	Passage	86	Torch
12	Bookcase	37	Fireplace	62	Pedestal	87	Torture Device
13	Brazier	38	Floor	63	Pendulum	88	Trophy
14	Bridge	39	Forge	64	Pews	89	Trunk
15	Button/Switch	40	Fountain	65	Pillar	90	Tunnel
16	Cabinet	41	Fresco/Mosaic	66	Pit	91	Urn
17	Cage	42	Furnace	67	Pool	92	Vase
18	Candelabra	43	Glass Case	68	Portal/Gate	93	Vegetation
19	Cauldron	44	Holy/Unholy Font	69	Portcullis	94	Wall
20	Cask	45	Hook	70	Railing	95	Waterway
21	Catwalk	46	Hourglass/Sundial	71	Room	96	Weapon
22	Ceiling	47	Idol	72	Rug	97	Well
23	Chair	48	Illusion	73	Shelf	98	Wheel
24	Chandelier	49	Jar	74	Skeleton/Corpse	99	Window
25	Chariot/Wagon	50	Ladder	75	Slide	100	GM's Choice

Mechanical Trapped Locks

1d12	TYPE	DETAILS
1	Poison Needle	Damage 1 + Poison
2	Acid Spray	Save vs. Traps or damage 1d10

3	Poison Dart	Damage 1d4 + Poison. 10% to Find/Remove Traps
4	Fusillade of Darts	Damage 1d4+1 x 5. Multiple targets (10' square)
5	Hand Trapper	Entraps hand until release is pushed. Damage 2d6 to pull free
6	Hand Chopper	Lops off hand. Save vs. Death or damage 2d8 and lost hand
7	Pick Crusher	Destroys lockpick
8	Arrow Trap	Damage 1d6/1d6/1d6
9	Hail of Needles	Damage 2d4. Multiple targets (10' square)
10	Contact Poison	Smearred on knob, latch or clasp. Damage 0 + poison.
11	Fusillade of Spears	Damage 1d8 each. Multiple targets - 1d6 spears per target (10' square).
12	Javelin Trap	Damage 1d10

Trap & Trick Effects

d%	EFFECT	d%	EFFECT
1	Absorbs victim	51	Releases a black/brown pudding
2	Ages victim (d00) years	52	Releases caltrops/spikes
3-4	Animates and attacks victim	53	Releases poisoned caltrops/spikes
5	Asks riddle. Roll again if answer incorrect	54	Releases poison
6	Casts MU spells (see Spells sub-table)	55	Releases heavy boulder/block
7	Casts Cleric spells (see Spells sub-table)	56	Victim loses all spell-casting ability
8	Collapses on victim	57	Victim becomes illiterate
9	Creates a vacuum	58	Victim unable to comprehend languages
10-21	Curses victim (see Curses sub-table)	59	Victim struck mute
22	Decreases gravity	60	Replaces random internal organ with rocks
23	Devours victim's soul	61	Infects victim with fire ants
24	Discordant music causes insanity	62	Reverses victim's age by 2d10 years
25	Disintegrates victim's possessions	63	Reverses victim's alignment
26	Disintegrates victim	64	Reverses victim's gender
27	Summons a demon/devil	65	Rots victim's random internal organ
28	Drops victim 1d10 x 10'	66	Petrifies victim's possessions
29	Enlarges victim	67	Petrifies victim
30	Enrages victim (as berserker)	68	<i>Planeshifts</i> victim to a random plane
31	Changes victim's sexual orientation	69	<i>Polymorphs</i> victim to a small rodent
32	Explodes	70	Puts victim in stasis for 1d100 years
33	Fires arrows/darts at the victim	71	Quests/Geas victim (see Quest/Geas sub-table)
34	Fires lightning bolt/fireball at the victim	72	Steals victim's wealth or possessions
35	Fires poison arrows/darts at the victim	73	Shrivels random limb of victim
36	Floods area with water	74	Sends victim to the Ethereal Plane
37	Fulfills victim's wish	75	Releases a dangerous monster
38	Releases gas (see Gasses sub-table)	76-79	Spray (See Sprays sub-table)
39	Illusory phantasm	80	Leeches oxygen from air
40	Imbues victim's skeleton with desire to 'get out'	81	Switches victim's mind with another
41	Implodes	82	Infests victim with a parasite
42	Increases gravity	83	Teleports victim (see Teleport sub-table)
43	Infests victims with rot grubs	84-86	Traps victim (see Entrapment sub-table)
44	Implants victims with worms	87-93	Trigger (see Triggers sub-table)

