

TOME OF
ADVENTURE
& DESIGN
REVISED



MATT FINCH

TOME OF ADVENTURE DESIGN REVISED

AUTHOR

Matt Finch

EDITOR

Russell J. Cone

LAYOUT

Suzy Moseby

INTERIOR ART

Del Teigeler

Brett Barkley

Chad Thorson

J.E. Shields

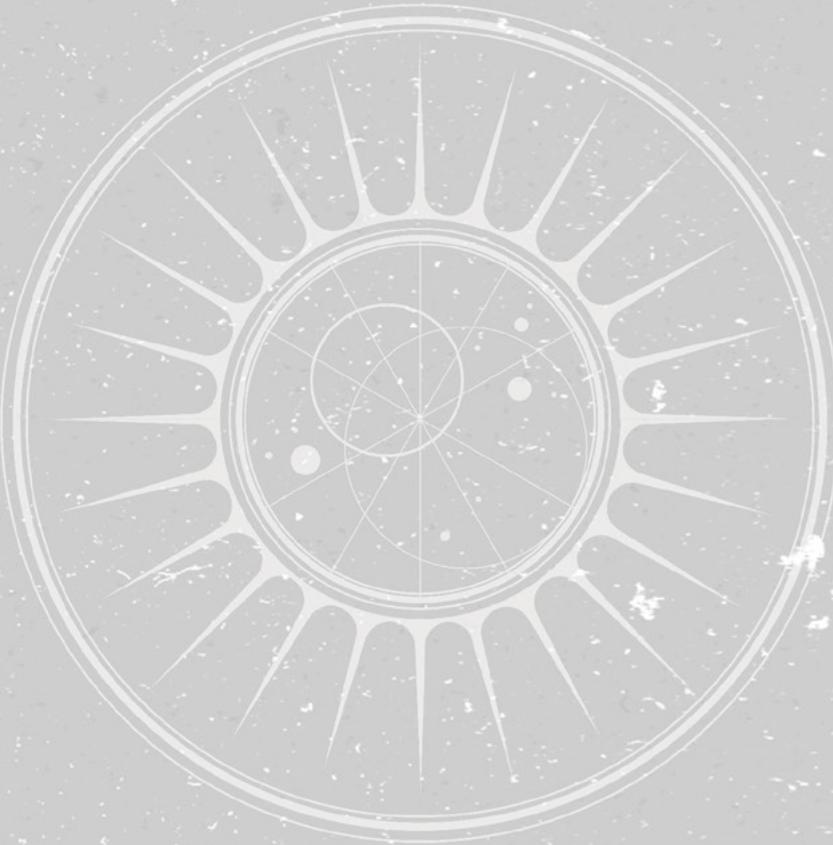
David Bezio

Matt Finch

Paul Fini

Jeff Preston

Adobe® Stock images



ISBN: 979-8-88584-000-2 (PDF)

Copyright 2009-2022, Matthew J. Finch, all rights reserved. "Mythmere" and "Mythmere Games" are trademarks of Matthew Finch.



FOREWORD TO THE REVISED EDITION

The major addition to the revised edition of Tome of Adventure Design is the inclusion of short creativity-prompts, which I had wanted to include in earlier versions of the book as word clouds placed here and there at intervals. For various reasons that particular idea was abandoned along the way, but I think it adds a powerful new dimension to the tables.

Tome of Adventure Design is cited as a tool for firing up the reader's creativity much more often than it's seen purely as a book of random generation tables, which is the way I was hoping it would be perceived. With over a ten-year history since its initial publication in 2009, I'd like to briefly discuss why it works this way. The fundamental tool I've tried to build into the books isn't creativity per se, it's a human trait known as apophenia — our ability to look at a set of unrelated things and find a pattern in them. The obvious example is the way people perceive shapes and pictures in a mass of clouds. Apophenia isn't a disorder, it's just the term for a general human trait. It's not exactly the same as creativity — creativity involves generating novel and quality ideas, whereas apophenia creates patterns that might be creative, or that might, on the other hand, be completely wrong or useless.

However, this pattern-perceiving engine in our minds can be harnessed as a powerful tool for creativity. Any creative professional will tell you that the most difficult part of a project is the beginning — staring at the proverbial “blank page” before starting. Writing an adventure is no different, and what this book does is to provide several starting points to get the apophenia engine moving. This is a much more succinct way of describing the Jabberwocky analogy from later in the book, that has been quoted very often in discussions about adventure design.

The apophenia engine is also the reason for including the creativity-prompts which are new to the book. While there's definitely an overload-point for creativity, having lots of extraneous concepts all visible at once on the page adds an additional source of fuel for the apophenia engine, in addition to the tables themselves.

I hope you enjoy the revised edition, and imagine the hell out of it!

-Matt Finch

TABLE OF CONTENTS

Foreword to the Revised Edition	2
Introduction	13
Creativity	13
CHAPTER ONE: PRINCIPLES AND STARTING POINTS	15
Introduction to Chapter One	15
Adventure Design: General Principles.....	16
The Cardinal Rule of Adventure Design.....	16
Creating an Adventure: The Elements of a Masterpiece	16
Backstory	16
Location.....	16
Opposition	17
Variation of Challenge.....	17
Exploration	17
Race Against Time	17
Resource Management.....	17
Milestones and Conclusions	17
Continuation Options	17
Locations	18
Approach #1: Overview Approach.....	18
Table 1-1A: Locations (Overview).....	18
Table 1-1B: Locations (Overview)	21
Approach #2: Purpose Approach	24
Table 1-2: Locations.....	24
Missions	28
Table 1-3: Types of Missions.....	28
Table 1-4: Individual-Based Missions	29
Table 1-5: Item-Based Missions.....	29
Table 1-6: Location-Based Missions	30
Table 1-7: Event-Based Missions.....	30
Table 1-8: Patrons and Targets.....	31
Table 1-9: Patron Motivations	46
Table 1-10: Hooks and Motivations	46
The Villain's Plan.....	48
Master Table of Villainous Plans.....	48
Table 1-11: Master Table of Villainous Plans.....	48
A. Concealment	49
Table 1-12: Villainous Concealment	49
B. Conversion	50
Table 1-13: Conversion	50
C. Desecration.....	52
Table 1-14: Desecration Plots (Location).....	52
Table 1-15: Desecration Methods (Event).....	53
Table 1-16: Type of Ceremony Villain Plans to Desecrate (Event)	53
D. Destroy Community	55
Table 1-17: Intended Method of Destruction.....	55
Table 1-18: Reason for Destroying this Particular Community	57
Table 1-19: Reason for Seeking Vengeance/Revenge	58
E. Destroy Good-Aligned Group(s).....	61
Table 1-20: Destruction of Good-Aligned Groups .	61
F. Villainous Quest for Economic Power	63
Table 1-21: Quest for Economic Power.....	63
G. Evoke Catastrophic Event	64
Table 1-22: Evoke Catastrophic Event	64
H. Find Food.....	65
Table 1-23: Food-Related Activities.....	65
I. Gain Favor of Another Villain	66
Table 1-24: Gain Favor of Another Villain (or Villainous Organization)	66
J. Increase Personal Capability	67
Table 1-25: Increase Personal Capabilities	67
K. Gain Political Power.....	67
Table 1-26: Scope of Political Power Sought.....	67
Method of Gaining Political Power.....	68
Table 1-27: Method of Gaining Political Power	68
L. Random Acts	75
Table 1-28: Random Acts	75
Time Cycles (generally used as a sub-table of Table 1-28)	76
Table 1-29: Time Cycles	76
M. Reputation.....	80
Table 1-30: Whose Reputation is to be Manipulated	80
Table 1-31: What Reputation is Being Sought.....	80
N. Subversion to Evil	81
Table 1-32: Nature of Subversion to Evil	81
O. Support Evil Groups Secretly	81
Table 1-33: Group Being Supported	81
Table 1-34: Nature of Assistance Being Rendered .	82
Unusual Minions and Lieutenants	83
Table 1-35: Human Minions	83
Concluding Remarks to Chapter One	85

CHAPTER TWO: MONSTERS	87	Fey Contracts.....	110
Introduction to Chapter Two	87	Table 2-23: Fey Contracts	110
Monsters Generally	87	Magical Abilities of Fey Creature	110
Part One: Monster Types	88	Table 2-24: Magical Abilities of Fey Creature.....	110
Table 2-1: Monster Categories*	88	Fey Transformation of Enemies.....	111
Beasts	88	Table 2-25: Fey Transformation of Enemies	111
Table 2-2: Creature Attributes	89	Characteristic Fey Magic Items.....	112
Folkloric Shape-Adaptations	93	Table 2-26: Characteristic Fey Magic Items	112
Table 2-3: Folkloric Shape-Adaptations.....	93	Table 2-27: Fey Methods of Immobilization (twenty examples)	112
Table 2-4: Method of Obtaining Food	94	Summoning Fey Creatures.....	113
Table 2-5: Abstract Food	94	Table 2-28: Summoning Fey Creatures	113
Table 2-6: Reproductive Strategy.....	94	Giants.....	114
Constructs	95	Giant's Possession (or related activity)	115
Table 2-7: Type of Construct.....	95	Table 2-29: Giant's Possession (or related activity)	115
Physical Danger Posed by Construct.....	95	Giant's Physical Appearance.....	115
Table 2-8: Physical Danger Posed by Construct	96	Table 2-30: Giant's Physical Appearance	116
Modern Analogues for Fantasy Devices	96	Giant's Magical Abilities.....	116
Table 2-9: Modern Analogues for Fantasy Devices.	96	Table 2-31: Giant's Magical Abilities	116
Reason for Creating Construct	96	Horrors	116
Table 2-10: Reason for Creating Construct.....	97	Table 2-32: Type of Horror	117
Construct's Physical Resemblance.....	97	Table 2-33: Physical Form of the Horror	117
Table 2-11: Construct's Physical Resemblance	97	Descriptions for Chitin, Carapace, and Armor Plates	118
Construct's Loss of Control	97	Table 2-34: Descriptions for Chitin, Carapace, and Armor Plates	118
Table 2-12: Loss of Control	97	Humanoids.....	119
Draconic	98	Table 2-35: Humanoid Physical Structure.....	119
Table 2-13: Dragon's Unusual Physical Feature.....	98	Table 2-36: Humanoid Species Overview	120
Dragon's Unusual Ability.....	102	Unusual Humanoid Leader-Types	121
Table 2-14: Unusual Ability	102	Table 2-37: Unusual Humanoid Leader-Types....	121
Unusual Breath Weapon	103	Thematic Ideas for Mastermind Humanoid Species.....	122
Table 2-15: Dragon's Unusual Breath Weapon.....	103	Table 2-38: Thematic Ideas for Mastermind Humanoid Species	122
Table 2-16: Individual Dragon's Mentalities, Motivations, and Status.....	104	History of Mastermind Species	123
Elementals.....	106	Table 2-39: History of Mastermind Humanoid Species	123
Table 2-17: Social Strata of Elementals	106	Mist Creatures.....	124
Elemental Body Forms.....	106	Table 2-40: Profile of a Mist Creature.....	124
Table 2-18: Elemental Body Forms	106	Oozes and Macro-Biotes	126
Elemental Plane of Origin.....	107	Oozes	126
Table 2-19: Elemental Plane of Origin	107	Table 2-41: Ooze Form	126
Method of Binding the Elemental Creature.....	108	Ooze Immunities and Special Attacks.....	126
Table 2-20: Method of Binding the Elemental Creature.....	108	Table 2-42: Ooze Immunities and Special Attacks	126
Conditions in Elemental Region	108		
Table 2-21: Conditions in Elemental Region.....	108		
Fey Creatures	109		
Table 2-22: Form of Fey Creature.....	109		

Table 2-43: Ooze Name/Description	127
Macro-Biotes.....	129
Macro-Biote Form	129
Table 2-44: Macro-Biote Form.....	129
Ideas for Macro-Biotes.....	129
Table 2-45: Ideas for Macro-Biotes	129
Planar Creatures.....	130
Table 2-46: Categories of Planar Creatures	130
Dark Angel (Planar Creature Type).....	130
Table 2-47: Demonic Hints for Dark Angels	131
Demonic Creatures (Planar Creature Type)	132
Table 2-48: Basic Form of Demonic Creature.....	132
Table 2-49: Demonic Attributes	132
Summoned Creatures (Planar Creature Type).....	133
Normal Purpose of Summoned Monster	133
Table 2-50: Normal Purpose of Summoned Monster	133
Physical Form of Summoned Creature	134
Table 2-51: Physical Form of Summoned Creature.....	134
Table 2-52: Unusual Material Compositions for Summoned Creatures.....	135
Problems With Summoned Creatures	136
Table 2-53: Problems With Summoned Creatures	136
Travelers (Planar Creature Type)	137
Table 2-54: Physical Form of Planar Traveler	137
Planar Trading/Commodities.....	138
Table 2-55: Planar Trading/Commodities	139
Mode of Planar Travel	139
Table 2-56: Mode of Planar Travel	139
Vehicles and Bodily Organs for Planar Travel.....	140
Table 2-57: Vehicles and Bodily Organs for Planar Travel	140
Visitations (Planar Creature Type)	140
Table 2-58: Form and Causation of a Visitation ..	140
Plant Creatures.....	142
Table 2-59: Basic Form of Plant Monster.....	142
Table 2-60: Movement Forms for Mobile Plants...	144
Table 2-61: Pull/Augment Special Attack Types for Plants.....	144
Table 2-62: Physical Distance Attacks for Plants ..	145
Sample Unusual Reproduction Methods for Plants	147
Table 2-63: Sample Unusual Reproduction Methods for Plants	147
Undead	148
Table 2-64: Basic Types of Undead Creatures	148
Table 2-65: Causes of Intelligent Undeath.....	149
Preparations for Intelligent Undeath.....	149
Table 2-66: Preparations for Intelligent Undeath .	149
Breaks in the Life Cycle	149
Table 2-67: Breaks in the Life Cycle.....	150
Manner of Death.....	153
Table 2-68: Manner of Death	153
Verminous Creatures.....	156
Table 2-69: Basic Profile of Vermicious Creature .	156
Table 2-70: Special Features of a Vermicious Creature-Type.....	156
Vermin Movement-Systems.....	157
Table 2-71: Vermin Movement-Systems.....	157
Part Two: General Monster Tables.....	158
Overall Combat Profile	158
Table 2-72: Monster's Overall Combat Profile	158
Head Attacks	162
Table 2-73: Head Attacks.....	162
Limb Attacks	162
Table 2-74: Limb Attacks	162
Body Attacks	162
Table 2-75: Body Attacks	162
Tail Attacks	163
Table 2-76: Tail Attacks	163
Tongue Attacks.....	163
Special Attack Delivery Method	165
Table 2-77: Tongue Attacks.....	165
Table 2-78: Special Attack Delivery Method.....	165
Table 2-79: Special Attack Type.....	166
Fear Effects	182
Transformations	183
Table 2-80: Fear Effects.....	182
Table 2-81: Transformations	183
Special Defenses and Abilities	183
Table 2-82: Special Defenses and Abilities	183
Distinctive Attributes.....	186
Table 2-83: Distinctive Attributes.....	186
Morphological Changes & Phases (Reproductive Cycles).....	189
Social Organization of Sapients Monsters	190
Table 2-84: Morphological Changes & Phases (Reproductive Cycles).....	189
Table 2-85: Social Organization of Sapients Monsters	190
Common Identifying Features of Highly-Intelligent Creatures.....	191
CHAPTER THREE: DUNGEON DESIGN	193
Introduction to Chapter Three.....	193
The Creative Process	194
Creative Overload	194
Synthesis	194
Sculpting.....	195
Building	195
Part One: Basic Elements of Adventure Design	196
Overview of the Basic Adventure Elements.....	196
The Time Element: Racing Against Time	197

Table 3-1: Types of Races Against Time.....	197	Table 3-17: Information Content of Rumors	222
The Motivational Element: “Selling” the Adventure to the Party	198	Written Information.....	222
Table 3-2: Enticements to Peril	198	Journal, Diary, or Written Account.....	222
The Information Element	199	Table 3-18: Nature of the Writing.....	223
The Tactical Element.....	200	Table 3-19: Letter Contents	223
Table 3-3: Topographical and/or Tactical Challenges	200	Table 3-20: Ownership Papers	224
Tactical Situations.....	200	Generating Magical Symbols.....	226
Table 3-4: Specific Tactical Situations.....	201	Table 3-21: Generating Magical Symbols.....	226
The Monstrous Element.....	202	Codes and Ciphers	227
The Movement Element: Designing the Map.....	203	Alternate Alphabets as Easy Codes.....	228
Tips on Map Design	203	Table 3-22: Sample Alternate Alphabets.....	228
The Miscellaneous Element: Challenges to the Character Sheet.....	204	Generating Riddles.....	229
Table 3-5: Challenges to the Character Sheet	204	The Map	230
Part Two: Designing A Dungeon Adventure	205	Introduction	230
Introduction to Part Two.....	205	Quick Inspiration	230
Mysteries and Clues	206	Holistic Dungeon Generation.....	230
The Concept of Mystery in a Dungeon Adventure	206	The Concept of Dungeon Areas	230
Underlying Truth: The Backstory.....	206	Dungeon Areas.....	231
Big-Picture Backstories.....	206	Arranging The Areas	231
Table 3-6: Why an Adventure Location Became Dangerous.....	206	Transitions Between Dungeon Areas (The Connecting Lines).....	231
Capsule Backstories.....	207	Table 3-23: Transitions Between Dungeon Areas .	231
Table 3-7: Item-Based Backstories.....	207	Table 3-24: Corridor, Basic Description of	232
Table 3-8: Person Based Backstories.....	210	Table 3-25: Corridor, Unusual Features of	233
Original Purpose or “Most Recent Use” Backstories.	212	Table 3-26: Bridges	233
Table 3-9: Most Recent Use Backstories.....	212	Doors and Archways	234
Types Of Information	214	Archways	234
Clues.....	214	Table 3-27: Archway Master Table	234
Table 3-10: Types of Clues	215	Table 3-28: Archway, Distinctive Elements.....	234
Table 3-11: Coded and Deliberate Messages.....	215	Doors.....	236
Table 3-12: Deliberate Misdirections	216	Normal Doors.....	236
Nature and Information Content of Direct Visions and Memories.....	218	Table 3-29: Normal Door, Basic Description of ...	236
Table 3-13: Content and Perspective of Direct Visions 218		Table 3-30: Normal Door, Unusual Features of ...	237
Evidence of Mechanism or Use	219	Table 3-31: Normal Door, Unusual Shapes of	238
Table 3-14: Evidence of Mechanism or Use.....	219	Table 3-32: Normal Door, Unusual Mechanisms for	238
Part of Decorations	220	Waterways	240
Remnants of an Event	220	Table 3-33: Waterway Connections, Basic Description	240
Table 3-15: Type of Event Leaving the Clue.....	220	Table 3-34: Waterway Connections, Nature of Liquid	240
Rumors	221	Teleportation	240
Table 3-16: Relation of Source to Rumor	221	Table 3-35: Teleportation, Nature of	240
		Table 3-36: Teleportation, Devices and Special Effects for	241

Defining And Developing Dungeon Areas.....	243
Area Topography.....	243
Table 3-37: Dungeon Area Topography	243
Area Details.....	243
Table 3-38: Rooms or Chambers in a Dungeon Area	243
Table 3-39: Normal Size Rooms/Caverns.....	244
Table 3-40: Rooms of Unusual Size	244
Arrangement of Rooms/Caverns Within the Area.....	245
Table 3-41: Arrangement of Rooms/Caverns Within an Area.....	245
Naming an Area (or level).....	247
Table 3-42: Area Names Involving Water.....	247
Table 3-43A: Area Names Involving Tombs (Alternative 1)	247
Table 3-43B: Area Names Involving Tombs (Alternative 2)	248
Table 3-44: Area Names Involving Scholarship or Research	249
Table 3-45: Area Names Involving Imprisonment	249
Table 3-46: Area Names Involving Worship	250
Table 3-47: Area Names Involving Bugs.....	251
Table 3-48: Area Names Involving Plants.....	252
Placing Landmarks.....	252
Big Things (Landmarks)	253
Table 3-49: Landmarks, Big Things	253
Level Changes (Landmarks)	256
Table 3-50: Level Changes.....	256
Stairs	257
Table 3-51: Basic Stairs.....	257
Table 3-52: Unusual Stairs.....	257
Strange Things	258
Table 3-53A: Strange Things, Alternative One	258
Table 3-53B: Strange Things, Alternative Two	261
Special Rooms.....	264
Table 3-54: Contents of Special Rooms	264
Altars.....	264
Table 3-55: Altars	265
Table 3-56: Religious Imagery	265
Architecture, Dramatic	266
Table 3-57: Dramatic Architecture.....	266
Table 3-58: Changing Architectural Features	266
Clues	267
Containers	267
Table 3-59: Type of Container for Special Rooms.....	267
Table 3-60: Small Containers.....	267
Table 3-61: Large Containers.....	268
Table 3-62: Bizarre Containers	270
Furniture	270
Table 3-63: Furniture, Unusual	270
Game to Play	271
Liquid, Contained	271
Table 3-64: Liquid (Contained)	271
Table 3-65: Descriptions of Non-Water Liquids...	272
Lighting	272
Table 3-66: Unusual Lighting.....	272
Major Mechanism or Process.....	273
Table 3-67: Major Mechanisms and Processes	273
NPC Interaction	274
Table 3-68: NPC Interaction.....	274
Pillars.....	275
Table 3-69: Pillars	275
Plants.....	276
Unusual Plants.....	276
Table 3-70: Unusual Plants	276
Sounds.....	278
Table 3-71: Sounds	278
Statues	279
Statue Material and Condition	279
Table 3-72: Statue Material and Condition	279
Table 3-73: Type of Statue.....	280
Table 3-74: Simple Statues.....	280
Table 3-75: Complex and Large Statues.....	281
Thrones	282
Table 3-76: Thrones.....	282
Written Records.....	286
Water Landmarks.....	286
Table 3-77: Water Landmarks.....	287
The “What Comes Next” Method.....	288
Table 3-78: What Comes Next (Basic Ideas).....	288
Table 3-79: What Comes Next (Using Tables).....	291
Tricks	294
Method 1: The Wild Card Matrix	295
Table 3-80: Wild Card Matrix for Tricks.....	295
Method 2: Tricks By Category.....	296
Table 3-81: Tricks by Category	296
Hints and Foreshadowings (for all categories)	296

Table 3-82: Hints and Foreshadowings.....	296
Table 3-83: Spoken Clues.....	297
Trick Categories	298
Architectural Tricks.....	298
Table 3-84: Quick Architectural Tricks	298
Table 3-85: Complex Architectural Tricks.....	299
Bargain and Persuasion Tricks	302
Table 3-86: Bargain and Persuasion Tricks.....	302
Experiment Tricks.....	303
Master Table of Experiment Tricks	303
Table 3-87: Master Table of Experiment Tricks... ..	304
Table 3-88: Table of First Elements (Experiment Tricks).....	304
Table 3-89: Table of Second Elements (Experiment Tricks).....	305
Categories of Different Results (Explanations).....	307
Alternative (and fun) Method for Generating Experiment Tricks	307
Table 3-90: Experiment Trick (machine or alchemical reaction) defined by resulting sound....	307
False Appearance Tricks.....	308
Table 3-91: False Appearance Tricks.....	308
Hazard Tricks	309
Table 3-92: Hazard Tricks	309
Magic Area Tricks.....	310
Table 3-93: Magic Area Tricks Master Table	310
Table 3-94: Correct Actions for Magic Area Tricks	310
Table 3-95: Marking off Magic Area	311
Magic Thing Tricks.....	312
Table 3-96: Warnings.....	312
Table 3-97: Central Feature of Magic Thing	313
Table 3-98: Abstract Special Effects for Magic Thing	314
Triggering Actions for Magic Things	314
Table 3-99: Triggering Actions for Magic Things.	315
Result of Triggering Action	315
Table 3-100: Result of Triggering Action.....	316
Warning Signals.....	317
Table 3-101: Warning Signals	317
Table 3-102: Correct Responses to Magical Thing Tricks	318
Run-the-Gauntlet and Find-the-Path Tricks.....	318
Single-Rule Pathways.....	319
Table 3-103: Single-Rule Pathways	319
Game Board Pathways.....	320
Table 3-104: Mode of Forward Movement in Game Board Tricks.....	321
Generating the “Squares.”	321
Table 3-105: Risk and Reward for Game Board Trick “Squares.”	321
Substance Tricks	322
Table 3-106: Master Table for Substance Tricks ..	322
Table 3-107: Form of Substance	323
Wager and Game Tricks.....	323
Table 3-108: Basic Game Tricks, Risk and Reward	323
Methods of Betting Games	325
Table 3-109: Methods of Betting Games.....	325
Table 3-110: Choice Games	326
Table 3-111: Names for Games	328
Table 3-112: Game “Rooms”	329
Table 3-113: Types of Game Series	330
Written Tricks	331
Table 3-114: Writing Surfaces.....	331
Table 3-115: Writing Methods	331
Beneficial Effect of Reading the Written Trick.....	332
Table 3-116: Beneficial Effect of Reading the Written Trick	332
Table 3-117: Unusual Writing	332
Magical Conditions and Curses.....	333
Table 3-118: Type of Beneficial Magical Condition or Curse.....	333
Table 3-119: Magical Changes to Area	333
Table 3-120: Beneficial Changes and Curses to Items	334
Table 3-121: Beneficial Conditions and Curses to Individuals	335
Table 3-122: Aversions	341
Disease Tables.....	342
Physician’s Diagnosis of Normal Diseases.....	342
Table 3-123: Physician’s Diagnosis of Normal Diseases.....	342
Table 3-124: Specific Courses of Treatment (for Normal Diseases)	344
Table 3-125: Lethal and Virulent Disease	345
Traps.....	347
Traps, Generally.....	347
Basic Traps.....	347
Basic Mechanical Traps	347
Table 3-126: Basic Mechanical Traps.....	347

Mechanical traps – Concealment, Complicated Triggers	349
Table 3-127: Mechanical traps – Concealment, Complicated Triggers.....	349
Table 3-128: Gases.....	351
Table 3-129: Trap Liquids.....	354
Table 3-130: Missile Traps	354
Table 3-131: Pits	355
Table 3-132: Poison Effects (Lethal)	355
Poison Effects (Non-Lethal).....	358
Table 3-133: Poison Effects (Non-Lethal)	358
Basic Traps (Rigged Natural Features).....	359
Table 3-134: Basic Traps (Rigged Natural Features).....	359
Basic Traps (Magical)	360
Table 3-135: Basic Traps (Magical)	360
Table 3-136: Magical Trap Special Effects	361
Complex Traps.....	362
Table 3-137: Overall Profile for Complex Trap....	363
Table 3-138: Trap Draws (Physical Draws).....	363
Table 3-139: Trap Prisons	364
Table 3-140: Trap Kill-Mechanisms.....	365
Kill-Switches and Escape Hatches	366
Table 3-141: Kill-Switches and Escape Hatches...	366
Table 3-142: Progressive Magically-Induced Weaknesses.....	367
Table 3-143: Measuring out Life	370
Dungeon Dressing.....	371
Table 3-144: General Dungeon Dressing	371
Table 3-145: Unusual Corpses	372
Table 3-146: Corpse Malformations.....	373
Table 3-147: Weird Dungeon Dressing.....	373
Table 3-148: Condition of Item	375
Table 3-149: Lighting (normal)	375
Table 3-150: Furniture Items	375
Table 3-151: Small Items	376
Table 3-152: Smells.....	376
Sounds (See Table 3-71).....	377
Miscellaneous Useful Tables.....	377
Altars	377
Books	377
Table 3-153: Book Types.....	377
Table 3-154: Unusual Book Bindings	377
Hallucinogens	378
Table 3-155: Hallucinogen Name	378
Table 3-156: How Hallucinogen is Administered .	379
Table 3-157: Effects of Hallucinogens.....	379
Table 3-158: Physical Signs of Hallucinogen Use.	380
Herbs.....	381
Table 3-159: Herbs	381
Potions and Alchemy.....	382
Table 3-160: Liquid Potions	382
Powdered Potions.....	383
Table 3-161: Powdered Potions	383
Table 3-162: Magical Workrooms (List of Furnishings)	384
Alchemical Ingredients	384
Detailed Alchemical Ingredients Master Table	384
Table 3-163: Detailed Alchemical Ingredients Master Table	384
Animal/Monster Part	385
Table 3-164: Animal/Monster Part.....	385
Person Part	387
Table 3-165: Person Part	387
Table 3-166: Plant or Plant Part.....	390
Table 3-167: Small Alchemical Things.....	394
Table 3-168: Substance	395
Magic Items	397
Magic Containers	397
Table 3-169: Magic Containers.....	397
Table 3-170: Magic Clothing	398
Magical Effects, Descriptive	398
Table 3-171: Magical Effects, Descriptive.....	399
Magic Spells	402
Table 3-172: Attack Spells.....	402
Table 3-173: Generalized Spell Effects	403
Table 3-174: Command Words and Magic Words	406
Sarcophagi and their Contents.....	407
Table 3-175: Master Sarcophagus Table	407
Table 3-176: Symbolic/Decorative Themes for Sarcophagi	408
Table 3-177: External Features for Sarcophagi....	409
Table 3-178: Warnings or Sigils for Sarcophagi....	409
Table 3-179: Quick Climactic Monster Ideas	409
Jewelry	410
Table 3-180: Jewelry	410
Gems and Precious Stones	411
Table 3-181: Gems and Precious Stones.....	411

Table 3-182: Decorations	413
Table 3-183: Tomb Arrangement.....	414
Table 3-184: Profile of Monster Ambush	416
CHAPTER FOUR: NON-DUNGEON ADVENTURE DESIGN	419
Introduction to Chapter Four	419
Types of Adventures	420
Table 4-1: Type of Adventure	420
Pattern of Non-Dungeon Adventures.....	420
Adventure Patterns	420
Aerial Adventures.....	420
Table 4-2: Aerial Adventure Locations/ Objectives	421
Table 4-3: Aerial Problems/Mysteries/Missions... ..	421
Events in the Air	422
Table 4-4: Events in the Air	422
Things Seen from the Air	422
Table 4-5: Things Seen from the Air	423
Table 4-6: Types of Flying Vehicles	423
Types of Flying Structures.....	424
Table 4-7: Types of Flying Structures	424
Table 4-8: Owner of Flying Structure.....	425
Table 4-9: Purpose of Flying Structure	426
Castles and Ruins	428
Ruins.....	428
Table 4-10: Condition of Ruin.....	428
Table 4-11: Type of Ruin.....	428
Table 4-12: Unusual Purpose Ruins	428
Table 4-13: Current Purpose of Ruins	429
Table 4-14: Structures of Ruins (by Basic Type)... ..	429
Castles.....	430
Table 4-15: Type of Castle.....	430
Table 4-16: Unusual Castles and Manors.....	431
People in a Castle	431
Table 4-17: People in a Castle	431
Cities and Settlements	433
Preparing for a City Adventure:.....	433
The Three Types of City Adventures	433
The “Capsule Details”	434
Pride of the Town.....	434
Table 4-18: Pride of the Town	434
Table 4-19: Unusual Domestic Animals Used	435
Table 4-20: Odd Customs of Dress.....	436
Odd Behavior	438
Table 4-21: Odd Behavior.....	438
Table 4-22: Unusual Cultural Center of Gravity.. ..	438
City Map Generator	439
Table 4-23: Interesting Streets.....	439
Table 4-24: City Districts	439
Locations in a City.....	440
Table 4-25: Open Areas	440
Table 4-26: Businesses.....	440
Table 4-27: Civic Buildings	442
Table 4-28: Religious Areas*	442
Events in City	443
Table 4-29: Latest News (possibly untrue)	443
Table 4-30: Faction Wars	443
Abstract City-Encounter Generator.....	444
Table 4-31: Abstract City-Encounter Generator	444
Law and Order	445
Table 4-32: Crimes.....	445
Table 4-33: Prisons.....	446
Inquisition Effects on Hirelings and NPCs	448
Table 4-34: Inquisition Effects on Hirelings and NPCs.....	448
Religious Influence in Cities and Communities	449
Religions.....	449
Table 4-35: Generating Minor Gods	449
Table 4-36: Religious Processions and Ceremonies	451
Temples	452
Temple Types.....	452
Table 4-37: Temple Types	452
Table 4-38: Reason why Ground is Holy.....	453
Table 4-39: Administrative Functions of Larger Temples.....	455
Table 4-40: Temple Structure.....	456
Table 4-41: Nature of Relics	456
Table 4-42A: Details of Relics A	457
Table 4-42B: Details of Relics B	458
Cultural Changes in City	458
Table 4-43: Cultural Changes in City.....	458
The Bill of Fare	459
Table 4-44: The Bill of Fare.....	460
Tribes and Nomads.....	461
Table 4-45: Battle Composition of a Tribe.....	461

Table 4-46: Appearances of Primitive Villages and/or Encampments	461	Table 4-76: Weird Terrain Features.....	480
Planar Adventures	462	Caravans and Cargo	480
Notes on Planar Adventures	462	Table 4-77: Contents of a Caravan	481
Table 4-47: Things to Vary on Another Plane of Existence.....	462	Table 4-78: Regular Cargo.....	481
Types of Planar Adventures	463	Table 4-79: Small Cargo	484
Table 4-48: Alternate Worlds or Realities.....	463	Table 4-80: Magical Cargo.....	484
Table 4-49: Supernatural Planes	464	Part Two: Desert Wilderness Tables	485
Table 4-50: Dimensional Planes	464	Table 4-81: Types of Deserts.....	485
Table 4-51: Spirit Planes	465	Table 4-82: Desert Map Features	486
Table 4-52: Hells and Demonic Regions	466	Table 4-83: Desert Legends.....	487
Table 4-53: Cthonic Planes	466	Build an Interesting Oasis.....	487
Table 4-54: Dream-Realms	466	Table 4-84: Build an Interesting Oasis	487
Table 4-55: Rivers and Lakes in Other Planes (particularly in Cthonic areas or dream-realms) ...	467	Table 4-85: Desert Dressing	488
Table 4-56: Mountains in Other Planes (particularly in Cthonic areas or dream-realms) ...	467	Table 4-86: Unusual Sands	488
Table 4-57: Planar Gateways.....	468	Table 4-87: Desert Animals.....	489
Underwater Adventures.....	469	Part Three: Forest Wilderness Tables	490
Table 4-58: Events Underwater.....	469	Table 4-88: Forest Mapping Features	490
Table 4-59: Ocean Floor Features	469	Table 4-89: Forest Dressing	490
Table 4-60: Shipwrecks (Type, Reason for Sinking).....	470	Table 4-90: Forest Legends.....	491
Table 4-61: Inhabitants of Shipwrecks	470	Table 4-91: Forest Animals.....	492
Table 4-62: Unusual Seaweeds.....	471	Table 4-92: Jungle/Rainforest Animals	492
Table 4-63: Underwater Vehicles	471	Part Four: Hills/Mountains Wilderness Tables	493
Waterborne Adventures.....	472	Table 4-93: Hill and Mountain Map Features	493
Table 4-64: Chart of Common Ship Types	472	Table 4-94: Hill or Mountain Dressing	493
Table 4-65: Unusual Ships	472	Table 4-95: Hill or Mountain Legends	494
Table 4-66: Ship Reputations.....	473	Table 4-96: Unusual Clifffaces.....	495
Table 4-67: Ship Cargo	474	Table 4-97: Fossils	495
Table 4-68: Unusual Pirates	475	Part Five: Swamp Wilderness Tables	496
Table 4-69: Events on Water	475	Table 4-98: Swamp Map Features	496
Table 4-70: Unusual Islands.....	475	Table 4-99: Swamp Legends	497
Table 4-71: Owner of the Island	476	Table 4-100: Swamp Dressing.....	498
Wilderness Adventures	477	List of Tables	499
Part One: General Wilderness Tables.....	477	Index.....	504
General Plant Life, Animals, and Terrain	477		
Table 4-72: Unusual Trees	477		
Table 4-73: Unusual Plants	477		
Table 4-74: Unusual Feature of Animal	478		
Table 4-75: Animal Wounds.....	479		
Weird Terrain Features	480		

INTRODUCTION

A fantasy adventure game, at its very heart, is about developing an open-ended “story” of the characters. The referee is in charge of the fantasy world, and the players direct the actions of their characters in that fantasy world. Neither the referee nor the group of players has complete control over what’s going to happen, and the result is an evolving set of surprises for both the referee and the players. Unlike the players, as the referee and creator of the game world, most of your “work” is done ahead of time. To some degree or other, you have to create the groundwork for the adventure before the game starts. Even though no battle plan survives contact with the enemy – and if you’re an experienced referee you know exactly what I mean – the game has to start ... with a starting point. This might just be a vague set of ideas, or it might be as complex as a set of maps with a detailed key and well thought-out encounters for the players to run into.

The *Tome of Adventure Design* is organized as a series of “books,” each one providing resources at every step of the way. The vast majority of the content of each book is made up of random generation tables that I’ve created over a quarter of a century for my own use. I should say up front that these are tables for deep design – in other words, most of them are too long, and contain too many unusual or contradictory entries, for use on the spot at the gaming table. There are already many excellent books of tables for use on the fly; the tables in these books are different. They work best as a tool for preparation beforehand, providing relatively vast creative resources for browsing and gathering, rather than quick-use tables designed to provide broad, fast brushstrokes. My shorter tables tend to deliver cryptic results designed to shock the reader’s creativity into filling in the gaps, whereas my longer tables are unusably vast for easy random generation, being designed to shock the reader’s creativity into operation by presenting a sea of possibilities.

CREATIVITY

Creativity is the ultimate heart of adventure design; producing a masterpiece adventure involves many interlocking skills and talents, but the foremost talent of all is the ability to tap into the depths of the fantastic imagination and draw forth something startling and unexpected. Creativity is not an easy skill to teach, but if you’re reading this book it’s a fair assumption that you’re not in the ranks of those who truly have difficulties with creative thought. You don’t need to learn the basics, and you might not even need much help with the highest reaches of the art. Either way, you know what I mean when I say that there’s a mindset, a condition of openness, in which you’re on fire – and when it’s not there, you’re basically screwed. How do you get into that mindset, where you can grab ideas from thin air and whisk them together with seeming effortlessness?

Virtually *every* prominent adventure author I’ve talked with about this question has answered it in the same way. A creative adventure begins with a visual image of some kind. It might be dreamlike or hazy; it might seem, at first, to be nothing of consequence; or it might leap forth, demanding to be drawn into writing. But it’s quite clear that a visual image is the most common form of “first inspiration” for an adventure. In my conversations with Rob Kuntz (one of the foundational authors of Dungeons & Dragons) about creativity, Rob was quite definite that visual imagery is key to his own first

inspirations. Harley Stroh, author of a number of modules for the Dungeon Crawl Classics line by Goodman Games, agrees. In an interview with Bruce Cordell (*Return to the Tomb of Horrors*, Sunless Citadel) on montecook.com, Bruce was asked about his inspiration for the key monster in one of his modules. The answer? “There was this old horror movie I saw years ago....”

So, how do we achieve these visual images – “the force that through the green fuse drives the flower,” as Dylan Thomas might say? And it’s a question cutting to the whole value of this book itself. After all, if visual imagery is the key to creativity, isn’t the ideal creative tool going to be a book of images and pictures rather than a book of random generation tables?

NO.

“Problems cannot be solved at the same level of consciousness that created them.” – Albert Einstein

In other words, if I may put my own spin on Einstein’s famous quote, one visual image doesn’t lead directly to another visual image except through some other process. The key to creating unique visual images is to tap that other process – and that other process is the manipulation and recombination of concepts. Let’s look at another quote from Einstein:

“The physical entities which seem to serve as elements in thought are certain signs and more-or-less clear images which can be ‘voluntarily’ reproduced and combined.”

Again, we’ve got visual images mentioned in the creative mix Einstein describes; but notice that the key factor is the *combination* of “signs” and “images.” Deep creativity is a cloud-realm of diverse symbols and images; combining and diverging, seeking the unforeseen. And so, in fact, we reach the driving force of this book. To the fullest extent possible, the tables in the *Tome of Adventure Design* are designed to *simulate* the cloud-realm of deep creativity; to provide an entry into the disembodied mix of symbols, portents and images that populate the subconscious mind; to jar the reader – quite artificially – into the creative cloud. And thereby to create a pathway so that the mind may follow more easily into this strange realm. It’s no accident that the first cover illustration for this volume focuses upon opening a doorway.

With all that said, how does one best use this book to enter the realm of deep creativity? Here’s my advice. First off, whatever results you roll with your dice, treat the results not as words, but as pictures, abstracts, concepts, symbols, or meanings. Treat each result as a half-formed idea, ready for combination with others – leave it to drift in your mind while you’re accumulating more random results. And then, once something starts to coalesce – stop rolling dice! Daydream for a minute, waiting to see if you’ve got something, and if it isn’t there yet, then start browsing through the tables looking for whatever “second part” of that idea is going to click it into shape.

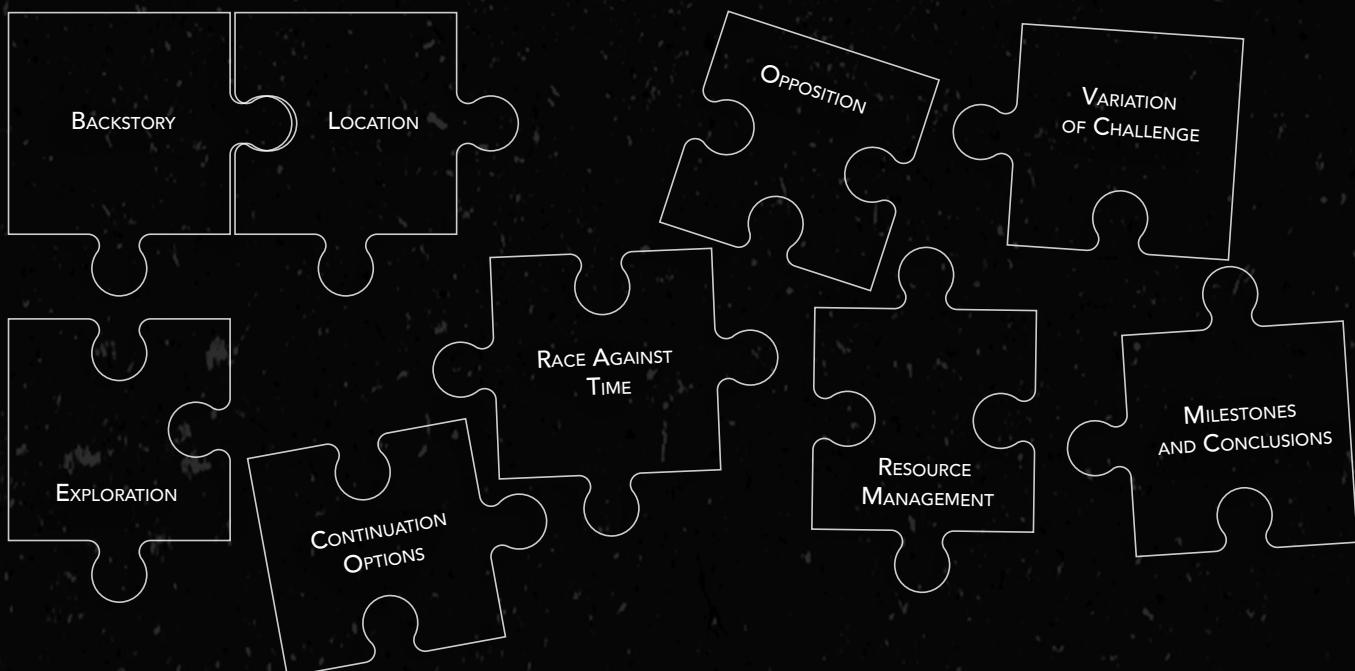
Drift, and find.



CHAPTER ONE

PRINCIPLES AND STARTING POINTS

Introduction	13	Locations	18
Creativity	13	Approach #1: Overview Approach	18
Introduction to Chapter One	15	Approach #2: Purpose Approach.....	24
Adventure Design: General Principles.....	16	Missions	28
The Cardinal Rule of Adventure Design.....	16	The Villain's Plan.....	48
Creating an Adventure: The Elements of a Masterpiece	16	Master Table of Villainous Plans	48
		Concluding Remarks to Chapter One	85



INTRODUCTION TO CHAPTER ONE

This first chapter is about the topmost level of adventure design: a cardinal rule, the elements of a good adventure, the location, the villain's plan, and the adventurers' mission. These all provide context – the framework upon which the details hang. Oddly – and I've had this confirmed to me by several brilliant adventure authors – the context is often not the starting point for creating an adventure. In many cases, such as Rob Kuntz's Maure Castle, the "spark" came from a detail rather than from the context. Rob has written that Maure Castle originated with imagery from a Conan story: the visual pictures of iron gates and an iron golem. The castle's history and villains (other than the golem) developed from those flashes of imagery, not the other way around. There's no way of knowing whether your creativity will happen to be working from top-down or from bottom-up, so keep that in mind. If the tables in this book aren't working for you, try approaching it in the other direction using tables from later books. In particular, I often use the Monster Tables as an independent starting point for generating adventure ideas.

ADVENTURE DESIGN:

Giant fan blades

Wizard's hobby

Defend the gates

Goes across the barrier

A good deed

Arrant nonsense

Ancestry is key

Floor is lava

The answer is in the picture

An astrologer

Discorded

Mosaic tiles

Key with a strange shape

Guard a person who is under threat

Prisoner in a magical cage

Clay oil lamps

Banquet hall

Images are reversed

A wolf attacks

Serves as an example

The Book of Stones

Rotten

Misunderstood

Webs aren't from spiders

What was burned

Surrounded with curtains

Tactics: a bridge

The tall thought woven sails, that flap unfurled above the tide of hours...

THE CARDINAL RULE OF ADVENTURE DESIGN

A good adventure should maximize meaningful player decisions.

An adventure is the setting in which players make decisions for their characters. It doesn't matter whether you're running a science fiction roleplaying game, an old west roleplaying game, or a fantasy roleplaying game. Players making decisions is what it's all about. From your perspective as the adventure designer, there are lots of tricks you can use to make a good adventure into a great adventure, but if you ignore the importance of player decisions you risk making an otherwise good adventure into a failed gaming experience both for you and for your players. Thus, the cardinal rule of adventure design: seek to maximize the number of meaningful, potentially-informed decisions the players can make during the course of the adventure. By "meaningful," I mean that the decisions aren't just trivial options with no real influence on what's going to happen. And by "potentially-informed," I mean that the players should have enough information – or the potential to have gotten that information – to make a good decision rather than an arbitrary selection between options. If bad information-gathering or failure to interpret clues is the reason why the players don't have all the information they need, then that's their problem – it's a matter of player skill, and they goofed. But on the other hand, if they play a smart game, brilliantly gathering information and interpreting clues, they should encounter your adventure as a series of choices in which (for the most part) they can use the information to improve their chances of success as they proceed.

Virtually every "trick" of good adventure design hangs on this single rule. Maximize meaningful player decisions.

CREATING AN ADVENTURE: THE ELEMENTS OF A MASTERPIECE

There are a few distinct components of a good adventure; even the simplest, most bare-bones adventure should contain all of these parts. If you're an experienced game master, at some point you've created tiny little scenarios that somehow managed to be the most memorable adventures of all time for your group. And on the other hand, you've seen some of your great creations fall flat. What was the difference? Why did a scrap of an idea work out so much better than the well-planned masterpiece? One very good possibility is this: the scrap of idea happened to contain all of the right components (listed below), and the masterpiece somehow left out one or more of them. In fact, this is one of the great perils

of the well-constructed adventure. When you're creating on the fly, at the gaming table, you dream up new stuff when you see that something isn't working right. If you're working from an adventure you created ahead of time, you can still fix the problem during the game, but let's face it: the whole reason you wrote your material ahead of time was so you didn't need to fix things on the fly.

NECESSARY ELEMENTS OF A MASTERPIECE ADVENTURE



- 1) Backstory
- 2) Location
- 3) Opposition
- 4) Variation of Challenge
- 5) Exploration
- 6) Race Against Time
- 7) Resource Management
- 8) Milestones and Conclusions
- 9) Continuation Options

BACKSTORY

The backstory is the answer to a question: what happened to change this location from a normal place into a dangerous place of adventure, with treasures and monsters? Players love to discover the answer to this question, and an adventure feels incomplete, from the players' perspective, if it ends without this loose end being tied up. If the backstory is too complicated to be fully discovered or understood, then it's too complicated for an adventure. Backstory creates the MYSTERY of the location. It can be as simple as: "A wizard once lived here, and he died, and monsters moved in." But an adventure with absolutely no backstory for the players to discover is like a play where something isn't explained by the final curtain. It leaves a sense of dissatisfaction and incompleteness. Having some backstory – purely for the purpose of giving the players something to discover – is actually one of the few tricks of adventure design that doesn't come from the cardinal rule of maximizing player decisions.

LOCATION

The place in which the adventure occurs has to be an interesting locale, with unusual tactical opportunities and possibly a theme of some kind. The map should be evaluated as follows: is it a good game board for tactical movement? If the map doesn't measure up as a game board, it won't measure up for use in a roleplaying game, either. Maps work the same way in both types of games.

GENERAL PRINCIPLES

OPPOSITION

The current occupants of the adventure location might or might not be related to the backstory. In many cases, the backstory just explains why the place has become a good place for monsters to inhabit. In general, monsters need not all be unusual, but every adventure should contain some sort of unique monster, and also use those normal monsters in an interesting way from time to time. Not all monster encounters must be wildly unusual, either: having the “normal” ones will highlight the interest of the unusual ones. It’s a matter of variety.

VARIATION OF CHALLENGE

Players enjoy adventures in which the nature of the challenges they face are varied. A good adventure will include combats, traps to detect and avoid, strange tricks to figure out, varied combat terrain, and negotiations. Challenges also include getting lost (**EXPLORATION**) and managing limited resources (**RACE AGAINST TIME**). A related point is that obstacles should have variation of solution, as well. Don’t place challenges that can only be solved in one way – for the players, making the decision to fight with or to negotiate with a dragon adds an important dimension to the game.

EXPLORATION

Part of the magic of adventuring is the sense of exploring a strange place. Getting lost is a serious risk, and the players will need to create a map of this place in order to return alive. This aspect of an adventure (especially creating the map directly at the table) is very powerful for putting the players directly into the atmosphere, but some gaming groups might find it tedious. It depends on what you want to emphasize, and what the players enjoy. Of all the adventure components listed here, exploration is the only one that isn’t necessarily universal. With some gaming groups, leaving exploration out will destroy the feel of the adventure. With others, putting it in will be seen as a disastrous waste of time. Know your group.

RACE AGAINST TIME

Whether it’s a major or a minor component of the adventure, some aspect of the adventure must create a race against time – even if it’s just that the party is running low on money to pay their bill at the local inn. A race against time is what causes the players to have to **MANAGE RESOURCES**.

RESOURCE MANAGEMENT

Related to the **RACE AGAINST TIME**, resource management is an important factor in virtually all adventures. In fact, you don’t have to make any sort of deliberate attempt to write it into your adventure, because the management of hit points and spells is built into the game system itself. Indeed, if you overdo the resource management side of an adven-

ture, you risk bogging things down into nothing more than a bookkeeping session. For very low-level adventurers, the risk of running out of torches adds excitement and urgency. But if you try to focus on torches when the characters are high level, you’re driving in the wrong gear. Okay, so that’s the risk of overdoing resource management. On the other hand, when it’s done right, having a resource to manage can create a whole new dimension for player decisions, and a memorable adventure. You’ve done it many times before, possibly without even thinking about it very much. Here’s an example: a couple of healing potions given to a low-level party as a partial “up front” payment for a mission. In one sense those potions are just treasure, and in another sense they’re a way to give the party an added bit of strength for confronting monsters that are a bit more interesting than the run of the mill low level monsters. But you’ve also added a new dimension to the game: the decision of when to use them. Deliberately writing a significant element of resource management into an adventure is probably the riskiest trick in the adventure designer’s toolbox. When it’s done well, it adds a lot to the adventure. But you can easily throw off the pace by creating annoying bookkeeping, or you might accidentally hand out a resource that can blast away all the adventure’s challenges. Frankly, this is an art rather than a science. I don’t have any good guidelines for it other than to say: don’t get too creative with this unless you’re already an experienced adventure-writer. If you’re relatively inexperienced, just rely upon whatever resource management challenges are already built into the game’s rules, and you won’t go far wrong.

MILESTONES AND CONCLUSIONS

The adventure should contain one or more locations where they can clearly see that they have achieved a victory against the adventure. These might be places where they learn a chunk of information about the **BACKSTORY**, they might be places where an obviously significant monster dwells, or they might be mission objectives identified in advance, such as rescuing prisoners or finding a particular object. Defeating a “boss” monster is one example of a conclusion, but don’t make all your adventures follow the pattern of “fight + fight + fight + defeat boss monster = conclusion.” The same pattern of milestones and conclusions shouldn’t be repeated too often, or it gets stale.

CONTINUATION OPTIONS

Something about the **MYSTERY**, **LOCATION**, or **OPPOSITION** gives the adventurers a new direction they might follow. Avoid creating situations where the players have no choice about their next course of action. Instead, provide them with possibilities, hints, clues, and options. A treasure chest containing a map is the classic example of a continuation option. Nobody’s forced to do anything, but the link to another adventure is made clearly available.

*An ambassador
(mercantile)*

Militia duty

Extremely wise

Power vacuum

Writing on the wall

*Doorway to the
asteroid*

Glowing ooze

A strange mystery

*One step forward,
two steps back*

*Unintended
consequences*

Orange rune

Windstorm

Lawyer

Counteracting forces

*Wrath of the
Elements*

Chain of evidence

*The Book of
Apparent Nonsense*

Ceremonial spear

The cloak

*Doorway to the
planes*

*Armor of the
elementals*

The Book of Guilds

Instruction manual

Strange Geometries

Encrusted with salt

Lanterns

A chase

Trapped in a dream

Temporal machine

LOCATIONS

When copper crosses iron

Hold my beer

In retrospect it was
a bad idea

Circle of
gemstones

Splendid flowers!

Wrath of the
Vessel

Consumes too
much

Chains

Jousting

A tank of fish

Exiled follower

Residual lightning

Waiting for the
arrival

Strange and
similar to oil

Notched and
damaged

Perils and
prophecies

A party

Covert operations

Moon walkers

Wild and reckless

An owlbear

Roc

When the
spiderweb falls to
the ground

Exiled leader

Religious Riots

Pickled peppers

Abnormal

Professor

APPROACH #1: OVERVIEW APPROACH

Tables 1-1A and 1-1B are simply alternates for each other: they provide an overall description of the location, and something/someone that either currently occupies the location -- or that once gave the location its name, but is not necessarily still there.

Roll independently for each column on the table: the table requires four rolls of d100, not just one!

Table 1-1A: Locations (Overview)

Die Roll	Structure's Description (1d100)	Structure (1d100)	Feature (first word) (1d100)	Feature (second word) (1d100)
01	Adamantine	Abbey of the	Ant-	Abbot
02	Aerial	Aerie of the	Ape-	Actor
03	Amphibious	Asylum of the	Baboon-	Alchemist
04	Ancient	Aviary of the	Bat-	Altar
05	Arachnid	Barracks of the	Beetle-	Apparition
06	Astrological	Bastion of the	Bitter	Apprentice
07	Asymmetrical	Bazaar of the	Blood	Assassin
08	Bizarre	Bluffs of the	Bone-	Beast
09	Black	Brewery of the	Brain	Behemoth
10	Bleak	Bridge of the	Broken	Binder
11	Blue	Cairn of the	Bronze	Bishop
12	Bronze	Canyon of the	Burned	Breeder
13	Buried	Carnival of the	Cabalistic	Brood
14	Celestial	Castle of the	Carnal	Brotherhood
15	Circuitous	Cathedral of the	Caterpillar-	Burrower
16	Circular	Cellars of the	Centipede-	Caller
17	Clay	Chapel of the	Changing	Captive
18	Coiled	Chapterhouse of the	Chaos-	Ceremony
19	Collapsing	Church of the	Cloud-	Chalice
20	Concealed	City of the	Cockroach-	Changeling
21	Contaminated	Cliffs of the	Crimson	Chanter
22	Convoluted	Cloister of the	Crippled	Circlet
23	Corroded	Cocoon of the	Crocodile-	Clan
24	Criminal	Coliseum of the	Dark	Collector
25	Crimson	Contrivance of the	Death-	Combiner

TABLE 1-1A: LOCATIONS (OVERVIEW) CONTINUED

Die Roll	Structure's Description (1d100)	Structure (1d100)	Feature (first word) (1d100)	Feature (second word) (1d100)	
26	Crooked	Cottage of the	Decayed	Congregation	Jailor
27	Crude	Court of the	Deceitful	Coronet	Ceramic
28	Crumbling	Crags of the	Deluded	Crafter	Green owl
29	Crystalline	Craters of the	Dinosaur-	Crawler	Water Gates
30	Curious	Crypt of the	Diseased	Creator	Captain of a river barge
31	Cursed	Demi-plane of the	Dragonfly-	Creature	Pickled onions
32	Cyclopean	Dens of the	Dread	Crown	Attacks villains
33	Decaying	Dimension of the	Elemental	Cult	Infected by something
34	Deceptive	Domain of the	Elephant-	Cultists	The lure of shiny things
35	Decomposing	Dome of the	Feathered	Daughter	The lights show the way
36	Defiled	Dungeons of the	Fiery	Demon	This part is in poor repair
37	Demolished	Dwelling of the	Flame	Device	True, except for one thing
38	Demonic	Edifice of the	Flying	Dreamer	Mammoth
39	Desolate	Fane of the	Ghostly	Druid	Increments of space
40	Destroyed	Farm of the	Gluttonous	Egg	A hydra
41	Devious	Forest of the	Gnarled	Emissary	Treachery where most expected
42	Diamond	Forge of the	Half-breed	Emperor	Reptile
43	Dilapidated	Fortress of the	Heart-	Executioner	Dangerous walls
44	Disorienting	Foundry of the	Hive	Exile	Evil artifact
45	Divided	Galleon of the	Hollow	Experimenter	Spatial retractor
46	Dormant	Galleries of the	Horned	Eye	Trapped spirits
47	Double	Garden of the	Howling	Father	A risky proposition
48	Dream-	Garrison of the	Hunchback	Gatherer	Old religion
49	Earthen	Generator of the	Hyena-	God	The lyrics are a clue
50	Ebony	Glade of the	Ice	Goddess	Fluffy little dog
51	Eldritch	Globe of the	Immoral	Golem	Writing on the wall
52	Elliptical	Grotto of the	Immortal	Grail	A distant music
53	Enchanted	Hall of the	Imprisoned	Guardian	Roc migration season
54	Enclosed	Halls of the	Insane	Head	I make the cloak of Sorrow...
55	Entombed	Harbor of the	Insatiable	Horde	
56	Eroding	Hatcheries of the	Insect	Hunter	
57	Ethereal	Haven of the	Iron	Hunters	
58	Fertile	Hill of the	Jackal-	Hybrid	

TABLE 1-1A: LOCATIONS (OVERVIEW) CONTINUED

*A tree of stone**Like a virus**Something burned in a strange way**Dangerous method**The wrong markings**Wreathed in webs**Legends of Death**From another plane of existence**Droplets on the stone**Big baskets containing grain**Residual ingredients**Problems underfoot**Very charismatic**Catapults**Evidence of a way through**Novices**Edge of the table**Ceremonial sword**Spotted pattern**An attorney**Hallucinogenic flowers**Lost in translation**Ascribe**Lighter than expected**Webs of stone**Turtle shell**Journalist**Young dragon*

Die Roll	Structure's Description (1d100)	Structure (1d100)	Feature (first word) (1d100)	Feature (second word) (1d100)
59	Fortified	Hive of the	Jade	Idol
60	Fortress-	Holt of the	Jewel	Jailer
61	Glittering	House of the	Leech-	Keeper
62	Grey	Hut of the	Legendary	Killer
63	Hidden	Island of the	Leopard-	King
64	High	Isles of the	Lesser	Knight
65	Invulnerable	Jungle of the	Lion-	Lich
66	Isolated	Keep of the	Loathsome	Lord
67	Labyrinthine	Kennels of the	Lunar	Mage
68	Living	Labyrinth of the	Mad	Magician
69	Moaning	Lair of the	Mammoth-	Maker
70	Mud-	Lighthouse of the	Man-eating	Master
71	Octagonal	Lodgings of the	Mantis-	Monks
72	Painted	Manse of the	Many-legged	Mother
73	Pearly	Mansion of the	Mist-	People
74	Pod-	Marsh of the	Monkey-	Priest
75	Poisoned	Maze of the	Moth-	Priesthood
76	Quaking	Megalith of the	Mutant	Prince
77	Remade	Mill of the	Ooze	Princess
78	Ruined	Mines of the	Outlawed	Puppet
79	Rune-	Monastery of the	Polluted	Reaver
80	Sea-swept	Monolith of the	Rat-	Resurrectionist
81	Silent	Mounds of the	Reawakened	Scholar
82	Spiraling	Necropolis of the	Resurrected	Seed
83	Star-	Nest of the	Sabertooth	Shaper
84	Storm-tossed	Obelisk of the	Scarlet	Sisterhood
85	Sub-	Outpost of the	Scorched	Slitherer
86	Sunken	Pagoda of the	Secret	Society
87	Tall	Palace of the	Shadow	Son
88	Temporal	Pavilion of the	Shattered	Sorcerer
89	Three-Part	Pits of the	Skeletal	Sorceress
90	Titanic	Prison of the	Slime-	Spawn
91	Towering	Pyramid of the	Slug-	Star

TABLE 1-1A: LOCATIONS (OVERVIEW) CONTINUED

Die Roll	Structure's Description (1d100)	Structure (1d100)	Feature (first word) (1d100)	Feature (second word) (1d100)	
92	Toxic	Rift of the	Snail-	Statue	Bronze statue
93	Treasure-	Sanctuary of the	Snake-	Surgeon	Like a hippie
94	Triangular	Sanctum of the	Twisted	Tree	Wrath of the Rocks
95	Unearthed	Shrine of the	Undead	Tribe	Primitive motor
96	Unfinished	Spire of the	Unholy	Walker	Traps react to movement
97	Unnatural	Stockades of the	Unseen	Warlord	Kept in a cage
98	Urban	Stronghold of the	Wasp-	Weaver	Dreams from the Citadel
99	Watery	Tower of the	Worm-	Whisperer	A distinctive belt
100	Wooden	Zeppelin of the	Zombie	Wizard	Giant statue

Table 1-1B: Locations (Overview)

Roll independently for each column on the table: the table requires four rolls of d100, not just one!

Die Roll	Structure's Description (1d100)	Structure (1d100)	Feature (First Word) (1d100)	Feature (Second Word) (1d100)	
01	Airborne	Abbey of the	Ant-	Artifact	Confident
02	Aromatic	Aerie of the	Armored	Assassin	Only one thing was left behind
03	Azure	Asylum of the	Army of the	Automaton	Depends on your perspective
04	Belowground	Aviary of the	Artificial	Basilisk	Transformed material
05	Black	Barracks of the	Bandit	Bat(s)	Fortune-teller
06	Blue	Bastion of the	Bear	Beast	Carter
07	Bone-	Bazaar of the	Bone-	Behemoth	Bottle of poison
08	Breathing	Bluffs of the	Brain-	Berserker(s)	Harpies
09	Brooding	Bridge of the	Breeding	Cannibal	Succubus
10	Bubbling	Cairn of the	Bronze	Centaur	When the light hits the prism
11	Calcified	Canyon of the	Centipede-	Chieftain of Goblins	Traps react to spells
12	Cliff-	Carnival of the	Clan of the	Chimera	Private investigator
13	Coastal	Castle of the	Cloned	Cleric	Hallucinogenic runes
14	Concealed	Cathedral of the	Cloud-	Cockatrice	A word in the wrong ear
15	Conquered	Cellars of the	Conjoined	Colossus	Bronze crown
16	Contemplation-	Chapel of the	Crocodile-	Creature	Links of grass
17	Crimson	Church of the	Cursed	Cyclops	A fey guardian
18	Cruel	City of the	Dark	Demigod	Expects proof
19	Cryptic	Cliffs of the	Decayed	Demon	

TABLE 1-1B: LOCATIONS (OVERVIEW) CONTINUED

<i>Religious Unrest</i>	
<i>Face in the stone</i>	
<i>Immobilized</i>	
<i>Requires a certain fuel</i>	
<i>Goblins at work</i>	
<i>A shadowed place</i>	
<i>Chambers of the oracle</i>	
<i>Retribution</i>	
<i>Solvents and acids</i>	
<i>An unpleasant tree</i>	
<i>A tree of bronze</i>	
<i>Evidence of treachery</i>	
<i>Forbidden rites</i>	
<i>Source of healing</i>	
<i>A funeral took place</i>	
<i>Bronze oil lamps</i>	
<i>Fungi</i>	
<i>Ceremonial garments</i>	
<i>The owner of a small bazaar</i>	
<i>The eyewitness disappeared</i>	
<i>Face in the mirror</i>	
<i>A missile trap</i>	
<i>Like a bird</i>	
<i>Stealth</i>	
<i>Trophy room</i>	
<i>A parliament of owls</i>	
<i>Valuable because of its age</i>	
<i>Exiled nobility</i>	
<i>Leaves of emerald</i>	

Die Roll	Structure's Description (1d100)	Structure (1d100)	Feature (First Word) (1d100)	Feature (Second Word) (1d100)
20	Cunning	Cloister of the	Deceitful	Displacer
21	Dank	Cocoon of the	Demonic	Djinni
22	Dark	Coliseum of the	Deranged	Doppelganger
23	Deadly	Contrivance of the	Diseased	Dragon
24	Deadly	Cottage of the	Elemental	Druid
25	Death-	Court of the	Enchanted	Efreet
26	Dimensional	Cradle of the	Enraptured	Eyeball
27	Diseased	Crags of the	Feral	Frog
28	Drilling	Craters of the	Flame-	Fungus
29	Emerald	Crypt of the	Flying	Gargoyle(s)
30	Erratic	Dens of the	Forest	Genie
31	Fabrication-	Dimension of the	Frost	Ghost(s)
32	Factory-	Domains of the	Genius	Ghouls
33	Fear-	Dome of the	Giant	Giant(s)
34	Feeding	Dungeons of the	Grotesque	God
35	Flesh-	Dwelling of the	Guardian	Golem
36	Fossilized	Edifice of the	Half-breed	Griffon
37	Frightful	Fane of the	Hallucinogenic	Hag
38	Gas-	Farm of the	Hellish	Harpies
39	Granite	Forest of the	Horde of the	Hornet(s)
40	Green	Forge of the	Horned	Horror
41	Grey	Fortress of the	Horrid	Hound(s)
42	Harvest-	Foundry of the	Howling	Hydra
43	Heliotropic	Galleon of the	Hybrid	Idol
44	Hidden	Galleries of the	Ice	Infiltrator
45	Horned	Garden of the	Imprisoned	Insect
46	Horrid	Garrison of the	Insane	Larva
47	Hunting	Generator of the	Insidious	Lich
48	Hydroponic	Glade of the	Iron	Lycanthrope
49	Industrial	Globe of the	Iron	Mage
50	Intermittent	Grotto of the	Jade	Magician
51	Intriguing	Hall of the	Lava	Manticore
52	Inverted	Halls of the	Leeching	Master

TABLE 1-1B: LOCATIONS (OVERVIEW) CONTINUED

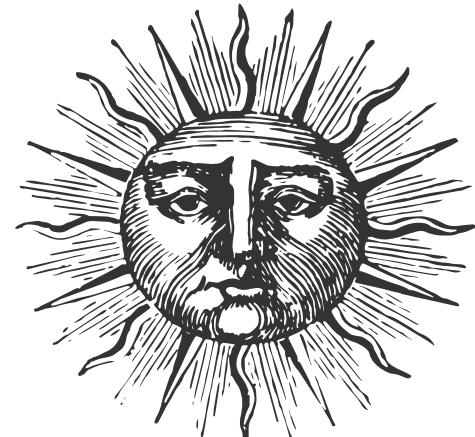
Flip it upside down

Die Roll	Structure's Description (1d100)	Structure (1d100)	Feature (First Word) (1d100)	Feature (Second Word) (1d100)	
53	Lethargy-	Harbor of the	Leopard-	Medusa	A celebration
54	Levitating	Hatcheries of the	Lunar	Minotaur(s)	Winds of change
55	Limestone	Haven of the	Mad	Monster	Jackal-headed
56	Midnight	Hill of the	Mammoth	Mummy	Laboratory
57	Monastic	Hive of the	Many-legged	Mushroom	Sun festival
58	Mosaic	Holt of the	Massive	Naga	Circle of lightning
59	Mountain	House of the	Master	Nomads	Food of the fey
60	Murder-	Hut of the	Mastermind	Octopus	Out of season
61	Nest-	Island of the	Mechanical	Ogre(s)	A stable
62	Obsidian	Isles of the	Mental	Ooze(s)	Influence from afar
63	Offshore	Jungle of the	Mind	Pirate(s)	A paradox of time
64	Orb-	Keep of the	Minions of the	Priest(s)	Sand in the hourglass
65	Perilous	Kennels of the	Mist-	Princess	Dream stones
66	Philosophical	Labyrinth of the	Monkey-	Pudding(s)	A satyr
67	Platform	Lair of the	Moon-	Puppet	Metal is cursed
68	Poorly-built	Lighthouse of the	Moth-	Rakshasa	Homunculus
69	Procreation-	Mounds of the	Sand-	Spawn	Surrounded with vermin
70	Pulsing	Lodgings of the	Mutant	Rat(s)	The armory
71	Putrid	Manse of the	Narcotic	Salamander	Hidden motives
72	Ramshackle	Mansion of the	Poisonous	Satyr	Bride of the Monster
73	Red	Marsh of the	Polluted	Scorpion	Time to act
74	Reversible	Maze of the	Predatory	Serpent	Thunder
75	Sacrificial	Megalith of the	Raider-	Shaman	Big pottery jars
76	Sapphire	Mill of the	Reaver	Shaman of the Orcs	Pointed shoes
77	Scarlet	Mines of the	Reawakened	Simulacrum	Subaqueation
78	Seaweed-	Monastery of the	Resurrected	Skeletons	Attacks cattle
79	Sentient	Monolith of the	Sabertoothed	Slime(s)	Barracks
80	Shadow-	Necropolis of the	Scarlet	Sphinx	Doorway into green
81	Ship-	Nest of the	Scheming	Spider(s)	Counterspells
82	Shunned	Obelisk of the	Sea-	Spirits	Kept under glass
83	Singular	Outpost of the	Shadow	Statue	
84	Sinister	Pagoda of the	Skeletal	Titan	
85	Slaying-	Palace of the	Slime-	Toad	

TABLE 1-1B: LOCATIONS (OVERVIEW) CONTINUED

	Die Roll	Structure's Description (1d100)	Structure (1d100)	Feature (First Word) (1d100)	Feature (Second Word) (1d100)
<i>Hidden password</i>	86	Star-	Pavilion of the	Slug-	Tree
<i>Held in stasis</i>	87	Temporary	Pits of the	Smoke	Troglodytes
<i>Part of the recipe is missing</i>	88	Treasure-	Plane of the	Snail-	Troll(s)
<i>Pushed forth</i>	89	Tumbled	Prison of the	Snake-	Tyrant
<i>But it had no eyes</i>	90	Twilight	Pyramid of the	Spell-	Warlord of the Orcs
<i>Kept in quarantine</i>	91	Unsealed	Rift of the	Summoned	Wasp(s)
<i>Roll for initiative</i>	92	Unstable	Sanctuary of the	Tribe of the	Witch
<i>Mystery</i>	93	Unthinkable	Sanctum of the	Undead	Wizard
<i>Attacks authority</i>	94	Vertical	Shrine of the	Unholy	Wolves
<i>Silver orb</i>	95	Vile	Spire of the	Vampiric	Worg(s)
<i>A fatal argument</i>	96	Wailing	Stockades of the	Villainous	Worm
<i>Waxworks</i>	97	Walled	Stronghold of the	Water	Wyrm
<i>Kobolds</i>	98	Waterborne	Tower of the	Winged	Wyvern
<i>Ah, faeries, dancing under the moon, a Druid land, a Druid tune!</i>	99	Weird	Webs of the	Wounded	Yeti
<i>Ring of machinery</i>	100	White	Zeppelin of the	Wraith-	Zombies

Example results from the tables above might include things like “The Twilight House of the Vampiric Wolves,” or “The Temporal Sanctum of the Insatiable Knight.” These are good starting points for the development of an adventure; enough, at least, to start putting your mind into gear. You might end up with a location that’s completely different from your initial starting point once all the pieces have fallen into place, been arranged, and been polished. But that’s the nature of the creative process. Getting it started is often the hardest step.



APPROACH #2: PURPOSE APPROACH

Table 1-2 below is not used in conjunction with Table 1-1A or 1-1B; it is an alternative approach to generating seeds for an adventure location. The table is focused more on the *purpose* of the location than upon its past or present *occupants*. This table requires much more creative thinking than Table 1-1A or 1-1B, because many results will be quite bizarre at first glance. This is deliberate; without strange conjunctions, tables don’t yield creative results.

Table 1-2: Locations

Die Roll	Location Contents (Word One) (1d100)	Location Contents (Word Two) (1d100)
01	Ancestral	Altar
02	Awakening-	Barge
03	Battle-	Beacon
04	Betrayal-	Bowl

TABLE 1-2: LOCATIONS CONTINUED

Die Roll	Location Contents (Word One) (1d100)	Location Contents (Word Two) (1d100)	
05	Binding-	Boxes	<i>One who walks</i>
06	Birthing-	Cages	<i>The Ooze-Pipes</i>
07	Black	Cairn	<i>Calming</i>
08	Bone-	Camp	<i>Concealed scroll</i>
09	Brain-	Catalyst	<i>Liquid, solid, gas</i>
10	Breeding-	Caverns	<i>A boat</i>
11	Bridal	Cells	<i>Forms a shape</i>
12	Burial	Channel	<i>Spiders</i>
13	Cannibal	Chasm	<i>Outrageous hats</i>
14	Confessional	Chimney	<i>Shadow runes</i>
15	Confluent	Circle	<i>The touch of a hand</i>
16	Crypt-	Cocoons	<i>Dreams from the Tower</i>
17	Curse-	Compactor	<i>Ring of toadstools</i>
18	Dark	Compass	<i>Primordial slime</i>
19	Death	Connector	<i>Salt pork</i>
20	Demon-	Coops	<i>Steal the ship</i>
21	Dimensional	Crown	<i>Blood of the fey</i>
22	Discord-	Dancer	<i>The city gates</i>
23	Dissection	Device	<i>Blue flames</i>
24	Draining-	Disk	<i>Necklace with rotating gem</i>
25	Dream-	Docks	<i>A handprint</i>
26	Earth-	Dome	<i>Pushed forward</i>
27	Ectoplasmic	Factory	<i>The words of the queen</i>
28	Egg	Farm	<i>Debugging</i>
29	Entropy	Flowers	<i>Two diseases</i>
30	Entry-	Forge	<i>Pile on the drama</i>
31	Eye-	Fountain	<i>Where landsharks dance</i>
32	Feeding	Frame	<i>So it begins</i>
33	Fever-	Gallery	<i>Wooden cube</i>
34	Filth-	Game	<i>Necromancy</i>
35	Fire-	Garden	
36	Flesh-	Globe	
37	Focus-	Grounds	
38	Fossil-	Harbor	

TABLE 1-2: LOCATIONS CONTINUED

	Die Roll	Location Contents (Word One) (1d100)	Location Contents (Word Two) (1d100)
<i>Specific receptor</i>			
<i>Rats in the walls</i>	39	Furnace-	Harvester
<i>Gargoyles</i>	40	Gate-	Hatchery
<i>One who judges</i>	41	Ghoul-	Hive
<i>Mud</i>	42	Growth-	Houses
<i>Bronze centipede</i>	43	Guard-	Incubator
<i>In times past...</i>	44	Harmonic	Jars
<i>Concealed words</i>	45	Ice-	Kennels
<i>Moves according to a schedule</i>	46	Illusion-	Keys
<i>But it had horns</i>	47	Infesting-	Kiln
<i>The animals do not approach it</i>	48	Killing-	Laboratories
<i>Shadow interactions</i>	49	Lifting-	Lantern
<i>A falcon</i>	50	Lightning-	Lens
<i>Edge of the blade</i>	51	Madness-	Machine
<i>Along-sought treaty</i>	52	Malformation-	Mandala
<i>Moon magic</i>	53	Materialization	Mirror
<i>Lots of fire</i>	54	Meat	Moat
<i>Don't touch that</i>	55	Memory-	Nets
<i>Shadows</i>	56	Mind-	Orb
<i>Forbidden to enter</i>	57	Minion-	Organs
<i>Overarching branches</i>	58	Mist-	Ovens
<i>Frogs singing on the riverbank</i>	59	Moon-	Pendulum
<i>Wreathed in moonlight</i>	60	Mummification	Pens
<i>A stream runs through it</i>	61	Murder-	Perches
<i>A chapel</i>	62	Mutation	Pillars
<i>Line of bodies</i>	63	Mutation-	Pipes
<i>Garland of leaves</i>	64	Necromantic	Pits
<i>A test of strength</i>	65	Obedience-	Pools
<i>Ceremonial halberd</i>	66	Oracle-	Portal
	67	Outer	Preserver
	68	Paradoxical	Priests
	69	Pattern	Prism
	70	Perfume-	Quarters
	71	Plague-	Rafts

TABLE 1-2: LOCATIONS CONTINUED

Die Roll	Location Contents (Word One) (1d100)	Location Contents (Word Two) (1d100)	
72	Pleasure	Rods	<i>Dangerously slippery</i>
73	Prayer-	Rooms	<i>The cat is out of the bag</i>
74	Prison-	Rune	<i>Deep snowfall</i>
75	Puzzle-	Sanctum	<i>Power of the moon(s)</i>
76	Reaction-	Separator	<i>Philosophical Disputations</i>
77	Rearrangement	Ship	<i>Who wears the crown?</i>
78	Sacrificial	Sphere	<i>Ululating cry</i>
79	Sand-	Spiral	<i>Left to the elements</i>
80	Screaming-	Spire	<i>It's a trick</i>
81	Shadow-	Spouts	<i>The Oracle Gate</i>
82	Shaping-	Stage	<i>A failed negotiation</i>
83	Simulacrum	Statue	<i>At the hunt</i>
84	Skeleton	Steps	<i>A secret agent</i>
85	Skin	Swamp	<i>Shadow shapes</i>
86	Slime-	Theater	<i>Uses a specific fuel</i>
87	Spell-	Throne	<i>Who would be blamed?</i>
88	Spider	Token	<i>Heist</i>
89	Storm-	Tomb	<i>How do you turn it off?</i>
90	Teleportation	Tower	<i>Destructive tendencies</i>
91	Tentacle-	Traps	<i>Strange looking device</i>
92	Time-	Trees	<i>Sacks of grain</i>
93	Transformational	Tubes	<i>The sludge-pools</i>
94	Tuning-	Vats	<i>Concealed letter</i>
95	Unreality-	Vines	<i>The old mill</i>
96	Vision-	Vortex	<i>Prices are rising</i>
97	War-	Wards	<i>Exiled wizard</i>
98	Winter	Webs	<i>Highly detailed</i>
99	Witch-	Well	<i>A dangerous gambit</i>
100	Witching-	Wheel	<i>Scriptorium</i>

Most of the chapters dealing with specific adventure locales also contain shorter, more specific tables for generating locations in that terrain type.

MISSIONS

Fresh vegetables

Bone face carving

Magic belt

A trial

Circle of spells

An accountant
with secret
knowledge

Concealed lever

Blue liquid

It can change its
form

A bargain with
the fey

Yellow flames

What was buried

It was buried for
safekeeping

Skeletons

This part is badly
damaged

Theater of Winter

There was one
silver lining

Hidden motives

But no one
believed

Bales of hay

A blue frog

An old feud

Changing floor

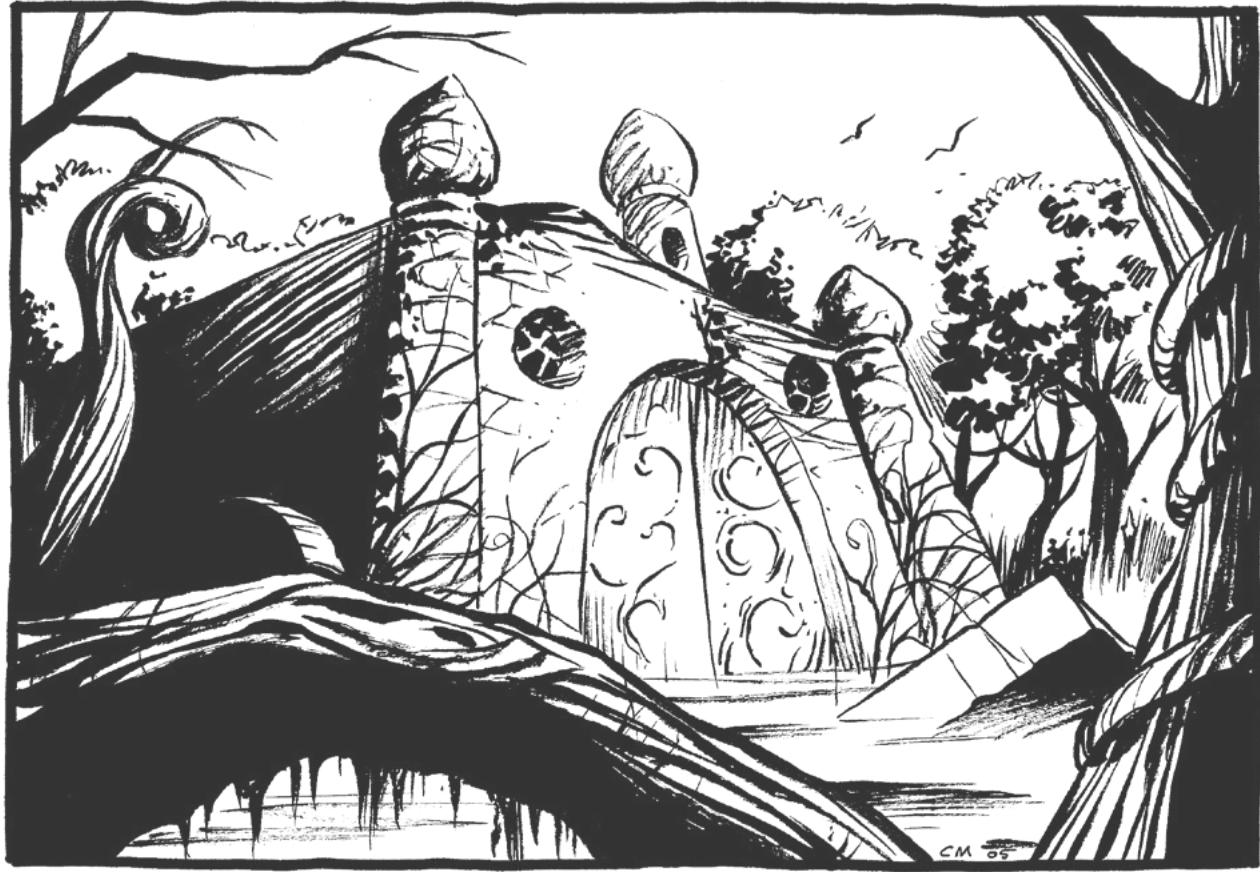
Roughly plastered

It's not technically
cannibalism

Diamond pattern

Shadow image

This was actually
Plan B.



Another starting approach to adventure design is to start with the mission facing the players, and see what interesting ideas crop up about locations or villains. This table isn't about generating missions the characters are forced to undertake in a particular way. Rather, it's a way to jump-start your creativity into coming up with a more complex adventure scenario the players might approach in a multitude of different ways.

Since many mission-based adventures involve an employer, this section also contains tables for generating patrons. Once you come up with a combination of mission + patron, other ideas about the adventure will probably start springing to mind. What might happen if the party chooses to double-cross the patron? To side with the villain? To go after the adventure, but with a different mission in mind? To look for other patrons who might have different motivations? Most of the results you'll generate with these tables can be expanded considerably from the basic seed-ideas.

Finally, there's a table of possible motivations for the players/characters themselves. Players don't like their characters to be "forced" into a particular adventure – which means you've got to offer a reason to choose one adventure over another. This table of motivations is quite useful no matter whether your initial creative spark comes from the Locations tables, the Mission tables, or the Villain's Plan tables.

Table 1-3: Types of Missions

Die Roll Type of Mission (d100)

01-25	Individual (Table 1-4)
26-50	Item (Table 1-5)
51-75	Location (Table 1-6)
76-00	Event (Table 1-7)

Table 1-4: Individual-Based Missions

Die Roll	Mission (d100)	Individual Subject of Mission (d100)
01-05	Bribe or negotiate with	Adventurer(s)
06-10	Bring message to location of	Agent or diplomat
11-15	Capture or arrest	Cleric or religious leader
16-20	Conceal/smuggle	Criminal/outlaw
21-25	Deliver/transport	Intelligent monster
26-30	Discover identity of	Local noble
31-35	Distract, decoy, or deceive	Magic-user
36-40	Entrap or sting	Messenger
41-45	Extort from	Saboteur
46-50	Find missing	Secret agent or spy
51-55	Get help from	Roll on Table 1-8: Patrons & Targets
56-60	Guard/protect	Roll on Table 1-8:
61-65	Incriminate or frame	Roll on Table 1-8
66-70	Kidnap	Roll on Table 1-8
71-75	Kill/assassinate	Roll on Table 1-8
76-80	Rescue	Roll on Table 1-8
81-85	Sabotage efforts of	Roll on Table 1-8
86-90	Spy upon	Roll on Table 1-8
91-95	Steal item from	Roll on Table 1-8
96-00	Waylay	Roll on Table 1-8

Table 1-5: Item-Based Missions

Die Roll	Mission (d100)	Item Subject of Mission (d100)
01-05	Attack to obtain	Body or corpse
06-10	Conceal	Cargo
11-15	Defend	Cattle or livestock
16-20	Deliver or transport	Clue
21-25	Destroy	Evidence of crime
26-30	Fake existence of	Evidence of innocence
31-35	Find or locate	Gold or jewelry
36-40	Guard or protect	Magic item
41-45	Hide	Map
46-50	Hijack	Message or letter
51-55	Prevent delivery of	Monster
56-60	Prevent sabotage of	Mysterious sealed container
61-65	Raid to obtain	Ownership documents
66-70	Retake or repossess	Religious item
71-75	Sabotage	Ship
76-80	Salvage from dangerous place	Statue or idol (portable)
81-85	Smuggle	Symbol of authority
86-90	Steal from within location	Unusual animal (familiar, mascot, pet, prize cow, etc.)
91-95	Steal while in transit	Vehicles with cargo
96-00	Swap fake imitation	Weapon (siege engine, famous sword, etc)



Time is reversed

Shadow color

Doppelganger

Mastodon

Looking for trouble in all the wrong places

A hippopotamus. Just saying.

The tunes have failed

Magic boots

Festival of Warfare

Stones are cursed

Supernatural speech

Efreets have a long memory

Hidden door

Ducks

Vanished at midnight

Zoo worker

It was a terrible idea, I admit.

Scholar of history

Across the ceilings

Migration patterns

The food reveals the way

Rumors

Tactics: circle around

Hallucinogenic liquid

A butterfly

Barricade of Insanity

All but one

Table 1-6: Location-Based Missions

Die Roll	Mission (d100)	Location Subject of Mission (d100)
01-04	Assault	Archaeological dig
05-08	Assault	Caravan
09-12	Break siege of	Castle
13-16	Capture and hold	Caves
17-20	Defend from attack	Cottage
21-24	Defend from attack	Dungeon
25-28	Destroy	Encampment
29-32	Escape from	Extra-planar area
33-36	Explore	Flying Structure
37-40	Find or locate	Flying Vehicle
41-44	Get supplies to	Forest
45-48	Infiltrate and control	Fort
49-52	Infiltrate and spy upon	Fortified building or manor
53-56	Liberate	Grove
57-60	Locate intruder/spy	Oasis
61-64	Loot	Prison
65-68	Loot	Ruins
69-72	Protect from infiltration	Ship
73-76	Reinforce	Stockade
77-80	Rescue hostages from	Swamp
81-84	Rescue hostages from	Tavern
85-88	Retake	Temple
89-92	Secretly return something to	Village
93-96	Stage raid upon	Warehouse
97-00	Stage raid upon	Wharfs or Docks

Table 1-7: Event-Based Missions

Die Roll	Mission (d100)	Event Subject of Mission (d100)
01-05	Destroy results of	Archaeological dig
06-10	Escape from	Arena or gladiatorial battle
11-15	Solve bizarre mystery arising from	Arrest or trial
16-20	Expose someone involved in	Assassination
21-25	Expose someone involved in	Cattle drive through a dangerous area
26-30	Hide evidence of what really happened in a recent	Coronation or transfer of power
31-35	Infiltrate group involved in	Coup d'etat or rebellion
36-40	Infiltrate group involved in	Criminal conspiracy
41-45	Investigate events of a recent	Disruption of ceremony
46-50	Investigate events of an ancient	Duel
51-55	Lead or coordinate	Execution or imprisonment
56-60	Plan and execute	Exploration/mapping expedition
61-65	Prevent	Furtive, stealthy raid
66-70	Prevent	Military assault
71-75	Protect someone involved in	Murder or attempted murder
76-80	Protect someone involved in	Natural disaster
81-85	Sabotage	Swindle
86-90	Survive or overcome	Theft
91-95	Survive or overcome	Trailblazing attempt into new area
96-00	Take leadership in	Treason and aftermath

Table 1-8: Patrons and Targets

Die Roll	Patron or Target (d1000)	
01	Abbot (large abbey)	<i>Altered by contact</i>
02	Abbot (heretic)	<i>There has been a fire</i>
03	Abbot (minor abbey or hermitage)	<i>Deliver contraband</i>
04	Accused person (guilty)	<i>Lit by gems</i>
05	Accused person (innocent)	<i>Powerful animal</i>
06	Accuser killer (roll a second time for victim's identity, if desired)	<i>Finally made contact</i>
07	Actor (famous)	<i>Concealed entrance</i>
08	Actor (leader of troupe)	<i>Pickled herring</i>
09	Actor (minor)	<i>Rotted away</i>
10	Addict (alcohol)	<i>A mediator</i>
11	Addict (drugs)	<i>Circle of webs</i>
12	Addict (gambling)	<i>A game of chess</i>
13	Addict (love)	<i>Contrary forces</i>
14	Addict (music)	<i>Unstable protective wards</i>
15	Addict (opium or hashish)	<i>Beneath a crescent moon</i>
16	Addict (other)	<i>Tactics: retreat to prepared position</i>
17	Adulterer	<i>The lottery</i>
18	Adulterer (suspected)	<i>Nutmeg</i>
19	Adventurer (cleric)	<i>Wheels and gears</i>
20	Adventurer (fighter)	<i>Rescue the captives</i>
21	Adventurer (magic-user)	<i>Festival of Cows</i>
22	Adventurer (thief)	<i>Threading a needle</i>
23	Agent (of deity)	<i>Improperly sealed</i>
24	Agent (of demon)	<i>Only one note was changed</i>
25	Agent (of fate)	<i>Technological failure</i>
26	Agent (of guild)	<i>The wrong words</i>
27	Agent (of merchant house)	<i>Delivering a message</i>
28	Agent (of mercy)	<i>Unyielding</i>
29	Agent (of sultan)	<i>Follow the money trail</i>
30	Agent (of the king)	<i>Under the lava</i>
31	Agent (secret diplomat)	
32	Agent (secret police)	
33	Agent (spy)	
34	Alchemist	
35	Alchemist (with secret formula)	
36	Almoner (collecting alms)	
37	Almoner (dispensing alms)	
38	Almoner (embezzlement suspect)	
39	Ambassador (commercial or mercantile)	
40	Ambassador (local political)	
41	Ambassador (major political)	
42	Anarchist (at work)	
43	Anarchist (scheming)	
44	Anarchist (suspected)	
45	Anarcho-syndicalist peasant	
46	Animal trainer (normal animals)	
47	Animal trainer (unusual animals)	
48	Anonymous wretch	
49	Apothecary (illegal or unlicensed)	
50	Apothecary (legal)	
51	Apprentice (mundane craft)	
52	Apprentice (thief or assassin)	
53	Apprentice (wizard or alchemist)	
54	Architect (any)	
55	Architect (castle)	
56	Architect (dungeons or prison)	
57	Architect (palace)	
58	Archivist (births and deaths)	
59	Archivist (city or town history)	
60	Archivist (criminal records)	
61	Archivist (heraldry and lineage)	
62	Archivist (land rights)	
63	Archivist (noble family)	
64	Archivist (temple)	
65	Arena owner	
66	Armorer (famous)	
67	Armorer (skilled)	
68	Artifact holder or guardian	

TABLE 1-8: PATRONS AND TARGET CONTINUED

	Die Roll	Patron or Target (d1000)	
Grains of sand	69	Artificer (lenses and glass)	102 Bazaar owner
Doorway to the fey	70	Artificer (siege engines)	103 Beadle (major temple)
Made of iron	71	Artificer (water power or aqueducts)	104 Beadle (minor temple)
Special procedure	72	Artisan (any)	105 Beadle (of heretical temple)
Curse of the Wanderer	73	Artisan (glass)	106 Beggar (crippled)
Ancient memories	74	Assassin (currently employed)	107 Beggar (normal)
A measurement of time	75	Assassin (not employed)	108 Beggar (secret identity)
Strike while the iron is hot	76	Assistant or supporter (unauthorized)	109 Beggar (thief)
Pattern of runes	77	Astrologer (charlatan)	110 Beggar (witness)
Sacks of barley	78	Astrologer (in hiding)	111 Beverage-maker
An artificer (machines)	79	Astrologer (skillful)	112 Bird catcher (fabulous and magical birds)
A jeweled key	80	Auction-house owner	113 Bird catcher (falcons)
Smoke on the Horizon	81	Author (lascivious verse)	114 Bird catcher (game birds)
Something blew up	82	Author (philosophical)	115 Bird catcher (songbirds)
Pixies are involved	83	Author (satirical)	116 Bird-creature
Ancient idol	84	Author (spell book or magic tome)	117 Blackmailer (highly successful)
Animal-killer	85	Bailiff (courtroom)	118 Blackmailer (knows of crime)
Bracelet with shifting pattern of blue stones	86	Bailiff (sheriff's official serving writs, process)	119 Blackmailer (of evil target)
Crystal ball	87	Baker	120 Blackmailer (political secret)
When the moon rises	88	Bandit (highwayman)	121 Blackmailer (sexual information)
Heretical machine	89	Bandit (leader)	122 Blackmailer (temple secret)
He was lost on a quest	90	Bandit (lone)	123 Blacksmith
It keeps careful count	91	Bandit (popular hero)	124 Blasphemer
Hook, line, and sinker	92	Bandit (with stolen treasure)	125 Blind man
Horse races	93	Barbarian	126 Bodyguard (failed)
Stolen souls	94	Barber	127 Bodyguard (working)
Board the ship	95	Bard (on mission)	128 Bookseller
	96	Bard (traveling minstrel)	129 Bounty hunter (congenial)
	97	Baron (poor)	130 Bounty hunter (debtors)
	98	Baron (rich)	131 Bounty hunter (escaped prisoners)
	99	Baroness (beautiful)	132 Bounty hunter (killer of criminals)
	100	Baroness (cruel)	133 Bounty hunter (unlicensed)
	101	Baroness (ugly)	134 Brigand (highwayman)
			135 Brigand (leader)

TABLE 1-8: PATRONS AND TARGETS CONTINUED

Die Roll	Patron or Target (d1000)	
136	Brigand (local hero)	<i>Known to be missing</i>
137	Brigand (seeking vengeance)	<i>Wine of the fey</i>
138	Brigand (unjustly accused)	<i>Golden orb</i>
139	Broker (caravan cargoes)	<i>Spring loaded</i>
140	Broker (gems)	<i>Surplus materials</i>
141	Broker (land)	<i>Red hands</i>
142	Broker (loans)	<i>Crime and Redemption</i>
143	Broker (ship cargoes)	<i>A stitch in time saves nine</i>
144	Broker of a strange transaction	<i>Uses a specific tool</i>
145	Brothel owner	<i>Hidden desires</i>
146	Bureaucratic official (cunning)	<i>The peril of a reflection</i>
147	Bureaucratic official (diligent)	<i>Intrusion</i>
148	Bureaucratic official (loyal)	<i>Geometry</i>
149	Bureaucratic official (pompous)	<i>Much like a wasp</i>
150	Burglar (retired)	<i>Broken into pieces</i>
151	Burglar (working)	<i>Seen through a glass</i>
152	Burned man	<i>A disarmed trap</i>
153	Butcher (poor)	<i>Leading the charge</i>
154	Butcher (rich)	<i>Rising from the sea to cause mayhem</i>
155	Butcher (sinister)	<i>Take advantage of it now</i>
156	Butterfly woman	<i>Herbicide</i>
157	Buyer (of something)	<i>Wizardry</i>
158	Buyer (prospective)	<i>A flower of force</i>
159	Captain (barge)	<i>Beholder</i>
160	Captain (fishing boat)	<i>Repeating pattern</i>
161	Captain (infantry)	<i>Polluted water</i>
162	Captain (mercenary)	<i>Owls</i>
163	Captain (pirate)	<i>An army of crabs comes out of the sea</i>
164	Captain (secret police)	<i>Nagas</i>
165	Captain (ship)	<i>The wrong face</i>
166	Caravan owner	
167	Cartographer (skilled)	
168	Cartographer (with vital map)	
169	Cattle breeder	
170	Cattle owner	
171	Cattle thief	
172	Celebrity figure (artistic)	
173	Celebrity figure (foreign)	
174	Celebrity figure (genius)	
175	Celebrity figure (in hiding or disguise)	
176	Celebrity figure (local)	
177	Celebrity figure (magic-related)	
178	Celebrity figure (sport or contest)	
179	Challenge recipient (cheating)	
180	Challenge recipient (hiding)	
181	Chef (skilled)	
182	Chef (trying hard)	
183	Circus owner	
184	Cleric (evil or chaotic)	
185	Cleric (good or lawful)	
186	Cleric (rebel or heretic)	
187	Clone or simulacrum	
188	Clown (entertaining)	
189	Clown (evil)	
190	Collector (animals)	
191	Collector (books)	
192	Collector (insects)	
193	Collector (magic items)	
194	Collector (minerals)	
195	Collector (mundane items)	
196	Collector (plants)	
197	Collector (unusual: souls, auras, demons, etc)	
198	Commander (city guard)	
199	Commander (secret police)	
200	Connoisseur (dangerous experiences)	
201	Connoisseur (meat)	

TABLE 1-8: PATRONS AND TARGET CONTINUED

Die Roll	Patron or Target (d1000)	
202	Connoisseur (men)	235 Criminal (unjustly accused)
203	Connoisseur (music)	236 Crippled man
204	Connoisseur (scents and perfumes)	237 Cutpurse
205	Connoisseur (wine)	238 Damsel (beautiful and noble)
206	Connoisseur (women)	239 Damsel (commoner)
207	Conservative	240 Damsel (conniving and deceitful)
208	Contest loser	241 Damsel (distressed)
209	Contest winner	242 Damsel (noble birth)
210	Cook	243 Damsel (only a disguise)
211	Cooper	244 Damsel (shockingly ugly)
212	Counselor (attorney)	245 Damsel (unchaste)
213	Counselor (political)	246 Damsel (very intelligent, with a mission)
214	Counterfeiter	247 Dancer (famous)
215	Courier (documents)	248 Dancer (salacious)
216	Courier (gems)	249 Dancer (supernatural capability)
217	Courier (illegal substances)	250 Deaf-mute
218	Courier (political messages)	251 Defender (of moral virtue)
219	Courier (stolen goods)	252 Defender (of the peace)
220	Courtesan (high class)	253 Defender (of the poor)
221	Courtesan (low class)	254 Deity (very minor) in disguise
222	Courtesan (noble)	255 Demigod (cursed)
223	Courtesan (witness or has secret)	256 Demigod (imprisoned)
224	Cousin of someone	257 Demigod (incorporeal)
225	Craftsman (general)	258 Demonologist
226	Craftsman (glassblower)	259 Dentist
227	Craftsman (magical materials)	260 Dentist (insane)
228	Crime boss (cursed)	261 Dentist (sinister)
229	Crime boss (second in command)	262 Deserter (army)
230	Crime boss (taking care of business)	263 Deserter (criminal gang)
231	Crime boss (with personal problems)	264 Diplomat (any)
232	Crime boss (worried)	265 Diplomat (commercial)
233	Criminal (accidental)	266 Diplomat (political)
234	Criminal (escaped)	267 Disembodied voice
		268 Doctor (charlatan)

TABLE 1-8: PATRONS AND TARGETS CONTINUED

Die Roll	Patron or Target (d1000)	
269	Doctor (general practice)	<i>A library</i>
270	Doctor (mystical)	<i>Rats</i>
271	Doctor (sinister)	<i>A tree of salt</i>
272	Doctor (specialist)	<i>Community dance</i>
273	Druid	<i>Rust stains</i>
274	Drummer	<i>Something unexpected washes ashore</i>
275	Elemental creature	<i>Gravity repulsion</i>
276	Emissary (affairs of the heart)	<i>Rescue people from a burning building</i>
277	Emissary (commercial)	<i>Fey influence</i>
278	Emissary (false)	<i>Doorway to nowhere</i>
279	Emissary (political)	<i>Sprites</i>
280	Emissary (religious)	<i>A pile of dirt</i>
281	Emissary (secret)	<i>Unstable ceiling</i>
282	Enchanter	<i>Alarms in the night</i>
283	Enchanter (evil)	<i>Increments of time</i>
284	Enchanter (insane)	<i>Lamentation of the leaves...</i>
285	Enchanter (non-human)	<i>A professional dancer</i>
286	Enchanter (senile)	<i>Red window</i>
287	Enchanter (very young)	<i>Canary in a coal mine</i>
288	Enchantress (beautiful)	<i>Mildew</i>
289	Enchantress (in love)	<i>Tick tock, tick tock</i>
290	Enchantress (non-human)	<i>Old memories</i>
291	Enchantress (reborn)	<i>Source of material</i>
292	Enchantress (villainous)	<i>Gives off no smell</i>
293	Engineer (aqueducts and water)	<i>It was exhaled</i>
294	Engineer (castles and temples)	<i>The sky will darken with them</i>
295	Engineer (dungeon excavation)	<i>Distinctive appearance</i>
296	Engineer (sieges)	<i>Very vague</i>
297	Escapee (disaster location)	<i>Large egg</i>
298	Escapee (monster's lair)	
299	Escapee (prison)	
300	Escapee (wizard's lab)	
301	Executioner	
302	Executioner (disgraced)	
303	Executioner (famous)	
304	Executioner (retired)	
305	Expert (code breaker)	
306	Expert (gems)	
307	Expert (investigator)	
308	Expert (magical substances)	
309	Expert (planting rumors)	
310	Expert (runes)	
311	Expert (weapons)	
312	Expert (wilderness tracking)	
313	Explorer	
314	Explorer (well known)	
315	Explorer (with secret knowledge)	
316	Extortionist (blackmailer)	
317	Extortionist (for something other than money)	
318	Extortionist (magical threats)	
319	Extortionist (violent)	
320	Extraplanar being	
321	Extraplanar being (in trouble)	
322	Falconer	
323	Falconer (unusual birds)	
324	Farmer (poor)	
325	Farmer (rich)	
326	Farmer (with three daughters)	
327	Father or mother	
328	Felon (innocent)	
329	Felon (oppressed)	
330	Ferryman	
331	Ferryman (hunchback)	
332	Fey creature or being	
333	Filthy peasant	
334	Fire marshal	

TABLE 1-8: PATRONS AND TARGET CONTINUED

	Die Roll	Patron or Target (d1000)	
Bronze spear	335	Fisherman (owns boat)	368 Ghost (harmless apparition)
Of old the world on dreaming fed...	336	Fisherman (poor)	369 Ghost (unquiet spirit)
Dream conductor	337	Flower arranger (possibly a monk?)	370 Giant Insect (intelligent)
Where the food is prepared	338	Flower-bedecked woman	371 Gladiator (famous)
A machine of some kind	339	Food-producer	372 Gladiator (reluctant)
Something is brewing	340	Fool (cursed)	373 Gladiatorial trainer
Altar of Betrayal	341	Fool (insane)	374 Glassblower
Altered furniture	342	Fool (professional)	375 Goldsmith (cursed)
Check the ceiling	343	Foreigner (beautiful noblewoman)	376 Goldsmith (general)
A strange mark	344	Foreigner (other plane of existence)	377 Goldsmith (impoverished)
Circle of healing	345	Foreigner (sinister)	378 Goldsmith (rich)
Art gallery	346	Foreigner (spy)	379 Goldsmith (skilled)
Merchant	347	Foreigner (stranded)	380 Goldsmith (threatened)
A body was stolen	348	Foreigner (with outrageous accent)	381 Goldsmith (with rival)
A distant thunder	349	Forest owner/protector	382 Governor
Ancient division	350	Forester (acorn-grubbing peasant)	383 Governor (benevolent)
London Bridge is falling down	351	Forester (forest protector)	384 Governor (cursed)
The flame of the meteor, before it can fade and flee...	352	Forger (artworks)	385 Governor (local)
Stubborn	353	Forger (documents)	386 Governor (oppressive)
Changed sides	354	Fortune-teller (accurate)	387 Governor (with personal problem)
Hooded falcon	355	Fortune-teller (annoying doom-prophet)	388 Grave robber (accused)
Writing is cursed	356	Fortune-teller (crone)	389 Grave robber (avaricious)
A manufacturing process	357	Fortune-teller (fraud)	390 Grave robber (necromantic purposes)
Dial it up to eleven	358	Friend of Nature	391 Grave robber (terrified)
Shortage of air	359	Fugitive	392 Grave robber (with curse therefrom)
The monstrosity awakens	360	Gambler (deadly games)	393 Grim reaper (yep, no kidding)
Dangerous ideas	361	Gambler (notorious cheat)	394 Guardian (archives)
	362	Gambler (recent big losses)	395 Guardian (bodyguard)
	363	Gambler (recent big winnings)	396 Guardian (criminal evidence)
	364	Gambler (with lucky charm)	397 Guardian (holy book or relic)
	365	Gambling den owner	398 Guardian (of child)
	366	Ghost (dangerous)	399 Guardian (of idea or concept)
	367	Ghost (female)	400 Guardian (of magical item)
			401 Guardian (of place)

TABLE 1-8: PATRONS AND TARGETS CONTINUED

Die Roll	Patron or Target (d1000)	
402	Guardian (other)	<i>Stacks of wooden boards</i>
403	Guardsman	<i>Cheese wheels</i>
404	Guild member (high ranking)	<i>Bioluminescent machinery</i>
405	Guild member (loyal and hardworking)	<i>The numbers show the way</i>
406	Guild member (secret freelancer)	<i>Webs of water</i>
407	Guildmaster (assassin)	<i>Dragonflies</i>
408	Guildmaster (craft)	<i>Hidden troll</i>
409	Guildmaster (merchants)	<i>The spells have failed</i>
410	Guildmaster (profession)	<i>Eviction notice</i>
411	Guildmaster (thieves)	<i>Yellow orb</i>
412	Hangman (loves his job)	<i>Uncooperative</i>
413	Hangman (retired)	<i>The fortune-teller knew</i>
414	Hangman (working in his official capacity)	<i>Hidden statue</i>
415	Heir (if someone dies)	<i>Embroidered silk</i>
416	Heir (to a barony)	<i>Emerging</i>
417	Heir (to a fortune)	<i>Don't use the boring alternative</i>
418	Heir (to something interesting)	<i>Knives are out</i>
419	Heir (to the throne)	<i>Silver crown</i>
420	Heiress (lovable)	<i>What still remains</i>
421	Heiress (of curse)	<i>Waiting for the medicine</i>
422	Heiress (of hereditary powers)	<i>A pattern of centipedes</i>
423	Heiress (secret)	<i>Eye in the ceiling</i>
424	Heiress (sinister)	<i>I remember it well (he doesn't)</i>
425	Herbalist (with secret knowledge)	<i>A hawk</i>
426	Heretic	<i>Goldsmith</i>
427	Hester (with political influence)	<i>Dream maker</i>
428	Hidden witness	<i>Perfect condition</i>
429	Historian (ancients and demigods)	<i>Eye in the box</i>
430	Historian (kings and kingdoms)	
431	Historian (magic and wizards)	
432	Historian (of a region)	
433	Historian (of a single famous person)	
434	Holy man (fake)	
435	Holy man (genuine)	
436	Huntsman (mythical beasts)	
437	Huntsman (noble)	
438	Huntsman (people)	
439	Huntsman (stag and pheasant)	
440	Hybrid human/monster type	
441	Illusionist	
442	Imposter (political or social)	
443	Imposter (secret identity)	
444	Infidel	
445	Inquisitor (any sort)	
446	Inquisitor (government)	
447	Inquisitor (illegal)	
448	Inquisitor (of powerful temple)	
449	Intelligent Animal	
450	Intelligent fish or sea animal	
451	Intelligent item (book)	
452	Intelligent item (statue)	
453	Intelligent Plant	
454	Investigator (curious amateur)	
455	Investigator (guild quality standards)	
456	Investigator (knows too much)	
457	Investigator (legitimate)	
458	Investor (lost money)	
459	Investor (needs information)	
460	Investor (suspects funny business)	
461	Jailor (prison official)	
462	Jailor simple turnkey)	
463	Jester (on the run)	
464	Jester (sinister)	
465	Jester (with magical powers)	
466	Jeweler (working on a commission)	
467	Journalist	
468	Judge (from a past trial)	

TABLE 1-8: PATRONS AND TARGET CONTINUED

Die Roll	Patron or Target (d1000)	
469	Judge (local)	
470	Judge (of a contest)	
471	Judge (of a tournament)	
472	Judge (religious court)	
473	Kidnapper (accused but innocent)	
474	Kidnapper (no longer has victim)	
475	Kidnapper (still has victim)	
476	Killer (justified)	
477	King (dead)	
478	King (dethroned)	
479	King (disguised)	
480	King (distant foreign realm)	
481	King (in hiding)	
482	King (in official capacity)	
483	King (insane)	
484	King (missing)	
485	King (of something strange)	
486	King's body part	
487	Knave (inconstant in affairs of finance)	
488	Knave (inconstant in affairs of the heart)	
489	Knave (inconstant in matters of secrecy)	
490	Knave (inconstant in matters of truthfulness)	
491	Knight (cursed)	
492	Knight (disgraced)	
493	Knight (evil)	
494	Knight (paladin)	
495	Knight (renowned)	
496	Knight (wandering)	
497	Lady in waiting (dishonored)	
498	Lady in waiting (faithful to her lady)	
499	Lady in waiting (knows terrible secret)	
500	Lady in waiting (treacherous)	
501	Land manager/protector	
502	Landlord (greedy)	
503	Landlord (under threat of death)	
504	Landlord (with property problems)	
505	Lawyer	
506	Lawyer (carrying out terms of a will)	
507	Lawyer (for the defense)	
508	Lawyer (for the prosecution)	
509	Lawyer (in a civil suit)	
510	Leader of mob or riots)	
511	Leader of prayer group	
512	Leader of sting or entrapment operation	
513	Leader of the autonomous commune	
514	Leader of the glorious uprising	
515	Leader of the pack	
516	Leader of the posse	
517	Legislator (corrupt)	
518	Legislator (getting too close to the truth)	
519	Legislator (kidnapped)	
520	Legislator (moral)	
521	Legislator (radical)	
522	Legislator (suspicious)	
523	Legislator (traditionalist)	
524	Leper (contagious)	
525	Leper (fake)	
526	Leper (real)	
527	Locksmith (accused of crime)	
528	Locksmith (magical locks)	
529	Locksmith (skilled)	
530	Lord	
531	Lord (of the dance)	
532	Lord (of the manor)	
533	Lord (of the skies)	
534	Lord (of yon great castle)	
535	Lottery winner	

*The way is closed off with bars**Unbridled optimism**Lassitude**Magical engine**Changing vision**The troubadour**Uncured hides**Shadow item**Aconite**Stone walls**Big baskets containing chickens**Shadowed tiger**Turned to liquid**Renunciation of a pact**Shifting ceiling**Circle of force**Transformed message**Forbidden machine**Anti-toxin**Charity is involved**What was destroyed**Bioluminescent fungus**Invasion**Absence of air**Ceremonial dagger**Draw the high card**Bits and pieces**Line of gems*

TABLE 1-8: PATRONS AND TARGETS CONTINUED

Die Roll	Patron or Target (d1000)	<i>An unknown person</i>
536	Love doctor	<i>Efreet</i>
537	Loyal friend of someone	<i>Servant</i>
538	Madman	<i>The forge</i>
539	Madman (cyclical madness)	<i>Sound of shadows</i>
540	Madman (dangerous)	<i>Ratcatcher</i>
541	Madman (obsessed)	<i>The code</i>
542	Maid	<i>Strange looking beast</i>
543	Maid of honor	<i>Deceptively simple</i>
544	Maiden (abandoned)	<i>Changing shape</i>
545	Maiden (chaste)	<i>Rage</i>
546	Maiden (poor)	<i>Manufacturer</i>
547	Maiden (rich)	<i>The poison has taken effect</i>
548	Maiden (seeking to change that status)	<i>Vultures</i>
549	Majordomo (for wizard)	<i>A pair of ates</i>
550	Majordomo (great manor)	<i>A blacksmith</i>
551	Majordomo (large castle or fortress)	<i>Wreathed in smoke</i>
552	Majordomo (of nobleman's city residence)	<i>Lightning-charged traps</i>
553	Majordomo (small castle)	<i>Oh, hi, I can explain.</i>
554	Majordomo (small manor)	<i>Made of brass</i>
555	Man in strange mask	<i>Pressure plate</i>
556	Man with red or glowing eyes	<i>Trapped in the monster</i>
557	Man with unusual capability	<i>When the cat's away, the mice will play</i>
558	Man with unusual legs	<i>Allowed it to creep through</i>
559	Man with unusual pet	<i>At the gibbous moon</i>
560	Man with unusual skin	<i>Bronze boots</i>
561	Man with wooden leg	<i>Ceremonial axe</i>
562	Medicine man	<i>Badly eroded</i>
563	Member of secret police	<i>Lunar eclipse</i>
564	Mercenary (leader)	
565	Mercenary (soldier)	
566	Mercenary (wounded)	
567	Merchant (addictive substances)	
568	Merchant (caravan member)	
569	Merchant (caravan owner)	
570	Merchant (fleet owner)	
571	Merchant (great)	
572	Merchant (minor)	
573	Merchant (ship owner)	
574	Merchant (silks)	
575	Merchant (sinister items)	
576	Merchant (spices)	
577	Merchant (strange items)	
578	Merchant (sundry vices)	
579	Merchant (wine)	
580	Messenger (commercial)	
581	Messenger (for military leader)	
582	Messenger (for wizard)	
583	Messenger (love affair)	
584	Messenger (of death)	
585	Messenger (of deity)	
586	Messenger (of noble)	
587	Messenger (of religious leader)	
588	Messenger (with message for characters)	
589	Military leader (betrayed)	
590	Military leader (defeated)	
591	Military leader (victorious)	
592	Miller	
593	Miller (grinds strange or magical substances)	
594	Miller (with three sons)	
595	Miller (with unusual cat)	
596	Mine owner	
597	Miner (crippled)	
598	Miner (with secret)	
599	Minister of defense	
600	Minister of justice	
601	Minister of pomp and circumstance	
602	Minister of the treasury	

Troubling the
endless reverie...

Something was
buried

A temporary phase

Attacks dreams

Shifts to random
places

A meeting of
sorcerers

Automaton

Feathers in the hat

Time to pay the
piper

The greatest of
cats

It was foretold

Moves around
randomly

Three ways
forward

Where wizards
meet

Innocent
bystanders

Wreathed in fire

Wraiths

The villain recurs

Dangerous beliefs

Trapped in the
mountains

All the sacred
flocks of red
flamingoes...

Concealed
machine

He fled the
persecution of her
glory...

Attacks buildings

Change in the
weather

TABLE 1-8: PATRONS AND TARGET CONTINUED

Die Roll	Patron or Target (d1000)	
603	Minstrel (poor)	635 Operator (gambling den)
604	Minstrel (rich)	636 Operator (public baths)
605	Minstrel (with attendant fans and followers)	637 Operator (scams)
606	Minstrel (with magic powers or instrument)	638 Opium den owner
607	Miser	639 Orchard owner
608	Moneylender (victim of a swindle)	640 Organizer (coronation)
609	Moneylender (victim of theft)	641 Organizer (festival)
610	Moneylender (with an outstanding debt)	642 Organizer (important wedding)
611	Monk (European friar)	643 Organizer (labor)
612	Monk (hermit)	644 Organizer (political)
613	Monk (seeks to avenge dead master)	645 Organizer (religious)
614	Monk (vow of silence)	646 Outlaw (hunted)
615	Monk's severed head, talking, in sandalwood box	647 Outlaw (repentant)
616	Necromancer	648 Outlaw (secret)
617	Noble (cursed)	649 Outlaw (suspected)
618	Noble (debtor)	650 Outlaw (violated taboo)
619	Noble (dishonored)	651 Outlaw (working in his job capacity)
620	Noble (impoverished)	652 Outraged parent
621	Noble (in hiding)	653 Outraged purchaser
622	Noble (rich)	654 Owner of dangerous property
623	Noble (with disease)	655 Owner of magic item
624	Noble (with personal problem)	656 Pardoner (fake political pardons)
625	Noblewoman (lovely)	657 Pardoner (fraud)
626	Noblewoman (protecting husband)	658 Pardoner (pardons have actual effect)
627	Noblewoman (shrewish)	659 Pardoner (real criminal pardons for sale)
628	Nomad (barbarian wanderer)	660 Partner (in crime)
629	Nomad (religious dervish)	661 Partner (in love)
630	Nomad (savage tribesman)	662 Partner in a business
631	Nomad (seeking lost homeland)	663 Patron (of arts)
632	Nomad (semi-civilized herdsman)	664 Patron (of temple)
633	Obvious suspect	665 Peasant (farmer)
634	Oddly familiar person	666 Peasant (oppressed)
		667 Peasant (revolting)
		668 Peasant (shepherd)

TABLE 1-8: PATRONS AND TARGETS CONTINUED

Die Roll	Patron or Target (d1000)	
669	Peasant (wealthy)	<i>Time running out</i>
670	Performer (biting satire)	<i>A test of intelligence</i>
671	Performer (deadly stunts)	<i>House of the Ten Spears</i>
672	Performer (feats of memory and observation)	<i>Lots of bugs</i>
673	Perfumer (discredited)	<i>Barricade of Iron</i>
674	Perfumer (rich)	<i>Concealed floor</i>
675	Perfumer (with rival)	<i>Not where it should be</i>
676	Perfumer (with secret)	<i>It was buried for safety</i>
677	Person of ancient ancestry	<i>The island dreams under the dawn...</i>
678	Person of evil ancestry	<i>Wererat</i>
679	Person pure of blood	<i>In the fishpond</i>
680	Person who changes size	<i>Just one toe</i>
681	Person who counted votes for an election	<i>Dark, shadowed trees</i>
682	Person who hears a voice	<i>Put your foot in</i>
683	Person who returned from a mysterious journey	<i>Green mice</i>
684	Person who returned from the dead	<i>A strange contraption</i>
685	Person with no apparent face	<i>A merciful queen</i>
686	Pickpocket	<i>Remnants</i>
687	Pikeman (city guard)	<i>The slashing claw</i>
688	Pikeman (mercenary)	<i>When the last leaf falls from the tree</i>
689	Pikeman (unemployed)	<i>Part of the information is missing</i>
690	Pilgrim (disguised)	<i>Hidden scroll</i>
691	Pilgrim (false)	<i>This part readies itself for war</i>
692	Pilgrim (seeking absolution)	<i>Mysterious experiments</i>
693	Pilgrim (seeking better luck)	<i>Requires special ritual</i>
694	Pilgrim (seeking vengeance)	<i>Copper halberd</i>
695	Pirate (aerial)	
696	Pirate (captain)	
697	Pirate (first mate)	
698	Pirate (in hiding)	
699	Pirate (sailor)	
700	Plowman	
701	Poacher (noble huntsman)	
702	Poacher (starving peasant)	
703	Poet (heroic verse)	
704	Poet (impoverished)	
705	Poet (insane)	
706	Poet (lovelorn)	
707	Poet (satire)	
708	Poisoner (amateur)	
709	Poisoner (unemployed)	
710	Poisoner (working)	
711	Police authority (guild's police)	
712	Police authority (illegal police)	
713	Police authority (informal police)	
714	Police authority (military police)	
715	Police authority (public police)	
716	Police authority (vigilantes)	
717	Polluter (food)	
718	Polluter (water)	
719	Portal controller or guardian	
720	Poseur (as celebrity)	
721	Poseur (as guild official)	
722	Poseur (as military leader)	
723	Poseur (as political personage)	
724	Poseur (as religious personage)	
725	Possessed person	
726	Potential witness	
727	Potential witness (financial crime)	
728	Potential witness (political)	
729	Potential witness (religious)	
730	Potion maker	
731	Preacher (anti-establishment, political)	
732	Preacher (new cult)	
733	Preacher (pro-government)	
734	Preacher (return to old ways)	

TABLE 1-8: PATRONS AND TARGETS CONTINUED

Die Roll	Patron or Target (d1000)	
735	Preacher (sees visions)	768 Prophet (false)
736	Preacher (social reformer)	769 Prophet (heretical)
737	Priest (defrocked)	770 Racketeer (extortion)
738	Priest (general)	771 Racketeer (high finance)
739	Priest (self-sacrificing)	772 Racketeer (shipping)
740	Priest (sinful)	773 Ranger
741	Priest (with secret past)	774 Ratcatcher
742	Priestess (accessible)	775 Rebel (against criminal organization)
743	Priestess (inaccessible)	776 Rebel (political)
744	Priestess (oracle)	777 Rebel (religious)
745	Priestess (saintly)	778 Rebel (without a particular cause)
746	Prince (deposed)	779 Recipient of strange challenge
747	Prince (evil)	780 Reeve
748	Prince (foolish)	781 Refugee (from bad event)
749	Prince (general)	782 Refugee (from combat)
750	Prince (minor)	783 Reluctant witness
751	Prince (unworthy)	784 Revenge-seeker
752	Prince (younger son)	785 Revolutionary
753	Princess (has lost important item)	786 Rival (bidder)
754	Princess (imprisoned)	787 Rival (guild)
755	Princess (intriguing for power)	788 Rival (in love affair)
756	Princess (kidnapped for marriage)	789 Rival (merchant)
757	Princess (kidnapped for ransom)	790 Rival (noble)
758	Princess (threatened with death)	791 Rival (of the party)
759	Prisoner (guilty)	792 Rival (poet or artist)
760	Prisoner (innocent)	793 Rival (wizards)
761	Prisoner (secretly held)	794 Royalist
762	Prodigal son (greedy)	795 Rumormonger
763	Prodigal son (repentant)	796 Rumormonger (punished)
764	Professor	797 Rumormonger (suspected)
765	Prophet (accurate)	798 Rune-scriber
766	Prophet (dangerous)	799 Sage (astrology)
767	Prophet (deranged)	800 Sage (history)
		801 Sage (magic)

TABLE 1-8: PATRONS AND TARGETS CONTINUED

Die Roll	Patron or Target (d1000)	
802	Sage (mathematics and science)	<i>A shining light</i>
803	Sage (nature)	<i>Sacks of beans</i>
804	Sage (philosophy)	<i>A dagger's length</i>
805	Sage (religious lore)	<i>The six in cloaks</i>
806	Sailor	<i>Doorway to the beyond</i>
807	Savage (curious)	<i>Captain of a fishing boat</i>
808	Savage (dangerous)	<i>Two people playing a game</i>
809	Scholar (history)	<i>At low tide</i>
810	Scholar (magic)	<i>Altered methods</i>
811	Scholar (natural phenomena)	<i>A stolen cloak</i>
812	Scholar (religious lore)	<i>Sabotage</i>
813	Scribe	<i>He was thought lost at sea</i>
814	Servant (in tavern of inn)	<i>A dungeon cell</i>
815	Servant (of assassin)	<i>An exodus</i>
816	Servant (of merchant)	<i>Wood turned to metal</i>
817	Servant (of military leader)	<i>Festival of Fire</i>
818	Servant (of noble)	<i>A panther attacks</i>
819	Servant (of priest)	<i>Shortage of time</i>
820	Servant (of sage)	<i>Doorway into stone</i>
821	Servant (of wizard)	<i>It was all a sham</i>
822	Shepherd	<i>Hourglass</i>
823	Sheriff (corrupt)	<i>Everyone was deceived</i>
824	Sheriff (dutiful)	<i>Unexpected healing</i>
825	Sheriff (rural)	<i>Madness</i>
826	Sheriff (sinister)	<i>Machine is cursed</i>
827	Sheriff (with personal problems)	<i>Secret process</i>
828	Shoemaker (poor)	<i>Tactics: uneven terrain</i>
829	Shoemaker (rich)	<i>Sacks of wheat</i>
830	Sin eater	<i>Much like a centipede</i>
831	Singer (any sort)	
832	Singer (cursed)	
833	Singer (famous)	
834	Son or daughter	
835	Sorcerer (demagogued)	
836	Sorcerer (political aspirations)	
837	Sorcerer (power in amulet)	
838	Sorcerer (power in familiar)	
839	Sorcerer (power in fingernails)	
840	Sorcerer (power in hair)	
841	Sorcerer (powerful)	
842	Sorcerer (transformed)	
843	Sorcerer (weak)	
844	Speaker for the ancients	
845	Speaker of foreign language	
846	Speaker of the dead	
847	Speaker of the gods	
848	Speaker of the king	
849	Spirit-creature	
850	Spy (for criminal network)	
851	Spy (for guild or merchant)	
852	Spy (for noble)	
853	Spy (for suspicious spouse)	
854	Spy (for the man)	
855	Spy (for the priesthood)	
856	Spy (for wizard)	
857	Squire (for haughty knight)	
858	Squire (for missing or kidnapped knight)	
859	Squire (for poor knight)	
860	Squire (of dead knight)	
861	Steward (for a wizard)	
862	Steward (great manor)	
863	Steward (large castle)	
864	Steward (noble's city residence)	
865	Steward (small castle)	
866	Steward (small manor)	
867	Stonemason (general)	
868	Stonemason (knows where something is hidden in the walls)	

TABLE 1-8: PATRONS AND TARGETS CONTINUED

	Die Roll	Patron or Target (d1000)	
<i>Oh, the irony</i>	869	Student	902 Teamster (strange wagons)
<i>Oozes</i>	870	Subject of a recent prophesy	903 Telepathic Blob
<i>Rescue people trapped in the sewers</i>	871	Subject of an ancient prophesy (apparently)	904 The half-a-man
<i>Where is the real power?</i>	872	Subject of the inquisition	905 Theater owner
<i>Payment from an unknown source</i>	873	Subterranean citizen	906 Thief (convicted)
<i>Sacks of feathers</i>	874	Survivor (assassination attempt)	907 Thief (freelance)
<i>Surrounded by spells</i>	875	Survivor (dungeon expedition)	908 Thief (guild member)
<i>The trail of a raindrop</i>	876	Survivor (wilderness expedition)	909 Thief (guildmaster)
<i>Requires special procedure</i>	877	Survivor (with dangerous secret)	910 Thief (retired)
<i>It was taken in</i>	878	Suspected witness	911 Thief (strange series of items)
<i>A swindler</i>	879	Swindler (accused)	912 Toll bridge owner
<i>An echo</i>	880	Swindler (suspected)	913 Toll road operator
<i>Scouts</i>	881	Swindler (working on scam)	914 Town drunk
<i>Changing images</i>	882	Swordsman	915 Trader (cattle)
<i>Random effect</i>	883	Swordsman (duelist)	916 Trader (furs)
<i>Doorway to the abyss</i>	884	Swordsman (legendary)	917 Trader (horses)
<i>Breach of an agreement</i>	885	Swordsman (mercenary)	918 Trader (scrolls and books)
<i>Pattern of images</i>	886	Swordsman (old)	919 Trader (strange items and oddments)
<i>Requires metal</i>	887	Swordsmith (discredited)	920 Traditionalist
<i>Shoemaker</i>	888	Swordsmith (famous)	921 Traitor (religious)
<i>Pattern of movement</i>	889	Swordsmith (skilled)	922 Traitor (secret society)
<i>Blue orb</i>	890	Swordsmith (with a family problem)	923 Traitor (to city)
<i>Fashioned from bone</i>	891	Tailor (poor)	924 Traitor (to guild)
<i>Follow the leader</i>	892	Tailor (to the nobility)	925 Trapper (furs)
<i>Transformed monster</i>	893	Tavern owner	926 Trapper (live animals)
<i>Sorcery of Clouds</i>	894	Tax collector (embezzler)	927 Traveler (normal)
<i>Trap</i>	895	Tax collector (oppressive bully)	928 Traveler (of planes and strange dimensions)
	896	Tax collector (working at his job)	929 Traveler (stranded)
	897	Taxidermist (strange beasts)	930 Traveler (with rumors or news)
	898	Teamster (camel driver)	931 Trustee (building)
	899	Teamster (caravan leader)	932 Trustee (item)
	900	Teamster (regular wagon driver)	933 Trustee (land)
	901	Teamster (strange beasts of burden)	934 Trustee (money)
			935 Twin

TABLE 1-8: PATRONS AND TARGETS CONTINUED

Die Roll	Patron or Target (d1000)	
936	Two-headed person	<i>Water faucet</i>
937	Unbelievably lucky person	<i>The bright sword</i>
938	Unbelievably unlucky person	<i>A binding of demons</i>
939	Uncle or Aunt of (roll again)	<i>A moth</i>
940	Undead creature (intelligent)	<i>Made of clay</i>
941	Undertaker	<i>Cloves</i>
942	Unknown victim	<i>The oracle said yesterday</i>
943	Unwilling witness	<i>Waylay the villain's courier</i>
944	Usurper (criminal)	<i>Metal turned to wood</i>
945	Usurper (guild)	<i>Measure for Measure</i>
946	Usurper (political)	<i>They have not elected a new Pope yet</i>
947	Usurper (religious)	<i>Egrets</i>
948	Vampire	<i>Scum on the water</i>
949	Vandal (unintentional)	<i>Draped with gold</i>
950	Veiled person	<i>A poem</i>
951	Vendor (elixirs)	<i>Draped with beads</i>
952	Vendor (food)	<i>Peasant Unrest</i>
953	Vendor (religious charms)	<i>Find a missing item</i>
954	Vendor (shrunken heads)	<i>Curse of the Earth</i>
955	Victim (assault)	<i>Webs of color</i>
956	Victim (counterfeit)	<i>Lycanthropes</i>
957	Victim (kidnap)	<i>Jeweler</i>
958	Victim (murder)	<i>Yellow sign</i>
959	Victim (of rumors)	<i>The color spectrum</i>
960	Victim (of slander)	<i>When the red planet is in the second house</i>
961	Victim (of theft)	<i>Wizard's research</i>
962	Vigilante (against crime)	<i>Constitution</i>
963	Vigilante (political faction)	<i>House of the Moon</i>
964	Vigilante (religious)	<i>Catapult</i>
965	Viking	
966	Vintner (awful wine)	
967	Vintner (fine wines)	
968	Wagoner	
969	Wanderer	
970	Wanderer (adventurer)	
971	Wanderer (outcast)	
972	Wanderer (with followers)	
973	Warden (prisoner has escaped)	
974	Warden (with prisoner)	
975	Warlock (dead)	
976	Warlock (disembodied)	
977	Warlock (suspicious)	
978	Warlock (with rival)	
979	Warlock (with secret agenda)	
980	Weaver (oppressed)	
981	Weaver (rich)	
982	Widow or widower of (roll again)	
983	Wife or husband of (roll again)	
984	Witch (accused)	
985	Witch (working on a task)	
986	Wizard (absentminded)	
987	Wizard (cursed)	
988	Wizard (engaged in research)	
989	Wizard (flamboyant)	
990	Wizard (powerful)	
991	Wizard (sinister)	
992	Wizard (weak or defeated)	
993	Wizard (with personal crisis)	
994	Wizard (working on a commissioned task)	
995	Woman with dancing bear	
996	Woman with snake eyes	
997	Woodcutter	
998	Zealot (political)	
999	Zealot (religious)	
000	Zoo owner	

Table 1-9: Patron Motivations

	Die Roll	Motivation (d100)	Object or Obstacle (d100)
<i>Regeneration</i>	01-05	Cause dishonor for	Ancestral enemy
<i>Evenly distributed</i>	06-10	Defeat	Business partner
<i>Line of destruction</i>	11-15	Escape from	Business rival
<i>A signal in the fire</i>	16-20	Friendship with	Concubine
<i>Contagion of an idea</i>	21-25	Gain knowledge about (or on behalf of)	Detective, investigator, or one who asks too many questions
<i>Parchment of Time</i>	26-30	Gain status over	Employer
<i>Evidence of an event</i>	31-35	Gain status with	Former compatriot
<i>The hero isn't who you think</i>	36-40	Lust for	Former employee
<i>Ghouls everywhere</i>	41-45	Protect livelihood of (or from)	Friend
<i>The dregs at the bottom of the cup</i>	46-50	Protect reputation of (or from)	Guild or business association
<i>Howling noise</i>	51-55	Protect wealth of (or from)	Offspring
<i>Lich</i>	56-60	Reconciliation with	Parent
<i>Trapped in a dimension</i>	61-65	Regain favor with	Political compatriot
<i>Mysterious visitor</i>	66-70	Regain honor stolen by	Political leader
<i>Line of silver</i>	71-75	Removal of (by death)	Political or justice official
<i>The wrong tool</i>	76-80	Removal of (kidnapping)	Religious compatriot
<i>Blood is thicker than water</i>	81-85	Rescue	Spiritual leader
<i>Trap puts you into a cage</i>	86-90	Revenge upon (or on behalf of)	Spouse
<i>An hourglass of bone</i>	91-95	Self-protection from	Temple official
<i>Not much time left</i>	96-00	Steal from	Temple or religious society

Table 1-10: Hooks and Motivations

	Die Roll	What Might Motivate Players to Choose this Adventure (d100)	How Characters Learn About the Opportunity (d100)
<i>The magic has taken effect</i>	01-04	Ability to move inconspicuously in certain groups or places	A person offers to trade information about the opportunity in exchange for money
<i>Gryphon</i>	05-08	Additional form of movement: swim or breathe water, fly, teleport, etc)	A person offers to trade information about the opportunity in exchange for money
<i>Trade places</i>	09-12	Better equipment (possibly magical)	Dream or vision suggests the opportunity in symbols and metaphors
<i>Dream conveyor</i>	13-16	Bonuses to saving throws under certain circumstances	Friend, relative, or mentor of a character informs party of the opportunity

TABLE 1-10: HOOKS AND MOTIVATIONS CONTINUED

Memory of a texture

Die Roll	What Might Motivate Players to Choose this Adventure (d100)	How Characters Learn About the Opportunity (d100)
17-20	Cure disease	Inquiries in taverns lead to a rumor of this potential opportunity
21-24	Enhanced ability to cast spells	Inquiries in taverns lead to a rumor of this potential opportunity
25-28	Enhanced ability to see or hear	Inquiries in taverns lead to a rumor of this potential opportunity
29-32	Gain experience points or levels	Legend or prophesy suggests the opportunity
33-36	Gain forgiveness or pardons for prior actions	Letter or message is intercepted by characters (possibly due to mistaken identity, possibly overheard)
37-40	Gain hit points	Letter or message is sent to characters
41-44	Improve physical appearance	Potential employer contacts party to offer the opportunity
45-48	Improve initiative, rate of attacks or speed of actions	Potential employer contacts party to offer the opportunity
49-52	Improvement in movement rate	Potential employer contacts party to offer the opportunity
53-56	Improvement or bonus to class ability (turning undead, picking locks, etc)	Potential employer contacts party to offer the opportunity
57-60	Increased strength or other ability score	Potential employer contacts party to offer the opportunity
61-64	Learn additional language	Potential employer contacts party to offer the opportunity
65-68	Money	Potential employer contacts party to offer the opportunity
69-72	Noble status or improved social status	Potential employer contacts party to offer the opportunity
73-76	Permit travel (casting of teleport, creation of planar gate, opening of dimensional gateway, etc)	Potential employer contacts party to offer the opportunity
77-80	Permit travel (required documents, safe-passage, etc)	Potential employer has posted signs with some details of the opportunity
81-84	Provide needed equipment	Potential employer has posted signs with some details of the opportunity
85-88	Receive useful information	Recently arrived people bring back word of the opportunity
89-92	Remove a curse (or other problem lingering from a prior adventure)	Rumors are floating around with some details of the opportunity
93-96	Reverse aging	Rumors are floating around with some details of the opportunity
97-00	To-hit or damage bonus in certain circumstances	Sent dream suggests the opportunity in clear terms, but without revealing who sent the dream or why

Velvet cloth

Hidden book

Divination chamber

Hooded cloak

Cloth that has made fat the murderous moth...

Waiting for the rescue

Primordial magic

Interacting forces

Use the dice

Festival of Flowers

Orbited by objects

Chanting

Wyvern

Dangerous alliance

Crocodiles

Anniversary of an event

Surrounded

A fugitive

Hard reset

Poison

Time Gates

Lightning-charged trees

Trapdoor

Nemesis

Just improvise

Garish

Use a fungus

Decorated with beads

THE VILLAIN'S PLAN

Mysterious fey creature

Prideful

An artisan

Circle of Fire(s)

A moment of panic

Waylay the villain's shipment

Shards

Plaster walls

Crypts

A scorpion is involved

Hobgoblins

Owls

Shadow clues

Militia

Cleaning supplies

An oak tree

Very fragile

Tactics: an ambush

A faithful servant

Gladiators!

The broken spear

Stone or wood is worn smooth from use

Instrumentation

This part is older than the rest

Moon-folk

Warfare

Cockatrice

A transmutation of substances

A peace treaty

The following tables can be used to get ideas for an adventure, starting with some details about the villain's plan. The plan need not be immediately obvious at the start of the adventure, and might not even be discovered until the very end. Note that this section has a master table (1-11), which directs the reader to one of tables 1-12 through 1-34. Table 1-35 (Minions) stands alone, since it can apply to virtually all of the other tables.



MASTER TABLE OF VILLAINOUS PLANS

Table 1-11: Master Table of Villainous Plans

Die Roll Type of Villainous Plan (d100)

01-06	Concealment – the villain is trying to conceal himself, to conceal his past acts, conceal his organization, conceal evidence, etc.
07-13	Conversion – the villain is trying to convert others to his way of thinking (as opposed to subversion, which involves using them without changing their minds)
14-21	Desecration – the villain seeks to desecrate a location, an item, or an event (desecration could be targeted on religion or against a tradition)
22-29	Destroy Community – the villain is trying to kill, economically destroy, or otherwise irreparably damage a particular community (possibly a sub-community or organization). He could have various motives, ranging from annoyance to following the orders of a greater villain.
30-36	Destroy Good-Aligned Group – the villain seeks to destroy a good-aligned group, either because their morals offend him, or as the first step in a larger plan
37-43	Economic Power – the villain is working on gaining wealth, either as an end in itself or to fund the next step in a larger plan
44-50	Evoke Catastrophic Event – the villain is trying to set off a natural, magical, psychic, or political disaster. This might be an end in itself, or the first step in some other plan.
51-57	Food – the villain seeks to get food for himself, a monster, or for his organization. Basic subsistence is the primary goal of many lesser villains, while reliable food sources for minions can be the objective of more powerful leaders
58-64	Gain Favor of Another Villain – the villain wants to impress someone. He might be trying to impress his boss, trying to gain an ally, or showing someone that he's worthy of employment as a minion.
65-71	Increase Personal Capability – the villain is trying to increase his inherent personal power. This might include gaining levels of experience, useful information, magic items, etc.
72-78	Political Power – the villain seeks to gain direct or indirect political power at some level of government.
79-81	Random Acts – the villain acts randomly in villainous ways

TABLE 1-11: MASTER TABLE OF VILLAINOUS PLANS CONTINUED

Die Roll	Type of Villainous Plan (d100)	
82-89	Reputation – the villain is trying to enhance his own reputation, either as an invincible villain or as a good person (which would be an infiltration tactic)	Exemplary behavior
90-95	Subversion to the Villain's Purposes – the villain is trying to mislead people into supporting his nefarious enterprises	Moon festival Corrupted by strange contact
96-00	Support Evil Groups Secretly – the villain is working behind the scenes to help other evil groups.	Something was dissolved away Spoiling for a fight A lost path A dancing teacher Reeds on the riverbank Swore fealty Barricade of Bones A well-known astrologer Shadow sword A collection Surrounded by force fields Changes when activated The fish was poisoned Decorated with feathers Not what it appears Rotting One has escaped Levitating plants How does it function? Bronze Gates Dream wanderer The faint sound of chimes Dangerous procedure Aged and wise, they seek their wanted perches within the temple...

A. CONCEALMENT

Used as a creative tool to generate the start of an adventure, this table gives some details about a villain whose highest priority at the moment is to simply to hide himself (itself) or the evidence of another plan (past, present, or future). Most likely, this is only the first step in his grand scheme, but it might be a clean-up operation from a different plan that has just finished for good or ill. The table is primarily for intelligent mastermind-types; if you've already got an unintelligent monster in mind, assume that it's building a hidden lair of some sort or roll on the Food-Related Activities table.

Table 1-12: Villainous Concealment

Die Roll	From Whom	How He's Concealing It
01-10	Another villain	Assassination. The Villain is targeting anyone who could identify him from a past identity he wants to keep secret, or is killing those who know about his plans. In other words, the villain might be trying to conceal himself or his activities; these aren't always the same. A villain engaged in secret activities might be completely certain he can't be identified, but still worried that his plot could be uncovered. Assassinations might be the last resort when a villainous plot is already starting to fall apart. The villain's minions might be his targets, too, if things have gone badly and the villain is concealing his tracks.
11-20	Another villain's minions	Eliminating Evidence (damage control). The villain is trying to eliminate evidence of a plan or crime that failed, and that he has written off. He might be taking several actions at once: killing his own minions that were involved, killing witnesses, stealing documents and other evidence, etc.
21-30	Bounty hunters or adventurers	Eliminating Evidence (mopping up). The villain is eliminating evidence of a plan or crime that has succeeded – covering his tracks, in other words. If he up a usurper on the throne (to choose one example), he might still need to kill the minion or dupe who poisoned the true king. Or, he might need to change some historical records that could reveal the usurper's non-noble pedigree. Most crimes leave evidence behind.
31-40	Bounty hunters or adventurers	Frame-up. The villain is framing another person (or monster) for a crime he committed himself. The target might be a minion, an innocent bystander the villain dislikes, or a monster such as a nearby dragon (dragons being excellent fall-guys for arsonists). Remember also: from the villain's perspective, the enemy of his enemy is not his friend – he's a potential fall guy.
41-50	Foreign authorities or military	Lair-Building (rural). The villain is building a concealed lair to hide himself and his activities from the group indicated in column 1. This could be the activity of a mindless monster (in which case column 1 is irrelevant), or it might be part of the thought-out plan of a relatively intelligent mastermind.

TABLE 1-12: VILLAINOUS CONCEALMENT CONTINUED

	Die Roll	From Whom	How He's Concealing It
<i>Heretical theory</i>	51-60	Former victim	Lair-Building (urban or village). The villain is building a hidden lair within a civilized community. Again, this could be the instinctive action of an unintelligent beast (such as a giant spider nesting in an attic, or a ghoul making tunnels under a cemetery) or might be the first step in a mastermind's plan (e.g., an evil priest digging a secret basement-complex).
<i>Hide the map</i>	61-70	Group of former allies	Organization (façade). The villain is creating an organization of innocent-looking minions in plain sight, but with a secret agenda for the group. The organization might be a cover story for existing minions (yes, we are all circus performers!) or it might be a way of recruiting unsuspecting locals to join. In this sort of operation, the villain is primarily trying to conceal the organization's secret operations rather than to conceal himself; he might even be a prominent citizen of the town or village where the organization is being created. His plan might include recruiting people away from the local community to a rural "temple" or "lodge," or the organization's base might be located right in the middle of the community (for example, an innocent-looking store that actually fences stolen goods brought in by caravan from the nearby city). To determine the organization's secret agenda, you might want to roll again on the Master Table. Note that this sort of plan is almost certainly the agenda of an intelligent villain, even if the operation is run by a minion with lower intelligence.
<i>The scent of flowers</i>	71-80	Local authorities or militia	Organization (secret). The villain is creating a secret organization of minions, meeting in secret with no cover story for their activities. This could be a secret cult, a plan to overthrow the government, or the unification of wererat tribes in the sewer tunnels of a large city. Secret societies can take many forms if you're creative.
<i>Blood flows downhill</i>	81-90	Local authorities or militia	Secret identity (establishing). The villain is disguised within the human population, and is building up a new identity for himself. He might have forged documents, or an altered body form. In this case, the villain has created a new identity – if he has taken someone's place, see below for comments.
<i>Waiting for the verdict</i>	91-00	Local authorities or militia	Secret Identity (learning). The villain has replaced a human in the community, and is learning the details of his new identity. This is not a strategy limited to shape-changing villains; anyone can pretend to be someone from far away. The villain might be making some blunders as he impersonates the dead or absent target – he might not know, for example, that the king was a vegetarian, or where the merchant hid the key to his treasure room.

B. CONVERSION

Conversion-type plans are designed to win over the hearts, minds, and possibly souls of the villain's targets. There is another similar table later on called "Subversion," and the distinction is that a conversion plot is designed to change the moral alignment of the target, whereas a subversion plot can succeed perfectly well if the target never changes at all – as long as the target keeps unknowingly working on the villain's behalf.

Table 1-13: Conversion

Die Roll	Conversion Method (d100)
01-05	Addiction. The villain uses peoples' addictions to get them to take evil actions
06-10	Bad Advice. The villain advises people to engage in evil actions, working from some position of authority he has already obtained (e.g., a good priest, a military leader, a city alderman, a prosecutor, etc). The villain might be giving insidious advice to the population at large (by preaching war, for example), or he might be in the position of an adviser to a noble, a guildmaster, or some other powerful person. The "evil vizier" of Arabian folklore is a prime example of this sort of villain.

TABLE 1-13: CONVERSION CONTINUED

Die Roll	Conversion Method (d100)	
11-15	Blackmail. The villain is blackmailing people into committing evil actions. These actions might or might not actually change their alignments, depending in how you use alignment in your game.	<i>As splendid hat</i>
16-20	Debts. The villain is a moneylender or has control of money (a local exchequer or military quartermaster, perhaps) and is using peoples' debts to force them into undertaking evil actions.	<i>Requires a certain person</i>
21-25	Demonic Gifts. The villain gives "gifts" of a demon's assistance. Eventually, the victim becomes reliant or even addicted to such help, and falls into the villain's (or the demon's) clutches as a helpless pawn.	<i>Geese are burglar alarms</i>
26-30	Enchantment. The villain is magically charming people, then persuading or ordering them to commit evil actions.	<i>Dubious treasure</i>
31-35	Hostages. The villain takes hostages, compelling their kin or the hostages themselves to perform evil actions in exchange for freedom or good treatment.	<i>The smell of burning leaves</i>
36-40	Magic. The villain uses magical means (using an item, probably) to change the alignment of his victims. The effect might only work from long-term exposure to the item, or it might be instantaneous.	<i>A child's toy</i>
41-45	Persuasion. The silver-tongued devil is able to convert people to his cause by words alone. This might be through religious conversions, or by persuading people to take specifically evil actions. This is the "tempter" type of villain common in European morality tales (eve and the serpent, Marlowe and Goethe's versions of the Doctor Faustus story, etc.)	<i>Residual effects</i>
46-50	Money. The villain simply pays people to take evil actions.	<i>Radiance</i>
51-55	Obligations of Honor. The villain is using peoples' open-ended promises and oaths as a means of getting evil actions done. The fictionalized mafia of the Godfather movies is an excellent example: by doing a favor in exchange for another, unspecified, favor in the future, the villain can force people to undertake tasks they wouldn't have agreed to ahead of time if they had known what would be required of them.	<i>Gnomes are involved</i>
56-60	Minions Give Bad Advice. The villain's minions advise evil actions from positions of authority. The plan is basically the same as "Bad Advice" above, but performed by the villain's minions instead of by the villain himself. The villain remains one step removed from the dirty work, possibly more anonymous than someone in a position to be giving advice.	<i>Quick recovery</i>
61-65	Minions Take Hostages. The villain's minions hold hostages to compel evil actions from the hostage's friends or kin. This is like the "Hostages" entry above, but the minions are the ones on the front line. As always, the weakness in the plan is that if you want something done right, you need to do it yourself.	<i>Temporary strength</i>
66-70	Minions Use Addictions. The villain's minions use peoples' addictions to get them to take evil actions. The minions might be supplying people with addictive substances, might be taking over the operations of existing suppliers by force or guile, or might be blackmailing people (assuming the drugs are illegal).	<i>Doorway to the machines</i>
71-75	Minions Use Blackmail. Similar to the "Blackmail" plot, but the villain's minions are blackmailing people into performing evil actions rather than the villain himself.	<i>Half of that</i>
76-80	Minions Use Enchantment. The villain's minions are charming people to get them to perform evil actions. This might be the same as "Enchantment" above, but it might be that the villain himself doesn't have the magical capability to enchant people. If the villain's minion is able to use such magic, and the villain isn't, keep in mind that the minion might have his own secret agenda.	<i>Cloth weapon</i>
81-85	Minions Use Magic. The villain's minions are directly changing peoples' moral alignment with the use of magic – whether this is an inherent capability or by the use of a powerful magic item (or even an artifact). As with all minion-type plans, the minions might be slightly incompetent, or might be intelligent enough to have their own agenda.	<i>Shadow vessel</i>
		<i>Unshielded</i>
		<i>As much as you can give us</i>
		<i>Avalanche</i>
		<i>The moon shows the way</i>
		<i>Festival of Mist</i>
		<i>And of the wayward twilight companies...</i>
		<i>Pattern of calligraphy</i>
		<i>Mouldering</i>
		<i>They could not reach an agreement</i>
		<i>Laborer</i>
		<i>Hawk-headed</i>
		<i>Spatial expander</i>
		<i>Source of power</i>

TABLE 1-13: CONVERSION CONTINUED

Disappearing
Luminescence
Pattern of fish
Evidence of magic
The size of an elephant
Unstable magic
Animatronic
It is, in all truth, a construct
Sound of the bronze bell
Pure nonsense
Concealed message
Specific rules of behavior
Djinni
A scrap of cloth
Copper cube
A terrible oath
A famous chef
Let the festival commence!
Two arcane symbols
Secret identity
Upside down
It was poorly calibrated
The stars bring bad omens
Formless being
Make a saving throw
Doorway to time
Cinnamon
Lightning from the sky

Die Roll	Conversion Method (d100)
86-90	Minions Use Money. The villain's minions pay people to undertake evil actions. This is only different from "subversion" in that the actions are presumably heinous enough to cause a possible change in alignment.
91-95	Minions Use Obligations of Honor. The villain has a minion who is a feudal lord, a crime boss, or who holds some other station in which people make open-ended promises to him. At the villain's request or command, the minion is able to take advantage of these open-ended promises to extort actions people would never directly have agreed to.
96-00	Minions Use Persuasion. The villain's minions persuade people into a religious or moral conversion to evil (or Chaos, depending upon the campaign). Most likely, the villain has the minion doing the job because the villain lacks the charisma (or the human appearance) to pull it off.

C. DESECRATION

In a desecration-type plot, the villain seeks to destroy, subvert, or render meaningless an important location (usually a religious site) or an event (not always religious). Table 1-14 is used when the villain intends to desecrate a location (50% chance), and Tables 1-15 and 1-16 are used if the target is an event (50% chance).



Table 1-14: Desecration Plots (Location)

Die Roll	Intended Desecration Method (Location) (d100)
01-10	Conquest. Villain plans to conquer and occupy the holy site by military assault; using a frontal attack, infiltration, or the help of a traitor.
11-20	Nullification From Afar. The villain plans to counteract the power of a holy site with activities he can perform in another location. Examples might include such things as building a dark mirror-image location as a counteracting force, or summoning clouds to hang permanently over a sun temple. Possibilities for this are pretty vast.
21-30	Raze it to the Ground. The villain plans to physically destroy a temple or holy site using an earthquake, burning it, exploding it, or using some other implement of physical destruction other than a frontal assault.
31-40	Seed of Evil. The villain plans to desecrate the temple or holy site by planting an unholy object on the premises, probably in a hidden place (but also, possibly, substituting something in plain sight with a duplicate). He might replace the eye of an idol with the eye of a demon, perhaps he might bury the body of a hanged murderer under the altar, or perhaps a stone soaked in the cursed waters of La'aashoon might be used to replace a flagstone.
41-50	Stealing the Relics. The villain plans to steal or modify the specific holy item that gives a temple or a holy site its power or significance. He might be planning to replace it with a worthless forgery, or he might plan just to hide it away. This is a good plot to introduce two levels of villain – the one who is supposed to arrange the actual theft, and a more powerful master who plans to use or destroy the relic.
51-60	Target the Congregation. The villain plans to subvert or convert the temple's congregation into attacking the priests or otherwise destroying the temple or holy site.
61-70	Target the Priesthood (Guile). The villain plans to eliminate or remove the servants of a holy site by trickery, then occupy, desecrate, or destroy the site. He might do so by impersonating a messenger from the high priesthood calling the priests away to an emergency conclave, perhaps. A nearby "natural" disaster might also be used as the decoy.

TABLE 1-14: DESECRATION PLOTS (LOCATION) CONTINUED

Die Roll	Intended Desecration Method (Location) (d100)
71-80	Target the Priesthood (Stealth). The villain plans to eliminate the servants of a holy site by stealthy means, allowing him to occupy, desecrate, or destroy the site at leisure. He might even keep the site open for business afterwards! This sort of plot might include assassinations, kidnappings, disguised replacements for the missing priests, or man other kinds of nefarious doings.
81-90	Target the Priesthood (Subvert). The villain plans to subvert the priesthood to evil, and use them to desecrate the temple. For ideas about his methods, you might want to take a look at the “Conversion” and “Subversion” tables (Table 1-13 and Table 1-32)
91-00	Unholy Event. The villain plans to desecrate the temple or holy site by causing some unholy action to take place there. Examples might include a human sacrifice, the speaking of ancient or blasphemous words, summoning a demon within the precincts, or a formal rededication of the temple to an evil deity. Most such plots would require someone to get into the site, although it might not need to be the villain himself.

Table 1-15: Desecration Methods (Event)

Die Roll	Intended Desecration Method (Event) (d100)
01-10	Attack with violence
11-20	Discredit Beforehand (legal or political)
21-30	Discredit Beforehand (religious authority)
31-40	Disrupt with violence
41-50	Interrupt with Objection (legal or political)
51-60	Interrupt with Objection (religious authority)
61-70	Kidnap Required Officials
71-80	Kidnap Required Participants
81-90	Steal Traditional Items
91-00	Subvert with counterfeit items or people

Table 1-16: Type of Ceremony Villain Plans to Desecrate (Event)

Die Roll	Type of Ceremony (d100)	Possible Key Features of Ceremony (d100)
01-05	Religious or Secular: Celebration of a secular event such as the end of a great war or the end of a famine.	Animal sacrifice (particular animal, chosen ahead of time, fitting certain criteria)
06-10	Religious or Secular: Harvest’s beginning or end	Bringing a particular object to a particular place and installing it there
11-15	Religious: Anniversary of event in history of the religion (battle victory, writing of a religious text, appearance of an avatar, etc)	Building and maintaining a temporary structure for a period of time
16-20	Religious: Anniversary of event in life of deity	Creation of a Particular Sound

*The clapping of hands**The colors show the way**Beyond all expectations**Wrath of the Wings**Who will rid me of this tumultuous priest?**Asphinx**Violation of a truce**The words of the oracle**Political strife**Taking measurements**A meeting of heroes**Random functionality**Held for ransom**Surrounded by crystals**The falcon cannot see the falconer**Bone necklace**Crossbow**Rescue the kidnapped person**Late to the party**Pendulum**Full house**Doorway into water**Silver cube**See if you can fit a shark into it**One who was expected to fail didn’t**Troglodytes**Turn it around*

TABLE 1-16: TYPE OF CEREMONY VILLAIN PLANS TO DESECRATE (EVENT) CONTINUED

	Die Roll	Type of Ceremony (d100)	Possible Key Features of Ceremony (d100)
Spy on the villain			
Beam of energy			
The bread was poisoned			
A flaw in the weave			
The sharp break			
Requires a ticket			
Holy artifact			
Hangman			
Moon writing			
Festival of Insects			
An aging leader			
Tomorrow might be different			
The lure of gemstones			
Carved from a tusk			
Circle of shadow			
Raging at his own image in the enamelled sea...			
Ring of iron			
Wreathed in vines			
Find the line			
Someone was exiled			
The meat was poisoned			
Guildmaster			
Shadow army			
Heretical idol			
Double cross			
Missed it by that much			
Changing pictures			
One who catches			
	21-25	Religious: Anniversary of event in life of hero/saint	Crowning or other rites focusing on a particular person (person chosen ahead of time, must be that person). This would be something like the “Queen of the May,” or the local baron, or some other person who can’t simply be replaced.
	26-30	Religious: Astrological Conjunctions	Day of Fasting
	31-35	Religious: Commemoration of a local religious event such as the founding of the local temple or even the conversion of the baron’s grandfather to the sect.	Handing out some sort of food, from free beer to sacks of grain, to a blessed piece of fruit. The food might or might not be prepared or consumed during the ceremony itself.
	36-40	Religious: Eclipse	Human sacrifice is part of the ceremony (if chaos/evil cult), or animal sacrifice (if sect is lawful/good). Ceremony requires a particular sacrificial victim, chosen ahead of time, fitting certain criteria.
	41-45	Religious: End/beginning of year	Opening and entering an underground area normally kept sealed
	46-50	Religious: Equinox	Planting of seeds
	51-55	Religious: Full or new moon	Reading of a particular prayer
	56-60	Religious: Lunar Solstice	Reading of omens, from the shape of clouds to the entrails of a sacrificial beast, to the release of birds to read the future in the pattern of their flight.
	61-65	Religious: Particular day ordained by the deity or a sacred text	Recitation of articles of authority
	66-70	Religious: Planting season (often involving some sort of fertility rite, either sexual or involving blood if ancient religions are used as the model).	Re-enactment of an event from the past
	71-75	Religious: Scriptural progression. If the religion’s scripture tracks through the year, the end of one chapter or book and the beginning of another might be a significant date. For example, a temple might read from the Book of Autumn, the Book of Summer, the Book of Spring and the Book of Winter. The changeover from one to the next might involve unusual ceremonies or a festival.	Re-enactment of an event from the religion’s mythology
	76-80	Religious: Solstice (closest and farthest point from sun)	Rite of passage is part of the ceremony. Requires presence of the candidates at the very least.
	81-85	Secular or Religious: rites of passage or coming-of-age ceremonies. Following the model of ancient religions, these are almost always different ceremonies for males and females, and might be on different dates.	Sexual activity; most common at fertility rites or rites of passage, but possible in any context depending on the culture or the religion as established in the campaign

TABLE 1-16: TYPE OF CEREMONY VILLAIN PLANS TO DESECRATE (EVENT) CONTINUED

Die Roll	Type of Ceremony (d100)	Possible Key Features of Ceremony (d100)	
86-90	Secular: Celebration of the local lord's birthday or anniversary.	Submersion in water, or other use of water in a ceremony	A great deal of debt might explain it
91-95	Secular: Coronation or other transference of power (at a guild or in town government, for example).	Traditional dance (the quality of it, or its adherence to particular standards, might be read as an omen).	Concealed door Historian
96-00	Secular: The opening of a market fair, or a tournament (assuming that these are wrapped up in enough tradition to be considered something that could be "desecrated").	Wild festival in which the normal rules of society are relaxed (this might be a difficult one for a villain to figure out how to desecrate).	Voice of shadow Archaeological excavation Hundreds of scrolls Doorway into fire A wooden mouse That was faked Salamanders House of the Transformation Barricade of Blades The trap contains a second trap Altered memories Wine with spices in it Shortage of supplies Altered walls Scholar of the arcane Hooded monster A mammoth is involved Changing words The mouse dances about happily Collector's item Divides in the middle Movement Requires certain circumstances A raven is involved The banner of the darkness

D. DESTROY COMMUNITY

The villain is targeting a community for destruction. Tables follow for the intended method, the villain's reason for wanting to destroy the community, and a subtable to provide additional detail if the reason is vengeance.

Table 1-17: Intended Method of Destruction

Die Roll	Intended Method of Destruction (d100)
01-05	Anger the Protector. The plan is to cause the community's destruction by getting a significant protector of the village to depart, leaving the community at the mercy of predators (including the villain). The protector might be a knight, a powerful cleric, or some other person. The methods might include framing this protector for crimes, spreading rumors about him, or impersonating him while committing crimes. Virtually any sort of activity designed to besmirch a person's reputation might be used.
06-10	Arson. The villain plans to burn everything to the ground, either directly or with the help of a firebug minion.
11-15	Attack! The villain has enough military resources to attack and destroy the community – possibly missing just one key factor.
16-20	Eviction. The villain is (legally) evicting members of the community by using his influence with the legal system, influence with rulers, false facts, framed evidence of crimes, diverting taxes from reaching tax collectors, etc. This is the “evil landlord” type of villain who makes an appearance in many of the Brothers Grimm fairy tales.
21-25	Harbor the Menace. The villain plans to (or has already started to) provide a safe lair for a predatory killer, monster, murderer, trapper, arsonist, etc. The dangerous inhabitant might have been brought in, found and adopted, or actually created by the villain.
26-30	Interdiction or Siege. This sort of plot could include any sort of interdiction of supply or demand. The “standard” use of this plot as an adventure device is a military blockade or siege; bandits cutting off the road to a village, or the siege of a fortification. However, there are many subtler ways to use this sort of plot as well. Blessings or information might be the “commodity” that’s being cut off rather than the more obvious food and trade. The villain might, for example, have manipulated the local high priest into refusing to perform religious ceremonies, or might have captured him. The interdiction might be limited to a particular commodity, such as the iron needed for a blacksmithing operation in a local castle. Causing the iron to rust while it’s in transit is an example of interdiction bearing no resemblance to a straightforward siege. Let your mind roam free for possibilities – this is a plot with lots of scope for GM creativity.

TABLE 1-17: INTENDED METHOD OF DESTRUCTION CONTINUED

	Die Roll	Intended Method of Destruction (d100)
Tactics: a low wall		
Bone dagger		
Misunderstood the Prophesy.		
A glass of wine		
Polished wood		
A traitor in their midst		
A mixture of ingredients		
Doorway to the control room		
It's a series		
Strange accent		
Ribbons, bells, and decorations		
Trader		
The flames show the way		
Mysterious and Nocturnal		
Scythe		
An intelligent giant		
Whirling colors		
Switched sides		
Falconer		
An ancient vendetta		
Unstable reality		
I remember the red hair		
Gossip		
Legal manuscript		
Smuggle the item		
Enchanted coronet		
Destroy the evidence		
Hair of the fey		
	31-35	Murder. The villain (or a deadly minion) is killing the community one at a time, the old fashioned way. This could be a straightforward psycho killer or other human-hater on the loose, or it could be a much more intricate plot: watch Tim Burton's film version of the Legend of Sleepy Hollow (the one with Johnny Depp) for a really complex example.
	36-40	Plague. The villain plans to spread a plague, or is somehow maintaining an existing plague. This might be done with mundane means such as putting rotting meat into a water supply, it might be a magical plague maintained with the help of a god of disease, or it might be a magic-user casting uniquely-crafted spells.
	41-45	Poison. The villain is poisoning something; water, food, air, animals, crops, clothing, etc.
	46-50	Prepare for Battle. The villain is hiring or assembling troops (possibly monstrous) for a direct military assault. The troops might not yet be well enough trained, or might not be numerous enough for the invasion to begin.
	51-55	Provoke Invasion by Impersonation. The villain seeks to provoke someone else into invading the community. He is doing so by impersonating members of the community while committing crimes, treason, immoral acts, etc. This could be as large-scale as committing raids against one baron's villages under the flag of another baron.
	56-60	Provoke Invasion by Lies. The villain seeks to provoke an invasion by spreading rumors and lies about the community (e.g., the village is a hideout for bandits, a guild is plotting the overthrow of the king, a village is harboring a traitor, etc.).
	61-65	Remove Skilled Leader. The villain wants to remove a skilled leader – not a protector, but someone whose services are vital to the community. Examples might include a well-known swordsmith, a druid who blesses the crops, or someone who gives wise counsel. The means of removal might include violence, provoking the community to exile the leader, or poisoning the leader's opinion of the community.
	66-70	Remove/Destroy Protective Item. The villain's target is some item that protects the community; he plans to steal it, destroy it, or nullify its effects.
	71-75	Sabotage Source of Income. The villain has a cunning plan to destroy the market for the community's product. He might plan to poison the product, sabotage its quality, spread rumors about it, etc.
	76-80	Sabotage the Food Source. The villain is eliminating domestic animals or crops, possibly by poison, possibly by slaughter, or perhaps by theft. He might be calling in predators using some magical capability.
	81-85	Smuggle in Beasts. The villain is in the process of enticing, luring, or importing monsters into the area. This could be a plot involving changelings, shape-shifters, or some other subtlety – or it might be that the villain's making a dragon-calling whistle.
	86-90	Spread Dissention. The villain plans to set members of the community violently against each other by spreading lies and rumors. This is the Iago-type villain of Shakespeare's <i>Othello</i> , who puts the right word in the right ear, spreading hatred and distrust where there was originally friendship and mutual alliance.
	91-95	Traps. The villain is setting traps around or in the community. His intention might be to kidnap, or the traps might be lethal.
	96-00	Wild West Chaos. The villain is engaging in widespread robbery and burglary, probably with the help of minions. Here, the villain's goal is either to take control of the community when law and order break down, or simply to bleed it dry in an orgy of violence and theft.

