

# DUNGEON RUN



Random Tables for  
**THE DUNGEON**  
Books of Battle Mats

This is a place of dark legend, talked about only in hushed tones by those who have heard the tales passed down in local folklore. None are brave enough to repeat the name. If these walls could talk it would be in a harsh thin voice. Tales of horrors almost beyond imagining with beasts no sane person would believe existed patrolling the endless corridors in search of who knows what dreadful reward. The normal rules which govern ordinary lives are meaningless here.

And now you are here. May your good judgment and luck help you. Because nothing else here will...

## CREDITS

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# ENTER THE DUNGEON

## INTRODUCTION

This generator is designed to be used with The Dungeon Books of Battle Mats (either the physical books or the digital tiles) to generate random encounters and scenarios for your roleplay game in The Dungeon.

This generator tool is not a roleplay game or system by itself, it is designed to work with your existing and preferred systems and is written to be as compatible as possible with all current systems.

It is designed to help you roll up a Dungeon adventure using our Dungeon books (or digital tiles).

Contained within are 120 pages of rules and guidelines for generating dungeons including encounters, covering everything from monsters, traps, areas of interest and even the Dungeon Boss.

Start at the “Building The Dungeon” section for an overview of how to use this generator book with your game and system.

So its over to you, roll your Dungeon!

*Matt & Tam Henderson  
Loke BattleMats*

## GOOD TO KNOW

We've used the following two styles of text box to highlight certain types of information.

**Green Text Box - Information text used to offer tips on how to use this book.**

**Blue Text Box - Example text that will offer examples how this book could be used.**

## DUNGEON WORKSHEET

This Dungeon generator book includes a Dungeon worksheet to track your thoughts and progress.

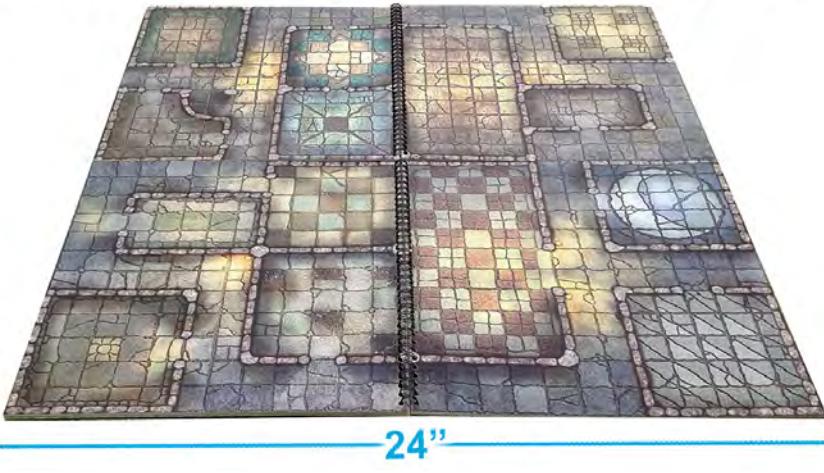
This is at the back of the book.

## HOW RANDOM!

This document contains a lot of random tables, please use these as fits your game, re-roll, pick and change as much as you like. This book is yours to use as you see fit.



# THE DUNGEON BOOKS OF BATTLE MATS



## DUNGEON BOOKS OF BATTLE MATS

Inspire a new campaign of adventures on this adaptable and portable two book dungeon set which will evolve with your adventure. Risk everything or play it safe as you negotiate deadly traps, endless mazes of corridors and epic great halls all designed to keep your party inspired and rolling through these devilishly difficult dungeon designs!

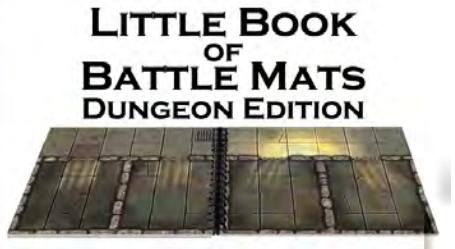
No more hastily drawing dungeons or spending hours preparing maps for games. Just open & roll for initiative!

The Dungeon Books of Battle Mats are a pair of modular Battle Map Books that combine to give you up to an epic 24"x24" encounter battle mat while still fitting in your bag and on your bookshelf alongside your rule books.

Modular designs line up seamlessly to allow you to form a dungeon for any encounter! Hundreds of combinations, size and shape options, all wipe clean and fully customisable for your adventure.

The Dungeon Books of Battle Mats are the latest in our award winning range of Battle Mat Books.

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## LITTLE BOOK OF BATTLE MATS

The Little Book of Battle Mats (Dungeon Edition) is a stand alone companion book to The Dungeon Books of Battle Mats.

Small and portable, the Little Book adds extra rooms, corridors and entrances where and when you need them.



**ADD-ON SCENERY FOR RPG BATTLE MAPS DUNGEON DECORATIONS**

## ADD-ON SCENERY

Add-On Scenery for RPG Battle Maps (Dungeon Decorations) is a pack with over 100 reusable static cling dungeon themed decals that can be used to customise your laminated battle maps, and work perfectly on our Battle Mat Books range.

# BUILDING THE DUNGEON

## SYSTEM MECHANICS

We'd like to start this section by explaining how the elements used throughout this document are written to be generic and useful for a wide range of game systems.

As there are a vast number of RPG systems out there with a wide range of rules and character options, and within those systems may lie a wide gap between basic and advanced characters it's practically impossible to provide rules to suit everything.

As a result, this random dungeon generator does not provide rules for any particular RPG system, instead a series of keywords are used to assist with assigning appropriate stats and rules from your chosen system.

These keywords are grouped here as **Damage**, **Difficulty**, **Challenge**, **Enemy Type**, **Group Size** and **NPC Type**.

These keywords should be treated as a guideline and modified however you wish for your game.

In addition, the term **Character** or **Characters** is used throughout to refer to any player controlled characters.

### DAMAGE

Damage is a guide to help determine what amount of damage an enemy, trap, spell effect, environmental effect etc. may be able to cause to a character.

**Minor** - Only small amounts of damage are likely from this source, a Character is likely to be able to withstand a high amount of Minor damage. This type of damage should be an inconvenience.

**Light** - This is a common sustainable amount of damage that a Character could cope with a good number of times, not negligible but nothing to worry about unless it happens too often.

**Major** - A serious amount of damage, not enough to trouble a full health Character outright, but they would not want to suffer many of these. This type of damage should be significant and could have an impact on characters.

**Lethal** - A potentially killing amount of damage. While not necessarily always a killing blow, this type of damage should carry the potential to put a character out of action.

## DIFFICULTY

Difficulty is used to indicate the chance of success at a task, for example skill style tests like lockpicking, climbing, perception etc.

**Simple** - Very little chance to fail for a suitably trained character

**Routine** - A trained character may fail this task but is more likely to succeed.

**Difficult** - These tasks are more likely to end in failure than success without some kind of assistance (magic, equipment, other characters etc.).

**Very Difficult** - As a Difficult task but even harder.

**Near Impossible** - Should not be dealt with head on, lethal damage possible, near impossible skill challenge.

## CHALLENGE

Challenge is a guide to indicate the abilities of an Enemy or NPC.

**Easy** - Weaker than a single character, could cause Minor damage, Simple skill challenge

**Standard** - Almost equal to a single character, Light damage possible, Routine level of skill challenge

**Elite** - Require effort from multiple characters. Major damage possible, difficult skill challenge

**Boss** - Require whole party using special abilities, consumables etc., lethal damage possible, very difficult skill challenge

**Overwhelming** - Should not be dealt with head on, lethal damage possible, near impossible skill challenge.

## ENEMY TYPES

Enemy Types are the broadest level categorisation of the Enemies that Characters may encounter.

**Beast** - Enemies with animal level intelligence and instincts.

**Denizen** - Part of a community of enemies, would work together with other Denizens.

**Monsters** - Independent enemies that could also present a danger to Beasts, Denizens and other Monsters.

## GROUP SIZES

Group size is used to determine how many of an Enemy or NPC is present in an encounter.

Many of the Group Sizes are based on the number of Characters to help balance encounters.

**Lone** - A single Enemy or NPC

**Pair** - Two Enemies or NPCs

**Small** - Half as many as the Characters

**Equal** - Equal in number to the Characters

**Large** - Twice as many as there are Characters

**Very Large** - Three times the number of Characters

**Horde** - Five times as many as the Characters

**Beyond Count** - For the purpose of the encounter there is no end to the number of Enemies or NPCs

## NPC TYPES

These NPC Types are used to give a general feel of what skills and abilities an NPC may have.

**Cleric** - The NPC may wield divine magic of some form. E.g. Priest, Cleric, Shaman, Druid etc.

**Commoner** - The NPC is not associated with any particular class/archetype. E.g. Villager, Trader etc.

**Performer** - The NPC has performance based skills of some form. E.g. Bard, Singer, Actor, etc..

**Ranger** - The NPC is martial with survival and animal skills. E.g. Scout, Beastmaster, Ranger etc.

**Rogue** - The NPC excels at subterfuge based skills and criminality. E.g. Assassin, Thief, Trickster etc.

**Scholar** - The NPC has knowledge based skills. E.g. Loremaster, Artificer, Sage etc.

**Warrior** - The NPC excels at fighting based skills. E.g. Fighter, Barbarian, Knight etc.

**Wizard** - The NPC may wield arcane magic of some form. E.g. Mage, Sorcerer, Warlock etc.

If a \* is shown alongside an NPC, then chose or randomly determine its NPC Type (a d8 can be used to choose between the 8 types).

Note: that it's quite common for an Elite enemy to also have an **NPC Type** assigned.

# BUILDING THE DUNGEON

## WHAT'S THE PLOT?

The First step in building a Dungeon is to determine where it is, why it exists and why the Characters might want to enter it.

### PLOT HOOK

Why would the Characters want to enter this Dungeon?

#### ROLL (D20) DUNGEON PLOT HOOK

1 - 6	<b>GOLD AND GLORY</b> - The Dungeon is rumoured to be full of both treasure to loot and enemies to defeat.
7 - 10	<b>PROTECT CIVILISATION</b> - The local population centre is threatened by the presence of the Dungeon, the common folk seek the Characters aid.
11 - 12	<b>RWARD</b> - An authority want the Dungeon dealt with in some manner and are willing to pay.
13	<b>ITEM(S)</b> - There is an item or item(s) in the Dungeon that are desirable. This could be anything from legendary artifacts, ancient tomes or even rare mushrooms required for a plague cure.
14	<b>RESCUE</b> - Someone or multiple people are held prisoner within the Dungeon and the Characters have reason to try and rescue them.
15	<b>RECOVERY</b> - Item(s) have been stolen and carried in to the Dungeon. Either they are important to the Characters or a reward is being offered for the safe return of the item(s).
16	<b>INVESTIGATION</b> - A mystery needs solving and the answer looks to be found in the Dungeon. This could be anything from a murder, evidence required for a truce or even seeking the knowledge required for a magical ritual.
17	<b>COMPETITION</b> - There is a competition to see who can conquer the Dungeon first and fastest.
18	<b>SLAYERS</b> - A monster that terrorizes the land must be slain.
19	<b>PRISON BREAK</b> - The Characters have been captured somehow and start in the depths of the Dungeon.
20	<b>QUEST</b> - An item must be taken to the very heart of the Dungeon to complete a ritual or prophecy.

### LOCATION

Where the Dungeon is located may have an impact on how you theme and flavour the Dungeon.

Whilst the journey to the Dungeon entrance is out of the scope of this book it may help set the scene for the start of the Dungeon or even the whole theme, down to Enemies and the Dungeon Boss.

#### ROLL (D20) DUNGEON LOCATION

1 - 5	<b>WILDERNESS RUINS</b> - The Dungeon is a few days travel from civilized lands in temperate but remote wilderness.
6 - 8	<b>CLOSE TO TOWN</b> - The Dungeon is a short travel distance from a settled community.
9 - 10	<b>DEEP UNDERGROUND</b> - The Dungeon is part of a larger underground landscape.
11 - 12	<b>URBAN</b> - The Dungeon is accessed directly from within an urban environment.
13	<b>FREEZING WASTES</b> - The Dungeon is found in an extreme cold climate.
14	<b>BURNING SANDS</b> - The Dungeon is found in an extreme hot climate.
15	<b>JUNGLE DEPTHS</b> - The Dungeon is found deep within a lush jungle.
16	<b>MOVING CITY</b> - The Dungeon is part of a moving environment, such as on the back of a vast creature or via huge wheeled tracks.
17	<b>FLYING</b> - The Dungeon is part of a floating landmass and is very high up in the air.
18	<b>SINKING</b> - The Dungeon is slowly sinking, either in to a swamp, the ocean or even a sea of sand or lava.
19	<b>DREAM WORLD</b> - The Dungeon can only be accessed via sleep rituals and it's not clear if whatever happens inside is real.
20	<b>POCKET REALITY</b> - The Dungeon exists inside its own magic realm, such as the inside of a crystal ball.

There is a Dungeon Worksheet included at the back of this book to note down each of these options.

It's a bit like a character sheet for your Dungeon!

# BUILDING THE DUNGEON

## DUNGEON VARIATIONS

Not all Dungeons are alike, from the old maze like halls that have filled with wandering monsters over time to highly organised and planned Dungeons.

Here are some suggested variations you could use with accompanying ways to vary how Encounters are generated within each.

ROLL (D20)	DUNGEON VARIATION
1 - 10	<b>STANDARD DUNGEON</b> - No variation.
11	<b>WAR CAMP</b> - Dungeon has organised enemies encamped within – Wandering patrols, alarms, reinforcements, Denizens are friendly with most Beasts and Monsters.
12	<b>DEATHTRAP</b> - Dungeon is full of traps - Replace any Interaction encounters with Trap encounters and add a Trap Encounter to all Intrigue and Boon encounters.
13	<b>OPEN AIR RUINS</b> - Dungeon has no roof; walls can be climbed and weather may be a factor.
14	<b>GAUNTLET ARENA</b> - Dungeon is actually a contest area, replace any Intrigue encounters with a Trap and replace any Interaction encounters with an Enemy encounter.
15	<b>SHIFTING LAYOUT</b> - Dungeon changes layout at regular intervals, rearrange the books/ VTT-tiles after every two or four encounters.
16	<b>SUMMONERS PLAYGROUND</b> - Dungeon is controlled by a powerful being for their own entertainment, replace Denizen keyword with Monster keyword. Monster and beasts are friendly with each other.
17	<b>UNSTABLE ENVIRONMENT</b> - Dungeon is prone to Environmental effects, roll an Environmental encounter for each Dungeon Tile.
18	<b>MENAGERIE</b> - Dungeon has no Denizens, but more Beasts. Replace Denizen keyword with Beast keyword in encounters.
19	<b>NEVER ENDING</b> - Dungeon continues without end - Don't determine Dungeon Size, just create a new area each time an area is exited.
20	<b>FUN-HOUSE</b> - A very active dungeon - roll twice for each encounter and combine the results!

## BACK STORY

The history of the Dungeon can help further build its story and add some personality to the place that can help when describing its look and feel.

This table contains some very broad and general ideas to help inspire and feed a back story for the Dungeon.

ROLL (D20)	DUNGEON HISTORY
1 - 5	<b>ANCIENT RUINS</b> - This place has fallen in to ruin since the collapse of an ancient civilisation.
6 - 7	<b>RECENT RUINS</b> - This used to be a thriving settlement until plague or natural disaster left it deserted.
8 - 9	<b>HIDEOUT</b> - The Dungeon was build by a secret or criminal organisation.
10 - 11	<b>OCCUPIED FORTRESS</b> - This one time bastion defending civilised lands has fallen to Denizen or Monstrous forces.
12 - 13	<b>DENIZEN SETTLEMENT</b> - This Dungeon is home to a full settlement of Denizens
14 - 15	<b>CATACOMBS</b> - A purpose build tomb and temple complex.
16	<b>GATEWAY</b> - The Dungeon is a known place of magical power with a gateway to beyond rumoured to be at it's heart.
17	<b>REVEALED SECRET</b> - This dungeon was unknown until recent activity uncovered it, maybe a branch of a mine or a sewer expansion revealed it's chambers.
18	<b>CURSED</b> - An old curse led to this place becoming abandoned.
19	<b>FOLLY</b> - The Dungeon is the construct of noble, magic user or other group.
20	<b>RITUAL CONSTRUCT</b> - The Dungeons very layout is all part of some great ritual.

To help illustrate a Dungeon Build, I'll show a Dungeon being created.

First, I've got Protect Civilisation as a Plot Hook, Close to Town as a Location, Standard Dungeon as a Variation and Catacombs as a Back Story.

Given these, I've chosen an Undead theme, the local village is threatened by a recent series of attacks by undead foes rising from the catacombs near the village.

# BUILDING THE DUNGEON

## WHO LIVES HERE?

Next we determine who might call the Dungeon home by choosing some Beasts, Denizens and Monsters.

The Encounter tables presented later in this book will refer to the **Challenge** and **Enemy Type** of any Enemies encountered so it's useful to have your enemy composition noted down in advance, with enemy composition simply being a list of creature that match up to the Enemy and Challenge types..

These notes could be as simple as a couple of names in a list or could be a collection including full stat blocks.

Note that the Dungeon Worksheet includes space to write down Enemy types.

When choosing which creatures to include in the Dungeon please bear the way they may be presented in Encounters and interact with each other.

**Beasts** are generally going to be neutral with an animal like nature and are more of an environmental hazard, unless of course they're hungry or protecting their home.

**Denizens** are the organised populace of the Dungeon, they will work together and often know how the Dungeon works.

**Monsters** are usually independent and could provide a hazard for beasts or Denizens. Monsters are also generally going to be the most dangerous creatures in most cases.

There is nothing to stop you adding monsters as Denizens if you want that monster to act like a Denizen for example.

Continuing with my sample Dungeon build, in the following examples I choose a variety of undead that are placed in all three Enemy types to populate the Dungeon.

This will mean that even though they are all mostly undead they will act different based on their Enemy type and be called in various ways by the Encounter tables.

### BEASTS

Enemies with animal level intelligence and instincts.

These could be native animals that live in the Dungeon, predators that hunt there or creatures bought in to the Dungeon by others.

Beasts will behave as per their instincts by default and won't necessarily be hostile to the Characters unless provoked.

Some Beasts should be noted down for each of the Challenge types:

**Easy Beasts** - Should be a nuisance, unless in great enough numbers to overwhelm Characters.

I've chosen Dire Rats, Blood Bats, Grave Crows and Rot-Snakes for my Easy Beasts.

**Standard Beasts** - A possible threat to a lone character and the average sort of Beast to encounter.

Wolves, Hunting Spiders, Giant Bats and Gloom Hounds will be the Standard Beasts.

**Elite Beasts** - A challenge for a single Character, these Beasts should require a group effort.

Giant Spiders, Bone Wolves and Carrion Worms are the Elite Beasts in my Dungeon.

**Overwhelming Beasts** - These Beasts are beyond the Characters normal means, usually one Overwhelming beast is enough as they are rarely generated.

In my Dungeon I've decided the Overwhelming Beast will be a Giant Plague Worm.

# BUILDING THE DUNGEON

## DENIZENS

Part of a group of enemies who would work together with other Denizens.

The Denizens are either a community that call the Dungeon home or a collection of similarly motivated creatures.

This could be a tribe of Goblinoid creatures, feral barbarian clan, Outlaw Gang, Lizardfolk community or even a collection of undead with a common desire to kill the living.

Some Encounters will apply an NPC Type to Denizens to further flavour them.

There should be a list of compatible Denizens for each Challenge Type:

**Easy Denizens** - Lower ability troops or commoners.

Zombies, Skeletons, Crawlers and wisps will be the Easy Denizens in my example Dungeon.

**Standard Denizens** - The rank and file, average Denizens

The Standard Denizens in the example are Grave Guard, Maggot Knights, Ghouls and Ghosts.

**Elite Denizens** - Leaders, specialists, special and higher ability Denizens.

Zombie Ogres, Revenants, Miasmic Horrors and Specters make up the Elite Denizens in my Dungeon.

**Overwhelming Denizens** - There is no need to create Denizens of this Challenge Type.

## MONSTERS

Independent enemies that could also present a danger to Beasts, Denizens and other Monsters.

Monsters are often found in smaller numbers than other enemies and should be a bit more dangerous to reflect that.

Some Monsters should be noted down for each of the Challenge types:

**Easy Monsters** - Even an easy monster might be a threat to a single Character, but a group should have no problems dealing with one.

Easy Monsters in my Dungeon are Howling Dead, Poltergeists and Shadows.

**Standard Monsters** - A definite threat to a few characters.

Banshees, Rot Hulks and Void Shadows are the Standard Monsters in my Dungeon.

**Elite Monsters** - A challenge for most of the Characters group.

Wraiths, Enraged Mummies and Death Knights are my Elite Monsters.

**Overwhelming Monster** - These Monsters are far beyond the Characters abilities, usually one Overwhelming Monster is enough as they are rarely generated.

In my Dungeon I've decided the Overwhelming Monster is a Glowing Carrion Dragon.

# BUILDING THE DUNGEON

## DUNGEON BOSS

At the heart of the Dungeon lies its master and final challenge in the form of a Dungeon Boss.

The Dungeon Boss is generally found in the last Dungeon Area which is referred to as the Dungeon Bosses Lair. It's also likely there will be some choice loot available in a Dungeon Bosses Lair.

This table can be used to determine what type of Dungeon Boss rules here.

ROLL (D20)	DUNGEON BOSS
1 - 2	<b>WARRIOR LORD</b> - The Dungeon Boss is a mighty warrior Denizen.
3 - 4	<b>MAGE LORD</b> - The Dungeon Boss is a powerful spell casting Denizen.
5 - 6	<b>PRIEST LORD</b> - The Dungeon Boss is a chosen of the Denizen god(s).
7 - 8	<b>MONSTROUS OVERLORD</b> - The Dungeon Boss is a potent monster.
9 - 10	<b>MASTERMIND</b> - The Dungeon Boss is a brilliant non-denizen humanoid that has managed to take over this Dungeon.
11 - 12	<b>RELUCTANT TYRANT</b> - This Dungeon Boss would be an important friendly NPC acting under evil influences, either magical or mundane.
13 - 14	<b>THE COUNCIL</b> - The Dungeon Boss is actually a group of Denizens.
15 - 16	<b>OUTSIDER</b> - The Dungeon Boss is a Demon, Devil or similar.
17 - 18	<b>PUPPETMASTER</b> - This Dungeon Boss is incorporeal and possesses hosts.
19	<b>THE TWINS</b> - The Dungeon Boss is actual a pair of overpowering Denizens, one a Warrior Lord and the other a Mage Lord.
20	<b>POWER BEHIND THE THRONE</b> - This Dungeon Boss is just the public face for the real Dungeon Boss; roll again for both the public boss and the real boss who'll reveal themselves if the situation calls for it.

A Dungeon doesn't have to have a Dungeon Boss, if you'd prefer to leave them out, fell free.

I've rolled Mastermind, and for my theme that's got to be a Necromancer!

## DUNGEON BOSSES LAIR

This optional table can be used to generate some additional complications for the Dungeon Bosses lair.

You may optionally allow Clues found in Encounters to be spent to reduce the effect of these complications (with 2 + 1 Clue per Dungeon Area suggested to negate a complication).

ROLL (D20)	DUNGEON BOSS LAIR
1 - 2	<b>KENNEL MASTER</b> - The Dungeon Bosses lair has access to [Easy] beasts that are [Beyond Count].
3 - 4	<b>TRAP MASTER</b> - The Dungeon Bosses lair has multiple traps.
5 - 6	<b>HONOUR GUARD</b> - The Dungeon Boss has a guard consisting of an [Equal] sized group of [Elite] Denizens.
7 - 8	<b>BEAST MASTER</b> - The Dungeon Boss has an [Equal] number of [Elite] Beasts as companions.
9 - 10	<b>MONSTROUS GUARDS</b> - The Dungeon Boss has a [Small] number of [Elite] Monsters as guards.
11 - 12	<b>MINION SHIELD</b> - The Dungeon Boss has a [Horde] of [Easy] Minions that will sacrifice themselves to protect their Boss.
13 - 14	<b>MOUNTED</b> - The Dungeon Boss is mounted on an [Elite] Monster or Beast that increases their mobility significantly either just by increased movement or special movement, like flying.
15 - 16	<b>WAR MACHINE</b> - The Dungeon Boss has a war machine, a mechanical or magical construct that increases their armour and has significant weapon attacks.
17 - 18	<b>SEAT OF POWER</b> - The Dungeon Bosses lair has an item or area that can heal and recharge the Dungeon Boss.
19	<b>PROTECTION RITUAL</b> - The Dungeon Bosses lair has an area with powerful protective magic that only protects the Dungeon Boss.
20	<b>TRUE FORM</b> - The Dungeon Boss returns as an even more powerful version of itself when killed.

This time I got Mounted, so my Necromancer boss is now riding a flying mount in the form of an animated zombie Wyvern.

# BUILDING THE DUNGEON

It's worth noting a multi area Dungeon can get pretty big!

## DUNGEON LAYOUT

Now it's time to generate the map layout for the Dungeon.

### DUNGEON LAYOUT TERMS

The following terms are used to describe the different layout elements and how they relate.

**Dungeon** - Dungeon is used to describe the whole of the Dungeon, and is made up of one or more Dungeon Areas.

**Dungeon Area** - A Dungeon Area is a set of Books or VTT-Tiles arranged to form a battle map, and is made up of one or more Dungeon Pages/Tiles.

**Dungeon Page/Tile** - A Dungeon Page/Tile is an individual Book Page or VTT-Tile, and may contain one or more Encounter Zones.

**Encounter Zone** - An Encounter Zone is a section of a Dungeon Page/Tile where an Encounter may be generated.

### DUNGEON SIZE

The first step to generate a dungeon layout is to either decide or randomly determine the size of the dungeon to generate.

Dungeon size is determined by the number of Areas that comprise the dungeon.

ROLL (D20)	NUMBER OF DUNGEON AREAS
1 - 3	1
4 - 8	2
9 - 12	3
13 - 14	4
15	5
16	6
17	7
18	8
19	9
20	10

### GENERATE DUNGEON AREA

You can either generate Dungeon Areas as they are discovered or map out the whole Dungeon in advance, whichever suits your game best.

#### Physical Books and Dungeon Area Size

If you are playing in person using The Dungeon Books of Battle Mats and the Little Book of Battle Mats, then the maximum size of a Dungeon Area will be dictated by the number of books you have available, this is reflected in the type of dice rolled on the next two tables.

#### Dungeon Area Size

Select the appropriate dice for the Books or digital files you have available then roll on the Dungeon Area Size table.

- D4 - Dungeon Books Set
- D6 - Dungeon Books Set and a Little Book
- D8 - 2 Dungeon Books Sets
- D10 - 2 Dungeon Books Sets and a Little Book
- D12 - Using the Digital VTT Tiles

ROLL	DUNGEON AREA SIZE
1 - 2	1 Roll on Dungeon Page/Tile tables
3 - 4	2 Rolls on Dungeon Page/Tile tables
5 - 6	3 Rolls on Dungeon Page/Tile tables
7 - 8	4 Rolls on Dungeon Page/Tile tables
9 - 10	5 Rolls on Dungeon Page/Tile tables
11	6 Rolls on Dungeon Page/Tile tables
12	7 Rolls on Dungeon Page/Tile tables

The more rolls on the Dungeon Page/Tile tables you have the larger the Dungeon Area will be.

If you're using the physical books make sure that you roll or choose appropriately for the table

# BUILDING THE DUNGEON

space available; as two book sets can make some epically large dungeon areas, taking up to eight square feet to lay out.

## DUNGEON PAGE/TILE TABLES

There is a Dungeon Page/Tile table for each Volume of the Dungeon Books and one for the Little Book - Dungeon Edition.

You roll on this table first to determine which books Page/Tile table to use.

Roll as many times as indicated by the Dungeon Area Size.

### Determine Which Dungeon Page Table to Use

Roll first to see which Dungeon Page Table to use rolling the appropriate dice as follows.

- D8 - Dungeon Books Set
- D10 - Dungeon Books Sets and a Little Book
- D10 - Using the Digital VTT Tiles

ROLL*	DUNGEON PAGE TABLE
1 - 4	The Dungeon Volume 1
5 - 8	The Dungeon Volume 2
9 - 10	Little Book (Dungeon Edition)

\* If this is a subsequent roll and the rolled book isn't available, choose the book above it in the list, if that isn't available choose the book below it.

**These Tables can be found on the next three pages**

## TWO PAGE SPREADS

Some of the results will be for two page spreads, which simply means to open the Book and use both pages.

## VTT FILES

While these tables refer to the pages in the Books, they are all available as VTT tiles too.

- The Dungeon Volume 1 pages are 12x12.
- The Dungeon Volume 2 pages are 12x12.
- The Little Book pages are 6x6.

If a two page spread is generated this is simply the two appropriate tiles placed together as 24x48 area.

The VTT names are a combination of which book, the page number and if the page is a left or right page.

DB1 = Dungeon Book Volume 1

DB2 = Dungeon Book Volume 2

LBD = Little Book (Dungeon Edition)

# BUILDING THE DUNGEON

## THE DUNGEON VOLUME 1

Roll (D100) on this table for The Dungeon Volume 1

You will get a result of an individual page/tile or a two page/tile spread.

ROLL	PAGE(S)	VTT FILE(S)
1	P3 Entrance Plaza	DB1-P3-L
2	P4 Outdoor Bridge	DB1-P4-R
3 - 4	P3 + P4	DB1-P3-L + DB1-P4-R
5	P5 Dragons Lair	DB1-P5-L
6	P6 Dragons Lair	DB1-P6-R
7 - 9	P5 + P6	DB1-P5-L + DB1-P6-R
10	P7 Rooms & Stairs	DB1-P7-L
11	P8 Grand Staircase	DB1-P8-R
12 - 14	P7 + P8	DB1-P7-L + DB1-P8-R
15	P9 Temple	DB1-P9-L
16	P10 Circle Room	DB1-P10-R
17 - 19	P9 + P10	DB1-P9-L + DB1-P10-R
20	P11 Throne Room	DB1-P11-L
21	P12 Feasting Hall	DB1-P12-R
22 - 24	P11 + P12	DB1-P11-L + DB1-P12-R
25	P13 Flooded Yard	DB1-P13-L
26	P14 Flooded Rooms	DB1-P14-R
27 - 30	P13 + P14	DB1-P13-L + DB1-P14-R
31	P15 Courtyard	DB1-P15-L
32	P16 Courtyard	DB1-P16-R
33 - 36	P15 + P16	DB1-P15-L + DB1-P16-R
37	P17 Rooms	DB1-P17-L
38	P18 Rooms	DB1-P18-R
39 - 42	P17 + P18	DB1-P17-L + DB1-P18-R
43	P19 Rooms	DB1-P19-L
44	P20 Rooms	DB1-P20-R
45 - 48	P19 + P20	DB1-P19-L + DB1-P20-R
49	P21 Dingy Cells	DB1-P21-L
50	P22 Dingy Cells	DB1-P22-R
51 - 54	P21 + P22	DB1-P21-L + DB1-P22-R
55	P23 Dingy Rooms	DB1-P23-L
56	P24 Dingy Rooms	DB1-P24-R
57 - 60	P23 + P24	DB1-P23-L + DB1-P24-R
61	P25 Rooms	DB1-P25-L
62	P26 Chasm Bridge	DB1-P26-R
63 - 66	P25 + P26	DB1-P25-L + DB1-P26-R
67	P27 Tunnels	DB1-P27-L

ROLL	PAGE(S)	VTT FILE(S)
68	P28 Tunnels	DB1-P28-R
69 - 71	P27 + P28	DB1-P27-L + DB1-P28-R
72	P29 Cavern	DB1-P29-L
73	P30 Cavern Rooms	DB1-P30-R
74 - 76	P29 + P30	DB1-P29-L + DB1-P30-R
77	P31 Library	DB1-P31-L
78	P32 Library	DB1-P32-R
79 - 81	P31 + P32	DB1-P31-L + DB1-P32-R
82	P33 Puzzle Floor	DB1-P33-L
83	P34 Cog Floor	DB1-P34-R
84 - 86	P33 + P34	DB1-P33-L + DB1-P34-R
87	P35 Sewers	DB1-P35-L
88	P36 Sewers	DB1-P36-R
89 - 91	P35 + P36	DB1-P35-L + DB1-P36-R
92	P37 Tower Rooms	DB1-P37-L
93	P38 Tower Room	DB1-P38-R
94 - 96	P37 + P38	DB1-P37-L + DB1-P38-R
97	P39 Hellforge	DB1-P39-L
98	P40 Hellforge	DB1-P40-R
99 - 100	P39 + P40	DB1-P39-L + DB1-P40-R

### Why no Page 1 or 2?

These are blank pages in the physical books with space to draw your own layout, as such they're not needed in this generator.

# BUILDING THE DUNGEON

## THE DUNGEON VOLUME 2

Roll (D100) on this table for The Dungeon Volume 2

You will get a result of an individual page/tile or a two page/tile spread.

ROLL	PAGE(S)	VTT FILE(S)
1	Entrance Stairs	DB2-P3-L
2	Sea Entrance	DB2-P4-R
3 - 4	P3 + P4	DB2-P3-L + DB2-P4-R
5	Dragons Lair	DB2-P5-L
6	Dragons Lair	DB2-P6-R
7 - 9	P5 + P6	DB2-P5-L + DB2-P6-R
10	Rooms	DB2-P7-L
11	Stairwell	DB2-P8-R
12 - 14	P7 + P8	DB2-P7-L + DB2-P8-R
15	Temple	DB2-P9-L
16	Stairs & Rooms	DB2-P10-R
17 - 19	P9 + P10	DB2-P9-L + DB2-P10-R
20	Great Hall	DB2-P11-L
21	Statue Hall	DB2-P12-R
22 - 24	P11 + P12	DB2-P11-L + DB2-P12-R
25	Flooded Rooms	DB2-P13-L
26	Flooded Yard	DB2-P14-R
27 - 30	P13 + P14	DB2-P13-L + DB2-P14-R
31	Courtyard	DB2-P15-L
32	Courtyard	DB2-P16-R
33 - 36	P15 + P16	DB2-P15-L + DB2-P16-R
37	Rooms	DB2-P17-L
38	Rooms	DB2-P18-R
39 - 42	P17 + P18	DB2-P17-L + DB2-P18-R
43	Rooms	DB2-P19-L
44	Rooms	DB2-P20-R
45 - 48	P19 + P20	DB2-P19-L + DB2-P20-R
49	Pit	DB2-P21-L
50	Dingy Cells	DB2-P22-R
51 - 54	P21 + P22	DB2-P21-L + DB2-P22-R
55	Dingy Rooms	DB2-P23-L
56	Dingy Rooms	DB2-P24-R
57 - 60	P23 + P24	DB2-P23-L + DB2-P24-R
61	Ruined Rooms	DB2-P25-L
62	Ruined Rooms	DB2-P26-R
63 - 66	P25 + P26	DB2-P25-L + DB2-P26-R
67	Tunnels	DB2-P27-L

ROLL	PAGE(S)	VTT FILE(S)
68	Tunnels	DB2-P28-R
69 - 71	P27 + P28	DB2-P27-L + DB2-P28-R
72	Cavern	DB2-P29-L
73	Cavern Cave	DB2-P30-R
74 - 76	P29 + P30	DB2-P29-L + DB2-P30-R
77	Library	DB2-P31-L
78	Library	DB2-P32-R
79 - 81	P31 + P32	DB2-P31-L + DB2-P32-R
82	Boulder Run	DB2-P33-L
83	Puzzle Room	DB2-P34-R
84 - 86	P33 + P34	DB2-P33-L + DB2-P34-R
87	Sewers	DB2-P35-L
88	Sewers	DB2-P36-R
89 - 91	P35 + P36	DB2-P35-L + DB2-P36-R
92	Tower Rooms	DB2-P37-L
93	Ritual Chamber	DB2-P38-R
94 - 96	P37 + P38	DB2-P37-L + DB2-P38-R
97	Hellforge	DB2-P39-L
98	Hellforge	DB2-P40-R
99 - 100	P39 + P40	DB2-P39-L + DB2-P40-R

The following Pages/Tiles make for ideal Dungeon Entrances as they have outdoor/indoor transitions, although you could start with any tile you want...

