

Dungeon Noises & Sounds (d100)

1	babbling	51	mumbling
2	banging	52	murmuring
3	barking	53	music
4	baying	54	rasping
5	bellowing	55	rattling
6	blubbing	56	ringing
7	breathing	57	roaring
8	burbling	58	rustling
9	buzzing	59	scrabbling
10	chanting	60	scraping
11	chattering	61	scratching
12	chiming	62	screaming
13	chirping	63	scuffling
14	clanging	64	scurrying
15	clanking	65	scuttling
16	clashing	66	shouting
17	clattering	67	shoveling
18	clicking	68	shrieking
19	clinking	69	sighing
20	clunk	70	singing
21	coughing	71	sizzling
22	crackling	72	slamming
23	creaking	73	slithering
24	crooning	74	sloshing
25	dripping	75	snapping
26	drumming	76	sneezing
27	footsteps	77	sniffing
28	giggling	78	snorting
29	gong ringing	79	sobbing
30	grating	80	splashing
31	grinding	81	splintering
32	groaning	82	squeaking
33	growling	83	squealing
34	grumbling	84	squelching
35	grunting	85	stomping
36	gurgling	86	tapping
37	hammering	87	throbbing
38	heart beats	88	thud
39	hissing	89	thumping
40	hooting	90	tinkling
41	horn/trumpet sounding	91	twanging
42	howling	92	ululating
43	humming	93	wailing
44	intoning	94	whimpering
45	jingling	95	whining
46	keening	96	whispering
47	knocking	97	whistling
48	laughter	98	yelling
49	lip-smacking	99	yelping
50	moaning	100	yowling

Volume

1	dull
2	faint
3	feeble
4	indistinct
5	intense
6	loud
7	muffled
8	muted
9	shrill
10	stifled

Direction

1	above
2	ahead
3	all-around
4	approaching
5	behind
6	below
7	distant
8	off to the left
9	off to the right
10	receding



Consider adding trace auditory elements to failed wandering monster checks and room descriptions. Engaging other senses can really help bring an environment to life!