Table 1-18: Reason for Destroying this Particular Community

Die Roll	Reason (d100)	
01-05	Community has something the villain wants; total destruction might be overkill, but the villain doesn't want to (or can't, for some reason) get what he wants through a stealthier approach	<i>Face in the water</i>
06-10	Community has upset the villain's deity by its actions	<i>Just like last time but different</i>
11-15	Community irritates the villain because it is aligned with goodness or law	<i>Trees of infinity</i>
16-20	Community irritates the villain because it is free and spreading concepts of liberty	<i>Dangerous perception</i>
21-25	Community irritates the villain because it is too happy and cheerful	<i>Next in Line</i>
26-30	Community is owned or ruled by the villain's rival	<i>Requires a password</i>
31-35	Community is too close to the villain's secret lair	<i>An auction house owner</i>
36-40	Community is too close to the villain's well-known lair	<i>It's broken somehow</i>
41-45	Community knows something about the villain's past	<i>Bird legs and claws</i>
46-50	Community knows something about the villain's weakness or weak spot	<i>Circle of beliefs</i>
51-55	Community offers economic competition to the villain's own operations	<i>Lich</i>
56-60	Omens have told the villain to destroy the community	<i>Witch-light</i>
61-65	Revenge (see Table 1-19 below)	<i>The key broke off in the lock</i>
66-70	The community is harboring one of the villain's enemies or rivals	<i>Interview with a Construct</i>
71-75	Villain seeks to bring about the pre-requisites of a prophecy, and one pre-requisite seems to require the destruction of this community	<i>Draped in shadow</i>
76-80	Villain seeks to send a message to others about his power, or to turn this community into an example	<i>Improperly protected</i>
81-85	Villain wants the bodies of the dead	<i>Changing depth</i>
86-90	Villain wants the location, and all inhabitants need to be gone	<i>Vindication</i>
91-95	Villain's racial hatreds	<i>Rock formation</i>
96-00	Villain's religious hatreds	<i>What is the lure?</i>



Table 1-19: Reason for Seeking Vengeance/Revenge

	Die Roll	Reason for Vengeance (d100)
<i>Needle in a haystack</i>	01	Animals from the community frequently trespass on the villain's (or patron's) property
<i>Mercenary captain</i>	02	Boss executed for crime he committed
<i>Eroded stonework</i>	03	Boss executed for crime he did not commit
<i>Professional gambler</i>	04	Boss imprisoned for crime he committed
<i>A cyclops</i>	05	Community deliberately foiled villain's (or patron's) last plan
<i>Long beard</i>	06	Community harbors potential witness against villain (or patron)
<i>His shouting days with mirth were crowned...</i>	07	Kinsman contracted food poisoning in the community
<i>Hellhounds</i>	08	Kinsman mutilated for crime
<i>Curse of the Mad Machine</i>	09	Kinsman was beaten for beliefs or teachings
<i>Dreams and souls</i>	10	Kinsman was beaten for disrespect to leaders
<i>Not one of a kind</i>	11	Kinsman was beaten for obnoxiousness to commoner
<i>Insanity</i>	12	Kinsman was executed for beliefs or teachings
<i>Curse of the Forgotten One</i>	13	Kinsman was executed for crime
<i>Tactics: setting fires</i>	14	Kinsman was fined for a crime he committed
<i>A toy city</i>	15	Kinsman was imprisoned for beliefs or teachings
<i>Find the rune</i>	16	Kinsman was imprisoned for crime
<i>It's from an old story</i>	17	Kinsman was imprisoned for crime villain (or patron) committed
<i>Sinister</i>	18	Member of community foiled villain's (or patron's) last plan
<i>On the hunt</i>	19	Member of community is relative of one of villain's (or patron's) rivals
<i>There's that sound again</i>	20	Member of community once attacked villain (or patron) elsewhere
<i>Left open</i>	21	Member of community once foiled one of villain's (or patron's) plans elsewhere
<i>Moonbeams</i>	22	Members of the community frequently trespass on the villain's (or patron's) property
<i>Abjuration</i>	23	Members of the community frequently visit the villain (or patron) and annoy him
<i>Peasant Rebellion</i>	24	Minion beaten for beliefs or teachings
<i>Emerald casket</i>	25	Minion beaten for disrespect to community leaders
<i>Requires special clothing</i>	26	Minion beaten for obnoxiousness to commoner
<i>Static electric buildup</i>	27	Minion executed for beliefs or teachings
<i>Strange looking thing</i>	28	Minion executed for crime he committed
	29	Minion executed for crime he did not commit
	30	Minion imprisoned for beliefs or teachings
	31	Minion imprisoned for crime he committed
	32	Minion mutilated for crime
	33	Minion was fined for a crime he committed
	34	Mocked by adults for poverty or social station

TABLE 1-19: REASON FOR SEEKING VENGEANCE/REVENGE CONTINUED

The Puzzle-Sanctum

Die Roll	Reason for Vengeance (d100)	
35	Mocked by adults over appearance	<i>Jester</i>
36	Mocked by children over appearance	<i>Changing height</i>
37	Mocked by leaders for his proposed plans	<i>Sabotage the device</i>
38	Mocked by leaders over abilities	<i>A secret following</i>
39	Mocked by literati for his writings or theories	<i>Doorway into trees</i>
40	Mocked by opposite sex for amorous advances	<i>The stones show the way</i>
41	Mocked for beliefs or teachings	<i>Copper statue</i>
42	One of villain's (or patron's) rivals lives in the community	<i>Rat Gates</i>
43	Pet or trained monster was killed by community	<i>Exactly what you'd think</i>
44	The community misdirected villain (or patron) as a joke	<i>At regular intervals</i>
45	The community produces an annoying smell	<i>Let the chips fall where they may</i>
46	The community produces annoying sounds	<i>Restore functionality</i>
47	The community's color scheme grates on the villain's (or patron's) sensibilities	<i>A plot twist</i>
48	The community's food preferences disgust the villain (or patron)	<i>Powerful explosion</i>
49	The community's mode of speech grates on the villain's (or patron's) sensibilities	<i>Dangerous ideas</i>
50	The villain (or patron) was robbed in the community	<i>A day of dangers</i>
51	The villain's (or patron's) boss was robbed in the community	<i>Inflated</i>
52	The villain's (or patron's) kinsman was attacked by a local per or domestic animal	<i>Bat wings</i>
53	The villain's (or patron's) minion was attacked by a local pet or domestic animal	<i>Loud</i>
54	The villain's (or patron's) minion was robbed in the community (possibly it was the villain's (or patron's) money)	<i>An animal trainer</i>
55	Villain (or patron) beaten for beliefs or teachings	<i>Glowing mask</i>
56	Villain (or patron) beaten for obnoxiousness to commoner	<i>Wreathed in time</i>
57	Villain (or patron) caught a crippling disease while in the community	<i>Banner of the bright ones</i>
58	Villain (or patron) caught a social disease in the community	<i>An improvised weapon</i>
59	Villain (or patron) caught bad cough while visiting community	<i>Where kings meet</i>
60	Villain (or patron) contracted food poisoning in the community	<i>Cords of Firewood</i>
61	Villain (or patron) encountered prolonged bad luck there, considers the place unlucky, and is acting upon that belief	<i>Mephits</i>
62	Villain (or patron) escaped a duel of honor	<i>A primordial substance</i>
63	Villain (or patron) escaped lynching for beliefs or teachings	<i>Old prophecy</i>
64	Villain (or patron) lost court case for damages there (justly)	
65	Villain (or patron) lost court case for damages there (unjustly)	
66	Villain (or patron) lost heavily at gambling there	
67	Villain (or patron) narrowly escaped execution for beliefs or teachings	

TABLE 1-19: REASON FOR SEEKING VENGEANCE/REVENGE CONTINUED

	Die Roll	Reason for Vengeance (d100)
<i>It can change its size</i>	68	Villain (or patron) narrowly escaped lynching for a crime he did not commit
<i>Geese</i>	69	Villain (or patron) narrowly escaped lynching for crime he committed
<i>Circle of energy</i>	70	Villain (or patron) received bad service there (tavern, guild goods, brothel, etc)
<i>Secret agreement</i>	71	Villain (or patron) slipped in excrement and was soiled thereby
<i>The hunters are on the trail</i>	72	Villain (or patron) was bitten by someone's pet
<i>Blight</i>	73	Villain (or patron) was bruised and embarrassed by an accident with a person
<i>Metal cube</i>	74	Villain (or patron) was cheated by a merchant or shopkeeper of the community
<i>The weight of a single feather</i>	75	Villain (or patron) was embarrassed by being exposed as a charlatan
<i>Air is cursed</i>	76	Villain (or patron) was exiled for beliefs or teachings
<i>Something under water</i>	77	Villain (or patron) was exposed as a cheater (cards, dice, etc)
<i>Window ledges</i>	78	Villain (or patron) was exposed as a commoner rather than a nobleman (or whatever secret identity he was trying to maintain failed)
<i>Altered pathways</i>	79	Villain (or patron) was fined for a crime he committed
<i>Leaves of iron</i>	80	Villain (or patron) was imprisoned for crime he committed
<i>Bugbear</i>	81	Villain (or patron) was imprisoned for crime he did not commit
<i>Pits</i>	82	Villain (or patron) was imprisoned for his beliefs or teachings
<i>Obscured vision</i>	83	Villain (or patron) was mistakenly overtaxed or overcharged
<i>He who made you bitter made you wise...</i>	84	Villain (or patron) was mutilated for crime he committed
<i>Manacles</i>	85	Villain (or patron) was not paid for his shoddy work
<i>In the wilderness</i>	86	Villain (or patron) was not paid or rewarded for services performed there (c.f., Pied Piper)
<i>Inhabited by a monster</i>	87	Villain (or patron) was overtaxed or overcharged (as far as he is concerned)
<i>Evidence of passage</i>	88	Villain (or patron) was raised in the community and bears a grudge
<i>Dishonor and Devility</i>	89	Villain (or patron) was soiled by a chamber pot or a load of garbage that was being dumped
<i>Invisible objects</i>	90	Villain (or patron) was trampled or injured by horses owned by the community
<i>Something exploded in a strange way</i>	91	Villain (or patron) was treated rudely by serviceman or merchant
<i>Forms a vessel</i>	92-00	Community accidentally foiled villain's (or patron's) last plan

E. DESTROY GOOD-ALIGNED GROUP(S)

The villain seeks to destroy a particular association of good-aligned people. Roll on each column. Commoner methods are repeated more than once in the “Method” column.

Table 1-20: Destruction of Good-Aligned Groups

Die Roll	Good-Aligned Group to be Targeted (d100)	Intended Method of Destruction (d100)
01-05	All followers and worshippers of a particular deity	Alter effects of the group’s activities, turning the results into something deleterious instead of beneficial (poisoning new wells, appointing cruel masters to run the new orphanage, etc.). Less creative villains might just be sabotaging the projects once finished (burning the orphanage instead of turning it into an evil training ground, for example).
06-10	All good-aligned individuals in a particular area	Animal or non-summoned monster trained (or otherwise prepared by magic, or breeding) to hunt down the targeted members of the community
11-15	All powerful good-aligned individuals in a particular area	Arson directed at a building, holy site, or meeting place of the community (likely part of a larger pattern of intimidation)
16-20	An association dominated by leaders of good alignment (ranging from a charitable brotherhood to a guild of merchants whose leaders are staunchly good)	Arson directed at the residences of members of the community.
21-25	Anyone disregarding a particular evil-oriented law (or decree of an evil temple not actually part of the government) such as a requirement to wear an evil symbol or worship an evil idol, refusal to contribute to the army of an evil warlord, etc.	Cause diseases (infection or supernatural)
26-30	Anyone returning from a pilgrimage to a particular holy site	Economic sabotage
31-35	Anyone supporting a good-aligned leader during a time of evil rebellion and riots	Giving dangerous gifts that do something more than what they appear to do. Snakes hidden in gifts are a very simple example.
36-40	Anyone who was present at a particular religious ritual held in the recent past	Indirect murders by poison or traps. Generally this will involve enticing community members to a particular location, or targeting a place where the members meet.
41-45	Apprentices or henchmen of a powerful good-aligned individual such as a good wizard. To make this unclear at the outset, the initial targets might be the apprentices of the original apprentices.	Infiltration and dissention. The villain has a way to join (or have one of his minions join) the community, who will then spread lies that will break the community apart. Faked evidence might be involved.
46-50	Descendants of those who attended a particular religious event in the forgotten or even ancient past	Kidnapping and brainwashing

Landlord

Book for children

*What dreaming eyes
might see*

Minotaurs

A doll

Decorated with paint

Shriekers

Lots of dirt

Ancient portal

Jaunty

Many branches

Quartz

*A meeting of the
nobility*

Vandalism

Bronze serpent

Structurally unsound

Lit by globes

Workers’ scaffolding

A crane and platform

Temporal retractor

*Narrow window of
opportunity*

Paper lanterns

Puff of smoke

*Definitely the worse
for wear*

Display area

Water damaged

Shadow metal

*A medieval
singularity*

Hidden codebook

Old language

TABLE 1-20: DESTRUCTION OF GOOD-ALIGNED GROUPS CONTINUED

	Die Roll	Good-Aligned Group to be Targeted (d100)	Intended Method of Destruction (d100)
<i>The Book of Whispers</i>	51-55	Followers of a good-aligned prophet's teachings (possibly being identified because they wear a particular holy symbol or amulet)	Outside slander. Instead of spreading lies within the community, the villain spreads lies about the community to everyone else. The objective is to cause mob violence or legal oppression that will break or kill the members of the community.
<i>Yesterday is a foreign country</i>	56-60	Jury or judge that convicted an evil leader	Overt attacks on members by villain himself
<i>A medusa</i>	61-65	Members of a bloodline or ancestry known to be predominantly of good alignment (dwarves, for instance)	Overt attacks on members of community by villain's minions
<i>Guild Riots</i>	66-70	Members of an underground freedom movement in a tyrannical government (villain might be a member of the secret police or the inquisition)	Overt attacks on members of community by villain's minions
<i>Rain-drums</i>	71-75	Members of underground religious movement in an evil theocratic region or an area in which an evil religion holds considerable authority	Serial robberies (can include robberies of the group's caravans, homes, or places of business as well as direct robberies such as muggings).
<i>Attack the citadel</i>	76-80	Military order affiliated with good alignment but no particular faith	Stealthy murders by villain himself
<i>Made of stone</i>	81-85	Military order attached to a particular faith	Stealthy murders by villain himself
<i>Chain of flowers</i>	86-90	Military order attached to a particular good-aligned temple	Stealthy murders by villain's minions
<i>Dressed to kill</i>	91-95	Only the priests and higher followers of a particular deity	Stealthy murders by villain's minions
<i>A barber</i>	96-00	Poverty-stricken people of good alignment in a certain area	Summoned monster (a demon, spectral thing, or extra-planar horror) ordered to hunt down and slay members of the community
<i>Hidden agenda</i>			
<i>A misspoken word</i>			
<i>Heretical concept</i>			
<i>Hot air balloon</i>			
<i>A riddle</i>			
<i>Werewolf</i>			
<i>Geese are very loud</i>			
<i>Hide and seek</i>			
<i>It skipped a generation</i>			
<i>A droplet can be lethal</i>			
<i>Space travel</i>			
<i>The Mutation-Pools</i>			
<i>Kennels of the beasts</i>			
<i>A custom was violated by strangers</i>			
<i>Mace of office</i>			
<i>Requires nearby presence</i>			
<i>Bait</i>			
<i>Stone orb</i>			



Decorator had no taste

Smuggling

Teleporting plants

Met a bad end

Sonically-charged traps

Periodic sweeps of the area

A judgement

Upside down

A craftsman

The hounds are on the hunt

Prison

Bulette

A binding contract

Lunar cycle

Wreathed in magic

The law

The cold star-bane has cloven and rent their hearts in twain...

Moves when trigger event happens

Cloth spider

Manuscript of songs

A fateful ceremony

Counteract each other

When the hourglass runs out

A butcher

Ancient dragon

Trapped in the vines

Wreathed in thorns

Demons. It's always demons.

F. VILLAINOUS QUEST FOR ECONOMIC POWER

Economic villains can be those who are simply cruel and oppressive of the weak, they can be masterminds who happen to be in the money-raising phase of a plan, or they could be one part of a larger scheme. Roll on each column.

Table 1-21: Quest for Economic Power

Die Roll	Economic Motive (d100)	Method (d100)	Other Factor
01-25	Wealth in and of itself	Villain has a legitimate business, but is destroying his rivals by nefarious means (use the Destroy Community section for ideas)	Involves non-lethal force, extortion, or other intimidation
26-50	Funding for another evil plot not yet started	Villain's business is to run scams (rigged gambling, counterfeiting, selling non-existing real estate, etc)	Involves minions who have infiltrated the legal system or governing body of the community
51-75	Funding for another evil plot that's already in the works (the economic connection may often be the clue that leads to a party's discovery of the other plot)	Villain is selling dangerously flawed merchandise	Involves murders
76-00	Villain is the minion of another villain, and raising money is his assignment	Villain is selling stolen merchandise (possibly fencing for another villain, his own boss, for his own minions, or the minions of his boss)	Involves magic such as spells, shapechanging, magical counterfeiting, or mental domination

G. EVOKE CATASTROPHIC EVENT

Wreathed in wire

Inlaid metal decoration

Water's edge

Unusual type of perception

Betrayal

Transformed words

The riven shield

Spies

Weasels are responsible

Labor Unrest

Made of bronze

Shadow writing

Green spirals

Spider-killer

Water is cursed

First time's the charm, then you're screwed

Find the culprit

Copper spear

Carpenter

Law versus Chaos

I have forgiven, O new star! ...

Function depends on the instructions given

Hanged until dead

Bloodstains

Ghostly

The tide brings ill omens

Ring of mushrooms

Slipshod

Evoking catastrophic events is a common theme for villains. Generally adventures focused on this sort of villain will involve discovery of the plot and an attempt to prevent the catastrophe. Since in most cases the catastrophe hasn't yet taken place, the table focuses mainly on the missing element the villain hasn't yet completed. In some cases, the nature of the villain's plot might not be known ahead of time – in other words, the party might discover the villain's plot after attacking his stronghold for a different reason (treasure, usually).

Table 1-22: Evoke Catastrophic Event

Die Roll	Target of Catastrophe (d100)	Required for Completion (d100)
01-05	Bridge	Engineering. Mundane engineering is needed to complete preparations for the catastrophe. This could include construction of a building to the exact proportions needed, undermining a building, etc.
06-10	Building	Engineering
11-15	City	Engineering
16-20	Desert area	Engineering
21-25	Farm	Mystic Object. Creation of an object that can magically bring about the catastrophe.
26-30	Forest	Mystic Object
31-35	Fortification	Prayers for Intercession. The prayers and entreaties of enough evil (or subverted) worshippers to gain the attention of an evil deity, who will wreak the catastrophe.
36-40	Hill	Prayers for Intercession
41-45	Holy site	Prayers for Summoning. The prayers and entreaties of enough evil (or subverted) worshippers to summon a power from beyond.
46-50	Lake or oasis	Sacrifices. Enough human sacrifices
51-55	Members of a particular bloodline or ancestry	Sacrifices
56-60	Part of city (temple quarter, nobles, poor quarter, etc)	Sacrifices
61-65	Political region	Spatial Alignment. Putting mystic objects into the proper alignment with each other
66-70	Religious commune (monastery, etc)	Spatial Alignment
71-75	Road	Substance. Enough blood or other particular substance for a sacrifice or for an engineering project
76-80	Specific individual and his vicinity	Substance
81-85	Swamp	Substance
86-90	Temple	Substance
91-95	Town	The Right Time. The prophesy-appointed time has not arrived, but the ritual is relatively simple. All that's needed is for the time to be right.
96-00	Village	The Right Time

H. FIND FOOD

Minions and villains have to eat, just like everyone else. This is the best table to use if you've already decided that your key monster is non-intelligent or really stupid, but it works even for the subtlest masterminds, too.

Table 1-23: Food-Related Activities

Die Roll	Food-Related Activity (d100)
01-05	The villain/monster feeds on people from within civilization, using a secret identity for cover. This sort of villain might be a shape-shifter, a cannibal, or a disguised non-human with enough of a bipedal shape to pass for human after dark.
06-10	The villain/monster feeds on people from a hidden place in civilization (does not need to resemble a human, but might)
11-15	The villain/monster has allies nearby that need to be fed. He (or they) steals people, vegetables and grain, or livestock by means of luring them away or kidnapping them. This sort of approach is taken by a wide variety of creatures ranging from will-o-the-wisps to cattle rustlers.
16-20	The villain/monster feeds on people or livestock by making stealthy attacks from outside civilization.
21-25	The villain/monster lures people away from civilization to feed at leisure.
26-30	The villain/monster feeds on people by attacking them when they leave the boundaries of civilization. (This is virtually the default scenario of a monster lurking in the wilderness).
31-35	The villain/monster feeds on people who are given as a sacrifice or tribute by a reluctant community.
36-40	The villain/monster feeds on people who are given as a sacrifice or tribute by willing minions who run the community.
41-45	The villain/monster feeds on people in a way that leaves them alive for future feedings (e.g., parasite or other). The food source could be souls, blood, morale, ability scores, or even emotions such as jealousy.
46-50	The villain/monster feeds on people in a way that leaves them alive for future feedings, but not directly. In addition, the villain must process the vital essences before eating them. The “processing” is an extra step in the cycle.
51-55	The villain/monster is growing or raising something dangerous as a crop or livestock outside of civilization.
56-60	The villain/monster has a dangerous food source inside civilization (grows poison mushrooms or raises giant rats, for example)
61-65	The villain/monster alters a crop or livestock within civilization to make it usable for his consumption (and probably not for anyone else's).
66-70	The villain/monster has taken over an entire community for use as a food source
71-75	The villain/monster has created a community (probably through kidnapping or taking human tribute) as a food source
76-80	The villain/monster is inherently dangerous (possibly an unintelligent monster) and sneaks into community to eat crops, livestock, or garbage
81-85	The villain/monster lures away livestock or steals crops from civilized area
86-90	The villain/monster or minions eats carrion – stealing bodies, etc. They might be creating “accidental” deaths first, and retrieving the bodies after or just before burial
91-95	The villain/monster’s food processing operation outside a community is causing environmental-type damage in the community (fouled water, poisoned grass, clouds of poison gas, etc)
96-00	The villain/monster gets tributes of normal food by using threats of violence, using hostages, taking legal action, etc.

Mysterious reaction

Discover the person's identity

Snowfall

Any port in a storm

Circle of portals

Wrath of the Runes

A very, very tall hat

A stately dance

Wooden plates and cups

Brain in a jar

Find the cargo

Festival of Horses

Gem is cursed

Crystalline blade

Concealed person

Priest-killer

Playing a musical instrument

Anti-toxin

Which of these is not like the others?

Concealed book

Cloth serpent

Invisibility

Fishing

Astrology

Eggs in one basket

Dream worship

Shadow door

A string tied around a branch

Absence of water

Rules of war

Much like a spider

Barricade of Illusions

Chemical reaction

Residual magic

Submerged

Moon shapes

Pulleys and wheels

Only one item was unfinished

Attack from below

Flashes of light

Something was cursed

Hidden allies

A sleeping guardian

Relic of a saint

Mysterious disappearance

A sea serpent

Cryptic

Only one thing did not break

Barricaded area

Lots of space

Highly artistic

Orb of Sentience

Moon interactions

The sound of drums

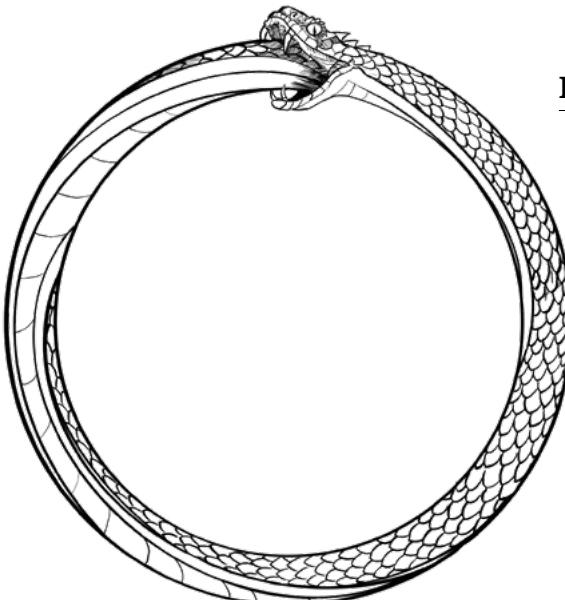
Stockade

A specter

Reflex reaction

Civil Unrest

Twas just a dog



I. GAIN FAVOR OF ANOTHER VILLAIN

The villain is either involved with some other villain, or wants to be. This relationship might be that of a minion to a leader; might be the relationship of a prospective minion to a leader; or could even be the relationship of a leader to his followers, especially if the leader relies on popularity to remain in his dominant position.

Table 1-24: Gain Favor of Another Villain (or Villainous Organization)

Die Roll	Method of Gaining Approval of Other Villain	Relationship of first villain to second villain
01-10	Bring it back to life	Disgraced follower performing a task set by the more powerful villain as a means of re-admittance to favor
11-20	Bring its minions back to life	Disgraced follower seeking to regain favor on own initiative
21-30	Offer it economic power	Initiation to a higher, formalized level within the second villain's organization (becoming a captain of thieves, for instance, or a fully ordained priest of an evil cult)
31-40	Offer it something that increases its personal capabilities	Minion acting on own initiative to curry favor
41-50	Providing food	Minion following orders but going the extra mile (possibly going beyond the scope of his authority or allotted task, too)
51-60	Providing captives	Obtaining a specific task or favor from the second villain. In some cases, often when the second villain is a supernatural creature, the second villain might automatically have to perform the favor if the first villain completes the task.
61-70	Rescue it from prison	Offspring or younger sibling of a more powerful villain
71-80	Rescue its minions from prison	Powerful villain maintaining popularity with his followers, or one powerful follower
81-90	Summon it from another plane of existence	Prospective minion (initiation or introduction)
91-00	Take political power on its behalf	The Method of gaining favor must be performed on an ongoing basis, and the second villain can't do it alone. In this case, the first villain has considerable power over the second villain, who depends upon the first villain to keep performing the requisite task.

J. INCREASE PERSONAL CAPABILITY

Many villainous plots are designed to make the villain personally more powerful, rather than focusing specifically on destruction.

Table 1-25: Increase Personal Capabilities

Die Roll	Method of Increasing Personal Capability (d100)	Objective (d100)
01-10	Activate source of power for ...	Divine source of personal power (summoned minions, improved abilities, etc)
11-20	Complete a ritual that brings forth ...	Item that increases villain's ability scores (or equivalent)
21-30	Complete terms of a prophesy that grants ...	Item that increases villain's hit dice (or equivalent)
31-40	Infiltrate a group to steal...	Item that will bring villain new minions (legendary item, ability to animate dead, item that enchants people, etc)
41-50	Kidnap a person who knows how to create or tap into ...	Item that will increase villain's ability to spy on things (crystal ball, invisibility, divination, etc)
51-60	Kidnap person who knows location of ...	Items that will increase villain's movement rate or movement capabilities
61-70	Petition demon or other such being for ...	Magic item
71-80	Research how to activate or use to best advantage ...	Money
81-90	Research how to make ...	New source of minions
91-00	Steal from person who has ...	Spells or spell book

K. GAIN POLITICAL POWER

These tables indicate the scope and nature of a villain's political machinations. If the tables indicate a plot of huge scope for a weak villain (an orcish shaman trying to take over a kingdom, for instance), keep in mind that weak villains (a) might be overreaching their capabilities, (b) might be setting the groundwork for later, or (c) might be working for a more powerful mastermind.

Table 1-26: Scope of Political Power Sought

Die Roll	Scope of Political Power Sought (d100)
01-08	Barbarian tribe
09-16	Barony
17-24	City
25-32	Extra-planar area
33-40	Guild
41-48	Humanoid tribe
	49-56 Kingdom
	57-65 Local region of civilization
	66-74 Local region of wilderness (with needed resources)
	75-83 Military unit
	84-92 Town
	93-00 Village

A mixture led to unexpected results

Our map is wrong

The messenger was delayed

Lots of snakes

A meeting of monsters

Line of light

It seeped inside

Nobody ever looks up

The handprint

A mixture of energies

Looks like the way out

On the run

Hand gestures

Crown of stones

Human-headed

Festival of Freedom

Hags

Moon metal

Ancient prophecy

Protective gloves

Goblins are responsible

Financial considerations

Fading away

Dishonor

Kind of like a thing

Contest of power

Aquarium

A clicking noise

METHOD OF GAINING POLITICAL POWER

Table 1-27: Method of Gaining Political Power

Die Roll	Method (d100)
01	Assassinate Leader with Accident. Villain is a leader's direct heir or is the second in command of a hierarchy, and is planning to assassinate the leader by creating an accident.
02	Assassinate Leader with Assassins. Villain is a leader's direct heir or second in command of a hierarchy, and is planning to hire assassins to remove the annoying impediment.
03	Behind the Throne – Criminal Power. Villain is building up a criminal organization to take over effective control of the targeted political organization, turning the existing source of authority into a mere figurehead.
04	Behind the Throne – Magical Domination. Villain is planning to dominate the organization's king or boss using magic, turning him into a puppet leader.
05	Behind the Throne – Magical Friendship. Villain is preparing to charm the leader using magic (as opposed to utterly dominating his will).
06	Behind the Throne – Military. Villain has enough forces to influence the leader's policies already, and is directing the organization's activities behind the scenes to his own advantage. The villain threatens (subtly or not) that if the leader does not accede to the villain's demands, the villain will use his troops to usurp authority.
07	Behind the Throne – Minion Shapechanger. Villain's minion is using shapechanging of some sort to impersonate a kidnapped rival, or even the leader of the organization.
08	Behind the Throne – Simulacrum. Villain seeks to replace the political leader or a rival for power with a simulacrum he controls.
09	Blackmail Rival – Lies. Villain seeks to blackmail a rival with trumped-up facts.
10	Blackmail Rival – Truth. Villain seeks to blackmail a rival with true facts.
11	Build up Favors. Villain is in control of the police or has the power to prosecute crimes. He is using this power to make various powerful people indebted to him, so that when he makes his move for power they will support him.
12	Control Food Supply – Contamination. Villain plans to gain control of the food supply by stashing food stocks and then contamination everyone else's.
13	Control Food Supply – Dietary Restrictions. Villain plans to gain control of the food supply by creating a hidden stash of a particular type of food, then imposing dietary restrictions on other kinds of food using religion, law, or heavy taxes.
14	Control Legal System – Bribes. Villain is trying to take control of the legal system in the target area by bribing judges. Note: almost all organizations have some sort of legal system for resolving disputes – this plot works for guilds and other organizations as well as cities and baronies.
15	Control Legal System – Intimidate Judges. Villain is trying to take control of the legal system in the target area by blackmailing or threatening judges. This works well for a villain who is the leader of a criminal underground, but can be used for any size or type of political organization.
16	Control Legal System – Replace Judges. Villain is trying to take control of the legal system in the target area by replacing independent judges with his own minions. His methods could include impeachment, assassination, rigged elections, or subverting/recruiting the existing judges. He will likely need to use several methods in order to conceal the fact that lots of judges are suddenly stepping down or disappearing under strange circumstances.

TABLE 1-27: METHOD OF GAINING POLITICAL POWER CONTINUED

Die Roll	Method (d100)	
17	Control Work Assignments. Villain seeks to control the assignment of jobs, giving them only to his supporters. This works well for a villain who is already in a position of some power – a guildmaster, a treasurer, or a labor leader, for instance. This sort of plot could affect jobs in areas as large as a kingdom or as small as a village, and the nature of the organization could range from royal courts to thieves guilds to religious organizations.	Deep vegetation
18	Coup d'Etat. Villain is planning a coup d'etat from the inside, with the help of allies in the community or organization.	The sails of unknown ships
19	Create Power Vacuum – Trap. Villain is creating a trap that will kill much of the leadership (collapsing the town hall, for example), and let him take charge when there is no one else offering effective leadership.	Glue
20	Discredit Superior Officer – False Accusations. Villain plans to spread a rumor to his own leader's superior, indicating that his leader is involved in treachery.	A Perilous Blooming
21	Discredit Superior Officer – False Accusations to followers. Villain plans to spread a rumor to the public at large (or to troops, or other followers) that his superior officer is engaged in unsuitable behavior.	Fountain of lava
22	Discredit Superior Officer – Inciting. Villain plans to set his superior officer up for failure by creating and inciting particular situations the superior officer is supposed to prevent from happening.	Thaumaturgy
23	Discredit Superior Officer – Information. Villain plans to set his superior officer up for failure by giving away vital information about the superior officer's operations and plans. This will allow the leader's enemies or rivals to continually outwit and outperform the leader (until the villain, as his junior, is asked to take the post).	Enough gnats can weigh several pounds
24	Discredit Superior Officer – Sabotage. Villain plans to set his superior officer up for failure by sabotaging his operations.	Extortion
25	Dominate population – Addictions. The villain is using an addictive substance (or an addictive event or experience) to bring members of the population under his thrall.	Broken brickwork
26	Dominate Population – Mental Domination. The villain is setting up an event that will have a tremendously powerful magical or mental effect, rendering everyone in the vicinity malleable to the villain's will.	Deep carpet
27	Eliminate Advisor with Assassins. The villain is an advisor to the leader (not second in command), and is eliminating other advisers. Current method for eliminating the next adviser is to have him assassinated.	Time travel
28	Eliminate Advisor with Frame-up – Crime. The villain is an advisor to the leader (not second in command), and is eliminating other advisers. Current method for eliminating the next adviser is to frame him for a crime actually committed by the villain.	A deadly chase
29	Eliminate Advisor with Frame-up – Adultery. The villain is an advisor to the leader (not second in command), and is eliminating other advisers. Current method for eliminating the next adviser is to frame him for committing adultery (possibly with the top leader's wife)	Has a dark side
30	Eliminate Advisor with Frame-up - Lying. The villain is an advisor to the leader (not second in command), and is eliminating other advisers. Current method for eliminating the next adviser is to frame him for lying to the top leader (or some other serious lie)	Ubiquity
31	Eliminate Advisor with Frame-up – Cowardice. The villain is an advisor to the leader (not second in command), and is eliminating other advisers. Current method for eliminating the next adviser is to frame him for cowardice.	The countdown has started
32	Eliminate Current Commander – Frame-up for Crime. Villain is not yet an heir or second in command, but is working his way up the chain (if he has been committing crimes to do so this might be a reason why the party is getting involved). He plans to eliminate his current commander by framing him for a crime the villain has already committed.	Spatial changer
		The thieves guild wants you to plant some false evidence
		Line of sight
		The wrong weapon
		Structurally unsound
		In search of a brawl
		Closes and locks
		Unstable ingredients
		Waiting for the judgement
		Consumes a particular resource
		Residual sounds
		Steward to a noble house
		Gladiator

TABLE 1-27: METHOD OF GAINING POLITICAL POWER CONTINUED

*Necklace of Confusion**A game of cards**Bridges and walkways**Wights**Three elderly women**Strange and similar to coral**Of the bloodline**Colorful boots**A scorpion's tail**Dangerous words**The surety of its hidden root...**Force cube**A meeting of alchemists**It was the wrong time**Crime and Punishment**Stepped forward**A stone flower**A failed incantation**Locusts**Part of the story is missing**Synthesis**Shrine**A silver key**Abomination from beneath the earth**Fruit preserves**Song of the bird**Doorway to the worm*

Die Roll	Method (d100)
33	Eliminate Current Commander – Frame-up for Adultery. Villain is not yet an heir or second in command, but is working his way up the chain (if he has been committing crimes to do so this might be a reason why the party is getting involved). He plans to eliminate his current commander by framing him for adultery.
34	Eliminate Current Commander – Frame-up for Cowardice. Villain is not yet an heir or second in command, but is working his way up the chain (if he has been committing crimes to do so this might be a reason why the party is getting involved). He plans to eliminate his current commander by framing him for cowardice.
35	Eliminate Current Commander – Frame-up for Dishonor. Villain is not yet an heir or second in command, but is working his way up the chain (if he has been committing crimes to do so this might be a reason why the party is getting involved). He plans to eliminate his current commander by framing him for some dishonorable act – lying, for instance.
36	Eliminate Current Leader – Insanity. The villain is somehow causing insanity in the leader so he can shake up the hierarchy to his own advantage. He is not necessarily the heir to power, but he expects that his position will be significantly advanced by the leader's removal.
37	Eliminate Rival – Magical Domination. The villain is planning to magically dominate a rival, turning him into a fall guy, causing him to resign, causing him to advance the villain in the hierarchy, etc.
38	Eliminate Rival – Magical Friendship. The villain is preparing to charm a rival into becoming his friend and ally, although the villain does not have enough power to completely dominate the rival.
39	Fake Miracles. The villain is fooling people into believing that he is performing wonders (these are actually staged events, staged attacks, staged healing, etc.). Note that these are not necessarily magical miracles – they might be military “victories” against the villain’s own forces, for instance.
40	False Claim – Dynastic Succession. Villain plans to establish a false (or perhaps even real) claim to power based on the villain’s family tree. Villain’s purported ancestors were overthrown by the current leader’s ancestors. This is probably done with forged documents “proving” ancestry or with a last testament and will.
41	False Claim – Family Succession. Villain plans to establish a false (or perhaps even real) claim to power based on the leader’s family tree (as opposed to the villain’s). Supposedly, leader’s ancestor was adopted and named as the heir, while villain’s real or purported ancestor actually had the right by primogeniture. Or vice versa. This is probably done with forged documents.
42	False Defense – Leader’s Base. The villain will stage an attack on a superior officer’s base of power, and be in the right place at the right time to “defend” it from his own attack (the fight might be staged, or might be real), and thereby earn his superior officer’s gratitude.
43	False Defense – Leader’s Family. The villain will stage an attack on a superior officer’s family, and be in the right place at the right time to “defend” the family from the attack, thereby earning the superior officer’s gratitude.
44	False Defense – Leader’s Home Community. The villain will stage an attack on a superior officer’s home community while the leader is away, placing himself in the right place at the right time to “defend” it from his own attack. He hopes to gain the leader’s gratitude from the successful defense.
45	False Identity – Higher Authority (minion). Villain’s minion is posing as the representative of a higher authority (religious, feudal, etc) and is delivering “orders” to the leader. The imposture could be accomplished with shapechanging, forged documents, or sheer bravado.

TABLE 1-27: METHOD OF GAINING POLITICAL POWER CONTINUED

Die Roll	Method (d100)	
46	False Identity – Higher Authority (villain). The villain is posing as the representative of a higher authority (religious, feudal, etc) and is delivering “orders” to the leader. The imposture could be accomplished with shapechanging, forged documents, or sheer bravado.	<i>Make an offer</i>
47	Financial Scheme – Debt and Foreclosure. The villain plans to put a rival into monetary debt to the villain. This could be done by a combination of financial scams and with the help of moneylenders who are a front for the villain. He might also be buying the rival’s debts from moneylenders. Foreclosure or gaining influence through the threat of foreclosure might be the leverage he plans to achieve.	<i>The plan did not survive contact with the enemy</i>
48	Financial Scheme – Identity Theft. The villain is trying to create a financial disaster for one of his rivals, such as an equal rival, a superior officer, or even the top leader in the chain of command. His method is to use the opponent’s identity to borrow money and incur debts in the opponent’s name. The villain, of course, benefits twice: he not only eliminates his rival, but also he gets the fraudulently obtained cash.	<i>Everyone has a share</i>
49	Financial Scheme – Scams. The villain is trying to create a financial disaster for one of his rivals by targeting them directly with financial scams. Probably the villain is trying to pocket the money from the scams, too.	<i>Subterranean garden</i>
50	Financial Scheme – Theft. The villain is trying to create a financial disaster for one of his rivals by stealing the rival’s money.	<i>Maenads</i>
51	Impersonation – Heir. The villain plans to pose as a lost or missing heir (possibly one that became lost or missing through the villain’s efforts).	<i>Speckled pattern</i>
52	Impersonation – Shapechanging. The villain is using shapechanging of some kind to impersonate a kidnapped rival, or even the leader of the organization.	<i>Secondary meaning</i>
53	Infiltration – Mental. Villain is in control of guards or other military force, and is corrupting their minds with charm, hypnosis, unbelievable charisma, etc. His goal is to use them as the shock troops for some sort of coup attempt.	<i>The mad jester</i>
54	Infiltration – Purge. The villain is (or has been) infiltrating troops, monsters, etc. into the community where the organization is based, planning for a sudden and coordinated purge of his rivals.	<i>Trustworthiness</i>
55	Infiltration – Takeover. The villain is (or has been) infiltrating troops, monsters, etc. into the community where the organization is based, planning for a sudden and coordinated takeover of key locations.	<i>Divided into parts</i>
56	Kidnap Rival. The villain seeks to kidnap a rival. The goal is to get information, get the hostage to write letters that help the villain, etc.	<i>Phases into being</i>
57	Kidnap Rival’s Family. The villain seeks to take a rival’s family or friends hostage to influence the rival’s actions.	<i>Ruby capsule</i>
58	Manipulate Omens Against Rival. The villain plans to manipulate omens to suggest that his rival is evil or unsuitable for command.	<i>Strange eggs</i>
59	Manipulate Omens for Self. The villain plans to manipulate omens to suggest that he (or his minion) is the best choice for something, the rightful leader, the only hope, etc.	<i>Ancient curse</i>
60	Marry Heir – Magical Domination. The villain plans to seduce the top leader’s daughter (or son, as applicable) by using charm, hypnotism, love potions, etc. This part of the plot may already have occurred, putting the player characters into the position of having to stop the marriage or otherwise foil the plot.	<i>Weaver</i>
61	Marry Heir – Seduction. The villain plans to gain the position of heir to political power by marrying one of the leader’s children. The villain is using traditional means to do so (presumably this is a villain with tremendous charisma).	<i>Circle of necromancy</i>

TABLE 1-27: METHOD OF GAINING POLITICAL POWER CONTINUED

	Die Roll	Method (d100)
<i>Mysterious foreigner</i>	62	Military Conquest. The villain has (or is building) enough military power (outside the community) to make a direct military conquest. This is fairly straightforward.
<i>The wrong clothes</i>	63	Military Interdiction. The villain is using military power to cut off supplies or exports – this is the classic brigand-villain who starves his enemies into submission and is given power when they surrender. In a more abstract sense, a sinister merchant could use a financial version of this scheme against a guild or another merchant, using thieves, bandits, and pirates to stop their exports and trade.
<i>Wreathed in magic</i>	64	Military Intimidation. The villain is building up a military force inside or outside the organization/ community, planning to reach the point where his military power is enough to allow him to influence policy.
<i>Planar manuscript</i>	65	Military Takeover – Circumventing Defenses. The villain has military power of his own, but his real project is to circumvent the target's defenses. In the case of a fortification, this could include digging a secret tunnel beneath the walls; in other cases, it could be a preparation to poison or incapacitate defenders, hire a traitor to open the gates, etc.
<i>Gladiators</i>	66	Military Takeover – Removing Key People. The villain has military power and is ready to attack. His first step is to remove a few key people of power who represent a military threat to him. Note: in addition to controlling a government, this plot could also be applied to the takeover of a guild by means of a purge – the strongest guild members and their adventurer friends might be the targets of the purge.
<i>Pit trap</i>	67	Military Takeover – Stealing Key. The villain has military power, but is working on weakening the defenses of the target. His immediate method is to steal a key or password that gives him access to the defensive item. The item might be magical, or it might be, say, the password that lets people into the area where the catapults are located (so that they can be sabotaged just before the attack).
<i>A story for the ages</i>	68	Military Takeover – War of Attrition. The villain has military power, but is working on weakening the defenses of his target by ambushing enemy soldiers or guards before the actual assault, thus reducing their numbers.
<i>Go all Cthulhu on it</i>	69	Minion Seduces Heir. The villain has a minion or an ally who is seducing the heir. The minion could possibly be a supernatural creature, such as a succubus.
<i>Iron statue</i>	70	Mob Charisma. By sheer force of charisma, the villain is whipping the population into a frenzy, preparing to mount a popular takeover in a series of riots.
<i>Words of the guilty one</i>	71	Murder Own Powerful Spouse. The villain is married to the leader already, who is now his only impediment to absolute power.
<i>A sworn affidavit</i>	72	Murder Threats. Villain threatens to kill people in the general population one day at a time until the leader surrenders control. Unless he is acting with a secret identity, the villain is either very powerful or very insane to think he can hold onto power after taking it this way – but perhaps he's right. If he is not acting with a secret identity, he likely has a hidden stronghold to protect himself from attempts to stop him.
<i>Heads on pikes</i>	73	Overt Curse for Control. Villain has cursed the leader, one of the leader's main followers, or a member of the leader's family. Everyone knows that the villain created the curse. The villain will only remove the curse if the leader steps down in favor of the villain.
<i>A finger bone</i>	74	Party Misdirected. The “villain” is the good guy, and the leader is the bad guy, but this is not clear at the outset of the adventure.
<i>The wards are down</i>	75	Pied Piper Strategy – Heirship. The villain controls monsters or predators that are attacking everywhere in the general population. The villain offers to get rid of them if he is made the leader's heir (he probably won't reveal that he started the problem in the first place).
<i>House of the Artifact</i>		
<i>A bookseller</i>		
<i>Human-killer</i>		
<i>Steam engine</i>		
<i>House of the Necromancer</i>		
<i>Tactics: ladders and balconies</i>		
<i>Yellow magic</i>		
<i>Emotional</i>		
<i>Source of magic</i>		
<i>The lure of silver</i>		
<i>Astronomy</i>		
<i>Suffocation</i>		
<i>Six turns of the gear</i>		
<i>Look upon my works</i>		

TABLE 1-27: METHOD OF GAINING POLITICAL POWER CONTINUED

Die Roll	Method (d100)	
76	Pied Piper Strategy – Position of Authority. The villain controls monsters or predators that are attacking everywhere in the general population. The villain offers to get rid of them if he is given a particular position of authority (he probably won't reveal that he started the problem in the first place).	In the hour of peril
77	Pied Piper Strategy – Marry Heir. The villain controls monsters or predators that are attacking everywhere in the general population. The villain offers to get rid of them if he is allowed to marry the leader's heir (he probably won't reveal that he started the problem in the first place).	A triangle
78	Pied Piper Strategy – Total Control. The villain controls monsters or predators that are attacking everywhere in the general population. The villain offers to get rid of them if he is given control (he probably won't reveal that he started the problem in the first place).	Shape-shifters
79	Prepared Purge. The villain is working on assembling all of his rivals into a specific, vulnerable location for a single, decisive strike. As the foundation for an adventure, the characters might have been hired as security for the event, as a bodyguard, or might stumble onto the plot before the strike takes place. Conversely, this plot could be used as a back story to explain why the characters have just entered a community thrown into chaos by a successful purge.	Supplied by tubes
80	Prosecute Rivals. The villain is in control of the police, or has the power to prosecute crimes. He is using this power to eliminate his rivals, investigating them or charging them with crimes.	Muddy streets
81	Replace Key Leaders. The villain is replacing key members of the population with shapeshifting minions who will support him when he makes his bid for power.	Blue candle
82	Rig Election for Ally. The villain is rigging an election to get a friend or ally elected into a position of power. The position might be a village alderman, the chancellor of the exchequer, judge, master of the revels, etc.	Something was left behind
83	Rig Election for Minion. The villain is rigging an election to get one of his minions elected to a position of power.	Call of the wild
84	Rig Election for Self. The villain is rigging an election to get himself elected into a position of power.	The lightning shows the way
85	Rig Vote Against Rival – Financial. The villain is rigging a vote in favor of a law that will create problems for a rival if the law is passed – it will create oppressive taxes on the rival's (but not the villain's) main source of income, as one example.	Temporary sapience
86	Rig Vote Against Rival – Status and Standing. The villain is rigging a vote in favor of a law that will create problems for a rival if the law is passed. It will make the rival ineligible to hold his current office. Examples include votes that require a minimum financial resources, require that the office holder has never been arrested for drunkenness, require that the office holder be a member of a particular bloodline or ancestry, etc.	Paying the piper
87	Secret Curse for Heirship. The villain has cursed the leader, one of the leader's main followers, or a member of the leader's family. It is not known who created the curse, but the villain will offer to remove the curse if he is declared the rightful heir to power. This is very similar to the Pied Piper strategy.	The time had come
88	Secret Curse for Position of Authority. The villain has cursed the leader, one of the leader's main followers, or a member of the leader's family. It is not known who created the curse, but the villain will offer to remove the curse if he is granted a position of authority (possibly a very minor one).	A talking key

TABLE 1-27: METHOD OF GAINING POLITICAL POWER CONTINUED

*Tremendously fast**A fishing net**Supernatural eye**Edge of the precipice**Ruffians and cutpurse**A great storm**Ancestral feud**Suspended animation**Forgotten prophecy**Damaged in transit**Salt beef**A flower of sound**Circus owner**Is lacking fuel**Crimson orb**Precipitate**Attack the citadel**A cook**Caltraps in the street**A thing that grabs**Circle of the story**Melts into nothingness**Secondary trap**Mercenary**Smugglers**Wall hangings**Garnets**Silver hawk**Foxglove*

Die Roll	Method (d100)
89	Secret Curse for Total Control. The villain has cursed the leader, one of the leader's main followers, or a member of the leader's family. It is not known who created the curse, but the villain will offer to remove the curse if he is acclaimed as the new leader (this is unlikely to work if the target is a governmental organization but might work very well in a financial organization such as a guild).
90	Secret Curse to Marry Heir. The villain has cursed the leader, one of the leader's main followers, or a member of the leader's family. It is not known who created the curse, but the villain will offer to remove the curse if he is allowed to marry the heiress.
91	Seize Key Location and Interdict. The villain plans to seize a stronghold that controls supply or access to the targeted area, whereupon he will simply demand that the current leader surrender power. This is a preparation for a Military Interdiction, although the key feature is to improve that gambit with possession of the stronghold.
92	Sends Anti-Rival Dreams. The villain has the ability to influence another person's dreams, and is broadcasting them to suggest that his rival is a bad person or otherwise unsuitable. The method used might be a magic item, a minion with this supernatural ability, or possibly influencing dreams in one of the villain's own inherent powers.
93	Send Pro-Villain Dreams. The villain has the ability to influence another person's dreams, and is broadcasting them to suggest that he or his minion should be in charge. The method used might be a magic item, a minion with this supernatural ability, or possibly influencing dreams in one of the villain's own inherent powers.
94	Take Symbol of Authority. The villain is trying to take control of a particular symbol of authority (a crown, scepter, etc) that actually conveys the authority he seeks. This might be a tradition that has expired, but which could still be a big problem for the existing leader. As an example: "Whosoever holds the Sword of Karnak is the rightful king of Karnakland..."
95	Threat to Unleash Catastrophe. The villain has set things up (and must be able to prove it) so that he can unleash a catastrophe. Unless the leader surrenders control by a specific time, the villain will cause the catastrophe to take place.
96	Threaten Food Shortage. The villain controls the area's food supply, and threatens to cut it off if he is not granted a position of authority. Note that this might be a permissible and legal threat if the villain is a baron who supplies a town with food – or it might be completely illegal if the villain is an orcish chief who has conquered the nearby countryside.
97	Threaten Labor Shortage. Villain is in enough of a position of economic power that he can cause a guild or group of laborers to go on strike unless the villain is granted more power. Note that the villain can reverse the appearance of this plot, too, by creating a situation where the strike looks inevitable unless the villain steps in to solve it.
98	Undermine Leader's Credibility. Villain is trying to undermine the leader's credibility by spreading rumors and lies indicating that the leader is not the legitimate ruler, or that he is incompetent. Presumably, the villain has a way of stepping into power if the leader is removed.

TABLE 1-27: METHOD OF GAINING POLITICAL POWER CONTINUED

Die Roll	Method (d100)
99	Use Fall Guys. The villain is insinuating himself into the leader's confidence by setting up dupes to oppose the leader – then giving information about their activities to him. The fall guys are either set up anonymously, or they were hired directly by the villain – in which case they have to die in order for the villain's plan to remain under cover. A survivor would pose a serious problem for the villain if the survivor knows of the villain's involvement. Player characters might get hired as the dupes...
100	Weaken Rival – Destroy Base. The villain is trying to destroy a community that forms the base of his rival's economic or political power. For example, if the rival is a feudal baron, the villain might be targeting the rivals fief or fiefdoms.



L. RANDOM ACTS

Some villains don't have a pattern of behavior or a coherent plan for anything. They engage in destructive activities based on other stimuli, including mere whimsy. Table 1-29 is a sub-table for use if the villain's activity follows a timetable.

Table 1-28: Random Acts

Die Roll	Nature of Actions, or Randomness Thereof (d100)
01-10	Dangerous practical jokes. The villain might be leaving clues along with the jokes, he might be a demented jester, or might just be possessed of a grisly sense of humor.
11-40	Destruction of property, by such means as arson or mere vandalism
41-50	Identical but otherwise trivial thefts of a particular sort of object, or from a particular type of person, and/or use of a particular and unusual method of theft (c.f., the Grey Mouser's thefts of candles and carpets in Fritz Leiber's short stories).
51-80	Unplanned assaults committed when the opportunity arises (e.g., villain is a serial killer, a highwayman, an ambusher, or a violent kleptomaniac)
81-90	Villain evinces, produces, or casts different magical effects on a certain timetable, at random times, or in particular places (when he finds himself in such a place). Roll on Table 1-29: Time Cycles.
91-00	Villain's nature changes on a certain timetable, at random times, or in particular places. Examples include lycanthropy, vampirism, Jekyll/Hyde transformations, or moon-madness. Roll on Table 1-29: Time Cycles.

Barricade of Thorns

Strange animal in a cage

Scything blade

Cultists

Werebear

Overlaps

Rift

One of them is a robot

Unstable gravity

Direction is reversed

Deadly nightshade

Mysterious substance

Face in the wood

Old ideas

Bribe the person

You can't imprison an idea

Webs of thought

Fire damaged

The way is underneath

Beautiful singing voice

Rescuing

Forgotten machine

Moon carvings

The Plot Twists

All things turn to barrenness in the dim glass the demons hold...

Castle on a rock

Basilisk

Orthodoxy

The coins show
the way

Fountain of death

Colorful sails.

Hallucinogenic
pollen

Hippogriffs

Optical illusion

Lure

Dispersed

Convergence

David Bowie's
Goblin King

The symbols are
mirror images of
each other

Hunting

Wooden orb

Water source

A grain shortage

All Saints' Day

Parchment of
Wisdom

Find the body

Surrounded by
spikes

Forbidden words

This part is known
for beggars

Slightly dented

Pickled fish

Dream area

Marshy ground

Dropped from a
great height

An iron flower

Trolls

Bubbling

TIME CYCLES (GENERALLY USED AS A SUB-TABLE OF TABLE 1-28)

The Time Cycles table below is different from most of my tables – roll only once on the Cycle or Trigger Event column; the second column is commentary on the result.



Table 1-29: Time Cycles

Die Roll	Cycle or Trigger Event (d100)	Comments
01-05	Apogee and Perigee (solar, lunar, or other)	Perigee is the closest point in the orbit of two celestial objects, and Apogee is the farthest point. Obviously, the orbit has to be elliptical, not circular, in order to have closer and farther points in the orbit. Keep in mind that this near-far relationship could exist between all kinds of celestial objects, not just suns and moons. Comet cycles are based on apogees and perigees, meteors move around with apogees and perigees, and even magical structures could have such a relationship to each other. Magical objects on the earth might activate only when a sun or moon is close; or perhaps the magical objects are huge metal blocks placed in the sky by some forgotten, ancient species, designed for some inscrutable purpose...
06-10	Calendar Cycles	Many cultures group years into a repeating cycle, treating different years much as Western culture interpreted the zodiacal segments of a single year. The Chinese Calendar, for example, follows a cycle of the Year of the Rat, Year of the Ox, Year of the Tiger, Year of the Rabbit, Year of the Dragon, Year of the Snake, Year of the Horse, Year of the Goat, Year of the Monkey, Year of the Rooster, Year of the Dog, and Year of the Boar. Certain characteristics are attributed to people born in the different years.
11-15	Celestial Cycles	The zodiac is a division of the sky into twelve regions, each called a “house.” The regions are: Aries, Taurus, Gemini, Cancer, Leo, Virgo, Libra, Scorpio, Sagittarius, Capricorn, Aquarius, and Pisces. Each house is associated with behaviors and with a particular metaphorical emblem. A fantasy world might have different zodiacal signs, or a different method of interpreting the movements of the stars. The zodiac is linked to the solar year, not the lunar year.

TABLE 1-29: TIME CYCLES (GENERALLY USED AS A SUB-TABLE OF TABLE 1-28) CONTINUED

Die Roll	Cycle or Trigger Event (d100)	Comments	
16-20	Comet Cycles	The appearance of certain predictable comets in the night sky is often given mystical significance. Comet-cycles can be a great adventure-generating device because of the long intervals between the comet's appearances. Lots of unpredictable things can happen to places, societies, and collective memory while the comet is away. For example: if some form of lycanthropy is linked to the appearance of a comet rather than a full moon, the lycanthropic disease might be transmitted far and wide while dormant, then suddenly appear all over the place when the comet appears in the sky. It would become a sort of celestial retro-virus.	<i>A very angry light spell.</i>
21-25	Device-Driven Cycle	A cycle might be derived from the operation of a device that divides time into a regular or irregular pattern. For instance, if the cycle is determined by the burning of candles without regard to the length of the candle, the cycle would be irregular. If the candles were scrupulously measured to be identical, the candle-driven cycle would be regular. Devices to measure out time could involve dripping water, candles, hourglasses, water wheels, gears, and many other mechanical arrangements.	<i>Redemption</i> <i>Passed on by word of mouth only</i> <i>Acts of war</i> <i>Phalanx of iron</i> <i>Fountain of poison gas</i> <i>Webs of twine</i> <i>Webs of force</i> <i>Indoor garden</i> <i>Condition red</i>
31-35	Equinox and Solstice (solar cycle)	A solstice is one of the two times of year when the sun is farthest off the celestial equator. These occur at approximately June 22 (the summer solstice) and December 22 (the winter solstice). Summer solstice is the shortest night of the year, and winter solstice is the longest night. The equinox is when the sun crosses the equator and days and nights are of closest to equal length. The equinoxes occur at approximately March 21 (the Vernal Equinox, also the first day of Spring) and September 23 (the Autumnal Equinox). Note that Autumn and Spring are reversed for the northern and southern hemispheres of the earth.	<i>Deliver the message</i> <i>Thunderstorm</i> <i>The cistern</i> <i>Unexpected results</i> <i>Decorated with carvings</i> <i>Find a missing person</i> <i>A strange mark in the stones</i> <i>Hidden trigger</i> <i>Gives off no noise</i>
36-40	Fashion Cycles	The types of clothes and the jewelry people wear comes into and out of fashion periodically, as do haircuts, luxury commodities, philosophies, and religious practices. Magical effects like planar gates could easily be influenced by fashions in behavior or religion. It might be, for example, that a planar gate opens only when a local god has a minimum number of worshippers present at a significant ritual. When it becomes more fashionable for people to worship that god, the chance of the gate opening would suddenly increase.	<i>Part of the equation is missing</i> <i>Lightning-charged doorways</i> <i>Majordomo for a spellcaster</i> <i>A rival's challenge</i> <i>A transitional phase</i> <i>Ceremonial trident</i> <i>Heroism from an unexpected quarter</i> <i>Curse of the Statue</i>
41-45	Freezing/Thawing Cycle	A particular cycle for a villain's activities, or the opening of some sort of portal or dungeon entrance, could be linked to the seasonal freezing and thawing of a barrier that blocks the portal, or of a mechanism that controls it. The builder might have intended the cycle of freezing and thawing, or the seasons might have changed since the original construction. Freezing and thawing also affect the volume of water moving in rivers, and patterns of migration by animals. This is a time cycle that can be used to drive a wide variety of adventures and monsters.	<i>Made of clay</i>
46-50	Lunar Cycle	Earth's lunar cycle from new moon to new moon is 29.5 days, and is called the Synodic Lunar Cycle. Measuring the lunar cycle based on when the moon arrives in the same place in the sky (regardless of phase) is called the Sidereal Cycle and is 27.1 days in length. For gaming purposes, the "average" lunar cycle of 28 days is probably close enough unless the adventure is deeply involved in astrology. The phases of the moon are: new moon, crescent moon, first quarter moon, waxing gibbous moon, full moon, waning gibbous moon, last quarter moon, crescent moon, and then new moon again. The cycle of lunar eclipses is also an excellent fantasy theme, although the cycle of an eclipse is much longer than the cycle of the lunar phases.	

TABLE 1-29: TIME CYCLES (GENERALLY USED AS A SUB-TABLE OF TABLE 1-28) CONTINUED

	Die Roll	Cycle or Trigger Event (d100)	Comments
<i>Line of stones</i>			
<i>Possession</i>			
<i>A tower</i>			
<i>House of the Priesthood</i>			
<i>Writ of Execution</i>			
<i>Long ago and far away...</i>	51-55	Morphological Life Cycle (one creature)	Some creatures have a life cycle in which their form changes radically; butterflies begin as caterpillars, frogs begin as tadpoles, many insects go through a pupae or larval stage. Although this is related to the reproductive cycle of the species, the radical morphological changes allow these creatures to have the right body-form for the right purpose at the right time. The caterpillar form, for example, is well adapted to eating huge quantities of food, whereas the mobility of the butterfly stage allows for finding stronger mates more easily. Intelligent creatures with morphological cycles might open and close portals (or be able to, based on their current phase). For example, a gate might remain closed while eggs gestate in some bizarre inter-dimensional space, or be opened when the creatures are in a predatory body-form and then close again. Only the strong and well fed predators would make it back to the gate, and would then be all together within the gate for the mating cycle to begin. The possible variations on this pattern are quite numerous. If a villain is acting according to such a life cycle, it's not necessarily because the villain is one of the morphologically shifting creatures. It might be that the villain knows how to take advantage of the changing life forms of the creatures, or that he's allied to them but can only take advantage of the alliance when the creatures are in an intelligent form, a dangerous form, a magically powerful form, or what have you. Again, the possibilities are vast.
<i>Forbidden from leaving</i>			
<i>Draped with feathers</i>			
<i>Substitution</i>			
<i>Beast-killer</i>			
<i>Hidden message</i>			
<i>Webs of vines</i>			
<i>It's a bluff</i>			
<i>Lots of sand</i>			
<i>Blue cube</i>			
<i>Dispossessed spirit</i>	56-60	Morphological Life Cycle (series of creatures)	Just as a particular life form may go through radical morphological changes in order to link up form with function in a series of steps, it is also possible for a species to generate a sequence of life forms, only one of which is the breeder. As an example, envision a life form whose "queen" and "drone" eggs stay dormant for a long period of time, and need to be shifted from a hot incubation environment to a colder hatching environment. One "generation" of workers is a hot-weather creature that cares for the eggs during the incubation phase. As the incubation phase ends, the worker mate among themselves, producing an entirely different form – a flying form well suited for migration. The flying forms transport the eggs to a colder climate in a migration, breed again to create a cold-weather worker caste, and then die. The cold-weather caste hatches rapidly in the cold, and these workers care for the queen and drone eggs. The queens and drones fly back to the hot-weather area to breed and lay eggs of three kinds: queens, drones, and more hot-weather workers. The hot-weather workers hatch quickly to care for the new queen and drone eggs, and the cycle begins again. At some point in such a cycle, it might be that the door to underground hatching chambers must be unsealed, or the migration might take place across different planes of existence, requiring the temporary opening of planar gates. A villain's motivation in all this could be of many different kinds: he might be intercepting the migrations, stealing eggs, using the unique capabilities of one of the life forms in an alliance, etc.
<i>Hecklers met a bad end</i>			
<i>Bronze capsule</i>			
<i>When a cat crosses your path</i>			
<i>Bronze hawk</i>			
<i>Plague doctors</i>			
<i>Disease</i>	61-66	Planetary Cycles	The proximity of particular planets to the Earth, or their location within a region of the sky (particularly a zodiacal region) can be a usable cycle for the purposes of a fantasy world, possibly having effects on magic, on different kinds of magic, villain motivations, and the opening or closing of planar gates or dungeon entrances.
<i>The peril of making assumptions</i>			
<i>The cards show the way</i>			
<i>Tin pots and pans</i>	67-72	Reproductive Cycle	The average human menstrual cycle is 28 days. If the villainess is non-human, the cycle might not be a menstrual cycle, but a cycle of being "in heat" or "in season." This same pattern might apply to unusual monsters as well as non-human animals. Female dogs stay in heat for about 21-28 days depending on breed (as one example of a heat cycle). Note: the cycle of a male villain's activity might be linked to someone else's reproductive cycle. The purpose of a dungeon or planar gate that opens and seals based on the reproductive cycle of a tribe or being is fairly obvious, and could (ahem) give birth to interesting adventure scenarios.
<i>Religious disagreement</i>			
<i>An unknown cure</i>			

TABLE 1-29: TIME CYCLES (GENERALLY USED AS A SUB-TABLE OF TABLE 1-28) CONTINUED

Die Roll	Cycle or Trigger Event (d100)	Comments	
73-80	Rising and Falling Magical Power	The lunar, menstrual, and solar cycles are all associated with the rise and fall of magical capabilities, but a fantasy world may have an independent cycle of rising a falling magical power, not marked by these factors. Fluctuations in magic power might be druidic (some fluctuation in the earth's spiritual nature), might be related to arcane magic (a fluctuation in the eldritch energy that can be tapped by spells) or might be related to a fluctuation in divine power (possibly related to planar "distance, a period of dormancy, or divine battles that occupy the attention of the gods from time to time). A wizard's personal capability might be linked to the concept of "mana," personal reserves of magical power that might shift with the tides of time. Monsters might also feel the effects of magical change.	<i>Act as the decoy for an operation</i>
81-85	Scriptural Cycle	In Judaism, the Torah (that's the five books of Moses, in case you're not familiar) is divided into parshas (segments) one of which is read and studied each seven days. The parshas correspond to the Jewish lunar calendar, so that the same parsha is read at the same lunar date every year. The point of completion of the reading, when the Torah scroll is rolled back to the beginning is a major holiday, as is the middle of the Torah (the day of atonement) and the reading on the new year (which precedes the day of atonement by a week). A religious scripture in a fantasy world might also follow a cycle not related to the calendar – planar gates or subterranean chambers might be opened (or open of their own accord) in a cycle driven by the reading of scriptures instead of a calendar cycle. The reading itself might trigger these events, rather than merely corresponding to them.	<i>The value of the individual</i>
86-90	Secondary Effect Cycle	Any of the various cycles listed in this table might be the cause of some other secondary effect that normally (but does not always) result from the primary cycle. For instance, the hatching patterns of locusts often (but does not always) cause famines. The focus of your adventure might not be the locust hatching, but the resulting famine. The periodic flooding of the Nile river was necessary to good harvests in Ancient Egypt; when that cycle failed due to low rainfall in the African interior, famines and food shortages resulted in Egypt. Adventures premised upon the secondary effects of a primary cycle might focus on the times when the expected result (the flooding of the Nile, or a locust plague) doesn't take place. Why didn't it? The answer might be valuable, crucial, or financially rewarding.	<i>Bronze halberd</i>
91-95	Temperature Cycles	Variations in temperature can cause all sorts of varying human behaviors, cause changes in economic factors, and can also trigger certain events in the animal and plant kingdoms. Consider such things as a locust-like insect with eggs that lie dormant until particularly hot temperatures arrive. In a completely different sort of example, consider that a villain's opportunities for villainy might be considerably enhanced if the local community is snowbound, huddled up in cottages instead of wandering about the village with prying eyes that might see what he's doing...	<i>Law and Order</i>
96-00	Traumatic Stress Cycle	Individuals who have suffered traumatic stress may re-live the event or its emotional impact, and this often happens on or around the anniversary of the event. The cycle could also be based on any cycle of events that either symbolize or reproduce the conditions and setting of the traumatic event. A fantasy world might have an analogue, in other words, to the way many combat veterans react to the sound of helicopters and/or fireworks.	<i>Worshippers of a strange god</i>

M. REPUTATION

The villain is trying to manipulate his own or another person's reputation, either as an invincible villain or as a good person (which would be an infiltration tactic). Table 1-30 determines whose reputation is to be improved or faked, and Table 1-31 indicates the nature and method of the manipulation.

Table 1-30: Whose Reputation is to be Manipulated

Die Roll	Whose Reputation is to be Manipulated (d100)
01-25	The villain's own reputation
26-50	The reputation of the villain's boss or leader
51-75	The reputation of one of the villain's minions
76-00	The reputation of one of the villain's allies or partners in crime

Table 1-31: What Reputation is Being Sought

Die Roll	Reputation Being Sought (d100)
01-05	Reputation for Evil – by attacking civilized regions from a nearby lair (banditry or raiding)
06-10	Reputation for Evil – by bullying the weak
11-15	Reputation for Evil – by carrying off an evil plot – basically any of the plots and plans listed in these tables – but in a spectacular and theatrical fashion.
16-20	Reputation for Evil – by claiming responsibility for crimes
21-25	Reputation for Evil – by insidious preaching
26-30	Reputation for Evil – by laying waste the nearby countryside as an example
31-35	Reputation for Evil – by shows of force (minions marching through streets or displays of magical power)
36-40	Reputation for Evil – by speaking against (or threatening to destroy) powerful good-aligned individuals ... who are probably not present to deny allegations or smite the villain.
41-45	Reputation for Evil – by telling lies about exploits elsewhere (which he may or may not actually have performed)
46-50	Reputation for Goodness – by faking the elimination of a community's enemies
51-55	Reputation for Goodness – by shows of force (marching minions would need to be disguised as good guys – but disguising your minions as good guys is also an excellent infiltration tactic as long as they don't screw up the imposture).
56-60	Reputation for Goodness – by telling lies about exploits elsewhere
61-65	Reputation for Goodness – by using the false or stolen identity of a person with a good reputation
66-70	Reputation for Goodness – through charitable acts (painful for villains, but necessary in this case)
71-75	Reputation for Goodness – through sanctimonious preaching or lecturing
76-00	Reputation for Goodness – using stolen or forged credentials, letters of reference, medals, etc.

Asteroid-creature

House of the Unholy

*Intersecting planes
of existence*

Supernatural speed

A purebred steed

Filled with tubes

Evidence of a trap

Unearthly shriek

Circle of daggers

Food is cursed

*This part contains
manufacturing*

*The portal has
opened*

Seashells

*Every dog has his
day*

Wizard-killer

*In clangor space a
moment heard...*

A festival took place

Paintings that move

*Surrounded with
machinery*

A bird catcher

In the sarcophagus

*It's like a vacuum
cleaner*

House of the Wind

Cut off from allies

A binding of spirits

Wreathed in light

*When the chorus
joins in*

A test of speed

*More durable than
one would expect*

N. SUBVERSION TO EVIL

Unlike conversion to evil, which requires actual persuasion or supernatural manipulation of some kind, subversion to evil is a matter of getting people to do evil things without persuading them – usually by threats or subterfuge.

Table 1-32: Nature of Subversion to Evil

Die Roll	Nature of Subversion to Evil
01-08	Encouraging charitable donations to a good or neutral seeming temple that actually supports the worship of an evil deity
09-16	Encouraging charitable donations to an organization whose leaders are secretly engaged in evil tasks
17-24	Encouraging charitable donations to a group that supports a foolish idea (such as a heavy tax on merchants' cargo, or on holy symbols, rebellion from royal authority, or the expulsion of foreigners, as examples).
25-32	Encouraging membership in a crusade that will weaken the area's defenses
33-40	Encouraging attendance at a good or neutral seeming temple that actually supports the worship of an evil deity
41-48	Encouraging membership in a new guild run secretly by evil individuals
49-56	Encouraging charitable donations to a good-aligned group, but pocketing the proceeds, or a portion of them, for nefarious purposes
57-65	Encouraging sacrifices to an evil deity that masquerades as a benevolent one
66-74	Using magic to charm individuals into performing crimes or other evil actions
75-83	Using bribes as a temptation to lure individuals into performing crimes or other evil acts
84-92	Using physical threats to force individuals into performing crimes or other evil acts
93-00	Using blackmail or hostages to force individuals into performing crimes or other evil acts.

O. SUPPORT EVIL GROUPS SECRETLY

These tables are best applied to a mastermind villain, although the party might run into the minions or the other organization first. Discovering a mastermind who has been secretly assisting a just-defeated evil group is a good way to create a follow-on adventure.

Table 1-33: Group Being Supported

Die Roll	Group(s) to Which Assistance is Rendered (d100)
01-04	All evil-aligned individuals in a particular area
05-08	All followers and worshippers of a particular deity
09-12	All powerful evil-aligned individuals in a particular area
13-16	An association dominated by leaders of evil alignment (ranging from a secret society to a guild of merchants whose leaders are malicious and base of character)
17-20	Anyone disregarding a particular good-oriented law (or decree of a good temple not actually part of the government) such as a requirement to wear a good-aligned symbol or worship a good deity, refusal to contribute to the army of a good king, etc.
21-24	Anyone returning from a pilgrimage to a particular evil site
25-28	Anyone supporting an evil-aligned warlord during a time of uprisings

TABLE 1-33: GROUP BEING SUPPORTED CONTINUED

	Die Roll	Group(s) to Which Assistance is Rendered (d100)
Manticore	29-32	Anyone who was present at a particular unholy ritual held in the recent past
The lore was altered	33-36	Bandits operating outside the boundaries of civilization
A demon	37-40	Criminal organization predominantly of evil alignment
Mint condition	41-44	Cultists seeking to bring about a natural catastrophe
A bread shortage	45-48	Descendants of those who attended a particular unholy event in the forgotten or even ancient past
Emerald	49-52	Evil tribes or humanoids operating outside the boundaries of civilization
Tower	53-56	Followers of an evil-aligned prophet's teachings
A leaf of stone	57-60	Jury or judge that convicted a good-aligned leader
An unreliable information source	61-64	Members of a species known to be predominantly of evil alignment (goblins, for instance)
Older method	65-68	Members of underground religious movement in a good-aligned theocratic region or an area in which a good-aligned religion holds considerable authority
A failure to communicate	69-72	Military order affiliated with evil alignment but no particular faith
Dream trees	73-76	Military order attached to a particular evil faith
A bodyguard	77-80	Military order attached to an evil-aligned temple
Stuck	81-84	Only the priests and higher followers of a particular evil deity
Moon sounds	85-88	Secret society dedicated to overthrowing a benevolent government
Fish	89-95	Secret society dedicated to subverting people to evil goals
Requires food	96-00	Wealthy people (or perhaps poor people) of evil alignment in a certain area

Table 1-34: Nature of Assistance Being Rendered

	Die Roll	Nature of Assistance (d100)
Surveillance	01-05	Acts as agent for the group when his help is requested (his identity is known to the higher echelons of the group).
Escaping	06-10	Arrests or sues the group's enemies
Secret formula	11-15	Assassines the group's enemies
Quiet	16-20	Brings victims or prisoners at the request of the top echelons of the group, who know villain's identity
Centipedes	21-25	Brings victims or prisoners, anonymously
Tactics: trip wires	26-30	Brings victims or prisoners; the top echelons of the group know the villain's identity, but there is no interaction other than the villain's gifts
Mold	31-35	Provides advice
Marks of the pox	36-40	Provides healing and/or alchemical potions when needed
Reproduces a specific thing	41-45	Provides hideouts and secret identities for members of the group
Food source		
Minions		
Lava lamp		
Asteroid festival		

TABLE 1-34: NATURE OF ASSISTANCE BEING RENDERED CONTINUED

Die Roll	Nature of Assistance (d100)	
46-50	Provides information from the villain's spy network (advance warning if the group's headquarters are about to be raided, for example, or maps into their targeted locations)	A swamp
51-55	Provides legal assistance (pardons or favorable verdicts) from a position of power, or pays bribes if not in a position of power	Wharf rats
56-60	Provides magical assistance such as charm spells when needed for the group's plans	Powerful image
61-65	Provides money (secret benefactor)	An alert guardian
66-70	Provides money: top echelons of the group know the villain's identity and ask for money or loans when necessary	Across the rooftops
71-75	Provides monsters as allies when violence breaks out	Who stands to benefit?
76-80	Provides weapons and armor	The lure of gold
81-85	Seeks recruits for the group using his own channels of power	Egg-shaped
86-90	Speaks on behalf of the evil group	Pepper
91-95	Villain acts as agent for the group, but wears mask when meeting with them or acts through intermediaries – the group does not know the identity of the agent. An example would be acting as a fence or a negotiator.	An engineer
96-00	Villain supports the group with propaganda and rumors, but members of the group do not know who he is	Restless dead.

UNUSUAL MINIONS AND LIEUTENANTS

Many of the above tables involve a villain's minions. An adventure is usually improved by having some of these minions be unusual in some respect. In particular, if the villain has an interesting minion, the nature of the *minion* can generate some interesting ideas about the villain's plot. This might seem backward, but creating an adventure isn't always a linear process. Ideas about "later" parts, or little details, can sometimes generate fantastic ideas for the adventure's overall structure.

Table 1-35: Human Minions

Die Roll	Nature of Minion (d100)	Unusual Characteristic (d100)	Reason Why in Villain's Service (d100)
01-05	Animal trainer or monster wrangler	An excellent spy or information gatherer	Addicted to substance provided by villain
06-10	Assassin	Badly scarred	Advisor (privy to villain's plots and has input into his plans)
11-15	Barbaric military leader with troops (intelligent)	Blind or deaf	Believes villain is his only true friend
16-20	Barbaric military leader with troops (stupid)	Crippled or maimed	Charmed or enchanted by villain
21-25	Expert on local area, brilliant mastermind	Demon-possessed	Convinced that villain's brilliant plans will succeed and that he will be rewarded for helping

TABLE 1-35: HUMAN MINIONS CONTINUED

	Die Roll	Nature of Minion (d100)	Unusual Characteristic (d100)	Reason Why in Villain's Service (d100)
A chase through the forest	26-30	Intelligent peasant (possibly one of several minions)	Distinguished by a particular piece of clothing the minion always wears	Deceived as to the real nature of the villain's activities
Locked memories away	31-35	Knight	Distinguished by a particular sigil or badge that the minion always wears	Grateful retainer (saved from something by villain)
Sapphire	36-40	Magic-user	Distinguished by a strange tattoo or birthmark	In love with villain
Line of dirt	41-45	Nobleman, merchant, guild official, or city official (intelligent)	Has a relatively powerful magic item	Loyal henchman (enjoys working with villain)
Adorable little deadly monster	46-50	Nobleman, merchant, guild official, or city official (stupid)	Highly religious	Loyal retainer (pledged by honor)
Doorway to the future	51-55	Powerful warrior (barbaric)	Highly superstitious	Once moral but changed allegiance to villain)
Singing	56-60	Powerful warrior, civilized	Insane (megalomaniac)	Receives food and shelter
Where the warriors meet	61-65	Priest	Insane (schizophrenic)	Receives payment
A meteorite	66-70	Soldier	More powerful than the villain, but follows villain's orders (see next column to determine a reason)	Receives share of treasure
As soon as it begins to repeat	71-75	Sorceress	People routinely forget the minion's face	Unwilling minion (villain can ruin his reputation or bankrupt him at will)
Festival of Forgetting	76-80	Stupid peasant (possibly one of many such minions)	Very charismatic compared to the villain	Unwilling minion (villain holds loved ones hostage)
Made of copper	81-85	Suave military leader with troops (cruel and silky)	Very concerned with personal appearance	Using villain for his own purposes
Underwater	86-90	Thief	Very honorable (by some particular code, possibly a very warped sense of honor)	Villain has control of minion's soul in some fashion, or holds it captive
Copies something	91-95	Thug	Very rude and arrogant compared to the villain	Villain's loyal kinsman
A public executioner	96-00	Witch doctor, witch, or druid	Well known in the local area	Worships villain as a god, messenger of a god, or holy person
Serpent				
A length of rope				
At the drop of a hat				
Prestidigitator				
Wreathed in steam				
This part prepares for conflict				
Decorated with cloth				
Renounced the agreement				
Moon portal				
Green fur				
Steam vent				
The sequence				

CONCLUDING REMARKS TO CHAPTER ONE

As mentioned in the Introduction, the tables in this chapter are for top-down adventure creation, for referees who prefer to have the adventure's backbone in place before messing about with the details. Later tables provide the meat and potatoes for referees who prefer to build outward from evocative details, fitting the backbone into the details rather than vice versa. Never be afraid to go back and change even the fundamental premises of an adventure if your later ideas cause it to evolve in a new direction. Writing an adventure is not a linear process, and creativity is not an orderly process. It's more like a jigsaw puzzle – there's no predicting which parts of the puzzle will start coming together until you start.



It was thought to have been destroyed

Unstable floor

A broker of real estate

Ancient writing

Iron webs

Wooden household items

Concealed monster

Eye in the mirror

Strange beast of burden

Information is usually reliable

Abstract principles

Kept frozen

Something was poisoned

This part is almost in ruins

Karma

Inimical

A steep slope

Worshippers of a false icon

A thing that retracts

Pact with a demon

Bronze candlesticks

Waiting for the antidote

Placing their souls at risk

I do bite my thumb at you, sir

A bargain with demons

HOME OF
ADVENTURE
DESIGN

CHAPTER TWO

MONSTERS

Introduction to Chapter Two	87	Humanoids	119
Monsters Generally.....	87	Mist Creatures	124
Part One: Monster Types	88	Oozes and Macro-Biotes	126
Beasts	88	Planar Creatures	130
Constructs	95	Plant Creatures	142
Draconic	98	Undead	148
Elementals	106	Verminous Creatures	156
Fey Creatures	109	Part Two: General Monster Tables.....	158
Giants	114	Overall Combat Profile	158
Horrors	116		

INTRODUCTION TO CHAPTER TWO

This second chapter focuses on monsters – mainly on creating new ones for use in an adventure. Monsters aren’t quite the “top level” of adventure design, like locations and missions, but sometimes they are the primary and driving force behind the creation of an adventure, giving rise to the location or the mission instead of vice versa. I can think of many of my own adventures that were sparked by monsters, and when I’m beginning the adventure creation process I often look for ideas by paging through monster books. Like the first book in this series, the objective is not to provide on-the-fly tables for quick use. There are other monster-generation books which already do this quite well. Instead, this book is designed to tap a deeper creative wellspring – which can be hard when you’re under time pressure with players tossing potato chips at you and asking if you’re ready to start. The book can be used for on-the-fly ideas, but to use it at full power, so to speak, it works best ahead of time. It’s a doubly powerful tool when used in conjunction with the first book of the series, but it absolutely isn’t necessary to have the first book in order to use this one.

MONSTERS GENERALLY

One of the best ways to come up with the idea for an adventure is to start with a monster, or combination of monsters, and work from there. And if you’re lucky enough to get the sudden inspiration for a brand new monster, often the adventure will write itself from there almost without further effort.

Good monsters are more than just an agglomeration of statistics and abilities thrown together. In many cases, what you need to create a monster (especially if it is supposed to inspire an adventure) is some other detail besides or in addition to the monster’s combat profile. In many cases, those additional details can define a combat profile much better than the brute-force method of generating trial-and-error combinations over and over again.

This chapter is divided into two main parts: generating monsters by specific type (undead, etc.), and a set of general tables. The general tables can also be used as a starting point, beginning with the monster’s Combat Profile, but this method calls for slightly larger creative leaps than starting with the type. Most of the details generated from the monster type tables will refer the designer to one or more of the general tables in the second section.



PART ONE: MONSTER TYPES

Doppelganger

A paradox of
magic

A characteristic of
the bat

Laboratories

Counting down

Left open

Works differently
when inside out

Drains
constitution

Tomorrow might
be different

Webs of mist

Human-headed

A parliament of
owls

Barracks

Attacks villains

Line of plants

Phalanx of iron

A characteristic of
the wild boar

Webs of vines

Moon writing

Webs of color

Wrathed in
magic

Vindication

A manufacturing
process

Never seen again

Mosaic tiles

An unexpected
twist

A summons

The forge

Table 2-1: Monster Categories*

Die Roll	Monster Category
01-07	Beast
08-14	Construct
15-21	Draconic
22-28	Elemental
29-35	Fey
36-42	Giant
43-49	Horror
50-56	Humanoid
57-63	Mist Creature
64-70	Oozes and Macrobiotes
71-77	Planar
78-84	Plant
85-91	Undead
92-00	Vermicious

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

BEASTS

A beast is a monster that lives in the fantasy world's natural ecosystem. It probably isn't more intelligent than a regular animal, although it might be unusually cunning. Giant ants and griffons are both examples of this sort of monster. If your adventure requires an interesting roving predator, or an infestation of bizarre creatures, this is probably the category you'll want to use as a starting point to generate some ideas.

Step 1: Get a Starter Image of the Body Form. Roll on the Creature Attributes table for a basic body form. You're not locked into this body form, but I have always found it easiest to come up with interesting details when I've got a vague picture of the monster already in mind. Sometimes the details are interesting enough to warrant changing the whole concept retroactively to fit them. If that happens, I consider it a perfect result.



Step 2: Mix Attributes of Two Creatures. Roll twice on the Creature Attributes Table (2-2). Take an attribute from the first creature (any attribute, your choice) and mix it with an attribute from the second creature (again, your choice). Let's say that you started with a Cheetah's body form, and then rolled 12 (Beetle) and 16 (Canary). One possibility is to say that you've got a cat-like predator with a beetle's exoskeleton that has bright, canary-like coloration. Another possibility is to say that you've got a giant beetle that chases down its prey like a cheetah and kills it with a sharp beak (canary). A third possibility is to discard the cheetah (that was just a starting point) and create a beetle that sings sweetly to draw its prey close for the kill (presumably with a saving throw to avoid the effects of the song).

Step 3: Fill in the Details. Roll for Special Attacks, Special Defenses, and Defining Attributes on Table 2-64. Tie those results into the Creature Attributes you've already generated, or treat the results as new features to add into the monster's description.

Table 2-2: Creature Attributes

Die Roll	Animal (d100)	Creature and Attributes	
01	Amoeba	Amoeba body form (formless) , floats in liquids, extends pseudopods, engulfs prey, filled with liquid, reproduces by fission	The touch of a hand
02	Ant	Ant body form , burrows, caste system, caste-specific body type, pincers, exoskeleton, antennae, filled with acid, insect, segmented body	Evidence of a trap
03	Anteater	Anteater body form , large claws, digs prey from ground, sucks prey through long mouth, long sticky tongue, long fur	Wreathed in smoke
04	Ape	Ape body form , primate, human-like face, opposable thumbs, use feet to grip, swings from trees, travel in bands with alpha male organization	Hidden codebook
05	Baboon	Baboon body form , baboon face, opposable thumbs, tail, primate, human-like eyes, travels in bands led by an alpha male	Relic of a saint
06	Badger	Badger body form , black and white coloring, burrows with claws, eats bugs, bears live young	Waiting for the antidote
07	Bat	Bat body form , sonic echolocation, bat wings, suck blood, flies, nocturnal, eats fruit, mammal, hangs upside down in caves to sleep	A small vial of liquid
08	Bear, black	Bear body form , omnivore, hibernates, swims, quadruped, large claws, stays with cubs	Doorway to the asteroid
09	Bear, brown	Bear body form , omnivore, hibernates, swims, quadruped, large claws, stays with cubs	Moves when trigger event happens
10	Beaver	Beaver body form , flat tail, chisel-teeth, builds underwater lodge, builds dams, cuts down trees, underwater mammal, bears live young, swims	Djinni
11	Bee	Bee body form , insect, collects pollen, hive organization, caste organization, egg-laying queen, produces honey, stinger, dies after stinging, faceted eyes	Stream of water
12	Beetle	Beetle body form , carapace, bug legs, mandibles, faceted eyes, often flies, six legs, sheathed wings	Pressed clay
13	Boar, wild	Boar/pig body form , hoofs, tusks, charges to attack, omnivore, has bristles, quadruped	Illuminated manuscript
14	Bull/cow	Bovine body form , horns, herd animal, hoofs, charges into combat, quadruped	A minor glitch
15	Camel	Camel body form , goes for a long time without water, spits, has humps, lives in desert	As much as you can give us
16	Canary	Bird body form , small, bright color, feathers, sings, eats seeds, has beak, sleeps while standing, two legs, wings, lays eggs, makes nests	Jellyfish
17-18	Cat	Cat body form , feline, cat eyes, leaps, plays with prey, climbs trees, dislikes water, quadruped, tail, retractable claws	Requires nearby presence
19	Centipede	Centipede body form , multi-segmented body, many jointed legs, mandibles, often venomous	Wine of the Fey
20	Cheetah	Cat body form , spotted fur, very fast, feline, cat eyes, quadruped, chases prey	Doorway to the abyss
21	Chicken	Chicken body form , flightless bird, two legs, wings, eats grain and seeds, crested head, lays eggs, flaps into air to attack	Time travel
22	Clam/oyster	Clam body form , outer shell opens, soft inside, makes pearls, lives underwater	But it had horns
23	Crab	Crab body form , hard carapace, pincer claws, jointed legs, eyestalks, lays eggs, hunts on land and in water, digs into sand	Make a saving throw
24	Crocodile	Crocodile body form , reptile, swims, lurks below surface, lays eggs, long and toothy mouth, four legs, short side-mounted legs, strong tail, armored hide	A characteristic of the ant

TABLE 2-2: CREATURE ATTRIBUTES CONTINUED

A characteristic of the piranha
 Large egg
 A purebred steed
 A fur-trimmed garment
 Forgotten place
 Tremendously fast
 Pack tactics
 Random functionality
 Time running out
 A scorpion's tail
 Blue lanterns
 Upside down
 With a cloud of magic
 Swims below
 The elemental planes of existence
 Wizard's research
 Warn the others
 Valuable because of its age
 The night sky
 Barricade of Blades
 Scum on the water
 A triangle
 Eyes in multiple directions
 Evading a tax
 Transformed message
 It can change its size
 Two wizards

Die Roll	Animal (d100)	Creature and Attributes
25	Dinosaur	Dinosaur body form , huge, might have back plates, might have clubbed or spiked tail, might have elephant feet, might have long neck, lays eggs, thick hide, might have armor plates
26	Dog	Dog body form , canine, covered in hair, paws, pack-hunter, loyal, used as pet, used for hunting
27	Dolphin	Dolphin body form , aquatic mammal, fish-like body, uses sonar/echolocation, bears live young, holds breath for a long time, friendly to humans
28	Dragonfly	Dragonfly body form , large faceted eyes, flies, long dragonfly wings, lays eggs, exoskeleton, multiple legs
29	Eagle	Eagle body form , avian, flies, dives on prey, makes nests in high places, glides on air currents, hooked beak, talons
30	Earwig	Earwig body form , mandible-like things on tail, segmented, exoskeleton, multiple legs, lays eggs
31	Eel	Eel body form , fish, snake-like shape, glistening skin, may use electrical shock, lays eggs underwater
32	Elephant	Elephant body form , mammal, tusks, large ears, elephant feet, tramples, large, baggy skin, bears live young
33	Fish, angler	Fish body form , bioluminescent, sharp teeth, large mouth, swims, dangles lure to attract prey, lives in deep darkness, lives in deep water, lays eggs, breathes underwater, gills
34	Fish, archer	Fish body form , scaled skin, fins and tail, spits to stun prey, lays eggs underwater, gills, breathes underwater
35	Fish, barracuda	Fish body form , scales, fins, fish tail, gills, breathes underwater, lays eggs, swims, travels in groups, teeth, predator
36-37	Fish, general	Fish body form , scales, fins, fish tail, gills, breathes underwater, lays eggs, swims, travels in schools
38	Fish, piranha	Fish body form , scales, fins, fish tail, gills, breathes underwater, lays eggs, swims, travels in schools, attacks in large groups, strips prey down to the bones, small
39	Fish, shark	Fish body form , dorsal fin, rough skin, can't stop swimming or it dies, breathes underwater, gills, voracious predator
40	Frog	Frog body form , hops, swallows prey whole, huge back legs, amphibian, lays eggs underwater, starts as tadpole and transforms to new shape
41	Gecko	Gecko body form , adhesive pads on toes, resembles lizard, scales, climbs, quadruped, eats insects, strikes swiftly
42	Giraffe	Giraffe body form , long neck, spotted hair, tall, long legs, quadruped, herbivore, eats from treetops
43	Goat	Goat body form , curled horns, quadruped, eats virtually anything, hoofs, attacks with head butt, some live in mountains with long hair, sure-footed
44	Hawk	Hawk body form , good vision, dives on prey, flies, wings, feathers, talons, used for hunting, lays eggs
45	Heron	Bird body form , tall, long legs, piercing beak, eats fish, bird, lays eggs, flies, feathers

TABLE 2-2: CREATURE ATTRIBUTES CONTINUED

Die Roll	Animal (d100)	Creature and Attributes	
46	Horse	Horse body form , equine, used as steed, used as draft animal, mane, hoofs, horse tail, rears up to attack with fore-legs	The document was secretly changed
47	Hyena	Hyena body form , makes eerie laughing sound, scavenger, travels in groups, quadruped, spotted fur	Improper packaging
48	Jackal	Jackal body form , scavenger, carrion eater, quadruped, canine, long pointed ears, good hearing	Bronze spider
49	Leech	Leech body form , sucks blood, attaches to prey, lives underwater	Theater of Chaos
50	Leopard	Leopard body form , cat, jungle predator, spotted fur, jumps from treetops	A deadly chase
51	Lion	Lion body form , mane, roars, pounces, four legs, claws	Dangerous philosophies
52	Lizard	Lizard body form , scaled skin, side-mounted legs, lays eggs, forked tongue, smells with tongue	Green spirals
53	Lobster	Lobster body form , crustacean, segmented exoskeleton with overlapping plates, eyestalks, jointed legs, lays eggs underwater	Ascorion is involved
54	Maggot	Maggot body form , larva, larval stage of flying creature, eats dead flesh	An armorer
55-56	Mammoth	Mammoth body form , elephant body form, hairy, tusks, elephant feet, tramples, very long tusks, quadruped, herbivore	What was burned
57	Monkey	Monkey body form , prehensile tail, biped, swings from trees, bears live young, human-looking face	A characteristic of the peacock
58	Mosquito	Mosquito body form , insect, sucks blood, females suck blood, proboscis, flies, exoskeleton	Bits and pieces
59	Moth	Moth body form , wings, hairy, insect, attracted to light, grows from caterpillar cocoon, eat wool, drink nectar	A characteristic of the scarab beetle
60	Octopus	Octopus body form , eight tentacles, cephalopod, suckers on tentacles, no internal skeleton, sharp beak, three hearts, gills, breathe underwater, lay eggs underwater, ink cloud	A silver key
61	Ostrich	Ostrich body form , bird, flightless bird, lays eggs, runs fast, spreading tail plumage	A sworn affidavit
62	Ox	Ox body form , horns, quadruped, herd animal, draft animal, plow animal, hoofs	Unyielding
63	Parrot	Parrot body form , bird, talks, mimics, lays eggs, bright colors, flies, feathers	In the wilderness
64	Peacock	Peacock body form , bird, lays eggs, resplendent tail plumage, sounds like a cat	Political strife
65	Penguin	Penguin body form , bird, lays eggs, swims, flightless, lives in cold regions	He was believed to have been captured
66	Prairie dog/meerkat	Prairie dog body form , burrows, lives in large communal warrens, rodent, mammal	Bone dagger
67	Praying mantis	Praying mantis body form , insect, exoskeleton, faceted eyes, grabs prey with long, barbed arms, camouflage, female eats male after mating, antennae	I do bite my thumb at you, sir
68	Rabbit	Rabbit body form , long ears, hops, rabbit tail, digs burrows, long back legs	A characteristic of the squid
69	Rat	Rat body form , hairless tail, carries disease, rodent, scavenger, bears litters of live young, burrows, vermin, eats young under conditions of overcrowding	Very charismatic

TABLE 2-2: CREATURE ATTRIBUTES CONTINUED

Wine with spices in it	
Air is cursed	
Something blew up	
Residual lightning	
Lassitude	
Spiral stairs	
Armor of the elementals	
A characteristic of the crocodile	
A missile trap	
Parchment of Ideas	
Builds strange dwelling	
Primordial slime	
Wreathed in plants	
Hut of the Slug Witch	
Kept in quarantine	
Synthesis	
Bet all on one throw	
Weevils got into the flour	
A stolen cargo	
Unexpected loyalty	
Sonically-charged traps	
Geese are very loud	
Singer	
Snowfall	
A centaur	
Mystery	
One of them is a robot	
The runes have failed	
One who walks	

Die Roll	Animal (d100)	Creature and Attributes
70	Raven/crow	Raven body form , black, feathers, sharp beak, flies, lays eggs, good vision, builds nests, bird
71	Rhinoceros	Rhinoceros body form , thick hide, one horn, poor vision, charges into combat
72	Roach	Roach body form , carapace, flies, lays eggs, insect, vermin, jointed legs
73	Saber-tooth tiger	Saber-tooth tiger body form , cat, tusk-like teeth, pounces, cat eyes, tail, retractable claws
74	Scarab beetle	Beetle body form , exoskeleton, sheathed wing, horns on head or thorax, larval stage develops into beetle, eggs laid in food source for larvae to eat
75-76	Seal	Seal body form , mammal, flippers, sea-creature, streamlined fur, bear live young
77	Slug	Slug body form , gastropod, mollusk, eye stalks, moves by rippling muscles, slimy, regeneration (of the eyestalks, at least)
78	Snail	Snail body form , house-like shell, slimy and formless body, eyestalks, reproductive organs located in head
79	Snake, cobra	Snake body form , reptile, serpent, scales, fangs, injects venom, snake eyes, slithers, lays eggs, cold-blooded, hypnotic eyes, hooded head
80	Snake, constrictor	Snake body form , reptile, snake eyes, constricts prey, slithers, lays eggs, lurks in trees, lurks underwater, eats only occasionally and remains torpid in between large meals
81	Snake, general	Snake body form , reptile, snake eyes, poison, constricts, fangs, slithers, lays eggs, hypnotic eyes
82	Snake, viper	Snake body form , reptile, snake eyes, poison, fangs, slithers, lays eggs, hypnotic eyes
83	Spider	Spider body form , eight legs, stinger, spins webs, leaps, cocoons prey in silk, sucks blood
84	Squid	Squid body form , ten tentacles, hard shell, cephalopod, changes color to match surroundings, jet propulsion, ink cloud
85	Squirrel	Squirrel body form , mammal, gathers nuts, stores food, rodent, bushy tail
86	Stag	Deer body form , antlers, herd animal, fast runner, hoofs, spindly legs, herbivore
87	Stick insect	Stick insect body form , resembles a stick, exoskeleton, lays eggs, long jointed legs, predator
88	Stink bug	Beetle body form , carapace, jointed bug legs, awful smell when carapace is broken, antennae
89	Tapeworm	Tapeworm body form , long, flat, thin, wormlike, parasite, lives inside host organisms
90	Tick	Tick body form , insect, lays eggs, drinks blood, carries disease, exoskeleton
91	Toad	Toad body form , batrachian, amphibian, lays eggs in water, predator, bulging eyes
92	Virus	Virus body form , spreads disease, injects host with RNA that begins replicating viruses inside host's body, microbial

TABLE 2-2: CREATURE ATTRIBUTES CONTINUED

Die Roll	Animal (d100)	Creature and Attributes	
93	Vulture	Vulture body form , bird, flies, feathers, lays eggs, talons, two legs, carrion eater	<i>Old language</i>
94	Walrus	Walrus body form , sea-mammal, thick layer of fat, roars, flippers, tusks	<i>Trapped in a dream</i>
95	Warthog	Warthog body form , quadruped, mammal, ugly face, tusks	<i>Webs of twine</i>
96	Wasp	Wasp body form , thorax, abdomen, insect, stinger, paper-like wings, makes paper hives, lays eggs, flies	<i>Uncooperative</i>
97	Whale, killer	Whale body form , sea-mammal, flippers, flukes, bears live young, swims, must surface periodically to breathe, predator, sonic echolocation, large, teeth	<i>Pile on the drama</i>
98	Whale, sperm	Whale body form , sea-mammal, flippers, flukes, bears live young, swims, must surface periodically to breathe, predator, sonic echolocation, large, blunt head, teeth on lower jaw, deep-water	<i>The city gates</i>
99	Wolf	Wolf body form , canine, predator, hunts in packs, howls, quadruped	<i>Source of healing</i>
100	Worm	Worm body form , segmented, burrows, five hearts, hermaphroditic, regenerates	<i>Lots of pillars</i>

FOLKLORIC SHAPE-ADAPTATIONS

The folkloric shape-adaptation is a quick list of ways in which myths and legends have changed the shape of normal animals into mythological and folkloric monsters. I think it's very restrictive if used as a random generation table, but sometimes it can be helpful as a quick-reference tool.

Table 2-3: Folkloric Shape-Adaptations

Die Roll	Shape Adaptation	
01-10	Animal head and legs, human torso and arms. (Minotaur and wolfman type).	<i>Ancient portal</i>
11-20	Double or triple heads (Cerberus or hydra-type)	<i>A characteristic of the eel</i>
21-30	Flying disembodied head type (Penalangg-type)	<i>Extortion</i>
31-40	Head and torso of human, second torso of beast (Centaur-type).	<i>Edge of the blade</i>
41-50	Head of one beast, body of second beast, wings and/or fore-body of third beast (griffon or hippoc Griffon-type)	<i>An improvised weapon</i>
51-60	Headless, or head in wrong place. (Headless horseman type).	<i>The hour of crisis</i>
61-70	Human head or face, beast body. (Naga type)	<i>Carter</i>
71-80	Human head, arms, and upper torso, beast lower torso and legs. (Satyr type)	<i>Waiting for the sign</i>
81-90	Human head, body of one beast, wings of a second beast. (Manticore or sphinx type). There's room here for a human head, forequarters of one beast, hindquarters of a second beast, but I don't have a folkloric example for that one.	<i>Moon bird</i>
91-00	More arms or legs than normal. (Sleipnir type, several multi-armed giants).	<i>Kept under glass</i>

Table 2-4: Method of Obtaining Food

Die Roll	Food-Methods
01-10	Ambush Predator
11-20	Carnivore
21-30	Dangerous Herbivore
31-40	Hunts and processes food
41-50	Omnivore (probably with a preference for human flesh)
51-60	Predominantly Carrion-eater
61-70	Predominantly Scavenger
71-80	Stalking Predator
81-90	Stores food of various types
91-95	Grows or cultivates food in some way
96-00	Eats Abstract Food (See Table 2-5)

Table 2-5: Abstract Food

Die Roll	Abstract Food (d100)
01-05	Charisma
06-10	Dexterity
11-15	Diseases (yes, eats them)
16-20	Experience (levels)
21-25	Experience (points)
26-30	Hatred
31-35	Heat or cold
36-40	Intelligence
41-45	Joy
46-50	Luck
51-55	Magic
56-60	Pain
61-65	Philosophy or knowledge
66-70	Sanity
71-75	Souls
76-80	Sound or music
81-85	Spell casting capability
86-90	Strength
91-95	Wisdom
96-00	Youth

Table 2-6: Reproductive Strategy

Die Roll	Reproductive Strategy
01-10	Bears live young
11-20	Bears live young
21-30	Bears live young; keeps in pouch until older
31-40	Lays eggs in host creature
41-50	Lays eggs on land (whether or not creature lives in water)
51-60	Lays eggs underwater (whether or not creature lives on land)
61-70	Reproduces by splitting – fission
71-80	Reproduces by transformation of prey
81-90	Reproduces using airborne spores or seeds
91-00	Reproduces using planted seeds

CONSTRUCTS

Constructs are man-made objects that have at least rudimentary intelligence, and probably can also move. As such, they share enough characteristics that it makes sense to lump them together for creative ideas, but as monsters these types can be quite different – some of them are animated by a spirit, some of them have magically-implanted intelligence, some might only follow orders, and some of them might have some sort of machine-intelligence. Obviously, these different origins will tend to fit into radically different types of adventure settings and in the service of radically different villains (if, indeed, they are still in anyone's service at all once the adventurers encounter them). It's worth mentioning that the folkloric theme of a created monster getting out of control is a very, very common one.



Table 2-7: Type of Construct

Die Roll	Type of Construct	Comments
01-20	Elemental-animated or spirit-animated machine or object	An elemental creature or a creature from the spirit-world has been bound into the object, machine, or structure as the force that animates it. The imprisoned/bound creature provides the object with whatever intelligence or cunning it possesses.
21-40	Magically animated object in its natural shape	Animated chairs, tables, catapults, etc.
41-60	Magically Augmented Machine	A machine that doesn't operate purely by means of technology, and may not include any mechanical components at all other than hinges and bolts. A basic example is an iron cobra with no inner mechanisms – it is an object specifically designed to be animated. On the more complex side of the spectrum might be a huge lobster-shaped battle robot powered by magical pistons and gears, but with no magic animating the mechanisms driven by those pistons and gears.
61-80	Spirit-animated substance, in a prepared shape	This includes the classic man-shaped golem, but could be any shape. A spirit could be imprisoned in a garbage pile, and then you'd have an animated garbage-pile.
81-00	True Machine	This is either a machine with some sort of artificial brain, or a machine with no intelligence whatsoever.

PHYSICAL DANGER POSED BY CONSTRUCT

It's easiest to start creating a construct by focusing on what sort of risk it poses to the adventurers. This list of physical dangers constructs can cause is more focused than the larger tables of physical attacks (Table 2-64), and may be a better starting point. After getting a general picture of the construct's physical threat, and if the construct is more than just a physical monster, roll on the large table of special attacks (Table 2-71).

Meditation chambers

Three ways forward

The aqueduct

Telekinetic power

Lots of dirt

An attribute of a bacteria

Moon carvings

Very vague

A well-known chef

Lots of sand

Egg-shaped

Siege

When a lizard hatches from a hen's egg

Ceremonial garments

Perfect condition

Heretical machine

Shadow vessel

Restless inquiry

Broken into pieces

Thunderstorm

A bad hand of cards

Chemical reaction

Metal cube

A characteristic of the dolphin

Blue flames

A faithful servant

When a red coat is delivered

Seven sisters

Made of bronze

Table 2-8: Physical Danger Posed by Construct

Die Roll	Primary Physical Danger
01-10	Crushing limb or smash
11-20	Enfold and suffocate
21-30	Grab and process
31-40	Liquid spray and process
41-50	Pierce and process
51-60	Piercing appendage
61-70	Pincers
71-80	Swallow and process
81-90	Trample
91-00	Whirling blades or slicing limbs

A characteristic of the slug

A flower of mist

An unreliable information source

Tactics: circle around

Deadly nightshade

Pushed forward

Airsource

Necklace of Confusion

A bizarre machine

Violence Breaks Out

Sorcery

Supernatural senses

A word in the wrong ear

Measure for Measure

Trapped in the gems

Ruby capsule

Steward to a noble house

Overlooks water

Force cube

Engaged in conquest

Time Gates

An ambassador (mercantile)

A measurement of time

Shifting meaning

Ruination and Regret

MODERN ANALOGUES FOR FANTASY DEVICES

Another way of getting ideas for constructs is to let your mind wander through the realm of existing modern machines. I don't use this table much for generating a construct directly, but it has worked very well if I think of this as the room where a construct is located, and then thinking about the construct as being a component of that room or the room's purpose.

Table 2-9: Modern Analogues for Fantasy Devices

Die Roll	Modern Machine
01-03	Automobile
04-06	Bathysphere
07-09	Blender or food processor
10-12	Bulldozer
13-15	Centrifuge
16-18	Combine harvester
19-21	Crane
22-24	Dishwasher
25-27	Disk drive (memory holder)
28-30	Drier
31-33	Eggbeater
34-36	Electrical outlet
37-39	Elevator
40-42	Flamethrower
43-45	Forklift
46-48	Garbage disposal
49-51	Garden hose
52-54	Heart monitor
55-57	Injection mold
58-60	Intercom system
61-63	Jackhammer
64-66	Lawnmower
67-69	Oil refining or distilling
70-72	Oven
73-75	Power drill
76-78	Refrigerator or cold storage
79-82	Roomba
83-85	Steam cleaner
86-88	Steamroller
89-91	Stove
92-94	Trash compactor
95-97	Truck
98-00	Windmill

REASON FOR CREATING CONSTRUCT

The creator's purpose for building the construct can give you ideas for what the construct does. This table is my favorite way to get ideas for the more unusual constructs, especially where the primary threat might not be physical damage.

Table 2-10: Reason for Creating Construct

Die Roll	Construct's Intended Purpose	
01-08	Boosts magic powers of creator	<i>Nutmeg</i>
09-16	Build structures	<i>Whirling colors</i>
17-24	Dig	<i>Hurricane</i>
25-32	Finder/hunter	<i>Multiplication</i>
33-40	Guardian	<i>Is lacking fuel</i>
41-48	Instrument of revenge	<i>Old version</i>
		<i>Overlaps</i>
		<i>A leaf of stone</i>
		<i>A characteristic of the crow</i>
		<i>Legal manuscript</i>
		<i>Manufacturer</i>
		<i>Let the games begin</i>
		<i>Aspecter</i>
		<i>Hallucinogenic flowers</i>
		<i>Bright and shiny</i>
		<i>Supplied by tubes</i>
		<i>Trapped in the sounds</i>
		<i>Cup of a beverage</i>
		<i>Mummified</i>
		<i>All cats are grey in the dark</i>
		<i>Hawk-taloned</i>
		<i>Chain of flowers</i>
		<i>Deceptively simple</i>
		<i>Face in the mirror</i>
		<i>Divides in the middle</i>
		<i>Valves</i>
		<i>The ugliest of motives</i>
		<i>Circus owner</i>
		<i>An attribute of a mouse</i>

CONSTRUCT'S PHYSICAL RESEMBLANCE

Yet another way to generate ideas for constructs is to get a mental picture of it, and then build out ideas for its purposes and attacks. Take note that the table heading says “reminiscent of.” It’s best to create only a blurry mental picture for dreaming these up, and let your subconscious take over from there.

Table 2-11: Construct's Physical Resemblance

Die Roll	Reminiscent of	
01-10	Animal (mammal, reptile, amphibian, bird, etc)	
11-20	Bizarre machine	
21-30	Bug (beetle, insect, or arachnid)	
31-40	Doll or puppet	
41-50	Large human	
51-60	Mannequin (possibly very lifelike)	
		61-70 Plant
		71-80 Scarecrow, jury-rigged appearance, poor construction
		81-90 Sphere or other uncomplicated shape
		91-00 Well-known monster (dragon, griffon, minotaur, etc)

CONSTRUCT'S LOSS OF CONTROL

One feature of constructs in folklore is the potential for them to go out of the creator’s control. Consider Walt Disney’s *The Sorcerer’s Apprentice* and Mary Shelley’s *Frankenstein* as examples. Many versions of the original golem folktale (in which the golem is created by a Cabalist rabbi to protect the Jews of Prague from a pogrom) also include the golem’s attempt to remain “alive” once its purpose is served. In general, this theme is more applicable to constructs that are animated by an imprisoned or summoned spirit rather than those which are purely mechanisms or magically-augmented medieval technology. Not every construct should be subject to loss of control, or the theme becomes a bit overused.

Table 2-12: Loss of Control

Die Roll	Type of Loss of Control	
01-10	Base percentage chance checked during each combat round (but not increasing)	
11-20	Base percentage chance that depends on the construct’s age (would differ for each individual monster but not change during the encounter)	
21-30	Base percentage chance under certain circumstances	

TABLE 2-12: LOSS OF CONTROL CONTINUED

A thing that slides sideways	
Green cube	
The Book of Perils	
Don't use the boring alternative	
It was exactly the right time	
A meeting to discuss peace	
A dancing teacher	
Kind of like a thing	
Doorway to the beyond	
A good hand of cards	
A party	
Periodic sweeps of the area	
Carved from a tusk	
Attacks authority	
Who stands to inherit?	
The banner of the darkness	
Ceremonial halberd	
A toy city	
Line of gems	
A devil	
Deep carpet	
A scorch mark on the wall	
The Book of Guilds	
Oozes	
Attack the citadel	
Slipshod	
Ranks of steel	

Die Roll	Type of Loss of Control
31-40	Base percentage chance when confused in some way
41-50	Base percentage chance when given a command
51-60	Base percentage chance when hit with particular magic
61-70	Construct begins as inactive (out of control) but automatically “activates” into control based on certain actions it observes
71-80	Construct begins as inactive (out of control) but has cumulative increasing chance of “activating” into control under certain circumstances
81-90	Construct’s loss of control (by whatever method) results in the escape of its activating spirit to possess a person
91-00	Cumulative increasing chance during combat

DRACONIC

Draconic creatures include not only dragons, but wyverns and other dragon-like beasts. The difficulty with generating unusual body forms for dragons is that if you get too far away from the basic lizard-like reptile with bat wings, you start to get something that isn’t really a dragon any more. Therefore, these tables focus on three components of a dragon or draconic monster: a single unusual physical feature, a single unusual ability (with a sub-table for breath weapons), and the dragon’s mentality.



Table 2-13: Dragon’s Unusual Physical Feature

Die Roll	Feature
01	Body: back legs only, no front legs
02	Body: bone plates instead of smaller scales
03	Body: chameleon-like coloring allows it to blend into surroundings
04	Body: color pattern of spots, lines, whorls, or similar; might be involved in a special defense or ability of some kind
05	Body: covered in plant growth, mold, etc.
06	Body: crablike pincers instead of front claws
07	Body: dragon has elephant-like feet instead of claws, and might be able to trample. Hoof-like feet are also an option for this.
08	Body: dragon is bioluminescent or has a bioluminescent “lure” to attract prey (like anglerfish)
09	Body: dragon’s form is blurred, displaced, or shifting
10	Body: expandable plume or brush of feathers at end of tail (like peacock fan), probably used as special defense in some way as a distraction
11	Body: extremely long claws used for burrowing in stone (extra damage, probably)

TABLE 2-13: DRAGON'S UNUSUAL PHYSICAL FEATURE CONTINUED

Die Roll	Feature	
12	Body: fan along back like a Dimetrodon (also called a “sail”)	<i>Silver cube</i>
13	Body: fins and webbed feet, eel-like tail	<i>The Book of Stones</i>
14	Body: forked tail (long) used to disarm opponents	<i>Mold spores</i>
15	Body: frog-like feet, possibly adhesive	<i>Strange looking beast</i>
16	Body: gems or other valuable substance grow or are found in the scales or skin	<i>Prisoner in a magical cage</i>
17	Body: glittering scales, probably used in a hypnotic type of special attack	<i>A substitute</i>
18	Body: has mane of hair, like horse, possibly running the full length of the body and tail.	<i>Mysterious substance</i>
19	Body: highly flexible, almost as if boneless	<i>Crime and Redemption</i>
20	Body: huge back legs like a frog's, used for leaping and pouncing	<i>Frightens prey</i>
21	Body: iridescent, glistening or glittering, alternatively, always shadowed or “reverse-glitters” with spots of darkness	<i>Assimilator</i>
22	Body: jointed carapace like lobster	<i>Funeral</i>
23	Body: large “pores” visible as gaps in scale pattern	<i>A herald</i>
24	Body: large, crab-like carapace, possibly with other crab-like features such as pincers	<i>Wreathed in wire</i>
25	Body: mangy appearance due to constant shedding of scales (or even molting)	<i>A meeting of monsters</i>
26	Body: manticore-like tail allows spike-throwing	<i>Astrological festival</i>
27	Body: mantis-like front legs, or additional set of mantis-legs	<i>The spell has taken effect</i>
28	Body: marsupial-like pouches for carrying eggs	<i>Bait</i>
29	Body: more frog-like than catlike, smooth, slimy skin	<i>Something was dissolved away</i>
30	Body: more than four legs and/or claws	<i>Webs of force</i>
31	Body: more toad-like than catlike, scaled skin	<i>Concealed statue</i>
32	Body: multiple armored segments like centipede (probably with multiple legs)	<i>The larder</i>
33	Body: naturally very fat (with whatever consequences seem fitting, positive or negative)	<i>One who catches</i>
34	Body: no usable claws, digits are froglike or fingerlike	<i>Badly eroded</i>
35	Body: oozes globules of some kind	<i>A glass key</i>
36	Body: part of body (top or front most likely) is much more heavily armored than the rest, and dragon will seek to face that part against opponents)	<i>Fire damaged</i>
37	Body: relationship with another species or with older members of dragon's own species causes dragons to only be seen wearing a distinctive accoutrement such as a collar, a rune, a distinctive bracelet or other item of jewelry, etc.	<i>Made of clay</i>
38	Body: resembles rock or stone rather than scaly	<i>A vengeful monstrosity</i>
39	Body: resembles water when dragon is lying down and not moving	<i>Wharf rats</i>
40	Body: round and spiderlike, with spindly legs (still covered with scales, though)	
41	Body: scales interspersed with chunks of other substance such as glass, metal, stone, etc.	
42	Body: scales on dragon's back grow into oddly shaped extrusions resembling coral, stalagmites, or twigs	

TABLE 2-13: DRAGON'S UNUSUAL PHYSICAL FEATURE CONTINUED

	Die Roll	Feature
A characteristic of the lizard	43	Body: secondary creature or parasite is always attached to the body
Wereboar	44	Body: segmented like worm, armored
Changing depth	45	Body: series of insect-like segments, scaly skin
Decorated with furs	46	Body: serpentine, no legs or vestigial legs only
Festival of Remembrance	47	Body: sharp ridges, spines, or scales on underside
Tag, you're it	48	Body: sharp, cutting scales
Circle of beliefs	49	Body: short, stumpy legs, probably less useful in combat than normal (like an alligator's)
Circle of Acquaintance	50	Body: skin resembles a frog's, not scaly
A cyclops	51	Body: slight "elemental" effect such as wisps of steam, drops of water, dropping dust, heat-shimmers, etc. Might be bubbles from a sea-dragon.
A huge fireplace	52	Body: spiked
The troubadour	53	Body: spore-sacs or other bulbous growth
Orange rune	54	Body: ten or more legs, probably less muscular than normal dragon legs
A tree of stone	55	Body: translucent, semi invisible, or invisible in normal state
Bioluminescent version of monster	56	Body: turtle-like shell
Hidden statue	57	Body: vestigial wings, might levitate or leap
Lots of bats are in some way responsible	58	Body: vulnerable underside much less armored than back
Powerful explosion	59	Head: almost completely featureless face, or missing a feature such as eyes or even a mouth
Salt	60	Head: antler-like horns used for defensive parrying of some kind
A meteorite	61	Head: antler-like horns, used for attacks
Cauldron	62	Head: ant-like mandibles around mouth (extra damage, probably)
It was foretold	63	Head: armored bone plate behind head, like triceratops
Changing goals	64	Head: Catfish-like "whiskers," possibly used as adjunct to normal senses
Vestigial wings	65	Head: dragon is blind (possibly none of this type have eyes, or all have huge white eyes) and uses sound or other senses extremely well (possibly with bonuses in particular situations).
Line of sight	66	Head: expandable "hood" of skin like hooded cobra
Moon theory	67	Head: large expandable sac under jaw for swallowing and holding opponent, like lizard
A professional drummer	68	Head: large fan/ruff around neck, like Australian frilled lizard
Taking measurements	69	Head: large, bulging, toad-like eyes
Forgotten idea	70	Head: large, multi-faceted eyes (probably with a gaze attack)
	71	Head: long horns like bull, used for attacks and/or throwing opponents

TABLE 2-13: DRAGON'S UNUSUAL PHYSICAL FEATURE CONTINUED

Die Roll	Feature	
72	Head: long, frog-like tongue, adhesive	<i>A strange mystery</i>
73	Head: long, whip-like tongue used to lash opponents	<i>A characteristic of the lion</i>
74	Head: long, whip-like tongue, used to grab opponents	<i>Surrogate Mother</i>
75	Head: massive head and ability to swallow opponents	<i>Improperly protected</i>
76	Head: multiple eyes or additional eye	<i>House of the Moon</i>
77	Head: no teeth – bony ridge in mouth is used for biting	<i>Specific roles</i>
78	Head: prominent crest on head, like rooster or cockatiel (likely of large scales rather than feathers)	<i>Changing words</i>
79	Head: resembles that of a beaked dinosaur	<i>The Oracle Gate</i>
80	Head: resembles that of a cat (with scales)	<i>Doorway into trees</i>
81	Head: resembles that of a crocodile	<i>Bone face carving</i>
82	Head: resembles that of a ram or goat (with scales)	<i>Garish</i>
83	Head: resembles that of a serpent	<i>Surrounded by spells</i>
84	Head: rhinoceros horn, used for attacks	<i>The peril of making assumptions</i>
85	Head: teeth like saber-tooth tiger (probably extra damage on bite)	<i>Changing effects</i>
86	Head: three heads	<i>Bullet</i>
87	Head: tusks like boar, causes extra damage on bite and/or can be used to throw opponents	<i>Impervious to certain forces</i>
88	Head: tusks like elephant or mammoth, used for attacks and/or for throwing opponents	<i>Hidden treasure</i>
89	Head: two heads	<i>It was the wrong time</i>
90	Head: unnaturally ugly face, possibly causing fear-type or other effect	<i>Shifting floor</i>
91	Tail: earwig-like pincer	<i>Howling noise</i>
92	Tail: ends in club like an Ankylosaurus, used for attacks	<i>An attribute of the robin</i>
93	Tail: forked, used for attacks	<i>An ancient procedure</i>
94	Tail: spiked, used for attacks	<i>Creatures from Beyond</i>
95	Tail: spiked, used for attacks	<i>A characteristic of the maggot</i>
96	Tail: stinger, used for attacks	<i>Three triangles</i>
97	Wings: disproportionately large or narrow wings	<i>Threading a needle</i>
98	Wings: feathered or insect-like	<i>Painted decorations</i>
99	Wings: glides like flying squirrel on membrane between legs rather than having true wings	<i>Orb of Sentience</i>
100	Wings: no wings	

Traps react to movement

Corrupted

A riddle

Geese are burglar alarms

Philosophical manuscript

A strange missile

Indoor garden

Cult

Song of the bird

Unshielded

Soothing

Held for ransom

Tines, tongs, forks and prongs

It was thought to have been destroyed

Expecting proof

Inquisition

An arm's length

A characteristic of the rhinoceros

A mixture of energies

A finger bone

An evil fairy is behind it

It was poorly calibrated

Deceptive sculpture

A characteristic of the stink bug

Colorful sails

Placing their souls at risk

The lyrics are a clue

DRAGON'S UNUSUAL ABILITY

Table 2-14: Unusual Ability

Die Roll	Ability
01-04	Can transform at will into an ooze-like form (refer to Table 2-40, etc. for ideas about the ooze form)
05-08	Can shift partially into another reality, leaving an ooze-like form in the material plane (refer to Table 2-40, etc. for ideas about the ooze form)
09-12	Theme: don't touch it. The dragon's skin is adhesive or corrosive.
13-16	Sucks blood, might have other bat-like features including echolocation
17-20	Lives underwater as easily as on land. Might have fish-like features such as extra fins
21-24	Sings beautifully (and probably dangerously). This might be in a human-type voice, or it might be trilling or whistling.
25-28	Theme: Perceptive. The dragon has unusual powers of perception that give it an advantage in combat. In general, it will either be able to predict how it's going to be attacked (defensive) or find weaknesses in the opponents (leading to some sort of attack bonus). The nature of the perception might give the dragon other benefits for things like avoiding being taken by surprise. The actual mechanism could include ESP, smell, high intelligence, or precognition.
29-32	Theme: Illusion. The dragon can change the perceptions of its opponents. The source might be to magically produce visual illusions, or to use some sort of magical mind domination.
33-36	Theme: Hidden. The dragon can conceal itself, camouflage itself, or hide in unexpected places for an ambush (under water, in shadows, in walls, on ceilings, etc)
37-40	Theme: Don't hurt it (acidic blood, corrosive surface, or other downside to using physical attacks). This is similar to the "don't touch it" theme, but the effect only kicks in if the dragon is physically damaged. This could also include reflecting spells, transferring damage to another, or being healed by certain types of attacks.
41-44	Theme: Spellcaster. The dragon casts spells, casts spells more powerfully than expected, or casts a wider variety of spells than one might expect. Alternatively, the dragon might simply have an array of natural abilities that mimic spells.
45-48	Theme: Summoner (wraiths of past victims, etc)
49-52	Theme: Venom
53-56	Theme: Weapon-user
57-60	Theme: Movement
61-64	Theme: Undeath
65-68	Theme: Plants
69-72	Theme: Oozes and molds
73-76	Theme: Mists and vapors
77-80	Theme: Elemental or planar
81-84	Theme: Fey
85-88	Theme: Constructs
89-92	Theme: Hypnotic. The dragon either has a physical feature that hypnotizes opponents (gaze, beauty, colors, patterns, etc), or uses communication to do so (song, trilling, mental telepathy, soothing voice, persuasion, etc).
93-96	Unusual breath weapon
97-00	Unusual breath weapon

UNUSUAL BREATH WEAPON

Unusual breath weapons don't figure prominently in the unusual abilities table above, which is designed to focus on sparking the designer's higher creativity. However, for a dragon that's simply a slight deviation from the norm, a variant breath weapon is often all that's needed – breath weapons, after all, are probably the most defining feature of dragons. If you want your dragon to breathe fire, poison gas, electricity (lightning), acid, or frost, but in a different way than normal, don't roll on the first column – just roll on the second.

Table 2-15: Dragon's Unusual Breath Weapon

Die Roll	Breath Weapon's Effect	Breath Weapon's Delivery
01-04	Magic drain: items, spell memorization, active spells, and/or other.	Cloud, small, but continues to expand for several combat rounds before dissipating.
05-08	Insanity, illusions, or hallucinations; possibly magical, possibly due to pain, possibly due to emotional reaction	Cloud, wider than a “line” but more oval-shaped than circular
09-12	Implants eggs or reproductive substance (mold, etc.)	Cloud, wider than a “line” but more oval-shaped than circular
13-16	Poison, lethal	Cone shape from dragon's mouth (blast-like or spray-like)
17-20	Dessicates, disintegrates, or withers	Cone shape from dragon's mouth (blast-like or spray-like)
21-24	Vermin: insects, maggots, bugs, or similar.	Cone shape from dragon's mouth (blast-like or spray-like)
25-28	Drains experience or lower effective level of ability.	Curling wisps, magical, follow opponents until successful at delivering the attack
29-32	Poison, non-lethal	Large cloud, possibly enveloping dragon as well (dragon is immune, of course)
33-36	Emotional reaction or impulses: rage, sorrow, joy, fear, etc.	Large cloud, possibly enveloping dragon as well (dragon is immune, of course)
37-40	Roll twice: breath weapon has a double-whammy effect.	Long wisp forms into a line perpendicular to the direction in which it was exhaled, possibly striking several opponents in a front rank (but with a short range in terms of the distance it travels from the dragon).
41-44	Sleep or lethargy	Narrow line, glob, or other substance aimed at single opponent (spit, basically)
45-48	Disease	Narrow line, glob, or other substance aimed at single opponent (spit, basically)
49-52	Pushes, pulls, raises, moves, teleports, or levitates, as applicable.	Not a breath weapon at all, but a “sound” weapon produced by the dragon's voice, song, or roar. (determine range and possibly shape – probably a cone – as you choose)
53-56	Affects memory	Not a breath weapon at all, but a blast from the dragon itself in all directions up to a certain range. This might be a mental blast, or might be accomplished by shaking out dust, tiny eggs, or sweat (like a dog shakes off water).
57-60	Corrosive to metal, wood, and/or leather	Not a breath weapon at all, but a gaze weapon (or even “rays” from the dragon's eyes). Usually targeted at a single individual.

A thing that turns

Dangerous religion

Roc migration season

Forgotten demon

Hobgoblins

Fishing

A characteristic of the wasp

Missed it by that much

Ghostly

Old ideas

Attack from below

It's a trick

Hidden door

Human-killer

There's that sound again

Doorway to the machines

Surplus materials

Trolls

Someone departed

Moneylender

Tactics: shrubs and trees

A misspoken word

Manuscript of songs

Doorway to insanity

This part readies itself for war

Primordial ooze

You can't turn back time. Or can you?

Altered monsters

TABLE 2-15: DRAGON'S UNUSUAL BREATH WEAPON CONTINUED

	Die Roll	Breath Weapon's Effect	Breath Weapon's Delivery
Canary in a coal mine	61-64	Commands, charms, renders open to suggestion, confuses, or mentally influences	Not a breath weapon at all, but an effect that surrounds the dragon at all times, due to smell, flames, cloud, vermin on skin, etc.
Dream conductor	65-68	Transforms, shape-changes, changes size, or changes state of matter (into liquid or into stone, for example)	Not a breath weapon at all; effect is caused by dragon's concentration upon an opponent or an area.
Find the line	69-72	Removes one or more senses: blindness, hearing, or all senses. Alternatively, it causes "malfunctions" or imperfections with these senses.	Roll again to determine the shape or delivery of the breath weapon; but whatever effect it inflicts, it adheres or lingers in such a way that it gets several chances to cause a failed saving throw or otherwise affect those who escaped its effects when it first manifested.
That's not going anywhere	73-76	Adhesive (glue-like)	Slow-moving floating globule, cloud, or bubble.
Aconite	77-80	Hypnotic	Smaller cloud, affecting area in front of dragon
Shadow carvings	81-84	Temporarily lowers attribute score: strength, intelligence, etc. The effect might be defined, or the effects might simply be whatever the rules define for the lower attribute score.	Smaller cloud, affecting area in front of dragon
Hair of the fey	85-88	Twitching, dancing, or convulsions.	Spits out a grenade-like solid, which explodes to deliver the special effect in a radius. Might or might not have perfect aim.
Forbidden method	89-92	Nausea	Vomited liquid, probably a short cone-shape
Swarming allies	93-96	Paralysis	Wide linear blast of breath, filling a narrow but rectangular area in front of the dragon (affects all within)
There was one silver lining	97-00	Imprisons (dimensional, quick-setting resin, ice forming, stone-forming, etc)	Wide linear blast of breath, filling a narrow but rectangular area in front of the dragon (affects all within). Probably no more than 5 to 10ft wide, with whatever length seems appropriate.
Ceremonial dagger			
Speckled pattern			
Thing from the abyss			
Sacks of grain			
Power vacuum			
Turned to liquid			
Bundles of kindling			
Forbidden words			
The peril of a reflection			
Unexpected ally			
Static electric buildup			
Abstract principles			
Professor			
Owls			
A chimera			
Machine is cursed			
Trade places			
The turning of the wheel			
A cattle breeder			

Table 2-16: Individual Dragon's Mentalities, Motivations, and Status

	Die Roll	Mentality, Motivation, or Status
Canary in a coal mine	01-05	Arcane. Whether or not the dragon is a good spell caster, it knows a great deal of useful arcane lore it has accumulated over the years. It might even have human magic-user followers, who seek to gain the bits of knowledge it occasionally provides to them.
Dream conductor	06-10	Assembling Followers. Followers, for this purpose, include a set of young or baby dragons, or a group of fanatical worshippers, or an army of mercenaries, or even something stranger like a collection of trained slimes or a trained pack of giant lizards.
Find the line	11-15	Collector. The dragon hoards a particular type of item. Some of these might be relatively innocuous, such as musical instruments. On the other hand, a dragon who collects human skulls is possibly a big problem.
That's not going anywhere	16-20	Connoisseur. The dragon constantly seeks a supply of something with a particular taste or quality. This might range from captives to fine wines.
Aconite		
Shadow carvings		
Hair of the fey		
Forbidden method		
Swarming allies		
There was one silver lining		
Ceremonial dagger		
Speckled pattern		
Thing from the abyss		
Sacks of grain		
Power vacuum		
Turned to liquid		
Bundles of kindling		
Forbidden words		
The peril of a reflection		
Unexpected ally		
Static electric buildup		
Abstract principles		
Professor		
Owls		
A chimera		
Machine is cursed		
Trade places		
The turning of the wheel		
A cattle breeder		

TABLE 2-16: INDIVIDUAL DRAGON'S MENTALITIES, MOTIVATIONS, AND STATUS CONTINUED

Die Roll	Mentality, Motivation, or Status	
21-25	Constrained to Action. The dragon is forced, either through its nature or due to magic, to respond in certain ways to certain stimuli. Examples of this include: not being able to tell a lie, required to grant a wish if defeated in combat, required to hunt down a particular individual, required to guard a certain object, etc.	<i>A genie is involved</i>
26-30	Damsel-Kidnapper. Pretty standard.	<i>Bronze halberd</i>
31-35	Demonic. As with many Christian dragon-stories of the middle ages, the dragon is actually the servant of a supernatural evil power rather than just a preternatural creature. Dragons that are a form of demon might have a demonic master nearby, or one that can be summoned. Alternatively, the dragon might be able to summon lesser demons of some kind into its service. This sort of dragon would be considerably more sinister than a regular dragon, but not necessarily much more intelligent.	<i>The lying tongue</i>
36-40	Vassal. The dragon is subservient to, enchanted by, subdued by, or sworn to another being. For a folkloric type of dragon, it might be in love with a human maiden or controlled by some other creature weaker than the dragon itself. Not likely, though.	<i>A giant is involved</i>
41-45	Envoy or Scout. The dragon is exploring or negotiating on behalf of some other villain elsewhere. The questions to be resolved are: (1) on whose behalf is the dragon negotiating, and (2) with whom is the dragon negotiating, monsters or humans?	<i>A demon</i>
46-50	Foreigner. The dragon comes from a different place, either because it has a nomadic personality or because it was chased out. It is likely working on establishing a new lair.	<i>Festival of Horses</i>
51-55	Hide. The dragon is virtually obsessed with keeping itself hidden from human notice (or perhaps from the notice of a stronger dragon, or other enemy or threat). This might be due to caution, might be a younger dragon's strategy for getting older and bigger, or might just be due to cowardice.	<i>Changing vision</i>
56-60	Imprisoned. The dragon is in some way confined to an area, either because the exit isn't large enough, or because it is scared to leave, or because it is under a mental or magical compulsion, etc.	<i>Trapped in the mountains</i>
61-65	Infamy (reputation). The dragon seeks to be well known as a threat, but unlike the knight-killer it approaches the project in an intelligent and possibly even devious manner.	<i>It eats away at it slowly</i>
66-70	Intense Greed. This dragon is even greedier than most, being easily bribed and unable to resist theft.	<i>The archivist</i>
71-75	Kill Knights (reputation). The dragon seeks to be well known as a threat. Note that for survival reasons, this is already a fairly dim bulb of a dragon, since the famous ones don't live long. Being relatively stupid, this dragon is focused upon killing powerful humans, and it defines "powerful" basically as those who wear heavy armor. This is the best explanation I can invent for the classic stereotype.	<i>Concealed machine</i>
76-80	Land-Destroyer. At whatever speed possible, the dragon seeks to turn the area around its lair into a wasteland. It spends time fouling water, destroying trees and crops, and killing wildlife.	<i>Justice for all</i>
81-85	Political Power. The dragon seeks to have human minions and influence over civilized areas, rather than eating (too many) humans or destroying crops. This dragon might even protect its serfs in time of danger.	<i>It regenerates</i>
86-90	Secrets and Wisdom. The dragon knows a great deal of useful information; maps of a dungeon area, legends about magic items, and other such useful tidbits can be gained from talking to this dragon rather than killing it. Of course, conversation might not be possible unless the dragon is suitably terrified.	<i>The Flowers of Entropy</i>
91-95	Vendetta. Some event in the dragon's past has caused it to swear vengeance against a group, species, or religion. This could be virtually anything ranging from a wide category like "magic-users," to a single individual, to a specific village, to members of a particular order of knights.	<i>Long beard</i>
96-00	Wounded or Crippled. The dragon might be blind or missing a limb from a past accident or battle. If the dragon didn't win that combat, it is likely consumed with a desire for vengeance.	<i>Banner of the bright ones</i>

A network of spies

Branches off

Drawn very poorly

Altered messages

Discolored

Beam of light

At the full moon

Cross-cross

A characteristic of the leech

Leftovers

Shadowed tiger

Changes when activated

Cleric

Dragon egg

Digestive juices

A characteristic of the beaver

Long fingernails

Fountain of wine

Distorted figure

A characteristic of the praying mantis

Breach of an agreement

Unusually cold

Deceptive image

A clicking noise

Mouldering

Fish

A map reflected in water

Not where it should be

Surrounded by webs

ELEMENTALS

Elementals are creatures associated with a fundamental “element” of nature. These elements, as theorized by European alchemists, were fire, water, earth, and air. The first explicit use of the elemental creature concept is in Michael Moorcock’s Elric stories, in which Elric summons the lord of the Earth elementals and the lord of the Water elementals. The idea that elemental creatures are hierarchical comes from these stories, and fantasy gaming further developed the idea of elemental social strata by drafting djinn and efreet into the role of nobles. Not only are genies closely associated with fire and air, but Arabian folklore also ascribed to them the same kind of bargaining and binding that characterized Moorcock’s elementals in the Elric stories. These tables reflect the concept that there is an entire sub-world of creatures associated with each element of nature, living in some “other” place but capable of being summoned into normal reality – or perhaps sneaking in from time to time. The creatures of these sub-worlds (presumably treated as a separate plane of existence) are organized into social strata, and can be bound to service in various ways.



Table 2-17: Social Strata of Elementals

Die Roll	Social Stratum
01-40	Mindless (normal elemental)
41-70	Servitors (normal elementals and weak djinn)
71-95	Nobility (powerful djinn)
96-00	Quasi-deity or elemental lord

ELEMENTAL BODY FORMS

The “animal appearance” result from this table can be rolled on the Creature Attributes Table (Table 2-2), but it’s left vague here to allow your own imagination to grab an idea and run with it at this point.

Table 2-18: Elemental Body Forms

Die Roll	Elemental's Basic Shape
01-05	Animal appearance (amphibian)
06-10	Animal appearance (bird)
11-15	Animal appearance (mammal)
16-20	Animal appearance (reptilian)
21-25	Aquatic creature appearance
26-30	Cone or pyramid of elemental substance
31-35	Formless cloud or mass of elemental substance
36-40	Horror-type form
41-45	Incorporated into item (e.g., lamp)
46-50	Insectoid appearance
51-55	Pillar of elemental substance

TABLE 2-18: ELEMENTAL BODY FORMS CONTINUED

Die Roll	Elemental's Basic Shape	
56-60	Plant appearance	<i>Altered pathways</i>
61-65	Serpentine or spiral-shape of elemental substance	<i>A characteristic of the baboon</i>
66-70	Used/incorporated into construct	<i>Monster has secret identity</i>
71-75	Used/incorporated into structure for innate qualities	<i>When the red planet is in the second house</i>
76-80	Used/incorporated into structure for movement/sentience	<i>Everyone was deceived</i>
81-00	Human appearance with elemental features and attributes (e.g., pillar of fire instead of legs)	<i>Nimbus of light</i>

ELEMENTAL PLANE OF ORIGIN

Inventing an elemental creature can go along one of two creative avenues: either it's a new and innovative use of one of the four basic elements (fire, water, earth, and air), or it's based on an unusual element. The primary elements are the first four entries, so if you want a "traditional" elemental you can roll a d4 and move forward. Note also that if you want to generate something truly unusual, roll twice and consider that your element might be from the *intersection* of the two indicated elements.

Table 2-19: Elemental Plane of Origin

Die Roll	Plane of Origin	
01-05	Air	<i>An oak tree</i>
06-10	Earth	<i>Abomination from beneath the earth</i>
11-15	Fire	<i>Copper halberd</i>
16-20	Water	<i>Jackal-headed</i>
21-25	Death	<i>A mis-heard sermon</i>
26-30	Sound	<i>Counteract each other</i>
31-35	Electricity	<i>Gem is cursed</i>
36-40	Light/dark	<i>Green dagger</i>
41-45	Shadow	<i>Granules</i>
46-50	Poison	<i>Weigh the choices carefully</i>
51-55	Acid	<i>Painful sound</i>
56-60	Smoke	<i>House of the Artifact</i>
61-65	Ice	<i>Unexpected help</i>
66-70	Steam	<i>Roughly plastered</i>
71-75	Lava	<i>A long-sought treaty</i>
76-80	Life	<i>Spies</i>
81-85	Sand	
86-90	Probability or entropy	
91-95	Plant life	
96-00	Thought or cognition	

Glowing ooze

See what has
become of me

Hallucinogenic
words or speech

The clapping of
hands

Running away

A stream runs
through it

Only one thing
remained to be
done

Like a school
of fish

Weasels are
responsible

The last word

Function depends
on the operator

Mastodon

Wrath of the
Wings

There has been
a fire

A peryton

Food is cursed

Bronze crown

Rat Gates

Find the culprit

Hallucinogenic
powder

Silver spider

Merchant

An attribute of the
sparrow

A characteristic of
the warthog

A characteristic of
the stick insect

Crime and
Punishment

METHOD OF BINDING THE ELEMENTAL CREATURE

One of the key features of elementals of all kinds, from genies to summoned elementals, is that they can be bound to the service of powerful masters. In many cases, particularly in the case of the more intelligent elementals such as genies, there is a specific means by which the elemental can be controlled (and serious risks if you get it wrong).

Table 2-20: Method of Binding the Elemental Creature

Die Roll	Method (1d100)
01-10	Bargaining; a sacrifice is offered (souls, gems, etc), and the elemental might or might not choose to accept the bargain
11-20	Genealogy/ancestry; ability to control this type of elemental was granted to a bloodline in the distant past as a bargain or reward
21-30	Knowledge of elemental's language, research being required, possibly hard to use or pronounce
31-40	Knowledge of the elemental's true name
41-50	Possession of Item; possibly one owned by the elemental, possibly a specific wand, possibly something like a token granted by the elemental's overlord
51-60	Riddle answer; elemental poses a riddle of some kind (see Book 3)
61-70	Sacrifice; some particular sacrifice is required to control the elemental
71-80	Specific ritual; a specific ritual which probably needs research is used to bind the elemental.
81-90	Specific spell; probably requires specific research for non-traditional elementals
91-00	Spoken words; possibly a command word, possibly a pleasing haiku, etc.

CONDITIONS IN ELEMENTAL REGION

Although it's really more of an adventure-generating idea than a monster-creating idea, you can get some good ideas about elementals by thinking about what conditions are like in the elemental region whence the creature comes. This doesn't mean the conditions of the entire elemental plane – merely the part of that plane whence the creature comes.

Table 2-21: Conditions in Elemental Region

Die Roll	Conditions in Elemental Region
01-10	Castle with hounds, nobles, servants, knights, etc.
11-20	City of intelligent and semi-intelligent elementals
21-30	Decadent
31-40	Highly religious, superstitious
41-50	Highly traditional, bound by traditions and agreements
51-60	Infested with vermin
61-70	Plots against old enemies, handles all interactions with material plane on that basis
71-80	Prison
81-90	Underwater-like (free-swimming elementals analogous to undersea creatures)
91-00	War-torn region

FEY CREATURES

The concept of a fey creature is a gamer-created mishmash of virtually all folkloric creatures that don't eat humans, aren't of godlike power, aren't significantly larger than humans, are corporeal, and are basically of a human body type. The gamer model of fey creatures relies most heavily on the sidhe (Ireland) and the wee folk (Ireland, Scotland, Wales, Bretagne) mixed in with corporeal nature-spirits from numerous other cultures (the nymphs and dryads of Ancient Greek mythology being a prime example). These tables essentially retro-engineer the artificial category of "Fey" by returning to the folkloric sources of the creatures commonly labeled as being in the category, drawing out resemblances and common features. That being said, there is a general set of folkloric characteristics attributed to the traditional creatures of the "fey" category:

1. They are associated with nature and the wilderness, and often tied to a specific place in the wilderness such as a tree or river;
2. They are difficult to find when sought – often because they inhabit a sort of magically hidden "otherworld," can vanish away if not physically held, or can become invisible;
3. Most are extremely cunning, but vulnerable to trickery due to their extreme pride or greed (generally for food or gold);
4. They show virtually no compassion for human beings, with the exception of Victorian England's tiny fairies with their butterfly wings and flower-dwellings;
5. They are corporeal;
6. They are frequently (but not always) associated with magical items;
7. They are frequently associated with transformations of themselves or those who anger them;
8. They are, almost universally, absolutely forced to honor bargains to which they have agreed, even if the bargain was made under duress.

A major exception to the general rule: talking animals seem to have been adopted into this category, but these are generally helpful to humans in most folklore, rather than compassionless. Helpful talking animals appear frequently in the troubadour tales of the proto-renaissance of the Twelfth Century and in the Germanic folklore recorded by the Brothers Grimm. A second exception: the Irish sidhe (pronounced "shee") and some Arthurian fey-types are associated with unnatural passage of time in their realms and with taking slaves or captives. This isn't a universal constant among folkloric creatures, but it is a common theme nonetheless.

Final note about the tables: since the concept of fey is a bastardized catch-all type of category, the monster-designer should feel free to break as many of these general rules as may be necessary to create a good monster.

Table 2-22: Form of Fey Creature

Die Roll	Basic Form
01-10	Biped with animal (mammal) head
11-20	Biped with animal (mammal) head and legs
21-30	Biped with horns and animal legs
31-40	Biped shapeshifter (appears human but unusual)
41-50	Small human-like creature
51-60	Animal form shapeshifter (mammal)
61-70	Animal form with unusual feature (size, usually)
71-80	Mist form
81-90	Incorporated into natural feature such as a rock or plant
91-00	Biped or shapeshifter, bird



Lawyer
 Unexpected results
 Snakes
 Draped with cloth
 Highly detailed
 Shadow writing
 The biscuits are delicious
 Restless dead
 Parchment of Wisdom
 Deliver contraband
 Tower
 Dangerously slippery
 Decorated with paint
 Surrounded by flatterers
 Broken brickwork
 Spiders
 On the run
 Cloth serpent
 Fresh vegetables
 Labor Unrest
 Obscured vision
 Efrets have a long memory
 Locksmith
 Something high up
 Shadow shapes
 Wraiths
 Invisible objects
 Damaged in transit
 Not even one

FEY CONTRACTS

It is a constantly recurring theme in folklore that the wee folk and other nature spirits can be forced to serve or to give up treasure if the right bargain is struck or the right commands invoked. In this way, the fey folk are much like genies and elementals (and the following table is accordingly similar to Table 2-16).

Table 2-23: Fey Contracts

Die Roll	Fey Contracts
01-10	Bargaining; a gift is offered (souls, gems, etc), and the fey creature might or might not choose to accept the bargain
11-20	Genealogy/ancestry; ability to control this type of fey creature was granted to a bloodline in the distant past as a bargain or reward
21-30	Knowledge of the creature's language, research being required, possibly hard to use or pronounce
31-40	Knowledge of the creature's true name
41-50	Possession of Item; possibly one owned by the creature, possibly a specific wand, possibly something like a token granted by the creature's overlord
51-60	Riddle answer; the fey creature poses a riddle of some kind
61-70	Gift; some particular gift is required to obtain the creature's assistance
71-80	Specific ritual; a specific ritual which probably needs research is used to bind the creature to service
81-90	Specific spell; probably requires specific research for non-traditional fey creatures
91-00	Spoken words; possibly a command word, possibly a pleasing limerick, etc.

MAGICAL ABILITIES OF FEY CREATURE

Virtually all fey creatures have some characteristic magical power.

Table 2-24: Magical Abilities of Fey Creature

Die Roll	Magical Property or Ability
01-10	Ability to charm, enthrall, and even enslave opponents
11-20	Berserk rage or sudden growth, with combat benefits (most likely after suffering some degree of damage, seeing damage to animal companion, having a spell cast upon it, or other anger-evoking stimulus)
21-30	Control of animals (usually of a specific type or species)
31-40	Immobilization of opponents using natural substances or body part
41-50	Melding into stone, trees, or water, and possibly moving while inside the natural feature
51-60	Powerful animal companion (a bear or lion, for example, probably larger and more intelligent than a normal example of the species)
61-70	Shape-shifting
71-80	Transformation of enemies (see Table 2-25 below)
81-90	Uses a characteristic magical item (possibly only usable by this sort of fey creature) to affect opponents. (see Table 2-26 below)
91-00	Vanishing/teleporting when not physically touched or held

FEY TRANSFORMATION OF ENEMIES

Another characteristic of many fey creatures is that they can cause a specific transformation in their victims.

Table 2-25: Fey Transformation of Enemies

Die Roll	Unusual Transformation	
01-03	Add tail, tentacles, whiskers, etc.	<i>A plot twist</i>
04-06	Age or become younger	<i>The words of the queen</i>
07-09	Always hungry	<i>Chitinous</i>
10-12	Always thirsty	<i>The wrong symbol</i>
13-15	Causes bodily odor (bad or perfume)	<i>Parchment</i>
16-18	Causes disease	<i>Moon metal</i>
19-21	Causes protective adoration for object in hand or next object picked up.	<i>Precipitate</i>
22-24	Causes rage or depression	<i>Formless being</i>
25-27	Change form of feet or hands	<i>Doorway to the past</i>
28-30	Cleans people/items of dirt	<i>A mismatched assembly</i>
31-33	Confusion (directionally impaired)	<i>Attacks innocent people</i>
34-36	Confusion (per spell)	<i>Supernatural speech</i>
37-39	Cures disease	<i>A wedding took place</i>
40-42	Enlarge or shrink	<i>Minotaurs</i>
43-45	Geas	<i>But no one believed</i>
46-48	Grants next wish	<i>Random effect</i>
49-51	Grow facial hair	<i>Jester</i>
52-54	Hair color (often to white or grey)	<i>Ancient trap</i>
55-57	Hallucinations	<i>Dream conveyor</i>
58-60	Heightens one random sense (sight, etc.)	<i>Waiting for the word</i>
61-63	Laugh or cry uncontrollably in next stressful situation	<i>Old password</i>
64-66	Luck (adds temporary bonus or penalty to attack rolls, damage rolls, or saving throws)	<i>The six in cloaks</i>
67-69	Petrification	<i>Debugging</i>
70-72	Polymorph to animal	<i>Memory of a memory</i>
73-75	Reduces/impairs one random sense (sight, hearing, etc.)	<i>Altered circumstances</i>
76-78	Removes one random sense (blind, deaf, etc.)	<i>In the end, none of them agreed</i>
79-82	Reverse two randomly determined ability scores	<i>But no one was persuaded</i>
83-85	Smoke wisps from ears, nose or mouth	
86-88	Speech forms bubbles, can't be heard until bubble pops	
89-91	Subject glows like light source	

TABLE 2-25: FEY TRANSFORMATION OF ENEMIES CONTINUED

Die Roll	Unusual Transformation
92-94	Tattoos patterns onto skin
95-97	Turned to wood
98-00	Vulnerable to suggestion from other humans

CHARACTERISTIC FEY MAGIC ITEMS

Fey magic items are generally musical instruments, items of clothing, or jewelry. Combs, hats, rings, and pipes are common examples. Longer lists of general possibilities for magical items (both form and function) are included elsewhere in this compendium; these are just examples that match up well with the folklore of fey creatures.

Table 2-26: Characteristic Fey Magic Items

Die Roll	Effect of Magical Item
01-10	Charm opponents (friendship, influence, control or geas)
11-20	Allow fey creature to escape (teleport, undetectability, or illusionary misdirection)
21-30	Change location of opponents (rearrange locations, teleport, turn around, blow backwards, etc.)
31-40	Disorient or confuse opponents (including symptoms of drunkenness or intoxication)
41-50	Curse opponents (often the curse is for bad luck)
51-60	Protect fey creature from a particular weapon type, non-magic weapons, spells, a type of spell, or a particular type of metal.
61-70	Summoning animals, or allies of its own kind
71-80	Create aging effects, temporary or permanent
81-90	Creates a water effect, to push opponents back, drown them, or hold them at bay.
91-00	Transform opponents (see Table 2-25 above)

Table 2-27: Fey Methods of Immobilization (twenty examples)

Die Roll	Method of Immobilization
01-05	Affect ground or rock, causing it to grab or even entomb enemies
06-10	Breathe out magic breath, which freezes using cold temperature or simply paralyzes opponents magically
11-15	Cause all of enemies' actions to take the opposite effect (raising arm actually lowers it, a step forward takes a step back, etc). This might be overcome, but trying to work everything in reverse would cause incredible clumsiness.
16-20	Cause enemies to become so enraged that they hack away at the ground, each other, and anything else other than the fey creature.
21-25	Cause enemies to begin dancing helplessly
26-30	Cause enemies to follow a glowing light or summoned animal, away from the fey creature or into peril
31-35	Cause enemies to listen to a particular sound, enraptured

TABLE 2-27: FEY METHODS OF IMMOBILIZATION (TWENTY EXAMPLES) CONTINUED

Die Roll	Method of Immobilization	
36-40	Cause metal or leather armor (one or the other) to constrict and bind the wearer	<i>Bug</i>
41-45	Fear effect that immobilizes those affected	<i>Copies something</i>
46-50	Grow and animate existing vegetation to grab and hold (anything from trees to grass to vines)	<i>Trapped spirits</i>
51-55	Magically flowing hair reaches out to entangle one or several opponents	<i>Everyone has a share</i>
56-60	Produce mists that immobilize (as opposed to summoning mists from nowhere)	<i>True, except for one thing</i>
61-65	Produce plant matter (probably vines) to grab and hold	<i>Stepped backward</i>
66-70	Spell-like ability (gestures and so forth) causes enemies' hair to grow and animate, entangling legs and arms	<i>Serves as an example</i>
71-75	Spell-like ability (gestures and so forth) causes enemies' legs to become rooted to the ground or paralyzed	<i>Gravedigger</i>
76-80	Spell-like ability (gestures, etc) makes enemies so clumsy that they cannot stand or use weapons	<i>A festival took place</i>
81-85	Summon insects (or bats, or birds, etc) whose swarming has the effect of keeping enemies from taking actions	<i>Droplets</i>
86-90	Summon mists that coalesce or reach out	<i>Hippogriffs</i>
91-95	Summon winds that keep opponents at bay; might even be magical enough to "blow" spell effects back at caster	<i>Writing that glows</i>
96-00	Summon winds that raise opponents into air, spinning them around until they are unbelievably dizzy	<i>Pattern of rocks</i>

SUMMONING FEY CREATURES

Many fey creatures are subject to being summoned or called from their homes to assist the summoner. In general, some kind of bargain needs to be struck, but the bargain could potentially already exist, or have been negotiated ahead of time. Since lots of these methods involve some kind of speech, the required speech might include the offered terms of the bargain, which might influence the success of the summoning/calling.

Table 2-28: Summoning Fey Creatures

Die Roll	Method of Summoning	
01-10	Ancient Promise. Recital of an ancient promise of assistance is another way to summon a fey creature, but these are generally difficult to discover, and the fey creature is likely to do whatever it can (later on) to make sure the recital isn't passed on or used a second time.	<i>Dropped from a great height</i>
11-20	Body Part. If the summoner has a lock of the fey creature's hair (or some other body part), a particular spoken charm or magic word could be sufficient to call the creature	<i>When the egg hatches</i>
21-30	Creature's Name. Knowing the creature's name might be enough to summon it, particularly if there is a little rhyme, magic word, dance, or pattern of steps to go along with speaking the name. (For some reason, movement of feet seems to be much more associated with the fey than movement of arms or hands).	<i>Armored animal</i>
31-40	Creature's Possession. Some fey creatures are linked to a particular possession (pipes, hat, etc) and can be called in virtually any way if the summoner has possession of this item.	<i>Involuntary motion</i>
41-50	Insults and Place. Near the creature's home, or in some other specified place like a circle of toadstools, a series of biting insults might call the creature forth ... but not necessarily in a good mood.	<i>Stores food</i>
51-60	Musical Tune. Certain tunes, if played absolutely perfectly and without error, might summon the fey creature. In order to keep this method from being used over and over again, it might be a tune that backfires dangerously if not played correctly.	<i>Pure nonsense</i>

TABLE 2-28: SUMMONING FEY CREATURES CONTINUED

Die Roll	Method of Summoning
61-70	Pattern. Creating the right pattern of crystals, sparkly stones, sticks of wood, branches of fir, etc) might summon forth this sort of fey creature.
71-80	Place and Activity. The right combination of a place (ring of mushrooms, stone circle, near the creature's home, etc) and an activity (lighting a fire with pine cones, dancing, singing, cooking bacon, etc) might be an irresistible temptation for this sort of fey creature's greed or curiosity.
81-90	Place, Time, and Speech. It might be possible to summon the fey creature when there is a particular combination of the time (autumn, midsummer, midnight, lunar phase, etc), the right words, and the right place (often a crossroads or a forest glade).
91-00	Smells. Cooking a certain combination of (strange) ingredients might summon the fey creature just from a smell the creature finds irresistible.

GIANTS

There are Norse giants, Celtic giants, Japanese giants (if that's how you class the Oni), Ancient Greek giants, etcetera and etcetera. What's useful to the adventure-creator is that these giants are not at all the same in terms of what they look like, how they behave, and what their powers are – with one exception being that they are almost universally pretty stupid. Ancient Greek giants (as opposed to the semi-divine titans) were almost always deformed in some way; hundred-handed giants and the one-eyed Cyclops are examples. Norse giants are powerful enough to stand toe-to-toe with the gods themselves, and are members of distinct sub-types (fire and frost). Arthurian/Provencal giants do not seem to be members of sub-types, but they all have brothers (usually in groups of three). The Japanese Oni have taken on a giant or ogre-like standard appearance, but they are also highly associated with the spirit world and older folklore doesn't always portray the Oni in this way (people can be possessed by oni, for example). Celtic giants tend to be more intelligent than the giants of other cultures, even tricky in some cases.

It is an unfortunate result of the early adventure modules *Steading of the Hill Giant Chief*, *Glacial Rift of the Frost Giant Jarl*, and *Hall of the Fire Giant Chief* that giants are often portrayed in role-playing games as tribal creatures. This isn't the case in folklore, where giants tend to be quite solitary and have unique powers. There is a lot of room in creative adventure design to take the folkloric model of the solitary giant with unique powers and/or possessions and use it to craft an excellent adventure. Avoid, though, the fairy-tale sequence of the giant and his brothers; it's too repetitious – I've tried it.



GIANT'S POSSESSION (OR RELATED ACTIVITY)

Giants in many cultures either guard something specific or own a unique item with magical powers.

Table 2-29: Giant's Possession (or related activity)

Die Roll	Possession or Related Activity	
01-05	Giant's soul is held in an item, and they can't be permanently killed without destroying the item	<i>Ancient machine</i>
06-10	Guards a prison or incarcerates victims	<i>Prism shines a particular color on a particular place</i>
11-15	Guards a ruin, bridge, road, or temple; not because it is a magical location, but for no particular reason other than territoriality (this is a common theme in Arthurian folklore). Japanese giants often guard isolated temples.	<i>An iron flower</i>
16-20	Guards magical location (unwillingly)	<i>It turns in upon itself</i>
21-25	Guards magical location (willingly)	<i>Herbalist</i>
26-30	Guards magical location that doesn't want him to do so	<i>They agreed to return</i>
31-35	Has magical beard or hair	<i>Ratcatcher</i>
36-40	Has magical pet or animal captive	<i>Collection point</i>
41-45	Keeps heads or trophies from victims	<i>Secret contract</i>
46-50	Keeps one or more maidens. Or, at least, these ladies start as maidens – some of them apparently marry the giants later on, since giants often have kindly human wives with questionable loyalty to their violent husbands. The precise dynamic of these relationships is often left rather unclear in children's fairy tales.	<i>Gravity is reversed</i>
51-55	Keeps polymorphed victims in cages	<i>Deceptive coloration</i>
56-60	Keeps souls (trapped in bottles or in animal shape)	<i>The citadel has fallen</i>
61-65	Magic item (sapient) is a captive, forced to do the giant's bidding	<i>Find the rune</i>
66-70	Magical item gives the giant some sort of unusual power. Boots are common, but to the point of being clichéd for use in an adventure.	<i>At the hunt</i>
71-75	Maintains a herd or collection of magical, marvelous, or prize-winning animals	<i>Basilisk</i>
76-80	Owns a castle and acts as a feudal lord, with peasants and perhaps even villages slaving to pay him tribute and taxes.	<i>Inflated</i>
81-85	Owns a very valuable piece of art or jewelry stolen long ago from a king or noble	<i>The oracle said yesterday</i>
86-90	Steals magical items of minor power	<i>Werebear</i>
91-95	Steals and keeps ability to sleep from victims	<i>Beneath a crescent moon</i>
96-00	Takes captives	<i>A swamp</i>
		<i>Lit by earth</i>
		<i>Gladiators</i>
		<i>Restore functionality</i>
		<i>Caltraps in the street</i>
		<i>Temporal machine</i>
		<i>Lizard-people</i>
		<i>Hidden things</i>

GIANT'S PHYSICAL APPEARANCE

Giants are (almost) never handsome, and in most folktales they have some sort of deformity or completely inhuman feature. Asian giants often have strangely colored skin: jet-black, yellow, red and blue, for instance.

Table 2-30: Giant's Physical Appearance

	Die Roll	Description of Skin	Other Features
Owls	01-10	Armored hide/plates	Bald
Wreathed in silver	11-20	Baggy	Claws
Salamanders	21-30	Fur	Elephantine Feature
Barricade of Vines	31-40	Hairy	Long hair
Find the cargo	41-50	Lumpy	Misshapen body
Looks like the way out	51-60	Pimpled	Misshapen face
The scent of flowers	61-70	Scarred (battle)	Multiple eyes
Problems underfoot	71-80	Scarred (ritual)	Odd skin color
A strange key	81-90	Stretched tight	Roll beast-type attribute on Table 2-2
Fortune-teller	91-00	Warty	Tusks

GIANT'S MAGICAL ABILITIES

A giant's unique magical ability, if any, may already have been suggested from the Giant's Possession Table (Table 2-29), but if not, or if you didn't care to use that table, the following can give you some ideas for unique giant-like abilities. Many of these have, admittedly, already been used in standard rulebooks.

Table 2-31: Giant's Magical Abilities

	Die Roll	Special Ability
The sludge-pools	01-10	A spell-like delivery of a special attack (Table 2-71)
Requires special ritual	11-20	Affect weather
Moves around randomly	21-30	Animate objects or plants
Farmer	31-40	Blacksmith giant, probably with some control over fire or metal
Peristaltic waves	41-50	Hurl rocks
Strange accent	51-60	Imprison souls in a particular form or item or in the body of a particular type of animal
Moon ship	61-70	Prodigious fisherman, possibly by means of charms that can be used against the giant's enemies as well
A well-known astrologer	71-80	Shapeshift into some form of animal
An unusual sigil	81-90	Shrink to human size and form when desired
Melts away	91-00	Summon animal allies (probably some evil or feral sort of animal)

HORRORS

Horrors are monsters utterly alien to the surface world, dwelling deep beneath the ground, in the dark depths of space, in the realms of dreams, in horrid and alien dimensions, or in the distant past (or future). The table for generating them is an abbreviated and selected version of the Creature Attributes table, focusing *much* less on mammalian life forms. Virtually all horrors will have one or more sorts of Special Attacks (Tables 2-70 and 2-71) and one or more Special Defenses (Table 2-82).

Table 2-32: Type of Horror

Die Roll	Nature of the Horror	Intellect of the Horror
01-30	Horror out of the dark subterranean reaches where water drips in fetid pools of darkness and where mankind is not meant to delve	Completely non-intelligent – acts on instinct
31-40	Ancient horror that yet survives from the primordial times before the dawn of man, the dawn of history, and the dawn of sanity	Barely intelligent – can be trained by powerful creatures or brute force over time
41-50	Horror called forth by blasphemous incantations in dark places	Average intelligence – roughly the same as a human being
51-60	Horror out of a mad wizard's lab (an "oopsie," most likely)	Extremely intelligent – can act as a mastermind, and may have spell-like abilities
61-70	Horror out of the freezing depths of space	Extremely intelligent – can act as a mastermind, and may have spell-like abilities
71-80	Horror out of the realms of nightmare and dreams	Barely intelligent – can be trained by powerful creatures or brute force over time
81-90	Horror out of the strange dimensions beyond reality	Extremely intelligent – can act as a mastermind, and may have spell-like abilities
91-00	Horror out of time (either immune to time or with powers over time)	Barely intelligent – can be trained by powerful creatures or brute force over time

Table 2-33: Physical Form of the Horror

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

Die Roll	Basic Form (d100)	Attributes of: (d100)	Skin/exterior (d100)	Other Feature (d100)
01-05	Ant	Amphibians	Baggy skin	Blow-holes
06-10	Beetle	Bacteria/virus	Bubbly or even effervescent	Eats abstract food (Table 2-5)
11-15	Bipedal	Bat	Carapace/single shell	Entire creature is disembodied head of some animal type with other bizarre features (possibly huge)
16-20	Blob	Beetle	Chitin plates	Even longer tentacles
21-25	Centipede/scorpion	Burrowing creatures	Diseased skin	Even more tentacles
26-30	Cone/cube	Cat	Dry membrane	Exposed brain or thinking organ
31-35	Crab/lobster	Crab/lobster	Feathers, possibly patchy	Eyestalks
36-40	Fish	Fish	Hairy	Fungus blooms on exterior

An alchemist
Writing on the wall
The lure of silver
Garnets
An unusual beast
House of the Unholy
Delivering a message
Finally made contact
An important message went astray
Do you want to know the problem with that theory?
A hostile animal
Engaged in a joint task
Witch war
Circle of protection
Overarching branches
Worm
Duel
The deadline expired
Ghouls everywhere
Line of light
Radiance
Magic boots
Militia
Ferryman or ferry operator
Curse of the Wanderer
Industrial sabotage

TABLE 2-33: PHYSICAL FORM OF THE HORROR CONTINUED

	Die Roll	Basic Form (d100)	Attributes of: (d100)	Skin/exterior (d100)	Other Feature (d100)
Pickled onions	41-45	Fly	Fluid-sucking organisms	Half chitin, half skin	Has tremendous mental powers
Tactics: trip wires	46-50	Frog/toad	Fungus	Pulsing tubes and veins	Huge mouth
A fortified position	51-55	Leech/slug	Human (body form)	Rock or gravel adhering to outer surface	Invisible; the sight of it might cause insanity or revulsion
Jailor	56-60	Mantis/stick beetle	Human (mental)	Scales	Levitates or floats
Blue flowers	61-65	Moth	Leech/slug	Segmented armor plates	Long tail
Residual ingredients	66-70	Octopus/squid	Moth or butterfly	Sleek fur	Moves in and out of dimensions, represented by phasing, teleportation, or incorporeality
A prophetic voice	71-75	Ooze	Octopus/squid	Slime coated membrane	Multiple eyes
Game within a game	76-80	Plant	Ooze	Spikes	Multiple mouths
Not what it appears	81-85	Snake/eel	Ooze	Spongy	Partially mechanical
Misdirection	86-90	Sphere	Plant	Tightly stretched skin	Phases or moves in and out of reality
Bracelet with shifting pattern of blue stones	91-95	Spider/longlegs	Snake/eel	Vermin or worm covered	Shaped like a wreath or in a circle
Dream wanderer	96-00	Wasp	Spider/longlegs	Warty skin	Transparent, with things inside (organs or parasites)
Smuggle the item					
Draped with color					
The tide brings ill omens					
A craftsman					
Mobile flowerpots					
Novices					
Amphibian					
The birds show the way					
It is, in all truth, a construct					
A pair of aces					
Heart of the manticore					
Where kings meet					
Wall hangings					
Doorway into fire					
A game of chess					
Line of stones					
Law and Order					

DESCRIPTIONS FOR CHITIN, CARAPACE, AND ARMOR PLATES

Many of the results on Table 2-33 involve chitin, a carapace, or armor plating. This table gives ideas for what the horror's armor looks like. Roll independently for each column.

Table 2-34: Descriptions for Chitin, Carapace, and Armor Plates

	Die Roll	Chitin Color or Pattern	Chitin Texture
	01-05	Black	Barbed
	06-10	Blue	Basically smooth
	11-15	Brown	Bumpy
	16-20	Diamond pattern	Coral-like protrusions
	21-25	Green	Curved, thorn-like protrusions
	26-30	Grey	Engraved with blasphemous runes
	31-35	Moving patterns	Extremely smooth; color of chitin becomes iridescent as a result

TABLE 2-34: DESCRIPTIONS FOR CHITIN, CARAPACE, AND ARMOR PLATES CONTINUED

Die Roll	Chitin Color or Pattern	Chitin Texture	
36-40	One color for front, different for back	Flexible but as hard as normal chitin/armor	<i>A code of conduct</i>
41-45	One color for top, another for bottom	Highly regular pattern of protrusions (bumps or small pyramidal shapes) which looks almost factory-generated	<i>An exodus</i>
46-50	Orange	Irregular patterns or patches of stiff hair grows from carapace	<i>Sun festival</i>
51-55	Pink	Pitted, irregular grooves and cuts	<i>Lists of things</i>
56-60	Purple	Ridged (possibly sharp)	<i>Ululating howl</i>
61-65	Red	Smooth	<i>Barricade of Bones</i>
66-70	Reflective	Spiked (long spikes)	<i>Purple flames</i>
71-75	Splotchy pattern	Spiked (short spikes)	<i>Powerful image</i>
76-80	Spotted	Sticky	<i>Moon shapes</i>
81-85	Striped	Very smooth (but not to the point of iridescence)	<i>A bargain with the fey</i>
86-90	White	Wavy surface texture	<i>It was right there in plain sight</i>
91-95	Whorled patterns	Waxy; not nearly as tough as it looks	<i>The torn tapestry</i>
96-00	Yellow	Whorled texture, almost patterns	<i>Ring of mushrooms</i>

HUMANOIDS

This section isn't just about goblinoids, it's about any species of bipedal creatures without powerful magical abilities except in unusual members of the species. For instance, since the "Fey" category tends to exclude monsters that have non-mammalian characteristics, monsters that are not particularly hard to find, and monsters that eat humans, creatures with these attributes might fall into the category of "humanoids."

Humanoid species are characterized by their physical structure, interactions with other sub-types, animal alliances, social organization, and any unusual or characteristic cultural behaviors. Put a bookmark at Table 2-2 while using these tables, because they refer back to it several times.

Make sure you roll independently for each column on the table.