- Dungeon Volume 1 - P3, P4, P5 and P26
- Dungeon Volume 2 - P3, P4 and P30
- Little Book - P3+4, P5+6 and P7+8

# BUILDING THE DUNGEON

## LITTLE BOOK (DUNGEON EDITION)

Roll (D100) on this table for The Little Book (Dungeon Edition), these are 6x6 Tiles.

You will get a result of an individual page/tile or a two page/tile spread.

ROLL	PAGE(S)	VTT FILE(S)
1	P3 Grass Path	LBD-P3-L
2	P4 Path Entrance	LBD-P4-R
3 - 4	P3 + P4	LBD-P3-L + LBD-P4-R
5	P5 Dirt Bones	LBD-P5-L
6	P6 Dirt Entrance	LBD-P6-R
7 - 9	P5 + P6	LBD-P5-L + LBD-P6-R
10	P7 Grass Bridge	LBD-P7-L
11	P8 Flagstone Bridge	LBD-P8-R
12 - 14	P7 + P8	LBD-P7-L + LBD-P8-R
15	P9 Wide T Junction	LBD-P9-L
16	P10 Wide T Junction	LBD-P10-R
17 - 19	P9 + P10	LBD-P9-L + LBD-P10-R
20	P11 Wide X Junction	LBD-P11-L
21	P12 Wide Corridor	LBD-P12-R
22 - 24	P11 + P12	LBD-P11-L + LBD-P12-R
25	P13 Wide Corridor	LBD-P13-L
26	P14 Wide T Junction	LBD-P14-R
27 - 30	P13 + P14	LBD-P13-L + LBD-P14-R
31	P15 Winding Corridor	LBD-P15-L
32	P16 Winding Corridor	LBD-P16-R
33 - 36	P15 + P16	LBD-P15-L + LBD-P16-R
37	P17 Flagstones	LBD-P17-L
38	P18 Flagstones	LBD-P18-R
39 - 42	P17 + P18	LBD-P17-L + LBD-P18-R
43	P19 Room 1 Door	LBD-P19-L
44	P20 Room 2 Door	LBD-P20-R
45 - 48	P19 + P20	LBD-P19-L + LBD-P20-R
49	P21 Room 3 Door	LBD-P21-L
50	P22 Room 3 Door	LBD-P22-R
51 - 54	P21 + P22	LBD-P21-L + LBD-P22-R
55	P23 Room Corridor	LBD-P23-L
56	P24 Room Corridor	LBD-P24-R
57 - 60	P23 + P24	LBD-P23-L + LBD-P24-R
61	P25 Rooms Open	LBD-P25-L
62	P26 Rooms Open	LBD-P26-R
63 - 66	P25 + P26	LBD-P25-L + LBD-P26-R

ROLL	PAGE(S)	VTT FILE(S)
67	P27 Room Open	LBD-P27-L
68	P28 Room 1 Door	LBD-P28-R
69 - 71	P27 + P28	LBD-P27-L + LBD-P28-R
72	P29 Rooms Corridor	LBD-P29-L
73	P30 Room Corridor	LBD-P30-R
74 - 76	P29 + P30	LBD-P29-L + LBD-P30-R
77	P31 Cells	LBD-P31-L
78	P32 Cells	LBD-P32-R
79 - 81	P31 + P32	LBD-P31-L + LBD-P32-R
82	P33 Lava Bridge	LBD-P33-L
83	P34 Lava Bridge	LBD-P34-R
84 - 86	P33 + P34	LBD-P33-L + LBD-P34-R
87	P35 Sewer	LBD-P35-L
88	P36 Sewer	LBD-P36-R
89 - 91	P35 + P36	LBD-P35-L + LBD-P36-R
92	P37 Cave	LBD-P37-L
93	P38 Cave	LBD-P38-R
94 - 96	P37 + P38	LBD-P37-L + LBD-P38-R
97	P39 Cave Entrance	LBD-P39-L
98	P40 Cellar	LBD-P40-R
99 - 100	P39 + P40	LBD-P39-L + LBD-P40-R



# BUILDING THE DUNGEON

## ARRANGING THE PAGES

After determining the Pages/Tiles to use you can use the following method to lay them out or just place them how best seems to suit.

### SINGLE PAGE OR SINGLE SPREAD

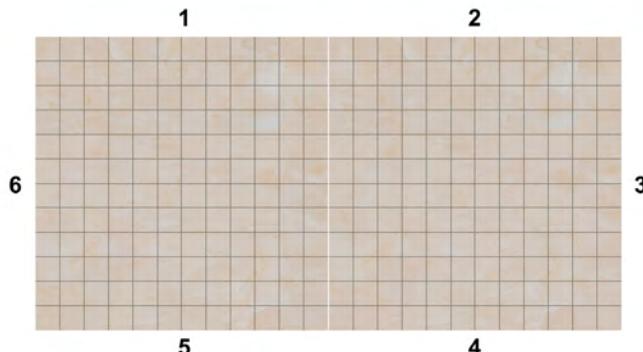
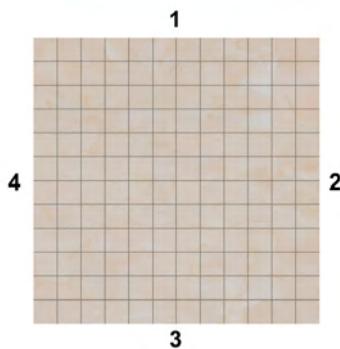
No layout needed as there is only one element to this Dungeon Area, either a single page/tile or a spread of two pages/tiles.

### MULTIPLE PAGES OR SPREADS

For Dungeon Areas made up from multiple Pages the following the following method can be used to randomise layout.

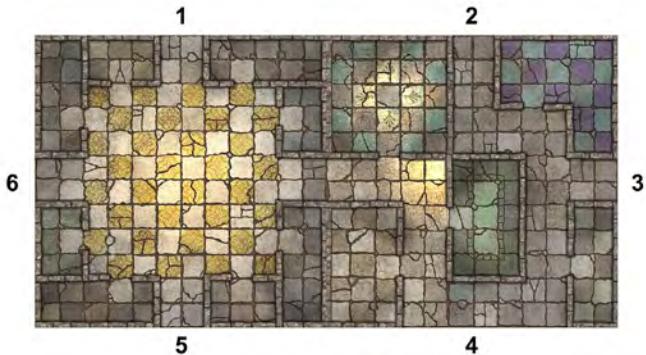
Once the first page/spread is placed roll on either a D4 (page) or D6 (spread) and consult these diagrams to first find the edge on the existing layout that will connect to the new page/spread, and then again to determine which edge on the new page/spread connects.

Repeat until there are no more pages/spreads to add.



I've rolled a Dungeon Area with a size of 2 rolls on the Dungeon Pages tables.

My first result is for P19+P20 from The Dungeon Volume 1

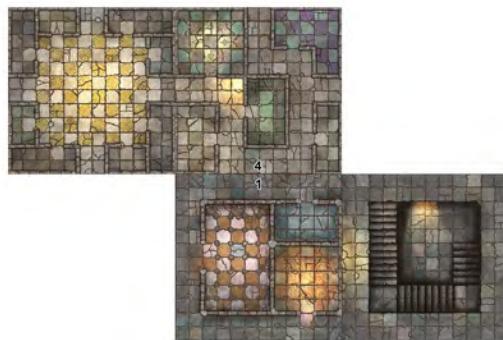


My second result is P7+P8 from The Dungeon Volume 2. To connect them I've rolled a 4 for where P19+P20 connects and a 5 for P7+P8

This gives me this layout.



If they'd been connected by rolling 4 and 1 for the connections it would look like this



# BUILDING THE DUNGEON

## DUNGEON AREA ENTRANCE

The middle two spaces on the edge of the first page placed and furthest from any other connected pages is the entrance for this Dungeon Area.

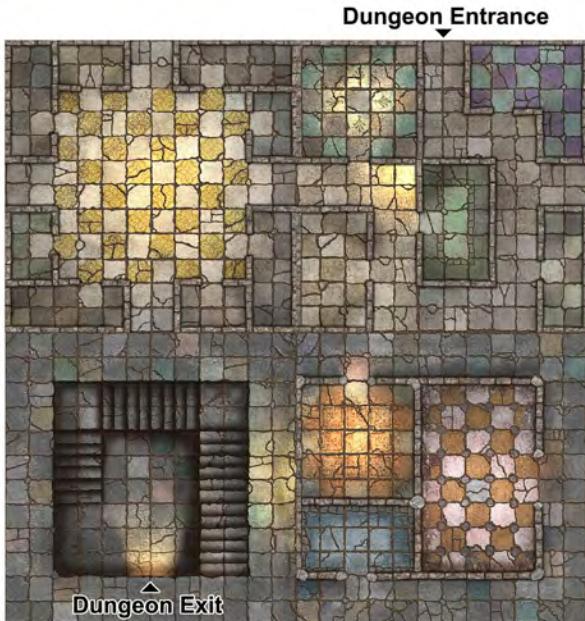
In the event that more than one space is appropriate, choose or roll between them.

For a single page/spread just roll for which edge has the entrance.

## DUNGEON AREA EXIT

The Dungeon Area Exit is on the furthest edge away from the entrance.

If a page has a spiral staircase or stairwell door on it then that can also be a Dungeon Area Exit, either adding an extra or replacing the normal one.



For my Dungeon I've decided to use the stairwell doorway as the Dungeon Exit which means the ideal Dungeon Entrance will be on page P20 in the top left here.

# ENCOUNTER TABLES



## ENCOUNTER ZONES

Encounter Zones are where the actual Encounters are generated.

Now you have your Dungeon Area mapped out, it's time to fill that area with Encounters.

Each Dungeon Page/Tile will have one or more Encounters generated to populate it.

## DETAILED MAP PAGES/TILES

The **Map Pages** chapter later in this book contains details of Encounter Zones and custom Encounter Zone tables for each page/tile in both volumes of the Dungeon Books of Battle Mats set.

If you're not using the Dungeon books or their digital tiles then the following Generic Map Tiles section has you covered.

The Little Book uses the Generic Map Tiles section as it's of a size to only have the one Encounter Zone.

## GENERIC MAP PAGES/TILES

### How Many Encounter Zones?

The number of possible Encounter Zones will depend on the size of the Dungeon Page/Tile:

- A full size Dungeon Page/Tile (12x12) will have 1d6 Encounter Zones, which should be distributed amongst any rooms, chambers or features on the tile.
- A small Dungeon Page/Tile (6x6) has 1 Encounter Zone and rolls on the **Subsequent Encounter Zones** table for this Encounter Zone.

Once the number of Encounter Zones is known an Encounter can be generated for each.

The first Encounter Zone to be rolled should use the **First Encounter Zone** table and any others then use the **Subsequent Encounter Zones** table

## FIRST ENCOUNTER ZONE

This table is used for the first Encounter Zone on a full size (12x12) Dungeon Page/Tile and ensures that there is at least one Encounter generated.

ROLL (D20)	ENCOUNTER RESULT
1 - 3	TRAP
4 - 6	ENVIRONMENTAL
7 - 12	ENEMY
13 - 15	INTERACTION
16 - 18	INTRIGUE
19 - 20	BOON

## SUBSEQUENT ENCOUNTER ZONES

For all Encounter Zones after the first use this table.

This is also the table used to generate encounters on small (6x6) Dungeon Pages/Tiles.

There is a chance for no encounter on this table.

ROLL (D20)	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 10	TRAP
11 - 12	ENVIRONMENTAL
13 - 14	ENEMY
15 - 16	INTERACTION
17 - 18	INTRIGUE
19 - 20	BOON

## ENCOUNTER TYPES

There are seven types of Encounter, each has it's own full sized table in the next chapter, **Encounter Tables**, and each of those possible results are detailed in the **Encounters** chapter after that.

These are the types of Encounter that could be found within the Dungeon:

**Boon** - Loot, curios and generally, but not always, beneficial things.

**Door** - Special type of Encounter for populating doorways.

**Enemy** - Hostile forces of some form.

**Environmental** - Hazards or changes to the Dungeon environment.

**Interaction** - A possible interaction with an NPC.

**Intrigue** - Clues, oddities and similar.

**Trap** - Traps to catch and injure the unwary.

## DOORS

Doors are a special type of Encounter and are optional unless the doorway is an Exit from the Dungeon Area.

You may choose to roll on the Door Encounter table for any doorway within a Dungeon Area.

Dungeon Area Exits should always roll for a Door Encounter.



# BOON TABLE

ROLL (D100)	BOON	DESCRIPTION
1	ALCHEMIST STATION	Intricate collection of jars used to brew potions.
2	ARCANE BOOKSHELF	Old dusty tomes of knowledge.
3 - 8	ARMOUR STAND	Well maintained armour on a stand.
9	ARMOURED DENIZEN	A Denizen is already wearing this quality armour.
10	ARTIST STUDIO	An easel, canvas, paints and even a part finished artwork.
11	BATTLE HORN	Huge silver inlaid battle horn.
12	BEJEWELED COLLAR	A valuable collar, worn by a vicious looking Beast.
13	BLOOD MONEY	A good pile of loot, but with added bite.
14	BOOZE	Cask and barrels of the good stuff.
15 - 16	BUNCH OF KEYS	A collection of assorted keys.
17	BURIAL GOODS	These items were probably to be taken to the afterlife.
18	CARVED BOX	With coins inside, but the box is worth more.
19	CLOAKROOM	A large collection of Denizen outfits.
20 - 23	COIN STASH	A pile of coins.
24	CURSED EYES	Large unusual gems acting as a statues eyes.
25	DRUG STASH	Sealed bags of contraband substances.
26	EGGS	Beast or Monster eggs can fetch a good price.
27	ENCHANTED ITEM	A useful magical item.
28 - 29	FILTHY STASH	There are coins for sure, but in amongst a vile refuse pile.
30	FIREWORK CRATES	The boxes says 'Danger'
31	FRESH BAKED PIES	Just baked with a delicious smell, but baked by who?
32	FULL CRYSTAL DINING SET	Perfect for a grand feast.
33	GAME BOARD AND PIECES	The board and pieces of this game are precious metals.
34 - 35	GEM	A single shiny gem stone.
36	GEM STASH	A bunch of different sparkling gem stones.
37 - 38	GRAND FURNISHINGS	This area has expensive furniture and fittings.
39 - 40	GUARDED TREASURE	It's valuable, so there are Denizen Guards.
41 - 42	HANDY KEY	A large impressive looking key.
43	HEIRLOOM	A gilt vase with a family crest.
44 - 46	HIDDEN COIN POUCH	A pouch of coins hidden out of sight.
47	INFORMATION SCROLLS	These may hold vital info on the dungeon.
48	INGOTS	Valuable but very heavy blocks of metal.

# BOON TABLE

ROLL (D100)	BOON	DESCRIPTION
49 - 50	JEWELRY	A handful of jewelery items.
51	JEWELLED MASK	Silver face mask with gems and a devilish appearance.
52 - 53	LARGE LOOT SACK	A large sack with various coins and trinkets.
54 - 55	LARGE TREASURE CHEST	Large, iron bound, locked and full of treasure.
56 - 58	MAGIC SCROLL	A spell written upon a scroll.
59 - 60	MARKED LOOT	This loot bears an organisations mark.
61	MECHANICAL ODDITY	Well made portable clockwork device of unknown use.
62 - 63	MINOR ENCHANTED ITEM	This radiates a faint magical aura.
64	MYTH BOX	Stone box with mysterious symbols carved all around it.
65	NOBLE CLOTHES	Pressed and folded clothes of the highest fashion.
66 - 67	OIL BARRELS	Collection of highly flammable red painted barrels of oil.
68	ON DISPLAY	A glass display cabinet of curios.
69	POISON GARDEN	These plant pots contain some deadly specimens.
70 - 71	POTION RACK	A trio of potions.
72	POWER AT A PRICE	A magic weapon with a mind of it's own.
73 - 74	RANGERS CACHE	Survival gear, ammunition and food.
75	RESTRICTED KNOWLEDGE	A book wrapped in lock and chain.
76	ROYAL BANNER	A ripped war flag from a local nation.
77 - 79	SECURE ROOM	A safe place to rest and recover.
80 - 82	SMALL LOOT SACK	A small grubby sack that clinks when moved.
83 - 85	SMALL TREASURE CHEST	A modest chest of treasure.
86 - 88	STORE ROOM	A room or area full of sundry supplies.
89	TARNISHED CROWN	In need of a good clean and polish, but still a crown.
90	TATTERED MAP	Maybe a treasure map or secret door details.
91	THE SHINY THING	A gold gem encrusted scepter and the Monster holding it.
92 - 93	TOOLS	Practical tools that may come in handy.
94	TRAP NOTES	Details on nearby traps.
95	TRAP KIT	A packed and stored trap ready to deploy.
96	TRAPPED CHEST	A regular chest, but with a surprise.
97	VAST HOARD	A huge amount of treasure, these are rarely unguarded.
98	WEAPON EMPLACEMENT	A ballista or similar weapon emplacement.
99 - 100	WEAPON STAND	A rack of useful weapons

# DOOR TABLE

ROLL (D100)	DOOR	DESCRIPTION
1	ALARMED DOOR	An alarm alerts Denizens when this door opens.
2	AUTOMATIC DOOR	A door that opens by itself.
3	BARRICADED DOOR	A makeshift barricade blocks this doorway.
4	BLACKEST GATE	This pitch black door radiates fear.
5	BLADED DOOR	Forged from twisted blades of metal.
6	BLESSED THRESHOLD	A holy aura protects this entrance.
7	BRAMBLE BRIAR'S	A dense collection of tangled thorny branches.
8 - 10	CAGE DOOR	Sturdy metal bars form this classic prison door.
11	CLOCKWORK VAULT DOOR	An almost impenetrable barrier without the keys.
12	COMBINATION LOCK DOOR	Solid reinforced door with a combination lock.
13	CURTAIN OF FLAME	This sheet of fire stands in place of a door.
14 - 20	DOOR	A standard wooden door.
21	DOOR OF THE ELDERS	Ancient, alien and inscrutable.
22	DOOR OF THE WORD	A command word is required for this magic door.
23	DREAM PORTAL	A wave of tiredness washes over any crossing through.
24	ELECTRIFIED DOOR	Metal door with a shocking surprise.
25	EXPLODING DOOR	The door that opens with a bang.
26	FEY DOOR	Tiny door, made for little folk.
27	FLAME BURSTS	Regular bursts of flame block the way.
28	FOLLY GATE	Impressive magic door that does nothing special.
29	GILT DOOR	A work of engraved art in door form.
30	GLASS DOOR	Solid panes of glass make up this door.
31	GRIM WARNING	The corpse pinned to the door bears a warning.
32 - 33	GUARD DOOR	Heavy door with window hatch and Denizen guard.
34 - 36	HEAVY DOOR	Heavy construction makes for a solid barrier.
37	ICE DOOR	Huge block of ice filling the doorway.
38	ILLUSIONARY DOOR	This door isn't really there.
39	IRIS DOOR	A slicing iris aperture mechanism.
40	KINGS THRESHOLD	Imposing door that only opens for the crown.
41 - 44	LIGHTWEIGHT DOOR	A flimsy or makeshift door.
45	LIVING DOOR	An organic valve built in to the walls.
46	MIGHTY IRON DOOR	Solid iron and build to last.

# DOOR TABLE

ROLL (D100)	DOOR	DESCRIPTION
47	MIRROR DOOR	Two way mirror letting room occupants see outside.
48	MIST VEIL	Billowing hallucinogenic gas obscures the doorway.
49	MYSTICAL PORTAL	A shimmering portal formed from magical energies.
50 - 60	NO DOOR	No door here, at best a curtain hangs in place.
61 - 62	NOTE OF CAUTION	A normal door with a message nailed to it.
63	ONE WAY PORTAL	Magical portal that only allows travel through one way.
64 - 65	PORTCULLIS	Heavy metal gate that descends from above.
66	POISONED DOOR	Best opened with thick gloves.
67	RAINBOW PORTAL	This normal looking door has a light show when opened.
68	REVOLVING DOOR	Spinning door that limits entry to one at a time.
69	RIDDLE DOOR	The enchanted face will ask for a riddle to solved to open.
70 - 72	ROTTEN DOOR	Moldy, stinking and possibly plague ridden.
73	ROUND DOOR	Like a normal door, just round.
74	SAND DOOR	Magic shape forming sand is used as a door.
75	SCREEN DOOR	Paper and wood constructed screen door.
76	SERPENT DOOR	The snake shaped handle has bite.
77	SHADOW EGRESS	Unholy rituals guard this entranceway.
78	SIREN DOOR	Ear splitting shrieks accompany the opening of this door.
79	SLAM DOOR	Pressure plate activated and spring loaded door bash.
80 - 81	SLIDING DOOR	A heavy door that seamlessly slides back in to the wall.
82	SPEAR BARS	Formed by the shafts of a dozen retractable spears.
83	SPELL DOOR	A spell or spell combination is required to unlock.
84	SPIKED DOOR	Heavy door covered in vicious spikes.
85 - 86	STONE SLAB	An hefty slab of stone moves smoothly in to place.
87	STUCK DOOR	Heavy door that has been jammed shut.
88	THE SUN DOOR	A door that requires the brightest light to open.
89	TOLL DOOR	Solid metal door with a coin operated lock.
90 - 96	TRAPPED DOOR	A standard door hiding a trap.
97	TROPHY GATE	This gate is adorned with battle trophies.
98	UNWELCOME MAT	A pit trap hiding before the door.
99	VAMPIRIC DOOR	Blood activated and always hungry.
100	WARDDED DOOR	Powerful spells guard this door.

# ENEMY TABLE

ROLL (D100)	ENEMY	DESCRIPTION
1	ABOMINATION	A terrifying combination of other Beasts and Monsters
2	AMBUSH	Denizens have prepared a surprise.
3	ASSASSINS	Deadly Denizen specialists at killing.
4	BARRICADES	Makeshift barriers with guards
5 - 9	BEAST GROUP	A group of Beasts
10	BEAST MASTER	These Beasts are well trained and with their master.
11	BEATERS	Noisy Denizens trying to flush out their prey.
12	BESTIAL AMBUSH	Beasts spring an ambush.
13	BOOSTED MONSTER	Not just a Monster, but a boosted Monster
14	CELEBRATION FEAST	Denizens having a feast
15	CHAMPION	A Denizen champion and friends.
16 - 22	DENIZEN GROUP	Standard group of Denizens.
23 - 24	DENIZEN PATROL	A group of Denizens actively patrolling an area.
25	DREAD BEAST	This apex Beast is probably best avoided.
26	DUNGEON INSPECTOR	It's an important job, and this Denizen is doing it.
27	ELDER MONSTER	A Monster of legend, maybe the most deadly thing in here.
28	ELITE WAR-BAND	Best of the best from the Denizen ranks.
29	ENFORCERS	Fierce Denizens that strike fear in to their fellows.
30	ESCAPED BEAST	A frantic Beast looking for a way to escape.
31	EXPLODING BEASTS	Beasts rigged to explode.
32	FROM ABOVE	An attack from high ground or even flying opponents.
33	FROM THE SHADOWS	Monsters emerge from the darkness itself.
34	FUNERAL	These Denizens are mourning a fallen comrade.
35	GUARD BEAST	A dangerous and vigilant Beast stands guard.
36 - 40	GUARDS	Denizens guarding the area.
41	HORDE OF BEASTS	Not the most dangerous Beasts, but so many of them.
42	HORDE OF DENIZENS	This is a lot of Denizen in one place.
43	HUNTING PACKS	Groups of beasts try to split up and hunt the characters.
44	INJURED BEAST	A Beast lying out of the way trying to recover.
45 - 48	LARGE BEAST GROUP	Something has attracted all of these beasts.
49 - 55	LARGE DENIZEN GROUP	This area of the Dungeon looks occupied.
56 - 57	LARGE WAR-BAND	A large well equipped and well prepared group.

# ENEMY TABLE

ROLL (D100)	ENEMY	DESCRIPTION
58	LONE BEAST	This Beast stays here on its own.
59	LONE DENIZEN	A lone Denizen not expecting company.
60	LONE GUARD	A single Denizen stands Guard.
61 - 64	LONE MONSTER	This sole Monster wanders these halls.
65	MONSTROUS AMBUSH	A stealthy Monster tries to surprise the Characters.
66	MOTHER AND YOUNG	A Beast brood mother and young.
67	OFFICIAL AND ESCORT	An important Denizen and their escorts.
68 - 69	PAIR OF BEASTS	A pair of beasts roam here.
70	PAIR OF BOOSTED BEASTS	Who boosted these Beasts, it's made them more deadly.
71 - 72	PAIR OF DENIZENS	Just two Denizens going about their business.
73 - 74	PAIR OF MONSTERS	Not one, but two Monsters call this home.
75	PRISONER ESCORT	These Denizens are escorting prisoners to their fate.
76	REPAIR TEAM	Denizens busy repairing a damaged section of Dungeon.
77	RESTING MONSTER	Resting after it's last battle,
78	SLEEPING BEASTS	Large Beasts asleep amongst noisy looking debris.
79	SLEEPING QUARTERS	A lot of Denizens have their beds here.
80 - 81	SMALL BEAST GROUP	A small group of Beasts
82 - 83	SMALL DENIZEN GROUP	Just the local Denizens that live here.
84 - 85	SMALL MONSTER GROUP	A group of Monsters frequent this place.
86 - 87	SMALL WAR-BAND	A small well equipped and well prepared group.
88	SNIPERS	Denizen marksmen fire from cover.
89	STARVED BEASTS	These Beasts are hungry, very hungry.
90	SUMMONED MONSTROSITY	A magically summoned Monster, doing someones bidding.
91	SWARM - INSECTS	Crawling, chattering bodies without number.
92	SWARM - VERMIN	A near endless swarm of plague rats.
93	TRAINING GROUP	These Denizens may be new recruits.
94	TRAP CREW	Denizen engineers busy resetting traps.
95	TRAPPED MONSTER	This Monster has got itself stuck in a trap.
96	TRAVELING CAPTAIN	A High Ranking Denizen just passing through.
97	VERY LARGE BEAST GROUP	This must be their home lair.
98 - 99	VERY LARGE DENIZEN GROUP	A well populated section of Dungeon.
100	WARHORNS	A vast number of Denizens are on their way, soon...

# ENVIRONMENTAL TABLE

ROLL (D100)	ENVIRONMENTAL	DESCRIPTION
1	ACID POOL	A pool of deadly acid.
2	ACID SPRAY	A fine mist of corrosive acid.
3	AGGRESSIVE FLORA	The plants in this area are on the attack.
4	BAUBLE OF THE GODS	A crystal ball that shows you in the Dungeon.
5 - 6	BITTER COLD	It's dangerously cold here.
7 - 8	BROKEN FLOOR	The floor is has many broken sections and trip hazards.
9 - 10	BUGS	A carpet of crawling insects covers the floor and walls,
11	BURIED ALIVE	A mass of loose earth falls and may bury characters.
12 - 13	CALMING LIGHT	The torch light here has a calming effect.
14 - 15	CHARGED CHAMBERS	Electricity arcs from all over.
16 - 17	CHRONOMANCY BUBBLE	A time loop is a distinct possibility.
18 - 19	COLLAPSING CEILING	Rocks fall at random from different parts of the ceiling.
20	DARKNESS	It's not just dark, but supernaturally dark.
21 - 22	ECHOES	Every noise is increased tenfold and echoed around.
23 - 24	EYE OF THE STORM	It's quiet here, but it may be much busier in the next area.
25	FAKE SURROUNDINGS	This section of dungeon is actually stage dressing.
26	FARM SECTION	Potted crops and livestock are kept here.
27 - 28	FIRE	This area is on fire.
29 - 30	FLOODED SECTIONS	Sections of the floor are submerged.
31 - 32	FOG	A thick fog fills these halls reducing visibility.
33	FUNGUS SPORES	Fungi here can release clouds of choking spores.
34 - 35	GHOST BATTLE	Spectral replay of an ancient battle.
36 - 37	GRAVITY SHIFT	Up is down, down is up.
38	HEALING WIND	A refreshing magical breeze blows through.
39 - 40	HIVE	Many small tunnels are burrowed in to the walls and floor.
41 - 42	HOLY GROUND	Evil beings will find it painful to enter here.
43	HOT HOUSE	This area is uncomfortably hot.
44	ICE FLOOR	The floor is slick with ice in patches.
45	INCREASED GRAVITY	The gravity change makes most action take more effort.
46 - 47	INDUSTRIAL ZONE	Dangerous active machinery abounds.
48 - 49	LAVA CREVASSE	A rent in the floor with bubbling lava.
50	LEECH VINES	This dangling vines have a taste for blood.

# ENVIRONMENTAL TABLE

ROLL (D100)	ENVIRONMENTAL	DESCRIPTION
51	LOW CEILINGS	At about four foot, these ceiling may be inconvenient.
52	LOW OXYGEN	It's hard to breathe here.
53	MENAGERIE	Cages hold all manner of Beasts.
54 - 55	MIGHTY WINDS	High winds blow through knocking things down.
56 - 58	MURDER SCENE	An important dignitary lies dead, murdered.
59 - 60	NULL MAGIC ZONE	It's very difficult to make magic work here.
61	OIL SLICK	Oil has been liberally spread around here.
62	OUT OF BODY EXPERIENCES	Character may feel like they are out of their bodies.
63 - 64	pheromone sack	This tar sealed leather sack has an interesting mix inside.
65	PIT	A hole in the ground, possibly with spikes or worse.
66 - 67	PLANE SHIFT	A close proximity to another plane of existence.
68	PLAY REHEARSAL	Actors dressed as Denizens rehearse here.
69	POISON GAS CLOUD	A miasma of poison hangs in the air.
70 - 71	PUTRID STENCH	This area stinks, it's going to be hard not to vomit.
72 - 73	QUICKSAND	Not the solid floor it looks like.
74	RAINING BLOOD	Blood falls like rain from the ceiling or sky.
75 - 76	REPAIR SCAFFOLD	The walls and ceiling are staying in place with its support.
77 - 78	RISING WATER	This area is slowly filling with water.
79 - 80	RITUAL OF PEACE	Powerful magic stops harm being caused here.
81 - 82	RUBBLE PILES	Scattered piles of rubble provide cover or a hazard.
83 - 84	SILENCE	No sounds is made here.
85	SLAUGHTER HOUSE	Meat hooks and carcasses fill this area.
86 - 87	SMOKE	Thick clouds of smoke fill the air.
88 - 89	SPIDER WEBS	This giant webs must have come from giant spiders.
90	STROBING LIGHT	Flashing magical lights strobe constantly here.
91	SUNSPIKE BEAM	A laser like beam of light crosses the way.
92	SUSPICIOUSLY QUIET	Nothing seems to be happening, or is something waiting...
93	THE FEAR	A creeping dread enters the mind.
94 - 95	TOMB	Tombs to the long dead.
96 - 97	UNLUCKY	An aura of bad luck has hold here.
98 - 99	UPPER CLASS HALLS	This area is were important Denizens call home.
100	WEAKENED REALITY	The chance of unworldly incursions is increased.

# INTERACTION TABLE

ROLL (D100)	INTERACTION	DESCRIPTION
1 - 2	A MIGHTY QUEST	Their quest and they are the hero, not the characters.
3 - 4	A WORTHY FOE	A great warrior looking for a final challenge.
5 - 6	ARCH MAGE	A powerful mage about their own business.
7 - 8	ARCHAEOLOGIST	Investigating the Dungeon for historical significance.
9 - 10	ASSASSIN	On a mission, but who might be the target?
11 - 12	AUDIENCE	A collection of Denizens watching what happens.
13 - 14	BOUNTY HUNTER	They have a bounty to collect.
15 - 16	CAPTURED COMMON FOLK	Commoners, held prisoner.
17 - 18	CARTEL REPRESENTATIVES	Shady criminals with an innocent reason to be here...
19	CLOCKWORK SERVANTS	Still trying to keep the place neat and tidy.
20	DEMI GOD	A being of vast power walking in mortal form.
21	DEVILISH BARGAIN	A charming stranger with a proposition.
22 - 23	DISGUISED SURVIVOR	They friends are dead but they survived in disguise.
24	DOPPELGANGER	One of the characters may meet themselves.
25 - 26	DRUID	Protecting the wildlife and Beasts.
27	ECHOES OF THE FUTURE	A brief glimpse of future events.
28 - 29	ENGINEERS	A group of contractors busy at work.
30 - 31	ENVOY	A representative from the Denizens, here to talk.
32 - 33	FIRE AND PITCHFORKS	A mob of villagers here to take care of things.
34 - 35	FORTUNE TELLER	They knew you'd be coming and have portents to tell.
36 - 37	FROM A DISTANT LAND	An exotic stranger.
38 - 39	FURIOUS HERO	They've not had the best day...
40 - 41	GATHERING PARTY	An alchemist and their crew, collecting supplies.
42	GUARDIAN	An honour bound guard who must do their duty.
43 - 44	HALF-DENIZEN	Seeking answer to their heritage.
45	HEIR APPARENT	A young noble out to gather fame and glory.
46 - 47	HERBALIST	A hermit gathering potent herbs.
48	KIND OLD MAN	A kindly old man, who seems out of place in a Dungeon.
49	LORE MASTER	They've been asked to dispense wisdom.
50 - 51	LOST APPRENTICE	Their master is a powerful mage, they are not.
52	LOST CHILD MONSTER	A young Monster, with family nearby.
53 - 54	MARKET OPPORTUNITIES	Enterprising pair out to make money from the Dungeon.

# INTERACTION TABLE

ROLL (D100)	INTERACTION	DESCRIPTION
55 - 56	MESSENGER	Captured and held here, the message must be delivered.
57	MONSTER WHISPERER	They understand and can reason with Monsters.
58	MONSTROUS SCHOLAR	A wise and thoughtful Monster.
59 - 60	NECROMANCER	A Dungeon seems like a good place to collect 'Supplies'.
61 - 62	NEGOTIATOR	From civilized lands to discuss terms with the Denizens.
63	PARTY TIME	A group having a social engagement with some Denizens.
64	PLAYER OF GAMES	A powerful being that is just here to play.
65	PUPPET MONSTER	A Monster under the control of a wizard.
66 - 67	QUESTING KNIGHT	Covered in steel and on a quest for their beloved.
68	REVENGE	The Dungeon has taken from them, it's their turn now.
69	RIVAL ADVENTURING PARTY	Another group of adventurers who claim to be here first.
70 - 71	SONG OF AGES	A singer writing their opus, about the Dungeon.
72	THE WRONG GROUP	Group of enforcers think the Characters are lawbreakers.
73 - 74	THE ARTIST	True inspiration can only come from experience.
75 - 76	THE CURSED PRIEST	Cursed and misshapen, hiding in the Dungeon.
77 - 78	THE ENEMY OF MY ENEMY	These Denizens aren't from this Dungeon.
79	THE QUESTIONER	Specialist torturer hired to work in the Dungeon.
80	THROES OF MADNESS	This Denizen is mad and acting different to normal.
81 - 82	TOURIST	They thought it's be a good place to have a look around.
83	TRAITOR	They've left society and decided to join the Denizens.
84	TRAPPERS	This group may or may not be trading furs with Denizens.
85	TRICKSTER	This Denizen likes to play tricks on intruders.
86	TURNOAT DENIZEN	A Denizen that would like to join the Characters.
87 - 88	UNSEEN EYES	A scout has been asked to keep an eye on things.
89	VERMIN CATCHER	Each vermin they catch is worth a penny.
90	VILLAGE HERO	The solid, upstanding hero of the village.
91 - 92	WITCH FINDER	They've heard witches live here and have come for them.
93	WIZARD CONCLAVE	A group of wizards going about wizardly business.
94 - 95	WOUNDED REARGUARD	The last soldier from their group, injured but alive.
96 - 97	WRITER	Writing the next epic, maybe the Characters will be in it?
98	YOU SHALL NOT PASS	A mighty warrior under a powerful geas.
99 - 100	ZEALOTS	Their lost temple is within the Dungeon.