45	Inflicts victim with a random phobia	94-97	Opens a pit (see Pits sub-table)
46	Locks door/entrance and roll again	98	Vent (see Vents sub-table)
47	Locks door/exit and roll again	99	Victim loses memory of past (1d12 months)
48	Decapitates victim	00	Roll again twice
49	Lowers victims random ability score by 1d6		
50	Reduces victims height by 1d4'		

Random Trap Damage Range	
1d20	DAMAGE
1	Stunned 1 round
2	1 hp
3	1d2 hp
4	1d4 hp
5	1d6 hp
6	1d8 hp
7	1d10 hp
8	1d12 hp
9	2d6 hp
10	1d4hp + Stunned 1d6 rounds
11	3d4 hp
12	3d6 hp
13	4d4 hp
14	4d6 hp
15	6d6 hp
16	8d6 hp
17	10d6 hp
18	10d10 hp
19	1d00 hp
20	Save vs. Death or die

Curses		Gasses		Sprays	
1d12	RESULT	1d12	RESULT	1d12	RESULT
1	Victim must always lie	1	Corrosive	1	Green Slime
2	Victim must always tell the truth	2	Terrifying	2	Iron Shrapnel
3	Victim must always eat meat	3	Nauseating	3	Cold
4	Victim must always eat vegetarian food	4	Obscuring	4	Acid
5	Victim is nauseated (-2 to-hit/dmg)	5	Poisonous	5	Boiling Water
6	Victim is diseased	6	Sleep-inducing	6	Lava
7	Victim is cursed with lycanthropy	7	Blinding	7	Flaming Oil
8	Victim is struck dumb	8	Weakening	8	Flaming Tar
9	Victim is blinded	9	Laughing/Dancing	9	Raw Sewage
10	Victim is feebleminded	10	Choking	10	Mummy Dust
11	Victim is driven insane	11	Explosive	11	Poison Dust
12	Victim is crippled	12	Hallucinatory	12	Dust of Sneezing & Choking

Teleport	Entrapment	Vents
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1d12	RESULT	1d12	RESULT	1d12	RESULT
1	Up one level	1	Iron cage	1	Acid
2	Down on level	2	Magical force field	2	Fire/magma
3	Another room on the same level	3	Pit	3	Poison gas
4	Another dungeon	4	Bear trap	4	<i>Stinking Cloud</i>
5	1d10 miles in a random direction	5	Pocket dimension	5	Smoke
6	1d100 miles in a random direction	6	Portcullis bars exit	6	Methane gas
7	The Astral Plane	7	Secret room	7	Boiling water
8	The Æthereal Plane	8	Another level	8	Freezing water
9	A random Outer Plane	9	Another plane	9	Sand
10	A random Inner Plane	10	<i>A Magic Jar</i>	10	Green Slime
11	Another continent	11	Mosaic/painting	11	Steam
12	The Dreamlands	12	Crystal/gem	12	Sulphur