Table 2-35: Humanoid Physical Structure

Die Roll	Animal Characteristics	Human Modification
01-20	Roll once on Table 2-2, and make the result bipedal with arms and opposable thumbs	Give it a human head
21-40	Roll once on Table 2-2, and make the result bipedal with arms and opposable thumbs	Give it a human upper body (but not head)
41-60	Roll once on Table 2-2, and make the result bipedal with arms and opposable thumbs	Give it a human-like body except for the head

- A code of conduct*
- An exodus*
- Sun festival*
- Lists of things*
- Ululating howl*
- Barricade of Bones*
- Purple flames*
- Powerful image*
- Moon shapes*
- A bargain with the fey*
- It was right there in plain sight*
- The torn tapestry*
- Ring of mushrooms*
- Tactics: setting fires*
- One, two, four.*
- Bales of hay*
- Indications*
- Altered items*
- Pattern of fish*
- Smugglers*
- In the hour of peril*
- Fermented too long*
- To be honest...*
- Kept secure*
- Small but dangerous*
- Speckles of light*
- When the cat's away, the mice will play*
- A vampire*
- A characteristic of a cat*

TABLE 2-35: HUMANOID PHYSICAL STRUCTURE CONTINUED

	Die Roll	Animal Characteristics	Human Modification
Ancient division	61-80	Roll once on Table 2-2, and make the result bipedal with arms and opposable thumbs	Give it a human-like head that has animal characteristics mixed in as well
Eggs in one basket	81-00	Roll twice on Table 2-2, mix up the attributes of those two animals, and make the result bipedal with arms and opposable thumbs	Roll again on Table 2-2, using this second roll to determine a bunch of weird modifications to the basic biped you created from the first roll. For example, your bipedal fish-man now gets some attributes of a badger. Go for it.

*First time's the charm, then you're screwed**Maenads**Like a butterfly**Made of brass**Rubies**The proper sequence**Diamond**Forms a shield**Dangerous approach**Substitution**In search of a brawl**Doorway to the library**Scattered everywhere**Eroded stonework**Herbivore**Requires blood**Hallucinogenic gas**Burrowing**When a cat crosses your path**Archives**Dangerous words**The sound of drums**Water source**Mercenary monsters**Subaqueation***Table 2-36: Humanoid Species Overview**

	Die Roll	Description (Roll twice) (d100)	Relation to Other Humanoid Species (including humans) (d100)
	01-10	Alliance with related beast-type*	Aloof and isolated
	11-20	Interesting weapon**	Manipulators, diplomats, and infiltrators (this might be, but isn't necessarily, a mastermind type)
	21-30	Minor special attack (all creatures in species) *** See Tables 2-70 and 2-71 for ideas.	Willing mercenaries, serving other species and possibly with some degree of assimilation into the different cultures of their employers
	31-40	Unusual ability (all creatures in species)****	Would-be conquerors, tyrants, or overlords; generally at war with anyone or everyone
	41-50	Unusual leader-types	Minion species that tends to serve more powerful overlords
	51-60	Contains spell-casters that are not necessarily unusual leader-types (but could be)	Raiders
	61-70	Unusual Reproductive Cycle (See Morphological Changes and Phases Table 2-84)	Mastermind species (see Tables 2-38 and 2-39 below)*****
	71-80	Minor Special Defense (all creatures in the species). See Table 2-82 for ideas.	Captive-Takers (captives might be from another humanoid species or monster type rather than humans)
	81-90	Contains a sub-type which is larger than the norm, and is either more or less intelligent than the normal members of the species. The sub-type might be sterile, or might be capable of interbreeding with the normal members of the species.	Most relations are trade-oriented, but the species may have strange approaches to trade (violence, rituals, or honor might factor in, for example). Trading with the creatures might be a dangerous venture.
	91-00	Unusual leader-type or Unusual Ability in all members of the species**** (50% chance each)	Generally assist other races and act in coordination with them, provided that the other species is working toward goals that agree with those of the species (or of the leader-types). This would be a species that works from long-range plans, possibly (but definitely not necessarily) a mastermind species.

*Alliance with related beast-type. Examples might include a species of crab-men that command or live with giant crabs, a species of wolf-like creatures that live with wolves, etc. In general, the animal alliance will be with the same creature whose attributes are shared with the humanoid species.

**Interesting Weapon. The species manufactures and/or uses some weapon that other species can't use well. A species of four-armed warriors might use a very heavy flail using all four hands, as a very simple example. The key here, though, is that the weapon should have some effect that makes tactical combat interesting. The weapon might have a chance to disarm, poison, cause disease, immobilize, hamper, or weaken opponents, or might just deal greater-than-normal damage in the hands of one of the members of the humanoid species.

*** Minor special attacks will also, generally, be related to the underlying animal type that has been mixed with human attributes to create the humanoid species. Crab-men might have pincers, for example, or the ability to drag opponents under the water.

**** Unusual Abilities will be related to the underlying animal type. Crab-men would be able to breathe under water.

***** Even though Mastermind Species is listed as a relationship to other species, that doesn't necessarily give the broadest picture – rolling a second time on Column 2 might get you an interesting picture of how a mastermind species functions.

UNUSUAL HUMANOID LEADER-TYPES

This table makes lots of references to the “underlying creature,” meaning one of the animal types used to generate the humanoid species on Table 2-2. If you didn’t use Table 2-2, just pick whatever animal the humanoid species is most similar to.

Table 2-37: Unusual Humanoid Leader-Types

Die Roll	Primary Characteristic of Leader-Type	Secondary Characteristic of Leader-Type
01-10	Spell-casters (shamans, medicine-men, priests, etc.)	Larger head and/or very high intelligence compared to other members of the species.
11-20	Larger than normal (or can simply absorb more damage, if the result on the next column indicates a smaller leader type)	Additional Limb(s) as suggested by any special attack; otherwise, 2 extra arms
21-30	Different and more powerful special attack based on the abilities of the underlying animal. (see Special Attacks Tables 2-70 and 2-71 for ideas).	Has one more characteristic of the underlying animal than the lesser members of the species
31-40	Intrinsic magical ability (see Table 2-21 for Transformations)	Is less like the underlying animals and more like a human than the lesser members of the species.
41-50	Has aspects of a fey creature (Table 2-19 or 2-24)	Increased ability to move, using strong legs/wings, or magical movement such as teleportation, dimensional travel, etc.
51-60	Has aspects of a giant (Tables 2-29 to 2-31)	Has a different reproductive strategy from other members of the species, which influences the activities of the groups they lead
61-70	Has stronger armor or thicker hide than normal. If the underlying animal has armor and the lesser members of the race don't have it, then give the leader-type the armor of the underlying creature.	Is subject to a Time Cycle (Table 1-29) which influences the activities of the groups they lead

A binding of spirits

Curse of the Mad Machine

Silver centipede

Shadows

The wrong clothes

Legend of the fey

Who wears the crown?

Leather hides

Creature from the deeps

Instrumentation

Demons!

Yellow sign

Attacks dreams

Parchment of Time

Foxglove

Migration

Black lanterns

Mysterious results

Lots of fire

Imprisoned spirit

Hawk-headed

When the hourglass runs out

A characteristic of the lobster

Part of the information is missing

A pleasant demeanor

An attribute of an oak tree

Nagas

Spring loaded

TABLE 2-37: UNUSUAL HUMANOID LEADER-TYPES CONTINUED

	Die Roll	Primary Characteristic of Leader-Type	Secondary Characteristic of Leader-Type
<i>Professional gambler</i>	71-80	Can cause a relatively powerful effect on lesser members of the species, such as increased ferocity or bravery when close to a leader-type.	Requires a special food, drink, or drug in order to maintain the physical or mental characteristics of a leader type. This may be a substance produced by normal members of the species (especially in the case of insectile humanoids)
<i>A flaw in the weave</i>	81-90	Shape-changing, either generalized or as a form of lycanthropy	Can ride an extremely powerful type of mount, dangerous to non-leader riders, or larger and more intelligent than a type of mount used by normal members of the species.
<i>Eviction notice</i>	91-00	Has a Special Defense (See Table 2-82 for ideas).	Smaller and more graceful than normal members of the species
<i>A broker of gems and jewels</i>			
<i>The letter contains a clue</i>			
<i>A piece of cloth</i>			
<i>Rescue people trapped in the sewers</i>			
<i>The good king</i>			
<i>The food reveals the way</i>			
<i>Wheels and gears</i>			
<i>Rakṣasa</i>			
<i>A distant thunder</i>			
<i>An artisan</i>			
<i>Wizard-killer</i>			
<i>Kobolds</i>			
<i>A tree of bronze</i>	01-05	Brains, minds, psionics, thinking, abstracts, dogma, creativity, intuition	
<i>Specific receptor</i>	06-10	Caverns, gems, minerals, oil, damp, cold, dark	
<i>So the greatest of them departed</i>	11-15	Changing, mutating, breeding, hybridization, melding, melting, shape-shifting, misdirection	
<i>Doorway to the planes</i>	16-20	Death, corpses, sarcophagi, ancestors, rot, memory, forgetting	
<i>Random behavior</i>	21-25	Dimensions, folding, moebius shapes, reality-pockets, teleportation, movement, reversal	
<i>Structurally unsound</i>	26-30	Diplomacy, politics, misdirection, decoys, advice, agreements, delicacy, manners	
<i>A professional dancer</i>	31-35	Fire, lava, flames, heat, geysers, glowing	
<i>Left behind</i>	36-40	Honor, loyalty, pledges, vassalhood, tyranny	
<i>Where landsharks dance</i>	41-45	Ice, frost, snow, cold, death, slowness	
<i>Requires a blessing</i>	46-50	Lightning, electricity, flashes, light, power, shattering, cracking, mechanisms, crystal	
<i>Unexpectedly cheerful</i>	51-55	Mist, clouds, invisibility, misdirection, steam	
	56-60	Property, documents and deeds, formalism, rituals	
	61-65	Rituals, memory, ancestors, forgetting, formalism, ceremony, cycles, seasons, absolutism	
	66-70	Space, airless places, vacuum, voids, stars, planets, moons	

THEMATIC IDEAS FOR MASTERMIND HUMANOID SPECIES

If the entire species is considerably more intelligent than humankind, the concept probably requires more detail. A species of masterminds will travel in smaller groups instead of tribes, individuals may have minions from another species, and the species may make a recurring appearance in more than one adventure. The table below offers various thematic groupings of ideas that can work together for the “signature” element of a mastermind humanoid species. The items in each theme are sometimes contradictory, and the themes are vague and open-ended. They are intended to spark thought processes, not to provide a closed and complete list.

Table 2-38: Thematic Ideas for Mastermind Humanoid Species

	Die Roll	Theme or Association
<i>Kobolds</i>	01-05	Brains, minds, psionics, thinking, abstracts, dogma, creativity, intuition
<i>A tree of bronze</i>	06-10	Caverns, gems, minerals, oil, damp, cold, dark
<i>Specific receptor</i>	11-15	Changing, mutating, breeding, hybridization, melding, melting, shape-shifting, misdirection
<i>So the greatest of them departed</i>	16-20	Death, corpses, sarcophagi, ancestors, rot, memory, forgetting
<i>Doorway to the planes</i>	21-25	Dimensions, folding, moebius shapes, reality-pockets, teleportation, movement, reversal
<i>Random behavior</i>	26-30	Diplomacy, politics, misdirection, decoys, advice, agreements, delicacy, manners
<i>Structurally unsound</i>	31-35	Fire, lava, flames, heat, geysers, glowing
<i>A professional dancer</i>	36-40	Honor, loyalty, pledges, vassalhood, tyranny
<i>Left behind</i>	41-45	Ice, frost, snow, cold, death, slowness
<i>Where landsharks dance</i>	46-50	Lightning, electricity, flashes, light, power, shattering, cracking, mechanisms, crystal
<i>Requires a blessing</i>	51-55	Mist, clouds, invisibility, misdirection, steam
<i>Unexpectedly cheerful</i>	56-60	Property, documents and deeds, formalism, rituals
	61-65	Rituals, memory, ancestors, forgetting, formalism, ceremony, cycles, seasons, absolutism
	66-70	Space, airless places, vacuum, voids, stars, planets, moons

TABLE 2-38: THEMATIC IDEAS FOR MASTERMIND HUMANOID SPECIES CONTINUED

Die Roll	Theme or Association	
71-75	Summoning, calling, charming, dominating, contests, protection, warding, entrapment	<i>Strange smell in the air</i>
76-80	Symbols, sigils, runes, writing, pictures, records, lore, fragments, holism	<i>Where they sleep</i>
81-85	Thunder, sound, sonics, waves, shaking, volcanic, clouds, connections, music	<i>Terrifying visage</i>
86-90	Vengeance, memory, hearts, murder, absolutism, symbols, hatred	<i>The broken spear</i>
91-95	Water, depths, drowning, lightlessness, sliminess, mud, unseen growth	<i>Inimical</i>
96-00	Winds, air, flying, levitation	<i>Magical sound</i>

HISTORY OF MASTERMIND SPECIES

In the case of mastermind species, adding some sort of background in addition to the themes of Table 2-38 may help to define how the members of the species think. Use the table below to generate a sequential history of the species. There is a 50% chance that the species became masterminds during the first stage, and (if they didn't) a 50% chance in the second stage and a 100% chance in the third stage. Once this thought-exercise is finished, and has given you ideas about the mastermind species, feel free to discard the details of the history – a history isn't needed at all to have a good monster species.

Table 2-39: History of Mastermind Humanoid Species

Die Roll	First Stage of Development	Second Stage of Development	Final Stage of Development	
01-10	Unevolved form was conquered and “improved” by a more powerful species	Became twisted by a catastrophe that affected most members of the race	Generally get along with humankind, except when humankind pisses them off	<i>A chase</i>
11-20	Evolved in another dimension	Some sort of interaction with a god or other major power changed the species (or split the species into two groups)	Consider humans to be nothing more than slaves or even food	<i>David Bowie's Goblin King</i>
21-30	Evolved on a distant moon or planet	Needed to escape into another dimension, world, or environment (e.g., chased into and adapted to a subterranean environment)	Became fragmented into small groups and individuals due to the risk of disease	<i>Act as the decoy for an operation</i>
31-40	Created or bred by a deity, demigod, or other major power.	Became powerful and ruled a large area, but were then decimated by war, disease, or rebelling slaves	Became fragmented into small groups and individuals because ego and pride make it impossible for them to work together. They hate other members of their own species.	<i>Incubus</i>
41-50	Evolved underground	Ruled by a more powerful species, which bred them or magically changed them	Seek revenge or have a particular racial hatred (not necessarily against humanity – it might even be a monster type)	<i>Technological failure</i>
51-60	Evolved aboveground	Encountered lost knowledge, which changed them and made them more powerful and intelligent	Require a particular kind of food, probably either a rare plant or humans	<i>Exiled nobility</i>

TABLE 2-39: HISTORY OF MASTERMIND HUMANOID SPECIES CONTINUED

	Die Roll	First Stage of Development	Second Stage of Development	Final Stage of Development
<i>Unstable magic</i>				
<i>Extremely wise</i>				
<i>Waxworks</i>				
<i>A characteristic of the parrot</i>				
<i>Lighter than air</i>	61-70	Evolved in water	Arrived at present location (world, moon, subterranean realms, etc) via a migration to avoid a natural or magical catastrophe in their original location	Became expert breeders of a monster type (or new hybrid) that accompanies most members of the species. If the physical characteristics of the species were determined using Table 2-2, the animal is probably the underlying animal used to generate the species' physical characteristics.
<i>Vigilantes</i>				
<i>Wreathed in stone</i>				
<i>Webs aren't from spiders</i>				
<i>Acidic</i>				
<i>Two people playing a game</i>	71-80	Created or bred by a more powerful species (now extinct) to fulfill a specific function in the society of that species – food, laborers, accountants, spell-casters, etc.	Developed a caste structure with different abilities for the different castes (this can include entering into corporeal bodies of different types)	Reproductive competition separates the males or females from each other. One gender is polygamous or polyandrous, and the other gender is probably smaller, weaker, and/or less intelligent.
<i>The lure of gemstones</i>				
<i>Circle of necromancy</i>				
<i>Circle of healing</i>	81-90	Began as a species of incorporeal spirit-beings, gaining bodies as a result of the events in the second stage (next column)	Rebellion within the society caused a split within the species (a multiple caste structure, division into powerful leaders and lesser followers, or two hostile sub-species)	Entire species is now subject to a Time Cycle (Table 1-29), although not all members of the species are necessarily subject to the same influences at the same times – they may be out of sync with each other. This would be due to events in columns 1 or 2, but it has become more or less pronounced than earlier.
<i>Iron statue</i>				
<i>Scything blade</i>				
<i>Bribe the person</i>				
<i>Rules of war</i>				
<i>The smell of wood fires</i>	91-00	Evolved as flying creatures, but unless you want them to retain flight, they lose their flying capabilities during the Second Stage (next column)	Extinction of a more powerful species allowed this species to grab power and magic, which led to higher intelligence	Each member of the species accumulates knowledge or unusual items that make each individual member of the species relatively unique in its capabilities.
<i>Not one of a kind</i>				
<i>Lunar eclipse</i>				
<i>The least true answer</i>				
<i>Of the bloodline</i>				
<i>A bargain with demons</i>				
<i>Lots of water</i>				
<i>Waiting for the prerequisite</i>				
<i>Dream pools</i>				
<i>Lanterns</i>				
<i>Animal-killer</i>				

MIST CREATURES

Mist creatures are normally unintelligent, acting on instinct. They can normally be damaged in only a few ways, and often function in the nature of a localized hazard. The table below offers two other suggestions: mist-monsters created by a machine, and mist-monsters created by another monster-type. In addition to being a naturally-occurring phenomenon, they might also be created by divine (or demonic) vengeance, by the prayers or invocations of a large number of people, by a dimensional rift, or by magical accidents.

Table 2-40: Profile of a Mist Creature

Die Roll	What Mist Does	Reason	How to Damage
01-04	Sucks blood	To feed	Central organ is solid or liquid and can be damaged
05-08	Sucks away fluid	Strengthens self in terms of attacks	Killed by destroying the machine or item from which mist emerges

TABLE 2-40: PROFILE OF A MIST CREATURE CONTINUED

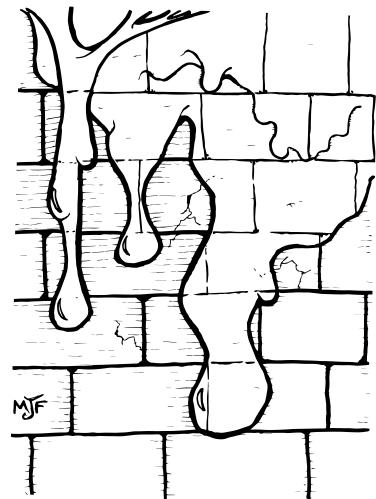
Die Roll	What Mist Does	Reason	How to Damage	
09-12	Suffocates	Strengthens self in terms of hit points (regeneration or growth)	Disperse the vapor with wind	<i>Lion-headed</i>
13-16	Causes insanity (no further damage)	No reason; effect just happens	Kill monster that created mist	<i>Accidentally sold</i>
17-20	Sucks away Charisma	Stores the stolen power and delivers it elsewhere (to creator, controller, or parent)	Can be killed with weapons, but they inflict reduced damage	<i>Circle of gemstones</i>
21-24	Sucks away Dexterity	Stores the stolen power and delivers it elsewhere (to its offspring, to its client, or to use in building something)	Can be damaged only with a particular item linked to the creature.	<i>Circle of lightning</i>
25-28	Sucks away Diseases (cures them!)	Siphons the stolen power into another object (for storage, or to activate the other object)	Can be damaged only with spells	<i>Chickens</i>
29-32	Sucks away Experience (levels)	To feed	Can be damaged only with magic weapons	<i>Chaos in the Hinderlands</i>
33-36	Sucks away Experience (xp)	Strengthens self in terms of attacks	Can be damaged only by specifically prepared weapons (coated with potion, blessed, etc).	<i>Dragon-hide gloves</i>
37-40	Causes rage	Strengthens self in terms of hit points (regeneration or growth)	Central organ is solid or liquid and can be damaged	<i>Bronze Gates</i>
41-44	Sucks away Heat or cold	No reason; effect just happens	Killed by destroying the machine or item from which mist emerges	<i>Tactics: uneven terrain</i>
45-48	Sucks away Intelligence	Stores the stolen power and delivers it elsewhere (to creator, controller, or parent)	Disperse the vapor with wind	<i>Turneric</i>
49-52	Sucks away Joy	Stores the stolen power and delivers it elsewhere (to its offspring, to its client, or to use in building something)	Kill monster that created mist	<i>The gates have fallen</i>
53-56	Sucks away Luck	Siphons the stolen power into another object (for storage, or to activate the other object)	Can be killed with weapons, but they inflict reduced damage	<i>Fountain of lava</i>
57-60	Sucks away Magic	To feed	Can be damaged only with a particular item linked to the creature.	<i>Mysterious and Nocturnal</i>
61-64	Sucks away Philosophy or knowledge	Strengthens self in terms of attacks	Can be damaged only with spells	<i>There were too many complaints</i>
65-68	Sucks away Souls	Strengthens self in terms of hit points (regeneration or growth)	Can be damaged only with magic weapons	<i>Tactics: retreat to prepared position</i>
69-72	Sucks away Sound	No reason; effect just happens	Can be damaged only by specifically prepared weapons (coated with potion, blessed, etc).	<i>Trapped in the tentacles</i>
73-76	Sucks away Spell casting capability	Stores the stolen power and delivers it elsewhere (to creator, controller, or parent)	Central organ is solid or liquid and can be damaged	<i>A game of cards</i>
77-80	Sucks away Strength	Stores the stolen power and delivers it elsewhere (to its offspring, to its client, or to use in building something)	Killed by destroying the machine or item from which mist emerges	<i>A clap of thunder</i>

TABLE 2-40: PROFILE OF A MIST CREATURE CONTINUED

	Die Roll	What Mist Does	Reason	How to Damage
<i>Filmy substance</i>	81-84	Sucks away Wisdom	Siphons the stolen power into another object (for storage, or to activate the other object)	Disperse the vapor with wind
<i>Flies</i>	85-88	Sucks away Youth	To feed	Kill monster that created mist
<i>Falling</i>	89-92	Special attack using electricity	Strengthens self in terms of attacks	Can be killed with weapons, but they inflict reduced damage
<i>Webs of thought</i>	93-96	Special Attack using mental control such as charm or confusion	Strengthens self in terms of hit points (regeneration or growth)	Can be damaged only with a particular item linked to the creature.
<i>Dragon-headed</i>	97-00	Special attack using hallucinations	To feed	Can be damaged only with spells
<i>The air is foul</i>				
<i>A large grate</i>				
<i>Dangerous consequences</i>				
<i>Mastiffs</i>				
<i>The bread was poisoned</i>				
<i>The Five of Swords</i>				
<i>One exception</i>				
<i>Bioluminescent mold</i>				
<i>A sharp beak</i>				
<i>Source of magic</i>				
<i>Instructions are reversed</i>				
<i>The law</i>				
<i>Time for tea</i>				
<i>A stitch in time saves nine</i>				
<i>A custom was violated by strangers</i>				
<i>Charity is involved</i>				
<i>Zoo worker</i>				
<i>Verifying identities</i>				
<i>Guilty bystanders</i>				
<i>It can change its form</i>				
<i>Cannot be explained</i>				
<i>Sword in the stone</i>				
<i>A doll</i>				

OOZES AND MACRO-BIOTES

Oozes (including slimes, molds, jellies, puddings, and other such icky things) are a staple of fantasy gaming. In some cases, ooze have been described as based on the concept of really big single-celled creatures, so I've added the concept of a macro-biote into the mix. Macro-biotes are (like ooze) based on the concept of really big single-celled creatures, but they aren't necessarily oozy in form.



OOZES

Table 2-41: Ooze Form

Die Roll	Body Shape	
01-12	Amorphous lump or glob	52-64 Pillar or column
13-25	Amorphous puddle	65-77 Sphere
26-38	Cone	78-90 Tube or serpent
39-51	Cube	91-00 Mimics other objects, or chameleonic

OOZE IMMUNITIES AND SPECIAL ATTACKS

Oozes almost always have a special immunity and a special attack.

Table 2-42: Ooze Immunities and Special Attacks

Die Roll	Immunity	Degree of Immunity	Special Attack
01-10	Electricity	Complete immunity	Pseudopod lashes out (roll for effect on Special Attacks Table 2-79)
11-20	Fire	Complete immunity	Exhalation or gas (possibly only when damaged) (roll for effect on Special Attacks Table 2-79)

TABLE 2-42: OOZE IMMUNITIES AND SPECIAL ATTACKS CONTINUED

Die Roll	Immunity	Degree of Immunity	Special Attack
21-30	Cold	Gains hit points or divides into two when the attack is used	Spray or spit (roll for effect on Special Attacks Table 2-79)
31-40	Acid	Gains hit points or divides into two when the attack is used	Mental power or effect surrounding creature at all times - possibly due to a gas it produces (roll for effect on Special Attacks Table 2-79)
41-50	Magical force	Half damage	Pseudopod lashes out (roll for effect on Special Attacks Table 2-79)
51-60	Blunt weapons	Half damage	Direct contact (creature blobs and oozes itself into contact rather than using a pseudopod) - (roll for effect on Special Attacks Table 2-79)
61-70	Edged and piercing weapons	Percentage chance of not being affected	Direct contact (creature blobs and oozes itself into contact rather than using a pseudopod) - (roll for effect on Special Attacks Table 2-79)
71-80	Non-magical weapons	Percentage chance of not being affected	Ooze changes color or makes some other alteration to its appearance which functions like a gaze attack against onlookers (roll for effect on Special Attacks Table 2-79)
81-90	Spells under a certain level	Reduce each die of damage by 1 or more	Ooze emits a smell (roll for effect on Special Attacks Table 2-79)
91-00	All spells	Reduce each die of damage by 1 or more	Ooze hurls globules of itself as missile weapons (roll for effect on Special Attacks Table 2-79)

Table 2-43: Ooze Name/Description

This is semi-humorous, but so were the original names of most slimes and oozes.

Die Roll	First Part of Name	Second Part of Name
01-02	Azure	Agglomeration
03-04	Babbling	Algae
05-06	Beige	Amoeboid
07-08	Belching	Blob
09-10	Blue	Butter
11-12	Bronze	Carpet
13-14	Brown	Chowder
15-16	Bubbling	Chunk
17-18	Coruscating	Clot
19-20	Crimson	Coagulate
21-22	Devouring	Coalescence
23-24	Diamond	Cone
25-26	Emerald	Corpuscle

*Fey magic**It's from an old story**Requires a word of activation**Festival of Water**Hidden allies**Affects skills**The attack is underway**Wooden household items**Shadow interactions**A hippopotamus. Just saying.**Kept in a cage**Wild and reckless**Solidified**Reptile**Purple orb**Peasant rebellion**Lightning-charged doorways**In retrospect it was a bad idea**Solvents and acids**Trapped in the dungeon**Dubious treasure**A shining light**Dispersed**Clockwork minions**Mists over the water**The moon will disappear**Bioluminescent*

TABLE 2-43: OOZE NAME/DESCRIPTION CONTINUED

*Something was forgotten**Striated rocks**Undying faith**It skipped a generation**Injects a substance**Protective gloves**Pickled eggs**Highly artistic**Alarms in the night**Unbridled optimism**Ring of toadstools**A secret army**Chain of office**Draped with gold**Hidden enemies**Hide the map**Residual sounds**Ants**Moon interactions**Deceptive writing**Passed on by word of mouth only**Inlaid wood decoration**Mysterious foreigner**Counteracting forces**Automaton**Whispers**Mint condition**Ten foot radius**Singing*

Die Roll	First Part of Name	Second Part of Name
27-28	Engulfing	Creeper
29-30	Gelatinous	Cube
31-32	Gobbling	Curd
33-34	Golden	Curdle
35-36	Grasping	Filth
37-38	Green	Flood
39-40	Grey	Fluid
41-42	Gulping	Glob
43-44	Indigo	Globule
45-46	Leopard	Gobbet
47-48	Marble	Heap
49-50	Mucoid	Jelly
51-52	Mustard	Larvae
53-54	Muttering	Lichen
55-56	Ochre	Liquescence
57-58	Orange	Lump
59-60	Red	Mass
61-62	Rippling	Mold
63-64	Rotting	Mound
65-66	Ruby	Muck
67-68	Ruinous	Mucus
69-70	Sapphire	Ooze
71-72	Scarlet	Pool
73-74	Seething	Pudding
75-76	Serpentine	Puddle
77-78	Shimmering	Pustule
79-80	Shrieking	Pyramid
81-82	Silver	Scum
83-84	Slurping	Slime
85-86	Speckled	Sludge
87-88	Spotted	Soup
89-90	Striated	Sponge
91-92	Striped	Stew
93-94	Tiger	Viscid

TABLE 2-43: OOZE NAME/DESCRIPTION CONTINUED

Die Roll	First Part of Name	Second Part of Name	
95-96	Umber	Vomit	Puff of smoke
97-98	Violet	Whey	Bioluminescence
99-00	Yellow	Worm	Increments of distance

MACRO-BIOTES

MACRO-BIOTE FORM

By itself, this table differs from the Ooze table mainly because it adds the possibility of limbs. Things don't get interesting until you combine these results with the ideas in Table 2-44. Results can be individualized by rolling Special Attacks and Defenses on tables in Part Two (Table 2-70 and Table 2-82).

Table 2-44: Macro-Biote Form

Die Roll	Form	Limbs	
01-10	Amorphous	None	
11-20	Cone	None	
21-30	Cube	Extrudes limbs	
31-40	Flat or almost flat	Jointed legs	A characteristic of a bull
41-50	Multi-dimensional shape	Long tentacles	Wide mouth
51-60	Sperm-like	Moves using suckers	Storm damaged
61-70	Spheroid	Pincers	Voice of shadow
71-80	Squid-like	Short tentacles or cilia	Shadow door
81-90	Water balloon-like, globule	Squishy stumps	Face in the water
91-00	Worm-like	Whip-like limbs	Forms a weapon

IDEAS FOR MACRO-BIOTES

This is an idea-generation table, just listing various attributes of some microorganisms. It may provide you with some interesting ideas for “big microbe” types of monsters.

Table 2-45: Ideas for Macro-Biotes

Die Roll	Attribute or Fact about a Microbe	
01-05	Amoeba engulf prey	
06-10	Diatoms have a cell wall made of glass-like silicate	Enough gnats can weigh several pounds
11-15	Fungus cells have chitin covering	Turned to vinegar already
16-20	Internal cell structures such as nucleus	Cloud creature
21-25	Internal electrical conductivity	A crawlway
26-30	Jet-propelled movement by sucking in and jetting out	Blood is thicker than water

TABLE 2-45: IDEAS FOR MACRO-BIOTES CONTINUED

	Die Roll	Attribute or Fact about a Microbe
A baker	31-35	Many microscopic organisms (particularly bacteria) exhale oxygen – in a macro-biote the quantity might be enough to create flammable air surrounding the organism
A golem	36-40	Mitochondria in cells store electrical energy
Evidence of treachery	41-45	Plant cells with thick cell wall (possibly leaving husk after death)
A rival's challenge	46-50	Pseudopods are extruded tentacles
The trap contains a second trap	51-55	Rotifers (a multicellular creature with only about 1000 cells) has a crown of cilia that directs food into a mouth at the top
This part is built over a river	56-60	Some microscopic organisms carry eggs with them
Droplets on the stone	61-65	Some microscopic organisms remain in contact after cell division, forming into long chains of independent but connected organisms (particularly the silicate-walled diatoms)
A length of rope	66-70	Some organisms have rudimentary tentacles
Beholder	71-75	Splits to reproduce
Implants eggs	76-80	Swimming-tail or swimming-whip
Stubborn	81-85	Tendrils are plant-equivalent of tentacles
Steal something from the villain	86-90	Uses osmosis to suck in water
Allowed it to creep through	91-95	Vacuoles in cells store needed materials (taking captives, perhaps?)
Investigation of the event	96-00	Viruses inject host with DNA (RNA, actually) to transform into a virus-making factory

PLANAR CREATURES

Planar creatures are monsters having their origin or home in another dimension, reality, or plane of existence. There are five basic divisions of planar creatures (angels aren't really covered, since we're focusing on monsters to fight during the course of an adventure).

Table 2-46: Categories of Planar Creatures

	Die Roll	Type of Planar Creature
	01-20	Dark Angel
	21-40	Demonic Creature
	41-60	Summoned
	61-80	Traveler
	81-00	Visitation



DARK ANGEL (PLANAR CREATURE TYPE)

Dark angels are the tempters and plotters of demonic and fiendish realms. They have a basically human appearance, but with one or more demonic hints. If the Dark Angel is engaged in infiltrating human society or tempting people into evil deeds, it will likely do its best to conceal or downplay the demonic hint.

Table 2-47: Demonic Hints for Dark Angels

Die Roll	Demonic Hint	Special Attack Form
01-04	Backward leg joints, like rabbit or deer	Appearance (changes to dangerous appearance) – roll for effect on Special Attacks Table 2-71.
05-08	Birthmark or marks on skin	Appearance (normal appearance is dangerous) – roll for effect on Special Attacks Table 2-71.
09-12	Cat/serpent eyes, eyes without pupils, eyes without iris, or strangely colored eyes	Cast like a spell (affects number of hit dice) – roll for effect on Special Attacks Table 2-71.
13-16	Elongated facial features or strange facial bone structure.	Cast like a spell (area effect) – roll for effect on Table 2-79 Special Attack Type
17-20	Extraordinarily long fingernails or fingers	Cast like a spell (one target) – roll for effect on Table 2-79 Special Attack Type
21-24	Extreme sensitivity to light other than firelight	Cast like a spell (radius around monster) – roll for effect on Table 2-79 Special Attack Type
25-28	Fangs or sharp teeth	Constant effect (radius) – roll for effect on Table 2-79 Special Attack Type
29-32	Forked tongue	Exhaled cloud – roll for effect on Table 2-79 Special Attack Type
33-36	Frightens animals, or a particular type of animal such as dogs or cats	Exhaled cone – roll for effect on Table 2-79 Special Attack Type
37-40	Glass, metal, or other type of matter resonates, vibrates, or hums slightly in the close vicinity of the creature	Exhaled line – roll for effect on Table 2-79 Special Attack Type
41-44	Hunched, predatory posture	Gaze – roll for effect on Table 2-79 Special Attack Type
45-48	Makes people feel uncomfortable for no identifiable reason	Mental power (affects number of hit dice) – roll for effect on Table 2-79 Special Attack Type
49-52	Radiates slight cold	Mental power (area effect) – roll for effect on Table 2-79 Special Attack Type
53-56	Radiates slight heat	Mental power (burst in radius around monster) – roll for effect on Table 2-79 Special Attack Type
57-60	Small horns	Mental power (one target) – roll for effect on Table 2-79 Special Attack Type
61-64	Smells of brimstone, or iron, etc.	Smell (radius) – roll for effect on Table 2-79 Special Attack Type
65-68	Speaks with hiss, speech echoes almost imperceptibly, or other strange form of speech	Smell (squirted, cone) – roll for effect on Table 2-79 Special Attack Type
69-72	Strange hands or feet: claws instead of fingernails, hoofs instead of feet, etc.	Smell (squirted, single target) – roll for effect on Table 2-79 Special Attack Type
73-76	Strange skin color (jet black, red, etc.). This might just be a tinge of color; or it might be quite noticeable.	Sound (clicks, etc) (radius around monster) – roll for effect on Table 2-79 Special Attack Type
77-80	Strange skin texture (rough or smooth)	Speech (in radius from monster) – roll for effect on Table 2-79 Special Attacks

TABLE 2-47: DEMONIC HINTS FOR DARK ANGELS CONTINUED

	Die Roll	Demonic Hint	Special Attack Form
An artist	81-84	Tail (small and discrete for concealment)	Spit (glob, single target) – roll for effect on Table 2-79 Special Attack Type
Fronds	85-88	Unnatural beauty	Spit (line) – roll for effect on Table 2-79 Special Attacks
Altered signs	89-92	Unnaturally fat	Spray (cone) – roll for effect on Table 2-79 Special Attacks
It was exhaled	93-96	Unnaturally tall	Spray (line) – roll for effect on Table 2-79 Special Attacks
Ice	97-00	Small wings lie closely against back – might be capable of growing into functional wings at will	Touch – roll for effect on Table 2-79 Special Attack Type

DEMONIC CREATURES (PLANAR CREATURE TYPE)

Demonic creatures are not in the business of tempting or persuading anyone; they are destructive and feral, although they might be extremely intelligent in their tactics and methods (they might, for example, assemble an army of minions). These sorts of demons can be more easily controlled when they are summoned to a chaotic or evil caster's service, but if the caster loses control the results will usually be violent and messy.

Table 2-48: Basic Form of Demonic Creature

	Die Roll	Basic Form
Heraldry	01-12	Animal head (Table 2-2), a human body with a tail, wings, and a Demonic Attribute (Table 2-49 below). Roll for however many Special Attacks (Tables 2-78 and 2-79) and Special Defenses (Table 2-82) as are needed – and add any physical features suggested by those results.
Hooked appendage	13-25	Beast head, body of a different kind of beast, wings, and Demonic Attribute (make it bipedal unless it has a sinuous body like a centipede or snake)
Crossed swords	26-38	Human head and torso with tail, animal legs (Table 2-2), wings, and Demonic Attribute (Table 2-49)
Honor of a noble house	39-51	Human head and torso with tail, beast arms and legs, wings, and Demonic Attribute (Table 2-49)
Tornado	52-64	Human head, animal body (roll on Table 2-2), wings, and Demonic Attribute (Table 2-49 below)
Altered furniture	65-77	Physical body of a Horror (see Table 2-33) but with a human face (don't roll for a Demonic Attribute)
Gives off no smell	78-89	Resembles a large version of a normal animal (Table 2-2), but with a Demonic Attribute (Table 2-49)
Heretical idol	90-00	Re-roll on this table for the basic body form, adding one additional Demonic Attribute to the resulting form (Table 2-49)

Table 2-49: Demonic Attributes

	Die Roll	Demonic Attribute
Flying fish	01-05	Additional arms (probably human) or legs (probably beast-type)
Pushed forth	06-10	Body appears scorched or damaged
The unused sword	11-15	Body is deformed in some way (hunchback, one arm larger than the other, etc)

TABLE 2-49: DEMONIC ATTRIBUTES CONTINUED

Die Roll	Demonic Attribute	
16-20	Chitin, armored, scaly, or thick hide skin	Tactics: shooting from balconies
21-25	Covered in sores or boils	Like a mantis
26-30	Crawling with insects, snakes, snails, leeches, or worms	Hidden password
31-35	Dripping with poison, or slime with strange effect	Captain of a fishing boat
36-40	Eyes of flame	Bronze gears
41-45	Grossly fat	Breeding tanks
46-50	Incorporeal or mist-like form	This part is older than the rest
51-55	Long tail with stinger	Plague
56-60	Parts of it mutate from one form to another (at will, in cycles, when hit, every few rounds or minutes, etc).	Doorway to the fey
61-65	Stands taller than 10ft at the head	Dangerous perception
66-70	Surrounded by dangerous gases	Ancestry is key
71-75	Surrounded by flame or heat	Dragon
76-80	Tremendously long tongue	Overcast skies
81-85	Two heads (01-90) or three heads (91-00)	Hecklers met a bad end
86-90	Unnaturally long arms (if any; roll again if not)	Intersecting planes of existence
91-95	Unnaturally skinny or emaciated	Two arcane symbols
96-00	Unusual armor or weapon (made of bone or flame, a whip or hook of some kind, etc).	Militia duty

SUMMONED CREATURES (PLANAR CREATURE TYPE)

Summoned creatures are those that aren't demonic in nature, but come from some other dimension, alternate reality, other reality, or from a non-demonic plane of existence. They don't ordinarily cross over into the material plane, and are usually called forth for some specific purpose. From my experiences with using the following tables, it works best to get an idea about what it's summoned to do (Table 2-49) before generating information about the creature's body type—this helps to adjust the monster's physical appearance when you roll on Table 2-50.

NORMAL PURPOSE OF SUMMONED MONSTER

Note: This table is used to suggest physical appearance and powers – a particular summoner in a particular adventure might be using the creature for a completely different reason than the normal one.

Table 2-50: Normal Purpose of Summoned Monster

Die Roll	Purpose	
01-08	Boosts summoner's magical power (usually for a specific task)	The way is underneath
09-16	Build structures (usually strongholds)	Festival of Trees
17-24	Dig for some prodigious task (often dungeons)	Wrath of the Rocks
25-32	Finder, hunter, or assassin	Magic circle
		As rumor has it
		Stacks of wooden boards
		Sorcery of Clouds
		Hidden trigger

TABLE 2-50: NORMAL PURPOSE OF SUMMONED MONSTER CONTINUED

	Die Roll	Purpose
An astrologer	33-40	Guardian
Lots of space	41-48	Harvest or plant food
Three hands	49-56	Instrument of revenge
It depends on what it's used for	57-65	Manufacture items
Quick recovery	66-74	Navigate
Wooden plates and cups	75-83	Produce food
Asphinx	84-92	Servant (domestic servant, alchemical assistant, etc)
Forbidden to enter	93-00	Warrior

SAMPLE GENERATION OF A SUMMONED CREATURE

As one example of how to use these tables, let's generate a summoned creature.

First, we roll a result of 41 on Table 2-50, and discover that the normal reason for summoning our creature is to use it as a food harvester. Next, we roll a result of 78 on Table 2-51, learning that the creature has the head of a beast, a human body, and a tail. We roll a 60 on Table 2-2, which suggests that our creature has the head of an octopus. One immediate idea coming from these random results is that the creature is used to harvest food underwater, since it has the head of an octopus.

We roll on Table 2-52 to see what it's made of, and (rolling a 98 on the first column of that table) we discover that our creature is made of green-flecked stone. And finally, rolling a 29 on Table 2-53, we find that if the summons is done incorrectly, the summoned creature will be weaker than normal, or deformed. From somewhere, probably because the thing sounds so much like Cthulhu, I decide that it is normally summoned by tribesmen (and that's either to catch some sort of big fish, or dive for pearls). It sounds silly to have a stone statue swimming underwater, so browsing through the tables I decide that it's a fungus, instead of being made of stone.

So now we have a creature that rises from a growth of fungus when summoned, shaping the fungi into a massive man-shaped thing with the head of an octopus, which harvests pearls at the dead of night in deep waters. If the summons is not made correctly, the shape rising from the fungi will be misshapen, and weaker than normal ... or perhaps diseased. H.P. Lovecraft would adore it.

PHYSICAL FORM OF SUMMONED CREATURE

Note: This table makes frequent references to Table 2-2, a list of animals and their attributes. Sometimes it's easier to just come up with animal types on the fly while using this table, but if you want to get completely random results, I would bookmark Table 2-2 before starting to roll the dice.

Table 2-51: Physical Form of Summoned Creature

Die Roll	Physical Form of Summoned Creature
01-05	Human + unusual skin color
06-10	Plant appearance
11-15	Roll again for a result on this table, but add wings

TABLE 2-51: PHYSICAL FORM OF SUMMONED CREATURE CONTINUED

Die Roll	Physical Form of Summoned Creature	
16-20	Serpentine or spiral-shape of mist-like, other-planar substance	<i>Use the third dimension: make them climb.</i>
21-25	Ooze or slime (see Table 2-41 for ideas)	<i>The slashing claw</i>
26-30	Resembles a normal animal with a Demonic Attribute (Table 2-49)	<i>Spy on the villain</i>
31-35	Beast (Table 2-2) + Unusual Material Composition (Table 2-52)	<i>When the spiderweb falls to the ground</i>
36-40	Cone or pyramid of Unusual Material Composition (Table 2-52 below)	<i>Mechanical adaptation</i>
41-45	Human + Unusual Material Composition (Table 2-52 below)	<i>Cosmic Entropy</i>
46-50	Pillar of Unusual Material Composition (Table 2-52 below)	<i>Community dance</i>
51-55	Sentient plant + Unusual Material Composition (Table 2-52 below)	<i>Kept in prison</i>
56-60	Aquatic creature (browse through Table 2-2) + Unusual Material Composition (Table 2-52 below)	<i>A game of chance</i>
61-65	Appearance of a normal aquatic creature (browse Table 2-2)	<i>An engineer</i>
66-70	Beast (Table 2-2) + unusual skin color	<i>Aftershocks</i>
71-75	Beast head (Table 2-2), body of a different kind of beast (Table 2-2), wings, and a Demonic Attribute (Table 2-49). Make it bipedal unless it has a sinuous body like a centipede or snake.	<i>The wine was poisoned</i>
76-80	Beast head (Table 2-2), human body, and tail	<i>A characteristic of the anglerfish</i>
81-85	Human head and torso with tail, beast arms and legs (Table 2-2), wings, and a Demonic Attribute (Table 2-49)	<i>Forbidden area</i>
86-90	Human head and torso with tail, beast legs (Table 2-2)	<i>Family tree</i>
91-95	Human head, beast body (Table 2-2)	<i>Rats</i>
96-00	Combination of two animals (Table 2-2)	<i>Hidden book</i>

Table 2-52: Unusual Material Compositions for Summoned Creatures

Die Roll	Unusual Composition (Beasts and Aquatic body-forms)	Unusual Composition (Cone, Pyramid, or Pillar)	Unusual Composition (Plant body-forms)
01-03	Bone	Bone	Bone
04-06	Brass spheres	Bronze	Bronze
07-09	Bronze	Bubbles or foam (durable or fragile)	Bubbles or foam (durable or fragile)
10-12	Bronze, jointed	Clay	Clay
13-15	Bubbles or foam (durable or fragile)	Congealed mist or smoke	Congealed mist or smoke
16-18	Clay	Coral	Coral
19-21	Congealed mist or smoke	Dust	Covered with skin
22-24	Coral	Earth or air	Dust
25-27	Dust	Fibers	Earth or air
28-30	Earth or air	Filaments	Fibers
31-33	Fibers	Fire or water	Filaments
34-36	Filaments	Gel globules	Fire or water

TABLE 2-52: UNUSUAL MATERIAL COMPOSITIONS FOR SUMMONED CREATURES CONTINUED

	Die Roll	Unusual Composition (Beasts and Aquatic body-forms)	Unusual Composition (Cone, Pyramid, or Pillar)	Unusual Composition (Plant body-forms)
The Obvious Solution	37-39	Fire or water	Hair	Gel globules
A characteristic of the anteater	40-42	Gel globules	Human-like flesh	Gold, silver, or copper
Fast-climbing	43-45	Hair	Ice	Hair
Gives off no noise	46-48	Ice	Iron	Human-like flesh
Magical speech	49-51	Iron	Ivory, carved	Ice
The cistern	52-54	Iron links or rings	Jade	Iron
Make it even more complicated	55-57	Ivory, carved	Light or darkness	Ivory, carved
Pendulum	58-60	Jade	Malachite	Jade
Dragonflies	61-63	Light or darkness	Multiple insects	Light or darkness
Paper lanterns	64-66	Malachite	Pearl or mother-of-pearl	Malachite
Wreathed in mist	67-69	Multiple insects	Plant matter, fungus	Multiple insects
Hidden floor	70-72	Pearl or mother-of-pearl	Plant matter, mold	Ooze, translucent or colored
Old memories	73-75	Plant matter, fungus	Plant matter, stem-like	Pearl or mother-of-pearl
Hemlock	76-78	Plant matter, wood-like	Plant matter, wood-like	Plant matter wrong for shape (e.g., tree made of fungus or mold)
A poem	79-82	Seething liquid	Seething liquid	Seething liquid
Carved from wax	83-85	Spongy with or without holes	Spongy with or without holes	Spongy with or without holes
The monstrosity awakes	86-88	Squishy organs	Squishy organs	Squishy organs
Increments of space	89-91	Stone, chalk	Stone, chalk	Stone, chalk
The solution is in the compass rose	92-94	Stone, obsidian	Stone, obsidian	Stone, obsidian
An attribute of a stingray	95-97	Stone, very hot or very cold	Stone, very hot or very cold	Stone, very hot or very cold
Spatial retractor	98-00	Stone, with green flecks	Stone, with green flecks	Stone, with green flecks

PROBLEMS WITH SUMMONED CREATURES

Most summoned creatures have ... issues ... with the fact that they have been summoned.

Table 2-53: Problems With Summoned Creatures

Die Roll	Issues with Summoned Creature
01-10	Bad casting allows intrusion of non-planar conditions such as disease, temperature, poison gas, etc.
11-20	Bad casting leaves an open gate (possibly allowing intrusion of non-planar conditions such as disease, temperature, poison gas, etc.)
21-30	Bad casting summons it in a damaged or weaker form (small, low hit dice, injured, deformed, etc.)

TABLE 2-53: PROBLEMS WITH SUMMONED CREATURES CONTINUED

Die Roll	Issues with Summoned Creature	
31-40	Bad casting summons it in a different form (uncontrolled)	<i>A tower</i>
41-50	Bad casting summons it in a useless form (puddle, glob, etc.)	<i>Specific rules of behavior</i>
51-60	Bad casting summons other uncontrolled creatures	<i>Secret identity</i>
61-70	Becomes uncontrolled under certain circumstances	<i>Pact with a demon</i>
71-80	Can engage in battle of wills with summoner for control	<i>A great storm</i>
81-90	Demands considerable sacrifices in exchange for its services	<i>Expensive carpets</i>
91-00	Disappears (returns to home plane) under certain triggering circumstances	<i>Prices are rising</i>

TRAVELERS (PLANAR CREATURE TYPE)

Travelers are trans-planar creatures that move across planes of existence on their own accord (as opposed to summoned creatures). Perhaps the most important feature of these monsters, from the standpoint of designing an adventure, is why they do so. What is their motivation for shifting from plane to plane, or from alternate world to alternate world? Obviously, most of these creatures are intelligent, often far above the human norm. Predatory travelers should generally be treated as Horrors or Demonic Creatures (see above) rather than generated under the tables below, which are designed to generate creatures with more complex motivations than mere feeding.

Table 2-54: Physical Form of Planar Traveler

Die Roll	Physical Form	Additional Feature	
01-05	Human + unusual skin color	Large eyes or single eye on stalk, whichever fits best with the creature's physical form.	<i>Rotted away</i>
06-10	Plant appearance (see Table 2-59)	Large head (if bipedal) or some sort of visible brain-type organ if not.	<i>A chronic condition</i>
11-15	Roll again for a result on this table, but add wings	Levitates and probably moves by levitation as well.	<i>Look upon my works</i>
16-20	Serpentine or spiral-shape of mist-like, other-planar substance	Long fingers or fingernails (if bipedal). If not bipedal it uses mental power or magical levitation powers to manipulate objects instead of using actual hands.	<i>Artifact of the fey</i>
21-25	Ooze or slime (see Table 2-41 for ideas)	Rides monstrous steed if bipedal. If not bipedal, it is carried on a platform or in a palanquin by unintelligent buglike creatures with whom it communicates mentally. These might be connected to the creature by filaments or tubes.	<i>Frogs singing on the riverbank</i>
26-30	Resembles a normal animal (Table 2-2) with a Demonic Attribute (Table 2-49)	Surrounded by bodyguard minions of a lesser sub-type or species. These need not be planar creatures; they might be assembled from available local humanoids.	<i>Flip it upside down</i>
31-35	Beast (Table 2-2) + Unusual Material Composition (Table 2-52)	Uses staff as weapon if bipedal. If not bipedal, then it wears some sort of harness, garment, attachment or mechanism that carries complex devices.	<i>Concealed motives</i>
36-40	Cone or pyramid of Unusual Material Composition (Table 2-52)	Very attractive appearance if it has a humanoid form. Otherwise, it speaks by using a mechanism or arcane apparatus.	<i>A unicorn</i>

TABLE 2-54: PHYSICAL FORM OF PLANAR TRAVELER CONTINUED

	Die Roll	Physical Form	Additional Feature
Candle sconces			
Two diseases			
Older method			
Lost in translation			
They could not reach an agreement	41-45	Human + Unusual Material Composition (Table 2-52)	Has a big, visible brain. The brain might be in the right place but exposed to the air or cased in a transparent medium, or it might be an internal organ inside a transparent creature.
Forms a barrier	46-50	Pillar of Unusual Material Composition (Table 2-52)	Wears twisty, baroque, complicated jewelry.
The wrong type of fur	51-55	Resembles a human but with a Demonic Hint (Table 2-46) and also with an attribute of a normal animal (Table 2-2).	Smokes a hookah or pipe (yes, this includes the oozes).
Ruined brickwork	56-60	Aquatic creature (browse through Table 2-2) + Unusual Material Composition (Table 2-52)	Crawls with small symbiotic creatures that assist it in some way – either as a life support system or servants.
Prison	61-65	Appearance of a normal aquatic creature (browse Table 2-2)	Large eyes or single eye on stalk, whichever fits best with the creature's physical form.
Circle of wire	66-70	Beast (Table 2-2) + unusual skin color	Large head (if bipedal) or some sort of visible brain-type organ if not.
In the cellar	71-75	Beast head (Table 2-2), body of a different kind of beast (Table 2-2), wings, and a Demonic Attribute (Table 2-49). Make it bipedal unless it has a sinuous body like a centipede or snake.	Levitates and probably moves by levitation as well.
Splits in half	76-80	Beast head (Table 2-2), human body, and tail	Long fingers or fingernails (if bipedal). If not bipedal it uses mental power or magical levitation powers to manipulate objects instead of using actual hands.
Three elderly women	81-85	Human head and torso with tail, beast arms and legs (Table 2-2), wings, and a Demonic Attribute (Table 2-49)	Rides monstrous steed if bipedal. If not bipedal, it is carried on a platform or in a palanquin by unintelligent buglike creatures with whom it communicates mentally. These might be connected to the creature by filaments or tubes.
A characteristic of the amoeba	86-90	Human head and torso with tail, beast legs (Table 2-2)	Surrounded by bodyguard minions of a lesser species or sub-type. These need not be planar creatures; they might be assembled from available local humanoids.
Many-jointed legs	91-95	Human head, beast body (Table 2-2)	Uses staff as weapon if bipedal. If not bipedal, then it wears some sort of harness, garment, attachment or mechanism that carries complex devices.
Karma	96-00	Combination of two animals (Table 2-2)	Very attractive appearance if it has a humanoid form. Otherwise, it speaks by using a mechanism or arcane apparatus.
Brass statue			
Altered methods			
Dangerous ideas			
Goes across the barrier			
Scythe			
The magic shows the way			
A characteristic of the ostrich			
Drawn up with a hook			
A very angry light spell.			
Hallucinogenic pollen			
Increments of time			
Concealed lever			

PLANAR TRADING/COMMODITIES

Many planar travelers do their traveling to trade things. The combination of items on this table generates the sort of odd exchanges that a planar species (or lone traveler) might be interested in (or obsessed with).

Table 2-55: Planar Trading/Commodities

Die Roll	Trades this ...	For This	
01-05	Armor	A simple errand ...	<i>Overlooks the sea</i>
06-10	Artworks	Artworks	<i>Artificial</i>
11-15	Captives	Captives	<i>Sank to the bottom</i>
16-20	Dreams	Cattle	<i>Three groups of five</i>
21-25	Drugs	Dreams	<i>A flower of sand</i>
26-30	Food	Drugs	<i>A characteristic of the horse</i>
31-35	Gems	Food	<i>Lit by water</i>
36-40	Gold	Gems	<i>Final instructions</i>
41-45	Information	Gold	<i>Oracle of fluidic movement</i>
46-50	Longevity	Heads, hearts, brains, etc.	
51-55	Magic items	Information	<i>A meeting of sorcerers</i>
56-60	Magical food	Land	<i>Needle in a haystack</i>
61-65	Maps	Magic items	<i>Leaves are falling</i>
66-70	Mercenary service	Magical food	<i>Eyestalks</i>
71-75	Potions	Mercenary service	<i>Known to be missing</i>
76-80	Prophecies	Potions	<i>A ghost is involved</i>
81-85	Scrolls	Scrolls	<i>The time had come</i>
86-90	Souls	Souls	<i>Sea-creature on land</i>
91-95	Spell-casting	Worthless (?) items	<i>The wrong method</i>
96-00	Transportation	Youth	<i>Landlord</i>

MODE OF PLANAR TRAVEL

They've got to do their traveling somehow...

Table 2-56: Mode of Planar Travel

Die Roll	Mode of Travel	
01-12	By use of mental powers	<i>Bronze capsule</i>
13-25	By use of strange and unknown spells	<i>Tumultuous pile</i>
26-38	By use of vehicle or item (try out Table 2-57)	<i>Tactics: a low wall</i>
39-51	Involuntary. This could be according to a Time Cycle (see Table 1-29 in Chapter One)	<i>Shadow magic</i>
52-64	Locating and using existing magical gates	<i>Moon festival</i>
65-77	Using a bodily organ (Try out Table 2-57)	<i>The hounds are on the hunt</i>
78-90	Using a particular magic item	<i>Invasion</i>
91-00	Using magical gates it (they) calls into existence	<i>A failure to communicate</i>

Geometry

Silver boots

Shadow theory

Glass fruit

Carpenter

Sanctuary

Festival of Mist

Strange and similar to oil

The moon shows the way

Changing images

A footprint

Decorated with carvings

Links of grass

Requires a ticket

Dream distributor

Where the warriors meet

The portal has opened

Frilled fins

A characteristic of the dragonfly

Webs of sand

Curse of the Earth

Like a fern

Face of the fey

Abnormal

Wizard's hobby

Prideful

Leaves of emerald

Blackmail

Space travel

VEHICLES AND BODILY ORGANS FOR PLANAR TRAVEL

This table is highly fanciful, with invented words; it generates Vancian names for modes of planar travel. Unless your adventure has a whimsical feel to it, you might want to skip this table.

Roll once for Column 1 for the first part of the travel mode. Roll on either Column 2 or Column 3 for the second part of the travel mode's name.

Table 2-57: Vehicles and Bodily Organs for Planar Travel

Die Roll	Column 1 (First Part of Name)	Column 2 (Second part of Vehicle Name)	Column 3 (Second Part of Bodily Organ Name)
01-08	Disconjunctive	Collar	Appendix
09-16	Metacorporeal	Cupboard	Conceiver
17-24	Paracontradictory	Device	Emotionum
25-32	Paralocative	Flitter	Epilepsy
33-40	Paratransitive	Galleon	Gland
41-48	Raider's	Galley	Kidney
49-56	Relocationary	Gate	Node
57-65	Transapparitional	Orb	Plumage
66-74	Transitive	Platform	Talent
75-83	Transitorial	Portal	Thyrum
84-92	Xenolocational	Torc	Whisk
93-00	Xenotransitive	Yacht	Wings

VISITATIONS (PLANAR CREATURE TYPE)

Visitations are (usually) non-intelligent manifestations of energy, overlapping with elementals and undead but best treated, for purposes of creating monsters, as a separate category. They are presumed to be acting on instinct, or might have no intelligence whatsoever, being a manifestation or echo of something happening in another plane rather than creatures in their own right. An intelligent visitation would be possible, but unusual. Something that created a sapient echo in the material plane would be a very significant extra-planar event indeed.

Table 2-58: Form and Causation of a Visitation

Die Roll	Form/Type	Causation
01-04	Associated with pure energy: fire	After-effect of a single magical event
05-08	Associated with pure energy: cold	After-effect of the removal of a piece of reality (and by whom, one asks)
09-12	Associated with pure energy: electricity	After-effect or remnant of a single instance of divine vengeance
13-16	Associated with pure energy: magical force	Byproduct of the creation of an artifact or relic

TABLE 2-58: FORM AND CAUSATION OF A VISITATION CONTINUED

Die Roll	Form/Type	Causation
17-20	Associated with pure energy: gravity	Byproduct of the intersection of two dimensions, or planes of existence
21-24	Associated with pure energy: dimensional changes and phasing	Caused by a grievous renunciation or violation of authority or tradition in a nearby, related location.
25-28	Associated with pure emotion: fear	Caused by the attenuation of the aether, phlogiston, or astral substance at a particular point. Alternatively, it is the attenuation of material matter which causes the visitation
29-32	Associated with pure emotion: joy	Created as an abstract “artwork” or decoration by (or for) powerful or magical individuals
33-36	Associated with pure emotion: hatred	Echo of a planar, magical, divine, or dimensional “waterfall”
37-40	Associated with pure emotion: lust	Echo of an event on another plane of existence
41-44	Associated with pure emotion: greed	Forms as the byproduct of a sensory organ or device from another reality, like the wake of a periscope.
45-48	Associated with pure emotion: sadness or despair	Intersection of the ripple effects of two stationary artifacts, patterns, sigils, or structures
49-52	Associated with pure emotion: vengeance	Is the “waste product” of a bizarre process that is operating nearby, or at least relatively so
53-56	Associated with pure intellect: sanity	Nexus or entrance to the base of a dimensional whirlpool
57-60	Associated with pure intellect: knowledge	Phenomenon linked to a place due to past magical activity
61-64	Associated with pure intellect: comprehension	Remnant of a failed or renounced oath
65-68	Associated with pure energy: sonic	Remnant or after-effect of the destruction of an artifact or relic
69-72	Associated with pure intellect: music	Remnant, soul, or spirit of a dead godling or demigod
73-76	Associated with pure energy: death or life	Represents the “pre-effect” of something that is going to happen
77-80	Associated with pure energy: loss of experience	Represents the mid-point between two halves of a powerful artifact, relic, or being – where the influence of their connection is the weakest
81-84	Associated with pure energy: age	Represents the nexus of a powerful being’s thoughts or emotions
85-88	Associated with pure energy: spells and magical energy	Result of strange religious practices
89-92	Associated with time and/or memory	Source of visitation is imprisoned in an object that has been left, abandoned, stored, or which might just be waiting for later retrieval
93-96	Associated with light or darkness	Summoned or created as a guardian for something, by the manipulation of strange forces. “Something” might be an entrance, an item, a world, a crypt, etc.
97-00	Extrusion from other dimension	Wells up from a deep underground source, of an unexplained nature

*Tactics: a bridge**What was left behind?**A test of speed**The lore was altered**Made of ceramic**Condition red**Green mice**Reeds on the riverbank**Half of that**Water turned to wine**Source of metal**A fatal argument**Efreet**The countdown begins**Splendid flowers!**Tactics: ladders and balconies**Astrology**The falcon cannot see the falconer**Attack the citadel**Scholar of natural phenomena**Call of the wild**Temporal retractor**Vultures**Raiders**Dishonor and Devility**Velvet cloth**Eats a horrid food**Ring of iron*

A songbird

Trapped by a thought

Trapped in the vines

Unexpected arrival

It's like a comic book

Eye in the mirror

How does it function?

Hangman

Mysterious departure

Hidden message

It's like a vacuum cleaner

Slightly dented

Capture the item

Moon magic

Decorated with beads

Horse races

A winner declared

Circle of Animals

Many legs

Poison

Winds of change

Apparently not valuable

Asteroid-creature

The way is closed off with bars

Evocation

An iron cage

Dog-headed

Trading in warehouse receipts

PLANT CREATURES

Good plant monsters are really hard to design. They've not only got to be pretty creative, but you've also got to work within several constraints: firstly, most of them don't move, so they don't offer much of a tactical challenge, and secondly, there just aren't many real-world predatory plants to work from as a starting point.



Table 2-59: Basic Form of Plant Monster

Die Roll	Basic Form (d100)	Specific Type of Form (d100)
01-05	Bamboo	Limbs or body-part moves, but the rest of the plant is immobile (rooted). The plant is purely a melee fighter. (Roll on Table 2-74: Limb Attacks)
06-10	Broad leaves	Limbs or body part moves, but the rest of the plant is immobile. The plant uses a special attack to augment damage from the limbs: roll on the Limb Attacks Table (2-74) to get ideas for the limbs, and roll on Table 2-61 to get ideas for the nature of the augmenting attack.
11-15	Bush or shrub	Limbs or body part moves, but the rest of the plant is immobile. The plant uses a special “pulling” attack to draw prey to the limbs: roll on the Limb Attacks Table (2-74) to get ideas for the limbs, and roll on Table 2-61 to get ideas for the nature of the special pulling attack.
16-20	Cone	Limbs or a body part of the plant move (roll on Table 2-74 for ideas), but the rest of the plant is immobile. The plant not only uses a special “pulling” attack to draw prey towards it, but also has a special attack to augment damage from the limbs. Roll on both columns of Table 2-61 to determine the nature of the pulling and augmenting special attacks.
21-25	Coral-type growth	No part of the plant moves, but it delivers a poisonous or transformational substance into its near vicinity. Delivery mechanisms include: spores, smells, spiked seed-pods on the ground, blown leaves, and gases. The result of falling prey to these substances include turning into a similar plant, turning into a plant-creature controlled by the plant, turning into a seed-carrier for the plant, or just dying to create fertilizer. Keep in mind that creatures killed for fertilizer might also be caused to rot faster than normal after dying.
26-30	Fern	No part of the plant moves, but it has mental powers. These probably include the telekinetic ability to damage opponents using nearby rocks or equipment, or even picking opponents up. Other possibilities include mental powers that mimic enchantment-type magic – the plant can dominate someone’s mind to create an ally (who will later be used to fetch fertilizing carcasses to the plant’s roots).
31-35	Grass-like stalks	The plant is mobile (see Table 2-60 for ideas about mobility types). It is purely a melee fighter, using its movement ability solely to get into close enough range for hand-to-branched combat. Roll on the Limb Attacks Table (2-74) to get ideas for how it attacks.

TABLE 2-59: BASIC FORM OF PLANT MONSTER CONTINUED

Die Roll	Basic Form (d100)	Specific Type of Form (d100)
36-40	Hanging moss	The plant is mobile (see Table 2-60 for ideas about mobility types). In addition to fighting with mobile limbs (see Table 2-74 Limb Attacks), it has an augmenting attack from Table 2-61.
41-45	Ivy	The plant is mobile (see Table 2-59 for ideas about mobility methods). In addition to fighting with mobile limbs (see Table 2-74 Limb Attacks), it has a pulling attack from Table 2-61.
46-50	Lump	The plant is mobile (see Table 2-60 for ideas about mobility methods). In addition to fighting with mobile limbs (Table 2-74 Limb Attacks), it has a pulling attack AND an augmenting attack, both from Table 2-61
51-55	Mold	The plant is entirely immobile, but it has a Physical Distance Attack (see Table 2-62). The Physical Distance Attack causes general damage (hit points or equivalent).
56-60	Mushroom	The plant is mobile (see Table 2-60 for ideas about mobility methods). In addition to fighting with mobile limbs (see Table 2-74 Limb Attacks), it has a Physical Distance Attack from Table 2-62. The Physical Distance Attack causes general damage (hit points or equivalent).
61-65	Sphere	The plant is mobile (see Table 2-60 for ideas about mobility methods). In addition to fighting with mobile limbs (see Table 2-74 Limb Attacks), it has a Physical Distance Attack (Table 2-61) AND an Augmenting Attack (Table 2-62). The Physical Distance Attack causes general damage (hit points or equivalent).
66-70	Thorn-bush	The plant is entirely immobile, but it has a Physical Distance Attack (see Table 2-62). The Physical Distance Attack has a Special Effect (Table 2-62).
71-75	Tree, palm	The plant is mobile (see Table 2-60 for ideas about mobility methods). In addition to fighting with mobile limbs (see Limb Attacks Table), it has a Physical Distance Attack from Table 2-62. The Physical Distance Attack causes general damage (hit points or equivalent).
76-80	Tree, pine	The plant is mobile (see Table 2-60 for ideas about mobility methods). In addition to fighting with mobile limbs (see Limb Attacks Table), it has a Physical Distance Attack (Table 2-62) AND an Augmenting Attack (Table 2-62). The Physical Distance Attack causes general damage (hit points or equivalent).
81-85	Tree, short	The plant is rooted to the ground, but super-charged with weaponry. It has a melee attack (see Table 2-74 Limb Attacks), a pulling attack (Table 2-61), and a Distance Attack with a Special Effect.
86-90	Tree, tall	The plant moves (Table 2-60) and has a Physical Distance Attack (Table 2-62) with a special effect. However, it does not have a melee attack of any kind.
91-95	Underground bulbs	The plant is rooted to the ground. It has one Physical Distance Attack that causes damage (Table 2-62), and it has a second Physical Distance Attack with a special effect (Table 2-62).
96-00	Vines	The plant is a botanical war machine. It moves (Table 2-60). It has a limb attack (Table 2-74). It has an Augmenting Attack (Table 2-62). It has a Pulling Attack (Table 2-61). It has a Physical Distance Attack, and the Physical Distance Attack has a Special Effect (Table 2-62). Do not trifle with this plant: it will turn you into seeds and fertilizer faster than you can say, "It's just a plant, pass me one of the torches."

*The bad guy has good reasons**House of the Wind**Worshippers of a strange god**Labor Riots**A cooper (barrel maker)**A funeral took place**A pattern of runes**A hawk**Food source**Violation of a truce**A vat filled with the stuff**Ceremonial sword**A meeting of heroes**Multiple prisms**Venom**Don't touch that**An unbreakable bond**Confident**One of these things is not like the others**Lilies on the water**Sawdust**At the third chime**Check the ceiling**Secret process**Disappearing**The catcher of birds**What was removed**Dream infiltrator*

Table 2-60: Movement Forms for Mobile Plants

	Die Roll	Method of Locomotion
<i>Who will rid me of this tumultuous priest?</i>	01-10	Glides or flies using wing-like growths
<i>The Book of Bells</i>	11-20	Jet propulsion in water
<i>Flashes of light</i>	21-30	Levitates
<i>A mixture led to unexpected results</i>	31-40	Pulls self along with short tendrils
<i>Affects memory</i>	41-50	Pulls self along with vines
<i>It has none of the expected signs</i>	51-60	Rippling movements like snail or slug
<i>Book for children</i>	61-70	Slithers like snake
<i>A machine of some kind</i>	71-80	Turns ground to liquid or mud for movement
<i>A mad wizard</i>	81-00	Walks on legs

Table 2-61: Pull/Augment Special Attack Types for Plants

	Die Roll	Augmenting Attacks	Special Pulling Attacks
<i>Chambers of the oracle</i>	01-10	The plant has the equivalent of a mouth, which could include splitting a large part of itself open (like a Venus Flytrap) or even splitting its whole body open. The mouth is the main source of damage: it might crush its victims, or it might have the plant equivalent of teeth, using internal thorns or spines. A mouth with a sludgy interior might slop the victim with digestive juices. Unless the plant is mobile and fast, it will need some sort of motile grabbing limb to get its victims into the mouth.	Hallucinogenic dust, spores, or smell causes victim to see the plant as something attractive that he wants to touch. An attractive member of the opposite sex or piles of treasure are good examples, although the specific nature of your adventure might suggest other ideas.
<i>Stealth</i>	11-20	The plant has motile vines or tendrils that inflict an unusual type of additional damage, usually automatic and progressive if the tendrils manage to grab and hold the victim. The following are ideas for such damage: poison (instantly lethal, progressively lethal, or progressively damaging), heat, cold, acid, electricity, squeezing, and thorns.	The plant can animate other nearby plants (probably symbionts) so that they entangle and pull prey toward it.
<i>Unstable allegiances</i>	21-30	The plant enfolds its victims and begins to digest them using acidic sap or other digestive substances.	The plant uses a rudimentary form of magic to enchant its prey. The victim walks toward the plant, and takes no other actions.
<i>Hedgehog</i>	31-40	The plant enfolds its victims and begins to incorporate them into its own body, changing them to plant matter or lacing them through with tiny digestive tendrils that aren't easily removed.	The plant uses a rudimentary form of magic to enchant its prey. The victim will eventually be eaten, but first it will try to pull nearby creatures (other characters) toward the plant.
<i>Spiders</i>	41-50	The plant's motile limbs can cause the victim to become paralyzed or otherwise helpless (go limp from pleasurable narcotic, be electrically stunned, turn rigid from a poisonous substance, etc).	The plant issues a highly attractive narcotic smell, which causes victims to forget what they are doing and move toward the plant.

TABLE 2-61: PULL/AUGMENT SPECIAL ATTACK TYPES FOR PLANTS CONTINUED

Die Roll	Augmenting Attacks	Special Pulling Attacks
51-60	Confusion. A substance on the plant's motile limbs acts like a drug, causing victims to move, or even attack, randomly.	The plant has an organ (possibly even a human-looking eye) that functions as a gaze attack. The organ might always be visible, or part of the plant might open up to reveal it during combat. Those affected by the attack will move toward the plant.
61-70	The plant has a substance (coated with sap or slime) or an injector (thorns) on its body. Motile limbs grab victims and carry them to the body so that these short-range weapons can be used. The substance causes a transformation in the victim. He progressively turns into a "plant zombie" with seeds attached to him, and starts traveling around while shedding the seeds (this is how the plant reproduces).	The plant has a rudimentary teleportation ability. For an interesting twist, try having teleportation be the result of a failed saving throw against a Physical Distance Attack on Table 2-61. That's pretty darn weird.
71-80	The plant's motile limbs stun a victim for short periods of time when they hit (a saving throw might or might not apply). If the limbs cause clubbing-type damage, the stunning is simply caused by the force of the blow. If the limbs cause cutting or piercing type damage, then the stunning is caused by a weak poison in the creature's sap.	The plant zaps potential victims with a magical ray, hypnotizing or charming them. They proceed to walk zombie-like into the plant's clutches.
91-00	The plant is a dangerous one, with lethal poison on its limb attack. The poison might not be instantly lethal, but it's a possibility – especially if the plant is rooted to the ground, since an escaping poison victim won't die near the roots. Slow poison; no fertilizer.	The plant can grow thin roots (about the width of twine) that crawl out very quickly from the plant's central body. If one of these roots manages to catch up with prey, the central plant pumps nutrients into it, letting it thicken to the width of a rope that can haul the victim back by the ankles. This sort of attack makes for a good tactical encounter, since the rootlets can grow around corners and the party might have to divide its efforts between attacking the plant's central body or hacking at little rootlets.

Concealed entrance
 Mysterious disappearance
 Infestation
 Requires food
 Wererat
 Immobilized
 Garland of leaves
 Bone casket
 Bottle of poison
 Catapults
 Magic belt
 Optical illusion
 Sticks in air
 Pressure plate
 Foul weather
 Narrow window of opportunity
 Muddy streets
 A healer
 Only one thing did not break
 Rising from the sea to cause mayhem
 Just improvise
 Perils and prophecies
 Bat wings
 Salt beef
 Scholar of history
 A pendulum swinging
 One who seeks
 Amphibian
 Changing walls

Table 2-62: Physical Distance Attacks for Plants

Die Roll	Physical Distance Attack	Special Effect of Distance Attack (If Applicable)
01-05	Bomb or grenade-type attack. The plant hurls big seed-pods, spore-sacs, or gas-bulbs. They might hit the target directly or not, but they also have a burst radius.	Acid (damage for a series of rounds, and stronger acids might damage equipment)
06-10	Exhaled cloud (gas or mist)	Cold. Some sort of chemical reaction in the substance of the distance attack makes it cause damaging cold. For the life of me, I can't figure out how this would fit into a plant's life cycle, but it's an interesting thought, isn't it?
11-15	Exhaled cone (gas or mist)	Confusion. The substance is like a drug, causing victims to move, or even attack, randomly.

TABLE 2-62: PHYSICAL DISTANCE ATTACKS FOR PLANTS CONTINUED

	Die Roll	Physical Distance Attack	Special Effect of Distance Attack (If Applicable)
The magic has taken effect	16-20	Gas or mist (radial release in all directions)	Disease causing a transformation in the victim. He progressively turns into a “plant zombie” with seeds attached to him, and starts traveling around while shedding the seeds (this is how the plant reproduces).
Barricade of Thorns	21-25	Gas or mist: exhaled stream at single opponent	Disease causing a transformation in the victim: turns into one of these plant creatures (in a matter of days).
A secret agent	26-30	Horrid, massive, vomit-eruption of liquid or goo (short range, but hits anyone in the area)	Disease causing slow but progressive onset of paralysis (not lethal, but the effects might last for days).
Food of the fey	31-35	Hurls, fires, or spits: needles, thorns or spikes	Disease causing victim to carry spores or seeds. In a matter of days, he turns into a “bag” of spores or seeds, and explodes or otherwise dies. This is how the plant spreads its seeds. There should be a physical sign of the condition so the players know that they need to get the character cured before he dies.
Treachery where least expected	36-40	Ray (uses eyelike organ, eyestalks, or other non-eyelike organ)	Disease with slow onset of death (measured in several melee rounds, not days).
Legion	41-45	Smell (directed squirt at a single target)	Double-whammy. The victim gets an uncontrollable hunger to eat fruit from the plant. Not only does this bring him close to the plant, where it can attack him, but the fruit does something very unpleasant as well, if he manages to eat it.
Eye of newt	46-50	Smell (in a directed cone)	Hallucinations. These could cause a multitude of effects: fear, confused and unpredictable actions, attempts to damage oneself, etc.
Deceptive hallway	51-55	Smell (radius)	Heat. Some sort of chemical reaction is intended to cook the plant’s food. Powerful versions of this might cause metal armor to inflict damage for more than one combat round.
An attribute of a fish	56-60	Spit (glob or liquid, single target)	Lethal poison with rapid or immediate onset of death.
The words of the oracle	61-65	Spit (line of liquid, ooze, or sap)	Lethal poison with slow onset (but probably causing immediate and progressive weakness).
Rock formation	66-70	Spores (cone)	Mental control by plant. The substance delivered by the physical distance attack allows the victim to perceive mind-waves emanating from the plant, and he follows its commands. If he makes a saving throw, he might get the interesting result of hearing the commands but not feeling compelled to follow them.
Smuggling	71-75	Spores (launches a “bag” that explodes)	Non-lethal poison causing fear (flight or disorganized retreat).
Jeweler	76-80	Spores (line toward single opponent)	Non-lethal poison causing lethargy or slowness of action.
Steam engine			
Line of destruction			
Wreathed in flowers			
Closes and locks			
Strange animal in a cage			
A doomed love affair			
Surrounded by floating objects			
A trick on the ceiling			
Destructive tendencies			
Altered by contact			
Next in Line			
Glowing eyes			
Mysterious forces			
Herbicide			
Defies the law			

TABLE 2-62: PHYSICAL DISTANCE ATTACKS FOR PLANTS CONTINUED

Die Roll	Physical Distance Attack	Special Effect of Distance Attack (If Applicable)	A characteristic of a bear
81-85	Spores (radial “burst”)	Non-lethal poison causes mental-type paralysis (renders victim utterly blissful, causes victim not to care about movement, causes paralyzing fear, etc).	Dangerously persuasive
86-90	Spray (cone of liquid, ooze, or sap)	Non-lethal poison causing physical paralysis.	Phases into being
91-95	Spray (line of liquid, ooze, or sap aimed at single opponent)	Non-lethal poison causing effective paralysis: e.g., nausea or seizures.	Forge
96-00	Squirt liquid (single target)	Uncontrolled emotion. The effect of the substance on humans is an uncontrolled emotion such as berserker rage, incapacitating sorrow, fits of uncontrolled laughter, or some similar effect.	At the drop of a hat

SAMPLE UNUSUAL REPRODUCTION METHODS FOR PLANTS

In many cases, a plant-monster’s attack method is involved with the plant’s reproductive cycle. In cases where it isn’t, and when you want to add a bit of weirdness to the plant’s overall nature, this short table offers a couple of unusual modes of plant reproduction to spark your creativity. Note that the primary reproductive strategy for plants is a matter of making seeds travel as far as possible from the parent-plant.

Table 2-63: Sample Unusual Reproduction Methods for Plants

Die Roll	Reproductive Cycle	A characteristic of a bear
01-20	The plant injects or drops seeds into the water. The seeds become tadpole-like creatures (animal or vegetable, it doesn’t matter). The tadpoles swim to new locations using their whip-like tails. They die, and the internal seed-matter beings to grow as a new plant.	Creates a distraction
21-40	The plant doesn’t just produce seeds – it produces flying insects (whether these are true animals or plant-insects doesn’t matter). The insects fly about for a while, die, fall to the ground, and germinate into new plants.	One step forward, two steps back
41-60	By whatever means the plant might also grab hold of adventurers, it grabs birds and small animals such as rabbits and chipmunks. It injects these creatures with seed-larva. Then it releases the small creature, which carries along on its merry way until the larva eat it from within and germinate in its dead carcass.	Stones are cursed
61-80	The plant drops a “phase one” seed into the ground. The phase one seed grows into a small, mobile plant that scurries away. The mobile plant proceeds to scatter “phase two” seeds as it travels. The “phase two” seeds grow into the original plant form, which then begins to produce more “phase one” seeds.	Herons
81-00	The plant produces a shiny, gem-like seed. These are picked up by birds, which carry them away to put into nests. When the seeds sprout, they send out little vines that feed upon eggs.	A clue was left behind

Forms a shape

Surrounded by force fields

A disarmed trap

Heavy growths of mold

The prisoner

A tree of salt

Chanting

The healer could not be found

The peril of an unexpected visit

Rotten

Perceived but unseen

An earthenware bowl

Guard the place

Circle of the story

Confrontation of street gangs

Make an offer

Inlaid metal decoration

Guild Riots

A fateful ceremony

A philosophical approach

Surveillance

It jumps around

The waterwheel

Guard the bottles

Where the food is prepared

Meticulous planners

Dryad

UNDEAD

In folklore, almost all undead creatures arise from some sort of break in the normal life cycle as that culture defines the life cycle (and that's not always the same in all cultures). Some ceremony wasn't performed – often burial or last rites, or some action taken by the undead person during his life represented a breach of the natural order of things. The tables below focus on this aspect of Undeath, although first there's a comprehensive list of undead "types" to help you focus on the explanation, which you might generate with the later tables. Obviously, if your "explanation" of the undead creature generates a fantastic idea that doesn't mesh with the type, stick with your imagination, not with the tables.



Table 2-64: Basic Types of Undead Creatures

Die Roll	Undead Type
01-04	Corporeal, genius, non-reproductive
05-08	Corporeal, genius, reproduces through prey
09-12	Corporeal, non-intelligent, non-reproductive
13-16	Corporeal, non-intelligent, reproduces through prey
17-20	Corporeal, semi-intelligent, non-reproductive
21-24	Corporeal, semi-intelligent, reproduces through prey
25-28	Incorporeal, genius, non-reproductive
29-32	Incorporeal, genius, reproduces through prey
33-36	Incorporeal, non-intelligent, non-reproductive
37-40	Incorporeal, non-intelligent, reproduces through prey
41-44	Incorporeal, semi-intelligent, non-reproductive
45-48	Incorporeal, semi-intelligent, reproduces through prey
49-52	Non-human corporeal, intelligent, non-reproductive
53-56	Non-human, corporeal, intelligent, contagious Undeath
57-60	Non-human, corporeal, non-intelligent, contagious Undeath
61-64	Non-human, corporeal, non-intelligent, non-reproductive
65-68	Non-human, corporeal, semi-intelligent, contagious Undeath
69-72	Non-human, corporeal, semi-intelligent, non-reproductive
73-76	Non-human, incorporeal, intelligent, contagious Undeath
77-80	Semi-corporeal, genius, non-reproductive
81-84	Semi-corporeal, genius, reproduces through prey
85-88	Semi-corporeal, non-intelligent, non-reproductive
89-92	Semi-corporeal, non-intelligent, reproduces through prey
93-96	Semi-corporeal, semi-intelligent, non-reproductive
97-00	Semi-corporeal, semi-intelligent, reproduces through prey

Table 2-65: Causes of Intelligent Undeath

Die Roll	Cause of Intelligent Undeath	
01-10	Cursed by enemy	Heavier than expected
11-20	Cursed by gods	Moonbeams
21-30	Disease such as vampirism	The mouse dances about happily
31-40	Prepared by others for Undeath, at or before death (unwillingly)	Requires certain order of operation
41-50	Prepared by others for Undeath, at or before death (willingly)	Reawakening power
51-60	Prepared self for Undeath, during life	Dream editor
61-70	Rejected from underworld for some reason	Rear legs of a lion
71-80	Returned partially by actions of others	Waiting for the verdict
81-90	Returned to gain vengeance for own killing	Absence of air
91-00	Returned to guard location or item important to self during life	Fruit preserves

PREPARATIONS FOR INTELLIGENT UNDEATH

Note that some of these preparations might be voluntary on the part of the person being prepared for intelligent Undeath. Other preparations described on this table would be the activity of someone else, with or without the consent of the person being prepared.

Table 2-66: Preparations for Intelligent Undeath

Die Roll	Preparation	
01-10	Actions are taken to ensure that a god will curse the soul with intelligent undeath	A crisis of magic
11-20	Corpse/body is preserved/prepared in such a way that the soul (or life force) cannot depart	Signed in blood
21-30	Living body parts incorporated into corpse keep it “alive”	Festival of Freedom
31-40	New soul brought into dead body	At low tide
41-50	Pact with gods/powers of afterlife to reject soul	Leaves of iron
51-60	Physical preparation raises body with echo of former intelligence	The legendary bridge
61-70	Physical preparation raises body with full former intelligence	Woodworker
71-80	Ritual binds soul to a place	A characteristic of the giraffe
81-90	Soul captured by ritual, kept in the wrong plane of existence	Transformations and Changes
91-00	Soul captured in item to prevent completion of the death cycle	Lots of bugs

BREAKS IN THE LIFE CYCLE

As mentioned above, most Undeath traditionally results from a break in the natural order of the victim’s life cycle. Looking through the following wide assortment of such “breaks” may give you some good ideas for specific details about your undead creature.

- Heavier than expected
- Moonbeams
- The mouse dances about happily
- Requires certain order of operation
- Reawakening power
- Dream editor
- Rear legs of a lion
- Waiting for the verdict
- Absence of air
- Fruit preserves
- A crisis of magic
- Signed in blood
- Festival of Freedom
- At low tide
- Leaves of iron
- The legendary bridge
- Woodworker
- A characteristic of the giraffe
- Transformations and Changes
- Lots of bugs
- Tubes and valves
- Dryads
- Pattern of runes
- Distinctive jewelry
- Poor protection
- Religious Unrest
- Erosion
- Forbidden rites

Table 2-67: Breaks in the Life Cycle

	Die Roll	Nature of the Break
<i>Lesser creatures</i>	01	Deliberately cursed at death by others for actions during lifetime
<i>Hidden ceiling</i>	02	Died after committing crime: Arson
<i>Images are reversed</i>	03	Died after committing crime: Assault
<i>Cocoon</i>	04	Died after committing crime: Bankruptcy
<i>Distorted shape</i>	05	Died after committing crime: Battery
<i>Witch-light</i>	06	Died after committing crime: Begging
<i>Line of dirt</i>	07	Died after committing crime: Blackmail
<i>Scouts</i>	08	Died after committing crime: Blasphemy
<i>Where alchemists meet</i>	09	Died after committing crime: Breach of contract
<i>Forgotten version</i>	10	Died after committing crime: Breach of financial duty
<i>The sequence</i>	11	Died after committing crime: Breaking and entering
<i>Guild member</i>	12	Died after committing crime: Bribery
<i>The smell of burning leaves</i>	13	Died after committing crime: Burglary
<i>Trees of infinity</i>	14	Died after committing crime: Cattle theft or rustling
<i>An attribute of a pine tree</i>	15	Died after committing crime: Consorting with demons
<i>Sorcery of Water</i>	16	Died after committing crime: Counterfeiting
<i>Narrow stairway</i>	17	Died after committing crime: Cowardice or desertion
<i>A meeting of knights</i>	18	Died after committing crime: Demonic possession
<i>Unstable ceiling</i>	19	Died after committing crime: Desecration
<i>Renounced the agreement</i>	20	Died after committing crime: Disrespect to clergy
<i>Edge of the table</i>	21	Died after committing crime: Disrespect to nobility
<i>Teleporting plants</i>	22	Died after committing crime: Drug possession
<i>Warehouse or storage rooms</i>	23	Died after committing crime: Drug smuggling
<i>Slumber</i>	24	Died after committing crime: Drunkenness
<i>House of the Sun</i>	25	Died after committing crime: Embezzlement
<i>An echo</i>	26	Died after committing crime: Escape from prison
<i>Static electricity</i>	27	Died after committing crime: Extortion
<i>A transitional phase</i>	28	Died after committing crime: False imprisonment
<i>Odd form of communication</i>	29	Died after committing crime: Fleeing crime scene
<i>Guildmaster</i>	30	Died after committing crime: Forgery
	31	Died after committing crime: Forsaking an oath
	32	Died after committing crime: Gambling
	33	Died after committing crime: Grave robbery
	34	Died after committing crime: Harboring a criminal

TABLE 2-67: BREAKS IN THE LIFE CYCLE CONTINUED

Die Roll	Nature of the Break	
35	Died after committing crime: Harboring a heretic	<i>The Mutation Pools</i>
36	Died after committing crime: Heresy	<i>Cockatrice</i>
37	Died after committing crime: Horse theft	<i>It was buried for safekeeping</i>
38	Died after committing crime: Incest	<i>A characteristic of the cockroach</i>
39	Died after committing crime: Inciting to riot	<i>Waylay the villain's supplier</i>
40	Died after committing crime: Insanity	<i>Hidden troll</i>
41	Died after committing crime: Kidnapping	<i>Jet propulsion</i>
42	Died after committing crime: Lewdness, private	<i>Dream worship</i>
43	Died after committing crime: Lewdness, public	<i>The mad jester</i>
44	Died after committing crime: Libel	<i>Cloth spider</i>
45	Died after committing crime: Manslaughter	<i>An artificer (lenses and glass)</i>
46	Died after committing crime: Misuse of public funds	<i>The coins show the way</i>
47	Died after committing crime: Murder	<i>Bronze candlesticks</i>
48	Died after committing crime: Mutiny	<i>Shadow item</i>
49	Died after committing crime: Necromancy	<i>Forgotten prophecy</i>
50	Died after committing crime: Participating in forbidden meeting	<i>An unspeakable history</i>
51	Died after committing crime: Perjury	<i>Contagion</i>
52	Died after committing crime: Pickpocket	<i>Oil lamps</i>
53	Died after committing crime: Piracy	<i>Shadow clues</i>
54	Died after committing crime: Poisoning	<i>Line of silver</i>
55	Died after committing crime: Possession of forbidden weapon	<i>This part awaits the outcome</i>
56	Died after committing crime: Prison escape	<i>Large talons</i>
57	Died after committing crime: Prostitution	<i>Shards</i>
58	Died after committing crime: Public recklessness	<i>Magical tattoos</i>
59	Died after committing crime: Racketeering	<i>Dream writing</i>
60	Died after committing crime: Rape	<i>Interacting magical light-sources</i>
61	Died after committing crime: Receiving stolen goods (fencing)	<i>House of the Transformation</i>
62	Died after committing crime: Robbery	
63	Died after committing crime: Sabotage	
64	Died after committing crime: Sale of shoddy goods	
65	Died after committing crime: Sedition	
66	Died after committing crime: Slander	
67	Died after committing crime: Smuggling	
68	Died after committing crime: Soliciting	

TABLE 2-67: BREAKS IN THE LIFE CYCLE CONTINUED

	Die Roll	Nature of the Break
<i>Sacks of feathers</i>	69	Died after committing crime: Swindling
<i>A tavern owner</i>	70	Died after committing crime: Theft
<i>A satyr</i>	71	Died after committing crime: Treason
<i>An intelligent giant</i>	72	Died after committing crime: Trespass
<i>Dispossessed spirit</i>	73	Died after committing crime: Using false measures
<i>Strange beast of burden</i>	74	Died after committing crime: Witchcraft
<i>Traps react to sound</i>	75	Died after violating taboo: dietary
<i>Doorway to nowhere</i>	76	Died after violating taboo: loyalty
<i>Forbidden from leaving</i>	77	Died after violating taboo: marriage
<i>A characteristic of the monkey</i>	78	Died after violating taboo: sexual
<i>Mode of transmission</i>	79	Died as a glutton
<i>Draped in shadow</i>	80	Died as a miser
<i>House of the Priesthood</i>	81	Died as coward
<i>The trail of a raindrop</i>	82	Died deliberately
<i>Thing in the mirror</i>	83	Died unloved and unmourned
<i>Face in the earth</i>	84	Died while a captive
<i>Yellow orb</i>	85	Died while owning a cursed item
<i>Hidden motives</i>	86	Died without children
<i>Fast-burrowing</i>	87	Died without dying (I don't know, but it sounds good)
<i>See if you can fit a shark into it</i>	88	Died without fulfilling contract
<i>A characteristic of the crab</i>	89	Died without fulfilling oath
<i>Old prophecy</i>	90	Died without honor (marriage or parenthood)
<i>A collar of feathers</i>	91	Died without honor (traitor)
<i>Shadow army</i>	92	Died without manhood/womanhood rites
<i>An attribute of a micro-organism</i>	93	Died without marrying
<i>Easily distracted</i>	94	Died without proper preparations for death
<i>Take advantage of it now</i>	95	Died without properly honoring ancestors
	96	Died without tribal initiation
	97	Eaten after death
	98	Not buried/burned
	99	Not given proper death ceremonies
	100	Not given proper preparations for afterlife

MANNER OF DEATH

The manner in which an undead creature might have died can give rise to good ideas about the nature of the creature's abilities, appearance, and motivations (if it is an intelligent form of undead).

Table 2-68: Manner of Death

Die Roll	Manner of Death	
01	Burned in fire	A pattern of spiders
02	Burned in lava	Any port in a storm
03	Cooked and eaten	Doorway into water
04	Crushed	Drains strength
05	Defeated in dishonorable combat	Capture a targeted person
06	Defeated in honorable combat	Ring on the wrong finger
07	Died during a storm	Beautiful singing voice
08	Died during harvest time	Serpentine pattern
09	Died during peacetime	Cleaning supplies
10	Died in a swamp	Vandalism
11	Died in particular ancient ruins	A transmutation of substances
12	Died in the hills	Bronze boots
13	Died in the mountains	Forms a vessel
14	Died near particular type of flower	Made of copper
15	Died near particular type of tree	Concealed book
16	Died of disease	Decorator had no taste
17	Died of fright	Shadow runes
18	Died of natural causes	A tournament
19	Died of thirst	Attack from above
20	Died while carrying particular weapon	The poison has taken effect
21	Died while carrying stolen goods	Orthodoxy
22	Died while wearing particular garment	Falconer
23	Died while wearing particular piece of jewelry	Reawakening
24	Drowned	Ankheg
25	Executed by asphyxiation	Shaped from wood
26	Executed by cold	A characteristic of the clam
27	Executed by drowning	Cockroaches make anything scary
28	Executed by exposure to elements	
29	Executed by fire	
30	Executed by hanging	
31	Executed by live burial	

TABLE 2-68: MANNER OF DEATH CONTINUED

*Ancient writing**A flower of force**The sky will darken with them**Centipedes**Ethereal flowers**A characteristic of the meerkat**An architect**Evidence of passage**Gravity repulsion**Pickled eggs**Forgotten machine**Dissolves prey**Waylay the villain's courier**Depends on where you're looking**Trickster**Bone necklace**Encrusted with salt**Counterspells**Fashioned from bone**A traitor in their midst**An unusual spell**The value of the individual**A characteristic of the tick**Manages excess water**Red hands**Temporal transition**Shadow sword*

Die Roll	Manner of Death
32	Executed by starvation
33	Executed by strangulation
34	Executed by thirst
35	Executed despite having been pardoned
36	Fell from great height
37	Frozen/hypothermia
38	Heart failure
39	In the saddle
40	Killed by a creature that injects eggs
41	Killed by a deception
42	Killed by a jealous spouse
43	Killed by a jester
44	Killed by a lover
45	Killed by a lynch mob
46	Killed by a traitor
47	Killed by a trap
48	Killed by accident
49	Killed by ancient curse
50	Killed by birds
51	Killed by blood poisoning
52	Killed by demon
53	Killed by dogs/jackals
54	Killed by gluttony
55	Killed by insect(s)
56	Killed by inter-dimensional creature
57	Killed by magic
58	Killed by magic weapon
59	Killed by metal
60	Killed by mistake
61	Killed by own child
62	Killed by own parent
63	Killed by particular type of person
64	Killed by poisonous fungus
65	Killed by poisonous plant

TABLE 2-68: MANNER OF DEATH CONTINUED

Die Roll	Manner of Death	
66	Killed by pride	<i>Officer of weights and measures</i>
67	Killed by priest	<i>Function depends on the instructions given</i>
68	Killed by relative	<i>The handprint</i>
69	Killed by soldiers during battle	<i>Metal is cursed</i>
70	Killed by some particular monster	<i>Possession</i>
71	Killed by strange aliens	<i>Something was given away</i>
72	Killed by undead	<i>An attribute of a flowering plant</i>
73	Killed by wine or drunkenness	<i>Festival of Warfare</i>
74	Killed by wooden object	<i>Dream maker</i>
75	Killed for a particular reason	<i>Put it into rhyme</i>
76	Killed in a castle	<i>Deceptive doorway</i>
77	Killed in a particular place	<i>House of the Holy</i>
78	Killed in a tavern	<i>A mixture of ingredients</i>
79	Killed in particular ritual	<i>Pickled peppers</i>
80	Killed in tournament or joust	<i>Shadow cycle</i>
81	Killed near a particular thing	<i>Fountain of poison gas</i>
82	Killed on particular day of year	<i>Plague doctors</i>
83	Killed under a particular zodiacal sign (i.e., a particular month or time)	<i>Trader</i>
84	Killed under moonlight	<i>Cryptic</i>
85	Killed underground	<i>Iron webs</i>
86	Killed while exploring	<i>Deceptive camouflage</i>
87	Killed while fishing	<i>Powerful spell</i>
88	Killed while fleeing	<i>Heavy growth of weeds</i>
89	Killed while hunting	<i>Planar manuscript</i>
90	Killed while leading others badly	<i>Concealed words</i>
91	Killed while leading others well	<i>Concealed message</i>
92	Murdered	<i>An aging leader</i>
93	Sacrificed to a demon	<i>Gallery</i>
94	Sacrificed to a god	
95	Sacrificed to ancient horror	
96	Starved to death	
97	Strangled	
98	Struck by lightning	
99	Struck down by gods	
100	Tortured to death	

Secret procedure

A collection

Face in the stone

Dangerous ideas

Feathery wings

Unexpected doorway

Guess the next number

Secret agreement

You can't stop the music

A characteristic of an ape

They left on a journey

Green owl

Shadow spider

Evidence of an event

Protective garments

Lycanthropes

To guard a reputation

A negotiator

One of them was incomplete

Troglodytes

Skeletons

A characteristic of the heron

The villain recurs

An apothecary

Any port in a storm

Magic is reversed

Time is reversed

VERMINOUS CREATURES

Vermicious creatures are often relatively small, and are usually the “trash-collectors” of a dungeon or other area. In some cases, you might want to have larger verminous creatures (a mutant or something), and these tables will work fine for the larger specimens as well. However, oozes also serve well for this type of monster, and so do the “macrobiotes.”

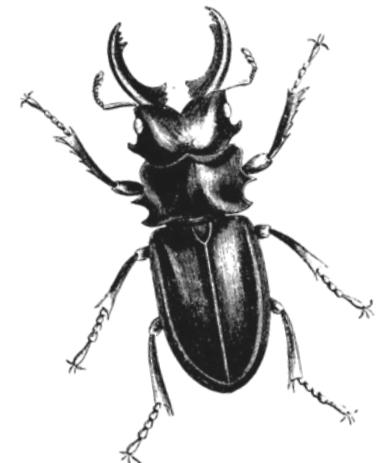


Table 2-69: Basic Profile of Verminous Creature

Die Roll	Part One of Combination	Part Two of Combination
01-10	Blood-sucking	Bat-like things
11-20	Burrowing	Beetles
21-30	Disease-bearing	Bird-like things
31-40	Floor-licking	Crustaceans
41-50	Flying	Fish-like things
51-60	Paralysis-inducing	Little gooey things (jellyfish or ooze-like)
61-70	Rot-causing	Roaches
71-80	Sleep-inducing	Rodents (cat size)
81-90	Slightly venomous	Rodents (larger than cats)
91-00	Substance-dissolving	Worms

Table 2-70: Special Features of a Verminous Creature-Type

Die Roll	Special Feature
01-10	Can be frightened away (or at least kept at bay) with fire, loud noise, or other stimulus
11-20	Stalks prey over a long distance, waiting for the right time to attack
21-30	The little ones are sometimes accompanied by a much bigger one
31-40	Fast moving; more difficult to hit than one would expect
41-50	Unusual response or immunity to spells, or to spells of a particular type.
51-60	Acts as if unusually intelligent, due to instinct or a hive mind.
61-70	Implants eggs into victims – but since these are generally weaker creatures, the incubation time should be very long, or it should be hard to get infected, or it should be easy to get cured.
71-80	Amphibious; they generally live and nest in the water, where it's hard to find or kill them, but they hunt on land.
81-90	Roll on Special Attacks Table 2-78
91-00	Roll on Special Defenses and Abilities Table 2-82

VERMIN MOVEMENT-SYSTEMS

Verm are generally a “filler” type of monster, and unusual vermin are usually inspired by the pre-existing nature of the adventure’s location. However, if you’re taking the interesting approach of getting adventure inspiration from a type of vermin, here is one way to go about it. The following table addresses some different ways in which vermin might move around through the adventure area. The table is probably more useful in the context of a specific adventure scenario than for the generation of a particular species of vermin, but since it pertains to a specific class of monster it is included here.

Table 2-71: Vermin Movement-Systems

Die Roll	Mode of Movement	
01-20	Delivery and Retrieval. Some mechanism or process in the adventure area delivers the vermin to a location and then retrieves them (or lets them die). This is an analogy to the use of “scrubbing bubbles,” or nano-technology. It doesn’t need to be high-tech or even well explained. Perhaps a chute simply delivers green slime or rats to a particular location, and then spouts corrosive gas into the area when the vermin are assumed to have eaten whatever needs to be eaten. Or perhaps a big suction-hose gathers them up after a period of time.	Seen through glass
21-40	Dimensional movement or lairs. Whether or not the vermin have any dimensional powers that manifest in combat, they live and/or move about through some other dimension (not another plane of existence – just another dimension). This might be a feature of the vermin themselves, or it might be an odd feature of the adventure area.	Hidden monster
41-60	Elemental association. The vermin move through an elemental plane of some kind. In this case, they are probably elemental creatures of some kind, or a hybrid of “pure” elemental matter and normal “mixed” material.	Deliver dangerous goods
61-80	Through tunnels burrowed in the walls, ceiling, or floors. The standard, in other words.	Fey beings
81-00	Verm infest moving monsters. Perhaps the vermin are parasites, or perhaps their larvae are dropped from the movement of some other kind of monster (a golem?). This would keep the vermin population moving around.	Requires a certain image
		Biting mandibles
		Ribbons, bells, and decorations
		Sabotage the villain's operation
		A judgement
		Hidden lever
		An auction house owner
		A sworn truce
		Doorway into darkness
		Trapped in a dimension
		Exactly what you'd think
		A characteristic of the tapeworm
		When copper crosses iron
		Source of courage
		Reflex reaction
		A thing that retracts
		Bright plumage
		The pathway of a specific ant
		Glue
		Webs of stone
		Mysterious person
		A mix of elements
		Orbited by objects

PART TWO: GENERAL MONSTER TABLES

Drains magic

A lamia

Pickled fish

Lit by lighting

The wards are down

Volatile materials

Moonstone

Bone spike

Temporal expander

Catapult

Changing floor

A sea serpent

A falcon

Trap

Crossed a line

Blue orb

The Unholy Prism

A smear of blood

Morbid obsession

Shortage of time

Temporary strength

Only one person knew this secret

A butterfly

Concealed door

Doorway to the outside

Forbidden worship

Underwater creature

Requires a certain person

Rage

OVERALL COMBAT PROFILE

This table generates an overall combat profile for a monster, regardless of type. The first column addresses the monster's attack profile by identifying the body parts used for physical attacks (each body type leading to a specific subtable), and the number of special attacks the monster uses (generated on Special Attack subtables). The second column (which contains only a small number of actual entries) sets the number of special defenses the monster uses. In addition to special defenses, the second column sets the monster's number of Distinctive Attributes. Distinctive Attributes can be skipped in favor of moving on to the specific monster types after generating a combat profile.

Table 2-72: Monster's Overall Combat Profile

Die Roll	Physical and Special Attacks (d100)	Special Defenses (d100)
01	Head attack only (2-73), no special attack	No Special Defense, one Distinctive Attribute
02	Limb attack only (2-74), no special attack	One Special Defense, one Distinctive Attribute
03	Body attack only (2-75), no special attack	One Special Defense, one Distinctive Attribute
04	Tail attack only (2-76), no special attack	Two Special Defenses, one Distinctive Attribute
05	Head (2-73) and limb (2-74) attacks, no special attack	Two Special Defenses, one Distinctive Attribute
06	Head (2-73) and body (2-75) attacks, no special attack	Three Special Defenses, one Distinctive Attribute
07	Head (2-73) and tail (2-76) attacks, no special attack	No Special Defense, two Distinctive Attributes
08	Limb (2-74) and body (2-75) attacks, no special attack	One Special Defense, two Distinctive Attributes
09	Limb (2-74) and tail (2-76) attacks, no special attack	One Special Defense, two Distinctive Attributes
10	Body (2-75) and tail (2-76) attacks, no special attack	Two Special Defenses, two Distinctive Attributes
11	Head (2-73), limb (2-74), and body (2-75) attacks, no special attack	Two Special Defenses, two Distinctive Attributes
12	Head (2-73), limb (2-74), and tail (2-76) attacks, no special attack	Three Special Defenses, two Distinctive Attributes
13	Limb (2-74), body (2-75), and tail (2-76) attacks, no special attack	No Special Defense, one Distinctive Attribute
14	Head attack only (2-73), 1 special attack	One Special Defense, one Distinctive Attribute
15	Limb attack only (2-74), 1 special attack	One Special Defense, one Distinctive Attribute
16	Body attack only (2-75), 1 special attack	Two Special Defenses, one Distinctive Attribute
17	Tail attack only (2-76), 1 special attack	Two Special Defenses, one Distinctive Attribute
18	Head (2-73) and limb (2-74) attacks, 1 special attack	Three Special Defenses, one Distinctive Attribute
19	Head (2-73) and body (2-75) attacks, 1 special attack	No Special Defense, two Distinctive Attributes
20	Head (2-73) and tail (2-76) attacks, 1 special attack	One Special Defense, two Distinctive Attributes

TABLE 2-72: MONSTER'S OVERALL COMBAT PROFILE CONTINUED

Die Roll	Physical and Special Attacks (d100)	Special Defenses (d100)
21	Limb (2-74) and body (2-75) attacks, 1 special attack	One Special Defense, two Distinctive Attribute
22	Limb (2-74) and tail (2-76) attacks, 1 special attack	Two Special Defenses, two Distinctive Attributes
23	Body (2-75) and tail (2-76) attacks, 1 special attack	Two Special Defenses, two Distinctive Attributes
24	Head (2-73), limb (2-74), and body (2-75) attacks, 1 special attack	Three Special Defenses, two Distinctive Attributes
25	Head (2-73), limb (2-74), and tail (2-76) attacks, 1 special attack	No Special Defense, one Distinctive Attribute
26	Limb (2-74), body (2-75), and tail (2-76) attacks, 1 special attack	One Special Defense, one Distinctive Attribute
27	Head attack only (2-73), 2 special attacks	One Special Defense, one Distinctive Attribute
28	Limb attack only (2-74), 2 special attacks	Two Special Defenses, one Distinctive Attribute
29	Body attack only (2-75), 2 special attacks	Two Special Defenses, one Distinctive Attribute
30	Tail attack only (2-76), 2 special attacks	Three Special Defenses, one Distinctive Attribute
31	Head (2-73) and limb (2-74) attacks, 2 special attacks	No Special Defense, two Distinctive Attributes
32	Head (2-73) and body (2-75) attacks, 2 special attacks	One Special Defense, two Distinctive Attributes
33	Head (2-73) and tail (2-76) attacks, 2 special attacks	One Special Defense, two Distinctive Attribute
34	Limb (2-74) and body (2-75) attacks, 2 special attacks	Two Special Defenses, two Distinctive Attributes
35	Limb (2-74) and tail (2-76) attacks, 2 special attacks	Two Special Defenses, two Distinctive Attributes
36	Body (2-75) and tail (2-76) attacks, 2 special attacks	Three Special Defenses, two Distinctive Attributes
37	Head (2-73), limb (2-74), and body (2-75) attacks, 2 special attacks	No Special Defense, one Distinctive Attribute
38	Head (2-73), limb (2-74), and tail (2-76) attacks, 2 special attacks	One Special Defense, one Distinctive Attribute
39	Limb (2-74), body (2-75), and tail (2-76) attacks, 2 special attacks	One Special Defense, one Distinctive Attribute
40	Head attack only (2-73), no special attack	Two Special Defenses, one Distinctive Attribute
41	Limb attack only (2-74), no special attack	Two Special Defenses, one Distinctive Attribute
42	Body attack only (2-75), no special attack	Three Special Defenses, one Distinctive Attribute
43	Tail attack only (2-76), no special attack	No Special Defense, two Distinctive Attributes
44	Head (2-73) and limb (2-74) attacks, no special attack	One Special Defense, two Distinctive Attributes
45	Head (2-73) and body (2-75) attacks, no special attack	One Special Defense, two Distinctive Attribute
46	Head (2-73) and tail (2-76) attacks, no special attack	Two Special Defenses, two Distinctive Attributes
47	Limb (2-74) and body (2-75) attacks, no special attack	Two Special Defenses, two Distinctive Attributes
48	Limb (2-74) and tail (2-76) attacks, no special attack	Three Special Defenses, two Distinctive Attributes
49	Body (2-75) and tail (2-76) attacks, no special attack	No Special Defense, one Distinctive Attribute

*A jeweled key**Circle of daggers**Annoying**Carnivorous plants**Spoiling for a fight**Special procedure**Heresy**Rust stains**Concealed letter**A final test**Tail-sting**Mercantile monsters**The cards show the way**Paralyzes prey**At the gibbous moon**Religious Riots**A test of strength**Preternaturally fast**Waiting for the arrival**Requires certain words**I withdraw the question**Striped pattern**Sinister**Concealed person**String of beads**Follow the recipe**An artificer (machines)**Bronze hawk**Gorgon*

TABLE 2-72: MONSTER'S OVERALL COMBAT PROFILE CONTINUED

*Plays with fate**A wooden cup**Curse of the titans**Barricade of Insanity**Spatial changer**The Memory-Kiln**Change in the weather**Wrathed in light**Minions**Eye in the box**The heart of the matter**A handprint**Go all Cthulhu on it**Dreams from the Citadel**An evil tyrant**Ancient prophecy**Mysterious fey creature**Worshippers of a false icon**Lycanthropy**Circle of friends**A thing that can be lifted**Green fur**Barricade of Teeth**A characteristic of the wolf**A characteristic of a toad**The symbols are mirror images of each other**When the moon rises*

Die Roll	Physical and Special Attacks (d100)	Special Defenses (d100)
50	Head (2-73), limb (2-74), and body (2-75) attacks, no special attack	One Special Defense, one Distinctive Attribute
51	Head (2-73), limb (2-74), and tail (2-76) attacks, no special attack	One Special Defense, one Distinctive Attribute
52	Limb (2-74), body (2-75), and tail (2-76) attacks, no special attack	Two Special Defenses, one Distinctive Attribute
53	Head attack only (2-73), 1 special attack	Two Special Defenses, one Distinctive Attribute
54	Limb attack only (2-74), 1 special attack	Three Special Defenses, one Distinctive Attribute
55	Body attack only (2-75), 1 special attack	No Special Defense, two Distinctive Attributes
56	Tail attack only (2-76), 1 special attack	One Special Defense, two Distinctive Attributes
57	Head (2-73) and limb (2-74) attacks, 1 special attack	One Special Defense, two Distinctive Attribute
58	Head (2-73) and body (2-75) attacks, 1 special attack	Two Special Defenses, two Distinctive Attributes
59	Head (2-73) and tail (2-76) attacks, 1 special attack	Two Special Defenses, two Distinctive Attributes
60	Limb (2-74) and body (2-75) attacks, 1 special attack	Three Special Defenses, two Distinctive Attributes
61	Limb (2-74) and tail (2-76) attacks, 1 special attack	No Special Defense, one Distinctive Attribute
62	Body (2-75) and tail (2-76) attacks, 1 special attack	One Special Defense, one Distinctive Attribute
63	Head (2-73), limb (2-74), and body (2-75) attacks, 1 special attack	One Special Defense, one Distinctive Attribute
64	Head (2-73), limb (2-74), and tail (2-76) attacks, 1 special attack	Two Special Defenses, one Distinctive Attribute
65	Limb (2-74), body (2-75), and tail (2-76) attacks, 1 special attack	Two Special Defenses, one Distinctive Attribute
66	Head attack only (2-73), 2 special attacks	Three Special Defenses, one Distinctive Attribute
67	Limb attack only (2-74), 2 special attacks	No Special Defense, two Distinctive Attributes
68	Body attack only (2-75), 2 special attacks	One Special Defense, two Distinctive Attributes
69	Tail attack only (2-76), 2 special attacks	One Special Defense, two Distinctive Attribute
70	Head (2-73) and limb (2-74) attacks, 2 special attacks	Two Special Defenses, two Distinctive Attributes
71	Head (2-73) and body (2-75) attacks, 2 special attacks	Two Special Defenses, two Distinctive Attributes
72	Head (2-73) and tail (2-76) attacks, 2 special attacks	Three Special Defenses, two Distinctive Attributes
73	Limb (2-74) and body (2-75) attacks, 2 special attacks,	No Special Defense, one Distinctive Attribute
74	Limb (2-74) and tail (2-76) attacks, 2 special attacks	One Special Defense, one Distinctive Attribute

TABLE 2-72: MONSTER'S OVERALL COMBAT PROFILE CONTINUED

Die Roll	Physical and Special Attacks (d100)	Special Defenses (d100)
75	Body (2-75) and tail (2-76) attacks, 2 special attacks	One Special Defense, one Distinctive Attribute
76	Head (2-73), limb (2-74), and body (2-75) attacks, 2 special attacks	Two Special Defenses, one Distinctive Attribute
77	Head (2-73), limb (2-74), and tail (2-76) attacks, 2 special attacks	Two Special Defenses, one Distinctive Attribute
78	Limb (2-74), body (2-75), and tail (2-76) attacks, 2 special attacks	Three Special Defenses, one Distinctive Attribute
79	Head attack only (2-73), no special attack	No Special Defense, two Distinctive Attributes
80	Limb attack only (2-74), no special attack	One Special Defense, two Distinctive Attributes
81	Head (2-73) and limb (2-74) attacks, no special attack	One Special Defense, two Distinctive Attribute
82	Head (2-73) and tail (2-76) attacks, no special attack	Two Special Defenses, two Distinctive Attributes
83	Limb (2-74) and tail (2-76) attacks, no special attack	Two Special Defenses, two Distinctive Attributes
84	Head attack only (2-73), 1 special attack	Three Special Defenses, two Distinctive Attributes
85	Limb attack only (2-74), 1 special attack	No Special Defense, one Distinctive Attribute
86	Head (2-73) and limb (2-74) attacks, 1 special attack	One Special Defense, one Distinctive Attribute
87	Head (2-73) and tail (2-76) attacks, 1 special attack	One Special Defense, one Distinctive Attribute
88	Limb (2-74) and tail (2-76) attacks, 1 special attack	Two Special Defenses, one Distinctive Attribute
89	Head attack only (2-73), 1 special attack	Two Special Defenses, one Distinctive Attribute
90	Limb attack only (2-74), 1 special attack	Three Special Defenses, one Distinctive Attribute
91	Head (2-73) and limb (2-74) attacks, 1 special attack	No Special Defense, two Distinctive Attributes
92	Head (2-73) and tail (2-76) attacks, 1 special attack	One Special Defense, two Distinctive Attributes
93	Limb (2-74) and tail (2-76) attacks, 1 special attack	One Special Defense, two Distinctive Attribute
94	Head (2-73) attack only, 2 special attacks	Two Special Defenses, two Distinctive Attributes
95	Limb attack only (2-74), 2 special attacks	Two Special Defenses, two Distinctive Attributes
96	Head attack only (2-73), 3 special attacks	Three Special Defenses, two Distinctive Attributes
97	Limb attack only (2-74), 3 special attacks	One Special Defense, two Distinctive Attributes
98	Body attack only (2-75), 2 special attacks	One Special Defense, two Distinctive Attribute
99	Body attack only (2-75), 2 special attacks	Two Special Defenses, two Distinctive Attributes
100	Head (2-73) and body (2-75) attacks, 2 special attacks	Two Special Defenses, two Distinctive Attributes

*Find a missing person**Air quality meter**The meat was poisoned**Serpent**Secondary exit**Something was cursed**Hand gestures**Just like last time but different**Quarantine**A day of dangers**Traps react to magic**Use the third dimension**Arrest the miscreant!**Face in the metal**Ancient idol**Surrounded with machinery**Dentistry**Red dreams**Hags**Wax fruit**Double cross**Counterfeiting**A panther attacks**Shifting allegiances**What was taken**Torch cressets**Banshee**Innocent bystanders*

Wrathed in time

Residual magic

The dictates

A questionable source of information

Quiet

The smell of ruination and decay

A flower of sound

We have seen this before

Plaster walls

Curse of the Witch

A sigil in the fire

This part prepares for conflict

Telepathic organelle

Trustworthiness

Met a bad end

Infected by something

Altered portal

Attacks buildings

Pointed shoes

It was all a sham

Wyvern

Something collapsed

Chain of evidence

A characteristic of the vulture

Strike while the iron is hot

Doorway into lightning

The assault is underway

Kennels of the beasts

HEAD ATTACKS

Note: Many head attacks are the sort that can inject toxins, but this possibility shows up on the special attack tables when the delivery method is “touch,” so it’s not specifically listed on this table.

Table 2-73: Head Attacks

Die Roll	Head Attack
01-05	Antenna (whip or grab)
06-10	Antennae (piercing)
11-15	Antennae (slashing)
16-20	Antlers
21-25	Facial tentacles (cutting)
26-30	Facial tentacles (grabbing)
31-35	Facial tentacles (piercing)
36-40	Head butt
41-45	Head butt (cutting)
46-50	Head butt (spiked)
51-55	Mouth bite (beak)
56-60	Mouth bite (giant swallowing-mouth)
61-65	Mouth bite (grinding plates)
66-70	Mouth bite (mandibles)
71-75	Mouth bite (teeth or fangs)
76-80	One horn
81-85	Mouth bite (teeth or fangs)
86-90	Tongue (2-77)
91-95	Tongue (2-77)
96-00	Two horns

Table 2-74: Limb Attacks

Die Roll	Limb Attack
01-08	Claws
09-16	Pincer arm(s)
17-24	Tentacles
25-32	Pseudopods
33-40	Wing buffet
41-48	Trample
49-56	Talons
57-65	Clubbing limb
66-74	Cutting/scything limb
75-83	Piercing limb
84-92	Whip-limb
93-00	Uses weapon

Table 2-75: Body Attacks

Die Roll	Body Attack
01-10	Adheres and dissolves/digests
11-20	Body slam (crushing)
21-30	Body slam (spiked)
31-40	Constricts and crushes
41-50	Constricts and digests
51-60	Constricts and permits extra attacks
61-70	Enfolds and crushes
71-80	Enfolds and dissolves/digests
81-90	Enfolds and suffocates
91-00	Engulfs and digests

Table 2-76: Tail Attacks

Die Roll	Tail Attack
01-10	Club-ended
11-20	Constricts and crushes
21-30	Constricts and permits extra attacks
31-40	Cutting ridges
41-50	Fires missile(s)
51-60	Pierces
61-70	Spike-ended
71-80	Stinger
81-90	Uses weapon
91-00	Whips/lashes

Table 2-77: Tongue Attacks

Die Roll	Mode of Tongue Attack
01-10	Grabs and adheres
11-20	Grabs and crushes
21-30	Grabs and encircles
31-40	Grabs and pulls
41-50	Grabs and rasps
51-60	Grabs and strangles
61-70	Holds and acidic
71-80	Holds and poison
81-90	Pierces
91-00	Pierces and injects acid or poison

Riddle of the Oracle

Pattern of birds

Rope and winch

Shadow sounds

Shortage of supplies

Restless spirits

Oozes slime

Bronze webs

Glowing face

Writing on the wall

A swindler

Long mustache

A characteristic of the jackal

A moth

Like a hippie

Serpentine

Asteroid festival

Shrine

A doctor

Hidden agenda

Requires certain circumstances

Surrounded by spikes

Yesterday is a foreign country

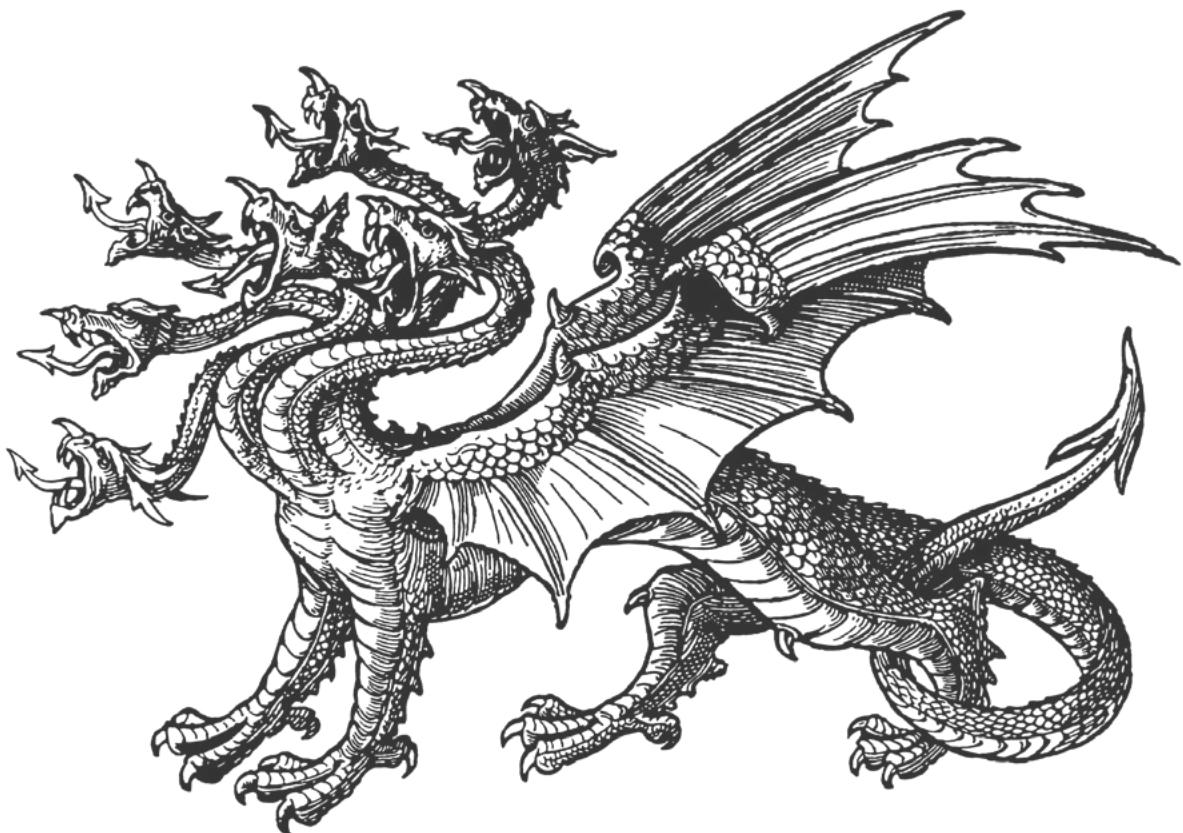
Long ago and far away...

Kept frozen

Much like a wasp

It keeps careful count

A test of intelligence



Goblins are responsible

Function depends on the fuel

Faulty memory

Circle of Goblets

Memory of a texture

Board the ship

Nobody ever looks up

Mimic

Much like a spider

Carved from strange wood

Lich

Waylay the villain's shipment

Surrounded with vermin

Violation of a pact

Tin plates and cups

Regeneration

A characteristic of a beetle

Spotted fur

Ancient dragon

Rotting

Curse of the Waters

Barricade of Time

Changing enemies

Necklace with rotating gem

A lion is involved

Banquet hall

Financial considerations

EXAMPLE RESULTS

Let's say you want to create a monster using the method in Part Two, which starts with Table 2-72.

The first step is to roll on Table 2-72. Let's say that the results are a 20 on column 1 (for the Physical and Special Attacks) and a 52 on column 2 (for the Special Defenses). So, column 1 gives a head, tail, and a special attack. The 52 rolled on column 2 says that the monster has two Special Defenses and one Distinctive Attribute.

First we roll results for the head and the tail attacks. We roll a 76 on Table 2-73 (for the head attack) and a 17 on Table 2-76 (for the tail attack). These results indicate that we have a monster with a horned head (one horn), and a tail that crushes and constricts. Furthermore, the monster has a special attack. Rolling on Table 2-78 (we roll a 61), we discover that the creature emits some sort of clicking noise, with a special-attack type of effect. Rolling on Table 2-79 (let's say we roll a 23), we find that the creature causes cold damage by using this clicking noise. Odd but very interesting. Finally, we roll two special defenses on Table 2-82 and a Distinctive Attribute on Table 2-83. Let's say the results are a 45 and a 79 for the Special Defenses, and a 64 for the Distinctive Attribute. These results tell us that the monster is immune to transmutation-type magic, can summon animal allies, and that its death can curse or damage the killer.

Developing the idea: We've got a monster with one horn, a constricting tail, and a cold-based attack, which basically gave me two initial ideas. The first image was a white, furry, tadpole-like thing, which I dismissed as stupid, and the second idea was a white yeti-ape monster with a long whip-tail. Neither of these is exactly what the table describes, since a tadpole-thing would technically be crushing with its body, not a tail, and the yeti-monster would probably be getting some limb attacks that the table doesn't call for. That's not a problem: go with the visualization, not the table.

Suddenly it occurred to me, though, that the tadpole idea actually works pretty well if this is an aquatic monster. Take the head of a swordfish, give it an eel-type body with a long tail, and you've got a neat, nasty, subterranean fish. It doesn't need to be arctic at all – instead, it has a special attack that causes cold damage underwater.

The table suggests that this eyeless cave fish with its goring attack, tail attack, and cold-damage clicking attack can also summon animal allies (more of its own kind, perhaps). I'll go with that, but I basically decide to discard the immunity to magic and the death-curse. The death-curse simply doesn't fit unless this is a really high level, almost mythological creature, and the immunity to magic just seems like too much.

Obviously this example is just one way of approaching Part Two, but it should give you an idea of how the tables can be used to generate a monster.

SPECIAL ATTACK DELIVERY METHOD

This table offers a higher percentage chance that the Special Attack will be delivered by touch, since the physical attack tables (with the exception of Tongue Attacks) do not provide for the possibility of a physical attack delivering poison, acid, etc.).

Table 2-78: Special Attack Delivery Method

Die Roll	Delivery Method for Special Attack	
01-03	Appearance (changes to dangerous appearance)	<i>Acts as a test</i>
04-06	Appearance (normal appearance is dangerous)	<i>All Saints' Day</i>
07-09	Cast like a spell (affects number of hit dice)	<i>An army of crabs comes out of the sea</i>
10-12	Cast like a spell (area effect)	<i>Bears</i>
13-15	Cast like a spell (one target)	<i>Just one toe</i>
16-18	Cast like a spell (radius around monster)	<i>Heretical theory</i>
19-21	Constant effect (radius)	<i>Lit by globes</i>
22-24	Exhaled cloud	<i>Something horrible washes up on shore</i>
25-27	Exhaled cone	<i>When the chorus joins in</i>
28-30	Exhaled line	<i>Air supply</i>
31-33	Gaze	<i>Dream procedure</i>
34-36	Gives off gas	<i>Glassblower</i>
37-39	Mental power (affects number of hit dice)	<i>Silent</i>
40-42	Mental power (area effect)	<i>Necromancy</i>
43-45	Mental power (burst in radius around monster)	<i>Dangerous beliefs</i>
46-48	Mental power (one target)	<i>A bird catcher</i>
49-51	Ray (eye, eyestalks, or other organ)	<i>Bronze centipede</i>
52-54	Smell (radius)	<i>House of the Stars</i>
55-57	Smell (squirted, cone)	<i>A stone flower</i>
58-60	Smell (squirted, single target)	<i>Telepathic intelligence</i>
61-63	Sound (clicks, etc) (radius around monster)	<i>Transformed monster</i>
64-66	Speech (in radius from monster)	<i>Something unexpected washes ashore</i>
67-69	Spit (glob, single target)	<i>Anti-magic</i>
70-72	Spit (line)	<i>A grain shortage</i>
73-75	Spray (cone)	<i>Famine</i>
76-78	Spray (line)	<i>A wolf attacks</i>
79-82	Squirt liquid (single target)	<i>Failed to make payment</i>
83-00	Touch	<i>Sacks of rice</i>

Table 2-79: Special Attack Type

Water stored in a cistern

Feathers in the hat

Trapped in the earth

Insecticide

Lure

A dagger's length

Playing a musical instrument

Time to pay the piper

Left to the elements

Ring of machinery

In a test tube

A tooth on the ground

A characteristic of a squirrel

Swarm of things

Swims through stone

Exiled wizard

Majordomo for a spellcaster

We ride at dawn

Ogres

Moon portal

Academic disagreement

Uses a specific tool

Green container

I could hear faint splashing noises

Weapon is cursed

Circle of webs

Magic armor

Die Roll	Special Attack
01	Acid Damage (affecting action). The attack causes acidic damage to the target, but there's also a special effect involved – if the victim fails some sort of check (morale, saving throw, percentile chance, etc) he takes some action in response to or as a result of the acid (usually either due to panic or pain). The most likely candidates for involuntary responses to acid are panic (running), losing actions (getting acid off your skin), dropping items, or something similar.
02	Acid Damage (causes condition). In addition to normal damage and collateral damage the attack causes to equipment, the acid has a chance to put the victim into a particular combat condition – blindness being the most obvious, whether it's permanent or temporary. Other possibilities for such "special" acids might include: damaged sight resulting in combat penalties (but not complete blindness), a loss of charisma points, permanent scarring, or some other chemical reaction (perhaps this sort of acid turns re-grown skin blue, for example).
03	Acid Damage (hit or miss). The attack causes electrical damage, but a successful saving throw means that the target incurs no damage. In other words, the saving throw functions as a to-hit roll and if it is successful the attack missed. Another way of handling this is to require an attack roll for the attack itself (and then don't allow a saving throw). If the attack hits, items and equipment spattered with the acid are at great risk of damage (this is one of the signature features of acid as an attack form). Also, acid attacks often cause damage for more than one round.
04	Acid Damage (progressive). The victim takes acid damage, but continues to take damage in later combat rounds (probably a random number of rounds, but possibly a set number of rounds with declining damage each time – it's up to you). The continuing damage would almost certainly prevent spell casting, but might also create penalties on saving throws, attack rolls, and/or movement rate. Also, items spattered with the acid may be ruined. Progressive damage over several rounds (with attendant problems caused by pain) and the high likelihood of damaged equipment are the hallmarks of fantasy acid.
05	Acid Damage (save for half damage). The target takes half damage if he makes a successful saving throw; items he carries are also at risk of being destroyed by the acid. Generally, acid attacks are highly dangerous to items (even more so than fire attacks) and the effect lingers for more than a single combat round.
06	Adhesiveness and Friction. The special attack makes things stick to other things, or makes them slippery. This could be a magical power, a mental power, or it might be that the monster spits glue or oil. The obvious use of this power is to stick people in place, prevent them from moving, or make them drop (or unable to release) weapons. However, such an ability could also be used to give the monster extra mobility (if it slides), to haul opponents around (if the glue is at the end of a rope or tentacle), to attach dangerous things to other things, or as part of a characteristic trap the monster sets.
07	Affect Ground or Rock. This special attack can be used to open holes in the ground, collapse walls, cause the ground to grab people, etc. In many cases, only one particular kind of effect will be possible; the monster might be able to open cracks in the floor but not collapse walls, for example. Turning rock into mud (and back) is one interpretation of this sort of ability, and so is the use of a terrible roar to collapse ceilings.
08	Affect Metal. The monster can control metal (probably one specific type). This can include causing the metal to animate, affecting it as a magnet, making it rust, heating it up, chilling it to deadly low temperatures, causing it to conduct electricity, shaping it at will, making it brittle, changing its physical properties, causing it to constrict, or some combination thereof.
09	Affect Stone or Wood. This is likely a form of rapid corrosion, but it could also be the ability to cause tremors in the substance, heat/cool it, warp it, shape it, or otherwise use it to damage people.

TABLE 2-79: SPECIAL ATTACK TYPE CONTINUED

Die Roll	Special Attack	
10	Affect Use of a Limb. This special attack can sever, destroy, or immobilize one of the victim's limbs. If the special attack is delivered by touch, this is probably a tentacle, whip, or other "grabbing" type of attack (attacks that sever limbs should be left to the really dangerous and rare monsters). If the attack is delivered at a range (by a gaze attack, for example), this might represent partial paralysis, a partial flesh-to-stone, or a chemical change that doesn't affect the entire body.	<i>Acts of peace</i>
11	Affect Wood. The monster can control living and/or dead wood, cause it to animate, affect it like a magnet, heat it up, chill it, cause it to conduct electricity, cause it to act like a vampiric bloodsucker, shape it at will, or some combination thereof. In many cases, the monster will have a single, specific thing it can do, although some more powerful monsters might have a generalized ability to animate and control wood.	<i>Legends of Death</i>
12	Animate Objects. The monster can animate nearby objects to serve as allies. Consider a few of the following ideas: perhaps the monster makes a specific object and has these around for use – indeed, it may be that the creature can only animate a specific type of pre-prepared object. Some monsters might also be restricted to animating objects made of a certain substance, made during a certain time period, or made by a certain type of monster.	<i>A failure of loyalty</i>
13	Asphyxiation. This special attack removes or reduces the target's ability to breathe. It could be by pulling the victim underwater, by filling the victim's lungs with fluid, by choking the victim's neck, by suffocating the victim, by removing the victim's memory of how to breathe, by surrounding the victim with dust or smoke, or a variety of other methods. Death is not immediate, and the period of time required for the victim to die can be measured out in several ways: a set number of combat rounds, a random number of combat rounds, a number of combat rounds related to the victim's constitution score, a number of rounds related to the victim's level, or a series of saving throws until the victim finally succumbs. Don't worry if the character seems to be able to hold his breath for an incredibly long time – just assume that he manages to catch a gasp of air somehow during the process – the important thing is to make the attack work well as part of the game, not to simulate exactly how long a person can hold his breath.	<i>The Ooze-Pipes</i>
14	Aversion. The special attack creates an aversion to something, often an aversion to animals related to the monster, or to situations involving the monster's normal surroundings. For example, a giant, intelligent beetle's special attack might cause an aversion to beetles or bugs. Or, if the beetle is a subterranean creature, the special attack might cause an aversion to darkness. A table of Aversions is also contained in a later book.	<i>This part is in poor repair</i>
15	Bleeding and Healing. This sort of special attack either causes ongoing damage (probably from bleeding or bloodsucking, but possibly for other reasons such as caustic materials) or causes damage that doesn't heal in the normal fashion. Ongoing damage is probably for a random number of rounds, rolling damage again each round. A list of possibilities: bleeding caused by jagged wound, bleeding caused by blood-thinning chemical, magical nature of bite/claw, cursed nature of bite/claw, mild poison in bite/claw/stinger, chemical reaction continues until the catalyst is used up (like acid), or a substance continues burning or producing energy until it is used up. (Yes, I know the last two are technically the same thing). If the special attack causes damage that doesn't heal normally, there are a few possibilities: (1) the damage cannot be cured by magical healing and must be regained by normal rest, (2) the damage can only be cured by magical healing, (3) the damage cannot be cured without a specific spell to neutralize poison, remove curse, or dispel magic, whichever seems appropriate to the monster's nature.	<i>A lambic pentameter</i>
16	Body Infestation. This special attack infests the victim's body with a plant or animal growth. The result might be extremely minor: "you have fleas," problematic, "flea bites are distracting you and causing you to attack at -1," or quite deadly, "an enormous flea is growing inside you: each round you attack at a cumulative -1 to hit, and on round 10 you die unless cured." Vermin and fungi are the obvious candidates for this sort of attack, but this sort of attack would also include undead worms, growths that are contagious if the character gets too close to the other characters, and a variety of other possibilities. Conditions that worsen as time goes on work well with this sort of attack.	<i>A stately dance</i>
		<i>Inundation</i>
		<i>Leading the charge</i>
		<i>Crumbling masonry</i>
		<i>Crypts</i>
		<i>Unshielded contact</i>
		<i>A characteristic of the stag</i>
		<i>A characteristic of a dinosaur</i>
		<i>Barricade of iron</i>
		<i>Webs of water</i>
		<i>Dream stones</i>
		<i>Wedding</i>
		<i>Spatial expander</i>
		<i>The Puzzle Sanctum</i>
		<i>Blue liquid</i>
		<i>Structurally unsound</i>

TABLE 2-79: SPECIAL ATTACK TYPE CONTINUED

Deep snowfall

A dentist

A castle

Guard

Rumors

One has escaped

Protecting the eyes

Hunting

Triple-cross

The countdown has started

Countdown

Yellow mold

That was faked

Hellhounds

Wreathed in darkness

Steam vent

Sleep

The obviously innocent person is the villain

Pit trap

Dreams and souls

Many branches

You can't imprison an idea

Aviary

Hard reset

Like a worm

More durable than one would expect

Source of power

Fluffy little dog

A characteristic of the earwig

Die Roll	Special Attack
17	Bury. The attack buries the victim in some sort of substance, digs him down into the ground, or hauls up dirt and stone to cover him. Possible substances for a burial-type attack might include slime, ashes, gravel, plaster, hardening resin, rock, sand, and even water.
18	Charisma Loss. The attack drains one or more points of charisma from the victim. The attacker may or may not gain a benefit from the drain (additional hit points, to-hit bonuses, etc) depending upon whether it seems to fit well with the concept. If the victim reaches a charisma score of 0 as a result of successive attacks, one of several things might happen: the victim might die and become a creature similar to the attacker, or might remain alive as the attacker's minion. Another possibility is that the victim just dies, and a third possibility is that restoring the lost points becomes harder – what might have returned naturally is now a permanent condition requiring spells or divine intervention to reverse. Note that the drain might be temporary or permanent – this is up to you as a matter of how powerful you want the monster to be.
19	Cloud Vortex. Similar to the “Elemental” and “Energy” Vortex attacks, this is an attack in which the monster calls forth mist, smoke, steam, vapor, fog, or some other kind of gas in a whirlwind of power. The victim takes some damage from being hurled around, but the distinguishing feature is the effect of the substance being used for the vortex. It might be poisonous, might be choking, might be hot, might be cold, might conduct electricity, might dispel magic, or could have any number of other properties. The cloud probably lingers more than one combat round, possibly trapping its victims within, possibly moving from one victim to another, or possibly just remaining in one place as a potential obstacle during the rest of the combat.
20	Clumsiness. Victim suffers one or more of the following: a penalty to hit, a penalty to armor class, inability or reduction in spell casting, and/or the chance to drop any items he is holding. Actual dexterity score is not necessarily affected. The way in which the attack causes clumsiness could include overloading one of the victim's emotions (joy, rage, hate, greed, fear); an alchemical reaction (mysterious chemicals in the creature's spittle); the aftereffects of an electrical shock; or a very weak poison, curse, or disease. The duration could range from only a couple of combat rounds to days in length.
21	Cold Damage (all or none). A blast of cold either hits or misses the target – this can be governed by an all-or-nothing saving throw, or it might be an attack for which the attacker needs to make a to-hit roll. Cold temperature normally wouldn't cause much collateral damage to items or equipment unless it is an unusually magical type of cold (perhaps affecting metal more than other substances, for example).
22	Cold Damage (manifestation). The special attack brings into being an abstract shape of pure coldness (serpentine, mist, etc). The manifestation causes cold damage (or makes a separate attack) each round for a set duration.
23	Cold Damage (save for half damage). A blast of cold inflicts hit-point damage, half if the target makes a saving throw or similar avoidance check. Unlike fire, cold damage doesn't usually risk much collateral damage to items and equipment. Cold damage can include such things as blasting particles of ice, or visibility-obscuring snow.
24	Cold Damage (unusual collateral damage). Cold temperature normally doesn't affect items or substances – at least, not in the traditional “save for half damage” type of attack. Cold attacks causing an unusual type of collateral damage are thus quite memorable, because they're a bit unexpected. A few possibilities include: metal is chilled and causes damage for more than one round; potions or other liquids freeze with some sort of random or unexpected effect; torch fire freezes; leather has a risk of turning brittle and breaking, etc.

TABLE 2-79: SPECIAL ATTACK TYPE CONTINUED

Die Roll	Special Attack	
25	Command Plants or Animals. The monster can command nearby plants or animals to serve as his allies. If the monster is a plant-monster, it may have a specific type of minion-plant (possibly a weaker monster-type with different abilities) that it can command or animate. A more powerful monster might be a general plant-lord type, or perhaps it can command any sort of fungus but not other types of plants. Animal-controlling monsters, as with plant-controllers, might be limited to specific types of animals (mammals, reptiles, etc) or might have a particular type of animal they breed, control, or live in symbiosis with. In some cases, animal or plant controllers (especially the ones with a specific type of ally) can turn their victims into that kind of plant or animal.	A bread shortage Source of energy The faint sound of chimes Requires a password Granulated Sapphire Cheese wheels Uses a specific fuel Unstable floor The owner of a small bazaar Sensory apparatus
26	Constitution Loss. The attack drains one or more points of constitution from the victim. The attacker may or may not gain a benefit from the drain (additional hit points, to-hit bonuses, etc) depending upon whether it seems to fit well with the concept. If the victim reaches a constitution score of 0 as a result of successive attacks, one of several things might happen: the victim might die and become a creature similar to the attacker, or might remain alive as the attacker's minion. Another possibility is that the victim just dies, and a third possibility is that restoring the lost points becomes harder – what might have returned naturally is now a permanent condition requiring spells or divine intervention to reverse. Note that the drain might be temporary or permanent – this is up to you as a matter of how powerful you want the monster to be.	Glowing runes Earwigs make anything gross Spider-killer Spies Waiting for the medicine Close enough Across the rooftops The messenger shows the way Shadow metal
27	Curse (strategic). A “curse” can be almost anything, but what distinguishes it is that it responds to particular spells that remove ... curses. If the party happens to have a “remove curse” spell handy, the special attack’s power can easily be negated, unless this is a super-powered curse of some kind. Strategic curses are long-term curses that don’t necessarily have much immediate effect in a combat, but have repercussions in the game outside the realm of combat. Some of these are purely cosmetic, and would be reflected only in the role-playing environment: a change in hair color, a long nose (perhaps it grows when you tell a lie!) – all of these are excellent curses even though they don’t affect the game itself. Other strategic curses are those which restrict decision-making in between combats if they aren’t dealt with. Examples of this type of curse include a “quest to obtain the grail,” or “give half your treasure to the evil cult.”	Like a cat Moon spider Movement Collector’s item The master at hand
28	Curse (tactical). A “curse” can be almost anything, but what distinguishes it is that it responds to particular spells that remove ... curses. If the party happens to have a “remove curse” spell handy, the special attack’s power can easily be negated, unless this is a super-powered curse of some kind. A “tactical” curse is one that focuses on the basic die rolls and mechanisms of the game – “strategic” curses focus more on flavor or other aspects of the game outside the combat rules. Tactical curses will generally accomplish one or more of the following: (1) lower an ability score, (2) cause random actions (running, singing, etc.), possibly triggered by a low attack roll or with a risk of onset when the character attempts a particular action, (3) cause a specific sort of action, such as attacking allies or sleeping, when the curse is triggered by a bad die roll or other triggering event, (4) cause a penalty to attack rolls, damage rolls, and/or saving throws, (5) give the character a small chance of sudden death when attempting certain actions like running, attacking, casting a spell, walking into the light, etc., (6) cause a small amount of hit point damage whenever the character undertakes a particular action such as running, etc. (see the preceding list), (7) change the character’s location when certain events take place, either by teleportation or by uncontrollable or random movement, (8) cause a chance of paralysis or sleep when the character undertakes a particular action (see the preceding list), cause the character to lose a level or a particular number of experience points (9) remove or restrict spell casting ability, (10) reduce the character’s movement. Other tactical curses can include transformations such as polymorph or other spell-like effects such as a charm.	A characteristic of the goat In stasis Jewelry that moves A raven is involved

TABLE 2-79: SPECIAL ATTACK TYPE CONTINUED

Workers' scaffolding

Calming

The handsomest reward

Colorful but venomous

Blue cube

Pig bladder

Barricade of Spikes

Doorway to the worm

The Successor

Very stealthy

The wrong weapon

Fashioned of flesh

Temporal changer

Vanished at midnight

What was buried

Hidden motives

The flames show the way

Transformed material

A tank of fish

Black flames

A strange brew

Roc

The lightning shows the way

Tiny leaves

It seeped inside

The spells have failed

It's a bluff

Bronze vulture

Die Roll	Special Attack
29	Dangerous Barriers. The monster can create barriers such as walls of thorns, walls of fire, bubbles of temporary levitation, banks of whirling blades, or whatever. Here are lists of possible types of barriers and possible types of composition. Types: wall, circle, spiral, shrinking circle, cube, moving wall, short fence, cloud, thread, rope. Composition: fire, cold, ice, frost, earth, water, gas, blades, swords, daggers, spears, thorns, magical force, mental force, mental domination, aversion, disease, poison, insanity, sound, song, screams, nausea, fear, pincers, stingers, claws, confusion.
30	Death (magic or poison). The special attack uses death magic or poison to cause instant death if the target fails a saving throw. Alternatively, targets with a minimum number of levels or hit dice might be immune to the attack.
31	Death (progressive attribute score loss). If the target fails a saving throw, the result is likely to be death. The victim loses a point of some particular attribute score (strength, dexterity, constitution, intelligence, wisdom, or charisma) periodically until the score reaches zero and death results. The process can be stopped in different ways depending on the nature of the attack. If it is a curse, it can be removed, if it is a form of poison it can be neutralized, if it is a form of disease it can be cured. If it is none of the above, then there might still be a "folkloric" antidote – an action that negates the attack for no scientific reason. The most obvious example of a folkloric antidote is to kill the attacker before the draining process is complete. Less obvious examples might include stopping to drink lots of water, divesting oneself of all metal objects, etc. Folkloric antidotes might completely stop the draining process or they might just hold it in abeyance.
32	Death (progressive dexterity loss). If the target fails a saving throw, the result is likely to be death. The victim loses a point of dexterity periodically until dexterity reaches zero and death results. The process can be stopped in different ways depending on the nature of the attack. If it is a curse, it can be removed, if it is a form of poison it can be neutralized, if it is a form of disease it can be cured. If it is none of the above, then there might still be a "folkloric" antidote – an action that negates the attack for no scientific reason. The most obvious example of a folkloric antidote is to kill the attacker before the draining process is complete. Less obvious examples might include stopping to drink lots of water, divesting oneself of all metal objects, etc. Folkloric antidotes might completely stop the draining process or they might just hold it in abeyance.
33	Dehydrate, Desiccate, Suck Fluids. This special attack sucks blood or dehydrates the victim (possibly all the way into powder). For "standard" bloodsucking, the process starts only with a successful to hit roll and then the attacker causes automatic damage thereafter without rolling to hit. Consider, though, the following ideas: (1) a "ranged" attack of this nature might be pulling bodily fluids out into a mist for the monster to collect later, (2) a failed saving throw might mean that the ongoing damage continues until either the attacker or the defender dies, (3) hit points don't need to be the "measure" of the damage; it might be the character's constitution score or some other number that's used for the measurement, (4) the "vampire" might gain strength (probably hit points) from draining a victim's fluids, (5) if the attack involves a tube or some other physical connection, you might want to consider this as an opportunity to add some interesting tactics to the battle – perhaps the tube has hit points and an armor class to allow the connection to be severed quickly, (6) perhaps the fluid is being replaced with something else like eggs or control-fluid.
34	Dexterity Loss. The attack drains one or more points of dexterity from the victim. The attacker may or may not gain a benefit from the drain (additional hit points, to-hit bonuses, etc.) depending upon whether it seems to fit well with the concept. If the victim reaches a dexterity of 0, one of several things might happen: the victim might die and become a creature similar to the attacker (this is common with undead, but a bit weird when dexterity is the attribute score being drained). One explanation for death at 0 dexterity is that the body's internal systems (circulatory, etc.) are no longer working in time with each other.

TABLE 2-79: SPECIAL ATTACK TYPE CONTINUED

		<i>Many eyes</i>
Die Roll	Special Attack	
35	Dimensional (imprisonment). This type of attack imprisons the victim – to some degree – in another dimension or reality. This can be interpreted a number of different ways. Perhaps suspended animation or catatonia can be caused by some sort of dimensional disjunction. Perhaps the imprisonment leaves an incorporeal echo on the material plane – and it might still be able to use spells or mental powers. Perhaps the imprisonment’s only effect is to slow the victim’s movement rate (your feet are mired in one dimension, but the rest of you is still free...).	<i>The answer is in the picture</i>
36	Dimensional (phasing). This type of special attack taps other dimensions of time and space to screw around with the opposition’s movement. The victim is affected with some type of dimensional movement (whether because of a disease, a poison, a curse, the opening of a synchronicity with the eighth dimension, a coating of dimensional frictionlessness, or whatever). The effect is most likely some sort of randomization of the victim’s movement, although it might also involve moving through solid substances (or even being able to move faster through solids than through air).	<i>House of Cards</i>
37	Disease. The special attack causes a disease. Diseases can be fatal or non-fatal, can be quick-onset or slow-onset, and can cause all kinds of different symptoms while the disease runs its course. Symptoms could include losing the ability to cast spells, a penalty on saving throws or attack rolls, or whatever other interesting conditions you can dream up.	<i>Necklace of Fear</i>
38	Drain Experience (experience points). The special attack causes the victim to lose experience points. Most likely, this is either an undead creature or a creature that can affect the victim’s memory. A third possibility, related to memory, is a creature with some ability to manipulate time or aging. Brain-creatures, leech-creatures, undead creatures, and dimensional creatures thus tend to be the prime candidates for this sort of power. If you’ve got a good idea that falls outside those prime candidates, though, go for it.	<i>Clone vats</i>
39	Drain Experience (level). The special attack causes the victim to lose one (or possibly two) levels of experience. This is generally a feature of undead creatures that suck away the victim’s life energy (as opposed to creatures who affect memory, likely sucking away a set number of experience points rather than a level). A monster with this sort of level drain should be associated with life (death) force in some way if it is not undead.	<i>Jurassic</i>
40	Electrical Damage (affects action). The attack causes electrical damage to the target, but there’s also a special effect involved – if the victim fails some sort of check (morale, saving throw, percentile chance, etc.) it takes some action in response to or as a result of the shock. Since electricity affects the brain, all kinds of actions are credible here – it’s a much broader set of possibilities than what a fire attack might make someone do. Possibilities include: random actions for some number of rounds, loss of bodily coordination (reflected with combat penalties), mental disorientation (affecting spell casting and possibly even in some really cool ways like making the character risk casting the wrong spell), temporary paralysis, etc.	<i>Who stands to benefit?</i>
41	Electrical Damage (causes condition). In addition to the damage caused by the attack, there is a chance that the victim will also have a “condition” lingering after the electrical shock. This is similar to electrical damage that causes an action, but bear with me a moment. Possibilities include: the victim has a static charge built up that will cause damage to the next person he touches (not good if you’re the cleric, but actually pretty cool if you’re the fighter and some of the enemies aren’t immune to electricity); the victim cannot hold an object in his hands without dropping it; the victim is stunned, twitching, or knocked out from the electric shock, etc.	<i>Altar of Betrayal</i>
42	Electrical Damage (hit or miss). The attack causes electrical damage, but a successful saving throw means that the target incurs no damage. In other words, the saving throw functions as a to-hit roll and if it is successful the attack missed. Another way of handling this is to require an attack roll for the attack itself (and then don’t allow a saving throw).	<i>Display area</i>
		<i>The lights show the way</i>
		<i>Food Riots</i>
		<i>A characteristic of the mosquito</i>
		<i>Cone-shaped</i>
		<i>Bronze oil lamps</i>
		<i>A broker of real estate</i>
		<i>Badly preserved</i>
		<i>Shadow color</i>
		<i>Strange and similar to coral</i>
		<i>Changed sides</i>
		<i>Bags of seed</i>
		<i>Blight</i>
		<i>It's a series</i>
		<i>Warfare</i>
		<i>Magical lenses</i>
		<i>Writing is cursed</i>
		<i>Polished wood</i>
		<i>A pile of dirt</i>
		<i>Doorway to the control room</i>
		<i>Dangerous healing</i>

TABLE 2-79: SPECIAL ATTACK TYPE CONTINUED

	Die Roll	Special Attack
Bats		
Town-builders		
Festival of Insects		
The Filth-Forge		
Ceremonial trident		
Doors open only in magical silence		
The top-ranked competitor		
A failed negotiation		
Shadow image		
Supernatural hand		
Sacks of barley		
An inexact science		
Something was buried		
A characteristic of the raven		
They are inside the perimeter		
But it had no eyes		
An ancient vendetta		
A scrap of cloth		
The key broke off in the lock		
A child's toy		
Poison gas		
Pan-pipes		
What still remains		
Copper cube		
A touch of frost in the air		
Gargoyles		
Trapdoor		
Walking plants		
<hr/>		
43 Electrical Damage (progressive). The victim takes electrical damage, but continues to take damage in later combat rounds until the series of electrical shocks has run its course. Exactly what effect the continuing damage will have is up to you. It would almost certainly prevent spell casting, but might also create penalties on saving throws, attack rolls, and/or movement rate.		
44 Electrical Damage (save for half damage). The attack causes electrical damage, reduced by half with a successful saving throw. In general, lightning or electrical attacks don't have the same sort of "save or burn" collateral damage as fire attacks – or at least, they're not generally as severe. Electrical attacks are often made unique by the way the electricity moves around. Consider the possibility of the electricity jumping from one target to another, the possibility of it reflecting off a wall or other surface.		
45 Electricity (special). In this case, the electricity involved in the special attack isn't normal electricity – it's more of a special effect for something else. Just as magical fires can do all sorts of things rather than just burn, a strike of magical lightning or a bolt of power can be the "visual candy" for a multitude of different sorts of attacks completely unrelated to real-world electricity. Possible effects include: lowering an ability score, acting randomly, suffering combat penalties, following enemy orders, floating up into the air, losing the ability to act, losing the ability to cast spells, functioning as a lower-level character, running away, suffering saving throw penalties, suffering hallucinations, and suffering from a heightened emotion such as rage or sorrow.		
46 Elemental Vortex. The special attack creates (or animates) a whirlwind of air, fire, water, or earth. In each case, the attack causes damage from a combination of smashing into the target plus the inherent properties of the element being used. Thus, fire would cause additional fire damage, water might drown the victim, air might pick the victim up and move him around, and earth could possibly suffocate the victim but is more likely just going to do more damage with the churning impact. More powerful monsters might create vortices with more interesting results including collateral damage to equipment, moving the target a long way, pulling the target down beneath the water or air, pulling the target into the elemental plane itself, stunning the target for some period of time, causing the target to drop items, etc.		
47 Emotion (despondency or sorrow). This special attack induces intense despondency or sorrow in the victim. As is the case with all special attacks involving emotion, creating the details of the special attack is a two-step process concerning (1) who is affected and (2) what happens when someone is affected. Here are some ideas about who might or might not be vulnerable: (1) anyone under a certain number of hit dice is automatically affected but those of higher level are at no risk, (2) anyone under a certain number of hit dice is automatically affected <i>and</i> those of higher level are affected if they fail a saving throw, (3) members of certain species or classes may be immune or might be particularly vulnerable, (4) anyone with intelligence less than a certain number might be automatically affected or might be immune, (5) those who are particularly close to the monster (or the locus of the emotion-effect) have a penalty on the saving throw, or, conversely, everyone beyond a certain distance gets a bonus, (6) the effect begins as a very low chance but increases as the combat progresses (a series of saving throws or some other "check" with increasing penalties). As a list of ideas for the <i>effect</i> of despondency, consider the following: (1) immobilized with sorrow, regret, grief, or ennui; (2) all die rolls are made with a penalty, (3) character departs to go and repair his miserable life, (4) character decides to end it all, and rolls an attack against himself, (5) character blames someone else for his miserable condition, and attacks them instead of the monster, (6) character risks dropping dead from melancholy. One interesting idea is that if the character escapes from this effect, he might be granted a bonus to attack the monster, in revenge. Players adore it when a special attack gets turned around into a bonus for them.		

TABLE 2-79: SPECIAL ATTACK TYPE CONTINUED

Die Roll	Special Attack	
	Emotion (fear). The monster has a horrific appearance, changes into a horrific appearance, mentally induces fear, or has some other way of causing fear. Fear can be portrayed in a number of different ways, in terms of the attack's effect, and there are also a number of different ways to determine who is vulnerable to the attack. Here are some ideas about who might or might not be vulnerable: (1) anyone under a certain number of hit dice is automatically affected but those of higher level are at no risk, (2) anyone under a certain number of hit dice is automatically affected <i>and</i> those of higher level are affected if they fail a saving throw, (3) members of certain species or classes may be immune or might be particularly vulnerable, (4) anyone with intelligence less than a certain number might be automatically affected or might be immune, (5) those who are particularly close to the monster (or the locus of the fear-effect) have a penalty on the saving throw, or, conversely, everyone beyond a certain distance gets a bonus, (6) the fear effect begins as a very low chance but increases as the combat progresses (a series of saving throws or some other "check" with increasing penalties). As a list of ideas for the <i>effect</i> of fear, consider the following: (1) an ability score is vastly reduced until the fear goes away, (2) those affected act randomly according to a table you prepare, (3) those affected suffer combat penalties to hit and/or on damage, (4) those affected follow orders given by the source of fear, (5) those affected are paralyzed with fear, (6) those affected function as a lower-level character, (7) running away (8) chance of death from fear.	<i>Less than you might think</i>
48		<i>Water damaged</i>
		<i>A pattern of centipedes</i>
		<i>Requires special clothing</i>
		<i>Pact with an angel</i>
		<i>Abjuration</i>
		<i>This part is badly damaged</i>
		<i>Draw any card</i>
		<i>Religious manuscript</i>
		<i>The armory</i>
		<i>Draped in jewelry</i>
		<i>Wreathed in vines</i>
		<i>Find the body</i>
		<i>Orcs</i>
		<i>Song of the Narcissus</i>
		<i>Power of the moon(s)</i>
		<i>Sound of shadows</i>
		<i>Jousting</i>
		<i>Information is usually reliable</i>
		<i>Propane</i>
		<i>Moon sounds</i>
		<i>A stolen cloak</i>
		<i>Misunderstood the Prophecy</i>
		<i>Grains of sand</i>
		<i>Balconies</i>
		<i>The noblest of birds</i>
		<i>Change in the wind</i>
		<i>Wights</i>
49	Emotion (love or happiness). This special attack induces the emotion of love or happiness in the victim – probably directed toward the monster using the special attack, but possibly as a way of immobilizing the target. As is the case with all special attacks involving emotion, creating the details of the special attack is a two-step process concerning (1) who is affected and (2) what happens when someone is affected. Here are some ideas about who might or might not be vulnerable: (1) anyone under a certain number of hit dice is automatically affected but those of higher level are at no risk, (2) anyone under a certain number of hit dice is automatically affected <i>and</i> those of higher level are affected if they fail a saving throw, (3) members of certain species or classes may be immune or might be particularly vulnerable, (4) anyone with intelligence less than a certain number might be automatically affected or might be immune, (5) those who are particularly close to the monster (or the locus of the emotion-effect) have a penalty on the saving throw, or, conversely, everyone beyond a certain distance gets a bonus, (6) the effect begins as a very low chance but increases as the combat progresses (a series of saving throws or some other "check" with increasing penalties). As a list of ideas for the <i>effect</i> of love/happiness, consider the following: (1) the victim drops everything to grovel before, speak poetry to, or praise the monster (or some other focus including other characters or shiny objects), (2) the victim tries to assist and protect the monster, (3) the victim changes sides and follows the monster's orders.	

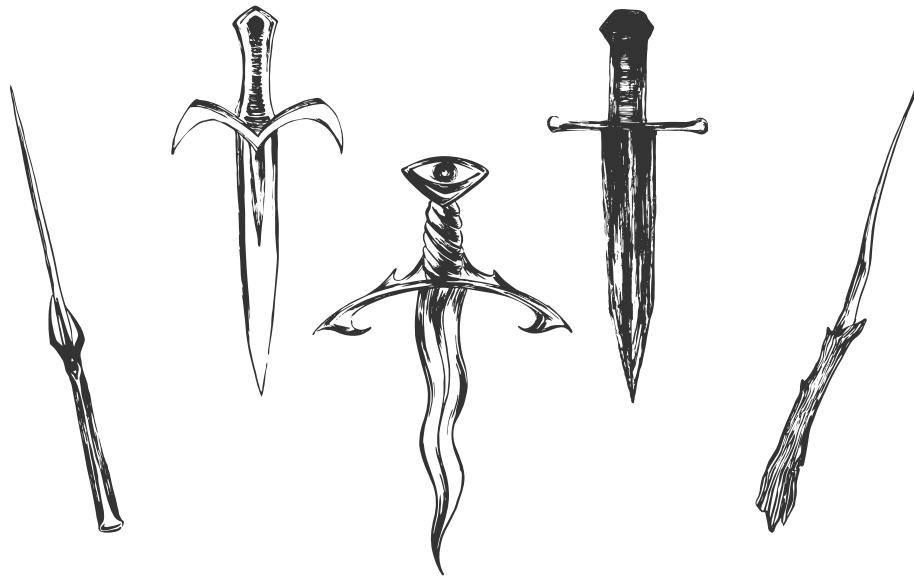


TABLE 2-79: SPECIAL ATTACK TYPE CONTINUED

	Die Roll	Special Attack
Healing		
An accountant with secret knowledge		
A strange mark in the stones		
Use a fungus		
Trophy room		
Foil the extortioner's plans	50	Emotion (rage). This special attack induces rage, either by taunting, mental manipulation, or temporary insanity. As is the case with all special attacks involving emotion, creating the details of the special attack is a two-step process concerning (1) who is affected and (2) what happens when someone is affected. Here are some ideas about who might be vulnerable: (1) anyone under a certain number of hit dice is automatically affected but those of higher level are at no risk, (2) anyone under a certain number of hit dice is automatically affected and those of higher level are affected if they fail a saving throw, (3) members of certain species or classes may be immune or might be particularly vulnerable, (4) anyone with intelligence less than a certain number might be automatically affected or might be immune, (5) those who are particularly near the monster (or the locus of the rage-effect) have a penalty on the saving throw, or, conversely, everyone beyond a certain distance gets a bonus, (6) the rage effect begins as a very low chance but increases as the combat progresses (a series of saving throws or some other "check" with increasing penalties). As a list of ideas for the <i>effect</i> of rage, consider the following: (1) victim attacks with melee weapons and cannot voluntarily retreat, (2) the rage is a distraction, causing combat penalties and restricting spell casting, (3) the rage gives a bonus on one hand (damage rolls, perhaps) but there is a more dangerous penalty associated with it as well, such as a penalty on saving throws, attack rolls, inability to retreat, inability to do anything more subtle than a frontal assault, etc. (4) the rage is so fierce that the victim is actually paralyzed by it. It is possible that the "rage" is not automatically going to be directed at the monster using the special attack, either: it might cause members of the party to attack each other, or it might be an "attack" that's used to strengthen the monster's minions and allies (in which case, it might be a benefit with no particular downside, like a to-hit bonus).
It fades away		
Tactics: piles of bricks		
Dangerous alliance		
Interacting forces		
Create a distraction		
Dangerous statue	51	Energy Vortex. Similar to the "Elemental Vortex," this is an attack in which the monster calls forth a whirlwind of some kind of "energy," including electricity, magical force, or mental force. The victim would suffer damage, but the distinguishing feature of this sort of attack is either that the victim is picked up and moved by the attack or is trapped inside it until they escape or the duration expires (duration might be as long as the monster concentrates on maintaining the effect, which is not good for the victim).
Damages things randomly		
Beast-killer		
A sensitive negotiation		
Strange form of motion	52	Fire (special). In this case, the fire involved in the special attack isn't normal fire – it's more of a special effect for something else. Magical fires can do all sorts of things rather than just burn, so this is a very broad category. Possible effects include: lowering an ability score, acting randomly, suffering combat penalties, following enemy orders, floating up into the air, losing the ability to act, losing the ability to cast spells, functioning as a lower-level character, running away, suffering saving throw penalties, suffering hallucinations, and suffering from a heightened emotion such as rage or sorrow. The fire doesn't have to be magical – it could just be that this particular monster's fire-breath causes people to flee, for instance. On the other hand, the whole "fire" thing might be little more than a special effect for an attack that's really all about floating the opponent helplessly into the air.
Trapped in the monster		
Changing sides		
Rescue the stolen animal	53	Fire Damage (affects action). The attack causes fire damage to the target, but there's also a special effect involved – if the victim fails some sort of check (morale, saving throw, percentile chance, etc.) they reflexively take some action in response to the fire. These could include: fleeing for a couple of combat rounds, trying to put out the fire, or writhing in pain.
Something was entombed in stone		
Secret formula		
Dream area		
Find a missing item		
Swords of strange metal		
Crossbow		

TABLE 2-79: SPECIAL ATTACK TYPE CONTINUED

Die Roll	Special Attack	
54	Fire Damage (hit or miss). The attack causes fire damage, but a successful saving throw means that the target incurs no damage. In other words, the saving throw functions as a to-hit roll and if it is successful the attack missed. Another way of handling this is to require an attack roll for the attack itself (and then don't allow a saving throw). Items in the area may take collateral damage (a saving throw or a "hot" effect), but only if the target failed the saving throw – because if the target makes the saving throw, the items were presumably not exposed to the fire in the first place.	Part of the letter is missing
55	Fire Damage (progressive). The victim takes fire damage, but continues to take damage in later combat rounds until the fire has run its course. The attack is most likely made with a burning substance as opposed to a burst of flame – the monster spat burning oil, phosphorus, Greek fire, napalm, or lots of burning coals – or some sort of magically lingering fire. It is the continued burning of the substance that causes the ongoing damage. Exactly what effect the continuing damage will have is up to you. It would almost certainly prevent spell casting, but might also create penalties on saving throws, attack rolls, and/or movement rate.	A barber
56	Fire Damage (save for half damage). The attack causes fire damage, reduced by half with a successful saving throw. Fire may also cause collateral damage to items, depending on how "strong" you want the attack to be. If the fire causes collateral damage, you could reflect this in a variety of ways: (1) require flammable items to make a saving throw or be ruined (or ignite), (2) decide that certain items such as cloth will automatically – no saving throw – smolder (and cause damage to the wearer) unless time is spent extinguishing them, (3) take into account that metal retains heat and build in some process to handle "hot" armor and weapons. The basic form of a fire attack, though, is simply to require a saving throw for vulnerable items – whether or not the target took half damage because he made a saving throw.	Symbol and referent
57	Hallucinations or Illusions (basic). The special attack causes hallucinations or illusions for those who are affected. The illusions might be bright colors, things that appear to be changing form, or whatever – what's important isn't the exact nature of the illusion but the effect it has on general combat (more complicated illusions are treated in a different category). The easiest way to come up with basic illusion/hallucination attacks is to determine first what they do, and then figure out what sort of illusion might create that effect. Possible results of a basic hallucination are as follows: (1) lowering an ability score while the hallucination is operating, (2) acting randomly according to some table of actions, (3) suffering combat penalties to hit, (4) following enemy orders or orders generated randomly by a sound-hallucination, (5) losing the ability to take any actions due to fascination, nausea, confusion, etc., (6) functioning as a lower-level character as a general way of reflecting that the character is distracted, (7) running away or moving randomly in response to the hallucinated reality, or (8) suffering saving throw penalties. As a basic example of thinking up the illusion based on the result: a hallucination which causes an attack penalty of -2 might be an illusion which blurs the outlines of the character's sight or shifts his vision slightly to the side of where things actually are. In addition to the combat-type basic illusions, there is another category of basic "camouflage-type" illusions used by ambush-monsters – these illusions don't necessarily create any sort of combat modifier, but they make the monster seem innocuous until it is ready to attack or lead the party toward some attractive-looking goal where the monster has an advantage. These would include monsters that are invisible, monsters that can make themselves look like stone walls or statues, a monster that can make people think it's a treasure chest, etc.	A body was stolen
		Went over to the other side
		An attribute of a toadstool
		A medieval singularity
		A distinctive scar
		Hundreds of scrolls
		Theoretically impossible, but workable
		A characteristic of the elephant
		Transformed words
		A characteristic of the hawk
		A casino
		Tracks in the mud
		Explorers
		Across the ceilings
		Unearthly shriek
		Invisibility
		Cloth weapon
		Requires a certain substance
		Emerging
		Escaping
		Smoke on the Horizon
		Broken into segments
		A lost path
		Kept in stasis

Die Roll Special Attack

Hallucinations or Illusions (complex). The special attack causes a hallucination or illusion that is too complex to be characterized with a modifier to die rolls or a table of random actions. An illusion of mirror images (giving the monster's opponents the chance to be attacking the "wrong" monster) is one example; another example is a hallucination that might cause damage to the victim, and a third example is a hallucination that creates the image of a deep pit between the monster and the victim. In general, these fall into the following categories: illusions that create false enemies, obscure or change the appearance of the enemies, create illusionary obstacles, create illusionary dangers (the appearance of a spell being cast, fake attacks, or some other type of illusionary assault), or otherwise prevent the victim from getting true information about the tactical situation. Exactly how these are handled is up to you – if the illusion is unusual, you might choose not to follow the "official" method for handling illusions, if your game has one. There is a wide variety of interesting ways to handle illusions, including saving throws, a "check" against intelligence or wisdom, or simply telling the player what the character sees and leaving it to the player to respond. In some cases, depending on the illusion, the way to handle it will be obvious; in other cases, the same illusion treated differently might as well be a different kind of special attack. Feel free to let your imagination roam: what sort of illusion might you create if you were a monster? One last point: there is a big difference between a monster that creates one specific illusion (mirror images, for example) and one that can create all kinds of illusions in response to the circumstances. The latter type of monster is very powerful, and you might want to think of its abilities in terms of spells rather than a general ability to create illusions.