# INTRIGUE TABLE

ROLL (D100)	INTRIGUE	DESCRIPTION
1	ALCHEMICAL NOTES	These notes could help create potions.
2	AN OFFERING	A small plate with meager possession left on top.
3	ANCIENT CARVINGS	These appear as old as the Dungeon itself.
4	ANCIENT MANUSCRIPT	Crumbling paper with strange markings.
5 - 6	APPARITION	A ghostly visage with a cryptic warning.
7 - 8	BLASTED REMAINS	These bodies have been blasted and burnt.
9 - 10	BLOOD TRAIL	A trail of fresh blood.
11	BONEYARD	Piles bones strewn all around.
12 - 13	BOOK SHELF	A shelf of dusty old books.
14 - 15	BUBBLING CAULDRON	A large cauldron with unknown liquid bubbling away.
16 - 17	BUTCHERS SLAB	A solid table with butchers tools and meat still on it.
18 - 19	CARVED COLUMN	A pillar from floor to ceiling with intricate writing all around.
20	CHALK TRAIL	A trail of symbols written in chalk.
21 - 22	CLEAR TRACKS	A clear set of tracks showing what has passed this way.
23 - 24	CORPSE	A fallen Dungeon delver.
25	CORPSE PILE	Bodies heaped together in a grim pile.
26	DENIZEN ORDERS	Hastily written notes dropped by a Denizen.
27 - 28	DROPPED WEAPON	An out of place elegant fencing blade lies here.
29 - 30	FOOD STORE	A nearby nook is used as a pantry, full of fresh food.
31 - 32	GRAVE	A hastily dug, shallow open and unoccupied grave.
33	GRIM THRONE	A throne made from giant bones.
34 - 35	GRISLY TROPHY	Unholy symbols adorn this pile of skulls.
36 - 37	IDOL	Twisted shapes carved in stone as a tribute to dark gods.
38	IT'S IN MY MIND	Scrawled writing is everywhere, saying 'it's in my mind'.
39 - 40	KITCHENS	This looks like a working kitchen area.
41 - 42	LEVER	It's not obvious what this lever does, but it's here.
43	MAGIC MIRROR	A spotless mirror standing six foot high in an ornate frame.
44	MAGIC PORTAL	A glowing portal the size of a door.
45	MAP TABLE	A large table with an intricate map laid out on top.
46 - 47	MESSENGER BAG	A satchel stuffed with sealed scrolls.
48 - 49	MUSIC	Ethereal music plays in the air.
50	MYSTERY BOX	A crate with a large '?' painted on each sides.

# INTRIGUE TABLE

ROLL (D100)	INTRIGUE	DESCRIPTION
51	NEUTRAL GROUND	An area where Denizens will avoid violence.
52	ORRERY	A complex clockwork orrery spins slowly.
53	PETRIFIED MONSTER	A Monster turned to solid stone.
54 - 55	RARE FUNGI	Rare mushrooms with potent effects.
56 - 58	RITUAL SETUP	A circle marked out and candles set up.
59 - 60	RUBBISH DUMP	Stinking garbage pile which may hold secrets.
61	RUNIC STONE	A standing stone covered in carved runes.
62	RUST PILES	Piles of rust in shapes that could have been weapons.
63 - 64	SECRET DOOR	A section of wall that can be swung open.
65	SHOE PILE	A pile of left shoes, could it be an offering to the fey?
66 - 67	SLEEPING AREA	Beds or just bedrolls show this is a sleeping area.
68	SMITHY	A working forge, fully equipped.
69	SPECIMEN JARS	Large glass jars with 'things' inside.
70 - 71	SPIRAL STAIRCASE	A spiral staircase offer access to another floor.
72 - 73	STAIRCASE	A staircase leading further down in to the Dungeon.
74 - 75	STATUE	A worn and defaced statue.
76	SEALED HATCH	A locked trapdoor is built in to the floor here.
77 - 78	SUSPECT STATUE	This statue looks brand new and highly polished.
79 - 80	TAPESTRY	Large wall covering tapestry depicting legends.
81 - 82	TELEPORT RUNES	These glowing runes teleport people between each over.
83 - 84	TEMPLE	An area setup for worship of the Denizens gods.
85	THE SIGHT LOCK	A magically locked safe.
86 - 87	TORTURE CHAMBER	Grisly tools of trade that have seen much use.
88 - 89	TOTEM	A hefty wooden pole with animal head carvings.
90	TROPHY ROOM	Mounted across the walls are battle spoils.
91	UNHOLY ALTAR	A slab of black glass that radiates evil.
92	UNUSUAL TRACKS	Something monstrous has come this way.
93	WALL CARVINGS	Complex carvings have been etched on to each wall.
94 - 95	WARNING MESSAGE	Scrawled in the dirt is a warning.
96 - 97	WEAPON PILE	A jumble of weapons thrown in a pile.
98 - 99	WELL	A stone well, with a rope heading down in to the dark.
100	WRITING DESK	A well used and neatly organised writing desk.

# TRAP TABLES

Traps are comprised of two elements, **Triggers** and **Effects**.

Traps will have one or more Triggers and one or more effects defined to describe how they work.

## TRAP COMPLEXITY

Choose or roll for the complexity of the trap, this will determine the number of Triggers and Effects.

ROLL (D100)	TRAP TRIGGERS	TRAP EFFECTS
1 - 54	1	1
55 - 64	2	1
65 - 69	3	1
70 - 80	1	2
81 - 85	2	2
86 - 94	2	3
95 - 100	3	3

## TRAP TRIGGERS

ROLL (D100)	TRAP TRIGGERS	DESCRIPTION
1 - 15	BAIT	Activated when a trigger item is touched or moved (e.g. Moving an idol)
16 - 30	INTERFERENCE	Activated when mechanism is interfered with (e.g. Lock)
31 - 40	LIVING	The trap relies on a living element to activate (e.g. animal or elemental that reacts to Characters)
41 - 50	MAGIC	Magical sensors activate the trap.
51 - 65	MANUAL	An operator nearby activates the trap, usually at the opportune moment.
66 - 85	PRESSURE	Weight on an area activates the trap.
86 - 100	TRIPWIRE	A line of other element is disturbed to activate the trap.

## TRAP AREA OF EFFECT

Some Traps may require that the area they effect is known, use this table guide the area while making it fit with the space on the map.

ROLL (D100)	TRAP AREA OF EFFECT	DESCRIPTION
1 - 20	PERSONAL	The Trap only effects the Character that triggered it.
21 - 60	SMALL AREA	The Trap effects an area of up to 10 feet in range from its origin.
61 - 90	LARGE AREA	The Trap effects an area of up to 20 feet in range from its origin.
91 - 100	VERY WIDE AREA	The Trap effects an area of up to 40 feet in range from its origin.

# TRAP TABLES

ROLL (D100)	TRAP EFFECTS	DESCRIPTION
1 - 3	ALARM	A loud alarm rings out, alerting Enemies.
4 - 7	ARROW STORM	A mass of arrows are fired out.
8 - 10	BEAR TRAP	Steel trap jaws snap shut.
11 - 13	BOMB	An explosion is triggered.
14 - 16	BUG SWARM	A swarm of biting bugs are released.
17 - 20	CAGE	A cage is dropped on the targets.
21 - 23	CHASING TRAP	An object like a boulder is released to chase down targets.
24 - 26	COMBUSTIBLE GAS	A cloud of combustible gas is released and then lit.
27 - 30	CONCEALED PIT	Classic hole in the ground, with or without extra surprises.
31 - 33	CONSTRICTING	The walls are closing in, possibly with spikes too.
34 - 36	ELEMENTAL FORCES	Bound elementals attack.
37 - 39	ENCHANTED TREASURE	Animated objects attack.
40 - 42	FLAME BLAST	A blast of fire aimed at the targets.
43 - 45	FLOODGATE	Liquid is released, flooding the area.
46 - 48	IMPALING SPEARS	Stabbing spears spring out.
49 - 51	LIGHTNING FIELD	Arcs of lightning fill the area.
52 - 54	LOCKDOWN	Doors slam shut, locking the are down.
55 - 57	MAGICAL HOLD	Magical forces seek to hold targets still.
58 - 60	MIND STORM	A barrage of mind attacks takes place.
61 - 63	MONSTER SURPRISE	A monster is released.
64 - 66	NECROMANCERS GIFT	The dead rise to attack.
67 - 69	POISON DARTS	Poison coated darts fly forth.
70 - 72	POISON GAS CLOUD	Deadly gas hisses out.
73 - 75	RIGGED STONE FALL	Stones are dropped down on the targets.
76 - 78	SLICING PENDULUMS	Giant blades sweeping through like clockwork.
79 - 82	SNARE	A snare that may leave targets dangling upside down.
83 - 85	SONIC BLAST	A damaging blast of noise.
86 - 88	SPINNING BLADES	Slicing blades spin out.
89 - 91	SPRING SPIKE GRATE	A cage door of spikes is swung out of the wall.
92 - 94	STAIR SLIDE	The stairs become a super fun happy slide.
95 - 97	STICKY LEVER	A lever with adhesive properties.
98 - 100	UP IS DOWN	Gravity reverses for the targets

# ENCOUNTERS



## DUNGEON ENCOUNTERS

The following chapter offers details on each of the encounter results from the Encounter Tables

### CHANCE

Some encounters present options that have a chance of occurring, these have a percentage shown in brackets, e.g. (10%), simply use percentile dice to determine if the option is in the Encounter.

### CONFLICTING TEXT

Due to the random nature of the Encounter Tables you may end up with some conflicting effects taking place in the same location.

Either choose whichever suits your Dungeon most or apply them in the order rolled, with newer effects taking precedence over previous ones.

### ENCHANTED ITEMS

Where an encounter suggests an enchanted, mastercrafted or magical item is present, you will need to choose an appropriate item for the system and power level you are using.

### CLUES

Clues are an abstracted way to track useful information that the Characters could find in the Dungeon and act as a currency to help solve some Encounters.

Some Encounters will describe how it's possible to gather Clues within the Encounter, while others may describe how Clues could be spent.

Whilst these are simply referred to as Clues in this book, we'd encourage you to elaborate on these and use them as a tool to flesh out your Dungeon.

In my Dungeon there are some **Information Scrolls** to be found that give 1 Clue and there is a **Bladed Door** that requires 1 Clue to know the location of the handle. I've decided that these **Information Scrolls** are notes on the **Bladed Door** that explain how to open it safely.

## RANDOM SQUARE SELECTION

Some Encounter may ask for a random square to be generated.

If the entire Dungeon Area is included, first roll to see which tile is chosen by choosing a dice with more faces than Dungeon Tiles in the Dungeon Area.

Then roll to find the square on the Dungeon Page/Tile.

For a 12x12 Page/Tile roll 2D12 with the first dice counting horizontal and the second vertical.

For a 6x6 Page/Tile roll 2D6 with the first dice counting horizontal and the second vertical.

The diagram below shows how this would work.

## FIND YOUR BALANCE

It's completley your decision on how much you choose to embrace the randomness!

When a set of random rolled Encounters just don't work well together, just reroll or pick more appropriate Encounters.

D12		First Roll											
D6		1	2	3	4	5	6	7	8	9	10	11	12
Second Roll	1												
	2												
	3												
	4												
	5												
	6												
	7												
	8												
	9												
	10												
	11												
	12												

# BOON DETAILS

## 1 ALCHEMIST STATION

The apparatus on this table could be used to brew up potions.

There may be some experimental potions here that have been brewed already.

It's possible, but [Difficult] to gather 1 Clue here.

## 2 ARCANE BOOKSHELF

A lot of these books are old, dusty and may crumble when picked up.

Some books however still look as good as new, mainly those with arcane symbols adorning the spine.

Those able to read the obscure text could gather 1 Clue.

## 3 - 8 ARMOUR STAND

A stand with at least one full set of well maintained armour hanging from it.

## 9 ARMOURED DENIZEN

This looks like a mastercraft or enchanted suit of armour, however it's currently being worn by a Denizen.

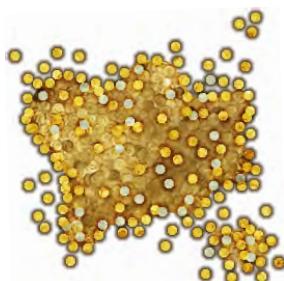
This [Elite] [Warrior] Denizen won't give up this prize easily and it'll take a careful hand not to damage the armour getting it.

## 10 ARTIST STUDIO

An easel, canvas, paints and even a part finished artwork have been left here.

Could this be a Denizen with an artistic eye or has an artist ventured in to the Dungeon.

There is a message hidden [Routine] in the painting, those able to decipher it can gather 1 Clue.



## 11 BATTLE HORN

This huge horn must have belonged to a giant beast before being fashioned in to a table sized battle horn with intricate inlaid silver knot-work decorating its surface.

If someone had the lungs to blow this horn it would be heard throughout the Dungeon; in which case it's very likely (80%) to attract an Enemy encounter.

## 12 BEJEWELED COLLAR

A fine worked leather collar with six rubies mounted in silver studs.

The collar is currently being worn by an [Elite] Beast.

## 13 BLOOD MONEY

This large pile of gold coins are as clean and shiny as if freshly minted but they are not quite what they seem.

The coins are actually dormant scarab like creatures that are [Difficult] to tell apart from a gold coin.

If handled they will unroll and attempt to bite whoever touched them, possibly causing [Light] damage.

Whilst not actually made from gold the carapace of these beetles is a sought after alchemical ingredient.

## 14 BOOZE

A collection of barrels, bottles, kegs, pitchers and more are carefully stored here.

There is a mix of various ales, wines and spirits, with enough to supply a reasonable celebration or two.

It's also possible (20%) that some rare and valuable vintages are to be found here too.

## 15 - 16 BUNCH OF KEYS

A collection of keys on a large iron ring.

These will help with the more mundane locked doors in this Dungeon Area.

# BOON DETAILS

## 17 BURIAL GOODS

A grave, sarcophagus or just a wrapped corpse on the floor have grave goods around the remains of a body for them to use in the afterlife.

Some jewelery, armour and weapons are likely but you'll have to snap the dusty old bones to get them.

For a Character with some knowledge of history it would be [Routine] to gather 1 Clue here.

## 18 CARVED BOX

There are a small number of coins in this intricately carved small wooden trinket box.

The box itself is made from rare woods and expertly carved, making it far more valuable than the coins found inside.

## 19 CLOAKROOM

This Encounter Area is a cloakroom for the Denizens and contains a wide range of their clothes, hats and footwear.

It would be [Routine] to make disguises from the items here.

## 20 - 23 COIN STASH

Hidden well enough that it would be [Difficult] to spot, this stash contains a medium amount of coins.

## 24 CURSED EYES

These three large bright green gems seem to have a soft luminescence and are set in to the eye sockets of a statue representing a twisted insect like creature.

When in close proximity the gems have an aura that extends to ten foot, within that area healing becomes [Very Difficult] whether by magical or natural means.

## 25 DRUG STASH

This pair of large sacks have been carefully oiled and sealed against the elements.

Within is a substantial amount of contraband narcotics.

## 26 EGGS

A dozen of either Beast or Monster eggs found in an unoccupied nest.

These eggs could fetch a good price if they get back to civilisation in one piece.

If the nest is disturbed the next Beast or Monster encounter would feature enraged Beasts or Monsters.

## 27 ENCHANTED ITEM

There is a magically enhanced item to be found here.

This could be a weapon, armour piece, ammunition, tools etc.

There is a high (70%) chance that this item is being carried and used by a Denizen in this Dungeon Area.

## 28 - 29 FILTHY STASH

A reasonable amount of coins have been hidden within a reeking midden heap.

It'll be a [Simple] but dirty job to collect them.

## 30 FIREWORK CRATES

Three crates covered in skulls with danger written all over them.

These crates contain two dozen fireworks each.

## 31 FRESH BAKED PIES

A handy ledge in this Encounter Zone has a row of half a dozen freshly baked pies sat cooling upon it.

These could be the handiwork of a Denizen baker or there is even a chance (10%) they are poisoned pies, left to catch unwary adventurers.

## 32 FULL CRYSTAL DINING SET

This large set of fine crystal glass dinnerware is worth a large sum of money, but is fragile to carry around a dungeon.

The intricate carving of crests etched on this set could be interpreted [Difficult] to give 1 Clue.

# BOON DETAILS

## 33 GAME BOARD AND PIECES

This chess like game set has components made from precious metals.

## 34 - 35 GEM

A single gem will be [Difficult] to spot in a crack in the wall.

## 36 GEM STASH

A [Very Difficult] to find stash of a dozen mixed gem stones.

## 37 - 38 GRAND FURNISHINGS

This Encounter Zone is resplendent with heavy, carved, richly upholstered and well polished furniture.

The furniture could fetch a good price but would be awkward to transport.

## 39 - 40 GUARDED TREASURE

This chest containing a reasonable amount of valuable trinkets and coins is guarded by a [Small] group of [Standard] Denizens.

These Denizens are alert and keeping active watch around this Encounter Zone.

## 41 - 42 HANDY KEY

This large, ornate and silver plated key looks important.

This key will work on an important door somewhere within the Dungeon.

This key also grants 1 Clue.

## 43 HEIRLOOM

This small gilt vase has a family crest upon it and is surprisingly clean and dust free.

The vase has some value, it also has the ashes of a long dead aristocrat within.

A mechanism within the crest is [Difficult] to activate but would reveal an expensive looking signet ring in a secret compartment. This ring is important somehow and is worth 1 Clue.

## 44 - 46 HIDDEN COIN POUCH

This well worn leather pouch is [Routine] to spot and contains a few dozen coins.

## 47 INFORMATION SCROLLS

These scrolls appear to be notes on the Dungeon, either from Denizens or previous adventurers.

These can be read to gather 1 Clue.

## 48 INGOTS

Valuable but very heavy ingots of a valuable but not precious metal are stacked here.

## 49 - 50 JEWELERY

There are half a dozen items of valuable jewelery scattered around this Encounter Zone.

Much of it is broken and could fetch a better price if repaired.

## 51 JEWELLED MASK

This silver plated face mask resembles a classical devil and has fifteen small rubies mixed amongst its decorative flourishes.

If worn the mask feels unnaturally cool but doesn't immediately appear to have any other effects.

## 52 - 53 LARGE LOOT SACK

A large sack containing a good amount of coin and valuable trinkets.

## 54 - 55 LARGE TREASURE CHEST

A large solid looking chest that contains plenty of coins, gems and valuable trinkets.

There is a chance (50%) that the chest is locked.

## 56 - 58 MAGIC SCROLL

Inside a sealed case is a scroll containing the details for a magic spell.

# BOON DETAILS

## 59 - 60 MARKED LOOT

There is good size stash of coins and small portable valuables in boxes here, all of the boxes bear a set of markings though clearly stating that this is the property of an organisation of import and influence that is capable of reprisals.

Maybe this is a thieves guild stash, a military payroll cache or it could belong to an inquisitorial branch of a church.

Why this loot is in the Dungeon could be insightful and grants 1 Clue.

## 61 MECHANICAL ODDITY

This device is the size of a backpack and made of brass, polished wood and a lot of clockwork.

There are multiple keys, dials and other controls placed around the device.

It's not clear what this is for, maybe it interacts with some other mechanism found in the Dungeon?

## 62 - 63 MINOR ENCHANTED ITEM

There is a magically enhanced item to be found here, with slight magical effects.

This could be a weapon, armour piece, ammunition, tools etc.

There is a high (70%) chance that this item is being carried and used by a Denizen in this Dungeon Area.

## 64 MYTH BOX

This one foot square stone box has mysterious symbols carved all around that have a tribal style.

Any magical item placed in the box is completely undetectable as magical while it's inside and for a short period of time after it is removed.

## 65 NOBLE CLOTHES

A few complete sets of high quality and high fashion clothes, shoes and hats.

These outfits are pressed and folded and well looked after.

## 66 - 67 OIL BARRELS

Half a dozen large barrels that have been painted red are stacked here.

These barrels contain highly flammable oil, are heavy and at least one barrel is prone to break if it's moved.

## 68 ON DISPLAY

A well polished glass display case cabinet that appears to be full of curious items, like dried ears, finger bones, arrow heads, scraps of cloth showing heraldry etc.

These could well be trophies taken from those who tried to take on the Dungeon before and there could be clues to help the characters.

The curios are [Routine] to examine for 1 Clue.

## 69 POISON GARDEN

A collection of plant pots in this Encounter Zone are home to a well cultivated collection of rare plants.

The one thing the plants have in common is that they are all used in the production of poisons.

## 70 - 71 POTION RACK

A sturdy shelf unit that safely houses three glass decanters.

Three potions could be extracted from this unit.

## 72 POWER AT A PRICE

This enchanted weapon has a basic sentience granted by either the magic required to craft it or via a trapped entity bound to the weapon.

The weapon will have it's own ideas on what it wants to be used for and will try to influence a character wielding it.

## 73 - 74 RANGERS CACHE

Some rangers have passed this way before you and have hidden a [Difficult] to spot cache of ammunition, food and other survival gear.

Those able to read the Rangers symbols left here could gain 1 Clue too.

# BOON DETAILS

## 75 RESTRICTED KNOWLEDGE

A heavy tome that has been encased in lock and chains.

Someone does not want the contents of this book to be read.

Amongst any other effects it's possible to get 2 Clues from reading the book.

## 76 ROYAL BANNER

Lost during a pivotal battle this is an item of historical importance.

This war-torn banner would belong to a local nation that would be most interested in its return.

## 77 - 79 SECURE ROOM

There is a clean, warm and safe room here with a good solid door that can be locked from the inside.

This could be a good place to rest.

## 80 - 82 SMALL LOOT SACK

Small grubby sack with a handful of coins and polished rocks.

## 83 - 85 SMALL TREASURE CHEST

Small and portable, this sturdy little chest has a moderate amount of coin and valuable trinkets held within.

## 86 - 88 STORE ROOM

This Encounter Zone is used as a store room and has all manner of sundry items such as food, water and tools.

There will be a lot of crates and barrels stacked around the place to hold the stores.

## 89 TARNISHED CROWN

This well worn crown looks like it was once a thing of beauty and importance.

All of the mountings that may once have held gems are empty but the crown is still made from precious metals.

## 90 TATTERED MAP

This tattered map could well be a treasure map or a map of secret passages within the Dungeon.

The map grants 1 Clue.

## 91 THE SHINY THING

An exquisite gold, gem encrusted scepter that looks to be worth plenty, only problem is the [Elite] Monster that's taken a liking to it and is currently holding it.

## 92 - 93 TOOLS

A set of practical artisan tools have been carefully treated, wrapped up and then left here.

## 94 TRAP NOTES

A set of papers contain notes on any traps in this Dungeon Area, including triggers and effects.

There is a (10%) chance these are fake and intended to lure Characters in to another, real trap.

## 95 TRAP KIT

A disassembled and packaged up trap is stored in a crate here.

There are setup and assembly notes in the crate.

Roll a Trap to see what type this is.

## 96 TRAPPED CHEST

A solid iron banded chest with some valuable treasure, valuable enough in fact to warrant a trap.

Roll a trap effect for this Interference Trigger trap.

## 97 VAST HOARD

A vast pile of treasure fills this Encounter Area, with coins, chests, gems and fine items scattered throughout.

This sort of treasure pile usually (90%) has an owner or guardian in the form of an [Overwhelming] Monster.

It'll also take magic or a train of pack animals to shift it all out of the Dungeon.

# BOON DETAILS

## 98 WEAPON EMPLACEMENT

A defensive emplacement with a large weapon like a ballista or cannon mounted on a frame behind gabions and sand bags.

If there are Denizens in this Dungeon Area they may already be manning this weapon (40%).

## 99 - 100 WEAPON STAND

A rack of weapons in a well used stand.

There are a dozen or more weapons here with a good range of different types.



# DOOR DETAILS

## 1 ALARMED DOOR

This Heavy Door has a clockwork alarm system of loud bells rigged to sound when it is opened.

The alarm is [Difficult] to spot and [Difficult] to silence once started.

A [Large] group of [Standard] Denizens will come to investigate within a few minutes of the alarm starting.

## 2 AUTOMATIC DOOR

Through mechanical or magical means this heavy door slowly opens whenever a person comes within ten foot of it.

It closes again when no one remains within the ten foot area.

## 3 BARRICADED DOOR

A ramshackle barricade has been erected against this simple wooden door to stop it opening.

There is a chance (30%) of the barricade being placed to keep something trapped within, such as a [Lone] [Standard] Monster.

## 4 BLACKEST GATE

The angles of this utter black door are uncomfortable to look at and cause headaches if studied for too long, resulting in [Light] damage.

A palpable aura of fear can be felt within ten foot of the door and it would be [Very Difficult] for a character to muster the courage to open the door.

This door is very resistant to both physical and magical damage, although spending a Clue would allow a weakness to be found.

## 5 BLADED DOOR

There isn't a single piece of this imposing door that doesn't end in a razor sharp blade; made from mangled and fused slivers of metal it isn't clear where a handle would be found.

It would be a [Difficult] task to locate the handle mechanism and there would be plenty of opportunities to receive [Light] damage from the doors sharp edges. Spending 1 Clue would reveal the handle.

## 6 BLESSED THRESHOLD

Instead of a door there is a bright white slab of stone in the door way below a glowing wall of golden light.

The slab has holy symbols dedicated to a benevolent deity carved across its surface.

The golden aura well feel calming and reassuring for appropriately aligned characters, can be passed through without issue and may even restore [Light] amounts of health.

The aura has the opposite effect on those with evil tendencies and will make them feel uncomfortable and cause [Light] damage to them if they pass through.

## 7 BRAMBLE BRIAR'S

This door way is hard to discern behind a wall of tangled thorn studded branches.

The branches are alive and will attempt to snare and entangle any character who touches them. The thorns can cause [Minor] damage for anyone who gets ensnared.

The branches open for anyone carrying a particular druidic oil that emits a strong odour. It's quite likely (75%) that this oil may be found somewhere within this Dungeon Area, spending 1 Clue will reveal this.

## 8 - 10 CAGE DOOR

Sturdy metal bars and a hefty key operated lock make this classic prison door a formidable barrier.

The Cage Door has a chance (75%) of being locked and that lock is [Difficult] to pick without the correct key.

## 11 CLOCKWORK VAULT DOOR

An almost impossible door to open without the correct pair of keys, which could be found for 3 Clues.

It's constructed of magically treated stone and steel and locked by a [Near Impossible] clockwork tumbler system.

Spells have a 50% chance of reflecting back on the caster if aimed at this door.

Add a Boon encounter type to any room secured by this type of door.

# DOOR DETAILS

## 12 COMBINATION LOCK DOOR

Reinforced and iron bound, this door is locked via a series of number dials.

Without the code it would be a [Very Difficult] task to crack the combination. The code would cost 1 Clue.

## 13 CURTAIN OF FLAME

Instead of a door this doorway has a sheet of intense flame.

This is either magically produced or via jets in the door frame.

Anyone passing through without negating the flames somehow would receive [Major] damage and risk setting their gear on fire.

## 14 - 20 DOOR

A simple wooden door with a handle operated latch.

This type of door could take [Light] damage before being broken.

There is a 10% chance that the door is locked with a [Simple] mechanical lock.

## 21 DOOR OF THE ELDERS

This door could be older than the characters races and appears ancient, alien and inscrutable.

The door opens by phasing out of this reality following psionic commands long lost to time.

It's possible to open it for a short time as the door senses the desire of those trying to open it, however this psionic activated door was not meant for the characters minds so they may suffer [Major] mental damage as a result. Spending 1 Clue

This door is indestructible for all intents and purposes.

## 22 DOOR OF THE WORD

Solid and impenetrable this magic door requires a command word to open.

There is chance (30%) that runic carvings on the door give a hint as to the word required.

Otherwise the word will have to be obtained by spending 1 Clue.

## 23 DREAM PORTAL

Lightweight but sturdy unlocked door covered in painted panels showing fantastical animals running amongst a cloudscape.

A powerful sleep effect takes hold of anyone passing through and they would have a [Difficult] time staying awake.

Those removed from the immediate area of the door can be brought back awake or will wake unaided after a few hours. Anyone stuck in the doorway will have a [Very Difficult] time waking.

This effect is tied to this location, not the door itself and destroying the door does not negate the effect.

## 24 ELECTRIFIED DOOR

A solid metal door with a large pull bar in the centre.

The door itself is electrified and will cause [Light] damage to anyone touching it.

The pull bar is very highly charged and will cause [Major] damage if touched.

It's possible, though [Very Difficult], to find the nearby switch to deactivate the door, although spending 1 Clue will also reveal this.

## 25 EXPLODING DOOR

A normal looking door that has been rigged via magic, alchemy or gunpowder to explode when the handle is turned.

The explosion destroys the door and causes [Lethal] damage to the one turning the handle and [Light] damage to anyone within twenty feet.

This trap is [Very Difficult] to spot and [Very Difficult] to disarm.

## 26 FEY DOOR

This door was not made for the average person, it's barely one and a half feet in height and only one foot wide.

The door is otherwise well maintained and perfectly functional, just very small.

# DOOR DETAILS

## 27 FLAME BURSTS

For reasons known only to the architects of this place there are a series of timed flame bursts that fill this door way.

It's a [Routine] task to get the timings worked out and a [Difficult] task to step through at the right time.

Failing to time it right or find another way to negate the flames while passing through will result in [Major] damage and may set fire to carried gear.

## 28 FOLLY GATE

This impressive gateway has been built to inspire awe and radiates a strong sense of magic that is hard to pinpoint.

It also appears to have intricate mechanisms that look like possible trap triggers.

The door itself is all for show and the magic aura does nothing but supply a strong sense of magic.

It's a [Difficult] task to check that the mechanisms are also just for show and nothing is trapped.

## 29 GILT DOOR

This lacquered exotic wooden door has silver filled patterns engraved all across it.

Scraping out the silver will yield some minor treasure but if the characters find a way to take the whole door with them it would be far more valuable to an art collector.

## 30 GLASS DOOR

This metal framed door consists of large glass panels that make it possible to see though to the other side.

While not too delicate it's still made of glass and could smash if struck hard.

There is a chance (30%) this door is locked with a [Simple] mechanical lock.

## 31 GRIM WARNING

This spiked heavy wooden door has the corpse of a recently killed victim pinned to the front as a warning to others.

## 32 - 33 GUARD DOOR

Heavy barred door with shuttered window hatch, a [Standard] Denizen is stationed the other side and controls access via the locking bar.

The guard is likely to have a decent ranged weapon to hand that can fire through the hatch.

## 34 - 36 HEAVY DOOR

A heavy wooden door with metal bands and a sturdy handle operated latch.

This type of door could take [Major] damage before being broken.

There is a 10% chance that the door is locked with a [Routine] mechanical lock.

## 37 ICE DOOR

This entrance way is blocked by a slab of ice around five feet thick that extends all around the door frame and nearby wall sections.

## 38 ILLUSIONARY DOOR

The impressive door of intricately carved panels in this doorway isn't actually there and anyone trying to touch it will put their hand straight though.

The illusion blocks line of sight but not movement and is [Difficult] to dispel.

## 39 IRIS DOOR

The heavyweight slicing iris aperture mechanism that seals this portal is operated by a pair of levers, with one each side of the door.

Anything caught in the closing door is liable to take [Major] damage.

## 40 KINGS THRESHOLD

Covered in heraldry and crests of a royal house, this heavyweight door is magically locked and will only open for someone wearing a crown.

In theory it should be the crown of this particular royal line but the magic is old and any suitable head gear may work. It's possible to gain this knowledge by spending 1 Clue.

# DOOR DETAILS

## 41 - 44 LIGHTWEIGHT DOOR

A very light internal door with thin sheets of wood or cured hide set in a wooden frame with a simple lever operated latch.

This type of door could only take [Minor] damage before being broken.

## 45 LIVING DOOR

It's best not to ask why this was placed here, but merged in to the stone is what can only be described as a mass of fleshy matter with an unappealing 'valve' style section where a door might otherwise be.

If a [Lethal] amount of damage is caused to the mass it will sag and open, as well as wash the entire area in blood and gore.

It's possible, but unpleasant to squeeze through without having to cause damage.

## 46 MIGHTY IRON DOOR

A solid iron door operated from the other side.

A bell pull can be found in the frame next to the door and can be used to get the attention of the [Pair] of [Elite] Denizens that operate this door.

It's possible though [Very Difficult] to slip the bolt securing the door from the outside.

## 47 MIRROR DOOR

A highly polished circular glass mirrored window dominates this door.

The mirror is two way and allows the occupants of the room to see who approaches their door.

The door itself is standard construction and is locked with a [Difficult] mechanical lock.

## 48 MIST VEIL

The twenty foot diameter billowing gas cloud centered on this door is full of thick opaque vapours, which have hallucinogenic properties, with anyone breathing in the gas having a [Difficult] time discerning reality around them correctly.

They may see things that aren't real or mis-identify the things that are.

## 49 MYSTICAL PORTAL

Instead of a door a glowing portal sits here.

This portal teleports anyone entering in to a random part of this Dungeon Area.

## 50 - 60 NO DOOR

This opening is unbarred and there is no door or obstruction here.

If line of sight should be blocked then a simple curtain of leather or cloth hangs in place.

## 61 - 62 NOTE OF CAUTION

This normal unlocked door has a note nailed to the front, this is a warning from previous dungeon delver.

The note will give information the author discovered in the Dungeon, worth 1 Clue.

## 63 ONE WAY PORTAL

A shimmering magical portal blocks this doorway, anyone touching the portal will pass through it.

However the portal does not allow travel back the other way and will feel like a solid wall for any who try.

The portal is [Difficult] to dismiss as a spell.

If this door leaves all characters trapped in a dead end, add a secret door or similar if required.

## 64 - 65 PORTCULLIS

Heavy metal gate that descends from above, causing [Major] damage to any beneath it.

The gate is operated by a lever on the other side.

There is a chance (30%) of a [Standard] Denizen present and manning the lever.

## 66 POISONED DOOR

The handle of this normal door is designed to depress when touched exposing the opener to a poison coated needle [Major] damage.

This is a [Difficult] trap to spot although armoured gloves may save a character from harm.

# DOOR DETAILS

## 67 RAINBOW PORTAL

What appears to be a normal door will explode in colour sprays when opened.

These will either (40%) be a magical fireworks spray of blinding colours or (60%) a pressure fed spray of coloured dyes that stain everyone within ten foot with patches of random colour.

## 68 REVOLVING DOOR

Made of a metal frame and heavy wooden panels this revolving door system limits access to one person at a time.

It's also a [Routine] task to wedge the door and stop it from revolving.

## 69 RIDDLE DOOR

An enchanted face will loudly address anyone coming near this solid metal door and challenge them to a riddle contest.

The prize is entry to what lays beyond, if the face wins then it settles in to a smug grin and doesn't animate again for an hour.

It's possible to know the answer of the riddle for 1 Clue.

## 70 - 72 ROTTEN DOOR

Every section of this door is made from moldy, stinking and possibly plague ridden organic components.

Caution is advised when handling these rotted remains.

## 73 ROUND DOOR

Just like a normal door except perfectly round and set a foot above ground level.