Pits	Triggers	Spells			
1d12	RESULT	1d12	RESULT	1d12	RESULT
1	Pit Trap (10' deep)	1	Chute	1	<i>Acid Arrow / Bestow Curse</i>
2	Pit Trap (20' deep)	2	Bear Trap	2	<i>Burning Hands / Blade Barrier</i>
3	Pit Trap (10'-60' deep)	3	Pit Trap	3	<i>Chain Lightning / Cause Serious Wounds</i>
4	Camouflaged Pit Trap (10' deep)	4	Scything Blade	4	<i>Lightning Bolt / Earthquake</i>
5	Camouflaged Pit Trap (20' deep)	5	Pendulum	5	<i>Magic Missile / Glyph of Warding</i>
6	Camouflaged Pit Trap (10'-60' deep)	6	Anti-Magic	6	<i>Power Word, Stun / Flame Strike</i>
7	Spiked Pit Trap (10' deep)	7	Releases Spray (see sub-table)	7	<i>Power Word, Kill / Heal</i>
8	Spiked Pit Trap (20' deep)	8	Crushing Walls	8	<i>Prismatic Spray / Cause Disease</i>
9	Spiked Pit Trap (10'-60' deep)	9	Lowering Ceiling	9	<i>Summon Monster / Reincarnate</i>
10	Poisoned, Spiked Pit Trap (10' deep)	10	Room Floods (see sub-table)	10	<i>Phantasmal Killer / Fire Trap</i>
11	Poisoned, Spiked Pit Trap (20' deep)	11	Vacuum	11	<i>Wall of Fire / Sticks to Snakes</i>
12	Poisoned, Spiked Pit trap (10'-60' deep)	12	Collapsing Floor	12	<i>Web / Protection from Evil 10' Radius</i>

QUESTS & GEASES

Quests & Geases						
					FAILURE PENALTIES	
1d20	DEED	ACTION	CREATURE	OBJECT	CURSE	BODY PART
1	Guard Creature §	Meditate	Fighter	Ingredient	Warts	Nose
2	Destroy Creature §	Urinate	Magic-User	Bone/Skull	Skin Colour	Ears
3	Rescue Object *§	Spin Around	Cleric	Chest	Smelly	Eyes
4	Carry Object §	Sit Down	Thief	Tapestry	Near-sighted	Mouth

5	Locate Creature §	Admire Nature	Paladin	Weapon	Blinded	Face
6	Fetch Object *§	Stomp Feet	Ranger	Armour	Taller	Feet
7	Perform Action	Applaud	Assassin	Scroll	Shorter	Hands
8	Locate Object §	Sacrifice	Illusionist	Book	Giant Part	Fingers
9	Escort Creature §	Dig a Hole	Druid	Map	Smaller Part	Legs
10	Fetch Creature *§	Throw Things	Dwarf	Wand/Staff	Deaf	Feet
11	Rescue Creature §	Listen	Elf	Ring	Dumb	Toes
12	Destroy Object §	Jump	Demon	Talisman	Insanity	Genitalia
13	Guard Object *§	Sing	Devil	Soil	Truthfulness	Breasts
14	Perform Action	Whistle	Dragon	Water	Dishonesty	Knees
15	Rescue Creature §	Smell	Giant	Gemstone	Crying Fits	Head
16	Rescue Object §	Scream	Lycanthrope	Jewelry	Laughing Fits	Left Arm
17	Carry Object §	Watch	Undead	Relic/Artifact	Drunkenness	Right Arm
18	Escort Creature *§	Light Fire	Animal	Shield	Addiction	Left Leg
19	Perform Action	Write	Golem	Fruit/Seed	Fanaticism	Right Leg
20	Fetch Object *§	Babble	Pilgrim	Egg	Misanthropy	Entire Body

* Subject must return to the casting location after performing the deed

§ Roll on the Location sub-table to determine the destination/location of the creature or object

Location (roll once for each column)

1d6	DISTANCE	DIRECTION
1	1d10 miles	North
2	1d6 x 10 miles	Northeast
3	1d6 x 25 miles	Southeast
4	1d10 x 25 miles	South
5	1d00 miles	Southwest
6	1d4 x 100 miles	Northwest
7	1d10 x 100 miles	East
8	1d6 x 1,000 miles	West

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