58

Ice (blasting). This sort of attack is partially about the cold temperature, but there's a "blasting" component to it as well. Such effects could include: knocking the target backward, knocking the target prone, blowing items out of the target's hands, etc.

59

Ice (immobilizing). This sort of attack isn't all about the temperature; it will probably cause some hit point damage, but the main feature of the attack is that it uses frozen water to immobilize the target. It might be creation of a block of ice ("it froze the air itself!"), or it might be a matter of breathing a storm of ice particles that create a block, wall, or chunk. If the monster is very powerful or highly magical, the ice might have other dangerous properties – suffocation, ongoing damage, or a chance of instant death from hypothermia all being possibilities.

60

Immobilize (by an activity). Although many of the special attacks listed here would have the effect of immobilizing the victim, this entry addresses immobilization-type attacks as a group. Here is a series of activities which could cause a character to be effectively immobilized: dancing, twitching, laughing, vomiting, nausea, confusion, jumping, floating, talking, scratching, begging for mercy, thinking, arguing, holding one's breath, hiding, and meditating.

61

Implant Eggs or Young. This special attack implants the victim with eggs or larvae, or in some way makes him into a host for the attacker's reproduction – which can include a magical transformation into the same sort of creature (possibly independent, possibly a minion of the attacker). There are several possible variables to work with when designing this sort of special attack. First, the trigger – it might be that a successful hit automatically begins the process, it might be that there is a saving throw required after each hit, it might be that each hit has a percentage chance of causing the effect, or it might be that the "egg-laying" effect only happens when the victim is dead, knocked unconscious, or rendered helpless by the attack. Secondly, the remedy – the process would be counteracted differently depending on whether the "eggs" are considered a poison, a curse, or a disease. Thirdly, the gestation period – it might run from only a couple of combat rounds to more than a week in duration (giving the adventurers much more time to find a remedy back in the civilized world). Fourthly, the effects during gestation – perhaps the victim remains unconscious or in suspended animation until the eggs hatch (or his body alters, or the implanted creature eats its way out, or whatever), perhaps he can wake up and function normally until his sudden demise as a character, or perhaps you can think of one or two "stages" of the process in which the victim becomes weaker or changes as a result of being used as a host organism.

62

TABLE 2-79: SPECIAL ATTACK TYPE CONTINUED

Die Roll	Special Attack	
63	Insanity (strategic). “Strategic” insanity, as opposed to “tactical” insanity, is a form of insanity in which the effects aren’t bundled up in the game rules, but are reflected in the roleplaying and in the non-combat side of the game. Examples include various phobias, aversions, and manias. Hysterical blindness is another good example – a condition that can suddenly appear when the character is under stress.	<i>Thermodynamics</i>
64	Insanity and Confusion (tactical). The special attack drives the victim temporarily or permanently insane. The characteristic example of this sort of attack is confusion, which causes victims to act according to a random table.	<i>Forbidden machine</i> <i>Traps react to spells</i>
65	Intelligence Loss. The attack drains one or more points of intelligence from the victim. The attacker may or may not gain a benefit from the drain (additional hit points, to-hit bonuses, etc.) depending upon whether it seems to fit well with the concept. If the victim reaches an intelligence of 0 as a result of successive attacks, one of several things might happen: the victim might die and become a creature similar to the attacker or become a mindless host for the attacker’s larval offspring (mind-leeches, or whatever). Another possibility is that the victim just dies, and a third possibility is that restoring the lost points becomes harder – what might have returned naturally is now a permanent condition requiring spells or divine intervention to reverse. Note that the drain might be temporary or permanent – this is up to you as a matter of how powerful you want the monster to be.	<i>Bioluminescent machinery</i> <i>Heroism from an unexpected quarter</i> <i>Out of season</i> <i>Depends on your perspective</i>
66	Light, Dark, and Shadow. The monster uses light, darkness, or shadow as a special attack. Consider some of the following: (1) a floating weapon or dangerous coalescence of light or darkness, which attacks once brought into being, (2) creates darkness to effectively blind the enemy, (3) blasts of damaging light, (4) the monster can compress and concentrate light or darkness to make some interesting form of attack.	<i>Flock of sparrows</i> <i>Temporary intelligence</i> <i>Evil artifact</i> <i>Absence of water</i>
67	Luck. This special attack gives the victim bad luck (reflected with die roll penalties). The question is: what sort of bad luck? Is it just a curse that makes you inflict less damage, or is it a wide-ranging effect that doesn’t just make you miss opponents but also means you always get a fly in your beer at the local tavern? In addition to whatever specific die roll modifier this attack causes, some monsters might deliver bad luck in very specific categories: the “beautiful” type monster might deliver a curse of bad luck with the opposite sex; the earth-elemental type monster might deliver bad luck involving gemstones; the dryad-like creature might give bad luck outdoors, or involving wooden items.	<i>When the light hits the prism</i> <i>Clay oil lamps</i> <i>Improperly sealed</i> <i>Increments of magic</i> <i>Zealots</i>
68	Magic Drain (items). The special attack drains magic items of their power (and might or might not give the monster additional power as a result). Items can be drained temporarily or permanently, and they can also be drained in a way that gives them a chance to fail when used as opposed to being completely “dead.”	<i>Dreams from the cemetery</i> <i>Four Doorways</i> <i>Roll for initiative</i> <i>Decorated with feathers</i> <i>Looking for trouble</i>
69	Magic Drain (spells). The special attack removes, to some degree or other, a spell caster’s ability to cast spells. The attack might remove a single spell from the caster’s mental inventory, it might remove all spells, it might remove particular spells, it might remove spells of a certain level or higher (or lower), or it might lower the caster’s effective level of experience. Alternatively, the attack might cause all the caster’s spells to function sub-normally, or create a chance of failure when the caster tries to cast a spell. In the case of powerful monsters, draining spell power from a caster might also strengthen the monster; giving it extra hit dice, hit points, or a combat bonus. In the case of extremely powerful monsters, whatever spell was drained might actually go to the monster and give it the ability to cast that spell.	<i>He was lost on a quest</i> <i>Green orb</i> <i>A long tail</i> <i>The planets</i> <i>Giant statue</i>
70	Magic or Mental Force (slam). The special attack uses magical force or telekinesis to smash the victim into something, or smash something into the victim. This includes hitting the victim with magic force alone (i.e., no actual object). This is a broad category: the attacker might or might not need to make a to-hit roll, and the defender might or might not have the chance to avoid the blow with a saving throw or other means of lessening the damage. More powerful versions of this attack might do one or more of the following: push back the victim, hurl back the victim, make the victim drop items in hand, stun the victim, knock the victim unconscious, or even have a chance to kill the victim outright.	<i>Luminescence</i>

A map of the stars

Triangulation of
Magic

Bronze lanterns

A sleeping
guardian

Copper serpent

Prisms

Strange
Geometries

A blacksmith

Festival of Fire

The bright sword

A shadowed place

An unknown cure

Prestidigitator

Shifts to random
places

Whirlwind

Requires water

Interview with a
Construct

Absence of malice

Yellow book

Mysterious
reaction

Dressed to kill

Eats a specific
substance

Silver hawk

Wrath of the
Vessel

Golden orb

Hooded monster

Circle of force

Draped with
feathers

Water stains

TABLE 2-79: SPECIAL ATTACK TYPE CONTINUED

Die Roll	Special Attack
71	Memory (steal ability). This special attack allows the monster to use some ability or skill known by the target. The most obvious example of this is casting a spell, but combat bonuses or other advantages could be targeted by such an attack. Even the victim's target number for saving throws, for example, could be "stolen" if it is more favorable than the monster's normal target number. It is also possible for a memory-affecting special attack to target only the magically related memories of a target, stripping away spells or spell casting abilities but leaving combat and other skills unaffected. This more specific type of memory attack would generally be found in creatures with some relation to wizardly magic (e.g., created in a wizard's lab, bred to fight wizards, etc.), a relation to divine or unholy power (e.g., the monster is a remnant of some ancient divine retribution, is a parasite of divine power, etc.), or feeds specifically on magic power.
72	Memory Drain (experience). Memory-draining special attacks are generally targeted at the victim's level or experience points. The attack would either remove (temporarily or permanently, depending on how you decide to design it) one or two levels of experience or a set number of experience points.
73	Movement Inhibited (external). Some sort of very weak binding or entangling inhibits the victim's movements. Victim suffers one or more of the following: a penalty to hit, a penalty to armor class, and/or reduction in spell casting ability (perhaps only "easy" spells, perhaps a chance of spell failure, perhaps an increase in casting time). There is probably also some reduction in the victim's movement rate. The nature of the binding force can include: filaments of magical energy, thickened air, vacuum power or wind, clothing becoming brittle or cumbersome, etc.
74	Movement Prevented (external). Some sort of binding or entangling prevents the victim from moving. The severity of the attack can range from complete helplessness to merely being held in one place (but otherwise able to take actions). The nature of the binding force can include: filaments of magical energy, thickened air, a coagulated blob of magical glue, a natural adhesive, swarms of infinitesimal spirits holding the victim in place, the stones of the floor grabbing his ankles, a spider web, or animated vines or tentacles.
75	Open Planar Gate. The monster can open a gate into some other reality. This could be an escape mechanism, a way of summoning allies, or a way of blasting the area with weirdness from the other plane. Even a fairly mundane little mole-like critter becomes interesting if it can burrow into the tenth dimension and come out behind you. Indeed, if it can open a gate through time, it might be able to come out and attack you simultaneously from two different places (of course, then it would disappear for a few moments since it used itself as a special attack a few moments earlier...). If a planar gate is used to summon allies (again, keep in mind that even minor monsters – like a planar ant – might be able to summon more of their own kind). If the gate is an escape mechanism, perhaps it's possible for the adventurers to follow the monster into some strange and alien realm where it makes its home – and possibly has a different bodily form.
76	Paralysis. The special attack causes paralysis for a random number of combat rounds, minutes, or hours. A very powerful monster might cause permanent paralysis as a form of curse, poison, or disease.
77	Poison (lethal). Lethal poisons cause death, but death is not necessarily immediate. A slow-onset poison might cause some sort of debilitating effects during the onset period (such as the victim being incapacitated with pain, or becoming unconscious), or it might simply cause a progressive weakness that isn't reflected in terms of the game's numbers... until the character drops dead.
78	Poison (non-lethal). Non-lethal poisons can have a variety of effects: some might be temporary effects until the effects of the poison have worn off, but others might be permanent debilities until some sort of magic has been used to reverse the damage caused by the poison.

TABLE 2-79: SPECIAL ATTACK TYPE CONTINUED

Die Roll	Special Attack	
79	Raise, Create, or Summon Undead. Undead monsters aren't the only ones who can use undead monsters as allies or minions. More importantly, not all undead must necessarily be undead – a statement which obviously requires clarification. Animated bodies need not be the result of black magic (which is the case for, say, the standard zombie). But what about bodies animated or controlled by a plant – is this technically an undead zombie? Will it necessarily work in exactly the same way as an undead zombie just because it's a moving human corpse? If your answer is “no,” then you've just opened up the realm of the plant-undead, the virally-controlled undead, the mechanically-controlled undead, the psionically-controlled undead … all kinds of creepy minions and transformations that can be used to develop monsters and their abilities.	<i>Where is the real power?</i>
80	Senses (overstimulate). The five senses are sight, hearing, touch, taste, and smell, and each of them could be overstimulated by a monster by means of a special attack. I don't necessarily mean that the monster is hideously ugly, sounds awful, feels awful, tastes awful or smells awful, although if one of those trips off an inspiration, then run with it. What's meant here is that the monster affects one of the victim's senses to make it too powerful for effective use. For example, if the special attack affects the victim's sense of smell, all smells might become so powerful that the victim falls prey to nausea. If the attack affects sight, the victim might be overcome by light sensitivity or have vision so microscopic that he can't perceive what's happening around him. Since there is a wide variety of possibly “effects” stemming from sensory overstimulation, here is a quick list of possibilities to get the mind working: (1) temporarily lowering an ability score (or all ability scores), (2) acting randomly, (3) suffering combat penalties, (4) losing the ability to act due to nausea, fascination, or confusion, (5) functioning as a lower-level character, (6) running away or moving randomly, (7) suffering saving throw penalties, (8) dropping any items held in hand.	<i>Shoemaker</i> <i>A characteristic of a bird</i> <i>Wizardry</i> <i>Ubiquity</i> <i>Defies gravity</i> <i>Acts of nobility</i> <i>Wreathed in branches</i> <i>Conjuring room</i> <i>Harpies</i> <i>Eroded masonry</i> <i>Servant</i> <i>Renunciation of a pact</i> <i>Anti-toxin</i> <i>Ancient curse</i> <i>Deep vegetation</i> <i>The lure of shiny things</i> <i>It's not technically cannibalism</i> <i>You can't imprison a ghost</i> <i>Miller or mill owner</i> <i>Goblins at work</i> <i>The cat saw everything</i> <i>Divination chamber</i> <i>Polluted water</i> <i>Circle of Players</i> <i>Bronze serpent</i> <i>Trapped in the trees</i> <i>The wrong face</i>
81	Senses (remove capability). The five senses are sight, hearing, touch, taste, and smell. Only sight and hearing have much effect in game terms, so I've just lumped them all together into one entry on this table. The special attack causes blindness (or makes lots of things invisible), or it causes deafness (or keeps sound from functioning in the area) – alternatively, it removes the sense of touch, taste or smell from the target (or negates feeling, taste or smells within the area of effect).	
82	Size and Density. The special attack changes the size or density of the victim (and a beneficial form of it might also be usable to help allies if the monster is a leader-type). Growing and shrinking allies and enemies respectively is a fairly obvious use of this sort of ability, and it's easy to generate a set of modifiers as required. Manipulating density and weight is a bit more open ended. Can the monster make people weightless so they can levitate or be levitated? How about too heavy to move? Perhaps the effect only works on metal or some other substance.	
83	Sleep and Catatonia. The special attack causes magical sleep, normal sleep, catatonia, or suspended animation. In some cases the effect might be automatic against targets with a lower number of hit dice (or levels), or it might permit a saving throw. It could also affect only those with intelligence or wisdom lower than a target number, or affect only a certain total number of hit dice within an area. Onset is probably immediate, but it would also be possible that there's an intermediate, “sleepy” phase in which the victim is still functioning with combat penalties before actually falling into the magical sleep. Powerful sleep-type attacks might induce this “sleepy” condition even if the victim makes a successful saving throw. In some cases, particular dreams, or dreams sent by the attacker, might be an important part of the attack in addition to putting the victim to sleep.	
84	Slow. This sort of special attack slows down the victim, probably to half speed at everything, but possibly only in terms of movement or attack speed – it depends on how the monster does it. The effect might just be magic which slows down opponents, it might be related to manipulation of time or other dimensions, or it might be that the monster produces an external cause like glue or webs that slow people down.	

TABLE 2-79: SPECIAL ATTACK TYPE CONTINUED

	Die Roll	Special Attack
Thunder		
Every dog has his day		
Pressed flowers		
What was stolen		
Lichen		
A stable		
Big baskets containing grain		
Intrusion		
A characteristic of the walrus	85	Sound (action-causing). The monster speaks or makes sounds that compel certain actions in the unfortunate listener. This isn't control by the monster, because the monster can't fine-tune anything, but in many ways the effect is the same. Examples include: approaching the monster, becoming paralyzed, running away, removing armor, attacking, hiding, etc.
Pickled onions		
Hook, line, and sinker		
Deceptive appearance		
Arbitrage		
The wrong words		
Manticore		
Marshy ground		
Uses a specific key		
Private investigator		
Priest-killer		
At regular intervals	86	Sound (control). Many folkloric monsters use sound to control others – whether by means of song, speech, or spell. There are many ways to represent different degrees of mental control, and many ways to determine whether a person is affected. For example, degrees of mental control include: (1) victim follows all commands like a puppet, (2) victim sees the controller as his friend but will not put himself into mortal danger, (3) controller can only command the victim to perform certain actions, but other actions don't fall within the scope of the magic – for example, a monster that can “call” the victim to a certain place, but can't order the victim to attack its enemies. In terms of ways to determine if a target is affected, here is another list of possibilities: (1) anyone under a certain number of hit dice is automatically affected but those of higher level are at no risk, (2) anyone under a certain number of hit dice is automatically affected <i>and</i> those of higher level are affected if they fail a saving throw, (3) members of certain species or classes may be immune or might be particularly vulnerable, (4) anyone with intelligence less than a certain number might be automatically affected or might be immune, depending on the nature of the sound/persuasion being used, (5) anyone within hearing gets a saving throw, (6) those who are particularly close to the sound have a penalty on the saving throw, or, conversely, everyone beyond a certain distance gets a bonus. The duration of sound-control attacks is another factor that can be used to create different types of challenges: in some cases, the control might end as soon as the sound ends, but in other cases the control might be established irrevocably.
Scales in balance		
Mildew		
The cat is out of the bag		
Unspeakable		
A trial		
A characteristic of a camel		
Draped in ruin		
A characteristic of a worm	87	Sound (distraction). The monster uses speech, sound, or song to distract or immobilize its enemies. It may be that the sound itself is so discordant or so beautiful that it creates the distraction, or it could be that the sound evokes such a strong emotional response that the victim acts strangely or fights poorly. To run through these variables: if the sound or speech evokes an emotion, these could include joy, rage, hate, greed, fear, or adoration. The effects of such sound attacks could include: (1) temporarily lowering an ability score, (2) acting randomly, (3) suffering combat penalties, (4) following enemy orders, (5) losing the ability to act, (6) losing the ability to cast spells, (7) functioning as a lower-level character, (8) running away, (9) suffering saving throw penalties, (10) suffering hallucinations – or a combination of more than one of the above.
	88	Sound Damage (save for half damage). Sonic damage is a little hokey, but every once in a while it works (particularly with monsters based on real-world animals that use echolocation or are known for producing a characteristic sound. Sonic damage ordinarily wouldn't cause collateral damage to items or equipment, but glass is a natural candidate for being damaged in this way. I recommend avoiding the concept of sonic damage – sound works much better for mental control, combat penalties, preventing spell casting, and other such special effects than it does with the concept of taking actual hit point damage. At all costs, avoid thinking of sound damage in terms of vibration and frequency, and start thinking of it in terms of song and screech – or you'll make a serious misstep in terms of the “feel” of a fantasy game. This is even true if the monster is from the “voids between the stars” or from an alternate high-tech universe.
	89	Spell-like Abilities. The monster has a set group of abilities that function as spells, probably with a limited number of castings per day, per hour, per minute, or whatever. Unlike true spells, it may be that all monsters of this type have exactly the same spell-like abilities and can't change them from day to day (to my mind, this is what distinguishes “spell-like” from “spell,” but what's important here isn't to create clean categories, it's to muddle things together for maximum creative boost). Spell like abilities are normally, but not necessarily, best when all the abilities are obviously related to something about the monster. A monster from the elemental plane of fire should have mostly fire type abilities, and (interestingly) it is the non-fire abilities that will tend to make it stand out in the players' minds. If a fire-genie has several fire abilities but can also use mind-control, that's very distinctive. But if it has too many non-fire-related abilities, it may fail to be memorable.

TABLE 2-79: SPECIAL ATTACK TYPE CONTINUED

Die Roll	Special Attack	
90	Spells. The monster uses spells or can use its special attack to deliver spells from a list identical to a magic-user of some defined level. Different monsters of the same type might have a different “selection” of spells.	<i>Kept isolated</i>
91	Strange Chemical (affects items). The special attack releases or creates a chemical that affects non-living substances. The affected substance might be wood, leather, paper, fires, metal, water, air, potions, magical ink, hair – the choices are pretty wide-ranging. The chemical reaction either destroys the substance, makes it multiply, or changes it into something else – and the interesting part might be the side effect of the reaction, too. Many chemical reactions give off energy, suck energy out of the air, create gases, and do all kinds of strange things. Most likely, the chemical reaction will change the liquid/gas/solid composition of a substance, or change it into another form (iron to rust, leather to powder, wood to stone, etc.).	<i>Nomadic</i>
92	Strange Chemical (affects person). The attack creates a chemical reaction of some kind – either the chemical is sprayed onto the victim or the attacker’s gaze causes chemicals in the victim’s body to change, or whatever. This is a huge category of possibilities, because a “chemical reaction” can explain any result whatsoever, especially if you throw in words like “enzymes,” and even more especially if the monster is from another plane of existence, another time, or from the “voids between the worlds.” On the other hand, traditionally folkloric monsters like griffons or dragons shouldn’t have quasi-scientific explanations for what they do – use magic. Quasi-science is best for weirder monsters. Possibilities for strange chemical reactions include: lowering an ability score, acting randomly, suffering combat penalties, following enemy orders, floating up into the air, losing the ability to act, losing the ability to cast spells, functioning as a lower-level character, running away, suffering saving throw penalties, suffering hallucinations, and suffering from a heightened emotion such as rage or sorrow. Another way of looking at it is to think in terms of transformations: these could include skin turning into metal (or getting crusted with metal), gases that might be given off, medical symptoms (hemophilia), and factors such as weight, density, friction, adhesion, or release of energy.	<i>Concealed password</i>
93	Strength Loss. The attack drains one or more points of strength from the victim. The attacker may or may not gain a benefit from the drain (additional hit points, to-hit bonuses, etc.) depending upon whether it seems to fit well with the concept. If the victim reaches a strength score of 0 as a result of successive attacks, one of several things might happen: the victim might die and become a creature similar to the attacker, might just die, or might just lose the ability to naturally restore the lost strength points. Note that the drain might be temporary or permanent – this is up to you as a matter of how powerful you want the monster to be.	<i>Wreaked in fire</i>
94	Stun. The attack uses some kind of “special effect” to stun its victims. Possibilities include noise, electric shock, an ugly appearance, mystical rays, visions of the future, hallucinations, powerful emotions, a floating symbol, light, and the old standby … a powerful physical impact.	<i>Floating plants</i>
95	Stupidity. The victim does not actually lose points of intelligence or wisdom, but his thinking is impaired enough to cause penalties on various actions. Spell casting is probably prevented entirely, but a weak version of this sort of attack might only prevent casting “harder” spells – or all spell casting might be subject to a chance of failure. This sort of attack could also lead to combat penalties: inability to use both a weapon and a shield at the same time, perhaps a to-hit penalty, etc. The way in which the attack causes stupidity could include distraction by overloading one of the victim’s emotions (joy, rage, hate, greed, fear); an alchemical reaction (mysterious chemicals in the creature’s spittle); the aftereffects of an electrical shock; some sort of mental numbing; sapping away the thoughts themselves; or a very weak poison, curse, or disease. The duration could range from only a couple of combat rounds to days in length.	<i>Damaged by exposure</i>
96	Telekinesis and Teleportation. These special attacks are used to move enemies into bad places and smack them with things. Powerful monsters will be able to use the power more flexibly: for example, a brain-lord might be able to choose how far and when he wants to teleport himself of a target, but a brain-munchkin might teleport a specific distance at random intervals with no ability to teleport an enemy at all.	<i>From another plane of existence</i>

TABLE 2-79: SPECIAL ATTACK TYPE CONTINUED

Alchemy
Religious disagreement
Air quality
A steep slope
Yellow flames
Cows
Tin pots and pans
Cloves
A characteristic of the gecko
Emotional
Influence from afar
Doorway to time
Sound of the bronze bell
Unexpected healing
Skipping stones
Forbidden secret
An attribute of a mushroom
Waiting for the invasion
Sabotage
Probably tomorrow
Book manuscript
Water Gates
Asphere of matter
Something was burned
Geeze
Silver crown
A dungeon cell
Spears
Hidden machine

Die Roll	Special Attack
97	Transformation (basic polymorph). The special attack turns the victim into an animal or some other form (such as an object). Stronger, smarter, or more magical creatures might have the ability to choose what form they will polymorph victims into, while other monsters might only have the ability to turn people specifically into frogs. The duration of the transformation is fairly important – does it end when the attacker is killed, does it end after a set duration, or is it permanent? Another consideration is whether the victim retains his own mind (and the player if left controlling a rabbit) or whether the change is more than just a change in outer form. In some cases, the attack might be part of a one-two punch; if the monster controls all wolves, and can turn people into wolves, the attack can be used to turn enemies into allies – giving the other party members the dilemma of whether to attack their polymorphed-and-controlled ally.
98	Transformation (basic substance). This special attack changes one substance into another or changes the state of matter. (See Table 2-73)
99	Weakness. Victim suffers one or more of the following: a penalty to hit, a penalty to damage, and/or the chance to drop any items he is holding. Actual strength score is not necessarily affected. The way in which the attack causes weakness could include overloading one of the victim's emotions (joy, rage, hate, greed, fear); an alchemical reaction (mysterious chemicals in the creature's spittle); the aftereffects of an electrical shock; sapping of willpower; or a very weak poison, curse, or disease. The duration could range from only a couple of combat rounds to days in length.
100	Wisdom Loss. The attack drains one or more points of wisdom from the victim. The attacker may or may not gain a benefit from the drain (additional hit points, to-hit bonuses, etc.) depending upon whether it seems to fit well with the concept. If the victim reaches a wisdom score of 0 as a result of successive attacks, one of several things might happen: the victim might die and become a creature similar to the attacker, or might remain alive as the attacker's minion. Another possibility is that the victim just dies, and a third possibility is that restoring the lost points becomes harder – what might have returned naturally is now a permanent condition requiring spells or divine intervention to reverse. Note that the drain might be temporary or permanent – this is up to you as a matter of how powerful you want the monster to be.

Table 2-80: Fear Effects

Die Roll	Effect of Fear
01-10	Victim cannot take aggressive actions
11-20	Victim changes sides
21-30	Victim dies or has a chance of dying
31-40	Victim drops all items in hand
41-50	Victim flees
51-60	Victim is completely paralyzed
61-70	Victim is not paralyzed but cannot flee or advance
71-80	Victim obeys
81-90	Victim screams uncontrollably
91-00	Victim surrenders

Table 2-81: Transformations

Die Roll	Transforms From:	Transforms Into:	<i>How do you turn it off?</i>
01-10	All metals	Liquid or solid	<i>Bas-relief carvings</i>
11-20	Steel or iron	Gas or liquid	<i>Poisoned cistern</i>
21-30	Wood	Iron	<i>Wooden orb</i>
31-40	Leather	Wood	<i>Hidden entrance</i>
41-50	Flesh	Glass	<i>Altered memories</i>
51-60	Parchment	Gem-like material	<i>Stuck</i>
61-70	Cloth	Bone	<i>Dangerous methods</i>
71-80	Gold	Dust	<i>An attribute of mold</i>
81-90	Magic potions	Lead, copper, or bronze	<i>The greatest of cats</i>
91-00	Rock	Mud	<i>Archaeological excavation</i>

Table 2-82: Special Defenses and Abilities

Die Roll	Special Defense or Ability	<i>Notes</i>
01	Alters own form: changed version of the normal shape	<i>Exposure to the weather</i>
02	Alters own form: complete polymorph	<i>A subtle illusion</i>
03	Ambushes from above	<i>Stockade</i>
04	Ambushes from burrow, underneath mud, or water	<i>A peace treaty</i>
05	Armor plates	<i>Omnivorous</i>
06	Burrows	<i>Egrets</i>
07	Camouflage	<i>Stolen souls</i>
08	Cannot be attacked from behind (multiple eyes, radial symmetry)	<i>Angry pet</i>
09	Cannot be damaged by metal	<i>Hide and seek</i>
10	Casts one or more defensive spells as natural attribute	<i>Sacks of wheat</i>
11	Catches or deflects missiles	<i>Elf</i>
12	Chitin	<i>Animatronic</i>
13	Climbs	<i>Naiads</i>
14	Creates illusionary doubles	<i>Cultists</i>
15	Creates shield or walls using a type of energy such as electricity, fire, water, air, sound, acid, plant, mental, or magical force.	<i>Bronze dagger</i>
16	Damaged only by magic or silver weapons	<i>Festival of Flowers</i>
17	Different armor class in different places on body	<i>Bridges and walkways</i>
18	Dispels magic	<i>Surrounded with curtains</i>
19	Fast moving	

TABLE 2-82: SPECIAL DEFENSES AND ABILITIES CONTINUED

	Die Roll	Special Defense or Ability
Illegal merchandise	20	Flies
Apologies are in order	21	Four or more attacks
Quicksand	22	Grows or shrinks
The riven shield	23	Half damage from blunt weapons
A butcher	24	Half damage from cold
Oh, the irony	25	Half damage from cutting weapons
Metal turns to rust	26	Half damage from fire
Nobody likes a reduction in payment	27	Half damage from non-magical weapons
Phases of matter	28	Half damage from piercing weapons
Lit by lamps	29	Hard to hit until it attacks
The Book of Apparent Nonsense	30	Has an internal organ that can be used in making potions or creating magic items
Alcoves	31	Has an unusual gland that creates energy of some kind: light, acid, magical force, fire, air, etc.
Key with a strange shape	32	Has different degrees of spell resistance/physical defense when in different body forms
Something is brewing	33	Has signature body part: gem
Changing shape	34	Has signature body part: magic horn
Griffon	35	Has signature body part: magical eye
A broker of loans	36	Heals self
A magical key	37	Illusions distract attackers or divert attacks
Something was poisoned	38	Immune to acid
A meeting of the nobility	39	Immune to blunt weapons
The sharp beak	40	Immune to certain spells: acid
Courageous	41	Immune to certain spells: charm/sleep/mental control
Barricade of Illusions	42	Immune to certain spells: cold
Sabotage the device	43	Immune to certain spells: electrical
A characteristic of the frog	44	Immune to certain spells: fire
Chickens	45	Immune to certain spells: transmutations
The mechanism is fouled	46	Immune to cold
	47	Immune to fire
	48	Immune to piercing weapons
	49	Immune to sharp weapons
	50	Immune to slashing weapons
	51	Improved/restored by cold attacks
	52	Improved/restored by electrical attacks

TABLE 2-82: SPECIAL DEFENSES AND ABILITIES CONTINUED

Die Roll	Special Defense or Ability	
53	Improved/ restored by fire attacks	<i>A poor substitute</i>
54	Incorporeal travel/phases	<i>Leaves of parchment</i>
55	Ink-cloud type escape	<i>Shriekers</i>
56	Its eggs are very valuable	<i>A characteristic of the octopus.</i>
57	Jet propulsion like squid	<i>Protective coating</i>
58	Leaps	<i>Unstable reality</i>
59	Leaps to attack	<i>Ship captain</i>
60	Levitates/floats	<i>Cracks in the walls</i>
61	Minimum intelligence attribute required to inflict spell damage	<i>Imperfect condition</i>
62	Minimum strength attribute required to cause physical damage	<i>A device of some kind</i>
63	Owns a signature item: amulet	<i>Something went wrong</i>
64	Owns a signature item: orb	<i>A poisoned hand</i>
65	Owns an item it created internally then spat out or secreted; takes time to create another one	<i>Altered doors</i>
66	Percentile magic resistance	<i>Unexpected lineage</i>
67	Pulls itself on strands it fires/throws	<i>In the sarcophagus</i>
68	Reflects all spells	<i>The Plot Twists</i>
69	Reflects spells of particular type	<i>Prehistoric</i>
70	Regenerates	<i>Parchment of Poison</i>
71	Regenerates damage	<i>Draped with beads</i>
72	Rises from dead unless killed by particular substance (holy water, silver weapon, fire, etc)	<i>Curse of the Moth</i>
73	Secondary attack possible after creature hits with its primary attack	<i>Writ of Execution</i>
74	Secondary or rear claws	<i>Unintended consequences</i>
75	Shifts planes	<i>Melting point</i>
76	Splits or fissions when attacked by bladed weapons	<i>Something burned in a strange way</i>
77	Splits or fissions when attacked by fire	<i>What was destroyed</i>
78	Stalks before attacking	<i>Beam of energy</i>
79	Summons or calls animal allies	<i>Hidden person</i>
80	Summons or calls more of its own type	<i>Brain in a jar</i>
81	Swims	
82	Swings from branches/ceilings	
83	Teleports	
84	Thick hide	
85	Three heads	

TABLE 2-82: SPECIAL DEFENSES AND ABILITIES CONTINUED

	Die Roll	Special Defense or Ability
<i>Crimson orb</i>	86	Time stop/slow of some kind
<i>Ululating cry</i>	87	Transforms self to energy form: acid
<i>Cage of dangerous beasts</i>	88	Transforms self to energy form: air vortex
<i>Multi-faceted eyes</i>	89	Transforms self to energy form: electric
<i>A characteristic of the leopard</i>	90	Transforms self to energy form: fire/lava/heat
<i>A symbol in the water itself</i>	91	Transforms self to energy form: ice/snow/pure cold
<i>Goldsmith</i>	92	Transforms self to energy form: magical force
<i>A dangerous misunderstanding</i>	93	Transforms self to energy form: water vortex
<i>Look under the carpet</i>	94	Turns incorporeal
<i>Altered walls</i>	95	Turns into another type of animal/monster for combat
<i>Trap puts you into a cage</i>	96	Two heads
<i>Giant fan blades</i>	97	Uses signature type of steed
<i>Bloodstains</i>	98	Uses signature type of vehicle
<i>In times past...</i>	99	Victims cannot be raised from dead
<i>Ineffable</i>	100	Weakness: additional damage from energy form or damage type such as acid, fire, water, air, earth, magical force

Table 2-83: Distinctive Attributes

	Die Roll	Distinctive Attribute
<i>Evidence of a crime</i>	01	Associated in some way with bandits and brigands
<i>Pattern of speech</i>	02	Associated in some way with pirates
<i>Acts of war</i>	03	Associated in some way with tribal peoples
<i>Dangerous animals</i>	04	Associated in some way with wizards who perform experiments
<i>A distant music</i>	05	Associated with a particular sort of cult: death or disease
<i>Mistranslation</i>	06	Associated with a particular sort of cult: healing
<i>Hidden scroll</i>	07	Associated with a particular sort of cult: regeneration or resurrection
<i>Scriptorium</i>	08	Associated with spirit world; any special powers may derive from this relationship
<i>Pattern of crimes</i>	09	Associates with similar or related animal type
<i>This was actually Plan B.</i>	10	Attempts to depart with prey after a kill or capture
<i>Liquid cube</i>	11	Blind
<i>Priest</i>	12	Brings live victims as food for its young
<i>Face in the wood</i>	13	Builds a signature type of house
<i>Crystal ball</i>	14	Builds nests from sticks, branches, mud, bones, or clay
	15	Builds strange and complex houses, lairs, or nests

TABLE 2-83: DISTINCTIVE ATTRIBUTES CONTINUED

Die Roll	Distinctive Attribute	
16	Builds traps	<i>Encrusted with minerals</i>
17	Can become berserk during battle	<i>Concealed trigger</i>
18	Can change shape	<i>A characteristic of the rat</i>
19	Can communicate with dead, or draw wisdom or strength from ancestors, etc.	<i>A game of skill</i>
20	Can see through solid objects	<i>Succubus</i>
21	Cannibalistic within its own species	<i>Surrounded</i>
22	Caste society	<i>Who will serve as the champion</i>
23	Caste society with different body forms for castes	<i>Disappears</i>
24	Collects gems and shiny objects	<i>About freedom</i>
25	Collects grisly trophies	<i>Hanged until dead</i>
26	Continues attacking for a short time after death	<i>Doorway into stone</i>
27	Cooks its food	<i>Covert operations</i>
28	Does not leave its immediate area because it is spiritually linked with a particular tree, pool, or stone	<i>Surrounded by crystals</i>
29	Does not leave its immediate area because it is subservient to another “mother” creature (possibly of the same form, possibly of a radically different form)	<i>Strange looking device</i>
30	Does not leave its immediate area because it relies on a particular plant for continued life	<i>Inhabited by a monster</i>
31	Easily persuaded with promises of treasure	<i>Reflection of the moon</i>
32	Eats heart or brain of victims	<i>A chapel</i>
33	Engages in ritualized hunting for sport	<i>Dishonor</i>
34	Extraordinarily good hearing	<i>The cloak</i>
35	Extraordinarily good sense of smell	<i>What dreaming eyes might see</i>
36	Fights in highly organized units (whether from intelligence or from instinct)	<i>Surrounded by fire</i>
37	Fishes for food, possibly in an unusual manner	<i>Reproduces a specific thing</i>
38	Flying creature	<i>Loud</i>
39	Flying creature	<i>Our map is wrong</i>
40	Flying creature	<i>A hand's length</i>
41	Flying creature	<i>Wrath of the Runes</i>
42	Flying creature	<i>Laborer</i>
43	Gains strength from death or damage to opponents	
44	Generally inhabit wet areas, either for physical reasons (keeping moist), reproductive reasons, or because a necessary sort of prey lives in wet areas.	
45	Hangs up dead food to “age”	
46	Has a distinctive smell (flowers, burned leaves, etc.).	
47	Has a particular animal it prefers or even craves as food	

TABLE 2-83: DISTINCTIVE ATTRIBUTES CONTINUED

	Die Roll	Distinctive Attribute
<i>It was inhaled</i>	48	Has a racial enemy or opposing species
<i>Diamond pattern</i>	49	Has a strong sense of honor (if sapient) or can be trained as a mount or battle-ally (if non-sapient).
<i>Follow the money trail</i>	50	Has a traditional, hated enemy
<i>Erenvation</i>	51	Has sergeant-type leaders, lieutenant-type leaders, and captains, all with more hit dice than the normal specimen
<i>Ancient memories</i>	52	Has some association with dreams, nightmares, visions, or hallucinations
<i>Adorable little deadly monster</i>	53	Herd animal
<i>Old religion</i>	54	Highly religious, zealous, or spiritual
<i>Peasant Rebellion</i>	55	Highly territorial in a particular area
<i>Where nobles meet</i>	56	Hive mind
<i>This part is torn by strife</i>	57	Hunts in packs
<i>Ghost in the Machine</i>	58	Is associated with a particular type of gem (can detect them, or is often found with them, or can craft them into magic items, etc.).
<i>Hallucinogenic runes</i>	59	Is associated with fire (enjoys heat, or reproduces in fire, or uses unusual fire-based weapon, etc.).
<i>A characteristic of the archerfish</i>	60	Is associated with revenge (used for revenge, created as a revenge, takes revenge on enemies, etc.).
<i>Bird legs and claws</i>	61	Is extremely cowardly
<i>Mermaid</i>	62	Is primarily a scavenger
<i>Discover the person's identity</i>	63	Is tethered to stronger "mother" creature with lifeline
<i>Grant of mercy</i>	64	Its death can cause damage or curse an opponent in some way
<i>Quartz</i>	65	Kept as pets or servants by a more powerful sort of monster
<i>Theater of the Mind</i>	66	Limited or random teleportation ability
<i>Heretical concept</i>	67	Lives in high places (mountaintops, treetops, cavern balconies, high caves, etc.)
<i>An escapee</i>	68	Lives in or spends time in water, but hunts on land
<i>Stepped forward</i>	69	Lives only in extremely wet places
<i>Homunculus</i>	70	Makes a distinctive sound (a hyena's laugh is one example of a creature with a distinctive sound)
<i>Steward to a spell caster</i>	71	Marks off its territory in a distinctive manner: foul-smelling musk, sense of fear, telepathic warnings, skulls on posts, etc.
<i>A mechanical toy</i>	72	Migratory
<i>Holy artifact</i>	73	Mimics voices or sounds
<i>Jaunty</i>	74	Originally created by magic or breeding
	75	Part of species hibernates while another does not
	76	Produces unusual art (possibly valuable)
	77	Recovers hit points or is otherwise strengthened from contact with particular substances or energy sources
	78	Reproduces by fission

TABLE 2-83: DISTINCTIVE ATTRIBUTES CONTINUED

Die Roll	Distinctive Attribute	
79	Requires very hot or very cold temperature to survive	<i>Supernatural speed</i>
80	Requires very wet or very dry environment to survive	<i>Serrated teeth</i>
81	Rides a particular type of mount in battle	<i>A cloak of feathers</i>
82	Spoils areas in which it lives, and has to move on from time to time because of the damage it causes (in underground areas, this might include spoiling the air, depleting the supply of rats, etc.).	<i>Levitates above</i>
83	Steals souls	<i>The water shows the way</i>
84	Symbiotic with a particular type of flying creature (bird, bat, or monster)	<i>Attacks stone</i>
85	Symbiotic with a particular type of insect (possibly giant) or animal	<i>A woman wearing yellow will come to the gates</i>
86	Symbiotic with a particular type of plant	<i>A Perilous Blooming</i>
87	Takes prisoners for breeding	<i>A mixture of conditions</i>
88	Takes prisoners for later meals	<i>A refining process</i>
89	Takes prisoners for minions	<i>A public executioner</i>
90	Telepathic among its own kind (and possibly with other beings)	<i>A characteristic of the bee</i>
91	Tracks its prey to wait for weakness	<i>A temporary phase</i>
92	Tracks potential victims until they are weak	<i>Cinnamon</i>
93	Traditional allies with a more powerful sort of creature	<i>Edge of the precipice</i>
94	Tribal	<i>Notched and damaged</i>
95	Uses drug, potion, or herbs for magical powers	<i>A string tied around a branch</i>
96	Uses drug, potion, or herbs for strength	<i>Dream of a Dead Man</i>
97	Uses materials or surroundings to camouflage itself	<i>Dark shadowed trees</i>
98	Very long reproductive cycle	<i>Forbidden concept</i>
99	Vulnerable to sunlight or moonlight	<i>House of the Planet</i>
100	Washes prey before eating it	<i>Sarcophagus</i>

Table 2-84: Morphological Changes & Phases (Reproductive Cycles)

Die Roll	Nature of Cycle	
01-10	Egg-laying mating type transforms into warriors or workers in an ongoing, non-seasonal cycle. It happens all the time so that there is a constant supply of eggs, egg-layers, warriors, and workers at all times.	<i>A galaxy of stars</i>
11-20	Eggs are laid on land by predominantly aquatic creature, hatch into a feeding-type that lives on land until it transforms into a predominantly aquatic creature that mates in water but lays the eggs on land.	<i>Dreams of the fey</i>
21-30	First phase is a larval eater, and it cocoons or transforms into a traveler-mating form that lays eggs.	<i>Hold my beer</i>
31-40	First phase is a swimmer form, which cocoons or transforms into a land-based hunter or grazer which mates and lays eggs (in water).	<i>An attribute of a virus</i>

TABLE 2-84: MORPHOLOGICAL CHANGES & PHASES (REPRODUCTIVE CYCLES) CONTINUED

	Die Roll	Nature of Cycle
<i>Unusual type of perception</i>	41-50	First phase is egg-layer, eggs hatch into food-finder, food-finder transforms into mating form (traveler and possibly fighter for mates), mating form transforms into egg-layer.
<i>Big pottery jars</i>	51-60	First phase is egg-layer, second phase combines food-finder, warrior, and mating form, second phase cocoons or otherwise transforms into the egg-layer type.
<i>An information source</i>	61-70	First phase is the egg-layer, second phase is made up of three separate morphological forms: food finders, warriors, and mating form of one sex. Warriors transform into egg-layers in the right season, which the mating-form members compete over.
<i>Salt pork</i>	71-80	First phase is the egg-layer, second phase is made up of two morphological types; neuter workers and a “hermaphrodite” warrior-mating form. These warriors probably fight a lot, since otherwise a hermaphrodite form would create lots of population. A failure of this fighting cycle could lead to a horde forming, which could be a nice adventure hook. Perhaps the hordes are periodic, too.
<i>The dark of the moon</i>	81-90	Hermaphrodite form lays eggs and then dies; half the eggs hatch into a traveler-defender form that goes out to build nests for the other half of the eggs. Second half of the clutch hatches into more hermaphrodite egg-layers.
<i>Fey influence</i>	91-00	Mating form lays eggs and dies; eggs hatch into a traveler-defender form which goes out to build new nests or hives, then cocoons or transforms into the mating form. One form probably builds nests, and the other one probably picks nice nests and fights over them in competition (health, fighting ability, plumage, etc.). The two mating-forms might look utterly different, here.
<i>Cattle-killer</i>		
<i>Edge of the flames</i>		
<i>Avalanche</i>		
<i>Concealed agenda</i>		
<i>Windstorm</i>		
<i>One who sings</i>		
<i>It was a terrible idea, I admit.</i>		
<i>A fey guardian</i>		
<i>Consumes too much</i>		
<i>An unknown person</i>		
<i>A primitive stock market</i>		
<i>Historian</i>	01-05	Alpha Organized Clan – strongest in group is leader by virtue of combats or contests and assigns breeding rights. Beta types remain in group as followers. This might or might not be linked to biological sex and/or gender, and “strongest” might mean a different type of strength than physical (e.g., magical, spiritual, ability in a particular contest).
<i>Held in stasis</i>	06-10	Democracy – group decision making based on vote or consensus
<i>Source of material</i>	11-15	Gerontocracy – oldest living creature is top ruler, probably with other elders helping at lower levels
<i>Red window</i>	16-20	Gynarchy – females lead
<i>Envenomed nails</i>	21-25	Magocracy – most powerful spell caster is the leader
<i>Festival of Cows</i>	26-30	Matriarchy – oldest capable female in family leads
<i>Concealed monster</i>	31-35	Meritocracy – leaders are a council or other ruling body selected based on their intelligence or another measure of merit (strength, speaking skills, etc.).
<i>Pits</i>	36-40	Meritocracy – those who can solve a particular puzzle or survive a particular challenge are the leaders
<i>A cattle buyer</i>	41-45	Monarchy – hereditary leader
<i>Badly constructed</i>	46-50	Monarchy – leader chosen by nobles
<i>Highly contagious</i>	51-55	Morphocracy – Creature with longest legs, arms, tentacles, etc. is the rightful leader
<i>An Uneasy Peace</i>	56-60	Morphocracy – Largest creature is the rightful leader

Table 2-85: Social Organization of Sapient Monsters

	Die Roll	Mode of Organization
<i>Unusual type of perception</i>	01-05	Alpha Organized Clan – strongest in group is leader by virtue of combats or contests and assigns breeding rights. Beta types remain in group as followers. This might or might not be linked to biological sex and/or gender, and “strongest” might mean a different type of strength than physical (e.g., magical, spiritual, ability in a particular contest).
<i>Big pottery jars</i>	06-10	Democracy – group decision making based on vote or consensus
<i>An information source</i>	11-15	Gerontocracy – oldest living creature is top ruler, probably with other elders helping at lower levels
<i>Salt pork</i>	16-20	Gynarchy – females lead
<i>The dark of the moon</i>	21-25	Magocracy – most powerful spell caster is the leader
<i>Fey influence</i>	26-30	Matriarchy – oldest capable female in family leads
<i>Cattle-killer</i>	31-35	Meritocracy – leaders are a council or other ruling body selected based on their intelligence or another measure of merit (strength, speaking skills, etc.).
<i>Edge of the flames</i>	36-40	Meritocracy – those who can solve a particular puzzle or survive a particular challenge are the leaders
<i>Avalanche</i>	41-45	Monarchy – hereditary leader
<i>Concealed agenda</i>	46-50	Monarchy – leader chosen by nobles
<i>Windstorm</i>	51-55	Morphocracy – Creature with longest legs, arms, tentacles, etc. is the rightful leader
<i>One who sings</i>	56-60	Morphocracy – Largest creature is the rightful leader
<i>It was a terrible idea, I admit.</i>		
<i>A fey guardian</i>		
<i>Consumes too much</i>		
<i>An unknown person</i>		
<i>A primitive stock market</i>		
<i>Historian</i>		
<i>Held in stasis</i>		
<i>Source of material</i>		
<i>Red window</i>		
<i>Envenomed nails</i>		
<i>Festival of Cows</i>		
<i>Concealed monster</i>		
<i>Pits</i>		
<i>A cattle buyer</i>		
<i>Badly constructed</i>		
<i>Highly contagious</i>		
<i>An Uneasy Peace</i>		

TABLE 2-85: SOCIAL ORGANIZATION OF SAPIENT MONSTERS CONTINUED

Die Roll	Mode of Organization	
61-65	Other – some other creature (wolves, oozes, members of special tribe) choose the leader	<i>Gladiators!</i>
66-70	Patriarchal – oldest capable male in family leads	<i>Floating at the top</i>
71-75	Tribal – divided leadership between a spiritual leader and a war leader. Sometimes there might also be a chief who handles non-spiritual leadership during peacetime.	<i>Circle of ravens</i>
76-80	Tribal – elected leader	<i>Rescue people from a collapsed building</i>
81-85	Tribal – hereditary chief	<i>Insanity</i>
86-90	Tribal – leader selected by omens	<i>Peasant Unrest</i>
91-95	Tribal – religious leaders	<i>The stars bring bad omens</i>
96-00	Tribal – trial by combat for leader	<i>Burglary</i>

Table 2-86: Common Identifying Features of Highly-Intelligent Creatures

Die Roll	Feature	
01-10	Large eyes	<i>Bronze statue</i>
11-20	Large head	<i>One who holds</i>
21-30	Levitates	<i>Payment from an unknown source</i>
31-40	Long fingers or fingernails	<i>Temporary sapience</i>
41-50	Rides monstrous steed	<i>When the wind dies</i>
51-60	Surrounded by army of minions	<i>House of the Necromancer</i>
61-70	Uses staff as weapon	<i>Acts of neutrality</i>
71-80	Very attractive appearance	<i>An attribute of the sloth</i>
81-90	Visible brain	<i>Magical engine</i>
91-00	Wears jewelry	<i>Changing height</i>

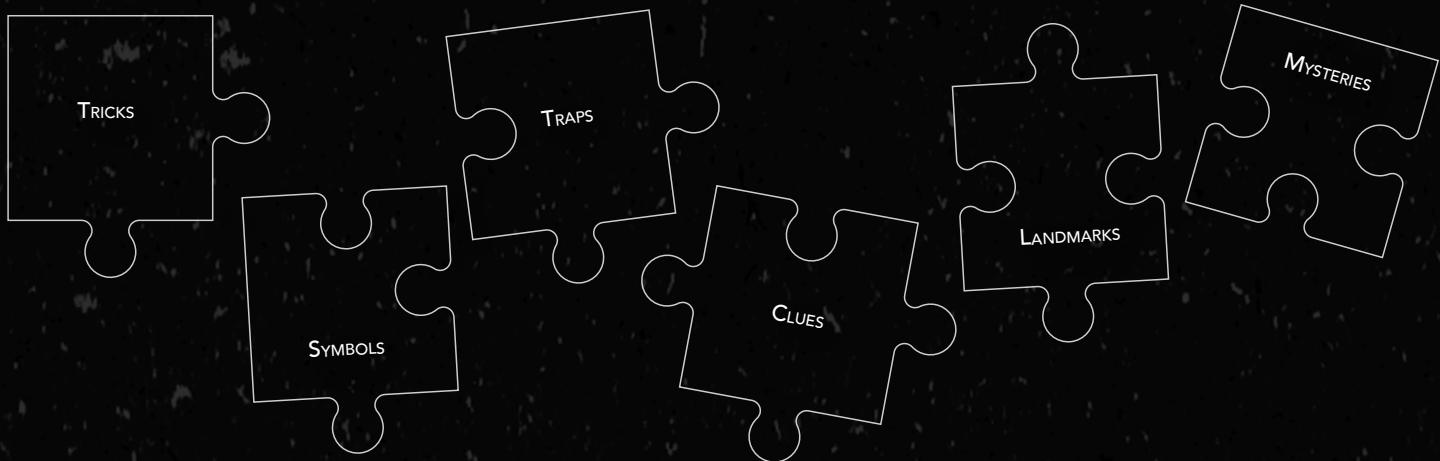


HOME OF
ADVENTURE
DESIGN

CHAPTER THREE

DUNGEON DESIGN

Introduction to Chapter Three	193	The Map	230
The Creative Process.....	194	Introduction	230
Part One:		Holistic Dungeon Generation	230
Basic Elements of Adventure Design.....	196	Dungeon Areas	231
Overview of the		Placing Landmarks.....	252
Basic Adventure Elements.....	196	The “What Comes Next” Method	288
Part Two:		Tricks	294
Designing A Dungeon Adventure.....	205	Method 1: The Wild Card Matrix	295
Introduction to Part Two.....	205	Method 2: Tricks By Category	296
Mysteries and Clues	206	Trick Categories.....	298
The Concept of Mystery in a Dungeon		Magical Conditions and Curses	333
Adventure	206	Traps.....	347
Underlying Truth:		Traps, Generally	347
The Backstory	206	Basic Traps	347
Types Of Information.....	214	Complex Traps	362
Generating Magical Symbols	226	Dungeon Dressing.....	371
Codes and Ciphers	227	Miscellaneous Useful Tables.....	377
Generating Riddles	229		



INTRODUCTION TO CHAPTER THREE

The previous two books of this series contain tables that are designed to spark ideas: the first book addressed missions and villainous plans, and the second book focuses on monsters. This third book, on the other hand, takes for granted that you have already chosen the starting point of a subterranean setting, and provides a vast array of tables designed for this specific type of adventure. Part One addresses certain general elements that are key to any adventure, subterranean or not, and the remainder of the book is specifically about adventures in the dark depths of the earth.

THE CREATIVE PROCESS

DUNGEON DESIGN

Stockade

Everyone has a share

It's similar, but not exactly

Indoor garden

Consumes a particular resource

Trapped in the mountains

A meeting of heroes

Ants

A thing that turns

Aquarium

Circle of beliefs

Unexpected loyalty

Secondary trap

Forbidden rites

This part contains manufacturing

Altered doors

Copper serpent

Basilisk

Rescue the captives

Forbidden worship

A characteristic of the earwig

Left open

There was one silver lining

A wedding took place

Yellow orb

Fountain of wine

Distorted shape

There are four general steps in the creative process of designing a dungeon adventure using this book. Don't try to follow them as a checklist, but it's useful not to go into the process completely blind, especially when your brain starts to hurt. The steps are:

Overload Synthesis Sculpting Building

CREATIVE OVERLOAD

When you start using the tables in this book you will immediately encounter "overload," a ridiculous mishmash of adjectives and concepts that contradict each other, sound stupid, and pile upon each other in an excess of details. This is actually a vital step in the creative process. Somewhere in your life you have probably encountered the institution of the "Brainstorming Session." The idea of a brainstorming session is to get several people together with a chalkboard, easel, or some other way of writing down ideas where everyone in the group can see them. The leader of the group poses whatever problem or objective the group is supposed to handle, and starts taking ideas. No idea is too far-fetched, no idea is stupid, no idea is impractical – at least, not at this point. This phase of a brainstorming session corresponds to the overload of stories, adjectives, names, and concepts generated by using the tables in this book. As an adventure designer, you don't have a creative team to sit down and generate a host of ideas – you have to do it alone. This book provides the equivalent of the creative team, tossing a multiplicity of ideas into the mix without any particular rhyme or reason. Creative overload is often mentally uncomfortable; it pushes beyond the normal limits of what the mind can easily hold at one time. How we suffer for our art. This is the point where you have a dungeon with one name, a level of the dungeon with another name, a part of that level with yet another name, plus a load of items and architectural elements with long strings of adjectives attached to each and every one. Not only that, but most of the adjectives are vague or even ambiguous.

Because I designed them that way.

CREATIVE OVERLOAD

At the beginning of Lewis Carroll's "Jabberwocky," everything is unformed; nonsense words crowd upon the reader to form inchoate images. It's brillig, we know, and there's a mishmash of undefined activity – slithy toves are gyring and gimbling all over the place, or at least in the wabe, possibly elsewhere. Mome raths are outgrabing, apparently independent of all the action at the wabe. The borogoves are in a state of mimsiness. The reader is in a state of confusion. This part of the poem corresponds to creative overload, and Lewis Carroll is doing it on purpose, just as I do in this book.

SYNTHESIS

This is the next step in the creative process, and it's a bit more comfortable than the process of deliberately overloading your mind with a babble of concepts and images, but not much. In the traditional brainstorming session, the synthesis phase isn't a group experience; each individual in the group starts to gather strange threads of ideas, little connections between some elements of the "there are no stupid ideas" mishmash on the chalkboard or easel or whatever. This is the point in the adventure-design process where you will start to get flashes of visual imagery, and notice that certain elements of the mix contain interesting themes.

CREATIVE SYNTHESIS

In the next stanza of the Jabberwocky, a theme begins to develop. There is a father, a son; threats to their well-being have surfaced to disturb this otherwise brillig place. There are one or more jubjub birds, a wandering bandersnatch, and above all, the Jabberwocky. No wonder the borogoves mimse; wouldn't you?

SCULPTING

Now you begin the process of working your way back into the mental comfort zone by chopping out what doesn't connect with the themes that began appearing as you synthesized and assimilated the original welter of ideas. Here's the problem: you've got a massive pile of adjectives to describe things. Here's the tool: themes and visual images have started to appear in your creative mind ... although some of them may be mutually exclusive. A particular annoyance is that there might even be two separate adventures floating around in your head at this point, two different interpretations of the soup of ideas. Here, at last, is the solution: begin changing the vague "names" of things into mere descriptions. "Zar's Inimitable Red Throne of Nothingness and Traps" gets snipped into "The Red Throne," and it's got a trap that disintegrates (into "nothingness") anyone who sits in it. Zar is the wizard responsible for this bad-idea piece of home furnishing. Scrap "inimitable," because you've already got what you need. Here's a different take on the throne, though. What if it was a project, not an item? Maybe it's part of the backstory, Zar's effort to imitate a throne he'd seen described in an ancient book? Hey, maybe it's a red book, and the trap isn't about the physical throne, it's about the book. Put some of Zar's journals into the dungeon for the players to find, describe a storehouse full of trap components the characters can use against monsters, and you're ready to rock along a completely different direction. Ambiguity is your volleyball: toss it around before you spike it into the court.

SCULPTING

In the third, fourth, and fifth stanzas of the Jabberwocky, the initial mishmash of the first stanza gets resolved into a thread of purpose and action – even a bit more geography, although the exact location of the tumtum tree relative to the wabe is ... vague at best. Still, two points define a line, so the geometricians will be comfortable even if the cartographers remain deeply unsatisfied. And a line gives you a direction. Position yourself at a point on that line (don't use a tumtum tree – it's been done), do a bit of uffish thought, and then it's time to take your vorpal sword and begin cutting out what doesn't belong. Snicker-snack, and we are on to the next phase.

BUILDING

Now that you have pared things down from the Cthulhu-esque welter of ultimate chaos, you will find that an adventure is beginning to take shape in your mind, like a partially completed jigsaw puzzle. By culling out the parts that didn't fit, you've opened up some gaps. But at this point, you'll start getting some very clear, precise ideas about how to fill in the gaps. The creative process is opened up! Suddenly – and I promise this – you will find that you are coming up with great ideas of your own, sparked by the initial chaos but completely novel. Now you are in the most comfortable and productive mental space, firing on all cylinders. You're in the zone.

BUILDING

In the final stanza of the "Jabberwocky," Lewis Carroll wraps it all up. You've got a gleeful father, a son who's triumphant enough to do a bit of galumphing, and, all told, it's a pretty damn frabjous day. The nonsense words fit, now, and the reader can figure them out. From the perspective of the reader, the poem now sculpts itself backward into a story. In retrospect, the nonsense all makes sense. The poem is finished, bringing order out of chaos. From your perspective as an adventure designer, you're working on something that's structurally a bit different from a poem, since our task here is more open-ended. For instance, there might be a conspiracy of drow behind the slithy tove incursion ...

To summarize, this book is an immense Jabberwockatorium, in which you can choose to gimbble about in one or more specific parts, or through which you can galumph toward a well-defined objective. The choice is yours.

"The DM will have to respond to superior play by extending himself or herself to pose bigger and better problems for the party to solve."

-Gary Gygax, 1978

Captain of a river barge

Submerged

Weapon is cursed

What was left behind?

Writing is cursed

Doors open only in magical silence

Probably tomorrow

Stepped forward

Storm damaged

A broker of gems and jewels

Barricade of illusions

Smuggling

A casino

Radially symmetric

Goes across the barrier

Hypnotic movements

Waiting for the arrival

Circle of friends

Speckles of light

Eats a specific substance

A characteristic of the wild boar

Gallery

Acts of neutrality

Wraiths

Spiders

Any port in a storm

The biscuits are delicious

PART ONE: BASIC ELEMENTS OF ADVENTURE DESIGN

A missile trap

Shortage of air

Substitution

Steal the ship

A hawk

Altered circumstances

Mastiffs

Sawdust

Fashioned of wire

Bottle of poison

The proper sequence

Alcoves

Curse of the Wanderer

Astrology

Mirage

Attacks metal

Curtained-off area

The wrong symbol

A characteristic of the slug

Ceremonial trident

Nobody ever looks up

The mouse dances about happily

Old memories

At the gibbous moon

Wrath of the Vessel

A cattle breeder

A characteristic of the badger

A mix of elements

Chapter One has already introduced a series of broadly stated elements for a masterpiece adventure, creating a sort of checklist (see the Side Box). This section, down here all the way in Book Three, is about “how to build,” not “what to end up with,” so it has a different set of factors. The Book Three approach reflects the fact that all the elements described in Book One are actually, in practice, all mixed up together when it comes to creating them. They only resolve themselves into nice, neat, categories once the process is finished and the results are polished up.

ELEMENTS OF THE ADVENTURE

The Book One Approach

1. Backstory
2. Location
3. Opposition
4. Variation of Challenge
5. Exploration
6. Race Against Time
7. Resource Management
8. Milestones and Conclusions
9. Continuation Options

The Book Three Approach

The Time Element: some sort of race against time, possibly a major factor, possibly a minor factor

The Motivational Element: what makes the players choose this adventure

The Information Element: what do the players start out knowing, what do they learn while adventuring that can help them, and what previously unknown thing have they learned at the end

The Tactical Element: what sorts of physical features are the memorable “standouts” in the adventure, and how can the players use these to their advantage

The Monstrous Element: who or what is actively fighting back?

The Movement Element: is your map well designed as a game board?

The Miscellaneous Element: other types of challenges

OVERVIEW OF THE BASIC ADVENTURE ELEMENTS

Certain elements appear in every good adventure, and if one of them is lacking, you have missed an opportunity. Most adventures focus more heavily on some elements than others, and the different emphasis of one element over another can create highly distinct adventures. However, each element is a dimension that should not be entirely omitted, even from an adventure that is dominated by another element. For example, an adventure designed to be a high-tension race against time will still suffer if the combats don’t contain interesting tactical elements. An adventure that focuses on an extremely creative new monster will still suffer if it takes place on a boring map. Keep these in mind while designing the adventure, and use them as a checklist after you’re done, because some degree of attention should be paid to each of these factors:

- The Time Element: some sort of race against time, possibly a major factor, possibly a minor factor
- The Motivational Element: what makes the players choose this adventure
- The Information Element: what do the players start out knowing, what do they learn while adventuring that can help them, and what previously unknown thing have they learned at the end
- The Tactical Element: what sorts of physical features are the memorable “standouts” in the adventure, and how can the players use these to their advantage
- The Monstrous Element: who or what is actively fighting back?
- The Movement Element: is your map well designed as a game board?
- The Miscellaneous Element: other types of challenges

THE TIME ELEMENT: RACING AGAINST TIME

The most important feature of any adventure is the race against time. Virtually all good adventures contain some sort of race against time, although *the degree to which the race against time is a feature of the adventure can vary quite a bit*. In a lair-type adventure, a pressing race against time can be used to prevent the adventure from dragging. On the other hand, in a mega-dungeon where player choice is at its maximum, the race against time might be little more than limitations on food and light, hit points and spells. Every delay to check for secret doors or inspect areas for potential traps increases the risk that the adventurers will be attacked and weakened by wandering monsters before they can find one of the dungeon's treasure hoards, but the pressure of a rescue or a villain's plan coming to fruition isn't used to create any further time constraint. All these elements; the traps, the secret doors, the wandering monsters, and the treasure hoards come together to create a low level of time pressure that keeps things moving without building tension to a high level. Both methods of structuring the pace of an adventure can create an enjoyable gaming session.



It is worth noting that one adventure type reverses the “race against time” concept, and that is the “hold out for reinforcements” type of adventure in which the characters are under a siege of some kind but can expect help if they can hold out long enough. In this case, it is the monsters, rather than the players, who are faced with the adventure’s underlying race against time.

Table 3-1: Types of Races Against Time

Die Roll	Nature of Race
01-04	An item held by the party (e.g., a magic staff) or a protective spell loses power as time passes
05-08	A villainous plot will come to fruition shortly unless the players can stop it from happening (the volcano erupting, or the rain of fire starting, as examples)
09-12	Another group of adventurers is racing for the same prize, reward, or achievement as the party
13-16	Crops will fail if solution is not found
17-20	Environmental conditions in the area are becoming more dangerous as time passes (hotter, more smoke, water rising, etc)
21-24	Income tax on the characters' prospective treasure increases (as a percentage) over time
25-28	Living expenses are very high
29-32	Monsters are building or creating a powerful weapon (probably magical, but possibly something like a siege engine that must be taken out)
33-36	Monsters or opponents receive reinforcements as adventure proceeds
37-40	Monsters will change to more powerful form at a certain time
41-44	Monsters will receive large reinforcements at a certain time
45-48	One of the characters or an NPC working with the party suffers from a disease, poison, or curse that takes hold or has an increased effect as time passes. Avoiding lycanthropy, getting to a cleric before a body is too long dead to be raised, and other such situations are good examples.
49-52	Prisoner may be executed by justice system
53-56	Prisoner may be killed by kidnappers
57-60	Ransom is being increased for prisoner or kidnap victim over time
61-64	Reward is predicated on success by a certain time
65-68	Reward is reduced with every day spent

When the red planet is in the second house

Lichen

Flashes of light

Paying the piper

Unstable ceiling

A thing that slides sideways

Passed on by word of mouth only

Strange and similar to oil

The Book of Whispers

Human-headed

In the fishpond

Six turns of the gear

Bride of the Monster

Sacks of beans

Shadow theory

A word in the wrong ear

Concealed book

Many-jointed legs

Trapped in the sounds

Restless dead

Infected by something

Dream of a Dead Man

Concealed entrance

Hidden motives

Deceptive writing

Ancient portal

Out of season

TABLE 3-1: TYPES OF RACES AGAINST TIME CONTINUED

	Die Roll	Nature of Race
<i>Protective coating</i>	69-72	Snowfall, sandstorm, or avalanche will prevent access to adventure location after a particular time
<i>Kept in quarantine</i>	73-76	Specific valuable treasure will be destroyed at a specific time (sacrificed, for example)
<i>Voice of shadow</i>	77-80	The ability to enter and leave the dungeon or adventure area will become more difficult after a certain time period elapses (as opposed to closing entirely)
<i>A bodyguard</i>	81-84	The characters have an ally or information source who will be discovered or shut down after a certain period of time (a traitor in the bandit stronghold who will certainly be discovered soon, for example)
<i>Temporal retractor</i>	85-88	The characters will be discovered or identified in a certain (probably unknown) period of time and they must work quickly to obtain their objectives before this happens
<i>Changing goals</i>	89-92	The characters' basic provisions (or their air) will run out – desert adventures where water supplies are limited are a classic example.
<i>A paradox of magic</i>	93-96	The party's patron suffers from a condition that will kill him, transform him, or make him unable to pay the party if too much time passes
<i>Wreathed in smoke</i>	97-00	Treasure is something that deteriorates or drops in value over time
<i>That's not going anywhere</i>		
<i>The sequence</i>		
<i>Book of songs</i>		
<i>Hidden book</i>		
<i>Where the musicians are</i>		
<i>Attack the citadel</i>		
<i>Two diseases</i>		
<i>Religious Riots</i>		
<i>Goblins are responsible</i>		
<i>Problems underfoot</i>		
<i>Giant statue</i>		
<i>Copper spear</i>		
<i>Orange rune</i>		
<i>Academic disagreement</i>		
<i>Asteroid-creature</i>		
<i>A baker</i>		
<i>Attacks authority</i>		
<i>Cone-shaped</i>		
<i>Goblins at work</i>		
<i>Old concepts</i>		
<i>Tactics: retreat to prepared position</i>		

THE MOTIVATIONAL ELEMENT: “SELLING” THE ADVENTURE TO THE PARTY

Another very important factor in all adventures is making the players *want* to undertake the adventure. Unless you want your campaign to be an endless series of situations in which the characters are forced into adventure after adventure dint of blackmail, high-handed kings, and other “railroading” devices, you will need to entice the players into choosing the “prepared” adventure of their own free will. Good refereeing is a matter of letting the players choose their courses of action, but that doesn’t mean you can’t dangle the carrot in front of them to nudge them toward the adventures you’ve planned. Your adventures should be posed as opportunities, not necessities. Of course, every rule is made to be broken from time to time, but in general you should think about two things: (1) the players should see – and you have to communicate – the opportunity for a dramatic, interesting good time, and (2) you should play to the ever-present player motivations of experience and gold, which are the underlying forces of motivation embodied in the game rules; or to the desire for fame or moral achievement, which might or might not be important factors to your individual players. Make sure that the players can see and perceive the adventure as an opportunity to gain fame, fortune, and buckets of gold for their characters. They’ll take the bait every time.

Table 3-2 lists several “carrots” that can be offered by the adventure – or unusual awards that might be gained whether or not they were revealed as possibilities to the players before the start of the adventure.

Table 3-2: Enticements to Peril

	Die Roll	Enticement Offered by Adventure
<i>A baker</i>	01-03	Ability to move inconspicuously in certain groups
<i>Attacks authority</i>	04-06	Additional form of movement: swim or breathe water, fly, teleport, etc)
<i>Cone-shaped</i>	07-09	Better equipment
<i>Goblins at work</i>	10-12	Bonuses to saving throws under certain circumstances
<i>Old concepts</i>	13-15	Cure disease
<i>Tactics: retreat to prepared position</i>	16-18	Enhance alertness
	19-21	Enhanced ability to cast spells

TABLE 3-2: ENTICEMENTS TO PERIL CONTINUED

Die Roll	Enticement Offered by Adventure	
22-24	Enhanced ability to hear	<i>A collar of feathers</i>
25-27	Enhanced ability to see	<i>Uses a specific key</i>
28-30	Gain experience points or levels	<i>Window of opportunity</i>
31-33	Gain forgiveness or pardons for prior actions	<i>Tin plates and cups</i>
34-36	Gain hit points	<i>Surrogate Mother</i>
37-39	Improve physical appearance	<i>The touch of a hand</i>
40-42	Improve rate of attacks or speed of actions	<i>Pits</i>
43-45	Improvement in combat initiative	<i>Striped pattern</i>
46-48	Improvement in movement rate	<i>Doppelganger</i>
49-51	Improvement or bonus to class ability (turning undead, picking locks, etc)	<i>Find the cargo</i>
52-54	Increased strength or other ability score	<i>Hidden scroll</i>
55-57	Learn additional language	<i>Thunderstorm</i>
58-60	Money payment(s) from patron	<i>Contrary forces</i>
61-63	Permit travel (casting of teleport, creation of planar gate, opening of dimensional gateway, etc)	<i>Adorable little deadly monster</i>
64-66	Permit travel (required documents, safe-passage, etc)	<i>The oracle said yesterday</i>
67-69	Provide needed equipment	<i>The sludge-pipes</i>
70-72	Receive useful information	<i>Webs of thought</i>
73-75	Remove a curse	<i>Trapped in a dimension</i>
76-78	Remove or reverse aging	<i>It was expelled</i>
79-82	To-hit or damage bonuses in certain circumstances	<i>Dangerous walls</i>
83-85	Treasure: ancient hoard	<i>Copper statue</i>
86-88	Treasure: famous gem(s) or jewelry	<i>Acidic</i>
89-91	Treasure: magic items known to be present	<i>Bone casket</i>
92-94	Treasure: legendary magic item or artifact	<i>Liquid, solid, gas</i>
95-97	Treasure: deeds or documents of ownership	<i>Steam vent</i>
98-00	Treasure: fabulous furnishings	<i>Turned to vinegar already</i>

THE INFORMATION ELEMENT

A good adventure begins with snippets of information the players can use, should provide both useful and useless clues in the middle of the adventure, and conclude with (or develop as the adventure progresses) some sort of “revelation” that most people don’t know. The revelation doesn’t have to be anything earth-shattering; it could be as simple as the fact that the monsters came into this area because there is a famine in their normal hunting grounds. In many cases, the revelation is either why the area became dangerous (see Tables 3-6, 3-7, 3-8 and 3-9 for ideas) or the fact that the monsters are actually in the service of some greater threat. In many cases, the revelation of this underlying mystery may be the starter knowledge for another adventure if the players decide to act upon it, but this isn’t necessary and can actually begin to feel formulaic if the “new adventure hook” becomes a standard feature of each and every one of your adventures, session after session.

THE TACTICAL ELEMENT

Certain types of challenges are common to all adventures, whether wilderness or subterranean. The table below can be used for minor challenges (similar to solving a trap or trick) but they can also be used to get ideas for the sorts of large challenges that define a mission. For instance, the entry “close” on the table might be used as the solution for a minor trick, or it might spark the idea of closing a planar gate that has been unfortunately or untimely opened.

Every adventure should have at least a couple of real showcase locations, but these aren’t necessarily tactical. They might be something that’s just visually striking, or a really interesting “boss” monster, or a mental challenge. Even if it’s not one of the showcase locations, though, an adventure should contain at least one area where pure skill on the part of the players has a huge effect on the outcome of a combat there.

Table 3-3: Topographical and/or Tactical Challenges

Die Roll	Nature of Topographical/Tactical Challenge
01-03	Attach properly
04-06	Balance upon
07-09	Break (out, down, or through)
10-12	Chase after or race against
13-15	Choose between
16-18	Climb down to
19-21	Climb up to
22-24	Close
25-27	Detach properly
28-30	Drop into
31-33	Duck beneath
34-36	Find something
37-39	Fish out
40-42	Go across
43-45	Go through
46-48	Go under
49-51	Jump over
52-54	Listen to
55-57	Look at
58-60	Make a noise with
61-63	Make something from available elements
64-66	Move something
67-69	Open
70-72	Pit strength against
73-75	Reach into
76-78	Ride
79-82	Smell or taste
83-85	Squeeze through
86-88	Swing from
89-91	Talk to
92-94	Worry about breaking
95-97	Worry about falling from
98-00	Worry about something moving

TACTICAL SITUATIONS

Tactical situations are built mainly upon the premise of getting yourself into the best position to gain an advantage. A more subtle use of tactics is not only to place yourself to best advantage, but also to push the enemy into a position of disadvantage. Forcing the enemy into a particular location is not well represented in most rules, however.

Trapped in the illusions

Attack the citadel

Temporal expander

Ankheg

Evidence of magic

Barracks

The messenger was delayed

Sand in the hourglass

Dryad

Silver mouse

Thunder

Muddy streets

Big baskets containing chickens

An attribute of a fish

Concealed door

The birds show the way

A body was stolen

Authority figure

Bioluminescent fungus

Wreathed in vines

Temporal transition

Labor Riots

He was lost on a quest

Hangman

Bronze statue

A pair of aces

This part is badly damaged

Table 3-4: Specific Tactical Situations

Die Roll	Nature of Tactical Setup	
01-03	High ground advantage: certain points are more defensible because of a higher altitude	<i>Pressure plate</i>
04-06	High ground advantage: certain points are the best vantage for attack because of a higher altitude	<i>A characteristic of the stick insect</i>
07-09	Balconies: flight and falling objects come into play as tactical features	<i>Engaged in a joint task</i>
10-12	Balconies and stairs: flight and falling objects come into play as tactical features, along with controlling the access to these areas	<i>They have not elected a new Pope yet</i>
13-15	Periodic (random) hazards at predictable places: lava fountains or rising spikes make certain areas dangerous at random intervals	<i>Black flames</i>
16-18	Periodic (predictable) hazards at predictable places: lava fountains or rising spikes make certain areas dangerous at exact, predictable intervals	<i>A flower of mist</i>
19-21	Major hazard at a particular point, surrounded by area of high risk and reward: this might include a “brainstone” that requires anyone within ten feet to make a saving throw or fall into babbling idiocy for several hours – but anyone making the saving throw gains a major bonus on to-hit rolls, or can “see” what the enemy is doing through their own eyes for several hours. Getting to it first would provide a major advantage. This sort of tactical goal allows the players to make significant decisions that can affect the outcome in unusual ways; should they take the risk, or not?	<i>Mysterious and Nocturnal</i>
22-24	Major hazard at a particular point is surrounded by area of high risk, but provides a significant short cut to movement or to a tactically beneficial location. If you’re willing to run the gauntlet, you can reap the rewards if you survive intact enough to do so. Once again, tactics is all about maximizing player decision-making	<i>Ancient machine</i>
25-27	Areas in which standard abilities do not function: dead magic, etc.	<i>The citadel has fallen</i>
28-30	Areas in which standard abilities are weakened: ability scores, etc.	<i>Constitution</i>
31-33	Particular weapon required, usually an odd one. This might be in a “death arena,” or a monster might have a particular vulnerability, or a curse might make it impossible to use all non-clay weapons, or the characters might have lost their normal weapons and are forced to improvise.	<i>Snakes</i>
34-36	Areas in which standard abilities are altered (underwater, for example)	<i>Grains of sand</i>
37-39	Areas in which potential shields rise and lower (walls, actual shields, wooden partitions, etc).	<i>Lion-headed</i>
40-42	Areas which rise and sink in a predictable fashion: being in the right place at the right time gives you the advantage of the high ground – but not forever, because the platform or whatever will sink back down again.	<i>In the sarcophagus</i>
43-45	Areas in which shifting visual partitions close off line of sight: mists and fog banks would be an example.	<i>Prices are rising</i>
46-48	Situations where unusual vehicles or modes of movement must be used: hang-gliding using huge leaves, or teleporting from disk to disk would be examples.	<i>A characteristic of the beaver</i>
49-51	Situations where the effect of movement is partially random (affected by gusting winds, tides, or small teleportation errors, for example).	<i>A demon</i>
52-54	Situations where explosives can be set off (rooms with scattered barrels of flammable oil, for example). Players love chain reactions from explosions, too.	<i>A pattern of spiders</i>
55-57	Areas where slippery floors affect movement and/or fighting	<i>Curse of the Mad Machine</i>
58-60	Areas with obvious traps that could be used tactically	<i>A refining process</i>
61-63	Areas with lots of stairs, platforms, and other features allowing three-dimensional combat tactics	<i>Necklace with rotating gem</i>
64-66	Area containing a “victory” point; you get there, you win (or escape, depending on the situation)	<i>Tines, tongs, forks and prongs</i>
67-69	Area containing things that can heal or strengthen you	<i>When copper crosses iron</i>

TABLE 3-4: SPECIFIC TACTICAL SITUATIONS CONTINUED

	Die Roll	Nature of Tactical Setup
<i>Three triangles</i>	70-72	Area containing cool weaponry in hard-to-reach places
<i>Is lacking fuel</i>	73-75	Areas with levers to pull and buttons to push, with various effects
<i>Very charismatic</i>	76-78	Areas where spells have unusual effects; possibly weapons or movement also (underwater, for example)
<i>Curse of the Forgotten One</i>	79-82	Area where “normal” vehicle must be used; boats and rafts being the best example; horses, wagons and mine carts being other examples
<i>Hunting</i>	83-85	Low gravity or no-gravity area
<i>Circle of Goblets</i>	86-88	Area where life support is required; underwater or in airless environment, for example.
<i>Yellow magic</i>	89-91	Shifting gravity, areas with varying degree of gravity, or rotating environment (balconies and walls in a rotating environment work well for changing the tactical value of the fixtures).
<i>Green cube</i>	92-94	Area where things of tactical value appear or disappear
<i>Everyone was deceived</i>	95-97	Areas where vision is unreliable; areas of darkness, mist, magical blindness, magic masks with no eyeholes, hallucinations, and illusions are all examples.
<i>A parliament of owls</i>	98-00	Situation in which a particular code of conduct must be followed (subdue opponents only, accept surrenders, etc.).
<i>Tactics: trip wires</i>		
<i>Floating at the top</i>		
<i>Ribbons, bells, and decorations</i>		
<i>Glassblower</i>		
<i>Decorated with cloth</i>		
<i>Chitinous</i>		
<i>Teamster</i>		
<i>Strange form of motion</i>		
<i>Corrupted by strange contact</i>		
<i>Subaqueation</i>		
<i>Protecting the eyes</i>		
<i>Draped in jewelry</i>		
<i>Hellhounds</i>		
<i>Shadow curtain</i>		
<i>Fate in the earth</i>		
<i>Acts as a test</i>		
<i>There were too many complaints</i>		
<i>Crown of stones</i>		
<i>Trap</i>		

THE MONSTROUS ELEMENT

The actual creation of monsters is covered in chapter 2; as is their motivation, if you consider them to be a collective “villain” and roll on the tables for villainous motivations in Book 1. Treated as a structural element in an adventure, however, the most important “rule” is that *every adventure should contain some combat elements*. It might be tempting from your perspective as the referee to create an “all traps” challenge, or an adventure pitting the characters against the elements. But your players, unless they’re an unusual group, will want some diversity in the type of challenge their characters encounter. Single-themed adventures can get very boring very quickly, from the perspective of the players.

Other than the fact that there should be a monstrous element, the major thing about structuring monsters into the adventure is diversity of challenge. Vary the number and type of monsters in different encounters. An adventure in which one combat after another is against the same type of foe, or against a single foe, is much less compelling than one in which there are several types of monsters of varying levels of power, some alone, some in large bands.

It is not necessary to have one “boss” monster running the show, and it is not necessary to have a single monster act as the “climax” of an adventure. However, it is a good idea to have one combat that’s abnormal, more difficult, or otherwise more memorable than normal. A showcase, if you will. If you survey your finished adventure and find that all the encounters are roughly of the same difficulty, or take place in nondescript rooms, or that none of them involves an interesting tactical feature, think about adding some more spice to whichever combat has the most potential.

Here's an odd tip – take it or leave it. As a matter of pacing the adventure, so that it has highs and lows, it's my opinion that an adventure should contain some completely mundane, average encounters. These standard-issue combats have the same purpose as comedic breaks in a horror movie: they re-set the tension level so that the next "big" thing has more impact. As with most things involving the monstrous element, we're once again talking about variety and diversity. If everything is cinematic, nothing is cinematic. If everything is special, nothing is special. A few "standard" encounters will make the unusual encounters more memorable, somehow. It's purely psychological; but then, so is most of adventure design.

THE MOVEMENT ELEMENT: DESIGNING THE MAP

Creating a good map is one of the most important features of designing an adventure, because the map is, effectively, the game board for all tactical movement in the game. Always return to the fundamental question: does this map work as a game board? Because this ultimately is the measure of a map: it is the way it will be tested, and the way in which the players will interact with it.

TIPS ON MAP DESIGN

I can't claim credit for all these tips; I've received many of them from other people:

1) A map should not be a linear pathway through the adventure. As with all things in an adventure, the key is to provide meaningful decisions for the players to make. If your map is viewed as a flow chart, and it has no "circular" paths allowing different ways through, then you may want to build in more choices.

2) The map should be roughly divisible into areas with only one or two ways into each area. This gives the players the psychological reward of getting "into a new area," and it also means that as a game board you have created a choke point for tactical movement. The entrances and exits to areas become significant places on the board where enemies can be bottled up or pathways can be blocked off.

3) Try thinking of the map literally as a game board with some squares labeled things like "go back two spaces," or "you can buy this property," or "advance to go, collect 200gp." Fill your mind with all the labels you've ever seen for game boards. Evaluate whether your map would be fun to use in a game where dice are rolled for movement and you do what it says on the various squares. Alternatively, re-envision your map as a flow chart if that's the way you think. Are there several different pathways through this map?

4) Use the third dimension, with up and down movement somewhere on the map.

5) Vary the physical features in various parts of the map. In dungeon adventuring this means having rooms of different sizes and shape, corridors of different widths, and even areas with odd features like high ceilings or areas where there is flooding. In wilderness adventures, physical features can be varied with different colors of rock, different plants or animals, different rock formations, etc.

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

The coins show the way

The portal has opened

Silver cube

Late to the party

Poor protection

Bone necklace

Fortune-teller

Attacks stone

A device of some kind

About freedom

Rotting

Draped with color

Tactics: piles of bricks

A meteorite

Surrounded with vermin

A swindler

Necromancy

Melting point

Cleric

A subtle illusion

Shadow sounds

Kept under glass

The ugliest of motives

Hallucinogenic food

Unexpectedly cheerful

Counting down

Powerful animal

Heavier than expected

Altered furniture

THE MISCELLANEOUS ELEMENT: CHALLENGES TO THE CHARACTER SHEET

Prisms	
Wrath of the Rocks	
Clockwork minions	
A well-known astrologer	
Under the lava	
Requires blood	
Animal-killer	
Hold my beer	
Hooded falcon	
Embroidered silk	
Gives off no smell	
Old ideas	
Silver centipede	
Magical lenses	
Changes when activated	
Theater of Chaos	
The clapping of hands	
Wreathed in fire	
Novices	
Dream distributor	
Four Doorways	
Wedding	
Forms a vessel	
A bizarre machine	
So the greatest of them departed	
It can change its size	
The Book of Apparent Nonsense	
An inexact science	
Supernatural senses	

Virtually all challenges having to do with the overall adventure should be a challenge to the intelligence and creativity of the players at the table. However, as with most structural elements of an adventure, change-ups are required to vary the pace and the nature of challenges. Sometimes, success in a challenge depends on the character sheet's numbers: saving throws, ability scores, and the like. Otherwise, those character sheets don't mean much. Sometimes, traps or tricks might have a random element involved after player skill has failed. For whatever reason, the occasional test of the character sheet gives the players a particular type of challenge: how to avoid being tested, or how to cope when something goes wrong. Again: the primary sort of challenge is a test of player intelligence and skill; tests of the character sheet are the exception and the spice, not the rule or the main dish.

Table 3-5: Challenges to the Character Sheet

Die Roll	Nature of Challenge
01-25	Ability Checks: A situation requires the player to roll a d20 and score equal or lower than his character's appropriate ability score. NOTE: in general, intelligence checks should not be used – it is the player's intelligence that should solve problems. Strength, dexterity and constitution, the physical attributes of the character, are generally the best scores to use for "ability checks." Avoid using ability checks when a situation isn't high tension or difficult. Tying knots in a rope to climb a wall just isn't the sort of thing that needs a random factor injected into it.
26-50	Flat chance: These sorts of challenges aren't affected by the character sheet or anything else. There's just a specific chance per person that the effect will happen: whether the chance is 1 in 6 or a percentage is up to you as the referee. These sorts of challenges are often used when the players are deciding whether or not to risk something like walking over a rickety bridge. The random factor is used to determine when the bridge falls. So, the flat chance die roll isn't the test of player skill; the test of player skill is whether or not to take that chance in the first place (and how to improve the odds with gadgetry or other innovations).
51-75	Random Selection: having the player pick a card from a set of five, play a game of blackjack or a game of craps, or choose which hand a coin is in. Do you pick what's behind curtain #1, curtain #2, or curtain #3? There's no skill involved here, obviously, but challenges like this add spice to the game. Sometimes, deciding whether or not to play the game, or which player will play, is where the exercise in player skill comes up.
76-00	Saving Throw: Whereas ability checks are only linked to the physical characteristics of a regular person, some challenges are challenges to the character's experience. Ability checks don't take the character's level into account; saving throws do. Keep in mind that at lower levels, a saving throw is difficult to make.

PART TWO: DESIGNING A DUNGEON ADVENTURE

INTRODUCTION TO PART TWO

In keeping with the rest of this series, my objective is to provide creative sparks for adventure design by pressing lots of concepts and elements into the reader's mind so that the creative subconscious can make sudden, new combinations of them. Dungeon designing is such a vast topic that I've organized these conceptual clouds into topics, so when the designer is struggling for inspiration in a particular area he can dip into the specific section or sections that seem to be the closest to what he's looking for. This mode of organization loses a bit of the lightning-strike power of joining together utterly dissociated concepts, but I think it ultimately makes the book more usable.



A FIRST, AND IMPORTANT, DISTINCTION: LAIRS AS OPPOSED TO MEGADUNGEONS

There are basically two types of dungeon adventures: the short ones where a mission can be accomplished and finished within a small dungeon (which I call a "lair"), and the huge dungeons designed for an almost infinite number of game sessions (which I call a "megadungeon"). Most of the tables in this book are applicable to both types of dungeon adventures; however, if you are designing a mission-oriented lair adventure, you should keep in mind that anything in here relating to the extent and size of the dungeon may generate an area that is too large and too empty for a faster paced, mission-oriented type of adventure.

A chimera

A characteristic of the praying mantis

Glue

A temporary phase

Mildew

A unicorn

Theft

A moth

Lycanthropy

Pattern of fish

A crisis of magic

Eye in the box

The water shows the way

Counteract each other

Forgotten place

Imprisoned spirit

Function depends on the operator

Spike-tipped tail

Mold

Draw any card

Acts as a filter

It's about food

A time of crisis

Lesser creatures

I remember the red hair

Who stands to inherit?

Game within a game

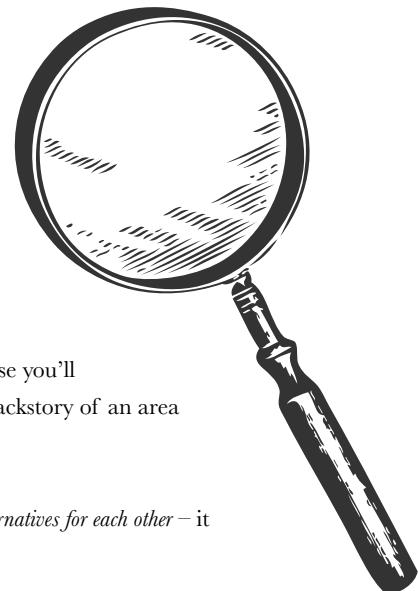
An owlbear

MYSTERIES AND CLUES

Betrayal
Food Riots
Sinister
Dangerous consequences
Large egg
A great deal of debt might explain it
Telekinetic power
Bales of hay
The tide brings ill omens
Precipitate
Snowfall
It has fangs
Spatial retractor
A forgotten process
Unstable floor
Countercyclical
Function depends on the fuel
Heavy growth of weeds
Necklace of Confusion
Bat wings
Edge of the flames
Counteraction
Defies gravity
Lich
A winner declared
The countdown has started
Random behavior
The stars bring bad omens

THE CONCEPT OF MYSTERY IN A DUNGEON ADVENTURE

As a starting point for the discussion of dungeon design, it might seem strange to begin with the concept of mysteries and how to evolve what the players know about the dungeon. But an adventure doesn't just develop in terms of area explored or monsters killed; it also develops in terms of the players gaining more and more information about the situation and the location. Sometimes this knowledge has no practical application in game terms, but make no mistake – it is intensely satisfying to the players if they gain more understanding about things. Even the best-designed adventure in the world will fail on a critical level if the players finish the adventure with no sense of ever having understood what the hell was going on. Even in a megadungeon type of adventure, it is highly rewarding to the players if they get scraps of information about who lived in the place, what their names were, what happened to them, and why the megadungeon eventually became the province of deadly monsters instead of the original creators and delvers.



UNDERLYING TRUTH: THE BACKSTORY

A backstory is the history of events that have taken place, both significant and trivial. Backstories are necessary in order to generate clues and rumors about the dungeon, because you'll need something for these clues and rumors to be *about*. For many designers, knowing the backstory of an area is also a strong spur to creativity.

There are several approaches to creating a backstory, and *the tables in this section are all alternatives for each other* – it doesn't work to combine the results from more than one table in this particular section.

BIG-PICTURE BACKSTORIES

Table 3-6: Why an Adventure Location Became Dangerous

Die Roll	Why the Adventure Location Became Dangerous (Factor Number One) (d100)	Why the Adventure Location Became Dangerous (Factor Number Two) (d100)	When (if you aren't Looking for a Specific Timeframe) (d100)
01-05	Inhabitants were changed	In connection with an ancient curse	1000 years ago
06-10	Inhabitants defeated	In connection with savages	100 years ago
11-15	Inhabitants massacred	In connection with rampaging non-human tribes	100 years ago
16-20	Inhabitants abandoned place	In connection with a dispute between powerful monsters/individuals	100 years ago
21-25	Inhabitants physically altered	In connection with something unexpected being unearthed	100 years ago
26-30	Construction (recent or ancient) was done	In connection with forbidden knowledge	100 years ago
31-35	Inhabitants changed beliefs	In connection with unexpected facts being discovered	10 years ago

TABLE 3-6: WHY AN ADVENTURE LOCATION BECAME DANGEROUS CONTINUED

Die Roll	Why the Adventure Location Became Dangerous (Factor Number One) (d100)	Why the Adventure Location Became Dangerous (Factor Number Two) (d100)	When (if you aren't Looking for a Specific Timeframe) (d100)	
36-40	Inhabitants mentally altered	In connection with a disease	10 years ago	Something collapsed
41-45	Inhabitants mentally and physically altered	In connection with magical research	10 years ago	Webs of water
46-50	Original inhabitants departed the place	In connection with a strange belief	10 years ago	Ancient memories
51-55	The place became hostile to civilization	In connection with promises made by a powerful being	10 years ago	This part is in poor repair
56-60	The place became filled with traps or deadly barriers	In connection with the use of strange substances	1 year ago	Powerful explosion
61-65	The place was shut off from the world	In connection with the discovery of valuable substances	1 year ago	Attack from below
66-70	The original inhabitants became decadent	After contact with sinister beings	1 year ago	A secret following
71-75	The inhabitants broke into two groups	After a religious or philosophical dispute	1 year ago	Deceptive camouflage
76-80	A cataclysm or natural disaster took place	After strange omens	1 year ago	A characteristic of the clam
81-85	Poisons were used	In connection with excessive pride and hubris	1 month ago	Highly detailed
86-90	Deadly beings were made	In connection with the theft of an important item	1 month ago	The flames show the way
91-95	Leaders were slain or imprisoned	In connection with black magic	1 month ago	Parchment of Time
96-00	Raiding began	In connection with a war	1 month ago	Red Gates

CAPSULE BACKSTORIES

Capsule backstories aren't the story of a whole adventure location: they are smaller things that happened in parts of the adventure area, the interesting tidbits that might or might not be usable by an adventuring party.

Use one or the other of the two tables below – they generate similar results, but use different methods for generating the results. Most likely, one of the tables will connect with your subconscious better than the other.

Table 3-7: Item-Based Backstories

Die Roll	Item (d100)	Relationship to Location (d100)	The Other Factor Involved (d100)	When (d100)	
01-05	Body or corpse	Allowed something to happen that never should have happened	A long-standing hatred or feud	1000 yrs	Guard the place
06-10	Cargo	Arrived mysteriously	A new plan or change in direction	100 yrs	Metal cube

TABLE 3-7: ITEM-BASED BACKSTORIES CONTINUED

*The Five of Swords**Attacks cattle**A broker of real estate**The Unholy Prism**Special procedure**Exposed to the elements**The moon will disappear**Sensory apparatus**Fey magic**A transmutation of substances**A failed negotiation**Colorful sails**It's like a comic book**The numbers show the way**Hags**Changing walls**Theoretical manuscript**A grain shortage**Attacks magic**Two arcane symbols**What was stolen**Instrumentation**Waiting for the prerequisite**Like a cheetah**Strange accent**An Uneasy Peace**Emotional**Made of copper*

Die Roll	Item (d100)	Relationship to Location (d100)	The Other Factor Involved (d100)	When (d100)
11-15	Cattle or livestock	Caused a tragic course of events here	A person with a false identity	100 yrs
16-20	Clue	Could have changed the tragic course of events here	A physical accident	100 yrs
21-25	Evidence of crime	Disappeared mysteriously	An accident involving the timing of events	100 yrs
26-30	Evidence of innocence	Is/are stored here	An invasion, incursion, intrusion, infestation, or unwanted guest	100 yrs
31-35	Gold or jewelry	Prevented a terrible mistake at the last minute	An unexpected transformation	10 yrs
36-40	Magic item	Was brought here against orders, against tradition, or against laws	Bragging, showing off, or showing power (possibly catastrophically)	10 yrs
41-45	Map	Was created here and remains here	Calling in a favor, debt, or agreement	10 yrs
46-50	Message or letter	Was created here but is now gone	Family identity	10 yrs
51-55	Monster	Was introduced in order to cause a problem	forgery	10 yrs
56-60	Mysterious sealed container	Was once, or is now, needed to complete an important project here	Inability to act	1 year
61-65	Ownership papers	Was supposed to be created here, but the attempt failed or was interrupted	Insanity	1 year
66-70	Religious item	Was supposed to have been delivered here by owner, creator, or purchaser	Living, existing, or surviving longer than normal (longevity, immortality, Undeath, or preservation).	1 year
71-75	Ship or unusual means of travel	Was supposed to have been delivered here by thieves	Love affair	1 year
76-80	Statue or idol	Was used here as the evidence (whether true or false) causing a person to be killed by a mob, by associates, by followers, or by the verdict of one who judges.	No honor among thieves	1 year
81-85	Symbol of authority	Was used here for a crime such as arson, murder, kidnapping.	Preservation of tradition or status quo	1 month

TABLE 3-7: ITEM-BASED BACKSTORIES CONTINUED

Die Roll	Item (d100)	Relationship to Location (d100)	The Other Factor Involved (d100)	When (d100)
86-90	Unusual animal (familiar, mascot, pet, prize cow, etc.)	Was used in a rescue, liberation, release, healing, or reconciliation	Rightful inheritance	1 month
91-95	Vehicle (possibly with cargo)	Was/were destroyed here	Sickness	1 month
96-00	Weapon (siege engine, sword, etc)	Was/were stored here but now gone	Unquestioning loyalty to a person or a cause	1 month

EXAMPLES OF ITEM-BASED BACKSTORIES

Using Table 3-7, one might get a result of: “A statue or idol was introduced in order to cause a problem, with the additional factor of family identity.” The question is how to dream that into the history of a dungeon (or any other sort of adventure you might be planning). The easiest assumption, since we’ve got the tried-and-true dungeon standby of the statue, is that the thing was introduced into the dungeon. Clearly, someone provided the statue in order to cause problems, and the only matter to resolve is what sort of problem a statue might cause for family identity. There are various possibilities that can be generated solely from that one entry:

The title to ownership of a castle (with the dungeons underneath) was contested between two members of a family, the Azon branch and the Zeon branch. According to the Azon branch, Argos Azon was born before Zaun Zeon, but an ancient statue in the dungeons shows an older Zaun standing next to a younger Zeon. As minor elements, you might introduce evidence of the battle into the dungeon, and a few scraps of paper about which son was older. As a more major element, you might decide that the benevolent and kindly Azon family was displaced by the evil and sinister Zeons, with effaced murals of the Azons, broken statues, etc.

On the other hand, the same backstory elements could be used to build a dungeon history in which an individual is trying to claim that he is a member of a powerful family. The family cannot allow this because the person is a pirate, or a murderer. Since there is an old statue of some family member who looks almost exactly like the roguish newcomer, the family arranges to have the statue hidden away in the depths of a dungeon beneath their castle. Since the outsider is a pirate, perhaps he launches a recovery mission – and if he’s a pirate, he should do it by boat, right? That immediately gives you the idea of a river running through the dungeon map. So in this case, the backstory can directly give you an idea not just about the dungeon’s history, but some inspiration about the map itself!

A third possibility, just to illustrate how flexible this table can be, is to look at these results from a completely different direction than the examples above. Perhaps the priesthood in a deep subterranean community (possibly not even human) is hereditary, and another family challenges this ancient tradition. An idol in the dungeon gives out oracles and signs, and there is some sort of convocation called in which the idol is called upon to resolve the question. Here you’ve got an idea about what the mysterious statue does, possibly some sort of theological dispute, definitely the idea that religious powers might be involved, and all sorts of other possibilities...

Table 3-8: Person Based Backstories

	Die Roll	Person Involved with Location (d100)	Relationship of Location to Person (d100)	Last Important Event Involved Here (d100)	Optional Additional Factor (d100)	When (d100)
<i>An old feud</i>	01-05	Adventurer(s)	Hideout	Food, drink, or something being eaten	Someone or something knew more than it was expected to know	1000 yrs
<i>The archivist</i>	06-10	Agent or diplomat	Place of burial	Music	An accident of timing	100 yrs
<i>Evidence of a trap</i>	11-15	Cleric or religious leader such as shaman	Prison	Murder	Something had become impure or tainted	100 yrs
<i>A chapel</i>	16-20	Criminal/outlaw	Place of delivery	Theatrical performance or a faked event	The person engineered a double-cross, or was the victim of one	100 yrs
<i>Capture them!</i>	21-25	Intelligent monster	Place of training	Gambling	Justice was served in an ironic fashion	100 yrs
<i>A characteristic of the vulture</i>	26-30	Noble or leader	Secret hiding place for possession(s)	Lovers' tryst	A Pyrrhic victory (victory that leaves the victor catastrophically damaged in some way)	100 yrs
<i>Loud</i>	31-35	Magic-user (relatively weak)	Place of auguries or receiving advice. Note: the advice could be quite mundane, such as financial advice, or might be very unusual or specific.	Gladiatorial type of contest	A Hobson's choice (neither option is desirable)	10 yrs
<i>Chain of evidence</i>	36-40	Messenger	Place where things are processed or changed	Execution	The outcome was absolutely the opposite of what one would have expected or could have anticipated	10 yrs
<i>The planets</i>	41-45	Saboteur	Normal place of residence	Singing or an unusual sound	The outcome left an unusual but valuable treasure behind	10 yrs
<i>Depends on your perspective</i>						
<i>Cows</i>						
<i>Carved from a tusk</i>						
<i>Mastodon</i>						
<i>Fashioned of flesh</i>						
<i>Moon magic</i>						
<i>Line of sight</i>						
<i>An attribute of a plant</i>						
<i>Art gallery</i>						
<i>Volatile materials</i>						
<i>Much like a wasp</i>						
<i>A shadowed place</i>						
<i>Journalist</i>						
<i>A string tied around a branch</i>						
<i>A peace treaty</i>						
<i>Lit by gems</i>						
<i>Like a school of fish</i>						
<i>It was exactly the right time</i>						
<i>Long mustache</i>						
<i>Phases into being</i>						

TABLE 3-8: PERSON BASED BACKSTORIES CONTINUED

Die Roll	Person Involved with Location (d100)	Relationship of Location to Person (d100)	Last Important Event Involved Here (d100)	Optional Additional Factor (d100)	When (d100)
51-55	Demon or similar creature	Place where things are grown	Treachery, cheating, or a rigged event	The outcome created an item that is magical, significant, or otherwise very useful to a band of adventurers	10 yrs
56-60	Horrible thing	Place where things are destroyed or deconstructed	The fuel for an event	The outcome created an item, resonance, or situation that is very dangerous to intruders	1 year
61-65	Secret murderer or assassin	Place where something (possibly the person) manifests itself	A surprising document (or other message)	The outcome is generally known and perhaps is even legendary, but no one knew where it happened ... until now.	1 year
66-70	Magic-user (powerful, or known in legends or songs)	Place whence communication is possible	The escape of something or someone: maybe the person, maybe someone (thing) else.	History tries to repeat itself in this location, for some reason	1 year
71-75	One with control over the physical surroundings	Place for friend, ally, pet, familiar, steed, or companion	An assassination attempt	The event was intended by someone to affect the person's superior	1 year
76-80	One who is known to help others, but exacts a heavy price	Place of birth, creation, or where personal power was originally gained	An argument	The event was intended by someone to establish the person's power	1 year
81-85	One with a changeable nature, multiple forms, or multiple identities.	Place where person's identity or appearance changes or was changed	The completion of a promise or obligation	The event was intended to erase the effect of something, or to return things to normal	1 month

TABLE 3-8: PERSON BASED BACKSTORIES CONTINUED

	Die Roll	Person Involved with Location (d100)	Relationship of Location to Person (d100)	Last Important Event Involved Here (d100)	Optional Additional Factor (d100)	When (d100)
Aftershocks	86-90	One with a sense of humor, possibly macabre	Place of guilt	Rendering of a judgment	The event was cunningly orchestrated by a third party	1 month
Builds strange dwelling	91-95	One who interprets laws of some kind, possibly a secret law	Place where the evidence of person's secret is stored, concealed, or cannot be removed	Long-awaited revenge	The event was accidental and unintended	1 month
An improvised weapon	96-00	One whose power resides in being believed by others	Place where there is a source	A discovery	The event involved secret knowledge or secret power – either an attempt to gain it, or an attempt to use it.	1 month
A terrible oath						
Dubious treasure						
An attribute of a mushroom						
According to the rumors, at least						
Mysterious reaction						
Leading the charge						
Rakshasa						
A ghost is involved						
Spring loaded						
Castle on a rock						
Divination chamber						
Old password						
Crystal ball						
Parchment of Poison						
Discover the person's identity						
Where the warriors meet						
Deep carpet						
Hidden monster						
London Bridge is falling down						
Five Days Left						
Exposure to the weather						
Pig bladder						
The moon shows the way						
Magic is reversed						

ORIGINAL PURPOSE OR “MOST RECENT USE” BACKSTORIES

This table can be used twice: once to determine an area’s original purpose, and then to find out what it was converted into by later inhabitants. This is the table I use most frequently for quick ideas, since it suggests a lot about the map.

Table 3-9: Most Recent Use Backstories

Die Roll	Purpose of Area (d100)	Created or Converted by Whom (d100)
01-02	Antechamber	An addict to some substance or behavior human or otherwise
03-04	Archives	An addict to some substance or behavior, human or otherwise
05-06	Arena	A collector of objects or animals
07-08	Armory	A collector of objects or animals
09-10	Art gallery, display area, waxworks, or trophy room	A constructed entity similar to an intelligent golem
11-12	Audience-chamber	A cult or sect of humans, demi-humans, or other humanoids (peaceful)
13-14	Aviary	A cult or sect of humans, demi-humans, or other humanoids (peaceful)
15-16	Banquet hall	A cult or sect of humans, demi-humans, or other humanoids (violent, sinister, or evil)
17-18	Barracks	A cult or sect of humans, demi-humans, or other humanoids (violent, sinister, or evil)
19-20	Bath houses	A demigod

TABLE 3-9: MOST RECENT USE BACKSTORIES CONTINUED

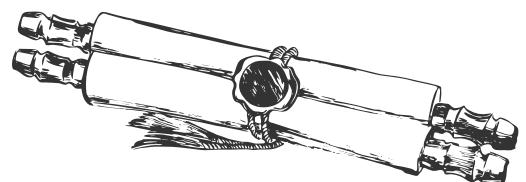
Die Roll	Purpose of Area (d100)	Created or Converted by Whom (d100)	
21-22	Bedrooms	A demigod	<i>Arbitrage</i>
25-26	Casino	A demonic creature, possibly with minions of some type (you could roll again to see what sort of minions)	<i>Look upon my works</i>
27-28	Chantry	A giant, possibly a very unique one	<i>Hallucinogenic gas</i>
29-30	Chapel	A giant, possibly a very unique one	<i>A tall fur hat</i>
31-32	Cistern or well	A group of traders	<i>Perfect condition</i>
33-34	Closets, lockers, small storage	A major political figure such as a king or prince. In a dungeon, this guy is probably either non-human or is in hiding. Other possibility is that he owns the land above, and this is a stronghold area or part of one.	<i>Signed in blood</i>
35-36	Conjuring or summoning	A major political figure such as a king or prince. In a dungeon, this guy is probably either non-human or is in hiding. Other possibility is that he owns the land above, and this is a stronghold area or part of one.	<i>Fisherman</i>
37-38	Courtrooms	A notorious poisoner	<i>Attribute of dogs</i>
39-40	Crypts	A notorious poisoner	<i>The siege has begun</i>
41-42	Dormitories	A powerful undead creature	<i>Trapped in the trees</i>
43-44	Garden (fungus, orchids or other)	A powerful undead creature	<i>Unearthly shriek</i>
45-46	Granary, warehouse, or storage area	A shapeshifter or lycanthrope	<i>It can change its form</i>
47-48	Kennels	A shapeshifter or lycanthrope	<i>Unstable ingredients</i>
49-50	Kitchen area	A wizard or other spell caster, evil	<i>Trading in warehouse receipts</i>
51-52	Laboratories	A wizard or other spell caster, evil	<i>Source of power</i>
53-54	Library	A wizard or other spell caster, evil	<i>The sharp beak</i>
55-56	Lounge or common room	A wizard or other spell caster, evil	<i>A secret agent</i>
57-58	Meditation chambers	A wizard or other spell caster, not evil	<i>The hounds are on the hunt</i>
59-60	Offices	A wizard or other spell caster, not evil	<i>Changing sides</i>
61-62	Offices or administration	A wizard or other spell caster, not evil	<i>Line of bodies</i>
63-64	Oracle or divination	A wizard or other spell caster, not evil	<i>Hawk-headed</i>
65-66	Pantries or food storage	An alchemist, human or otherwise	<i>Beholder</i>
67-68	Prison	An alchemist, human or otherwise	<i>Laboratory</i>
69-70	Privies	An ancient race of humans or a “superior” subspecies of humanity	<i>A doctor</i>
71-72	Proximity to elemental substance: fire or lava	An ancient race of humans or a “superior” subspecies of humanity	<i>Turmeric</i>
73-74	Proximity to elemental substance: unusual air or gases	An artificer of machines	<i>Ululating howl</i>
			<i>Direction is reversed</i>
			<i>Dangerous ideas</i>

TABLE 3-9: MOST RECENT USE BACKSTORIES CONTINUED

	Die Roll	Purpose of Area (d100)	Created or Converted by Whom (d100)
Paralyzes prey	75-76	Proximity to elemental substance: unusual earth or gems	An artificer of machines
Segmented pieces	77-78	Proximity to elemental substance: unusual water	An intelligent “Lord” of a type of vermin
A flower of sound	79-80	Robing rooms	An intelligent “Lord” of a type of vermin
Sprites	81-82	Scriptorium	Ancient, horrific creatures that are best forgotten and hopefully aren’t still there
The bread was poisoned	83-84	Shrine	Ancient, horrific creatures that are best forgotten and hopefully aren’t still there
Gives off no noise	85-86	Smithies or forges	Band of powerful (relative to the dungeon level) adventurers
The poison has taken effect	87-88	Stables	Band of powerful (relative to the dungeon level) adventurers
Covert operations	89-90	Study	Criminal organization: murderous or violent
Air source	91-92	Torture chambers	Criminal organization: murderous or violent
Manufacturer	93-94	Training rooms	Criminal organization: thieves, forgers, arsonists, or other non-violent crimes
Line of dirt	95-96	Waiting rooms	Criminal organization: thieves, forgers, arsonists, or other non-violent crimes
Effects have a long memory	97-98	Workroom for wizard or other magic-using being	Intelligent vermin
Winds of change	99-00	Workrooms for craftsmen	Intelligent vermin
Werebear			
The monstrosity awakens			
As much as you can give us			
Only one item was unfinished			
A strange collection			
Dragon egg			
Disease			
A test of intelligence			
A characteristic of the stag			
A binding of spirits			
Weevils got into the flour			
Like a worm			
Gargoyles			
Uses a specific tool			
Pickled eggs			

TYPES OF INFORMATION

The following tables about information are not just for generating adventure ideas; they are for use throughout the adventure design process.



There are three ways the players in their guise as characters might encounter information:

- 1) Clues: things the characters see and must interpret
- 2) Rumors: things communicated directly to the characters (whether true, false, incomplete, or embroidered)
- 3) Written Information: clues and rumors that are recorded in some form

CLUES

Clues are bits and pieces of incomplete information that the players (characters) perceive directly and must interpret. It is best to make their solutions fairly obvious; it's much more difficult to figure things out from the player side than one might think, especially when you aren't paving the way for them with things like "an intelligence check." And don't do that! *Die rolls used to substitute for players thinking and deduction will rob the players of the feeling of joy and accomplishment when they figure something out.*

But on the other hand, if the clues are too difficult, you also rob the players of the same feeling of accomplishment – it's fine to provide some hard clues that conceal really useful information, but most clues should be quite simple. It's also obvious, I think, that the difficulty of the clue should correspond to the usefulness of the information it reveals.

Table 3-10: Types of Clues

Die Roll	Type of Clue (d100)	
01-12	Coded message for a particular recipient (Table 3-11)	<i>Waiting for the judgement</i>
13-25	A deliberately placed message left behind for any recipient (Table 3-11)	<i>Spatial expander</i>
26-38	A deliberate misdirection (Table 3-12)	<i>Time travel</i>
39-51	A direct vision or memory imparted to someone	<i>Face in the stone</i>
52-64	Evidence of a mechanism or the use of one	<i>A meeting to discuss peace</i>
65-77	Journals, diaries, or other personal records (Tables 3-18, 3-19, and 3-20)	<i>Shifting ceiling</i>
78-90	Something that is an inherent part of the general decoration, architecture, environment, or atmosphere	<i>The magic shows the way</i>
91-00	The remnants of an event	<i>Surrounded by crystals</i>

Table 3-11: Coded and Deliberate Messages

Die Roll	From Whom (d100)	To Whom (d100)	Content of Interest to Adventurers (d100)
01-05	Controller or powerful figure in the location	An enemy	How to avoid or disarm a trap
06-10	Captive	Patron elsewhere	How to find another important piece of information (such as a map or a diary)
11-15	Monster	A friend	How to open a trick door or secret door
16-20	Prisoner	An ally	How to operate a piece of machinery (an elevator to another level, the lava channels, the ghoul vats, the potion-brewing machine, etc.)
21-25	Insane person	A potential rescuer (not necessarily a rescuer of the person writing)	How to work a particular trick most beneficially
26-30	Religious leader	Relative, clan member, or family	Information about a major monster: how to avoid it
31-35	An Adventurer	An employer	Information about a significant monster: how to negotiate with it or keep it from attacking
36-40	Second in command	Another member of same racial group	Information about a significant monster: what it is
41-45	Protector in adventure area	One who is believed dead	Information about backstory: what happened to make the place dangerous
46-50	One who is hidden or guarded	One who provides supplies of some kind	Information about backstory: who built the place
51-55	Someone held for ransom	A historian or sage	Information about backstory: who lived here
56-60	One who is believed dead	A war leader	Information about backstory: why the place was originally built

TABLE 3-11: CODED AND DELIBERATE MESSAGES CONTINUED

	Die Roll	From Whom (d100)	To Whom (d100)	Content of Interest to Adventurers (d100)
<i>Innocent bystanders</i>	61-65	One who cannot write; a scribe was involved	A skilled negotiator or possible intermediary	Location of a key
<i>Disclosed</i>	66-70	A person who was cheated	A devoutly religious person or zealot	Location of a level change
<i>Religious Unrest</i>	71-75	One who is afraid for his life	A thief or thieves' guild	Location of a particular room being sought (the prison, the privy, the library, etc).
<i>Industrial sabotage</i>	76-80	A fugitive	A wizard	Location of a secret door
<i>The magic has taken effect</i>	81-85	Performer or artist	A healer	Location of a trap
<i>Time is reversed</i>	86-90	One who is sick or on the verge of death	A wanton hussy	Location of a treasure
<i>Hemlock</i>	91-95	An architect or engineer involved in construction	A person seeking vengeance	Part of a map
<i>Water flows downhill</i>	96-00	One who has been cursed or influenced by spell	A spy	Why an unusual room is built the way it is
<i>Naiads</i>				
<i>A strange missile</i>				
<i>Circle of lightning</i>				
<i>Hidden allies</i>				
<i>A mammoth is involved</i>				
<i>Festival of Mist</i>				
<i>A genie is involved</i>				
<i>A map reflected in water</i>				
<i>Quicksand</i>				
<i>Thing from the abyss</i>				
<i>When a lizard hatches from a hen's egg</i>				
<i>Pressed clay</i>				
<i>Canary in a coal mine</i>				
<i>Something was poisoned</i>				
<i>Thaumaturgy</i>				
<i>A stable</i>				
<i>Paper lanterns</i>				
<i>Dream worship</i>				
<i>Restore functionality</i>				

Table 3-12: Deliberate Misdirections

	Die Roll	Message Appears to Divulge (d100)	Nature of the Misdirection (d100)
<i>Created as part of a defense in preparation for a fight that was expected to take place (and might have already taken place)</i>	01-05	How to avoid or disarm a trap	Created as part of a defense in preparation for a fight that was expected to take place (and might have already taken place)
<i>Created as part of a defense in preparation for a fight that was expected to take place (and might have already taken place)</i>	06-10	How to find another important piece of information (such as a map or a diary)	Created as part of a defense in preparation for a fight that was expected to take place (and might have already taken place)
<i>Created out of sheer malice</i>	11-15	How to open a trick door or secret door	Created out of sheer malice
<i>Created out of sheer malice</i>	16-20	How to operate a piece of machinery (an elevator to another level, the lava channels, the ghoul vats, the potion-brewing machine, etc).	Created out of sheer malice
<i>Intended to conceal a crime perpetrated by the person leaving the fake clue (the clue might even be altered evidence at the crime scene)</i>	21-25	How to work a particular trick most beneficially	Intended to conceal a crime perpetrated by the person leaving the fake clue (the clue might even be altered evidence at the crime scene)
<i>Intended to conceal a crime perpetrated by the person leaving the fake clue (the clue might even be altered evidence at the crime scene)</i>	26-30	Information about a significant monster: how to avoid it	Intended to conceal a crime perpetrated by the person leaving the fake clue (the clue might even be altered evidence at the crime scene)
<i>Intended to conceal a crime perpetrated by the person leaving the fake clue (the clue might even be altered evidence at the crime scene)</i>	31-35	Information about a significant monster: how to negotiate with it or keep it from attacking	Intended to conceal a crime perpetrated by the person leaving the fake clue (the clue might even be altered evidence at the crime scene)

TABLE 3-12: DELIBERATE MISDIRECTIONS CONTINUED

Die Roll	Message Appears to Divulge (d100)	Nature of the Misdirection (d100)
36-40	Information about a significant monster: what it is	Intended to hide other clues that reveal the truth, such as a journal
41-45	Information about backstory: what happened to make the place dangerous	Intended to hide other clues that reveal the truth, such as a journal
46-50	Information about backstory: who built the place	Intended to hide physical evidence of a crime or moral iniquity
51-55	Information about backstory: who lived here	Intended to protect a stash of treasure that was left somewhere temporarily – and might or might not still be there (probably it should still be there, as a matter of good gaming).
56-60	Information about backstory: why the place was originally built	Intended to protect a stash of treasure that was left somewhere temporarily – and might or might not still be there (probably it should still be there, as a matter of good gaming).
61-65	Location of a key	Intended to protect someone's reputation – either that of the person leaving the fake clue, or that of a relative, friend, etc.
66-70	Location of a level change	Intended to protect someone's reputation – either that of the person leaving the fake clue, or that of a relative, friend, etc.
71-75	Location of a particular room being sought (the prison, the privy, the library, etc.).	Intended to throw off pursuers. The nature of the pursuers and the pursued, and the reason for the pursuit, might be an interesting additional detail to develop
76-80	Location of a secret door	Intended to throw off pursuers. The nature of the pursuers and the pursued, and the reason for the pursuit, might be an interesting additional detail to develop
81-85	Location of a trap	Not actually a deliberate misdirection, but the evidence points to the wrong direction unless a more subtle clue is found that clarifies things
86-90	Location of a treasure	Not actually a deliberate misdirection, but the evidence points to the wrong direction unless a more subtle clue is found that clarifies things
91-95	Part of a map	One of several clues, one leading to the right conclusion, the rest false
96-00	Why an unusual room is built the way it is	One of several clues, one leading to the right conclusion, the rest false

*An architect**Trade places**Trophy room**Enforcing a tax**Infiltrators**Maybe, maybe not**Placing their souls at risk**Woodworker**Peasant Rebellion**Engaged in conquest**When the hourglass runs out**Hidden password**Hallucinogenic powder**A failure to communicate**The symbols are mirror images of each other**Water is cursed**Manuscript of songs**Broken into segments**The wrong clothes**Leaves of emerald**Blood of the fey**Spotted fur**The order of being**Not much time left**Divided into parts**Unstable allegiances**Rules of war**Mode of transmission*

A characteristic of
the bee

Locksmith

Dreams of the fey

A mad wizard

Bears

What still remains

Black lanterns

An arena

Something went
wrong

Invasion

A stolen cargo

Demon Gates

Anti-magic

Shadows

Unspeakable

Flock of sparrows

The air is foul

Speckled pattern

Concealed agenda

Mechanical
adaptation

Pepper

A talking key

Fishing

Egg-shaped

Ring of toadstools

Something was
forgotten

Renounced the
agreement

A custom was
violated by
strangers

Part of the
information is
missing

NATURE AND INFORMATION CONTENT OF DIRECT VISIONS AND MEMORIES

Table 3-13: Content and Perspective of Direct Visions

Die Roll	Information Content (d100)	Nature and Perspective (d100)
01-05	How to avoid or disarm a trap	Character has a dream in which events are symbolically represented. For example, animals or objects might play out a drama that actually occurred between people, with the nature of the animals indicating the inner nature of the people
06-10	How to find another important piece of information (such as a map or a diary)	Character has a dream in which he is one of the “characters” in the events shown, speaking and interacting under the player’s control during the dream
11-15	How to open a trick door or secret door	Character has a dream in which he is one of the “characters” in the events shown, but speaking and interacting with the dream is not under the player’s control – it is like being in the play
16-20	How to operate a piece of machinery (an elevator to another level, the lava channels, the ghoul vats, the potion-brewing machine, etc).	Character has a dream in which he observes events but is not part of them – like the proverbial fly on the wall
21-25	How to work a particular trick most beneficially	Character has a sudden memory “implanted” in his mind, as if seen by an outside observer of the events (possibly this is the memory of an eavesdropper or spy)
26-30	Information about a significant monster: how to avoid it	Character has a sudden memory “implanted” in his mind, from the perspective of one of the “characters” in the events remembered.
31-35	Information about a significant monster: how to negotiate with it or keep it from attacking	Character has a sudden vision in which events are symbolically represented. For example, animals or objects might play out a drama that actually occurred between people, with the nature of the animals indicating the inner nature of the people
36-40	Information about a significant monster: what it is	Character has a sudden vision in which he is one of the “characters” in the events shown, speaking and interacting under the player’s control during the vision. He might act out these actions in real life, to the surprise of his compatriots.
41-45	Information about backstory: what happened to make the place dangerous	Character has a sudden vision in which he is one of the “characters” in the events shown, but speaking and interacting with the dream is not under the player’s control – it is like being in the play
46-50	Information about backstory: who built the place	Character has a sudden vision in which he observes events but is not part of them – like the proverbial fly on the wall
51-55	Information about backstory: who lived here	Character has a sudden vision of a person “telling” him about something. The character can interact with the person in the vision and ask questions (probably a limited number, or the type of question is restricted for some reason)
56-60	Information about backstory: why the place was originally built	Character has a sudden vision of a person “telling” him about something. The character cannot interact with the person in the vision

TABLE 3-13: CONTENT AND PERSPECTIVE OF DIRECT VISIONS CONTINUED

Die Roll	Information Content (d100)	Nature and Perspective (d100)	
61-65	Location of a key	Character has a sudden vision of a person telling another person about the events	<i>Decorated with paint</i>
66-70	Location of a level change	Entire party has a sudden vision in which events are symbolically represented. For example, animals or objects might play out a drama that actually occurred between people, with the nature of the animals indicating the inner nature of the people	<i>Encrusted with minerals</i>
71-75	Location of a particular room being sought (the prison, the privy, the library, etc.).	Entire party has a sudden vision perceived as if they are “characters” in the events shown. Each sees the events from the perspective of different people in the vision.	<i>Cloves</i>
76-80	Location of a secret door	Entire party simultaneously has a sudden vision in which they observe events but are not part of them – like the proverbial fly on the wall	<i>Uncured hides</i>
81-85	Location of a trap	Entire party simultaneously has a sudden vision in which they observe events but are not part of them – like the proverbial fly on the wall	<i>Wide mouth</i>
86-90	Location of a treasure	Entire party simultaneously has a sudden vision in which they observe events but are not part of them – like the proverbial fly on the wall	<i>A cook</i>
91-95	Part of a map	The character’s mind comes into contact with that of another living being, who can impart information but not answer questions	<i>Wyvern</i>
96-00	Why an unusual room is built the way it is	The character’s mind comes into contact with that of another living being, who can impart information and answer limited questions	<i>Pushed forward</i>

EVIDENCE OF MECHANISM OR USE

Table 3-14: Evidence of Mechanism or Use

Die Roll	Type of Evidence (d100)	
01-10	Cleaned room: evidences recent use, presence of oozes, or removal of evidence	<i>An hourglass of bone</i>
11-20	Presence of tools: indicates recent use and possibly presence of something the tools are intended to be used on (this thing might be hidden).	<i>A characteristic of the seal</i>
21-30	Scratches on walls or floor: can evidence presence of the moving parts of a trap, presence of a secret door, or something that has been dragged from one place to another	<i>One who catches</i>
31-40	Holes in walls or floor: these might be marks from impact (possibly from a trap or portcullis), might be vents for the functioning of a trap, might function as a keyhole or contain buttons, and might be the lair of some small monster	<i>This part awaits the outcome</i>
41-50	Pockmarks or corrosion on wall or floor: can indicate monsters that use acid, or the presence of a gas trap.	<i>An attribute of a flowering plant</i>
51-60	Aquatic tools: this includes fishing nets, boats, broken boats, fishhooks, buoys, or diving equipment. Indicates presence of water nearby.	<i>Forms a shield</i>

TABLE 3-14: EVIDENCE OF MECHANISM OR USE CONTINUED

Die Roll	Type of Evidence (d100)
61-70	Recent painting or carving: some sort of decoration has been added. This obviously indicates recent use of the area, and probably an intention to stay. A corollary question is why this particular sort of decoration was chosen and whether it indicates the type of creature that chose it. Keep in mind that paint might be covering or concealing something, and statues can also be used to conceal doors, trapdoors, and holes in the floor. They can be faucets for gas, or counterweights.
71-80	Warning signs: these might be painted “Keep out” signs, or might be as primitive as a skull on a post. They indicate borders and boundaries, and may disclose the nature of the creatures that put up the sign. They might also indicate clues about who is being warned away.
81-90	Operating machinery: whether the machine is a water channel or a piece of incomprehensible complexity, if it’s operating then someone turned it on and maintains it.
91-00	Furnishings and carpets: if an ancient area has new carpeting, someone is nearby. Carpets can conceal other clues, and chairs can be trapped. Beware.

PART OF DECORATIONS

Sometimes, information can be gained by looking at a portrait (“hey, isn’t that a map she’s holding?”), a statue (“that sword in his hand looks like the one we found earlier”), and even furniture (“that is a really, really, big chair”). Putting clues into decorations just doesn’t really translate into a random generation table, unfortunately.

REMNANTS OF AN EVENT

Table 3-15: Type of Event Leaving the Clue

Die Roll	Type of Event (d100)
01-10	Agreement or treaty: the obvious evidence of a treaty or agreement is the document itself, if it was the sort of agreement one writes down. Other written evidence can be a letter in which the agreement is mentioned or is obvious.
11-20	Battle: battles and combats are usually evidenced by the presence of broken arrows, possibly bloodstains, and in some cases the evidence of spell casting.
21-30	Betrayal: visual evidence of a betrayal is a bit hard to manage, unless a mirror or some other magical device recorded the event for posterity. A letter is one way of accomplishing this kind of clue, or (depending on the adventure) the clue might be something like an opened entryway that was supposed to keep enemies out.
31-40	Cave-in: either the area is completely blocked, or it has been cleaned out and a lot of rock is missing. Note that wooden structures can also collapse. Why did the area cave in, what might it hide, and who is responsible? Does it indicate that the ceiling above the party’s heads is unstable; does it indicate that the enemies around the corner have rigged explosives, or does it mean that earth elementals are rampaging in the area? Add some details, and you have a good clue.
41-50	Execution: there’s a dead body, or a stake with scorch marks around it, or a skeleton hanging from a noose, or some other sign that an execution took place. Why did it happen? That’s not necessarily part of this clue, but if it’s just a random piece of “dungeon dressing,” then you’ve missed a good chance to convey information to the players for future use (or further knowledge about the location and events there).

TABLE 3-15: TYPE OF EVENT LEAVING THE CLUE CONTINUED

Die Roll	Type of Event (d100)	
51-60	Fire: why was there a fire? An execution, arson, evidence of a fire-using monster? Does it reveal the location of a trap, does it show that combustibles were stored here, or does it reveal something else?	Heart of the manticore
61-70	Flooding: an area is full of water, or there are signs that it once was. This could include a waterline stain, seashells in a dry area, fish bones, or other such evidence. Why was the area underwater? To kill people? To store water for drinking, experiments, or fire fighting? Perhaps there is a secret door at the waterline used for access to the sea or an underground lake. Possibly an aquatic monster once lived here. Possibly the ceiling is about to open and flood the chamber while the adventurers are looking around.	Pulleys and wheels
71-80	Functioning of a trap: this is also covered in evidence of mechanism or use. Here, instead of the sort of markings left by a mechanical device, we're probably talking dead bodies.	A mismatched assembly
81-90	Imprisonment: evidence of imprisonment could include a skeleton chained to a wall or in a cell; it could include written records of a jailer, and it could include scratches left on the wall by a prisoner. These are just a few of the more obvious examples.	Playing a musical instrument
91-00	Lovers' tryst: evidence of a lover's tryst might be quite blatant; such as a love letter, or a rumpled and recently vacated bed; or it might be relatively subtle, with clues such as a coded love letter, or the smell of a distinctive perfume somewhere it isn't supposed to be. The identities of the lovers might not be apparent until this clue is connected with another clue.	A stately dance

RUMORS

Table 3-16: Relation of Source to Rumor

Die Roll	Source or Nature of Rumor (d100)	
01-08	Account of ancient expedition contained in book or archives	Mud
09-16	Ancient riddle	Dream trees
17-24	Ancient warning	An unspeakable history
25-32	Area is taboo or forbidden	The Memory-Kill
33-40	Generally known legend or story	The wards are down
41-48	Generally known prophesy	Wreaked in magic
49-56	Hireling with previous group of adventurers	Violence Breaks Out
57-65	Minstrel who spoke with prior adventurers	Festival of Fire
66-74	People who heard prior adventurers bragging in tavern	A professional drummer
75-83	Recent events (strange deaths, etc.)	Ferryman or ferry operator
84-92	Recent observations by curious people	An ancient vendetta
93-00	Someone who slept with prior adventurer in the area	Herbalist

Table 3-17: Information Content of Rumors

	Die Roll	What is Disclosed? (d100)
Sleep	01-05	How to avoid or disarm a trap
Mists over the water	06-10	How to find another important piece of information (such as a map or a diary)
Owls	11-15	How to open a trick door or secret door
On the hunt	16-20	How to operate a piece of machinery (an elevator to another level, the lava channels, the ghoul vats, the potion-brewing machine, etc.).
Rock formation	21-25	How to work a particular trick most beneficially
A great storm	26-30	Information about a significant monster: how to avoid it
Hidden ceiling	31-35	Information about a significant monster: how to negotiate with it or keep it from attacking
Gems in webs	36-40	Information about a major monster: what it is
The cards show the way	41-45	Information about backstory: what happened to make the place dangerous
Green owl	46-50	Information about backstory: who built the place
Very vague	51-55	Information about backstory: who lived here
Nimbus of light	56-60	Information about backstory: why the place was originally built
Scouts	61-65	Location of a key
Locusts	66-70	Location of a level change
Glowing mask	71-75	Location of a particular room being sought (the prison, the privy, the library, etc.).
Kobolds	76-80	Location of a secret door
Creates a distraction	81-85	Location of a trap
Sucks in air	86-90	Location of a treasure
An evil tyrant	91-95	Part of a map
Riddle of the Oracle	96-00	Why an unusual room is built the way it is

WRITTEN INFORMATION

Written clues, warnings, and rumors aren't necessarily always found on a conveniently dropped piece of parchment. Take a look at the section on written tricks for some ideas about unusual writing surfaces and writing methods.

JOURNAL, DIARY, OR WRITTEN ACCOUNT

The nature of a written clue often determines the sort of information content it might provide. Or, vice versa if you're starting with a piece of information you want to convey to the players. If the writing is some sort of correspondence, Table 3-7 (Coded and Deliberate Messages) can be used to generate some details. If, on the other hand, the writing is purely for the writer's use (recipes or notes to self, for example) you'll have to get a bit creative about what it might reveal. An alchemist's notes to self will be very different from a sergeant's or a jailer's. Recipes can reveal a lot, since they may mention supply sources or contain instructions for where to get ingredients.

Table 3-18: Nature of the Writing

Die Roll	Nature of Written Clue (d100)	
01-05	Accounts and financial records	<i>Explorers</i>
06-10	Book, reference	<i>Steward to a spellcaster</i>
11-15	Book, religious tract	<i>All cats are grey in the dark</i>
16-20	Dossier of information about someone	<i>Wooden bowl</i>
21-25	Family tree and/or genealogical records	<i>The smell of ruination and decay</i>
26-30	Graffiti	<i>Frogs singing on the riverbank</i>
31-35	Inscription on goblet, jewelry, or other item	<i>A specter</i>
36-40	Journal	<i>A deadly chase</i>
41-45	Legal documents concerning a dispute	<i>A symbol in the water itself</i>
46-50	Letter	<i>House of the Wind</i>
51-55	Maps	<i>A contraption of some kind</i>
56-60	Military plans and orders	<i>Seashells</i>
61-65	Notes to self	<i>It's a bluff</i>
66-70	Ownership papers	<i>Shifting meaning</i>
71-75	Receipts	<i>A network of spies</i>
76-80	Recipes or instructions	<i>A perilous blooming</i>
81-85	Stitched into cloth	<i>One who walks</i>
86-90	Treaty documents	<i>Apologies are in order</i>
91-95	Troop movements	<i>Deceptive doorway</i>
96-00	Wall carving	<i>Badly eroded</i>

Table 3-19: Letter Contents

Die Roll	Contents of Letter (d100)	
01-05	Birth or death announcement	<i>Ensnalement</i>
06-10	Demand for performance of a bargain	<i>Spiders</i>
11-15	Demand for repayment of money or a past favor	<i>Insect legs</i>
16-20	Demand for surrender	<i>A characteristic of the octopus</i>
21-25	Financial information	<i>Lure</i>
26-30	Gift of ownership documents	<i>Lawyer</i>
31-35	Invitations	<i>Final instructions</i>
36-40	Love letter	<i>Hidden treasure</i>
41-45	Military situation	

TABLE 3-19: LETTER CONTENTS CONTINUED

<i>The city gates</i>	
<i>Pendulum</i>	
<i>The answer is in the picture</i>	
<i>An attribute of an oak tree</i>	
<i>Beautiful singing voice</i>	
<i>A centaur</i>	
<i>Tick tock, tick tock</i>	
<i>Festival of Warfare</i>	
<i>Spoiling for a fight</i>	
<i>Song of the Narcissus</i>	
<i>Memory of a texture</i>	
<i>Writing that glows</i>	
<i>Manages excess water</i>	
<i>Dream editor</i>	
<i>A toy city</i>	
<i>Subterranean garden</i>	
<i>Multiple prisms</i>	
<i>It was inhaled</i>	
<i>Invisibility</i>	
<i>Surplus materials</i>	
<i>A poem</i>	
<i>Unexpected help</i>	
<i>Words of the guilty one</i>	
<i>Falling</i>	
<i>Hundreds of scrolls</i>	
<i>Face in the metal</i>	
<i>Meditation chambers</i>	
<i>Wreathed in time</i>	

Die Roll	Contents of Letter (d100)
46-50	Plea for help
51-55	Request for information about an item or event
56-60	Response to a plea for help
61-65	Response to a status report or demand
66-70	Response to a threat
71-75	Scholarly question
76-80	Secret information about enemy weakness
81-85	Secret orders
86-90	Status report from an inferior or superior
91-95	Threatening litigation
96-00	Updates on recent events in family

Table 3-20: Ownership Papers

Die Roll	Type of Ownership Conveyed (d100)
01-02	A license, issued by a noble or legal authority, to commit a particular crime once, without prosecution
03-04	Deed to a building currently being used as a temple
05-06	Deed to castle
07-08	Deed to cottage in village
09-10	Deed to desert area
11-12	Deed to dungeon
13-14	Deed to farm
15-16	Deed to forested area
17-18	Deed to hilly area
19-20	Deed to house in city
21-22	Deed to house in town
23-24	Deed to isolated cottage
25-26	Deed to junkyard
27-28	Deed to manor house
29-30	Deed to mine
31-32	Deed to ranch
33-34	Deed to swamp area
35-36	Deed to tavern

TABLE 3-20: OWNERSHIP PAPERS CONTINUED

Die Roll	Type of Ownership Conveyed (d100)	
37-38	Deed to toll bridge	<i>Strange looking beast</i>
39-40	Deed to toll road	<i>Trader</i>
41-42	Deed to warehouse and contents	<i>Changing depth</i>
43-44	Dungeon exploration rights	<i>Dangerous alliance</i>
45-46	Exclusive right, issued by some criminal organization, to commit and organize a particular sort of crime	<i>In stasis</i>
47-48	Exclusive rights to a bounty hunt	<i>An escapee</i>
49-50	Exclusive rights to create a canal	<i>Yellow flames</i>
51-52	Exclusive rights to grow a particular type of crop	<i>A riddle</i>
53-54	Exclusive rights to minerals taken from particular area, or to mine in that area	<i>Ceremonial halberd</i>
55-56	Exclusive rights to rent collected from a particular building for a particular length of time.	<i>An armorer</i>
57-58	Exclusive rights to trade in a particular commodity	<i>A strange brew</i>
59-60	Exclusive rights to undertake religious activity, operate a temple, and/or proselytize in a particular area	<i>House of Cards</i>
61-62	Fishing rights	<i>A pattern of centipedes</i>
63-64	Hunting rights	<i>Nature abhors a vacuum</i>
65-66	IOU: any bearer can collect the debt after a certain date	<i>An ambassador (mercantile)</i>
67-68	IOU: only the named bearer can collect the debt after a certain date	<i>A characteristic of the frog</i>
69-70	Membership in a guild or organization	<i>Draped in shadow</i>
71-72	Partnership in a dungeon exploration (division of loot and basic plans, most likely)	<i>A philosophical approach</i>
73-74	Partnership in a seafaring ship	<i>Jet propulsion</i>
75-76	Partnership in a smithy	<i>Ring of iron</i>
77-78	Partnership in a tavern	<i>A transitional phase</i>
79-80	Partnership in proceeds from an unusual cargo	<i>Exiled follower</i>
81-82	Partnership in proceeds of a cargo about to set sail	<i>Orthodoxy</i>
83-84	Patents of nobility, issuance of a noble title, or papers of citizenship in a town or city (or even in a dungeon, perhaps)	<i>Prisoner in a magical cage</i>
85-86	Title to a fishing boat	<i>Dream stones</i>
87-88	Title to a gem	<i>Who will rid me of this tumultuous priest?</i>
89-90	Title to a piece of jewelry	<i>Left behind</i>
91-92	Title to a ship	
93-94	Title to unknown contents of box	
95-96	Title to contents of a warehouse	
97-98	Transfer of ownership of certain rooms in a dungeon	
99-00	Wilderness exploration rights	

*The hero isn't who
you think*

*Something was
left behind*

Shadow door

Draw the high card

Florist

*A bargain with
demons*

Red flames

Eroded masonry

*Rain has been
falling for days*

Water Gates

*The noblest of
birds*

Festival of Water

A courier

*Hallucinogenic
words or speech*

Swarming allies

Peristaltic waves

*Reeds on the
riverbank*

*Weasels are
responsible*

*The lightning
shows the way*

Roll for initiative

*When the chorus
joins in*

Forms a barrier

*A characteristic of
the snail*

Like a fern

*Misunderstood
the Prophesy*

*Draped with
feathers*

Changed sides

GENERATING MAGICAL SYMBOLS

From time to time, you may need to draw the picture of a rune or glyph that's found on a dungeon door or stitched into a mysterious tapestry. This table allows you to create mystic sigils; roll once on each column, starting with the basic shape of the rune in column 1 and modifying it as described in columns 2 and 3.

Table 3-21: Generating Magical Symbols

Die Roll	Basic Form of Symbol (d100)	Change it in this fashion (d100)	Then: (d100)
01-10	Symbol or number (1d6): *, =, 7, 8, 9, or :	Mirror image, or, if this results in no change, connect two random points in the basic form with a straight line	Put a dot next to it, to the left or right
11-20	Shape or symbol (1d6): (1) Devil face (very simplified), (2) human stick figure, (3) +, (4) >, (5) <, or (6) arrow	Add squiggly tail to one corner or edge at bottom, pointing left or right	Put a dot above or below it
21-30	Shape (1d6): Eye, hand, diamond, square, circle, or triangle	Add squiggly tail to one corner or edge at top, pointing left or right	Put a horizontal, diagonal, or curved line above or below it
31-40	Letter of the Alphabet (capital) or number (1d6): Y, Z, 3, 4, 5, 6	Put a second Basic Form below it, touching, upside down.	Attach a small circle to the top, bottom, or side of the figure
41-50	Letter of the Alphabet (capital) (1d6): A, B, C, D, E, or F.	Put a second Basic Form next to it, touching	Place a small circle next to, on top of, or below the figure, not touching
51-60	Letter of the Alphabet (capital) (1d6) G, H, I, J, K, L.	Put identical figure below it, touching, upside down	Duplicate the figure, upside down, directly below or next to the existing figure.
61-70	Letter of the Alphabet (capital) (1d6) M, N, O, P, Q, R.	Put identical figure next to it, touching	Start from one of the figure's points or ends, and draw a spiraling line starting from that point
71-80	Letter of the Alphabet (capital) (1d6) S, T, U, V, W, X.	Turn on side, clockwise	Put a wavy horizontal line beneath the figure or a wavy vertical line to its left or right
81-90	Complex shape (1d6): (1) Star 5 point, (2) star, 6 point, (3) crescent, (4) circle with cross superimposed, lines of cross extending beyond edges of circle, (5) diamond with cross superimposed, lines of cross extending beyond diamond's edge, (6) hourglass shape	Turn on side, counterclockwise	No further modification
91-00	Simple picture (1d8): Sun, crescent moon, tree, flower, tower, human stick figure, or leaf.	Turn upside down, or, if this results in no change, connect two random points in the basic form with a curved line	No further modification

Keep in mind that the capital letters of the alphabet referred to in this table are meant to identify a set of basic line shapes, not letters. If they resemble letters too much, your rune is going to look too modern and the elements of it will be too obvious. These are basic starter-shapes, not letters.

There are some tricks to help you overcome this difficulty. The first trick is to alter the “normal” line lengths involved in drawing a capital letter of the alphabet – i.e., the proportions of the letter. The second trick is to draw the capital letter partly using straight lines and partly using curved lines. The third trick is to vary line widths in the rune, making some lines thicker than others. This third trick generates more artistic and magical-looking runes, but can generate crappy-looking results until you get the hang of it. Stretch normal dimensions and add curlicues if your rune is still looking too recognizable.

One experiment for varying line widths can be done by going to an art supply store or a craft store and getting hold of an artist’s “crow quill” pen. A crow quill is a pen you dip in ink, with a very narrow nib. When you are drawing a normal line, the line is extremely thin; but by adding slightly more pressure the line will widen. An experienced artist would use a larger nib pen or a brush for this, just to get a bigger final picture, but a crow quill is easier for a beginner because the small nib makes it easier to control ink flow. The more ink your tool can deliver to the paper, the cooler you can make your results, but it also makes it much easier to screw up. I definitely recommend starting with a crow quill – and they also have the advantage of being cheap.

CODES AND CIPHERS

Codes and ciphers can be a great tool in an adventure, but if they are too difficult they can cause a big problem, too. In general, remember that what looks easy to the referee is probably a lot harder for the players to figure out. Keep codes very, very simple if the players are actually supposed to decode them, and provide the key somewhere in case the players can’t figure it out, or lose patience.

Four different types of codes/ciphers are described below. Each method can be used to generate a variety of actual codes.

1) Shuffle the letters of the alphabet forward or backward by a specific number (this is called the “Julius Caesar Cipher”). Example: if the shuffle-number is 2, then the letter “A” would be written as “C,” which is 2 letters forward in the alphabet. The letter “C” would be written as “E,” and so forth. If the writer wanted to write AC in this cipher, he would write CE.

2) A more complex form of cipher is to assign a number to each letter of the alphabet. The simplest version of this cipher would be to assign the numbers as A=1, B=2, C=3, etc. “ABC” in this code would be written as “123.” A stronger code might have a key to show the letter-to-number relation. “A” might be assigned arbitrarily to the number “5,” “B” might be assigned to the number “1,” and the rest of the letters would also be given numbers to represent them. From the standpoint of writing an adventure, this sort of cipher would be really annoying to the players because it’s simply too hard or too time-consuming to break without the key. If you don’t have the key easily available somewhere for the players to find, avoid ciphers that will take too much time to break.

3) Letters can be substituted for other letters according to a key; these codes are extremely difficult to break without having a copy of the key.

4) A message can be embodied in an innocuous communication using a formula like this one: “every tenth word is a word of the real message. Ignore all other words.” A more complicated formula would not use the same interval. Such a key might read as follows: “the words of the message are words number 10, 15, 30, 41, 50.” In this case, the key would probably be necessary for players to be able to break the code – although it might be workable if (a) the players enjoy puzzles like codebreaking and (b) they know from somewhere that the nature of the code is to use words at intervals.

<i>An unspoken agreement</i>
<i>Pickled peppers</i>
<i>The sludge-pools</i>
<i>Bronze halberd</i>
<i>Valuable because of its age</i>
<i>A pile of dirt</i>
<i>Tremendously fast</i>
<i>Tower</i>
<i>A test of speed</i>
<i>An unusual sigil</i>
<i>Lighter than expected</i>
<i>Hidden motives</i>
<i>Sorcery</i>
<i>Farmer</i>
<i>Blood flows downhill</i>
<i>Prideful</i>
<i>I do bite my thumb at you, sir</i>
<i>Djinni</i>
<i>Ruby capsule</i>
<i>Inhabited by a monster</i>
<i>Long ago and far away...</i>
<i>Structurally unsound</i>
<i>Dog-headed</i>
<i>Wizard-killer</i>
<i>Luminescence</i>
<i>A traitor in their midst</i>
<i>A chase through time</i>

	ALTERNATE ALPHABETS AS EASY CODES				
Dryads					
Something horrible washes up on shore					
Jeweler					
Mysterious substance					
Requires a certain person					
A clap of thunder					
Feathers in the hat	A	ᚠ	ᚫ	α	ᚦ
A disarmed trap	B	ᚢ	ᚦ	β	ᚦ
Bronze vulture	C	ᚦ	ᚦ	χ	ᚦ
A child's toy	D	ᚩ	ᚩ	δ	ᚩ
Hidden desires	E	ᚪ	ᚫ	ε	ᚪ
Altered items	F	ᚵ	ᚦ	φ	ᚵ
Reflex reaction	G	ᚷ	ᚦ	γ	ᚷ
Not where it should be	H	ᚪ	>	η	ᚪ
A prophetic voice	I	ᛁ	ᛁ	ւ	ᛁ
Giant fan blades	J	ጀ	ጀ	φ	ጀ
Circle of portals	K	ጀ	ጀ	κ	ጀ
A kraken is somehow involved	L	ጀ	ጀ	λ	ጀ
Find a missing person	M	ᛘ	ᛘ	μ	ᛘ
Tactics: shooting from windows	N	ᛗ	ᛗ	ν	ᛗ
Wreathed in light	O	ᛘ	ᛘ	ο	ᛘ
Waiting for the order	P	ᛘ	ᛘ	π	ᛘ
Raiders	Q	ᛘ	ᛘ	θ	ᛘ
Spotted pattern					
Circle of Animals					
An attribute of a micro-organism					
Windstorm					
Requires a password					

TABLE 3-22: SAMPLE ALTERNATE ALPHABETS CONTINUED

English	Elder Futhark	Futhark-Based	Greek	Autorealm Phoenician	Line of gems
R	ᚱ	↑	ρ	ᚱ	A characteristic of the scarab beetle
S	ᚢ	ᛖ	σ	ſ	Planar manuscript
T	ᛏ	ᛐ	τ	↑	Quiet
U	ᚢ	ᛘ	υ	ᚦ	Bales of tobacco
V	ᚢ	ᛗ	ω	ጀ	Invisible objects
W	ᚢ	ᛟ	ω	ጀ	Use the third dimension: make them climb
X	*	ᛘ	Ξ	ጀ	The legendary bridge
Y	ᛵ	ᚹ	ψ	ጀ	Bags of seed
Z	ጀ	ጀ	ζ	ጀ	An attorney
					A pleasant demeanor
					A sigil in the fire
					Webs of twine
					Fey beings
					Mysterious experiments
					Festival of Forgetting
					Rats
					A large grate
					Werewolf
					A characteristic of the eel
					Bits and pieces
					Nomadic
					A characteristic of a bird
					Sacks of wheat
					Minstrel
					Howling noise
					Let the games begin
					Solvents and acids

There are a vast number of fantasy fonts available on the Internet that can serve as a code alphabet. The Autorealm Phoenician font used in the above table is one of these, taken from the Autorealm mapping site. Hieroglyph fonts, Hebrew, and pictograms are also good if you don't want to provide any clues by using letters with similarities to their modern equivalents. Script fonts that connect letters are *much* harder to decipher, since the players won't know where one letter ends and another begins, so I don't recommend these.

Many player will be aware that "e" is the most commonly used letter in the English language, since this knowledge was well disseminated in the Sherlock Holmes story, "The Dancing Men." Making the letter "e" recognizable will go a long way toward making an alphabet code easier to decipher.

GENERATING RIDDLES

Just as with codes and ciphers, remember that what looks easy from behind the referee's screen is actually a lot harder for the players to figure out. It is good planning to have the solution available somewhere else in the adventure, and NEVER make solving a riddle the only way for the players to proceed all the way through an adventure.

The easiest way to create a riddle is to follow the steps below:

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

Jot down the distinctive characteristics of the thing you've chosen as the riddle's answer. A horse, for example, has four legs, a mane, a tail, carries a rider, has hoofs, etc. This is a brainstorming step; write down everything you can think of.

Consider ways of describing these characteristics in a vague or poetic manner. For example, a horse is a land-strider. Because a person sits on it, it can be "man's throne." And its iron-shod feet make sparks when they strike stone. Thus, "Land strider, man's throne, sparks fly when I step to stone."

Take a shot at putting a rhyme or two into the riddle. It's not necessary, but the impact is far better.

It's like a vacuum cleaner

Something blew up

Mercenary monsters

A flower of force

A characteristic of the squid

Deceptive image

Priest-killer

A characteristic of the wolf

Cocoon

Use the third dimension

Dangerous religion

Doorway into lightning

Slightly dented

Ring of mushrooms

Ancient idol

A characteristic of the maggot

A characteristic of an ape

Rage

Dream procedure

Serves as an example

Wizard's hobby

Duel

Make an offer

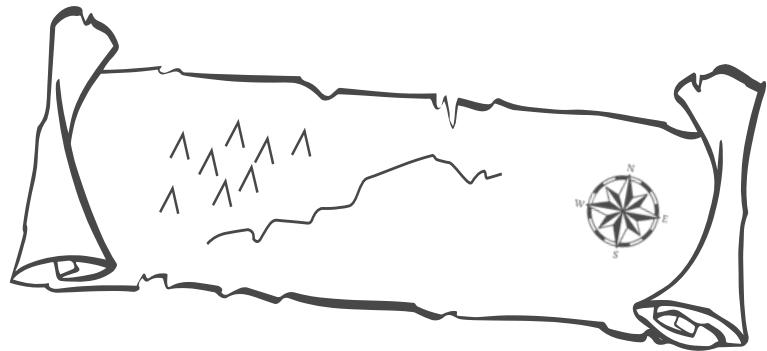
Deceptive hallway

Shoemaker

Redemption

Requires water

THE MAP



INTRODUCTION

The various sections of this part of the book are organized in the context of a random dungeon generator, but they are actually intended to be used separately, when you are looking for a bit of specific inspiration about some feature in a dungeon you aren't generating randomly. The other possible way of organizing them was alphabetically, and I decided that as a creative tool, it would be better to provide some connection between the elements instead of presenting them in isolation. Even if the designer is initially looking for an isolated element, the connections themselves might serve as an independent source of inspiration.

QUICK INSPIRATION

If what you're looking for is just a quick inspiration for "what comes next" in an existing dungeon, it's a bit irritating to be faced with an entire dungeon-generation system. There are a couple of quick ways to get ideas for "what comes next."

Starting wherever you need some inspiration (the edge of your existing map), and go directly to Table 3-23 to generate ideas for the transition into a new area. Once that's done, go to Table 3-37 to see what's on the other side of the transition area. Table 3-37 generates the general layout of a set of rooms and chambers, and can be used to generate the shape and sizes of those areas.

Another possibility is to jump all the way down to Tables 3-78 and 3-79 and see which one of them you like best (these two tables are similar but alternate methods). Table 3-78 offers general ideas for what might come next in a dungeon, without many references to the tables. Table 3-79, on the other hand, is designed to direct you back into the tables – it is like a master table for jumping randomly into the tables. In other words, Table 3-78 is for use if you're feeling pretty creative, and Table 3-79 is for use if you want to treat this whole section as a grab-bag of tables instead of a step-by-step process.

The third alternative is just to browse through the tables until something catches your eye as an interesting idea.

HOLISTIC DUNGEON GENERATION

Every method I have seen for generating random dungeon maps is a linear "walk" through the dungeon's passageways, with the dice generating whatever comes next beyond the last element you generated. This sort of method isn't completely horrible if you're pressed for time, and it can certainly provide you with flashes of inspiration. There is, however, a somewhat better way of creating a dungeon map, in which the designer has a bit more influence over the process as it develops. At the very least, this means you won't have to erase big parts of the map as often as you do when using a linear generator. At its best, it allows you as the dungeon designer to integrate your own creative processes more easily into the overall pattern of random results as that pattern develops.

THE CONCEPT OF DUNGEON AREAS

A dungeon "area" is a set of rooms (or chambers, or caverns) that are separated from other groups by only one or two connections. In other words, the dungeon map is "granular," made up of distinct pieces. There are several reasons for constructing a dungeon map in this fashion: the small number of connections makes each one tactically important for escape route and ambushes, and because the areas are segmented, the players themselves gain a sense of excitement when they realize they have discovered a new area of the dungeon. The dungeon level has regions, rather than being a single, undifferentiated whole.

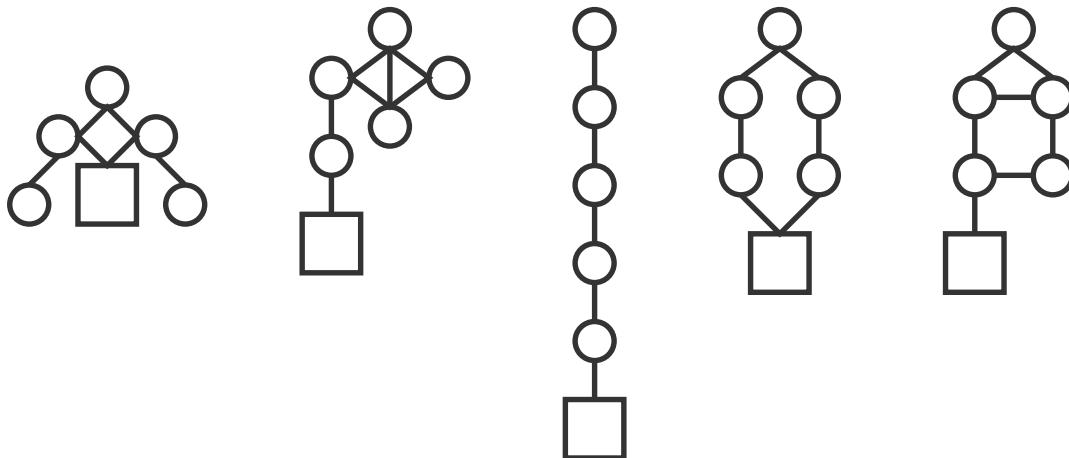
Perhaps as importantly, dividing the dungeon map into such segments allows you, as the designer, to apply your different creative inspirations in small bites. It is much easier to work several different ideas into a dungeon level when there are naturally existing borders to separate one idea from the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

DUNGEON AREAS

ARRANGING THE AREAS

The first step in designing a dungeon holistically is to create the arrangement of the areas (groups of rooms) and their connections.

The dungeon is divided into areas, and each area is connected to others by a “transition.” Choose an arrangement of the areas from the options below. The lines are the transition areas, the square box is the starting area, and the circles are areas found beyond the starting area. It is a good idea to sketch the resulting diagram (or one you create) onto a full sized sheet of paper, because you will probably be writing notes about each circle and line before you move on to creating a real map.



TRANSITIONS BETWEEN DUNGEON AREAS (THE CONNECTING LINES)

Each line on the dungeon’s chart of areas is a “transition,” that can be as simple as a door or as bizarre as a teleportation device. Roll for each transition line on your chart, determine if there is a trick associated with it, and note that all down next to the line.

Table 3-23: Transitions Between Dungeon Areas

Die Roll	Nature of Transition* (d100)	Chance of Hazard Trick Added to This Type of Transition** (d100)	If there is no Hazard Trick, roll to see if there is a more complex trick involved in the transition*** (d100)
01-10	Corridor, short	20%	5%
11-20	Corridor, long, straight (or almost straight)	20%	5%
21-30	Corridor, long, with turns or curves	10%	5%
31-40	Door or archway, normal	0%	5%
41-44	Door, secret, normal	0%	5%
45-48	Door, secret, unusual mechanism	0%	5%
49-52	Door, concealed, normal	0%	5%

Vigilantes

A mistake in the formula

Turtle shell

Decorator had no taste

Illuminated manuscript

Primordial magic

Where the food is prepared

A pegasus

A scorpion is involved

Religious manuscript

An artificer (lenses and glass)

Flip it upside down

Forbidden words

Drains magic

Poison

Pickled eggs

Legend of the fey

Dangerous ideas

Triangulation of Magic

Cheese wheels

The peril of making assumptions

But it had horns

Clone vats

Dispersed

A mechanical toy

Of the bloodline

Requires metal

A fishing net

TABLE 3-23: TRANSITIONS BETWEEN DUNGEON AREAS CONTINUED

	Die Roll	Nature of Transition* (d100)	Chance of Hazard Trick Added to This Type of Transition** (d100)	If there is no Hazard Trick, roll to see if there is a more complex trick involved in the transition*** (d100)
Primordial ooze	53-56	Door, concealed, unusual mechanism	0%	5%
Concealed scroll	57-60	Corridor, long, with 1d4 side passages, 50% chance to dead end after 1d3 turns/curves, and 50% chance to terminate in a room after 1d2 turns/curves	10%	5%
Lightning-charged vines	61-65	Bridge over river or chasm	10%	5%
The greatest of cats	66-75	Door, unusual mechanism	5%	0%
Carpenter	76-80	Waterway connection	10%	5%
Escaping	81-82	Partially submerged corridor	25%	5%
Shadow clues	83-85	Teleportation	0%	10%
The peril of an unexpected visit	86-90	System of corridors in which some go under others (or just a corridor that goes under part of an existing area to reach the new area)	10%	5%
Dentistry	91-00	Architectural Trick (see Table 3-84 or Table 3-85)	0%	0%
Wreathed in moonlight				
Beam of energy				
Moon carvings				
Instruction manual				
Optical illusion				
Fast-climbing				
Circle of stones				
Mimic				
Steward to a merchant				
Cryptic				
Rotted away				
An attribute of a stingray				
Doorway into stone				
Doorway to the abyss				
Moneylender				
Green spirals				
Wreathed in webs				
Much like a centipede				
Not even one				

* If the Transition is to a special seventh area, add +20 to the die roll, treating any result over 100 as an architectural trick. If the result is a normal door (including secret and concealed normal doors) then there is a 100% chance of a complex trick being associated with it. For all other results for transitions to a seventh area, the chance of a simple trick is 75%, and if there is no simple trick then the chance of a Complex Trick is 100%.

**Hazard tricks are found in Table 3-92

***Determine nature of trick on Table 3-81

Table 3-24: Corridor, Basic Description of

Die Roll	Corridor Width (d100)	Construction (d100)	Height (d100)	Unusual Features (d100)
01-20	5ft	Same as connected area	Crawlway	None
21-40	10ft	Excavated, rough hewn	10ft	None
41-60	10ft	Excavated, well-finished	10ft	Roll once
61-80	10ft	Naturally occurring (cavern)	20ft or more	Roll once
81-00	20ft	Same as connected area	Same as connected area	Roll twice

Table 3-25: Corridor, Unusual Features of

Die Roll	Unusual Features of Corridor (d100)	
01-05	Pillars down center	<i>Where is the real power?</i>
06-10	Half-pillars in side walls	<i>Gem is cursed</i>
11-15	Crumbling or unstable	<i>Stealth</i>
16-20	Murals or mosaics on walls	<i>An attribute of a toadstool</i>
21-25	Alcoves	
26-30	Slopes up or down	<i>A very angry light spell.</i>
31-35	Several short twists, turns, or zigzags	<i>Shadow carvings</i>
36-40	Pillars in random locations	<i>Just improvise</i>
41-45	Carvings on walls	<i>Webs of color</i>
46-50	Mosaic or patterned floor	<i>Half of that</i>
51-55	High ceiling	<i>Granulated</i>
56-60	Large grates in floor	<i>Jester</i>
61-65	Strong air drafts or even wind	<i>A chronic condition</i>
66-70	Dips through short underwater area	<i>Pickled fish</i>
71-75	Unusual temperature (hot/cold)	
76-80	Holes in walls	<i>When the egg hatches</i>
81-85	Blocking line of thin pillars or bars 2ft apart blocks carts, mules, large objects	<i>Requires certain circumstances</i>
86-90	Tube or pipe rather than corridor	<i>A characteristic of the baboon</i>
91-95	Trap	
96-00	Monster lair in corridor	<i>Doorway to the past</i>

Table 3-26: Bridges

Die Roll	Bridge Material (d100)	Unusual Feature (d100)	
01-10	Stone	Invisible	<i>Bug</i>
11-20	Rope and wood	Slippery and/or sloped downward	<i>Strange Geometries</i>
21-30	Wood	Tilting	<i>A characteristic of the gecko</i>
31-40	Glass	Broken	<i>Repeating pattern</i>
41-50	Iron	Crumbling or dilapidated	<i>Cattle-killer</i>
51-60	Bronze	Statues or carvings	<i>Concealed trigger</i>
61-70	Floating disks	Sways or flexes	<i>Perceived but unseen</i>
71-80	Stepping stones	Illusion involved	<i>Bats</i>
81-90	Tree or log	Upward sloping	<i>Power of the moon(s)</i>
91-00	Vines (possibly living)	Rotates	

Leaves of iron

Powerful spell

Secret identity

Magic boots

Marks of the pox

Links of grass

Something was entombed in stone

There has been a fire

Bugbear

This part is known for beggars

A story for the ages

Strange beast of burden

Armored carapace

Lycanthropes

Held for ransom

Salt pork

A herald

David Bowie's Goblin King

Nemesis

Draped in ruin

Ice

Abjuration

Taking measurements

An unreliable information source

Dream maker

A mixture led to unexpected results

Fungi

Abstract principles

DOORS AND ARCHWAYS

ARCHWAYS

Whenever a tunnel or corridor leads out of a room, there is presumably some sort of archway, so when an “archway” appears on a table or gets marked on a map it’s because there is something unusual, noticeable, or distinctive about it.

Table 3-27: Archway Master Table

Roll 1d8 for archways within an area

Roll 1d12 for archways connecting two significant areas of the dungeon

Die Roll	Archway
1	Carved
2	Draped opening
3	Large
4	Multiple arches
5	Oddly shaped
6	Painted
7	Architectural trick
8	Trapped (simple trap)
9	Architectural trick and one other feature (roll 1d6)
10	Trap (simple trap) and one other feature (roll 1d6)
11	Blocked by bars (horizontal or vertical), portcullis, or grate
12	Blocked by bars (horizontal or vertical), portcullis, or grate and one other feature (roll 1d6)

Roll on whichever column of Table 3-28 was indicated by the roll on Table 3-27.

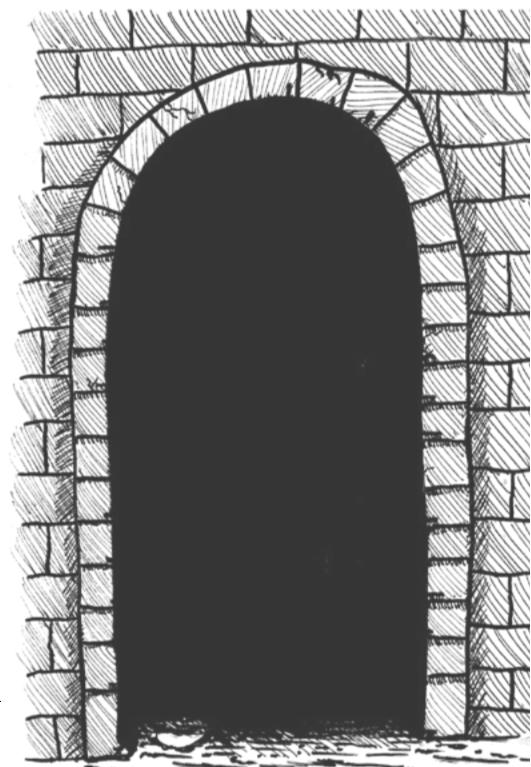


Table 3-28: Archway, Distinctive Elements

Die Roll	Carved (d100)	Draped (d100)	Large (d100)	Multiple (d100)	Odd Shape (d100)	Painted (d100)
01-10	Abstract shapes	Cloth curtain (regular cloth)	15ft at top	Double arch (pillar at middle)	Gothic (or rounded if most of the arches are gothic)	Blue
11-20	Animals	Hide or leather curtain	20ft at top	Double arch (pillar at middle)	Short arch has less than 5ft clearance at top.	Black
21-30	Gargoyles	Strands of beads form curtain	20ft at top	Double arch (pillar at middle)	Archway is a circular opening in the wall	White

TABLE 3-28: ARCHWAY, DISTINCTIVE ELEMENTS CONTINUED

Die Roll	Carved (d100)	Draped (d100)	Large (d100)	Multiple (d100)	Odd Shape (d100)	Painted (d100)	
31-40	Glyphs (see Table 3-21)	Bells	20ft at top	Triple arch, equal heights (two pillars)	Triangle-topped arch	Green	Zombies
41-50	Plants	Twine or ropes form curtain (possibly with weights or bells at the ends)	20ft at top	Triple arch, central arch taller than side arches (two pillars)	Half-octagon	Red	Spatial transition
51-60	Flowers	Cloth curtain, embroidered or velvet	30ft at top	Quadruple arch (three pillars). If the hallway is of normal width, these might actually be hard to squeeze through.	Wider than it is tall	Yellow	Concealed monster
61-70	Skulls	Bones tied together in strands form a curtain	30ft at top	Double arch (pillar at middle)	Archway is an oval-shaped opening in wall	Brown	The words of the queen
71-80	Faces	One or more skulls hang from top of arch	30ft at top	Triple arch, central arch shorter than side arches (two pillars)	Archway is triangular opening in wall	Purple	Follow the money trail
81-90	Monsters	String or leather thong crosses the archway horizontally, secured by eyehooks at waist height	40ft at top	Double arch (pillar at middle)	Opening in the wall is shaped in the outline of an animal, monster, or person. Opening touches the floor and is large enough to walk or crawl through.	Representation (roll on the carvings column to see what is painted)	Decorated with furs
91-100	Message in words	Multiple animal pelts, shells, or turtle shells are connected into strands to form curtain	40ft at top	Double arch (pillar at middle)	Extremely narrow	Repeating shapes or a pattern	Counterspells

Wooden boxes

Nobody likes
a reduction in
payment

Enough gnats can
weigh several
pounds

Fading away

A characteristic of
the monkey

An ancient
procedure

Serpent

A footprint

It was buried for
safekeeping

Shifting
allegiances

Exiled wizard

Bronze centipede

A plot twist

A hippopotamus.
Just saying.