There is a 40% chance this door is locked via a [Routine] mechanical lock.

## 74 SAND DOOR

This door is actually a Sand Elemental that has been trapped and forced in to servitude.

It's locked door form just appears as a solid wall of sandstone, which melts away across the walls when 'opened' by a Denizen approaching it.

The elemental is an [Standard] Monster and will go in to a frenzy against any Denizens if freed from its imprisonment some how.

## 75 SCREEN DOOR

An exceptionally lightweight paper and wood construction sliding door.

## 76 SERPENT DOOR

This heavy door has a [Very Difficult] lock and an ornate snake shaped handle.

The snake handle is an animated metal creature and will bite anyone trying to grasp it for [Lethal] damage.

While inanimate the handle is highly resistant to damage, when animate it's equivalent to an [Easy] Monster.

## 77 SHADOW EGRESS

Evil looking symbols surround this portal of inky darkness.

Anyone with good tendencies will feel fear creeping in to their mind near to the portal and will actual take [Light] damage if they touch it.

The portal will allow anyone to pass through but will cause those with good tendencies [Major] damage in the process.

Anyone with evil tendencies is unaffected by the portal.

# DOOR DETAILS

## 78 SIREN DOOR

A normal door that emits an ear splitting scream when touched.

The scream cause [Light] damage to all within twenty feet.

The scream will continue as long as the door is being touched.

This comes from a spirit bound to the door that is [Difficult] to banish.

## 79 SLAM DOOR

This door has a powerful coiled spring opening mechanism, the first character to stand on the concealed pressure plate before the door will have to be quick to avoid being slammed in the face by the rapid opening of the door.

The pressure plate is [Difficult] to spot and the door is [Very Difficult] to avoid if standing on the pressure plate when it activates.

The impact of the door causes [Light] damage and a character would have a [Difficult] test to avoid being knock over.

The door takes around 5 seconds to return to closed after the pressure plate is no longer depressed.

## 80 - 81 SLIDING DOOR

Just like normal door except this one slides smoothly in to a gap in the wall.

## 82 SPEAR BARS

A dozen retractable metal spears shoot out from the walls to seal this door way, causing [Major] damage to anyone caught in their path.

Use the Trap Triggers table to determine the method by which this door is activated to open/close.

This door has a 70% chance of starting in an open state, ready to close when triggered.

## 83 SPELL DOOR

This arcane symbol adorned metal door requires a spell of opening to open.

Designed to stop non magical sorts from accessing beyond, it may even require a combination of spells to open. The exact details could be discerned by spending 1 Clue.

## 84 SPIKED DOOR

Heavy, reinforced and covered in spikes, some with dried blood crusted on them.

There is a 50% chance that this door is locked by a [Difficult] mechanical lock.

## 85 - 86 STONE SLAB

Ingenious counterweights and expert stone craft allow this solid wall of stone to glide smoothly in to place as a door.

## 87 STUCK DOOR

This Heavy door has been jammed shut on purpose and is [Difficult] to force open.

## 88 THE SUN DOOR

Bright yellow paintings of sun rays adorn this magically sealed metal door.

The door has a darkness activated magical seal that will unlock when bright enough light is shone on the door.

As soon as it returns to a darker state the door will reseal itself.

Spending 1 Clue will reveal how the mechanism here works.

# DOOR DETAILS

## 89 TOLL DOOR

This iron revolving door is of exceptionally strong construction and has a coin operated locking mechanism built in to the wall beside the door.

Each section of the revolving door is sized for one person and a coin is required each time the door makes a turn.

Tricking the mechanism is [Difficult] and breaking in to the coin store is [Very Difficult].

## 90 - 96 TRAPPED DOOR

A heavy locked door which is trapped in some way.

Roll a Trap Trigger and Effect and apply it to the door.

## 97 TROPHY GATE

This heavy door is covered in battle trophies, flags, banners, broken weapons and shrunken heads.

Add an [Elite] Denizen to the next Enemy encounter to represent the doors keeper.

## 98 UNWELCOME MAT

A classic ten foot drop pit is hidden beneath this oversized welcome mat.

This cunning trap is [Simple] to spot.

## 99 VAMPIRIC DOOR

This ornate gothic brass and steel door has a glass vial visible in the centre of a surgical looking piece of clockwork machinery.

The glass vial appears to have traces of blood within.

The lock on this door only opens when the mechanism has used its needles to pierce and extract enough blood to fill a vial, this is equivalent to [Minor] damage.

Once filled the vial will rotate out of sight and the door will open.

Trying to circumvent the machinery is [Very Difficult].

Why this lock collects blood and what it does with it is currently a mystery.

## 100 WARDED DOOR

This normal door has been reinforced by magical shielding and is resistant to magical effects.

When weakened the ward will blast out offensive spells to all nearby.

The wards are [very Difficult] to dispel.

A few amulets are known to exist which allow entry past this type of warded door, and one could be found for 1 Clue.



# ENEMY DETAILS

## 1 ABOMINATION

Hideous creature comprised of multiple monsters and beasts fused together.

Treat this as an [Elite] Beast and an [Elite] Monster combined as a single entity.

The Abomination is capable of [Lethal] damage.

## 2 AMBUSH

An [Equal] group of [Standard] Denizens are well hidden around this Dungeon Tile and ready to spring an ambush.

They are [Difficult] to spot in their hiding places.

## 3 ASSASSINS

This [Pair] of [Elite] [Rogue] Denizens have targeted the Characters and are using their assassin skills to hunt them down.

If they are using stealth or disguise they are [Very Difficult] to spot.

They would also have poisoned attacks capable of [Lethal] damage.

## 4 BARRICADES

A series of makeshift barricades block the way around this Encounter Zone, they are manned by a [Large] group of [Standard] Denizens.

These Denizens are very likely to have ranged capabilities to take advantage of the barricades.

## 5 - 9 BEAST GROUP

An [Equal] size group of Beasts are found in this Encounter Zone.

## 10 BEAST MASTER

An [Elite] [Ranger] Denizen who commands an [Equal] size group of [Standard] Beasts.

These Beasts will be friendly to Denizens as long as the Beastmaster commands them.

## 11 BEATERS

A [Very Large] group of [Easy] Denizens are approaching from just beyond the Dungeon Area, they are making a lot of noise in an attempt to flush out any intruders and to try and sound like a more threatening group than they may be.

## 12 BESTIAL AMBUSH

A [Pair] of [Elite] Beasts have stalked the Characters and are [Very Difficult] to spot before they launch a surprise attack.

## 13 BOOSTED MONSTER

This [Standard] Monster has been magically or alchemically enhanced and would have more health, cause more damage and be quicker than before.

## 14 CELEBRATION FEAST

This Dungeon Page/Tile has a [Very Large] group of [Easy] Denizens, a [Large] group of [Standard] Denizens and a [Pair] of [Elite] Denizens.

All of these Denizens are busy with a celebration of some form with abundant food and drink for all.

There is a lot of noise coming from the feast and it would be [Routine] to go around and avoid it.

The Denizens may well also be inebriated and easier to trick than normal .

## 15 CHAMPION

This [Elite] [Warrior] Denizen leads a [Small] group of [Standard] Denizens and will be well equipped and prepared for meeting the Characters.

If appropriate the Champion will challenge a single Character to a duel.

## 16 - 22 DENIZEN GROUP

An [Equal] size group of [Standard] Denizens are resident in this Encounter Zone.

# ENEMY DETAILS

## 23 - 24 DENIZEN PATROL

This [Large] group of [Standard] Denizens are patrolling this Dungeon Area.

They start in the Encounter Zone and from there will head towards the most distant edge of the Dungeon Area before looping back again.

## 25 DREAD BEAST

This [Overwhelming] Beast is a scourge to this Dungeon Area and is avoided by the Denizens and Monster alike.

There should be a way for the Characters to avoid this Beast if they choose to do so.

## 26 DUNGEON INSPECTOR

This [Elite] [Wizard] Denizen is inspecting the Dungeon and has a map and journal that details what they have found so far. They will avoid these falling in to the characters hands as much as they are able, they are worth 2 Clues if acquired.

They have an escort formed of an [Equal] sized group of [Standard] Denizens.

## 27 ELDER MONSTER

A monster of legend may call this Dungeon Area home or could just be passing through this way.

This [Overwhelming] Monster is best avoided if possible, although think of the glory.

There should be a way for the Characters to avoid this Monster if they choose to do so.

## 28 ELITE WAR-BAND

This [Equal] size group of [Elite] Denizens form a war-band patrolling this Dungeon Area.

A war-band of Denizens are well Armoured and equipped for multiple situations. They would have magical support within the war-band as well as consumables like potions.

## 29 ENFORCERS

This [Small] group of [Elite] [Warrior] Denizens are hated and feared by their fellows as they enforce the rules amongst the Denizens.

It's possible other Denizens may avoid helping if these Enforcers are attacked.

## 30 ESCAPED BEAST

A large beast has managed to get loose from wherever it was secured, this creature is only trying to exit this Dungeon Area and won't target anyone, but it will attack if its way is blocked. The beast is non-sentient and classed as an [Elite] Beast.

## 31 EXPLODING BEASTS

By means of magic, alchemy or just gunpowder, this [Equal] size group of [Easy] beasts are rigged to explode.

When they receive damage or reach a character in melee they explode causing [Major] damage to anyone in a five foot radius.

## 32 FROM ABOVE

This group of an [Equal] amount of [Standard] Denizens launch an attack from up on high.

Either this could be an attack from a higher gallery of the Dungeon or they could even be flying opponents.

## 33 FROM THE SHADOWS

A [Pair] of [Elite] Monsters attack from the darkness itself, forming out of the shadows.

These monsters appear as shadow versions of themselves and would be susceptible to magical light attacks.

## 34 FUNERAL

A [Large] group of [Standard] Denizens are mourning a fallen comrade (maybe even killed by the Characters earlier in the Dungeon).

They are preoccupied and might be easily avoided, but if disturbed they will fight with anger and resolve to avenge their fallen.



# ENEMY DETAILS

## 35 GUARD BEAST

This [Lone] [Elite] Beast has been placed on guard here.

There is a chance (30%) it's chained or limited to the Encounter Zone in some way.

## 36 - 40 GUARDS

This [Small] group of [Standard] Denizens are standing guard in this Encounter Zone.

They will be vigilant and [Difficult] to sneak up upon.

## 41 HORDE OF BEASTS

A [Horde] of [Easy] Beasts fills this Dungeon Area.

## 42 HORDE OF DENIZENS

This Dungeon Area has [Easy] Denizens all around the place, in total there is a [Horde] sized group of them.

## 43 HUNTING PACKS

Several predators are hunting the Characters; this will consist of two [Equal] sized groups of [Standard] Beasts each led by a stronger pack leader.

The two packs will try to surround the party from a distance and will gang up and attack any lone characters.

If the pack leader in a pack is killed or disabled, then the members of that pack may flee or try to join the other pack.

## 44 INJURED BEAST

This [Lone][Standard] Beast is injured and trying to hide in this Encounter Zone to recover.

## 45 - 48 LARGE BEAST GROUP

A [Large] group of [Standard] Beasts roam this Dungeon Page/Tile.

## 49 - 55 LARGE DENIZEN GROUP

A [Large] group of [Standard] Denizens call this Dungeon Page/Tile home.

## 56 - 57 LARGE WAR-BAND

This [Large] group of [Standard] Denizens form a war-band patrolling this Dungeon Area.

A war-band of Denizens are well Armoured and equipped for multiple situations. They would have magical support within the war-band as well as consumables like potions.

## 58 LONE BEAST

This Encounter Zone is home to this [Lone] [Elite] Beast.

## 59 LONE DENIZEN

Spending time on their own, this [Lone] [Standard] Denizen is not expecting company.

## 60 LONE GUARD

A [Lone] [Elite] Denizen has been placed on guard here. He is vigilant and [Difficult] to sneak up upon.

## 61 - 64 LONE MONSTER

This [Lone] [Elite] Monster has chosen this Encounter Area to call home.

## 65 MONSTROUS AMBUSH

A [Small] group of [Standard] Monsters have an ambush prepared in this Dungeon Page/Tile.

They will be attempting to hide in advantageous positions to perform a surprise attack.

## 66 MOTHER AND YOUNG

This [Lone] [Elite] Beast is the mother to the [Large] group of [Easy] Beasts also found in this Encounter Zone. The mother will be very protective of the young.

## 67 OFFICIAL AND ESCORT

This [Lone] [Elite] [Priest] Denizen is an important official amongst the Denizens and carries an item of cultural importance as a badge of office.

A [Small] group of [Elite] Denizens accompany the official as an escort.

# ENEMY DETAILS

## 68 - 69 PAIR OF BEASTS

A [Pair] of [Standard] Beasts can be found in this Encounter Zone.

## 70 PAIR OF BOOSTED BEASTS

This [Pair] of [Elite] Beasts have been magically or alchemically enhanced and would have more health, cause more damage and be quicker than before.

## 71 - 72 PAIR OF DENIZENS

A [Pair] of [Standard] Denizens are spending time in this Encounter Zone.

## 73 - 74 PAIR OF MONSTERS

A [Pair] of [Standard] Monsters can be found in this Encounter Zone.

## 75 PRISONER ESCORT

This [Equal] sized group of [Standard] Denizens are escorting captives, roll an Interaction Encounter to determine the nature of the captives.

## 76 REPAIR TEAM

This [Large] group of [Standard] Denizens are equipped with maintenance gear and tools and are bust repairing a broken section of Dungeon.

Treat this Dungeon Page/Tile as having the Collapsing Ceiling Environment effect if the repair crew are stopped from fixing it.

## 77 RESTING MONSTER

This [Elite] Monster is at rest after a previous battle, the remains of which are plain to see with bodies and weapons scattered around this Encounter Zone.

The Monster will not initiate any combat unless provoked or Characters start searching the remains.

Searching the remains would reveal 1 Clue.

## 78 SLEEPING BEASTS

A [Pair] of [Elite] Beasts are resting here surrounded by the debris from a previous battle.

The Encounter Zone floor is covered in bones and broken armour and [Difficult] to traverse without making a loud beast waking noise.

## 79 SLEEPING QUARTERS

A [Very Large] group of Denizens are currently at rest in this Dungeon Page/Tile.

## 80 - 81 SMALL BEAST GROUP

A [Small] size group of [Standard] Beasts.

## 82 - 83 SMALL DENIZEN GROUP

A [Small] group of [Standard] Denizens can be found in this Encounter Zone.

## 84 - 85 SMALL MONSTER GROUP

A [Small] group of [Easy] Monster are waiting in this Encounter Zone.

## 86 - 87 SMALL WAR-BAND

This [Small] group of [Standard] Denizens form a war-band patrolling this Dungeon Area.

A war-band of Denizens are well Armoured and equipped for multiple situations. They would have magical support within the war-band as well as consumables like potions.

## 88 SNIPERS

This [Small] group of [Elite] [Ranger] Denizens all have ranged attack capabilities and have placed themselves well to take long range shots at the Characters.

## 89 STARVED BEASTS

This [Small] group of [Elite] Beasts have been purposefully starved.

They are enraged and will be desperate to feed.

# ENEMY DETAILS

## 90 SUMMONED MONSTROSITY

This [Lone] [Elite] Monster appears in a flash of light and sudden smell of ozone.

Someone or something has summoned this monstrosity to do their bidding, starting with a close range surprise attack on the Characters.

## 91 SWARM - INSECTS

A swarm of insects that is [Beyond Count] passes through this Dungeon Page/Tile.

The insects will fill the air as they travel past, treat any section of the swarm as [Easy] Beasts.

The swarm will finish moving through after a short amount of time.

## 92 SWARM - VERMIN

A swarm of vermin that is [Beyond Count] passes through this Dungeon Page/Tile.

The vermin will carpet the ground as they travel past, treat any section of the swarm as [Easy] Beasts.

The swarm will finish moving through after a short amount of time.

## 93 TRAINING GROUP

A [Lone] [Elite] [Scholar] Denizen is acting as training instructor to a [Large] group of [Easy] Denizens.

## 94 TRAP CREW

An [Equal] size group of [Standard] Denizens are busy resetting a trap in this area.

Add a Trap to this encounter, this is not active unless the Denizens have time to complete their work.

## 95 TRAPPED MONSTER

This [Lone] [Standard] Monster is stuck in a large bear trap style Trap.

## 96 TRAVELING CAPTAIN

A captain of the Denizens is traveling through this Dungeon Area.

The captain is a [Lone] [Elite] [Warrior] Denizen who is accompanied by a [Small] group of [Elite] Denizens.

## 97 VERY LARGE BEAST GROUP

This [Very Large] group of [Easy] Beasts occupy this Dungeon Page/Tile.

## 98 - 99 VERY LARGE DENIZEN GROUP

This [Very Large] group of [Easy] Denizens occupy this Dungeon Page/Tile.

This group are likely to be going about their daily activities unless warned about the Characters arrival.

## 100 WARHORNS

A [Horde] sized group of [Standard] Denizens are heading towards this Dungeon Area and being very loud about it, with warhorns, drums, screaming or whatever is suitable.

They are looking for intruders in their home but the characters will have time to prepare or hide as it will take time for them to get here.



# ENVIRONMENTAL DETAILS

## 1 ACID POOL

A large pool of acid has formed on the floor here and is highly corrosive. This ten foot wide pool will cause [Major] damage to any who fall in.

There is a high (75%) chance that items of equipment will be destroyed by the acid as well if they come in to contact with the pool.

## 2 ACID SPRAY

Hidden nozzles spray a fine mist of corrosive acid in this Encounter Zone from the walls, ceiling and floor that will cause equipment damage to any item it comes in to contact with or on unprotected skin the acid causes vicious burns [Minor] Damage with a chance [10%] of causing blinding wounds as it gets in to the eyes of victims.

## 3 AGGRESSIVE FLORA

The abundant creeper plants that are scattered across this Dungeon Page/Tile are hostile towards all non-plant life.

They will only be able to hinder mobile targets via tripping vines etc.

However if someone is immobilized or chooses to rest here then the plant life will slowly envelop them and try to constrict them.

## 4 BAUBLE OF THE GODS

A crystal ball is found in this Encounter Zone, that if peered in to shows a gods eye view of this Dungeon Area.

This would allow anyone looking in to the ball to see movements throughout the Dungeon Area.

## 5 - 6 BITTER COLD

This Dungeon Page/Tile has an unnatural cold emanating throughout.

The Characters breath is exhaled in freezing clouds and ice begins to form on anyone who stays immobile.

Anyone not equipped for extreme cold will take regular [Minor] damage until they can warm up.

## 7 - 8 BROKEN FLOOR

The floor here is very poorly maintained and broken in many places.

This means there is an increased chance of slipping or tripping when moving around this Dungeon Page/Tile.

It would also increase the difficulty of any sneaking style actions.

## 9 - 10 BUGS

A moving carpet of glistening bugs of all shapes and sizes covers the floor, walls and ceiling of this encounter zone.

Whilst they aren't inherently dangerous it'd still require a [Simple] test of some form to get through due to the sheer number of bugs.

## 11 BURIED ALIVE

The ceiling in this Encounter Zone collapses, dropping a vast blanket of loose dirt on top of the Characters.

It is [Difficult] to avoid the initial fall and anyone caught by it will suffer [Light] damage.

Those buried will have a [Difficult] time digging their way out.

## 12 - 13 CALMING LIGHT

The torches or lanterns throughout this Dungeon Page/Tile emit a calming blue light the quells the Beasts that may be found here.

All Beasts found here are peaceful unless attacked.

## 14 - 15 CHARGED CHAMBERS

This Encounter Zone is rife with electrical activity as arcs form and sparks dance all around.

There is a chance (20%) of getting struck by electricity as a Character moves around this Encounter Zone, taking [Light] damage each time they are struck.

If a Character has a lot of metal on them, full plate armour for example, then the chance of getting struck increases (80%) as a result.

# ENVIRONMENTAL DETAILS

## 16 - 17 CHRONOMANCY BUBBLE

This Dungeon Area has a broken bubble of time.

After the Characters are given the description for the area and have had time to look around and interact with at least one encounter, have them restart the area and have to redo the encounter(s).

The may use any knowledge of the first time through to help them during the second time through.

If you want to go full groundhog day, repeat until a certain event happens.

## 18 - 19 COLLAPSING CEILING

This entire Dungeon Area is falling apart with chunks of the stone tiled ceiling falling away.

At frequent intervals roll for a random space, anyone in the chosen square is hit by falling stonework unless able to perform a [Difficult] dodge.

Falling stones cause [Major] Damage.

Any attacks with area of effect or targeting the ceiling may also (70%) bring tiles down on anyone below.

## 20 DARKNESS

An unnatural inky blackness covers this entire Dungeon Area making it [Very Difficult] to perform any activity that requires sight.

Lanterns and magical light sources will have limited effect here, only producing a ten foot radius of dim light.

Characters with natural low light vision will be limited to five foot visual range in the darkness.

It's very likely (70%) that any Enemies found here have adapted to the dark.

## 21 - 22 ECHOES

This Dungeon Area has fantastic acoustics and noise travels well and very far.

This will make listening for other movement easier but would make any stealth more difficult.

Also, any Character that uses sound based abilities or spells would find them more effective here.

## 23 - 24 EYE OF THE STORM

It's quiet here, nothing stirs and the Characters may find a brief respite, for now...

This Dungeon Page/Tile has no Enemy, Interaction or Trap encounters. Instead, for each Enemy, Interaction or Trap encounter skipped add it to the next Dungeon Tile.

## 25 FAKE SURROUNDINGS

On closer inspection the walls and fixtures on this Dungeon Page/Tile aren't actually real, they appear to be made of paper, glue, thin wood and paint.

All walls and doors are easily destroyed by [Minor] damage and there is no need to roll Door encounters here.

The unanswered question is why has someone mocked up a fake section of Dungeon?

## 26 FARM SECTION

The Denizens must use this Dungeon Area for food production, there are plant crops in pots on every spare bit of surface and livestock animals are scattered throughout.

This makes for a lot of cluttered space and extra noise which would make any stealth easier.

## 27 - 28 FIRE

This Encounter Zone is on fire, which may spread if action is not taken.

Regularly check to see (20%) if the fire has spread. If it spreads add a Smoke Environmental Encounter and increase the area occupied by the fire.

The fire could be fueled naturally by furnishings or wooden paneling etc. or if the Dungeon is pure stone then the fire would have a magical or alchemical source.

## 29 - 30 FLOODED SECTIONS

Sections of the floor in this Dungeon Page/Tile are submerged under water.

Characters would have decreased movement speed and a [Routine] task to avoid tripping on submerged debris when moving through a flooded area.

# ENVIRONMENTAL DETAILS

## 31 - 32 FOG

A thick blanket of fog covers the ground and reduces visibility on this Dungeon Page/Tile.

Characters cannot see the foot of ground closest to the floor and visual range is also reduced to twenty feet.

Is there something hiding in the fog?

## 33 FUNGUS SPORES

There are mushrooms throughout this Dungeon Page/Tile that emit a pale glow and will explode in a cloud of spores if disturbed.

If the mushroom are interacted with in any way they will emit a cloud of choking and blinding spores in a ten foot square area.

Those in the cloud may suffer [Light] damage and temporary sight loss.

## 34 - 35 GHOST BATTLE

This Dungeon Page/Tile was the site of a mass battle at some point in the Dungeon's past.

This battle is replayed by spectral warriors at frequent intervals.

These specters are insubstantial and cannot interact with the current reality.

It is however a potentially fear inducing event to witness.

## 36 - 37 GRAVITY SHIFT

This Encounter Area has a patch of reversed gravity, where the ceiling becomes the floor and the floor the ceiling.

## 38 HEALING WIND

A gust of fresh and revitalising air breezes through this Dungeon Page/Tile restoring [Light] damage and generally leaving Characters feeling refreshed.

## 39 - 40 HIVE

This Dungeon Page/Tile is riddled with small tunnels that form a hive for a local type of Beast.

Excess noise could awaken the Hive, if so replace an Encounter in this Dungeon Tile with a [Beyond Count] group of [Easy] Beasts.

These Beasts will not give chase beyond the hive area, so will not pursue beyond the Dungeon Tile.

## 41 - 42 HOLY GROUND

This Encounter Zone has a powerful holy aura and will deter evil beings from setting foot within, actually causing [Minor] damage if they do.

## 43 HOT HOUSE

This Dungeon Page/Tile has an unnatural heat emanating throughout.

The Characters will be prone to sweating and overheating.

Anyone not equipped for the heat will risk taking [Minor] damage due to overheating, dehydration and exhaustion.

## 44 ICE FLOOR

The floor is slick with hazardous almost invisible clear sheets of ice.

It is [Very Difficult] to maneuver in this Dungeon Page/Tile unless a Character has spiked boots or similar.

## 45 INCREASED GRAVITY

There is an aura of increased gravity in effect on this Dungeon Page/Tile, this would slow movement, reduce the range of projectile attacks and more quickly tire out anyone exerting themselves.

# ENVIRONMENTAL DETAILS

## 46 - 47 INDUSTRIAL ZONE

This Dungeon Page/Tile is home to old but still functional machinery.

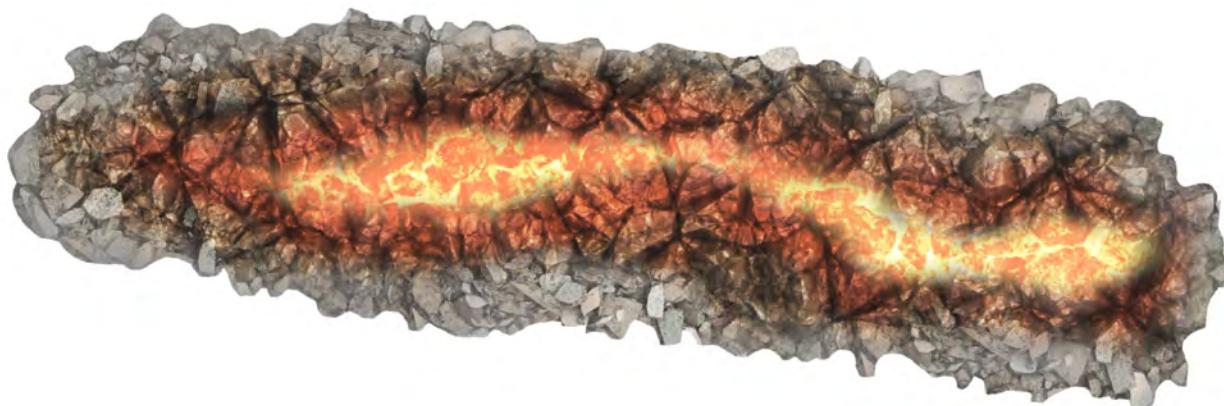
This means there are moving parts, swinging chains, furnaces, electric surges, mechanical saws and all manner of other hazardous machinery to be found.

Add a Trap effect to each Encounter Zone on the Dungeon Tile, this effect is triggered at regular intervals and represents the machinery at work.

## 48 - 49 LAVA CREVASSE

This Encounter Area has a long tear in the floor of the Dungeon with deep sides and lava at the bottom.

Any Character falling down would risk [Lethal] damage.



## 50 LEECH VINES

Long black plant tendrils hang down from the ceiling in this Encounter Zone.

These vines will attach themselves to the uncovered flesh of any character that doesn't make a [Routine] test to avoid them.

Anyone with vines attached will take [Minor] damage until they are removed.

Cutting through the vines will release any blood they have leeched so far, splattering anyone cutting their way through.

## 51 LOW CEILINGS

This Dungeon Page/Tile has clearly been created by a shorter race as the ceilings are just four foot high.

## 52 LOW OXYGEN

The air in this Dungeon Page/Tile is thin and stale.

This makes it [Difficult] for the Characters to exert themselves and may lead to [Minor] damage if they do.

## 53 MENAGERIE

Every unoccupied room in this Dungeon Page/Tile is a holding cell for a [Standard] Beat or [Easy] Monster with a solid steel cage door keeping them inside.

In addition add an effect that opens all of these cage doors to any Trap in this Dungeon Area.

## 54 - 55 MIGHTY WINDS

Either via natural vent openings somewhere in the dungeon or magical means there is a regular breeze in this Dungeon Area that can build up to extreme forces.

Ranged weapons may suffer, communication can be difficult and occasionally the wind is strong enough to knock people down.

# ENVIRONMENTAL DETAILS

## 56 - 58 MURDER SCENE

This Encounter Zone has a murder scene, with the body of an important personage from outside the Dungeon lying dead here.

They would be out of place here and it's likely they were lured here, and killed by someone from outside the Dungeon.

There is 1 Clue to be gained from investigating the scene. In addition a good reward might be available for solving this by spending 2 Clues.

## 59 - 60 NULL MAGIC ZONE

Whether by ritual or freak natural phenomenon this Encounter Zone has an effect that nullifies magic within its area.

It is [Near Impossible] to get spells or magic items to work here.

## 61 OIL SLICK

Something has leaked a large amount of oil here where it has formed a thin layer across the floor of the Encounter Zone.

Moving through this area has increased chance of slipping and falling, also any fire touching the oil will set off an immediate blast of fire capable of causing [Major] damage and setting fire to flammables on anyone within the oil slick.

## 62 OUT OF BODY EXPERIENCES

A strange phenomenon in this Dungeon Page/Tile makes it feel like your body is not your own.

Ask your players to swap Characters for a period of time to represent this.

## 63 - 64 PHEROMONE SACK

This large sack has been sealed in tar and wax.

If opened it sprays out a payload of pheromone laden liquid over anyone within five foot.

The smell of this liquid drives Beasts in to a frenzy and they will target anyone covered in the smell as a priority.

## 65 PIT

A hole in the ground, possibly with some more surprises; use the Trap effect for Pit to determine what this pit is like.

## 66 - 67 PLANE SHIFT

This Dungeon Area is in close proximity to another plane of existence, be that Elemental, Celestial, Diabolical, Fey, Death or some other reality.

The effect would be mostly superficial with a difference to temperature, light, odour, odd flora growth etc.

In addition any Monster Enemies generated for this Dungeon Area should be adjusted as if they have come from the other plane.

## 68 PLAY REHEARSAL

A [Small] group of [Standard Performer NPC] actors dressed as Denizens are rehearsing a play here.

They are [Routine] to notice as actors not Denizens. Watching their play all the way through grants 1 Clue as the story is about the Dungeon.

## 69 POISON GAS CLOUD

This Encounter Zone has a patch of [Very Difficult] to see almost invisible poisonous gas that will cause [Major] damage to any Character breathing it in.

The gas cloud has a distinct smell making it [Routine] to notice if using smell.

## 70 - 71 PUTRID STENCH

An absolutely foul stench fills the air of this Encounter Zone. It would be [Difficult] to resist the urge to vomit if a Character can't find a way to keep the fetid vapours away.

## 72 - 73 QUICKSAND

Patches of the floor of this Dungeon page/Tile appear to be covered in sand, however it's quicksand.

The quicksand would be [Difficult] to escape from if a Character gets stuck in it, with this difficult increasing for bulky items like heavy plate armour.

# ENVIRONMENTAL DETAILS

## 74 RAINING BLOOD

Blood is dripping like rain from the ceiling in this Encounter Zone.

Whilst there is no immediate hazard from this freak occurrence, it's obviously supernatural and unpleasant.

## 75 - 76 REPAIR SCAFFOLD

There are support struts placed all around this Dungeon Page/Tile keeping the ceiling in place

If any struts are tampered with apply the Collapsing Ceiling Environmental effect to a ten foot square area around each affected strut.

## 77 - 78 RISING WATER

A steady flow of water is entering this Dungeon Area from multiple locations.

After a short period of time apply the Flooded Sections Environment effect.

This would be getting deeper and deeper until after a long period of time the Dungeon Tile will be underwater.

## 79 - 80 RITUAL OF PEACE

A powerful ritual affects this Encounter Zone rending it [Near Impossible] to cause harm to another if they are both within the ritual area.

This could by either mental calming or via magical barriers that flash in to existence to stop damaging acts.

## 81 - 82 RUBBLE PILES

Scattered piles of solid stone rubble provide plenty of cover throughout this Dungeon Page/Tile although the accompanying loose stone could be a trip hazard.

## 83 - 84 SILENCE

This Encounter Zone has a field of supernatural silence, with no noise possible in this zone.

## 85 SLAUGHTER HOUSE

This Dungeon Page/Tile looks to be used by Denizens to slaughter and store meats.

There are multiple hazards here, dangling meat hooks, hanging carcasses and a floor littered in chunks of viscera.

## 86 - 87 SMOKE

Dense smoke fills this Dungeon Page/Tile making sight and breathing [Difficult] for everyone.

## 88 - 89 SPIDER WEBS

This Dungeon Page/Tile is covered in a thick mass of giant spider webs.

The webs are [Difficult] to move around and have a chance (20%) of immobilising anyone trying to move through them as they become tangled in the sticky stands.

Webs this large must also have been created by very large spiders...

## 90 STROBING LIGHT

This Dungeon Page/Tile is lit with magical light orbs, however they are currently strobing making for [Difficult] sight based checks.

## 91 SUNSPIKE BEAM

Entering via a portal on a random square of this Dungeon Page/Tile is a solid laser like beam of pure light.

This beam will travel in a straight line from its entry point until it hits another wall.

Anyone coming in to contact with the light will take [Major] damage.

It's possible to redirect the beam using mirrors or similar.

## 92 SUSPICIOUSLY QUIET

There seems to be little activity in this Dungeon Page/Tile, or is something just biding it's time?

Allow some exploration before making the encounters in the Dungeon Page/Tile active.

# ENVIRONMENTAL DETAILS

## 93 THE FEAR

A creeping feeling of dread is [Routine] to ignore but is a constant companion on this Dungeon Page/Tile.

## 94 - 95 TOMB

This Dungeon Page/Tile is dedicated to the dead with graves and sarcophagus placed throughout.

## 96 - 97 UNLUCKY

A patch of pure bad luck infects this Encounter Zone.

This will increase the chance for fumbles or mistakes on actions performed by both the Characters and any Enemies.

## 98 - 99 UPPER CLASS HALLS

This Dungeon Page/Tile has Grand Furnishings (as the Boon) and is frequented by important Denizens.

Add a [Lone] [Elite] Denizen to any other Denizen encounter for this Dungeon page/Tile.

## 100 WEAKENED REALITY

The barriers between the real world and another more unpleasant reality are weakened in this Dungeon Page/Tile.

Any powerful magic use or other spike in mystical energy will attract a [Pair] of horrific creatures that count as [Elite] Monsters.

These creatures could be tentacled horrors, devils, demons or similar beings.



# INTERACTION DETAILS

## 1 - 2 A MIGHTY QUEST

Standing beside the fallen corpse of an [Elite] Monster is a mighty character [Elite Warrior NPC] who is on a quest in this location. The Hero/Heroine may allow the party to assist them, but they have a massive ego and alongside demanding the pick of any loot they would look unfavourably on any character upstaging them and could leave the group or even turn on the party if provoked.

## 3 - 4 A WORTHY FOE

A grizzled old swordsman [Elite Warrior NPC] is roaming the dungeon to find an opponent worthy of their blade or even find their final glorious battle.

They will be friendly enough with the Characters, but may challenge melee based fighters to a duel.

## 5 - 6 ARCH MAGE

This imposing wizard [Elite Wizard NPC] has reason to believe a rare tome of ancient magical practice is to be found in this dungeon.

They could be persuaded to let the Characters find it and then pay them a reward.

## 7 - 8 ARCHAEOLOGIST

This experienced academic [Elite Scholar NPC] and their [Small] team of assistants [Standard Commoner NPC] are busy finding and sorting items of historical importance.

Depending how deep in to the Dungeon they are, assistance with the local occupants may be very welcome as they may have traveled out of their depth.

They have gather information worth 1 Clue they may use to bargain with the Characters.

## 9 - 10 ASSASSIN

This well equipped traveler [Elite Rogue NPC] is an assassin currently seeking their target.

The target is likely (90%) to be a Denizen or other NPC in the Dungeon, although there is a small chance (10%) that a Character is the target.

## 11 - 12 AUDIENCE

A [Very Large] group of [Standard] Denizens are watching from a relatively safe vantage point.

For some reason they're just watching and will try to retreat if attacked.

## 13 - 14 BOUNTY HUNTER

A rugged bounty hunter [Elite Ranger NPC] bristling with weapons has tracked their quarry in to the Dungeon.

The bounty is likely (90%) to be a Denizen or other NPC in the Dungeon, although there is a small chance (10%) that a Character is the bounty.

## 15 - 16 CAPTURED COMMON FOLK

There is a dingy cell, with filth encrusted walls and the repulsive stench of too many bodies living in a space with no fresh air or toilet facilities.

Half a dozen common folk [Easy Commoner NPC] are held captive here, there is a mix of male and female adults who are all in poor health both physically and mentally.

They know some useful information on their captors worth 1 Clue and would generally be begging for help.

## 17 - 18 CARTEL REPRESENTATIVES

An [Equal] group of shady looking individuals [Standard Rogue NPC] are loitering here.

They are actually representatives from a criminal organisation and have business to discuss with some Denizens.

They'll most likely try to deceive the Characters and try to use them to their advantage.

## 19 CLOCKWORK SERVANTS

A [Small] group of humanoid automata [Standard Commoner NPC] powered by clockwork style technology.

These servants have low level intelligence and are very keen on keeping the place neat and tidy.

# INTERACTION DETAILS

## 20 DEMI GOD

A manifestation of a deity in mortal form [Overwhelming Priest NPC] has taken an interest in the Dungeon and is looking around.

Their amazingly fickle and just as likely to help the characters or not on a whim.

They have real no interest in anything beyond their own amusement.

## 21 DEVILISH BARGAIN

A bright eyed stranger with a charming grin [Overwhelming Wizard NPC] is actually a devilish creature in human form.

They are trying to ensnare mortal souls in to devilish contracts and will be trying to convince the character to sign up to a dungeon delving deal they have that looks to good to be true.

If their true nature is discovered they will only fight if they are unable to simply escape.

## 22 - 23 DISGUISED SURVIVOR

An adventurer [Standard Rogue NPC] whose own party have all been slain in the dungeon.

To survive they have crafted a disguise from fallen Denizens and are currently attempting not to give themselves away.

There are a [Small] group of [Standard] Denizens alongside the survivor in this Encounter Zone.

The survivor knows information worth 1 Clue.

## 24 DOPPELGANGER

This is no stranger but an exact copy of one of the Characters.

They should be introduced in such a way that it's not easy to tell which is which.

This doppelganger takes on the Characters form either as a purely defensive measure (60%) or there is a chance (40%) that they intend to kill the other copy and take over their life.

## 25 - 26 DRUID

This elder druid [Elite Priest NPC] has taken it upon themselves to safeguard the animals and plants within this Dungeon.

They will be friendly with and protect any Beasts they meet.

If the Characters having been killing Beasts and destroying plants the druid will be angry with them.

## 27 ECHOES OF THE FUTURE

The Characters see themselves as ghostly figures enacting some pivotal future event.

This would likely include something major like the death of some Characters or a betrayal. The future vision could even offer some cryptic warnings.

Whether this is just a glimpse of one possible future or a fabricated apparition it still grants 1 Clue.

## 28 - 29 ENGINEERS

An [Equal] sized group of contractors [Standard Commoner NPC] are busy repairing this section of Dungeon.

They'll either have been forced to work (60%) or are paid to be here (40%).

If they're here under threat by the Denizens they would welcome freedom.

If their here under pay then they'd prefer the Character leave them to get on with the work.

## 30 - 31 ENVOY

A [Lone] well presented [Elite] [Performer] Denizen approaches making it known they offer no harm.

They have a proposition for Characters.

This could be a simple message to leave or they could try to set the Character up for a trap or ambush after offering an alliance or truce.

## 32 - 33 FIRE AND PITCHFORKS

A [Very Large] group of villagers [Easy Commoner NPC] have entered the Dungeon armed with burning torches, farm implements and determination to clear out all evil.

# INTERACTION DETAILS

## 34 - 35 FORTUNE TELLER

For a mere few pieces of silver, the fortune teller [Standard Priest NPC] will read the fortunes of all the Characters, granting 1 Clue.

They will tell of how they saw the Characters in a vision and knew to wait here for them. Which could be true, or could just be the line they use on anyone they meet.

## 36 - 37 FROM A DISTANT LAND

This stranger [Standard \* NPC] is a traveler from a distant and exotic land and quite likely a member of an unusual race.

They are seeking adventure and have traveled far to do so.

## 38 - 39 FURIOUS HERO

This adventurer [Standard \* NPC] has had a bad day, they have lost precious items and run through all of their consumables like potions.

They ran in to a series of traps and now have to give up on there dungeon delve, which they are not happy about, at all.

They have knowledge on the next Trap in the Dungeon and could be persuaded to assist the Characters, although it would be a [Difficult] ask.

## 40 - 41 GATHERING PARTY

This alchemist [Standard Scholar NPC] is busy searching for ingredients while their [Small] team of guards [Standard Warrior NPC] keep watch.

They would be willing to pay for any interesting ingredients the Characters could find, directing them to visit their workshop after they have finished in the Dungeon.

## 42 GUARDIAN

This veteran holy fighter [Elite Warrior NPC] is honour bound to guard a holy spring that flows in to a fountain on this Dungeon Page/Tile.

The guardian will be peaceful but insist nobody may touch the fountain and will attack if anyone tries to drink the water.

## 43 - 44 HALF-DENIZEN

This adventurous individual [Standard Rogue NPC] is half-denizen and has entered the Dungeon to seek answers to their heritage.

## 45 HEIR APPARENT

This young noble [Standard Warrior NPC] is seeking to gather fame and glory for their family name.

They are high-born and their family would pay well to make sure they stay safe if aware of the risks they were taking.

However, it's worth noting that they are very entitled and [Difficult] for any non-noble Characters to converse with.

## 46 - 47 HERBALIST

A hermit [Standard Priest NPC] with expert knowledge of herbalism is foraging for herbs.

The hermit has had dealings with the Denizens and has safe passage. They could be persuaded to offer some information (1 Clue) but it would be [Difficult]

## 48 KIND OLD MAN

A kind and harmless old timer [Easy Commoner NPC] with memory problems is lost here and has no idea how they got here.

## 49 LORE MASTER

This wise old lore master [Elite Commoner NPC] had been invited in to the Dungeon to adjudicate a dispute between Denizens. With their work complete they are now heading home.

They will retain a neutral position and while they have some insight in to the Denizens it will be [Difficult] to get them to divulge, but worth 1 Clue.

## 50 - 51 LOST APPRENTICE

A young assistant [Easy Wizard NPC] to a local wizard or magic college is sneaking around this Dungeon Page/Tile.

They had been searching for reagents and managed to sneak in to the dungeon but now find themselves lost and hiding to stay alive.

# INTERACTION DETAILS

## 52 LOST CHILD MONSTER

A young [Standard] Monster that is lost/trapped in this Encounter Zone.

Replace another encounter in this Dungeon Area with a [Small] group of [Standard] Monsters of the same type, which are the family.

If the party safely return the Child Monster to its family then they may act as short term allies or simply let them pass peacefully.

If the party harms the child then the family will attack with ferocity.

## 53 - 54 MARKET OPPORTUNITIES

This [Pair] of merchants [Standard Commoner NPC] have a cunning plan for making money from the Dungeon, and they'd love to tell the Characters all about it.

## 55 - 56 MESSENGER

An official message carrier [Standard Ranger NPC] for a local power has been captured by the Denizens of the Dungeon.

They are weak and restrained in chains and don't know when their captors will return.

They do have an important message that must be delivered though and will ask the Characters for help.

## 57 MONSTER WHISPERER

This wild loner [Elite Ranger NPC] has befriended a [Standard] Monster and treats it as their loyal companion.

Whilst not immediately hostile, they don't much like strangers and will protect their companion at all costs.

## 58 MONSTROUS SCHOLAR

This [Standard] Monster is of a different mindset to the rest of its kin, with the gathering of knowledge it's primary pursuit.

This Monster is more interested in gaining knowledge from the Characters than attacking them and would give out 1 Clue if engaged in scholarly talk.

## 59 - 60 NECROMANCER

An enterprising necromancer [Elite Wizard NPC] has so far collected a [Large] group of [Easy] zombies from the Dungeon and is currently heading out with their 'supplies'.

They would prefer to avoid any conflict if possible, but have a lot of zombies and their own magic if they need to force any issues.

## 61 -62 NEGOTIATOR

A brave negotiator [Standard Performer NPC] from a local power has entered the Dungeon under a banner of peace to seek an audience with a Denizen representative.

They bring word of terms the outside world would like to discuss.

## 63 PARTY TIME

A [Large] group of [Standard] Denizens are celebrating some event or occasion with a [Small] group of outsiders [Standard \* NPC].

They will all initially assume the Characters are more party guests.

If 1 Clue is spent the Characters could even appear as genuine guests.

## 64 PLAYER OF GAMES

This flamboyantly dressed individual [Overwhelming Wizard NPC] is the avatar for a neutral deity that represents chance.

They will offer games and challenges to the Characters with the possible reward of a blessing from the god(ess) of chance.

## 65 PUPPET MONSTER

A [Weak] monster that tries to avoid combat is actually under the control of a powerful wizard.

The wizard has sent the creature in to dungeon to scout it out.

Maybe this wizard is looking for a dungeon to take over for themselves?

# INTERACTION DETAILS

## 66 - 67 QUESTING KNIGHT

To prove themselves worthy of their beloveds hand, this knight [Standard Warrior NPC] has decided to slay the greatest foe the Dungeon has to offer in single combat.

They would allow the Character to join them on the condition that the foe is theirs to slay alone.

## 68 REVENGE

This [Small] group of adventurers [Standard \* NPC] have lost a number of companions already to this Dungeon and it's Denizens on a previous expedition.

They've returned and are out for revenge, whatever the cost.

Whilst they could assist the Characters, their drive for revenge will make them reckless and [Difficult] to work with.

There is even a chance for conflict if they believe the Characters are stopping them from their revenge.

## 69 RIVAL ADVENTURING PARTY

This [Equal] size group consists of a mix of archetypes [Standard \* NPC] and is a rival adventuring party.

While not openly hostile, they will insist that they were here first and ask the Characters to leave and find somewhere else to adventure.

## 70 - 71 SONG OF AGES

A famous bard [Elite Performer NPC] has ventured in to the Dungeon to be inspired as part of the song writing process.

They are composing an epic, maybe the Characters will be included?

## 72 THE WRONG GROUP

A [Large] group of enforcers [Standard Warrior NPC] working for a local power have tracked the Characters down and want them to return to civilisation with them and answer for their crimes.

Only thing is, they have the wrong group and have mistaken the Characters for some other group.

They will be [Difficult] to convince otherwise.

## 73 - 74 THE ARTIST

This extravagant artist [Standard Performer NPC] believes that true inspiration must come from experience and they must experience all the Dungeon has to offer in order to create a masterpiece.

If the Characters could keep them safe through the Dungeon they would happily share the profit from their masterpiece once complete and sold.

## 75 - 76 THE CURSED PRIEST

A priest/priestess [Standard Priest NPC] that has been the victim of a cruel curse, their appearance has become bestial and any attempts to talk come out as evil growls.

They are likely to be roaming this dungeon to escape persecution or could be looking for a way to lift the curse.

## 77 - 78 THE ENEMY OF MY ENEMY

This [Equal] group of [Standard] Denizens are not from this Dungeon, there are in fact rivals from another place.

They could be convinced to help the Characters if it meant hurting the Dungeon's Denizens.

## 79 THE QUESTIONER

This sinister looking individual [Elite Wizard NPC] is actually a renowned torturer for hire.

Their current employment has them working with the Denizens of the Dungeon.

They will try to flee at the first sign of trouble and will reappear later to assist Denizens in capturing Characters.

# INTERACTION DETAILS

## 80 THROES OF MADNESS

This [Elite] [Wizard] Denizen was once a leader amongst it's own kind, but has suffered from some madness and been cast out.

They see things that aren't there and talk of mad things from worlds beyond.

They wouldn't see the Characters as their enemies unless attacked.

It'd be [Very Difficult] to get coherent information out of them, but they once knew the inner workings of the Denizens here and could grant 1 Clue.

## 81 - 82 TOURIST

This wealthy wanderer [Standard Scholar NPC] is from a neutral faction or race that has dealings with the Denizens.

They are in the Dungeon to look at the sights and catch glimpses of the Beasts and Monsters from a safe distance.

They would take an interest in the Characters as they'd not expected to glimpse a real adventuring party!

Their guide, an [Elite] [Warrior] Denizen is tasked with keeping them safe.

## 83 TRAITOR

This person will claim to be adventuring here, but they [Standard Warrior NPC] have actually joined forces with the Denizens.

They will try to join the Characters and betray them to the first suitable group of Denizens.

## 84 TRAPPERS

A [Small] group of trappers [Standard Ranger NPC] that are in the Dungeon after trading furs and meat to some of the Denizens.

As this trade is likely illegal the trappers will lie about their reason for being here and will use force to keep their secret as a last resort.

## 85 TRICKSTER

This [Elite] [Rogue] Denizen enjoys toying with and tricking interlopers to the Dungeon.

They will have set up a Trap and will mock, taunt and generally try to get some Characters to activate the trap.

Generate a Trap on this Dungeon Page/Tile if one isn't already present.

## 86 TURNCOAT DENIZEN

This [Standard] Denizen has been outcast and has deiced to leave it's own kind and now wants to join the Characters.

It has information worth 1 Clue to use as a bargaining chip.

## 87 - 88 UNSEEN EYES

A scout [Standard Rogue NPC] for a local authority is keeping a watch on this area and is keeping a stealthy eye on what the Characters are doing and compiling a report.

## 89 VERMIN CATCHER

This filthy and ragged hunter [Standard Rogue NPC]

Is skulking around trapping and killing vermin from the Dungeon as there is a reward per each vermin they can prove to have slain.

The vermin are the [Easy] Beasts found here.

## 90 VILLAGE HERO

They have their bravery and the best kit the village could muster to send the local hero [Standard Warrior NPC] in to the Dungeon to see if they can remove the threat to the village.

## 91 - 92 WITCH FINDER

A bastion of faith and hunter of witchcraft in all it's forms, this holy warrior [Elite Priest NPC] is seeking out evils to destroy.

Whilst they may ally with the Characters for a time they are puritan in nature and take a very dim view of any ungodly magic.

# INTERACTION DETAILS

## 93 WIZARD CONCLAVE

This [Small] group of magic users [Standard Wizard NPC] have warded and protected this Encounter Zone so they can proceed with a ritual spell.

Whilst not hostile they will want to work in peace and are focused on completing their ritual before leaving the Dungeon.

## 94 - 95 WOUNDED REARGUARD

The only surviving member of a military squad that ventured in to this dungeon but had to retreat, this soldier [Standard Warrior NPC] was acting as part of a rearguard action.

They are found amongst a few of their fallen comrades, they are slumped against a wall with incapacitating but not immediately fatal wounds.

## 96 - 97 WRITER

This young enthusiastic writer [Standard Scholar NPC] has been following the Characters from a distance and is keeping detailed notes on their actions.

This is all for the book they are writing about adventuring parties.

## 98 YOU SHALL NOT PASS

This towering fighter [Elite Warrior NPC] is well armoured and equipped and will refuse to let anyone pass beyond this Encounter Zone.

They are the victim of a powerful geas and are compelled to guard the way. It would be [Very Difficult] to break the geas.

It's possible, 1 Clue would let the Characters know of the Geas and how to break it.

## 99 - 100 ZEALOTS

This [Equal] group of zealots [Standard Priest NPC] believe their lost temple is within the Dungeon.

They have gathered weapons and armoured themselves and are here to reclaim the temple.

They will take a dim view of any actions taken by the Characters that is against their beliefs or seems like it may damage the temple.



# INTRIGUE DETAILS

## 1 ALCHEMICAL NOTES

A small wooden crate with empty glass vials also contains a sheaf of papers, these are alchemist notes on potion creation and are worth 1 Clue.

## 2 AN OFFERING

A dented silver coated plate has had all manner of meager trinkets placed upon it.

This looks like an offering to the effigy painted crudely on the wall here.

## 3 ANCIENT CARVINGS

These carving appear as old as the Dungeon itself, if not even older, they are [Difficult] to interpret but worth 1 Clue.

## 4 ANCIENT MANUSCRIPT

This paper is only just holding itself away from turning to dust.

If the paper could be saved somehow the ancient symbols inscribed upon it could provide useful clues about the Dungeon (1 Clue).

## 5 - 6 APPARITION

A ghostly vision of a fallen resident from the old days of this place.

They have a warning but a Character would need to know the ancient language to understand.

If understood, 1 Clue is gained.

## 7 - 8 BLASTED REMAINS

Very little of this group of bodies is left to identify them, but what is apparent is they were blasted and burnt by a fierce force.

## 9 - 10 BLOOD TRAIL

A trail of fresh blood, which if a [Routine] tracking effort is made will lead to its owner(s).

This is either (50%) an Interaction Encounter Roll to or (50%) an Enemy Encounter Roll.

## 11 BONEYARD

This entire Dungeon Page/Tile is strewn with bones, both old and new from all manner of creatures.

## 12 - 13 BOOK SHELF

There is an intact bookshelf here full of dusty old tomes.

There is a slim (20%) chance of a book here containing useful information (1 Clue).

## 14 - 15 BUBBLING CAULDRON

A cauldron big enough to fit a couple of full grown people inside is bubbling away over a fire.

## 16 - 17 BUTCHERS SLAB

A large wooden slab table with various chunks of 'meat' strewn across the top.

There is also an oversized meat cleaver, that has a chance (20%) of belonging to an [Elite] [Warrior] Denizen butcher who is added to the next Denizen encounter.

## 18 - 19 CARVED COLUMN

This stone column has a spiraling script engraved all around it.

If translated from the ancient language it's written in this will indicate the details of a trap in this Dungeon Area.

## 20 CHALK TRAIL

A series of useful symbols left by a previous adventurer, this could be to find a Boon (60%) or a fake trail left leading to a Trap (40%).

## 21 - 22 CLEAR TRACKS

A clear set of tracks that would be [Routine] to investigate and determine the Beasts and Denizens that occupy and move around this Dungeon Area.

# INTRIGUE DETAILS

## 23 - 24 CORPSE

The corpse of an unfortunate dungeon delver lies here.

They have some useful tools left on their body, but all weapons and more interesting items, including the ears of this person, have been removed.

## 25 CORPSE PILE

The bodies in this Encounter Zone are piled five deep and make for an unpleasant obstacle.

No items of worth have been left on these bodies.

## 26 DENIZEN ORDERS

This scrap of parchment is written in a Denizens hand and looks to have been dropped.

The information will have details on what Denizens are present in this Dungeon Area.

## 27 - 28 DROPPED WEAPON

An elegant mastercraft fencing blade lies snapped on the floor.

## 29 - 30 FOOD STORE

A nook in the wall of this Encounter Area has been used a larder with fresh foodstuff inside.

## 31 - 32 GRAVE

A hastily dug, shallow open and unoccupied grave lies on the floor here.

## 33 GRIM THRONE

This throne appears to have been constructed from the bones of giants.

## 34 - 35 GRISLY TROPHY

A pile of skulls is capped by an unholy symbol.

## 36 - 37 IDOL

This five foot high statue is made of twisted shapes carved in to the stone as a tribute to some long forgotten dark gods.

## 38 IT'S IN MY MIND

Every wall in this Encounter Zone has the same message scratched over and over again in to its surface. All it says is 'It's in my Mind'

## 39 - 40 KITCHENS

This Encounter Area is used as a working kitchen.

## 41 - 42 LEVER

It's not obvious what this lever does, but it's here.

Maybe (40%) it'll open a nearby door, or (20%) set of an alarm, or (20%) activate a trap or even (20%) have no effect.

## 43 MAGIC MIRROR

This spotless mirror stands six foot high in an ornate metal frame radiating a distinct aura of magic.

The mirror has divination abilities and will show possible futures based on carefully worded questions.

There is a chance (30%) the mirror will try to deceive the questioner in to destroying the mirror.

The Mirror can be used to gain 1 Clue.

## 44 MAGIC PORTAL

A magic portal flickers in a free standing door frame.

The portal works just like an exit door for this Dungeon Area.

## 45 MAP TABLE

This large table has an overland map detailing the lands all around the Dungeon.

The map shows plans to assault targets outside the Dungeon.

## 46 - 47 MESSENGER BAG

This well made leather satchel bears the badge of a civilised political force.

It contains a set of sealed scrolls with messages for the Denizens of the Dungeon to discuss trade and alliance details, and is worth 1 Clue.

# INTRIGUE DETAILS

## 48 - 49 MUSIC

Ghostly music floats in the air throughout this Dungeon Page/Tile with no obvious source.

## 50 MYSTERY BOX

A crate with a large '?' painted on each of the sides.

What's in the box? Well, possibly (60%) it's a medium sized pile of coins or (40%) an exploding trap causing [Major] damage.

## 51 NEUTRAL GROUND

Whether by simple pact or more mystical reasons, this area has been declared a neutral area, and Denizens will not start violent action here.

Note that this is by choice or out of respect and doesn't affect their ability to fight if attacked.

## 52 ORRERY

An ornate clockwork orrery depicting planets, planes and celestial bodies slowly rotates here.

The orrery is 5 foot across and built in to a large marble slab.

It's also powered by arcane electricity and will shock anyone touching it for [Light] damage.

## 53 PETRIFIED MONSTER

An [Elite] Monster is frozen in place, turned to stone in an attacking pose.

## 54 - 55 RARE FUNGI

The dozen large mushrooms growing in this Dungeon Page/Tile are a rare and potent type.

However they can be unpredictable; when eaten they may (60%) induce a berserk state or (35%) heal [Major] damage.

The worst side effect (5%) is they act as a [Lethal] dose of poison.

## 56 - 58 RITUAL SETUP

This Encounter Zone has been prepared for a ritual, magic circles drawn, candles placed, braziers lit etc.

## 59 - 60 RUBBISH DUMP

Some useful items or information (1 Clue) may be mixed in with the trash and refuge found here, although the smell is hideous and the chance of getting crushed by falling junk will make this a [difficult] task.

## 61 RUNIC STONE

A runic stone set in to the floor of this Encounter Zone hums faintly with arcane power.

This arcane ley line focusing stone will help magic users recharge some magical power.

## 62 RUST PILES

This Dungeon Page/Tile has numerous piles of rust on the ground in the shape of weapons and armour.

## 63 - 64 SECRET DOOR

It's going to be [Difficult] to spot, but there is a section of wall here that hinges open like a door.

## 65 SHOE PILE

A pile of a three dozen or more unpaired shoes are placed in this Encounter Zone.

These are an offering to some Fey creatures that have power here.

Any Character not leaving a shoe offering will find themselves very unlucky until they leave this Dungeon Area, leave a shoe or deal with the [Near impossible] to catch Fey causing them problems.

## 66 - 67 SLEEPING AREA

Whether it's beds, sleeping mats or just piles of straw, this Encounter Zone is used as a sleeping area by Denizens.

There is a slim (10%) chance that a [Small] group of [Standard] Denizens are at rest here.

# INTRIGUE DETAILS

## 68 SMITHY

This Encounter Zone is home to a fully equipped forge, with all the tools necessary to repair or create weapons and armour.

There are also some items of armour and weapons to be taken too.

The smith is an [Elite] [Warrior] Denizen who has a (30%) chance of being present.

## 69 SPECIMEN JARS

This Encounter Zone has glass jars scattered about, these are of varying sizes, from small jars up to one big enough for a human body to fit inside.

Most jars contain some creature submerged in murky liquid. Most are dissected with organs carefully removed and labeled in smaller jars, however some contain intact specimens.

A [Difficult] examination may show some are even still alive.

## 70 - 71 SPIRAL STAIRCASE

A spiral staircase offers access to another Dungeon Area or two.

Treat as an exit door for this Dungeon Area that could lead to one or two other Dungeon Areas.

## 72 - 73 STAIRCASE

A staircase that leads to another Dungeon Area.

Treat as an exit door for this Dungeon Area.

## 74 - 75 STATUE

It's hard to tell what this statue once depicted as it's been heavily vandalised and defaced.

## 76 SEALED HATCH

A heavy wooden trapdoor with a [Difficult] lock could lead to a new area.

Treat as an exit door for this Dungeon Area.

## 77 - 78 SUSPECT STATUE

This statue of a mighty looking Denizen appears to be new, highly polished and well maintained.

## 79 - 80 TAPESTRY

Many of the walls of this Dungeon Page/Tile are covered in a sweeping tapestries showing stories of legend.

These floor to ceiling coverings could make for great hiding places for Enemies or NPC encounters in this Dungeon Tile.

## 81 - 82 TELEPORT RUNES

Two glowing runes on the floor in this area form a short range teleport relay, any creature stepping on one will reappear at the other.

This could be a bad news if the destination rune is already occupied, in which case both creatures take [Major] damage and may be knocked down.

Randomly determine both runes location on this Dungeon Page/Tile

## 83 - 84 TEMPLE

This Encounter Zone is setup to whatever god(s) the Denizens may worship.

Add an [Elite] [Priest] Denizen to any Denizens encountered in this Dungeon Area.

## 85 THE SIGHT LOCK

A locked safe built in to the wall with ancient text that translates to 'Unseen Opening' is near impossible to open unless the eyes of various wall carvings around the room are prevented from having line of sight on the chest.

Covering the eyes, filling the area with smoke or darkness will all work. Spending 1 Clue will reveal this information.

The safe will contain an amulet with minor enchantment and a good amount of coins.

## 86 - 87 TORTURE CHAMBER

This Encounter Zone has all of the trappings of a fully functional torture chamber with grisly machines and well worn tools to hand.

There is a chance (30%) that the Torturer, an [Elite] [Rogue] Denizen, will be busy at work here.

# INTRIGUE DETAILS

## 88 - 89 TOTEM

Made from a solid trunk of wood with animal heads carved all over its surface.

This totem has shamanic power and will calm Beasts in this Encounter Zone.

## 90 TROPHY ROOM

The walls of this Encounter Zone are covered in trophies from battles.

## 91 UNHOLY ALTAR

A slab of almost pure black glass that seems to drain the very light from this Encounter Zone.

This radiates evil and any Character with good tendencies will feel fear creeping in to their mind near to the altar and will actual take [Light] damage if they touch it.

## 92 UNUSUAL TRACKS

A clear set of unusual tracks that would be [Routine] to investigate and determine the Monsters that occupy and move around this Dungeon Area.

## 93 WALL CARVINGS

Complex geometric patterns have been carved in to the walls all about this Encounter Zone.

The carving are actually carefully placed to amplify defensive magic cast here.

## 94 - 95 WARNING MESSAGE

Scrawled in to the dirt is a warning, this will describe another nearby encounter.

## 96 - 97 WEAPON PILE

A large pile of discard weapons that must contain dozens of swords, spears, axes and more. Most of these weapons would need repair to be of use.

## 98 - 99 WELL

A stone well with a rope heading down in to the darkness.

This could be a dead end (60%) or be an exit to another Dungeon Area (40%).

## 100 WRITING DESK

A well used and neatly organised writing desk. There are useful pieces of information (1 Clue) to be found here, although they have been written in a [Very Difficult] cypher.



# TRAP TRIGGER DETAILS

## TRIGGERS

The first component of a trap is the Trigger, which determines how the trap gets activated.

Most traps have a single trigger, but some may have more as per the Trap Complexity table, these multiple Trigger trap may be setup to catch a Character avoiding the first Trigger, for example an easily spotted tripwire with a well hidden pressure plate placed a step beyond.

To determine the location of a Trigger in the Encounter Zone, either choose or roll a random square.

### 1 - 15      BAIT

The trap is activated by tempting a character to interact with the trigger, such as taking a statue from a plinth, pressing the big red button etc.

### 16 - 30      INTERFERENCE

The trap is activated when some other element in the environment is interacted with, like trying to pick a lock.

### 31 - 40      LIVING

Some animal, plant or other creature in the area will trigger the trap via its natural reaction to people entering the trap area.

This sort of trap may well have the trap effect come from the plant/animal itself, for example a Living Trigger Acid Spray Trap may simply be some clinging vines that spray acid if disturbed.

### 41 - 50      MAGIC

This trap is triggered by magical sensors that either release the trap effects as spells that are [Very Difficult] to dispel or that trigger actual mechanical traps.

The magical sensors could be looking for any number of events to cause a trigger, such as motion sensing, life detecting, heat sense or even detecting magic.

### 51 - 65      MANUAL

The trap is activated by a Denizen of the dungeon who is watching via either a hidden view port, listening point or even via magical scrying means. This sort of trigger will wait for the perfect moment to either get the most victims or will target key figures like healers or wizards.

### 66 - 85      PRESSURE

This covers any form of trigger activated by placing weight in an area to mechanically active a trap, from simple pit falls to complex mechanical pressure plates.

### 86 - 100      TRIPWIRE

Whether the classic taut wire or pieces of debris placed over a switch this type of trigger requires the victim to disturb an element of the environment whilst traversing it to activate any trap effects.



# TRAP EFFECT DETAILS

## 1 - 3 ALARM

Loud bells ring out from concealed chambers sounding an alarm across the entire Dungeon Area. This will alert and attract Denizens, if there are no Denizens in this Dungeon Area, add an [Equal] group of [Standard] Denizens.

## 4 - 7 ARROW STORM

The trap unleashes a hail of arrow or crossbow bolts anyone in the area of effect would have a [Very Difficult] chance to avoid [Major] damage from the onslaught.

## 8 - 10 BEAR TRAP

A set of spring powered metal jaws slam shut, this is [Near Impossible] to dodge, causes [Major] damage and immobilises an effected Character until a [Very Difficult] effort is made to pry the jaws open.

## 11 - 13 BOMB

The trap causes an explosion to rip through the area of effect causing [Major] damage to those caught in the blast.

It's likely that a number of fires will be left after the explosion.

## 14 - 16 BUG SWARM

The trap unleashes a swarm of vicious flesh eating bugs that are treated as a [Horde] of [Easy] beasts that are vulnerable to fire.

## 17 - 20 CAGE

A reinforced cage the size of the area of effect drops down trapping those inside.

If the rolled area of effect is too large just size the cage so it fits the area around the Trigger.

## 21 - 23 CHASING TRAP

A large corridor filling object or substance emerges and proceeds to move from its entry point to the end of the corridor it is in. This could take one of the following forms:

(40%) Boulder - a corridor filling boulder hurtles along crushing everything in its way, those that can't out run it take [Lethal] damage.

(40%) Spiked Log - A log covered in spike rolls along the space, those that can't out run or jump the log will take [Major] damage.

(20%) Wave - A wave of water gushes along the corridor sweeping all with it, it'd be [Very Difficult] to avoid being swept along.

Whilst this sort of Trap suits a corridor best feel free to use in any other space.

## 24 - 26 COMBUSTIBLE GAS

The Trap area of effect is filled with a highly combustible gas.

There is no effect unless a naked flame is present, in which case it explodes causing [Major] damage to anyone in the area and sets flammable objects alight.

The gas has a distinct smell that makes it [Routine] to identify.

## 27 - 30 CONCEALED PIT

A hole in the ground that has either been camouflaged in some way or has a hidden trap door style mechanism.

The pit is ten foot square and as deep as the Traps area of effect.

Apply falling damage as per the system you are running.

There is a chance (30%) of spikes that add extra [Light] damage.

# TRAP EFFECT DETAILS

## 31 - 33 CONSTRICTING

The area starts to shrink, via moving walls, floor or ceiling.

The walls/floor/ceiling are either mechanically or magically being moved to crush those in the area of effect.

It's [Difficult] to find the mechanism to stop the crushing.

It'll take a few minutes to fully crush the area, causing [Lethal] damage to those stuck inside.

There is a chance (20%) that there are spikes that extend prior to the crushing, these will hit before the crushing and cause [Light] damage.

## 34 - 36 ELEMENTAL FORCES

The effect of this trap is provided by a bound raw elemental creature that counts as an [Elite] Monster.

Roll even odds for each element to determine type.

## 37 - 39 ENCHANTED TREASURE

Mundane looking items in the vicinity will animate and attack or simply be thrown at the Character(s) who triggered the trap.

This could include more dangerous items like weapons included in a storm of animated objects that are [Difficult] to defend against and cause [Light] damage.

## 40 - 42 FLAME BLAST

A blast of flame that is five foot wide and a long as the area of effect fires out.

This causes [Major] damage to those not able to make the [Difficult] check to dodge it.

Flammable items in the area will also be set alight.

## 43 - 45 FLOODGATE

A series of gates open and water pours out.

Immediately apply the Flooded Sections Environment effect to the area of effect.

This would be getting deeper and deeper until after a medium period of time this Dungeon Page/Tile will be underwater.

## 46 - 48 IMPALING SPEARS

Retractable metal spears shoot out from the walls and floor of the area of effect, causing [Major] damage to anyone unable to perform the [Very Difficult] task of avoiding them.

## 49 - 51 LIGHTNING FIELD

A storm of electrical arcs fills the entire area of effect causing [Light] damage to any one in that area. If a Character is surrounded in abundant amounts of metal, such as plate armour, then it's increased to [Major] damage.

The storm stops as quickly as it started but can be triggered multiple times.

## 52 - 54 LOCKDOWN

All nearby entrances are blocked as doors slam and lock shut, or iron grates slide from the ceiling locking the victims in to the area of effect.

## 55 - 57 MAGICAL HOLD

Either via a magical spell or via enchanted restraints of some form this trap seeks to immobilise anyone in its area of effect.

It's [Difficult] to resist the hold.

## 58 - 60 MIND STORM

A barrage of psionic attacks are unleashed within the area of effect that are [Difficult] to defend against.

Those unable to protect their minds take [Major] damage.

## 61 - 63 MONSTER SURPRISE

This trap deploys an [Elite] Monster that will try and surprise attack the Character that triggered the trap.

The monster could appear from a fake section of floor/wall, via a trapdoor or be summoned by magic.

# TRAP EFFECT DETAILS

## 64 - 66    NECROMANCERS GIFT

A necromantic raise and summon dead spell is triggered, roll an Enemy encounter and swap the Enemies for undead versions of what it would have been. In addition any corpses within the Area of Effect will also animate.

## 67 - 69    POISON DARTS

A swarm of small poison tipped darts fly out across the area of effect for the Trap.

These are [Difficult] to avoid but are unlikely to pierce armour.

The poison could be debilitating (80%), or [Major] damage causing (20%).

## 70 - 72    POISON GAS CLOUD

A cloud of deadly gas hisses out and fills the area of effect.

This gas causes [Major] damage when inhaled and will irritate the eyes and nose of those caught in it.

Those able to quickly cover up and get out of the cloud before breathing may avoid the effects.

## 73 - 75    RIGGED STONE FALL

The trap triggers a fall of large rocks from the walls and ceiling throughout the area of effect.

The falling stones cause [Major] Damage and are [Difficult] to avoid.

The area will have a covering of rubble following the rock fall.

## 76 - 78    SLICING PENDULUMS

Large curved blades slice out from the wall, floor and/or ceiling across the area of effect.

These are [Very Difficult] to avoid when the trap is triggered and they continue to slice in and out for a long time after triggered.

They follow a [Routine] to predict pattern that could make them [Routine] to avoid.

## 79 - 82    SNARE

One or more simple snares or snare nets are hidden around the area of effect and when triggered it's [Difficult] to avoid being hoisted up in the air to be left dangling by a limb or trapped in a net.