Trapped in the
vines

Find the body

Dangerous words

Earwigs make
anything gross

Finally made
contact

You can't imprison
a ghost

It regenerates

Two people
playing a game

Something
unexpected
washes ashore

A sworn truce

Someone was
strangled



DOORS

NORMAL DOORS

Just because a door is “normal,” i.e., not concealed, secret, or opened by means of a complicated method, doesn’t mean it can’t be unique. This is especially true of doors that connect two major “areas” within a dungeon.

Table 3-29: Normal Door, Basic Description of

Die Roll	Doors within a Dungeon Area (d100)	Doors Connecting Dungeon Areas (i.e., more significant) (d100)
01-10	The door is like most other doors in the dungeon, with no particular distinguishing features.	The door is like most other doors in the dungeon, with no particular distinguishing features.
11-20	The door is like most other doors in the dungeon, but is painted an unusual color (see appropriate column on Table 3-30)	The door is like most other doors in the dungeon, but is painted an unusual color (see appropriate column on Table 3-30)
21-30	The door is like most other doors in the dungeon, but has an oddity (see appropriate column on Table 3-30)	Roll for the door’s material and color on Table 3-30
31-40	The door is like most other doors in the dungeon, with no particular distinguishing features.	Roll for the door’s Material and how it opens on Table 3-30
41-50	The door is like most other doors in the dungeon, but is painted an unusual color (see appropriate column on Table 3-30)	Roll for the door’s material and for an Oddity on Table 3-30
51-60	The door is like most other doors in the dungeon, but has an oddity (see appropriate column on Table 3-30)	Roll on each column of Table 3-30 to get the description of a very unusual door
61-70	The door is like most other doors in the dungeon, with no particular distinguishing features.	The door has an unusual mechanism (Roll on Table 3-32)
71-80	The door is like most other doors in the dungeon, with no particular distinguishing features.	The door is a large double door (1d6 x10ft high). Roll for its Material on Table 3-30.
81-90	The door is like most other doors in the dungeon, with no particular distinguishing features.	The door is normal, but has an Oddity from Table 3-30.
91-00	The door is like most other doors in the dungeon, with no particular distinguishing features.	The door has an unusual shape, determined by rolling on Table 3-31.

Table 3-30: Normal Door, Unusual Features of

Die Roll	Material (d100)	Color (d100)	Opens (d100)	Oddities (d100)	
01-04	Bronze	Black	Divides at middle, hinged top and bottom	Bells attached	Diamond
05-08	Bronze	Blue	Divides at middle, top slides up, bottom slides down	Bloodied	Pile on the drama
09-12	Bronze	Diamond pattern	Divides down middle, hinges on both sides	Brand new	A characteristic of the anteater
13-16	Clay	Green	Drops into slot	Broken	A lost path
17-20	Copper	Grey	Hinged at bottom	Creaks	A magical key
21-24	Curtain (beads)	Natural color	Hinged at top	Dented	Bone face carving
25-28	Curtain (cloth)	Natural color	Iris valve	Dog door	Circle of gemstones
29-32	Flesh	Natural color	Pulls	Door knocker	The wrong words
33-36	Iron	Natural color	Pulls	Doormat or sign	Moon portal
37-40	Iron	Natural color	Pulls	Glow	Fluffy little dog
41-44	Paper, gauze, or lace	Natural color	Pulls	Glyphs	Obscured vision
45-48	Quartz	Natural color	Pushes	Graffiti	It keeps careful count
49-52	Stone	Orange	Pushes	Hacked at	Silver vulture
53-56	Stone	Purple	Pushes	Illusion	Find a missing item
57-60	Straw	Red	Pushes	Multiple locks	This was actually Plan B.
61-64	Thorns	Stripes	Raises	Peephole	Made of stone
65-68	Tiles (mosaic)	Swirls	Revolves	Recently painted or wet paint	A characteristic of an eagle
69-72	Tiles (movable)	Transparent	Slides	Scorched	Hidden things
73-76	Wicker	White	Slides	Strange shape	A scorpion's tail
77-80	Wires or mesh	Yellow	Turnstile	Trap	Delivering a message
81-84	Wood	Natural color	Divides down middle, hinges on both sides	Face imprinted upon	Seven sisters
85-88	Wood	Natural color	Dissolves	Written trick	Eye of newt
89-92	Wood	Checkerboard	Hinged at bottom	Eyes, nose, or mouth	Static electricity
93-96	Wood	Splotches	Hinged at top	Unusual mechanism (roll on Table 3-32)	Vultures
97-00	Wood	Pink	Pushes	Unusual mechanism (roll on Table 3-32)	Moon walkers

Table 3-31: Normal Door, Unusual Shapes of

	Die Roll	Unusual Shape (d100)
<i>Shape-shifters</i>	01-10	Circular (part of one side would have to be straight in order to accommodate hinges)
<i>Wreaked in music</i>	11-20	Half circle
<i>A characteristic of the crocodile</i>	21-30	Octagonal
<i>A strange mark</i>	31-40	Oval shaped (75% taller than it is wide, 25% wider than it is tall)
<i>Where landsharks dance</i>	41-50	Reached by steps down (probably only a couple, unless you have part of the dungeon level set somewhat deeper than the rest of the dungeon)
<i>A public executioner</i>	51-60	Reached by steps upward (possibly only a couple, possibly the door is quite high in the wall)
<i>The mechanism is fouled</i>	61-70	Square
<i>Heresy</i>	71-80	Triangular (and might have to open on an angle if one side is not perpendicular to floor)
<i>Overlooks the sea</i>	81-90	Very tall and very narrow
<i>Zealots</i>	91-00	Wider than it is tall

Table 3-32: Normal Door, Unusual Mechanisms for

	Die Roll	Roll on this column (d100)	And then this column (d100)	And then roll on this column (d100)
<i>Inimical</i>	01-02	Rotate (clockwise)	The Falcon head	Three times
<i>Lit by water</i>	03-04	Rotate (counterclockwise)	The King's crown	Forcefully
<i>Large talons</i>	05-06	Lift up	The Second button	Hard
<i>A huge fireplace</i>	07-08	Push in	Each knob	Slowly
<i>Tracks in the mud</i>	09-10	Push up	The shortest lever	Quickly
<i>Specific rules of behavior</i>	11-12	Push down	The entire keyhole	Carefully
<i>A fateful ceremony</i>	13-14	Push left	The large flagstone	Until it clicks
<i>Moves when trigger event happens</i>	15-16	Push right	The handle	Until the keyhole appears
<i>Guard the bottles</i>	17-18	Slide up	The serpent's tongue	Until the latch appears
<i>Bronze lanterns</i>	19-20	Slide down	The curtain rod	Until the latch opens
<i>Majordomo for a wealthy household</i>	21-22	Slide	The disk under the latch	Until the button pops up
<i>Clay oil lamps</i>	23-24	Pull	The hidden lever	While the other door is closed
<i>Roughly plastered</i>	25-26	Pull down on	The doorknob	At the indicated time
<i>From another plane of existence</i>	27-28	Pull up on	The glass pane	While saying the word "Ni."
<i>Old prophecy</i>	29-30	Turn	The carving on the bottom	Just after the chime sounds
	31-32	Turn around	The gargoyle's buttocks	Until the real door opens
	33-34	Remove	The middle face	Then jump back
	35-36	Use water on	The rope	Then run like hell
	37-38	Apply heat to	The torch sconce	But pull your hand back quickly

TABLE 3-32: NORMAL DOOR, UNUSUAL MECHANISMS FOR CONTINUED

Die Roll	Roll on this column (d100)	And then this column (d100)	And then roll on this column (d100)	<i>Creature from the deeps</i>
39-40	Squeeze	The skull	Until the floor opens	<i>Find the culprit</i>
41-42	Close	The statue	As hard as you can	<i>The deadline expired</i>
43-44	Open	The eye of the idol	Until it aligns with the other side	<i>Deep vegetation</i>
45-46	Replace	The blue stone	Until it lines up with the yellow marker – NOT the red marker	<i>So it begins</i>
47-48	Take weight off	The spiral thingy	To get it into the other socket	<i>Temporary intelligence</i>
49-50	Put weight on	The knob	To make it match the other side	<i>What was delivered</i>
51-52	Shake	The numbered dial	While the eye of the statue is closed	<i>Assimilator</i>
53-54	Twist	The red pin	In complete darkness	<i>Levitating plants</i>
55-56	Lower	The water valve	From a distance	<i>Requires a ticket</i>
57-58	Cover up	The large gear	Using a mental command	<i>Something was burned</i>
59-60	Shine bright light on	The twisted wire	Which is in the other room	<i>Beneath all expectations</i>
61-62	Pry out	The other door	Out in the hallway	<i>Contagion of an idea</i>
63-64	Use a wrench on	The floorboard	Until the water-tubes connect	<i>A blue frog</i>
65-66	Use electric shock on	The tripwire-looking thing	Until the electrical arcs have started	<i>How does it function?</i>
67-68	Press on	The hook	Then back away	<i>Requires certain order of operation</i>
69-70	Apply pressure to	The eyeball	Then cover your eyes	<i>Waiting for the rescue</i>
71-72	Move	The bell-pull	Until blood flows	<i>Only one thing did not break</i>
73-74	Unfasten	The chain	Until you have heard two clicks	<i>Wooden orb</i>
75-76	Lift and turn	The triangular piece	When it glows	<i>Strange digestion</i>
77-78	Press and then turn	The faucet	While standing on the pressure plate	<i>One of these things is not like the others</i>
79-80	Disconnect	The carved hand	Until the other one makes a clicking noise	<i>Morphological changes</i>
81-82	Reconnect	The eye of the tiger	Until the ticking noise stops	<i>Find the line</i>
83-84	Hit	The gem	To start the process	<i>It eats away at it slowly</i>
85-86	Crank	The loop	Until the tubes fill with liquid	<i>Big pottery jars</i>
87-88	Don't touch	The talking part	In complete silence	<i>Ancient writing</i>
89-90	Touch	The fig leaf	Very gently	
91-92	Take pressure off	The wheel	Until the illusion disappears	
93-94	Strike	The bolt	And wait for three hours	
95-96	Uncover	The bladed apparatus	To remove the magnetic force	
97-98	Rotate	The coupling	To make the stone rise	
99-00	Spin	The decorative wing-nut	To keep that obviously very bad contingency from occurring	

WATERWAYS

Across the rooftops

The letters show
the way

Dangerous
methods

Spy on the villain

Doorway into trees

Sound of shadows

The peril of an
untimely sneeze

Reawakening

Bas-relief carvings

Reconnaissance

Draped with
rubies

Guess the next
number

Owls

Dream infiltrator

It's broken
somehow

Pointed shoes

Glowing eyes

Song of the bird

Filled with tubes

Swore fealty

The lure of silver

Ancestral feud

Astrological
festival

A trial

This part readies
itself for war

Edge of the
precipice

Plays with fate

At the drop of
a hat

Table 3-33: Waterway Connections, Basic Description

Die Roll	Waterway (d8)
1	River blocks a corridor or room, 1d6 x10ft across
2	River runs through a tunnel and must be followed to reach the new area (50% chance of boats being docked for this purpose, possibly broken or decayed if the dungeon is ancient)
3	River runs through a pipe or tunnel with little or no airspace above the liquid. The pipe might be horizontal or vertical
4	River blocks corridor or room, but there is a ford or causeway
5	Lake must be crossed. Boats might or might not be available.
6	Waterfall must be crossed, ridden down, or broken through to reach connected area
7	A tunnel or corridor is approximately waist-deep in water or other liquid
8	River or other moving body of water powers a water-wheel or other apparatus which must be climbed, destroyed, deactivated, or traversed in order to reach the new area

Table 3-34: Waterway Connections, Nature of Liquid

Die Roll	Description of Liquid (d100)
01-30	Water, normal
31-40	Water, with numerous fish or other marine life
41-50	Water, with numerous aquatic plants
51-70	Water, muddy
71-90	Water, crystal clear
91-92	Sewage
93-94	Goop of some kind
95-96	Unnaturally hot or cold liquid (probably water)
97-98	Liquid of strange color (possibly only water)
99	Liquid of unusual smell (possibly toxic)
100	Poison

TELEPORTATION

Table 3-35: Teleportation, Nature of

Die Roll	Description of Teleportation (d100)
01-05	Imperfect teleportation with error factor; teleports groups, medium to long “reset” period, two-way
06-10	Imperfect teleportation with error factor; teleports groups, medium to long “reset” period, one-way

TABLE 3-35: TELEPORTATION, NATURE OF CONTINUED

Die Roll	Description of Teleportation (d100)	
11-15	Imperfect teleportation with error factor, teleports groups, short “reset” period, two-way	<i>Writing on the wall</i>
16-20	Imperfect teleportation with error factor, teleports groups, short “reset” period, one-way	<i>Forbidden area</i>
21-25	Perfect teleportation in groups, medium to long “reset” period, one-way	<i>A tree of stone</i>
26-30	Perfect teleportation in groups, medium to long “reset” period, two-way	<i>Bioluminescent mold</i>
31-35	Perfect teleportation in groups, short “reset” period, one-way	<i>A hostile animal</i>
36-40	Perfect teleportation in groups, short “reset” period, two-way	<i>Hallucinogenic runes</i>
41-45	Perfect teleportation in groups, target point varies, medium to long “reset” period, two-way	<i>Attacked by fish</i>
46-50	Perfect teleportation in groups, target point varies, medium to long “reset” period, one-way	<i>Yesterday is a foreign country</i>
51-55	Perfect teleportation in groups, target point varies, short “reset” period, two-way	<i>Wrathed in steam</i>
56-60	Perfect teleportation in groups, target point varies, short “reset” period, one-way	<i>A ladder</i>
61-65	Perfect teleportation, one at a time, medium to long “reset” period, two-way	<i>Restless spirits</i>
66-70	Perfect teleportation, one at a time, medium to long “reset” period, one-way	<i>Bright plumage</i>
71-75	Perfect teleportation, one at a time, short “reset” period, one-way	<i>A hydra</i>
76-80	Perfect teleportation, one at a time, short “reset” period, two-way	<i>Crossed swords</i>
81-85	Teleportation in groups, separates group to one or more target points, determined randomly, short “reset” period, two-way	<i>Thermodynamics</i>
86-90	Teleportation in groups, separates group to one or more target points, determined randomly, short “reset” period, one-way	<i>Mold spores</i>
91-95	Teleportation in groups, separates group to one or more target points, determined randomly, medium to long “reset” period, two-way	<i>Along tail</i>
96-00	Teleportation in groups, separates group to one or more target points, determined randomly, medium to long “reset” period, one-way	<i>Temporary strength</i>
		<i>Drains strength</i>
		<i>Act as the decoy for an operation</i>
		<i>Dangerous philosophies</i>
		<i>Crime and Punishment</i>
		<i>Age of Aquarius</i>
		<i>Improperly protected</i>
		<i>The dark of the moon</i>
		<i>Oh, the irony</i>
		<i>Charity is involved</i>
		<i>An exodus</i>

Table 3-36: Teleportation, Devices and Special Effects for

Die Roll	Teleportation Device (d100)	Special Effect (d100)
01-04	Roll for an Architectural Trick on Table 3-85, but “What Happens When Functioning” is determined on the next column of <i>this</i> table, and “What is Accessed” is the target of the teleportation, so don’t roll for that on the Architectural Tricks Table	Apparent explosion, with flash, boom, and residual smoke
05-08	Roll for an Architectural Trick on Table 3-85, but “What Happens When Functioning” is determined on the next column of this table, and “What is Accessed” is the target of the teleportation, so don’t roll for that on the Architectural Tricks Table	Earth-shattering Ka-boom
09-12	Roll for an Architectural Trick on Table 3-85, but “What Happens When Functioning” is determined on the next column of this table, and “What is Accessed” is the target of the teleportation, so don’t roll for that on the Architectural Tricks Table	Figure appears to effervesce, vanishes, a few bubbles left behind

TABLE 3-36: TELEPORTATION, DEVICES AND SPECIAL EFFECTS FOR CONTINUED

	Die Roll	Teleportation Device (d100)	Special Effect (d100)
As rumor has it	13-16	Roll for an Architectural Trick on Table 3-85, but “What Happens When Functioning” is determined on the next column of this table, and “What is Accessed” is the target of the teleportation, so don’t roll for that on the Architectural Tricks Table	Figure distorts, then vanishes
Tag, you’re it	17-20	Roll for an Architectural Trick on Table 3-85, but “What Happens When Functioning” is determined on the next column of this table, and “What is Accessed” is the target of the teleportation, so don’t roll for that on the Architectural Tricks Table	Figure leaves a dust shape behind after vanishing, which then falls to floor as powder
Strange smell in the air	21-24	Placing a non-key item into a non-keyhole space. E.g., coin into slot, coin into collection plate, coin into coin-shaped impression in floor, or coin into statue’s mouth.	Glitters or shimmers, then vanishes
Orb of Sentience	25-28	Stepping into a Marked Area (roll on Table 3-95)	Glow with light, then vanishes
Just like last time but different	29-32	Stepping into a Marked Area (roll on Table 3-95)	Horrible smell left behind after figure vanishes
Indications	33-36	Stepping into a Marked Area (roll on Table 3-95)	Lights flash and glitter in the air throughout a large area as figure vanishes
Deceptively simple	37-40	Stepping into a Marked Area (roll on Table 3-95)	None, just disappears
Consumes something	41-44	Stepping into a Marked Area (roll on Table 3-95)	None, just disappears
Silver boots	45-48	Arranging particular objects into a pattern (three stones into a triangle, etc.)	None, just disappears
Vents off excess magic	49-52	Manipulating dials and levers into a particular combination	Puff of smoke
Stones are cursed	53-56	Using a command word in a marked area	Puff of smoke
Held in stasis	57-60	Pressing a large button or pulling a big lever	Quiet popping noise
A finger bone	61-64	Stepping into an unmarked area	Quiet popping noise
Contagion	65-68	Stepping into an unmarked area	Shrieking noise
Sound of the bronze bell	69-72	Stepping into an unmarked area	Slowly becomes transparent, then vanishes
A strange noise	73-76	Any speech in an unmarked area	Teleportation causes a strong emotion of some kind
Hidden entrance	77-80	Following spoken instructions that come from thin air, a statue, or other source (the instructions could be anything, like “take off your weapons,” “pick up the key,” “kick the cat,” etc.)	Teleportation causes hallucinations for a short period of time afterwards
Confident	81-84	Opening a door or container	Teleportation causes several small displacements in space before figure actually teleports to the target
Synthesis	85-88	Remaining in a specific area for a particular length of time	Teleportation causes spastic movements just before figure vanishes
Chaos in the Hinderlands			
Shadow spider			
Omnivorous			
A distant thunder			
Counterfeiting			
Eyes in multiple directions			
A pendulum swinging			
Web of mist			

TABLE 3-36: TELEPORTATION, DEVICES AND SPECIAL EFFECTS FOR CONTINUED

Die Roll	Teleportation Device (d100)	Special Effect (d100)
89-92	Using command word in unmarked area	Teleportation causes spinning of the figure as it vanishes
93-96	Tripping off a trap-like mechanical trigger (see Complicated Trigger column on Table 3-127 for ideas)	The teleportation is painful
97-00	Use a physical key in a keyhole	Winds arise just before teleportation, subside afterwards

This ends the section on connectors and transitions between dungeon areas

DEFINING AND DEVELOPING DUNGEON AREAS

This section of the book is about building and detailing small pieces of the dungeon map – whether or not you’re using the “Holistic Dungeon Generator.” If you *are* using the Generator as a tool, then defining and developing the areas of the dungeon is the next step after generating the transitions between them.

AREA TOPOGRAPHY

Without getting into over-specific categories like the difference between lava tubes and limestone river-caverns, there are only three basic types of dungeon topography. Roll for each area, or just decide what’s appropriate to the area.

Table 3-37: Dungeon Area Topography

Die Roll	Topography (d100)
01-20	Natural caverns
21-50	Rough hewn through rock
51-90	Excavated with cut-stone blocks or fieldstone brought in for walls and ceilings; flagstone floors
91-100	Mix of natural caverns and excavated rooms/chambers

AREA DETAILS

Roll for the number of rooms, then use the indicated formula for Rooms of Unusual Size. For this table, “Rooms” includes caves and cavern chambers if the topography of the area is natural caverns.

Table 3-38: Rooms or Chambers in a Dungeon Area

Die Roll	Total Number of Rooms (d100)	Rooms of Unusual Size (do not roll separately)
01-10	1	1
11-15	2	1d2
16-30	1d3+2	One (50%) or 1d3-1 (50%)
31-45	1d6+2	1d2

Rescue people from a collapsed building

Webs of sand

Alchemy

Temporary sapience

Big baskets containing grain

Gladiator

A negotiator

A game of cards

Dream area

Wooden plates and cups

Curse of the titans

Outpost

Works differently depending on where operator is standing

Sun festival

The top-ranked competitor

Dragon-headed

Preternaturally fast

Anti-toxin

Circle of ravens

Violation of a pact

Jewelry that moves

A preserved eye watches

Wrathed in magic

Ceremonial garments

An unknown cure

Extortion

The sky will darken with them

TABLE 3-38: ROOMS OR CHAMBERS IN A DUNGEON AREA CONTINUED

	Die Roll	Total Number of Rooms (d100)	Rooms of Unusual Size (do not roll separately)
A merciful queen	46-60	1d8+2	1d2
Line of destruction	61-75	2d6	1d3
Influence from afar	76-94	2d6+2	1d4
It was taken in Chanting	95-00	3d6+3	1d4+1

Table 3-39: Normal Size Rooms/Caverns

	Die Roll	Shape and Size of Rooms (d100)	Shape of Caverns (d100)	Size of Caverns (d100)
To be honest...	01-20	Rectangle 20 x 30ft	Roughly a regular oval	Fit the room shape so that it touches two or more edges of a square of 40x40ft
Part of the letter is missing	21-40	Rectangle 20 x 40ft	Kidney-shaped	Fit the room shape so that it touches two or more edges of a rectangle of 40x60ft
Shadow image	41-60	Square 20 x 20ft	Narrows a bit at center	Fit the room shape so that it touches two or more edges of a square of 30x30ft
Hallucinogenic liquid	61-80	Rectangle 30 x 40ft	Widens a bit at center	Fit the room shape so that it touches two or more edges of a square of 50x50ft
Falconer	81-00	Square 30 x 30ft	Narrow oval shape	Large cavern. Fit it so that the shape touches two or more edges of a rectangle with the following dimensions: roll 1d6+6 x10ft for the width of the rectangle, and 1d6+6 x10ft for the length of the rectangle.
Geese				
An attribute of the sparrow				
Blue door				
Green mice				
Battering ram				
Collector's item				
Concealed floor				
At tavern owner				
A misspoken word				
Reflection of the moon				
A famous chef				
A celebration				
Information is usually reliable				
Whirlwind				
Phases of matter				
Changing floor				

Table 3-40: Rooms of Unusual Size

	Die Roll	Shape (d100)	Normal Shape (d100)	Unusual Shape (d100)
Concealed floor	01-05	Normal	Square, 60ft x 60ft	Ziggurat Shape 10ft wide at point, 90ft base
At tavern owner	06-10	Normal	Rectangle, 50ft x 70ft	Ziggurat Shape 10ft wide at point, 70ft base
A misspoken word	11-15	Normal	Rectangle, 60ft x 70ft	Right Triangle H: 1d4+3 x10ft, B: 1d4+3 x10ft
Reflection of the moon	16-20	Normal	Rectangle, 50ft x 80ft	Equilateral Triangle H: 1d3+4 x10ft
A famous chef	21-25	Normal	Rectangle, 60ft x 80ft	Circle 1d4+4 x10ft diameter
A celebration	26-30	Normal	Rectangle, 50ft x 90ft	Octagon 2d6+2 x10ft across (regular or irregular)
Information is usually reliable	31-35	Normal	Rectangle, 70ft x 80ft	Rectangle 40ft x (1d6x10 + 100ft)
Whirlwind	36-40	Normal	Rectangle, 80ft x 90ft	Pentagon 2d6+2 x10ft across (regular or irregular)
Phases of matter	41-45	Unusual	Rectangle, 50ft x 100ft	Oval 1d6+4 x10ft on long axis, 1d6x10ft on short axis
Changing floor	46-50	Unusual	Rectangle, 50ft x 150ft	Roll for Normal Shape, but add 1d4+4 side areas, 10ftx10ft

TABLE 3-40: ROOMS OF UNUSUAL SIZE CONTINUED

Die Roll	Shape (d100)	Normal Shape (d100)	Unusual Shape (d100)	
51-55	Unusual	Rectangle, 60ft x 100ft	Roll for Normal Shape, but add 1d4 side areas 20x20ft	Tubes and valves
56-60	Unusual	Rectangle, 70ft x 100ft	Roll for Normal Shape, but remove a chunk 20ft x 30ft	Wizardry
61-65	Unusual	Square, 70ft x 70ft	Roll for Normal Shape, but remove 2d4 chunks 10ft x 10ft	Destructive tendencies
66-70	Unusual	Square, 80ft x 80ft	Roll for Normal Shape, but cut one end into a triangle with a base of 30-40ft (right or equilateral as you choose)	A meeting of alchemists
71-75	Unusual	Square, 90ft x 90ft	Circle 1d6+4 x10ft diameter	Deceptive coloration
76-80	Unusual	Square, 100ft x 100ft	Diamond Shape, 1d4+4 x10ft on each axis (roll twice)	Doorway to the worm
81-85	Unusual	Rectangle, 80ft x 100ft	Room has a “plus sign” shape: roll twice for Normal Shapes and superimpose them	Oil lamps
86-90	Unusual	Rectangle, 80ft x 110ft	Room has a roughly hourglass shape with “top” and “bottom” having a length of 1d6+3 x10ft	Secret formula
91-95	Unusual	Rectangle, 80ft x 150ft	Roll for Normal Shape, but add 1d2 side areas 20x30ft	This part is older than the rest
96-00	Unusual	Rectangle, 80ft x 160ft	Roll for Normal Shape, but cut one end into a ziggurat with a 1d3 x10ft “point”	You can't turn back time. Or can you?

ARRANGEMENT OF ROOMS/CAVERNS WITHIN THE AREA

Arranging the elements of a dungeon area is the most difficult part of the process. Roll on the table below to determine the abstract description of how the rooms are arranged. This table doesn't specify the length of any interior corridors or which things are directly connected, so all these arrangements can yield very different results (see the diagrams that follow the table).

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

Die Roll	Arrangement (d100)	
01-10	A central room has one or more “suites” entering into it; the rest of the rooms in the area are part of the suites.	Requires a certain image
11-20	Each suite is a self-contained group of interconnected rooms (each room is not, of course, connected to all the others, but most rooms will be connected to more than one other room).	Abnormal
21-30	A main corridor branches into two (either as a Y or a T shaped junction). The rest of the rooms in the area are in suites entering into one of the corridor's branches. Each suite is a self-contained group of interconnected rooms (each room is not, of course, connected to all the others, but most rooms will be connected to more than one other room).	Wreathed in flowers
31-40	All rooms enter onto a single, central corridor that makes one or more turns along its length	Splits in half
41-50	All rooms enter onto a single, straight, central corridor	Apparently not valuable
51-60	All rooms enter onto one central room (probably a room of unusual size, if one is present)	Ancient division
61-70	All rooms enter onto the corridors of a central T-junction or four-way intersection.	Red window

TABLE 3-41: ARRANGEMENT OF ROOMS/CAVERNS WITHIN AN AREA CONTINUED

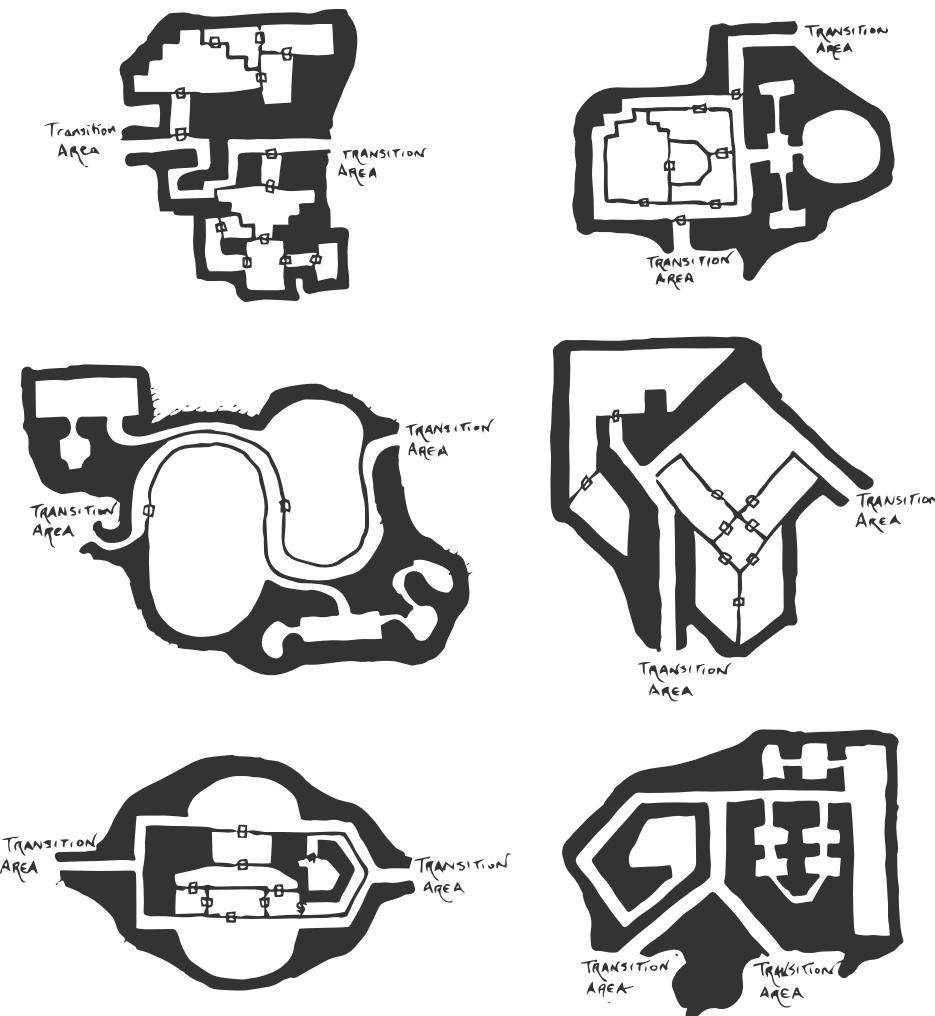
Surrounded by spells
A silver key
Tactics: setting fires
Abomination from the stars
Which of these is not like the others?
Stone walls
Nutmeg
A bird catcher
Guard a person who is under threat
Creatures from Beyond
Garnets
Cosmic Entropy
Transformed monster
The hour of crisis
One of them is a robot
Protective garments
The spells have failed
An unexpected twist
The Obvious Solution
Forbidden machine
Edge of the table
A secret army
Forgotten version
Striated rocks
A leaf of stone
House of the Necromancer
Blight
Residual magic

Die Roll	Arrangement (d100)
71-80	Connecting corridor forms a square, circle, or rectangle (i.e., it surrounds an internal area). About half the rooms are enclosed by the corridor, and the other half enter onto the outside wall of the corridor.
81-90	Connecting corridor forms a square, circle, or rectangle (i.e., it surrounds an internal area). All rooms are inside the enclosed area. Rooms may interconnect directly with each other, or might not. The internal area need not be completely filled by the rooms, and the surrounding corridor might make turns along its path before closing the “circle.”
91-00	Two central rooms are connected to each other by a corridor; all other rooms enter onto one or the other of the central rooms

SAMPLE DIAGRAMS OF IDENTICAL TABLE RESULTS

Each arrangement of rooms described in Table 3-41 affords tremendous flexibility; the table merely suggests the relative relation of the rooms, without much more detail.

4 examples of areas with the same result: 2d6 rooms (and then a roll of 8 for the number of rooms), having 2 rooms of unusual size, with a roll of 21 for Arrangement: “A single connecting corridor has one or more ‘suites’ entering into it; the rest of the rooms in the area are part of the suites. Each suite is a self-contained group of interconnected rooms”



NAMING AN AREA (OR LEVEL)

The name for an area, if you want one at all, might occur to you while you are mapping or populating it. However, if you want some additional ideas at the beginning, the following tables can be used to come up with interesting and evocative names for a particular part of the level (or possibly for the entire level, if you wish).

Table 3-42: Area Names Involving Water

Die Roll	First Part of Area Name (d100)	Second Part of Area Name (d100)	
01-05	The Tentacle	Bridge	Orcs
06-10	The [put second part here] of the Aquatic Undead	Canal(s)	Barricade of Time
11-15	The [put second part here] of the Tarn	Cataract(s)	Writing on the wall
16-20	The Boiling	Channel(s)	Like a hippie
21-25	The Breeding	Cisterns	Ghost in the Machine
26-30	The Burial	Deeps	The Filth-Forge
31-35	The Echoing	Falls	Doorway into green
36-40	The Foggy	Fountains	We ride at dawn
41-45	The Frog	Island(s)	Hide the map
46-50	The Fuming	Lake	An agent of infiltration
51-55	The High	Ponds	Unusually cold
56-60	The Mystical	Pools	Traps react to magic
61-65	The Piranha	River	Changing enemies
66-70	The Poisonous	Rivulets	A manufacturing process
71-75	The Sapphire	Springs	Silent
76-80	The Serpent (or serpentine)	Tanks	Lots of bats are in some way responsible
81-85	The Shark	Waters	A characteristic of a snake
86-90	The Shifting	Weir	Looks like the way out
91-95	The Slime (or slimy)	Wells	Sabotage the villain's operation
96-00	The Spiraling	Whirlpool	Made of ceramic

Table 3-43A: Area Names Involving Tombs (Alternative 1)

Die Roll	First Part of Area Name (d100)	Second Part of Area Name (d100)	
01-05	The Bronze (or other metal)	Boneyard	The spell has taken effect
06-10	The Cursed	Burial Pits	Skipping stones
11-15	The Defiled	Catacomb	Coated in ooze
16-20	The Diseased	Catacombs	Heretical book
21-25	The Forbidden	Charnelhouse	A characteristic of the warthog
26-30	The Frozen	Charnelhouse	Annoying

TABLE 3-43A: AREAS INVOLVING TOMBS (ALTERNATIVE 1) CONTINUED

	Die Roll	First Part of Area Name (d100)	Second Part of Area Name (d100)
Tornado	31-35	The Ghoul (or other undead)	Crematorium
Melts into nothingness	36-40	The Green (or other color)	Crypt
Trapped by a thought	41-45	The Howling (or other ghostly sound)	Crypts
Change in the weather	46-50	The Hypnotic	Graveyard
Serpentine	51-55	The Inescapable	Mausoleum
Turned to liquid	56-60	The Jeweled	Mausoleum
Gravity repulsion	61-65	The Lesser	Mortuary
Memory of a memory	66-70	The Limestone (or other stone type)	Sarcophagi
Elemental contact	71-75	The Locked (or Sealed)	Sarcophagus
All but one	76-80	The Lost	Sepulchers
Parchment	81-85	The Sinking	Tomb
Abomination from beneath the earth	86-90	The Unfinished	Tombs
Ceramic	91-95	The Unopened	Vault
Moon-folk	96-00	The Watery	Vaults

Table 3-43B: Area Names Involving Tombs (Alternative 2)

	Die Roll	First Part of Area Name (d100)	Second Part of Area Name (d100)
Defend the gates	01-05	The Boneyard	Of the (name of followers of a specific religion or sect)
The smell of burning leaves	06-10	The Burial Pits	Of the (name of noble family)
Missed it by that much	11-15	The Burial Vault	Of the Ancient Ones
Pattern of birds	16-20	The Catacombs	Of the Beasts
The larder	21-25	The Catacombs	Of the Cultists
A characteristic of a bear	26-30	The Charnelhouse	Of the Cursed
Wooden cube	31-35	The Charnelhouse	Of the Demons (or other powerful type of supernatural monster)
Like a cat	36-40	The Crematorium	Of the Elves (or other specific species, ancestry, or bloodline)
Fruit preserves	41-45	The Crypt	Of the Great One (a wizard, leader, etc., whose name is now forgotten)
Spiral stairs	46-50	The Crypt	Of the Heretics (or Unbelievers, or Infidels, etc)
A characteristic of the whale	51-55	The Graveyard	Of the Kings
Consumes too much	56-60	The Mausoleum	Of the Orcs (or similar monster type)
Gladiators	61-65	The Mausoleum	Of the Painted Statues (or other architectural feature)
Magic belt	66-70	The Mortuary	Of the Plague-Struck
	71-75	The Sarcophagi	Of the Priests

TABLE 3-43B: AREAS INVOLVING TOMBS (ALTERNATIVE 2) CONTINUED

Die Roll	First Part of Area Name (d100)	Second Part of Area Name (d100)	
76-80	The Sarcophagi	Of the Thieves	<i>Disappears</i>
81-85	The Sepulcher	Of the Unconsecrated	<i>Cleaning supplies</i>
86-90	The Tomb	Of the Unforgiven	<i>Goldsmith</i>
91-95	The Tomb	Of the Warriors	<i>Convergence</i>
96-00	The Vault	Of the Witches	<i>Perils and prophecies</i>

Table 3-44: Area Names Involving Scholarship or Research

Die Roll	First Part of Area Name (d100)	Second Part of Area Name (d100)	
01-05	The Abhorrent	Archives	<i>The Heavy Metal Solution</i>
06-10	The Canonical	Archives	<i>Splendid flowers!</i>
11-15	The Cursed	Books	<i>Leather hides</i>
16-20	The Death	Books	<i>An important message went astray</i>
21-25	The False	Brain	<i>Sacks of barley</i>
26-30	The Forgotten	Laboratories	<i>Trapped spirits</i>
31-35	The Fragmented	Laboratories	<i>Injects a substance</i>
36-40	The Fungus	Libraries	<i>A game of chess</i>
41-45	The Ghoul	Library	<i>Acts of peace</i>
46-50	The Hidden	Machines	<i>Fire damaged</i>
51-55	The Incremental	Machines	<i>Envenomed nails</i>
56-60	The Insane	Memory Chambers	<i>Moon writing</i>
61-65	The Lifeless	Scriptorium	<i>Hobgoblins</i>
66-70	The Metaphysical	Scriptorium	<i>Uses a specific fuel</i>
71-75	The Predator's	Scrolls	<i>Three ways forward</i>
76-80	The Preserved	Scrolls	<i>Highly contagious</i>
81-85	The Slumbering	Tablets	<i>Sabotage the device</i>
86-90	The Theological	Tablets	<i>Function depends on the instructions given</i>
91-95	The Theoretical	Workrooms	<i>Known to be missing</i>
96-00	The Unstable	Workshops	<i>Evidence of a crime</i>

Table 3-45: Area Names Involving Imprisonment

Die Roll	First Part of Area Name (d100)	Second Part of Area Name (d100)	
01-05	The Boiling	Cages	<i>A poor substitute</i>
06-10	The Broken	Cages	

TABLE 3-45: AREAS INVOLVING IMPRISONMENT CONTINUED

	Die Roll	First Part of Area Name (d100)	Second Part of Area Name (d100)
Worm	11-15	The Dimensional	Cells
An intelligent giant	16-20	The Forbidden	Cells
Slumber	21-25	The Forlorn	Incarcerations
Circle of Acquaintance	26-30	The Ghostly	Incarcerations
Telepathic organelle	31-35	The Hanging	Jails
Plague	36-40	The Heretic	Jails
A sharp beak	41-45	The Hidden	Jars
Copies something	46-50	The Iron	Jars
A substitute	51-55	The Locked	Oubliette
A thing that grabs	56-60	The Malodorous	Oubliette
Dream writing	61-65	The Memory	Pits
Kennels of the beasts	66-70	The Multi-level	Pits
The lottery	71-75	The Penitentiary	Prison
Kind of like a thing	76-80	The Red	Prison
A minor glitch	81-85	The Reformatory	Stockades
Crosses over	86-90	The Tentacle	Stockades
A spirit is responsible	91-95	The Traitors'	Suspension
Hanged until dead	96-00	The Water	Suspension

Table 3-46: Area Names Involving Worship

	Die Roll	First Part of Area Name (d100)	Second Part of Area Name (d100)
Part of the story is missing	01-05	The Bloodstained	Abbey
Intrusion	06-10	The Bronze	Altar
Leftovers	11-15	The Carven	Altars
Connect the dots	16-20	The Childrens'	Cathedral
Damaged in transit	21-25	The Defiled	Chamber
Shards	26-30	The Demonic	Chantry
Aviary	31-35	The Diseased	Chapel
Look under the carpet	36-40	The Dreaming	Chapel
Supplied by tubes	41-45	The Fiend's	Fane
Decorative helmet	46-50	The Green	Idol
Concealed words	51-55	The Grisly	Meditation Chambers

TABLE 3-46: AREAS INVOLVING WORSHIP CONTINUED

Die Roll	First Part of Area Name (d100)	Second Part of Area Name (d100)	
56-60	The Heretics'	Pedestals	<i>Who will serve as the champion</i>
61-65	The Ivory	Penitentiary	<i>The turning of the wheel</i>
66-70	The Polluted	Prayer Cells	<i>This part is in a state of agitation</i>
71-75	The Resurrection	Sacrificial Chambers	<i>Green orb</i>
76-80	The Screaming	Sacristy	<i>Badly sealed</i>
81-85	The Sealed	Sanctuary	<i>Evasive a tax</i>
86-90	The Shadow	Shrine	<i>This part prepares for conflict</i>
91-95	The Unfinished	Temple	<i>Sorcery of the Sun</i>
96-00	The Water	Vestry	<i>When the wind dies</i>

Table 3-47: Area Names Involving Bugs

Die Roll	First Part of Area Name (d100)	Second Part of Area Name (d100)	
01-05	The Blue	Altar	<i>Water turned to wine</i>
06-10	The Bug	Cells	<i>Dishonor</i>
11-15	The Chirping	Cocoons	<i>Affects memory</i>
16-20	The Chitin	Combs	
21-25	The Crawling	Fortress	<i>Requires special clothing</i>
26-30	The Egg	God's Fane	<i>Force cube</i>
31-35	The Emerald	Hives	<i>Political strife</i>
36-40	The Hatching	Horde	<i>Uncooperative</i>
41-45	The Jeweled	Mounds	<i>Tin pots and pans</i>
46-50	The Larva	Nests	<i>At regular intervals</i>
51-55	The Malachite	Nodules	<i>Supernatural eye</i>
56-60	The Mud	Palace	<i>Line of silver</i>
61-65	The Nectar	Pits	<i>But no one was persuaded</i>
66-70	The Pod	Pools	<i>Pan-pipes</i>
71-75	The Singing	Pyramid	<i>Scriptorium</i>
76-80	The Teeming	Queen's Lair	<i>Hedgehog</i>
81-85	The Venom	Tubes	<i>Switched sides</i>
86-90	The Vermin	Tunnels	
91-95	The Water	Wardens	
96-00	The Webbing	Warrens	<i>Maenads</i>

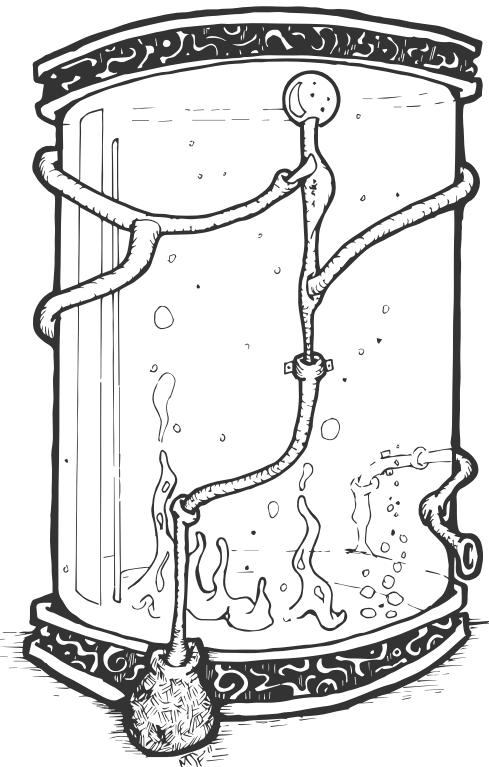
Table 3-48: Area Names Involving Plants

	Die Roll	First Part of Area Name (d100)	Second Part of Area Name (d100)
Oracle of fluidic movement	01-05	The Lichen	Domes
A paradox of time	06-10	The Moldy	Warrens
What is the lure?	11-15	The Overgrown	Laboratories
Dangerous method	16-20	The Moss	Chapel
Lots of sand	21-25	The Green	Halls
Requires a certain substance	26-30	The Flowering	Ponds
Armored animal	31-35	The Fungus	Gardens
Surrounded with curtains	36-40	The Harvest	Guardian's Realm
Changing effects	41-45	The Fertility	Pits
Source of courage	46-50	The Blossoming	Temple
Unexpected presence	51-55	The Algae	Chambers
Steam engine	56-60	The Leaf(y)	Shambles
Bright and shiny	61-65	The Vine	Glen
Eye in the mirror	66-70	The Thorn	Domains
The thieves guild wants you to plant some false evidence	71-75	The Farm	Tiers
A party	76-80	The Wildflower	Brooks
The meat was poisoned	81-85	The Planted	Plantation
Dangerous beliefs	86-90	The Dripping	Lord's Prison
This part is almost in ruins	91-95	The Mushroom	Mounds
Shortage of supplies	96-00	The Budding	Topiaries

PLACING LANDMARKS

Each level in a large dungeon should have landmarks in it. Just as with the fractal-type arrangement of the map into **areas** and **transitions** between them, **landmarks** continue to nail down the map's geography: without landmarks, the dungeon map risks being perceived by the players as an undifferentiated whole, where exploration is a boring process with no meaningful discoveries to be made. Landmarks in general include:

- Big Things (See Table 3-49)
- Level Changes (See Table 3-50)
- Strange Things (See Table 3-53A and Table 3-53B)
- Special Rooms (See Table 3-54)
- Water (See Table 3-77)



BIG THINGS (LANDMARKS)

Where nobles
meet

Table 3-49: Landmarks, Big Things

Barricade of
Insanity

Die Roll	Part One (d100)	Part Two (d100)	Part Three (Use <i>singular form if possible</i>) (d100)
01	The Great	Stone	Face(s)
02	The Strange	Wooden	Mouth(s)
03	The Defaced	Old	Rune(s)
04	The Mysterious	Cycles of the	Hand(s)
05	The Odd	Changing	Sphere(s)
06	The Hidden	Repeating	Wheel(s)
07	The Two	Red	Wall(s)
08	The Dangerous	Blue	Stair(s)
09	The Broken	Green	Carving(s)
10	The Lost	Silver	Painting(s)
11	The Invisible	Black	Tablet(s)
12	The Vanishing	White	Pyramid(s)
13	The Destroyed	Dragon	Dome(s)
14	The Desecrated	Serpent	Statue(s)
15	The Painted	Hall(s) of the	Dock(s)
16	The Stained	Crystal	Bridge(s)
17	The Mist-shrouded	Mosaic	Altar(s)
18	The Bleached	Salt	Portcullis(es)
19	The Bleak	Rock	Chamber(s)
20	The Bloodstained	Fiery	Fountain(s)
21	The Branching	Ice	Gate(s)
22	The Ancient	Bone	Door(s)
23	The Colorful	Obsidian	Gateway(s)
24	The Seven	Purple	Mural(s)
25	The Mesmerizing	Speckled	Idol(s)
26	The Three	Reflective	Throne(s)
27	The Weird	Gallery (Galleries) of the	Mirror(s)
28	The Reversed	Glowing	Pool(s)
29	The Huge	Shifting	Machine(s)
30	The Eerie	Striped	Dais
31	The Spectacular	Lava	Head(s)

Mysterious visitor

Old language

Spies

Bronze spider

Miller or mill owner

Worshippers of a false icon

Kept in prison

Altar of Betrayal

An arm's length

Bioluminescent

Threading a needle

Mercenary captain

The Book of Secrets

A doomed love affair

Fresh water became salt water

Bet all on one throw

In the cellar

Morbid obsession

Changing shape

Pack tactics

A characteristic of the stink bug

Put your foot in

When a cat crosses your path

A purebred steed

Pattern of rocks

TABLE 3-49: LANDMARKS, BIG THINGS CONTINUED

	Die Roll	Part One (d100)	Part Two (d100)	Part Three (Use singular form if possible) (d100)
The peril of a reflection	32	The Dilapidated	Remnant of the	Ladder(s)
The trap contains a second trap	33	The Buried	Shadow-	Pit(s)
Forgotten idea	34	The Mechanical	Grey	Astrolabe(s)
The least true answer	35	The Insane	Whirling	Pendulum(s)
Oozes	36	The Moss-covered	Turning	Pedestal(s)
Highly artistic	37	The Fearsome	Test(s) of the	Carving(s)
Secret process	38	The Bizarre	Game(s) of the	Alcove(s)
Emerging	39	The Dark	Rising	Corridor(s)
Mysterious person	40	The Labyrinthine	Falling	Tunnel(s)
Contraband	41	The Legendary	Retracting	Mine(s)
Hallucinogenic pollen	42	The Forbidden	Wizard's	Stone(s)
Workers' scaffolding	43	The Hypnotic	Priest's	Spiral(s)
The document was secretly changed	44	The Abnormal	Knight's	Circle(s)
Hecklers met a bad end	45	The Cursed	Demon's	Tooth (Teeth)
Filmy substance	46	The Sacred	King's	Well(s)
Trees of infinity	47	The Forgotten	Queen's	Cave(s)
A lion is involved	48	The Shrouded	Floating	Archway(s)
What was taken	49	The Perilous	Sunken	Hourglass(es)
Board the ship	50	The Deadly	Metal	Tree(s)
Shadow clock	51	The Ageless	Iron	Nexus
Random effect	52	The Gargantuan	Copper	Disk(s)
Investigation of the event	53	The Ruined	Oak	Ledge(s)
The wrong type of fur	54	The Infamous	Yellow	Monolith(s)
A broker of loans	55	The Insidious	Steam-powered	Block(s)
Moon sounds	56	The Mildewed	Hydraulic	Turntable(s)
Book for children	57	The Slime-covered	Time-	Wheel(s)
Specific roles	58	The Mythical	Temporal	Astrolabe(s)
Pickled onions	59	The Sorcerous	Dimensional	Chessboard(s)
	60	The Magical	Zodiac	Passage(s)
	61	The Hollow	Astrological	Tube(s)
	62	The Timeworn	Granite	Platform(s)

TABLE 3-49: LANDMARKS, BIG THINGS CONTINUED

Die Roll	Part One (d100)	Part Two (d100)	Part Three (Use singular form if possible) (d100)	
63	The Erratic	Marble	Stage(s)	Forbidden method
64	The Occasionally Functional	Erotic	Pillar(s)	Peasant rebellion
65	The Last Working	Puzzle-	Portal(s)	Propane
66	The Wondrous	Riddle-	Bell(s)	An information source
67	The Encrusted	Ivory	Oracle(s)	Tactics: shooting from balconies
68	The Baffling	Carven	Obelisk(s)	An attribute of mold
69	The Decaying	Spider	Egg(s)	Artificial
70	The Inverted	Backward	Man (men) – a statue	Don't touch that
71	The Instructions for the	Remains of the	Orb(s)	One who seeks
72	The Map to the	Wreckage of the	Cube(s)	One who holds
73	The Key to the	Demigod's	Object(s)	Where wizards meet
74	The Stairs to the	Interlocking	Crypt(s)	Stacks of wooden boards
75	The Door to the	Phasing	Tomb(s)	Doorway to the control room
76	The Passageway to the	Two-part	Chapel(s)	Hippogriffs
77	The Bridge to the	Hairy	Meteorite(s)	Tactics: use the third dimension
78	The Entryway to the	Face within the	Theater(s)	Karma
79	The Portal to the	Chaos-	Sanctuary (sanctuaries)	Treaty negotiations
80	The Elevator to the	Watery	Gameboard(s)	Circle of Fire(s)
81	The Trapdoor to the	Transforming	Channel(s)	A doll
82	The Cavern Containing the	Folding	Shrine(s)	Hooked appendage
83	The Dimensional Pocket Containing the	Elemental	Polyhedron(s)	An apothecary
84	The River to the	Chained	Golem(s)	Red hands
85	The Tunnel to the	Spellbound	Sarcophagus (sarcophagi)	Laborer
86	The Sub-Level of the	Wheeling	Vault(s)	Bird legs and claws
87	The Elephantine	Glass	Mechanism(s)	Rescue the kidnapped person
88	The Realm of the	Clay	Cocoon(s)	Captain of a fishing boat
89	The Chute to the	Jade	Treasure(s)	String of beads
90	The Password to the	Sacrificial	Prism(s)	Cracks in the walls
91	The Unactivated	Otherworldly	Steps	
92	The Inactive	Dream-	Generator(s)	
93	The Activated	Unstable	Island(s)	

TABLE 3-49: LANDMARKS, BIG THINGS CONTINUED

	Die Roll	Part One (d100)	Part Two (d100)	Part Three (Use singular form if possible) (d100)
A characteristic of the ostrich	94	The Translation Tablets for the	Scintillating	Garden(s)
A clue was left behind	95	The Massive	Genie's	Warren(s)
Unusual type of perception	96	The Cold	Zen	Crater(s)
Laboratories	97	The Dream-Door to the	Golden	Cairn(s)
Floor is lava	98	The Enigmatic	Sorcerer's	Mill(s)
Surprise!	99	The Watery	Flooded	Terrarium(s)
Community dance	100	The Exquisite	Toad	Image(s)
Unyielding				
Warn the others				
A bargain with the fey				
Kept frozen				
Paintings that move				
Like a bird				
Shadow item				
Machine is cursed				
Badly preserved				
Dangerous inventory				
Lizard-people				
Puff of smoke				
An attribute of a bacteria				
Sapphire				
Blue orb				
Shadow shapes				
Lanterns				
An unpleasant tree				
A mediator				
Jurassic				
Agalaxy of stars				
Professor				

LEVEL CHANGES (LANDMARKS)

Don't create dungeon levels like a computer game, where there's one way down to the next level and virtually the entire level needs to be explored to get there. If you're using the "holistic Dungeon" method, put in about one level change per two "areas." Also keep in mind that not all level changes need to be stairs. Some of them can be the equivalent of traps, taking the adventurers completely unawares!

Table 3-50: Level Changes

	Die Roll	Type of Level Change (d100)	
	01-04	Chasm	53-56 Shaft
	05-08	Chute	57-60 Slide
	09-12	Cranked platform	61-64 Sloping corridor
	13-16	Elevator room	65-68 Stairs, concealed
	17-20	Fireman's pole	69-72 Stairs, curving
	21-24	Floor, flipping	73-76 Stairs, spiral
	25-28	Floor, sinking	77-80 Stairs, straight
	29-32	Illusionary floor	81-84 Stairs, with landings
	33-36	Ladder	85-88 Teleportation
	37-40	Levitation shaft (one direction only)	89-92 Trapdoor
	41-44	Narrow crack	93-96 Trapdoor, concealed
	45-48	Pit	97-00 Well
	49-52	Pneumatic tube	

*If the level change is to be concealed, roll up the details as if it were an Architectural Trick

STAIRS

Like a mantis

Table 3-51: Basic Stairs

Die Roll	Type and Material (d100)	Structural Feature (d100)	Distinctive Features (d100)	Condition (d100)
01-10	Spiral, wood	Tall risers (steps)	Carvings on walls	Normal condition
11-20	Straight with landings, wood	Short risers (steps)	Wall paintings	Slightly crumbling (or rotten, as applicable)
21-30	Spiral, stone	Broad steps	Lighting	Extremely poor condition due to age
31-40	Straight, with landings, stone	Narrow steps	Carvings on stair tops	Poor condition due to damage such as fire or earthquake
41-50	Straight, no landings, wood	Banisters	Carvings on stair fronts	Normal condition
51-60	Straight, no landings, stone	Uneven steps	Mosaics	Normal condition
61-70	Zigzag, no landings, stone	Size/height of steps changes mid-way	Runes or writing on stair tops	Normal condition
71-80	Zigzag, no landings, wood	Cracked or crumbled steps	Carvings or paintings on stairwell ceiling	Normal condition
81-90	Curving, no landings, stone	Low ceiling	Mist in stairwell	Normal condition
91-00	Curving, no landings, wood	Very narrow stairwell	Drains or vents	Normal condition

Table 3-52: Unusual Stairs

Die Roll	Unusual Aspect of Stairs (d100)
01-10	Stairwell changes position to lead to different locations (either depth or different locations on a particular level) based on pattern of steps taken by first person descending/ascending the stairs. Example: normal step-step-step leads to location 1, but two steps down and one step back causes the stairs to lead to an entirely different location.
11-20	Stairs sometimes lead up, and sometimes lead down – not always perceptible in some cases (unless a dwarf is in the party to notice)
21-30	Stairs lead nowhere without particular command word or item
31-40	Stairs lead over lava, water, or other hazard
41-50	Stairs are squishy, spongy, or sticky
51-60	Stairs are suspended from cables or ropes rather than being fastened into wall with beams (i.e., normal stairs)
61-70	Stairwell contains some stairs leading up, and some down, not a continuous direction all the way to destination.
71-80	Stair steps are invisible, making the stairwell resemble a chute

TABLE 3-52: UNUSUAL STAIRS CONTINUED

*Never seen again**Destroy the conspiracy**An oak tree**Contest of power**Ten foot radius**Hooded monster**Expensive carpets**Line of energy**Attack from above**An unbreakable bond**The mad jester**At the full moon**Mint condition**Red dreams**Catapults**Put it into rhyme**Call of the wild**Glowing face**The fish was poisoned**Interview with a Construct**The sewer pipes**Festival of Insects**Doorway to nowhere**Bronze Gates**Strange eyes**Waiting for the antidote**It was poorly calibrated**An aging leader**Gladiators!*

Die Roll	Unusual Aspect of Stairs (d100)
81-90	Stairs are corrosive, hot, or freezing, causing slow and progressive damage unless proper precautions are taken
91-00	Stairs tilt, tremble, and shift, making it difficult to maintain footing

STRANGE THINGS

Table 3-53A: Strange Things, Alternative One

Die Roll	Part One (d100)	Part Two (d100)
01	The Alcove of	Animals
02	The Altar of	Annihilation
03	The Antechamber of	Bones
04	The Arch of	Bronze
05	The Astrolabe of	Chances
06	The Balcony of	Changes
07	The Block of	Chronology
08	The Brazier of	Confusion
09	The Cabinet of	Consequences
10	The Canal of	Contradiction
11	The Candles of	Courage
12	The Carvings of	Creation
13	The Cave of	Demands
14	The Cavern of	Disunity
15	The Chamber of	Divinations and Detections
16	The Chasm of	Dreams
17	The Chessboard of	Exchanges
18	The Circle of	Eyes
19	The Cistern of	Fear
20	The Corridor of	Flames
21	The Crevice of	Food and Famine
22	The Crystal of	Fortune
23	The Curtain of	Good and Bad Fortune
24	The Dais of	Gravitation
25	The Disk of	Hallucinations
26	The Dome of	Hearts
27	The Door of	Heroes

TABLE 3-53A: STRANGE THINGS, ALTERNATIVE ONE CONTINUED

Die Roll	Part One (d100)	Part Two (d100)	
28	The Face of	History	<i>Philosophical manuscript</i>
29	The Fireplace of	Ice	<i>Take advantage of it now</i>
30	The Flame of	Illusions	<i>Hidden message</i>
31	The Fountain of	Imprisonment	<i>Apparently very valuable</i>
32	The Gallery of	Imprisonment	<i>The old mill</i>
33	The Gate of	Isolation	<i>Wharf rats</i>
34	The Globe of	Kindness	<i>Serpentine pattern</i>
35	The Great Lens of	Knowledge	<i>Ancient dragon</i>
36	The Halls of	Lamentation	<i>The falcon cannot see the falconer</i>
37	The Hands of	Legends	<i>Archives</i>
38	The Head of	Life and Death	<i>Immobilized</i>
39	The Hidden Chamber of	Memories	<i>Residual ingredients</i>
40	The Hourglass of	Mercy	<i>Turn it around</i>
41	The Idol of	Mystery	<i>The food reveals the way</i>
42	The Kaleidoscope of	Myth	<i>Trapped in the gems</i>
43	The Ladder of	Nightmares	<i>Inundation</i>
44	The Lamps of	Odd Events	<i>A day of dangers</i>
45	The Ledges of	Questions	<i>Requires certain words</i>
46	The Line of	Recalling	<i>Bridges and walkways</i>
47	The Loft of	Regrets	<i>Hard reset</i>
48	The Machine of	Relocation	<i>Rope and winch</i>
49	The Map of	Returning	<i>A characteristic of the walrus</i>
50	The Mine of	Sacrifice	<i>Chain of office</i>
51	The Mirror of	Sapphire	<i>Old religion</i>
52	The Mist of	Silver	<i>But no one believed</i>
53	The Monolith of	Sounds	<i>Askull</i>
54	The Mosaics of	Spells	<i>Cloth serpent</i>
55	The Mural of	Statues	<i>The time had come</i>
56	The Nexus of	Strange Lightning	
57	The Niches of	Strange Music	
58	The Paintings of	Strength	
59	The Pedestal of	Teleportation	
60	The Pendulum of	Terror	
61	The Pillars of	the Alchemists	

TABLE 3-53A: STRANGE THINGS, ALTERNATIVE ONE CONTINUED

A characteristic of the ox	
Town-builders	
A triangle	
Porcupine	
Improper packaging	
Harvest festival	
Madness	
An exorcism	
Salamanders	
Family tree	
A code of conduct	
Frightens prey	
Draped with beads	
A deadly tide	
A scorch mark on the wall	
Sorcery of Wind	
Forbidden concept	
When the moon rises	
Pattern of movement	
The radiant spear	
Unused words	
A strange contraption	
Dreams and souls	
Doorway to the beyond	
A dancing teacher	
Rubies	
Evil artifact	
A reflection	
The matter at hand	

Die Roll	Part One (d100)	Part Two (d100)
62	The Pits of	the Ancestors
63	The Platform of	the Bizarre
64	The Pool of	the Cats
65	The Portal of	the Chronicler
66	The Portcullis of	the Demons
67	The Rock of	the Elders
68	The Room of	the First Arrivals
69	The Runes of	the Forgotten One
70	The Runes of	the Gods
71	The Scriptorium of	the Guardian
72	The Secret Room of	the High Priests
73	The Sphere of	the Invader
74	The Spiral of	the King
75	The Spring of	the Maker
76	The Stairs of	the Octopus
77	The Stake of	the Old Inhabitants
78	The Statue of	the Philosopher
79	The Statuettes of	the Sage
80	The Stones of	the Symbols
81	The Stream of	the Vortex
82	The Tablets of	the Warlock
83	The Tapestry of	the Watcher
84	The Teeth of	the Witch
85	The Threshold of	the Wizard
86	The Throne of	Time
87	The Totemic Pole of	Trades
88	The Trapdoor of	Transfiguration
89	The Tree of	Travel
90	The Tunnel of	Understanding
91	The Turntable of	Unknown Effect
92	The Urn of	Unpredictability
93	The Vortex of	Unusual Events
94	The Wall of	Vengeance
95	The Wall of	Wagers

TABLE 3-53A: STRANGE THINGS, ALTERNATIVE ONE CONTINUED

Die Roll	Part One (d100)	Part Two (d100)	
96	The Waterfall of	Warnings	<i>Measure for Measure</i>
97	The Waters of	Wealth	<i>Hooded cloak</i>
98	The Well of	Wisdom	<i>Silver spider</i>
99	The Wheel of	Wishes	<i>Iron statue</i>
100	The Window of	Wonderment	<i>Lightning in the sky</i>

Table 3-53B: Strange Things, Alternative Two

Die Roll	Part One (d100)	Part Two (d100)	
01	The Angelic	Altar	<i>Mace of office</i>
02	The Angry	Bathrooms	<i>A stone flower</i>
03	The Annoying	Beak	<i>Melts away</i>
04	The Babbling	Blocks	<i>Circle of the story</i>
05	The Backward	Bottle	<i>Gravedigger</i>
06	The Bad-smelling	Boxes	<i>Rescuing</i>
07	The Balancing	Bridge	<i>Line of light</i>
08	The Black (50%) White (50%)	Cabinet	<i>The way is underneath</i>
09	The Blank	Canal	<i>The lore was altered</i>
10	The Blasphemous	Carvings	<i>Radiance</i>
11	The Bronze	Casino	<i>Weaver</i>
12	The Canine	Cauldron	<i>What was destroyed</i>
13	The Changing	Chains	<i>Altered signs</i>
14	The Circle of the	Chute	<i>Possession</i>
15	The Colossal	Circle	<i>Banner of the bright ones</i>
16	The Confusion	Closet	<i>A characteristic of the wasp</i>
17	The Cosmic	Cow (50%) Scorpion (50%)	<i>Definitely the worse for wear</i>
18	The Cowardice	Creatures	<i>A splendid hat</i>
19	The Crooked	Crown	<i>Face of the fey</i>
20	The Damaged	Cubes	<i>Requires food</i>
21	The Dancing	Disks	<i>Alarms in the night</i>
22	The Dangerous	Dispenser	<i>Circle of Stones</i>
23	The Demon	Drums	<i>Food is cursed</i>
24	The Dimensional	Eggs	<i>A fugitive</i>
25	The Doubling	Epitaph	
26	The Eel	Eye	

TABLE 3-53B: STRANGE THINGS, ALTERNATIVE TWO CONTINUED

	Die Roll	Part One (d100)	Part Two (d100)
<i>During all the confusion</i>	27	The Ethereal	Faces
<i>Artifact of the fey</i>	28	The Feathery	Fingers
<i>Barricade of Vines</i>	29	The Fiery	Fish
<i>Moves around randomly</i>	30	The Floating	Forges
<i>Disappearing</i>	31	The Fossil	Fortune-teller
<i>A primordial substance</i>	32	The Fungus	Fountain
<i>Shifting floor</i>	33	The Generous	Game
<i>Spears</i>	34	The Giant	Game Machine
<i>The lure of shiny things</i>	35	The Gifting	Gameboard
<i>An iron cage</i>	36	The Glass	Gates
<i>Anti-toxin</i>	37	The Gold-Giving	Globes
<i>Forgotten demon</i>	38	The Green (50%) Blue (50%)	Glyph
<i>Wreathed in plants</i>	39	The Guarded	Godling
<i>Pattern of crimes</i>	40	The Half-	Grotto
<i>Balconies</i>	41	The Hallucinogenic	Guardian
<i>Priest</i>	42	The Harmonic	Hands
<i>Honor of a noble house</i>	43	The Helpful	Head
<i>Across the ceilings</i>	44	The Howling	Hieroglyphs
<i>A machine of some kind</i>	45	The Ice	Idol
<i>Heretical theory</i>	46	The Illusory	Jars
<i>Scythe</i>	47	The Impulsive	Kitchen
<i>The code</i>	48	The Inaccessible	Ladders
<i>A characteristic of the giraffe</i>	49	The Indented	Lanterns
<i>Legion</i>	50	The Informative	Lens
<i>Sanctuary</i>	51	The Interrogating	Levers
<i>Caltrops in the street</i>	52	The Jelly	Markings
<i>Overlaps</i>	53	The Labyrinth	Mirror
<i>Countdown</i>	54	The Lightning	Monolith
<i>Jackal-headed</i>	55	The Luck-	Mounds
	56	The Massive	Mouth
	57	The Meandering	Musicians
	58	The Mechanical	Nose
	59	The Moebius	Paintings
	60	The Mosaic	Parrot

TABLE 3-53B: STRANGE THINGS, ALTERNATIVE TWO CONTINUED

Die Roll	Part One (d100)	Part Two (d100)	
61	The Moving	Pathway	<i>Three groups of five</i>
62	The Obscene	Pictograms	<i>Use a fungus</i>
63	The Octagonal	Pictures	<i>Inflated</i>
64	The Oracle of the	Pillar	<i>Trapped in the tentacles</i>
65	The Overhead	Pipes	<i>Liquid cube</i>
66	The Pan-Galactic	Pit	<i>Violation of an agreement</i>
67	The Pearly	Plant (50%) Flower (50%)	<i>Green dagger</i>
68	The Persuasive	Pool	<i>A fatal argument</i>
69	The Poetic	Pools	<i>Sacks of feathers</i>
70	The Preserved	Pots	<i>Bronze crown</i>
71	The Rain	Prism	<i>One who sings</i>
72	The Raised	Pyramid	<i>A characteristic of the hyena</i>
73	The Reappearing	Ramp	<i>A characteristic of the shark</i>
74	The Recombinating	Re-animator	<i>Changing images</i>
75	The Red (50%) Yellow (50%)	Resurrector	<i>Warfare</i>
76	The Riddling	Rocks	<i>Metal turns to rust</i>
77	The Ringing	Rods	<i>Festival of Cows</i>
78	The Sculpted	Rune	<i>Swims through stone</i>
79	The Shadowy	Samovar	<i>Requires a word of activation</i>
80	The Singing	Soldiers	<i>The villain isn't who you think</i>
81	The Speaking	Spout	<i>Closes and locks</i>
82	The Spinning	Stairs	<i>A peryton</i>
83	The Stone	Stalactites	<i>Mummified</i>
84	The Sunken	Statuary	<i>Protective gloves</i>
85	The Terracotta	Statue	<i>The color spectrum</i>
86	The Thorny	Statues	<i>Food source</i>
87	The Thunder	Steps	<i>Rust stains</i>
88	The Tiled	Tablet	<i>Magical sound</i>
89	The Totally Awesome	Tapestries	<i>Went over to the other side</i>
90	The Triangular	Tavern	
91	The Triple	Theatre	
92	The Two-Part	Throne	
93	The Tyrannical	Urn	
94	The Unreachable	Vats	

TABLE 3-53B: STRANGE THINGS, ALTERNATIVE TWO CONTINUED

	Die Roll	Part One (d100)	Part Two (d100)
	95	The Veiled	Vortex
	96	The Velvet	Wall
	97	The Viking	Waterfall
	98	The Wandering	Webs
	99	The Wax	Wheel
	100	The Yawning	Whirlwind

SPECIAL ROOMS

Special Rooms are simply the rooms with more detail to them than just monsters, treasure, and/or bits of dungeon dressing. They don't have to be super-dramatic (that's more the role of Big Things and Strange Things), but they should generally be interactive or provide information, one or the other. In some cases they might incorporate tricks or traps, but beware – you don't want to make every interesting room contain something dangerous, or the players will eventually assume that every room containing more detail than a broken arrow on the floor is a risk. Leave many of these rooms to be nothing more than ... interesting.

Table 3-54: Contents of Special Rooms

	Die Roll	Features (Roll Twice) (d100)	
	01-05	Altar	51-55 Pillar(s)
	06-10	Architecture, dramatic	56-60 Plants
	11-15	Clue to figure out (roll on Table 3-6)	61-65 Sounds
	16-20	Containers with interesting contents	66-70 Statue
	21-25	Furniture	71-75 Throne
	26-30	Game to play	76-80 Trap, Complex
	31-35	Lighting	81-85 Trick, Architectural (with dramatic central element); see Table 3-84 or 3-81.
	36-40	Liquid, contained	86-95 Trick, various (Roll on Table 3-81)
	41-45	Major mechanism or process	96-00 Written records
	46-50	NPC Interaction	

ALTARS

In addition to the physical appearance of the altar generated in this table, many altars also function as Architectural Tricks (see Table 3-84 or 3-85) or Magic Thing Tricks (see Table 3-96 and following), and can also be trapped (see Tables 3-126 and following).

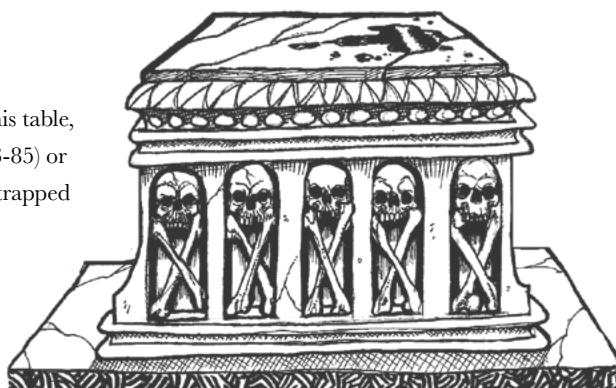


Table 3-55: Altars

Die Roll	Surface of Altar (d100)	Sides of Altar (d100)	
01-05	Altar cloth	Glowing moss grows on sides of altar	<i>Long beard</i>
06-10	Candles	Religious Imagery (Table 3-56)	<i>The law</i>
11-15	Closed eyes painted on altar open as proper actions are taken	Vines or ivy growing	<i>Wreathed in silver</i>
16-20	Fire flares at intervals from vent in altar top	Holes in side revealing altar's contents	<i>Time to pay the piper</i>
21-25	Font contains glowing water	Strange lumps of different sizes	<i>Militia duty</i>
26-30	Glass globes contain glowing liquid, explosive if exposed to air	Fur	<i>Lightning never strikes twice</i>
31-35	Glass globes contain phosphorescent liquid	Scalps	<i>Destroy the evidence</i>
36-40	Glowing amphibians in glass globes	No features on sides	<i>Book manuscript</i>
41-45	Glowing ferns/flowers	Indentations	<i>A mixture of conditions</i>
46-50	Glowing flowers in pots	Shifting or changing pattern	<i>Red paint</i>
51-55	Glowing mist emitted from altar's top	Gems	<i>It's not technically cannibalism</i>
56-60	Holy (or unholy) book	Gold inlay	<i>Tactics: an ambush</i>
61-65	Horns extend from corners of altar	Mosaic tile	<i>Mysterious results</i>
66-70	Incense burner	Written Trick (Table 3-114) or a clue (see the "Information Content" column on Table 3-13 for ideas about what the writing might divulge if properly read or interpreted)	<i>Healing</i>
71-75	Massive candles	Nails or spikes driven into side of altar	<i>Singing</i>
76-80	Religious Imagery (see Table 3-56)	Rotating dial	<i>The wrong tool</i>
81-85	Small idol	Gargoyle faces	<i>A tree of salt</i>
86-90	Small indentation holds glowing coals	Text of a mythical story	<i>Ghostly</i>
91-95	Top of altar glows	Bronze plate listing benefactors or patrons	<i>Traps react to spells</i>
96-00	Veins of glowing rock in altar's top	Effaced or altered carvings	<i>Peasant Unrest</i>

Table 3-56: Religious Imagery

Die Roll	Depicts (d100)	
01-05	Victory won by deity (battle)	<i>Paradox</i>
06-10	Victory won by hero/saint (battle)	<i>Hurricane</i>
11-15	Manifestation of the deity in material plane	<i>Specific receptor</i>
16-20	Birth of the deity	<i>Singer</i>
21-25	Victory won by deity (trick or politics)	<i>Interacting forces</i>
26-30	Victory won by hero/saint (trick or politics)	<i>Prehistoric</i>
31-35	Death of hero/saint	<i>An astrologer</i>

TABLE 3-56: RELIGIOUS IMAGERY CONTINUED

	Die Roll	Depicts (d100)
<i>Magical speech</i>	36-40	Birth of hero/saint
<i>Interacting magical light-sources</i>	41-45	Defeat of the deity (battle)
<i>A measurement of time</i>	46-50	Defeat of a hero/saint (trickery)
<i>An undertaker</i>	51-55	Marriage of a hero/saint
<i>Scroll is cursed</i>	56-60	Burial of a hero/saint
<i>Surrounded by force fields</i>	61-65	Hero/saint signing treaty or pact
<i>Space travel</i>	66-70	Victory won by avatar of deity
<i>The Oracle Gate</i>	71-75	Birth of an avatar of the deity
<i>Transformations and Changes</i>	76-80	Death of an avatar of the deity
<i>Wights</i>	81-85	Sacred animals of the deity
<i>Siege</i>	86-90	Defeat of the deity (battle or trickery)
<i>The heart of the matter</i>	91-95	Defeat of a hero/saint (battle or trickery)
<i>House of the Priesthood</i>	96-00	Holy symbol(s) of the deity or of multiple deities

ARCHITECTURE, DRAMATIC

This table only covers the broad categories of architectural features; for me, the table works better that way. If you want to get more specific with architectural features, use the “Central Feature” column of Table 3-85 for a list of more specific options.

Table 3-57: Dramatic Architecture

	Die Roll	The Dramatic Feature (d100)	How it is Dramatic (d100)
<i>Parchment of Wisdom</i>	01-20	Ceiling	Changes
<i>Circle of necromancy</i>	21-40	Door or exit	Color
<i>Crossed a line</i>	41-60	Floor	Effect on Viewer
<i>A wooden mouse</i>	61-80	Third Dimension Elements (ladders, balconies, steps, slopes, etc.)	Size, height, width, or depth
<i>A characteristic of the saber-tooth tiger</i>	81-00	Walls	Texture

Table 3-58: Changing Architectural Features

	Die Roll	How it Changes (d100)
<i>Like a butterfly</i>	01-10	Air movement related to the dramatic feature changes, or related gases in area change in nature or movement pattern
<i>Unstable gravity</i>	11-20	Color (either the colors signify a different effect to a trick, or roll a second time)
<i>Cup of a beverage</i>	21-30	Different faces, postures, orientation or information elements of statues; or carved, written, or painted decorations

TABLE 3-58: CHANGING ARCHITECTURAL FEATURES CONTINUED

Die Roll	How it Changes (d100)	
31-40	Location of internal elements such as furniture, statues, etc.	Doorway to the machines
41-50	Materials used in its construction (stone becomes clay, wood becomes stone, etc).	The fortune teller knew
51-60	Mode of crossing changes (or the nature of threats to a safe crossing change periodically)	Moon theory
61-70	Offers different views, windows, or other spying/information.	Bone spike
71-80	Shape (height or degree of slants)	A moment of panic
81-90	Shape or size (to floor plan)	When the cat's away, the mice will play
91-00	Which exits it provides to other places	Glass fruit

CLUES

Clues can be generated using Table 3-10.

CONTAINERS

Note that all the results here are for unusual containers (they are all either bizarre or have a special feature). If you're rolling for a regular container for use in dungeon dressing, just roll a 50-50 chance for large or small containers.

Table 3-59: Type of Container for Special Rooms

Die Roll	Type of Container (d100)	
01-25	Small Container with special feature	It's from an old story
26-50	Large Container with special feature	An animal trainer
51-75	Bizarre Container	A vat filled with the stuff
76-00	Numerous choices of large containers, some of which have special features	Minotaurs

Table 3-60: Small Containers

Die Roll	Small Container (d100)	Special Feature (d100)	
01-05	Basket, small	Container is covered, concealed, or otherwise affected by an illusion	Bronze spear
06-10	Bird's nest	Container is in a dangerous location due to a natural feature (extreme heat, cold, wind, high up, low down, etc)	The dregs at the bottom of the cup
11-15	Box (jewelry box)	Container is in a dangerous location due to a natural feature (extreme heat, cold, wind, high up, low down, etc)	Painful sound
16-20	Box (spice box)	Container is in a dangerous location due to an architectural feature	The sails of unknown ships
21-25	Earthenware pot	Container is in a dangerous location due to an architectural feature	Forgotten god
26-30	Flower pot	Container is in a dangerous location due to traps (possibly obvious, possibly hidden)	Homunculus
31-35	Glass globe	Container is in a dangerous location due to traps (possibly obvious, possibly hidden)	Exactly what you'd think

TABLE 3-60: SMALL CONTAINERS CONTINUED

	Die Roll	Small Container (d100)	Special Feature (d100)
<i>House of the Artifact</i>	36-40	Goblet	Container is in a marked area (see Table 3-95 for ideas) which might or might not be related to a trick or trap
<i>Harpies</i>	41-45	Hollow sword hilt/handle	Container is in a marked area (see Table 3-95 for ideas) which might or might not be related to a trick or trap
<i>Bronze webs</i>	46-50	Ivory globe	Container is inaccessible but visible, requiring solution of a puzzle, construction of a gadget, or victory in a game (see Tables 3-108 to 3-113) to reach it.
<i>An iron flower</i>	51-55	Locket	Container is visible but is on the other side of a challenge (a single-rule, find-the-path trick; see Table 3-103)
<i>Circle of force</i>	56-60	Niche	Container is located amidst many duplicates, and there is a race against time (see Table 3-1) to find the right one.
<i>Metal turned to wood</i>	61-65	Pocket dimensional space	Container is located amidst many duplicates, and there is a race against time (see Table 3-1) to find the right one.
<i>Yellow sign</i>	66-70	Pouch	Container is located amidst several other mundane items and must be found
<i>Lighter than air</i>	71-75	Salt cellar	Container is located within another container
<i>Painted decorations</i>	76-80	Spice cabinet	Container is located within another container, possibly locked
<i>Circle of protection</i>	81-85	Statue's throat	Container itself is trapped. The containers are trapped and the players will know it after the first one. Coping with a succession of traps to get to the contents.
<i>Digestive juices</i>	86-90	Tankard, with lid	Container itself is trapped. The containers are trapped and the players will know it after the first one. Coping with a succession of traps to get to the contents.
<i>Lit by lamps</i>	91-95	Under flagstone	Opening, location, or contents are stuck. Need strength rolls, combined strength, or other solution to get them open. This also requires some sort of race against time, or there's no challenge.
<i>Ancient trap</i>	96-00	Under floorboard	Opening, location, or contents are stuck. Need strength rolls, combined strength, or other solution to get them open. This also requires some sort of race against time, or there's no challenge.
<i>Faulty memory</i>			
<i>Fountain of poison gas</i>			
<i>An echo</i>			
<i>Trolls</i>			
<i>Whispers</i>			
<i>The stones show the way</i>			
<i>A cloak of feathers</i>			
<i>Scholar of the arcane</i>			
<i>Hidden letter</i>			
<i>A boat</i>			
<i>A characteristic of the archerfish</i>			
<i>Water stains</i>			
<i>Salt</i>			
<i>Aconite</i>			
<i>Dangerously persuasive</i>			
<i>Cloud creature</i>			

Table 3-61: Large Containers

	Die Roll	Large Container (d100)	Special Feature (d100)
01-04	Amphora	Container is covered, concealed, or otherwise affected by an illusion	
05-08	Bag	Container is in a dangerous location due to a natural feature (extreme heat, cold, wind, high up, low down, etc)	
09-12	Barrel	Container is in a dangerous location due to a natural feature (extreme heat, cold, wind, high up, low down, etc)	
13-16	Basket (large)	Container is in a dangerous location due to an architectural feature	
17-20	Bin (grain, coal, or wood)	Container is in a dangerous location due to an architectural feature	

TABLE 3-61: LARGE CONTAINERS CONTINUED

Die Roll	Large Container (d100)	Special Feature (d100)	
21-24	Box	Container is in a dangerous location due to traps (possibly obvious, possibly hidden)	To guard a reputation
25-28	Cabinet	Container is in a dangerous location due to traps (possibly obvious, possibly hidden)	A strange key
29-32	Cart	Container is in a marked area (see Table 3-95) which might or might not be related to a trick or trap	Something high up
33-36	Cask	Container is in a marked area (see Table 3-95) which might or might not be related to a trick or trap	Cloth spider
37-40	Cauldron	Container is inaccessible but visible, requiring solution of a puzzle, construction of a gadget, or victory in a game (see Tables 3-108 to 3-113) to reach it.	Barricade of Blades
41-44	Chest	Container is visible but is on the other side of a challenge (a single-rule, find-the-path trick; see Table 3-103)	Cockatrice
45-48	Compartment (behind wall shelves, large box, etc)	Container is located amidst many duplicates, and there is a race against time (see Table 3-1) to find the right one.	Blue flames
49-52	Crate	Container is located amidst many duplicates, and there is a race against time (see Table 3-1) to find the right one.	Brain in a jar
53-56	Hamper, laundry	Container is located amidst several other mundane items and must be found	Pressed flowers
57-60	Jar	Container is locked in an ordinary fashion	Three elderly women
61-64	Keg	Container is located within another container	Necklace of Fear
65-68	Pot	Container itself is trapped. The containers are trapped and the players will know it after the first one. Coping with a succession of traps to get to the contents.	Chambers of the oracle
69-72	Sack	Container itself is trapped. The containers are trapped and the players will know it after the first one. Coping with a succession of traps to get to the contents.	Draped with gold
73-76	Sarcophagus or coffin	Opening, location, or contents are stuck. Need strength rolls, combined strength, or other solution to get them open. This also requires some sort of race against time, or there's no challenge.	Hypnotic eyes
77-80	Statue, hollow	Opening, location, or contents are stuck. Need strength rolls, combined strength, or other solution to get them open. This also requires some sort of race against time, or there's no challenge.	Shadow writing
81-84	Taxidermy (entire animal)	Container is so large that getting to the opening or to the contents involve climbing or gadget	Wizard's research
85-88	Trunk or locker	Container is completely sealed and is locked – breaking into it might damage contents or might not	Curse of the Waters
89-92	Tub	Roll for two results	Shaped from wood
93-96	Urn	Roll for two results	Circle of webs
97-00	Wardrobe	Roll for three results	Reproduces a specific thing

Table 3-62: Bizarre Containers

	Die Roll	Bizarre Container (d100)
<i>Mermaid</i>	01-10	Force field (globe, wall, pyramid, etc).
<i>Source of ideas</i>	11-20	Inside monster
<i>Wererat</i>	21-30	Interdimensional portal or pocket dimension
<i>A failed incantation</i>	31-40	Multiple colors or other visible feature, with contents depending on when the container is opened
<i>Unstable magic</i>	41-50	Multiple illusions protect a mundane (small or large) container
<i>A test of loyalty</i>	51-60	Multiple openings with different contents depending on which opening is chosen
<i>Erosion</i>	61-70	Nested containers each with different challenges and each containing a reward (golden matryoshka dolls, series of false bottoms, etc.).
<i>The night sky</i>	71-80	Spin wheel on top, or other character-initiated, obviously-randomized action to open container and also determine random contents
<i>They agreed to return</i>	81-90	Strongbox or safe with multiple dials used to open it – different combinations might affect traps or contents of container
<i>True, except for one thing</i>	91-00	Vehicle

FURNITURE

Table 3-63: Furniture, Unusual

	Die Roll	Furniture Type (d100)	Unusual Aspect of Furniture (d100)
<i>The lights show the way</i>	01-04	Armchair	Constructed of magical force
<i>Flies</i>	05-08	Bed	Floats or levitates, shifts location as convenient
<i>Sorcery of Water</i>	09-12	Bed, for dog or other pet	Floats or levitates, stationary
<i>Prestidigitator</i>	13-16	Bench	Folds up
<i>Confrontation of street gangs</i>	17-20	Chair	Gem encrusted
<i>Writ of Execution</i>	21-24	Chandelier	Has bas-relief carvings
<i>The runes have failed</i>	25-28	Chest of drawers	Has mosaic pattern
<i>Meticulous planners</i>	29-32	Couch	Has spikes
<i>Mosaic tiles</i>	33-36	Desk	Incorporates statuary
<i>Dreams from the cemetery</i>	37-40	Display case	Inlaid with semi-precious stone
<i>Memory of green slime</i>	41-44	Easel or writing desk	Inlaid with wood
<i>A tooth on the ground</i>	45-48	Fire pit	Invisible
<i>Iambic pentameter</i>	49-52	Lamp	Made of bone
<i>Deep snowfall</i>	53-56	Lectern	Made of bronze or other metal
	57-60	Lighting sconces	Made of unusual or rare wood
	61-64	Privacy screen	Made of unusual stone
	65-68	Shelves	Shorter than normal

TABLE 3-63: FURNITURE, UNUSUAL CONTINUED

Die Roll	Furniture Type (d100)	Unusual Aspect of Furniture (d100)	
69-72	Stool	Sideways	<i>See what has become of me</i>
73-76	Storage chest	Spins	<i>The hunters are on the trail</i>
77-80	Table, banquet	Taller than normal	<i>Shadow sword</i>
81-84	Table, dining	Tilted on slope	<i>A cat is behind these events</i>
85-88	Table, display	Uneven surface	<i>An auction house owner</i>
89-92	Table, workbench	Unusually large	<i>A tournament</i>
93-96	Throne	Unusually small	<i>A distinctive scar</i>
97-00	Toilet/privy	Upside down	<i>Ring on the wrong finger</i>

GAME TO PLAY

Games are covered in Tables 3-108 to 3-113. If the characters are themselves located upon a game board, see Tables 3-104 and 3-105 for ideas.

LIQUID, CONTAINED

Table 3-64: Liquid (Contained)

Die Roll	Type of Contained Liquid (d100)	
01-05	Above ceiling	<i>Moon bird</i>
06-10	Canal	<i>What was buried</i>
11-15	Channel	<i>Magical tattoos</i>
16-20	Cistern	<i>Wooden beams</i>
21-25	Connected ponds	<i>A characteristic of the rhinoceros</i>
26-30	Contained in globes	<i>Festival of Horses</i>
31-35	Disk, pyramid, cube, or other impossible shape (unless the shape is a container of water)	<i>One who was expected to fail didn't</i>
36-40	Dripping or streaming from ceiling into multiple containers	<i>A falcon</i>
41-45	Drives machinery such as a waterwheel	<i>Pattern of behavior</i>
46-50	Fills room (ankle deep, waist deep, neck deep, or to ceiling)	<i>Shadow color</i>
51-55	Fountain	<i>The Book of Stones</i>
56-60	Geyser	<i>Trap puts you into a cage</i>
61-65	Moat	<i>A handprint</i>
66-70	Natural pond	<i>Circle of Players</i>
71-75	Ordinary containers such as jars (in which case the water is probably unusual in some way)	<i>Festival of Flowers</i>
76-80	Pipes	<i>Demons. It's always demons.</i>
81-85	Pool	<i>One step forward, two steps back</i>
86-90	Sink or basin	<i>Marshy ground</i>

TABLE 3-64: LIQUID (CONTAINED) CONTINUED

*Source of magic**The wrong face**Rain-drums**Interlocking teeth**The animals do not approach it**Dangerously slippery**Tactics: uneven terrain**The Successor**Crocodiles**Changing height**Poisoned cistern**A broker of mercantile transactions**Lots of bugs**Ruined brickwork**Dangerous perception**It was all a sham**Rift**It depends on what it's used for**A wolf attacks**Foul weather**A meeting of monsters**Ineffable**Oozes slime**Distorted speech**Where alchemists meet**Cult**Changing vision**Wheels and gears***Die Roll Type of Contained Liquid (d100)****91-95** Underneath flagstone**96-00** Water tower**Table 3-65: Descriptions of Non-Water Liquids**

Die Roll	Color (d100)	Consistency (d100)	Appearance (d100)
01-10	Black	Chunky	Bubbles or effervesces
11-20	Blue	Contains sediment or precipitates	Clouded
21-30	Brown	Multiple viscosities (layered liquids or floating blobs within)	Colored flecks within
31-40	Clear	Oily	Fumes, seethes, or sublimates in air
41-50	Green	Sludge	Layered colors
51-60	Grey	Syrupy	Opalescent (swirls of color change with light, like a pearl)
61-70	Orange	Syrupy	Phosphorescent (glows)
71-80	Purple	Viscous	Reflective or metallic
81-90	Red	Watery	Swirls of color (actual color, not just an opalescent light effect)
91-00	White	Watery	Translucent

LIGHTING**Table 3-66: Unusual Lighting**

Die Roll	Unusual Lighting (d100)
01-02	Amphibians in room glow brightly
03-04	Candles, floating
05-06	Candles, in candlesticks
07-08	Candles, in chandelier
09-10	Candles, in wall sconces
11-12	Ceiling glows
13-14	Characters limned in cold fire when in room
15-16	Charcoal brazier
17-18	Charcoal brazier, incense

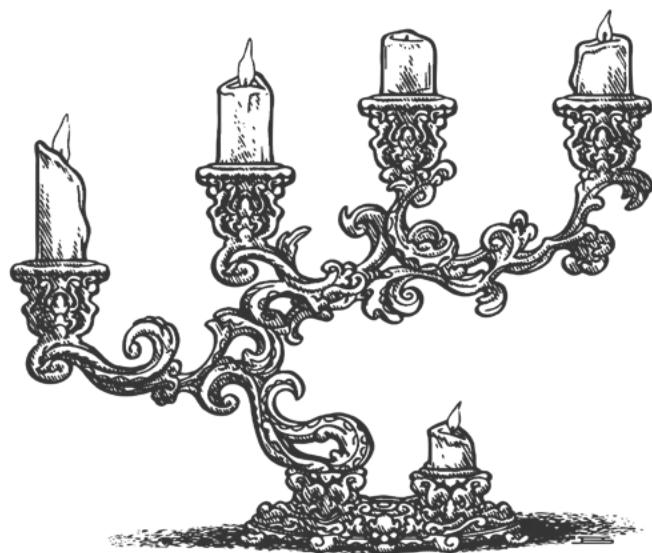


TABLE 3-66: UNUSUAL LIGHTING CONTINUED

Die Roll	Unusual Lighting (d100)	
19-20	Charcoal braziers	<i>Ship captain</i>
21-22	Dripping lava	<i>The handsomest reward</i>
23-24	Dripping phosphorescent water	<i>Shadow metal</i>
25-26	Exhaled breath glows brightly, temporarily	<i>Improperly sealed</i>
27-28	Eyes of party members (or anyone else in room) produce beams of light	<i>Hidden floor</i>
29-30	Eyes of statue produce rays of light	<i>Cinnamon</i>
31-32	Fire pit or fireplace	<i>A characteristic of the centipede</i>
33-34	Firefly lanterns	<i>Festival of Freedom</i>
35-36	Fish in bowls glow brightly	<i>A characteristic of the piranha</i>
37-38	Floor glows	<i>Geese are very loud</i>
39-40	Glass globes contain glowing liquid, explosive if exposed to air	<i>Stepped backward</i>
41-42	Glass globes contain phosphorescent liquid	<i>Tail-sting</i>
43-44	Glowing ferns/flowers	<i>Three hands</i>
45-46	Glowing flowers in pots	<i>A scrap of cloth</i>
47-48	Glowing mists	<i>The last word</i>
49-50	Glowing moss	<i>Retribution</i>
51-52	Glowing pebbles in pots	<i>Pressed flat</i>
53-54	Glowing rocks	<i>Carved from strange wood</i>
55-56	Glowing statues	<i>Moral disagreement</i>
57-58	Huge lanterns, floor	<i>The faint sound of chimes</i>
59-60	Huge lanterns, hanging	<i>Lassitude</i>
61-62	Illuminated globes hang in air	<i>Griffon</i>
63-64	Incense torches	<i>It fades away</i>
65-66	Invisible fire gives off bright smoke	<i>Chain of flowers</i>
67-68	Lava pit	<i>Breeding tanks</i>
69-70	Leaping flares of fire	<i>Yellow book</i>
71-72	Massive candles, floor-mounted	<i>Labor Unrest</i>
73-74	Motes of light	<i>Damaging forces</i>
75-76	No normal light functions – but infrared spectrum is visible	<i>No exceptions</i>
77-78	No normal light functions, but everyone has x-ray vision	
79-80	Oil lamps, hanging	
81-82	Oil lamps, table or shelves	
83-84	Oil lamps, wall sconces or alcoves	
85-86	Paper lanterns	
87-88	Phosphorescent pool, fountain, or spring	
89-90	Small chain-lightning	
91-92	Some stones in floor or wall glow	
93-94	Sound waves are visible as illumination	
95-96	Torches, wall sconces	
97-98	Veins of glowing rock in walls	
99-00	Windows	

MAJOR MECHANISM OR PROCESS

Table 3-67: Major Mechanisms and Processes

Die Roll	Process (d6)
1	Drilling for liquid, with rigs and tanks
2	Mining, with pits, wooden walkways, and carts
3	Excavation (drop-offs, scaffolding, ladders, carts)
4	Distillation on a massive scale (tanks, tubes, liquid, ladders, etc)
5	Carving or decorating in high area (scaffolding, paint, masonry, materials, balconies)
6	Water channeling (construction materials, pipes, chutes, water, flooding, masonry, etc)

Webs of force

Moon festival

Evenly distributed

Defines the law

A shining light

The colors show the way

Sacks of rice

Droplets

Forbidden to enter

Periodic sweeps of the area

Hallucinogenic flowers

Wrath of the Wings

Quartz

A worker in the arena

An asteroid

What was removed

Find the rune

Courageous

Something was buried

Dark, shadowed trees

Jousting

Changing words

Mysterious forces

Steal something from the villain

Lots of dirt

House of the Moon

Chains

Supernatural speed

NPC INTERACTION

Although NPC interactions are really more of an encounter type than a feature of the dungeon itself, they are important not to forget as one of the ways to make a room “special.” If you’re only designing the permanent features of the dungeon at this stage, just roll a different result on Table 3-54.

Table 3-68: NPC Interaction

Die Roll	Nature of NPC (d100)	Initial Attitude Toward Party (d100)	Primary Potential Value to Party (d100)
01-10	Adventuring, exploring, or seeking treasure	Astonished and happy to see a human face in this godforsaken place.	Can remove a specific curse the party is likely to have contracted at this point in the adventure (this is likely coupled with another primary benefit, since the curse was probably involved in getting to the NPC).
11-20	Currently imprisoned	Friendly, possibly for no particular reason.	Gives Information (Roll on Table 3-17 for content of Rumors)
21-30	Group of human-type creatures that are completely disorganized	Hostile and ready to fight	Has a key or other physical item that will be useful for getting to a treasure, past an obstacle, or into an otherwise inaccessible area
31-40	Group of human-type creatures with a leader who can speak on their behalf	Mercurial or whimsical responses, possibly changing temperament at the drop of a hat.	Leads party to a particular location or acts as a guide (probably temporarily)
41-50	Is a spy, infiltrator, monster, shapeshifter, or other type of being that will eventually become inimical to the party. It will likely convey a primary benefit, but treachery will be down the road.	Response – whatever it might be – is affected by an enchantment, drugs, or illusions.	None. Might even be annoying or cause problematic effects elsewhere in the dungeon.
51-60	Is enchanted as another sort of being	Response depends entirely on whether the party has picked up some item, knows a password, is wearing particular garments, or has a particular appearance (this is likely a guard of some kind).	Reward for Rescue, or Bounty for Capture
61-70	Is in a very perilous or precarious situation due to trap or architecture – probably trapped in place	Suspicious. Just as suspicious as the party members are of him, maybe even to the point of paranoia.	Will act as diplomat, translator, or interlocutor on the party’s behalf with a strong monster who guards access to another location, or which might give up its treasure to the party
71-80	Looking for someone else, either for a bounty, rescue, or something odd (like delivering a message or selling life insurance)	Suspicious. Just as suspicious as the party members are of him, maybe even to the point of paranoia.	Will grant wish or confer a magical benefit in some way

TABLE 3-68: NPC INTERACTION CONTINUED

Die Roll	Nature of NPC (d100)	Initial Attitude Toward Party (d100)	Primary Potential Value to Party (d100)	
81-90	Lost as hell.	<p>Thinks they are someone else (such as a rescue party or assassins) and reacts as appropriate. Either roll (50% chance friendly, 50% chance hostile) or decide in advance who he will think they are.</p> <p>Usually this is someone who is expecting a specific guest.</p>	Will serve as henchman or hireling indefinitely if paid	<i>Festival of Remembrance</i> <i>Bronze candlesticks</i> <i>Gravity is reversed</i> <i>Altered memories</i> <i>Broken brickwork</i> <i>Pattern of images</i> <i>A tailor</i>
91-00	One or more animal-type or monster-type creatures that will follow the party under certain circumstances (feed the gelatinous cube and it falls helplessly in love with you, for example)	Very annoyed at their intrusion or arrival	Will serve as hireling or henchman out of gratitude for a short period	<i>Wanderers and Thieves</i> <i>Follow the recipe</i> <i>Deliver contraband</i> <i>Fountain of lava</i> <i>Met a bad end</i> <i>The size of an elephant</i> <i>Smugglers</i> <i>Accidentally sold</i> <i>A characteristic of the moth</i> <i>With a cloud of magic</i> <i>It is, in all truth, a construct</i> <i>The owner of a small bazaar</i> <i>A characteristic of the leopard</i> <i>Something was given away</i> <i>Armor of the elementals</i> <i>Stything blade</i> <i>Granules</i> <i>Glowing runes</i> <i>Relic of a saint</i> <i>Sand from a witch's hourglass</i>

PILLARS

Table 3-69: Pillars

Die Roll	Basic Description (d100)	Decoration (d100)	
01-04	Bone	Carved with faces	
05-08	Branches at top like tree or veins	Carved with runes	
09-12	Bronze or brass	Carved with sea creatures	
13-16	Built of separate blocks	Carved with serpents	
17-20	Bumpy rock	Carved with vines	
21-24	Chipped at	Carvings of love and romance (or sex)	
25-28	Clay (or ceramic)	Carvings, gargoyle	
29-32	Completely clean, pristine	Carvings, religious	
33-36	Contains fossils	Contains drawers	
37-40	Crumbling	Contains mouths	
41-44	Hacked at	Contains round holes	
45-48	Iron	Contains square holes	
49-52	Marble	Covered or wrapped with cloth	
53-56	Natural rock formation (possibly cultivated)	Covered with thick layer of plaster	
57-60	Partially disintegrated	Formed in shape of human	
61-64	Partially melted into slag	Formed in shape of monstrous biped such as minotaur	
65-68	Petrified wood	Formed in shape of monstrous non-biped such as dragon	

TABLE 3-69: PILLARS CONTINUED

	Die Roll	Basic Description (d100)	Decoration (d100)
Suddenly stopped making sense	69-72	Plant matter (living?)	Inlaid with mosaic tiles
Incubus	73-76	Scorched	Inlaid with wood
The way is over the top	77-80	Scratched (patterns)	Painted with pictures (kings & battles)
Ghouls everywhere	81-84	Scratched (random)	Painted with pictures (love & romance)
Someone departed	85-88	Veined with crystal	Painted with pictures (monsters)
Colorful boots	89-92	Veined with metal ore	Painted with pictures (religious)
Grant of mercy	93-96	Veined with semiprecious stone	Painted with pictures (sea creatures)
Prison	97-00	Wood, polished	Spikes

PLANTS

UNUSUAL PLANTS

Roll on as many columns as desired. The more columns you roll for, the stranger and more unique the plant will be.

Table 3-70: Unusual Plants

	Die Roll	Apparent Type (d100)	Description (d100)	Plant Part with Special Effect (d100)	Special Effect of Plant Part (d100)
A triangle	01-05	Cactus	Albino	Berries	Are an ingredient in magic potions
Mysterious departure	06-10	Completely aquatic or grows from underwater to surface	Completely normal	Berries	Are an unusual or highly contrasting color
Wreathed in branches	11-15	Completely unusual shape of plant material, such as a cone or sphere	Elongated, tall, and skinny	Berries	Are fleshy or bloated (re-roll if this is also the description of the plant itself)
Verifying identities	16-20	Coral-like	Emit light or glow	Branches	Are invisible
A bookseller	21-25	Fern	Fleshy	Branches	Are part of an unusual reproductive strategy
A characteristic of the barracuda	26-30	Floats on liquid (water-lily type)	Fleshy and bloated	Flowers	Are so beautiful that they are prized as decorations
He was such a quiet fellow	31-35	Flowering plant	Grows upside down from ceiling, or even sideways from wall. (beware gravitational effects in such areas, o ye brave adventurers!)	Flowers	Are so delicious that they can be harvested for good money

TABLE 3-70: UNUSUAL PLANTS CONTINUED

Die Roll	Apparent Type (d100)	Description (d100)	Plant Part with Special Effect (d100)	Special Effect of Plant Part (d100)
36-40	Fungus, fluffy	Has abnormally large plant part (roll on next column)	Flowers	Are used as a means of communication by the plant (possibly only with other plants, possibly with other species or even humans)
41-45	Fungus, mushroom	Has an oddly regular pattern of coloration, such as stripes, spots, whorls, or even squares	Gourds	Attract a particular predator into the area as a protective device (possibly a subtle one, like small venomous snakes)
46-50	Fungus, toadstools	Has strange, warty nodules on it. Note: if this is the case, the nodules are likely (50% chance) to be the plant part instead of rolling on the next column.	Leaves	Cause hair growth or other strange (but natural) effect if someone is downwind of the smell
51-55	Grass	Has unusual bark-like covering, tree or not	Leaves	Create or are created by mineral deposits
56-60	Hedge	Highly sensitive to nearby movement or sound: curls up, shrinks, or changes its appearance when it is alarmed	Leaves	Glow faintly
61-65	Moss, hanging or adhering	Is growing in an unusual place, or from an unusual substance (water lilies on a lava pool, for example)	Pods	Have minor healing properties
66-70	Shrubbery	Makes a (probably quiet) sound when approached – hissing, moaning, growling, even metallic or human. The sound might be an echo or mimicry, too.	Pods	Have strange pattern of colors (striped, spotted, etc)
71-75	Tall flowers (like sunflowers)	Produces a visible mist or gas that is either heavier or lighter than air	Roots	Have strangely human (or animal) shape
76-80	Tree	Resembles bones	Roots	Have unusual odor

*A festival took place**The speech of the innocent**House of the Holy**The wrong method**Deceptive sculpture**A fey guardian**Cage of dangerous beasts**Eggs in one basket**It was foretold**A characteristic of a worm**Spider-killer**Two unrelated things**Capture the item**Arrest the miscreant!**A pattern of runes**Sorcery of Clouds**A sphere of matter**Pure nonsense**Drawn very poorly**Shadow bird**Inlaid metal decoration**The wrong markings**Stuck**A characteristic of the rat**Unstable reality**Magic circle**At low tide**Dishonor and Devility*

TABLE 3-70: UNUSUAL PLANTS CONTINUED

	Die Roll	Apparent Type (d100)	Description (d100)	Plant Part with Special Effect (d100)	Special Effect of Plant Part (d100)
Plague doctors					
Wood turned to metal					
It was the wrong time					
Valves					
One exception	81-85	Tree	Short, and behaves like low ground-cover over large area	Roots	Make a strange noise (not necessarily all the time; consider other stimuli such as the approach of a particular kind of monster). Re-roll if this is also the description of the entire plant from column two.
Increments of space					
One has escaped					
Dream wanderer	86-90	Tubers	Strange color (blue, red, yellow, etc)	Stems	Release sap with unusual properties
Pickled onions					
The lyrics are a clue	91-95	Vines	Strange metallic colors (blue, chrome, gold, etc) alongside normal colorations	Stems	Seem to move (or actually move)
Jellyfish					
Tactics: a bridge	96-00	Vines	Trimmed or naturally grows in the shape of an animal or geometric shape (topiary appearance)	Vines or tendrils	Slightly change the surrounding temperature
Waylay the villain's shipment					
A craftsman					
A fight broke out					
Hidden statue					
Attacks dreams					
Mouldering					
Noble lineage					
Pushed forth					
The slashing claw					
Debugging					
Any port in a storm					
The riven shield					
A sworn affidavit					
The waterwheel					
Cockroaches make anything scary					
Random functionality					
A characteristic of the penguin					

SOUNDS

Table 3-71: Sounds

Die Roll	Sound (d100)	
01-04	Breaking, cracking, or snapping	49-52 Shrieking or screaming
05-08	Burping, belching, or eructations contrirectional thereto	53-56 Singing or humming
09-12	Chanting	57-60 Sloshing or splashing
13-16	Clanking	61-64 Speech (angry or annoyed)
17-20	Clicking	65-68 Speech (babbling or nonsensical)
21-24	Drumming	69-72 Speech (cajoling or sensual)
25-28	Explosions, booms, or thuds	73-76 Speech (lecturing or authoritative)
29-32	Grinding	77-80 String or woodwind instrument
33-36	Hissing	81-84 Symphonic, harmonic, or orchestral
37-40	Howling	85-88 Wailing (ghostly or living)
41-44	Popping	89-92 Whining
45-48	Rumbling	93-96 Whistling
		97-00 Yelping

STATUES

STATUE MATERIAL AND CONDITION

If the statue is a bas-relief or other carving that isn't a free-standing statue, ignore the first column (material), since it will be the same material as whatever it's carved into – unless the material is an inlay.

Table 3-72: Statue Material and Condition

Die Roll	Statue Material (d100)	Statue's Condition (d100)	
01-04	Brass	Broken	<i>Concealed password</i>
05-08	Bronze	Chipped	<i>Only one thing was left behind</i>
09-12	Clay	Hacked at	<i>Vanished at midnight</i>
13-16	Clay	Partially melted	<i>Deceptive appearance</i>
17-20	Copper	Scorched	<i>A professional dancer</i>
21-24	Flesh	Partially disintegrated	<i>A panther attacks</i>
25-28	Granite	Painted over	<i>Heretical idol</i>
29-32	Ice	Draped with cloth	<i>Inquisition</i>
33-36	Iron	Perfect condition	<i>Rats in the walls</i>
37-40	Jade	Covered in guano	<i>Not what it appears</i>
41-44	Marble	Eroded by water or wind	<i>First time's the charm, then you're screwed</i>
45-48	Obsidian	Cracked	<i>Encrusted with salt</i>
49-52	Quartz	Parts removed/broken off	<i>Kept in a cage</i>
53-56	Stone	Covered in graffiti	<i>Mystery</i>
57-60	Stone	Toppled over	<i>The hand of a hanged man</i>
61-64	Stone	Pockmarks or holes	<i>Jailor</i>
65-68	Straw	Covered in frost or condensation	<i>Guilty bystanders</i>
69-72	Thorns	Hot to the touch	<i>The villain recurs</i>
73-76	Wax	Half buried	<i>Stolen souls</i>
77-80	Wicker	Warped	<i>Pact with a demon</i>
81-84	Wires or mesh	Phosphorescent	<i>At the third chime</i>
85-88	Wood	Covered in moss or goo	<i>A dangerous gambit</i>
89-92	Wood	Covered in webs	<i>A library</i>
93-96	Wood	Smashed apart	<i>Let the festival commence!</i>
97-00	Wood	Bisected or decapitated	<i>Older method</i>

Table 3-73: Type of Statue

	Die Roll	Type of Statue (d6)
	1	Simple Statue: Person
	2	Simple Statue: Animal
	3	Simple Statue: Monster or Other
	4	Simple Statue: Inanimate
	5	Complex Statue: Event
	6	Complex Statue: Combination of Figures

Table 3-74: Simple Statues

	Die Roll	Person (d100)	Animal (d100)	Monster or Other (d100)	Inanimate (d100)
	01-05	A person (deity)	Ape	Bat, giant	Abstract blob form
	06-10	A person (saint)	Bear	Centaur	Abstract jumbled form
	11-15	A person (religious leader)	Bird	Demonic	Abstract spheres
	16-20	A person (scholarly)	Boar or pig	Dragon	Balancing scales, wings, or other symbolic representation of a concept or ideal
	21-25	A person (wizard)	Cat	Elemental (or genie)	Cube or cubes
	26-30	A person (knightly)	Crane, stork, or heron	Extra-planar	Diorama of an outdoor location
	31-35	A person (king, royalty, noble, or other authority figure)	Dog	Fey creature (dryad, satyr, etc)	Hanging hoops or other mobile
	36-40	A person (barbaric warrior)	Dog	Gargoyle	Harp or musical instrument
	41-45	A person (heroic warrior)	Duck	Giant	Helix or spiral
	46-50	A person (child or baby)	Elephant	Horror	Household item (butter churn, cook-pot, etc).
	51-55	A person ("victim")	Fish or dolphin (leaping)	Insect or beetle, giant	Model of a house or castle
	56-60	A person ("vanquished")	Hawk	Manticore or cockatrice	Model of a room
	61-65	A person (seems to be a beggar)	Horse	Minotaur (or similar)	Mushroom or fungus
	66-70	A person (nondescript or faceless)	Horse	Naga or serpent	Representation (possibly prototype) of a machine or mechanism
	71-75	A person (craftsman)	Lion or tiger	Ogre	Sculpted pillar

TABLE 3-74: SIMPLE STATUES CONTINUED

Die Roll	Person (d100)	Animal (d100)	Monster or Other (d100)	Inanimate (d100)	
76-80	A person (nondescript commoner)	Octopus	Orc or goblin	Skull or skeletal	<i>Strange looking thing</i>
81-85	A person (performer of music or other)	Ox or Bull	Rat, giant	Sphere or cone	<i>Source of energy</i>
86-90	A person (artist, poet, etc.)	Rooster	Sphinx	Symbol on pedestal	<i>Altered by contact</i>
91-95	A person (builder or engineer)	Snake	Undead creature	Tree	<i>The wrong weapon</i>
96-00	A person (owner of premises)	Wolf	Unicorn	Weapon	<i>Skeletons</i>

Table 3-75: Complex and Large Statues

Die Roll	Event (d100)	Combination of People/Animals/Objects (d100)	
01-05	A funeral	Animal and Inanimate Object	<i>Theater of Winter</i>
06-10	A meal	Animal and Monster	<i>Notched and damaged</i>
11-15	A significant discovery	Family group (Animal)	<i>Fountain of dreams</i>
16-20	A significant purchase	Family group (Person)	<i>Dragon</i>
21-25	Adulthood rites	Group of animals (same)	<i>Tactics: a low wall</i>
26-30	An assassination	Monster and Inanimate Object	<i>Very stealthy</i>
31-35	An important argument or dispute	Person and Animal	<i>Wreathed in wire</i>
36-40	Battle scene ("bridge")	Person and Inanimate Object	<i>A secret network</i>
41-45	Battle scene ("victory")	Person and Monster	<i>Dissolves prey</i>
46-50	Conferring knighthood or status	Person and Person	<i>Counteracting forces</i>
51-55	Conferring ownership	Terra-cotta army type arrangement of 2d6 almost-identical statues of a Person	<i>You can't stop the music</i>
56-60	Execution	Terra-cotta army type arrangement of 2d6 almost-identical statues of an Animal	<i>The way is closed off with bars</i>
61-65	Exiling of a rebel or criminal	Three "Person" results	<i>Beast-killer</i>
66-70	Greeting important guest	Totem-pole arrangement of 1d3+2 Animals	<i>Civil Unrest</i>
71-75	Marriage	Totem-pole arrangement of 1d3+2 mix of Monsters and Animals	<i>But it had no eyes</i>
76-80	One-on-one combat	Totem-pole arrangement of 1d3+2 Monsters	<i>Surrounded by floating objects</i>
81-85	Religious scene ("blessings")	Two animals (different)	<i>A touch of frost in the air</i>
86-90	Religious scene ("judgment")	Two Inanimate Objects (different)	<i>Rumors</i>
91-95	Scene from the dungeon's specific history or backstory	Two Monsters (different)	<i>Ruffians and cutpurses</i>
96-00	Signing of a treaty or accord	Two Monsters (same)	<i>Gorgon</i>

<i>Funeral</i>	
<i>Waylay the villain's courier</i>	
<i>Shifts to random places</i>	
<i>A strange mark in the stones</i>	
<i>Sabotage</i>	
<i>A characteristic of the goat</i>	
<i>Eroded stonework</i>	
<i>Altered walls</i>	
<i>Something burned in a strange way</i>	
<i>Our map is wrong</i>	
<i>Do you want to know the problem with that theory?</i>	
<i>Surrounded</i>	
<i>A butterfly</i>	
<i>The elemental planes of existence</i>	
<i>Waiting for the medicine</i>	
<i>A small vial of liquid</i>	
<i>Blue cube</i>	
<i>Has a dark side</i>	
<i>Circle of healing</i>	
<i>A characteristic of the mosquito</i>	
<i>Deliver the message</i>	
<i>Hidden machine</i>	
<i>Moves according to a schedule</i>	
<i>Mobile flowerpots</i>	
<i>Less than you might think</i>	
<i>Banquet hall</i>	

THRONES

The Thrones table can be used to generate increasingly complex ideas for a throne, depending on whether you roll on one, two, or all three columns. Roll on column one to generate a bit of inspiration for a throne that doesn't do anything in particular. Roll on columns one and two (or one and three) for a throne with more history or power, and roll on all three columns if you need ideas for a throne with a great deal of history or power.

Table 3-76: Thrones

Die Roll	Unusual Structural Detail (d100)	First Part of Name (d100)	Second Part of Name (d100)
01	A structural element (a leg, an armrest, etc) has been removed and replaced, with rather poor craftsmanship or with the wrong material	The Banquet Throne	Of Bargaining
02	Additional materials or decorations have been welded or nailed onto the original throne.	The Blossom Throne	Of Changes
03	Appears (or actually is) unfinished	The Blue (50%) or Green (50%) Throne	Of Choices
04	Appears (or is) extremely fragile	The Brain-Throne	Of Circumcisions
05	Badly damaged	The Captured Throne	Of Control (50%) or of Lordship (50%)
06	Bejeweled	The Celebratory Throne	Of Coronations
07	Bench	The Chaos-Throne	Of Desperation
08	Built for easy disassembly	The Coiling Throne	Of Energy
09	Built for extremely large person	The Copper (50%) or Bronze (50%) Throne	Of Executions
10	Built of bits and pieces of other things, cobbled together into a throne. This doesn't necessarily mean that it's badly done; it might be a work of consummate or even eldritch craftsmanship.	The Crypt-Throne	Of Eyes
11	Can recede into floor or rise into ceiling	The Cursed Throne	Of Forgetting
12	Certain decorations on the throne have been effaced or replaced with different ones.	The Dark Throne	Of Funerals
13	Coated with some substance, as mundane as paint, as valuable as gilt, or as weird as demonic ichor	The Deceitful Throne	Of Harvesting
14	Connected to a machine	The Demonic Throne	Of Hearts
15	Connected to a powerful magical item or artifact	The Disgusting Throne	Of Imprisonments and punishments
16	Connected to wall, floor, or other architecture	The Dread Throne	Of Insights
17	Constructed as a huge head, or perhaps a skull, with the seat located, probably, in the mouth; or as a gap in the structure	The Dream-Throne	Of Isolation

TABLE 3-76: THRONES CONTINUED

Die Roll	Unusual Structural Detail (d100)	First Part of Name (d100)	Second Part of Name (d100)	
18	Constructed of magical force	The Drug-Throne	Of Judgment or decisions	A characteristic of the lizard
19	Contains fossilized remains	The Echoing Throne	Of Knighthood	Succubus
20	Crusted with earth, as though recently exhumed	The Enchanted Throne	Of Learning	Line of plants
21	Crystalline, or studded with crystals that have grown on it This might be salt, quartz, sugar, or any number of materials that can crystallize	The False Throne	Of Liberation	Bloodstains
22	Delicate	The Fanged Throne	Of Lies and Promises	Window ledges
23	Draped in cloth or a shroud	The Fearsome Throne	Of Manhood (or womanhood)	Trapped in the dungeon
24	Exquisite	The Final Throne	Of Many Gases	Remnants
25	Extraordinarily high back	The Fire Throne	Of Many Things	Swords of strange metal
26	Floats on levitating disk	The Forbidden Throne	Of Marriages	Exemplary behavior
27	Floats or levitates, shifts location as convenient	The Forgotten Throne	Of Meditations	A characteristic of the crow
28	Floats or levitates, stationary	The Frost Throne	Of Memories	Bioluminescent version of monster
29	Folds up	The Gate-Throne	Of Mists	Upside down
30	Hangs from ceiling by chains	The Glittering Throne	Of Planting or seeding	Heroism from an unexpected quarter
31	Has bas-relief carvings	The Gnarled Throne	Of Reawakening	Doorway into fire
32	Has manacles, belts, or other “gotcha” devices obviously built into its construction (you might decide to conceal these later, of course)	The Gold (50%) or Silver (50%) Throne	Of Runes	Broken into pieces
33	Has mosaic pattern	The Grey (50%) or Marble (50%) Throne	Of Sacrifices	A tree of bronze
34	Has spikes	The Horrific Throne	Of Sequences	Colorful but venomous
35	High throne: a long series of steps leads up to the throne’s seat	The Inescapable Throne	Of Shadows	Requires a blessing
36	Higher than normal	The Insidious Throne	Of Shapes	Formless being
37	Incorporates a strange or magical light source (see Table 3-66)	The Insubstantial Throne	Of Slimes and Oozes	Fashioned from bone
38	Incorporates antlers and horns into decoration, or is entirely made of them	The Iron (50%) or Brass (50%) Throne	Of Spawning	Running away
39	Incorporates cones and/or pyramidal shapes	The Laughing Throne	Of Terror	Dial it up to eleven
40	Incorporates many circular or disk-like shapes	The Legendary Throne	Of the [insert any animal type] King	A characteristic of the cockroach
41	Incorporates many tubes, holes and gaps into design	The Lesser Throne	Of the [insert any humanoid monster type] Chieftain	Attacks buildings
42	Incorporates squares and cubic shapes	The Lightless Throne	Of the Abomination	Attacks innocent people
				A meeting of the nobility

TABLE 3-76: THRONES CONTINUED

*Migration patterns**Hide and seek**It turns in upon itself**Quick recovery**Torch cressets**An attribute of a virus**Crypts**A judgement**Soothing**Alamia**Damaged by exposure**Made of iron**Gnomes are involved**Dangerous procedure**Centipedes**Oh no, not again**A characteristic of the horse**Salt beef**Tactics: circle around**A clicking noise**Fish**Swarm of things**webs aren't from spiders**Long fingernails**A cattle buyer**Walking plants**The aqueduct**Concealed codebook**Revolves around*

Die Roll	Unusual Structural Detail (d100)	First Part of Name (d100)	Second Part of Name (d100)
43	Incorporates statuary	The Lightning Throne	Of the Archmage
44	Incorporates strange, non-Euclidian geometry	The Lunar Throne	Of the Assassin
45	Inlaid with semi-precious stone	The Lung-Throne	Of the Barbarian (50%) or Savage (50%) Chieftain
46	Inlaid with wood	The Mad Throne	Of the Beast
47	Invisible (always or sometimes)	The Majestic Throne	Of the Black Knight
48	Is built under an apparent trap	The Mechanical Throne	Of the Builder
49	Light sources cause the throne to project shadows onto specific markers that might be significant	The Merciless Throne	Of the Butcher
50	Made from a living plant (see Table 3-70 for some really unusual ideas about this)	The Merry Throne	Of the Centipede (50%) or Spider (50%)
51	Made of bone	The Mesmerizing Throne	Of the Chieftain
52	Made of bronze or other metal	The Moribund Throne ("moribund," as I hope I needn't say, means dying or running out of fundamental mojo)	Of the Child (50%) or the Youthful One (50%)
53	Made of Clay or Earth	The Mouth Throne	Of the Crazed Wizard
54	Made of rough-hewn stone	The Mushroom Throne	Of the Demon
55	Made of straw or incorporates dried grasses and seeds	The Narcotic Throne	Of the Dragon
56	Made of unusual or rare wood	The Nightmare Throne	Of the Druid
57	Made of unusual stone	The Obscene Throne	Of the Emissary
58	Made of wicker or leather	The One Throne	Of the Enslaver
59	Many rich cushions	The Portal Throne	Of the Exile
60	Not built for humans	The Prison Throne	Of the Four Elements
61	Numerous carvings appropriate to the theme in column three	The Purple (50%) or Orange (50%) Throne	Of the Frog
62	On tall legs, almost stilts	The Random Throne	Of the Genie
63	Original shape got distorted or partially melted by something	The Rebuilt Throne	Of the Giant
64	Painted with pictures appropriate to the theme in column three	The Red (50%) or Yellow (50%) Throne	Of the Gladiator
65	Partially buried under some other material	The Ritual Throne	Of the Golem

[Author's Note: an excellent adjective for purple is "Purpure," if you're a fan of Clark Ashton Smith]

TABLE 3-76: THRONES CONTINUED

Die Roll	Unusual Structural Detail (d100)	First Part of Name (d100)	Second Part of Name (d100)	
66	Relatively shapeless; it may take a few moments of observation to realize that the object is a chair or throne	The Rose-Throne	Of the Guardian	<i>Insanity</i>
67	Rolls on wheels	The Ruined Throne	Of the Guildmaster	<i>Time Gates</i>
68	Seems (or actually is) poorly constructed	The Scorched Throne	Of the Hag	<i>Key with a strange shape</i>
69	Shaped like a large human, demon, or monster	The Second Throne	Of the High Marshal	<i>Pixies are involved</i>
70	Shaped like an animal (this could be a Cobra-headed throne, or a throne with an eagle head and wide wings, etc.)	The Secret Throne	Of the High Priest	<i>Secret procedure</i>
71	Shaped like an aquatic creature (Octopus, fish, crab, etc.).	The Secret Throne	Of the Idol	<i>Catapult</i>
72	Short and squat	The Shining Throne	Of the Incarcerated One	<i>Chickens</i>
73	Shorter than normal	The Shrouded Throne	Of the Jaguar	<i>A golem</i>
74	Sideways	The Shunned Throne	Of the Lady	<i>A songbird</i>
75	Six legs	The Singular Throne	Of the Lost King	<i>Moon metal</i>
76	Spins or turns	The Sordid Throne	Of the Magician	<i>The letter contains a clue</i>
77	Statues of similar material to the throne stand or sit around it (see Table 3-73 for ideas, and Table 3-72 for ideas about the condition of the throne and statues)	The Sorrowful Throne	Of the Monk	<i>Polluted water</i>
78	Surrounded, enclosed, or set off by curtains or tapestries	The Spellbound Throne	Of the Mutant	<i>Trapdoor</i>
79	Tacky but valuable	The Spell-Throne	Of the Necromancer	<i>A droplet can be lethal</i>
80	Taller than normal	The Spirit Throne	Of the Observer	<i>Ululating cry</i>
81	The construction of the throne includes an attached base, circular, octagonal, or other shape.	The Spying Throne	Of the Oracle	<i>Shadow runes</i>
82	The shape of the seat or armrests puts anyone sitting in into an odd or unnatural position	The Stolen Throne	Of the Priestess (or High Priestess)	<i>On the run</i>
83	The throne appears to be held in place with all manner of safeguards: welding, tying, bolts, cables, chains, etc.	The Subterranean Throne	Of the Red Bishop	<i>Transformed message</i>
84	The Throne is built or even wedged into an alcove	The Summoning Throne	Of the Sage	<i>Roc migration season</i>
85	The throne is flanked by two other pieces of ornate furniture; lesser thrones, tables, or something similar (See Table 3-63 for ideas)	The Terrible Throne	Of the Saurians	<i>Parchment of Ideas</i>

TABLE 3-76: THRONES CONTINUED

	Die Roll	Unusual Structural Detail (d100)	First Part of Name (d100)	Second Part of Name (d100)
Breach of an agreement				
Silver crown				
Overcast skies	86	The Throne is shattered, but casts the shadow of an undamaged throne.	The Thorny Throne	Of the Sea
Dragon-hide gloves	87	The Throne is toppled over	The Throne	Of the Shaman
Pattern of calligraphy	88	The throne is wreathed in an element, such as fire, lightning, steam, or dust.	The Tilted Throne	Of the Shapeshifter
Dangerous approach				
Jaunty	89	The throne's surface is made to resemble the skin of an animal – it might have carven scales, a leathery texture, or even carved feathers. The carving might be highly realistic, or might be quite primitive.	The Trembling Throne	Of the Sorcerer
Tactics: ladders and balconies	90	Three legs	The Tripartite Throne	Of the Summoner
House of the Sun	91	Throne is overgrown with vegetation; moss, fungi, or vines, for example.	The Twisting Throne	Of the Tyrant
Rescue the stolen animal				
The Flowers of Entropy	92	Triangular	The Unholy Throne	Of the Victor
Along snout	93	Two-seater (equal height)	The Unpredictable Throne	Of the Zombie
Beyond all expectations	94	Two-seater (one lower than other)	The Untried Throne	Of Thieves
As soon as it begins to repeat	95	Unbelievable luxurious and comfortable-looking	The Water-Throne	Of Tortures
Festival of Trees	96	Valuable elements of the throne seem to have been pillaged, removed, stolen, etc.	The Wayward Throne	Of Transformations
The stars show the way	97	Very high-backed, with motifs on the part of the seat-back over the head of the person sitting in the throne	The Weeping Throne	Of Undeath
Crimson orb	98	Whatever it's made of, it is giving off the results of a chemical reaction with something else	The Whispering Throne	Of Vines and Flowers
Wrath of the Elements	99	Wider than normal	The White (50%) or Black (50%) Throne	Of Visions
In the hour of peril	100	Wooden	The Winter Throne	Of Wonderment
Strange animal in a cage				
In search of a brawl				
Concealed message				
Many eyes				
Infestation				
Automaton				
Fast-burrowing				
Roc				

WRITTEN RECORDS

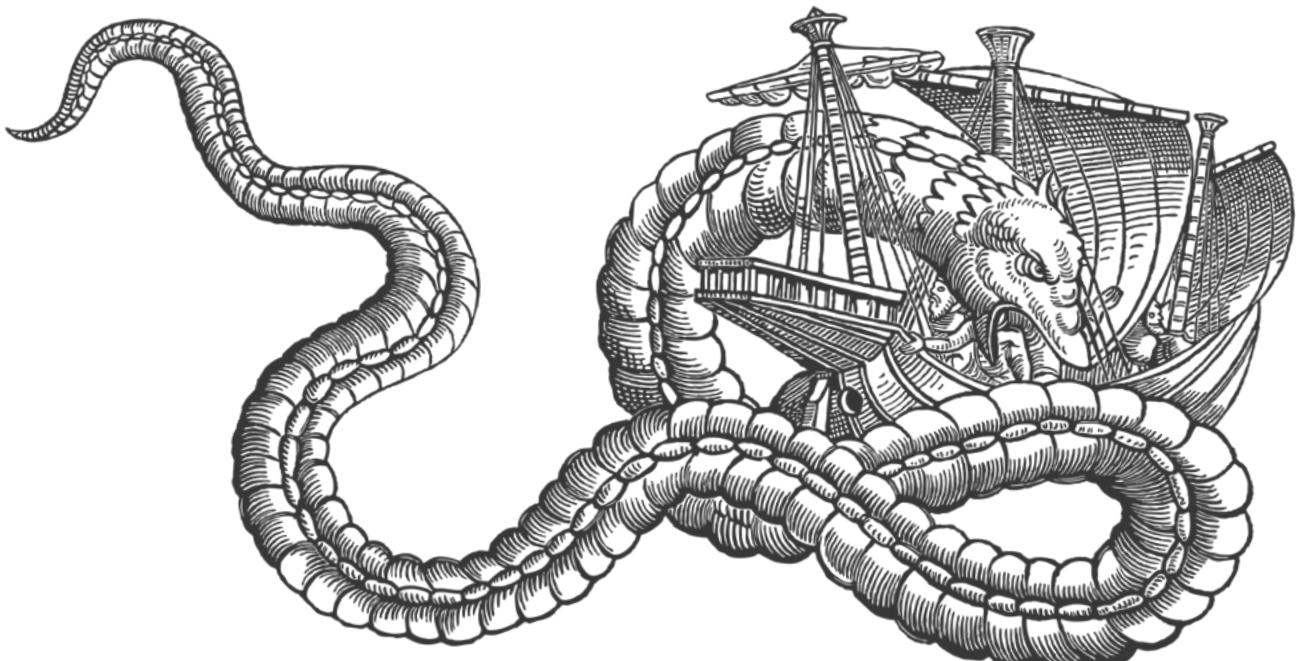
Written Records are covered earlier in this book. See Table 3-18. The useful content of Written Records can also be generated on Table 3-17.

WATER LANDMARKS

Some water landmarks may already have been generated as a transition between areas (if you're going through these tables step by step). If this is the case, don't feel obligated to put in more water landmarks, but if you've got waterway transitions, you certainly have the potential to create a dungeon level that involves quite a bit of water. Which is always cool.

Table 3-77: Water Landmarks

Die Roll	Type of Water Landmarks (d100)	
01-05	Area where pipes dump water, waste products, or byproducts	<i>One of them was incomplete</i>
06-10	Area with completely submerged corridors and/or rooms	<i>Narrow window of opportunity</i>
11-15	Area with high humidity and lots of condensation	<i>Landlord</i>
16-20	Areas with water that is somewhere from ankle deep all the way to chest deep	<i>In a test tube</i>
21-25	Baths or swimming pools	<i>Frilled fins</i>
26-30	Channeled water: a full-scale canal, an aqueduct, or a series of small ditch-like channels in floor.	<i>A thing that retracts</i>
31-35	Entrance to a sewer system or a system of pipes/channels (that can be entered) running just beneath the dungeon level.	<i>Herons</i>
36-40	Fountain(s)	<i>Scum on the water</i>
41-45	Geysers or waterspouts	<i>A characteristic of the amoeba</i>
46-50	Ice area or boiling water area	<i>Mummified</i>
51-55	Lake, small or medium sized	<i>Bubbling</i>
56-60	Pumps bringing water up from lower levels	<i>The six in cloaks</i>
61-65	River	<i>Shortage of water</i>
66-70	Sea inlet or truly vast lake, probably with docks at some of the places where the dungeon touches upon it	<i>Hidden person</i>
71-75	Series of deep ponds	<i>Temporal machine</i>
76-80	Severe dripping or running water from ceiling or walls in a particular area	<i>Belated contact</i>
81-85	Water pouring from hole in ceiling or spouting from wall	<i>Dream pools</i>
86-90	Water vortex or whirlpool	<i>Dangerous statue</i>
91-95	Waterfall	<i>Overlooks water</i>
96-00	Waterwheel or large water-driven mechanism (See Major Mechanisms, Table 3-67, for starting ideas about what the mechanism is for)	<i>Shortage of time</i>



Increments of distance
Hidden trigger
What was burned
Manacles
Concealed letter
Shadowed tiger
Young dragon
A healer
Pickled herring
Surrounded by fire

THE “WHAT COMES NEXT” METHOD

Levitates above

Legends of Death

Lots of space

Elf

Concealed machine

A swamp

The cloak

A raven is involved

Chemical reaction

Barricade of Thorns

A stolen cloak

A dungeon cell

This part was recently repaired

Parchment of Pain

Pigs

Fermented too long

Not one of a kind

Wrath of Nature

Carter

It was thought to have been destroyed

Evidence of a way through

We have seen this before

Eviction notice

Scales in balance

Venom

Saber-tooth tiger

Bronze gears

The Plot Twists

In the wilderness

Sometimes you just want some creative ideas for what comes next in a dungeon you’re already designing, and you don’t want to get deep into a whole system for designing a dungeon from the top down. The following table is easier to use when the problem is just a bit of creative block happening mid-stride. It points you back to the above tables, but gives you a specific place to start instead of just paging around for an idea.

Table 3-78: What Comes Next (Basic Ideas)

Die Roll	What Comes Next (d100)
01	Alchemist’s Workshop(s) (see Table 3-162 for ideas)
02	Alcoves and Labels
03	Altar Room(s)
04	Altars and Thrones
05	Aluminum Siding
06	Anti-gravity
07	Area where it’s cold, with slippery ice, icicles, snow, and mist
08	Area Which Alters Thinking Processes
09	Area with barrels and containers
10	Area with different strange substances on walls
11	Area with explosives
12	Area with mirror or mirrors, or with some sort of weird reflection-based thing you think up.
13	Area with unstable floors and/or ceilings
14	Astrolabes and Instruments
15	Authority and Running a Gauntlet
16	Balconies and Runes
17	Big Machine(s) made of wood or iron
18	Bizarre Storage Area
19	Bones and Petrification
20	Bridge over Troubled Water
21	Casino
22	Chasm or well
23	Climbing and Slipping Room
24	Colors and Globes
25	Cooking and statues
26	Cranes and Bowls
27	Dimensional Changes
28	Docking Station

TABLE 3-78: WHAT COMES NEXT (BASIC IDEAS) CONTINUED

Die Roll	What Comes Next (d100)	
29	Doors at Different Heights	<i>Beneath a crescent moon</i>
30	Electrical Room	<i>Hut of the Slug Witch</i>
31	Embalming Room(s)	<i>The trail of a raindrop</i>
32	Eyes and Trackways	<i>Something was dissolved away</i>
33	Fire-Pit Room	<i>Only one thing remained to be done</i>
34	Fishing or diving	<i>Lightning-charged traps</i>
35	Font, fountain, or basins	<i>Source of material</i>
36	Frogs and Swings	<i>Suffocation</i>
37	Gas and Physics Room	<i>Lots of snakes</i>
38	Glittering Halls and Room(s)	<i>Cloth weapon</i>
39	Grate or pit leads to corridors that go under the existing part of the dungeon to something else (roll again to see what)	<i>Egrets</i>
40	Hallucinogenic Room	<i>Glowing worms (why?)</i>
41	Heat and monsters	<i>Changing pictures</i>
42	Library	<i>A medieval singularity</i>
43	Mannequin Room	<i>Mirrors of prophecies might reverse themselves</i>
44	Mining or Excavation Area	<i>Supernatural hand</i>
45	Mist and Mystic Rocks	<i>Worshippers of a strange god</i>
46	Multiple Archways	<i>Paralysis</i>
47	Multiple Wells or Chimneys	<i>Wreathed in gems</i>
48	Multiple Wooden Walkways	<i>Eats a horrid food</i>
49	Natural Caverns	<i>Heavy growths of mold</i>
50	Nicely furnished rooms ("Danger, Will Robinson!")	<i>One, two, four.</i>
51	Plants and Bubbles	<i>Theater of the Mind</i>
52	Platforms and Slides (or sliding)	<i>Residual power</i>
53	Pocket dimensional space or teleport room with access to other areas or even the surface	<i>Trustworthiness</i>
54	Prison	<i>When the rooster crows thrice</i>
55	Rays and Levitations	
56	Rings and Things	
57	River	
58	Room that turns, possibly revealing new door or corridor	
59	Room with Control Panel	
60	Room with Trick (see Table 3-80 or Table 3-81)	
61	Room with weird pyramid or dome inside	

TABLE 3-78: WHAT COMES NEXT (BASIC IDEAS) CONTINUED

*Distorted figure**Astronomy**Elevation**Part of the recipe
is missing**Outrageous hats**Migration**Webs of stone**Lightning-charged
trees**Ancient curse**Horse races**Two wizards**How do you turn
it off?**Wreathed in
thorns**Treachery where
most expected**Biting mandibles**Depends on where
you're looking**Waiting for the
verdict**Secret contract**The cat is out of
the bag**Narrow stairway**Sarcophagus**Unexpected
lineage**Air supply**A tower**Fey circle**Copper halberd**A sphinx**A characteristic
of the parrot*

Die Roll	What Comes Next (d100)
62	Room(s) of study, meditation, and contemplation
63	Room(s) with plants, fungus, or mold
64	Runes, glyphs, or symbols
65	Sacrificial Chamber(s)
66	Sarcophagus Room(s)
67	Sewers and Ladders
68	Shadow Pictures
69	Shrinking Room
70	Slots, Tiles, and Balls
71	Sludge and Poison
72	Something Old, Something New, Something Borrowed, Something Blue
73	Sounds and pits
74	Spiraling corridor leads to something (roll again to see what)
75	Spiraling Room
76	Squares and Guillotines
77	Stairs Up or Down
78	Statue or Idol Room
79	Sundial or Wheel of Fortune Room
80	System of balconies and ladders (or stairs)
81	System of corridors crossing over the top and underneath each other
82	Take the first three children's toys you think of, and put their dungeon-equivalents into one large chamber
83	Tanks (or pools) and Vines
84	The third clear thing you think of after I say, "The Flintstones."
85	Things on stilts
86	Things Under Wrappings
87	Throne Room
88	Totem poles and water
89	Trapped Room
90	Trees and Sounds
91	Up-and-down corridor with steps, ladders, or ropes
92	Vehicles and Cyclical
93	Vines and Phosphorus
94	Volcanic Area

TABLE 3-78: WHAT COMES NEXT (BASIC IDEAS) CONTINUED

Die Roll	What Comes Next (d100)	
95	Waterfall	<i>Infinity</i>
96	Waterfalls and Pools	<i>A primitive stock market</i>
97	Whatever you remember off the top of your head from high school chemistry	<i>Inauspicious omens</i>
98	Wheel apparatus and religion	<i>Hot air balloon</i>
99	Wizard's Workshop(s) (see Table 3-162 for ideas)	<i>Private investigator</i>
100	Zoo	<i>Curse of the Moth</i>

Table 3-79: What Comes Next (Using Tables)

Die Roll	What Comes Next (d100)	
01-20	Transition (Table 3-23)	<i>Silver hawk</i>
21	Transition (Table 3-23) with a Big Thing Landmark (Table 3-49)	<i>The scent of flowers</i>
22	Transition (Table 3-23) with a Strange Thing Landmark (50% use Table 3-53A, 50% use Table 3-53B)	<i>Static electric buildup</i>
23	Room with a Level Change (Table 3-50)	<i>Failed to make payment</i>
24	Level Change (Table 3-50) involving an Architectural Trick (Table 3-84 or 3-85)	<i>Attack the fortified house</i>
25	Water Landmark (Table 3-77)	<i>The messenger shows the way</i>
26-30	Special Room (roll twice on Table 3-54 for contents)	<i>Surrounded by webs</i>
31	Long room or corridor with treasure at the end is guarded by a gauntlet of Basic Mechanical Traps (Table 3-126).	<i>Forms a weapon</i>
32	Slightly special room (roll once on Table 3-54 for contents) plus a Bargain and Persuasion Trick (Table 3-86)	<i>Barricade of Force</i>
33	Slightly special room (roll once on Table 3-54 for contents) plus an Experiment Trick (Table 3-87)	<i>Foxglove</i>
34	Area with Hazard Trick (Table 3-92)	<i>Smuggle the item</i>
35	Area with a Magic Area Trick (Table 3-93)	<i>Dispossessed spirit</i>
36	Room (roll once on Table 3-54 for contents) with a Magic Thing Trick (Table 3-97)	<i>Poison gas</i>
37	Corridor or room with solution or survival of a single-Rule Pathway trick (Table 3-103) required to pass through.	<i>A long-sought treaty</i>
38	Area involving a Substance Trick (Table 3-106)	<i>Altered pathways</i>
39	Room with a Choice Game Trick (Table 3-110)	<i>Every dog has his day</i>
40	Game Room (Table 3-112)	<i>Foil the extortioner's plans</i>
41	Less special room (roll once on Table 3-54 for contents) and a Written Trick (Table 3-114)	<i>Underwater</i>
42	Room with a regular architectural feature from Table 3-85 but connected to a Basic Mechanical Trap (3-126)	<i>Professional gambler</i>
43-44	Room with a Complicated Mechanical Trap from Table 3-127 (that table also tells you the related architectural feature.)	
45	Room with a regular architectural feature from Table 3-85 connected to a Basic Magical Trap from Table 3-135.	

TABLE 3-79: WHAT COMES NEXT (USING TABLES) CONTINUED

	Die Roll	What Comes Next (d100)
<i>Hidden agenda</i>	46	Area with a rigged natural feature from Table 3-134.
<i>Barricade of Spikes</i>	47	Room with a Complex Trap (Table 3-137) involving a Strange Thing (Table 3-53A or Table 3-53B).
<i>A sensitive negotiation</i>	48	Room with a Complex Trap (Table 3-137) involving a Big Thing (Table 3-49).
<i>Dropped from a great height</i>	49	Change in Dungeon Topography (Table 3-37)
<i>The Mutation-Pools</i>	50	Room with an altar (Table 3-55) and a Basic Mechanical Trap (Table 3-126)
<i>Mercenary</i>	51	Room with Dramatic Architecture (Table 3-57) and two items of Dungeon Dressing from Table 3-144.
<i>A failure of loyalty</i>	52	Area with a Major Mechanism or Process (Table 3-67) that allows a Level Change (Table 3-50, but ignore results of "stairs").
<i>Evidence of a spell</i>	53	Area filled with Unusual Plants (Table 3-70) and also involves a Big Thing (Table 3-49).
<i>Unexpected ally</i>	54	Area filled with Unusual Plants (Table 3-70) that also involves a change in dungeon topography (Table 3-37).
<i>In the end, none of them agreed</i>	55	Waterway Connection (Table 3-33)
<i>The assault is underway</i>	56	Area or room with a teleporter (Table 3-36)
<i>Badly constructed</i>	57	Area with a climactic monster (Table 3-179) and a Water Landmark (Table 3-77)
<i>A crane and platform</i>	58	Area with a climactic monster (Table 3-179) with a Complex Trap (Table 3-137) as part of its tactical advantage. The trap might be obvious – just a way of blocking off a pathway – or it might be hidden.
<i>Blue flowers</i>	59	Area with a climactic monster (Table 3-179) plus an interesting tactical situation (see Table 3-4)
<i>Waiting for the sign</i>	60	Monsters with an interesting tactical situation (see Table 3-4)
<i>Wereboar</i>	61	An area with a topographical/tactical challenge (see Table 3-3) involving a Hazard Trick (Table 3-92)
<i>Armor of the undead</i>	62-63	An area with a topographical/tactical challenge (see Table 3-3) involving several Basic Mechanical Traps (Table 3-126) in an area with one special feature from Table 3-54 (Special Rooms)
<i>A characteristic of the dolphin</i>	64	Unusual decorations (see Table 3-182 for type) that are valuable, but can only be reached using a Topographical Challenge (Table 3-3).
<i>A wooden cup</i>	65	A Level Change (Table 3-50) that goes through a Contained Liquid (Table 3-64) in some way.
<i>Structurally unsound</i>	66	Tomb (see Table 3-183)
<i>Hidden lever</i>	67	A Big Thing Landmark (Table 3-49) coupled with a Hazard (Table 3-92)
<i>Merchant</i>	68	Room with several statues (see Table 3-73 for starter ideas) each of which confers a magical benefit or curse (see Table 3-121)
<i>Criss-cross</i>	69	Room causes a magical weakness (see Table 3-142) caused by either unusual plants (Table 3-70) or a thing of some kind (see Table 3-97 for ideas, but don't add on any of the additional trick elements)
<i>Implants eggs</i>	70	Room is very tall or very deep, and travel within it is done by use of one or more Level Changes (see Table 3-50).
<i>Arrant nonsense</i>	71	Room is built to allow for a Monster Ambush (see Table 3-184)
<i>Temporal changer</i>	72	Storehouse involving some normal containers and some that are bizarre (see Table 3-59).

TABLE 3-79: WHAT COMES NEXT (USING TABLES) CONTINUED

Die Roll	What Comes Next (d100)	
73	Magical Workshop (see Table 3-162 for contents). There is a particular item or piece of architecture that makes the workshop unique: roll for a Strange Thing on Table 3-53A or 3-53B. The workshop might belong to a climactic monster (Table 3-179) which might or might not be present.	I withdraw the question
74	A climactic monster (Table 3-179) with a prepared ambush (Table 3-184)	It's a series
75	There is a Hazard (see Table 3-92) and several choices of how to handle it, some of which are safe, others of which are not (see Table 3-110 for ideas about how these choices might be constructed)	Sank to the bottom
76	Major Mechanism or Process (Table 3-67) plus Unusual Plants (Table 3-70)	Something exploded in a strange way
77	Major Mechanism or Process (Table 3-67) plus Water Landmark (Table 3-77)	A characteristic of the hawk
78	Temple involving Religious Imagery (Table 3-56) plus a Backstory (Table 3-9) plus a Big Thing (Table 3-49)	Ranks of steel
79	Room of unusual size and shape (see Table 3-40) plus some sort of Trick (Start at Table 3-81 or Table 3-180)	The smell of wood fires
80	Room of unusual size and shape (see Table 3-40) with unusual pillars (Table 3-69) and a clue (see Table 3-10 for starting ideas)	The weight of a single feather
81	Room with a Complex Trap (Table 3-137) and a clue (see Table 3-10 for starting ideas)	A flower of sand
82	Unusual Stairs (Table 3-52) lead to a different dungeon level, possibly going down more than one level, or branching into two staircases partway down.	Requires nearby presence
83	Big Thing (Table 3-49) that causes a magical weakness (see Table 3-142) until it is appeased, turned off, or bypassed	A stitch in time saves nine
84	Vast cavern filled with different balconies and Level Changes of more than one type (Table 3-50)	Deliver dangerous goods
85	Unusual Corridor (see Table 3-25) plus an unusual Archway at the end (see Table 3-28)	A rival's challenge
86	Room of unusual size and shape (see Table 3-40) in which characters are attacked by a spell effect (generate using Table 3-172) caused by a Strange Thing (Table 3-53A or 3-53B). The object must be appeased, deactivated, persuaded to stop, or bypassed.	Bullette
87	Stairway or door is guarded by a Written Trick (Table 3-114) combined with a Basic Mechanical Trap (Table 3-126).	The pathway of a specific ant
88-91	Slightly special room (roll once on Table 3-54 for contents) plus an Architectural Trick (Table 3-84 or 3-85)	Time running out
92	A Strange Thing (Table 3-53A or Table 3-53B) coupled with a Hazard (Table 3-92)	Very fragile
93	Room of unusual size and shape (see Table 3-40) with a Magic Area Trick (Table 3-93)	Financial considerations
94	A Level Change (Table 3-50) that goes through a Hazard (Table 3-92) or a rigged natural feature (Table 3-134).	An engineer
95-00	Area appears to be empty	A characteristic of the ant

TRICKS

It was buried for safety.

A very, very tall hat

Symbol and referent

A thing that can be lifted

A chase

A devil

Dressed to kill

Regeneration

The Book of Guilds

It seeped inside

When the spiderweb falls to the ground

What dreaming eyes might see

The obviously innocent person is the villain

Bioluminescence

Mercantile monsters

Evidence of passage

A collection

Inlaid wood decoration

Works differently when inside out

Draped with cloth

Dream conveyor

More durable than one would expect

Waxworks

Absentminded

Clumsy

Evocation

Mistranslation

The “Trick” is a very broad concept in adventure design, and I’m not going to try to define it exactly. In general, a trick is something that requires the players to make meaningful decisions but that isn’t a monster or a trap. Tricks can range all the way from a sliding corridor to a riddle written on a scrap of parchment.

There are about an infinite number of ways to try and break down the broad concept of a dungeon trick into a series of tables. After literally years of screwing around with it, I’ve decided to compile my tables into eleven categories: Architectural Tricks, Bargain and Persuasion Tricks, Experiment Tricks, False Appearance Tricks, Hazard Tricks, Magic Area Tricks, Magic Thing Tricks, Run-the-Gauntlet Tricks, Substance Tricks, Wager and Game Tricks, and Written Tricks. There is a great deal of crossover between these categories, too, so don’t approach these tables as if each category is a formula.

This section is organized as follows:

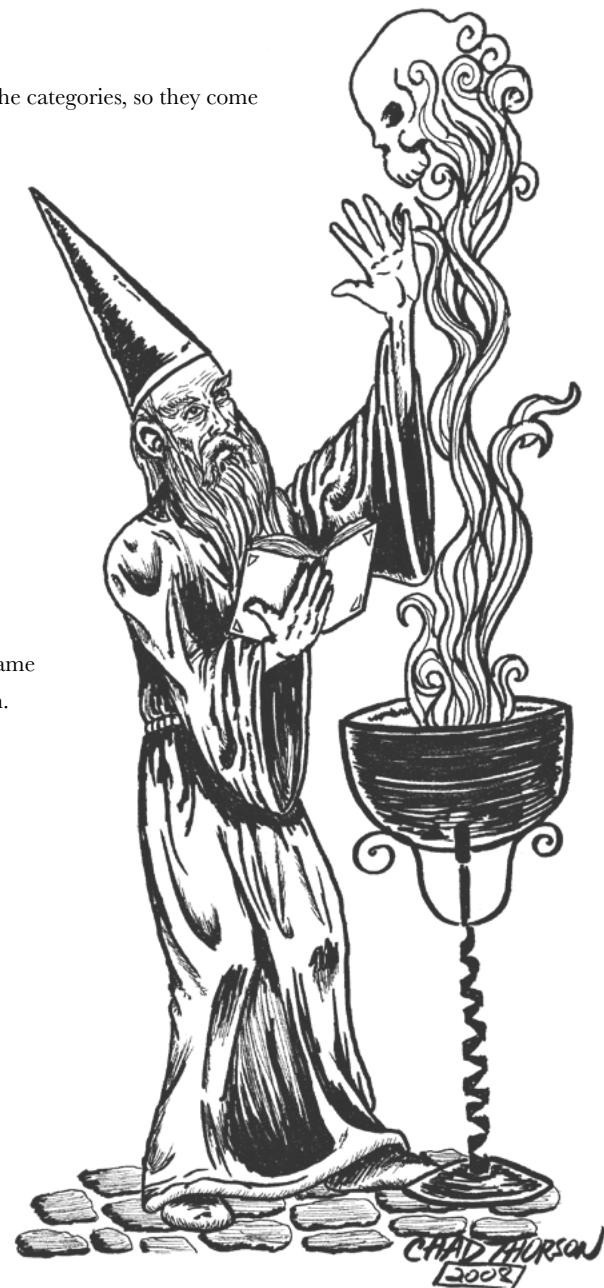
The Wild Card Matrix. An alternative, short-form table used to generate the broad, overall profile of a trick, ignoring everything else in this section.

Hints and Foreshadowings. These tables can be used for all the categories, so they come first.

The Separate Categories (each with sub-tables):

- Architectural Tricks
- Bargain and Persuasion Tricks
- Experiment Tricks
- False Appearance Tricks
- Hazard Tricks
- Magic Area Tricks
- Magic Thing Tricks
- Run-the-Gauntlet Tricks
- Substance Tricks
- Wager and Game Tricks.
- Written Tricks

General Subtables. Certain categories make reference to the same sub-tables, so these are gathered together at the end of the section.



METHOD 1: THE WILD CARD MATRIX

This table is not for the faint of heart – it’s used to generate the overall profile of a trick with absolutely no rhyme or reason, instead of picking a category and working from there. Roll for each component of the trick (hints, structure, rewards, risks, and solutions), then put them together in any way that your inspiration takes you.

Table 3-80: Wild Card Matrix for Tricks

Die Roll	Hints (d100)	Structure (d100)	Rewards (d100)	Risks (d100)	Solutions and Interactions (d100)
01-20	No hints given	A bunch of elements to use for the solution (dials, potion ingredients, vehicles, machines, etc)	Access to a new area, or back to safety	Curse (Magical)	Gambling your money or your life (or your health, your experience points, your sanity, your luck, etc)
21-40	Spoken Hints (given once, or not changing)	Architectural Feature (see “Central Feature” column of Table 3-85)	Combination of treasure and (roll a d6): (1) access, (2) information, (3) a magical condition or bonus	Mental	Movement and Actions (i.e., stepping onto the correct colored tiles on the floor)
41-60	Spoken Hints (Ongoing conversation or multiple questions)	Magic Area (see Table 3-93 and following tables)	Gain a Magical Condition or bonus	Physical	Negotiation (making a trade or bargain) or Persuasion (fast-talking, wearing a disguise, lying well, or debating)
61-80	Visible Hints: searching or observing the situation may give you valuable information	Obstacle or Gauntlet of Threats	Treasure!	Physical	Screwing around with stuff (mixing potions, turning dials, pulling levers, opening containers, etc)
81-00	Written Hints	The trick is a sentient or programmed intelligence	Useful Information	Wrong Access or Wrong Information	Screwing around with stuff (50%) or Movement and Actions (50%)

I could hear faint splashing noises

Drawn up with a hook

Attacks villains

Candle sconces

A meeting of sorcerers

Make it even more complicated

Face in the wood

A faithful servant

Capture a targeted person

Lunar eclipse

Cut off from allies

A satyr

Bronze dagger

Magic armor

Absence of malice

Air quality meter

An odd tattoo

Forgotten machine

Ducks

Archaeological excavation

An attribute of coral growth

Witch war

The attack is underway

Unexpected arrival

Contest of skill

Doorway to time

A test of strength

A characteristic of the tick

A crawlway

A jeweled key

An artisan

Imperfect condition

Muddy footprints

The wine was poisoned

Vandalism

Ceremonial spear

The key broke off in the lock

The sound of drums

Hidden troll

Altered messages

Extremely wise

Shadow army

Serrated teeth

A few vampires

Iron webs

Wax fruit

A map of the stars

Green container

Doorway to insanity

The handprint

A well-known chef

The healer could not be found

Let the chips fall where they may

Majordomo for a spellcaster

Metal is cursed

Water source

Tiny leaves

House of the Unholy

METHOD 2: TRICKS BY CATEGORY

Table 3-81: Tricks by Category

Die Roll	Trick Category (d100)
01-09	Architectural Trick
10-18	Bargain and Persuasion Trick
19-27	Experiment Trick
28-36	False Appearance Trick
37-45	Hazard
46-54	Information
55-63	Magic Area
64-72	Magic Thing
73-81	Run-the-Gauntlet
82-90	Substance
91-00	Wager and Game Trick

HINTS AND FORESHADOWINGS (FOR ALL CATEGORIES)

Table 3-82: Hints and Foreshadowings

Die Roll	Type of Hint (d100)	Problems with Hint (d100)
01-10	A vision or sense of danger/opportunity	All the hint offers is the knowledge that the trick exists – not how to solve it.
11-20	Adventurers might have heard a rumor about this trick from the dungeon's table of rumors	All the hint offers is the knowledge that the trick exists – not how to solve it.
21-30	None	Coded or in the form of a riddle
31-40	None	Damaged by the passage of time
41-50	None	Incomplete or garbled
51-60	None	It is a lie, a falsehood, a mendacity
61-70	None	Most of it has been effaced
71-80	Pictorial sign	No serious problem, although probably it is slightly vague
81-90	Spoken warning or instructions from trick or something near it (disembodied voice, etc). See Table 3-83 for more ideas.	The hint offers a solution, but there is a better and less dangerous solution to the trick.
91-00	Written sign	Vague

Table 3-83: Spoken Clues

Roll percentile dice to see if the spoken clue is interactive (use Column 3) or static (in which case use Column 4 instead of Column 3)

Die Roll	What Talks (d6)	Why it Talks (d6)	Interactive Spoken Clues (50%) (d6)	Static Spoken Clues (50%) (d6)	Attitude (d6)	
1	An actual living being is present. Somehow. This includes everything from a talking animal, to a person, to a demon.	It either died here or is trapped here, and if the characters solve the trick it will be released	It only gives one clue, and then taunts. The taunts may be helpful, since they only come when the characters are doing something wrong (or when they are indecisive)	Speaks once, before the trick starts, delivering a rhymed couplet, a limerick, or a haiku	Polite and humble (even taunting can be delivered like this)	<p>Something was cursed</p> <p>A characteristic of a squirrel</p> <p>A distinctive belt</p> <p>Bronze sword</p> <p>Curse of the Statue</p> <p>The banner of the darkness</p> <p>Acts of war</p> <p>Guildmaster</p>
2	Carved image or statue of a living being (animal, human, or monster)	It is a construction or remnant of something that really hates (or hated) the person who constructed the trick.	Progressive hints. The voice offers an ongoing commentary to give the players a status report. For example, it might say, “Cold,” “warm,” or “hot” as characters get closer to (or farther from) the solution. If the players are negotiating with a personality, the personality might get very pissed off at the talking clue. The personality and the talking clue might be long-time enemies, two facets of a being with multiple personalities, etc.	Makes itself known to the party, answers one question, and then falls silent or disappears.	Egotistical and Superior	<p>Locked memories away</p> <p>Secondary meaning</p> <p>Suspended animation</p> <p>Absence of water</p> <p>Multiple antennae</p> <p>A characteristic of the rabbit</p> <p>Unexpected healing</p> <p>It was a terrible idea, I admit.</p> <p>Shadow magic</p>
3	Disembodied voice or mental communications	It is a reminder to the builder’s friends or allies about how to get the benefit.	Makes itself known to the party <i>before</i> the trick, and then answers limited questions about what they will be facing. It does not help once the trick “begins.”	Speaks once, during the trick itself, delivering a rhymed couplet, a limerick, or a haiku. Basically, it’s a pre-programmed hint if the characters are pursuing a predictable course of failure, if they are inactive, or if they need to know that they have now succeeded.	Sinister and hostile	<p>The spoils of war</p> <p>Water stored in a cistern</p> <p>Ratcatcher</p> <p>An alchemist</p> <p>A giant is involved</p> <p>A cooper (barrel maker)</p> <p>Distinctive jewelry</p> <p>Ring of machinery</p> <p>It jumps around</p>

Geometry

The bad guy has
good reasons

Blue lanterns

Ceremonial
dagger

Forbidden from
leaving

Kept secure

Circle of shadow

Curse of the Witch

Blue candle

A distant music

Circle of wire

Surveillance

Triple-cross

Guard

Sea-creature on
land

An attribute of the
sloth

An unusual beast

A final test

This part is built
over a river

Enchanted coronet

Exiled leader

Only one person
knew this secret

Edge of the blade

Garland of leaves

Glowing ooze

Blue liquid

Use the dice

Kept in stasis

An evil fairy is
behind it

TABLE 3-83: SPOKEN CLUES CONTINUED

Die Roll	What Talks (d100)	Why it Talks (d100)	Interactive Spoken Clues (50%) (d100)	Static Spoken Clues (50%) (d100)	Attitude (d100)
4	Energy shape talks or sends mental messages	It was simply designed as a built-in part of the challenge	Makes compliments as the players are making progress, such as, "Well done."	Makes a victory or defeat speech at the end of the trick, depending on whether the party succeeded.	Eerie or spooky
5	Ghostly image of animal, human, or monster either talks or sends mental messages	It either died here or is trapped here, and if the characters solve the trick it will be released	Speaks riddles, poetry or vague instructions each time the players complete some part of the trick, basically introducing them to the next part. Alternatively, it says something at the end of each part to let the players know something has been completed.	A threat, challenge, and/or taunting before the trick begins. General taunting. This will certainly indicate that something is about to happen, or that there is a challenge available, although it might not convey anything else except attitude.	Jovial
6	Part of the trick itself communicates (example: you've got to figure out how to get a fireplace to rise away from a passageway – the fireplace itself starts talking or sending mental messages)	It was simply designed as a built-in part of the challenge	Makes itself known to the party, and then answers limited questions while they are trying to solve the trick. This might include a game of twenty questions, or it might only have a limited set of answers.	This might include a game of twenty questions, or it might only have a limited set of answers.	Either nervous or angry, depending on whether it likes or dislikes the adventurers

TRICK CATEGORIES

ARCHITECTURAL TRICKS

Table 3-84: Quick Architectural Tricks

Die Roll	Central Feature (d100)	What it Does (d100)
01-05	Alcove	Snaps to the side
06-10	Altar	Rotates
11-15	Archway	Changes your direction
16-20	Balcony	Uses illusion to cause mapping problem and get you lost

TABLE 3-84: QUICK ARCHITECTURAL TRICKS CONTINUED

Die Roll	Central Feature (d100)	What it Does (d100)	
21-25	Bridge or walkway	Falls to reveal entrance	<i>A characteristic of the lobster</i>
26-30	Built-in container	Is false, for some interesting reason	<i>Burglary</i>
31-35	Ceiling	Moves to block party from going back or retracing steps	<i>A characteristic of the peacock</i>
36-40	Cistern or well	Is concealed	<i>Trapped in the monster</i>
41-45	Corridor	Has two entrances or apertures with different results	<i>Trickster</i>
46-50	Crawlway	Flips over	<i>Lost in translation</i>
51-55	Door or doorway	Transports to different area (teleport or dimensional)	<i>Surrounded by spikes</i>
56-60	Floor	Closes	<i>Doorway to the future</i>
61-65	Hallway	Has a slant (probably not detectable without a dwarf)	<i>Line of stones</i>
66-70	Hole	Has a false bottom	<i>Emerald casket</i>
71-75	Passageway	Distorts space or distance	<i>Air quality</i>
76-80	Platform	Causes vertical movement to seem horizontal, or vice versa	<i>Affects skills</i>
81-85	Room	Moves up or down (probably not detectable)	<i>Check the ceiling</i>
86-90	Stairway	Contains built-up tension of some kind (magical, kinetic, springy, etc) like a rubber band or static charge	<i>Moonbeams</i>
91-95	Trapdoor or large flagstone	Has multiple moving parts	<i>Law and Order</i>
96-00	Wall	Pulls things in a particular direction (or pushes, lifts, etc)	<i>A vampire</i>

Table 3-85: Complex Architectural Tricks

Die Roll	Central Feature (d100)	How it Functions (d100)	What Happens when Functioning (d100)	What is Accessed (d100)
01-02	Alcove	Activate electricity	Antigravity	Another level
03-04	Alcove	Chill something	Antigravity	Another level
05-06	Altar	Chop something off	Breaks apart	Another level
07-08	Arch	Command word	Breaks apart	Another level
09-10	Balcony	Connect pipes	Component rotates	Another level
11-12	Bridge	Counterweights	Component rotates	Chamber with monsters
13-14	Canal	Crank-operated	Component rotates	Chamber with monsters
15-16	Ceiling	Dial or dials to proper settings	Component rotates	Chamber with monsters
17-18	Ceiling	Disconnect/reconnect something	Component slides down	Chamber with monsters
19-20	Cistern	Electrify or shock something	Component slides down	Chamber with monsters
21-22	Container	Fill it (or part of it) with water	Component slides down	Chamber with monsters

TABLE 3-85: COMPLEX ARCHITECTURAL TRICKS CONTINUED

	Die Roll	Central Feature (d100)	How it Functions (d100)	What Happens when Functioning (d100)	What is Accessed (d100)
Wooden household items					
Waiting for the invasion	23-24	Crawlway/ventilation duct	Friction on/off	Component slides down	Chamber with treasure
When a red coat is delivered	25-26	Dais	Heat something	Component slides up	Chamber with treasure
Damages things randomly	27-28	Disk (in floor)	Intelligent (negotiate)	Component slides up	Chamber with treasure
A meeting of knights	29-30	Dome	Manipulate specific component (raise its arm, etc)	Component slides up	Chamber with treasure
A characteristic of a cat	31-32	Door	Manipulate specific component (raise its arm, etc)	Component slides up	Chamber with treasure
Teleporting plants	33-34	Door	Move through particular area	Component vanishes	Chamber with treasure
A characteristic of the heron	35-36	Door	Perform or bring sacrifice	Component vanishes	Chamber with treasure
Face in the mirror	37-38	Door, secret	Place specific object into space provided for it	Disintegrates	Delivers a key
Supernatural speech	39-40	Fire pit	Press button	Entire thing rotates	Delivers a key
Bundles of kindling	41-42	Fireplace	Pressure plate (adding weight)	Entire thing rotates	Delivers a key
Law versus Chaos	43-44	Fissure, closed	Pressure plate (adding weight)	Entire thing rotates	Delivers a key
Fresh vegetables	45-46	Floor	Pressure plate (remove weight)	Entire thing rotates	Delivers a key
Mysterious disappearance	47-48	Floor	Pressure plate (remove weight)	FLOATS	Dimensional pocket
The bright sword	49-50	Floor	Provide darkness	FLOATS	Dimensional pocket
Involuntary motion	51-52	Force field	Provide light	OPERATES normally	Dimensional pocket
Solidified	53-54	Fountain	Pry something out	OPERATES normally	Dimensional pocket
Historian	55-56	Furniture	Pry something out	RISES	Dimensional pocket
An unexpected identification	57-58	Hole	Pull lever	RISES	Entry to otherwise inaccessible area
A smear of blood	59-60	Idol or statue	Pull tripwire	SLIDES down	Entry to otherwise inaccessible area
An earthenware bowl	61-62	Illusion	Put proper chemicals, minerals or elements into the place where they are processed	SLIDES down	Entry to otherwise inaccessible area
Bone dagger					
A piece of cloth					
An artist					
At the hunt					
Circus owner					
The cat saw everything					

TABLE 3-85: COMPLEX ARCHITECTURAL TRICKS CONTINUED

Die Roll	Central Feature (d100)	How it Functions (d100)	What Happens when Functioning (d100)	What is Accessed (d100)
63-64	Machine	Redirect water channel	Slides down	Entry to otherwise inaccessible area
65-66	Niche	Riddle	Slides down	Entry to otherwise inaccessible area
67-68	Passageway	Rotate something	Slides up	Entry to otherwise inaccessible area
69-70	Pedestal	Shake something	Slides up	Information (engravings, runes, etc)
71-72	Pillar	Slide something sideways	Slides up	Information (engravings, runes, etc)
73-74	Pit	Slide something sideways	Slides up	Information (engravings, runes, etc)
75-76	Platform	Speak command word, phrase, or name	Teleports party past obstacle	Information (engravings, runes, etc)
77-78	Platform	Squeeze something	Teleports party past obstacle	Information (engravings, runes, etc)
79-80	Pool	Stand in precise locations	Tilts down	Permits access to a game stacked in player's favor
81-82	Portcullis	Strike something	Tilts down	Permits access to a game stacked in player's favor
83-84	Room	Tilt something	Tilts down	Permits access to a game stacked in player's favor
85-86	Stairway	Touch component	Tilts down	Permits access to a game stacked in player's favor
87-88	Walkway (in trench)	Turn dials to correct settings	Tilts sideways	Permits access to a game stacked in player's favor
89-90	Walkway (raised)	Turn something	Tilts sideways	Shortcut
91-92	Wall	Turn spigot	Tilts sideways	Shortcut
93-94	Wall	Unfasten something	Tilts up	Shortcut
95-96	Wall	Un-jam something	Tilts up	Shortcut
97-98	Well	Untie something	Tilts up	Shortcut
99-00	Window to other area	Use key in lock	Vanishes from existence	Shortcut

*Dangerous animals**House of the Stars**Lightning-charged doorways**Violation of a truce**Rotten**The forge**The runes show the way**Crossbow**Bronze serpent**A characteristic of the crab**Stolen goods**Needle in a haystack**Face in the water**Unexpected results**Holy artifact**Water's edge**Orbited by objects**Chickens**Spatial changer**Vindication**Scholar of natural phenomena**Calm ing**The good king**Banshee**An unusual spell**Terrifying visage**Wall hangings**When the light hits the prism**Scholar of history*

Surrounded by flatterers

An orb

Create a distraction

Spies

Strange looking device

A dentist

Feathery wings

Residual effects

Fool of the fey

A fur-trimmed garment

An army of crabs comes out of the sea

Secondary exit

Justice for all

Moon interactions

Lots of water

Troglodytes

Evidence of treachery

Ceremonial sword

Will-o-the-wisp

Hair of the fey

Increments of time

There's that sound again

Tomorrow might be different

A butcher

Anniversary of an event

Strange and similar to coral

Much like a spider

Guild member

BARGAIN AND PERSUASION TRICKS

Bargain and Persuasion tricks involve the characters talking to something, hoping to gain an advantage – but the other side will usually want something as well.