## 83 - 85    SONIC BLAST

An ear splitting blast of noise that causes [Light] damage to all in the area of effect will also alert any Enemies in the same Dungeon Area to the presence of intruders.

## 86 - 88    SPINNING BLADES

Long blades scythe out of the wall(s) each five foot long and moving with deadly speed.

These blades will be [Very Difficult] to dodge and cause [Major] damage if they hit.

Once activated they will continue to spin for a period of time before retracting back in to the wall(s).



# TRAP EFFECT DETAILS

## 89 - 91 SPRING SPIKE GRATE

This is a ten foot wide metal grate that is almost as tall as the ceiling and covered in spikes.

When activated it swings open and is [Difficult] to dodge for anyone in its spring powered arc.

Anyone hit will take [Major] damage and is likely to be knocked down.

The grate takes a while to return to its ready state.

## 92 - 94 STAIR SLIDE

Once activated this changes the angle of the steps on a stair case so they form a ramp.

It's [Very Difficult] to avoid falling and sliding if a Character is on a set of stairs that changes to a slide.

This sort of trap is often combined with either (20%) a [Pair] of [Standard] Beasts or another trap (20%) at the bottom of the slide.

## 95 - 97 STICKY LEVER

Large metal lever coated in alchemical super glue that will create an instant bond with whatever first touches it.

The glue is [Very Difficult] to spot when examining the lever.

The lever itself may do nothing, although there could (20%) be another trap effect activated by moving the lever.

Breaking the lever will be [Very Difficult] as it's been made to withstand a lot of damage.

Either a solvent, magic or a lot of brute force will see the hand freed.

## 98 - 100 UP IS DOWN

The area of effect for this trap has a sudden, short and violent reversal of what is the floor and what is the ceiling.

Anyone in the area of effect will suffer two sets of falling damage and may also be struck by flying debris or furniture.

This is either achieved via magically reversing gravity for a few seconds or the entire area is hinged and spun around.



# MAP PAGES



## CUSTOM MAP PAGES

The following Map Pages chapter gives example Encounter Zones for each of the Dungeon Map pages from 'The Dungeon Books of Battle Mats' as well as a custom encounter table for each Encounter Zone on the map page.

This covers all pages from both Volume 1 and Volume 2 for a total of 76 12x12 maps

### PAGE FACING

The Map Pages are displayed with two Map Pages per page in this document.

These are each two facing Map Pages from the same Dungeon Books of Battle Mats Volume, with the left and right shown in the appropriate layout with (so the spine would be in the centre).

### EXAMPLE PAGE

The next page will show an example of the layout for the Map Pages.

### SUGGESTIONS

Some map pages will offer a suggested Encounter to match the page, this can be applied without having to roll them as an Encounter and will reflect the artwork for that page.

They are present like this:

Environment: Flooded Sections

### MAP KEY

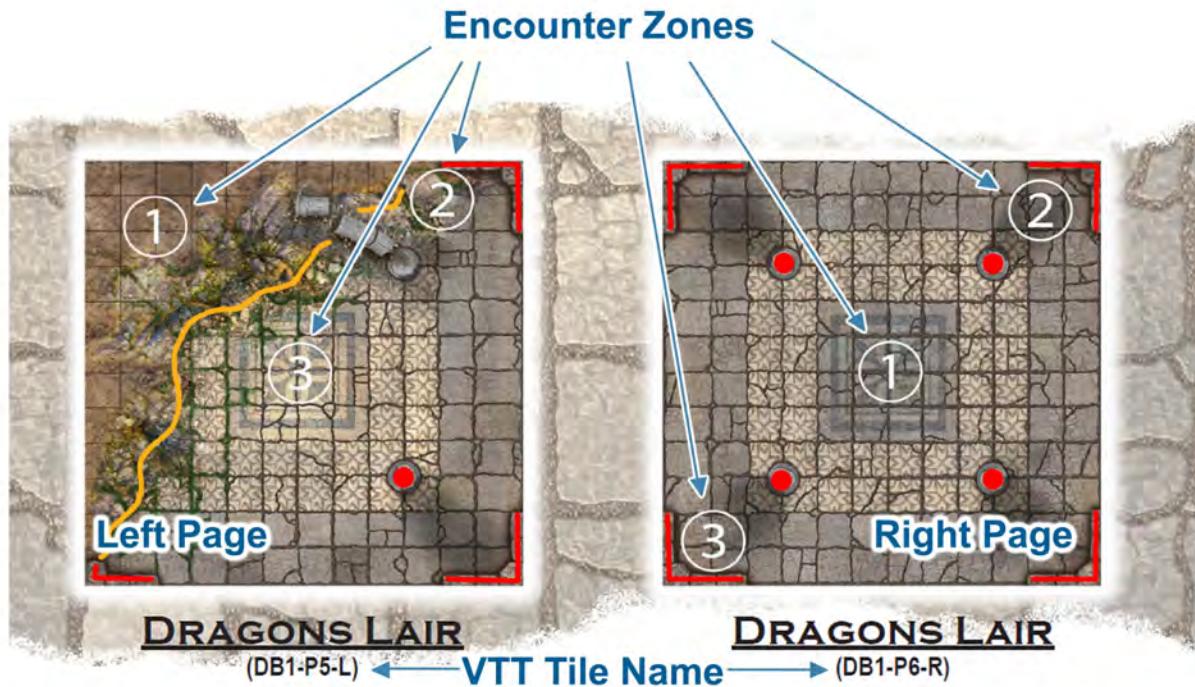
The Map Pages are marked using the following symbols.

① - ENCOUNTER ZONE

— - WALLS

— - HEIGHT CHANGE

# EXAMPLE MAP PAGE



### ① THE BREACH

The walls and floor have collapsed, exposing this chamber.

ROLL	ENCOUNTER RESULT
1 - 4	NO ENCOUNTER
5 - 10	ENVIRONMENTAL
11 - 18	ENEMY
19 - 20	INTERACTION

### ② AN EASY PATH

The way up to the remaining stone floor is easier here.

ROLL	ENCOUNTER RESULT
1 - 14	ENEMY
15 - 18	TRAP
19 - 20	BOON

### ③ A ONCE GRAND CHAMBER

Now open to the elements, what happened here?

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	INTERACTION
15 - 20	INTRIGUE

### ① FADED GLORY **← Encounter Zone Name**

This high vaulted chamber is in disrepair.

ROLL	ENCOUNTER RESULT
1 - 4	INTERACTION
5 - 10	ENVIRONMENTAL
11 - 18	ENEMY
19 - 20	INTRIGUE

**Encounter Table**

### ② A DARK CORNER

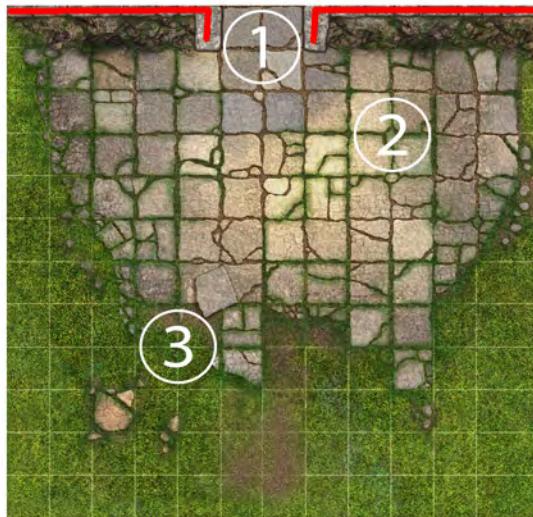
Has something been placed here?

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 18	INTRIGUE
19 - 20	BOON

### ③ IN THE SHADOWS

A good spot to stay unseen.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	INTERACTION
15 - 20	ENEMY



## ENTRANCE

(DB1-P3-L)

### ① THE GATE

A crumbling arch of well worn stone covered in weathered carvings.

ROLL	ENCOUNTER RESULT
1 - 2	NO ENCOUNTER
3 - 16	INTRIGUE
17 - 18	TRAP
19 - 20	INTERACTION

### ② OUTER COURTYARD

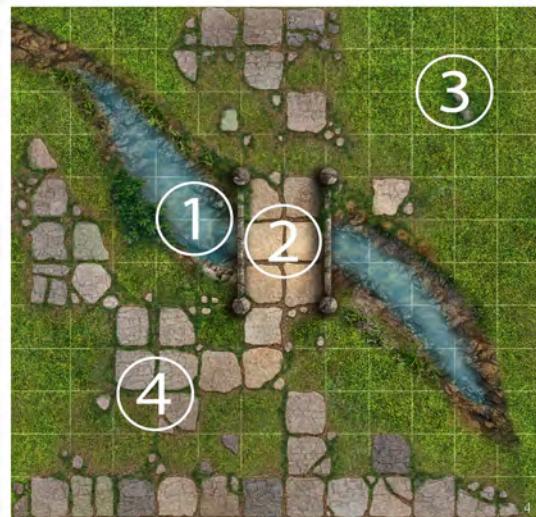
Nature is slowly claiming back the stones of this courtyard.

ROLL	ENCOUNTER RESULT
1 - 14	ENEMY
15 - 18	INTERACTION
19 - 20	INTRIGUE

### ③ LOOSE FLAGSTONE

This loose flagstone may be of interest...

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	BOON
15 - 20	TRAP



## OUTDOOR BRIDGE

(DB1-P4-R)

### ① UNDER THE BRIDGE

The damp and gloom in the shadow of this bridge could hide anything.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 12	INTRIGUE
13 - 18	ENEMY
19 - 20	BOON

### ② THE BRIDGE

A short span of solid stone work stands here.

ROLL	ENCOUNTER RESULT
1 - 12	ENEMY
13 - 16	TRAP
17 - 20	INTERACTION

### ③ + ④ EITHER SIDE OF THE BRIDGE

Roll once for each of these locations.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 13	ENEMY
14 - 16	ENVIRONMENTAL
17 - 19	INTERACTION
20	BOON



## ENTRANCE STAIRS (DB2-P3-L)

### ① THE CLIFF TOP MEADOW

Windswept grass grows around this isolated ruin.

ROLL	ENCOUNTER RESULT
1 - 2	INTERACTION
3 - 16	ENEMY
17 - 18	ENVIRONMENTAL

### ② SPIRAL STAIRS

Old and well used stairs descend in to the dark.

ROLL	ENCOUNTER RESULT
1 - 14	NO ENCOUNTER
15 - 18	TRAP
19 - 20	ENEMY

### ③ RUINED TOWER

These ruins may once have been a tall tower.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	INTERACTION
15 - 20	INTRIGUE

### ④ THE OLD WALL

This section of the old wall looks recently disturbed.

ROLL	ENCOUNTER RESULT
1 - 12	NO ENCOUNTER
13 - 16	TRAP
17 - 18	INTRIGUE
19 - 20	BOON



## SEA ENTRANCE (DB2-P4-R)

### ① THE SEA GATE

Two tall pillars frame a staircase on this cliff top.

ROLL	ENCOUNTER RESULT
1 - 5	INTERACTION
6 - 20	ENEMY

### ② CLIFF STAIRS

Wet and treacherous stairs lead to the water.

ROLL	ENCOUNTER RESULT
1 - 6	NO ENCOUNTER
7 - 16	ENEMY
17 - 20	TRAP

### ③ CLIFF CAVE

A cave offers a further avenue for exploration.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	ENVIRONMENTAL
15 - 20	INTRIGUE

### ④ SUBMERGED ROCKS

Is that something I see in the water?

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	TRAP
15 - 18	ENEMY
19 - 20	BOON



## DRAGONS LAIR

(DB1-P5-L)

### ① THE BREACH

The walls and floor have collapsed, exposing this chamber.

ROLL	ENCOUNTER RESULT
1 - 4	NO ENCOUNTER
5 - 10	ENVIRONMENTAL
11 - 18	ENEMY
19 - 20	INTERACTION

### ② AN EASY PATH

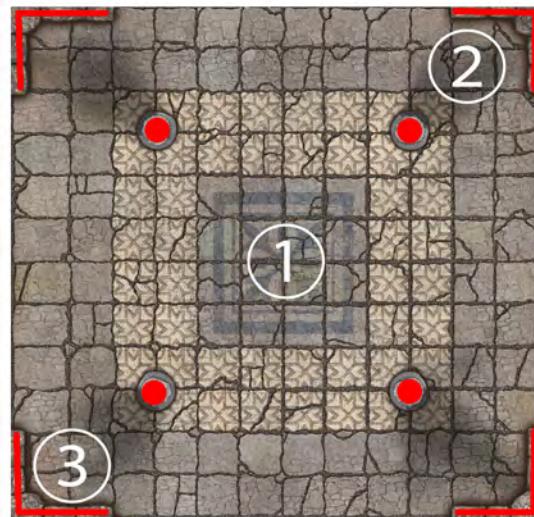
The way up to the remaining stone floor is easier here.

ROLL	ENCOUNTER RESULT
1 - 14	ENEMY
15 - 18	TRAP
19 - 20	BOON

### ③ A ONCE GRAND CHAMBER

Now open to the elements, what happened here?

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	INTERACTION
15 - 20	INTRIGUE



## DRAGONS LAIR

(DB1-P6-R)

### ① FADED GLORY

This high vaulted chamber is in disrepair.

ROLL	ENCOUNTER RESULT
1 - 4	INTERACTION
5 - 10	ENVIRONMENTAL
11 - 18	ENEMY
19 - 20	INTRIGUE

### ② A DARK CORNER

Has something been placed here?

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 18	INTRIGUE
19 - 20	BOON

### ③ IN THE SHADOWS

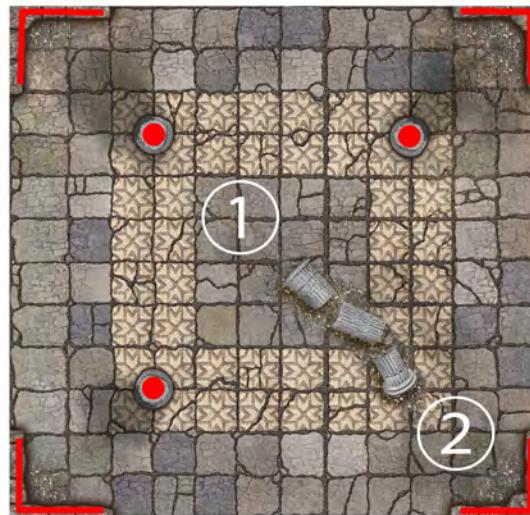
A good spot to stay unseen.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	INTERACTION
15 - 20	ENEMY



## **DRAGONS LAIR**

(DB2-P5-L)



## **DRAGONS LAIR**

(DB2-P6-R)

### **① THE FALLEN STATUE**

The broken remains of a once glorious statue.

ROLL	ENCOUNTER RESULT
1 - 4	ENEMY
5 - 10	INTRIGUE
11 - 18	INTERACTION
19 - 20	BOON

### **② OPEN CHAMBER**

This high vaulted chamber is in disrepair.

ROLL	ENCOUNTER RESULT
1 - 4	NO ENCOUNTER
5 - 15	ENEMY
16 - 20	INTRIGUE

### **① GRAND CHAMBER**

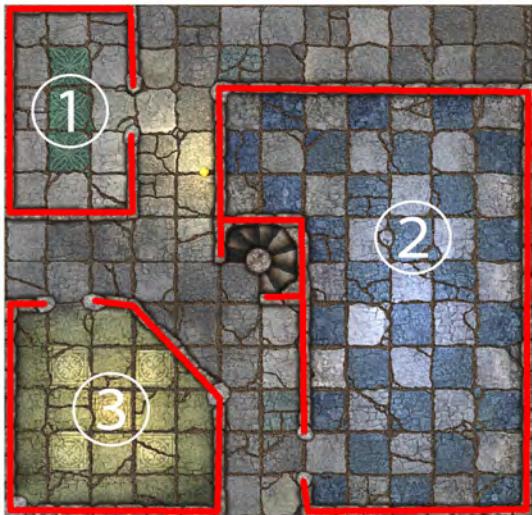
This high vaulted chamber is in disrepair.

ROLL	ENCOUNTER RESULT
1 - 3	INTERACTION
4 - 6	ENVIRONMENTAL
7 - 10	ENEMY
11 - 14	INTRIGUE
15 - 17	BOON
18 - 20	TRAP

### **② FALLEN COLUMN**

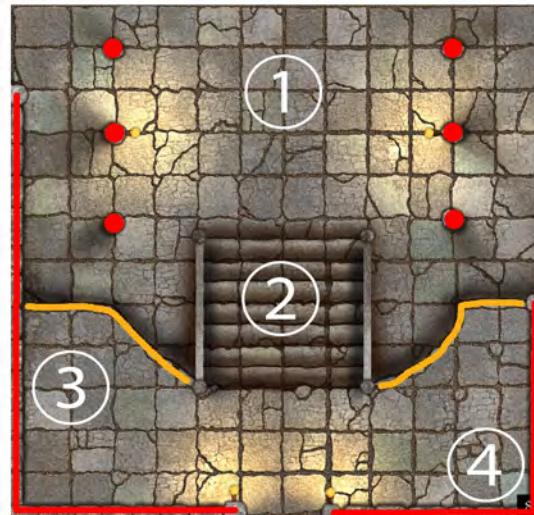
It would have taken a large creature to knock this down.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 12	INTRIGUE
13 - 20	BOON



## ROOMS & STAIRS

(DB1-P7-L)



## GRAND STAIRCASE

(DB1-P8-R)

### ① GREEN ROOM

Small, dark, cold and uninviting.

ROLL	ENCOUNTER RESULT
1 - 4	NO ENCOUNTER
5 - 10	ENVIRONMENTAL
11 - 18	ENEMY
19 - 20	BOON

### ② BLUE ROOM

A larger expanse with a hidden corner.

ROLL	ENCOUNTER RESULT
1 - 5	INTRIGUE
6 - 14	ENEMY
15 - 20	INTERACTION

### ③ YELLOW ROOM

Possibly once used as a storeroom.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	TRAP
15 - 20	INTRIGUE

### ① LOBBY

A large open area with an airy feel.

ROLL	ENCOUNTER RESULT
1 - 8	ENVIRONMENTAL
9 - 12	ENEMY
13 - 18	INTRIGUE
19 - 20	INTERACTION

### ② STAIRCASE

Wide stone steps in reasonable repair.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	TRAP
15 - 20	INTRIGUE

### ③ VANTAGE POINT

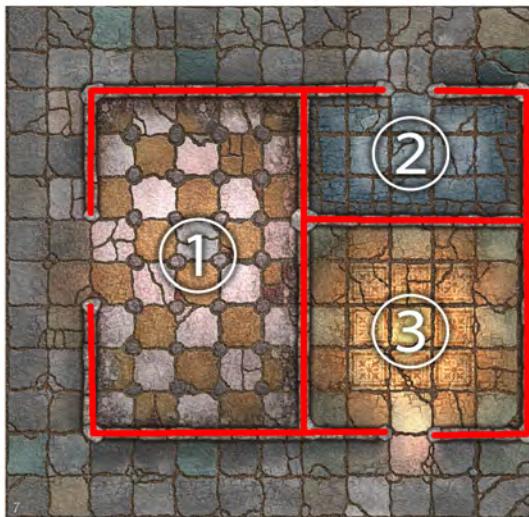
Elevated platform with a good view.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	ENEMY
15 - 20	ENVIRONMENTAL

### ④ BACK CORNER

Is someone or something there?

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	INTRIGUE
15 - 20	BOON



## ROOMS (DB2-P7-L)

### ① PATCHWORK ROOM

A large room suitable for storage or a gathering place.

ROLL	ENCOUNTER RESULT
1 - 4	INTRIGUE
5 - 10	ENEMY
11 - 18	INTRIGUE
19 - 20	INTERACTION

### ② DARK CHAMBER

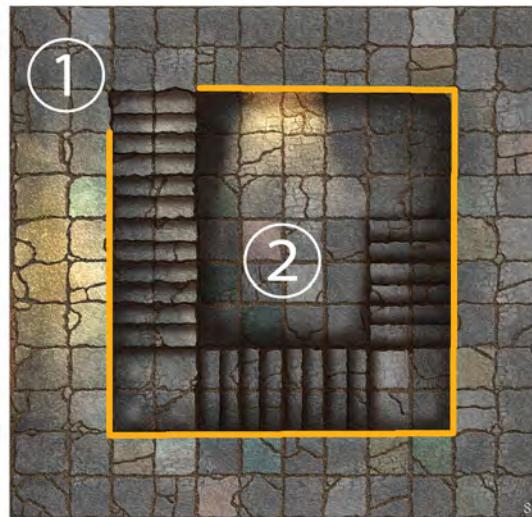
Unappealing and depressing small room

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	TRAP
15 - 20	ENVIRONMENTAL

### ③ ORANGE ROOM

Brighter, more inviting room.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	INTRIGUE
15 - 20	BOON



## STAIRWELL (DB2-P8-R)

### ① UPPER FLOOR

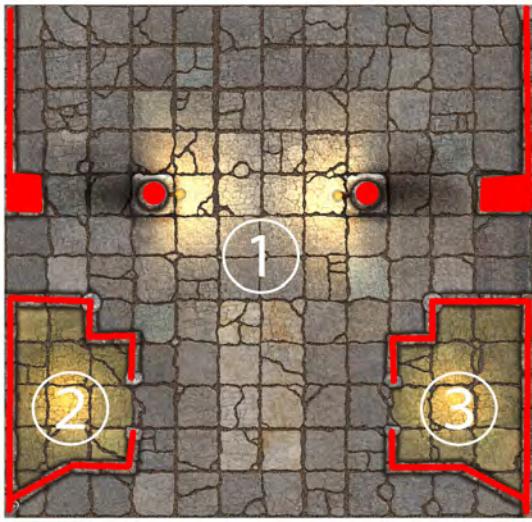
A large staircase leads lower in to the dungeon.

ROLL	ENCOUNTER RESULT
1 - 8	INTERACTION
9 - 12	ENEMY
13 - 18	ENVIRONMENTAL
19 - 20	INTRIGUE

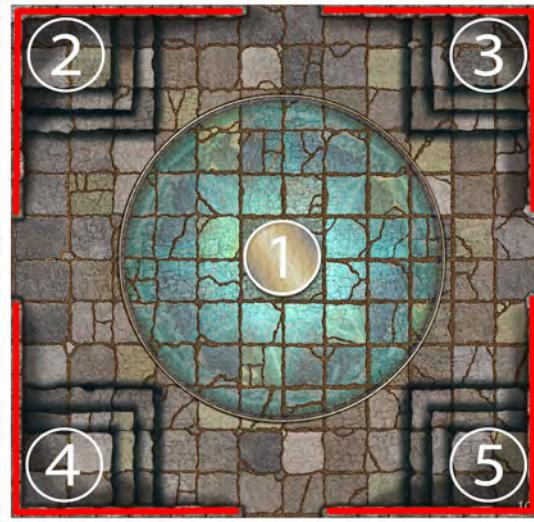
### ② LOWER FLOOR

The bottom of the stairwell.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	ENEMY
15 - 20	TRAP



**TEMPLE**  
(DB1-P9-L)



**CIRCLE ROOM**  
(DB1-P10-R)

### ① THE SANCTUARY

Possibly once a room of worship.

ROLL	ENCOUNTER RESULT
1 - 7	INTRIGUE
8 - 11	ENVIRONMENTAL
12 - 17	ENEMY
18 - 20	INTERACTION

### ② SANCTUM

Inner room with etched runes on the doorway.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	TRAP
15 - 20	ENEMY

### ③ SACRISTY

Interesting looking side room.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	INTERACTION
15 - 20	BOON

### ① THE CIRCLE

Dominant feature of the room, could be a ritual area.

ROLL	ENCOUNTER RESULT
1 - 4	INTRIGUE
5 - 10	TRAP
11 - 18	ENEMY
19 - 20	BOON

### ②+③ RAISED PLATFORMS

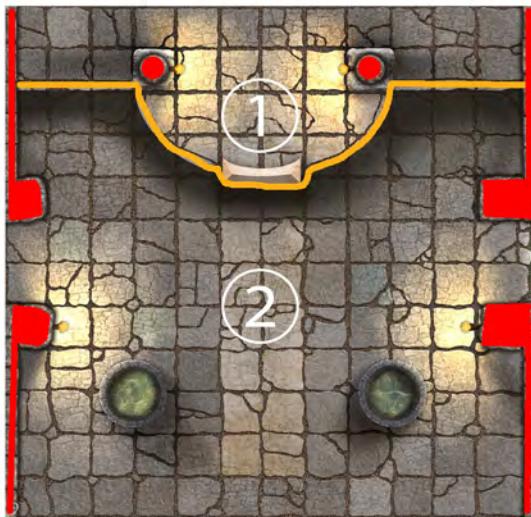
Does this interact with the Circle?

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 12	INTERACTION
13 - 18	ENEMY
19 - 20	ENVIRONMENTAL

### ④+⑤ RAISED PLATFORMS

Does this interact with the Circle?

ROLL	ENCOUNTER RESULT
1 - 4	NO ENCOUNTER
5 - 10	ENVIRONMENTAL
11 - 18	INTRIGUE
19 - 20	ENEMY



## TEMPLE (DB2-P9-L)

### ① PULPIT

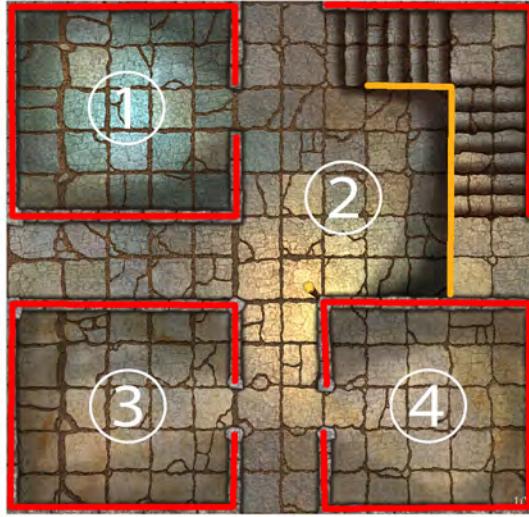
Raised area with a good view.

ROLL	ENCOUNTER RESULT
1 - 8	INTERACTION
9 - 12	INTRIGUE
13 - 18	ENEMY
19 - 20	BOON

### ② NAVE

There are two wells in this large chamber.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	ENVIRONMENTAL
15 - 20	ENEMY



## STAIRS & ROOMS (DB2-P10-R)

### ① BLUE ROOM

Cold and dank, a good place for a tomb.

ROLL	ENCOUNTER RESULT
1 - 4	NO ENCOUNTER
5 - 10	ENEMY
11 - 18	INTERACTION
19 - 20	TRAP

### ② LOWER LANDING

Noticeably colder and uninviting.

ROLL	ENCOUNTER RESULT
1 - 10	INTERACTION
11 - 14	INTRIGUE
15 - 20	ENEMY

### ③ HALLWAY ROOM

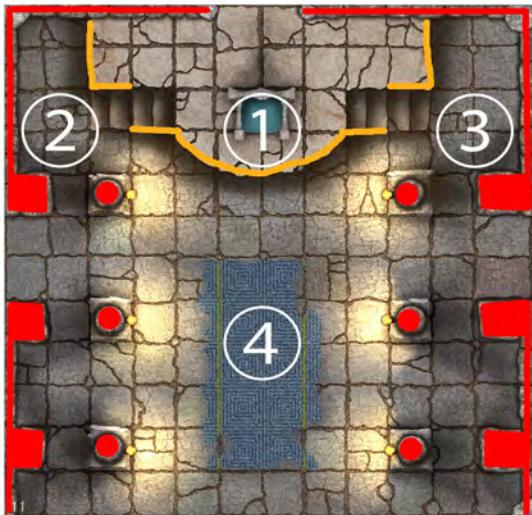
Could of had a number of uses.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	ENEMY
15 - 20	TRAP

### ④ UNDER STAIR ROOM

Any footsteps on the stairs will echo through here.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	ENVIRONMENTAL
15 - 20	BOON



## THRONE ROOM

(DB1-P11-L)



## FEASTING HALL

(DB1-P12-R)

### ① THRONE

Commands an elevated position.

ROLL	ENCOUNTER RESULT
1 - 7	INTERACTION
8 - 11	ENEMY
12 - 17	INTRIGUE
18 - 20	BOON

### ② SIDE STAIRS

A way up to the throne.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	ENVIRONMENTAL
15 - 20	BOON

### ③ SIDE STAIRS

A way up to the throne.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	TRAP
15 - 20	INTRIGUE

### ④ HALL

A grand colonnaded hall.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	ENEMY
15 - 20	INTERACTION

### ① HIGH TABLE

Dominates the room.

ROLL	ENCOUNTER RESULT
1 - 4	INTRIGUE
5 - 10	ENEMY
11 - 18	ENVIRONMENTAL
19 - 20	INTERACTION

### ② FIRE PIT

Does warmth still fill the room?

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	TRAP
15 - 20	INTRIGUE

### ③ SIDE TABLES

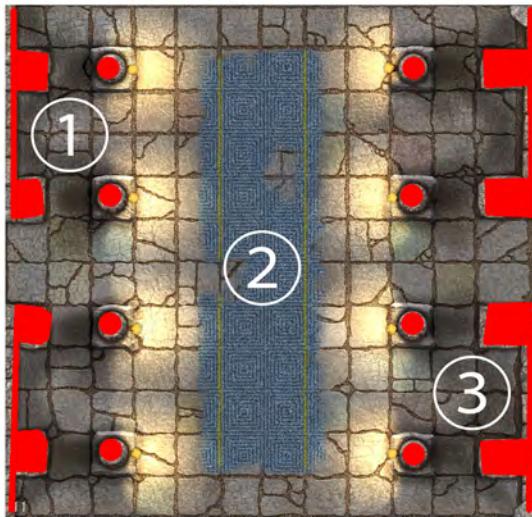
For the less important diners.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	ENEMY
15 - 20	INTRIGUE

### ④ SIDE TABLES

For the less important diners.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	INTRIGUE
15 - 20	BOON



## GREAT HALL (DB2-P11-L)

### ① DARK NOOK

Poorly lit with a good view of the room.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 12	INTRIGUE
13 - 18	ENEMY
19 - 20	INTERACTION

### ② HALL

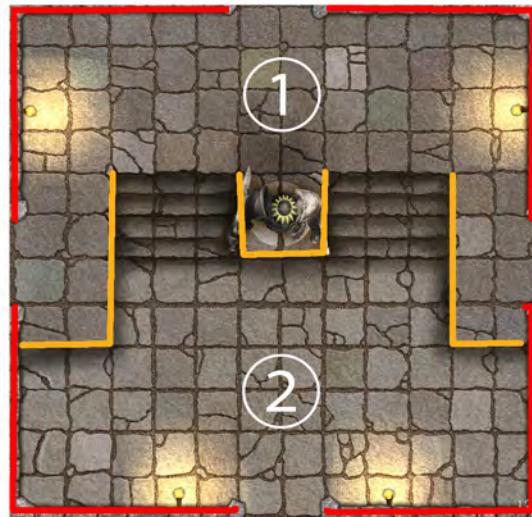
A grand colonnaded hall.

ROLL	ENCOUNTER RESULT
1 - 10	INTRIGUE
11 - 14	ENEMY
15 - 20	ENVIRONMENTAL

### ③ ANOTHER DARK NOOK

Poorly lit with a good view of the room.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	TRAP
15 - 20	BOON



## STATUE HALL (DB2-P12-R)

### ① UPPER HALL

Elevated platform.

ROLL	ENCOUNTER RESULT
1 - 4	NO ENCOUNTER
5 - 10	ENEMY
11 - 18	INTERACTION
19 - 20	INTRIGUE

### ② LOWER HALL

The statue dominates this hall.

ROLL	ENCOUNTER RESULT
1 - 5	INTERACTION
6 - 14	TRAP
15 - 20	INTRIGUE



## FLOODED YARD

(DB1-P13-L)

Environment: Flooded Sections

### ① DRY GROUND

The stone blocks scattered around could provide cover.

ROLL	ENCOUNTER RESULT
1 - 4	NO ENCOUNTER
5 - 10	ENVIRONMENTAL
11 - 18	INTRIGUE
19 - 20	BOON

### ② POOL

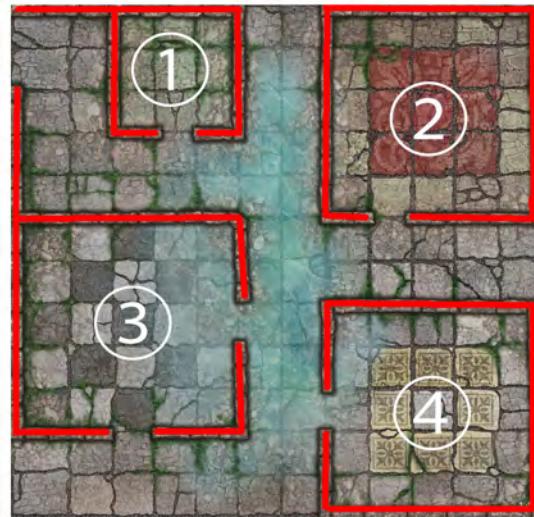
It's hard to tell how deep the water is here...

ROLL	ENCOUNTER RESULT
1 - 8	INTERACTION
9 - 14	ENEMY
15 - 20	INTRIGUE

### ③ RUBBLE PILE

A good place to hide.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	TRAP
15 - 20	ENEMY



## FLOODED ROOMS

(DB1-P14-R)

Environment: Flooded Sections

### ① SMALL ROOM

A small room adjoining the corridor.

ROLL	ENCOUNTER RESULT
1 - 4	NO ENCOUNTER
5 - 12	ENEMY
12 - 20	INTRIGUE

### ② RED ROOM

A dry room in this flooded area.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	ENVIRONMENTAL
15 - 20	BOON

### ③ CHEQUERED FLOOR ROOM

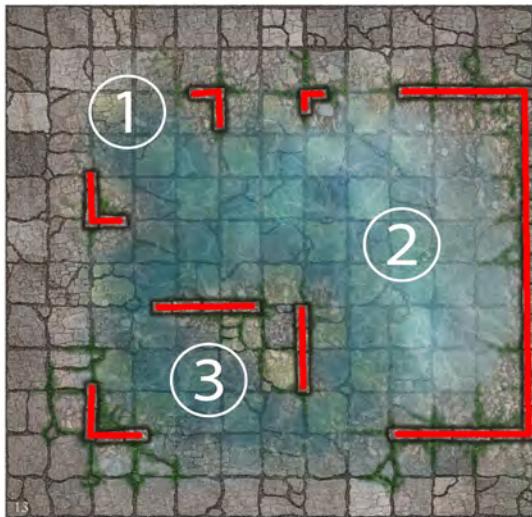
Partially flooded room.

ROLL	ENCOUNTER RESULT
1 - 8	INTERACTION
9 - 14	ENEMY
15 - 20	TRAP

### ④ TILE FLOOR ROOM

Water pools in from the doorway.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	INTRIGUE
15 - 20	INTERACTION



## FLOODED ROOMS

(DB2-P13-L)

Environment: Flooded Sections

### ① WATERS EDGE

A dry spot in this flooded area.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 12	ENVIRONMENTAL
13 - 18	INTERACTION
19 - 20	TRAP

### ② BIG FLOODED AREA

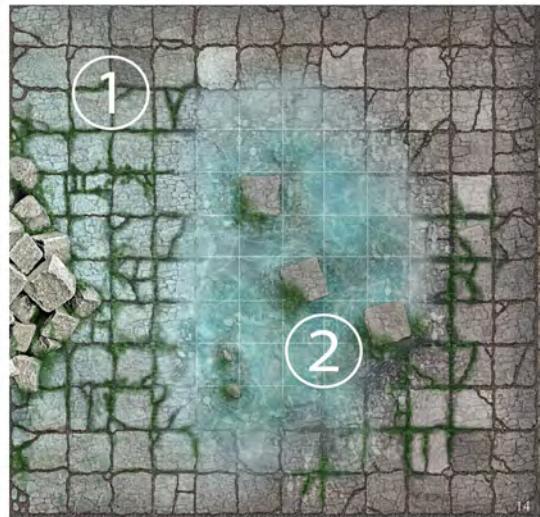
The ruins of this large room are now waterlogged.

ROLL	ENCOUNTER RESULT
1 - 10	ENVIRONMENTAL
11 - 14	ENEMY
15 - 20	INTRIGUE

### ③ DRY PATCH

A slightly higher patch of floor has remained dry.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	INTRIGUE
15 - 20	BOON



## FLOODED YARD

(DB2-P14-R)

Environment: Flooded Sections

### ① FLOODED YARD

An open yard with pooled water in the centre.

ROLL	ENCOUNTER RESULT
1 - 7	INTRIGUE
8 - 11	INTERACTION
12 - 17	ENVIRONMENTAL
18 - 20	TRAP

### ② STEPPING STONES

These floor tiles make for a series of stepping stones.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	ENEMY
15 - 20	BOON



**COURTYARD**  
(DB1-P15-L)



**COURTYARD**  
(DB1-P16-R)

**① COURTYARD**

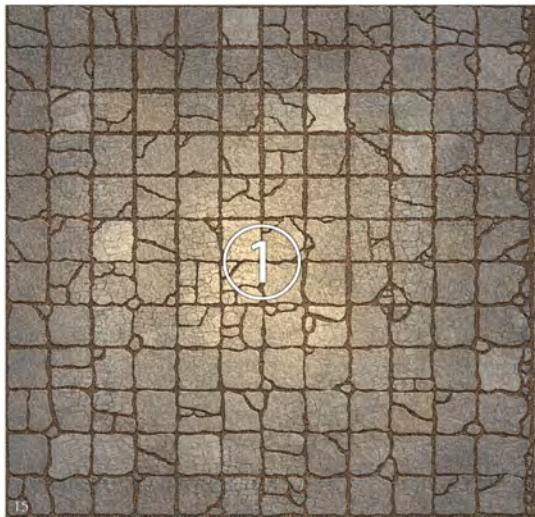
A light and open area.

ROLL	ENCOUNTER RESULT
1 - 2	INTRIGUE
3 - 4	ENEMY
5 - 6	BOON
7 - 16	INTERACTION
17 - 18	TRAP
19 - 20	ENVIRONMENTAL

**① COURTYARD**

A light and open area.

ROLL	ENCOUNTER RESULT
1 - 2	TRAP
3 - 4	ENVIRONMENTAL
5 - 6	INTRIGUE
7 - 16	ENEMY
17 - 18	BOON
19 - 20	INTERACTION



## **COURTYARD**

(DB2-P15-L)

### **① COURTYARD**

A light and open area.

ROLL	ENCOUNTER RESULT
1 - 2	INTERACTION
3 - 4	TRAP
5 - 6	ENVIRONMENTAL
7 - 16	INTRIGUE
17 - 18	ENEMY
19 - 20	BOON



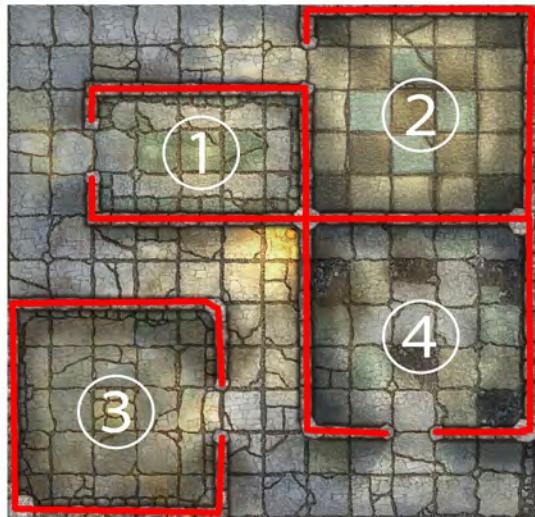
## **COURTYARD**

(DB2-P16-R)

### **① COURTYARD**

A light and open area.

ROLL	ENCOUNTER RESULT
1 - 2	BOON
3 - 4	INTERACTION
5 - 6	TRAP
7 - 16	ENVIRONMENTAL
17 - 18	INTRIGUE
19 - 20	ENEMY



## ROOMS (DB1-P17-L)

### ① BRIGHT ROOM

A light, brightly lit room.

ROLL	ENCOUNTER RESULT
1 - 7	NO ENCOUNTER
8 - 11	ENEMY
12 - 17	INTERACTION
18 - 20	ENVIRONMENTAL

### ② TILED ROOM

This room has a faded tile floor.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	ENEMY
15 - 20	INTRIGUE

### ③ DARK ROOM

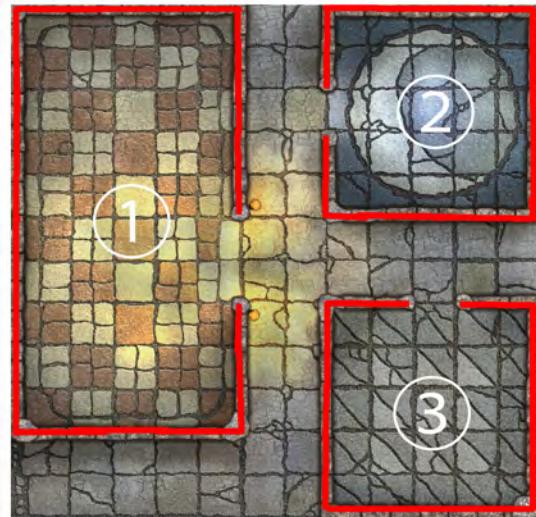
A dark and dingy room in the corner.

ROLL	ENCOUNTER RESULT
1 - 5	ENEMY
6 - 14	INTRIGUE
15 - 20	TRAP

### ④ DIRTY ROOM

The floor here is much dirtier than normal.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	ENVIRONMENTAL
15 - 20	BOON



## ROOMS (DB1-P18-R)

### ① LONG HALL

A large room for formal occasions.

ROLL	ENCOUNTER RESULT
1 - 8	ENVIRONMENTAL
9 - 12	INTERACTION
13 - 18	ENEMY
19 - 20	

### ② THE MOON ROOM

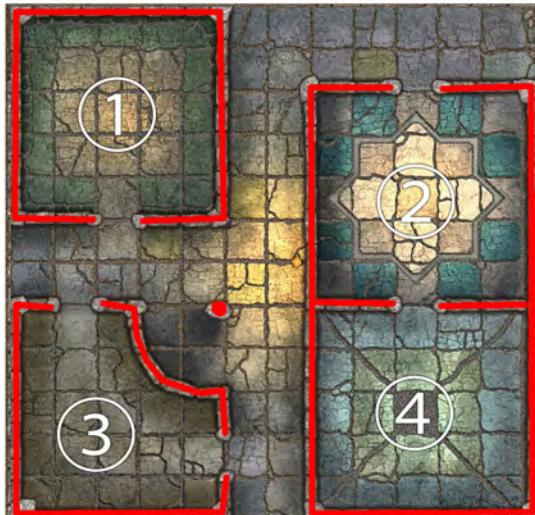
A room with lunar interest.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	ENVIRONMENTAL
15 - 20	TRAP

### ③ SPLIT TILE ROOM

Possibly has an interesting history.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	INTRIGUE
15 - 20	BOON



## ROOMS (DB2-P17-L)

### ① GREEN ROOM

Slightly moldy with a bad smell.

ROLL	ENCOUNTER RESULT
1 - 4	INTERACTION
5 - 10	ENEMY
11 - 18	ENVIRONMENTAL
19 - 20	TRAP

### ② TURQUOISE ROOM

The tiles here form an interesting pattern.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	ENEMY
15 - 20	INTRIGUE

### ③ CORNER ROOM

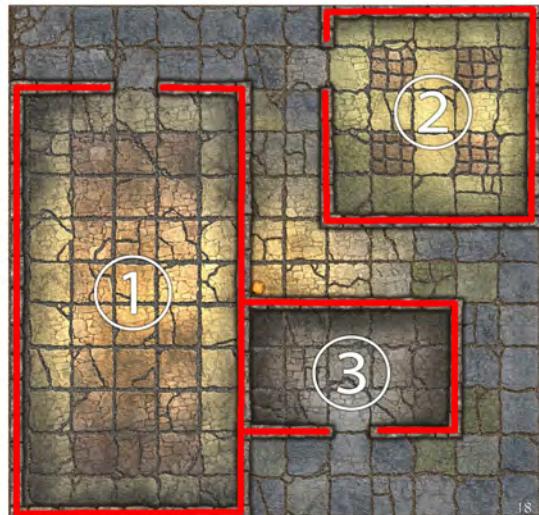
This room is some form of hallway.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	INTERACTION
15 - 20	ENVIRONMENTAL

### ④ SQUARE ROOM

Only accessible through the Turquoise Room

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	ENEMY
15 - 20	BOON



## ROOMS (DB2-P18-R)

### ① LARGE ROOM

A grander room than most in the Dungeon.

ROLL	ENCOUNTER RESULT
1 - 8	INTRIGUE
9 - 12	ENEMY
13 - 18	INTERACTION
19 - 20	BOON

### ② YELLOW ROOM

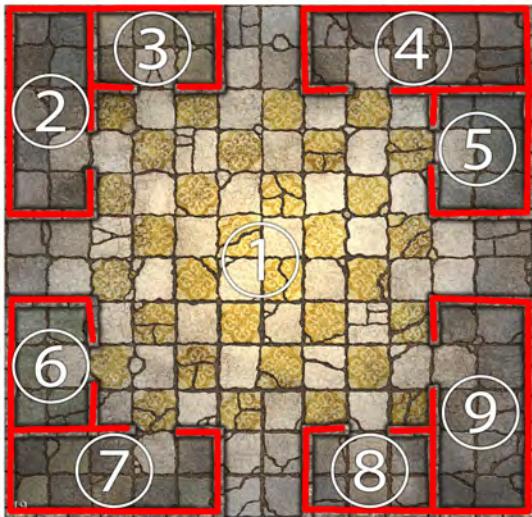
Strangely uplifting and well lit.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	ENVIRONMENTAL
15 - 20	INTRIGUE

### ③ STOREROOM

This was once used as a storeroom.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	ENEMY
15 - 20	BOON



## ROOMS (DB1-P19-L)

### ① SUN HALL

Large, bright, well lit and cheerful area.

ROLL	ENCOUNTER RESULT
1 - 8	INTERACTION
9 - 12	ENEMY
13 - 18	TRAP
19 - 20	INTRIGUE

### ② + ⑧ ANTECHAMBERS

Small rooms where secrets may hide.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	ENEMY
15 - 20	BOON

### ③ + ⑦ + ⑤ ANTECHAMBERS

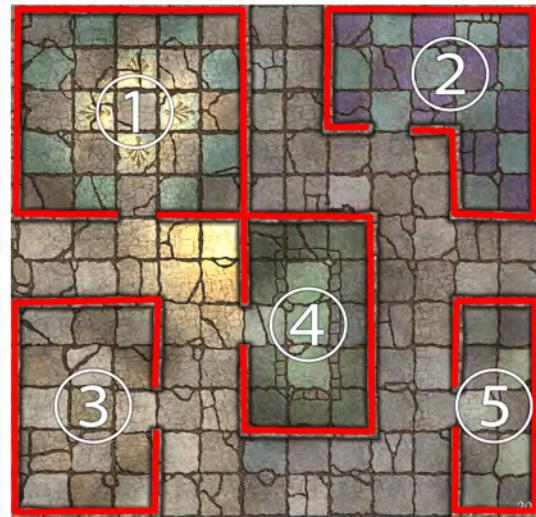
Small rooms where secrets may hide.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	INTRIGUE
15 - 20	BOON

### ④ + ⑥ + ⑨ ANTECHAMBERS

Small rooms where secrets may hide.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	ENEMY
15 - 20	ENVIRONMENTAL



## ROOMS (DB1-P20-R)

### ① TILE ROOM

Suspiciously quiet room.

ROLL	ENCOUNTER RESULT
1 - 4	INTERACTION
5 - 10	ENEMY
11 - 18	ENVIRONMENTAL
19 - 20	INTRIGUE

### ② + ③ CORNER ROOMS

Well lit and clean.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	INTERACTION
15 - 20	INTRIGUE

### ④ CENTRE ROOM

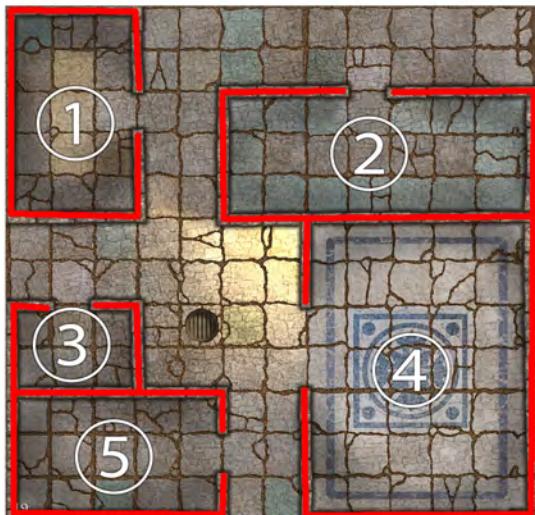
Dry and dusty room.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	ENEMY
15 - 20	TRAP

### ⑤ STOREROOM

Once used as a storeroom.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	INTRIGUE
15 - 20	BOON



## ROOMS (DB2-P19-L)

### ① SIDE ROOM

A dimly lit room.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 12	ENEMY
13 - 18	ENVIRONMENTAL
19 - 20	INTERACTION

### ② LONG ROOM

A larger room that has seen better days.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	ENEMY
15 - 20	INTERACTION

### ③+⑤ CORNER ROOMS

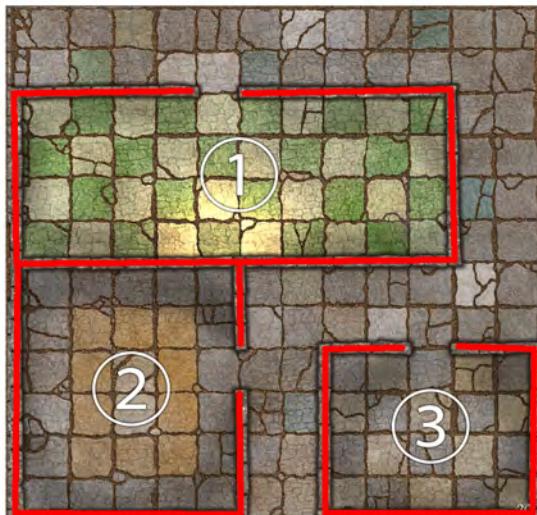
A small and large room in the corner.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	INTRIGUE
15 - 20	ENVIRONMENTAL

### ④ TILED FLOOR ROOM

A once grand tiled artwork makes up the floor here.

ROLL	ENCOUNTER RESULT
1 - 5	INTERACTION
6 - 14	ENEMY
15 - 20	BOON



## ROOMS (DB2-P20-R)

### ① GREEN ROOM

A long well lit room with sickly green tiles.

ROLL	ENCOUNTER RESULT
1 - 7	TRAP
8 - 11	ENEMY
12 - 17	INTRIGUE
18 - 20	BOON

### ② ORANGE ROOM

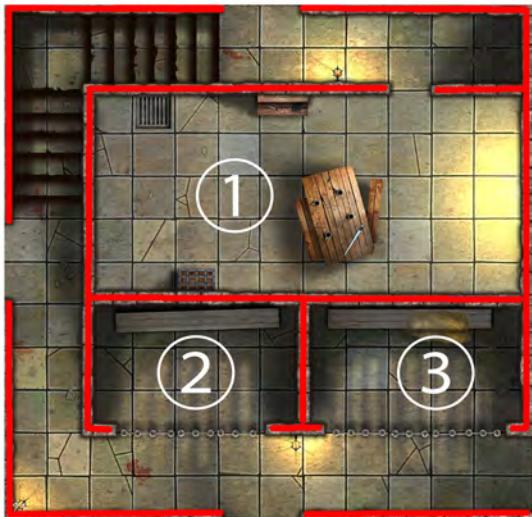
Room of indeterminable use.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	INTERACTION
15 - 20	TRAP

### ③ CORNER ROOM

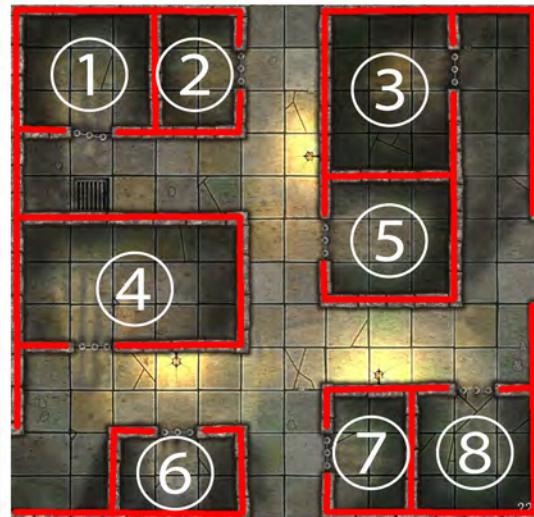
Dark and dusty.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	INTRIGUE
15 - 20	ENEMY



## DINGY CELLS

(DB1-P21-L)



## DINGY CELLS

(DB1-P22-R)

### ① GUARD ROOM

A large well lit guard room.

ROLL	ENCOUNTER RESULT
1 - 4	ENVIRONMENTAL
5 - 10	ENEMY
11 - 18	INTRIGUE
19 - 20	BOON

### ② HOLDING CELL

A large cell with a bench.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	INTERACTION
15 - 20	ENEMY

### ③ DANK CELL

This large holding cell reeks.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	INTERACTION
15 - 20	TRAP

### ①+⑤ CELLS

Small dingy cells

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 12	INTERACTION
13 - 18	INTRIGUE
19 - 20	ENEMY

### ②+⑥ SOLITARY

Small dingy cells.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	ENEMY
15 - 20	ENVIRONMENTAL

### ③+⑦+⑧ CELLS

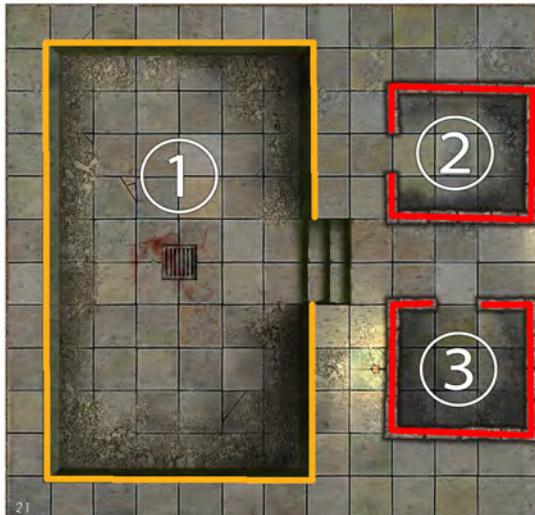
Small dingy cells

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	INTERACTION
15 - 20	INTRIGUE

### ④ BIG CELL

Big dingy cell

ROLL	ENCOUNTER RESULT
1 - 5	INTRIGUE
6 - 14	ENEMY
15 - 20	TRAP



## PIT (DB2-P21-L)

### ① THE PIT

Big pit for fighting or exercise with a drain.

ROLL	ENCOUNTER RESULT
1 - 8	INTERACTION
9 - 12	ENVIRONMENTAL
13 - 18	ENEMY
19 - 20	TRAP

### ② STORE ROOM

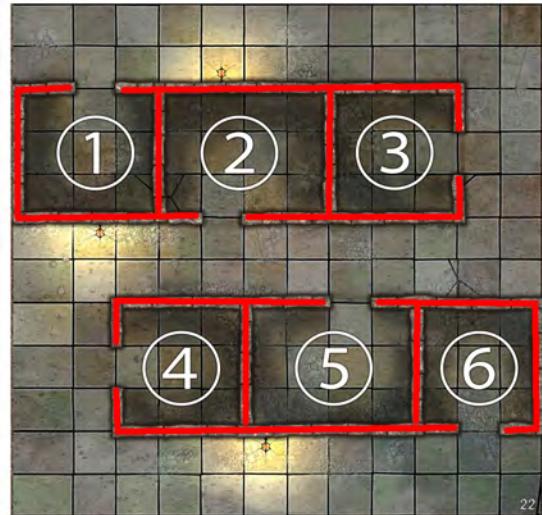
The smell extends well beyond the door.

ROLL	ENCOUNTER RESULT
1 - 4	NO ENCOUNTER
5 - 10	INTERACTION
11 - 18	INTRIGUE
19 - 20	BOON

### ③ CELL

Cell for those next entering the pit.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 12	ENEMY
13 - 18	INTRIGUE
19 - 20	TRAP



## DINGY CELLS (DB2-P22-R)

### ① + ④ CELLS

Dingy cells with poor light that haven't been cleaned for some time.

ROLL	ENCOUNTER RESULT
1 - 7	NO ENCOUNTER
8 - 11	INTERACTION
12 - 17	ENEMY
18 - 20	TRAP

### ② + ⑤ CELLS

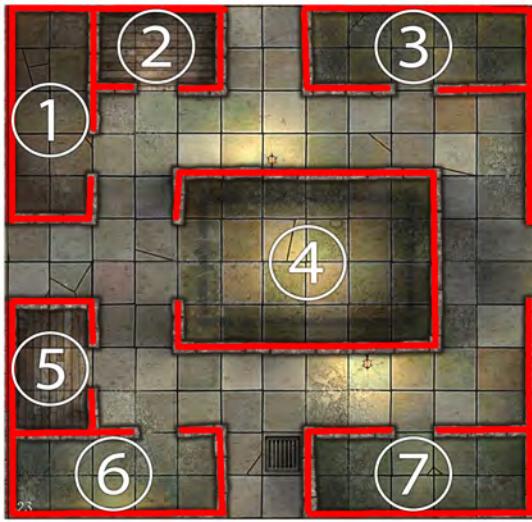
More dingy cells with poor light that haven't been cleaned for some time.

ROLL	ENCOUNTER RESULT
1 - 7	ENEMY
8 - 11	INTERACTION
12 - 17	ENVIRONMENTAL
18 - 20	INTRIGUE

### ③ + ⑥ CELLS

Even more dingy cells with poor light that haven't been cleaned for some time.

ROLL	ENCOUNTER RESULT
1 - 4	NO ENCOUNTER
5 - 10	INTRIGUE
11 - 18	ENEMY
19 - 20	TRAP



## DINGY ROOMS

(DB1-P23-L)

### ① + ⑤ STOCKROOMS

Now with less stock.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	INTRIGUE
15 - 20	TRAP

### ② + ⑥ STORES

Little remains of what was once stored here.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	INTERACTION
15 - 20	INTRIGUE

### ③ + ⑦ RESTROOMS

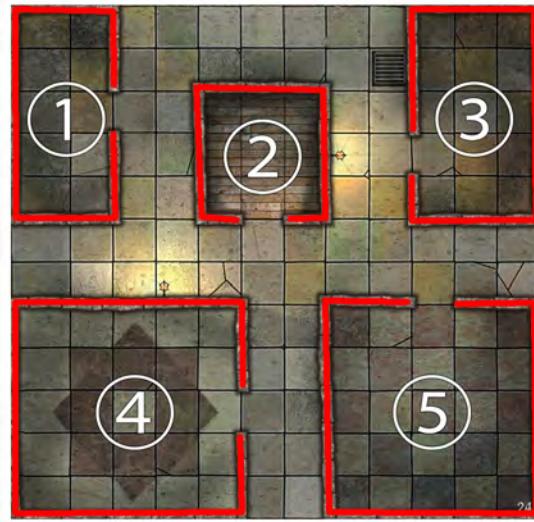
Not as relaxing now...

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	ENEMY
15 - 20	INTRIGUE

### ④ CONTROL ROOM

Broken pipes are all that remain of some apparatus.

ROLL	ENCOUNTER RESULT
1 - 8	INTERACTION
9 - 12	ENEMY
13 - 18	ENVIRONMENTAL
19 - 20	BOON



## DINGY ROOMS

(DB1-P24-R)

### ① + ③ HALLWAY ROOMS

Multi function rooms off of the corridor.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 16	ENEMY
17 - 20	INTERACTION

### ② LARGE CUPBOARD

A room that once stored sundries.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	INTRIGUE
15 - 20	TRAP

### ④ OFFICE ROOM

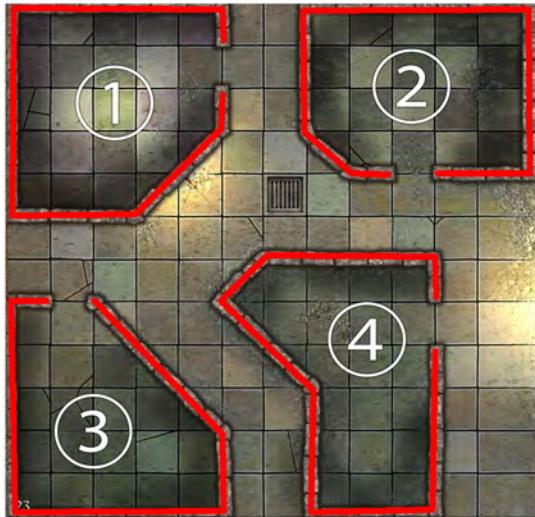
Once a formal office or study.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	ENEMY
15 - 20	INTRIGUE

### ⑤ DISPLAY ROOM

A once elegant room full of shelves.

ROLL	ENCOUNTER RESULT
1 - 8	ENVIRONMENTAL
9 - 14	INTERACTION
15 - 20	BOON



## DINGY ROOMS

(DB2-P23-L)

### ① SCRUBBED ROOM

This room appears to have been scrubbed clean.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 16	INTERACTION
17 - 20	TRAP

### ② WET ROOM

The floor here is still damp.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	ENEMY
15 - 20	INTRIGUE

### ③ CORNER CHAMBER

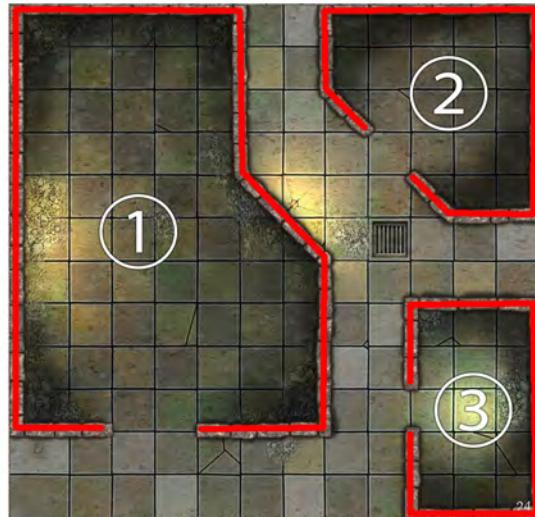
There are hooks all along the walls here.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	ENVIRONMENTAL
15 - 20	ENEMY

### ④ RECEPTION

An odd shaped room with broken furniture.

ROLL	ENCOUNTER RESULT
1 - 8	INTERACTION
9 - 14	ENEMY
15 - 20	BOON



## DINGY ROOMS

(DB2-P24-R)

### ① PROCESSING

This looks like it was once an administration centre.

ROLL	ENCOUNTER RESULT
1 - 4	BOON
5 - 10	ENEMY
11 - 18	ENVIRONMENTAL
19 - 20	INTRIGUE

### ② WAITING ROOM

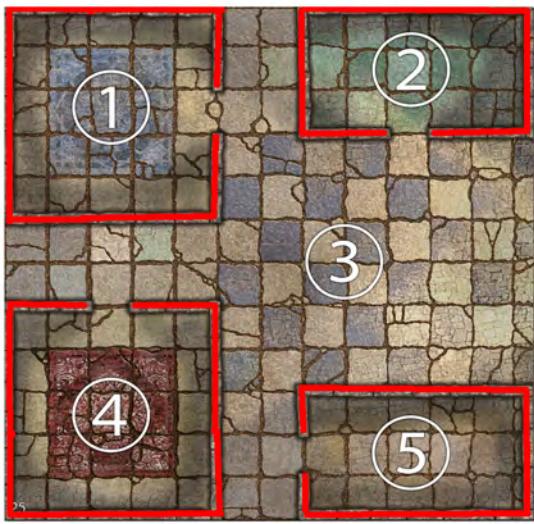
There may once have been some seating here.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	INTERACTION
15 - 20	BOON

### ③ INTERROGATION CELL

Despite the bright light, this room feels dark.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	ENEMY
15 - 20	TRAP



## ROOMS (DB1-P25-L)

### ① BLUE ROOM

A quiet room of faded glory.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 16	ENEMY
17 - 20	INTERACTION

### ② + ⑤ SIDE CHAMBERS

Dusty old ante chambers

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	INTRIGUE
15 - 20	ENVIRONMENTAL

### ③ LOBBY

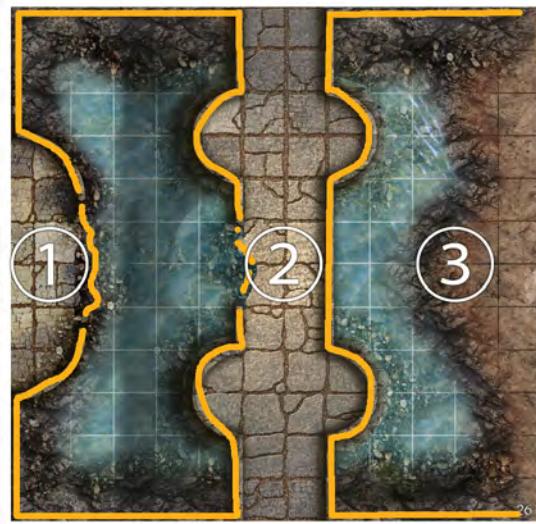
A steady flow of stale air passes through.

ROLL	ENCOUNTER RESULT
1 - 4	INTERACTION
5 - 10	ENEMY
11 - 18	ENVIRONMENTAL
19 - 20	INTRIGUE

### ④ RED ROOM

This looks to have once been a fine room.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	TRAP
15 - 20	BOON



## CHASM BRIDGE (DB1-P26-R)

### ① BALCONY

A balcony overlooking the bridge with a crumbling stone rail.

ROLL	ENCOUNTER RESULT
1 - 4	NO ENCOUNTER
5 - 10	ENVIRONMENTAL
11 - 18	INTRIGUE
19 - 20	ENEMY

### ② BRIDGE

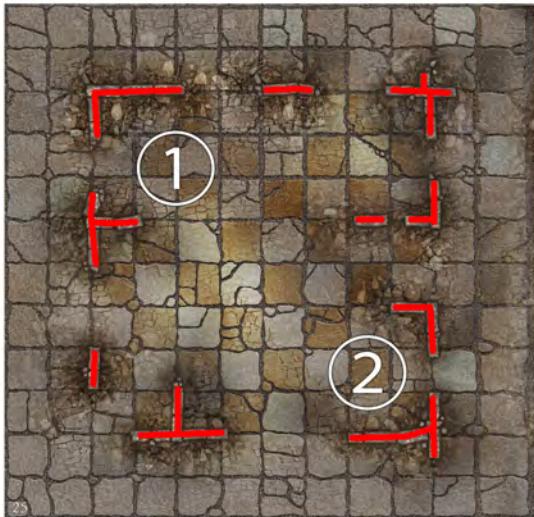
Whilst it's seen better days this bridge still seems solid.

ROLL	ENCOUNTER RESULT
1 - 8	INTERACTION
9 - 14	ENEMY
15 - 20	TRAP

### ③ LAKE SIDE

This small stretch of land could be in a cavern or outdoors.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	INTERACTION
15 - 20	ENEMY



## RUINED ROOMS (DB2-P25-L)

### ① RUINED HALL

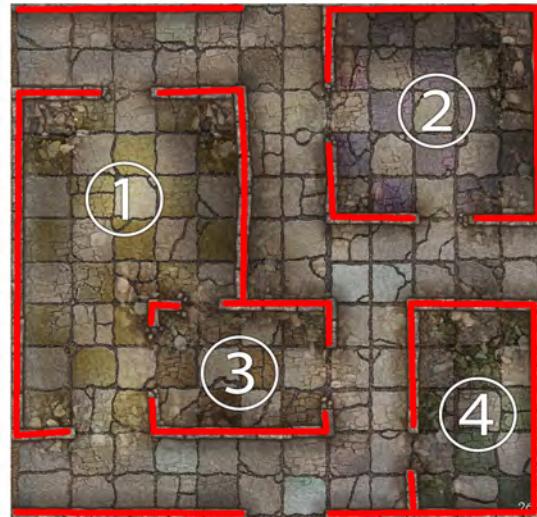
This may once have been a grand hall.

ROLL	ENCOUNTER RESULT
1 - 8	TRAP
9 - 12	INTERACTION
13 - 18	ENEMY
19 - 20	INTRIGUE

### ② DECAYED WALLS

The walls are starting to crumble away.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	ENVIRONMENTAL
15 - 20	BOON



## RUINED ROOMS (DB2-P26-R)

### ① MASTER ROOM

Before falling to disrepair this was a rich space.

ROLL	ENCOUNTER RESULT
1 - 7	ENEMY
8 - 11	INTRIGUE
12 - 17	ENVIRONMENTAL
18 - 20	TRAP

### ② RUBBLE STREWN CORNERS

This room is full of small debris piles.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	INTERACTION
15 - 20	ENEMY

### ③ SMALL ROOM

Some walls have collapsed here.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	TRAP
15 - 20	ENEMY

### ④ DARK ROOM

This room is dark and doesn't smell good.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	ENEMY
15 - 20	BOON



## TUNNELS (DB1-P27-L)

### ① + ⑤ OPEN AREAS

Higher ceilings mark out these cave sections

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	ENEMY
15 - 20	INTRIGUE

### ② RECESSED CORNER

An out of the way section of tunnels

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	ENVIRONMENTAL
15 - 20	BOON

### ③ TUNNEL CROSSROADS

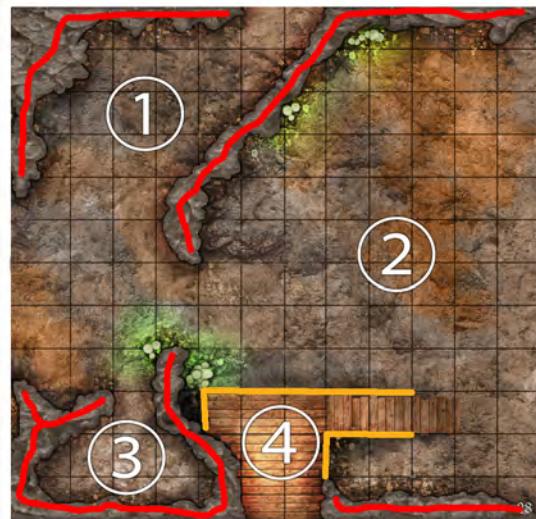
Plenty of ways to go.

ROLL	ENCOUNTER RESULT
1 - 10	ENEMY
11 - 14	INTERACTION
15 - 20	INTRIGUE

### ④ REST AREA

This area has been cleared up by someone.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	ENEMY
15 - 20	TRAP



## TUNNELS (DB1-P28-R)

### ① TUNNEL

A tunnel with low light.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	INTRIGUE
15 - 20	ENEMY

### ② CAVERN

Larger open cavern space.