Table 3-86: Bargain and Persuasion Tricks

Die Roll	Whom (or what) the Adventurers are Interacting With (d100)	What is Being Sought by the Other Bargainer (d100)	What the Adventurers Might Get (d100)	The Catch, the Penalty for Backing out of the Deal, or the Penalty for not Bargaining (d100)
01-10	A non-intelligent construct, probably an animated item, a machine or an undead creature. It is preprogrammed to accept only the correct response and possibly to punish unacceptable offers or statements	A promise to refrain from some action	A beneficial magical condition (see Table 3-118) or the granting of a wish	Death
11-20	A spell-animated object that is under the control of its master (who is not physically present for the negotiation).	A quest or task	A map	Inability to proceed past a certain obstacle in the dungeon
21-30	A spirit-animated being that has intelligence, such as a golem, an idol inhabited by a demon, etc.	Food	Access to a new area of the dungeon	Inability to proceed past a certain obstacle in the dungeon
31-40	A spirit-animated being that has intelligence, such as a golem, an idol inhabited by a demon, etc.	For the adventurers to defend it against an imminent attack	Air, protection from cold or fire, agreement to stop killing them, or other survival-oriented matters.	Magical Curse (see Table 3-118)
41-50	A spirit-animated being that is in mental or magical contact with its master, and acts as the master's mouthpiece in the bargain	Free it from an enchantment	Assistance in a combat	Magical Curse (see Table 3-118)
51-60	A spirit-animated or enchanted object or architectural feature (see "Central Feature" column of Table 3-85) that can respond to bargains but (possibly) cannot negotiate any different terms. It may be able to convey some details about what it "wants."	Fulsome Praise	Curing, healing, removal of curse, raising dead, etc.	Some kind of hunter or pursuer will be sent after the party

TABLE 3-86: BARGAIN AND PERSUASION TRICKS CONTINUED

Die Roll	Whom (or what) the Adventurers are Interacting With (d100)	What is Being Sought by the Other Bargainer (d100)	What the Adventurers Might Get (d100)	The Catch, the Penalty for Backing out of the Deal, or the Penalty for not Bargaining (d100)	
61-70	A spirit-animated or enchanted object or architectural feature (see “Central Feature” column of Table 3-85) that can respond to bargains but (possibly) cannot negotiate any different terms. It may be able to convey some details about what it “wants.”	It holds something cursed or otherwise bad, and wants the adventurers to take it in return for a reward.	Experience points or level	Soul, energy, or experience penalty	Fey influence He was believed to have been captured Residual lightning
71-80	An intelligent being that is possessed by a demon or spirit	Memory	Information about the location and/or operation of tricks and traps.	Soul, energy, or experience penalty	An artificer (machines) Double cross Leaves are falling Exiled nobility
81-90	An intelligent or living being such as a human, monster, dragon, or demon	Soul, energy, or experience	Return of a prisoner or hostage	The other party, whatever it is, will attack.	Crystalline blade Altered portal Treachery where least expected Fronds
91-00	Unintelligent monster or animal operating on instinct	Treasure (possibly of a particular kind)	Treasure	The other party, whatever it is, will attack.	Transformed words Odd form of communication Renunciation of a pact Philosophical Disputations Hidden words Moving tattoos A flaw in the weave Copper cube Doorway into water Lunar cycle Many branches Don't use the boring alternative Forgotten memories A characteristic of the jackal

EXPERIMENT TRICKS

In general, an experiment trick is just the combination of things by the characters, and the results. Sometimes these tricks are obvious (three bottles and mixing basin, or three levers), and sometimes they are not obvious (they combine themselves). It’s best to decide that after generating the trick, though.

To generate an experiment trick, roll on the Master Table (Table 3-87) to see what two types of elements are being combined, and what the general type of result is going to be. Roll for specific results on the appropriate columns of the Table of First Elements (Table 3-88) and the Table of Second Elements (Table 3-89). Then juggle those elements around with the “Result Type” and see what emerges (the Result Types are explained after the tables).

MASTER TABLE OF EXPERIMENT TRICKS

Note: If your experiment turns out to look like something that might have both a good result and a bad result, roll a second time on the Result Type column to get the alternate possibility. Sometimes, once you’ve generated the experiment and gotten one result, the other possibility will be very clear.

Table 3-87: Master Table of Experiment Tricks

	Die Roll	First Element (d6)	Second Element (d6)	Result Type (d6)
	1	Substance	Placement	Transmutation
	2	Token or Symbol	Substance	Processing
	3	Item	Slot	Movements or Access
	4	Energy	Energy	Conditions and Curses
	5	Token (50%) or Item (50%)	Principle or Process	Generation or genesis
	6	Substance	Mechanical Controls and Processor	Transmutation

Table 3-88: Table of First Elements (Experiment Tricks)

	Die Roll	Substance (d100)	Token (d100)	Item (d100)	Energy (d100)
	01-05	Mineral, gem	Miniature figures	Weapon	Lightning or electricity
	06-10	Mineral, powder	Disks or chips	Container	Fire
	11-15	Mineral, rocks, stones, lumps	Pebbles	Food	Magical force or field
	16-20	Mineral, metals	Pictures	Coins	Acid
	21-25	Air, mist	Tiles, colored	Hair	Wind
	26-30	Air, gas	Cards	Animal	Sparks
	31-35	Air, steam	Tiles, inscribed	Parchment or book	Cold
	36-40	Liquid, water	Marbles	Plant	Heat
	41-45	Liquid, ooze or slime	Sticks, inscribed or carved	Armor	Gravity
	46-50	Liquid, alcoholic	Carving, head(s)	Magic item, magically charged item, cursed item, or item with spell cast on it	Kinetic (movement, pushing, hitting)
	51-55	Liquid, other: see Table 3-65 for ideas	Carving, person	Alchemical-type item (eye of newt, etc)	Lightning or electricity
	56-60	Mineral, flammable	Doll, represents someone or something by its clothing, magical properties, or facial features	Berries, pods, mushrooms, flowers or seeds	Fire
	61-65	Liquid, flammable	Figurine, animal, monster, or human	Rope, wire, chain, or twine	Magical force or field
	66-70	Mineral, semiprecious stone	Model (of ships, castle, door, catapult, etc)	Implement or tool	Acid
	71-75	Something like jello, or globules	Feathers or ribbons	Clothing	Wind

TABLE 3-88: TABLE OF FIRST ELEMENTS (EXPERIMENTAL TRICKS) CONTINUED

Die Roll	Substance (d100)	Token (d100)	Item (d100)	Energy (d100)	How does it function?
76-80	Liquid, magical or toxic	Holograms or illusion-figures	Mirror(s)	Sparks	Across the ceilings
81-85	Flour, butter, eggs or other cooking ingredients	Tiles or chips, various shapes or sizes	Stick, pole, wand, rod, spear, or scepter	Cold	You can't imprison a ghost.
86-90	Ink, dye, paint, stain, varnish, or plaster	Little flags or banners, bearing colors or symbols	Hook (a fishhook or improvised wire hook, or possibly as big as a grappling hook, possibly even as big as the hook on a crane)	Heat	The noblest of birds
91-95	Solvent, acid, cleaning fluid, or soap	Candles (tiny, small, medium, large, huge, colored wax, colored flame, etc)	Rolling pin, hammer, mallet, or cookie cutter. Possibly a steam-roller.	Gravity	Left to the elements
96-00	Foam, seltzer, carbonated substance, or sponge	Dice with different number of faces	Jewelry or gems	Kinetic (movement, pushing, hitting)	Like a mantis

Table 3-89: Table of Second Elements (Experiment Tricks)

Die Roll	Placement (d100)	Slot (d100)	Principle or Process (d100)	Mechanical Controls (d100)	Processor for Mechanical Controls (d100)	
01-05	Onto series of shapes, same	Holes, series of identical holes	Distillations and reduction to basic principles	Dials	Oven(s), cabinets, or boxes	Militia
06-10	Onto series of shapes, different	Holes, series of different shaped holes	Numerical Series	Buttons	Basins, sinks, mixers	Street vendor
11-15	Onto circular track	Hands of gargoyles, suits of armor, etc.	Like attracts like (or like affects like)	Levers	A crane or piece of large machinery	Webs of vines
16-20	Onto branching track	Candlesticks or similar holders	Opposites attract (or affect each other)	Spigot or faucet	Scaffolds, platforms, or shelves	Sound of the bronze bell
21-25	Onto linear track	Slots, like coins into vending machine	One step forward, two steps back (or vice versa)	Counterweight	Tubes, pipes, tracks, pathways or channels	Street vendor
26-30	With similar, matching, or corresponding locations (denoted by symbol, word, picture, etc)	Alcoves or niches, shaped or identical	Random results table	Crank	Architectural feature (see "Central Feature" column of Table 3-85)	Waiting for the arrival

TABLE 3-89: TABLE OF SECOND ELEMENTS (EXPERIMENTAL TRICKS) CONTINUED

	Die Roll	Placement (d100)	Slot (d100)	Principle or Process (d100)	Mechanical Controls (d100)	Processor for Mechanical Controls (d100)
Phalanx of iron						
Vestigial wings						
Ancestry is key						
A risky proposition						
Minions						
Source of metal						
Bronze mouse						
A characteristic of the dragonfly						
Follow the leader						
A blacksmith						
Curse of the Earth						
Plaster walls						
Rising from the sea to cause mayhem						
The value of the individual						
Dreams from the Citadel						
Unshielded						
A mis-heard sermon						
Overarching branches						
Heretical concept						
The wrong method						
An hourglass of bone						
Guard the bottles						
A misspoken word						
Lich						
Balconies						
A grain shortage						
Hidden password						
It fades away						
A characteristic of the bat						
	31-35	Onto stations on geometric shape (points of a star or hexagon, for instance)	Tube or pipe outlets	Irony (the opposite of what one would expect)	Windmill	Labeler or labeling device
	36-40	Onto series of runes or words	Empty pedestals or fitted bases	Chain reactions and domino effects	Lens	Sorting device
	41-45	Into a series of opposite or opposed positions	Retracting arm, drawer, or slot	Slot machine effects (multiple combinations)	Screw	Crushing device
	46-50	Onto a grid of marked squares	Appropriate containers or neutralizers	Random factors involved mid-process	Ratchet	Blender
	51-55	Into a shifting matrix of possibilities	Pools of liquid	Condensation	Pulley	Glass domes or lids
	56-60	Into contact with each other (in various possible combinations)	Slides or chutes	Spinning or turning	Pressure plate	Suction, or vacuum generator
	61-65	Into contact with each other (in various possible combinations)	Mouths (of statues, of characters, etc)	Chain reactions and domino effects	Shunt (possibly more than one track)	Conveyor belt and what it does at each step
	66-70	Into contact with each other (in various possible combinations)	Bowls	Slot machine effects (multiple combinations)	Water pressure	Centrifuge or wind tunnel
	71-75	Into contact with each other (in various possible combinations)	Hidden compartments	Random results table	Steam pressure	Flooding- chamber
	76-80	Into contact with each other (in various possible combinations)	Holes, series of different sized holes	Mixing or melding of two substances	Electrical connection	Sound-generator
	81-85	Into contact with each other (in various possible combinations)	Slits through metal, wood, or cloth	Mixing or melding of two substances	Magnet	Roulette wheel

TABLE 3-89: TABLE OF SECOND ELEMENTS (EXPERIMENTAL TRICKS) CONTINUED

Die Roll	Placement (d100)	Slot (d100)	Principle or Process (d100)	Mechanical Controls (d100)	Processor for Mechanical Controls (d100)	
86-90	Higher or lower, in accordance with some organizational scheme	Eye sockets (statue, skull, etc)	Like attracts like (or like affects like)	Key/lock	Vat, cauldron, or tank	Attack the fortified house
91-95	Into contact with each other (in various possible combinations)	Lamps	Opposites attract (or affect each other)	Candle burning string	Release of magical energy	Ululating cry
96-00	Into contact with each other (in various possible combinations)	Indentations	Magical resonances	Latch	Release of alchemical energies	Vents off excess magic

CATEGORIES OF DIFFERENT RESULTS (EXPLANATIONS)

Transmutation: Something or someone is, or can be, changed as a result of the experiment.

Processing: Something is developed or manipulated, and this changes something else. Much like a transmutation, but it is indirect. For example, a character might get processed into fuel for something else. Or, the charcoal you feed into the statue's mouth might be turned into the key for a door. This is a two-step process rather than a one-step process.

Movements or Access: Successfully conducting the experiment opens a door, allows you to get through something, or gives you something you can use to get through something.

Conditions and Curses: Instead of actually being changed, your condition changes. For example, you might get blessed, cursed, diseased, cured, healed, electrically charged, able to fly, or crushed. There are many possibilities.

Generation or Genesis: The combination of the trick's two elements creates something. This might be a useful or harmful substance, it might be a dimensional gateway, it might be a key or other useful item.

ALTERNATIVE (AND FUN) METHOD FOR GENERATING EXPERIMENT TRICKS

Table 3-90: Experiment Trick (machine or alchemical reaction) defined by resulting sound

Die Roll	Sound Made by Process When Complete (or when failed) (d100)	Sound Made by First Player to Speak after Process is Completed (d100)
01-05	Bing!	"Do we still have any blank character sheets?"
06-10	Click. Click. Click.	"Ewwww."
11-15	Clickety-clackety, clickety-clackety...	"How are we going to carry that?"
16-20	Complete. Utter. Silence.	"How long do I think that's going to last?"

TABLE 3-90: EXPERIMENTAL TRICK (MACHINE OR ALCHEMICAL REACTION)
DEFINED BY RESULTING SOUND CONTINUED

	Die Roll	Sound Made by Process When Complete (or when failed) (d100)	Sound Made by First Player to Speak after Process is Completed (d100)
<i>Altered portal</i>	21-25	Crash. Tinkle.	“How much experience is that worth, because it’s a lot.”
<i>A very angry light spell.</i>	26-30	Creeeeeeak...	“I check my stuff.”
<i>Holy artifact</i>	31-35	Fizzzzzz	“I grab it.”
<i>Sorcery</i>	36-40	Ka-boom!	“I move to the back of the marching order.”
<i>A few vampires</i>	41-45	Ka-chunk.	“I open it.”
<i>Hidden allies</i>	46-50	Ker-flush	“Let me try”
<i>Laboratory</i>	51-55	“Moo.” (alternatively, “woof” or “meow”)	“Run!”
<i>Requires water</i>	56-60	Mwahahahaha	“Seriously?”
<i>Catapult</i>	61-65	Omnomnom	“Somebody should eat that and see what it does.”
<i>A strange collection</i>	66-70	Pop (or pop-poppety-pop-pop)	“That one’s mine.”
<i>At the drop of a hat</i>	71-75	Splat	“That was a really stupid thing to do, actually.”
<i>Stuck</i>	76-80	Sput sput sput brrrooom	“That was. So. Cool.”
<i>Rust stains</i>	81-85	Sssssssss	“Try the other lever.”
<i>Smugglers</i>	86-90	Tick-tock, tick-tock	“We mark this room on the map.”
<i>Heretical machine</i>	91-95	Zorch	“Well, so much for him.”
<i>Deep snowfall</i>	96-00	Zzzzip	“You can have that one.”

FALSE APPEARANCE TRICKS

This sort of trick doesn’t lend itself very well to a table, but rolling something up on this table can give you ideas for what kind of deception would work well with the other elements in your dungeon.

Table 3-91: False Appearance Tricks

	Die Roll	What it Is (d100)	What it Appears to Be (d100)
<i>Turmeric</i>	01-10	Door	Painting
<i>Concealed entrance</i>	11-20	Contains something good and something bad	Sarcophagus
<i>Migration patterns</i>	21-30	Stairway or other Level Change	Pedestal
<i>Broken brickwork</i>	31-40	Concealed monster	Stone or crystal shape
<i>A characteristic of the dragonfly</i>	41-50	Treasure (or valuable substance)	It appears to be what it is, but it is actually in a different place or leads in a different direction.
<i>Trapped by a thought</i>	51-60	Reflection or Dangerous Projected Image	Pattern of stones (e.g., a circle of green pebbles – are actually buttons that open a door or work as a stairway).

TABLE 3-91: FALSE APPEARANCE TRICKS CONTINUED

Die Roll	What it Is (d100)	What it Appears to Be (d100)
61-70	Teleporter or something that pops you out elsewhere	Indentation
71-80	Corridor	Mural or Mosaic Pattern (wall, floor, or ceiling)
81-90	Something that traps you inside but if you get out there is a reward in it	Totally Obvious Trap
91-00	Control Panel for Something	Multiple Platforms

HAZARD TRICKS

Table 3-92: Hazard Tricks

Die Roll	Roll Once or Twice Depending on Desired Difficulty (d100)
01-04	Bars across path, portcullis, or grate
05-08	Chasm, crack, or fault-line blocks or crosses path (possibly with a bridge, which might look safe, or might look dangerous)
09-12	Cliff face or wall requires climbing, or the pathway leads up its side with stairs, ladders, handholds, stepping stones, a sequence of ledges, etc.
13-16	Climb over rubble, building materials, or garbage poses a minor threat, delay, or difficulty
17-20	Crumbling floor, ceiling, or walls
21-24	Door with unusual mechanism (see Table 3-32)
25-28	Force field or other magical barrier
29-32	Geysers of hot water or lava
33-36	Hot area (volcanic or other), or fires
37-40	Illusion of another type of obstacle
41-44	Large Mechanism or Process
45-48	Locked door requiring key or command word
49-52	Misty area with poor visibility
53-56	Pathway, bridge, catwalk, balconies or ledges shift when they are used, usually failing to access the right place or the next segment.
57-60	Pit blocking path
61-64	Quicksand
65-68	River or other body of water blocks path
69-72	Slime or other nasty substance blocks path or seems to pose a risk (possibly not presenting any actual danger)
73-76	Slippery slope (ice, grease, polished surface, extremely steep, natural oil seepage, gravel, loose earth, magically frictionless, and wet are all possibilities)
77-80	Sound-making objects such as shrieking mushrooms or rigged alarms.

Altered monsters

Geese

Oil lamps

Community dance

Ogres

Carved from
strange woodA bad hand of
cards

The armory

Shadow metal

Dispersed

Fashioned from
bone

Scroll is cursed

Words of the
guilty oneSteal something
from the villainA broker of gems
and jewels

Submerged

The trap contains a
second trapDoorway to the
control room

Breeding tanks

Hundreds of
scrollsFlip it upside
down

Curse of the Witch

Webs aren't from
spidersHeavier than
expectedA word in the
wrong earPattern of
behavior

Planar manuscript

TABLE 3-92: HAZARD TRICKS CONTINUED

	Die Roll	Roll Once or Twice Depending on Desired Difficulty (d100)
Hawk-headed	81-84	Strong winds
Magic is reversed	85-88	Tall ceiling with overhead risks (falling stalactites, bats, vegetation, etc)
Unexpectedly cheerful	89-92	Vegetation, thorns, undergrowth, or dangerous fungus growths
Mode of transmission	93-96	Venting steam, bad air, or dangerous gases
They could not reach an agreement	97-00	Wall or fence blocks path

MAGIC AREA TRICKS

Area tricks are those in which an “area” plays a role; the trick affects an area when it “activates,” or else it’s triggered by entering the area (possibly with the additional requirement of taking an action).

- The trick’s actions are described in terms of a combination of four possible elements:
- Correct Action
- Wrong Action
- Beneficial Magical Condition (see Table 3-118)
- Curse (see Table 3-118)

Many area tricks have the area marked off in some way, so they are puzzles rather than just a series of surprises. This is largely up to you, although tables are included to give you ideas for marking areas.

Table 3-93: Magic Area Tricks Master Table

	Die Roll	Combination of the Four Elements of an Area Trick (d100)
	01-25	Confers a “curse” effect if the players take a wrong action, and a “beneficial magical condition” if the players take a correct action. (see Table 3-118 for conditions and curses)
	26-50	Confers a beneficial magical condition if players take the correct action, does nothing otherwise. (see Table 3-118 for conditions and curses)
	51-75	Immediately confers a “curse” effect, but a correct action will remove the effect. (see Table 3-118 for conditions and curses)
	76-00	Randomly confers beneficial magical conditions or curses each time the correct action is taken (probably with a cutoff of some kind on the number of times it can be used). (see Table 3-118 for conditions and curses)

Table 3-94: Correct Actions for Magic Area Tricks

	Die Roll	Correct Actions (Areas) (d100)
	01-04	Cast particular spell in area
	05-08	Correctly answer question(s) posed by disembodied voice
	09-12	Cover the floor, the walls, the ceiling, the items bordering the area, etc.
	13-16	Create noise or music in the area, possibly a specific noise or using a particular instrument
	17-20	Enter carrying a particular type of weapon (“a sword,” or “the sword of the city guardsmen”)

TABLE 3-94: CORRECT ACTIONS FOR MAGIC AREA TRICKS CONTINUED

Die Roll	Correct Actions (Areas) (d100)	
21-24	Enter carrying a particular unique object, such as “the orb of wonder.”	<i>Speckles of light</i>
25-28	Enter carrying a particular unique weapon, such as “the sword of fear”	<i>An ambassador (mercantile)</i>
29-32	Enter wearing a particular type of armor (such as “plate mail” or “the plate mail of the palace guard”)	<i>Crystalline blade</i>
33-36	Enter wearing a particular type of garment (such as religious raiment)	<i>Bright plumage</i>
37-40	Enter with specific object and speak a command word	<i>Who wears the crown?</i>
41-44	Enter with specific type of object or animal	<i>A parliament of owls</i>
45-48	Manipulate architecture in area; see Architectural Tricks Table 3-85 (or 3-84 for a less complex trick) for ideas	<i>Yellow orb</i>
49-52	Manipulate architecture in area; see Architectural Tricks Table 3-85 (or 3-84 for a less complex trick) for ideas	<i>Bone casket</i>
53-56	Manipulate items that mark off the area (see Table 3-95 for ideas)	<i>Hobgoblins</i>
57-60	Member of specific bloodline enters area	<i>Frightens prey</i>
61-64	Member of specific class enters area	<i>Writ of Execution</i>
65-68	Member of specific species, ancestry, or bloodline enters area	<i>Drains constitution</i>
69-72	Pretend (successfully) to be a particular person	<i>Town-builders</i>
73-76	Speak command word in the area	<i>Whirling colors</i>
77-80	Think of a particular thing or memory	<i>Roughly plastered</i>
81-84	Think of nothing at all; blank mind	<i>Shifting ceiling</i>
85-88	Think of what you want to get	<i>Disappearing</i>
89-92	Undertake particular action in area, such as burning incense	<i>The food reveals the way</i>
93-96	Walk a particular pathway through the area	<i>The spells have failed</i>
97-00	Walk through the area in any way other than the incorrect path	<i>Surrounded by floating objects</i>

Table 3-95: Marking off Magic Area

Die Roll	Method of Marking off Area (d100)	
01-05	Bars, gates, portcullis, or fence	<i>Infected by something</i>
06-10	Candles, line of	<i>Horse races</i>
11-15	Curtain, beaded	<i>Apparently not valuable</i>
16-20	Curtains, cloth	<i>Kobolds</i>
21-25	Designs on floor inside area (pictures, ancient markings, chessboard pattern – possibly related to how to handle the trick, if stepping in the right place is important).	<i>Acidic</i>
26-30	Feel, such as a strong sense of evil, danger, or perhaps elation or a more positive emotion	<i>Deceptively simple</i>
31-35	Floor, construction material	<i>Nobody ever looks up</i>
36-40	Floor, stains or coloration	
41-45	Mist within area	
46-50	Painted line	

TABLE 3-95: MARKING OFF MAGIC AREA CONTINUED

	Die Roll	Method of Marking off Area (d100)
<i>Highly contagious</i>	51-55	Plants at the border (thorns, man-eating venus flytraps, potted geraniums, mystic trees, etc)
<i>Asphinx</i>	56-60	Raised or sunken floor in area
<i>Forgotten machine</i>	61-65	Ribbons
<i>A characteristic of a cat</i>	66-70	Shrunken heads or skulls
<i>Justice for all</i>	71-75	Signs
<i>A characteristic of the crab</i>	76-80	Spoken warning near border of area (magic mouth, etc)
<i>Fey beings</i>	81-85	Statues at border
<i>Badly preserved</i>	86-90	Unusual light within area (reddish, yellowish, bluish, glowing globes, infrared, rays, laser-type detection beams, etc.)
<i>Mosaic tiles</i>	91-95	Waterfall or water channel (behind a waterfall, on an island, etc).
<i>Creature from the deeps</i>	96-00	Writing on floor at the border of area (glyphs, pictograms, a warning, ancient wards, etc).

MAGIC THING TRICKS

Interacting with magical things is one of the staples of a dungeon adventure, and it is a broad topic, since neither the word “magic” nor the word “thing” does much to narrow down the category.

Magic Thing tricks are composed of four basic elements:

- A Warning (possibly): Table 3-96
- A Central Feature: Table 3-97
- A Triggering Action: Table 3-99
- Result of Triggering the Trick: Table 3-100



Table 3-96: Warnings

	Die Roll	Warnings (d100)
<i>London Bridge is falling down</i>	01-50	None - This sort of trick hits the party by surprise. Sometimes a surprise-trick just means they have to think fast, but often surprise-tricks are the more dangerous type – in which the party has to cope with magical results that have already taken effect on them.
<i>Moon spider</i>	51-53	Antigravity or levitation effect in surrounding area, possibly objects are floating in air (as opposed to the central feature itself)
<i>Distinctive appearance</i>	54-56	Central feature emits heat, cold, or some sort of electricity or lightning (including a static charge)
<i>Bronze serpent</i>	57-59	Central feature floats in the air
<i>Lit by globes</i>	60-62	Central feature is difficult to approach; it might be protected by a force field, be at the top of a long, winding ramp, or be on an island in a pool of acid, as examples.
<i>Where wizards meet</i>	63-65	Central feature is in some way decorated far more than one would expect. This might range from as little as a coat of paint, all the way up to something just <i>dripping</i> with jewels.

TABLE 3-96: WARNINGS CONTINUED

Die Roll	Warnings (d100)	
66-68	Central feature moves in unexpected ways. Any movement at all would be unusual in an inanimate object; living objects might flicker in and out of existence, teleport from place to place, or just move in ways other than “normal.”	<i>The peril of an unexpected visit</i>
69-71	Decoys. Far from being made obvious, the trick’s central item has several duplicates to prevent it being spotted as the main feature (a hall of huge statues, or a pile of shoes, as two quite disparate examples)	<i>Bullette</i>
72-74	Item emits a strange noise other than speech before its actual “trick” manifests	<i>Anti-magic</i>
75-77	Item speaks immediately before its actual “trick” manifests; the players will thus have some warning that they should be careful about their subsequent actions.	<i>A refining process</i>
78-80	Lighting effect: the central feature glows, burns, or is wreathed in shadow or darkness	<i>Inhabited by a monster</i>
81-83	Protective measures or restraints upon the trick are in plain view. One example is chains binding an apparently inanimate statue.	<i>Concealed codebook</i>
84-86	The central feature has some anthropomorphic feature (eyes, a carven face, etc). This might be emphasized with additional magical features such as glowing eyes – the more anthropomorphic the item already is, the more likely that there will be “something else” added to those features.	<i>Bottle of poison</i>
87-89	The item/fixture has surroundings that emphasize its importance; it is surrounded by incense burners, is located at the end of a long hallway, etc. This can include a marked-off area (see tables above).	<i>The greatest of cats</i>
90-91	The item/fixture is not highlighted by its surroundings, but the surroundings themselves indicate that something is unusual: a sense of wrongness, a change in temperature, dimming of torches, etc. The presence of a trick is clear; the central feature is not immediately obvious	<i>Next in Line</i>
92-94	Item is larger than normal size (or shape)	<i>Labor Riots</i>
95-97	There is a rumor about the item, which was available for the players to learn ahead of time (on the rumor table, if you use one).	<i>Inundation</i>
98-99	There is a written warning (or set of instructions) about the Thing located nearby, in the same room, or even plastered right onto the Thing itself.	<i>Wreathed in time</i>
00	The item is legendary. At least one character will have heard about it, even if in the game you haven’t mentioned it before.	<i>A transitional phase</i>
		<i>Fishing</i>
		<i>Pig bladder</i>
		<i>A pleasant demeanor</i>
		<i>Bronze candlesticks</i>
		<i>Follow the recipe</i>
		<i>Ancient portal</i>
		<i>An attribute of a toadstool</i>
		<i>A fey guardian</i>
		<i>Saber-tooth tiger</i>
		<i>Glowing face</i>
		<i>Strange Geometries</i>
		<i>Look upon my works</i>
		<i>Moon festival</i>
		<i>Not much time left</i>
		<i>A scorpion’s tail</i>

Table 3-97: Central Feature of Magic Thing

Die Roll	Central Feature of Trick (d100)	
01-05	A Level Change	<i>A fey guardian</i>
06-10	A Pillar or series of pillars	<i>Saber-tooth tiger</i>
11-15	A Hazard Trick	<i>Glowing face</i>
16-20	Abstract Special Effect (see Table 3-98, below)	<i>Strange Geometries</i>
21-25	Architectural Element	<i>Look upon my works</i>
26-30	Clothing, armor, or anything worn	<i>Moon festival</i>
31-35	Entertainment-Related Item or Fixture: Puppet show, theatre, projected pictures or shadows, or music	<i>Not much time left</i>
36-40	Fountain/Pool	<i>A scorpion’s tail</i>
41-45	Furnishings	

TABLE 3-97: CENTRAL FEATURE OF MAGIC THING CONTINUED

	Die Roll	Central Feature of Trick (d100)
<i>Tin plates and cups</i>	46-50	Illusion
<i>A wolf attacks.</i>	51-55	Item
<i>Half of that</i>	56-60	Large Mechanism or Process (Drilling rig, scaffolding, mining, excavation, etc)
<i>A crawlway</i>	61-65	Lighting
<i>Waxworks</i>	66-70	Machine
<i>Draw any card</i>	71-75	Monster or living being
<i>Family tree</i>	76-80	Pipes or plumbing
<i>Traps react to movement</i>	81-85	Plants
<i>Involuntary motion</i>	86-90	Required materials for a simple betting game (see Table 3-109) or a game trick (see Table 3-108)
<i>Evidence of a spell</i>	91-95	Statue
<i>Unusual type of perception</i>	96-00	Vehicle

Table 3-98: Abstract Special Effects for Magic Thing

	Die Roll	Color of Energy (d100)	Form of Energy (d100)
<i>Rock formation</i>	01-10	Black	Sphere or globe
<i>Reproduces a specific thing</i>	11-20	White	Appearance of “flames”
<i>Surplus materials</i>	21-30	Grey	Beams of light
<i>Shadow army</i>	31-40	Green	Sparks
<i>An unusual spell</i>	41-50	Red	Face “hologram” or image
<i>Swarming allies</i>	51-60	Blue	Wisps of energy
<i>Vindication</i>	61-70	Yellow	Cubic or polygonal shapes
<i>Subterranean garden</i>	71-80	Purple	Form of an item (or a couple of items) – a glowing hourglass or sword, for example
<i>Pendulum</i>	81-90	Orange	Form of an animal or monster (or just the face or head)
<i>Across the rooftops</i>	91-00	Changing colors or multiple colors	Spiral, helix, spinning ring, etc.

*Rage**Face in the stone**The letter contains a clue**Glowing ooze**Prehistoric**Turned to vinegar already**Hanged until dead*

TRIGGERING ACTIONS FOR MAGIC THINGS

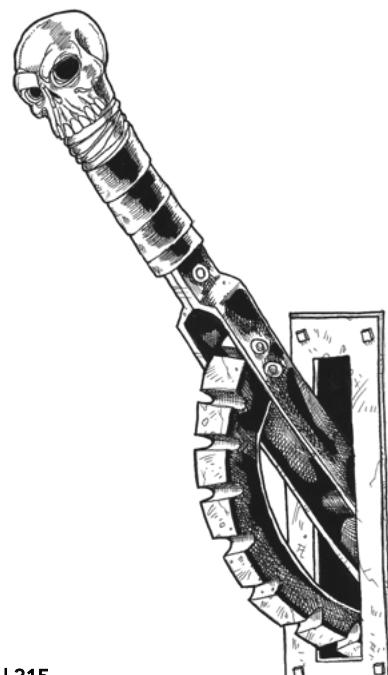
The “triggering action” for an item/fixture type of trick is the action that sets off the trick’s unusual nature; that elicits the “trick” response, in other words.

Table 3-99: Triggering Actions for Magic Things

Die Roll	Triggering Action (d100)
01-05	None: the trick is always active
06-10	None: the trick is always active
11-15	None: the trick is always active
16-20	None: the trick is always active
21-25	Activation of a particular trap
26-30	Activation of another “step one” trick, usually architectural
31-35	Any speech at all
36-40	Any speech directed to the trick’s central feature
41-45	Anyone touches central feature
46-50	Central feature is repaired or healed in some way by a character
51-55	Combat nearby
56-60	Command word or specific phrase
61-65	Cyclical Activation: the trick activates at particular times. This might be a time of day, it might be after certain “recharging” intervals, or it might be at longer intervals such as the changing of the seasons or the anniversary of an event
66-70	Presence of a particular character class
71-75	Presence of a particular species, ancestry, or bloodline
76-80	Presence of light, darkness, or other specific change in the environmental conditions around the trick
81-85	Proximity (delayed): the trick activates at a predetermined interval after someone comes near
86-90	Proximity (immediate): the trick “activates” whenever someone is nearby, with no other action being necessary
91-95	Specific action: the trick activates if a character undertakes a specific action such as trying to open a door or drawing a weapon
96-00	Spell cast nearby (possibly any spell, possibly a specific spell)

RESULT OF TRIGGERING ACTION

The distinction between a “trick” and a “trap” (at least for the purpose of these tables) is that a trick can confer a benefit if treated properly. Therefore, if the only puzzle or matter of player skill involved is to get the trick to activate, the result will be a benefit. However, many Magic Thing tricks are more complex – triggering them is only the first step, and the test of player skill begins once the trick is activated.



Rotted away
Hurricane
Who stands to inherit?
A game of chance
Every dog has his day
Locked memories away
Kept in quarantine
Dangerous walls
Ghouls everywhere
Curse of the Forgotten One
An alchemist
A machine of some kind
Hidden troll
A characteristic of the piranha
A stable
Webs of thought
A characteristic of a dinosaur
Lure
Known to be missing
Muddy streets
Parchment of Pain
Gnomes are involved
An owlbear
Writing is cursed
Dangerous alliance
Hidden things
Priest
Mammoth

*Weigh the choices
carefully*

Forgotten god

*Theoretical
manuscript*

Carnivorous plants

Werewolf

*Dangerous
perception*

Strange eyes

*Rescue people
trapped in the
sewers*

Branches off

Yellow flames

Three hands

Fresh vegetables

Optical illusion

*Inauspicious
omens*

*Evidence of an
event*

Find the rune

*Cage of dangerous
beasts*

*When the wind
dies*

Rotten

A tower

Pattern of birds

*Where alchemists
meet*

A well-known chef

Skipping stones

An escapee

Abnormal

*The portal has
opened*

Table 3-100: Result of Triggering Action

Die Roll	Result of Triggering Action (d100)
01-10	Emits Warning Signal and then activates some sort of interesting attack, which can be turned off. When the attack is turned off, the trick gives out a benefit of some kind. The benefit might go only to the person who turned off the attack, or might be given to everyone. Note that if the “Warning Signal” was hitting the party with some sort of sucker-punch, the sucker-punch is probably a way of making the party (or certain members) more vulnerable to the interesting attack. Example of this: when the party triggers the trick, it does two things; the first is to cast a paralysis spell (which might take down some of the party members) and then open up a chute full of giant ants. If you’ve got someone who can fight through to the chute and close it, you can cut off the supply of ants. Instead of paralysis, maybe the trick spat globs of honey before opening the ant-chute.
11-20	Emits Warning Signal and then offers a Choice (see Table 3-110). Each party member (or a random party member, or certain party members) gets to pick something. Whether or not you get to play might depend on your response to the warning signal or whether you were involved in triggering the trick in the first place.
21-30	Emits Warning Signal and then offers to answer questions (or otherwise gives out useful information). There might be a price for answering the questions, and the thing might not mention the price ahead of time.
31-40	Emits Warning Signal and then provides a benefit of some kind. However, if the party doesn’t then provide a Correct Response (Table 3-102), the benefit will be taken away again, reverse itself into a curse, or otherwise elicit a bad response.
41-50	Emits Warning Signal and then waits for a Correct Response (Table 3-102). It probably gives a clue of some sort about what that action is, either by speaking, mental communication, revealing something written, making a gesture, etc. If the Correct Response is not taken (within some period of time), the Thing confers a curse, mental disability, a physical disability, or steals stuff (see Table 3-118 and following tables for ideas). If the Correct Response is made, the thing confers a beneficial magical condition (see Table 3-118 for this, also).
51-60	Emits Warning Signal, and waits a moment. Everyone standing in the right place (however that is determined) gets a beneficial magical condition (Table 3-118). Everyone standing in the wrong place gets a curse (Table 3-118). In some cases, there might also be neutral areas where the trick does nothing.
61-70	The Thing asks a question and waits for the right answer. Giving the right answer gets you a beneficial magical condition (3-118). Giving the wrong answer gets you a curse (3-118). In some cases, you might be allowed more than one wrong answer before getting hit for it. If more than one wrong answer is permitted, There might be some indication of how many more are left. This might be, for example, a rising water level, a statue holding up one finger to indicate the wrong answer, a statue putting down one of three fingers to indicate that one of the three wrong answers has been used, etc. The question might be an interrogation about the party’s intentions, might be a riddle, or might be about a fact somewhere in the dungeon (“What does the giant statue in the lava pool look like?”).
71-80	The Thing offers a game, or sets a game in motion (shift over to Game Tricks: see Table 3-108 and following tables)
81-90	The Thing offers advice. This might be the end of the show, the main benefit of the trick. The advice might be vague, might be a poem, might be a riddle, etc. On the other hand, it might be crucial whether the party follows the advice ... if the advice is “take a duck,” and there’s a table full of rubber duckies, the party might be surprised when the giant axe sweeps through the room at neck level (i.e., you were supposed to duck your head). Often, however, the advice will be about how to get through an architectural trick to a treasure, or what the name of the demon in room 17 is, or which of the two doors to take.
91-00	The Thing provides the ingredients for an Experiment Trick (shift over to Experiment Tricks starting with Table 3-87).

WARNING SIGNALS

A warning signal is basically a way of alerting the players that the trick's status has changed. It has woken up, been activated, gotten annoyed, changed personalities, received a right answer, received a wrong answer, etc.

Table 3-101: Warning Signals

Die Roll	Warning Signal (d100)	
01-10	Abstract Special Effect. The Thing, or something near it, produces energy in the form of an Abstract Special Effect (see Table 3-98).	<i>Links of grass</i>
11-20	Architectural Change. Something about the surrounding architecture changes. Statues might turn to face one wall, or to face the characters. A door might appear, a portcullis might rise, etc. Whatever this is, it needs to be related to the way the trick delivers its "final blow," whether that's a benefit, a curse, a disease, or whatever. As an incredibly simple example: if the result of giving the magic statue the wrong answer to its riddle is going to be a bunch of fireballs, then one possible architectural change could be the emergence of cannons from the walls. Feel free to add more subtlety in your own creations, of course.	<i>Crosses over</i>
21-30	Effect on Adventurers. This is a wide category of strange possibilities – it would include: party members changing position, seeing visions, smelling something, being teleported places (possibly the whole area is teleported), having sudden flashes of insight, seeing things closer than they are, or having senses of foreboding (or other emotions).	<i>Unexpected doorway</i>
31-40	Light Effect. Eyes, or some other part of the Thing, light up. Alternatively, something lights up in the surrounding area. If the area is already lit, then the nature of the lighting changes (color, location, direction, brightness, etc.).	<i>Magical speech</i>
41-50	Posture Changes. For statues or other representations, this just means moving, shifting, standing, or sitting. For static things like pillars or pools, it means turning, rising, shifting, sliding, or moving contents around (waves or ripples form in the pool, for instance). If the thing has a face, changing facial expressions are a possibility.	<i>Specific roles</i>
51-60	Randomize the Remainder of the Trick. Jot down a table in your notes, with 2-6 possible warning signals (more than 6 is probably going overboard). These warning signals should probably all be variations on the same type – by which I mean, 6 different poems, 6 different sounds, 6 different sucker-punches, 6 different possible changes in posture, etc. Make each warning signal correspond to a different reward or threat, a different question that it asks, a different question that it will answer, etc. When the party reaches this point in the trick, you will roll on your table to see what the trick does. IMPORTANT NOTE: Randomizing a trick is a good idea if the party is likely to keep coming back to this location, or if you use this dungeon over and over again with different players, but it might be overkill if the party is only ever likely to see the trick do one thing.	<i>Tin pots and pans</i>
61-70	Sounds. The Thing makes a sound of some kind (sings, clanks, screams, etc.). You could generate a sound randomly on Table 3-71, but it's usually best to pick something appropriate based on the type of central feature involved.	<i>Held in stasis</i>
71-80	Speaks Poetry. Produces, speaks, or reveals a poem (maybe just a rhyming couplet, if you aren't feeling Shakespearian enough to whip up a quick sonnet in iambic pentameter). Everyone has an inner poet. Go for it.	<i>Placing their souls at risk</i>
81-90	Speaks Prose. The item says something like, "What do you want?" or "That pissed me off." There are also several places on the internet where you can find a Shakespearian insult-generator. I'm just saying.	<i>Cocoon</i>
91-100	Sucker-punch. The trick hits the party or some of the party with a magical curse, mental condition, or physical harm (including diseases or slow-acting poison). The name of the game from this point on is to get it to reverse that condition and hopefully get a benefit as well. For tricks like this, there is usually no further bad consequence that can happen – the worst that can happen is that you're stuck with the curse, or will die from the poison, or whatever. Yes, many tricks work this way BEFORE the party does anything wrong. These tricks are very much like traps.	<i>Thing from the abyss</i>

Table 3-102: Correct Responses to Magical Thing Tricks

	Die Roll	Correct Response (Magical Things) (d100)
A vat filled with the stuff	01-05	Attack or kill an opponent (possibly you have to choose the right one, based on clues or indications)
Florist	06-10	Cast particular spell in area or upon the item
Dentistry	11-15	Choose the correct item out of several possibilities
Much like a centipede	16-20	Correctly answer a question
A mad wizard	21-25	Create noise or music in the area, possibly a specific noise or using a particular instrument
The numbers show the way	26-30	Follow an order or instruction the trick has given (or perhaps the correct action is to ignore the command).
Swarm	31-35	Make physical or indirect contact with the thing
Moon carvings	36-40	Mimic the motion of something else that is moving
The lyrics are a clue	41-45	Move the thing from one place to another (it might or might not be significant where it is moved to)
The Memory-Kiln	46-50	Physically manipulate the thing in some way, by pressing a button, pulling lever, turning knob, etc.
Expensive carpets	51-55	Place some sort of offering into some sort of container – this will usually be obvious, such as an offering plate in front of a giant stone idol.
The lure of silver	56-60	Pretend (successfully) to be a specific person, not to be that specific person, or to be the right type of person (“Yes, I am definitely a dragon! Allow me to enter!”).
Crumbling masonry	61-65	Rescue the thing from a curse, from danger, etc.
Guildmaster	66-70	Speak command word in the area
The magic shows the way	71-75	Think of a particular thing or memory
Forbidden words	76-80	Think of nothing at all; blank mind
Needle in a haystack	81-85	Think of what you want to get
Old ideas	86-90	Undertake particular action in area, such as burning incense, placing gift into bowl, etc.
Rules of war	91-95	Walk a particular pathway through the area
Acts of war	96-00	Walk through the area in any way other than the incorrect path

RUN-THE-GAUNTLET AND FIND-THE-PATH TRICKS

Certain tricks offer a series of risks, but there is a “rule” that can be followed to get through them safely, or at least with minimal damage. The trick is to figure out that rule.

A related but more complex type of gauntlet is the one where there is not a single “rule” for solving it. It is a series of risks in which each step contains some sort of result – like a game board. In other words, whether it is obvious to the players or not, they are playing a modified version of Chutes & Ladders, a modified version of Monopoly, a modified version of chess, a modified version of Candyland, etc. Again, this will not necessarily be obvious, but it certainly can be.

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

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

SINGLE-RULE PATHWAYS

One possibility for gauging reaction time is to give the PLAYERS only a limited amount of time to respond (“you have five minutes to decide”), counting slowly to five before a bad thing happens, or using some other method to limit the amount of decision-time the players have. Don’t over-use this, though. It is a very high-tension trick, and too much high tension can be as bad as too much low tension.

The artistry in creating a trick like this is to find a Rule of Passage and a Nature of Risk that work well together. They should “feel” right in combination.

Table 3-103: Single-Rule Pathways

Die Roll	Rule of Passage (d100)	Nature of Risk (d100)
01-10	Jungle gym (doesn’t actually look like a jungle gym, of course). This is a test of movement through an obstacle course possibly involving slides, climbing, and getting through crawlways.	Blades. Possibly whirling, possibly moving about randomly, possibly responding to actions taken by characters.
11-20	Mental test such as riddles. This could include 50-50 chances – for example, in Alice in Wonderland, Alice is confronted with a cake that says “Eat me” and a bottle that says “Drink me.” She is too big to get through the mousehole at her present size, but guessing correctly whether the labels are trustworthy is one example of this sort of trick: the rule is to figure out which food/drink increases/decreases size, the reward is getting through the mousehole, and the Risk is “Transformation,” as described in the next column.	Falling rocks and floors. This can also involve statues tipping onto the characters, walls closing in, etc.
21-30	Random Progression. Characters have to pick one random thing (card, runestone, roll dice, etc) and face the consequences. Then they are done, and have gotten through the trick. If the process repeats more than once, the trick is more in the nature of a Game Board Pathway (see below).	Monsters. Probably the monsters are themed in some way to the nature of the gauntlet. They might all be stone-related, elemental-related, woodland-related, undead, etc. The monsters might or might not be “active” at the beginning of the test. Successive failures of the Rule of Passage might, for example, keep opening up chutes filled with giant rats.
31-40	Figure out which symbol means “safety.”	Rays or bursts of magic with different results. Maybe there is a floating orb that reacts to movement which continues more than 4 seconds, for instance, if the Rule of Passage is to Move Only at the Right Time.
41-50	Solve a code which offers the solution	Curses that can be removed on the other side, that stay with the character for a certain amount of time, that stay with the character until leaving the dungeon, that stay with the character until something particular is done in the dungeon (pushing the eye of the statue, or whatever), or stay with the character until the curse is removed normally.

slime
All systems are go
Meticulous planners
Creates a distraction
Only one item was unfinished
Mysterious results
Strange and similar to oil
Counteraction
The faint sound of chimes
The smell of ruination and decay
Turn it around
Overlooks water
All Saints' Day
Pushed forward
It's similar, but not exactly
A characteristic of the parrot
Anniversary of an event
It's like a vacuum cleaner
Circle of necromancy
Line of energy
Source of metal
There's that sound again
Sapphire
Strange eggs
Stone or wood is worn smooth from use
Poisoned distem

TABLE 3-103: SINGLE-RULE PATHWAYS CONTINUED

	Die Roll	Rule of Passage (d100)	Nature of Risk (d100)
<i>Surrounded with vermin</i>			
<i>Floating at the top</i>			
<i>Manticore</i>			
<i>Residual effects</i>			
<i>Carter</i>			
<i>Something was given away</i>			
<i>Moving tattoos</i>			
<i>A kraken is somehow involved</i>			
<i>Any port in a storm</i>			
<i>Lichen</i>			
<i>Time running out</i>			
<i>A characteristic of the clam</i>			
<i>At the full moon</i>			
<i>An auction house owner</i>			
<i>What was burned</i>			
<i>Feathery wings</i>			
<i>Migration</i>			
<i>When the hourglass runs out</i>			
<i>Dragonflies</i>			
<i>Bird legs and claws</i>			
<i>Gems in webs</i>			
<i>Singing</i>			
<i>A characteristic of the ostrich</i>			
<i>A glass key</i>			
<i>Sacks of beans</i>			
<i>Wrath of the Rocks</i>			
<i>One, two, four.</i>			
<i>Perfect condition</i>			
<i>Memory of green</i>			
	51-60	Take cover behind obstacles (possibly having to identify which things will give adequate cover and which won't). Possibly, the characters would need to figure out how to activate the "cover." For example, putting a shield into the hands of a statue causes the statue to block the death rays. There might even be a "trade" of some kind at each place offering potential cover. Perhaps the statue doesn't give back the shield, and the next statue wants money, and the next statue wants rations, etc.	Transformations. People are turned into something else, and have to manage to get through the area in that animal (or other) form. They could also, in some way, be turned into obstacles that hinder the rest of the group. If the trick is a chessboard where the only safe way to move is diagonally, a character who moves straight might be encased in a block of stone that blocks off his square. If someone reaches the other side, the block of stone might disappear and release the trapped character. Shrinking or growing would be included here.
	61-70	Stand in the right place: certain places are safe and/or profitable, others are dangerous, unprofitable, or subject to the "risk" defined in the next column. This probably follows a pattern. The standard example of this would be the task of getting across a chessboard using only the "bishop's move" of moving diagonally only.	Falling. In this case, the Rule of Passage is probably linked to maintaining one's balance or not having a support give way beneath them. Bridges over lava pits blocked by a monster with a big club, green and yellow disks suspended over space, when the yellow ones are illusionary and the green ones safe ... this sort of thing.
	71-80	Use your vehicle properly. Vehicles might have unpredictable controls, odd defenses, strange capabilities that must be discovered ("We jump when we hit the red button!"), etc. Vehicles might be very odd ones, or standard ones like rowing boats or riding a buffalo.	Teleportation or chutes - or alternatively a form of imprisonment - that will temporarily separate the party; probably until they are re-united when the "survivors" complete the trick. If cages come down to imprison everyone who doesn't stand in the right place at the right time, and the release lever is at the far side of the room, the party risks having everyone trapped in cages unless they can figure out when and where to move in order to avoid being caged.
	81-90	Move only at the right time. This would follow a pattern: move only when the light is green, for example.	Charm or mental domination. Probably this leads to the affected characters working against the others, but this doesn't necessarily mean direct combat. This category would also include insanity and belief in a hallucination or illusion.
	91-00	Deactivate the risk. If the risk is coming from a machine with a red button on it, the solution might be to shoot an arrow that depresses the button and turns off the machine. Maybe the risk comes from a bunch of statues which can be de-animated by pulling a rope located somewhere. Possibilities are endless.	Loss of equipment or possessions. This can be done in many ways: as wagers, by rusting metal, by statues grabbing things away, etc.

GAME BOARD PATHWAYS

The "Mode of Forward Movement" table is highly abstract. At first glance it appears that the players are being moved through a game board such as Chutes & Ladders, Candyland, or Monopoly. However, a true gameboard is only one possibility for a "Game Board Pathway" trick. The "squares" can be different rooms, different tiers of a pyramid, different disks, the changing possibility for what's on the other side of a dimensional door, etc.

Table 3-104: Mode of Forward Movement in Game Board Tricks

Die Roll	Mode of Movement (d100)	
01-25	Actual dice are rolled to see where the party goes as a group	Prism shines a particular color on a particular place
26-50	Actual dice are rolled to see where <i>individual</i> party members go (in other words, the party gets split up as the game is played)	A distinctive belt
51-75	The choice or random uncovering of a symbol moves the party to a location matching that symbol. A new choice of symbols might be presented at each new location. These can be arranged in progressive sets to make sure the party doesn't keep moving backward too much. For example, imagine that there are 9 locations, identified with tiles numbered 1-9. At each location, the party draws a tile to see where they go next. The starting set of tiles only has the possibility to move to locations 1, 2, and 3. Locations 1, 2, and 3 offer a set of tiles between 1 and 4. Eventually the party will thus get to location 4. At location 4, the set of available tiles no longer includes locations 1-3; now the available set of tiles runs from 4-8. In locations 5-8, there is the possibility of reaching location 9. Thus the pathway is divided into locations 1-3, 4, 5-8, and 9. Symbols can include anything – runes, playing cards, coins with different denominations, pictorial representations of what is in the various locations, etc.	Concealed book A mediator Scriptorium Deceptive hallway Shadow carvings Circle of protection Human-killer Chickens
76-00	In each location along the path, there is particular action the party must take to move forward. Forward movement might be one “square” at a time; or different actions might allow the party to hop forward more than one “square,” possibly with stupid actions dropping them backward.	Strange looking beast Forms a vessel Green dagger Laboratories Water damaged Fey influence Ruination and Regret Long mustache Guess the next number A characteristic of the rhinoceros Temporal machine The coins show the way An unspoken agreement Surveillance Anti-toxin Roll for initiative Bats Check the ceiling Paradox

GENERATING THE “SQUARES.”

Use the results from any board game you have ever played, from Monopoly to Chutes (Snakes) & Ladders. For a complex version of this, you can use other types of tricks inside this one. An architectural trick might effectively be one of the squares, for example.

Table 3-105: Risk and Reward for Game Board Trick “Squares.”

Die Roll	Risk (d100)	Reward (d100)
01-10	Fork off to a longer path. It rejoins, but you have to go through more squares to return than you would if you hadn't hit this “junction.”	Get treasure
11-20	Move back two “squares,” or other type of backtracking. This could be done with chutes, teleportation, or any other traditional dungeon element that moves people around. Alternatively, it could be something non-dungeonly that corresponds to the internal logic of the game board. “Your pirate ship is caught in a storm – move back one square.” Or “move back 1d6 squares.” Whatever makes sense inside the game.	Get to see what happens in some of the future squares (a bit of the map, in other words)
21-30	There is no treasure. That's the only risk.	There is no risk. That's the reward.
31-40	Monster or some sort of combat	Move forward two squares (or otherwise get an extra move)

Fountain of dreams

Bales of tobacco

A good hand of cards

Changing walls

The scent of flowers

Interacting magical light-sources

An attribute of the sloth

A doll

Supplied by tubes

A small vial of liquid

Convergence

Transformed material

Eats a specific substance

Wizard's research

Counteracting forces

Deceptive coloration

Met a bad end

Chanting

Exemplary behavior

Payment from an unknown source

Theater of Chaos

Mysterious foreigner

Peasant Unrest

Miller or mill owner

Banshee

The city gates

TABLE 3-105: RISK AND REWARD FOR GAME BOARD TRICK “SQUARES.” CONTINUED

Die Roll	Risk (d100)	Reward (d100)
41-50	Lose a turn (note that this could include things like temporary paralysis if the “board” is merely being used as a design concept but won’t be visible as such to the players).	Get the ability to slightly alter the a future move (e.g., to add 1 or 2 to a die roll in order to choose one of three squares instead of being forced to the square that would otherwise be indicated for the next move).
51-60	Solve a riddle or be damaged, inconvenienced, or negatively affected in some way.	Get out of Jail Free card, or the equivalent
61-70	If the game board operates with a store of “tokens” that are used, the square might be a place where they lose some of the tokens. If the game board does not operate on tokens, this might be a place where they lose treasure. In this case, the attendant “risk” is that they cannot proceed without paying what’s effectively a “toll” to move forward.	Get tokens that can be used to advantage in later “squares.” Tokens could include rune-stones or other items that will not be perceived as tokens by the characters, even though this is how they function, in an abstract sense, for purposes of designing a game board style trick.
71-80	One party member must stay behind in this square until the rest of them complete the game’s sequence. Why the party member must stay behind can be all sorts of reasons. The simple “a cage falls on you” is the brute force possibility. “You must continue watering the plant until the others can reach a way to carry it out” is another possibility, illustrating how wide-ranging this type of risk can be.	One or more party members are transformed into a stronger form, related to the game’s theme, which will make them more able to succeed in the game’s future “squares.” The magic would evaporate at the end of the game.
81-90	A junction “square” that sends you on a sideline track. The sideline returns to the main track, and might even be a shorter path, but the “squares” in the sideline track are more dangerous than the ones on the main path.	A shortcut junction. The pathway forks, and returns to the main path later, but you don’t have to traverse as many “squares” as you would if you followed the main pathway.
91-00	A trap, particularly a slow trap in which the players must figure out how to “turn it off.”	Victory. In other words, the way to win the game board is not only located at the end of the board, there are ways to win it along the path itself. There should only be one or two of these.

SUBSTANCE TRICKS

In many cases, the characters will be faced with the problem of coming into contact with a nasty, dangerous-looking, probably disgusting substance.

Table 3-106: Master Table for Substance Tricks

Die Roll	Type of Substance (d100)	Source of Substance (d100)	Proximity of Source (d100)
01-25	Earth	Manufacturing	The source activity for the substance (seepage, mining, etc) is – or was – taking place right here. This is ground zero.
26-50	Energy	Magical Research or other magical activity	The source activity for the substance (seepage, mining, etc) is – or was – taking place right here. This is ground zero.

TABLE 3-106: MASTER TABLE FOR SUBSTANCE TRICKS CONTINUED

Die Roll	Type of Substance (d100)	Source of Substance (d100)	Proximity of Source (d100)
51-75	Gas	Mining or Excavation	The substance is a by-product from another location where the mining, research, manufacturing, or seepage is taking place. This is a dumping area, a channel for the byproducts, or an area the by-product has accidentally entered.
76-00	Liquid	Natural Seepage or Movement	The substance is the result of a combination; natural seepage of one substance interacts with the by-products of another activity taking place elsewhere. The chemical (or magical) reaction(s) take place here.

Table 3-107: Form of Substance

Die Roll	Earth (d6)	Energy (d6)	Gas (d6)	Liquid (d6)
1	Dust	Sparks interacting with air, liquid, or earth	Strange-colored gas in the entire area	River, stream, or channel
2	Gravel	Appearance of flames (might not be hot, though)	Spouts of strange-colored gas	Pools or puddles
3	Dirt or soil	Arcs of energy either shooting across area or maintaining a constant flow of energy	Gas lies close to floor and is heavier than air	Drips from ceiling or oozes from walls
4	Ashes	Roll on the “Earth” column, but the actual strange substance is a glow, emanation, or radius around the “Earth” substance, not the earth substance itself.	Gas lies close to ceiling and is lighter than air	Shoots from pipes, spouts, or drainage tunnels
5	Rocks	Globes of energy	Gas remains in pillars or sheets, lingering in place	Geysers from floor, or shooting upward from an otherwise peaceful water source
6	Pebbles	Acid, periodic fireballs, heat, cold, or poison	Gas clouds periodically burst out from mid-air	Drifting mists or steam

WAGER AND GAME TRICKS**Table 3-108: Basic Game Tricks, Risk and Reward**

Die Roll	What Character Places at Risk in the Game (d100)	Nature of Game (d100)
01-04	An ally would be hit with curse or disability	Accurately hitting something for a prize
05-08	An ally would be hit with disease (or infected with eggs or larva, etc.)	Accurately repeating something you heard, or answering question about it

What dreaming eyes might see
As rumor has it
Shadow interactions
Long beard
Lizard-people
Muddy footprints
Manacles
Transformed words
In the hour of peril
Cloud creature
Changing effects
Shadow color
Webs of force
Unearthly shriek
Yellow magic
Cosmic Entropy
Glowing eyes
Kept secure
In the end, none of them agreed
Face in the water
Silver centipede
Dream distributor
Swims through stone
A cartographer
Only one thing did not break
Plaster walls
An architect
Landlord
Specific receptor
Violation of a pact

TABLE 3-108: BASIC GAME TRICKS, RISK AND REWARD CONTINUED

Young dragon

Religious disagreement

Find a missing item

Works differently when inside out

A bizarre machine

It eats away at it slowly

Iron statue

Insect legs

Wide mouth

The six in cloaks

Machine is cursed

A game of skill

A herald

An agent of infiltration

Much like a spider

The cistern

Part with an angel

Circle of Goblets

A shining light

A woman wearing yellow will come to the gates

Howling noise

Webs of twine

A stolen cargo

Jeweler

The elemental planes of existence

Waiting for the antidote

Altered furniture

Concealed words

Die Roll	What Character Places at Risk in the Game (d100)	Nature of Game (d100)
09-12	An ally would die	Answering riddles, or “hangman”
13-16	Character hit points (i.e., take damage if lose game)	Being able to open something hard to open (stuck, locked with puzzle lock, etc)
17-20	Character hit points (i.e., take damage if lose game)	Building a gadget or mechanism with available tools and materials
21-24	Character hit points (i.e., take damage if lose game)	Choosing between hidden options to get treasure
25-28	Character hit points (i.e., take damage if lose game)	Dangerous climbs to different treasures
29-32	Character’s life	Digging for something
33-36	Coins provided by characters	Diving into liquid to get treasure
37-40	Coins provided by characters	Fishing something out with a net, rod, etc.
41-44	Coins provided by characters	Get quietly from one place to another without waking something or activating a sound alarm
45-48	Disease risk	Getting across something that is hard to balance on, possibly with things that try to knock you off
49-52	Experience points gambled by character	Guessing weight or number of something
53-56	Experience points gambled by character	Jumping over something high or wide, possibly dangerous
57-60	Free prisoners or give prisoners	Move something from place to place without breaking it
61-64	Gem provide by character	One of those horrible math problems starting with “Jane is riding a horse at 20 miles per hour going due north, and Robert is riding a horse at 15 miles per hour in the opposite direction...” Alternatively, a slot machine.
65-68	Gems provided by characters	Slot machine, or betting on a random result (such as roulette)
69-72	Gems provided by characters	Pick which item or drawing does not fit with the others in a group. Alternatively, a game with a small number of options, such as the card games “blackjack (21),” or simply who draws the high card.
73-76	Hit with permanent curse or disability	Ride something that’s difficult to ride
77-80	Hit with random curse or disability	Running a gauntlet of risks
81-84	Hit with temporary curse or disability	Running a race against a living being or perhaps a dangerous machine
85-88	Magic item provided by character	Succeed at making a noise with something (blowing a horn being one good example)
89-92	Mundane item provided by character (lantern, etc)	Swing across an obstacle

TABLE 3-108: BASIC GAME TRICKS, RISK AND REWARD CONTINUED

Die Roll	What Character Places at Risk in the Game (d100)	Nature of Game (d100)	
93-96	Poison	Tests of strength (ring the bell with the hammer)	<i>Wreaked in mist</i>
97-00	Reduce size of jackpot (double or nothing games on a gift the characters will get when they choose to quit)	Throwing a ring around objects	<i>The heart of the matter</i> <i>Spy on the villain</i> <i>A characteristic of the baboon</i> <i>Gorgon</i>

METHODS OF BETTING GAMES

Note that the two columns are quite similar. The idea is that unless you get a brainstorm from the combination, the second table is what affects, activates, or represents “your turn” in the game taking place in the central feature. For example, rolling dice might launch a ring-toss with a particular amount of strength behind the ring.

Table 3-109: Methods of Betting Games

Die Roll	Central Feature of Game (d100)	Central Feature Affected by (Optional) (d100)	
01-04	Arena (possibly miniature with tokens)	Pulling levers	<i>Odd form of communication</i>
05-08	Cards	Choosing where to step	<i>Exiled leader</i>
09-12	Climbing wall	Shifting positions of characters	<i>The handprint</i>
13-16	Closed containers; including cages, bars, or force-fields as well as mundane items like boxes	Movement of tokens (deliberate, like chess)	<i>Trophy room</i> <i>Something under water</i>
17-20	Closed-off areas, including prisons, alcoves, and rooms	Movement of tokens (random in one direction, like monopoly or shuffleboard)	<i>When copper crosses iron</i>
21-24	Coin-drop game or pachinko	Movement of tokens (choosing directions rather than length of movement, probably using random distance)	<i>Transformations and Changes</i>
25-28	Dice	Pushing buttons	<i>This part prepares for conflict</i>
29-32	Floor tiles or painted floor areas	Smashing, breaking, or snapping things	<i>A preserved eye watches</i>
33-36	Fragile globes, vases, or other delicate item	Tossing something toward a target	<i>Eye of newt</i>
37-40	Heavy metal balls	Placing things into holes or slots (tokens, body parts, coins, statuettes, head, etc)	<i>Shadow shapes</i>
41-44	Living animals or bugs	Turning faucets or opening chutes	<i>Wreaked in smoke</i>
45-48	Monopoly or chutes-and-ladders board	Drinking or spitting something	<i>Tactics: ladders and balconies</i>
49-52	Pinball game	Placing weights onto pressure plates (generally a choice of different amounts of weight, or where to place it)	<i>Any port in a storm</i>
53-56	Pool (possibly with floating objects, possibly to reach into)	Turning dials, crank, or gears	<i>A doctor</i> <i>A characteristic of the octopus</i> <i>Lightning never strikes twice</i> <i>Green container</i> <i>Not even one</i> <i>See what has become of me</i>

TABLE 3-109: METHODS OF BETTING GAMES CONTINUED

	Die Roll	Central Feature of Game (d100)	Central Feature Affected by (Optional) (d100)
<i>A hand's length</i>			
<i>Dangerous beliefs</i>			
<i>Follow the money trail</i>	57-60	Racetrack (possibly miniature with tokens on the track)	Picking a face-down card or similar object like runestone
<i>Changing depth</i>	61-64	Ring-toss or equivalent	Rolling ball down moving system of grooves
<i>An odd tattoo</i>			
<i>Changing sides</i>	65-68	Series of dials	Hit something (ranges from gongs to billiard balls to pressure plates to catapult flippers)
<i>Accidentally sold</i>	69-72	Series of levers (pick one, or a combination)	Dive or swim down to something
<i>Bronze crown</i>	73-76	Series of Platforms or stepping stones	Move tiles or other small architectural or decorations around
<i>Wreathed in vines</i>	77-80	Single lever (one-armed bandit)	Spin something
<i>Heroism from an unexpected quarter</i>	81-84	Slot Machine	Squeeze something
<i>Contest of skill</i>	85-88	Swinging ropes	Stack something
<i>An apprentice</i>	89-92	Totem poles	Remove chosen components of something (house of cards, pick-a-stick, etc)
<i>Special procedure</i>	93-96	Vehicles (probably strange ones)	Add lines or elements to something (a pattern-making game)
<i>Source of ideas</i>	97-00	Water-pouring	Answer questions posed in writing, by a living being, by an automaton, or by enchanted statue/item.
<i>Cross-cross</i>			
<i>Raiders</i>			
<i>A characteristic of the maggot</i>			
<i>Pulleys and wheels</i>			
<i>Food is cursed</i>			
<i>Wreathed in energy</i>			
<i>Very stealthy</i>			
<i>It was buried for safekeeping</i>			
<i>Eye in the ceiling</i>			
<i>Peasant rebellion</i>			
<i>Moon ship</i>			
<i>A swamp</i>			
<i>Foil the extortioner's plans</i>			
<i>A trial</i>			
<i>Decorated with furs</i>			

Table 3-110: Choice Games

	Die Roll	Structure of the “Choice” Game (d100)
<i>A hand's length</i>		
<i>Dangerous beliefs</i>		
<i>Follow the money trail</i>	01-10	Choose a challenge. Here, the players have to select a type of challenge, rather than a type of reward. There is a reward allocated to each challenge, but they don't know what it will be. This turns the game around a bit, because the players will try to pick the kind of challenge they can beat most easily rather than focusing on the reward. Perhaps the reward is the same for each type of challenge (if the choices are something like “combat,” “puzzle,” and “trial by water”), or the challenges might be ordered in terms of increased difficulty for better rewards (choose among, “Zar’s easy challenge,” “Zar’s difficult challenge,” and “Zar’s suicidal challenge”).
<i>Changing depth</i>	11-20	Choose blindly from a group of concealed items (invisible, in containers, or whatever). Some items are good, some are neutral, and some are dangerous. You only get to choose only once, and you can't exchange what you got.
<i>An odd tattoo</i>	21-30	Choose blindly from a group of concealed items (invisible, in containers, or whatever). Some items are good, some are neutral, and some are dangerous. You can take several tries, up to some maximum number.
<i>Changing sides</i>	31-40	Choose blindly from a group of concealed items (invisible, in containers, or whatever). Some items are good, some are neutral, and some are dangerous. You only get to choose only once, BUT you can exchange what you got for something else (probably only one exchange is allowed). Of course, you run the risk of getting something even worse, if you make an exchange. For games of this type, the “worst” item should either be disguised as something good (so it's not returned), should end the game, or should be the only non-returnable item.
<i>Accidentally sold</i>		
<i>Bronze crown</i>		
<i>Wreathed in vines</i>		
<i>Contest of skill</i>		
<i>An apprentice</i>		
<i>Special procedure</i>		
<i>Source of ideas</i>		
<i>Cross-cross</i>		
<i>Raiders</i>		
<i>A characteristic of the maggot</i>		
<i>Pulleys and wheels</i>		
<i>Food is cursed</i>		
<i>Wreathed in energy</i>		
<i>Very stealthy</i>		
<i>It was buried for safekeeping</i>		
<i>Eye in the ceiling</i>		
<i>Peasant rebellion</i>		
<i>Moon ship</i>		
<i>A swamp</i>		
<i>Foil the extortioner's plans</i>		
<i>A trial</i>		
<i>Decorated with furs</i>		

TABLE 3-110: CHOICE GAMES CONTINUED

Die Roll	Structure of the “Choice” Game (d100)	
41-50	Choose blindly from a group of concealed items (invisible, in containers, or whatever). All of the items are useful to some degree, but some are very useful (magic sword!) and others are pretty disappointing (a pair of socks). You only get to choose only once, and you can’t exchange what you got.	A panther attacks
51-60	Choose blindly from a group of concealed items (invisible, in containers, or whatever). All of the items – except one – are useful to some degree, but some are very useful (magic sword!) and others are pretty disappointing (a pair of socks). You can continue choosing items until someone picks the non-useful item. Then the game is finished. The non-useful item might just be a token that the game has ended, or it might be cursed (or poisonous, or fill the room with sleep gas, or teleport the party away from the game room, or whatever).	Lilies on the water
61-70	Choose blindly from a group of concealed items (invisible, in containers, or whatever). Some items are good, some are neutral, and some are dangerous. However, taking an item causes you harm (or puts you at risk of taking harm). You can choose as many times as you want, if you’re willing to take the risks. Example: six bags of treasure sitting on a pedestal, surrounded by six glowing balls of light. When you take a bag, the corresponding ball of light fires a blast at you. If you can take the damage, take all six bags. Here’s a possible twist: the pedestal is inscribed with a warning that five of the glowing balls shoot minor bolts, but the sixth one shoots a death ray. Here’s another possible twist: you might not get to grab one bag, then another, then another. You might have to choose how many bags you’re going to take at one swipe (and you only get the one swipe).	Tactics: shooting from windows
71-80	Choose from a group of known categories, such as “coins,” “gems,” “monsters,” “spells,” magical items,” etc. What you get depends on how the trick is designed. Perhaps it always tells lies, and the categories are deceptively or incorrectly named. Perhaps the result is determined by rolling on a table. Perhaps only one person can pick each category. Perhaps it is set up so that one person <i>must</i> choose a dangerous-sounding category. Or perhaps it is just a way to let players decide if their reward for “winning” a trick is going to be cash or potions. Whatever works best.	Long fingernails
81-90	Choose from a group of non-concealed items. The items are symbolic representations (or vague pictures) of what the real gift is going to be, or alternatively you can see the items but not know what their “powers” are, so there is guesswork involved in the choice. For example, the choice might be among a little sword (you get a magic sword), a slightly bigger sword (which turns out to be twelve feet long, non-magical, and impossible to lift), a dog figurine (you get a temporary ally), a wolf figurine (wolf attacks you) and a bottle (which might turn out to be wine, a potion, or just an empty bottle). Keep in mind that these could be deceptive. The ominous “skull” picture might get you a talking skull who knows where lots of treasure is kept.	The Book of Guilds
91-00	Choose once, blindly, from a set of options. Each option might be good, bad, or neutral. You can’t trade them in or get a second try, but each option comes with a little clue. The clue, if it is interpreted properly, will let you improve the thing you chose in some way. A cursed item might be neutralized, a neutral item become valuable, and a good item become better (or last longer, or affect more people, etc). But to get that benefit you have to answer the riddle on the container, or find where “the fire meets the eagle” somewhere in the dungeon, or some other type of challenge or task.	Tubes and valves



Illegal merchandise
 Rats
 The tide brings ill omens
 Rift
 A characteristic of the tick
 A characteristic of the hyena
 Very narrow path
 Colorful but venomous
 Shriekers
 Dangerous approach
 It was exhaled
 A characteristic of a dog
 Powerful spell
 Velvet cloth
 Power vacuum
 A body was stolen
 Forbidden from leaving
 Shadow sounds
 The trail of a raindrop
 Has a dark side
 Banner of the bright ones
 Granulated

Table 3-111: Names for Games

What was left behind?

Cryptic

Legend of the fey

A mixture of ingredients

Wax fruit

Lots of dirt

Countdown

Purple orb

Filmy substance

There has been a fire

Blood is thicker than water.

Zealots

Random effect

Wizardry

Clumsy

A characteristic of the beaver

Lassitude

Torch cressets

Line of silver

Overlaps

Bronze spear

Hot air balloon

Festival of Warfare

Close enough

Ghost in the Machine

Trapped in a dream

Water is cursed

Serpentine

Is lacking fuel

This table can be used for inspiration about the “flavor” elements of a game trick, or can be used as a starting point for inspiration – whatever seems to be working best for you in terms of concocting an idea.

Die Roll	First Part of Name (d100)	Second Part of Name (d100)
01-02	The Game of . . .	Arrows
03-04	The Game of . . .	Barrels
05-06	The Game of . . .	Baskets
07-08	The Game of . . .	Boxes
09-10	The Game of . . .	Candles
11-12	The Game of . . .	Catchers
13-14	The Game of Arranging the	Chessmen
15-16	The Game of Avoid the	Chutes
17-18	The Game of Balls and	Claws
19-20	The Game of Beat the	Consequences
21-22	The Game of Bells and	Cups
23-24	The Game of Boxes and	Dice
25-26	The Game of Cards and	Dragons
27-28	The Game of Catapults and	Fire
29-30	The Game of Chutes and	Fortunes
31-32	The Game of Coins and	Gargoyles
33-34	The Game of Colors and	Gemstones
35-36	The Game of Curtains and	Globes
37-38	The Game of Find the	Guillotines
39-40	The Game of Fingers and	Hammers
41-42	The Game of Frogs and	Jars
43-44	The Game of Guards and	Jesters
45-46	The Game of Guess the	Kings
47-48	The Game of Guesses and	Ladders
49-50	The Game of Hourglasses and	Ladies
51-52	The Game of Jump the	Lances
53-54	The Game of Knights and	Lights
55-56	The Game of Levers and	Measures
57-58	The Game of Monkeys and	Mirrors
59-60	The Game of Outsmart the	Mistakes
61-62	The Game of Points and	Monsters

TABLE 3-111: NAMES FOR GAMES CONTINUED

Die Roll	First Part of Name (d100)	Second Part of Name (d100)	
63-64	The Game of Pools and	Moonbeams	<i>Instructions are reversed</i>
65-66	The Game of Race the	Mysteries	<i>Long ago and far away...</i>
67-68	The Game of Random	Odd properties	<i>Ancient machine</i>
69-70	The Game of Rings and	Pearls	<i>A strange contraption</i>
71-72	The Game of Seven	Prisons	<i>Roc</i>
73-74	The Game of Shifting	Ropes	<i>Hidden entrance</i>
75-76	The Game of Skulls and	Roses	<i>Wreathed in stone</i>
77-78	The Game of Sleeping	Runestones	<i>Heraldry</i>
79-80	The Game of Stripes and	Scales	<i>Destructive tendencies</i>
81-82	The Game of Swimming for	Spiders	<i>Doorway to the asteroid</i>
83-84	The Game of Swords and	Squares	<i>A deadly tide</i>
85-86	The Game of Ten	Stones	<i>Steam engine</i>
87-88	The Game of the Wheel of	Sundials	<i>Defies the law</i>
89-90	The Game of Trap the	Tiles	<i>Residual lightning</i>
91-92	The Game of Turning	Tokens	<i>Wrath of the Vessel</i>
93-94	The Game of Wandering	Tops	<i>Reconnaissance</i>
95-96	The Game of Weights and	Trapdoors	<i>The sewer pipes</i>
97-98	The Game of Wheels and	Treasures	<i>Fish</i>
99-00	The Game of Whistles and	Water	<i>The birds show the way</i>

Table 3-112: Game “Rooms”

Die Roll	General Description of Room (d100)	
01-05	A market (with living, automated, magical, or remotely controlled traders) where trades can be made, possibly with random or semi-random results	<i>Shortage of air</i>
06-10	Alchemist’s workroom	<i>Locksmith</i>
11-15	Casino with strange rewards and punishments for winning and losing (magical gambling devices, living opponents, even games where one character plays against another in simple games such as cutting for a high card).	<i>Goes across the barrier</i>
16-20	Conjuring room with accidental and deliberate conjuring of beings available	<i>Long hair</i>
21-25	General storage with an assortment of boxes and other containers	<i>Made of iron</i>
26-30	Mining room where gems or other precious materials can be sought	<i>The Book of Apparent Nonsense</i>
31-35	Museum room with “interactive” displays	<i>Scythe</i>
36-40	Musical room with instruments having different effects alone and in combination	<i>Retribution</i>
41-45	Room in which only a limited number of things may be taken	<i>Arbitrage</i>

TABLE 3-112: GAME “ROOMS” CONTINUED

	Die Roll	General Description of Room (d100)
<i>Altered messages</i>	46-50	Room where multiple statues can be purposefully or accidentally activated with different results
<i>A bread shortage</i>	51-55	Room with a “diving” area, pool with treasure at the bottom, or baths with different effects
<i>Artificial</i>	56-60	Room with assorted machines (different effects depending on buttons, fuel sources, levers, etc.)
<i>The hero isn’t who you think</i>	61-65	Room with carnival games (or the appropriate equivalent)
<i>Trapped in the trees</i>	66-70	Room with choices of things to eat, with varying effects
<i>Hand gestures</i>	71-75	Room with control panels
<i>Circle of friends</i>	76-80	Room with many small alcoves containing statues and other objects of interest
<i>Philosophical manuscript</i>	81-85	Room with materials that can be combined for various different effects (possibly with different types of containers such as pots, fountains, jars, etc.)
<i>Witch-light</i>	86-90	Room with riddle signs or symbols indicating which boxes to open, places to put your hands into alcoves, keys to open glass cases, etc.
<i>Acts as a test</i>	91-95	Storehouse with barrels
<i>What was buried</i>	96-00	Waterwheel room with multiple channels (also pipes with stopcocks to release water in different combinations)
<i>Hidden treasure</i>		
<i>You can’t turn back time. Or can you?</i>		
<i>Treachery where least expected</i>		
<i>Change in the wind</i>		
<i>Dream maker</i>		
<i>Honor of a noble house</i>		
<i>Like a virus</i>		
<i>A child’s toy</i>		
<i>The stones show the way</i>		
<i>It was a terrible idea, I admit.</i>		
<i>Overlooks the sea</i>		
<i>A cooper (barrel maker)</i>		
<i>Draped with cloth</i>		
<i>Attack the citadel</i>		
<i>In a test tube</i>		
<i>Concealed letter</i>		
<i>Doorway to the abyss</i>		

Table 3-113: Types of Game Series

	Die Roll	Game Series (d100)
<i>Altered messages</i>	01-10	Make a list of six or ten beneficial magical conditions (Table 3-118) and curses (also Table 3-118) in a proportion of 60-40 benefits to backfires. Each time the trick is used, roll a die to determine the effect. The effects are “used up” once they are rolled, and if the same number is re-rolled, the result is “no effect.” A character can only try the trick one time. A second attempt to use the trick results in a curse from Table 3-118. It is up to the referee to determine whether the curses are minor compared to the benefits, if they are about the same scale, or if the curses are significant and the benefits considerable.
<i>A bread shortage</i>	11-20	As above, but the ratio of benefits to curses is higher, about 80-20. The negative effects of the curses might, however, be greater.
<i>Artificial</i>	21-30	As above, but instead of “using up” the effects, it is possible to get the same effect twice.
<i>The hero isn’t who you think</i>	31-40	As above, but when an effect is used it is replaced by a (fairly minor) curse that substitutes for the original effect.
<i>Trapped in the trees</i>	41-50	As above, but instead of rolling a single die (a linear probability curve) the referee rolls 3d6 or some other combination of dice and adds the results together. Thus, certain results are more probable than others.
<i>Hand gestures</i>	51-60	Unlike the above, the game series is based on a series of die rolls, following the rules of craps (possibly disguised in some way by an innovative referee).
<i>Circle of friends</i>	61-70	Unlike the above, the game series is like a slot machine. The referee (or even the player, depending on the trick) rolls 3d6. Each number corresponds to a picture (either little cherries or lemons like in a slot machine, or tarot card pictures for something more sinister). Combinations of various numbers (three threes, for example) have a certain payoff. For a game series like this, each character should only be allowed to play once, unless it costs something to play.
<i>Philosophical manuscript</i>		
<i>Witch-light</i>		
<i>Acts as a test</i>		
<i>What was buried</i>		
<i>Hidden treasure</i>		
<i>You can’t turn back time. Or can you?</i>		
<i>Treachery where least expected</i>		
<i>Change in the wind</i>		
<i>Dream maker</i>		
<i>Honor of a noble house</i>		
<i>Like a virus</i>		
<i>A child’s toy</i>		
<i>The stones show the way</i>		
<i>It was a terrible idea, I admit.</i>		
<i>Overlooks the sea</i>		
<i>A cooper (barrel maker)</i>		
<i>Draped with cloth</i>		
<i>Attack the citadel</i>		
<i>In a test tube</i>		
<i>Concealed letter</i>		
<i>Doorway to the abyss</i>		

TABLE 3-113: TYPES OF GAME SERIES CONTINUED

Die Roll	Game Series (d100)
71-80	Unlike the above, the game series might be a die roll “race,” possibly represented by little figures on a track. The character might pull a lever and the referee rolls a die to see how far the character’s “man” moves. Then the referee rolls for the other side. If the character gets his man to the finish line first, he gets a benefit. There might be a backfire if he loses. Think of various carnival games for ideas on how this might look.
81-90	The character is allowed to attempt a task similar to some sort of carnival game (other than a straight-up race, as described above). This might be a to-hit roll in an attempt to throw a ring over a prize, just like a ring toss. The player might have choices over what to aim for, with the more desirable prizes being harder to gain. Failure might incur a backfire – if not, there should be some cost to play, or each character should be limited to only one attempt.
91-00	The game series might be some other sort of game, such as a card game, played in real life between the referee and the player. These should be extremely short (rock, paper, scissors, for example), or they will bore other players very quickly.

WRITTEN TRICKS

Table 3-114: Writing Surfaces

Die Roll	Writing Surface (d100)	Unusual Writing Surfaces (d100)
01-12	Cloth	Dust/sand
13-25	Metal	Pattern of rocks, wood pieces, tokens, etc.
26-38	Paper or parchment	Water
39-51	Paper or parchment	Patterns of light
52-64	Stone	Carcass/body
65-77	Stone or wood (50-50)	Pattern of insects or living creatures
78-90	Wood	Shapes in smoke, mist, steam, etc.
91-00	Unusual (next column)	Skeleton’s bones

Table 3-115: Writing Methods

Die Roll	Stone or Wood (d100)	Cloth (d100)	Paper (d100)	Metal (d100)
01-10	Painted	Embroidery	Ink	Etched
11-20	Carved	Woven into cloth	Paint	Hammered in
21-30	Inlaid wood	Stained into cloth	Stained in	Melted into or onto
31-40	Mosaic inlay	Pinpricks	Pinpricks	Pattern of dents
41-50	Scratched	Beaded	Charcoal or pencil	Painted
51-60	Pinpricks	Burned or scorched in	Mold pattern	Inlaid wood

Heart of the manticores
Chickens
Dream trees
Deadly nightshade
Dreams from the cemetery
Something exploded in a strange way
Strange form of motion
One exception
Late to the party
Kennels of the beasts
Speckled pattern
Hidden machine
The wine was poisoned
Secret procedure
A characteristic of the rabbit
Solidified
A characteristic of the lobster
A mistake in the formula
Surrounded by spells
A blue frog
Kept frozen
Primordial magic
Lots of pillars
Ratcatcher
Divided into parts
Beam of light
Lunar eclipse
The siege has begun

TABLE 3-115: WRITING METHODS CONTINUED

Die Roll	Stone or Wood (d100)	Cloth (d100)	Paper (d100)	Metal (d100)
61-70	Shadow cast by other object	Mold pattern	Indentations (e.g., from writing on page above)	Mosaic inlay
71-80	Burned in	Paint or ink	Ink	Scratched
81-90	Lichen/moss pattern	Embroidery	Paint	Inlaid stones
91-00	Inlaid metal	Pencil or charcoal	Charcoal or Pencil	Pattern of seams

*Necklace of Confusion**Enough gnats can weigh several pounds**Paintings that move**Crime and Punishment**Changing vision**It was exactly the right time**A fatal argument**Mummified**Hallucinogenic gas**At low tide**Where the musicians are**Absence of malice**A strange key**Chemical reaction**Serpentine pattern**Succubus**Pan-pipes**Valves**Monster has secret identity**Big baskets containing chickens**Lava lamp**Something blew up**A characteristic of the penguin**Only one person knew this secret**When the moon rises**Dangerous healing*

BENEFICIAL EFFECT OF READING THE WRITTEN TRICK

Written tricks with a purely negative effect are basically traps. In general, if the trick is hard to read, don't also make it misinformation. The one exception to this rule is when one set of writing is truthful (say, the guy with the bad handwriting) and one is false (the guy with the good handwriting is a liar). In this case, once the party has figured this out, knowing which set of information should be helpful down the road: they can get major clues when they find future notes written in bad handwriting. A random mix of truth and lies, with no way to judge which is which, can be frustrating rather than fun. And then, of course, there are exceptions to every rule!

Table 3-116: Beneficial Effect of Reading the Written Trick

Die Roll	Content (d100)
01-20	Deliberately reading the picture/characters/words causes a magical benefit to the reader (see Table 3-121 for ideas)
21-40	Simply viewing the picture/characters/words causes a magical benefit to the reader (see Table 3-121 for ideas)
41-60	The picture/characters/words convey helpful information in the form of a map (10%) or other information (roll on Table 3-17 Information Content for Rumors).
61-80	The trick is to decipher or be able to view or interpret the message contained in a form of Unusual Writing (see Table 3-117 below).
81-00	The written trick gives instructions that must be immediately followed; following the instructions gains a magical benefit from Table 3-121 (or, possibly, allows survival of something nasty that suddenly happens) – ignoring the instructions causes a curse (see Table 3-118 for ideas) or a trap result. For example, if you read “jump to the left” on a sign, it might be a good idea to jump to the left. On the other hand, perhaps it’s actually a trap and there’s a pit to the left. Life is unfair.

Table 3-117: Unusual Writing

Die Roll	Unusual Writing (d100)
01-05	Different content seen by different people
06-10	In code
11-15	In riddle form
16-20	Indented into paper (from page above)
21-25	Jigsaw puzzle

TABLE 3-117: UNUSUAL WRITING CONTINUED

Die Roll	Unusual Writing (d100)	
26-30	Pattern of cracks	<i>Water stains</i>
31-35	Projected from a lens	<i>Book manuscript</i>
36-40	Visible in darkness only	<i>Exiled follower</i>
41-45	Visible in magical light only	<i>Something was forgotten</i>
46-50	Visible only in mirror	<i>Mold</i>
51-55	Visible only in moonlight	<i>A strange missile</i>
56-60	Visible only in sunlight	<i>The sails of unknown ships</i>
61-65	Visible only through glass	<i>Absentminded</i>
66-70	Visible only to a certain species, ancestry, or bloodline	<i>Lost in translation</i>
71-75	Visible only to those looking through a particular lens	<i>A prophetic voice</i>
76-80	Visible only to those wearing a particular holy symbol or other sigil	<i>Nemesis</i>
81-85	Visible only when light source is on far side of page	<i>The bright sword</i>
86-90	Visible only when warmed/hot	<i>Griffon</i>
91-95	Visible only when wet or immersed in fire	<i>Spies</i>
96-00	Visible only with infravision/darkvision	<i>Officer of weights and measures</i>

MAGICAL CONDITIONS AND CURSES

Many of the above tables refer to Beneficial Magical Conditions and their opposite, Curses. These tables offer suggestions for designing such results.

Table 3-118: Type of Beneficial Magical Condition or Curse

Die Roll	Type of Beneficial Magical Condition or Curse (1d6)	
1-2	Magical Changes to Area	<i>Tracks in the mud</i>
3-4	Affects Item(s)	<i>Ancestral feud</i>
5-6	Affects individual	<i>Face in the wood</i>

Table 3-119: Magical Changes to Area

Die Roll	Beneficial Changes in Area (d100)	Curse in Area (d100)
01-10	A being of some kind manifests, granting a different Personal Benefit to all in the area	A being of some kind manifests, inflicting a different Personal Backfire to all in the area
11-20	Gas forms in area, granting a Personal Benefit to all in the area (same benefit to all)	Gas forms in area, inflicting a Personal Backfire to all in the area (same backfire to all)

TABLE 3-119: MAGICAL CHANGES TO AREA CONTINUED

	Die Roll	Beneficial Changes in Area (d100)	Curse in Area (d100)
The mechanism is fouled	21-30	Gas forms in area, granting an Item Benefit to a certain number of items in the area (same benefit to all)	Gas forms in area, inflicting an Item Backfire to a certain number of items in the area (same backfire to all)
A characteristic of a snake	31-40	Light shines in area, granting a Personal Benefit to all in the area (same benefit to all)	Light shines in area, inflicting a Personal Backfire to all in the area (same backfire to all)
What was removed	41-50	Light shines in area, granting an Item Benefit to certain items in the area (same benefit to all)	Light shines in area, inflicting an Item Backfire to certain items in the area (same backfire to all)
Protective coating	51-60	Plants grow in area, providing a Personal Benefit (same benefit) to all in area	Plants grow in area, inflicting a Personal Backfire (same backfire) to all in area
Ranks of steel	61-70	Sound or speech grants a Personal Benefit to all in the area.	Sound or speech manifests and inflicts a Personal Backfire to all in the area.
Increments of space	71-80	Sound or speech in the area grants an Item Benefit to certain items in the area	Sound or speech in the area manifests and inflicts an Item Backfire to certain items in the area
The planets	81-90	Magical force permeates area (lightning, fire, water, earth, acid, air) and grants a Personal Benefit to all in the area.	Magical force permeates area (lightning, fire, water, earth, acid, air) and delivers a Personal Backfire to all in the area.
Indoor garden	91-00	Mental state of mind in area grants Personal Benefit to all in area.	Mental state of mind delivers Personal Backfire to all in area.

Table 3-120: Beneficial Changes and Curses to Items

	Die Roll	Beneficial Changes to Item(s) (d100)	Item Curses (d100)
The mechanism is fouled	01-05	A new item is created: equipment or treasure	Transmutation of Substances: Gold to lead
A characteristic of a snake	06-10	A new item is created: vehicle or animal	Transmutation of Substances: Flesh to stone
What was removed	11-15	Additional spells written onto scrolls	Transmutation of Substances: Potions to water
Protective coating	16-20	An item (not necessarily one in the possession of a character) animates to the benefit of the party	Transmutation of Substances: Metal to rust
Ranks of steel	21-25	Certain items become immune to fire	Transmutation of Substances: Parchment to dust
Increments of space	26-30	Duplication of one (probably magical) item	Spells removed from scrolls
The planets	31-35	Item (non-weapon) becomes enchanted (permanently)	One item vanishes (randomly determined)
Indoor garden	36-40	Item (non-weapon) becomes enchanted (temporarily). Note: if the item is randomly determined, it could be something mundane, such as a backpack, mirror, or 10ft pole.	One magic weapon is disenchanted
Wooden plates and cups	41-45	Minor effect: items are cleaned of all dirt	One magic item is disenchanted
Vigilantes	46-50	Minor effect: multiplication of rations or light sources	Weapon animates to attack its owner (either fighting as a creature, or making one attack with the potential for large damage)

TABLE 3-120: BENEFICIAL CHANGES AND CURSES TO ITEMS CONTINUED

Die Roll	Beneficial Changes to Item(s) (d100)	Item Curses (d100)	
51-55	Multiplication of certain items (potions, scrolls, swords, coins, gems, etc)	Transmutation of Substances: Cloth to insects	<i>Unexpected ally</i>
56-60	The item becomes a source of unknown information or advice: by talking, projecting a map, etc.	Transmutation of Substances: Potion to poison	<i>A medieval singularity</i>
61-65	The item transforms itself into a different and more immediately useful item. A lantern might become a useful key, for instance. The item might return to its normal shape once used or after a period of time, or it might not, depending on what makes the best sense in terms of the adventure.	Item increases tremendously in weight	<i>Running away</i>
66-70	Transmutation of Substances: Certain items to gold	Chance for item(s) to spontaneously combust	<i>They agreed to return</i>
71-75	Transmutation of Substances: Certain liquids to potions	Metal item heats to dangerous temperature	<i>Overcast skies</i>
76-80	Transmutation of Substances: Rust to Metal	Transmutation of Substances: metal into plant matter	<i>Wreathed in darkness</i>
81-85	Transmutation of Substances: Stone to Flesh	Item changes into a new (probably useless) form such as a farm implement, piece of fruit, or cannonball	<i>Technological failure</i>
86-90	Weapon becomes enchanted with bonus (permanently)	Item becomes cursed, possibly even possessed	<i>Ring of machinery</i>
91-95	Weapon becomes enchanted with bonus (temporarily)	Specific types of items disappear (weapons, armor, potions, rations, etc.)	<i>It depends on what it's used for</i>
96-00	Weapon gains special ability (but no bonus)	Transmutation of Substances: Wood to dust or rubber	<i>The speech of the innocent</i>

Table 3-121: Beneficial Conditions and Curses to Individuals

Die Roll	Beneficial Magical Condition to Individual (d100)	Individual Curse (d100)	
01	A particular curse or bad magical effect is removed (this would wither be something that came from the trick earlier, or it might be a way of countering bad effects likely to have been inflicted elsewhere in the adventure. For example: in an adventure where level-draining creatures are common, the trick might restore lost levels.)	Ability to cast spells removed	<i>Wreathed in steam</i>
02	Ability to cast spells increased (temporarily)	Ability to hear reduced	<i>There was one silver lining</i>
03	Ability to hear improved	Ability to hear removed	<i>A terrible oath</i>
04	Ability to smell improved	Ability to see reduced	<i>Mysterious reaction</i>
05	Ability to see beyond normal parameters is gained (into another plane of existence, in the dark, invisible objects, etc).	Ability to see removed	<i>Askull</i>
06	Ability to see improved	Ability to sleep reduced in effect (healing, etc)	<i>A risky proposition</i>
07	Ability to sleep improved in effect (healing, etc) or in terms of the amount required	Ability to sleep removed	<i>Dangerous statue</i>

TABLE 3-121: BENEFICIAL CONDITIONS AND CURSES TO INDIVIDUALS CONTINUED

	Die Roll	Beneficial Magical Condition to Individual (d100)	Individual Curse (d100)
<i>A flower of mist</i>	08	Ability to speak improved (temporarily): this might be in terms of languages spoken or in terms of “effect,” such as when attempting to persuade monsters not to attack	Ability to speak intelligibly removed
<i>Bronze halberd</i>	09	Ability to speak with dead, or with a particular corpse’s spirit	Ability to speak removed
<i>Something went wrong</i>	10	Ability to transform into particular animal shape (temporary unless the trick was very difficult or dangerous)	Ability to touch and manipulate is reduced, possibly by a change to the hands, possibly by a force field around the character, possibly by an aversion to touching some kind of substances
<i>Chain of flowers</i>	11	Ability to turn undead improved (or even temporarily granted)	Ability to use sense (taste, smell, or feel) removed
<i>Winds of change</i>	12	Alertness improved	Alertness reduced
<i>Webs of mist</i>	13	Attribute score increased: charisma	Alertness removed
<i>Orb of Sentience</i>	14	Attribute score increased: dexterity	Alignment changed
<i>Lit by water</i>	15	Attribute score increased: intelligence	Attribute score reduced: charisma
<i>An unpleasant tree</i>	16	Attribute score increased: strength	Attribute score reduced: dexterity
<i>Phalanx of iron</i>	17	Attribute score increased: wisdom	Attribute score reduced: intelligence
<i>Evasive a tax</i>	18	Chance to regain a spell after casting, or cast a known spell twice	Attribute score reduced: strength
<i>Reflex reaction</i>	19	Character becomes able to dig like a badger at very high speed (possibly even through stone, although this might be noisy and slow)	Attribute score reduced: wisdom
<i>Hypnotic eyes</i>	20	Character becomes immune to a particular disease, permanently (immunity to mummy rot, for instance)	Aversion created (see Table 3-122)
<i>The turning of the wheel</i>	21	Character becomes immune to all diseases temporarily	Causes Aging to the point of disability
<i>Nature abhors a vacuum</i>	22	Character becomes immune to damage from blunt weapons	Causes Aging with no ill effect (not many years added)
<i>Find the cargo</i>	23	Character becomes immune to damage from cutting or piercing weapons	Causes fast aging leading to death over a period of days, weeks, or months
<i>Static electricity</i>	24	Character becomes physically more youthful, with no bad side effects.	Causes random sleeping episodes (narcolepsy or similar)
<i>Digestive juices</i>	25	Character can command a particular type of animal	Causes sleep
<i>The lure of gemstones</i>	26	Character can gain information about things that have happened to objects by touching them	Character becomes a magnet for attacking monsters until the effects of the backfire are removed.
<i>When a red coat is delivered</i>	27	Character can see around corners somehow	Character gains an ability (breathing fire, for example) but use of the ability is usually not a good idea because of some side effect on the character
<i>An intelligent giant</i>			
<i>Pack tactics</i>			
<i>Shadow magic</i>			
<i>Requires a word of activation</i>			
<i>Festival of Horses</i>			
<i>Alarms in the night</i>			
<i>Violation of a truce</i>			
<i>Draped with beads</i>			
<i>Narrow stairway</i>			

TABLE 3-121: BENEFICIAL CONDITIONS AND CURSES TO INDIVIDUALS CONTINUED

Die Roll	Beneficial Magical Condition to Individual (d100)	Individual Curse (d100)
28	Character does not need sleep	Character gains an ability (breathing fire, for example) but use of the ability is usually not a good idea because the power is uncontrollable or does random things (getting random results from an attempt to use the power, many of which are undesirable, is the classic example)
29	Character gains a gaze attack (temporarily) such as turning people to stone, paralyzing, charming, etc.	Character gives off smell, attracting attention of monsters
30	Character gains rations or supplies	Character gives off sound, attracting attention of monsters
31	Character gains treasure (coins)	Character is attacked by tentacles rising from floor or other created “monster” that focuses on him.
32	Character gains treasure (gems or jewelry)	Character is given false information (mentally, by speech, by vision, or by document, as applicable)
33	Character gains treasure (magic item)	Character is in some way isolated from the rest of the party: by a pit, a cage, a dimensional prison, a force field, a wall of glass, etc.
34	Character gives off no noise when he moves	Character is secretly given some mission to perform (the exact carrot-and-stick is left to the referee) – the other characters/players will not know what this secret task is, and the character is probably unable to communicate it under the terms of the magic
35	Character gives off no scent, and is undetectable in this manner.	Character’s sense of purpose reduced in some fashion with some “game effect.”
36	Character is able to elongate his arms as if they were made of rubber	Charm-type effect: trick can evoke one of two responses from victim
37	Character is fully healed or gains additional temporary hit points	Charm-type effect: trick can give limited set of commands to victim
38	Character is healed of damage	Charm-type effect: trick’s speech or mental commands can give orders to victim
39	Character permanently gains the ability to speak (or read, or understand) a new language	Charm-type effect: victim acts in a particular manner when a particular word is spoken
40	Character receives a bonus to hit or on damage against a particular type of monster	Charm-type effect: victim allows trick or associated monster to attack, without fighting back
41	Character receives useful information (mentally, by speech, by vision, or by document, as applicable)	Charm-type effect: victim becomes confused and acts randomly
42	Character’s equipment is improved (repaired or cleaned)	Charm-type effect: victim becomes friendly to monster or follows suggestions made by the trick

*Let the chips fall where they may**The order of being**Woodworker**Courageous**Lawyer**Striated rocks**A characteristic of an eagle**Leather hides**Tactics: retreat to prepared position**Forgotten prophecies**Like a butterfly**Someone was strangled**Bronze centipede**Law and Order**An exorcism**Biting mandibles**Decorated with paint**The unused sword**Theater of the Mind**Attacks villains**Circle of the story**Preternaturally fast**Industrial sabotage**Lots of fire**Ululating howl**Edge of the blade**On the run**Extortion**Supernatural senses**Vestigial wings*

TABLE 3-121: BENEFICIAL CONDITIONS AND CURSES TO INDIVIDUALS CONTINUED

	Die Roll	Beneficial Magical Condition to Individual (d100)	Individual Curse (d100)
<i>Professor</i>	43	Character's equipment is improved (temporary or permanent bonus to arms and/or armor)	Charm-type effect: victim becomes mentally-controlled puppet of the trick
<i>Necklace of Fear</i>	44	Character's laughter causes a fear effect (temporarily)	Charm-type effect: victim flees
<i>Manages excess water</i>	45	Character's skin becomes tougher, conferring improved armor class (probably temporary)	Charm-type effect: victim suffers random emotion (incapacitated)
<i>A clue was left behind</i>	46	Choice of various items to take, with no indication as to their relative worth or what they do.	Charm-type effect: victim's emotions are controlled by the trick
<i>Depends on your perspective</i>	47	Cures diseases	Death magic (saving throw) possibly combined with something unpleasant that happens after death (becoming a zombie or a wraith, for instance)
<i>Webs of color</i>	48	Direct vision of deity or other powerful being, with information or blessing conferred	Normal Disease (see Diseases Table 3-123)
<i>A public executioner</i>	49	Effect of food on character: eating food has a particular and unusual effect such as regaining lost hit points (up to some maximum point)	Virulent Disease (see Diseases Table 3-125)
<i>The good king</i>	50	Effect of sleep on character (beneficial): sleeping causes a side effect on the character, such as gaining information from dreams or healing at twice normal rate	Effect of food on character: eating food has a particular and unusual effect such as causing small amounts of damage, making the character unable to sleep, making the character smell bad, etc.
<i>Concealed scroll</i>	51	Efficacy of spells increased (temporarily)	Effect of sleep on character: sleeping causes a side effect on the character, such as a bad smell, random teleportation during sleep, or causing others nearby to sleep.
<i>Healing</i>	52	Fighting bonus: against a particular type of foe	Efficacy of attacks reduced (damage)
<i>Shadow writing</i>	53	Fighting bonus: to damage only	Efficacy of spells reduced
<i>Festival of Forgetting</i>	54	Fighting bonus: to hit	Failure chance on spells
<i>A philosophical approach</i>	55	Fighting bonus: to hit and on damage	Fighting penalties (against particular species or monster)
<i>Dial it up to eleven</i>	56	Gain ability to cast spells as a cleric or magic-user, temporarily, at a particular level of experience	Fighting penalties (damage only)
<i>Attacks stone</i>	57	Gain experience points	Fighting penalties (to hit and damage)
<i>Cannot be explained</i>	58	Gain level	Fighting penalties (to hit only)
<i>Spike-tipped tail</i>	59	Gain magical ally (such as a stone dog that was part of the trick, or an air spirit/weak elemental)	Hit point damage
<i>Orange rune</i>	60	Grants wish	Intelligibility of speech becomes random
<i>Spoiling for a fight</i>	61	Heightened ability to use sense (taste, smell, or feel).	Level drain
<i>A characteristic of the peacock</i>	62	Immunity to certain types of spells: sleep, slow, or other lethargies	Location: character(s) moved to another location by mechanism (pit opens to another level under a character, as the simplest example)

TABLE 3-121: BENEFICIAL CONDITIONS AND CURSES TO INDIVIDUALS CONTINUED

Die Roll	Beneficial Magical Condition to Individual (d100)	Individual Curse (d100)	
63	Immunity: character becomes immune to a particular temperature (heat or cold)	Location: character(s) teleported to another location or plane	<i>Jewelry that moves</i>
64	Immunity: character becomes immune to acid, electricity, or poison	Loss or penalty to turning ability	<i>Spotted fur</i>
65	Immunity: character becomes immune to charm-type effects	Magical healing does not affect character, or (conversely) natural healing does not take place	<i>Escaping</i>
66	Information: character gains a map or a vision of what the surrounding area looks like	Monsters are summoned and focus entirely upon the particular character	<i>Follow the leader</i>
67	Information: character learns how to reach a particular objective point	Movement rate reduced	<i>Legion</i>
68	Information: the command word to activate a helpful effect or bypass a risk	Movement rate reduced to 0 (paralysis or other effect that is permanent until removed by a spell)	<i>The sky will darken with them</i>
69	Location (beneficial change): character(s) teleported to another location or plane	Party members given reason to distrust each other	<i>Bioluminescent mold</i>
70	Location (beneficial): character(s) moved to another location by mechanism (stairs open to another level, as the simplest example)	Physical appearance (boils, length of nose, etc.)	<i>Bat wings</i>
71	Magic resistance	Physical appearance is changed without any underlying game effect. For example, the character's skin might appear to be rotting, the character might have the head of a donkey, or the character might take on the face of whomever he is talking to or looking at.	<i>Surrounded with curtains</i>
72	Monsters are summoned to assist the character and follow his orders	Physical transformation: a part of the character is transformed into the corresponding part of an animal. He might gain the head of a donkey, the legs of a frog, the arms of a crab, etc.	<i>Quiet</i>
73	Monsters tend to ignore the character (temporary)	Physical transformation: changes into animal, object, or substance may take place under certain conditions such as combat, taking damage, being spoken to, or being exposed to sunlight	<i>A characteristic of the stink bug</i>
74	Partial immunity: elemental magic	Physical transformation: cyclical or periodic changes into animal or object	<i>Unstable ceiling</i>
75	Particular animal becomes loyal to the character as an ally	Physical transformation: into animal	<i>Barricade of Blades</i>
76	Saving throw bonus against particular type of threat (temporary or permanent depending on difficulty of trick)	Physical transformation: into animal	<i>A songbird</i>
77	Saving throw bonus in particular area around the trick or elsewhere	Physical transformation: into object	<i>Strike while the iron is hot</i>
78	Saving throw bonus on all saves (temporary)	Physical transformation: into object	<i>Decorated with carvings</i>
79	Sense of direction: character gains ability to tell where north is, or to determine how deep he is underground, or to tell the direction (but not the pathway) to a particular starting point	Physical transformation: into substance	<i>Sleep</i>
			<i>Something was dissolved away</i>
			<i>A characteristic of the amoeba</i>
			<i>We have seen this before</i>
			<i>Deliver the message</i>
			<i>Concealed agenda</i>
			<i>Multiple prisms</i>
			<i>A tailor</i>
			<i>Lots of snakes</i>
			<i>Power of the moon(s)</i>
			<i>A reflection</i>
			<i>Invisible objects</i>

TABLE 3-121: BENEFICIAL CONDITIONS AND CURSES TO INDIVIDUALS CONTINUED

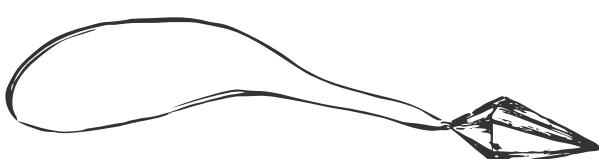
	Die Roll	Beneficial Magical Condition to Individual (d100)	Individual Curse (d100)
Lots of bats are in some way responsible	80	Small effect: character gets fine clothing, a nice hat, a trophy, a medallion, or other minor gift	Physical transformation: into substance
Bright and shiny	81	Special ability (probably temporary): cast a charm effect of some type	Rate of attacks reduced
Doorway to the library	82	Special ability (probably temporary): cast a protective spell of some type	Rations or water supply affected (poisoned, destroyed, or eaten by trick)
Pattern of runes	83	Special ability (probably temporary): change form	Sacrifice treasure to overcome obstacle (gems, coins, magic items)
Disease	84	Special ability (probably temporary): regeneration	Sanity: permanent insanity of a debilitating type
In the cellar	85	Special ability (probably temporary): speak to animals	Sanity: permanent insanity of a mild type
Like a fern	86	Special ability (probably temporary): unusual climbing, swinging, jumping abilities	Sanity: temporary insanity
Karma	87	Special ability with limitation: character can become invisible but still casts a shadow, or is visible by fire or torchlight, etc.	Saving throws: permanent penalty unless curse/effect removed or dispelled
Parchment of Ideas	88	Special ability: breathe water	Saving throws: temporary penalty measured in time
The sequence	89	Special ability: character cannot be entangled (temporarily). Probably this is addressed to some sort of entangling hazard nearby that has been blocking progress	Saving throws: temporary penalty removed once the character takes some particular action such as speaking a command word, returning an object to its rightful place, or leaving the area
Divination chamber	90	Special ability: detecting thoughts	Sense of direction is affected; character gets lost easily
A meeting of monsters	91	Special ability: levitation or flying. This is likely temporary and linked to a particular place in the adventure area where flying or levitation is required in order to bypass a hazard or obstacle	Sense of taste, feel, or smell always yields unpleasant sensation
Underwater	92	Special Ability: produce light at will	Sex of character is changed
Lightning-charged trees	93	Special ability: seeing through stone or even being able to pass through stone a certain number of times	Speed affected: always strike last
Attack the citadel	94	Speed: additional attacks or actions	Speed affected: half movement and attack rate
An unbreakable bond	95	Speed: character strikes first	State of Matter: character turns into a gas or a liquid
A castle	96	Speed: increased movement rate	Style of movement altered by physical transformation (partial):
Unexpected presence	97	Temporary access to a treasure trove (as much as you can carry out, with limited time to grab what you can)	The character gains an ability, but cannot keep from using it under certain general circumstances (generally combat). For example: berserk attacking, increasing in size, breathing fire into the nearest melee combat, or transforming into a bad-smelling gas. A saving throw might be required to avoid using the ability uncontrollably.
Altar of Betrayal			
Hidden message			
Lanterns			
Gladiator			
A measurement of time			
A party			
A characteristic of the lizard			
A characteristic of the squid			
Curse of the Wanderer			

TABLE 3-121: BENEFICIAL CONDITIONS AND CURSES TO INDIVIDUALS CONTINUED

Die Roll	Beneficial Magical Condition to Individual (d100)	Individual Curse (d100)
98	The character receives a key that will open a particular door, bypass a trap, or otherwise assist the characters in their physical progress through the adventure area	The character is cursed (and should somehow know the details) with an effect that will happen if he dies – the classic examples are being immune to raise dead or turning into an undead creature after death.
99	The item opens an otherwise impassable door, portcullis, gateway, or force field	Their equipment (leather, wood, metal, paper, potions)
100	The item will raise one person from the dead, one time	Willingness to fight reduced

Table 3-122: Aversions

Die Roll	Aversion (d100)
01-05	A color: green, black, blue, etc.
06-10	Birds
11-15	Bug Type: scorpions, spiders, beetles, etc.
16-20	Carrying things
21-25	Clothing: a total aversion to clothing can lead to encounters with local law enforcement
26-30	Combat
31-35	Common animal: mules, horses, cats, dogs, rats, or another common type of animal
36-40	Crowds
41-45	Fire
46-50	Gems
51-55	Light: either artificial or natural light
56-60	Oozy, slimy things
61-65	People with a particular hair color
66-70	Sharp things (including edged or pointy weapons)
71-75	Skeletons and bones
76-80	Small, flying creatures (bats, birds, etc.)
81-85	Specific individual: usually another character
86-90	Stairs
91-95	Undead creatures, generally
96-00	Water



DISEASE TABLES**PHYSICIAN'S DIAGNOSIS OF NORMAL DISEASES**

Physicians are paid to come up with an authoritative-sounding diagnosis. The diagnosis might or might not actually correspond to the disease. However, this table can be a quick way of generating the profile or symptoms of a normal or relatively minor disease.

Table 3-123: Physician's Diagnosis of Normal Diseases

Die Roll	First Part of Diagnosis (d100)	Second Part of Diagnosis (d100)	Relevant Symptom (temporary or permanent depending on severity) (d100)	Natural Recovery Time (d100)
01-02	Weakness of the	Heart	Affects damage rolls	1 month, give or take 1d4 days
03-04	Fluctuations of the	Kidneys	Affects to-hit rolls	1 month, give or take 1d4 days
05-06	Undulations of the	Organs of Affection	Affects to-hit rolls	1d10+1 days
07-08	Necrosis of the	Organs of Excretion	Blindness	1d10+1 days
09-10	Stiffness of the	Lungs	Can cause complete paralysis (or other inability to act) in stressful situations	1d10+1 days
11-12	Disorder of the	Nasal Passages	Causes sneezing or eructations loud enough to attract wandering monsters	1d10+1 days
13-14	Exhalations in the	Tongue	Causes sneezing or eructations loud enough to attract wandering monsters	1d10+1 days
15-16	Palpitations of the	Eyeballs	Chance to fail to make an intended attack	1d10+1 days
17-18	Pimpling of the	Eyelids	Clumsiness/ability to hold items	1d10+1 days
19-20	Bumps upon the	Head	Reduce charisma	1d10+1 days
21-22	Flux of the	Liver	Reduce constitution	1d10+1 days
23-24	Shivering in the	Hands	Reduce dexterity	1d4 months or until cured by a specific course of treatment
25-26	Tremors of the	Buttocks	Reduce intelligence	1d4 weeks
27-28	Discoloration of the	Scalp	Reduce strength	1d4 weeks
29-30	Hair growth of the	Bones	Reduced attack rate	1d4 weeks or until cured by a specific course of treatment
31-32	Crystallizations in the	Jaw	Reduced attack rate	1d6 days
33-34	Liquefactions in the	Teeth	Reduces movement rate	1d6 days

TABLE 3-123: PHYSICIAN'S DIAGNOSIS OF NORMAL DISEASES CONTINUED

Die Roll	First Part of Diagnosis (d100)	Second Part of Diagnosis (d100)	Relevant Symptom (temporary or permanent depending on severity) (d100)	Natural Recovery Time (d100)	
35-36	Worms in the	Gums	Reduces movement rate	1d6 days	A handprint
37-38	Bleeding in the	Stomach	Reduces movement rate	24 hours	Ring on the wrong finger
39-40	Eructions of the	Guts	Reduces movement rate	24 hours	Enforcing a tax
41-42	Interior bruising of the	Tendons	Requires frequent pit stops	24 hours	Inflated
43-44	Interior strains of the	Musculature	Saving throw penalty	Until cured with specific course of treatment	Concealed trigger
45-46	Overextension of the	Backbone	Saving throw penalty	Until magically cured	Hold my beer
47-48	Distension of the	Hips	Saving throw penalty	Until Midsummer Night	Sabotage the device
49-50	Swelling of the	Chest cavity	Temporary loss of experience points or a level	Until next phase of moon	Specific rules of behavior
51-52	Ingrowth of the	Liver	Affects damage rolls	1 month, give or take 1d4 days	Counteract each other
53-54	Incrustations of the	Spleen	Affects to-hit rolls	1 month, give or take 1d4 days	Corrupted
55-56	Imbalances of the	Blood vessels	Affects to-hit rolls	1d10+1 days	The Obvious Solution
57-58	Overexcitement of the	Intestines	Blindness	1d10+1 days	Trapped in the illusions
59-60	Undue humours in the	Pancreas	Can cause complete paralysis (or other inability to act) in stressful situations	1d10+1 days	Time to pay the piper
61-62	Gases within the	Veins	Causes sneezing or eruptions loud enough to attract wandering monsters	1d10+1 days	Vandalism
63-64	Maladjustment of the	Skin	Causes sneezing or eruptions loud enough to attract wandering monsters	1d10+1 days	Banquet hall
65-66	Irruptions within the	Extremities	Chance to fail to make an intended attack	1d10+1 days	Insecticide
67-68	Morbidity of the	Sinuses	Clumsiness/ability to hold items	1d10+1 days	A characteristic of the vulture
69-70	Ill-tendencies of the	Joints	Reduce charisma	1d10+1 days	Air quality meter
71-72	Spasms of the	Throat	Reduce constitution	1d10+1 days	Forms a weapon
73-74	Inflammations of the	Tonsils	Reduce dexterity	1d4 months or until cured by a specific course of treatment	Serves as an example

TABLE 3-123: PHYSICIAN'S DIAGNOSIS OF NORMAL DISEASES CONTINUED

	Die Roll	First Part of Diagnosis (d100)	Second Part of Diagnosis (d100)	Relevant Symptom (temporary or permanent depending on severity) (d100)	Natural Recovery Time (d100)
Teamster	75-76	Growths within the	Appendix	Reduce intelligence	1d4 weeks
Scattered everywhere	77-78	Blossomings of the	Colon	Reduce strength	1d4 weeks
Flies	79-80	Excitability of the	Lower extremities	Reduced attack rate	1d4 weeks or until cured by a specific course of treatment
It has fangs	81-82	Hyperactivity of the	Upper extremities	Reduced attack rate	1d6 days
Wights	83-84	Misalignments of the	Brain	Reduces movement rate	1d6 days
Tower	85-86	Astrological misalignments of the	Liver	Reduces movement rate	1d6 days
The Successor	87-88	Pustules of the	Spleen	Reduces movement rate	24 hours
Old version	89-90	Imbalances of the	Blood vessels	Reduces movement rate	24 hours
Distinctive jewelry	91-92	Irritation of the	Intestines	Requires frequent pit stops	24 hours
Only one note was changed	93-94	Depression of the	Stomach	Saving throw penalty	Until cured with specific course of treatment
Ruffians and cutpurses	95-96	Sinking of the	Guts	Saving throw penalty	Until magically cured
Puff of smoke	97-98	Immoderations of the	Ears	Saving throw penalty	Until Midsummer Night
It's not technically cannibalism	99-00	Irrationality of the	Urinary tract	Temporary loss of experience points or a level	Until next phase of moon
Just improvise					
Fortune-teller					
Requires a certain substance					
Very fragile					
Water Gates					
Metal turns to rust					
Pattern of speech					
Thunderstorm					
Wrath of the Elements					
Paralysis					
Misunderstood					
A bookseller					
From another plane of existence					
Circle of webs					
Scholar of history					
Moon magic					

Table 3-124: Specific Courses of Treatment (for Normal Diseases)

	Die Roll	Course of Treatment (d100)
Pattern of speech	01-05	Poultices of an expensive and noxious substance (1d4 days)
Thunderstorm	06-10	Drinking one dose of a noxious liquid
Wrath of the Elements	11-15	Drink one dose of noxious liquid per day for 1d4 days
Paralysis	16-20	Course of leeching (each 1d4 days gives a 75% chance of success)
Misunderstood	21-25	Drinking the waters at (or of) a particular location for 1d4 days
A bookseller	26-30	Submersions in prepared water, once per day for 1d6 days
From another plane of existence	31-35	Steam baths from herb-prepared water once per day for 1d3 days
Circle of webs	36-40	Exposure to light of a particular phase of the moon (could require a wait of as much as 24 days for the right phase to come around). Hope for good weather with no clouds.
Scholar of history	41-45	Scourging and prayer for 1d4 days
Moon magic		

TABLE 3-124: SPECIFIC COURSES OF TREATMENT (FOR NORMAL DISEASES) CONTINUED

Die Roll	Course of Treatment (d100)	
46-50	Eating a strict dietary regimen (all meat, all vegetables, large quantities of ale, etc)	Warehouse or storage rooms
51-55	Acupuncture for 1d4 days	Strange animal in a cage
56-60	Bloodletting for 1d6 days	Pattern of images
61-65	Prescribed physical exercises for 1d6 days	The wrong clothes
66-70	Administration of lice, with cure expected to follow in 1d4 days	A poor substitute
71-75	Poultices of an expensive and noxious substance (1d4 days)	What is the lure?
76-80	Drinking one dose of a noxious liquid	The meat was poisoned
81-85	Drink one dose of noxious liquid per day for 1d4 days	At the gibbous moon
86-90	Course of leeching (each 1d4 days gives a 75% chance of success)	Eye in the box
91-95	Bloodletting for 1d6 days	A Perilous Blooming
96-00	Bloodletting for 1d6 days	The Book of Stones

Table 3-125: Lethal and Virulent Disease

Die Roll	First Part of Disease Name (d100)	Second Part of Disease Name (d100)	Game Effect (d100)	Due to Progressively Increasing... (d100)	
01-05	The Blue	Flux	Progressive penalties to damage rolls	Asphyxiation (or asphyxiation risk)	Farmer
06-10	The Black	Ague	Progressive penalties on to-hit rolls	Blindness (decay of nervous system or other cause)	Prisms
11-15	The Simmering	Plague	Progressively increasing chance to fail to make attack (due to artificial inhibition)	Decay of nervous system	A characteristic of the barracuda
16-20	The Noisome	Fever	Progressively increasing chance to drop any items held	Destroys guts (eventual death)	Decorated with feathers
21-25	The Yellow	Shivers	Progressive loss of experience points	Destroys respiratory system (eventual death)	An attribute of the robin
26-30	The Crimson	Tremors	Progressive reductions in charisma	Disintegration of the body into dust (eventual death)	Connect the dots
31-35	The Crystal	Vomits	Progressive reductions in constitution	Dissolves (eventual death)	Water stored in a cistern
36-40	The Dungeon	Boils	Progressive reductions in dexterity	Hallucinations (decay of nervous system or other)	Deep vegetation
41-45	The Watery	Pimples	Progressive reductions in intelligence	Larva growth within body (eventual death)	Failed to make payment

TABLE 3-125: LETHAL AND VIRULENT DISEASE CONTINUED

	Die Roll	First Part of Disease Name (d100)	Second Part of Disease Name (d100)	Game Effect (d100)	Due to Progressively Increasing... (d100)
Barricade of Vines	46-50	The Slimy	Paralysis	Progressive reductions in strength	Liquefies entire body (eventual death)
Changing images	51-55	The Oozing	Pustules	Progressive saving throw penalties	Internal bleeding
Festival of Mist	56-60	The Bovine	Death	Progressive reductions in movement rate	Levels of fat in body
House of Cards	61-65	The Ecstatic	Privates	Causes progressive levels of confusion	Weakness of bones
A flower of force	66-70	The Swelling	Belches	Causes progressive levels of an emotion (joy, fear, rage, etc)	Bending, twisting, or transformation of bones (into crystal, stone, etc.)
Swore fealty	71-75	The Wormy	Flux	Causes progressive levels of paralysis, or spreading paralysis	Growth of plants or seeds within body
Mobile flowerpots	76-80	The Twitching	Ague	Progressive saving throw penalties	Transformation of internal body tissue into another substance (plant, mineral, etc.)
Temporal retractor	81-85	The Zombie	Plague	Progressive saving throw penalties	Body temperature until eventual combustion
Transformed message	86-90	The King's (50%) or the Miner's (50%)	Fever	Progressive saving throw penalties	Cooling of the body temperature until converting to ice
Ferryman or ferry operator	91-95	The Sapphire	Shivers	Progressive saving throw penalties	Destruction of muscle tissue
Substitution	96-00	The Noxious	Tremors	Progressive saving throw penalties	Dehydration of the body
Striped pattern					
Storm damaged					
Dream area					
I withdraw the question					
Astronomy					
Verifying identities					
Evidence of treachery					
Mercenary					
Circle of Animals					
Ancient prophecy					
Out of season					
Revolves around					
Hidden floor					
Duel					
Suspended animation					
Shadowed tiger					
Aquarium					
Changes when activated					

TRAPS

TRAPS, GENERALLY

Traps are divided into basic traps, which usually offer a single type of risk, and complex traps, which involve more than just the “trigger + result” profile of a basic trap. Basic mechanical traps, without any sort of complicated trigger, are the classic “hallway traps.” When they are concealed in items or have complicated triggers, basic mechanical traps are the staple form of a “room trap.” Rigged natural features (a basic trap), and all complex traps, are more unusual – but they can be some of the most memorable parts of a dungeon level as long as they aren’t overused. Too many traps can spoil a dungeon adventure by slowing the characters (and the pace of the adventure) down to a slow and boring crawl.

- Basic Mechanical Trap (Table 3-126)
- Basic Mechanical Trap, concealed (Tables 3-126 and 3-127)
- Basic Mechanical Trap, concealed, with complicated trigger (Tables 3-126 and 3-127)
- Basic Trap, rigged natural feature (Table 3-134)
- Basic Trap, magical (Table 3-135)
- Complex Trap (Table 3-137)



BASIC TRAPS

BASIC MECHANICAL TRAPS

Table 3-126: Basic Mechanical Traps

Die Roll	Mechanical Trap Effect (d100)
01-02	Adhesive, on surfaces
03-04	Alcove, guillotine blade
05-06	Area temperature change
07-08	Bear trap or other spring-loaded object
09-10	Breaking bridge
11-12	Caltrops
13-14	Ceiling drops
15-16	Ceiling lowers
17-18	Ceiling or floor becomes magnetic
19-20	Chemical reaction in floor, walls, or ceiling, releases gas (see Table 3-128)
21-22	Door, falls to crush

-Painted decorations

Dream of a Dead Man

Brain in a jar

Guard the place

An apothecary

In retrospect it was a bad idea

Doorway to the outside

Shadows

Green cube

A wooden cup

Unused words

The peril of making assumptions

A pegasus

Armored animal

Wharf rats

A hawk

But it had horns

Minions

Arrived too late

Like a school of fish

An attribute of mold

Lots of sand

Hidden motives

Trapped in the gems

The prisoner

The wrong face

Static electric buildup

Dream writing

TABLE 3-126: BASIC MECHANICAL TRAPS CONTINUED

	Die Roll	Mechanical Trap Effect (d100)
Servant	23-24	Fire increases
Inimical	25-26	Floor rises to meet ceiling
An important message went astray	27-28	Floor, becomes magnetic
He was lost on a quest	29-30	Floor, flips over
Wreaked in fire	31-32	Floor, tilts toward something unpleasant
The citadel has fallen	33-34	Grate, spiked, drops
House of the Priesthood	35-36	Grease or other slippery substance
Trap	37-38	Iron bar swings to hit
A characteristic of the bee	39-40	Ladder rungs break
Bears	41-42	Large object pulled or pushed to crush
A custom was violated by strangers	43-44	Log swings to hit
Mystery	45-46	Magnetism
The mouse dances about happily	47-50	Missile Trap (see Table 3-130)
Engaged in a joint task	51-52	Net (pull up, drop down)
Pickled eggs	53-54	Pit trap (see pits table)
A scrap of cloth	55-56	Portcullis falls
Emotional	57-58	Quicksand
Bridges and walkways	59-60	Rolling ball
A scorch mark on the wall	61-62	Room, fills with sand or gravel
The assault is underway	63-64	Room, floods with water
Shadow runes	65-66	Scything blade
Evidence of a crime	67-68	Snare or noose, pulls sideways
This part is almost in ruins	69-70	Snare or noose, pulls up
Bronze webs	71-72	Spiked ball (or other heavy object) swings to hit
A minor glitch	73-74	Squirt-trap fires glue
Three groups of five	75-76	Stairs break
	77-78	Stone block, drops to block passage behind
	79-80	Stone block, drops to crush
	81-82	Stone cylinder (huge) rolls into trapped area
	83-84	Surface turns into slide or chute
	85-86	Trapdoor opens
	87-88	Valve, releases gas (see Table 3-128)
	89-90	Valve, releases liquid (see Table 3-129)
	91-92	Vent, releases very strong wind or gust

TABLE 3-126: BASIC MECHANICAL TRAPS CONTINUED

Die Roll	Mechanical Trap Effect (d100)
93-94	Vent: releases gas (see Table 3-128)
95-96	Wall, close in
97-98	Wall, opens to release monsters
99-00	Webs

MECHANICAL TRAPS – CONCEALMENT, COMPLICATED TRIGGERS

Not every mechanical trap will have a complicated trigger: most will operate by pressure plates and tripwires.

Table 3-127: Mechanical traps – Concealment, Complicated Triggers

Die Roll	Trap Concealment (d100)	Complicated Trigger (d100)
01-02	Alcove	A chemical requires a certain level of coolness to remain inactive. Nearby flames (such as torches) cause it to react and activate the trap
03-04	Altar	A chemical requires a certain level of heat to remain inactive. Shadows cause it to react and activate the trap
05-06	Aquarium	A coating of grease covers a substance that heats up when exposed to air; if the grease is smeared, the heat of the chemical reaction activates the trap
07-08	Barrel or cask	A feather is suspended over a very delicate pressure plate. If it is blown down by air currents, it will activate the trap when it lands (so would other very light objects)
09-10	Bath or basin	A glass globe (possibly quite small) contains a chemical that is highly reactive when exposed to air. If the globe breaks (and is still in the right place) the heat of the chemical reaction activates the trap
11-12	Bed	A hanging object or an object resting on the floor holds down a vertical tripwire. If the object is removed, the tripwire flies into the ceiling (probably due to a counterweight) and the trap is activated
13-14	Book	A highly reactive powder is located upon a heat sensor of some kind. Body heat, oils in skin, or exhaled carbon dioxide concentrations (three different triggers, here) cause the powder to react and activate the heat sensor or burn through a thread
15-16	Bookshelves	A part of the item can be moved, and contains a lever that activates the trap
17-18	Box or crate	Acid container tips onto string; when spring snaps, trap is activated
19-20	Bridge	Acid container tips onto string; when spring snaps, trap is activated
21-22	Cabinet	Beam of light (possibly invisible, possibly not, possibly visible only with unusual type of vision) has a “photoreceptor”: if the beam of light is broken, the trap is activated
23-24	Carpet or rug	Beam of light (possibly invisible, possibly not, possibly visible only with unusual type of vision) has a “photoreceptor.” Something blocks the beam of light, but if that item is moved, the light will hit the photoreceptor and activate the trap

- Kept under glass
Artifact of the fey
House of the Unholy
A tall fur hat
But it had no eyes
Violence Breaks Out
A secret army
An unexpected twist
Wizard-killer
Wooden orb
Tactics: shooting from balconies
Archives
Flashes of light
Liquid cube
Shadow bird
Altered signs
Pigs
When the chorus joins in
Counterfeiting
Hidden agenda
Warfare
Moonstone
They have not elected a new Pope yet
Beast-killer
A distant thunder
Lycanthropes
Drawn very poorly
Barricade of Illusions
Glowing mask

TABLE 3-127: MECHANICAL TRAPS – CONCEALMENT, COMPLICATED TRIGGERS CONTINUED

	Die Roll	Trap Concealment (d100)	Complicated Trigger (d100)
Fey magic			
A hostile animal			
Brass statue	25-26	Ceiling hook	Beam of light (possibly invisible, possibly not, possibly visible only with unusual type of vision) has a “photoreceptor”: if the beam of light is broken, the trap is activated
Hut of the Slug Witch			
Captain of a fishing boat	27-28	Chair or throne	Beam of light (possibly invisible, possibly not, possibly visible only with unusual type of vision) has a “photoreceptor.” Something blocks the beam of light, but if that item is moved, the light will hit the photoreceptor and activate the trap
Salt			
Nagas	29-30	Chest	Blade cuts twine if moved
Sorcery of Clouds	31-32	Corpse	Blade cuts twine if moved
The messenger shows the way			
Rats in the walls	33-34	Dais, platform or stage	Change-up. A hammer is held suspended by a latch, which, if opened will cause the hammer to strike an obvious pressure plate. That pressure plate HAS to be hit in order to temporarily de-activate another, hidden, pressure plate in the floor. The pressure plate in the floor is the one that activates a trap.
Double cross	35-36	Desk	Flint sparks a trail of flammable powder to the triggering point
Dangerous religion	37-38	Display case	Flint sparks a trail of flammable powder to the triggering point
A characteristic of the mammoth	39-40	Door	Guitar-type string, if plucked, establishes a frequency that breaks a little sliver of glass, activating the trap
Oracle of fluidic movement	41-42	Door hinges	Latch releases gears to begin moving, if the latch is accidentally pulled off its holder
An information source	43-44	Doorknob or latch	Latch releases gears to begin moving, if the latch is accidentally pulled off its holder
Beneath all expectations			
Source of energy	45-46	Fireplace	Piece of tubing contains gas or liquid under pressure. The pressure keeps the trap from functioning; if a stopper is removed (possibly attached to a wire or chain), the pressure is removed and the trap activates. Same result if the tubing is broken or pierced.
A bargain with demons	47-48	Flagstone in floor	Pin (like that of a grenade) hold trap from functioning unless it is pulled from its socket
A giant is involved			
Dangerous words	49-50	Forge or anvil	Pin (like that of a grenade) hold trap from functioning unless it is pulled from its socket
Something unexpected washes ashore	51-52	Fountain	Pressure plate with weight on it releases when weight removed
An iron cage	53-54	Idol or statue	Pressure plate with weight on it releases when weight removed
Owls	55-56	Jar, pot, urn	Pressure plate with weight on it releases when weight removed
Scales in balance	57-58	Ladder	Pressure plate: when depressed, the trap is activated
A negotiator	59-60	Lamp	Pressure plate: when depressed, the trap is activated
Contagion of an idea	61-62	Machine	Pressure plate: when depressed, the trap is activated
A characteristic of the walrus	63-64	Manacles or chains	Pressure plate: when depressed, the trap is activated
	65-66	Mirror	Pull-wire on item releases trap
	67-68	Oven	Pull-wire on item releases trap
	69-70	Pedestal	Pull-wire on item releases trap

TABLE 3-127: MECHANICAL TRAPS – CONCEALMENT, COMPLICATED TRIGGERS CONTINUED

Die Roll	Trap Concealment (d100)	Complicated Trigger (d100)	
71-72	Pews or benches	Sliding bolt keeps hidden gears from moving unless the bolt is pulled from its socket	<i>Something was poisoned</i>
73-74	Pillar or column	Sliding bolt keeps hidden gears from moving unless the bolt is pulled from its socket	<i>A substitute</i>
75-76	Pool	Sliver of blown glass contains a light beam or a corrosive liquid that activates the trap if the piece of glass is broken	<i>Owls</i>
77-78	Portcullis	Something is delicately balanced upon a button. If it falls, the removal of weight lifts a pin and activates the trap	<i>The way is underneath</i>
79-80	Railing	Spring releases trap	<i>Cockroaches make anything scary</i>
81-82	Ramp	Spring releases trap	<i>Barricade of Force</i>
83-84	Stairs	Trap is located on a balanced “seesaw” with another counterweight; if either item is removed, the seesaw will press onto a trigger and activate the trap	<i>Paralyzes prey</i>
85-86	Stove	Trap is located on a balanced “seesaw” with another counterweight; if either item is removed, the seesaw will pull up a chain and activate the trap	<i>Circle of daggers</i>
87-88	Sundial	Trap is located on a balanced “seesaw” with another counterweight; if either item is removed, the seesaw will press onto a trigger and activate the trap	<i>Pickled herring</i>
89-90	Table	Trap is located on a balanced “seesaw” with another counterweight; if either item is removed, the seesaw will pull up a chain and activate the trap	<i>Nomadic</i>
91-92	Tapestry	Tripwire activates trap when pulled	<i>Unstable floor</i>
93-94	Taxidermy piece	Tripwire activates trap when pulled	<i>A great deal of debt might explain it</i>
95-96	Telescope or kaleidoscope	Tripwire activates trap when pulled	<i>Moves according to a schedule</i>
97-98	Toilets or privy	Tripwire activates trap when pulled	<i>Hallucinogenic runes</i>
99-00	Torch or sconce	Water container in trap, if disturbed, splashes water onto reactive substance; chemical reaction releases trap	<i>Supernatural hand</i>

Table 3-128: Gases

Die Roll	Effect (d100)	Behavior (d100)	
01-02	Affects brain (confusion): causes random actions (temporary)	Begins as heavier than air (lies near floor) but becomes lighter and rises	<i>Tines, tongs, forks and prongs</i>
03-04	Affects brain (language): lose language or speech capability (temporary).	Begins as heavier than air (lies near floor) but becomes lighter and rises	<i>Heavy growths of mold</i>
05-06	Affects brain (rage): attack comrades (temporary)	Begins as heavier than air (lies near floor) but becomes lighter and rises	<i>Rotting</i>
07-08	Affects muscles: can only carry half normal weight (permanent)	Begins as heavier than air (lies near floor) but becomes lighter and rises	<i>Ceremonial spear</i>

TABLE 3-128: GASES CONTINUED

	Die Roll	Effect (d100)	Behavior (d100)
Trap puts you into a cage	09-10	Affects muscles: can only carry half normal weight (temporary)	Begins as heavier than air (lies near floor) but becomes lighter and rises
Forbidden secret	11-12	Affects muscles: causes damage penalty (permanent)	Begins as lighter than air (lingers near ceiling) but becomes heavier and sinks
Bioluminescent version of monster	13-14	Affects muscles: causes damage penalty (temporary)	Begins as lighter than air (lingers near ceiling) but becomes heavier and sinks
Window of opportunity	15-16	Affects muscles: movement rate reduced by half (permanent)	Begins as lighter than air (lingers near ceiling) but becomes heavier and sinks
Abomination from the stars	17-18	Affects muscles: movement rate reduced by half (temporary)	Begins as lighter than air (lingers near ceiling) but becomes heavier and sinks
A thing that can be lifted	19-20	Affects nerves: causes to-hit penalties (permanent)	Begins as lighter than air (lingers near ceiling) but becomes heavier and sinks
Time Gates	21-22	Affects nerves: causes to-hit penalties (temporary)	Fills a cubic area, disperses rapidly
Stone walls	23-24	Affects nerves: saving throw penalties (permanent)	Fills a cubic area, disperses rapidly
Defend the gates	25-26	Affects nerves: saving throw penalties (temporary)	Fills a cubic area, disperses rapidly
Embroidered silk	27-28	Affects nerves; palsy prevents character from being able to hold onto anything (temporary)	Fills a cubic area, disperses rapidly
Old password	29-30	Affects skin: rash and itching (various effects possible, from combat penalties to saving throws to taking off armor, to dropping held items - long term but not permanent)	Fills a cubic area, disperses rapidly
Doppelganger	31-32	Attacks brain (intelligence): lowers intelligence (permanent)	Fills a cubic area, lingers
Bronze mouse	33-34	Attacks brain (intelligence): lowers intelligence (temporary)	Fills a cubic area, lingers
Hourglass	35-36	Attacks muscles: lowers strength (permanent)	Fills a cubic area, lingers
Glowing runes	37-38	Attacks muscles: lowers strength (temporary)	Fills a cubic area, lingers
Hallucinogenic food	39-40	Attacks nerves: lowers dexterity (permanent)	Fills a cubic area, lingers
This part awaits the outcome	41-42	Attacks nerves: lowers dexterity (temporary)	Fills a particular radius, disperses rapidly
Trapped in the vines	43-44	Attacks respiratory system: causes hit point damage (less with saving throw)	Fills a particular radius, disperses rapidly
A baker	45-46	Blindness gas	Fills a particular radius, disperses rapidly
In the sarcophagus	47-48	Burns skin: reduces charisma (permanent)	Fills a particular radius, disperses rapidly
A hippopotamus. Just saying.	49-50	Burns skin: reduces charisma (temporary)	Fills a particular radius, disperses rapidly
The air is foul	51-52	Causes depression and lethargy: affected characters won't bother going anywhere or fighting (temporary)	Fills a particular radius, lingers
Sorcery of Water	53-54	Damaging gas: more or less hit point damage depending on saving throw.	Fills a particular radius, lingers
A characteristic of the spider	55-56	Fear gas: combat penalties (temporary)	Fills a particular radius, lingers
Forbidden rites			
Attacks cattle			
They are inside the perimeter			
The countdown begins			

TABLE 3-128: GASES CONTINUED

Die Roll	Effect (d100)	Behavior (d100)	
57-58	Fear gas: paralyzed (temporary)	Fills a particular radius, lingers	<i>Scouts</i>
59-60	Fear gas: run (temporary)	Fills a particular radius, lingers	<i>Forge</i>
61-62	Flammable	Lies near floor, lingers	<i>Sprites</i>
63-64	Flammable: sticks to clothing and skin for ongoing damage if ignited	Lies near floor, lingers	<i>Purple flames</i> <i>It was thought to have been destroyed</i>
65-66	Forgetfulness gas (possibly just role-played, or possibly a loss of experience points or even levels).	Lies near floor, lingers	<i>A cattle breeder</i>
67-68	Hallucination gas; 50% likelihood of attacking a double image of opponents (temporary)	Lies near floor, lingers	<i>Blight</i>
69-70	Hallucination gas; see friends as some sort of enemy (works best if that sort of enemy is waiting for the gas to take effect before attacking) (temporary).	Lies near floor, lingers	<i>Bas-relief carvings</i> <i>A silver key</i>
71-72	Hunger gas: consume all rations	Rises near ceiling, lingers	<i>Astrology</i> <i>Attacks buildings</i>
73-74	Light sensitivity gas: light causes damage, but you still can't see very well in the dark (some sort of partial blindness) (temporary)	Rises near ceiling, lingers	<i>Unyielding</i> <i>A bird catcher</i>
75-76	Pain gas: victims are incapacitated to some degree (e.g., drop weapons, effectively paralyzed, or just subject to combat penalties).	Rises near ceiling, lingers	<i>Requires blood</i> <i>Dryads</i>
77-78	Paralysis (temporary)	Rises near ceiling, lingers	<i>Candle sconces</i>
79-80	Poison	Rises near ceiling, lingers	<i>Green fur</i>
81-82	Poison	Turns into liquid after a certain duration, and drains away	<i>An accountant with secret knowledge</i>
83-84	Poison	Turns into liquid after a certain duration, and drains away	<i>Surrounded by crystals</i>
85-86	Poison	Turns into liquid after a certain duration, and drains away	<i>The wrong words</i>
87-88	Poison	Turns into liquid after a certain duration, and drains away	<i>A primordial substance</i>
89-90	Poison	Turns into liquid after a certain duration, and drains away	<i>Works differently depending on where operator is standing</i>
91-92	Removes oxygen from air (affects breathing and flames)	Turns into solid powder after a certain duration	<i>Extremely wise</i>
93-94	Sleep gas	Turns into solid powder after a certain duration	<i>Contrary forces</i>
95-96	Slow gas, causes all effects of a slow spell (temporary)	Turns into solid powder after a certain duration	<i>Silver cube</i>
97-98	Tightens throat muscles, causing likelihood of unconsciousness	Turns into solid powder after a certain duration	<i>Kind of like a thing</i>
99-00	Transformation gas: slowly changes victim into a different form established by the particular alchemical properties of the gas (e.g., lycanthropy gas, giant bug gas, flesh-to-stone gas, etc.) (permanent)	Turns into solid powder after a certain duration	<i>Demon Gates</i> <i>Wererat</i>

Table 3-129: Trap Liquids

Sand from a witch's hourglass

Rat Gates

Theater of Winter

Fresh water became salt water

The owner of a small bazaar

Direction is reversed

A device of some kind

A swindler

Ribbons, bells, and decorations

House of the Wind

Contraband

The lure of gold

A toy city

Unshielded contact

Waylay the villain's supplier

Forgotten idea

Divides in the middle

The Oracle Gate

Doorway to time

The Puzzle Sanctum

A footprint

Stealth

Shadow image

Which of these is not like the others?

Venom

An ancient vendetta

Singer

A length of rope

Use a fungus

Die Roll Nature of Liquid (d100)

01-10	Alchemical (saving throw or percentage chance to cause an effect – possibly randomized)
11-20	Fast-hardening resin or concrete
21-30	Gasoline/kerosene
31-40	Greek fire
41-50	Oil (non-flammable)
51-60	Plaster
61-70	Slime
71-80	Soup or stew
81-90	Viscous/quasi-gel
91-00	Water

Table 3-130: Missile Traps**Die Roll Missile Type (d100)****Special (Optional) (d100)**

01-05	Arrows	Attached to cable or chain for pulling back
06-10	Arrows	Coated in acid
11-15	Ballista bolt	Disease carrier
16-20	Bladed disk or shuriken	Explosive
21-25	Bolts	Poisoned (lethal)
26-30	Cannonball	Poisoned (non-lethal)
31-35	Catapult stone	None
36-40	Darts	None
41-45	Darts	None
46-50	Grappling hook	None
51-55	Grenade	None
56-60	Harpoon	None
61-65	Lasso	None
66-70	Net	None
71-75	Shrapnel	None
76-80	Sling bullet	None
81-85	Sling stone	None
86-90	Spear	None
91-95	Spiked cannonball	None
96-00	Spiked log	None

Table 3-131: Pits

Die Roll	Pit Type (d100)	
01-15	Normal pit (covered)	Archaeological excavation
16-20	Closes and locks	An evil tyrant
21-25	Closes, contains liquid (see Table 3-129)	Explorers
26-30	Closes, locks, floods	This part is badly damaged
31-35	Closes, locks, poison spikes at bottom	Sabotage the villain's operation
36-40	Closes, locks, sinks down like elevator	Circus owner
41-45	Closes, locks, snakes or centipedes inside	Ring of mushrooms
46-50	Closes, locks, spikes at bottom	A string tied around a branch
51-55	Closes, locks, then shifts or rotates to be replaced with new (empty) pit	A characteristic of the warthog
56-60	Closes, locks, walls close to crush	The fortune-teller knew
61-65	Contains piranha, mutant sea bass, electric eels, etc.	Asleeping guardian
66-70	Covered pit, spikes at bottom	Melting point
71-75	Drops to another level of dungeon	The thieves guild wants you to plant some false evidence
76-80	Poison spikes at bottom	Leaves of parchment
81-85	Uncovered pit	Religious Unrest
86-90	Uncovered pit, ooze or slime at bottom	Water flows downhill
91-95	Uncovered pit, snakes	Fading away
96-00	Uncovered pit, spikes at bottom	Mummified

Table 3-132: Poison Effects (Lethal)

Die Roll	Effect of Lethal Poison (d100)	
01-02	Adjusted by Constitution score: the victim will die in a number of rounds (or hours, or days) equal to a die roll plus his Constitution score.	Asteroid festival
03-04	Adjusted by level: the victim will die in a number of rounds (or hours, or days) equal to a die roll plus his level of experience.	Telepathic organelle
05-06	Attribute Erosion (lethal): particular attribute is reduced by 1 point per minute, with death occurring at 0; saving throw completely negates effect; attribute loss is permanent unless restored by magic	Tactics: a bridge
07-08	Attribute Erosion (lethal): particular attribute is reduced by 1 point per minute, with death occurring at 0; saving throw completely negates effect; attribute loss is not permanent if poison effects are reversed	Waiting for the judgement
09-10	Attribute Erosion (lethal): particular attribute is reduced by 1 point per hour, with death occurring at 0; saving throw completely negates effect; attribute loss is permanent unless restored by magic	That's not going anywhere
11-12	Attribute Erosion (lethal): particular attribute is reduced by 1 point per hour, with death occurring at 0; saving throw completely negates effect; attribute loss is not permanent if poison effects are reversed	All but one
13-14	Damage (lethal quantity): causes hit point damage each hour for a predetermined number of days; saving throw avoids effects completely	Garish

TABLE 3-132: POISON EFFECTS TABLE (LETHAL) CONTINUED

	Die Roll	Effect of Lethal Poison (d100)
Random functionality	15-16	Damage (lethal quantity): causes hit point damage each hour for a predetermined number of days; successful saving throw reduces but does not eliminate damage
Cleric	17-18	Damage (lethal quantity): causes hit point damage each hour for a predetermined number of days; successful saving throw means that damage is only inflicted once
When a lizard hatches from a hen's egg	19-20	Damage (lethal quantity): causes hit point damage each minute for a predetermined number of minutes; saving throw avoids effects completely
A characteristic of the giraffe	21-22	Damage (lethal quantity): causes hit point damage each minute for a predetermined number of hours; saving throw avoids effects completely
A mis-heard sermon	23-24	Damage (lethal quantity): causes hit point damage each minute for a predetermined number of minutes; successful saving throw reduces but does not eliminate damage
Unstable ingredients	25-26	Damage (lethal quantity): causes hit point damage each minute for a predetermined number of hours; successful saving throw reduces but does not eliminate damage
Glowing worms (why?)	27-28	Damage (lethal quantity): causes hit point damage each minute for a predetermined number of minutes; successful saving throw means that damage is only inflicted once
One who seeks	29-30	Damage (lethal quantity): causes hit point damage each minute for a predetermined number of hours; successful saving throw means that damage is only inflicted once
The code	31-32	Damage (lethal quantity): causes hit point damage each round for a predetermined number of rounds; saving throw avoids effects completely
The old mill	33-34	Damage (lethal quantity): causes hit point damage each round for a predetermined number of rounds; successful saving throw reduces but does not eliminate damage
The water shows the way	35-36	Damage (lethal quantity): causes hit point damage each round for a predetermined number of rounds; successful saving throw means that damage is only inflicted once
Line of bodies	37-38	Damage (lethal quantity): causes hit point damage each round, forever; saving throw avoids effects completely
The size of an elephant	39-40	Damage (lethal quantity): causes hit point damage each round, forever; successful saving throw reduces but does not eliminate damage
Changing height	41-42	Damage (lethal quantity): causes hit point damage each round, forever; successful saving throw means that damage is only inflicted once
Gladiators	43-44	Damage from activity: failed saving throw means the character takes a certain number of hit points damage per hour, but physical exertion (moving, fighting, spell casting) causes additional damage per combat round.
Herbivore	45-46	Damage from activity: failed saving throw means the character takes a certain number of hit points damage per hour, but physical exertion (moving, fighting, spell casting) requires an additional saving throw to avoid instant death.
Requires special clothing	47-48	Damage from spell casting: failed saving throw means the character takes a certain number of hit points damage per hour (eventually lethal, but very slow), but also takes hit point damage whenever he casts a spell (probably dependent on the power of the spell). None of the damage caused by spell casting can be healed unless the poison is removed from the system.
Mysterious person	49-50	Experience Point Erosion (lethal): failed saving throw means that character loses a particular number of experience points every hour until reaching 0 (death). The more lethal the poison, the higher the number of experience points lost each hour. Experience point loss is permanent unless restored.
Only one thing was left behind		
Dangerous animals		
A great storm		
Trolls		
Dream editor		
Broken into segments		
Jellyfish		
Wooden bowl		
Act as the decoy for an operation		

TABLE 3-132: POISON EFFECTS TABLE (LETHAL) CONTINUED

Die Roll	Effect of Lethal Poison (d100)	
51-52	Experience Point Erosion (lethal): failed saving throw means that character loses a particular number of experience points every hour until reaching 0 (death). The more lethal the poison, the higher the number of experience points lost each hour. Experience points return (at some rate) if the poison is neutralized.	Hair of the Fey
53-54	Internal damage (ability score based): if the victim fails a saving throw, he suffers internal damage and must make a “check” against his constitution score every time he suffers damage from another source. Failing the check (rolling higher than the ability score on a d20) indicates that the damage caused by the poison causes death (from a weakened artery, stomach lining, etc).	Centipedes
55-56	Internal damage (increasing): if the victim fails a saving throw, he suffers internal damage and has a 10% chance of dying when he next takes damage from a wound, spell, fall, or other source of hit point damage. The next wound has a 15% chance of killing him, the next wound a 20% chance, and so on. (A stronger poison might have a higher initial chance of death or cumulate at more than 5% per wounding).	Something is brewing
57-58	Internal damage (lethal): if the victim fails a saving throw, he suffers internal damage and has a 10% chance of dying each time he takes damage from a wound, spell, fall, or other source of hit point damage. (A stronger poison might have a higher chance of death).	Fungi
59-60	Internal damage (saving throw/level based - progressive): if the victim fails a saving throw, he suffers internal damage and must make a saving throw every time he suffers damage from another source. Failing the saving throw indicates that the damage caused by the poison causes death (from a weakened artery, stomach lining, etc). Each saving throw has a cumulative -1 penalty.	Leftovers
61-62	Internal damage (saving throw/level based): if the victim fails a saving throw, he suffers internal damage and must make a saving throw every time he suffers damage from another source. Failing the saving throw indicates that the damage caused by the poison causes death (from a weakened artery, stomach lining, etc).	Salt beef
63-64	Lethal (don’t eat): failed saving throw means the character has a 25% chance of dying every time he eats	Ants
65-66	Lethal (don’t eat): failed saving throw means the character will die the next time he eats food	A triangle
67-68	Lethal (don’t sleep): failed saving throw means the character has a 25% chance of dying whenever he sleeps unless the poison is reversed.	Covert operations
69-70	Lethal (don’t sleep): failed saving throw means the character will succumb to the poison and die when he next sleeps.	Morbid obsession
71-72	Lethal (stay out of the sun): failed saving throw means the character takes damage from sunlight (some number of points per hour’s exposure) and those hit points cannot be healed unless the poison itself is removed from the system.	See if you can fit a shark into it
73-74	Lethal, delayed by level: failed saving throw means that the character will die in a number of combat rounds equal to his level.	A dentist
75-76	Lethal, delayed by level: failed saving throw means that the character will die in a number of hours equal to his level.	As soon as it begins to repeat
77-78	Lethal, delayed: failed saving throw means death in a certain number of combat rounds	A mechanical toy
79-80	Lethal, delayed: failed saving throw means death in a certain number of hours	Spatial expander
81-82	Lethal, delayed: failed saving throw means death in a random number of combat rounds	Beyond all expectations
83-84	Lethal, delayed: failed saving throw means death in a random number of hours	Incubus
85-86	Lethal: Instant death; saving throw avoids effects completely	A worker in the arena
87-88	Lethal: Instant death; successful saving throw means damage but not death	Blue liquid

TABLE 3-132: POISON EFFECTS TABLE (LETHAL) CONTINUED

	Die Roll	Effect of Lethal Poison (d100)
Rope and winch		
Invisibility		
Yellow book		
Parchment of Poison	89-90	Level Erosion (lethal): failed saving throw means that the character loses a level and continues to lose more levels (perhaps one per day) until reaching 0 (death). Level loss is permanent unless the levels are restored. Note: levels tend to be associated with life force, so this sort of poison would likely be associated with the undead, planes of shadow, or other such supernatural forces. Mere loss of memory would be better addressed with a poison that erodes experience points rather than experience levels
Parchment, dagger, and stone	91-92	Level Erosion (lethal): failed saving throw means that the character loses a level and continues to lose more levels (perhaps one per day) until reaching 0 (death). Levels are regained (at some rate) if the poison is neutralized.
Surprise!		
Turtle shell		
Deceptive doorway	93-94	Percentile chance of death (eroding): Each hour, the victim has a percentage chance of dying instantly (the percentile chance corresponding to the strength of the poison). The percentile chance increases each hour. Example: if the victim fails a saving throw, he has a 10% chance of dying immediately; if he survives, he must make a check every subsequent hour, with the first check at 15%, the second check at 20%, etc.
Carved from a tusk		
A characteristic of the leech	95-96	Percentile chance of death: Each hour, the victim has a percentage chance of dying instantly (the percentile chance corresponding to the strength of the poison).
House of the Artifact	97-98	Saving throw checks (eroding): a failed saving throw means the character starts the process of dying, but can stave it off for a while – each hour, the character must make a saving throw or die instantly. Also, each hour, a cumulative -1 penalty is added to that die roll.
Curse of the Statue		
Concealed monster	99-00	Saving throw checks: a failed saving throw means the character starts the process of dying, but can stave it off for a while – each hour, the character must make a saving throw or die instantly.
Pact with a demon		
Professional gambler		
Made of clay		
Mysterious disappearance		
Drains strength		
Beautiful singing voice		
Pits		
Mists over the water		
Closes and locks		
A peryton		
Festival of Water		
Poison gas		
Seen through a glass		
An attribute of a fish		
Bone spike		
Telekinetic power		
Attacks innocent people		

POISON EFFECTS (NON-LETHAL)

Note that “mental” effects of poisons are short term – that would indicate insanity, which is much more linked with magic than poisons are – a “poison” is something that works non-magically. Magical poisons should be thought of as potions, and dreamed up using that kind of mental framework, so you don’t accidentally blend all your types of threats together. When all types of threats can result in all types of consequences, you have removed the unique nature of “poison” vs. “curse,” vs. “disease,” etc. Physical effects can generally be short term (very weak poisons, or the side effect of making a saving throw against a very strong poison) or long term (probably the result of failing a save – long term effects as an automatic minimum result of poison would indicate a poison of quasi-mythical potency and will understandably tick off your players).

Table 3-133: Poison Effects (Non-Lethal)

	Die Roll	Non-Lethal Poison Effect (d100)
	01-10	Affects ability score(s) (short or long term)
	11-20	Affects saving throws across the board (short or long term)
	21-30	Blindness (short or long term)
	31-40	Catatonia (long or short term)
	41-50	Confusion (short term)
	51-60	Deafness (short or long term)
	61-70	Incapacitated by pain
	71-80	Paralysis or catatonia (long or short term)
	81-90	Rage or berserking (short term)
	91-00	Reduced ability to resist disease (penalty to saving throw) (short or long term)

BASIC TRAPS (RIGGED NATURAL FEATURES)

The above trap tables are great for generating a huge variety of mechanical traps, but sometimes a trap is constructed by taking advantage of an already existing, inherently dangerous feature of the terrain – and making it more dangerous for people who don't know the right way to handle it. For traps like these, roll on the following table (which is a repeat of one of the trick tables, but used differently):

Table 3-134: Basic Traps (Rigged Natural Features)

Die Roll	Dangerous Feature that has been “Rigged” (d100)	Method of Rigging the Obstacle (d100)	
01-05	Chasm blocking path	Something pushes you into it	Possession
06-10	Cliff face or wall requires climbing	Something collapses you into it	Old language
11-15	Crumbling ceiling or walls	Something pulls you into it	An attribute of a stingray
16-20	Crumbling floor	There is a fake “safe” path that isn’t the safe path	The least true answer
21-25	Dangerous-looking bridge over chasm or river	There is a monster placed in a strategic location	A mammoth is involved
26-30	Force field or other magical barrier	There is a mechanical trap placed in a strategic location	Concealed motives
31-35	Geysers of hot water or lava	Something compels you into it (e.g., magical charm)	Forbidden worship
36-40	Hot area (volcanic or other)	Something slides you into it	A plot twist
41-45	Illusion of another type of obstacle	Something lifts you into it	Stone orb
46-50	Misty area with poor visibility	Something shakes you into it (loss of footing, probably)	An arena
51-55	Pathway/walkway leads up the side of a cliff face	Something guides you into it	Forbidden machine
56-60	Pit blocking path	Something makes you abnormally reckless	Steward to a noble house
61-65	Quicksand	Something reduces your ability to cope with the risk (affecting ability scores, effective level, saving throws, etc.)	Dreams from the Citadel
66-70	River blocks path	Something reaches out from within it	Webs of stone
71-75	Rivulet or water channel crosses path	It is used as a missile-fire ambush	Rival’s challenge
76-80	Slippery slope	Some device, spell, or construction has been used to make it harder to get out of the danger zone once involved	Passed on by word of mouth only
81-85	Tall ceiling with overhead risks	Something rotates or shifts to make the obstacle more dangerous	Ruby capsule
86-90	Thorns, undergrowth, or dangerous fungus growths	Something affects sense of direction, sense of sight, or physical balance in or near the danger zone; to make damage more likely, or to prolong exposure to damage	Dragon egg
91-95	Venting steam, bad air, or dangerous gases	A “safe” path only works for the first couple of people, after which it becomes dangerous or impassable	Spider-killer
96-00	Wall or fence blocks path	Another danger acts to herd the party into the natural danger zone (lightning strikes, hordes of rats, roiling gas, etc.).	A pile of dirt

An attorney

A characteristic of the horse

A fight broke out

Protecting the eyes

Inlaid wood decoration

Chitinous

Emerald casket

A characteristic of the frog

Threading a needle

It was poorly calibrated

Gravity repulsion

All it takes is one weak link

Trading in warehouse receipts

Primitive motor

It was the wrong time

Four Doorways

A stream runs through it

Restless spirits

Draped in jewelry

Something was buried

Instrumentation

Kept in prison

Went over to the other side

Supernatural speech

Magic belt

Heads on pikes

Pickled onions

BASIC TRAPS (MAGICAL)

Magical traps are those with a non-mechanical effect or a non-mechanical trigger. In addition to the trap's actual effect, there will often be some sort of special effect that goes with it (See Table 3-136).

Table 3-135: Basic Traps (Magical)

Die Roll	Profile of Trap (d100)	Magical Trap Trigger (d100)	Magical Trap Effect (d100)
01-10	Complicated Mechanical Trigger (roll on Table 3-127) Magical Effect (roll on column 3)	Alignment-detector, species-detector, or character-class detector	Anti-gravity or levitation
11-20	Magical Trigger (Column 2) Mechanical Effect (Roll on Table 3-126)	Area is being scryed (by crystal ball or similar device) and the trap can be manually activated by the creature monitoring the area	Confuses
21-30	Magical Trigger (Column 2) Mechanical Effect (Roll on Table 3-126)	Beams of light activate trap when broken	Curses (see Table 3-118)
31-40	Magical Trigger (Column 2) Mechanical Effect (Roll on Table 3-126)	Carving, gem, or other feature can "see" intruders and has enough intelligence to discern friend or foe (possibly it could be fooled by disguises, depending on what it has been told to watch for)	Elemental damage
41-50	Magical Trigger (Column 2) Magical Effect (Column 3)	Clouds or curtains of mist activate trap when agitated	Enchants
51-60	Magical Trigger (Column 2) Magical Effect (Column 3)	Magical speech requests password and activates trap if the proper response is not given. There are some less-common variations on this: in some cases the trap might only activate if a specific wrong response is given; or it might require both a password <i>and</i> possession of a specific object.	Imprisons
61-70	Magical Trigger (Column 2) Magical Effect (Column 3)	Object "sends a message" that activates a trap when the object is picked up, opened, etc.	Lethal
71-80	Magical Trigger (Column 2) Magical Effect (Column 3)	Presence of intelligence activates trap	Paralysis
81-90	Mechanical trigger (simple) with concealment (Roll on Table 3-127)	Presence of life activates trap	Teleports
91-00	Mechanical Trigger (simple, such as tripwire) Magical Effect (roll on column 3)	Temperature alterations (including body heat) activate trap	Transforms

Table 3-136: Magical Trap Special Effects

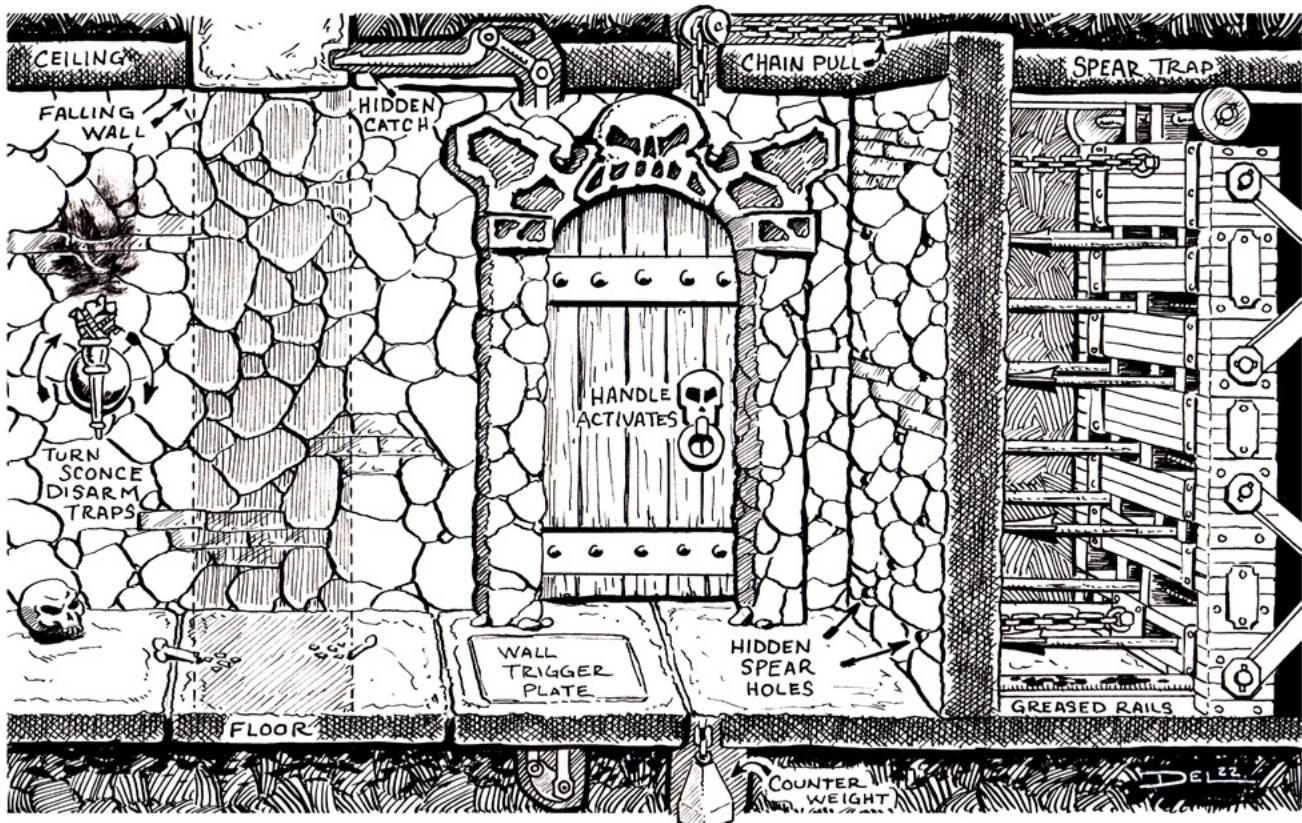
Die Roll	Special Effect (d100)	
01-02	A change in mental processes	<i>much</i>
03-04	A change to the skin	<i>Fashioned of wire</i>
05-06	A sphere of elemental substance: earth, fire, air or water	<i>A characteristic of the monkey</i>
07-08	A sphere of force or light	<i>That was faked</i>
09-10	Affects internal organs or brain	<i>A strange mystery</i>
11-12	Can be avoided with the use of certain words	<i>Narrow window of opportunity</i>
13-14	Certain people are unaware of the trap having functioned	<i>Reflection of the moon</i>
15-16	Chiming sound	<i>Counting down</i>
17-18	Darkness, shadows, or intense illumination	<i>Blue flowers</i>
19-20	Dreams or visions	<i>Forms a shape</i>
21-22	Fire (oddly colored)	<i>Residual power</i>
23-24	Floating image or a person, monster, or animal	<i>Spears</i>
25-26	Floating motes of light	<i>Bioluminescent fungus</i>
27-28	Frost or ice	<i>Concealed statue</i>
29-30	Glowing metal	<i>Wild and reckless</i>
31-32	Involves a gem (possibly implanted)	<i>Decorative helmet</i>
33-34	Involves a glass or metal bottle in some way	<i>A demon</i>
35-36	Involves a large piece of cloth such as a tapestry, cloak, or carpet	<i>Strange digestion</i>
37-38	Involves a mirror, lens, window, or glass ball	<i>Thermodynamics</i>
39-40	Involves a mouth making sound, or another obvious source of sound such as a musical instrument	<i>Moon writing</i>
41-42	Involves a pattern on the walls or ceiling	<i>Dragon-hide gloves</i>
43-44	Involves a snake, serpentine movement, or a twisting path	<i>Insanity</i>
45-46	Involves a water source such as a fountain, river, or pool	<i>Misunderstood the Prophecy</i>
47-48	Involves an hourglass, sundial, or other timekeeping device (tick, tock...)	<i>Powerful image</i>
49-50	Involves disorientation in space	<i>Concealed password</i>
51-52	Involves eyes	<i>Old prophecy</i>
53-54	Involves memory	<i>A dangerous gambit</i>
55-56	Involves movement up or down in some way	<i>Stacks of wooden boards</i>
57-58	Involves paper or parchment	<i>The way is over</i>
59-60	Involves pictures on the walls or floor	
61-62	Involves plant matter (probably growing suddenly from nowhere)	
63-64	Involves runes, possibly glowing, possibly part of the trap's trigger	
65-66	Involves the forward or backward movement of time	
67-68	Involves the movement of several disks	

TABLE 3-136: MAGICAL TRAP SPECIAL EFFECTS CONTINUED

	Die Roll	Special Effect (d100)
the way	69-70	Involves the movement of stone
Bride of the Monster	71-72	Involves the movement or sand, powder, or dirt
This part is in poor repair	73-74	Involves the sudden appearance of an animal
Alchemy	75-76	Involves wine
Wooden household items	77-78	Involves wood
Novices	79-80	Light beams
In search of a brawl	81-82	Light glow (strangely colored)
Red paint	83-84	Rope, spider webs, tendrils, or tentacles
Where kings meet	85-86	Sleet or hail
Eroded stonework	87-88	Sparks
Circle of Stones	89-90	Takes effect slowly and can be avoided with the proper actions
A riddle	91-92	Thorns or needles
In the fishpond	93-94	Thunderclap
The sludge-pipes	95-96	Unwittingly gives clue or revelation as a side effect
Stolen souls	97-98	Uses fear in the trap's functioning or effects
A transmutation of substances	99-00	Uses rage or anger in the trap's functioning or effects

COMPLEX TRAPS

Complex traps are traps with four or even five elements.



- **The Draw:** This first stage might or might not be present; it is a mechanism that brings the party into the area where the trap can take effect and/or triggers the trap.
- **The Prison:** The second stage is virtually always present; an element that holds the characters in place or in a particular location.
- **The Kill Mechanism:** The third stage is an element that kills them slowly in that location.
- **The Kill-switch:** The fourth element, which is virtually always present in a slow-kill trap, is a kill switch or mechanism of escape.
- **The Complication:** The fifth element, which will not always be present, is a distraction or complication.

A cloak of feathers

Moonbeams

The value of the individual

A glass of wine

An attribute of a mushroom

A subtle illusion

Dishonor and Devility

A mix of elements

Lightning-charged doorways

A story for the ages

Wreathed in gems

Unstable magic

Carved from wax

Heretical idol

Bronze capsule

Constitution

Bronze oil lamps

The smell of burning leaves

A pair of aces

Big baskets containing grain

Circle of Players

Rumors

Doorway into trees

Manuscript of songs

Wood turned to metal

Lunar cycle

This part is in a state of agitation

A spirit is responsible

Mermaid

Table 3-137: Overall Profile for Complex Trap

Die Roll	First Stage (The Draw) (1d6)	Second Stage (The Prison) (1d6)	Third Stage (The Kill Mechanism) (1d6)	Fourth Stage (Kill-Switch or Escape Hatch) (1d6)	Fifth Stage (Complication) (1d6)
1-2	Physical or Magical Draw (See Table 3-138)	Whole party blocked from retreat	Progressive gas effect	Mechanical escape hatch	Monsters or progressive physical immobilization
3-4	Greed (the promise or appearance of treasure either brings the party into the area or attempting to get it triggers the trap)	Party physically divided from each other	Slow-moving mechanical	Kill-switch or magical escape	Progressive magically-induced weakness or immobilization
5-6	None	Some (or all) of party immobilized	Repeated mechanical, monster, or magical attacks	Automatic Timer and Reset	Backup third-stage kill (roll a second time column three)

Table 3-138: Trap Draws (Physical Draws)

Die Roll	Form of Trickery (d100)
01-10	Charm or enchanted singing pulls party members toward trapped area
11-20	Gravitational or magnetic effect pulls or pushes party or certain members
21-30	Harmless gas or illusionary peril tries to herd party into trapped area
31-40	High wind or vacuum blows party into trapped area (50%) or an interesting vehicle the party has been riding suddenly heads for this area (50%)
41-50	Pit opens
51-60	Pit opens
61-70	Ropes, vines, tentacles, or ejected webs catch party members and pull them
71-80	Slide or chute opens, or architectural feature turns into a slide or chute
81-90	Slide or chute opens, or architectural feature turns into a slide or chute
91-00	Teleportation, or dimensional gateway or device, transports party

Table 3-139: Trap Prisons

the top

Something was burned

Illuminated manuscript

Telepathic intelligence

Crystal ball

Jaunty

Eviction notice

Many legs

Peristaltic waves

Line of light

Imperfect condition

A characteristic of a bear

Lycanthropy

A faithful servant

Make an offer

Overarching branches

Sanctuary

Sand in the hourglass

Unexpected arrival

He was thought lost at sea

Heavy growth of weeds

A wedding took place

Something burned in a strange way

Vultures

When the rooster crows thrice

Reawakening

Damaging forces

Die Roll	Trap Blocks Exit (d100)	Trap Divides Party (d100)	Trap Immobilizes Party Members (d100)
01-08	Chasm, cracks, or gaps in floor open behind party	Chasms, cracks, or gaps in floor open	Entangling (webs, tentacles, ropes, chains, plants, etc.)
09-16	Wall(s) moves to block exit	Walls move to divide up the area	Paralyzing
17-24	Thorns or plants grow or move to block exit	Thorns or plants grow in the trap area to divide party and possibly immobilize some of them by entangling	Grabbing (bear traps, magical arms, tentacles, etc.)
25-32	Wall of fire, ice, or wind, or a body of water, forms behind the party	Fire or ice forms to physically divide the party from each other. Damage is possible.	Transformation-type attack (stone to flesh beams, etc.)
33-40	Snakes, insects, or monster appear behind party to block off exit	Bars, grates, or portcullises emerge or fall in a pattern intended to separate party members from each other	Adhesives
41-48	Bars, grates, or portcullises trap the entire party in an area	Ropes or chains emerge to separate party members	Cage(s) fall, rise, or form, attempting to capture individuals
49-56	Party is shifted into a dimensional pocket	Certain party members are trapped in different time-speeds, caught in other dimensions (although still visible), or stasis fields separate the party.	Pits open to catch individual party members
57-65	Dangerous glyphs form behind party, or the thing they are written upon is physically moved behind party	Force fields separate party members (walls, globes, etc.)	Ice, glass, Lucite, plaster, amber, hardening mud, rapidly-solidifying stone or resin is used in an attempt to immobilize some or all party members
66-74	Force field forms behind party	Beams or rays of magical power separate the party, and are the equivalent of an electrical fence if touched (paralysis or damage being the most obvious results, although the field is open for weirder beams)	Mental inability to move (confusion, rage, fear) is directed at party
75-83	Frictionless or greased surfaces make escape very hard (probably a slope or cliff is involved as well)	Party members shrink in size and are now separated by great distances. Alternatively, some dimensional effect causes a fake distance effect between them	Certain party members are trapped in different time-speeds, caught in other dimensions (although still visible), or stasis fields separate the party.

TABLE 3-139: TRAP PRISONS CONTINUED

Die Roll	Trap Blocks Exit (d100)	Trap Divides Party (d100)	Trap Immobilizes Party Members (d100)	
84-92	Party is swallowed by something (architectural, demonic, or even animal). Alternatively, powerful monsters (or even invulnerable ones) that don't attack (probably constructs, elementals, or undead) move to guard the exit. They might respond if pushed; this isn't as unfair as it sounds – remember, they are serving as a wall, and walls are essentially invulnerable, too.	Powerful monsters emerge and push the party members into cells (or something equivalent), then leave. It's possible but highly unlikely the party can beat them, but the monsters don't actually attack, either. Undead or constructed monsters work best for this. The other possibility is a virtually unbeatable horde of lesser monsters that also don't actually attack, just put the party into the cells.	Stunning by loud noise, horrid sight, physical blow, etc.	<i>Concealed floor</i>
93-00	Party is turned into gas and sucked through small opening (probably reconstituting on the other side)	Bars, grates, or portcullises emerge or fall in a pattern intended to separate party members from each other	Sleep or magical enchantment	<i>The peril of an untimely sneeze</i>

Table 3-140: Trap Kill-Mechanisms

Die Roll	Progressive Gas Effect (while exposed) (d100)	Slow-Moving Mechanical (d100)	Repeated Attacks (d100)	
01-10	Periodical unavoidable loss of hit points (a set number, probably low)	Closing walls or other means of shrinking the enclosure until everyone is crushed. Includes slowly advancing steamrollers, etc.	Missile traps fire periodically into area	<i>Fashioned of flesh</i>
11-20	Periodical unmodified saving throws (until failure)	Area slowly fills with water or other liquid. Note: if the party is separated, this could also involve lowering them into something at random rates, different times, etc. Alternatively, the floor is quicksand or some other substance that people sink into.	Rocks or heavy objects fall periodically into area	<i>The stars bring bad omens</i>
21-30	Declining ability score (death at 0), with decline happening upon failed attribute check or saving throw	Area fills with something that causes slight but progressively increasing damage (e.g., biting bugs or very weak poison gas)	Monsters are periodically released into area	<i>The waterwheel</i>
31-40	Periodical random drops in experience (death at 0, effects temporary if survived)	Cutting or slicing implements move slowly across area (top to bottom or side to side)	Swinging arms (or similar, such as wrecking balls) make periodical attacks	<i>Trees of infinity</i>
41-50	Periodical unmodified “attribute checks” (until failure)	Slowly increasing heat or cold	Area-effect spells go off in the area periodically (very weak fireballs, for example)	<i>A good deed</i>

A wooden mouse
This part is known for beggars
Absence of air
Scum on the water
Emerald
Mud
Wall hangings
The pathway of a specific ant
Measure for Measure
The Unholy Prism
Slipshod
Calm
Capture the item
Waiting for the invasion
String of beads
Heist
Serpent
Strange accent
A secret network
Part of the equation is missing
Misdirection
Six turns of the gear

TABLE 3-140: TRAP KILL-MECHANISMS CONTINUED

	Die Roll	Progressive Gas Effect (while exposed) (d100)	Slow-Moving Mechanical (d100)	Repeated Attacks (d100)
An attribute of a flowering plant	51-60	Periodical saving throws with cumulative penalty added each time	Air is slowly sucked out of the area	Area-effect spells go off, but only in parts of the area – if you’re standing in the right place at that time, you’re safe.
Copperserpent	61-70	Loss of hit points each time a periodical saving throw fails (a random or set number of hit points each time)	Area slowly fills with deadly poison gas that is either heavier or lighter than air (keep your head high or low, respectively).	Walls, ceiling, or floor suddenly contract, rise, or fall, but only in certain areas. This might only cause damage, or might actually be lethal if you’re in the wrong place at the wrong time.
A raven is involved	71-80	Series of flat percentile chances to die or be affected by other measurement such as drop in ability score, hit points, or experience points down toward death.	Objects are pushed into room one at a time. Eventually there won’t be more room, and anyone inside will be crushed as more objects are forced in.	Dangerous liquids (boiling water, slime, etc) squirt or pour into certain parts of the area at random intervals.
A mismatched assembly	81-90	A series of “steps,” each associated with a greater level of inability to act (e.g., laughter causing lower ability to mess with the escape hatch). Characters move to the next step based on periodical saving throws, percentile chances, or ability checks.	An obviously deadly mechanism in the middle of the area is counting down until it operates – as shown by an hourglass or some other way of communicating the slow building-up of the threat.	Flames, electricity, or blasts of frost shoot into random areas at random intervals
Dangerous methods	91-00	Periodical loss of hit points, random number each time	Really dangerous monster (like a demon) slowly begins to coalesce in the area	Spears or very long spikes stick out into the area at random

KILL-SWITCHES AND ESCAPE HATCHES

A kill-switch is a way of turning off a trap, either before it springs or once it is already in operation. In slow-killing traps, it can be a matter of life or death to figure out how the kill-switch operates (or where it is). Escape hatches usually have to be figured out or found as well, but instead of turning off the trap, they allow people to exit before being killed or harmed.

Table 3-141: Kill-Switches and Escape Hatches

Die Roll	Working the Kill-switch (d100)
01-25	Use the Architectural Trick tables (Table 3-84 or 3-85)
26-50	Use the Unusual Mechanism table (Table 3-32)
51-75	Treat the kill-switch as a Wager Trick (Table 3-108)
76-00	There is a Magical Thing trick in the area where the characters are trapped, and it has a way to let them out (Table 3-97 and following tables)

Table 3-142: Progressive Magically-Induced Weaknesses

Die Roll	Magically-Induced Weakness (d100)	
01-02	Acid Damage. Magical acid is involved with the trap as a secondary feature or complication. If the victim fails some sort of check (morale, saving throw, percentile chance, etc.) he may be subject to such things as (1) becoming unable to act due to pain, (2) becoming temporarily blind, (3) having his equipment damaged, or (4) taking normal damage.	A chronic condition
03-04	Adhesiveness and Friction. Magical adhesiveness or slipperiness is involved with the trap as a secondary feature.	Capture them!
05-06	Affect Ground or Rock. Rock might be turning to mud (or changing back), or some other magical effect is working upon the stone in the area while the characters try to escape.	Oozes
07-08	Affect Metal. Magical properties of the trap are affecting metal while the characters try to escape. This could include causing the metal to animate, affecting it as a magnet, making it rust, heating it up, chilling it to deadly low temperatures, causing it to conduct electricity, shaping it at will, making it brittle, changing its physical properties, causing it to constrict, or some combination thereof.	Prestidigitator
09-10	Affect Wood. The trap can animate wooden items, causing them to attack the party.	Find the line
11-12	Affect Wood. The trap's properties, magical or alchemical affect wood in such a way as to make it brittle or bend it. If the means of escaping the trap involve something made of wood, this might create a serious race against time.	Debugging
13-14	Affects the Use of Limbs. Whether it is because of extreme cold, a spell, or some other magical means, it is difficult to use one's limbs while trapped, and it becomes more difficult as time passes. This could be due to anything from a clumsiness curse, to confusion, to intense cold, to twitching movements.	A collection
15-16	Animate Objects. The trap includes some objects that animate and attack the party.	All cats are grey in the dark
17-18	Asphyxiation. The magical part of the trap removes or reduces the target's ability to breathe. Death is not immediate, and the period of time required for the victim to die can be measured out in several ways (see Table 3-143 (Measuring out Life) or Table 3-128 (Effects of Gas). Don't worry if the character seems to be able to hold his breath for an incredibly long time – just assume that he manages to catch a gasp of air somehow during the process.	House of the Holy
19-20	Aversion. The magical part of the trap tries to create an aversion to something that is in the trap with the characters. If they "catch" the aversion, it will make it more difficult to handle the rest of the trap.	Lightning from the sky
21-22	Body Infestation. The trap infests the victim's body with a plant or animal growth	Not what it appears
23-24	Burial. If it is not already a feature of the trap, the trap keeps trying to bury the characters in some substance as they try to escape.	Evidence of a trap
25-26	Clumsiness. If affected, the characters in the trap suffer one or more of the following effects: a penalty to hit, a penalty to armor class, inability or reduction in spell casting, and/or the chance to drop any items they are holding. Actual dexterity score is not necessarily affected. The way in which the trap causes clumsiness could include overloading one of the victim's emotions (joy, rage, hate, greed, fear); an alchemical reaction (mysterious chemicals in the waters of the trap); the effects of tiny but continual electrical shocks; or a very weak poison, curse, or disease.	Outpost
27-28	Cold Damage. Increasing cold causes progressive damage (or it becomes progressively harder to avoid damage).	Devourer
29-30	Compelling Sound. The trap includes a sound-causing feature that tries to magically compel the characters to do something, or stop doing something. The longer they are exposed, the more difficult it becomes to avoid the compulsion.	The dregs at the bottom of the cup
		A broker of loans
		Hide the map
		The wrong markings
		Curtained-off area
		Altered methods
		Religious manuscript
		I remember it well (he doesn't)
		Multiple antennae
		An army of crabs comes out of the sea
		Bubbling
		Naiads

TABLE 3-142: PROGRESSIVE MAGICALLY-INDUCED WEAKNESSES CONTINUED

	Die Roll	MAGICALLY-INDUCED WEAKNESS (d100)
Sacks of wheat		
Sank to the bottom	31-32	Constitution Loss. The trap slowly drains constitution from the victims while they are trying to escape. The effect is probably temporary, but if constitution is the key to surviving the other features of the trap, this could be a nasty “kicker” to the trap’s overall lethality.
Changing pictures	33-34	Dehydrate, Desiccate, Suck Fluids. Some magical feature of the trap sucks blood or dehydrates the victim (possibly all the way into powder).
Pressed flat	35-36	Despondency. The trap causes intense despondency or lethargy, which may keep the characters from even attempting to escape if they are affected or exposed long enough.
The smell of wood fires	37-38	Dexterity Loss. The trap slowly drains dexterity from the victims while they are trying to escape. The effect is probably temporary, but if quick hands or graceful movement is the key to surviving the other features of the trap, this could be a nasty “kicker” to the trap’s overall lethality.
A fur-trimmed garment	39-40	Dimensional Features. This type of magical trap feature taps other dimensions of time and space to screw around with the movement or other abilities of the trapped characters.
Annoying	41-42	Disease. The trap causes a fast-acting disease that gets progressively worse while in the trap.
Doorway into stone	43-44	Distracting Sound. The trap includes a sound-causing feature that is really distracting, causing problems for the characters as they try to escape, fight, etc.
Spiders	45-46	Electrical Damage. The trap causes progressive electrical damage to the target, or small repeated electrical attacks. There may also be an additional result involved after a certain point, or if a saving throw fails – possibilities include: random actions for some number of rounds, loss of bodily coordination, mental disorientation, temporary paralysis, etc.
Altered walls	47-48	Fear. The trap causes magical fear, paralyzing or keeping the affected character from acting (to some degree).
Scholar of natural phenomena	49-50	Fire. The trap includes a magical fire feature – if the victim fails some sort of check (morale, saving throw, percentile chance, etc.) he reflexively takes some action in response to the fire. These could include: panic for a couple of combat rounds, trying to put out the fire, or writhing in pain. It might be that the “check” becomes more difficult as time passes.
You can’t imprison an idea	51-52	Hallucinations or Illusions. The trap includes magically or drug-induced hallucinations.
Deceptive sculpture	53-54	Ice. Magical ice plays a role in the trap, either immobilizing, causing damage, or being slippery.
A characteristic of an ape	55-56	Immobilization. Magical immobilization might include dancing, twitching, laughing, vomiting, nausea, confusion, jumping, floating, talking, scratching, begging for mercy, thinking, arguing, holding one’s breath, hiding, and meditating.
Tactics: a low wall	57-58	Implant Eggs or Larva. While everything else is going on, the trap is trying to inject eggs or larva into the characters, which will distract them from other parts of the trap.
Laborer	59-60	Insanity. The trap includes a progressive risk of magically induced insanity.
Shrine	61-62	Intelligence Loss. The trap slowly drains intellect from the victims while they are trying to escape. The effect is probably temporary, but if intelligence is the key to surviving the other features of the trap, this could be a nasty “kicker” to the trap’s overall lethality.
Hallucinogenic flowers		
Blood of the fey		
The hunters are on the trail		
Source of healing		
Restore functionality		
Ancient division		
Serrated teeth		
An inexact science		
Increments of magic		
The proper sequence		

TABLE 3-142: PROGRESSIVE MAGICALLY-INDUCED WEAKNESSES CONTINUED

Die Roll	MAGICALLY-INDUCED WEAKNESS (d100)	
63-64	Light, Dark, and Shadow. The trap involves magical light, dark, or shadow to cause a threat to the trapped characters, or to make it more difficult to escape.	<i>Edge of the flames</i>
65-66	Luck. The characters in the trap become progressively more unlucky (probably a temporary effect, but a trap is not the place where you want to suddenly become unlucky).	<i>An attribute of the sparrow</i>
67-68	Magic Drain (spells). The trap progressively drains away spell power.	<i>A characteristic of the eel</i>
69-70	Magic Force. Some sort of magical force pushes or pulls the characters while they are trying to deal with the rest of the trap.	<i>A day of dangers</i>
71-72	Magical Vortex. Mist, smoke, steam, vapor, fog, or some other kind of gas moves in a powerful whirlwind or series of gusts. The substance might be poisonous, might be choking, might be hot, might be cold, might conduct electricity, might dispel magic, or could have any number of other properties. It might not necessarily fill the entire area where the characters are trapped, but would probably move around in that case.	<i>The magic has taken effect</i>
73-74	Memory Drain or Wisdom Loss. The trap progressively drains away memory. It might or might not also cause temporary draining of wisdom points.	<i>Shadow vessel</i>
75-76	Movement Inhibitions. Some sort of binding or entangling tries to prevent the trap's victims from moving.	<i>Who will rid me of this tumultuous priest?</i>
77-78	Ongoing Damage. Wounds inflicted in the trap continue to bleed, acid causes damage to continue to rack up, or there is some other magical feature of the trap that causes ongoing damage while the characters are trying to escape.	<i>Nutmeg</i>
79-80	Overload Senses. Some feature of the trap is trying to cause an overload of one or all of the senses, and getting stronger.	<i>Majordomo for a wealthy household</i>
81-82	Paralysis. Some feature of the trap can cause magical paralysis, and it might be getting more powerful (or progressively weakening the characters' ability to fight it off).	<i>A bodyguard</i>
83-84	Progressively Damaging Sound. The trap includes a sound-causing feature that causes a low but increasing level of damage.	<i>Trustworthiness</i>
85-86	Rage. The trap causes rage, either in a series of steps or determined when a saving throw fails. Characters affected by the rage will probably not be much help in escaping the situation.	<i>Moon portal</i>
87-88	Size and Density. The size or density of the characters is being slowly changed while they are in the trap.	<i>A judgement</i>
89-90	Sleep or Catatonia. The trap presents an increasing risk of magical sleep or catatonia.	<i>Colorful sails</i>
91-92	Slow. The trap progressively slows down the trapped characters.	<i>Steward to a spell caster</i>
93-94	Weakness. Some part of the trap induces magical weakness. This might or might not include progressive loss of strength points as well.	<i>Ruined brickwork</i>
95-96	Stun. Something about the trap can stun victims if they fail periodical saving throws against the effect.	<i>Uncooperative</i>
97-98	Telekinesis and Teleportation. Items are flying or teleporting around the area, or some other teleportation or telekinetic effect is used to cause problems.	<i>A characteristic of a bird</i>
99-00	Transformation. While the characters are in the trap they are also slowly being changed into something else.	<i>The poison has taken effect</i>

Table 3-143: Measuring out Life

	Die Roll	Mode of Measurement (d100)
Structurally unsound	01-05	By a certain number of combat rounds
It's from an old story	06-10	By a certain number of days
The falcon cannot see the falconer	11-15	By a certain number of hours
Concealed machine	16-20	By a number of rounds equal to an ability score (ability score doesn't decline, just determines the time frame)
A broker of mercantile transactions	21-25	By declining points of an ability score
Five Days Left	26-30	By hit points
	31-35	By number of the character's level
Distorted shape	36-40	By number of times character is subsequently wounded thereafter (eg., survives a number of hits or falls, disregarding hit points).
Mysterious and Nocturnal	41-45	By saving throw
A paradox of time	46-50	By series of saving throws (until failure)
Stepped backward	51-55	Experience points decline to 0
Bait	56-60	Levels decline to 0
One of them is a robot	61-65	Number of times character casts a spell
Drawn up with a hook	66-70	Number of times character sleeps
Doorway to the worm	71-75	The number of times a specific action is performed (attacking, moving, etc)
Food of the fey	76-80	Until series of "attribute checks" finally fails
Necklace with rotating gem	81-85	Until series of "attribute checks" finally fails (cumulative penalty added each time)
Dream pools	86-90	Until series of percentile (or other x in y chance) die rolls fails
Green owl	91-95	Until series of percentile (or other x in y chance) die rolls fails, with chance reducing each time or with a cumulative penalty added each time.
Mercantile monsters	96-00	Until series of saving throws fails (cumulative penalty added each time)
Concealed lever		
Of the bloodline		
The time had come		
Use the third dimension: make them climb		
A network of spies		
Lion-headed		
Dangerous consequences		

DUNGEON DRESSING

Dungeon dressing is the creation of little, unusual details to give a bit of character to empty rooms.

Table 3-144: General Dungeon Dressing

Die Roll	Dungeon Dressing Item (d100)	
01	Anvil	<i>Trickster</i>
02	Armor (roll for condition)	<i>Cleaning supplies</i>
03	Arrows (roll for condition)	<i>Falconer</i>
04	Backpack or bag	<i>'Small but dangerous'</i>
05	Basin	<i>Marks of the pox</i>
06	Basket, wicker	<i>A game of cards</i>
07	Bloodstains	<i>A binding of spirits</i>
08	Bones (human, demi-human, or humanoid)	<i>Ancient trap</i>
09	Bones, animal	<i>Make a saving throw</i>
10	Bottle or flask	<i>Decorated with beads</i>
11	Box, metal	<i>Attacked by fish</i>
12	Box, wooden	<i>Uncured hides</i>
13	Broom or mop	<i>A falcon</i>
14	Brush	<i>The plan did not survive contact with the enemy</i>
15	Bucket	<i>A characteristic of the praying mantis</i>
16	Button or clasp	<i>Bits and pieces</i>
17	Cauldron	<i>The color spectrum</i>
18	Chains	<i>It was taken in</i>
19	Chair (roll for condition)	<i>Hallucinogenic words or speech</i>
20	Chamber pot	<i>Blue cube</i>
21	Charm or fetish	<i>An attribute of a pine tree</i>
22	Cockroaches	<i>Surrounded by force fields</i>
23	Corpse, adventurer (1d4)	<i>Oozes slime</i>
24	Corpse, humanoid	<i>Moon theory</i>
25	Corpse, peasant	<i>A characteristic of the anteater</i>
26	Corpse, unusual	<i>Book for children</i>
27	Crank	<i>Source of power</i>
28	Crate	<i>Suffocation</i>
29	Curtain rod	
30	Cushion or pillow (roll for condition)	
31	Doorknob or latch	
32	Dripping ceiling	
33	Drops of wax (candle or sealing)	
34	Engraved disk (medal?)	
35	Fire pit	
36	Fireplace	
37	Firewood	
38	Hat rack	
39	Herbs, dried	
40	Hook, ceiling	
41	Iron bar(s)	
42	Iron hook	
43	Iron ring(s) set in wall	
44	Key	
45	Layer of dirt on floor	
46	Leaves from tree or plant	
47	Lever	
48	Looking glass	
49	Mice	
50	Mirror(s)	
51	Mud on floor	
52	Mule harness	
53	Musical instrument	
54	Nails	
55	Needle and thread	
56	Parchment	
57	Peep-hole	
58	Pendulum	
59	Pieces of leather	
60	Pipes	
61	Poo	
62	Pot, plate, or silverware (roll for condition)	

TABLE 3-144: GENERAL DUNGEON DRESSING CONTINUED

A splendid hat
A shadowed place
Air is cursed
Forgotten place
A well-known astrologer
Wreathed in music
Find the symbol
One who catches
Rescue the stolen animal
Werebear
Vanished at midnight
Metal is cursed
Plays with fate
Ankh
Metal turned to wood
Forms a barrier
Like a worm
Attribute of dogs
Hidden words
Knives are out
Transformed monster
Air source
Circle of healing
Two arcane symbols
Trapped in the earth
Droplets on the stone
Ceremonial trident
Tactics: an ambush
A test of loyalty

Die Roll	Dungeon Dressing Item (d100)
63	Pouch
64	Prisoner, tied up
65	Puddles
66	Reed pipes
67	Rope
68	Rug
69	Rushes or straw on floor
70	Scattered pebbles or gravel
71	Scattered tobacco
72	Scorch marks
73	Scrap of hair or scalp
74	Shield (roll for condition)
75	Skull
76	Smell: cooking
77	Smell: perfume
78	Smell: unpleasant
79	Sound: clanking
80	Sound: hissing
81	Steam Vent
82	Stepladder
83	Sticks
84	Storage locker
85	Stove
86	Table (roll for condition)
87	Torch stub
88	Torture Device
89	Trail marker or chalk mark on wall
90	Trail rations
91	Treasure chest
92	Undergarments
93	Vegetation: ferns
94	Vegetation: molds or lichens
95	Vegetation: mushrooms
96	Walls are whitewashed or painted
97	Weapon (roll for condition)
98	Weapon (roll for condition)
99	Woven fabric
100	Yarn or string, unwound

Table 3-145: Unusual Corpses

Die Roll	Unusual Corpse (d100)
01-05	Adventuring party (roll for condition of item and apply result to the bodies)
06-10	Bear
11-15	Blob
16-20	Boar
21-25	Cockatrice
26-30	Demon
31-35	Dog or wolf
36-40	Dragon (perhaps small, perhaps large)
41-45	Dwarf or elf
46-50	Giant
51-55	Giant crab or other crustacean
56-60	Giant Frog
61-65	Giant Insect or Beetle
66-70	Giant lizard
71-75	Giant Snake
76-80	Horse or mule
81-85	Large quantity of normal vermin (worms, rats, bugs, etc)
86-90	Malformed human or humanoid
91-95	Manticore
96-00	Stag

Table 3-146: Corpse Malformations

Die Roll	Malformation (d100)
01-05	Additional arms
06-10	Additional eyes
11-15	Additional fingers
16-20	Dwarfism
21-25	Elephant-like or lion-like feet
26-30	Elongated bones (all)
31-35	Elongated bones (arms)
36-40	Elongated bones (feet)
41-45	Elongated bones (hands)
46-50	Elongated bones (legs)

An attribute of a micro-organism

Barricade of Spikes

As much as you can give us

Rescuing

A characteristic of the wolf

Snowfall

Face of the fey

A missile trap

Scything blade

Older method

Battering ram

Badly sealed

Colorful boots

Emerging

Cracks in the walls

Flock of sparrows

Shadow door

Whispers

The words of the oracle

A characteristic of the wild boar

Something was cursed

Tactics: circle around

Goblins at work

Shadow clues

Bundles of kindling

An echo

Frilled fins

Don't touch that

Table 3-147: Weird Dungeon Dressing

Die Roll	Weird Dungeon Dressing Item (d100)
01	1ft tall pile of nearly identical stones
02	A boot, skeletal foot included
03	A vine covered wall, rife with insect life
04	A wall that emanates cold
05	A wall that sighs as people pass by
06	A wall with hundreds of pitons hammered into it
07	Absolutely symmetrical spider webs
08	Animal heads mounted on walls
09	Blank parchment on the wall, ornately framed
10	Bloodstained rug, stain is human-shaped
11	Bodies arranged in pattern
12	Bucket of guts
13	Candle wax melted to the ceiling
14	Cave paintings
15	Ceiling shows the sky as if seen from the surface
16	Ceramic animal, painted
17	Circular design on wall, framed area swirls
18	Clothing mannequins
19	Cradle

20	Dart board or shuffleboard
21	Deep coating of ashes on floor
22	Dice
23	Dissected cadaver
24	Enormous roulette-type wheel in floor
25	Exercise Machine
26	Extraordinary change in temperature
27	Feathers
28	Feeling of lassitude or contentment
29	Floor covered in ball-bearings or spheres
30	Floor flagstones are all huge buttons
31	Floor is covered in feathers or down
32	Floor ripples slightly
33	Flowers growing from stone floor or ceiling
34	Four metal balls floating in air or water
35	Fruit hanging by strings from ceiling
36	Ghostly reptile shapes in air, moving
37	Hexagonal markings on floor
38	Hologram, ghostly image, or projection
39	Hose or tubing
40	Huge snow globe or diorama in glass case

TABLE 3-147: WEIRD DUNGEON DRESSING CONTINUED

Hooded falcon
Hidden monster
Writing on the wall
Deceptive camouflage
You can't stop the music
The wrong type of fur
Just like last time but different
Soothing
Wreathed in thorns
Armored carapace
Civil Unrest
But no one believed
Red window
Water turned to wine
Contagion
Barricade of Teeth
Diamond pattern
A characteristic of the snail
Bug
Key with a strange shape
The Ooze-Pipes
Golden orb
Pattern of rocks
Mysterious forces
Terrifying visage
A characteristic of a bull
Cheese wheels
A galaxy of stars

Die Roll	Weird Dungeon Dressing Item (d100)
41	Ice sculpture
42	Illusionary pit or chasm
43	Large parts of walls are covered with paper
44	Levitating glob of water, possibly with fish
45	Live animal, mutated
46	Live animal, pet
47	Live crow in a bottle
48	Loom with partly-woven patterned cloth
49	Magic mouth in wall or pillar
50	Magnet
51	Mechanical minstrel(s)
52	Mine cart, possibly with track
53	Mirror glued to the floor
54	Mosaic forms picture of character or spells character's name
55	Multiple levers or buttons
56	Multiple spouts
57	Mummified or fossilized body
58	One wall covered entirely in cobwebs, facing a wall where the stone is polished to a sheen
59	Ornately carved staff on the floor, broken
60	Phonograph
61	Pipe rack
62	Plaster cast of a monster, unpainted
63	Pond with frogs, reeds, and flowers
64	Power outlet, magical, electric, or some other form of power (probably usable with something else found in the adventure area)
65	Puerile graffiti scrawled on the wall
66	Sarcophagus
67	Sarcophagus, possibly with semi-precious stones
68	Slot machine or carnival game
69	Small statue standing upright on a stool
70	Snow falling
71	Something involving cling-wrap plastic
72	Something moves behind a tapestry
73	Something moves under a blanket
74	Stones of floor seem to be moving in slow spiral pattern
75	Stylistic picture of an eye on all four walls, the floor, and ceiling
76	Tapestry with widely-spaced scorch marks
77	Telephone Booth
78	Telescope/Microscope
79	The shape of a face that seems to be pressing through the wall
80	Thirteen black candles scattered on the floor
81	Tic-tac-toe games scratched on floor or wall
82	Treadmill
83	Twisting column of light
84	Unattended pile of treasure
85	Unstable walls or ceiling, shored up with wood
86	Vehicle, low-flying, levitating, or hovering, unreliable
87	Vehicle, motorcycle equivalent
88	Ventriloquism or sound-displacing effect
89	Voice Tube
90	Vomit
91	Wall of eyes
92	Wall of portraits
93	Wall of portraits, all backwards
94	Wall of portraits, all reversed
95	Wall of portraits, one backwards
96	Wall of portraits, one reversed
97	Waterwheel
98	Weapons arranged in pattern
99	Wire mesh or cobweb-like wires
100	Wooden ship

Table 3-148: Condition of Item

Die Roll	Condition of Item (d100)	
01-05	Perfect condition	<i>Final instructions</i>
06-10	Dented or damaged	<i>Attack from above</i>
11-15	Torn or cut	<i>Swords of strange metal</i>
16-20	Bent or folded	<i>Prisoner in a magical cage</i>
21-25	Rusted or rotted	<i>A failed negotiation</i>
26-30	Burned or scorched	<i>Temporal expander</i>
31-35	Painted or defaced	<i>Aviary</i>
36-40	Crusted with residue	<i>Wore a veil</i>
41-45	Crushed or compacted	<i>Requires certain words</i>
46-50	Splintered or shattered	<i>Circle of shadow</i>
51-55	Melted or partially burned	
56-60	Charred	
61-65	Worn down	
66-70	Mold growth	
71-75	Toothmarks or weapon damage	
76-80	Undamaged but used	
81-85	Damaged but repaired	
86-90	Soiled	
91-95	Bloodstained	
96-00	Written upon or engraved	

Table 3-149: Lighting (normal)

Die Roll	Normal Lighting (d100)	
01-10	Candles, in candlesticks	<i>A funeral took place</i>
11-20	Candles, in chandelier	<i>Shortage of supplies</i>
21-30	Candles, in wall sconces	<i>Delivering a message</i>
31-40	Charcoal brazier	<i>A tree of bronze</i>
41-50	Fire pit or fireplace	<i>It was expelled</i>
51-60	Oil lamps, hanging	<i>Eye in the mirror</i>
61-70	Oil lamps, table or shelves	
71-80	Oil lamps, wall sconces or alcoves	
81-90	Torches, free-standing	
91-100	Torches, wall sconces	

Table 3-150: Furniture Items

Die Roll	Furniture Type (d100)	
01-04	Armchair	
05-08	Bed	
09-12	Bed, for dog or other pet	
13-16	Bench	
17-20	Chair	
21-24	Chandelier	
25-28	Chest of drawers	
29-32	Couch	
33-36	Desk	
37-40	Display case	
41-44	Easel or writing desk	
45-48	Fire pit	
49-52	Lamp	
53-56	Lectern	
57-60	Lighting sconces	
61-64	Privacy screen	
65-68	Shelves	
69-72	Stool	
73-76	Storage chest	
77-80	Table, banquet	
81-84	Table, dining	
85-88	Table, display	
89-92	Table, workbench	
93-96	Throne	
97-00	Toilet/privy	

Table 3-151: Small Items

Die Roll	Small Item (d100)
01-02	Badge
03-04	Beads, string of
05-06	Bell, small
07-08	Centipede
09-10	Coin
11-12	Comb
13-14	Dice
15-16	Dried apricots, prunes, etc.
17-18	Dried flower
19-20	Earring
21-22	Egg
23-24	Fan
25-26	Feather
27-28	Finger
29-30	Flint and steel
31-32	Fork
33-34	Gem
35-36	Ink bottle
37-38	Jewelry
39-40	Lock of hair
41-42	Locket or necklace
43-44	Lotus blossom
45-46	Lump of resin or wax
47-48	Marbles
49-50	Miniature figurine
51-52	Mirror
53-54	Mouse (dead, alive, undead)
55-56	Paint and brush
57-58	Pebble (possibly glowing)
59-60	Piece of coal
61-62	Pieces of gravel
63-64	Pipe
65-66	Prism
67-68	Quill pen
69-70	Ring
71-72	Rock or pebble
73-74	Roll of ribbon
75-76	Scissors
77-78	Scraps of paper
79-80	Seeds
81-82	Skeleton, small snake, rodent, or bird
83-84	Soap
85-86	Spectacles, monocle, or lens
87-88	Spool of thread and needle
89-90	Tobacco
91-92	Tooth or teeth
93-94	Tube
95-96	Twine
97-98	Vial
99-00	Whistle

Table 3-152: Smells

Die Roll	Smell Description (d100)
01-05	Alcohol
06-10	Blood
11-15	Chlorine
16-20	Cooking
21-25	Earthy smell
26-30	Fish
31-35	Flowers
36-40	Fresh bread
41-45	Lamp oil or kerosene
46-50	Lye soap
51-55	Manure or dung
56-60	Metallic

TABLE 3-152: SMELLS CONTINUED

Die Roll	Smell Description (d100)
61-65	Mold
66-70	Rot or decay, animal
71-75	Rot or decay, plant
76-80	Smoke
81-85	Sulphur
86-90	Sweat
91-95	Urine
96-00	Wet dog

Find the culprit

A characteristic of the raven

I remember the red hair.

Decorated with cloth

Black flames

Magic boots

Indications

Priest-killer

Big pottery jars

A characteristic of the ant

A mixture of energies

Lit by gems

A chase through time

Depends on where you're looking

Two diseases

Requires nearby presence

The legendary bridge

Ducks

Primordial ooze

Mysterious departure

Surrounded by flatterers

Primordial slime

Lit by earth

An attribute of coral growth

Guild Riots

A boat

Requires a password

**Sounds (See Table 3-71)**

MISCELLANEOUS USEFUL TABLES

ALTARS

See Table 3-55 and sequential.

BOOKS**Table 3-153: Book Types**

Die Roll	Book Type (d100)
01-20	Bound book, normal
21-40	Bound book, unusual binding
41-60	Scrolls
61-80	Tablets, clay
81-00	Tablets, stone

Table 3-154: Unusual Book Bindings

Die Roll	Binding (d100)	Other Unusual Feature (d100)
01-05	Leather – human skin	Lock
06-10	Leather – dragon skin	Trap (mechanical)
11-15	Leather – snake or crocodile skin	Lock and Trap
16-20	Leather – orc or goblin skin	Chained to shelves
21-25	Leather – gnoll skin	Pages glued together
26-30	Leather – troll skin	Incorporeal pages – how do you turn them?
31-35	Metal covers	Hypnotic pattern on cover
36-40	Wood covers	Poison on pages or cover
41-45	Stone covers (obsidian, etc.)	Gem-encrusted
46-50	No binding – loose pages	Unusual writing (see Written Tricks)

TABLE 3-154: UNUSUAL BOOK BINDINGS CONTINUED

	Die Roll	Binding (d100)	Other Unusual Feature (d100)
Ancient memories	51-55	Leather – painted	Metal pages (thin)
Taking measurements	56-60	Leather – scarred or scratched	Pages out of order (possibly deliberate)
Violation of an agreement	61-65	Cloth covers	Unusual illustrations
This part is older than the rest	66-70	Transparent or invisible covers	Invisible pages
Circle of energy	71-75	Ceramic covers	Strange color ink
Imprisoned spirit	76-80	Shifting pattern/picture on cover	Content of pages changes (randomly, cyclically, or based on outside stimulus such as reader's alignment or identity)
Apologies are in order	81-85	Skin with pulsing veins as cover	Virtually weightless or inexplicably heavy
Inquisition	86-90	Slime-like cover	Written in code
Orcs	91-95	No cover or scroll	Trap (magical)
Ancient curse	96-00	In box	Metal inlay on cover (filigree or possibly larger inlays)

HALLUCINOGENS

Hallucinogens might be encountered in the campaign at large, or might be encountered in the dungeon as a very subtle feature combining the effects of a potion and a poison. A simple hallucinogen simply gives the character pleasure (with no particular game effect), coupled with addiction. A more complex hallucinogen would grant an actual game-benefit to the character such as insights or strength, but would have increasingly negative side effects as time went on. If a powerful spell were required to end the addiction, it might be of temporary advantage to the character to actually maintain the addiction (with both its positive and increasingly negative effects) until it becomes cost-effective to pay for the curing (or the party's cleric gains enough levels to cast the spell).

Table 3-155: Hallucinogen Name

	Die Roll	First Word (Part One) (d100)	First Word (Part Two) (d100)	Second Word (d100)
The matter at hand	01-05	Qua	tus	Blossom
Hidden scroll	06-10	Khe	gora	Mushroom
A moment of panic	11-15	Lo	gira	Leaf
Mystical gestures	16-20	Tul	mu	Fungus
Trade places	21-25	Hia	ka	Seed
Sorcery of Wind	26-30	Ixi	kanu	Stalk
An unknown person	31-35	Thul	par	Root
A symbol in the water itself	36-40	Shia	tara	Flower
Shadow theory	41-45	Ala	shi	Vine
Hooded cloak	46-50	Bha	jo	Grub
	51-55	Ya	x	Larva
	56-60	Jini	ya	Toad/Frog

TABLE 3-155: HALLUCINOGEN NAME CONTINUED

Die Roll	First Word (Part One) (d100)	First Word (Part Two) (d100)	Second Word (d100)	
61-65	My	gis	Worm	<i>Human-headed</i>
66-70	Ola	qua	Fish	<i>Part of the information is missing</i>
71-75	Pa	min	Eggs	<i>A touch of frost in the air</i>
76-80	Qui	sin	Wasp	<i>Two people playing a game</i>
81-85	Ul	gola	Crab	<i>It's a bluff</i>
86-90	Man	teer	Octopus/squid	<i>A triangle</i>
91-95	Kree	ra	Pod	<i>Foxglove</i>
96-00	Gia	th	Bean	<i>Will-o-the-wisp</i>

Table 3-156: How Hallucinogen is Administered

Die Roll	Administered (d100)	
01-10	Chewed	<i>Envenomed nails</i>
11-20	Cooked and eaten	<i>The radiant spear</i>
21-30	Distilled and injected	<i>Improperly sealed</i>
31-40	Dried and eaten	<i>Chain of office</i>
41-50	Dried and smoked in pipe	<i>Fountain of wine</i>
51-60	Dried and smoked in pipe	<i>House of the Moon</i>
61-70	Mixed with alcoholic beverage to release drug	<i>Herbalist</i>
71-80	Powdered and inhaled	<i>Board the ship</i>
81-90	Powdered and inhaled	<i>Discover the person's identity</i>
91-00	Steeped in boiling water or milk, and served as a tea	<i>Like a bird</i>

Table 3-157: Effects of Hallucinogens

Die Roll	“Beneficial” Effect (d100)	Progressive Deteriorations (d100)	
01-25	Insight; the hallucinogen functions as a low-powered detection spell against specific hazard such as traps, or toward a specific benefit (sensing the presence of gold, for example)	Double-loss of the “beneficial effect.” Whatever benefit the character gains while under the drug’s influence is reduced below normal while the character is <i>not</i> under the influence. The amount of the negative effect probably increases over time, starting out as very minor or not even present. That “not even present” possibility could make a character repeatedly drink from a supply of “potions” that are actually an addictive hallucinogen.	<i>No exceptions</i>
26-50	Attribute Gain: while the character is under the influence of the drug, some attribute score is increased to the point where it creates a bonus or other benefit	Frequent and increasing need for sleep affects normal performance as a character if it isn’t met.	<i>House of the Necromancer</i>

TABLE 3-157: EFFECTS OF HALLUCINOGENS CONTINUED

	Die Roll	“Beneficial” Effect (d100)	Progressive Deteriorations (d100)
Switched sides	51-75	Hit point gain: while the character is under the influence of the drug, he or she is capable of taking more damage than normal.	Increasing episodes of confusion, possibly to the point where a spell caster cannot always succeed at casting a spell, or a fighter cannot reliably make attacks in any particular combat round.
Moneylender	76-00	Berserk attacks or a “danger sense” that gives the character some sort of benefit in combat – some of these might also have a negative effect: berserk attacking usually makes the character easier to hit as well as being able to hit more effectively.	Deteriorating senses: character is becoming less able to see things clearly, for example, starting the process of getting penalties to attack rolls, etc.

Table 3-158: Physical Signs of Hallucinogen Use

	Die Roll	Signs of Addiction to, or Use of, Narcotic (d100)
Switched sides	01-05	Irises of the eye turn strange color: red, purple, yellow, or orange
Moneylender	06-10	Whites of eyes turn a strange color: red, yellow, blue, green, grey, or brown
Made of bronze	11-15	Nervous tic develops in a particular (and characteristic) place: cheek, eye, hand, arm, leg, or neck.
Fermented too long	16-20	One leg tends to begin dragging slightly when walking
Display area	21-25	One hand becomes less able to grip items firmly
Baracks	26-30	User experiences a long period of disorientation after waking from sleep
Pressed clay	31-35	User experiences frequent nightmares
Egg-shaped	36-40	Dizziness when standing up
According to the rumors, at least	41-45	Hair begins to turn white or grey
It jumps around	46-50	Hair begins to show unusual color tone: red, yellow, blue, or green.
Time travel	51-55	Speech occasionally becomes slurred, and nonsensical later in the course of the addiction
Altered by contact	56-60	Occasional hallucinations even while not under the influence of the drug
True, except for one thing	61-65	Constant thirst
A characteristic of the goat	66-70	Constant hunger
Silver hawk	71-75	Occasional memory gaps for names, details, and/or recent events
Dream infiltrator	76-80	Fingernails and toenails begin to turn strange color: red, yellow, blue, green, grey, or brown
Surrounded by spikes	81-85	Patterns begin to appear on skin in pink, white, bluish or brownish color
A strange brew	86-90	Urine shows strange colors
Very charismatic	91-95	Constant need to spit, and saliva shows strange color tinge such as blue, green, yellow, or orange
Movement	96-00	Teeth begin to change color to red, black, orange, or green

Switched sides

Moneylender

Made of bronze

Fermented too long

Display area

Baracks

Pressed clay

Egg-shaped

According to the rumors, at least

It jumps around

Time travel

Altered by contact

True, except for one thing

A characteristic of the goat

Silver hawk

Dream infiltrator

Surrounded by spikes

A strange brew

Very charismatic

Movement

Foul weather

Requires food

Hidden person

Magic circle

A characteristic of the meerkat

An exodus

Collection point

Cows

Destroy the evidence

HERBS

This is a list of real-world herbs, mainly good for filling out the details of an alchemist's storeroom.



Table 3-159: Herbs

Die Roll	Herb (d100)	
01	Abscess root	<i>Defies gravity</i>
02	Acacia gum (gum arabic)	<i>Trapdoor</i>
03	Aconite (monk's hood, wolfsbane)	<i>It keeps careful count</i>
04	Acorn, ground	<i>The banner of the darkness</i>
05	Adder's tongue (trout-lily, dog's tooth violet)	<i>Ship captain</i>
06	Adderwort	<i>Builds strange dwelling</i>
07	Adrue tubers, sedative	<i>An old feud</i>
08	Agaric (gilled mushroom)	<i>Amphibian</i>
09	Agrimony	<i>Supernatural eye</i>
10	Alder-bark	<i>Forgotten version</i>
11	All-heal (woundwort)	<i>The answer is in the picture</i>
12	Almond, milk or powdered nut	<i>The spell has taken effect</i>
13	Aloe	<i>The bread was poisoned</i>
14	Amaranth	<i>Decorator had no taste</i>
15	Angelica herb	<i>Locusts</i>
16	Anise oil	<i>The animals do not approach it</i>
17	Asparagus root	<i>Altered pathways</i>
18	Balmony (snakehead, shell-flower)	<i>The eyewitness disappeared</i>
19	Basil	<i>Morphological changes</i>
20	Beet	<i>A centaur</i>
21	Belladonna (deadly nightshade)	<i>Phases of matter</i>
22	Betel nut	<i>Madness</i>
23	Birch	<i>Hallucinogenic liquid</i>
24	Birthwort	<i>Dream procedure</i>
25	Bittersweet (woody nightshade)	<i>Salt pork</i>
26	Black Truffle	<i>Cinnamon</i>
27	Blackberry	<i>A butterfly</i>
28	Bryony	
29	Burdock	
30	Butterbur	
31	Camphor	
32	Caraway seed	
33	Catnip	
34	Chamomile	
35	Clamshell mushroom	
36	Clover	
37	Cloves	
38	Comfrey	
39	Dandelion	
40	Death Cap mushroom (Amanita Phalloides)	
41	Eyebright	
42	Fennel	
43	Feverfew	
44	Figwort (throatwort)	
45	Foxglove (digitalis, fairy cap)	
46	Garlic	
47	Gentian	
48	Ginger	
49	Ginseng	
50	Gypsy mushroom (Rozites Caperata)	
51	Hartstongue	
52	Hawthorn	
53	Hedgehog mushroom (Hydnus Repandum)	
54	Hellebore	
55	Honeysuckle	
56	Horehound	
57	Horse mushroom (Agaricus Arvensis)	
58	Hyssop	

TABLE 3-159: HERBS CONTINUED

Die Roll	Herb (d100)
59	Ipecac
60	Kelp
61	Larkspur (knight's spur)
62	Leek
63	Lily blossom (or bulb)
64	Lily of the valley
65	Lotus
66	Mace
67	Marigold
68	Mayflower
69	Melon seed
70	Mint
71	Mistletoe
72	Mullein (flowering plant)
73	Mustard
74	Myrrh (dried sap)
75	Nutmeg
76	Old Man of the Woods mushroom (<i>Strobilomyces Confusus Floccopus</i>) – seriously, that's the Latin name
77	Parasol mushroom (<i>Lepiota Procera</i>)
78	Passion-flower
79	Pepper
80	Peppermint
81	Pomegranate
82	Poppy
83	Quince
84	Rose
85	Rose hips
86	Saffron
87	Scaber Stalk mushroom (<i>Leccinum Scaber</i>)
88	Sesame seeds
89	Shaggy Mane (or Inky Cap) mushroom (<i>Coprinus Comatus</i>)
90	Skullcap Root
91	Smearwort
92	Sweetbalm
93	Tarragon
94	Tea
95	Thyme
96	Tree Ear mushroom (<i>Auricularia Polytricha</i>)
97	Trumpet of Death mushroom (<i>Craterellus cornucopioides</i>)
98	Valerian Root
99	Watercress
100	Woodbine (<i>gelsemium</i>)



POTIONS AND ALCHEMY

Table 3-160: Liquid Potions

Die Roll	Color (d100)	Consistency (d100)	Smells Like (d100)	Other (d100)
01-10	Black	Chunky	Alcohol	Bubbles or effervesces
11-20	Blue	Contains sediment or precipitates	Burned Toast	Clouded
21-30	Brown	Multiple viscosities (layered liquids or floating blobs within)	Dung or manure	Colored flecks within

TABLE 3-160: LIQUID POTIONS CONTINUED

Die Roll	Color (d100)	Consistency (d100)	Smells Like (d100)	Other (d100)
31-40	Clear	Oily	Flowers	Fumes, seethes, or sublimates in air
41-50	Green	Sludge	Newly-mown grass	Layered colors
51-60	Grey	Syrupy	No smell	Opalescent (swirls of color change with light, like a pearl)
61-70	Orange	Syrupy	Rot	Phosphorescent (glows)
71-80	Purple	Viscous	Smoke	Reflective or metallic
81-90	Red	Watery	Vinegar	Swirls of color (actual color, not just an opalescent light effect)
91-00	White	Watery	Wet dog	Translucent



POWDERED POTIONS

Not all potions are necessarily liquid in form, although don't overdo it.

Table 3-161: Powdered Potions

Die Roll	Color (d100)	Smells Like (d100)	Other (d100)
01-10	Black	Burned Toast	Gives off wisps of steam or sublimation
11-20	Blue	Dung or manure	Is compressed into a block, chalk-like stick, tablet, capsule, or sphere
21-30	Brown	Flowers	Large Grains (like black powder)
31-40	Clear	Gunpowder (sulfurous, brimstone)	Powder is extremely heavy
41-50	Green	Newly-mown grass	Powder is magnetic (try licking a potion off your shield...)
51-60	Grey	No smell	Powder is weightless or almost so
61-70	Orange	Rot	Remains hotter or colder than room temperature
71-80	Purple	Smoke	The powder's smell (other than "no smell") is very, very strong and can be smelled at a distance.
81-90	Red	Vinegar	Tiny grains (dust-like)
91-00	White	Wet dog	Very large grains (seed or gravel size)

Encrusted with salt

Cauldron

A festival took place

Unintended consequences

Floor is lava

Moves around randomly

I could hear faint splashing noises

Weasels are responsible

Where nobles meet

Time is reversed

A distant music

It's about food

Multi-faceted eyes

Wrath of the Wings

Exposure to the weather

Function depends on the instructions given

The villain's recurs

Parchment of Wisdom

Confident

Obscured vision

A characteristic of the archerfish

First time's the charm, then you're screwed

Bronze sword

The Book of Bells

Mimic

The slashing claw

Where they sleep

Table 3-162: Magical Workrooms (List of Furnishings)

	Die Roll	Furnishing (d100)
Copper halberd	01-05	Animal cages
Line of sight	06-10	Athanor (oven)
Secret agreement	11-15	Bookshelves
Mace of office	16-20	Burners and fires
A distinctive scar	21-25	Calipers and measuring devices
A characteristic of the earwig	26-30	Candles and light sources
Don't use the boring alternative	31-35	Desk and papers
Majordomo for a spellcaster	36-40	Distilling apparatus
Cattle-killer	41-45	Fireplace and braziers
Diamond	46-50	Flasks and beakers
Who would be blamed?	51-55	Herb-growing pots
Information is usually reliable	56-60	Lenses and telescopes
Tiny leaves	61-65	Magic circles and wardings (floor and possibly elsewhere)
Cult	66-70	Models and anatomical statues
Pepper	71-75	Orrery and astrolabe
Pressed flowers	76-80	Skeletons of animals, people, monsters
Someone departed	81-85	Star charts
Mirage	86-90	Stuffed animal hides
It skipped a generation	91-95	Stuffed monster hides
A questionable source of information	96-00	Test tubes

ALCHEMICAL INGREDIENTS

DETAILED ALCHEMICAL INGREDIENTS MASTER TABLE

Many of the items created in these tables are so specific that they'd almost function better as a resource for player characters who are creating potions or supplying an alchemist. However, you never know when extreme detail will come in handy when you're creating a dungeon adventure.

Table 3-163: Detailed Alchemical Ingredients Master Table

	Die Roll	Type (d100)
Festival of Remembrance	01-20	Animal/Monster part
Badly eroded	21-40	Person part
It regenerates	41-60	Plant or plant part
We ride at dawn	61-80	Small Alchemical Things
	81-00	Substance

ANIMAL/MONSTER PART

Some of these combinations don't make immediate sense, but part of alchemy is finding something extremely rare, like the beak of a baboon. Note that some of the entries repeat, in order to make the table work properly. Roll to see whether you should use Type A or Type B monsters.

Perils and prophesies

Dispossessed spirit

Circle of Fire(s)

Dubious treasure

The way is closed off with bars

Crime and Redemption

Solvents and acids

An evil fairy is behind it

Waiting for the verdict

Cultists

Wizard's hobby

A meeting of the nobility

Crossed swords

A piece of cloth

An alert guardian

An artificer (lenses and glass)

The forge

A fortified position

Stockade

Parchment of Time

A chimera

Part of the story is missing

A mixture of conditions

Where the warriors meet

A thing that grabs

Surrounded by webs

Green mice

Table 3-164: Animal/Monster Part

Die Roll	Preservation (d100)	Body Part (d100)	Type A (50% chance) (d100)	Type B (50% chance) (d100)	Other Detail (d100)
01-02	A Suspension in liquid of the	Ankle-bone of a(n)	Anteater	Basilisk	Removed at Midsummer
03-04	A Suspension in liquid of the	Ankle-bone of a(n)	ape	Bugbear	Removed by the light of a crescent moon
05-06	A Suspension in liquid of the	Beak/tooth of a(n)	Baboon	Catoblepas	Removed during an eclipse
07-08	A Suspension in liquid of the	Beak/tooth of a(n)	Badger	Cockatrice	Removed during the Solstice
09-10	Distilled liquid of the	Claw of a(n)	Bat	Crow	Removed in a ritual conducted by a particular savage priesthood
11-12	Distilled liquid of the	Claw of a(n)	Bear	Doppelganger	Removed in the dark of the New Moon
13-14	Distilled liquid of the	Egg(s) of a(n)	Beaver	Dove	Removed under the light of a full moon
15-16	Distilled liquid of the	Egg(s) of a(n)	Boar	Dragon	Slain (or found) in a forest
17-18	Essence derived from the	Entrails of a(n)	Bull	Dryad	Slain (or found) underground
19-20	Essence derived from the	Eye of a(n)	Camel	Duck	Slain with spears that were blessed by druids
21-22	Essence derived from the	Eye of a(n)	Canary	Ferret	That could speak
23-24	Essence derived from the	Face of a(n)	Cat	Fire-Drake	That died during a rainfall
25-26	Oil pressed from the	Face of a(n)	Giant centipede	Ghoul	That died from being boiled
27-28	Oil pressed from the	Foot/hoof/claw of a(n)	Chicken	Goblin	That died from eating poisonous mushrooms
29-30	Oil pressed from the	Foot/hoof/claw of a(n)	Cobra	Griffon	That died from plague
31-32	Oil pressed from the	Gallstones of a(n)	Crab	Harpy	That died of old age
33-34	Paste made from the	Hand of a(n)	Crocodile	Hippogriff	That died of thirst

TABLE 3-164: ANIMAL/MONSTER PART CONTINUED

	Die Roll	Preservation (d100)	Body Part (d100)	Type A (50% chance) (d100)	Type B (50% chance) (d100)	Other Detail (d100)
Attack from below						
What still remains	35-36	Paste made from the	Hand of a(n)	Dinosaur	Kobold	That froze to death
Hidden trigger	37-38	Paste made from the	Head of a(n)	Dog	Land Shark	That had a rare spotted pattern of colors on it
Aftershocks						
Mildew	39-40	Paste made from the	Head of a(n)	Dolphin	Leopard	That had magical properties during life
Tremendously fast						
Perceived but unseen	41-42	Pickled	Heart of a(n)	Eagle	Lizard man	That had once eaten human flesh
A meeting of alchemists						
Lightning-charged vines	43-44	Pickled	Heart of a(n)	Eel	Manticore	That inhabited the shores of a particular island
Food source						
Dissolves prey	45-46	Pickled	Hide of a(n)	Elephant	Medusa	That lived under a curse
Sword in the stone	47-48	Pickled	Horn/antler/hair of a(n)	Fish	Merman	That was a blue-colored member of the species
Sacks of feathers						
Worshippers of a strange god	49-50	Powdered	Horn/antler/hair of a(n)	Frog	Minotaur	That was a half-blood with another species
Trapped in the sounds	51-52	Powdered	Kidney of a(n)	Giraffe	Newt	That was a perfect specimen of the species
The Filth-Forge						
Assumptions	53-54	Powdered	Kidney of a(n)	Goat	Ogre	That was a perfectly black-colored member of the species
Unspeakable	55-56	Powdered	Knee-bone of a(n)	Hawk	Panther	That was an albino of the species
Sacks of rice						
Yesterday is a foreign country	57-58	The Boiled	Knee-bone of a(n)	Heron	Pixie	That was blind
A final test						
59-60	The Boiled	Knucklebones or joints of a(n)	Horse	Satyr	That was born at midnight	
Liquid, solid, gas						
Maenads	61-62	The Boiled	Liver of a(n)	Hyena	Sea Monster	That was born at the full moon
A magical key						
Troglodytes	63-64	The Dried	Liver of a(n)	Jackal	Seagull	That was born dead
Circle of lightning						
Heretical concept	65-66	The Dried	Lungs of a(n)	Demon	Shark	That was born on Midsummer Night
Wooden boxes						
This part is built over a river	67-68	The Dried	Remnants of a(n)	Leopard	Snake	That was cooked in oil immediately after death
	69-70	The Dried	Rib of a(n)	Lion	Spider	That was drowned
	71-72	The Mummified	Rib of a(n)	Lizard	Squid	That was fossilized
	73-74	The Mummified	Shin-bone of a(n)	Mammoth	Stag	That was killed by a ghost (or wraith, or spirit)
	75-76	The Mummified	Shin-bone of a(n)	Monkey	Swamp thing	That was killed by a predator

TABLE 3-164: ANIMAL/MONSTER PART CONTINUED

Die Roll	Preservation (d100)	Body Part (d100)	Type A (50% chance) (d100)	Type B (50% chance) (d100)	Other Detail (d100)	
77-78	The Mummified	Skin or hide of a(n)	Octopus	Toad	That was killed by a virgin	Traps react to magic
79-80	The Preserved	Skin or hide of a(n)	Ostrich	Troglodyte	That was killed by members of its own species	Demons. It's always demons.
81-82	The Preserved	Skull of a(n)	Ox	Unicorn	That was killed in a cage	A medusa
83-84	The Preserved	Skull of a(n)	Parrot	Viper	That was killed in a particular ancient ruin	Armor of the undead
85-86	The Preserved	Stomach of a(n)	Peacock	Vulture	That was killed in a stone circle	Arrest the miscreant!
87-88	The Salted	Stomach of a(n)	Roc	Walrus	That was raised in captivity	Distorted figure
89-90	The Salted	Teeth of a(n)	Rabbit	Warthog	That was sacrificed in a particular location	A flower of sound
91-92	The Salted	Teeth of a(n)	Rat	Wereboar	That was sacrificed on Allhallows Eve	Barricaded area
93-94	The Salted	Tongue of a(n)	Raven	Werewolf	That was slain by a knight	Animatronic
95-96	The Smoke-cured	Tongue of a(n)	Rhinoceros	Whale	That was slain with a magical dagger	Whirlwind
97-98	The Smoke-cured	Tusk/fang/tooth of a(n)	Saber-tooth tiger	Wolf	That was slain with an arrow	When the light hits the prism
99-00	The Smoke-cured	Tusk/fang/tooth of a(n)	Seal or baby seal	Wyvern	With two heads	Use the dice

PERSON PART

Note: The “Other Detail” is optional, depending on how much detail you really need. In most cases, alchemical ingredients in a dungeon can be generated just using details of the physical appearance of the substance. Roll to see which column to use for Type of Person.

Table 3-165: Person Part

Die Roll	Preservation (d100)	Body Part (d100)	Type of Person	Type of Person	Other Detail (d100)	
			Column 1 (50% chance to use this column) (d100)	Column 2 (50% chance to use this column instead) (d100)		
01-02	A Suspension of	Ankle-bone of a(n)	Abbot	Knight	Killed in a circle of mushrooms	Mold spores
03-04	A Suspension of	Bladder of a(n)	Accused man	Lawyer	Killed in a circle of stones	Magical engine
05-06	A Suspension of	Blood of a(n)	Addict	Necromancer	Prepared and preserved by the crafts of a witch	Mint condition
07-08	Essence of the	Brain of a(n)	Adulterer	Oathbreaker	Removed at Midsummer	A pattern of runes

TABLE 3-165: PERSON PART CONTINUED

	Die Roll	Preservation (d100)	Body Part (d100)	Type of Person Column 1 (50% chance to use this column) (d100)	Type of Person Column 2 (50% chance to use this column instead) (d100)	Other Detail (d100)
Exposed to the elements	09-10	Essence of the	Dung of a(n)	Albino	Ogre	Removed by a demon
A characteristic of the jackal	11-12	Essence of the	Ears of a(n)	Alchemist	One-legged man	Removed by the light of a crescent moon
Spatial transition	13-14	Oil derived from the	Entrails of a(n)	Apothecary	Orc	Removed by the light of sacred flames
Rain-drums	15-16	Oil derived from the	Eye of a(n)	Arsonist	Peasant	Removed by the victim's brother
A thing that turns	17-18	Oil derived from the	Eye of a(n)	Artisan	Perjurer	Removed during an eclipse
Unexpected results	19-20	Oil derived from the	Face of a(n)	Assassin	Pickpocket	Removed during the Solstice
Sarcophagus	21-22	Paste made from the	Final breath of a(n)	Astrologer	Pirate	Removed in the dark of the New Moon
Our map is wrong	23-24	Paste made from the	Finger-bones of a(n)	Baker	Poisoner	Removed under the light of a full moon
He was such a quiet fellow	25-26	Paste made from the	Fingernail of a(n)	Bandit	Prisoner	Removed while the person was living
Blue door	27-28	Paste made from the	Fingernail of a(n)	Barbarian	Robber	Removed with a bronze knife
Wreathed in magic	29-30	Powder of the	Fingers of a(n)	Barber	Rapist	Sacrificed by druids
Alamia	31-32	Powder of the	Fingers of a(n)	Baron(ess)	Red-haired man	Who died at a crossroad
Edge of the precipice	33-34	Powder of the	Foot of a(n)	Beautiful woman	Shaman	Who died at midnight
Everyone has a share	35-36	Powder of the	Gallstones of a(n)	Beggar	Slanderer	Who died by betrayal
Like a cheetah	37-38	Powdered	Hair of a(n)	Black-haired man	Sailor	Who died during a storm
Wreathed in webs	39-40	Powdered	Hand of a(n)	Blackmailer	Smuggler	Who died from exposure to the elements
Gravity is reversed	41-42	Powdered	Hand of a(n)	Blasphemer	Swindler	Who died in exile
A characteristic of the elephant	43-44	The Boiled	Head of a(n)	Blond-haired person	Tax Collector	Who died of poisoning
A bargain with the fey	45-46	The Distilled	Head of a(n)	Blue-eyed man	Traitor	Who died unshaven
Time for tea	47-48	The Distilled	Heart of a(n)	Bureaucrat	Trespasser	Who drowned
Sawdust	49-50	The Distilled	Heart of a(n)	Burglar	Warlock	Who froze to death
Swarm of things	51-52	The Distilled	Heart's blood of a(n)	Butcher	Warrior	Who had never tasted meat
Left open						
A stitch in time saves nine						
An aging leader						
Problems underfoot						
Draped in shadow						
Doorway to the future						

TABLE 3-165: PERSON PART CONTINUED

Die Roll	Preservation (d100)	Body Part (d100)	Type of Person Column 1 (50% chance to use this column) (d100)	Type of Person Column 2 (50% chance to use this column instead) (d100)	Other Detail (d100)
53-54	The Dried	Intestines of a(n)	Cattle Thief	Witch	Who had walked in certain sacred precincts
55-56	The Dried	Kidney of a(n)	Counterfeiter	Damsel	Who lived a virtuous life
57-58	The Dried	Knee-bone of a(n)	Coward	Widow	Who was (however distantly) of a traitor's blood
59-60	The Dried	Knuckle-bones of a(n)	Desecrator of Tombs	Crone	Who was (however distantly) of royal blood
61-62	The Jellied	Liver of a(n)	Deserter	Seventh Son	Who was a miser
63-64	The Jellied	Liver of a(n)	Dishonest Man	Halfling	Who was a virgin
65-66	The Jellied	Lungs of a(n)	Druid	Noble	Who was an albino
67-68	The Mummified	Rib of a(n)	Drunk	Ferryman	Who was evil to the core
69-70	The Mummified	Rib of a(n)	Dwarf	Foreigner	Who was killed by a ghost
71-72	The Mummified	Shin-bone of a(n)	Elf	Forester	Who was killed by a vampire
73-74	The Mummified	Shin-bone of a(n)	Embezzler	Fortune-teller	Who was killed by his/her own child
75-76	The Pickled	Skin of a(n)	Pirate	Gladiator	Who was killed by plague
77-78	The Pickled	Skin of a(n)	Eunuch	Knave	Who was killed by wild beasts
79-80	The Pickled	Skull of a(n)	Executioner	Leper	Who was killed with a silver weapon
81-82	The Preserved	Skull of a(n)	Extortionist	Outlaw	Who was murdered
83-84	The Preserved	Spittle of a(n)	Forger	Moneylender	Who was not given the proper funeral rites
85-86	The Preserved	Stomach of a(n)	Gambler	Monk	Who was not raised by human parents
87-88	The Preserved	Teeth of a(n)	Goblin	Pilgrim	Who was one of two twins
89-90	The Salted	Teeth of a(n)	Grave Robber	Princess	Who was sacrificed to a demon or other such
91-92	The Salted	Thumbs of a(n)	Handsome man	Shoemaker	Who was strangled
93-94	The Salted	Toenails of a(n)	Heretic	Spy	Who was tainted by congress or bargains with a demon

*Everyone was deceived**Held for ransom**Pure nonsense**Clockwork minions**The touch of a hand**An artisan**Charity is involved**Stolen goods**Improper packaging**Hidden letter**An asteroid**Voice of shadow**The wrong tool**Bales of hay**Use the third dimension**Spies**A sphere of matter**Chain of evidence**Something horrible washes up on shore**Circle of beliefs**Forbidden method**A steep slope**It's broken somehow**A characteristic of the seal**A time of crisis**Trapped in the monster**Prison**A failure to communicate*

TABLE 3-165: PERSON PART CONTINUED

	Die Roll	Preservation (d100)	Body Part (d100)	Type of Person Column 1 (50% chance to use this column) (d100)	Type of Person Column 2 (50% chance to use this column instead) (d100)	Other Detail (d100)
Sonically-charged traps	95-96	The Salted	Toes of a(n)	Horse thief	Weaver	Who was unjustly executed for crimes not committed
Elemental contact	97-98	The Smoke-cured	Tongue of a(n)	Judge	Traveler	Whose body was dug up from the grave
Thaumaturgy	99-00	The Sun-bleached	Tongue of a(n)	Kidnapper	Tailor	Whose body was taken from a gallows

Table 3-166: Plant or Plant Part

	Die Roll	Preservation (d100)	Type of Plant (d100)	Other Detail (d100)
Dangerously persuasive	01	A Suspension in liquid of	Acacia gum (gum Arabic)	Blessed by a monk before preparation
Two wizards	02	A Suspension in liquid of	Aconite (monk's hood, wolfsbane)	Brought from across the sea
Bone necklace	03	A Suspension in liquid of	Acorn, ground	Brought from the far west
Renounced the agreement	04	A Suspension in liquid of	Adder's tongue (trout-lily, dog's tooth violet)	Buried for a year in a crossroads before preparation
Destroy the conspiracy	05	Distilled liquid of	Adderwort	Collected by a widow
Traps react to spells	06	Distilled liquid of	Adrue tubers, sedative	Cooked in a rare beer before preparation
Ice	07	Distilled liquid of	Agaric (gilled mushroom)	Cooked in demon-fire before preparation
Highly detailed	08	Distilled liquid of	Agrimony	Cut by a man condemned to be beheaded
Circle of gemstones	09	Essence of	Alder-bark	Cut by the wife of a soldier
Trapped in the mountains	10	Essence of	All-heal (woundwort)	Dug from the ground by a murderer
Bronze lanterns	11	Essence of	Almond, milk or powdered nut	Dusted with crushed mother of pearl
A sworn affidavit	12	Essence of	Aloe	Dusted with the powdered teeth of a wolf
Probably tomorrow	13	Oil of	Amaranth	Fertilized with the manure of wild hippogriffs
To be honest...	14	Oil of	Angelica herb	Fertilized with the rotted meat of an ogre
Mysterious substance	15	Oil of	Anise oil	Grown beneath a canopy of spider-webs
Hidden desires	16	Oil of	Asparagus root	Grown beneath a lens of amber
A map reflected in water	17	Paste made from	Balmony (snakehead, shell-flower)	Grown by dwarves
	18	Paste made from	Basil	Grown by evil elves in the fastnesses beneath the earth
	19	Paste made from	Beet	Grown by goblins

TABLE 3-166: PLANT OR PLANT PART CONTINUED

Die Roll	Preservation (d100)	Type of Plant (d100)	Other Detail (d100)
20	Paste made from	Belladonna (deadly nightshade)	Grown by witchcraft
21	Pickled	Betel nut	Grown from the empty eye socket of a skull
22	Pickled	Birch	Grown from the grave-earth of a murderer
23	Pickled	Birthwort	Grown from the grave-earth of a saint
24	Pickled	Bittersweet (woody nightshade)	Grown in a cursed glade
25	Powdered	Black Truffle	Grown in a forest where ghosts dwell
26	Powdered	Blackberry	Grown in a graveyard
27	Powdered	Bryony	Grown in a house of glass (e.g., greenhouse, terrarium, etc.)
28	Powdered	Burdock	Grown in a nest of vipers
29	Dried	Butterbur	Grown in a room of mirrors
30	Dried	Camphor	Grown in a swamp
31	Dried	Caraway seed	Grown in an ancient battlefield
32	Dried	Catnip	Grown in clay pots made from the earth of a particular place
33	Dried	Chamomile	Grown in earth that was kept isolated from all other earth of the world
34	Dried	Clamshell mushroom	Grown in elemental earth
35	Dried	Clover	Grown in hanging baskets woven from the hair of a harpy
36	Powdered	Cloves	Grown in the high mountains
37	Powdered	Comfrey	Grown in the nest of a roc
38	Powdered	Dandelion	Grown in the precincts of a prison
39	Powdered	Death Cap mushroom (Amanita Phalloides)	Grown in the precincts of a temple
40	Preserved	Eyebright	Grown in the ruins of a settlement wiped out by plague
41	Preserved	Fennel	Grown in the snow and ice
42	Preserved	Feverfew	Grown in the tidal pools of a particular coastline
43	Preserved	Figwort (throatwort)	Grown in waters that have drowned a man
44	Salted	Foxglove (digitalis, fairy cap)	Grown near the nests of giant wasps
45	Salted	Garlic	Grown on a particular mountain peak or hill
46	Salted	Gentian	Grown without sunlight
47	Salted	Ginger	Harvested at dawn

Oh, the irony

Copies something

A trick on the ceiling

Redemption

Deliver dangerous goods

When the last leaf falls from the tree

Bracelet with shifting pattern of blue stones

Jousting

Volatile materials

Evidence of passage

Religious Riots

About freedom

Cone-shaped

Like a hippie

Notched and damaged

Dream conveyor

Changing floor

Ziggurat

Measuring the odds

A winner declared

Hidden enemies

Bronze dagger

Lesser creatures

Lots of space

Bet all on one throw

Reawakening power

Weaver

Sea-creature on land

Affects memory

Beholder

TABLE 3-166: PLANT OR PLANT PART CONTINUED

	Die Roll	Preservation (d100)	Type of Plant (d100)	Other Detail (d100)
<i>Regeneration</i>				
<i>Increments of time</i>	48	Smoke-cured	Ginseng	Harvested at Dusk
<i>Pixies are involved</i>	49	Smoke-cured	Gypsy mushroom (Rozites Caperata)	Harvested at midnight
<i>Famine</i>	50	Smoke-cured	Hartstongue	Harvested at Midsummer
<i>Condition red</i>	51	A Suspension in liquid of	Hawthorn	Harvested at the full moon
<i>Spotted pattern</i>	52	A Suspension in liquid of	Hedgehog mushroom (Hydnus Repandum)	Harvested at the Winter Solstice
<i>Doorway to the machines</i>	53	A Suspension in liquid of	Hellebore	Harvested by a child
<i>Restless dead</i>	54	A Suspension in liquid of	Honeysuckle	Harvested by a druid
<i>Lots of bugs</i>	55	Distilled liquid of	Horehound	Harvested by a traitor
<i>Mastodon</i>	56	Distilled liquid of	Horse mushroom (Agaricus Arvensis)	Harvested by a virgin
<i>Erosion</i>	57	Distilled liquid of	Hyssop	Harvested by goblins
<i>An unusual sigil</i>	58	Distilled liquid of	Ipecac	Harvested by night
<i>Dark, shadowed trees</i>	59	Essence of	Kelp	Harvested by one whose soul is damned
<i>Quick recovery</i>	60	Essence of	Larkspur (knight's spur)	Harvested by the alchemist who shall prepare it
<i>Animal-killer</i>	61	Essence of	Leek	Harvested during an eclipse
<i>On the hunt</i>	62	Essence of	Lily blossom (or bulb)	Harvested during the new moon
<i>Green orb</i>	63	Oil of	Lily of the valley	Harvested in the teeth of a gale blowing from the north
<i>Residual sounds</i>	64	Oil of	Lotus	Harvested on Allhallows Eve
<i>Three triangles</i>	65	Oil of	Mace	Harvested under a crescent moon
<i>Wreathed in wire</i>	66	Oil of	Marigold	Harvested with a blade that has recently killed
<i>Strange egg</i>	67	Paste made from	Mayflower	Harvested with a copper sickle
<i>Altered memories</i>	68	Paste made from	Melon seed	Harvested with a magical blade
<i>Jet propulsion</i>	69	Paste made from	Mint	Mixed with olives
<i>Silver mouse</i>	70	Paste made from	Mistletoe	No special feature; this is a standard ingredient, not a special one.
<i>Secret process</i>	71	Pickled	Mullein (flowering plant)	No special feature; this is a standard ingredient, not a special one.
<i>A ladder</i>	72	Pickled	Mustard	No special feature; this is a standard ingredient, not a special one.
<i>A temporary phase</i>	73	Pickled	Myrrh (dried sap)	No special feature; this is a standard ingredient, not a special one.
<i>Requires special procedure</i>	74	Pickled	Nutmeg	No special feature; this is a standard ingredient, not a special one.
<i>It can change its form</i>				
<i>Tornado</i>				

TABLE 3-166: PLANT OR PLANT PART CONTINUED

Die Roll	Preservation (d100)	Type of Plant (d100)	Other Detail (d100)
75	Powdered	Old Man of the Woods mushroom	No special feature; this is a standard ingredient, not a special one.
76	Powdered	Parasol mushroom (Lepiota Procera)	No special feature; this is a standard ingredient, not a special one.
77	Powdered	Passion-flower	No special feature; this is a standard ingredient, not a special one.
78	Powdered	Pepper	No special feature; this is a standard ingredient, not a special one.
79	Dried	Peppermint	No special feature; this is a standard ingredient, not a special one.
80	Dried	Pomegranate	Nourished with elemental water
81	Dried	Poppy	Passed through the gut of a monkey
82	Dried	Quince	Prepared after harvesting by use of elemental fire
83	Dried	Rose	Prepared by a blind man (or woman)
84	Dried	Rose hips	Prepared by a dryad
85	Dried	Saffron	Prepared by a gypsy
86	Powdered	Scaber Stalk mushroom (Leccinum Scaber)	Prepared by a witch
87	Powdered	Sesame seeds	Prepared so as to be highly flammable
88	Powdered	Shaggy Mane (or Inky Cap) mushroom (Coprinus Comatus)	Prepared so as to repel one or more species of magical creature (like wolfsbane or garlic)
89	Powdered	Skullcap Root	Prepared so as to sublime into a poison gas
90	Preserved	Smearwort	Scorched in a fire of rare woods before preparation
91	Preserved	Sweetbalm	Soaked in the water from a particular (possibly underground) lake
92	Preserved	Tarragon	Stolen from a druidic grove
93	Preserved	Tea	Stolen from a merchant of evil and dark reputation
94	Salted	Thyme	Taken from the gardens of a (particular) titan
95	Salted	Tree Ear mushroom (Auricularia Polytricha)	That has had dark spells cast upon it
96	Salted	Trumpet of Death mushroom (Craterellus cornucopoides)	That has heard sounds of pure terror
97	Salted	Valerian Root	That has survived a forest fire
98	Smoke-cured	Watercress	That was watered with blood

TABLE 3-166: PLANT OR PLANT PART CONTINUED

Die Roll	Preservation (d100)	Type of Plant (d100)	Other Detail (d100)
99	Smoke-cured	Willow	Using rare vinegars and oils in the preparation process
100	Smoke-cured	Woodbine (gelsemium)	Washed with the tears of a damsel

Table 3-167: Small Alchemical Things

Die Roll	Preservation (d100)	Type of Small Thing (d100)
01-02	Distilled	Bats
03-04	Distilled	Bees
05-06	Distilled	Beetles
07-08	Distilled	Blossoms, buds, or flowers
09-10	Distilled	Brains
11-12	Dried	Cats
13-14	Dried	Centipedes
15-16	Dried	Crabs
17-18	Dried	Dragonflies
19-20	Dried	Earwigs
21-22	Ground-up	Eels
23-24	Ground-up	Eels
25-26	Ground-up	Feathers
27-28	Ground-up	Frogs
29-30	Ground-up	Gallstones
31-32	Jellied	Geckos
33-34	Jellied	Hornets
35-36	Jellied	Horrid things from under the water that should not exist in a sane world
37-38	Jellied	Imps
39-40	Jellied	Jellyfish
41-42	Pickled	Lamprey
43-44	Pickled	Leeches
45-46	Pickled	Locusts
47-48	Pickled	Mice
49-50	Pickled	Mold or lichen
51-52	Powdered	Moths
53-54	Powdered	Mushrooms or truffles
55-56	Powdered	Newts

TABLE 3-167: SMALL ALCHEMICAL THINGS CONTINUED

Die Roll	Preservation (d100)	Type of Small Thing (d100)	
57-58	Powdered	Octopus-creatures	<i>Repeating pattern</i>
59-60	Powdered	Ooze-globules	<i>Ceremonial sword</i>
61-62	Salt-cured	Piranha	<i>Faulty memory</i>
63-64	Salt-cured	Praying Mantises	<i>Something was entombed in stone</i>
65-66	Salt-cured	Rats	<i>Evocation</i>
67-68	Salt-cured	Roaches	<i>Financial considerations</i>
69-70	Salt-cured	Scarab beetles	<i>A casino</i>
71-72	Smoke-cured	Shrews	<i>Circle of ravens</i>
73-74	Smoke-cured	Slugs	<i>Line of dirt</i>
75-76	Smoke-cured	Snails	<i>It was right there in plain sight</i>
77-78	Smoke-cured	Snakes	<i>A craftsman</i>
79-80	Smoke-cured	Songbirds	<i>Prices are rising</i>
81-82	Smoked	Spiders	<i>Dragon</i>
83-84	Smoked	Stink bugs	<i>Doorway to the fey</i>
85-86	Smoked	Tapeworms	<i>Dishonor</i>
87-88	Smoked	Tentacles	<i>Goldsmith</i>
89-90	Smoked	Ticks	<i>Hook, line, and sinker</i>
91-92	Stewed	Toads	<i>Pickled fish</i>
93-94	Stewed	Turtles	<i>Blue lanterns</i>
95-96	Stewed	Vines or tendrils	<i>Hecklers met a bad end</i>
97-98	Stewed	Wasps	<i>Broken into pieces</i>
99-00	Stewed	Worms	

Table 3-168: Substance

Die Roll	Form of Substance (d100)	Type of Substance (d100)	Other Detail (if desired) (d100)
01-05	Chips	Amber	Found as the waste-product bleeding slowly out from the maintenance of a dimensional gateway somewhere nearby (or maintained on the premises by the alchemist as a production implement)
06-10	Cubes	Brimstone (sulfur)	Found in the guts of a leviathan or other large creature
11-15	Disks	Bronze or brass	Found in the sea bed off a particular coast or island with magical influences
16-20	Flakes	Chalcedony or malachite	Found in the stems, seeds, or around the base of a strange and rare plant

TABLE 3-168: SUBSTANCE CONTINUED

	Die Roll	Form of Substance (d100)	Type of Substance (d100)	Other Detail (if desired) (d100)
Doorway to the beyond	21-25	Granola-like lumps	Chitin, shell, or carapace	From the bark of a bizarre underground or underwater “tree,” or from a strange coral growth
Geese are very loud	26-30	Granules	Coal	Mined or obtained by evil dwarves or by goblins, etc.
It is, in all truth, a construct	31-35	Gravel	Emerald, ruby, or sapphire	Mined or obtained by genies or ifreet
Concealed door	36-40	Chunks of gummy, jelled, or oozy form of the substance	Frozen ichor or blood	Mined or obtained by members of a particular cult or sect
A Magic Symbol	41-45	Nuggets	Frozen potion	Mined or obtained from a volcano or the area around the volcanic activity
Ascorion is involved	46-50	Pebbles	Gold or silver	Mined or obtained from the lair of a demon
A leaf of stone	51-55	Polyhedrons (assorted)	Incense or other wood (rare or valuable)	Mined or obtained from the precincts of an elemental power (possibly another plane of existence)
Gives off no noise	56-60	Powder (fine)	Iron or steel	Mined or obtained from the rock beneath a holy or unholy site
Encrusted with minerals	61-65	Powder (regular)	Normal rock (possibly moon-rock or meteoric)	Mined or obtained only from the deepest level of a particular cavern complex, which might be quite far away
One of them was incomplete	66-70	Rocks	Obsidian or turquoise	Obtained from the eggs of some horrid and bizarre birdlike or reptilian creature the alchemist (or someone nearby) raises
The law	71-75	Sequins	Opal or jade	Prepared by a wizard (infusions of magic of some kind)
A ghost is involved	76-80	Slices	Pearl or mother-of-pearl	The “Type” of substance is only an appearance. In truth, it is something rather more magical and sinister. The alchemist might or might not be aware of this fact.
Hunting	81-85	Small cylinders or sticks	Rust	The alchemist keeps finding this substance in his lab and on his equipment, and doesn’t know why, which is disturbing. Being an alchemist, he gathers and keeps it, of course.
A manufacturing process	86-90	Strands, hairs, or filaments	Salt	The substance forms, congeals, coalesces, condenses, or is obtained high in the clouds; the alchemist or a wizard crony might have a way of drawing it down, or it might be a trade items with some kind of aerial being
A cyclops	91-95	Wafers	Solidified kerosene, sodium, nitroglycerin, or other highly reactive chemical substance	The substance is obtained by trading with strange extra-dimensional creatures, possibly from a distant moon or alternate world
Eggs in one basket	96-00	Wire	Solidified smoke, air, fire, gas, or electricity	The substance is only a byproduct of whatever the alchemist’s main project is
Made of copper				
House of the Stars				
Amphibian				
Dangerous ideas				
Festival of Cows				
A droplet can be lethal				
In stasis				
Rescue people from a collapsed building				
So the greatest of them departed				
Suddenly stopped making sense				
Abjuration				

MAGIC ITEMS

Adventurers can frequently be enticed into a particular mission or exploration if there is a unique magic item at the end of the quest, or they might be hired to recover some lost item of significance. The following table can generate interesting magical items – some of great power, some of relative insignificance in the grand scheme of things.

Periodic sweeps of the area

Loud

Nimbus of light

Rising from the sea to cause mayhem

When a cat crosses your path

Tail-sting

Clay oil lamps

Lightning in the sky

Eyes in multiple directions

Ethereal flowers

Manufacturer

The Book of Perils

A sworn truce

Formless being

Rakshasa

A very, very tall hat

Beneath a crescent moon

A characteristic of the lion

An earthenware bowl

Evenly distributed

Ceremonial axe

Shoemaker

Burglary

Hidden lever

Forbidden to enter

One who holds

Source of material

MAGIC CONTAINERS

Magical containers are usually associated with capacity, changes, production, and divination, as reflected in this table.

Table 3-169: Magic Containers

Die Roll	Container (d100)	Magical Effect (d100)
01-05	Bag	Allows divination or scrying with correct contents
06-10	Basket, small	Alters things put inside (random results)
11-15	Bird's nest	Alters things put inside (same each time)
16-20	Bottle	Can be hidden, hides contents, or protects contents from theft
21-25	Box	Changes location of things put inside
26-30	Cabinet	Contents that have been inside can produce a specific magical effect (once, or for limited time)
31-35	Canister	Contents that have been kept inside can produce a random magical effect (once or for a limited time)
36-40	Earthenware pot	Holds extra capacity of anything
41-45	Glass globe	Holds extra capacity of specific item
46-50	Goblet	Produces ally
51-55	Hat	Produces item, ally, or effect – in its best judgment about what its owner needs at the moment (sometimes with considerable errors in this judgment)
56-60	Haversack	Produces mist or smoke
61-65	Locket	Produces random contents
66-70	Pocket	Produces substance (used for particular application)
71-75	Pot	Produces substance or item (directly harmful to enemies)
76-80	Pouch	Produces substance or item (helpful to self)
81-85	Sack	Produces written or pictorial answers, hints, symbols, or clues
86-90	Salt cellar	Protects contents from damage, spells, elements, or other dangers
91-95	Tankard	Protects wearer or bearer from specific type of damage or danger
96-00	Vase	Talks (sometimes usefully, sometimes not)

Table 3-170: Magic Clothing

Die Roll	Clothing Item (d100)	Magical Effect (d100)
01-05	Belt	Acts as a temporary body double for the owner, clone of the owner, illusionary substitute for the owner, or other such substitution-type magic
06-10	Boots	Allows wearer to influence a particular type of being more than normal (or even acts as a magic enchantment on such beings)
11-15	Buttons	Allows wearer to travel in a particular unusual way
16-20	Cap	Can be commanded to function in two different ways (from this table), but not both at once
21-25	Cloak	Disguises wearer as a particular type of being
26-30	Fez	Disguises wearer in general
31-35	Gloves	Gives wearer better resistance to a particular type of spell or magic
36-40	Hat	Gives wearer some sort of unusual defense in combat
41-45	Hood	Gives wearer unusual knowledge (of a place, type of item, craft, etc)
46-50	Mask	Glowes, tightens, loosens, or provides some other warning when a particular item or type of creature is nearby
51-55	Medallion	Hides wearer (invisible or hard to see)
56-60	Necklace	Hides wearer from particular type of detection (sight, sound, scrying, smell, etc)
61-65	Sandals	Hides wearer from particular type or types of beings (undead, dragons, etc)
66-70	Sash	Increases wearer's ability to do something associated (or slightly associated) with the type of clothing
71-75	Scarf	Item can animate and act on its own at wearer's command
76-80	Shirt	Item can animate and act on its own, doing so with helpful intent but not under owner's direct command
81-85	Shoes	Makes wearer immune to a particular type of spell or magic
86-90	Slippers	Parts of item can be removed, and take on magical properties (different types of parts have different effect, same each time for that type of part)
91-95	Trousers	Parts of item can be removed, and take on magical properties (random each time)
96-00	Wig	Parts of item can be removed, and take on magical properties (same each time)

MAGICAL EFFECTS, DESCRIPTIVE

You will find that the descriptive effects listed here will generate very different ideas depending on what sort of item you've already chosen. A sword of unusual capabilities is quite different from a bag of unusual capabilities, for instance.

Doorway into water

A flower of sand
Effects have a long memory

Go all Cthulhu on it

Let the games begin

Definitely the worse for wear

Doorway into green

A courier

Magical lenses

The colors show the way

The weight of a single feather

Polished wood

A characteristic of the rat

Multiplication

Trapped in the dungeon

The Water-Globe

Ceremonial garments

A moth

Evil artifact

A merciful queen

Fast-climbing

Plague

Unstable reality

A characteristic of the gecko

Acts of nobility

A failed incantation

Smuggling

Table 3-171: Magical Effects, Descriptive

Die Roll	Item (choose or roll) (d100)	Descriptive Effect (d100)	Interacting forces
01	Anklet	[chosen item] of Appropriate Knowledge	Carpenter
02	Armor	[chosen item] of Best Effects	Bronze Gates
03	Arrow	[chosen item] of Binding	Rescue the captives
04	Axe	[chosen item] of Blending	Flowers in the shadows
05	Bag	[chosen item] of Bonfires	Silver boots
06	Ball	[chosen item] of Chances	Law versus Chaos
07	Bandages	[chosen item] of Choices and Chances	Consumes a particular resource
08	Basket	[chosen item] of Clay	Face in the earth
09	Bell	[chosen item] of Coincidental Benefits	Time to act
10	Belt	[chosen item] of Connections	Roc migration season
11	Bird's nest	[chosen item] of Convenient Sounds	Magic armor
12	Blocks	[chosen item] of Disconnection	Trapped in the tentacles
13	Book	[chosen item] of Disguises	Lots of water
14	Boots	[chosen item] of Eerie Implications	Worshippers of a false icon
15	Bottle	[chosen item] of Escapes	Luminescence
16	Box	[chosen item] of Explosive Action	A strange mark
17	Bracelet	[chosen item] of Favorability	Bioluminescent
18	Brooch	[chosen item] of Fear and Trembling	Tomorrow might be different
19	Broom	[chosen item] of Feverish Action	Waiting for the prerequisite
20	Brush	[chosen item] of Five Postures	A characteristic of the tapeworm
21	Buttons	[chosen item] of Flowers	Garland of leaves
22	Cabinet	[chosen item] of Following	Worm
23	Candle	[chosen item] of High Esteem	Book of songs
24	Canister	[chosen item] of Higher Consciousness	Function depends on the fuel
25	Cap	[chosen item] of Imitation	Hallucinogenic pollen
26	Carpet	[chosen item] of Imitations	A sharp beak
27	Cloak	[chosen item] of Inconveniencing Others	
28	Cloth	[chosen item] of Inescapable Conclusions	
29	Coin	[chosen item] of Introspection	
30	Comb	[chosen item] of Irritations	
31	Crossbow	[chosen item] of Juxtaposition	
32	Dagger	[chosen item] of Knowing	

TABLE 3-171: MAGICAL EFFECTS, DESCRIPTIVE CONTINUED

	Die Roll	Item (choose or roll) (d100)	Descriptive Effect (d100)
<i>Sound of shadows</i>	33	Eyeglass	[chosen item] of Lamentable Effect
<i>Kept in a cage</i>	34	False Beard	[chosen item] of Lucky Accidents
<i>Moon sounds</i>	35	Fan	[chosen item] of Many Methods
<i>Attacks magic</i>	36	Fez	[chosen item] of Mayhem and Mischance
<i>Changing shape</i>	37	Fiddle	[chosen item] of Mixable Motives
<i>Strange beast of burden</i>	38	Figurine	[chosen item] of Mysterious Ways
<i>Levitating plants</i>	39	Flask	[chosen item] of Needful Action
<i>Filled with tubes</i>	40	Flower	[chosen item] of Odd Visions
<i>A unicorn</i>	41	Flute	[chosen item] of Ominous Possibilities
<i>When the egg hatches</i>	42	Gem	[chosen item] of Perfect Performance
<i>A peace treaty</i>	43	Globe	[chosen item] of Persuasion
<i>Line of stones</i>	44	Gloves	[chosen item] of Quasi-realism
<i>Aconite</i>	45	Glue	[chosen item] of Second Chances
<i>The fish was poisoned</i>	46	Goblet	[chosen item] of Sharp Response
<i>A tree of stone</i>	47	Harp	[chosen item] of Spite
<i>Pattern of crimes</i>	48	Hat	[chosen item] of Storage
<i>Siege</i>	49	Haversack	[chosen item] of Suddenness
<i>It was inhaled</i>	50	Hood	[chosen item] of Summoning
<i>Influence from afar</i>	51	Horn	[chosen item] of Symbols
<i>A cook</i>	52	Incense	[chosen item] of Sympathy
<i>The catcher of birds</i>	53	Lamp	[chosen item] of Temperatures
<i>A characteristic of the centipede</i>	54	Lantern	[chosen item] of Ten Possibilities
<i>A celebration</i>	55	Locket	[chosen item] of the Bear
<i>Minotaur</i>	56	Longbow	[chosen item] of the Corollary Counterpart
<i>Festival of Trees</i>	57	Mace	[chosen item] of the Dwarves
<i>A map of the stars</i>	58	Mask	[chosen item] of Shifting Positions
<i>Unstable allegiances</i>	59	Medallion	[chosen item] of the Snake
<i>A characteristic of the anglerfish</i>	60	Mirror	[chosen item] of the Spider
<i>Wreathed in magic</i>	61	Necklace	[chosen item] of the Titans
	62	Oil	[chosen item] of the Waters
	63	Pocket	[chosen item] of Three Goats
	64	Pot	[chosen item] of Transmogrification
	65	Pouch	[chosen item] of Twice Taken
	66	Poultice	[chosen item] of Unexpected Usefulness

TABLE 3-171: MAGICAL EFFECTS, DESCRIPTIVE CONTINUED

Die Roll	Item (choose or roll) (d100)	Descriptive Effect (d100)
67	Purse	[chosen item] of Untoward Consequences
68	Pyramid	[chosen item] of Unusual Capabilities
69	Ring	[chosen item] of Visions
70	Rope	[chosen item] of Volubility
71	Runestones	[chosen item] of Warding
72	Sack	[chosen item] of Warnings
73	Salt cellar	[chosen item] of Wealthy Consequences
74	Sandals	[chosen item] of Weird Whirlings
75	Sash	[chosen item] of Whoopass
76	Scarf	[chosen item] of Winter
77	Scissors	[chosen item] of Wonder
78	Scroll	Adventurer's [chosen item]
79	Shield	Boomerang [chosen item]
80	Shirt	Dimensional [chosen item]
81	Shoes	Elven [chosen item]
82	Sling	Exponential [chosen item]
83	Slippers	Ferocious [chosen item]
84	Spear	Goblin [chosen item]
85	Staff	Iridescent [chosen item]
86	Stick	Leaping [chosen item]
87	Stone	Mutating [chosen item]
88	Sword	Octopus [chosen item]
89	Tablet	Odiferous [chosen item]
90	Tankard	Reflective [chosen item]
91	Tome	Spherical [chosen item]
92	Top	Spitting [chosen item]
93	Towel	Three-part [chosen item]
94	Trousers	Trickster's [chosen item]
95	Twine	Two-colored [chosen item]
96	Unguent	Ugly [chosen item]
97	Vase	Voluble [chosen item]
98	Wand	Wandering [chosen item]
99	Wig	Warrior's [chosen item]
100	Yarn	Willpower [chosen item]

*A thing that slides sideways**Restless inquiry**Acts of neutrality**Dangerous method**A meteorite**Damaged in transit**The messenger was delayed**Temporary strength**Never seen again**Doorway into fire**The troubadour**Wooden beams**Hooded monster**Silver crown**Tick tock, tick tock**Dragon-headed**Altered doors**Badly constructed**Riddle of the Oracle**Changing words**Slumber**Circle of wire**Crossed a line**Air quality**Ceremonial dagger**Many branches**Barricade of Time**Anti-toxin*

MAGIC SPELLS

Moon shapes

Lists of things

Find a missing person

Expects proof

The hour of crisis

Hawk-taloned

A dancing teacher

A characteristic of the saber-tooth tiger

Mirrors of prophecies might reverse themselves

Memory of a texture

Circle of force

Droplets

A huge fireplace

An Uneasy Peace

Armor of the elementals

A pattern of centipedes

Shadow spider

Glassblower

They left on a journey

The sound of drums

Counterspells

The villain isn't who you think

Ensnarement

Wine of the fey

Windstorm

Weevils got into the flour

An unknown cure

Phases into being

Where the food is

As with magical items, a unique spell (or a monster with a particular “special effect”) can add lots of spice to an adventure.

Table 3-172: Attack Spells

Die Roll	Part One (d100)	Part Two (d100)
01-02	Fiery	Envelope
03-04	Ghostly	Pincers
05-06	Terrifying	Skull
07-08	Black	Face
09-10	Watery	Teeth
11-12	Liquid	Claws
13-14	Incorporeal	Tentacles
15-16	Accurate	Rain
17-18	Corrosive	Hail
19-20	Unexpected	Explosion
21-22	Surprising	Coils
23-24	Icy	Pressure
25-26	Unearthly	Darts
27-28	Acidic	Hand
29-30	Fearsome	Stinger
31-32	Poisonous	Barbs
33-34	Phosphorescent	Spikes
35-36	Glowing	Sword
37-38	Clutching	Kiss
39-40	Grim	Shock
41-42	Piercing	Shadow
43-44	Hissing	Net
45-46	Eviscerating	Apparition
47-48	Blasting	Summons
49-50	Paralyzing	Evocation
51-52	Binding	Sound
53-54	Shrieking	Trap
55-56	Inescapable	Rune
57-58	Mind-numbing	Belaborment
59-60	Aging	Seeds
61-62	Electrical	Encrustation
63-64	Soporific	Growths

TABLE 3-172: ATTACK SPELLS CONTINUED

Die Roll	Part One (d100)	Part Two (d100)	
65-66	Lethal	Pustules	<i>prepared</i>
67-68	Weakening	Mist	<i>The hounds are on the hunt</i>
69-70	Soul-sucking	Smoke	<i>A chapel</i>
71-72	Iron	Tube	<i>A characteristic of the cockroach</i>
73-74	Silent	Wisps	<i>Guilty bystanders</i>
75-76	Shadowy	Fixative	<i>A code of conduct</i>
77-78	Mighty	Shell	<i>Shadow clock</i>
79-80	Crushing	Sphere	<i>Gargoyles</i>
81-82	Burrowing	Thorns	<i>A butcher</i>
83-84	Excruciating	Gesture	<i>I do bite my thumb at you, sir</i>
85-86	Mental	Insanity	<i>A test of speed</i>
87-88	Freezing	Insects	<i>Hippogriffs</i>
89-90	Suffocating	Irritant	<i>Webs of sand</i>
91-92	Narcotic	Discomfiture	<i>Mercenary monsters</i>
93-94	False	Serpent	<i>Force cube</i>
95-96	Dimensional	Prison	<i>Hidden statue</i>
97-98	Enervating	Breeze	<i>Unexpected help</i>
99-00	Dehydrating	Image	<i>Draped with gold</i>

Table 3-173: Generalized Spell Effects

Die Roll	General Effect of Spell (d100)	
01	Acidic effect	<i>Metal cube</i>
02	Affect armor using special effect	<i>Draped with color</i>
03	Affect climbing	<i>Dream stones</i>
04	Affect falling	<i>Fruit preserves</i>
05	Affect general health for good or ill	<i>Academic disagreement</i>
06	Affect weapon using special effect	<i>Blackmail</i>
07	Affects animals	<i>It seeped inside</i>
08	Affects particular mineral	<i>Weapon is cursed</i>
09	Affects plants	<i>Zoo worker</i>
10	Affects vision	<i>Feathers in the hat</i>
11	Alters self (appearance)	<i>Attacks dreams</i>
12	Alters self (to another set of abilities)	<i>Jurassic</i>
13	Alters state of matter without changing temperature	

TABLE 3-173: GENERALIZED SPELL EFFECTS CONTINUED

	Die Roll	General Effect of Spell (d100)
Bribe the person	14	Bravery or removal of fear
The wrong symbol	15	Brings to life or animates inorganic substance
Exiled wizard	16	Brings to life or animates organic substance
A broker of real estate	17	Cause alertness (possibly to the point of causing harm)
The night sky	18	Cause wound
Hidden door	19	Clairaudience of varying power
Hedgehog	20	Clairvoyance of varying power
Spiral stairs	21	Combustion effect
The runes show the way	22	Contagious effect (not necessarily of a disease, but of any condition that might be caused by a spell)
Green spirals	23	Conveys improved attribute (strength, dexterity, etc)
Earwigs make anything gross	24	Corrosion effect
Strange looking thing	25	Creates a blockade from elemental force (ice, air, fire, earth, electric, acid, force, etc)
Yellow mold	26	Creates a blockade from objects nearby or created objects
Forms a shield	27	Creates cloud or obfuscation
A characteristic of the crow	28	Creates element or force
Unstable protective wards	29	Creates mental binding
Evidence of a way through	30	Creates physical binding
Outrageous hats	31	Creates servant, incorporeal
Secondary meaning	32	Creates servant, inorganic
The biscuits are delicious	33	Creates servant, organic
A meeting of sorcerers	34	Creates simultaneity of event, action, or spell
Art gallery	35	Creates smell
Shadow sword	36	Creates visible illusion
Copper cube	37	Crushing effect using substance
Pit trap	38	Cure wound
Finally made contact	39	Cutting effect using substance
Adorable little deadly monster	40	Death using some special effect
	41	Deciphers to greater or lesser degree
	42	Delays magical effect until trigger event
	43	Delays or prevents particular magical effect
	44	Detects ambushes or prevents surprises of some kind
	45	Detects particular conditions
	46	Detects particular events
	47	Detects particular objects

TABLE 3-173: GENERALIZED SPELL EFFECTS CONTINUED

Die Roll	General Effect of Spell (d100)	
48	Detects particular patterns	<i>Breach of an agreement</i>
49	Disease effect	<i>A paradox of magic</i>
50	Disharmony effect	<i>The aqueduct</i>
51	Dismiss spell effects	<i>Philosophical Disputations</i>
52	Dismissal of something that has arrived	<i>Triangulation of Magic</i>
53	Dissolves or disintegrates	<i>Smuggle the item</i>
54	Electrical effect	<i>Glue</i>
55	Fear effect	<i>A pendulum swinging</i>
56	Fire effect	<i>Stones are cursed</i>
57	Frost effect	<i>Secret contract</i>
58	Gain abilities of particular animal	<i>Kept isolated</i>
59	Gain attack form of a particular monster	<i>Made of brass</i>
60	Gain spirit-type attributes	<i>Affects skills</i>
61	Grants magical power to someone's gaze	<i>A vengeful monstrosity</i>
62	Grants magical power to someone's touch	<i>Deep carpet</i>
63	Grows items or creatures	<i>Surrounded</i>
64	Harmony effect	<i>A stolen cloak</i>
65	Heats or cools	<i>The wards are down</i>
66	Improve functioning of one or more senses	<i>Festival of Flowers</i>
67	Increase power of something (magical or physical)	<i>A characteristic of the dolphin</i>
68	Increase range of something (possibly a magical effect)	<i>Air supply</i>
69	Insanity of some degree caused by special effect	<i>An oak tree</i>
70	Instant travel over, through, between, or at distance	<i>The cards show the way</i>
71	Lengthens particular magical effect (possibly weakening it, possibly not)	<i>Images are reversed</i>
72	Lifts or raises	<i>Secret formula</i>
73	Light or dark effect	<i>An iron flower</i>
74	Opens	<i>Legal manuscript</i>
75	Pain effect	<i>A dangerous misunderstanding</i>
76	Paralyzes	<i>A purebred steed</i>
77	Persuasive speech (either from caster or elsewhere)	<i>Damages things randomly</i>
78	Premonitions	
79	Provide shelter of varying degree	
80	Pulls	
81	Pushes	

TABLE 3-173: GENERALIZED SPELL EFFECTS CONTINUED

	Die Roll	General Effect of Spell (d100)
<i>Sinister</i>	82	Rains down element (ice, air, fire, earth, electric, acid)
<i>An attribute of a virus</i>	83	Raises temperature
<i>Homunculus</i>	84	Read or affect thoughts
<i>Triple-cross</i>	85	Reduces attribute (strength, dexterity, etc)
<i>The riven shield</i>	86	Reduces temperature
<i>Mysterious fey creature</i>	87	Restore lost qualities
<i>Gladiators!</i>	88	Restricts motion to particular area
<i>A traitor in their midst</i>	89	Send something somewhere
<i>Mephits</i>	90	Shrinks items or creatures
<i>A failure of loyalty</i>	91	Sickness effect
<i>Strange looking device</i>	92	Silence or noise effect
<i>A dungeon cell</i>	93	Sleep or lethargy caused by special effect
<i>During all the confusion</i>	94	Summons element from ground or air (ice, air, fire, earth, electric, acid)
<i>The runes have failed</i>	95	Summons servant from other place
<i>Chains</i>	96	Time effect on inorganic substance
<i>Bugbear</i>	97	Time effect on organic substance
<i>Very vague</i>	98	Unlocks or unfastens
<i>Reptile</i>	99	Voodoo (caster's motions cause similar effect elsewhere)
<i>The stars show the way</i>	100	Water or moisture effect

Table 3-174: Command Words and Magic Words

	Die Roll	First Part (d100)	Second Part (d100)	Ending (d100)
<i>A cat is behind these events</i>	01-05	Bara	bo	lis
<i>Concealed message</i>	06-10	Mira	bi	lune
<i>Instruction manual</i>	11-15	Abara	ca	dabra
<i>Moon metal</i>	16-20	Ocus	po	sicus
<i>Pattern of calligraphy</i>	21-25	Dias	coxi	po
<i>Not where it should be</i>	26-30	Lea	sa	x
<i>Dreams from the Tower</i>	31-35	Ro	sixa	nda
<i>Mysterious experiments</i>	36-40	Sha	loba	m
<i>Sinister</i>	41-45	Za	za	n
<i>An attribute of a virus</i>	46-50	Ui	pana	r
<i>Homunculus</i>	51-55	O	sci	rix
<i>Triple-cross</i>	56-60	Oca	miri	pir
<i>The riven shield</i>	61-65	Re	da	la

TABLE 3-174: COMMAND WORDS AND MAGIC WORDS CONTINUED

Die Roll	First Part (d100)	Second Part (d100)	Ending (d100)	
66-70	Lo	paa	lion	<i>Magical tattoos</i>
71-75	Ba	tsa	xon	<i>A test of intelligence</i>
76-80	Bo	tua	cto	<i>Dropped from a great height</i>
81-85	Po	soa	cta	<i>A tournament</i>
86-90	Mia	mura	sta	<i>Waiting for the order</i>
91-95	Acro	a	sto	<i>Guard</i>
96-00	A	mi	nto	<i>A stately dance</i>

SARCOPHAGI AND THEIR CONTENTS

A few points about sarcophagi as they are used in dungeon-adventure design. There are some rooms in which opening sarcophagi is like opening a box of chocolates – you never know what you’re going to get. In rooms like this, most or all of the sarcophagi will be identical, or there might be “types” that can be identified by some hint in the decorations. The ones with red stone patterns might contain ghouls, while the ones with blue stone patterns might contain treasure. A second type of sarcophagus room contains a couple of highly distinctive ones – there might be some of the “box of chocolate” ones, but the central feature is the one or two very unusual ones.

Table 3-175: Master Sarcophagus Table

Die Roll	Description Part One (structure and substance)	Description Part Two (Exterior decorations) (d100)	Description Part Three (Other Features) (d100)	
01-10	Larger than human sized	Carvings or pictures of two symbolic/decorative themes	Trapped, mechanical (see Table 3-126)	<i>The Five of Swords</i>
11-20	Much larger than human sized	Carvings or pictures of one symbolic/decorative theme	False bottom	<i>Cut off from allies</i>
21-30	Made of unusual-colored stone	Warnings or sigils	Opens with an unusual mechanism (see Table 3-32)	<i>The broken spear</i>
31-40	Standard: human-sized and made of normal stone	External Feature	Functions as an architectural trick (see Table 3-85 or 3-84)	<i>Curse of the Earth</i>
41-50	Made of inlaid wood rather than stone	Mirrored or reflective (inside, outside, or both)	Contains stairs down or other means of descending	<i>Falling</i>
51-60	Made of wicker or woven from some substance other than stone (could include metal, leather, reeds, etc.)	Carvings or pictures of two themes	Contains vermin (snakes, centipedes, etc)	<i>Altered items</i>
61-70	Made of beaten bronze or other metal	Carvings or pictures of one theme	Trapped, magical (see Table 3-135) or opening the sarcophagus is the trigger for a complex trap (see Table 3-137)	<i>The Plot Twists</i>
71-80	A single casting of metal	Warnings or sigils	Statue, effigy, or other representation of body (including abstract or symbolic) is inside, not actual body	<i>The spoils of war</i>

TABLE 3-174: COMMAND WORDS AND MAGIC WORDS CONTINUED

	Die Roll	Description Part One (structure and substance)	Description Part Two (Exterior decorations) (d100)	Description Part Three (Other Features) (d100)
Infestation				
Waiting for the medicine	81-90	Standard: human-sized and made of normal stone	External Feature	Dimensional space, suspended animation, frozen time, trapped magical being, or other magical effect contained or constrained within
Interview with a Construct				
Warn the others				
Concealed person				
Hemlock	91-00	Standard: human-sized and made of normal stone	Shrouded in cloth, smoke, illusion, mist, etc.	Contains undead or other monster
A characteristic of a worm				
Source of magic				
The Book of Whispers				
Someone was exiled				
The clapping of hands				
Corrupted by strange contact				
A characteristic of the hawk				
Beam of energy				
Circle of stones				
A collar of feathers				
Acts of peace				
Fisherman				
Silver orb				
Dryad				
An attribute of an oak tree				
Rescue people from a burning building				
Poison				
Doorway to insanity				
A fugitive				
Grains of sand				
Dangerous inventory				

Table 3-176: Symbolic/Decorative Themes for Sarcophagi

	Die Roll	Symbolic/Decorative Theme (Roll Twice) (d100)	
	01-02	Antlers or deer head	51-52 Hands
	03-04	Archer	53-54 Heads/faces
	05-06	Arrow	55-56 Heart
	07-08	Axe	57-58 Helix
	09-10	Boar	59-60 Helm
	11-12	Bull	61-62 Hourglass
	13-14	Castle	63-64 Lion
	15-16	Centipede or spider	65-66 Manticore or unicorn
	17-18	Chains	67-68 Minotaur or Pegasus
	19-20	Circles	69-70 Moon
	21-22	Cloaked figure	71-72 Mouse or rat
	23-24	Cloud	73-74 Pyramid
	25-26	Comet	75-76 Roses
	27-28	Crown	77-78 Serpent
	29-30	Dagger	79-80 Shield
	31-32	Demon face	81-82 Ship(s)
	33-34	Diamond or spiral	83-84 Skull(s)
	35-36	Dragon	85-86 Squares
	37-38	Egg	87-88 Stars
	39-40	Eye(s)	89-90 Sun
	41-42	Fish, whale, or leviathan	91-92 Sword
	43-44	Flame	93-94 Throne or chair
	45-46	Goblet	95-96 Tree
	47-48	Grapes (or other fruit)	97-98 Vines
	49-50	Griffon or hippogriff	99-00 Wreath

Table 3-177: External Features for Sarcophagi

Die Roll	Feature (d100)	
01-10	Big locks or seals	<i>Doorway to the past</i>
11-20	Candles	<i>A dagger's length</i>
21-30	High platform beneath sarcophagus	<i>A genie is involved</i>
31-40	Located in a marked area (see Table 3-95 for ideas)	<i>House of the Sun</i>
41-50	Motto, scripture, or eulogy is inscribed or is in bas-relief on sarcophagus	<i>Red flames</i>
51-60	Plants grow around, on, or through sarcophagus	<i>Zombies</i>
61-70	Raised on pillars	<i>Blood flows downhill</i>
71-80	Statues surround	<i>Forbidden concept</i>
81-90	Water or liquid font (possibly in a depression in the sarcophagus lid itself)	<i>Jailor</i>
91-00	Window, peephole, air-holes, or other gap or transparent feature	<i>Requires a certain image</i>

Table 3-178: Warnings or Sigils for Sarcophagi

Die Roll	Nature of Warning or Sigil (d100)	
01-25	Spoken or sound-alarm warning	<i>Unbridled optimism</i>
26-50	Cryptic warning written on exterior	<i>Bone face carving</i>
51-75	Large rune or sigil (see Table 3-21 for ideas)	<i>Who stands to benefit?</i>
76-00	Force field or other magical device used to deter people from touching the sarcophagus	<i>This part contains manufacturing</i>

Table 3-179: Quick Climactic Monster Ideas

Die Roll	First Part (d100)	Second Part (d100)	
01-05	The Vampire of	Suppuration, Seething, and Boiling	<i>The key broke off in the lock</i>
06-10	The Wizard of	Life-Sucking	<i>A primitive stock market</i>
11-15	The Ooze of	Monster-Creation	<i>Stepped forward</i>
16-20	The Chief and Sub-humans of	Breath-Weapon(s)	<i>A flaw in the weave</i>
21-25	The Ghouls of	Frost	<i>Waylay the villain's courier</i>
26-30	The Tentacle-Creature of	Embalming	<i>Leaves of iron</i>
31-35	The Insect of	Egg-Injection	<i>Maybe, maybe not</i>
36-40	The Reptile of	Fire	<i>Pointed shoes</i>
41-45	The Great Bird of	Traps and Binding	<i>Spatial retractor</i>
46-50	The Moving Statue of	Suffocation and/or Drowning	<i>Shifts to random places</i>
51-55	The Living Machine of	Acid	<i>Remnants</i>
56-60	The Water-Creature of	Mind-Attacks	
61-65	The Demon of	Illusions	

TABLE 3-179: QUICK CLIMACTIC MONSTER IDEAS CONTINUED

	Die Roll	First Part (d100)	Second Part (d100)
Catapults	66-70	The Warriors of	Transmutations
Residual ingredients.	71-75	The Sorceress of	Dimensions
A distant storm	76-80	The Priest of	Teleportations
Dream conductor	81-85	The Spider of	The Deadly Gaze
Kept in stasis	86-90	The Beast of	Contagion and Disease
Investigation of the event	91-95	The Wraith-Creature of	Winds and Air
So it begins	96-00	The Amphibian of	Plant Control

JEWELRY

This table is not limited just to items of personal jewelry – it contains various other items that might be decorated with gems or be worked in precious metals.

Table 3-180: Jewelry

	Die Roll	Jewelry (d100)	
Secret identity	01-02	Anklet	41-42 Dagger
Chaos in the Hinderlands	03-04	Armband	43-44 Dagger hilt
Chambers of the oracle	05-06	Bangle	45-46 Decanter
Bags of seed	07-08	Belt	47-48 Ear cuff
Tactics: trip wires	09-10	Belt Buckle	49-50 Earring
A vampire	11-12	Bowl	51-52 Ewer
Requires certain order of operation	13-14	Box	53-54 False eye
A sea serpent	15-16	Bracelet	55-56 Figurine
Contest of power	17-18	Bracer	57-58 Goblet
Old concepts	19-20	Brooch	59-60 Hairbrush
An arm's length	21-22	Button	61-62 Hand mirror
The wrong weapon	23-24	Candle-holder	63-64 Hatpin (holds feather)
Ancient writing	25-26	Choker	65-66 Holy symbol
He was believed to have been captured	27-28	Circlet	67-68 Key
Seashells	29-30	Cloak clasp	69-70 Locket
Angry pet	31-32	Collar	71-72 Medal
	33-34	Comb	73-74 Medallion
	35-36	Coronet	75-76 Napkin Holder
	37-38	Crown	77-78 Navel Pendant
	39-40	Cup	79-80 Necklace

An unusual beast

A mixture led to unexpected results

Undying faith

Assimilator

Quarantine

Ancient idol

Function depends on the operator

Wrath of Nature

Silent

Invasion

What was taken

Geese are burglar alarms

Strange smell in the air

Sucks in air

Seven sisters

Doorway into lightning

Changed sides

A specter

Only one thing remained to be done

Bronze gears

The monstrosity awakens

Labor Unrest

Highly artistic

Wreathed in branches

Unshielded

Conjuring room

Egrets

Disappears

Shifting meaning

TABLE 3-180: JEWELRY CONTINUED

Die Roll	Jewelry (d100)	91-92	Ring
81-82	Nose ring	93-94	Ring (signet)
83-84	Orb	95-96	Scepter (or crozier)
85-86	Pendant	97-98	Tiara
87-88	Pin	99-00	Torc
89-90	Platter		

GEMS AND PRECIOUS STONES

There are considerably more precious stones and gems in the world than the ones listed here, but the unfamiliarity (and scientific sound) of the rarer types don't tend to give the same satisfying feeling as a black pearl...

Table 3-181: Gems and Precious Stones

Die Roll	Precious Stone (d100)	Notes (Do not roll dice)
01-02	Agate	A form of chalcedony. When cut, agates often show beautiful banding and stripes; these are called striped agate. Agate can also be the mineral which forms a fossil.
03-04	Agate Geode	Rock nodules containing agate inside. These can be dramatic when cut open, but since they make a bowl shape when cut, and have unremarkable rock on the outside, they would not ordinarily be used as personal jewelry.
05-06	Amber	Fossilized tree resin. Amber can come in many colors, usually with a yellowish cast. Blue amber exists, and is the rarest form. Amber occasionally contains insects that were trapped in the resin and fossilized along with it.
07-08	Amethyst (Purple)	A variety of quartz. It can be carved, and since it was believed by the Romans to prevent drunkenness, they carved it into cups.
09-10	Amethyst (Yellow)	A yellow form of amethyst.
11-12	Apatite	Green and blue colored apatite are used as gemstones. The stone can occasionally be chatoyant (i.e., a cat's-eye appearance).
13-14	Aquamarine	A blue form of beryl.
15-16	Beryl	Pure beryl is transparent; when it contains impurities, these give it color. Colored forms of beryl have other names – emeralds and aquamarine are both forms of beryl.
17-18	Bloodstone	A dark green chalcedony flecked with spots of red jasper. It is also often called Heliotrope.
19-20	Carnelian	A red form of chalcedony.
21-22	Chalcedony	A somewhat translucent gemstone with a waxy-looking surface. Several other gemstones are forms of chalcedony.
23-24	Chrysoprase	Green chalcedony
25-26	Coral	Coral can be carved and polished to create a wide variety of shapes and figures. The range of colors covers the entire spectrum.

TABLE 3-181: GEMS AND PRECIOUS STONES CONTINUED

	Die Roll	Precious Stone (d100)	Notes (Do not roll dice)
<i>Caltrops in the street</i>	27-28	Diamond	Most diamonds are clear, but impurities can result in diamonds of almost any color – these are rarer than clear diamonds.
<i>Wine with spices in it</i>	29-30	Diamond (Black)	Black diamonds don't exist in the real world, so they are fabulously rare in fantasy worlds
<i>Line of destruction</i>	31-32	Diamond (Blue)	Blue diamonds. These result from boron impurities, but the important thing is that they are rarer (more valuable) than normal diamonds.
<i>An orb</i>	33-34	Emerald	The green form of beryl. Emeralds are rare and valuable.
<i>Segmented pieces</i>	35-36	Feldspar	A very common mineral, but some forms of it are lustrous and attractive. Moonstone is a form of feldspar, and virtually all valuable feldspar would be a form of moonstone.
<i>Propane</i>			
<i>Cloves</i>			
<i>The peril of a reflection</i>			
<i>It was foretold</i>			
<i>The sludge-pools</i>	37-38	Garnet	A fairly common mineral, but some forms of it are rarer and interesting. Some forms of garnet change color depending on the light; for example, one type changes from a blue-green all the way to purple. Garnets come in a variety of colors; red, yellow, brown, etc. There is a blue type, which is the rarest.
<i>Deceptive writing</i>	39-40	Golden Beryl	A golden yellow form of beryl, often called Heliodore.
<i>Find the body</i>			
<i>Along-sought treaty</i>	41-42	Hematite	Hematite is a metal, a form of iron oxide, which varies from steel-colored to black, to red. Powdered hematite dust can be fatal if inhaled, and was used as a trap in an ancient Egyptian tomb.
<i>Alcoves</i>	43-44	Ivory	Ivory comes from tusks, and can be carved and polished.
<i>Fronds</i>	45-46	Jade (Black)	Doesn't actually exist, so very valuable in a fantasy world.
<i>Ancient dragon</i>	47-48	Jade (Blue)	A blue form of jade.
<i>Sabotage</i>	49-50	Jade (Green)	The most valuable form of jade (with the exception of black jade, which doesn't exist in the real world).
<i>Circle of Acquaintance</i>	51-52	Jasper	Opaque chalcedony that has been polished. Colors range around red, yellow, brown and green, but there is also a rarer blue type.
<i>Herns</i>			
<i>A strange noise</i>	53-54	Lapis Lazuli	A blue, relatively rare semi-precious stone. A lot of lapis was used in the jewelry found in Tutankhamen's tomb.
<i>Peasant Rebellion</i>	55-56	Malachite	A vibrant green, relatively common stone.
<i>Deceptive appearance</i>	57-58	Moonstone	A form of feldspar which looks pearl-like and reflects light, vaguely, from inside the stone.
<i>Gallery</i>	59-60	Moss Agate	Agate that contains filament-like patterns of other minerals. These look like plant material, giving the stone the "moss" name.
<i>Wyvern</i>			
<i>An artist</i>			
<i>Bronze spider</i>	61-62	Mother of Pearl	Pearl-like deposits, very common. The value of a piece of mother-of-pearl would depend almost entirely upon the quality with which it was carved, not the value of the mother-of-pearl itself. However, a really big piece would have to have come from a giant clam or oyster (rarer), and weirdly shaped fantasy mollusks could also create weirdly-shaped pieces of mother-of-pearl, and these would also be relatively rare.
<i>Herbicide</i>			
<i>An ancient procedure</i>	63-64	Obsidian	Volcanic glass. Obsidian is dark colored, and can be used to make very sharp edges.
<i>Steward to a merchant</i>	65-66	Onyx	A form of banded quartz.
	67-68	Opal	Opal ranges widely in color, although the red and black ones are rare. Opals have lots of internal colors all together, which is very unusual.

TABLE 3-181: GEMS AND PRECIOUS STONES CONTINUED

Die Roll	Precious Stone (d100)	Notes (Do not roll dice)
69-70	Opal (Black)	Black opals are the rarest kind of opal. They still have other colors within the stone, the rarest combination being black and red.
71-72	Opal (Fire)	Fire opal would be the reverse of a black opal, predominantly red with internal black colorations.
73-74	Pearl	Formed in oysters. They can have a wide range of rarity based on color and shape. Sea pearls are also rarer than freshwater ones. Mollusks other than oysters can produce pearls, and some of these can be quite valuable.
75-76	Pearl (Black)	Black pearls are very rare; they do exist in the real world.
77-78	Pearl (Purple)	A rare color of sea pearl
79-80	Peridot	An olive-green gemstone that only occurs in this one color. They can easily be mistaken for emeralds. Interestingly, peridot has been found in meteorites.
81-82	Quartz (Rose)	A particular color of quartz.
83-84	Quartz (Smoky)	A particular color of quartz
85-86	Ruby	Ruby, emerald, sapphire, and diamond are the four true precious stones. Rubies are the same mineral as sapphires, but they are the ones running from pink to dark red.
87-88	Sapphire	One of the four true precious stones, sapphires are a form of corundum which can be any color other than pink or red (which are considered rubies).
89-90	Sapphire (White)	There is no such thing as a white sapphire, so these would be much more valuable than ordinary sapphires, which are already quite valuable.
91-92	Tiger's Eye	A form of quartz that is "chatoyant," meaning that it looks like there is an eye.
93-94	Topaz (any)	Pure topaz is colorless
95-96	Topaz (blue)	Blue topaz is the rarest color of topaz
97-98	Tourmaline	A semi-precious stone that can be found in almost any color, including colorless.
99-00	Turquoise (various colors)	Lower-quality turquoise is fairly common, but higher quality specimens can be very valuable indeed. Egypt and Persia were the first major sources of turquoise. The stone can be blue, green or red, and often has veins of color running through it.

Table 3-182: Decorations

Die Roll	Decoration
01-05	Animal pelts on walls or floor
06-10	Banners
11-15	Carpets or rugs
16-20	Decorative pond, fountain, or other water display
21-25	Display of a collection, such as books, dried flowers, insects, silverware, etc.
26-30	Display of non-statue artworks, such as pottery, baskets, holy symbols, complex models, ivory, gemstones, musical instruments, etc.
31-35	Display of weapons or armor

TABLE 3-182: DECORATIONS CONTINUED

Leading the charge	
Hidden book	
Yellow sign	
Treaty negotiations	
Look under the carpet	
A characteristic of the wasp	
Authority figure	
One who walks	
Basilisk	
Engulfing maw	
Temporary intelligence	
Curse of the titans	
A stone flower	
Rubies	
Lighter than expected	
Part of the letter is missing	
Minstrel	
Draped in ruin	
Dressed to kill	
In times past...	
Pattern of fish	
Absence of water	
Countercyclical	
An engineer	
But no one was persuaded	
A test of strength	
It's a series	
Face in the mirror	
Wooden cube	

Die Roll	Decoration
36-40	Fires, flames, torches, or other light sources of decorative colors, possibly involving reflections as well
41-45	Frescoes or murals
46-50	Hunting trophies (heads or taxidermy)
51-55	Mirrors, or glass or crystal items
56-60	Ornate furniture
61-65	Paintings on walls
66-70	Plants and flowers, or entire garden
71-75	Rock garden or similar arrangement
76-80	Semi-precious stone or decorative stone used in construction
81-85	Statuary
86-90	Tapestries
91-95	Wall carvings
96-00	Wood paneling, floors, or ceilings

Table 3-183: Tomb Arrangement

Die Roll	Interment (d100)	Memorial Feature (d100)	Other Feature (d100)
01-05	Bones in large vaults behind doors	Death mask (made from body's face just after death)	Bridges or walkways are used prominently in the tomb's construction
06-10	Bones in small wall or floor alcoves	Dried flowers or other preserved offering	Cranes, lifting apparatus, or other heavy machinery is involved in the tomb's construction.
11-15	Coffin (or container) of non-standard material such as wicker basketry, vines, cloth, etc.	Holy symbol representing each interred body, no individual memoriam	Entire tomb area functions as a Complex Trap (see Table 3-137 for ideas)
16-20	Cremation urns	Image of patron deity, demon, or even a human liege lord rather than a representation of the person.	Entire Tomb area functions as a Magical Area Trick (see Table 3-93 for ideas)
21-25	Different body parts placed in specific place in tomb; corpses are not kept intact	Inscription or written record of the deceased's ancestry or family tree	Multiple levels in tomb area
26-30	Encased in transparent preservative substance and left for display or other purpose	Inscription, picture, or statuette denoting profession with no individual name	Multiple trap-doors in floor (and possibly ceilings) of tomb area
31-35	Glass-topped containers	Inscription, picture, or statuette denoting social class with no individual name	Multiple traps in tomb area (magical or mechanical: see the Traps section for ideas)
36-40	Hung from hooks, in bags, or other method of suspending something in air	Lists of dead with separate list for each social class, caste, rank, or profession	Pillars are significant to the tomb's symbology or defenses

TABLE 3-183: TOMB ARRANGEMENT CONTINUED

Die Roll	Interment (d100)	Memorial Feature (d100)	Other Feature (d100)	
41-45	In alcoves with locker-like doors	Mummified totem animal of the deceased	Presence of water: fountains, pools, channels, or similar	<i>Marshy ground</i>
46-50	In drawer-like containers	No individual memorials	Rotating walls, doors, or floors in tomb area	<i>A lion is involved</i>
51-55	Kept under water or other liquid	No individual memorials	Separate areas of the tomb are separated by constructed hazards, such as swimming through an underwater tunnel, crossing a shifting bridge over lava, etc. The table of rigged natural features (Table 3-134) can be a useful source of ideas.	<i>An unreliable information source</i>
56-60	Metal sarcophagi	Notation of mode of death	Several “wings” radiate out from a central tomb area. Each wing might have a different type of trap-defense, a different mode of access, or a different undead type associate with it.	<i>Water faucet</i>
61-65	Mummified and standing or lying, no coffin	Painted or bas-relief pictures	Sliding doors or walls in tomb area	<i>Red dreams</i>
66-70	Pits of bones	Record of last words, last deed, death poem, or other	Some areas have very low ceilings or very narrow corridors (squeeze between two very close pillars or turn sideways to get down a corridor, for example).	<i>Clone vats</i>
71-75	Plastered or bricked into walls	Representative rune selected in place of actual names	Statues of deities and/or demons in tomb area	<i>The torn tapestry</i>
76-80	Sacks	Roster of the Dead	Strange way to get through tomb area (see Table 3-3 for ideas)	<i>Unexpected healing</i>
81-85	Stacked and left to rot	Rune denotes type of Undeath, mode of communication, or type of damnation/salvation	Tapestries, curtains, cloth, or wall hangings are prominent in the tomb’s decoration	<i>Exactly what you'd think</i>
86-90	Stone sarcophagi	Small clay models or figurines representing actual appearance of the deceased (figurines representing nobles might be of more valuable material such as ivory)	Tomb area contains several teleporters that move visitors (or intruders, or priests, or corpses) into different areas of tombs.	<i>The Book of Secrets</i>
91-95	Underneath floor slabs	Statue of the dead (standing or lying)	Tomb is a vertical or downward spiral following the course of one or more stairways or ramps	<i>Historian</i>
96-00	Wooden coffins	Written names inscribed or painted	Worm-hole like tunnels lead to specific tombs or tomb areas	<i>A tooth on the ground</i>

Dream worship

Secondary exit

The healer could not be found

When the spiderweb falls to the ground

Legends of Death

Blue candle

Attacks authority

Enervation

Line of gems

Surrogate Mother

Swims below

Allowed it to creep through

Meditation chambers

A golem

Put it into rhyme

It's a trick

Curse of the Moth

The Flowers of Entropy

Guild member

Pile on the drama

Heretical book

Bronze vulture

Requires metal

Ring of toadstools

Age of Aquarius

Astrological festival

Song of the bird

Turned to liquid

Wreathed in silver

Table 3-184: Profile of Monster Ambush

	Die Roll	Physical Element of Ambush	Effect or Second Feature
	01-10	Chute, slide, or slippery surface	Allow(s) fast-moving, mounted, or otherwise highly mobile monsters to gain a specific combat advantage against the characters
	11-20	Curtains (of mist, cloth, electricity, fire, or anything that can obstruct vision)	Channel characters into a place where monsters can employ an interesting weapon
	21-30	Magical weakness or other effect from a central location	Give the advantage to monsters that are immune to, or able to bypass, this tactical impediment
	31-40	One or more platforms or balconies	Keep(s) characters from reaching the monsters
	41-50	Pillar	Move(s) around to threaten, menace, or disorient characters
	51-60	Reflections	Rising to allow monsters to make advantageous or surprise attack
	61-70	System of chains (and possibly platforms)	Sliding into place to allow surprise or advantageous attack
	71-80	Teleportation zones or places	Suddenly reveal(s) monsters in a surrounding, flanking, elevated, or other advantageous tactical situation
	81-90	Tentacles, vines, or ropes	Work in conjunction with a physical feature or a magical effect making it hard for characters to keep balance (mental or physical) while fighting
	91-00	Wall or walls	Work in conjunction with pits, cages, or another type of prison that can damage or trap characters

Magic circle

One who sings

A triangle

Three hands

Pickled eggs

Blue door

The waterwheel

Green container

Paralysis

Air quality meter

Sank to the bottom

Moon spider

Dragon egg

Blackmail

An Uneasy Peace

Wreathed in stone

I withdraw the question

Inquisition

An alchemist

Source of energy

A castle

Requires a word of activation

A tavern owner

The hour of crisis

A subtle illusion

A ladder

It jumps around

A woman wearing yellow will come to the gates

Interlocking teeth



HOME OF
ADVENTURE
DESIGN

CHAPTER FOUR

NON-DUNGEON ADVENTURE DESIGN

Introduction to Chapter Four.....	419
Types of Adventures	420
Pattern of Non-Dungeon Adventures.....	420
Aerial Adventures	420
Castles and Ruins.....	428
Cities and Settlements.....	433
Planar Adventures.....	462
Underwater Adventures	469
Waterborne Adventures	472
Wilderness Adventures	477
List of Tables	499
Index.....	504



INTRODUCTION TO CHAPTER FOUR

The previous three chapters contain tables designed to spark ideas; the first chapter addresses missions and villainous plans, the second chapter focuses on monsters, and the third chapter focuses on constructing a dungeon adventure. This fourth chapter provides tables for non-dungeon adventures – castles, ruins, forests, other dimensions, and others.

TYPES OF ADVENTURES

Melts away
Coated in ooze
Where kings meet
Forbidden words
A blue frog
Pattern of calligraphy
Calming
Sand from a witch's hourglass
Hedgehog
Unexpected arrival
Aconite
Efreet
A deadly chase
Creatures from Beyond
It's like a comic book
Weasels are responsible
Old prophecy
Pure nonsense
Curse of the Moth
Sound of shadows
Shadow sounds
Soothing
Subaqueation
Renunciation of a pact
One, two, four.
Protective gloves
Battering ram
Traps react to magic
Oh, the irony

Table 4-1: Type of Adventure

Die Roll	Adventure Type (d8)
1	Aerial
2	Castles and Ruins
3	Cities and Settlements
4	Planar and Alternate Worlds
5	Underwater
6	Waterborne
7-8	Wilderness

PATTERN OF NON-DUNGEON ADVENTURES

The patterns listed here also apply to dungeon adventures, but when designing wilderness or other types of adventures it is often more important than with dungeon adventures to step back and look at the overall structure of what you're putting together. The reason is that in a dungeon, so many possibilities are hardwired into the map: you can't go up or down unless the map allows it, your visibility is limited, and there are only a limited number of pathways. In a wilderness or non-dungeon adventure, you have to give some thought to the broader possibilities (both the advantages and disadvantages) involved.

ADVENTURE PATTERNS

- Physical reconnaissance followed by an assault
- Physical reconnaissance followed by infiltration (with combat likely)
- Diplomatic reconnaissance followed by assault
- Diplomatic reconnaissance followed by infiltration (with combat likely)
- Set-piece event with direct combat, or with diplomatic or physical reconnaissance followed by combat. Note: in general, the whole reason behind starting with a set-piece event is to create a viciously fast-moving race against time.
- Exploration (physical reconnaissance) involving multiple encounters (assault, diplomacy, etc)

AERIAL ADVENTURES

Most aerial adventures contain non-aerial elements, such as a cloud castle or a cliff-side, although this isn't necessarily always the case. What's meant by an "aerial adventure" here is that the adventure contains significant elements involving flying or falling. These might include travel-type adventures where much of the adventure is a dangerous flying journey to another location, or adventures where flying is a major tactical element involved in the way the characters must handle a non-aerial feature. An example of the latter might be a tall cliffside with many entrances that have no stairways between them, or, even if the cliff has stairways, there are flying enemies that must be fought off while getting from one place to another on the cliff.

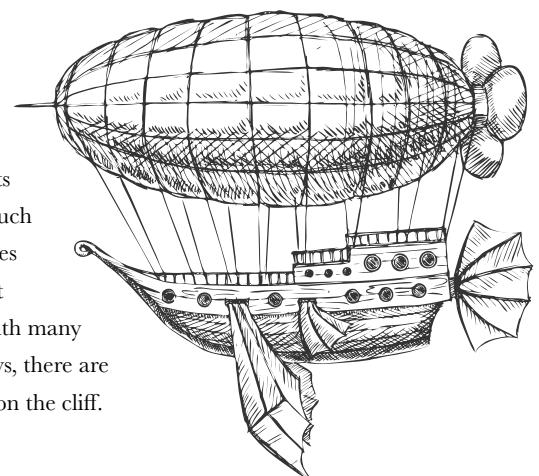


Table 4-2: Aerial Adventure Locations/Objectives

Die Roll	Locale or Adventure Objective (d100)	
01-10	Aerial chase/find, flying group	<i>Investigation of the event</i>
11-20	Aerial chase/find, flying individual	<i>When the last leaf falls from the tree</i>
21-30	Aerial portal/gate	<i>Implants eggs</i>
31-40	Aerial vehicle	<i>Sleep</i>
41-50	Cliff face	<i>Bubbling</i>
51-60	Floating island(s)	<i>Walking plants</i>
61-70	Flying structure	<i>The peril of an untimely sneeze</i>
71-80	High mountain	<i>Polished wood</i>
81-90	Low-hanging moon	<i>Strange form of motion</i>
91-00	Top of high spire/tower	<i>Carnivorous plants</i>

Table 4-3: Aerial Problems/Mysteries/Missions

Die Roll	The “Hook” (d100)	
01-05	Adventure location only accessible by air (mountain or cliff face)	<i>A hawk</i>
06-10	Bypass ground-based enemies to reach objective or adventure location	<i>Change in the weather</i>
11-15	Bypass ground-based hazard to reach objective or adventure location	<i>Writing is cursed</i>
16-20	Fallen clues from above	<i>Shadow image</i>
21-25	Fetch something known to be above	<i>A winner declared</i>
26-30	Guard and defend aerial structure	<i>Woodworker</i>
31-35	Guard and defend ground structure/area from aerial attack	<i>Poor protection</i>
36-40	Infiltrate aerial structure	<i>The color spectrum</i>
41-45	Investigate omens of something above	<i>A characteristic of the piranha</i>
46-50	Investigate strange lights	<i>Workers' scaffolding</i>
51-55	Investigate strange sounds	<i>Attacks metal</i>
56-60	Locate and destroy aerial predators	<i>What was buried</i>
61-65	Locate and rescue prisoner of aerial beings/monster	<i>Sword in the stone</i>
66-70	Prophecy of something above	<i>Gives off no smell</i>
71-75	Reconnoiter best course for ground travel	<i>Scholar of history</i>
76-80	Reconnoiter enemy position	<i>Affects skills</i>
81-85	Steal/recover something known to be in aerial structure	<i>Oozes</i>
86-90	Stop or engage in bombardment of surface	<i>Purple orb</i>
91-95	Stop or engage in snatching items by air	<i>Heretical idol</i>
96-00	Stop or engage in snatching people by air	

EVENTS IN THE AIR

They have not
elected a new
Pope yet

Heretical machine

Hide the map

A craftsman

Residual effects

Source of ideas

Tactics: a low wall

Many legs

Sinister

Dropped from a
great height

Circle of shadow

Barricade of Vines

The least true
answer

Absence of water

Flashes of light

Kept in stasis

Guard

Eye in the mirror

Shortage of time

A binding contract

Howling noise

Barricade of Iron

Chickens

A characteristic of
the heron

A funeral took
place

Submerged

Protective coating

Thunderstorm

A chimera

Table 4-4: Events in the Air

Die Roll	Event (d100)
01-05	Air becomes thicker
06-10	Air elementals or djinn
11-15	Attacked by missiles from ground
16-20	Close-swinging moon
21-25	Clouds moving independently of wind
26-30	Clouds, normal
31-35	Dead magic area
36-40	Floating globes, spheres, bubbles
41-45	Floating rock or minerals
46-50	Floating vegetation
51-55	Flock of birds
56-60	Flying Structure (See Table 4-7)
61-65	Flying Vehicle (See Table 4-6)
66-70	High winds or air vortex to ground (or even below ground)
71-75	Lightning or chain lightning
76-80	Pollen or spores in air
81-85	Rain, snow, or storm
86-90	Rainbow
91-95	Sudden brightness in sky
96-00	Swarm of bugs

THINGS SEEN FROM THE AIR

This table serves to integrate Table 4-4 (Events in the Air) with the presence of the ground below; when the flight level will be low to the ground (especially in scouting missions), your adventure will need to take into account the fact that flying characters can cover a lot of distance and have much longer visibility ranges than in most other types of adventures.

Table 4-5: Things Seen from the Air

Die Roll	What is Seen (d100)	
01-05	Billowing smoke	<i>Decorated with feathers</i>
06-10	Bubbles rising	<i>Enervation</i>
11-15	Camp	<i>Black flames</i>
16-20	Castle	<i>The runes show the way</i>
21-25	Column of smoke	<i>Machine is cursed</i>
26-30	Crop circles or patterns	<i>The peril of making assumptions</i>
31-35	Encampment	<i>Laborer</i>
36-40	Fleeing person	<i>From another plane of existence</i>
41-45	Glittering surfaces	<i>Writ of Execution</i>
46-50	Ground battle	<i>Golden orb</i>
51-55	Hills forming shape of creature	<i>Stone walls</i>
56-60	Hills forming shape of symbol	<i>Reptile</i>
61-65	Lake with island	<i>Webs of sand</i>
66-70	Low-lying fog or mist	<i>An orb</i>
71-75	Remnants of forest fire	<i>A child's toy</i>
76-80	Small lake	<i>Subterranean garden</i>
81-85	Soldiers marching	<i>Requires certain order of operation</i>
86-90	Town	<i>A secret army</i>
91-95	Trees moving	<i>Old concepts</i>
96-00	Village	<i>Foul weather</i>

Table 4-6: Types of Flying Vehicles

Die Roll	Vehicle (d100)	Locomotion (d100)	
01-05	Bubble/sphere	Anchor (claws off)	
06-10	Castle	Course is magically defined at time of construction; moves back and forth between two locations without the possibility of changing course or destination.	<i>Circle of protection</i>
11-15	Congealed cloud	Drawn by ground features (pulled in by concentrations of earth magic, magical lodestones, etc.)	<i>Evidence of passage</i>
16-20	Dirigible or blimp	Drifts with wind (an air balloon, for example) with no steering	<i>Interacting magical light-sources</i>
21-25	Disk	Drifts with wind (an air balloon, for example) with no steering	<i>Pattern of birds</i>

TABLE 4-6: TYPES OF FLYING VEHICLES CONTINUED

	Die Roll	Vehicle (d100)	Locomotion (d100)
The sky will darken with them	26-30	Floating plant with massive root tangles	Follows planetary/moon movements
Inlaid metal decoration	31-35	Large Chariot	Follows zodiacal course
Source of healing	36-40	Rock chunk with internal tunnels	Great vanes are used for steering
It was right there in plain sight	41-45	Shaped like blob with internal compartments	Lashing tail propels the craft through the air
Make it even more complicated	46-50	Shaped like crab or lobster, mechanical	Mental manipulation of magical propulsion object (someone has to be able to exert this sort of mental control in order to make it work)
Is lacking fuel	51-55	Ship, fishing vessel	Magical propulsion (horizontal version of levitation)
A characteristic of the tick	56-60	Ship, fishing vessel	Magical propulsion (horizontal version of levitation)
Something collapsed	61-65	Ship, fishing vessel	Magically generated air gusts
A bizarre machine	66-70	Ship, galleon	Oars
Explorers	71-75	Ship, galleon	Propeller
Requires a certain substance	76-80	Ship, galleon	Sails
A broker of real estate	81-85	Ship, metal, cigar-shaped	Sails
Tactics: a bridge	86-90	Ship, galley	Sails
Wreathed in time	91-95	Ship, galley	Teleportation
Acidic	96-99	Small island	Wind-rudder
Silver boots	00	Whale-creature with howdah	Wings

TYPES OF FLYING STRUCTURES

Note: These are flying structures designed to be the location of an adventure, so they are quite unusual.

Table 4-7: Types of Flying Structures

	Die Roll	Structure (d100)	Foundation (d100)	Buoyancy (d100)
Kennels of the beasts	01-05	City	Circular band (torc)	Antigravity field
David Bowie's Goblin King	06-10	Cottage	Cloth or carpet	Attracted toward clouds
Mold spores	11-15	Cube	Cloud	Attracted toward star(s)
All systems are go	16-20	Cubes, multiple	Cloud	Divine curse never to touch ground
A collar of feathers	21-25	Farm	Cloud	Levitating construction material
Waiting for the rescue	26-30	Great castle	Cone, inverted	Levitating mounting
Officer of weights and measures	31-35	Keep	Cone, point up	Levitator object within
Shadow curtain	36-40	Manor house	Congealed air	Lighter-than-air material in containers (anti-ballast)

TABLE 4-7: TYPES OF FLYING STRUCTURES CONTINUED

Die Roll	Structure (d100)	Foundation (d100)	Buoyancy (d100)
41-45	Polyhedron	Disk, concave	Lighter-than-air material in containers (anti-ballast)
46-50	Polyhedrons, multiple	Disk, convex	Lighter-than-air material in containers (anti-ballast)
51-55	Dome	Great beast (probably formless)	Lighter-than-air mounting
56-60	Castle	Iceberg	Lighter-than-air mounting
61-65	Treehouses	Mass of dirt	Lighter-than-air mounting
66-70	Small town	Metal flakes	Repelled by ground
71-75	Sphere	Multiple platforms	Repelled by ground
76-80	Spheres, multiple	Mysterious vapor	Sucked upward by planets or moons
81-85	Tiered structures, multiple foundations	Rock chunk	Updrafts of air
86-90	Tower	Structure is suspended from mounting (roll again to determine mounting)	Weightless construction material
91-95	Towers, multiple	Vines & plants	Weightless mounting
96-00	Village	Wooden platform	Wings

Table 4-8: Owner of Flying Structure

Die Roll	Owner (d100)
01-04	Abandoned to chaos, neglect, occupied by flying and non-flying vermin
05-08	Abandoned to chaos, neglect, occupied by non-fliers
09-12	Cloud giant
13-16	Deity, demigod, or quasi-deity
17-20	Demonic
21-24	Djinni
25-28	Draconic
29-32	Efreeti
33-36	Extra-planar merchant
37-40	Extra-planar monsters
41-44	Flying serpentine monster
45-48	Ghost(s) (abandoned structures)
49-52	Ghostly leader with minions

TABLE 4-8: OWNER OF FLYING STRUCTURE CONTINUED

	Die Roll	Owner (d100)
<i>Strange beast of burden</i>	53-56	Incorporeal force linked to emotion or souls
<i>Weigh the choices carefully</i>	57-60	Intelligent undead with minions
<i>Like a fern</i>	61-64	Mist or cloud creature
<i>Pushed forth</i>	65-68	Powerful religious leader (human)
<i>A smear of blood</i>	69-72	Powerful religious leader (non-human)
<i>Fountain of dreams</i>	73-76	Rider of flying mount and minions
<i>Singer</i>	77-80	Rider of levitating mount and minions
<i>A hand's length</i>	81-84	Solitary giant flier
<i>The Plot Twists</i>	85-88	Solitary giant levitator
<i>Water faucet</i>	89-92	Storm giant
<i>Disappearing</i>	93-96	Titan
<i>An evil fairy is behind it</i>	97-00	Winged humanoid king/prince

Table 4-9: Purpose of Flying Structure

	Die Roll	Purpose (d100)
<i>Builds strange dwelling</i>	01-02	Comfortable and isolated residence: powerful being
<i>The ugliest of motives</i>	03-04	Houses a society: knights who protect
<i>A cattle breeder</i>	05-06	Houses a society: magic-users guild
<i>Lava lamp</i>	07-08	Houses a society: monastery
<i>Illegal merchandise</i>	09-10	Isolates its content: dead god or other powerful being
<i>Salt pork</i>	11-12	Isolates its content: deadly artifact
<i>Valves</i>	13-14	Isolates its content: disease colony
<i>Seashells</i>	15-16	Isolates its content: forbidden temple
<i>Tumultuous priest</i>	17-18	Isolates its content: hermitage
<i>Swarm</i>	19-20	Isolates its content: library
<i>Armored animal</i>	21-22	Isolates its content: magical research
<i>The deadline expired</i>	23-24	Isolates its content: prison
<i>The Book of Whispers</i>	25-26	Isolates its content: religious relic
<i>The handprint</i>	27-28	Isolates its content: tombs
<i>Rescuing</i>	29-30	Isolates its content: treasure rooms
<i>The Unholy Prism</i>	31-32	Mercantile and Military: to dominate the local ground trade
<i>Possession</i>	33-34	Mercantile: headquarters for a merchant family
	35-36	Mercantile: headquarters for a monster-type merchant

TABLE 4-9: PURPOSE OF FLYING STRUCTURE CONTINUED

Die Roll	Purpose (d100)	
37-38	Mercantile: headquarters for a planar merchant	<i>Pepper</i>
39-40	Mercantile: inn/way-station for airborne travelers	<i>Bioluminescent machinery</i>
41-42	Mercantile: trading post	<i>An unusual spell</i>
43-44	Military and Mercantile: captive-takers	<i>Source of metal</i>
45-46	Military: to pillage airborne trade	<i>Mammoth</i>
47-48	Military: to pillage ground trade	<i>Purple flames</i>
49-50	Military: to pillage nearby settlements	<i>Speckled pattern</i>
51-52	Military: spying and reconnaissance	<i>Long fingernails</i>
53-54	Observatory, astrological	<i>A game of chess</i>
55-56	Planar as well as Flying Structure (see Tables 2-46 through 2-58 if you need ideas for creating a new planar monster or planar monster type)	<i>Worshippers of a strange god</i>
57-58	Political and Military: to dominate local ground politics	<i>The Five of Swords</i>
59-60	Political: Headquarters for a leader in sky-based politics or government of a particular airborne species	<i>A preserved eye watches</i>
61-62	Political: seat of local government (probably within ladder-reach of ground most of the time)	<i>Arrived too late</i>
63-64	Political: seat of rival government/rebels	<i>It was inhaled</i>
65-66	Prestige residence: local mercantile leaders	<i>Pattern of speech</i>
67-68	Prestige residence: nobles	<i>Mud</i>
69-70	Prestige residence: the “awakened” (whatever it might suggest to you)	<i>Writing on the wall</i>
71-72	Productive: to breed flying creatures	<i>A characteristic of the badger</i>
73-74	Productive: factories (probably wind-powered)	<i>Involuntary motion</i>
75-76	Productive: farming	<i>Blue lanterns</i>
77-78	Productive: to gather valuable materials in sky (From clouds? From sun? All is possible)	<i>Unstable ingredients</i>
79-80	Productive: herds airborne “cattle” or creatures	<i>A characteristic of the crab</i>
81-82	Productive: mining (travels to ground, contains mining and processing facilities)	<i>Circle of portals</i>
83-84	Religious and Military: to dominate ground religion (internal faction)	<i>A clap of thunder</i>
85-86	Religious and Military: to dominate ground religion (stamp out opposing sects or heretics, most likely)	<i>Karma</i>
87-88	Religious: to avoid ground contact	<i>Hidden troll</i>
89-90	Religious: to be close to sky	<i>The messenger shows the way</i>
91-92	Religious: to be close to specific planet/moon	<i>Spotted pattern</i>
93-94	Religious: to be closer to stars	
95-96	Religious: to be in contact with clouds	
97-98	Religious: to enter storms	
99-00	Religious: to follow course of wind	

Doorway to the library

Circle of Goblets

Shadow color

Dryad

Marks of the pox

Guard the bottles

Minstrel

Shadow shapes

Misdirection

Use a fungus

See if you can fit a shark into it

A ladder

Eye in the box

A characteristic of the ostrich

Swarming allies

Protective garments

The banner of the darkness

A hydra

Closes and locks

Porcupine

Curtained-off area

When the hourglass runs out

A meeting of the nobility

Shifting allegiances

Rescue the captives

Changing vision

Many branches

Across the rooftops

A poor substitute

CASTLES AND RUINS

Castles and ruins will generally be used quite differently from each other in adventures, since castles are occupied (political or assault-on-occupied-location types of adventures) and ruins are mainly abandoned (explore-and-loot types of adventures). However, for purposes of getting ideas, castles and ruins are very similar. Both involve open-air adventuring with a possible aerial component, and the background and physical design of the adventure locale is a very similar process – since ruins are usually the broken and abandoned form of a castle-like settlement.

RUINS

Table 4-10: Condition of Ruin

Die Roll	Condition of Ruin (d100)	Covering or Burial (if indicated) (d100)
01-10	Crumbling	Dirt
11-20	Fully covered or buried	Force fields
21-30	In cliff face	Fungi
31-40	In large crater	Glass dome
41-50	Inside cavern	Rock fall
51-60	Partially burned	Sand
61-70	Partially collapsed	Swamp
71-80	Partially covered or buried	Under water (lake, sea, river, etc)
81-90	Partially crystallized	Vines and plants
91-00	Partially melted	Volcanic ash

Table 4-11: Type of Ruin

Die Roll	Basic Type of Ruin (d6)
1	Castle
2	Manor
3	Temple
4	Town
5	Village
6	Unusual Purpose (see Table 4-12, below)

Table 4-12: Unusual Purpose Ruins

Die Roll	Unusual (original) Purpose of Ruins (d100)
01-10	Academy, school, or university
11-20	Energy Source
21-30	Forges or manufactory
31-40	Huge vehicle(s)

TABLE 4-12: UNUSUAL PURPOSE RUINS CONTINUED

Die Roll	Unusual (original) Purpose of Ruins (d100)	
41-50	Library or archive	<i>Giant fan blades</i>
51-60	Mines, quarry, archaeological dig, drilling	<i>Innocent bystanders</i>
61-70	Museum or observatory	<i>Flies</i>
71-80	Prison	<i>Abstract principles</i>
81-90	Wizard's stronghold	<i>The Book of Stones</i>
91-00	Zoo or animal training	<i>Moon spider</i>
		<i>Obscured vision</i>
		<i>The villain recurs</i>
		<i>Phalanx of iron</i>
		<i>Lichen</i>
		<i>Pressed flat</i>
		<i>Moon carvings</i>
		<i>A characteristic of the anteater</i>
		<i>Bright and shiny</i>
		<i>An Uneasy Peace</i>
		<i>Mastiffs</i>
		<i>Doorway to the fey</i>
		<i>Trader</i>
		<i>Overarching branches</i>
		<i>Telekinetic power</i>
		<i>Worm</i>
		<i>Storm damaged</i>
		<i>Altered by contact</i>
		<i>A characteristic of the ox</i>
		<i>An auction house owner</i>
		<i>A custom was violated by strangers</i>
		<i>Artifact of the fey</i>
		<i>Substitution</i>
		<i>Banquet hall</i>

Table 4-13: Current Purpose of Ruins

Die Roll	Current Purpose (d100)	
01-20	Unusual Purpose: Roll on Table 4-12 for ideas	
21-30	A large monster has taken the ruin as a lair, since it offers convenient shelter for sleeping (and perhaps breeding).	
31-40	Adopted as holy site and temple for a sect that needs to remain secret or in the wilderness	
41-50	An adventuring party has taken possession of the ruins in order to search for treasure. Possibly there is a dungeon entrance, possibly the ruins are complex enough that searching is required even on the surface.	<i>A characteristic of the anteater</i>
51-60	Assassins, thieves, or some other stealthy group (possibly including rangers, smugglers, bootleggers, drug dealers, counterfeitors, or druids) have taken up residence in the ruins.	<i>Bright and shiny</i>
61-70	Headquarters and hideout for a military group (that has not started operations yet)	<i>An Uneasy Peace</i>
71-80	Headquarters and hideout for raiding group	<i>Mastiffs</i>
81-90	Infested with giant beetles, wasps, and/or other large vermin as a convenient nest with shady places.	<i>Doorway to the fey</i>
91-00	Whoever or whatever caused the ruination of the site is still present, picking over the remains and possibly covering their tracks. Perhaps they are raising the original inhabitants as undead creatures.	<i>Trader</i>
		<i>Overarching branches</i>
		<i>Telekinetic power</i>
		<i>Worm</i>
		<i>Storm damaged</i>
		<i>Altered by contact</i>
		<i>A characteristic of the ox</i>
		<i>An auction house owner</i>
		<i>A custom was violated by strangers</i>
		<i>Artifact of the fey</i>
		<i>Substitution</i>
		<i>Banquet hall</i>

Table 4-14: Structures of Ruins (by Basic Type)

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

TABLE 4-14: STRUCTURES OF RUINS (BY BASIC TYPE) CONTINUED

	Die Roll	Castle (d100)	Manor (d100)	Temple (d100)	Town (d100)	Village (d100)
lambic pentameter	51-60	Keep, inner bailey, outer bailey and Gatehouse	Palace	Standing stones	Above plus concentric walls around donjon	Above plus an inn building
A thing that can be lifted	61-70	Motte and bailey, no keep	Stone house and 1d6 outbuildings	Pyramid or ziggurat	Above plus 1d100 houses	Above plus wooden wall
Notched and damaged	71-80	Shell Keep (stone bailey)	Villa	Temple with necropolis	Above plus second gatehouse	Above plus 1d10 cottages
Trapped in the tentacles	81-90	Single large tower (donjon)	Villa	Spire	Above plus 1d100 houses	Above plus 1d3 wooden towers
Festival of Mist	91-00	Unusual	Unusual	Cathedral Temple	Above plus Temple	Above plus 1d10 cottages
Secret process						
Curse of the Wanderer						
A chapel						
Raiders						
Infinity						
The owner of a small bazaar						
Intersecting planes of existence						
Copper cube						
Food Riots						
Thaumaturgy						
Overlooks water						
Journalist						
Requires metal						
Temporal retractor						
A characteristic of the saber-tooth tiger						
Altered pathways						
Outpost						
Industrial sabotage						
Diamond						
Concealed machine						
Fronds						
Extortion						
Priest						

CASTLES

Table 4-15: Type of Castle

Die Roll	Type of Castle (d100)
01-12	Concentric castle (two surrounding outer baileys)
13-25	Keep
26-38	Keep and Bailey with Gatehouse
39-51	Keep and Bailey with towers, and Gatehouse
52-64	Keep, inner bailey, outer bailey and Gatehouse
65-77	Motte and bailey, no keep
78-90	Shell Keep (stone bailey)
91-00	Single large tower (donjon)

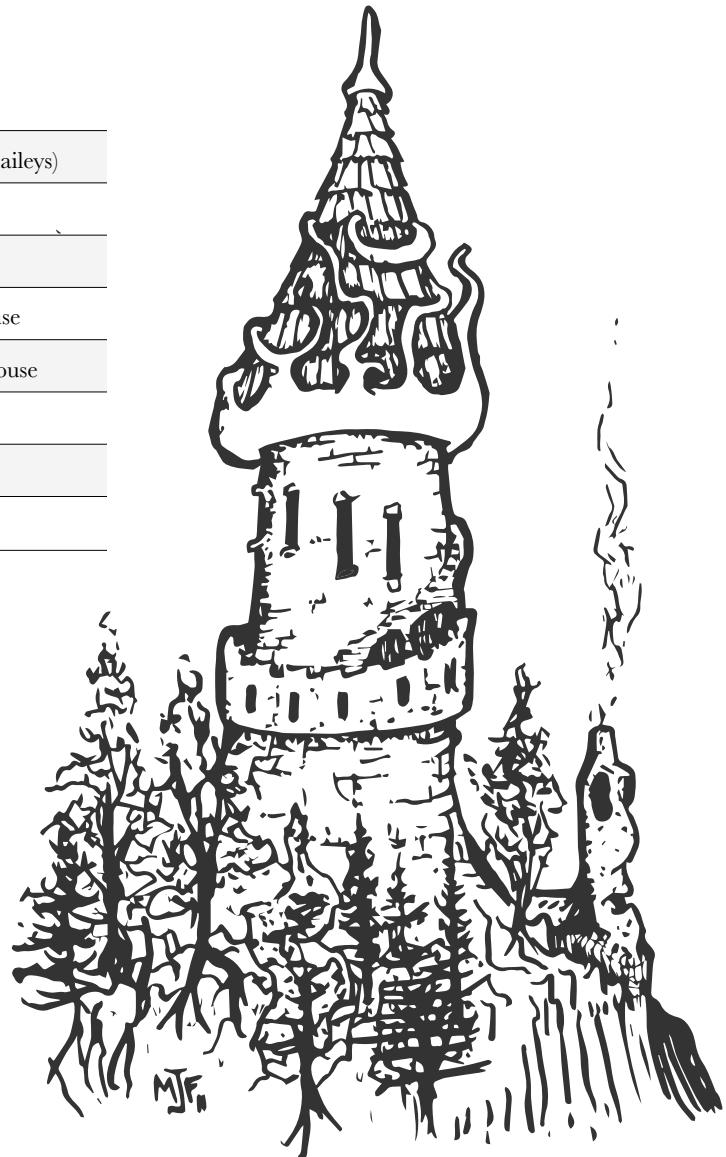


Table 4-16: Unusual Castles and Manors

Die Roll	Unusual Castle (d100)	Unusual Manor (d100)	
01-10	A castle where the only entrance is underground, through caverns or even underground water channels that might require a boat.	Bubble on tall spire	<i>The wine was poisoned</i>
11-20	Built of bones	Built for giant-scale inhabitants	<i>This part is badly damaged</i>
21-30	Carvings or gargoyles that are part of structure can be animated to defend the place	Built into cliff face	<i>Only one item was unfinished</i>
31-40	Cloud castle ruins	Crashed vehicle (possibly flying vehicle) being used for house	<i>Unstable gravity</i>
41-50	Includes dimensional defenses	Glass dome	<i>Kind of like a thing</i>
51-60	Involves levitating towers, fire-platforms, or entrances	Habitrail-type structure with connecting tubes or passages	<i>Waiting for the sign</i>
61-70	Irregular, like coral formation	Larger inside than outside	<i>Something was burned</i>
71-80	Made of living plants, including thorns, trees, etc.	Spiral structure or tube	<i>In the cellar</i>
81-90	Numerous possible entrances, with many of them trapped to kill attackers; the “right” entrance might even change magically	Tree-house type of structure	<i>Zoo worker</i>
91-00	Windowless, door-less, only access is underground	Wizard’s flying house/saucer	<i>Dream distributor</i>

PEOPLE IN A CASTLE

The list below is useful because it gives a picture of the castle as a self-contained community, which (as fortresses) they tend to be. Even if your campaign isn’t based on the medieval period, and your “castle” is actually a Pagoda or a clay-brick hill fortress in a Mesopotamian-type region, these same jobs are likely to exist, just with different names.

Table 4-17: People in a Castle

Die Roll	Castle Inhabitant/Officer (d100)	Notes (do not roll separately)	
01-05	Almoner	In charge of distributing alms to the poor; only present in castles with a village present	<i>Charity is involved</i>
06-10	Apothecary	Larger castles may have an apothecary in the service of the lord and lady, serving double duty as a physician as well.	<i>Secret formula</i>
11-15	Armorer	A skilled blacksmith with the training and ability to make weapons and armor	<i>The turning of the wheel</i>
16-20	Bailiff	In charge of a village, assigning jobs to the peasants including work on the lord’s land and repairing village structures. Will not be present in a castle without a village, and even so would probably live in the village. Often a peasant promoted to this administrative rank; nobles don’t take this job.	<i>Changing enemies</i>
21-25	Barber	Cuts hair and does bloodletting; many castles would keep one on staff	<i>Glowing worms (why?)</i>

TABLE 4-17: PEOPLE IN A CASTLE CONTINUED

	Die Roll	Castle Inhabitant/Officer (d100)	Notes (do not roll separately)
Damaged in transit	26-30	Blacksmith	Blacksmiths handle regular tasks such as shoeing horses.
A pair of aces	31-35	Butler	In charge of the cellars, mainly the provision and storage of beer (large barrels are “butts”).
The last word	36-40	Candlemaker	Responsible for the castle’s lighting needs, including non-candle lighting such as torches or dipped “rushlights.”
A satyr	41-45	Carpenter	Most castles could employ a full time carpenter to handle everything from structural repair to furniture; more than one person was normally needed for this task.
Philosophical manuscript	46-50	Castellan or Constable	The person ultimately responsible for the functioning of the castle; the boss.
Mysterious and Nocturnal	51-55	Chancellor	A personal secretary to a noble.
A shining light	56-60	Chaplain	The castle’s religious counselor
The peril of an unexpected visit	61-65	Clerk	Responsible for keeping accounts and doing math, as well as writing. In non-medieval cultures, a scribe.
Tactics: piles of bricks	66-70	Cook and kitchen staff	The head cook of a castle is responsible for a very large daily production, feeding everyone from servants to soldiers to nobles.
Attacks authority	71-75	Gardener	Gardeners were not just employed to keep vegetable and herb gardens; they were also involved in maintaining earthworks and keeping the physical surroundings of the castle ready to defend against sieges.
Random functionality	76-80	Jester	The local comic relief
Ring of toadstools	81-85	Keeper of the Wardrobe	Responsible for the important clothes, and in charge of laundresses and one or more tailors.
Turtle shell	86-90	Marshall	In charge of the wagons, horses, grooms, and all transportation. Carters and a head groom report to this officer.
A huge fireplace	91-95	Lord	Although the actual “ownership” of a castle can vary (emperors and kings have several castles they own directly), some noble will reside in most castles either as a vassal or as the direct owner.
Hellhounds	96-00	Porter	Responsible for keeping track of who enters and leaves the fortification, and for granting access. Usually stationed in the gatehouse, although not normally part of the actual guard. This is the person you have to convince, if you’re trying to sneak in disguised as a group of merchants.
Concealed motives			
Bundles of kindling			
Surprise!			
Deceptive camouflage			
Metal turned to wood			
Follow the leader			
Deep vegetation			
Serves as an example			
Tick tock, tick tock			
Sorcery of the Sun			
Tines, tongs, forks and prongs			
Source of magic			

CITIES AND SETTLEMENTS

PREPARING FOR A CITY ADVENTURE:

City adventures are perhaps the most complicated type of adventure to create, since there is so much activity going on around the characters at all times. Before trying to design a city adventure, it's a good idea to stop and think about *why* the characters are in the city, and what level of detail you're going to need to handle that sort of adventure. If the adventure is a mere shopping trip, you will bog everything down if you try to make the players listen to the details of every shop and residence they see, street by street, with descriptions of the people passing by ... when all they want is to replace a broken longsword and get back to adventuring.