ROLL	ENCOUNTER RESULT
1 - 4	INTERACTION
5 - 10	ENVIRONMENTAL
11 - 18	ENEMY
19 - 20	INTRIGUE

### ③ SMALL CAVE

A small cave that can be difficult to spot in low light.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	TRAP
15 - 20	BOON

### ④ WOODEN SCAFFOLD PLATFORM

This platform and ramp grant access to the cavern.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	INTRIGUE
15 - 20	TRAP



## TUNNELS (DB2-P27-L)

### ① WINDING CORNER

A winding corner of the tunnel system.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	TRAP
15 - 20	BOON

### ② + ④ TUNNELS

Dark cave tunnel sections.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	INTRIGUE
15 - 20	ENVIRONMENTAL

### ③ CAVERN

Larger open cavern space.

ROLL	ENCOUNTER RESULT
1 - 4	INTRIGUE
5 - 10	ENVIRONMENTAL
11 - 18	ENEMY
19 - 20	INTERACTION

### ⑤ WELL USED CAVE

This natural cave looks well used.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	ENEMY
15 - 20	BOON



## TUNNELS (DB2-P28-R)

### ① THE RECESS CAVE

Many sections of this cave wall have been worn in to natural seats.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	INTRIGUE
15 - 20	ENEMY

### ② CAVERN

Larger open cavern space.

ROLL	ENCOUNTER RESULT
1 - 5	INTRIGUE
6 - 8	INTERACTION
9 - 11	ENVIRONMENTAL
12 - 15	ENEMY
16 - 20	TRAP

### ③ STALE CAVE

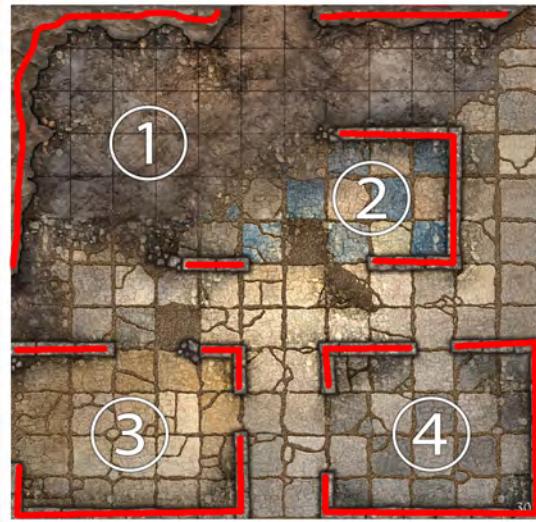
This cave has a dry and stale taste in the air.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	ENEMY
15 - 20	BOON



## **CAVERN**

(DB1-P29-L)



## **CAVERN ROOMS**

(DB1-P30-R)

### **① CAVERN**

Larger open cavern space.

ROLL	ENCOUNTER RESULT
1 - 5	INTRIGUE
6 - 8	INTERACTION
9 - 11	ENVIRONMENTAL
12 - 15	ENEMY
16 - 20	TRAP

### **② CORNER CAVE**

Is this abandoned or does something live here?

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	ENEMY
15 - 20	BOON

### **③ HIGHER GROUND**

A good view from here down in to the cavern.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 8	INTERACTION
9 - 10	ENEMY
11 - 15	INTRIGUE
16 - 20	BOON

### **① CAVERN**

Larger open cavern space.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 16	INTRIGUE
17 - 20	ENEMY

### **② BLUE ROOM**

Half of a room is left here.

ROLL	ENCOUNTER RESULT
1 - 8	INTERACTION
9 - 14	ENVIRONMENTAL
15 - 20	BOON

### **③ COLLAPSED CHAMBER**

There is easy access to the caves from here.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	TRAP
15 - 20	ENEMY

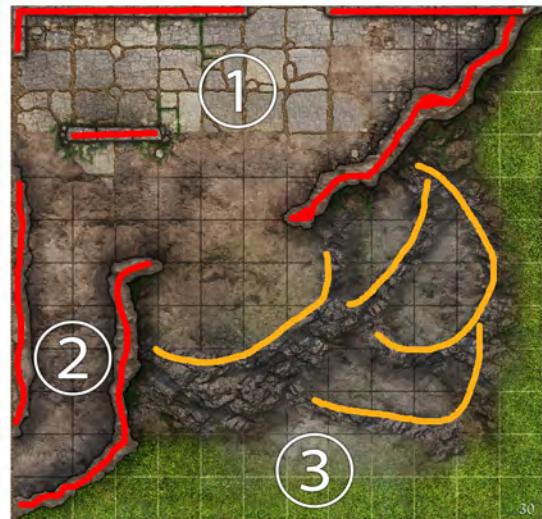
### **④ CLEAN ROOM**

This room is mostly still intact.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	ENEMY
15 - 20	BOON



## CAVERN (DB2-P29-L)



## CAVERN CAVE (DB2-P30-R)

### ① CAVERN

Larger open cavern space.

ROLL	ENCOUNTER RESULT
1 - 5	TRAP
6 - 8	INTERACTION
9 - 10	ENEMY
11 - 15	ENVIRONMENTAL
16 - 20	INTRIGUE

### ② SECLUDED NOOK

What may be hidden in this small space?

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	INTRIGUE
15 - 20	BOON

### ① DUNGEON EDGE

This cavern leads in to a Dungeon.

ROLL	ENCOUNTER RESULT
1 - 5	ENVIRONMENTAL
6 - 8	INTRIGUE
9 - 11	INTERACTION
12 - 15	ENEMY
16 - 20	TRAP

### ② LONG PASSAGE

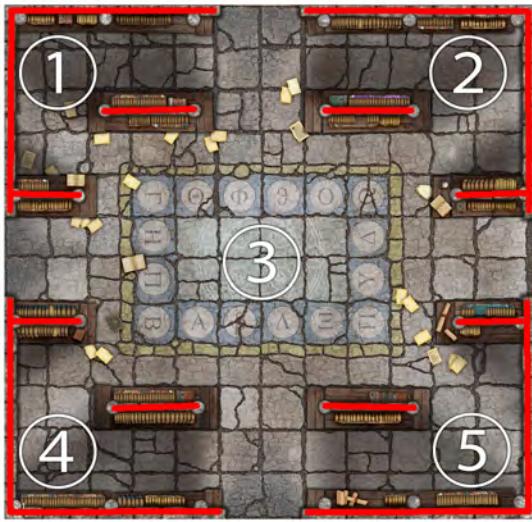
This tunnel leads further in to the caves.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	ENEMY
15 - 20	BOON

### ③ STEPPED CAVE ENTRANCE

The cave opening is up a series of great stone steps.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	ENVIRONMENTAL
15 - 20	ENEMY



## LIBRARY (DB1-P31-L)

### ① LIBRARY CORNER

Dark space between the book shelves

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	INTRIGUE
15 - 20	TRAP

### ② + ④ LIBRARY CORNERS

Dark space between the book shelves

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	INTRIGUE
15 - 20	INTERACTION

### ③ OCCULT SECTION

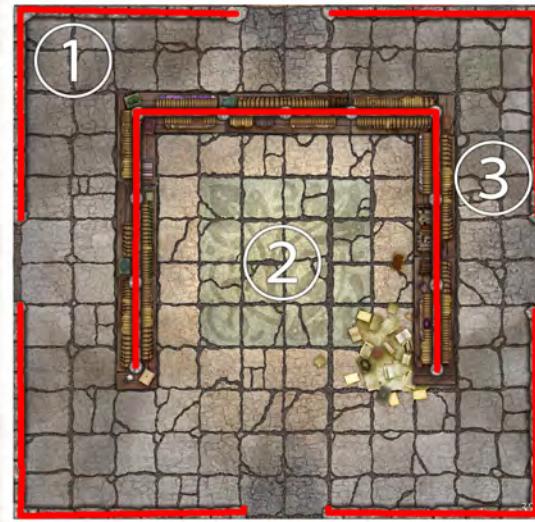
This looks like a library of forbidden knowledge.

ROLL	ENCOUNTER RESULT
1 - 4	INTRIGUE
5 - 10	INTERACTION
11 - 18	ENEMY
19 - 20	BOON

### ⑤ A RARE FIND

An interesting set of shelves.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	INTRIGUE
15 - 20	BOON



## LIBRARY (DB1-P32-R)

### ① SECLUDED CORNER

A quiet corner of the library.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	INTRIGUE
15 - 20	BOON

### ② REFERENCE SECTION

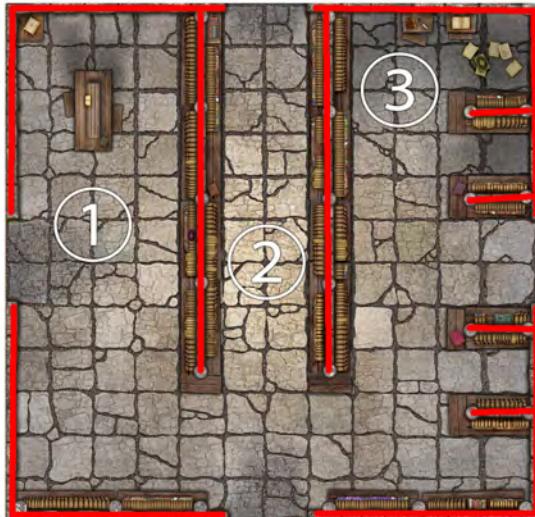
Surrounded on all sides by books.

ROLL	ENCOUNTER RESULT
1 - 3	BOON
4 - 6	INTERACTION
7 - 10	ENVIRONMENTAL
11 - 13	ENEMY
14 - 16	TRAP
17 - 20	INTRIGUE

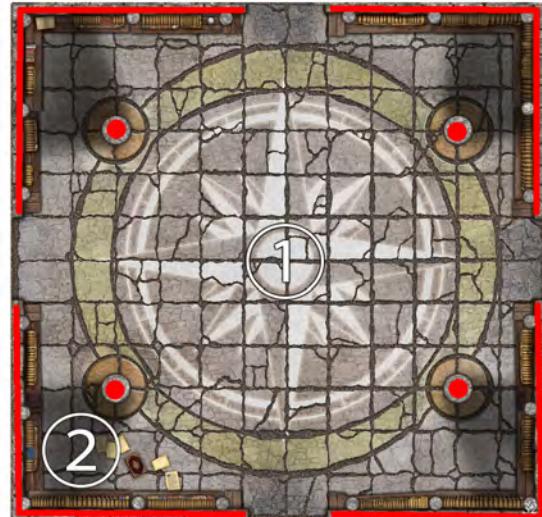
### ③ LIBRARY ANNALS

So many books!

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	INTRIGUE
15 - 20	ENEMY



## LIBRARY (DB2-P31-L)



## LIBRARY (DB2-P32-R)

### ① READING AREA

Some choice books rest on this table.

ROLL	ENCOUNTER RESULT
1 - 5	ENVIRONMENTAL
6 - 8	INTERACTION
9 - 11	INTRIGUE
12 - 15	ENEMY
16 - 20	BOON

### ② RESEARCH SECTION

A wealth of information.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 8	INTERACTION
9 - 10	ENVIRONMENTAL
11 - 15	INTRIGUE
16 - 20	ENEMY

### ③ STUDY DESKS

Has the ink pot ran dry?

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 8	ENEMY
9 - 11	INTERACTION
12 - 15	INTRIGUE
16 - 20	BOON

### ① COMPASS FLOOR

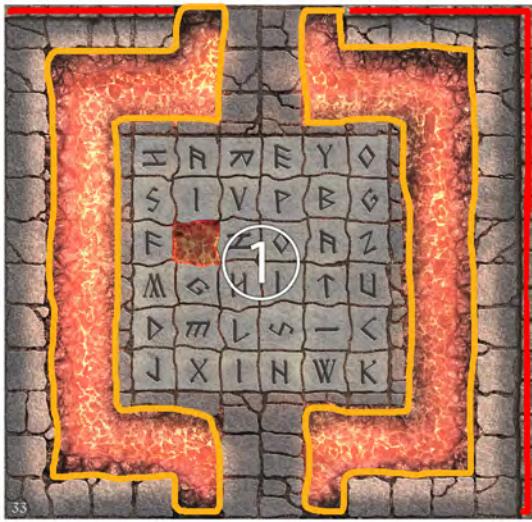
Just a decorative feature or something more?

ROLL	ENCOUNTER RESULT
1 - 3	TRAP
4 - 6	INTRIGUE
7 - 10	INTERACTION
11 - 13	ENEMY
14 - 16	ENVIRONMENTAL
17 - 20	BOON

### ② DARK CORNER

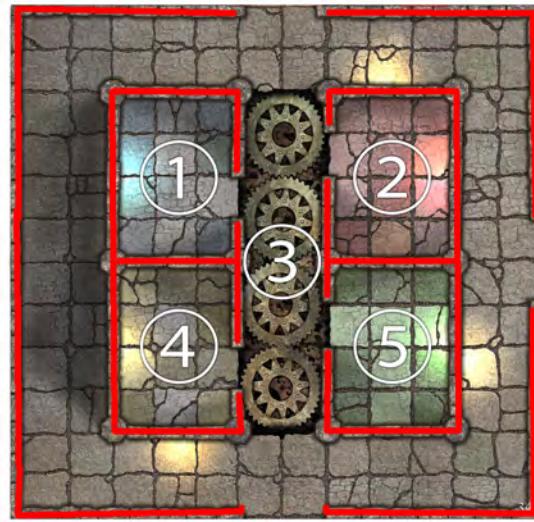
What's been placed in this shaded corner?

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	INTRIGUE
15 - 20	BOON



## PUZZLE FLOOR

(DB1-P33-L)



## COG FLOOR

(DB1-P34-R)

### ① THE PUZZLE FLOOR

Is this a puzzle to be carefully approached or just a decorative floor?

ROLL	ENCOUNTER RESULT
1 - 4	INTRIGUE
5 - 15	TRAP
16 - 17	ENVIRONMENTAL
18 - 20	ENEMY

### ① BLUE LIT ROOM

A calm blue light radiates here.

ROLL	ENCOUNTER RESULT
1 - 8	NO ENCOUNTER
9 - 14	INTRIGUE
15 - 20	BOON

### ② + ④ FORFEIT ROOMS

More likely trick than treat here.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	TRAP
15 - 20	ENEMY

### ③ COG FLOOR

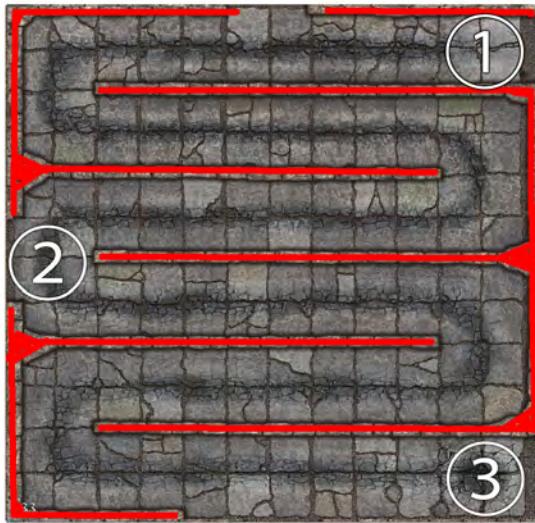
Great cogs make up the floor, are they still turning?

ROLL	ENCOUNTER RESULT
1 - 4	INTERACTION
5 - 10	TRAP
11 - 18	ENVIRONMENTAL
19 - 20	BOON

### ⑤ GREEN LIT ROOM

A calm green light radiates here.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	INTRIGUE
15 - 20	BOON



## BOULDER RUN

(DB2-P33-L)

Trap: Chasing Trap (Boulder)

### ① BOULDER RUN

An almost purpose built space for a Chasing Trap.  
This set of winding corridors are on a slight ramp.

ROLL	ENCOUNTER RESULT
1 - 2	ENEMY
3 - 20	TRAP

### ② POSSIBLE ESCAPE

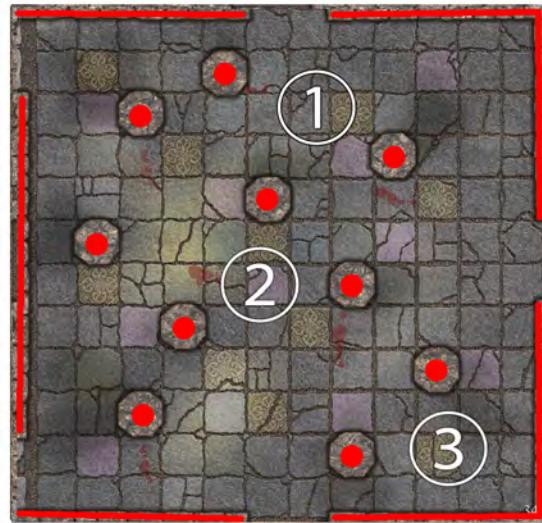
Hopefully this exit is there and it's not more wall...

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	ENEMY
15 - 20	ENVIRONMENTAL

### ③ END OF RUN

This area looks to where any object rolling down this slightly ramped corridor would end.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 8	INTRIGUE
9 - 11	TRAP
12 - 15	ENEMY
16 - 20	INTERACTION



## PUZZLE ROOM

(DB2-P34-R)

### ① QUIET HALL

Did that floor section move?

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 20	TRAP

### ② PUZZLE ROOM

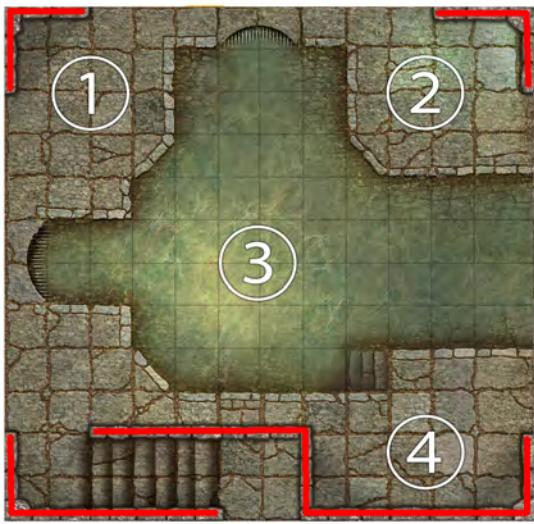
Oddly spaced, coloured and patterned floor tiles amongst the irregular columns make for an odd room.

ROLL	ENCOUNTER RESULT
1 - 7	ENEMY
8 - 20	TRAP

### ③ SAFE SPACE

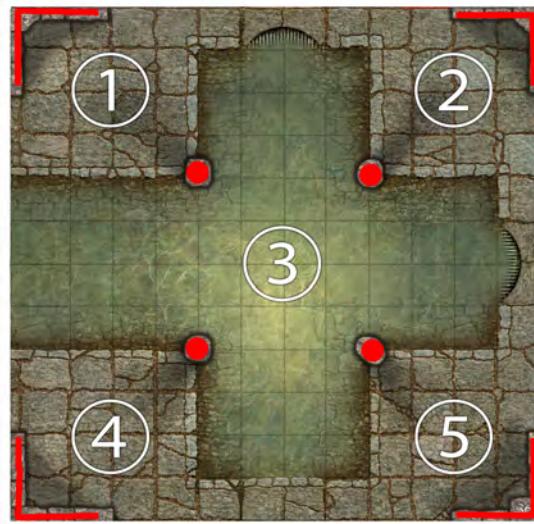
This area looks safe to stand on...

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 15	TRAP
16 - 20	BOON



## SEWERS

(DB1-P35-L)



## SEWERS

(DB1-P36-R)

### ① DRY GROUND

It's not as damp, but still reeks here.

ROLL	ENCOUNTER RESULT
1 - 8	TRAP
9 - 14	INTERACTION
15 - 20	ENEMY

### ② SLIME CORNER

Foul slippery slime has spread out here.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	ENVIRONMENTAL
15 - 20	BOON

### ③ THE CESSPOOL

Murky water that could be any depth.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	ENEMY
15 - 20	INTERACTION

### ④ SEWER SIDE

A fetid reek fills the air down in this sewer.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	TRAP
15 - 20	INTRIGUE

### ① SEWER SIDE

A fetid reek fills the air down in this sewer.

ROLL	ENCOUNTER RESULT
1 - 8	INTERACTION
9 - 14	ENVIRONMENTAL
15 - 20	ENEMY

### ②+④ DARK CORNERS

Is something other than rats scurrying here?

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	INTRIGUE
15 - 20	ENEMY

### ③ FETID WATERS

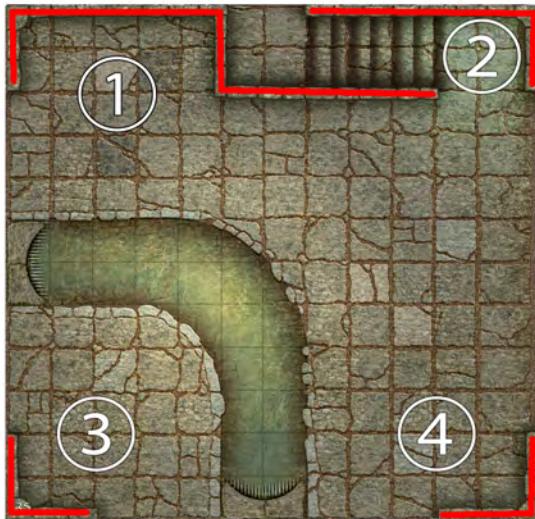
Probably not a good spot for a swim.

ROLL	ENCOUNTER RESULT
1 - 4	NO ENCOUNTER
5 - 10	TRAP
11 - 18	ENEMY
19 - 20	INTRIGUE

### ⑤ MOLD CORNER

It looks like something is thriving here.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	BOON
15 - 20	INTRIGUE

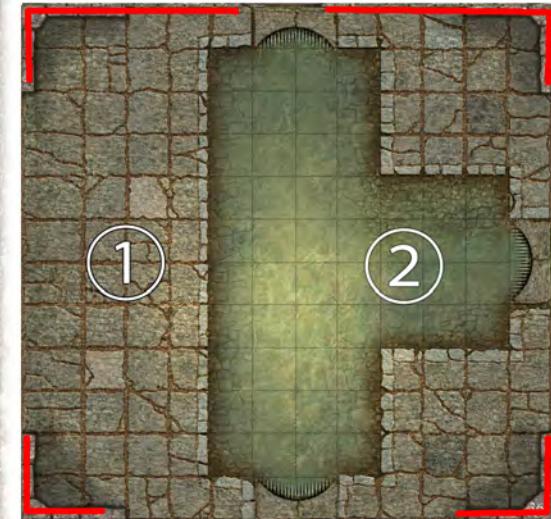


## SEWERS (DB2-P35-L)

### ① SEWER RECESS

A quiet and dry corner.

ROLL	ENCOUNTER RESULT
1 - 8	INTERACTION
9 - 14	ENEMY
15 - 20	INTRIGUE



## SEWERS (DB2-P36-R)

### ① SEWER SIDE

A fetid reek fills the air down in this sewer.

ROLL	ENCOUNTER RESULT
1 - 8	INTRIGUE
9 - 14	ENEMY
15 - 20	INTERACTION

### ② STAIRWAY HALL

These stairs seem well worn.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	ENVIRONMENTAL
15 - 20	INTRIGUE

### ② PUTRID WATERWAY

There are ‘things’ floating in that water.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	ENVIRONMENTAL
15 - 20	BOON

### ③ SEWER SIDE

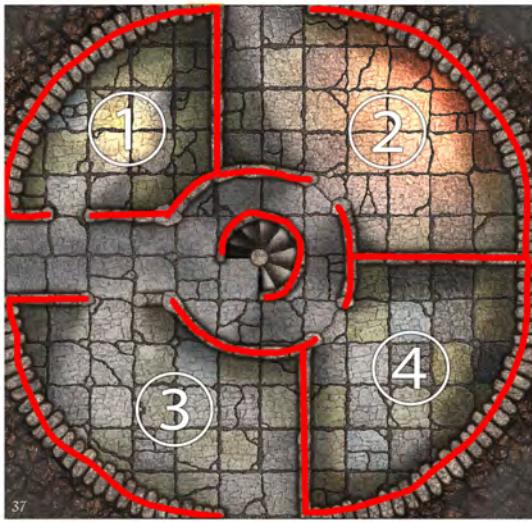
A fetid reek fills the air down in this sewer.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	TRAP
15 - 20	ENEMY

### ④ OPEN AREA

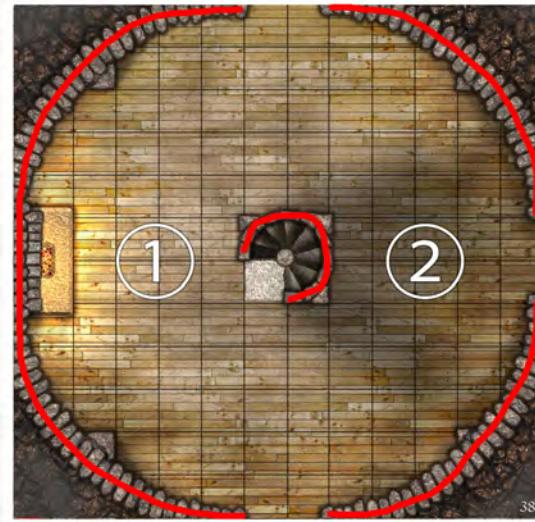
A larger space for assembling in the sewers.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	INTERACTION
15 - 20	BOON



## TOWER ROOMS

(DB1-P37-L)



## TOWER ROOM

(DB1-P38-R)

### ① YELLOW ROOM

This seems to be a cloakroom, or at least it once was.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	ENEMY
15 - 20	INTRIGUE

### ② HOT ROOM

A warmth emanates from the wall here.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	ENVIRONMENTAL
15 - 20	INTERACTION

### ③ COLD ROOM

This room has a chill feel to it.

ROLL	ENCOUNTER RESULT
1 - 8	INTERACTION
9 - 14	ENEMY
15 - 20	BOON

### ④ MURKY ROOM

It seems darker in here than it should be.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	TRAP
15 - 20	INTRIGUE

### ① A WARM HEARTH

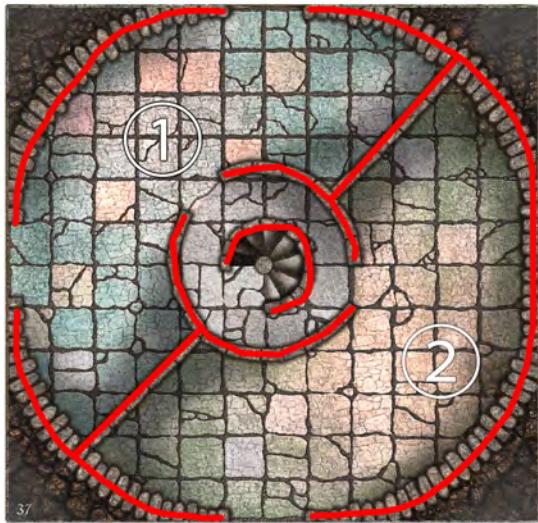
The fire lit in the hearth here is burning well.

ROLL	ENCOUNTER RESULT
1 - 5	INTRIGUE
6 - 8	INTERACTION
9 - 11	TRAP
12 - 15	ENEMY
16 - 20	ENVIRONMENT

### ② THE TOWER ROOM

Who lives in a place like this?

ROLL	ENCOUNTER RESULT
1 - 4	NO ENCOUNTER
5 - 8	INTERACTION
9 - 12	BOON
13 - 16	INTRIGUE
17 - 20	ENEMY



## TOWER ROOMS (DB2-P37-L)

### ① UPPER CHAMBER

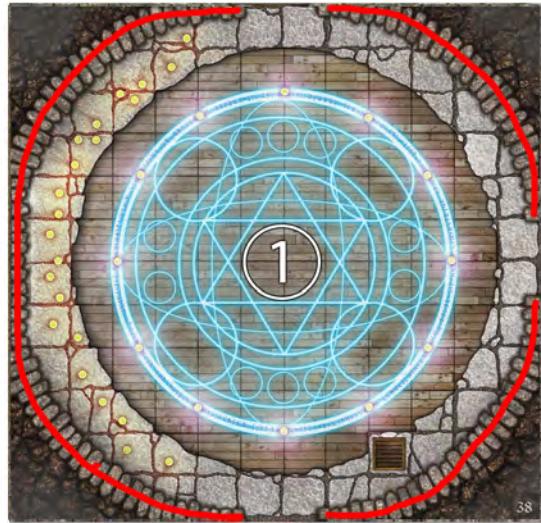
There is an eerie light in this room.

ROLL	ENCOUNTER RESULT
1 - 5	TRAP
6 - 8	INTERACTION
9 - 10	ENEMY
11 - 15	ENVIRONMENTAL
16 - 20	INTRIGUE

### ② LOWER CHAMBER

This looks like it may once have been a lab of some form.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 8	INTRIGUE
9 - 11	TRAP
12 - 15	BOON
16 - 20	INTRIGUE

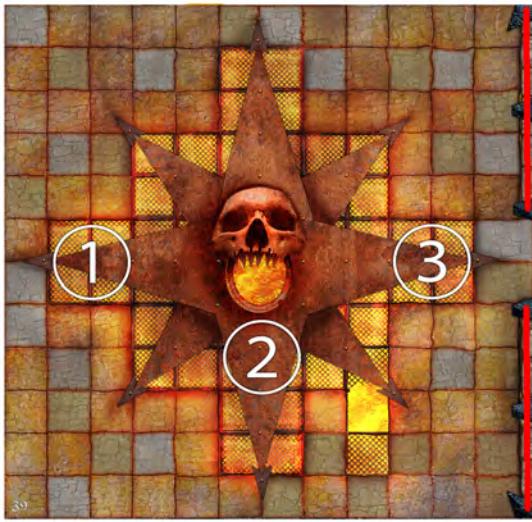


## RITUAL CHAMBER (DB2-P38-R)

### ① MAGIC CIRCLE

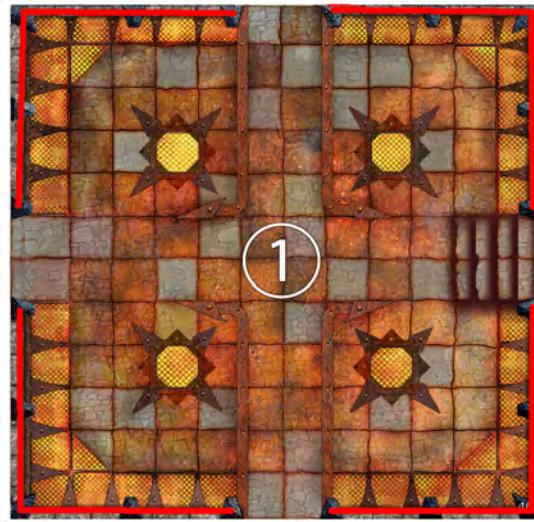
All the preparations have been made for a ritual here, or maybe it's already been completed.

ROLL	ENCOUNTER RESULT
1 - 3	INTRIGUE
4 - 6	INTERACTION
7 - 10	ENVIRONMENTAL
11 - 13	TRAP
14 - 16	ENEMY
17 - 20	BOON



## HELLFORGE (DB1-P39-L)

Environment: Hot House



## HELLFORGE (DB1-P40-R)

Environment: Hot House

### ① HELLISH CHAMBER

It's hot in here, really hot.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	INTERACTION
15 - 20	INTRIGUE

### ② FIRE WELL

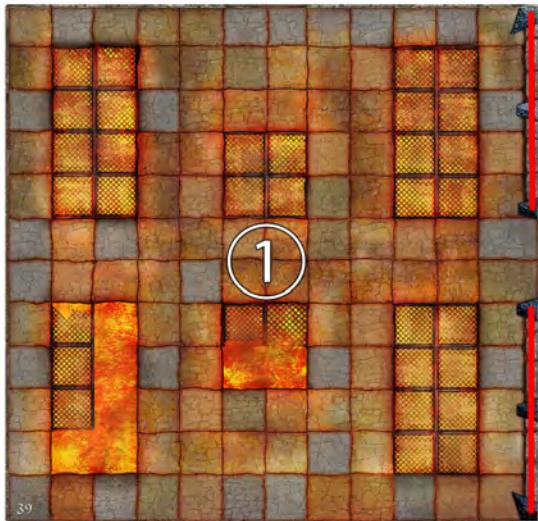
This well built in to a giant skull leads down to a lava field.

ROLL	ENCOUNTER RESULT
1 - 4	INTRIGUE
5 - 10	ENVIRONMENTAL
11 - 18	TRAP
19 - 20	ENEMY

### ③ INFERNAL HALL

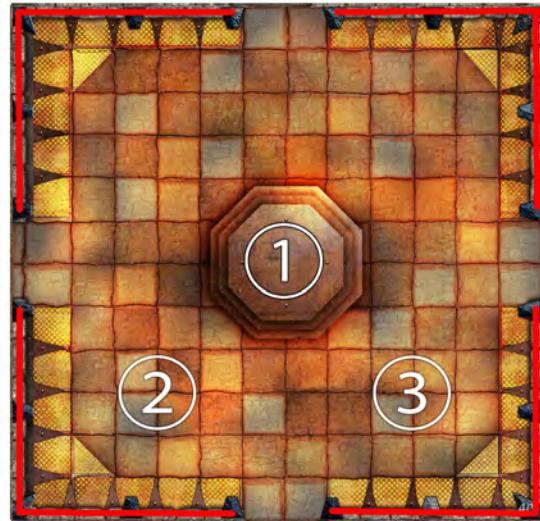
The walls have chains and spikes all around.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	ENEMY
15 - 20	BOON



## HELLFORGE (DB2-P39-L)

Environment: Hot House



## HELLFORGE (DB2-P40-R)

Environment: Hot House

### ① DEVILISH CHAMBER

Some of the metal grills protecting from a fall in to lava look a little loose or just plain missing.

ROLL	ENCOUNTER RESULT
1 - 3	BOON
4 - 6	ENVIRONMENTAL
7 - 10	INTERACTION
11 - 13	ENEMY
14 - 16	TRAP
17 - 20	INTRIGUE

### ① THE HELLFORGE

A huge slab of metal that looks to have been used as an anvil by some giant beings.

ROLL	ENCOUNTER RESULT
1 - 5	ENEMY
6 - 8	INTRIGUE
9 - 10	INTERACTION
11 - 15	ENVIRONMENTAL
16 - 20	TRAP

### ② INFERNAL HALL

The walls have chains and spikes all around.

ROLL	ENCOUNTER RESULT
1 - 10	NO ENCOUNTER
11 - 14	ENEMY
15 - 20	BOON

### ③ HELLISH CHAMBER

It's hot in here, really hot.

ROLL	ENCOUNTER RESULT
1 - 5	NO ENCOUNTER
6 - 14	ENEMY
15 - 20	TRAP

# APPENDIX



## DUNGEON WORKSHEET

This worksheet is to help keep track plot and enemies for your Dungeon.

The Enemies section includes a random rolling grid to help with enemy selection during Encounters.

# DUNGEON worksheet

DUNGEON NAME: \_\_\_\_\_ Dungeon Size: \_\_\_\_\_

Plot Hook: \_\_\_\_\_ Description: \_\_\_\_\_

Location: \_\_\_\_\_

Variation: \_\_\_\_\_

Backstory: \_\_\_\_\_

## ENEMIES:

### BEASTS

ROLL	D6		D8		D10		D12	
RESULT	1 - 3		7 - 8		9 - 10		11 - 12	
Easy								
Standard								
Elite								
Overwhelming								

### DENIZENS

ROLL	D6		D8		D10		D12	
RESULT	1 - 3		7 - 8		9 - 10		11 - 12	
Easy								
Standard								
Elite								

### MONSTERS

ROLL	D6		D8		D10		D12	
RESULT	1 - 3		7 - 8		9 - 10		11 - 12	
Easy								
Standard								
Elite								
Overwhelming								

Dungeon Boss: \_\_\_\_\_ Dungeon Boss Lair: \_\_\_\_\_

NOTES: \_\_\_\_\_

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