If this is the first time you have used this city (i.e., it's not a feature that has recurred several times in your campaign already), then it's important to brand something memorable about the city onto the players' minds. This "capsule" detail about the city should cover two things: a visual image of the city; and one simple detail about how the city is risky or gives a significant benefit to the characters themselves, on a personal level. *Players do not remember details* – they think about things in terms of one or two major features. Rather than inundating them with details to filter, go ahead and smack them with what's really memorable right at the beginning. Ideas for the sorts of quirky things that can make a city memorable are listed in Tables 4-18 to 4-22. As a general rule, a city should almost be a caricature of itself – focus really, really hard on the city's central characteristic, at least until the players have it drilled into their heads. Once they "know" the city, of course, you can introduce more details, but still: always slowly enough for the players to remember!

THE THREE TYPES OF CITY ADVENTURES

There aren't sharp distinctions between the three types of adventures listed here – many city adventures are in the gray areas between these categories. As things get more complicated – which happens because you offer a "hook" to something more complex, or because the players decide to interfere more and more in the city's business – the adventure will tend to slide closer and closer down the scale toward the exploration type (see below).

Shopping Trips. Shopping trip type adventures aren't really adventures at all, or, at least, not at the beginning. The players begin this sort of adventure when they want to buy equipment, get healing, find information, or undertake some other mundane, non-adventuring type of activity. Most of the time, you should almost hand-wave this sort of trip into a city. If the players aren't trying to gather information or do anything other than buy things, then you're only getting in the way if you try to turn it into an adventure. For this sort of visit to a city, it's usually enough to give the players the "capsule information" about the city, and perhaps a sketch map of the major streets with the important shops and temples marked.

Mission Adventures. Sometimes, however, the characters are venturing into the city with a mission. Missions normally have two phases: an information-gathering phase and a combat phase. In the information-gathering phase, tactical information is far less important than knowing *which* people have the important information and *how* the party might track it down. On the other hand, when the mission turns into combat, you will usually need to have a very small-scale tactical map of where the combat will take place. When creating such a map, take advantage of the features that are unique and special to city adventures: balconies, multi-story buildings, rooftops, the possibility of using the open sky above, and bystanders. Depending on the adventure and where it might lead, it's possible that you'll need more than one such map, representing two alternative places where a fight might break out, or for two places in a "series," in which the second location is a place the characters will only reach if they are "succeeding" in the adventure. For a mission adventure, you will need not only the low-detail city map used in a shopping trip, but also these little pinpoint locations. Mission adventures can include any of the following: looking for work, performing that work (usually a mission), pursuing a manhunt into the city, and making contact with dangerous people (a thieves guild or assassins guild for example). Tables 1-3 through 1-9 can be very useful if the characters are looking for work.

Exploration Adventures. In this sort of adventure, the players decide to wander randomly through the city to see what they find. It is almost impossible to plan for an adventure of this type. To prepare for an exploration adventure, it is usually best to avoid creating pre-planned maps of anything, and to rely on random generation tables for most of the events. Running this type of adventure requires so much creative mental activity on your part that a random generation tool is often the only way to keep things moving at a brisk pace. Another tool for running this sort of adventure is to sketch out one or two little location-maps, just as one would for a mission adventure, but to keep them in reserve for use wherever and whenever combat actually takes place (these are often called "geomorphs"). The tables in this book can be very useful for generating the walk-through of a city map.

Because these three types of city adventures tend to mix and blend in with each other, the tables in this section aren't organized as a step-by-step procedure. As you design your adventure, just dip into the tables for whatever you need at the time.

An attribute of a virus

Use the dice

Unused words

Emerald casket

A contraption of some kind

It keeps careful count

Giant statue

Beyond all expectations

Damaging forces

Hard reset

Only one thing was left behind

The attack is underway

Teamster

A galaxy of stars

Scholar of the arcane

An armorer

A characteristic of the hawk

Went over to the other side

Rules of war

Curse of the Mad Machine

A meeting of monsters

Violence Breaks Out

This part prepares for conflict

Unstable magic

Song of the Narcissus

Hooded falcon

Unusually cold

Circle of Fire(s)

A celebration

Debugging

When a lizard hatches from a hen's egg

Fortune-teller

A thing that retracts

Carved from a tusk

Three ways forward

Works differently depending on where operator is standing

Measure for Measure

Inquisition

An exorcism

Wood turned to metal

Surrounded

Covert operations

A strange contraption

Striated rocks

When the chorus joins in

Infestation

The Puzzle-Sanctum

Silver cube

Attacks dreams

Lighter than expected

Dissolves prey

Paintings that move

A devil

THE “CAPSULE DETAILS”

PRIDE OF THE TOWN

This is the sort of thing like, “Our town is the cleanest in all the land...”

Table 4-18: Pride of the Town

Die Roll	Pride of the Town (d100)
01-02	A local “wonder of the world” (a collection, museum, or library)
03-04	A local “wonder of the world” (a statue)
05-06	A local “wonder of the world” (a structure)
07-08	A local “wonder of the world” (animal or beast)
09-10	A local “wonder of the world” (plant or tree)
11-12	A local recipe/dish (e.g. Silverport-style fried rat)
13-14	A local strongman
15-16	Beauty of the women
17-18	Cleanliness of the people
19-20	Cleanliness of the town
21-22	Comfortable beds
23-24	Elaborate or constant insults
25-26	Flamboyance of local clothing
27-28	Good manners
29-30	Hospitality to foreigners
31-32	Local bread
33-34	Local cats
35-36	Local entertainers (juggling, etc.)
37-38	Local livestock
39-40	Local meats
41-42	Local music
43-44	Local political leaders or political system
45-46	Local tea
47-48	Local temple(s)
49-50	Manners or skill of town watch
51-52	Masonry
53-54	Metalwork
55-56	Obedience
57-58	Odd physical feature such as overbite or large eyes

TABLE 4-18: PRIDE OF THE TOWN CONTINUED

Die Roll	Pride of the Town (d100)	
59-60	Quality of glassblowing products	<i>Erosion</i>
61-62	Quality of local food or cooking	<i>The city gates</i>
63-64	Quality of pottery or ceramics	<i>Something burned in a strange way</i>
65-66	Quality of sailors (If city/town is a port)	<i>Insanity</i>
67-68	Quality of teeth	<i>This part is in poor repair</i>
69-70	Remarkable fatness or thinness of locals	<i>Dispersed</i>
71-72	Remarkable height of citizens	<i>First time's the charm, then you're screwed</i>
73-74	Security of local prison	<i>Dangerously slippery</i>
75-76	Severity of laws	<i>Yellow sign</i>
77-78	Size of local fair	<i>Old religion</i>
79-80	Size or taste of the local vegetables	<i>Locked memories away</i>
81-82	Skill at a game (chess, discus-throwing, etc)	<i>Steal the ship</i>
83-84	Skill of animal breeders	<i>Close enough</i>
85-86	Skill of local merchants	<i>Heart of the manticore</i>
87-88	Skill of local soldiers	<i>Mysterious results</i>
89-90	Skill of locals at trading and haggling	<i>A characteristic of the moth</i>
91-92	Statues	<i>In the end, none of them agreed</i>
93-94	Taverns/beer	<i>Three triangles</i>
95-96	Textiles	<i>Which of these is not like the others?</i>
97-98	Wine	<i>Face of the fey</i>
99-00	Woodcarving	<i>Rats in the walls</i>

Table 4-19: Unusual Domestic Animals Used

Die Roll	Draft or Riding Animal (d100)	
01-05	Aurochs	<i>It was exactly the right time</i>
06-10	Dinosaurs (biped)	<i>Faulty memory</i>
11-15	Dinosaurs (quadruped)	<i>The lottery</i>
16-20	Elephants (or mammoths)	<i>Swims below</i>
21-25	Floating fungus (big levitating mushroom-caps you ride on, for instance)	<i>A dagger's length</i>
26-30	Giant dogs or cats (or wolves)	<i>Forbidden worship</i>
31-35	Giant goats (mountain goats would be great for mountainous regions)	
36-40	Giant lizards	
41-45	Giant ostriches	

TABLE 4-19: UNUSUAL DOMESTIC ANIMALS USED CONTINUED

	Die Roll	Draft or Riding Animal (d100)
Improperly protected	46-50	Giant peacocks (perfect for the local imperial city)
Liquid cube	51-55	Giant rodent (or different types of rodents for different purposes)
A characteristic of the amoeba	56-60	Giant serpents
A bread shortage	61-65	Giant turtles (when it absolutely, positively has to be there next week). Big palanquins or wagons could be mounted on one, though.
Plague	66-70	Giant walking air-breathing fish (sharks, whales, etc)
Bales of hay	71-75	Hippopotamus (good for river travel, maybe hauling barges)
An important message went astray	76-80	Massive insects (for flying) or beetles (for riding and pulling carts)
Nomadic	81-85	Mutant horses (chitin armor, horns, massive size, etc).
Rescue people from a collapsed building	86-90	Mutated giant animal (such as cats, dogs or any of the “giant” possibilities listed on the table. As with horses, the mutation might be chitin armor, horns, etc.).
Supernatural hand	91-95	Rhinoceros (or Pleistocene-era giant wooly rhinoceros)
On the hunt	96-00	Yaks

Table 4-20: Odd Customs of Dress

	Die Roll	To Whom it Applies (d100)	Strange Mode of Dress (d100)
But no one was persuaded	01-05	All Females.	A box or other small container. This might be for documents, or it might simply have a random connotation for the people of this culture.
The cloak	06-10	All Males.	A particular item of clothing, also of a particular color
Lightning-charged trees	11-15	All married people. Also, roll a 50% chance to see if it's a different mode for married males and females.	Badge, embroidered or sewn with the relevant identifications or symbolic markings
Trapped in the trees	16-20	All members of a particular profession (this would probably extend to visitors), such as wizards, fighters, and thieves. Go with the more interesting professions: this is just extraneous detail if it doesn't apply to at least one party member.	Bells, of any size ranging from jingling little bells up to a cowbell around the neck
Green mice	21-25	All members of a particular bloodline or species.	Facial marking (paint, henna, etc.) of a particular color or pattern
Leftovers	26-30	All members of a particular religion. This might be a sign that the religion is despised, but could also be a city-wide token of pride for the dominant religion. Alternatively, it might be that each of several religions sports a different identifying mode of dress.	Feathers (probably but not necessarily from a particular type of flying creature)
A butcher	31-35	All members of one particular guild. This is likely the most prestigious guild, or a guild whose members are despised.	Flowers
Drawn very poorly			
Where nobles meet			
Concealed password			
Shadow clock			
When a red coat is delivered			
Incarnations of magic			
Moral disagreement			
A forgotten process			

TABLE 4-20: ODD CUSTOMS OF DRESS CONTINUED

Die Roll	To Whom it Applies (d100)	Strange Mode of Dress (d100)	
36-40	All People who are not members of one of the city's official guilds.	Gloves, tights, or codpiece	Egrets
41-45	All People. This includes both residents and visitors. Visitors would be given, or would have to acquire, the proper article of dress before being allowed to enter.	Item of silverware, such as a spoon of a specific type. It might be that such a person is only allowed to eat with this particular implement, or it might be symbolic of a past event.	Geese are very loud One step forward, two steps back
46-50	All Residents.	There is a 50% chance that a second strange mode of dress is used by one subgroup: roll again to find this subgroup, ignoring results of "All Residents" or "All People." Mask or veil	Bronze oil lamps Peasant Unrest Snowfall Slumber
51-55	All unmarried people. Also, roll a 50% chance to see if it's a different mode for unmarried males and females.	Metal collar, bracelet, or other non-decorative piece of metal	The law Large talons The siege has begun Paralyzes prey
56-60	All visitors.	Nose ring or earring(s)	The tide brings ill omens
61-65	All who are parents. Also, roll a 50% chance to see if it's a different mode for fathers and mothers.	Overlong sleeves or no sleeves (e.g., a vest)	That's not going anywhere The Book of Bells
66-70	Anyone who has passed some sort of test or challenge (a manhood/womanhood ritual, for example). It might be that if the characters don't undertake this ritual they will have some difficulties due to lack of respect. In some cases the ritual might merely be expensive, or in some cases it might potentially be lethal.	Pointed hat (50% chance to require 1d3+1 points)	A meeting of heroes Air source
71-75	Criminals of a particular type (e.g., the "Scarlet Letter" worn by adulterers in puritan New England).	Pointed shoes (including boots or slippers)	Time is reversed Technological failure
76-80	Each odd-numbered visitor, or some other random selection process that makes some party members wear the garment and others not be allowed to.	Ribbons (whether or not of a particular color)	They agreed to return Landlord
81-85	Members of a certain political faction.	Specific type of relict from your family	Not where it should be Everyone has a share
86-90	Members of a particular social class. This might be a high class, or it might be a shunned class such as Hindu "untouchables."	Tattoo or ritual scarring	Jousting The Oracle Gate
91-95	Members of each political faction have a certain identifying mode of dress. One historical example would be the "green" and "blue" factions in ancient Constantinople.	Wide-brimmed hat, hat with no brim, or specific hood	A failure of loyalty Moon writing
96-00	Members of each social class have a distinctive article of dress. Roll only once on the next column, and use different varieties of the same result: for example, if the next column indicates a "pointed hat," use a one-pointed hat for one class, a non-pointed hat for a second class, two points for a third class, a so on.	Wooden shoes, high boots, sandals, or other specific item of footwear	Temporary sapience

ODD BEHAVIOR

Odd behaviors have to be something that the Referee can mimic while the adventurers are talking to people in the city/settlement, or they won't make much of an impression on the players. When this works, however, the players will *definitely* remember the city. These are cultural behaviors that the entire city (or a subgroup) uses, not just distinctive mannerisms of a single individual.

The moon shows
the way

Festival of Warfare

Window of
opportunity

A few vampires

A clue was left
behind

Waiting for the
arrival

A test of speed

Banshee

A dungeon cell

Our map is wrong

Poisoned cistern

It can change
its size

Pressed clay

Wedding

A professional
dancer

Armored carapace

We have seen this
before

Succubus

Surrogate Mother

Draw the high card

Hegemony from
an unexpected
quarter

Private
investigator

Abomination from
the stars

A cat is behind
these events

Hidden desires

Pack tactics

Mode of
transmission

Table 4-21: Odd Behavior

Die Roll	Odd Behavior (d100)
01-10	Avoid all eye contact
11-20	Bow constantly
21-30	Distinctive swear word or expostulation (invented specifically for this city)
31-40	Nod throughout another's speech
41-50	Refer to oneself only in the third person
51-60	Snap fingers when agreeing (or perhaps when disagreeing).
61-70	Tap self when agreeing (on head, foot, over heart, etc.)
71-80	Two-part gesture for greeting; for example, clap hands then bow, whistle then tap nose, smack fist to heart then shake head, etc.
81-90	Wave hand in particular
91-00	Wiggle earlobes or nose with fingers

Table 4-22: Unusual Cultural Center of Gravity

Die Roll	Culture is Focused on
01-10	Actual worship of ruling class
11-20	Dedication to stamping out some type of art, poetry, scholarship, attitude, religious belief, or lifestyle.
21-30	Focused on the community rather than the individual; people live for the benefit of the community (this might appear fascistic or communist, depending on how it operates)
31-40	Obsessively focused on a "living god" in the community
41-50	Obsessively focused on cleanliness
51-60	Obsessively focused on physical health
61-70	Obsessively focused on religion
71-80	Obsessively focused upon a particular statue in the community
81-90	Obsessively focused upon sex
91-00	Rigid adherence to dictates left by the community's founder

CITY MAP GENERATOR

Author's Favorite Method

The author's favorite method for inventing a city is to begin by rolling for the identity of the town's central open area (Table 4-25), and to assume that this says a great deal about the city's personality. A city with its central area and culture based on a huge graveyard is a very different place from a city that centers on a gladiatorial arena, which is in turn different from a city built around a sacred flower-garden. This open area will be large, centrally located, and it will play a large part in the city's culture.

Then draw a couple of main streets leading to the city gates from the central area, and a couple of cross streets so the city map isn't just one large hub, and you're good to go.

Table 4-23: Interesting Streets

Die Roll	Interesting Aspect of Street (d100)
01-10	Buildings taller, shorter, wider, or narrower than is normal in the rest of the city.
11-20	Connected balconies from building to building create two "walkway streets" on the sides of the road. Bridges might also span the road from balcony to balcony.
21-30	Flower gardens (either in front of buildings, in window gardens, or on a median down the middle of the street).
31-40	Hanging decorations (dead animals, streamers, banners, real or fake heads, weapons, etc.)
41-50	Limited access street: guards request certain credentials in order to permit passage
51-60	Predominant color of paint (blue, red, etc)
61-70	Similar businesses clustered together (see Table 4-26 for ideas)
71-80	Statues, either with or without a predominant type, theme, or material
81-90	Street is on a very steep slope, up or down
91-00	Street on a bridge (many medieval city-bridges were quite built up with houses and shops).

Table 4-24: City Districts

Die Roll	City Districts (d100)
01-10	Segregated: not necessarily indicating poverty, a segregated district is an area where members of a specific caste, species, nationality, social status, occupation, or religion are concentrated. Laws in particularly oppressive cities might require this sort of segregation, or it might simply be that members of the group prefer to self-segregate, gravitating to the same neighborhoods out of choice. In particular, foreigners who speak a different language than the predominant one will frequently congregate in one area.
11-20	Guild Quarter: Craftsmen often gather together in particular areas, and sometimes the guilds will cooperate to hire private watchmen and guards for this area
21-30	Merchants' Quarter
31-40	Poor Quarter/Slums
41-50	Red Light District: Whether it's geisha houses or dilapidated brothels, the world's oldest profession is often segregated into a specific neighborhood

But no one believed

The cat is out of the bag

Crime and Redemption

Griffon

Decorator had no taste

Find a missing item

Mobile flowerpots

Cocoon

Secret procedure

When the egg hatches

Capture a targeted person

Necromancy

Hurricane

Prison

Unbridled optimism

Servant

Emerald

Religious disagreement

Tremendously fast

Discover the person's identity

Looks like the way out

Follow the recipe

When the moon rises

Special procedure

It was expelled

Carpenter

Bone spike

TABLE 4-24: CITY DISTRICTS CONTINUED

<i>Residual sounds</i>	
<i>He was believed to have been captured</i>	
<i>Held for ransom</i>	
<i>Face in the water</i>	
<i>Badly preserved</i>	
<i>Exposure to the weather</i>	
<i>Contraband</i>	
<i>The mouse dances about happily</i>	
<i>On the run</i>	
<i>Broken into pieces</i>	
<i>Something blew up</i>	
<i>Doorway to the control room</i>	
<i>The thieves guild wants you to plant some false evidence</i>	
<i>A well-known astrologer</i>	
<i>A vengeful monstrosity</i>	
<i>Jester</i>	
<i>A strange missile</i>	
<i>Trickster</i>	
<i>The wrong words</i>	
<i>A fey guardian</i>	
<i>A characteristic of the maggot</i>	
<i>A lion is involved</i>	
<i>A secret network</i>	
<i>A wooden mouse</i>	
<i>Sanctuary</i>	
<i>A broker of mercantile transactions</i>	

Die Roll City Districts (d100)

51-60	Slaughterhouse District: Many cities isolated businesses that produced bad smells, such as tanneries, slaughterhouses, stables, and cattle pens. Such districts might also contain the residences of the city's poorer inhabitants
61-70	Temple District: An area dominated by temples and the housing of priests.
71-80	Thieves' Quarter: Few cities would have a quarter specifically devoted to the profession of larceny, but some poorer quarters might be dominated by organized crime and become known for it. Such quarters often form where part of the city is self-governed or subject to less onerous laws. Interestingly, theaters were often also found in such districts.
81-90	Wealthy or Nobles' District: such districts will contain partially fortified houses and even small estates, villas, or compounds comprising several buildings. Many of the families living in these areas will have troops or retainers, or at the very least a couple of private guardsmen.
91-00	Wharfs/Docks: Fishermen and sailors, together with businesses catering to them.

LOCATIONS IN A CITY

Locations are listed by type: open areas, business types (for shops), civic areas, and religious areas.

Table 4-25: Open Areas**Die Roll Open Area (d100)**

01-10	Arena (racing or gladiatorial)
11-20	Executions plaza and stocks
21-30	General market square
31-40	Graveyard
41-50	Holy ground or planar gate

51-60 Parade grounds

61-70 Political forum

71-80 Public park or gardens

81-90 Specific market type (specific products)

91-00 Training grounds

Table 4-26: Businesses**Die Roll Type of Business (d100)**

01	Alchemist
02	Animal trainer: birds
03	Animal trainer: horses (beyond town walls)
04	Animal trainer: unusual animals (lions, etc)
05	Apothecary
06	Architect
07	Armorer
08	Artist
09	Assassin or poisoner
10	Astronomer

11 Attorney: civil

12 Attorney: criminal

13 Baker

14 Barber and bloodletter

15 Bathhouse

16 Blacksmith

17 Boatwright

18 Bowyer or fletcher

19 Brewery

20 Bronze worker (brazier)

TABLE 4-26: BUSINESSES CONTINUED

Die Roll	Type of Business (d100)	<i>The wrong method</i>
21	Brothel	<i>Gem is cursed</i>
22	Butcher	<i>A mistake in the formula</i>
23	Cabinetmaker/joiner	<i>Crumpling masonry</i>
24	Candlemaker	<i>A paradox of time</i>
25	Caravanserai (beyond town walls)	<i>Deceptive doorway</i>
26	Carpenter	<i>Metal turns to rust</i>
27	Carpet merchant	<i>Owls</i>
28	Carpet weavers	<i>Enchanted coronet</i>
29	Cartographer	<i>An unexpected twist</i>
30	Cartographer	<i>It's a trick</i>
31	Casino	<i>Surrounded by fire</i>
32	Chandler (ship outfitter)	<i>Hidden things</i>
33	Cheese merchant	<i>Dragon-hide gloves</i>
34	Cobbler	<i>A day of dangers</i>
35	Coffin maker	<i>Roc migration season</i>
36	Doctor or physician	<i>The healer could not be found</i>
37	Dyer of cloth	<i>Sprites</i>
38	Engineer (building)	<i>Festival of Trees</i>
39	Engineer (siege)	<i>A piece of cloth</i>
40	Engravings	<i>Consumes something</i>
41	Farm or orchard owner	<i>Infiltrators</i>
42	Fishmonger	<i>Tactics: shooting from balconies</i>
43	Fortune teller	<i>Blood flows downhill</i>
44	Furrier	<i>A dancing teacher</i>
45	Gem merchant	<i>A butterfly</i>
46	General merchandise	<i>Display area</i>
47	Glassblower	<i>A characteristic of a bull</i>
48	Goldsmith	
49	Grain merchant	
50	Guildhall (any)	
51	Herbalist	
52	Hostel	
53	Illuminator	
54	Inn	
55	Interpreter	
56	Jeweler	
57	Land broker	
58	Landlord or slumlord	
59	Laundry	
60	Leatherworker	
61	Limner (sign painter)	
62	Locksmith	
63	Mathematician	
64	Miller (outside town walls, probably)	
65	Money lender	
66	Musical instrument maker	
67	Navigator	
68	Parchment maker	
69	Pawnshop	
70	Perfumer	
71	Pet store	
72	Potter	
73	Printer	
74	Rope maker	
75	Sage: botany	
76	Sage: general	
77	Sage: history	
78	Sage: theology	
79	Sailmaker	
80	Scribe	
81	Sculptor	
82	Silversmith	
83	Spice merchant	
84	Stables	
85	Stonemason	
86	Tailor	

TABLE 4-26: BUSINESSES CONTINUED

An old feud.
Doorway into trees
Cloud creature
Traps react to spells
Bet all on one throw
Collector's item
Webs of force
Lassitude
Evenly distributed
Lightning never strikes twice
Wreathed in branches
Face in the mirror
Stolen goods
Shortage of air
Wreathed in music
Webs aren't from spiders
Prices are rising
A length of rope
Kept isolated
Enforcing a tax
Old version
The sewer pipes
Waiting for the antidote
Forms a weapon
An evil tyrant
Apparently not valuable
Exiled follower
An alert guardian
Carved from wax

Die Roll Type of Business (d100)

87	Tanner (outside town walls)
88	Tavern
89	Tea merchant
90	Tea shop or restaurant
91	Teamsters
92	Tinker
93	Undertaker
94	Veterinarian
95	Wagon maker
96	Warehouse
97	Weaponsmith
98	Whitesmith (silver, copper)
99	Wine merchant
100	Wood carver

Table 4-27: Civic Buildings**Die Roll Civic Location (d100)**

01-10	Citadel
11-20	City Administration
21-30	Courts of law
31-40	Executions plaza
41-50	Hospital
51-60	Jail
61-70	Orphanage
71-80	Public Baths
81-90	Town watch barracks
91-00	University

Table 4-28: Religious Areas***Die Roll Religious Location (d100)**

01-10	Hermitage (outside town walls)
11-20	Holy ground
21-30	Hospital
31-40	Monastery
41-50	Ramshackle temple
51-60	Rich temple
61-70	School
71-80	Scriptorium or archive
81-90	Shrine
91-00	University

* The sequence of tables beginning with Table 4-35 contain numerous resources for adding detail to religious buildings, areas, and practices.

EVENTS IN CITY

Concealed letter

Table 4-29: Latest News (possibly untrue)

Die Roll	News or Rumor (d100)	
01-05	A faction war has broken out (see Table 4-30 for ideas)	<i>Doorway to the past</i>
06-10	A famous criminal is to be executed	<i>Filmy substance</i>
11-15	A major religious festival is being prepared	<i>Across the ceilings</i>
16-20	A surge of conversions to some deity is taking place	<i>House of the Moon</i>
21-25	A war between nearby nobles outside the city has just broken out	<i>Earwigs make anything gross</i>
26-30	An election or other sort of selection (including by lottery) might be rigged, and things are beginning to turn ugly	<i>Deceptive hallway</i>
31-35	Arrival of important potentate or ambassador from afar	<i>Tactics: uneven terrain</i>
36-40	Buildings keep falling down or suffering structural damage	<i>Unexpected loyalty</i>
41-45	Certain types of magic use are about to be forbidden by law, for unknown reasons	<i>Dressed to kill</i>
46-50	Foreigners are being rounded up and questioned by the city guard for unknown reasons	<i>Forbidden rites</i>
51-55	Members of a particular species, bloodline, ancestry, or profession are being rounded up by the city guard	<i>Adorable little deadly monster</i>
56-60	Outbreak of Undeath in nearby community or even within city	<i>Two people playing a game</i>
61-65	Plague has broken out in some area of city	<i>Werebear</i>
66-70	Potential attack on city, or large number of bandits/foes are arriving in the nearby countryside	<i>At the drop of a hat</i>
71-75	Religious zealotry is reaching the point of violence and inquisition at some temple or other religious authority	<i>Water is cursed</i>
76-80	Series of bizarre thefts	<i>An army of crabs comes out of the sea</i>
81-85	Series of kidnappings has been taking place in an area of the city	<i>One of them is a robot</i>
86-90	Strangers are lurking in disguise within the city	<i>A jeweled key</i>
91-95	The city guard are investigating a crime, but will not disclose the details of it	<i>Gladiators</i>
96-00	There will be a new tax, with strange terms, conditions, and exclusions	<i>Asteroid-creature</i>

Table 4-30: Faction Wars

Die Roll	Type of Faction War (d100)	
01-05	Criminal group against criminal group	<i>Street vendor</i>
06-10	Guild against guild	<i>House of the Ten</i>
11-15	Merchant against merchant	<i>Scum on the water</i>
16-20	Mob leadership against municipal leaders	<i>Striped pattern</i>
21-25	Mob leadership against wizard(s)	<i>So the greatest of them departed</i>
26-30	Noble house against noble house	<i>A doctor</i>
31-35	Noble house against powerful merchant	
36-40	Noble house against temple	

TABLE 4-30: FACTION WARS CONTINUED

	Die Roll	Type of Faction War (d100)
	41-45	Noble house against wizard
	46-50	Nobles against criminal group
	51-55	Nobles against guilds
	56-60	Nobles against municipal leaders
	61-65	Nobles against religious leadership
	66-70	Nobles against workers (revolution or anti-revolutionary)
	71-75	Species against species
	76-80	Religious leadership against criminal group
	81-85	Religious leadership against municipal leaders
	86-90	Temple against powerful merchant
	91-95	Usurper against nobles
	96-00	Workers against guild leadership

ABSTRACT CITY-ENCOUNTER GENERATOR

This generator is much too open-ended for use at the gaming table, but it can be useful for designing your own city encounter tables, if that's the way you want to handle running your city. The table defines the basic outline of the encounter in broad parameters, which can then be fleshed out.

Table 4-31: Abstract City-Encounter Generator

	Die Roll	Type of Encounter (d100)	Complication (d100)	Complication Involves or is Based Upon (d100)
	01-20	Adventurers or armed bands (including city guard and nobility)	Acting strangely or having an uncharacteristic response to things	A person who is present or whose influence affects the action of the individuals in the encounter
	21-40	Craftsmen, tradespeople, guild members, etc.	Carrying something interesting	Beliefs, religion, or politics
	41-60	Farmers or merchants	Having dangerous encounter with other people nearby	Item
	61-80	Monster or criminal	Having mundane (but possibly interesting) encounter with other people nearby	Past event
	81-00	Performer or street vendor	Wants to interact with party	Unexpected event (that happened just now)

LAW AND ORDER

Forgotten version

Table 4-32: Crimes

Die Roll	Type of Crime or Criminal Charges (d100)	
01	Accessory to another crime (roll again to determine)	
02	Adultery	<i>Heavier than expected</i>
03	Aiding and abetting (criminals or enemies)	<i>Quick recovery</i>
04	Arson	<i>Floor is lava</i>
05	Assault	<i>Garish</i>
06	Bankruptcy	<i>Wanderers and Thieves</i>
07	Battery	<i>Prisoner in a magical cage</i>
08	Bearing improper armaments	<i>Wreathed in moonlight</i>
09	Begging	<i>Scholar of natural phenomena</i>
10	Blackmail	<i>A mixture of ingredients</i>
11	Blasphemy	<i>You can't imprison a ghost</i>
12	Breach of contract	<i>The trap contains a second trap</i>
13	Breach of financial duty	<i>Circle of ravens</i>
14	Breaking and entering	<i>Lighter than air</i>
15	Bribery	<i>Ceremonial dagger</i>
16	Burglary	<i>Create a distraction</i>
17	Cattle theft or rustling	<i>Draped in jewelry</i>
18	Causing a disturbance	<i>Wreathed in energy</i>
19	Coin clipping	<i>Muddy streets</i>
20	Consorting with demons	<i>The assault is underway</i>
21	Counterfeiting	<i>Something was dissolved away</i>
22	Cowardice or desertion	<i>A spirit is responsible</i>
23	Demonic possession	<i>A terrible oath</i>
24	Desecration	<i>Lich</i>
25	Disrespect to clergy	<i>A subtle illusion</i>
26	Disrespect to nobility	<i>The fish was poisoned</i>
27	Drug possession	
28	Drug smuggling	
29	Drunk and disorderly	
30	Drunkenness	
31	Embezzlement	
32	Escaped prison	
33	Escaping serfdom	
34	Extortion	
35	False imprisonment	
36	Fleeing crime scene	
37	Forgery	
38	Forsaking an oath	
39	Gambling	
40	Grave robbery	
41	Harboring a criminal	
42	Harboring a heretic	
43	Heresy	
44	Horse theft	
45	Impersonating an officer of the law	
46	Incest	
47	Inciting to riot	
48	Insanity	
49	Kidnapping	
50	Lewdness, private	
51	Lewdness, public	
52	Libel	
53	Manslaughter	
54	Misuse of public funds	
55	Murder	
56	Mutiny	
57	Necromancy	
58	Ownership of vicious animal	
59	Participating in forbidden meeting	
60	Peddling	
61	Perjury	
62	Pickpocket	
63	Piracy	

TABLE 4-32: CRIMES CONTINUED

Die Roll	Type of Crime or Criminal Charges (d100)
64	Poisoning
65	Possession of forbidden weapon
66	Possession of stolen goods
67	Prison escape
68	Prostitution
69	Public nuisance
70	Public recklessness
71	Racketeering
72	Rape
73	Receiving stolen goods (fencing)
74	Resisting arrest
75	Robbery
76	Sabotage
77	Sale of shoddy goods
78	Sedition
79	Selling goods without license
80	Selling unlicensed goods
81	Shoplifting
82	Slander
83	Smuggling
84	Soliciting
85	Swindling
86	Tax evasion
87	Theft
88	Treason
89	Trespass
90	Using false measures
91	Violation of guild rules
92	Violation of local taboo: forbidden speech
93	Violation of local taboo: required article of clothing
94	Violation of local taboo: required obeisance
95	Violation of local taboo: required religious item
96	Watering wine or putting additives into food
97	Wearing improper badges of office
98	Wearing improper clothing
99	Wearing improper signatures of nobility
100	Witchcraft

Table 4-33: Prisons

Die Roll	Prison (d100)
01-02	Cell in high tower, with barred window
03-04	Comfy room and the promise not to leave; possibly tattooed with a magical tracing sigil; penalty for leaving is a death sentence.
05-06	Comfy room and the promise not to leave; possibly the food is nice, possibly it's really awful.
07-08	Deep hole in the ground, unguarded, in public place such as a city plaza or a castle's great hall
09-10	Deep hole in the ground, with locked grate, guarded
11-12	Deep hole in the ground, with locked grate, guarded, in a prison building or courtyard
13-14	Deep hole in the ground, with locked grate, unguarded, in a prison building or courtyard
15-16	Deep hole in the ground, with locked grate, unguarded, in public place such as a city plaza or a castle's great hall
17-18	Fortress-prison built on a cloud
19-20	Ground-floor gaol with all prisoners together in large room with a single cage-door. Guards outside the door. (Old West style).

TABLE 4-33: PRISONS CONTINUED

Die Roll	Prison (d100)	
21-22	Kept entranced in a room by the voice of a magical, talking statue; statue stops talking only during mealtimes.	<i>The heart of the matter</i>
23-24	Large underground complex with monsters that can't get into the "prisoner" section	<i>Healing</i>
25-26	Locked underground dungeon cell, alone	<i>A flower of sand</i>
27-28	Locked underground dungeon room with other prisoners	<i>Turned to vinegar already</i>
29-30	Magical "shock collar" causes damage if prisoner leaves a particular area; not much other supervision or guarding	<i>Instruction manual</i>
31-32	Magnetic bracelets hold prisoner to a metal wall (probably in an open-air plaza or courtyard)	<i>Emerging</i>
33-34	Prisoner is buried alive with food and water in a stone chamber, and dug back out when the sentence is finished	<i>Herbivore</i>
35-36	Prisoner is kept in a cage hanging high above a well-traveled area such as a city plaza or a castle courtyard.	<i>Hidden statue</i>
37-38	Prisoner is kept in a glass bubble hanging over a chasm, volcanic crater, deep water, or other obstacle to rescue.	<i>Naiads</i>
39-40	Prisoner is kept in an iron cage in a city street, a village market square, or a castle courtyard.	<i>Capture the item</i>
41-42	Prisoner is placed in magical suspended animation for the duration of the sentence. The body is secured in a locked room, an underground burial vault, or is encased in rock, resin, or plaster.	<i>A characteristic of an ape</i>
43-44	Prisoner is polymorphed into a statuette or other inanimate object for the duration of the sentence.	<i>Use the third dimension</i>
45-46	Prisoner is shifted forward or backward in time, and returned magically at the end of the sentence (which might not be as long in "real time" as it is in terms of subjective time spent in the other time).	<i>Strange eggs</i>
47-48	Prisoner is turned into a powder and kept in a bottle until the sentence is finished, at which time he is reconstituted by adding water.	<i>Stolen souls</i>
49-50	Prisoner's mind or soul is moved by magic or science into a container; the body just waits wherever it is stored until the sentence is completed.	<i>Lots of pillars</i>
51-52	Prisoners are all placed into a many-roomed dungeon with only the one entry/exit, but the interior of the dungeon is not patrolled or supervised by the guards.	<i>A talking key</i>
53-54	Prisoners are enchanted to remain within a particular area, check in with guards periodically, and follow certain rules, but are otherwise unsupervised	<i>An attribute of a mouse</i>
55-56	Prisoners are fed to a huge, bizarre cell-like creature that disgorges them again upon command (or after a certain period of time)	<i>Witch-light</i>
57-58	Prisoners are kept individually in small wooden shacks on platforms in the prison area, high above the ground.	<i>It regenerates</i>
59-60	Prisoners are kept inside a ring of fire or electricity, with a metal grate as a roof, but otherwise outdoors and open to the elements.	<i>Attack the fortified house</i>
61-62	Prisoners are kept on a long chain to a post in the ground (possibly a collar, possibly manacles)	<i>Primordial slime</i>
63-64	Prisoners are kept on a ship designed for use as a prison	<i>Draped with feathers</i>
65-66	Prisoners are kept on an island (probably small) but not otherwise constrained	<i>Lots of sand</i>
67-68	Prisoners are levitated into the air in sight of the guards, and left there until the sentence is finished (food and water are handed up on poles).	<i>Time for tea</i>
69-70	Prisoners are magically paralyzed and kept in locked, coffin-like boxes for the duration of the sentence.	<i>Homunculus</i>
71-72	Prisoners are magically paralyzed and stacked in a guarded, open air prison area.	<i>An echo</i>
73-74	Prisoners are placed into a pocket dimension with strange physical laws and no escape except a re-opening of the conduit between the dimensions	<i>One who was expected to fail didn't</i>

TABLE 4-33: PRISONS CONTINUED

	Die Roll	Prison (d100)
A characteristic of the wolf	75-76	Prisoners are shrunk down by magic and kept in little cages somewhere
Altered items	77-78	Prisoners are welded into an iron box with a grate for food and water, and the box is kept in a city street, a village market square, or a castle courtyard ... or inside a guarded prison area.
Circle of energy	79-80	Prisoners occupy common rooms in windowless tower
Requires certain circumstances	81-82	Tower prison with no windows and only an underground entrance
Archives	83-84	Underwater prison: an air-filled dome underwater
Magic is reversed	85-86	Underwater prison: prisoner kept in air-filled glass bubble on a chain, which is drawn back up to the surface periodically for food, water, and air-refills.
Yellow magic	87-88	Underwater prison: prisoners are kept in the air pockets (which might be as small as a cell, or as large as a city block)
Wreathed in wire	89-90	Upon sentencing, prisoners are fed a poison that requires administration of a temporary antidote every few hours to avoid death. Upon release, the prisoner gets the permanent antidote.
There's that sound again	91-92	Walled enclosure houses several prisoners; prisoners are chained to each other, but not otherwise closely watched (they are probably counted every once in a while, but whether that's hourly, daily, or weekly depends on the prison).
Glowing ooze	93-94	Walled enclosure houses several prisoners; prisoners are chained to each other and the chain is also fixed to the ground or into the walls. Prisoners aren't closely watched, but might be counted from time to time.
The catcher of birds	95-96	Walled enclosure houses several prisoners; walls are guarded, but prisoners aren't closely watched or individually chained
Prehistoric	97-98	Windowless cell with locked door in high tower, unguarded
An exodus	99-00	Windowless cell with locked door in high tower, with a guard at the door
An unspeakable history		
There was one silver lining		
Mouldering		
Wereboar		
Blue orb		
A pattern of spiders		
Time travel		
The sharp beak		
Drains strength		
Manacles		
Mechanical adaptation		
Four Doorways		
Double cross		
Eats a specific substance		

INQUISITION EFFECTS ON HIRELINGS AND NPCs

Sometimes the characters get away, but a hireling gets captured and interrogated. How does your loyal follower react? The table also contains some ideas for how badly the city's inquisitors might damage a recalcitrant witness.

Table 4-34: Inquisition Effects on Hirelings and NPCs

	Die Roll	NPC's Cooperation (d100)	Game Effect of the Inquisition (this is only worth the bother if it's a PC or a henchman) (d100)
Manacles	01-10	Immediate, cooperative surrender of all known information	Lose 1 point of charisma per day
Mechanical adaptation	11-20	Immediate, cooperative surrender of all known information, together with a number of lies that incriminate anyone the NPC thinks the torturer wants to be incriminated	Lose one point of charisma immediately, then 1 more point every second day
Four Doorways	21-30	NPC holds out for 1d6 hours, then spills any beans that can be spilled	Lose 1 point of strength per day
Double cross	31-40	NPC holds out for 1d4 days, then spills any beans that can be spilled	Lose one point of strength immediately, then 1 more point every second day

TABLE 4-34: INQUISITION EFFECTS ON HIRELINGS AND NPCs CONTINUED

Scriptorium

Dangerous religion

Bird legs and claws

A cloak of feathers

Any port in a storm

An attorney

The birds show the way

An engineer

Assimilator

Mermaid

A characteristic of the baboon

The torn tapestry

Temporal machine

Engaged in conquest

Blackmail

Concealed person

Supplied by tubes

Something horrible washes up on shore

Paper lanterns

A trick on the ceiling

Part of the recipe is missing

Majordomo for a spellcaster

Let the games begin

Goblins are responsible

Divides in the middle

Sacks of beans

Annoying

Die Roll	NPC's Cooperation (d100)	Game Effect of the Inquisition (this is only worth the bother if it's a PC or a henchman) (d100)
41-50	NPC holds out for 1 week, then spills any beans that can be spilled	Saving throw against insanity on first day at +5, next day at +4, next day at +3, etc.
51-60	NPC holds out for 1d2 days, then tells lots of lies; if these aren't believed, he holds out another 1d2 days before spilling the beans	Lose 1 point of constitution per day
61-70	NPC continues to make up lies indefinitely, does not spill the beans	Lose one point of constitution immediately, then 1 more point every second day
71-80	NPC gives out half-truths that can be verified, but lead in the wrong direction (takes 1d100 hours)	Lose 1 point of dexterity per day
81-90	NPC dies instantly of fright; no information given	Lose one point of dexterity immediately, then 1 more point every second day
91-100	NPC holds out for 1d4 days, then becomes the loyal toady of the inquisitors, even willing to undertake a mission as an infiltrator	Saving throw against insanity on first day at +5, next day at +4, next day at +3, etc.

RELIGIOUS INFLUENCE IN CITIES AND COMMUNITIES

RELIGIONS

Table 4-35: Generating Minor Gods

Die Roll	Name (part 1) (d100)	Name (part 2) (d100)	Title (part 1) (d100)	Title (part 2) (d100)
01-02	A	'ao	The Angel	in Darkness
03-04	Ankh	'uo	The Arbitrator	in the Eye of the Mind
05-06	Ar	a-at	The Caller	in the High Tower
07-08	Ath	agor	The Child	in the Pathways Below
09-10	Bar	ak	The Devourer	of Battle
11-12	Bel	akhar	The Dragon	of Bells
13-14	Dham	akles	The Dreamer	of Bitterness
15-16	Dir	an	The Eater	of Destiny
17-18	Gil	ang	The Echo	of Fate
19-20	Had	a-Pheth	The Finder	of Fear
21-22	Heph	asha	The Fire	of Judgment
23-24	Her	ashta	The Forgiver	of Lust
25-26	Herak	atem	The Guardian	of Memory
27-28	Hul	atep	The Hawk	of Men
29-30	Isht	da	The Herald	of Mercy
31-32	Jen	daya	The Hunter	of Nightmares

TABLE 4-35: GENERATING MINOR GODS CONTINUED

	Die Roll	Name (part 1) (d100)	Name (part 2) (d100)	Title (part 1) (d100)	Title (part 2) (d100)
Kept under glass	33-34	Ka	eer	The Judge	of Revenge
House of the Artifact	35-36	Ka-S	eesh	The Keeper	of Sin
Altered monsters	37-38	Kir	ela	The Lifter	of Sorrow
A characteristic of the vulture	39-40	Kirkh	ena	The Lord	of Souls
Kept frozen	41-42	Kla	engg	The Master	of Summer
Pickled eggs	43-44	Krak	eph	The Messenger	of the Abyss
The monstrosity awakens	45-46	Lun	eptar	The Mother	of the Ancestors
Ten foot radius	47-48	M	es	The Musician	of the Ancient Ones
Kept in quarantine	49-50	Mitr	esh	The Overlord	of the Dead
Doppelganger	51-52	Mol	esha	The Prince	of the Deep
A strange collection	53-54	Ny	eshtua	The Queen	of the Forgotten
Carved from strange wood	55-56	O	eus	The Redeemer	of the Full Moon
Mummified	57-58	Orh	hoggos	The Rider	of the Giants
Counting down	59-60	Ptosh	i'ir	The Saint	of the Midnight Dark
Concealed book	61-62	Qua-Qu	imai	The Serpent	of the Proud
A stone flower	63-64	Quar	iraj	The Servant	of the Sands
Forgotten demon	65-66	Ra-	on	The Servitor	of the Seas
Festival of Forgetting	67-68	Rav	onor	The Singer	of the Seasons
Jailor	69-70	Sam	onos	The Sister	of the Stars
An attribute of the sparrow	71-72	Shal	oog	The Slayer	of the Titans
Wreaked in magic	73-74	Sl	or-Tua	The Slayer	of the Underworld
A characteristic of the spider	75-76	Thar	oshtu	The Speaker	of the Water
Lots of snakes	77-78	Tholz	oteph	The Summoner	of Thieves
Late to the party	79-80	Tol	oth	The Sword	of War
Find a missing person	81-82	Tra	ta	The Taster	of Winter
Shadow sword	83-84	Ts	taka	The Thief	of Wrath
Barricaded area	85-86	Tsat	tala	The Watcher	who Awakens
As much as you can give us	87-88	Va	tara	The Watchman	who is Blind
	89-90	Wu	toa	The Weaver	who is Hidden
	91-92	Y	tomb	The Widow	who is Hooded
	93-94	Yol	tya	The Wind	who Sleeps
	95-96	Ysh	za	The Wolf	who Slithers in the Night
	97-98	Zi	zoa	The Word	who Waits
	99-00	Zul	zoad	The Worm	who Weeps

Table 4-36: Religious Processions and Ceremonies

Die Roll	What is Carried (d100)	What is Worn (d100)	Accessory (d100)	Sound Made (d100)	Reason for Procession or Ceremony (d100)	Solution
01-05	Banners	Nothing: nudity	Bracelets with prayers engraved	Animal sounds	About to pick a fight with another religion or group	A public executioner
06-10	Bells	Nothing: nudity	Chains or manacles	Bells ringing	Beginning of a new astrological phase	Fey circle
11-15	Birds	Nothing: nudity	Cloak with holy color or holy symbols	Chanting	Beginning of a particular phase of the moon	Dangerous animals
16-20	Birds of prey	Normal clothing	Collar with holy symbols	Clashing	Blessing of the local community	What was taken
21-25	Branches	Normal clothing	Face and/or body paints	Cymbals	Celebrating or performing manhood or womanhood rite of passage	It's a bluff
26-30	Candles	Normal clothing	False fangs or tusks, large paper mache head (human or animal), or other falsely exaggerated body part	Drums	Celebration of a new religious leader	Rift
31-35	Certain people or person	Normal clothing	Gloves or gauntlets	Hissing	Celebration of members who have achieved a new level in the religion	Envenomed nails
36-40	Cymbals	Normal clothing	Headdress (feathers)	Humming on one note	Equinox	Painted decorations
41-45	Drums	Normal clothing	Headdress (symbolic such as tiger head, skull, bird head, etc)	Keening	Funeral	Every dog has his day
46-50	Effigies	Normal clothing	Headdress (with something hanging from it, like beads, scalps, bells, charms, etc)	Pipes	Harvest time	Bronze hawk
51-55	Feather fans or pinwheels	Robes	Helmet	Quiet prayers	Holy day commemorating a deed or act of the deity	Trapped in the vines
56-60	Flowers (lotus, roses, etc)	Robes	Hood	Recitations of mantra	Holy day commemorating birth, death, or rebirth of deity	Ruined brickwork
61-65	Fruit or grain	Robes	Horns or antlers	Screaming	Induction of new converts into the sect or religion	A sworn truce
66-70	Heads, skulls, bones, or ancestral relics	Robes	Mask (full face)	Singing	Marks anniversary of the death of a particular leader or saint, or a deed of that person	Line of stones

TABLE 4-36: RELIGIOUS PROCESSIONS AND CEREMONIES CONTINUED

	Die Roll	What is Carried (d100)	What is Worn (d100)	Accessory (d100)	Sound Made (d100)	Reason for Procession or Ceremony (d100)
Someone was exiled	71-75	Incense burners	Togas	Mask (half-face)	Trumpets or fanfares	Marriage (or divorce, possibly)
Do you want to know the problem with that theory?	76-80	Rune-stones	Togas	Scars or wounds (possibly real, possibly painted)	Utter silence	On their way to a dangerous ritual that will probably involve deaths and might involve human sacrifice
A characteristic of a squirrel	81-85	Statue draped in cloth	Animal pelts	Strings of beads	Wailing	Requesting intercession by the deity for some specific problem that exists at the moment
Vigilantes	86-90	Torches	Armor, because fighting may be involved	Tall hats (conical, cylindrical, spherical, etc)	War cries	Seeking atonement for sins
Spiders	91-95	Weapons	Loincloths	Veil	Weeping	Solstice
A distinctive scar	96-00	Whips	Armor of scales, representing fish or reptile (including dragons), probably related to a myth, the deity, or the event being celebrated or mourned	Vest	Whistling	To demonstrate the power and number of the sect's following to others, as a threat or possibly to gain new converts
Tail-sting						
Spiders						
Dangerously persuasive						
Sacks of grain						
Attacks buildings						
Very charismatic						
Random effect						
Crystal ball						
What was delivered						
Chain of evidence						
A bargain with the fey						
A faithful servant						
The eyewitness disappeared						
The symbols are mirror images of each other						
Unexpected lineage						
The Heavy Metal						

TEMPLES

TEMPLE TYPES

See definitions after the table for discussion of the results

Table 4-37: Temple Types

Die Roll	Type of Temple (d6)
1	Holy Ground (no building)
2	Shrine (altar, stone, or statue)
3	Chapel
4	Small Temple
5	Large Temple
6	Major Temple (Cathedral-type)

Holy Ground Only: A piece of land (possibly extremely small) is known for an event that happened there (possibly it actually did, possibly it is only local legend). People gather there for festivals or on certain dates unless the place is isolated or in the wilderness. There is a 50% chance that the site has a natural feature. (See table below).

Shrine: A shrine is a man-made place of worship that has no buildings or dedicated priesthood (although priests might stop by, or maintain the shrine from some other location). The shrine is likely a statue of some kind, although there might be a small structure built to protect whatever constitutes the shrine. A shrine has a 25% chance to be built on Holy Ground (see table below), but it would not have a natural feature in addition to the shrine.

Chapel: A chapel is a building (or room) for small worship services. In some cases (50%) the chapel will have a full-time priest in attendance. If not, a priest from some other location comes to officiate at services. A historical example of chapels comes from the middle ages, when noble families would often have private chapels in their castles or manor houses, with the parish priest coming to hold private services for the noble family. However, it is quite possible for chapels to be completely separate from other buildings (which is the assumption here). If there is a full-time priest at the chapel, there is a 20% chance that the chapel has an Administrative Function in addition to its purely religious function – see the tables below to determine what that function is. Any chapel, whether there is a full-time priest or not, has a 30% chance to be built on Holy Ground, and a 10% chance to house a relic (see table).

Small Temple: A small temple is a Temple Structure containing quarters for priests and a worship area. The temple will have 1d2 priests and 1d4 acolytes. It has a 40% chance to be built on Holy Ground, a 30% chance to house a relic (see table), and a 30% chance to have an Administrative Function.

Large Temple: A large temple is a Temple Structure containing quarters for 1d4+1 priests, 1d4+1 acolytes. It has a 60% chance to be built on Holy Ground, a 60% chance to house a relic, and will have 1d2 Administrative Functions.

Major Temple: A major temple is a Temple Structure containing quarters for 1d6+6 priests, and 1d6+6 acolytes. It has a 75% chance to be built on Holy Ground, a 95% chance to house a relic, and will have 1d2+2 Administrative Functions.

Table 4-38: Reason why Ground is Holy

Die Roll	Event at this Place (d100)	Natural Feature (d100)	Decoration of Standing Stone, Totem Pole or Boulder, if indicated (d100)
01-04	Avatar of deity manifests itself occasionally	Altar (see Table 3-55 and Table 3-56 for ideas)	Attached chains or manacles
05-08	Birth of an avatar of the deity	Boulder	Bloodstained
09-12	Birth of hero/saint	Boulder, decorated	Carved (incised or etched) with a representation of the event from column 1
13-16	Burial of a hero/saint	Cairn (pile of smaller rocks and boulders)	Carved (incised or etched) with holy symbols
17-20	Death of an avatar of the deity	Garden tended by visitors	Carved (incised or etched) with vines, flowers, and/or trees
21-24	Death of hero/saint	Geyser or steam vent	Carved (incised or etched) with whorls and patterns

The words of the oracle

Food of the fey

Shadow army

Rain has been falling for days

Let the chips fall where they may

Find the line

Dreams and souls

Wizard-killer

Line of dirt

Crimson orb

Very fragile

The Mutation-Pools

Increments of distance

Bronze vulture

Merchant

Forbidden secret

Much like a wasp

Hecklers met a bad end

An astrologer

Two unrelated things

Kept in a cage

Betrayal

Deceptive writing

Fishing

Three elderly women

The Book of Perils

Eye of newt

Left behind

Pickled fish

TABLE 4-38: REASON WHY GROUND IS HOLY CONTINUED

Dragonflies	
Peasant rebellion	
Secondary meaning	
Gives off no noise	
Forgotten prophecy	
An asteroid	
A strange key	
A secret following	
Orb of Sentience	
A risky proposition	
Like a school of fish	
The lying tongue	
Dragon egg	
Ring of machinery	
Bronze spear	
Reawakening	
Hallucinogenic gas	
Uncured hides	
Affects memory	
One who sings	
Edge of the blade	
Hot air balloon	
Vindication	
A characteristic of the rabbit	
Turned to liquid	
This part is older than the rest	
Lightning-charged traps	
Shadowed tiger	
Force cube	

Die Roll	Event at this Place (d100)	Natural Feature (d100)	Decoration of Standing Stone, Totem Pole or Boulder, if indicated (d100)
25-28	Defeat of a hero/saint (battle)	Grove of trees	Carved (raised bas-relief) with a representation of the event from column 1
29-32	Defeat of a hero/saint (trickery)	Hot springs	Carved (raised bas-relief) with holy symbols
33-36	Defeat of the deity (battle)	Multiple standing stones, randomly placed, natural	Carved (raised bas-relief) with whorls and patterns
37-40	Defeat of the deity (trickery)	Multiple standing stones, randomly placed, natural, decorated	Carved (raised or bas-relief) with vines, flowers, and/or trees
41-44	Ghost of saint/hero manifests itself occasionally	Multiple standing stones, randomly placed, quarried	Carved with ancient, stylized depictions of unknown people (possibly with unusual proportions or body structures such as wings)
45-48	Healing magic (for deity's followers only) is very strong here	Multiple standing stones, randomly placed, quarried, decorated	Carved with depictions of mythological beasts
49-52	Hero/saint signed a treaty or pact	Multiple standing stones, some with slabs resting across the tops (e.g., Stonehenge), quarried	Carved with faces, animal or monstrous
53-56	Holy symbol of the deity manifests occasionally here	Multiple standing stones, some with slabs resting across the tops (e.g., Stonehenge), quarried, decorated	Carved with faces, human
57-60	Manifestation of the deity in material plane	Natural spring	Chipped or hacked at
61-64	Marriage of a hero/saint	Sacred plants	Fossils
65-68	Oracular powers are very strong here	Sacred tree	Inlaid or inset stones, not precious
69-72	Reputed birthplace of the deity	Standing stone, natural	Inlaid or inset stones, semi-precious
73-76	Sacred animals gather/live/breed here	Standing stone, natural, decorated	Painted one color
77-80	Sacred animals of the deity	Standing stone, quarried	Painted with ancient, stylized depictions of people, animals, and monsters (e.g., cave painting)
81-84	Victory won by an avatar of the deity	Standing stone, quarried, decorated	Painted with pictures depicting the event from column 1

TABLE 4-38: REASON WHY GROUND IS HOLY CONTINUED

Die Roll	Event at this Place (d100)	Natural Feature (d100)	Decoration of Standing Stone, Totem Pole or Boulder, if indicated (d100)	
85-88	Victory won by deity (battle)	Statue or idol (see Table 3-72 through Table 3-75 for ideas)	Painted with symbols	<i>Ancestral feud</i>
89-92	Victory won by deity (trick or politics)	Totem pole(s), stone, decorated	Painted with whorls and patterns	<i>Unstable reality</i>
93-96	Victory won by hero/saint (battle)	Totem pole(s), wooden, decorated	Veined with ore	<i>Goblins at work</i>
97-00	Victory won by hero/saint (trick or politics)	Wildflowers	Veined with semi-precious stone	<i>A meteorite</i>

Table 4-39: Administrative Functions of Larger Temples

Die Roll	Administrative Function (d100)	
01-05	Administers fiefs held by the temple or the sect	<i>Information is usually reliable</i>
06-10	Administers priests and maintenance of 1d4 smaller temples, chapels, shrines, or areas of Holy Ground	<i>Levitating plants</i>
11-15	Almshouse	<i>In times past...</i>
16-20	Animal training	<i>Secret identity</i>
21-25	Archives	<i>Shadow vessel</i>
26-30	Asylum	<i>The spells have failed</i>
31-35	Canon or ecclesiastical court	<i>Stream of water</i>
36-40	Couriers or way station (stables and lodging)	<i>Bone necklace</i>
41-45	Headquarters of military order	<i>Inauspicious omens</i>
46-50	Headquarters of secret society	<i>Something under water</i>
51-55	Herbal gardens	<i>Basilisk</i>
56-60	Hospital	<i>Festival of Fire</i>
61-65	Inquisition	<i>Heist</i>
66-70	Library	<i>Madness</i>
71-75	Prison	<i>Honor of a noble house</i>
76-80	School (academic)	<i>Improper packaging</i>
81-85	School (theological)	<i>The sludge-pipes</i>
86-90	Scriptorium	
91-95	Spying and intelligence gathering for the sect	
96-00	Storehouses	

Parchment of
Poison

Pact with an angel

House of the Sun

Optical illusion

Amphibian

A characteristic of
a dog

Surveillance

A sigil in the fire

Sabotage

Manages excess
water

Roc

Brass statue

A purebred steed

Line of energy

Counteracting
forces

Shadow
interactions

Peristaltic waves

A characteristic of
the archerfish

Belated contact

The villain isn't
who you think

A characteristic of
the praying mantis

Moon-folk

Requires a certain
person

The sludge-pools

A good hand of
cards

Changing sides

Melting point

Yesterday is a
foreign country

Table 4-40: Temple Structure

Roll on Column 2 if indicated by Column 1.

Die Roll	Main Building or Sanctuary (d100)	Unusual (d100)
01-10	Acropolis-type building with pillars and much open space	Bubble atop ancient spire
11-20	Building(s) surrounds courtyard	Built upon stilts or stone piers/pillars, with ladders or stairs for entry
21-30	Building with outer wall (possibly fortified) and courtyard	Carved into cliff face
31-40	Domed circular building	Entirely underground with fortified entrance
41-50	Domed square building or rectangular building partially domed or with multiple domes	Levitates or floats with ladders or stairs for entry (or levitation platforms if it is too high for stairs)
51-60	Pyramid or ziggurat	Mist solidifies into stairs and rooms within, seems larger on inside than outside, location of rooms shifts
61-70	Spire	Partially underwater or completely underwater (probably a sea, river, or water god)
71-80	Tall structure with multiple spires	Rooms all within interior of colossal statue
81-90	Tower	Small building with interior larger than exterior
91-00	Unusual (roll on next column)	Tree house(s) in huge trees with walkways

Table 4-41: Nature of Relics

Die Roll	Nature of Relic (d100)
01-10	Clothes of hero/saint
11-20	Deity's body
21-30	Holy fountain, font, or spring
31-40	Holy stone or statue
41-50	Item blessed by deity
51-60	Item owned by hero/saint
61-70	Part of deity's body
71-80	Remnants of hero/saint's body
81-90	Weapon or armor of hero/saint
91-00	Writings

Table 4-42A: Details of Relics A

Die Roll	Clothes of Hero/saint (d100)	Deity's Body (d100)	Holy Fountain, Font, or Spring (d100)	Holy Stone or Statue (d100)	Item Blessed by Deity (d100)	
01-10	Robe	Body is husk, deity lives on other plane, left body behind	Blessed by saint or deity	Animates or changes shape	Amulet	Absence of air
11-20	Shoes	Body is husk, deity lives on other plane, left body behind	Falsely identified as being holy	Blessed by saint or deity	Black velvet painting or tapestry	The lyrics are a clue
21-30	Belt	Body is husk, deity lives on other plane, left body behind	Gives visions to those who drink	Carved from meteorite, gem, wood of sacred tree, etc.	Chariot	Has a dark side
31-40	Hat	Dark secret; mummified	Heals	Falsely identified as being holy	Goblet	Part of the letter is missing
41-50	Codpiece	Dark secret; mummified	Non-material source of water; direct from other plane of existence	Forbidden to lay eyes upon	Helmet	Cryptic
51-60	Glove	Dark secret; suspended animation	Poisonous to most who drink – used as test	Heals at touch	Holy symbol	Surrounded by spikes
61-70	Shirt	Deity resides here, still lives	Raises dead (sometimes)	Raises dead (sometimes)	Lantern or lamp	Centipedes
71-80	Chains	Imprisoned	Removes curses	Removes curses	Ring	A hippopotamus. Just saying.
81-90	Cloak	Insane	Removes diseases	Removes diseases	Staff	Hidden door
91-00	Mask	Not actual body: divine attention is highly focused here: rewards, defenses, and punishments are more spectacular, deadly, and strict, respectively	Shows other places	Speaks – oracle	Statuette	Images are reversed
						The scent of flowers
						Rage
						Fungi
						Spike-tipped tail
						A map reflected in water
						Unexpected healing
						Reflection of the moon
						Wooden bowl
						Countercyclical
						The bright sword
						Draped with rubies
						Whirlwind
						Changing goals
						Deceptive image
						Dangerous inventory
						Hemlock
						Circle of webs
						Pile on the drama

Table 4-42B: Details of Relics B

	Die Roll	Item Owned by Hero/saint (d100)	Part of Deity's Body (d100)	Remnants of Hero/saint's Body (d100)	Weapon or Armor of Hero/saint (d100)	Writings (d100)
Tower	01-10	Amulet	Arm	A few bones or teeth	Bow	Clay tablets
Captain of a river barge	11-20	Crown or coronet	Eye	Ashes	Chain mail	Evil, cursed, and/or taboo texts kept guarded and secret
Edge of the flames	21-30	Goblet	Finger	Brain	Gauntlets	Forbidden texts kept guarded and secret
Hallucinogenic words or speech	31-40	Helmet	Foot	Hair	Hammer or mace	Holy writ that for some reason can't be copied
Liquid, solid, gas	41-50	Holy symbol	Hair	Mummified body	Helmet	Journal of hero/saint
Where the food is prepared	51-60	Lantern or lamp	Hand	Mummified hand	Leather armor	Letters of hero/saint
Fluffy little dog	61-70	Plate	Head	Mummified mistress	Plate mail	Map to sacred location
House of the Holy	71-80	Ring	Heart	Mummified steed	Shield	Map to tombs
Silver crown	81-90	Staff	Leg	Skeleton	Spear	Secret scriptures for initiates only
Gnomes are involved	91-00	Statuette	Tooth (or tusk, etc.)	Skull	Sword	Stone tablets
Rust stains						
Orbited by objects						
A wooden cup						
Plays with fate						
Hidden person						
Thunder						
When the wind dies						
A characteristic of the gecko						
Unshielded						
At low tide						
Spring loaded						
Fast-burrowing						
Shadow spider						
A songbird						
Cleaning supplies						
Heraldry						
Hidden codebook						
Deceptive sculpture						
Catapult						

CULTURAL CHANGES IN CITY

In many cases, a city may be undergoing some fundamental change in its society; if this is the case, the ferment and underlying violence involved with such a conflict might be an excellent way to provide the backstory or the specific missions involved in a city adventure.

Table 4-43: Cultural Changes in City

	Die Roll	Type of Cultural Change (d100)
	01-10	A fashion in behavior or dress becomes prevalent. Perhaps a particular type of fur is a must-have, biting a dwarf and surviving is a status symbol, owning a pet jaguar is spiritually enlightening, etc.
	11-20	A religious sect is rising rapidly in popularity. Existing, entrenched temples are forced to respond with changing approaches and they may try to discredit or outlaw the popular movement.
	21-30	A secular belief begins to spread, causing strife and intense debate. Examples might include the belief that a minority group is inherently superior or inferior, that the common people should have rights (or that they shouldn't), or that certain animals are dangerous.
	31-40	New form of music, poetry, art, or sculpture is considered obscene, scandalous, satirically offensive to the nobility, irreligious, or dangerous to the established social order.
	41-50	New literature or lyric forms are rediscovered by translators or imported from a foreign country. These are considered dangerous by traditionalists and those entrenched in power based on tradition.

TABLE 4-43: CULTURAL CHANGES IN CITY CONTINUED

Die Roll	Type of Cultural Change (d100)	
51-60	Political power vacuum allows a militaristic faction to increase its power without being checked by the normal safeguards of society. This might be a militant temple, followers of a particular noble, the nobility in general, organized crime, or demagogues.	A characteristic of a dinosaur
61-70	Social change causes widespread unemployment – an influx of workers, the belief that certain forms of work are demeaning or immoral, the rapid development of a caste system, etc).	Festival of Flowers
71-80	Technological changes cause or threaten widespread unemployment (introduction of new farming techniques, more efficient looms for weaving, or even something more fantastic, like magical sewing needles).	A merciful queen
81-90	There is an influx of foreigners from foreign wars or famines, from movement of nomadic people, or from new trade routes opening up. Another possibility is simply that rural peasants are moving into a city because there are more jobs (or vice versa). The “natives” perceive economic and social risks from the foreigners, and tensions increase, possibly to the point of new political factions and widespread violence.	A mechanical toy
91-00	Trade and crafts generate more money than farming, with the result that trade guilds and merchants begin pushing their way into the upper classes. Traditional nobility may respond with laws or even violence against the “upstarts.” This is also the sort of conflict that leads to the establishment of new political factions.	Definitely the worse for wear

THE BILL OF FARE

Sometimes you may want to mention the “specialty of the house” for an inn or tavern. This table can give you starting ideas for this rather mundane task.



- A characteristic of a dinosaur
- Festival of Flowers
- A merciful queen
- A mechanical toy
- Definitely the worse for wear
- In stasis
- Sacks of wheat
- Hobgoblins
- Windstorm
- Gorgon
- Wharf rats
- Deep carpet
- A worker in the arena
- Synthesis
- A characteristic of the whale
- Check the ceiling
- Circus owner
- A long tail
- Blood is thicker than water
- Source of power
- Time Gates
- Triangulation of Magic
- Magical sound
- Shifting floor
- Wreathed in webs
- Counterfeiting
- An accountant with secret knowledge
- Water stored in a cistern
- Moonstone

Table 4-44: The Bill of Fare

	Die Roll	Lower Class (d100)	Middle Class (d100)	Upper Class or Banquet (d100)
A long-sought treaty	01-05	Barley soup/stew	Boiled eggs, ham, and fried potatoes	Baked sailfish filets with parsley and fried beets
Bioluminescence	06-10	Bread and broth	Boiled lamb with cabbage	Battered puffer fish stuffed with minced clams
A secret agent	11-15	Cat-meat pasties with peas	Curried mincemeat pie	Bear steak with cherry glaze
Dreams from the cemetery	16-20	Dog sausage and roasted potatoes	Fresh octopus and clams in light broth with herbs	Braised doves in orange sauce with walnuts
Copper serpent	21-25	Fish stew (not entirely fresh)	Hearty stew	Caviar with sautéed strips of venison
An attribute of a fish	26-30	Horse and parsnip shish kabobs	Huge steamed mushrooms	Escargots, with a selection of cheeses and meat pastries
Under the lava	31-35	Kidney pie	Meat pasties and wild greens	Filets of giant python with thinly sliced potatoes and horseradish cream sauce
Heretical theory	36-40	Octopus and clams (somewhat fresh)	Mussels and beets, in sauce	Fish, seethed in wine and herbs, served on a bed of stewed snails and candied oranges
Doorway to the machines	41-45	Old cheese with rooster broth	Pork chops	Frog legs and salmon pastries, with roasted peppers
Hidden machine	46-50	Onion and cabbage stew	Purpleworm steak with mushroom gravy and wild greens	Jellied eels with roast cucumbers and sauce
Restless inquiry	51-55	Pigeon pie	Rabbit pie	Peacock tongues with peppers and liver
A tooth on the ground	56-60	Pork (?) sausage	Roast beef and potatoes	Peppered beef with truffles
The aqueduct	61-65	Porridge	Roast mutton (sheep)	Roast goose with suet pudding and raisins
Skeletons	66-70	Porridge with flecks of meat (slumgullion)	Roast pork and fried mushrooms	Roast pheasant with tarts
Wyvern	71-75	Rat on a stick	Roasted eggs with sausage	Roast pig with apples
Threading a needle	76-80	Stew, of questionable contents	Roasted squab, capon, or chicken	Roast venison and spinach pasties
Wrath of the Rocks	81-85	Stewed eels	Sausage and cheese	Roasted ortolans (songbird) in cream sauce with wild onions
Radiance	86-90	Tripe and beans	Simmered stingray with cream sauce	Spiced lamb with pomegranate chutney
Bronze serpent	91-95	Turnip soup	Spicy turnip fritters with stewed chicken	Spiced lobster in the shell, with saffron rice and almonds
In a test tube	96-00	Turnip tarts	Steak-and-Kidney Pie	Turtle soup with fresh, crusty bread
Necklace with rotating gem				
Dangerous walls				
Religious Riots				
Pickled peppers				
Beneath a crescent moon				
Ring of mushrooms				
Kept secure				
Kept in prison				
A minor glitch				

TRIBES AND NOMADS

Tribes generally come into the game as the equivalent of a settlement, or they are opponents for a prospective mass combat.

Table 4-45: Battle Composition of a Tribe

The larger the tribe, the more likely it is to have more of these elements.

Die Roll	Battle Element (d100)
01-10	A battle standard and standard bearer, possibly giving some sort of bonus to nearby troops
11-20	A behemoth creature of some kind, such as an elephant, mammoth, ancient horror, dinosaur, etc.
21-30	A unit of troops using missile weapons and staying away from hand to hand combat if possible
31-40	Animal allies such as wolves or bears that can fight without direct orders. These might include some flying creatures such as eagles.
41-50	Chieftain, considerably more powerful than the average tribe member
51-60	Elite unit of larger warriors with better armor than average, used either as shock troops or as the bodyguard for a chieftain. These might even be of another, larger species – giants or ogres working with an orc tribe, for example. Tribes associated with a particular animal might even have a shock unit of were-creatures.
61-70	Mounted troops, possibly riding unusual mounts, possibly including armored mounts.
71-80	One or more spellcasters, such as a medicine man, shaman, mercenary from the civilized lands, etc.
81-90	Some warriors using unusual weapons that immobilize opponents, such as nets or mancatchers.
91-00	Sub-chiefs, more powerful than the average tribe member, acting as leaders in the ranks

Table 4-46: Appearances of Primitive Villages and/or Encampments

Die Roll	Interesting Factor (d100)
01-10	Animal spirits visible, move around the village/camp
11-20	Death masks or fetish masks all over the place. Possibly these are consulted for advice, and they might even give good advice!
21-30	Fires burn in a strange, spiritual color (either the result of magic, or the result of using strange wood or other fuel)
31-40	Heads staked out or enemies hung in trees
41-50	Strange air patterns: the air in the campsite is always still, or there is always a light breeze. A cursed village might even always have high winds when the rest of the area is calm.
51-60	Taboo areas where outsiders may not pass
61-70	Tents made from leather that is from armored beasts and still has the armor
71-80	Totem poles
81-90	Unexpected smell for a barbarian camp, such as flowers or incense
91-00	Unusual domesticated animals (see Table 4-19 for ideas)

A moment of panic

Webs of color

Acts of nobility

What was stolen

Trophy room

That was faked

Someone was strangled

Forgotten god

Requires a certain fuel

Zombies

Blue flames

Gladiators!

Fountain of wine

Like a cheetah

A lamia

A blacksmith

Very narrow path

Never seen again

Dog-headed

Retribution

Crossed swords

Trap puts you into a cage

Hallucinogenic flowers

Heresy

Forbidden concept

Copper spear

A sworn affidavit

Mysterious substance

Colorful sails

Weevils got into
the flour

What was burned

It was taken in

Exiled wizard

Underwater

A triangle

Scales in balance

Consumes a
particular resource

Swims through
stone

The lights show
the way

Something was
left behind

Warehouse or
storage rooms

Not much time left

Blue cube

Pattern of
movement

Doorway to the
future

Crypts

The smell of
burning leaves

Goes across the
barrier

Nobody likes
a reduction in
payment

Decorated with
carvings

Left to the
elements

Evasion a tax

A philosophical
approach

Spatial transition

Circle of
necromancy

PLANAR ADVENTURES

NOTES ON PLANAR ADVENTURES

Planar adventures are difficult to design, but they can produce some of the most exciting peak moments in a long-running campaign. They often represent the culmination of some sort of effort, and they are in many ways the “badge” of an experienced adventuring party. However, what makes a planar adventure distinct from other adventures is also what makes it difficult to design – some of the ground rules of normal reality are changed, which means a lot of pre-planning by the Referee to make these changes work well as part of an adventure. The adventure needs to be (a) highly creative in terms of these changes, but also (b) still playable. If the players can’t quickly grasp what their characters’ new capabilities and restrictions are, the whole situation will seem random and contrived.

By using these tables, you’ll get ideas for consistent (but weird) physical rules that might apply across the board in the new plane, or at least in the area where the adventure takes place. Having the idea established as a “rule” will help you to build more ideas from it, and will allow you to convey more easily to the players what their new capabilities, risks, and limitations are.

After you’ve decided what will be “new” in the planar environment, a good way to make sure it will be a fun setting is to review some of the basic tenets of the game – if your planar setting takes advantage of these elements, then you are probably on track:

1) It’s a game of resource management. What unusual resources do the characters need in this plane/dimension, and how are these used up? One possible factor in a good planar adventure is an unusual (or possibly bizarre) resource that the players must decide when to use and when to conserve. This could range from potions of fire resistance in an elemental plane, to air supply in an airless pocket dimension, to something like Zo-Tcha eggs that you make up as a truly unique resource.

2) It’s a game of exploration. Beware the tendency to make other planes of existence into a single type of terrain with little variation and few landmarks.

3) It’s a game of tactics – have you used the planar/dimensional setting to create unusual tactical challenges with odd combat/spell effects?

4) It’s a game of challenging the players’ skill. Does your planar adventure only challenge the character sheet (i.e., using saving throws and damage), or are you also using the setting to create challenges that can only be solved by smart thinking?

Table 4-47: Things to Vary on Another Plane of Existence

Die Roll What's Different on this Plane? (d100)

01-05	Attribute scores (functioning, effect)
06-10	Changed functioning of magic items
11-15	Changed initiative method
16-20	Changed method of acquiring experience points
21-25	Dependable belief in what the characters see or hear
26-30	Dependable communications
31-35	Dependable sanity of characters
36-40	Effect of food and water
41-45	Hit point functioning (healing, regeneration, damage amounts)
46-50	Human/bipedal body form of the characters

TABLE 4-47: THINGS TO VARY ON ANOTHER PLANE OF EXISTENCE CONTINUED

Die Roll	What's Different on this Plane? (d100)	
51-55	Movement rates or movement type	<i>A test of intelligence</i>
56-60	Need for other, additional, or substitute basic necessities (as opposed to the standard air, food, water, sleep, shelter)	<i>The top-ranked competitor</i>
61-65	New attribute scores required – re-roll attributes as they operate in this plane	<i>Function depends on the operator</i>
66-70	Plane involves the use of a new attribute score such as “innate teleportation accuracy”: each character must roll up this new ability.	<i>Locksmith</i>
71-75	Risks to reliable player control of characters (Confusion, charm, etc)	<i>Gravity is reversed</i>
76-80	Saving throw numbers and/or bonuses	<i>A characteristic of the stag</i>
81-85	Spell functioning (result, casting time, effectiveness, or perhaps the change only affects particular types of spells)	<i>Alarms in the night</i>
86-90	Spell preparation (more spells, fewer spells, faster or slower preparation time)	<i>Cleric</i>
91-95	Varying the limitation of movement in 3 dimensions – add a fourth or a fifth	<i>Violation of a pact</i>
96-00	Weapon functioning (changed effectiveness of metal, of blades, of blunt weapons, etc.)	<i>Prism shines a particular color on a particular place</i>

TYPES OF PLANAR ADVENTURES

The tables here are divided up into different types of other planes of existence: Alternate Worlds/Realities, Supernatural Planes (ghostly and wraith-like), Dimensional Planes, Spirit Planes (as in, living animal and totem spirits, not the ghosts of dead people), Hells and Demonic Regions, Cthonic Planes (utterly alien and generally sanity-destroying), and Dream Realms.

Table 4-48: Alternate Worlds or Realities

Die Roll	Varied Factor in Alternate World (d100)	
01-05	Alternate geography and history affecting a population identical to the normal world's population (i.e., you know all the people, but the world they live in is utterly different).	<i>Lots of bats are in some way responsible</i>
06-10	Alternate geography: cultures and politics have remained the same, but on a different map	<i>Draped with color</i>
11-15	Alternate history: different or new dominant culture	<i>Bride of the Monster</i>
16-20	Alternate history: different or new dominant religion	<i>Space travel</i>
21-25	Alternate history: disasters and cataclysms	<i>Turmeric</i>
26-30	Alternate history: higher incidence of Undeath	<i>Temporary intelligence</i>
31-35	Alternate history: higher technologies developed	<i>Ogres</i>
36-40	Alternate magic: higher or lower incidence of magic, wild magic, dead magic, or different functioning of magic	<i>Attacked by fish</i>
41-45	Alternate religions: the gods of the normal world are replaced by different religions	<i>A characteristic of the crow</i>
46-50	As per normal world, but alignments are shifted around	<i>A chase through time</i>
51-55	Control of world by extra-planar or alien race	<i>House of the Unholy</i>
56-60	Control of world by single empire	<i>Evidence of an event</i>
61-65	Different or new dominant species	<i>Ants</i>

TABLE 4-48: ALTERNATE WORLDS OR REALITIES CONTINUED

Bone dagger
It's a series
Pan-pipes
Requires blood
An aging leader
Shortage of water
Spoiling for a fight
Contagion of an idea

The answer is in the picture

Concealed trigger
The armory
Find the symbol
Upside down
A failed incantation
Bronze candlesticks
Heavy growth of weeds
Waiting for the verdict
Chickens
Sea-creature on land
Blue candle
The runes have failed
Bronze Gates
Torch cressets
A scorch mark on the wall
A characteristic of the lobster
Like a hippie
A characteristic of the frog

Die Roll	Varied Factor in Alternate World (d100)
66-70	Magical laws slightly different from normal
71-75	Physical laws slightly different from normal (gravity, effect of missile weapons, etc)
76-80	Political boundaries different from normal
81-85	Character races differ from normal
86-90	Temperatures and climates radically different
91-95	Time travel into future
96-00	Time travel into past

Table 4-49: Supernatural Planes

Die Roll	Varied Factor in Supernatural Plane (d100)
01-10	Certain terrible events might “replay themselves,” causing danger to those who are caught up in the echo – which, to them, would effectively be truly happening.
11-20	Despair, greed, rage, or other mental state creeps up on characters if they fail periodic saving throws
21-30	Each encounter with beings in the plane involves a test of wills, with failure indicating that the loser has come, to some degree or other, under the control of the other creature. The characters might have an item that lets them do the same thing, too – building up an army of ghouls as they approach the King Wraith’s vast castle...
31-40	Effect on healing or other beneficial clerical-type spells. If the plane’s ghostly powers are antithetical to certain religious powers, those powers might be weakened in the other plane of existence.
41-50	Material plane is visible, but there is a constant risk of becoming separated from it (either a flat probability checked at intervals, or actions create a risk of separation to some increasing degree)
51-60	Places may have “echo” powers – one of the main concepts of a supernatural plane is ghostliness, and places exert compelling powers in many ghost stories.
61-70	Presence of an undead type that is not ordinarily found in material planes (see Tables 2-64 through 2-68 for ideas)
71-80	Presence of one normal, living species that one would not expect to find here. For instance, a wraith world where normal, living wolves are found. Or small frogs. Any possibility is a bit spooky; the animals might be helpful, hostile, or just part of the weirdness of the scenery.
81-90	Risk of becoming possessed – although possession is often associated with demons, it’s a good ghostly risk as well. Thinking up some unusual characteristic of ghostly possession would add a great deal of spice to the “flavor” of the plane.
91-00	Visitors dying in the plane will have their souls trapped there

Table 4-50: Dimensional Planes

Die Roll	Varied Factor(s) in a Dimension-related Plane (d100)
01-05	Bodily Dimensions: Limbs, head, and torso may elongate, shrink, or expand at random intervals.
06-10	Light/dark: invisibility becomes a random effect
11-15	Light/dark: light and vision magic altered

TABLE 4-50: DIMENSIONAL PLANES CONTINUED

Die Roll	Varied Factor(s) in a Dimension-related Plane (d100)	
16-20	Light/dark: vision length altered	<i>Telepathic organelle</i>
21-25	Material plane is visible, but connection to it erodes, or distance from it grows	<i>Divided into parts</i>
26-30	Material plane is visible, but there is a constant risk of becoming separated from it (either a flat probability checked at intervals, or actions create a risk of separation to some increasing degree)	<i>Three groups of five</i>
31-35	Movement: movement rate changed	<i>A characteristic of the clam</i>
36-40	Movement: movement rate is more or less affected by the amount of equipment carried than normal	<i>Uses a specific key</i>
41-45	Movement: speed or movement rate is random	<i>Asteroid festival</i>
46-50	Movement: teleportation is the only possible form of movement (probably mentally controlled, probably with a small random factor)	<i>Forbidden from leaving</i>
51-55	Phasing: random incorporeality	<i>Memory of a memory</i>
56-60	Phasing: teleportation-type spell effects are altered or don't function	<i>A collection</i>
61-65	Probability: divinatory magic becomes uncertain	<i>Concealed lever</i>
66-70	Spell Effect Location: spell effects manifest other than where intended unless the caster makes some sort of success check (against intelligence, or a saving throw, or a to-hit roll). Alternatively, there could be a flat chance for spells to go off in the location intended.	<i>Minotaurs</i>
71-75	Time: Alteration to initiative method	<i>A professional drummer</i>
76-80	Time: haste/slow effects, hitting and lasting randomly	<i>Jewelry that moves</i>
81-85	Time: healing rates affected	<i>Cockatrice</i>
86-90	Time: move in time as well as space (example: disappear for 3 rounds, then appear and take 3 full round actions all at once)	<i>Hangman</i>
91-95	Time: random aging and reverse-aging	<i>A pleasant demeanor</i>
96-00	Time: spell effects manifest slowly or randomly	<i>Concealed codebook</i>

Table 4-51: Spirit Planes

Die Roll	Varied Factor in Spirit Plane (d100)	
01-20	Action into Material Plane: by concentration or some other effort (possibly measured by a success roll of some kind, possibly automatic success), one can reach into or across the planar barrier into the material plane. Action possible might include lifting things, making noises heard, etc.	<i>Where landsharks dance</i>
21-40	ESP: anyone can hear nearby thoughts	<i>Instructions are reversed</i>
41-60	Movement: movement rates are much larger than normal	<i>The waterwheel</i>
61-80	Shapeshifting into a particular totem animal (or, if unlucky, a totem plant)	<i>The moon will disappear</i>
81-00	Vision: normal vision is tremendously enhanced or restricted	<i>Unstable allegiances</i>

Table 4-52: Hells and Demonic Regions

	Die Roll	Varied Factor in the Hell (d100)
A leaf of stone	01-20	Altered form: “visitors” may manifest with demonic physical attributes – or possibly appear angelic, since their morality is so alien to the plane
An unpleasant tree	21-40	Despair, greed, rage, or other mental state creeps up on characters if they fail periodic saving throws
Traps react to movement	41-60	Fire or cold spells do not function properly, or are more powerful than normal
Colorful boots	61-80	Temperature: temperatures, whether hot or cold, are so extreme as to be dangerous
Look under the carpet	81-00	Wounds regenerate, but re-grown flesh is monstrous or demonic
Only one note was changed		
Disease		
Festival of Horses		
Clay oil lamps		
Three hands		
Dream conductor		
Evidence of a spell		
An attribute of a micro-organism		
Bas-relief carvings		
Acts as a test		
A great storm		
Stores food		
Miller or mill owner		
Metal cube		
Reflex reaction		
A triangle		
Waiting for the medicine		
Silent		
Surrounded by force fields		
Theater of the Mind		
Extremely wise		
Smugglers		
Cattle-killer		
Treachery where most expected		

Table 4-53: Cthonic Planes

	Die Roll	Varied Factor in Cthonic Region (d100)
A leaf of stone	01-10	Altered Form: “visitors” have alternate form on plane, as tentacled monsters, possibly with sanity problems; shape may shift periodically
An unpleasant tree	11-20	Magical “high technology” in use for bizarre and inexplicable purposes
Traps react to movement	21-30	Mutating terrain; forests periodically change to swamps, hills rise, etc.
Colorful boots	31-40	Points in time are “saved,” and can be returned to (but with risks)
Look under the carpet	41-50	Roll on dimensional table
Only one note was changed	51-60	Ruins of prior civilization are apparent everywhere, either with strange effects (sanity, horror, magical benefits or curses), or the ruins are the only thing that is normal amidst the weirdness
Disease	61-70	Thoughts of powerful beings are “projected” and heard by lesser beings
Festival of Horses	71-80	Winds cause geographical changes
Clay oil lamps	81-90	Winds cause sanity problems or horror as they change
Three hands	91-00	Winds cause shapeshifting as they change
Dream conductor		
Evidence of a spell		
An attribute of a micro-organism		
Bas-relief carvings		
Acts as a test		
A great storm		
Stores food		
Miller or mill owner		
Metal cube		
Reflex reaction		
A triangle		
Waiting for the medicine		
Silent		
Surrounded by force fields		
Theater of the Mind		
Extremely wise		
Smugglers		
Cattle-killer		
Treachery where most expected		

Table 4-54: Dream-Realms

	Die Roll	Varied Factor in Dream Realm (d100)
A leaf of stone	01-10	Altered Form: characters are not in their own bodies, but the form taken could be virtually anything, from animals to monsters, to a different body, to a different character’s body
An unpleasant tree	11-20	Flickering between the dream realm and the real world based on depth of sleep in the real world, disturbances, or random intervals where consciousness returns to the sleeping body for an unpredictable period
Traps react to movement	21-30	Hit points, attributes, and abilities shift at random intervals, making characters weaker, stronger, or different in unpredictable ways
Colorful boots	31-40	Memories of prior events take shape in the dream realm, possibly in dangerous forms, or possibly as a way of conveying information about the realm
Look under the carpet	41-50	Pieces of equipment periodically disappear or return; generally at least one thing is missing
Only one note was changed	51-60	Roll on Cthonic Planes, but ignore insanity risks (unless it is a serious nightmare type of realm)
Disease	61-70	Roll on Dimensional table
Festival of Horses		
Clay oil lamps		
Three hands		
Dream conductor		
Evidence of a spell		
An attribute of a micro-organism		
Bas-relief carvings		
Acts as a test		
A great storm		
Stores food		
Miller or mill owner		
Metal cube		
Reflex reaction		
A triangle		
Waiting for the medicine		
Silent		
Surrounded by force fields		
Theater of the Mind		
Extremely wise		
Smugglers		
Cattle-killer		
Treachery where most expected		

TABLE 4-54: DREAM-REALMS CONTINUED

Die Roll	Varied Factor in Dream Realm (d100)
71-80	Roll on Spirit Planes
81-90	Talking animals or plants, whether or familiar or alien species
91-00	Terrain involves constant or repeated falling

*The size of an elephant**Interlocking teeth**Make a saving throw**Requires a word of activation**A characteristic of the ant**A fateful ceremony**A characteristic of a bear**Ghost in the Machine**Transformed words**A vat filled with the stuff**Age of Aquarius**Underwater creature**Garland of leaves**Wreathed in fire**All cats are grey in the dark**Surrounded with vermin**Burrowing**Magic circle**Beautiful singing voice**Something was buried**Tomorrow might be different**Capture them!**Crown of stones**The cards show the way**Changes when activated**To be honest...*

Table 4-55: Rivers and Lakes in Other Planes (particularly in Cthonic areas or dream-realms)

Die Roll	Nature of River/Lake (d100)
01-05	Air movement
06-10	Chunky liquid
11-15	Dirt, earth, rocks
16-20	Fire
21-25	Illusions or dreams
26-30	Invisible water
31-35	Liquid aging
36-40	Liquid forgetfulness
41-45	Liquid light or darkness
46-50	Liquid madness
51-55	Liquid smell/scent/stench
56-60	Liquid sound
61-65	Liquid taste
66-70	Moving globules
71-75	Moving ice
76-80	River of abstract color
81-85	River of gas or mist
86-90	River of worms or other creatures
91-95	Seething liquid
96-00	Viscous liquid

Table 4-56: Mountains in Other Planes (particularly in Cthonic areas or dream-realms)

Die Roll	Odd Feature of Mountains (d100)
01-10	Affect distances and travel within their area
11-20	Alive, with internal organs
21-30	Carved into statues or with runes on a grand scale

*The cards show the way**Changes when activated**To be honest...*

TABLE 4-56: MOUNTAINS IN OTHER PLANES (PARTICULARLY IN CHTHONIC AREAS OR DREAM-REALMS) CONTINUED

	Die Roll	Odd Feature of Mountains (d100)
A characteristic of the squid	31-40	Generate monsters they control
Zealots	41-50	Have a tactical (rules-changing) effect unique to the mountain terrain
Turn it around	51-60	Infinitely tall
Volatile materials	61-70	Intelligent, able to communicate, and possibly hostile or friendly
Wreathed in plants	71-80	Like jello
Multiple antennae	81-90	Move around
A falcon	91-00	Riddled with tunnels
One who seeks		
Unexpected doorway		
Canary in a coal mine		
Festival of Cows		
A toy city		
The code		
Radially symmetric		
The dictates		
Lots of bugs		
A casino		
Sand in the hourglass		
Creature from the deeps		
Bronze capsule		
The water shows the way		
Long beard		
Curse of the Statue		
The messenger was delayed		
Lunar cycle		
Sarcophagus		
Leaves of parchment		
Waylay the villain's courier		

Table 4-57: Planar Gateways

In addition to this table, Tables 2-56 and 2-57 can be useful for generating ideas for planar travel, and Table 3-35 offers a variety of options for the way teleportation might work.

	Die Roll	Physical Form of Gateway (d100)	Other Aspect of Gateway (d100)
A characteristic of the squid	01-10	An item that is worn allows a person to shift into a different plane. For an interesting twist, the item might only have enough of a “charge” to allow a certain period of time in the other plane, after which the wearer would be pulled back into the original plane of existence until the item has recharged and can be used again.	Having used this particular gate as opposed to another leaves a visible mark or aura on the characters in the other plane. Perhaps there is a “superior” gate and an “inferior” gate – hopefully the players picked the right one!
Zealots	11-20	Archway or other architectural feature that the traveler walks through	Having used this particular gate, as opposed to another, determines the physical form or abilities the characters will have on the other side. Preferably they picked the “Dragon” gate and not the “Mouse” gate, for example.
Turn it around	21-30	Being perceived by a particular thing, whether this is a divine being, a mirror, a monster, or an item. Venturing into a divine grove might be perfectly safe unless the ancient tree of skulls actually awakens and banishes the party into the realm of ghosts...	The gateway leads to a very remote place in the other plane (whatever that means in terms of the physical laws of the other plane). Excellent for stealthy operations.
Volatile materials	31-40	Consuming some item, such as a lotus blossom	The manner in which the gateway is used actually creates the other plane rather than simply “reaching” it.
Wreathed in plants	41-50	No physical aspect; travel to the other plane is accomplished mentally or by use of a spell, incantation, or similar spoken ritual. The physical body might or might not be left behind.	Use of the gateway creates a physical effect (all the way from a little alarm bell up to possibly a massive earthquake) somewhere in one of the two planes.
Multiple antennae	51-60	Performing a series of acts, normally with particular physical components such as a flint blade, a particular incense, etc.	No particular other aspect of the gateway.
A falcon			
One who seeks			
Unexpected doorway			
Canary in a coal mine			
Festival of Cows			
A toy city			
The code			
Radially symmetric			
The dictates			
Lots of bugs			
A casino			
Sand in the hourglass			
Creature from the deeps			
Bronze capsule			
The water shows the way			
Long beard			
Curse of the Statue			
The messenger was delayed			
Lunar cycle			
Sarcophagus			
Leaves of parchment			
Waylay the villain's courier			

TABLE 4-57: PLANAR GATEWAYS CONTINUED

Die Roll	Physical Form of Gateway (d100)	Other Aspect of Gateway (d100)	
61-70	Planar relocations are the by-product of some process that is taking place, either on this plane or on the other. “Cosmic Drilling” in an elemental plane might have the side effect of opening a way into the area where the drilling is taking place.	No particular other aspect of the gateway.	<i>Hundreds of scrolls</i>
71-80	Remaining in a particular place for a certain length of time. In this sort of circumstance, the characters might even “feel” themselves slowly changing their plane of reality.	No particular other aspect of the gateway.	<i>Granulated</i>
81-90	Touching a physical item such as a magical tree, an ancient statue, or other such.	No particular other aspect of the gateway.	<i>A vampire</i>
91-00	Travel is accomplished in a vehicle of some kind; often a ship, as in Michael Moorcock’s <i>Sailor on the Seas of Fate</i> .	No particular other aspect of the gateway.	<i>An unreliable information source</i>

UNDERWATER ADVENTURES

Table 4-58: Events Underwater

Die Roll	Event (d100)	
01-10	Arrival of intelligent aquatic raiders	<i>Much like a spider</i>
11-20	Arrival of unintelligent aquatic predators	<i>A manufacturing process</i>
21-30	Current, jet-stream, or undertow	<i>Mephits</i>
31-40	Mental call or communication from water-giant, kraken, or other powerful being	<i>Surrounded by webs</i>
41-50	Sand cloud from surface	<i>A strange noise</i>
51-60	Schools of fish or jellyfish	<i>A chase through the forest</i>
61-70	Strange particles or objects suspended in water	<i>The falcon cannot see the falconer</i>
71-80	Underwater vehicle	<i>Change in the wind</i>
81-90	Vortex (upward, probably)	<i>Lots of water</i>
91-00	Whale or other harmless (unless provoked) creature.	<i>Shifting meaning</i>

Table 4-59: Ocean Floor Features

Die Roll	Feature (d100)	
01-10	Chunks of suspended ice or underwater glacier	<i>Religious Unrest</i>
11-20	Coral reef	<i>Waiting for the prerequisite</i>
21-30	Huge predatory anemones	<i>Moon theory</i>
31-40	Ocean floor recedes to deeper waters	<i>A characteristic of the stink bug</i>

TABLE 4-59: OCEAN FLOOR FEATURES CONTINUED

	Die Roll	Feature (d100)
<i>Kobolds</i>	41-50	Seaweed forest
<i>An iron cage</i>	51-60	Shipwrecks
<i>Morphological changes</i>	61-70	Spires or flat mesas
<i>Doors open only in magical silence</i>	71-80	Underwater castle or dwelling for giant, titan, mer-lord, etc.
<i>Concealed door</i>	81-90	Underwater hill or cliff
<i>Evidence of a way through</i>	91-00	Volcanic fissure releasing heated water

Table 4-60: Shipwrecks (Type, Reason for Sinking)

	Die Roll	Type of Ship (d100)	Reason for Sinking (d100)
<i>Guildmaster</i>	1-19	Bireme	Rocks/torn hull
<i>Glowing mask</i>	20-38	Caravel	Battle damage/catapult
<i>Mysterious departure</i>	39-57	Coaster	Crushing damage/tentacles
<i>Shadow theory</i>	58-76	Galleon	Burned
<i>Tin plates and cups</i>	77-94	Galley	Wind/capsize
<i>The elemental planes of existence</i>	95-00	Unusual	None apparent

Table 4-61: Inhabitants of Shipwrecks

	Die Roll	Inhabitant (d100)
<i>Trustworthiness</i>	01-05	Crab/lobster
<i>The magic has taken effect</i>	06-10	Dangerous seaweed or anemones, possibly with a symbiotic organism not affected by the other inhabitants
<i>Decorated with beads</i>	11-15	Giant octopoid
<i>Omnivorous</i>	16-20	Giant squid
<i>The archivist</i>	21-25	Giant worm or annelid
<i>Monster has secret identity</i>	26-30	Jellyfish monster
<i>Impervious to certain forces</i>	31-35	Moving mechanisms, traps, or both, built into the ship itself before sinking
<i>Two arcane symbols</i>	36-40	Multiple swimming snakes, possibly with controller
<i>Uncooperative</i>	41-45	Schools of predatory fish
<i>Wrathed in light</i>	46-50	Sea giant
<i>The speech of the innocent</i>	51-55	Sea serpent
<i>An attribute of the robin</i>	56-60	Sharks or large predatory fish
<i>A fatal argument</i>	61-65	Traps (to be emptied by monster later)
<i>Revolves around</i>	66-70	Undead crew and captain
<i>A cyclops</i>	71-75	Underwater horror – amoeboid or ooze

TABLE 4-61: INHABITANTS OF SHIPWRECKS CONTINUED

Die Roll	Inhabitant (d100)	
76-80	Underwater horror – huge hybrid of two underwater monsters	<i>A specter</i>
81-85	Underwater humanoid-type (mermen, fish-men, tritons, etc.)	<i>A characteristic of the lion</i>
86-90	Water elemental or water djinn	<i>It seeped inside</i>
91-95	Water spider(s)	<i>Eviction notice</i>
96-00	Whale (possibly intelligent)	<i>Hidden message</i>

Table 4-62: Unusual Seaweeds

Die Roll	Odd Feature of the Seaweed (d100)	
01-10	Creates breathable air, in vicinity or in huge bubbles	<i>The poison has taken effect</i>
11-20	Deep taproots bring minerals to surface, creating seeds made of strange and possibly valuable minerals	<i>A crane and platform</i>
21-30	Growth harbors a symbiotic (and protective) type of underwater animal	<i>An inexact science</i>
31-40	Huge pods that can be floated upward	<i>The wards are down</i>
41-50	Large growths are sapient	<i>Someone departed</i>
51-60	Large growths can move, similar to large shambling mound or tree shepherd	<i>Swords of strange metal</i>
61-70	Mental domination powers at a distance, or hypnotic colors	<i>Concealed scroll</i>
71-80	Most of the weed can retract itself beneath the surface if threatened	<i>A disarmed trap</i>
81-90	Releases the underwater equivalent of spores, in clouds that may be dangerous (anti-magic, oxygen-sucking, etc).	<i>When the cat's away, the mice will play</i>
91-00	Small growths, or flowers, can move through water as if swimming, and attack anything that threatens the larger growths	

Table 4-63: Underwater Vehicles

Die Roll	Underwater Vehicle (d100)	
01-05	Abstract spiraling shape of tubes magically traps bubble of air in center	<i>Drawn up with a hook</i>
06-10	Amoeboid ship (living or dead) with internal cellular organs used as housing for passengers	<i>Protecting the eyes</i>
11-15	Bubble/sphere (opaque and solid)	<i>At a tavern owner</i>
16-20	Bubble/sphere (transparent and possibly porous)	<i>Legends of Death</i>
21-25	Castle-like submersible	<i>Pendulum</i>
26-30	Couch, chair, or throne; magically propelled	<i>A chronic condition</i>
31-35	Ghost shipwreck (mobile) crewed by zombies or ghouls, possibly made of bone	<i>A flower of sound</i>
36-40	Hot-air balloon or zeppelin arrangement	<i>Doorway to the asteroid</i>
41-45	Massive “Sandcrawler” type vehicle (sea-floor only)	<i>Ceremonial spear</i>
46-50	Massive mobile platform with wooden buildings, perhaps a pagoda-palace	
51-55	Shaped like crab or lobster, mechanical	

TABLE 4-63: UNDERWATER VEHICLES CONTINUED

A strange brew	
Precipitate	
Atrial	
A characteristic of a worm	
Maybe, maybe not	
Ruby capsule	
Supernatural speed	
Guard the place	
Primitive motor	
Cosmic Entropy	
Ineffable	
Pig bladder	
Don't use the boring alternative	
Seven sisters	
It turns in upon itself	
The lure of gold	
Crystalline blade	
A barber	
Hidden password	
Hut of the Slug Witch	
Trapped spirits	
Dryads	
Structurally unsound	
An hourglass of bone	
Wooden orb	
Primordial magic	
A fight broke out	
Levitates above	
Fresh water became salt water	
Don't touch that	

Die Roll	Underwater Vehicle (d100)
56-60	Shaped like dragonfly (or other flying insect), swims with wings, mechanical or magical, passenger compartment in head (or on back if passengers are water-breathers)
61-65	Shaped like fish or whale, mechanical
66-70	Shaped like puffer fish or angler fish, mechanical, passenger compartment inside
71-75	Shaped like snake or alligator, mechanical
76-80	Ship or chariot drawn by seahorses or larger sea creatures such as squid or whales
81-85	Undead giant crab carapace
86-90	Underwater paddle-wheeler type of vessel
91-95	Underwater plant with roots used as propulsion
96-00	Whale, sea-serpent, or other huge undersea creature with glass howdah

WATERBORNE ADVENTURES

Table 4-64: Chart of Common Ship Types

Die Roll	Type of Ship (d100)
01-10	Bireme, merchant: Two masts; two rowing decks with fore and aft castles
11-20	Bireme, war: No masts (or perhaps one very short mast that can be unstepped for ramming); two decks with fore and aft castles
21-30	Caravel: Two or three masts; possibly an aft castle
31-40	Coaster (fishing boat): Two masts, triangular sails
41-50	Galleon: Three masts, four decks
51-60	Galley, merchant: One mast; one deck
61-70	Galley, war: No masts; one deck
71-80	Longship: One deck, one mast
81-90	Rowboat or coracle: No deck or mast
91-00	Trireme: Three decks, no masts (or 1-3 short masts that can be unstepped for ramming)

Table 4-65: Unusual Ships

Die Roll	Type of Ship (d100)
01-05	Bubble/sphere (half-submerged or skimming surface)
06-10	Castle (mounted on floatation device, possibly with dungeons below waterline)
11-15	Floating plant with roots used as propulsion
16-20	Huge iron or stone ship with internal passages and rooms
21-25	Rock chunk with internal tunnels

TABLE 4-65: UNUSUAL SHIPS CONTINUED

Die Roll	Type of Ship (d100)	
26-30	Small floating island	<i>Fashioned from bone</i>
31-35	Amoeboid ship (living or dead) with internal cellular organs used as housing for passengers	<i>The way is underneath</i>
36-40	Shaped like crab or lobster, mechanical	<i>Copper halberd</i>
41-45	Shaped like fish or whale, mechanical	<i>Attacks villains</i>
46-50	Massive raft with wooden buildings, perhaps a pagoda-palace	<i>Mysterious reaction</i>
51-55	Ship or building mounted on back of huge sea turtle	<i>Dishonor and Devility</i>
56-60	Ghost ship crewed by zombies or ghouls, possibly made of bone	<i>Dream infiltrator</i>
61-65	Jellyfish ship	<i>Strange Geometries</i>
66-70	Ship drawn by seahorses, horses that walk on water, or pulled by water elementals	<i>Roll for initiative</i>
71-75	Carpet of seaweed with structures on it	<i>Unstable protective wards</i>
76-80	Paddlewheel ship (various sources of energy, including living beings, could be used to power the paddlewheels)	<i>Glowing runes</i>
81-85	Ship or platform traveling in a tornado or waterspout as locomotion	<i>Nature abhors a vacuum</i>
86-90	Ship drawn by flying creatures for locomotion	<i>A bad hand of cards</i>
91-95	Invisible ship	<i>Spatial changer</i>
96-00	Ship shifts between different alternate realities, astral plane, ethereal plane, etc.	

Table 4-66: Ship Reputations

Die Roll	Reputation or Rumors (d100)	
01-05	Disappearances or crew or passengers in past	<i>A sleeping guardian</i>
06-10	Fast ship	<i>Left open</i>
11-15	Good navigator	<i>The Successor</i>
16-20	Has ghostly presence on board, believed to be lucky or unlucky	<i>An scorpion is involved</i>
21-25	Heathen captain	<i>The Ooze-Pipes</i>
26-30	Heathen crew or crewmembers	<i>Religious manuscript</i>
31-35	Horrible or terrible event once took place on board ship	<i>Direction is reversed</i>
36-40	Lucky ship	<i>Violation of a truce</i>
41-45	Not seaworthy	<i>A flower of mist</i>
46-50	Obsessed captain	<i>Law versus Chaos</i>
51-55	Once discovered strange place and treasure	<i>Barricade of Bones</i>
56-60	Possible pirate	<i>Act as the decoy for an operation</i>
61-65	Possible smuggler	<i>A sea serpent</i>
66-70	Reliable captain	
71-75	Rowdy crew	

TABLE 4-66: SHIP REPUTATIONS CONTINUED

*Changing images**Teeth**A mixture of energies**Forbidden to enter**A mixture led to unexpected results**Crossed a line**Abjuration**Eroded masonry**Trapped in the dungeon**Remnants**A medusa**Made of brass**Wreathed in silver**Glassblower**Mysterious experiments**It was all a sham**Wrath of the Wings**The slashing claw**A mediator**Rats**Trapped by a thought**Only one person knew this secret**Djinni**Something was poisoned**Made of ceramic**Deep snowfall**Ubiquity**Telepathic intelligence***Die Roll Reputation or Rumors (d100)**

76-80	Slow ship
81-85	Supernatural bargain involved in ship's history
86-90	Unlucky ship
91-95	Very seaworthy
96-00	Well protected

Table 4-67: Ship Cargo

For cargoes that are arranged by cultural region, see Caravan Cargoes, Table 4-77. For unusual cargoes, see Tables 4-79 and 4-80.

Die Roll Ship Cargo (d100)

01-02	Baskets and woven reed items	65-66	Nuts (hazelnuts)
03-04	Beer	67-68	Nuts (walnuts)
05-06	Bronze or tin implements (lamps, bowls, knives, etc.)	69-70	Pottery
07-08	Carpets (cheap)	71-72	Reed mats and tatamis
09-20	Cattle	73-74	Rice
21-22	Fish (pickled)	75-76	Rice wine
23-28	Fish and meat (dried)	77-78	Sesame seeds
29-30	Fruit (apples)	79-80	Tapestries (cheap)
31-32	Fruit (figs, dates)	81-82	Turnips, potatoes, parsnips
33-34	Fruit (oranges)	83-84	Water or salted ice
35-36	Fruit (pomegranates)	85-96	Wine
37-38	Goats	97-98	Wood
39-50	Grain	99-00	Woolen cloth
51-52	Honey		
53-54	Iron or tin		
55-56	Leather and hides		
57-58	Light cloth		
59-60	Metal ore		
61-62	Metal, smelted		
63-64	Nuts (almonds)		

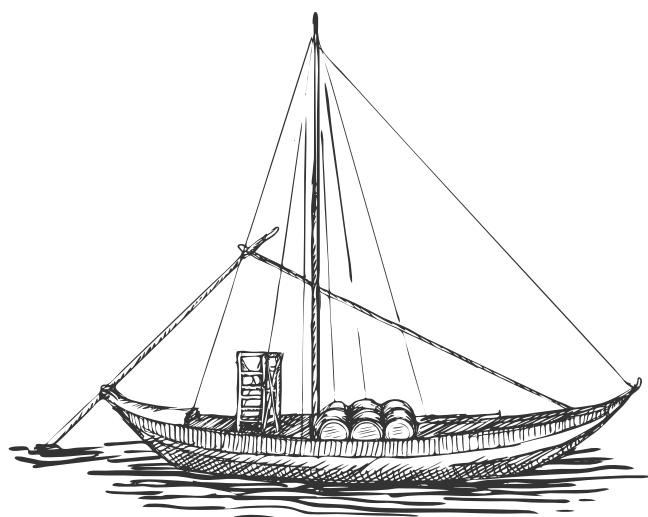


Table 4-68: Unusual Pirates

Die Roll	Unusual Pirates (d100)	
01-10	Human or humanoid pirates with special ability such as teleportation or water-breathing (could come from a device, a potion, a patron demon, a mutation, etc.)	<i>Shadows</i>
11-20	Human or humanoid pirates with spell-casting leader	<i>An attribute of a mushroom</i>
21-30	Human pirates with monstrous leader such as an intelligent turtle dragon, a kraken, a sea giant, or similar	<i>This part is built over a river</i>
31-40	Human pirates with swimming allies	<i>Clone vats</i>
41-50	Human pirates with unusual ship	<i>Transformed message</i>
51-60	Humanoid pirates such as goblins, orcs, etc.	<i>Red Gates</i>
61-70	Large humanoid pirates such as ogres	<i>Apologies are in order</i>
71-80	Pirates are hybrid with a sea-creature such as crabs, lobsters, eels, fish, octopus, etc.)	<i>Historian</i>
81-90	Pirates with unusual mutation (additional arms, shell-plating, fins, etc.)	<i>A sensitive negotiation</i>
91-00	Undead pirates such as ghouls, with zombies or skeletons	<i>Time running out</i>

Table 4-69: Events on Water

Die Roll	Event (d100)	
01-05	Borealis lights in sky	<i>Destroy the evidence</i>
06-10	Changing temperature	<i>A game of skill</i>
11-15	Complete calming of wind	<i>Hidden scroll</i>
16-20	Coral reef or sudden decrease in water depth	<i>Supernatural senses</i>
21-25	Dolphins, whales, sharks, etc.	<i>Pickled herring</i>
26-30	Floating seaweed beds	<i>Dangerous procedure</i>
31-35	Flocks of unusual birds	<i>Lawyer</i>
36-40	Hail or sleet	<i>A prophetic voice</i>
41-45	Heavy rain	<i>Artificial</i>
46-50	Island	<i>Barricade of Blades</i>
51-55	Lightning storm	<i>Inflated</i>
56-60	Merchant vessel or convoy	<i>Specific rules of behavior</i>
61-65	Meteor shower	<i>Where alchemists meet</i>
66-70	Phosphorescent algae in water	<i>Oil lamps</i>
71-75	Pirates (obviously)	<i>Jet propulsion</i>
76-80	School of flying fish	<i>How does it function?</i>
81-85	Tsunami, tornado, or hurricane	<i>Moon bird</i>
86-90	Unusual ship	
91-95	Waterspout	
96-00	Whirlpool	

Table 4-70: Unusual Islands

Die Roll	Unusual Island (d100)	
01-10	Central volcano or volcanoes	
11-20	Cyclopean statues	
21-30	Fauna (all of it) on the island is intelligent and dangerous	
31-40	Island is a graveyard for huge sea creatures	
41-50	Island is a graveyard for ships	
51-60	Island is a living creature, and any tunnels probably lead to internal organs	

TABLE 4-70: UNUSUAL ISLANDS CONTINUED

Die Roll	Unusual Island (d100)
61-70	Shrouded in mist or darkness
71-80	Tip of an enormous man-made structure or wrecked vessel
81-90	Transparent or translucent stone
91-00	Vegetation on the island is intelligent and dangerous

Table 4-71: Owner of the Island

Die Roll	Owner of the Island (d100)
01-04	Deity, demigod, or quasi-deity
05-08	Demon
09-12	Dragon or turtle dragon
13-16	Extra-planar monsters
17-20	Ghostly leader with minions
21-24	Ghosts in abandoned structures
25-28	Horror of the deep, nocturnal feeding ground
29-32	Incorporeal force
33-36	Intelligent undead
37-40	Island itself is a living entity
41-44	Leader of aquatic humanoid tribe
45-48	Mist or cloud creature
49-52	Occupied solely by flying and non-flying vermin
53-56	Pirates, nonhuman
57-60	Pirates, permanent settlement
61-64	Pirates, temporary encampment
65-68	Pirates, unusual
69-72	Powerful religious leader (human)
73-76	Powerful religious leader (non-human)
77-80	Sea giant or storm giant
81-84	Sea merchants
85-88	Sea serpent
89-92	Solitary giant swimmer
93-96	Titan
97-00	Water djinni

*Leading the charge**Lots of dirt**Waiting for the invasion**Line of bodies**I withdraw the question**Bronze halberd**Tubes and valves**Barricade of Force**Slipshod**Structurally unsound**Fermented too long**Flip it upside down**Known to be missing**Doorway to insanity**Magic armor**Digestive juices**Altered furniture**Pushed forward**Made of bronze**A footprint**Hourglass**Residual magic**Distinctive jewelry**Diamond pattern**Contrary forces**Concealed monster**Treachery where least expected**Stepped backward*

WILDERNESS ADVENTURES

PART ONE: GENERAL WILDERNESS TABLES

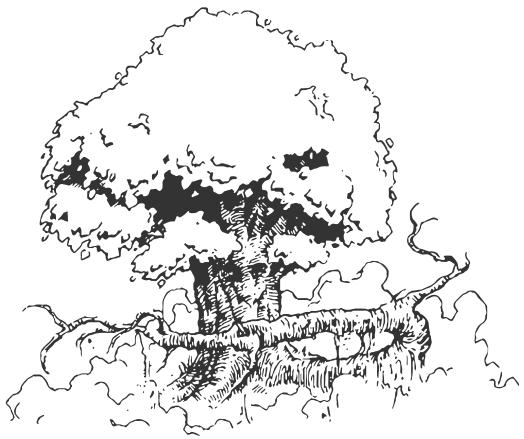
GENERAL PLANT LIFE, ANIMALS, AND TERRAIN

Table 4-72: Unusual Trees

Die Roll	Nature of Unusual Tree (d100)
01-05	Coral-like trees with mineral encrustations
06-10	Levitating seed-pods that float on the wind
11-15	Mushroom trees
16-20	Pod-trees
21-25	Prehistoric-type fern-trees
26-30	Trees petrified into stone
31-35	Trees riddled with mysterious holes (Inhabited? Related to seeds? Disease? There are many possibilities)
36-40	Trees that have eyes (or seem to)
41-45	Trees that meld together at the branches or roots
46-50	Trees that swarm with a symbiotic vermin
51-55	Trees that use buoyant root-systems to float in water
56-60	Trees with faces or arms
61-65	Trees with fleshy blossoms that have different magical or natural effects
66-70	Trees with glowing motes in bark or seeds; or phosphorescent bark or berries
71-75	Trees with ground-dragging fronds
76-80	Trees with long, whiplash roots
81-85	Trees with snake-skin bark
86-90	Very fat, squat trees
91-95	Very slender but very tall trees
96-00	Whispering trees

Table 4-73: Unusual Plants

Die Roll	Plant Part (d100)	Odd Attribute (d100)
01-05	Berries	Are an ingredient in magic potions
06-10	Berries	Are an unusual color
11-15	Berries	Are fleshy or bloated



The biscuits are delicious

Dangerous alliance

Saber-tooth tiger

Reproduces a specific thing

Forgotten idea

Parchment

Cloth serpent

Hidden book

Webs of water

A dentist

Theater of Winter

Moonbeams

Function depends on the fuel

Fashioned of flesh

A characteristic of the rat

The citadel has fallen

Red flames

Tactics: trip wires

A characteristic of the monkey

This part readies itself for war

Transformed material

Goldsmith

Authority figure

Restless spirits

Altered memories

The riven shield

Badly eroded

A herald

TABLE 4-73: UNUSUAL PLANTS CONTINUED

	Die Roll	Plant Part (d100)	Odd Attribute (d100)
<i>A Magic Symbol</i>	16-20	Branches	Are invisible
<i>Circle of force</i>	21-25	Branches	Are part of an unusual reproductive strategy
<i>Shape-shifters</i>	26-30	Branches	Are so beautiful that they are prized as decorations
<i>Deliver contraband</i>	31-35	Flowers	Are so delicious that they can be harvested for good money
<i>Curse of the Earth</i>	36-40	Flowers	Are used as a means of communication by the plant (possibly only with other plants, possibly with other species or even humans)
<i>Crossbow</i>	41-45	Flowers	Attract a particular predator into the area as a protective device (possibly a subtle one, like small venomous snakes)
<i>Glowing eyes</i>	46-50	Leaves	Cause hair growth or other strange (but natural) effect if someone is downwind of the smell
<i>A transitional phase</i>	51-55	Leaves	Create or are created by mineral deposits
<i>Suffocation</i>	56-60	Leaves	Glow faintly
<i>Professional gambler</i>	61-65	Pods	Have minor healing properties
<i>An unknown person</i>	66-70	Pods	Have strange pattern of colors (striped, spotted, etc)
<i>At the hunt</i>	71-75	Pods	Have strangely human (or animal) shape
<i>Multiplication</i>	76-80	Roots	Have unusual odor
<i>Trap</i>	81-85	Roots	Make a strange noise (not necessarily all the time; consider other stimuli such as the approach of a particular kind of monster)
<i>A binding of demons</i>	86-90	Roots	Release sap with unusual properties
<i>A characteristic of the elephant</i>	91-95	Stems	Seem to move (or actually move)
<i>The animals do not approach it</i>	96-00	Stems	Slightly change the surrounding temperature

Table 4-74: Unusual Feature of Animal

This table is for use with the animal lists in various terrain categories

	Die Roll	Unusual Feature (d100)
<i>Efreets have a long memory</i>	01-04	Albino
<i>Academic disagreement</i>	05-08	Covered in moss, grass, or bark
<i>The hunters are on the trail</i>	09-12	Dead, possibly mutilated
<i>Destroy the conspiracy</i>	13-16	Double normal size
<i>Breeding tanks</i>	17-20	Eating carrion or corpse (particularly disturbing if the animal is an herbivore)
<i>Novices</i>	21-24	Extra legs
<i>A characteristic of the bee</i>	25-28	Follows or leads party
	29-32	Human-like face

TABLE 4-74: UNUSUAL FEATURE OF ANIMAL CONTINUED

Die Roll	Unusual Feature (d100)	
33-36	Lots of them, and some strange behavior	<i>Ululating howl</i>
37-40	Made of rock or earth	<i>A thing that turns</i>
41-44	Metallic color (e.g., silvery)	<i>An iron flower</i>
45-48	Motes of light surround the animal	<i>A bodyguard</i>
49-52	Moves almost like a shift in space, or teleportation	<i>Blue door</i>
53-56	Odd blue or red color	<i>Pickled eggs</i>
57-60	Odd yellow or green color	<i>Line of light</i>
61-64	Scales or fur, whichever is abnormal to the animal type	<i>Temporal expander</i>
65-68	Sick, rabid, or diseased	<i>Ancient curse</i>
69-72	Spirit animal (or appears to be)	<i>An intelligent giant</i>
73-76	Tentacles, tendrils, crab claws, shell, or chitin	<i>Minions</i>
77-80	Translucent or invisible	<i>Cone-shaped</i>
81-84	Two heads	<i>Cows</i>
85-88	Undead	<i>A device of some kind</i>
89-92	Wears collar, necklace, jewelry, or other sign of ownership	<i>Edge of the precipice</i>
93-96	Wings of bat or bird	<i>Lunar eclipse</i>
97-00	Wounded (see Table 4-75)	<i>Salamanders</i>

Table 4-75: Animal Wounds

This table is for use with the animal lists in various terrain categories

Die Roll	Type of Wound or Mutilation (d100)	
01-10	Arrow(s)	<i>Human-killer</i>
11-20	Burned, scorched, or melted	<i>A characteristic of the mosquito</i>
21-30	Disemboweled	<i>Wreathed in stone</i>
31-40	Limps, or leg(s) hurt or broken	<i>Mistranslation</i>
41-50	Missing foot or feet	<i>A mix of elements</i>
51-60	Missing leg(s)	<i>A questionable source of information</i>
61-70	Partially flayed or skinned	<i>Surrounded by spells</i>
71-80	Raking cuts or slashed	<i>Hidden floor</i>
81-90	Suspended animation or frozen	<i>Blight</i>
91-00	Turned to stone, wood, metal, or crystal	<i>Pattern of rocks</i>

WEIRD TERRAIN FEATURES

The lore was altered

Rotted away

Thing from the abyss

Nemesis

Moon metal

Needle in a haystack

A characteristic of the slug

It was buried for safety

Will-o-the-wisp

Rescue the stolen animal

There has been a fire

Lesser creatures

More durable than one would expect

Cords of Firewood

Outrageous hats

Steward to a spell caster

Everyone was deceived

Where the warriors meet

Placing their souls at risk

Pigs

Spies

Amphibian

Ululating cry

Frogs singing on the riverbank

Doorway into fire

One of them was incomplete

Shadow item

Elements from this table can be used in any terrain to add the weirder sword & sorcery flavor of Clark Ashton Smith, Lovecraft, and others who wrote in this vein.

Table 4-76: Weird Terrain Features

Die Roll	Underlying Feature Type (d100)	The Weird Feature (d100)
01-05	Flame	Balanced or precarious
06-10	Flame	Bizarre coloration, or vivid color, (possibly even supernaturally vivid)
11-15	Fungus, mushroom, or moss	Crystalline, or crystalline attributes
16-20	Fungus, mushroom, or moss	Gelatinous or viscous
21-25	Plant, bush, thornbush, shrub, or other	Hard to look upon for some reason, and possibly dangerous to do so: revulsion, fear, wonder, insanity, etc.
26-30	Plant, bush, thornbush, shrub, or other	Human-like shape (would often be only a vague similarity, not just a boring old “rock looks like person”)
31-35	Reptile/amphibian	Impossible geometry or obvious dimensional strangeness
36-40	Reptile/amphibian	Inexplicably but only mildly repulsive, either visually or, somehow, mentally or by instinct.
41-45	Rock formation	Is a source of mist, smoke, poison gas, or odd smell
46-50	Rock formation	Pearly, opalescent, or translucent
51-55	Rock/boulder	Pyramidal
56-60	Rock/boulder	Runes or glyphs involved
61-65	Sand, earth, or mud	Seems to keep reappearing, drawing characters to it, or even affecting their course of movement back toward it.
66-70	Sand, earth, or mud	Shifts, moves, and/or distorts
71-75	Strange flesh or fleshy	Speaks or makes sounds (generally disturbing, ominous, cryptic, or prophetic)
76-80	Strange flesh or fleshy	Spherical or spherical elements
81-85	Tree	Spire or very tall
86-90	Tree	Studded with odd feature such as eyes, gems, pustules, or long extrusions like tendrils, tentacles, or vines
91-95	Water body or shape	Surrounded by strange insects or small creatures that are not insects and might even be otherworldly
96-00	Water body or shape	Twisting or spiral

CARAVANS AND CARGO

Caravans are such a staple feature of wilderness fantasy gaming that these tables are included in the general category. Most caravans will have some passengers; the table also indicates additional passengers (usually suggesting that the passengers are in some way different from the normal run of the mill).

Table 4-77: Contents of a Caravan

Die Roll	Contents (d100)	Organization (d100)	Mode of Transport (d100)	
01-10	One regular cargo	One merchant company or partnership	Camels	<i>Shortage of supplies</i>
11-20	Two regular cargos and one small cargo	One merchant family with employees	Dinosaurs or lizards as pack animals	<i>Mirrors of prophecies might reverse themselves</i>
21-30	Three regular cargos and one small cargo	Individual merchants who have hired a caravan master to arrange for supply vehicles, supplies, and guards	Flightless birds pull wagons	<i>Violation of an agreement</i>
31-40	Two regular cargos and one small cargo	One merchant clan (members of an extended family with junior members serving as guards or even porters)	Horse-drawn wagons	<i>Forms a vessel</i>
41-50	Three regular cargos and one small cargo	Lone merchant with employees	Hot air balloons	<i>Strange egg</i>
51-60	Two regular cargos and two small cargos	Members of a merchant guild, with the rest of the caravan being employees of the guild	Levitating platforms towed by ogres or other large creatures	<i>A mis-heard sermon</i>
61-70	Two regular cargos and three small cargos	Religious leader and merchant followers of various ranks	Mules or horses as pack animals	<i>Hypnotic eyes</i>
71-80	Three regular cargos and three small cargoes	Merchants traveling under protection of nomad caravan (the nomads themselves don't do much trading, they just own wagons for use by their clients)	Ox-drawn wagons, or possibly huge wagons drawn by giant yaks	<i>A baker</i>
81-90	One regular cargo and one small cargo	The traveling household of a landless knight provides protection and wagons to merchants for a fee	Single, massive, almost castle-like wagon with crenellated top and heavily armored beasts pulling it, such as land-sharks, giant beetles, etc.	<i>Edge of the table</i>
91-00	One regular cargo and two small cargos	Two merchant companies, highly suspicious of each other	Human bearers, possibly with some mules	<i>Bats</i>

Table 4-78: Regular Cargo

Die Roll	Regular Cargo (European Cultures) (d100)	Regular Cargo (Desert/Middle Eastern) (d100)	Regular Cargo (Asian) (d100)	
01-02	Armor (mainly leather)	Armor (mainly leather)	Armor (mainly leather, and less likely than in Middle Eastern or European-type caravans)	<i>Mold</i>
03-04	Batch of general trade goods (a mix of low-quality crafted goods of various materials, including such things as trinkets, holy symbols, pipes, ribbons, candles, clay lamps, etc)	Bandits who already have control of the caravan	Baskets and woven straw items	<i>Pressed flowers</i>
05-06	Beans	Baskets and woven reed items	Beans	<i>Fashioned of wire</i>

TABLE 4-78: REGULAR CARGO CONTINUED

	Die Roll	Regular Cargo (European Cultures) (d100)	Regular Cargo (Desert/Middle Eastern) (d100)	Regular Cargo (Asian) (d100)
Collection point				
This was actually Plan B.	07-08	Beer	Batch of general trade goods (a mix of low-quality crafted goods of various materials, including such things as trinkets, holy symbols, pipes, ribbons, clay lamps, etc)	Bronze or tin implements (lamps, bowls, knives, etc)
Shoemaker	09-10	Bronze or tin implements (lamps, bowls, knives, etc)	Beans	Captives
Preternaturally fast	11-12	Captives	Bronze or tin implements (lamps, bowls, knives, etc)	Carpets or rugs
Serpentine pattern	13-14	Carpets or rugs (generally low quality)	Captives	Cattle
The countdown begins	15-16	Cattle (including oxen)	Carpets and rugs (cheap)	Ceramics and porcelain (more likely) or glassware (less likely)
Rising from the sea to cause mayhem	17-18	Coal	Carpets or rugs (high quality)	Coal
Concealed agenda	19-20	Corn	Cattle	Cotton cloth
An attribute of a flowering plant	21-22	Distilled liquor (rum, brandy, etc)	Coconuts or palm nuts	Dyes
Requires certain words	25-26	Dyes	Dyes	Fish (pickled)
Dreams from the Citadel	27-28	Fish (pickled)	Fish and meat (dried)	Fish and meat (dried)
Bait	29-30	Fish and meat (dried)	Fruit (figs, dates)	Fruit (mangoes, oranges, etc.)
Curse of the Forgotten One	31-32	Flour	Fruit (pomegranates)	Fruit (oranges)
Wizard's hobby	33-34	Fruit (apples)	Glassware	Goats
Frilled fins	35-36	Glassware	Goats	Government cortege: diplomatic or moving to new assignment
Half of that	37-38	Goats, pigs, or other livestock	Grain (millet)	Grain (millet)
Book of songs	39-40	Grain (barley)	Grain (wheat)	Grain (wheat)
A characteristic of the seal	41-42	Grain (wheat)	Grapes, plums, raisins, or prunes	Herbs (common)
It jumps around	43-44	Hallucinogens or narcotics	Hashish or other drug	Honey
The cistern	45-46	Herbs (common)	Herbs (common)	Incense
Candle sconces	47-48	Horses (or other type of mount)	Honey	Leather and hides
Find the rune	49-50	Iron or tin	Incense	Light cloth
Wooden cube	51-52	Leather and hides	Leather and hides	Lotus flowers
Feathers in the hat				
Sound of the bronze bell				
A mammoth is involved				
Swarm of things				

TABLE 4-78: REGULAR CARGO CONTINUED

Die Roll	Regular Cargo (European Cultures) (d100)	Regular Cargo (Desert/Middle Eastern) (d100)	Regular Cargo (Asian) (d100)	<i>Ancestry is key</i>
53-54	Meat, salted (pork, bacon, etc)	Light cloth	Metal ore	<i>Big baskets containing chickens</i>
55-56	Mercenary company in transit	Lotus flowers	Metal, smelted	<i>Oozes slime</i>
57-58	Metal ore	Mercenary company in transit	Nuts (almonds)	<i>A handprint</i>
59-60	Metal, smelted	Metal (ore or smelted)	Opium	<i>Circle of friends</i>
61-62	Nuts (hazelnuts or walnuts)	Nuts (almonds)	Pottery	<i>Egg-shaped</i>
63-64	Nuts (walnuts)	Oil (olive oil or flammable oil)	Prisoners	<i>Water Gates</i>
65-66	Parchment, paper, or papyrus	Parchment or papyrus	Prisoners or convicts	<i>Ring of iron</i>
67-68	Pottery	Pottery	Rare wood (mahogany, teak, or other tropical woods)	<i>The faint sound of chimes</i>
69-70	Prisoners	Prisoners	Reed mats and tatamis	<i>Dreams from the Tower</i>
71-72	Religious passengers (pilgrimage, possibly crusaders)	Rare wood (cedar and sandalwood, in particular)	Religious passengers (pilgrimage)	<i>Wights</i>
73-74	Rope	Religious passengers (pilgrimage)	Rice (long grain or wild)	<i>Bales of tobacco</i>
75-76	Salt	Rope	Rice (short grain or white)	<i>Fisherman</i>
77-78	Sheep	Salt	Rice paper or papyrus	<i>Memory of green slime</i>
79-80	Sugar or sugar plants (cane or beet)	Sesame seeds	Rice wine	<i>Something exploded in a strange way</i>
81-82	Tapestries (cheap)	Silk	Rope	<i>An ancient vendetta</i>
83-84	Tea leaves (mainly herbal)	Sugar or sugar plants (cane or beet)	Salt	<i>A crisis of magic</i>
85-86	Textiles (high quality wool, possibly some silk)	Tea	Sesame seeds	<i>Requires a password</i>
87-88	Tobacco	Tobacco	Silk	<i>Made of clay</i>
89-90	Turnips, potatoes, parsnips	Water or salted ice	Sugar or sugar plants (cane or beet)	<i>They could not reach an agreement</i>
91-92	Weapons (common)	Weapons (common)	Tea	<i>It's not technically cannibalism</i>
93-94	Wine	Wine	Tobacco	<i>Banner of the bright ones</i>
95-96	Wood	Wood	Villagers (being relocated)	<i>Eggs in one basket</i>
97-98	Wool	Wood (not necessarily high quality, since in desert areas all wood could be a trade commodity)	Weapons (common) Note: private cargoes of weaponry would be unusual in many Asian regions, where their possession was controlled more strictly than in Western cultures	<i>This part is known for beggars</i>
99-00	Woolen cloth	Wool, or goat or camel hair	Wood	<i>Discolored</i>
				<i>A reflection</i>
				<i>Altered messages</i>

Table 4-79: Small Cargo

	Die Roll	Small Cargo (d100)
<i>Altered circumstances</i>	01-04	Archaeological finds
<i>Biting mandibles</i>	05-08	Birds, in cages (delicacy or pet)
<i>An attribute of a plant</i>	09-12	Bones, supposedly of saints
<i>A very, very tall hat</i>	13-16	Books
<i>Silver hawk</i>	17-20	Bugs, in cages (delicacy or pet; could also include silkworms)
<i>The dark of the moon</i>	21-24	Circus animals
<i>Injects a substance</i>	25-28	Explosives or material with explosive properties
<i>A glass of wine</i>	29-32	Gems/jewelry
<i>A transmutation of substances</i>	33-36	Gold
<i>Shadow carvings</i>	37-40	Lenses or kaleidoscopes
<i>Strange looking thing</i>	41-44	Live fish in aquarium(s)
<i>An attribute of the sloth</i>	45-48	Live plants
<i>Whirling colors</i>	49-52	Magical Cargo
<i>The Filth-Forge</i>	53-56	Pelts or furs
<i>Rope and winch</i>	57-60	Perfumes
<i>Aftershocks</i>	61-64	Poison Gas
<i>Family tree</i>	65-68	Poisonous snakes, bugs, etc.
<i>An unusual sigil</i>	69-72	Sedated large monster (dragon, minotaur, etc)
<i>Art gallery</i>	73-76	Seeds (or silk)
<i>Hair of the fey</i>	77-80	Silver
<i>A pendulum swinging</i>	81-84	Special, valuable dung
<i>Serpentine</i>	85-88	Spices
<i>The hour of crisis</i>	89-92	Unusual feathers
<i>Contest of skill</i>	93-96	Valuable dyes
<i>The lure of shiny things</i>	97-00	Worthless decoy cargo

Table 4-80: Magical Cargo

	Die Roll	Magical Cargo (d100)
<i>Eats a horrid food</i>	01-10	Alchemical Glassware
<i>Residual lightning</i>	11-20	Chemicals
<i>The radiant spear</i>	21-30	Entire wizard's laboratory

TABLE 4-80: MAGICAL CARGO CONTINUED

Die Roll	Magical Cargo (d100)	
31-40	Large and fragile framework, lattice, etc.	<i>Multiple prisms</i>
41-50	Mineral with unusual propensities	<i>Payment from an unknown source</i>
51-60	Monolith with magical properties, magical runes, etc	<i>Blue flowers</i>
61-70	Partially completed construct, such as a golem's body or other large item for future enchantments	<i>Sank to the bottom</i>
71-80	Plants with unusual properties	<i>Venom</i>
81-90	Slime	<i>Yellow mold</i>
91-00	Undead, possibly quiescent	<i>Wreathed in magic</i>

PART TWO: DESERT WILDERNESS TABLES

Deserts are actually a lot more interesting than the featureless seas of sand many people think of. There are several different types of deserts, and they are populated with an extraordinary variety of plant and animal life (although more sparsely than the more hospitable terrain types). One particular thing to keep in mind about deserts is that sand moves constantly as a result of wind currents – you can always use the adventure hook of something interesting that has recently been uncovered by the winds.

Table 4-81: Types of Deserts

Desert Type	Description	
Coastal Desert	Coastal deserts are created because of cold ocean currents running parallel to the coastline. Such deserts often experience ground-covering fog, but little precipitation.	<i>Intrusion</i>
Midlatitude Desert	Areas located far from oceans, and are watersheds which receive little rainfall. Temperatures in midlatitude deserts vary considerably with the season, rather than being tremendously hot all the time. The Tengger Desert in China, and the Sonoran Desert in Mexico are examples of this sort of desert.	<i>A great deal of debt might explain it.</i>
Monsoon Desert	Monsoon deserts are areas where seasonal storms run out of moisture before reaching the desert area.	<i>An attribute of mold</i>
Montaine Desert	Montaine deserts are high-altitude areas far from any significant body of water. The Tibetan plateau contains a significant area of Montaine Desert.	<i>Velvet cloth</i>
Polar Desert	Deserts in polar regions are generally plains of gravel or plain bedrock rather than sand. In polar deserts where precipitation occurs, there can be incidence of snow dunes.	<i>Riddle of the Oracle</i>
Rain Shadow Desert	A tall mountain range blocks clouds from moving into the desert region. The Tian Shan Desert in China is an example of a Rain Shadow Desert	<i>Hunting</i>
Trade Wind Desert	Predominant wind currents heat up and dissipate cloud cover, causing more sun to hit the area. The Sahara is an example of this type of desert.	<i>Reeds on the riverbank</i>

Table 4-82: Desert Map Features

Area	Description
Badlands (clay-rich area)	Arid areas with high clay content eroded by wind or water are called badlands. They have a number of unique geographical features including canyons, gullies, and hoodoos. A hoodoo is a tall spire of rock left behind after the surrounding area is eroded away. Many of these form because there is a more durable rock at the top, acting as a “cap” to protect the lower portion of the spire from the elements.
Dunes	Dunes can form from snow in polar deserts, and from sand in hotter deserts. They have a gentle slope on one side and a steeper slope on the lee side (where the blown-over sand causes avalanches).
Dust Devils	Cyclonic storms of very small particles, reaching as high as one kilometer. Caused by extreme temperature differentials in close areas.
Ephemeral Stream	Runoff from nearby mountains can cause short-lived rivers or streams in a desert
Exotic River	Most deserts are watersheds which receive little moisture (the moisture all goes to the adjoining watersheds). However, in some cases a river with a very strong source, such as the Nile or the Colorado River, moves through a desert.
Lakes	Desert lakes can form when there is sufficient runoff from nearby mountains. They are shallow and broad, and wind can actually cause the lake to move from one place to another.
Loess	Silt deposits, often as deep as 20-30 meters, with one deposit 355 meters deep.
Mineral Deposits	Deserts contain metals no less than temperate regions, so it is possible to find valuable gold, silver, or copper deposits. In particular, though, deserts have unusual mineral deposits caused by evaporation. Not all of these would be particularly interesting in a fantasy campaign, but unusual salts and other minerals might be used in magical potions, making expeditions into the desert a worthwhile venture.
Oasis	An oasis is an area where underground springs or seepage can create small lakes, tree growth, and crop growth in areas where precipitation alone would not permit crop growth. The soils are not usually very good; they are high in organic content, but often saline. However, it would be possible to have an oasis where the soil was incredibly fertile – it’s just not likely under real-world terrestrial conditions.
Playa	Flat area caused by the existence of a dry desert lakebed. Usually crusted with salt or clay as a result of the lake’s presence.
Ripples	Ripples can be as large as small dunes, but don’t necessarily have the gentle slope/ steep slope formation of a true dune.
Sand Sheet	Flat sand. Boring, but this is what covers about 40% of deserts, as opposed to areas with dunes. The reason why dunes don’t form is because the sand particles in a sand sheet are too large for significant wind movement.
Wadi	Dry streambeds left by flash flooding or ephemeral streams. During torrential desert rain, these can be extremely dangerous.

Table 4-83: Desert Legends

Roll on this table (both columns) to generate the name of a legend about the desert

Die Roll	First Part (d100)	Second Part (d100)	
01-05	The Ancient	Canyon	Water turned to wine
06-10	The Battle of the Green	Caravan	A failure to communicate
11-15	The Cave of the	Ceremony	Bone casket
16-20	The Crimson	City	Tactics: shooting from windows
21-25	The Curse of the	Dunes	Human-headed
26-30	The Dervish-	God	The wrong symbol
31-35	The Djinni of the	Maiden	Board the ship
36-40	The Dreaming	Nomads	Food source
41-45	The Eyes of the	Oasis	It was a terrible idea, I admit.
46-50	The Ghost-	Pharaoh	Hypnotic movements
51-55	The Jewel of the	Processional	Put your foot in
56-60	The Lizard	Pyramid	Farmer
61-65	The Lost	Sands	A primitive stock market
66-70	The Magic Palm Trees of the	Scimitar	Inlaid wood decoration
71-75	The Sacrificial	Serpent	See what has become of me
76-80	The Salt-	Sorcerer	Looking for trouble
81-85	The Secret of the Red	Storm	Shadow bird
86-90	The Servants of the	Sultan	I remember it well (he doesn't)
91-95	The Warriors of the	Wanderer	A stream runs through it
96-00	The Vulture	Ziggurat	Strange smell in the air

BUILD AN INTERESTING OASIS

Although this is a short table, it seems to produce some really great results, and very consistently.

Table 4-84: Build an Interesting Oasis

Die Roll	Feature (d100)	Interesting Aspect of Feature (d100)	Owner of Oasis (d100)
01-10	Birds	Act like potion when eaten	Bandits
11-20	Fish	Black	Djinn
21-30	Frogs	Blue	Efreet
31-40	Fruits	Charms – to fight	Idol of a god or demigod
41-50	Grasses	Charms – to remain	Merchants
51-60	Mud	Conceal treasure	Militant religious zealots

TABLE 4-84: BUILD AN INTERESTING OASIS CONTINUED

	Die Roll	Feature (d100)	Interesting Aspect of Feature (d100)	Owner of Oasis (d100)
<i>Hidden treasure</i>	61-70	Palm, fig, or date trees	Creates illusions	Nomads
<i>An odd tattoo</i>	71-80	Reeds	Intelligent	None
<i>Inundation</i>	81-90	Sand	Produces valuable substance	Religious exiles
<i>Cracks in the walls</i>	91-00	Water	Sacred	Water creature
<i>A dangerous misunderstanding</i>				
<i>Wraths</i>				
<i>The weight of a single feather</i>				
<i>A failed negotiation</i>				
<i>Surrounded by flatterers</i>				
<i>Requires a ticket</i>				
<i>Hallucinogenic powder</i>				
<i>The way is over the top</i>				
<i>Surplus materials</i>				
<i>Changing pictures</i>				
<i>Primordial ooze</i>				
<i>Wild and reckless</i>				
<i>Fast-climbing</i>				
<i>Hidden letter</i>				
<i>Angry pet</i>				
<i>Ceremonial trident</i>				
<i>Deceptive coloration</i>				
<i>Ensnaresment</i>				
<i>Ring on the wrong finger</i>				
<i>The good king</i>				
<i>The Flowers of Entropy</i>				
<i>A large grate</i>				
<i>Mercantile monsters</i>				
<i>Judgement</i>				

Table 4-85: Desert Dressing

	Die Roll	Dressing (d100)
<i>Hidden treasure</i>	01-05	Bones of large animal
<i>An odd tattoo</i>	06-10	Broken shards of pottery
<i>Inundation</i>	11-15	Evidence of a natural catastrophe, either ancient or recent
<i>Cracks in the walls</i>	16-20	Evidence of an abandoned nomad campsite
<i>A dangerous misunderstanding</i>	21-25	Large fossil or fossil bed exposed by wind
<i>Wraths</i>	26-30	Mirage
<i>The weight of a single feather</i>	31-35	Patches of desert grass or scrub trees (usually indicates subterranean water)
<i>A failed negotiation</i>	36-40	Remains of a destroyed caravan (might be recent, might just be bones)
<i>Surrounded by flatterers</i>	41-45	Rock with carved runes
<i>Requires a ticket</i>	46-50	Rodent warren (prairie dogs, meerkats, jackrabbits, jumping rats, etc.)
<i>Hallucinogenic powder</i>	51-55	Skeleton, staked out in sand
<i>The way is over the top</i>	56-60	Spring or small oasis
<i>Surplus materials</i>	61-65	Stand of large cacti
<i>Changing pictures</i>	66-70	Standing stones (possibly toppled and half buried)
<i>Primordial ooze</i>	71-75	Statue half-buried in sand
<i>Wild and reckless</i>	76-80	Tracks (camel or other mammal)
<i>Fast-climbing</i>	81-85	Tracks (large snake or other reptile)
<i>Hidden letter</i>	86-90	Unusual Sands (see Table 4-86 for ideas)
<i>Angry pet</i>	91-95	Wadi (dry stream-bed resulting from flash floods)
<i>Ceremonial trident</i>	96-00	Weapon (probably broken)
<i>Deceptive coloration</i>		
<i>Ensnaresment</i>		
<i>Ring on the wrong finger</i>		
<i>The good king</i>		
<i>The Flowers of Entropy</i>		
<i>A large grate</i>		
<i>Mercantile monsters</i>		
<i>Judgement</i>		

Table 4-86: Unusual Sands

	Die Roll	Unusual Sand Type (d100)
<i>Hidden treasure</i>	01-05	Area scattered with huge boulders
<i>An odd tattoo</i>	06-10	Causes risk of mutation, shapeshifting, or physical change
<i>Inundation</i>		
<i>Cracks in the walls</i>		
<i>A dangerous misunderstanding</i>		
<i>Wraths</i>		
<i>The weight of a single feather</i>		
<i>A failed negotiation</i>		
<i>Surrounded by flatterers</i>		
<i>Requires a ticket</i>		
<i>Hallucinogenic powder</i>		
<i>The way is over the top</i>		
<i>Surplus materials</i>		
<i>Changing pictures</i>		
<i>Primordial ooze</i>		
<i>Wild and reckless</i>		
<i>Fast-climbing</i>		
<i>Hidden letter</i>		
<i>Angry pet</i>		
<i>Ceremonial trident</i>		
<i>Deceptive coloration</i>		
<i>Ensnaresment</i>		
<i>Ring on the wrong finger</i>		
<i>The good king</i>		
<i>The Flowers of Entropy</i>		
<i>A large grate</i>		
<i>Mercantile monsters</i>		
<i>Judgement</i>		

TABLE 4-86: UNUSUAL SANDS CONTINUED

Die Roll	Unusual Sand Type (d100)	
11-15	Contains extended burrows of small creatures (rodents, reptiles, or perhaps something unusual like ground birds)	<i>Militia</i>
16-20	Contains shifting patterns, possibly even runes	<i>Anti-toxin</i>
21-25	Extremely cold	<i>Interview with a Construct</i>
26-30	Filled with odd desert vegetation	<i>Hawk-headed</i>
31-35	Gravel area	<i>Cauldron</i>
36-40	Human faces form in the sand, changing constantly	<i>Lightning from the sky</i>
41-45	Intelligent and malicious	<i>Old memories</i>
46-50	Magical effect – causes thirst or hunger, or removes ability to perceive thirst or hunger	<i>Unexpectedly cheerful</i>
51-55	Magical effect – charms	<i>Words of the guilty one</i>
56-60	Magical effect – hallucinations	<i>Where wizards meet</i>
61-65	Melted into solid, glassy surface	<i>Movement</i>
66-70	Patterns of color/striated	<i>Multi-faceted eyes</i>
71-75	Quicksand	<i>Line of gems</i>
76-80	Reflective/searing hot	<i>Ceremonial halberd</i>
81-85	Ripples without apparent cause	<i>Bronze lanterns</i>
86-90	Sand is edible, relieves thirst, emits light, or offers some other unusual minor benefit	<i>Spiral stairs</i>
91-95	Sand is made of a valuable or semi-valuable mineral	<i>Running away</i>
96-00	Wind-blown or wind-sculpted	<i>Unexpected results</i>

Table 4-87: Desert Animals

This table is pretty mundane by itself – use it in tandem with Table 4-74 to create unusual encounters or situations

Die Roll	Animal (d100)	
01-10	Camel	<i>Line of sight</i>
11-20	Cougar or lynx	<i>Ancient portal</i>
21-30	Jackrabbit	<i>Black lanterns</i>
31-40	Lizard (medium) such as iguana	<i>According to the rumors, at least</i>
41-50	Lizard (small)	<i>Make an offer</i>
51-60	Quail or pheasant	<i>Rescue people trapped in the sewers</i>
61-70	Small bird	<i>Elemental contact</i>
71-80	Small burrowing rodents (e.g. prairie dogs)	<i>Sacks of barley</i>
81-90	Small snake	
91-00	Vulture	

It's from an old story

Failed to make payment

Met a bad end

Circle of spells

Finally made contact

A characteristic of the barracuda

Repeating pattern

The hounds are on the hunt

Doorway to the outside

A characteristic of the warthog

Spy on the villain

The solution is in the compass rose

A thing that slides sideways

Unyielding

A dangerous gambit

Water flows downhill

You can't imprison an idea

A Perilous Blooming

Moon festival

Draped with beads

Immobilized

You can't turn back time. Or can you?

An earthenware bowl

Surrounded with curtains

Jackal-headed

PART THREE: FOREST WILDERNESS TABLES

Table 4-88: Forest Mapping Features

One can use this table for building maps; it is a list of ideas for the kind of larger features that go onto the map before details start getting filled in. For smaller details, use Forest Dressing Table 4-89.

Die Roll	Map Feature (d100)
01-10	Area with destruction
11-20	Area with heavy, almost impassable undergrowth
21-30	Area with unusual trees (see Table 4-72)
31-40	Areas with heavy fungal growths
41-50	Areas with unusual plants (see Table 4-73)
51-60	Deliberately cleared area
61-70	Evidence of druidic activity (standing stones, sacrifices)
71-80	Isolated ruins, small, such as ancient statues
81-90	Natural clearings
91-00	Rivers, creeks, brooks

Table 4-89: Forest Dressing

Die Roll	Forest Dressing (d100)
01-05	Area where lots of bark has been scraped off trees, some of it quite high up
06-10	Broken arrows and weapons
11-15	Broken woodsman's axe
16-20	Burrow entrance
21-25	Child's doll
26-30	Dead animal (probably partially eaten, but perhaps not)
31-35	Heavy spiderwebs
36-40	Human sacrifice left to the elements
41-45	Isolated unusual tree
46-50	Lightning-struck tree
51-55	Line of ants or other insects ... going to or from something
56-60	Massive fallen tree
61-65	Moss hanging from tree branches
66-70	Nails driven into trees
71-75	Pattern of stones set on forest floor

TABLE 4-89: FOREST DRESSING CONTINUED

Die Roll	Forest Dressing (d100)	
76-80	Piles of bones	<i>Distorted speech</i>
81-85	Pond	<i>Tactics: shrubs and trees</i>
86-90	Small stream	<i>Bright plumage</i>
91-95	Trail markers carved into trees	<i>Source of energy</i>
96-00	Wicker basket	<i>Chain of office</i>

Table 4-90: Forest Legends

Roll on this table (both columns) to generate the name of a legend about the forest.

Die Roll	First Part (d100)	Second Part (d100)	
01-05	The Ancient	Children	<i>Suddenly stopped making sense</i>
06-10	The Dark	Circle	<i>Unusual type of perception</i>
11-15	The Emerald	Druids	<i>Hidden monster</i>
16-20	The Followers of the	Dryad	<i>One who walks</i>
21-25	The Gold of the	Foresters	<i>A flaw in the weave</i>
26-30	The Leaf-	Gatherer	<i>Colorful but venomous</i>
31-35	The Lost	Glade	<i>The dregs at the bottom of the cup</i>
36-40	The Oracle of the	Hunter	<i>As rumor has it</i>
41-45	The Rune-	Knight	<i>The stones show the way</i>
46-50	The Secret of the	Miser	<i>An apothecary</i>
51-55	The Shadowy	Monolith	<i>Hold my beer</i>
56-60	The Slaying of the	Path	<i>An escapee</i>
61-65	The Slumbering	Pools	<i>Paying the piper</i>
66-70	The Stone of the	Priesthood	<i>It skipped a generation</i>
71-75	The Symbol of the	Reeds	<i>It was thought to have been destroyed</i>
76-80	The Token of the	Remembrance	<i>Oracle of fluidic movement</i>
81-85	The Trees of the	Six	<i>Granules</i>
86-90	The Vengeance of the	Stag	<i>It was exhaled</i>
91-95	The Warded	Trail	<i>Dream area</i>
96-00	The Wolf-	Witch	<i>Captain of a fishing boat</i>

Dangerous method
One has escaped
The Water-Globe
Beholder
Dream procedure
Moneylender
Necklace of Confusion
Glass fruit
A crawlway
Cloth weapon
The time had come
Mosaic tiles
Circle of stones
Verifying identities
At the gibbous moon
Encrusted with salt
Morbid obsession
Dangerous ideas
The Book of Apparent Nonsense
Dangerous words
Phases into being
Shrine
Five Days Left
A grain shortage
Final instructions
A characteristic of the earwig
Ceremonial axe
An attribute of a toadstool
Unexpected ally

Table 4-91: Forest Animals

As with the other “animals” tables, this is pretty mundane by itself – use it in tandem with Table 4-74 to create unusual encounters or situations.

Die Roll Animal (d100)

01-05	Badger
06-10	Bear
11-15	Bees
16-20	Boar
21-25	Crow or other medium-sized bird
26-30	Doe
31-35	Frog
36-40	Larger snake
41-45	Quail or pheasant
46-50	Rabbit

51-55	Skunk
56-60	Sloth
61-65	Small snake
66-70	Sparrow or other small bird
71-75	Squirrel
76-80	Stag
81-85	Tiger, cougar, panther, or lynx
86-90	Turtle
91-95	Vulture or owl
96-00	Wolf

Table 4-92: Jungle/Rainforest Animals

Use this table in tandem with Table 4-74 to create unusual encounters or situations

Die Roll Animal (d100)

01-05	Alligator or crocodile
06-10	Baboon
11-15	Bear or similar
16-20	Bees, wasps, or hornets
21-25	Boar
26-30	Burrowing rodent
31-35	Chameleon
36-40	Frog
41-45	Gorilla or large ape
46-50	Large lizard (iguana or even komodo dragon)

51-55	Monkey
56-60	Panther or leopard
61-65	Parrot or macaw
66-70	Sloth
71-75	Snake
76-80	Songbird or bird of paradise
81-85	Stork, crane, egret, or heron
86-90	Turtle
91-95	Vulture
96-00	Wolf

PART FOUR: HILLS/MOUNTAINS WILDERNESS TABLES

Instrumentation

Table 4-93: Hill and Mountain Map Features

Die Roll	Map Features (d100)	
01-05	Barren area	
06-10	Canyon or crevice	
11-15	Cave entrance(s)	
16-20	Cliff	
21-25	Cuts (areas where cliffs break, and can be climbed more easily)	
26-30	Grazing areas	
31-35	Long ridges	
36-40	Overgrown/unused trail	
41-45	Pool	
46-50	River	
51-55	Stream	
56-60	Trees: following riverbed or streambed	
61-65	Trees: forested area	
66-70	Trees: grove or wood	
71-75	Trees: stunted or unusual	
76-80	Tribal markers or territorial borders	
81-85	Unstable rock or avalanche risks	
86-90	Vale, valley, or basin	
91-95	Waterfalls	
96-00	Winding trail	

A game of chance

The mad jester

Put it into rhyme

A characteristic of an eagle

The matter at hand

The peril of a reflection

Majordomo for a wealthy household

Water stains

Guard a person who is under threat

Dream conveyor

Large egg

Insecticide

Powerful explosion

Weapon is cursed

Line of silver

Green dagger

Requires special procedure

Parchment of Time

Garnets

Tag, you're it

Foxglove

Restless dead

Shifting ceiling

Leather hides

Contest of power

Lycanthropy

Influence from afar

Acts of war

Table 4-94: Hill or Mountain Dressing

Die Roll	Hill Dressing (d100)	
01-05	Abandoned camp	
06-10	Animal tracks	
11-15	Blood	
16-20	Broken wagon wheel	
21-25	Carved rocks	
26-30	Corpse or bones (animal)	
31-35	Corpse or bones (humanoid or monster)	
36-40	Fallen boulder	
41-45	Fallen trees	
46-50	Feathers	

TABLE 4-94: HILL OR MOUNTAIN DRESSING CONTINUED

	Die Roll	Hill Dressing (d100)
Made of stone	51-55	Footprints
Transformations and Changes	56-60	Grave
Fey influence	61-65	Gravel
It eats away at it slowly	66-70	Pattern of rocks
Puff of smoke	71-75	Shrine
Attacks cattle	76-80	Signs of underground river (vegetation following course)
Thing in the mirror	81-85	Skull on pole
Big pottery jars	86-90	Standing stone
Prideful	91-95	Tar pit
Red dreams	96-00	Trail signs

Table 4-95: Hill or Mountain Legends

	Die Roll	First Part (d100)	Second Part (d100)
Copper statue	01-05	The Cold	Bandits
Dream of a Dead Man	06-10	The Curse of the	Cave
A boat	11-15	The Disappearance of the	Climbers
In the wilderness	16-20	The Divine	Flower
Strike while the iron is hot	21-25	The Eye of the	Grove
Emotional	26-30	The Guardian of the	Hill-druids
Lit by earth	31-35	The Harp of the	Idol
Tactics: circle around	36-40	The Ice	Jewel
A stitch in time saves nine	41-45	The Lost	Mist
Barricade of Teeth	46-50	The Mysterious Marks of the	Oracle
Ghouls everywhere	51-55	The Murderous	Pool
Mysterious fey creature	56-60	The Prospector's	Priestess
Silver mouse	61-65	The Ram of the	Rocks
Air quality meter	66-70	The Red	Runestone
In the fishpond	71-75	The Salt	Sacrifice
Splendid flowers!	76-80	The Serpentine	Stream
Next in Line	81-85	The Stone (or Silver)	Trees
A flower of force	86-90	The Tragic	Valley (or vale)
	91-95	The Vision of the	Warrior
	96-00	The Winter	Witches

Table 4-96: Unusual Cliffsides

Die Roll	Unusual Feature of Cliffside (d100)	
01-05	Carved with ladders or steps	<i>A courier</i>
06-10	Cliffside is sapient, and can speak through mouth-shaped cave	<i>Lit by globes</i>
11-15	Contains layers of fossils	<i>A sphinx</i>
16-20	Covered in moss, fungi, or other flora	<i>Bears</i>
21-25	Covered with growths of wildflowers	<i>Demon Gates</i>
26-30	Cracked by earthquake	<i>Wrath of the Vessel</i>
31-35	Dried-up waterfalls have created several climbing pathways to the top, some of which may be more dangerous than others	<i>Bronze boots</i>
36-40	Glitters with reflective mineral deposits	<i>Changing walls</i>
41-45	Home for enormous number of flying creatures (birds, bats, etc.)	<i>An architect</i>
46-50	Home for enormous numbers of burrowing creatures such as rodents, unusual snakes, etc.	<i>Foil the extortioner's plans</i>
51-55	Hung with strange trophies (skulls, flower garlands, etc), some in very hard-to-reach places	<i>Floating at the top</i>
56-60	Massive statues or bas-relief carved into cliffside	<i>Wooden household items</i>
61-65	Paintings (possibly large, possibly small): abstract patterns such as spirals or circles	<i>Winds of change</i>
66-70	Paintings (possibly large, possibly small): people and animals	<i>He was such a quiet fellow</i>
71-75	Partially supported by pillars or ancient masonry	<i>Infected by something</i>
76-80	Pockmarked with holes that create whistling and moaning in breezes and winds	<i>A poisoned hand</i>
81-85	Pockmarked with numerous caves or grottos	<i>Circle of daggers</i>
86-90	Unusual color of stone, or striated with unusual colors of stone (orange, green, etc).	<i>Lit by water</i>
91-95	Veins of gemstone, gold, or valuable mineral visible in cliff face	<i>Cut off from allies</i>
96-00	Waterfall (could be small, and might be more than one)	<i>Castle on a rock</i>

Table 4-97: Fossils

Die Roll	Basic Resemblance (d100)	Odd Feature (d100)	
01-05	Amphibian, small	None	<i>It's about food</i>
06-10	Amphibian, human size	Armor plating	<i>Skiping stones</i>
11-15	Amphibian, horse size	Body shape, thick and powerful	<i>Law and Order</i>
16-20	Amphibian, elephant size	Body shape, unexpectedly spindly	<i>The stars show the way</i>
21-25	Fish, small	Eyes, disproportionately large	<i>The words of the queen</i>
26-30	Fish, human size	Eyes, more or fewer than normal (including none at all)	<i>Poison</i>
31-35	Fish, horse size	Fossilized with nest/cache of eggs	<i>Tornado</i>
36-40	Fish, elephant size	Fossilized with skin intact	<i>Planar manuscript</i>
41-45	Mammal, small	Head, disproportionately large	<i>Older method</i>

TABLE 4-97: FOSSILS CONTINUED

	Die Roll	Basic Resemblance (d100)	Odd Feature (d100)
<i>Indications</i>	46-50	Mammal, human size	Head, resembling different type of creature
<i>Made of copper</i>	51-55	Mammal, horse size	Hybrid creature
<i>Stuck</i>	56-60	Mammal, elephant size	Legs, one set disproportionately large
<i>Crime and Punishment</i>	61-65	Plant, small	Limbs, more or fewer than normal
<i>Steward to a merchant</i>	66-70	Plant, human size	Mandibles
<i>An attribute of a stingray</i>	71-75	Plant, horse size	Serpentine shape
<i>Destructive tendencies</i>	76-80	Plant, elephant size	Spines
<i>Circle of gemstones</i>	81-85	Reptile, small	Squid-like or octopus-like features
<i>A characteristic of the rhinoceros</i>	86-90	Reptile, human size	Sting(s)
<i>Water source</i>	91-95	Reptile, horse size	Tentacle(s)
<i>Droplets</i>	96-00	Reptile, elephant size	Wings

PART FIVE: SWAMP WILDERNESS TABLES**Table 4-98: Swamp Map Features**

	Die Roll	Swamp Feature (d100)
<i>I remember the red hair</i>	01-05	Algae growth covers water surface
<i>A characteristic of the beaver</i>	06-10	Birds flying from cover when startled
<i>Shriekers</i>	11-15	Changes in water color
<i>He was thought lost at sea</i>	16-20	Changing depths from hip-deep to neck-deep
<i>A finger bone</i>	21-25	Changing depths from marshy to ankle-deep
<i>Theater of Chaos</i>	26-30	Creatures' backs used as bridge
<i>Melts into nothingness</i>	31-35	Deep pits or channels under water
<i>Not one of a kind</i>	36-40	Flowers
<i>The air is foul</i>	41-45	Hanging vines from trees to ground
<i>Measuring the odds</i>	46-50	Houses (or even castle) on stilts
<i>Rain-drums</i>	51-55	Leeches in water or trees
<i>A bookseller</i>	56-60	Long, marshy islands
<i>Harvest festival</i>	61-65	Overhanging trees
<i>A characteristic of a cat</i>	66-70	Rocky hill-island

TABLE 4-98: SWAMP MAP FEATURES CONTINUED

Die Roll	Swamp Feature (d100)	
71-75	Sandbar	Dream editor
76-80	Schools of small fish	Nobody ever looks up
81-85	Sulfuric bubbles from underwater	Manuscript of songs
86-90	Sunken tower or castle	Gossip
91-95	Swarms of biting insects	An ancient procedure
96-00	Water lilies and lily pads conceal water surface	Allowed it to creep through

Table 4-99: Swamp Legends

Die Roll	Legend of the ... (d100)	Noun (d100)	
01-05	Ancient	City	Parchment, dagger, and stone
06-10	Bone	Father	A sharp beak
11-15	Crocodile	Ferryman	Traps react to sound
16-20	Cursed	Fish	It's like a vacuum cleaner
21-25	Dragonfly	Fisherman	Chains
26-30	Drowning	Hunter	Meticulous planners
31-35	Fertility	Magic	Draped with cloth
36-40	Fungus	Ones	Mists over the water
41-45	Lost	Pool	Dream pools
46-50	Lurking	Queen	Famine
51-55	Moss	Serpent	Bugbear
56-60	Murderous	Shaman	A tailor
61-65	Poison	Shambler	Redemption
66-70	Primordial	Spires	A fortified position
71-75	Slaughtered	Temple	Poison gas
76-80	Stalker	Totems	String of beads
81-85	Sunken	Tree	Unstable ceiling
86-90	Toad	Village	Moving tattoos
91-95	Voodoo	Vines	A characteristic of the hyena
96-00	Water	Witch	Manufacturer

Table 4-100: Swamp Dressing

Silver centipede

A swamp

Gravedigger

Stone or wood
is worn smooth
from use

Wheels and gears

Fruit preserves

Mint condition

Strange accent

Theft

Red window

A famous chef

Ceremonial sword

A characteristic of
the cockroach

Bioluminescent
version of monster

Worshippers of a
false icon

The lightning
shows the way

Stepped forward

Hags

Altered signs

A fur-trimmed
garment

Playing a musical
instrument

Hidden allies

Circle of Players

Festival of
Freedom

Cannot be
explained

A tree of salt

Source of courage

Anti-toxin

Die Roll	Item or Feature (d100)
01-05	Boat (damaged or whole)
06-10	Bones
11-15	Bubbles rising from water or mud
16-20	Carcasses on poles
21-25	Decorated poles or totemic arrangements
26-30	Derelict shack or cottage
31-35	Fish, possibly phosphorescent
36-40	Fresh-water pool, very clear
41-45	Pan pipes or reed flute
46-50	Reeds, unusual (color, height, etc)
51-55	Rock outcropping
56-60	Sandbar
61-65	Smell of rot
66-70	Strange lights (marshlights or fireflies)
71-75	Sulfur spring
76-80	Swamp gas – causes visions or hallucinations
81-85	Swamp gas – causes weakness or nausea
86-90	Very thick hanging moss growing from trees like curtains
91-95	Waterfowl
96-00	Wooden ladder built into tree

LIST OF TABLES

Table 1-1A: Locations (Overview)	18	Attack the citadel
Table 1-1B: Locations (Overview)	21	<i>It was buried for safekeeping</i>
Table 1-2: Locations.....	24	<i>Webs of stone</i>
Table 1-3: Types of Missions.....	28	<i>The clapping of hands</i>
Table 1-4: Individual-Based Missions.....	29	<i>Ceramic</i>
Table 1-5: Item-Based Missions.....	29	<i>Animatronic</i>
Table 1-6: Location-Based Missions	30	<i>Rescue the kidnapped person</i>
Table 1-7: Event-Based Missions.....	30	<i>Balconies</i>
Table 1-8: Patrons and Targets.....	31	<i>Confident</i>
Table 1-9: Patron Motivations.....	46	<i>A broker of loans</i>
Table 1-10: Hooks and Motivations	46	<i>Take advantage of it now</i>
Table 1-11: Master Table of Villainous Plans.....	48	<i>Arbitrage</i>
Table 1-12: Villainous Concealment	49	
Table 1-13: Conversion	50	<i>Look upon my works</i>
Table 1-14: Desecration Plots (Location)	52	<i>A missile trap</i>
Table 1-15: Desecration Methods (Event).....	53	<i>Evidence of magic</i>
Table 1-16: Type of Ceremony Villain Plans to Desecrate (Event).....	53	<i>Stockade</i>
Table 1-17: Intended Method of Destruction.....	55	<i>Circle of beliefs</i>
Table 1-18: Reason for Destroying this Particular Community.....	57	<i>Bronze centipede</i>
Table 1-19: Reason for Seeking Vengeance/Revenge.....	58	<i>Pulleys and wheels</i>
Table 1-20: Destruction of Good-Aligned Groups	61	<i>An animal trainer</i>
Table 1-21: Quest for Economic Power	63	<i>Upside down</i>
Table 1-22: Evoke Catastrophic Event	64	<i>Filled with tubes</i>
Table 1-23: Food-Related Activities.....	65	<i>Deceptive appearance</i>
Table 1-24: Gain Favor of Another Villain (or Villainous Organization).....	66	<i>Bags of seed</i>
Table 1-25: Increase Personal Capabilities	67	<i>The smell of ruination and decay</i>
Table 1-26: Scope of Political Power Sought.....	67	<i>Smuggling</i>
Table 1-27: Method of Gaining Political Power	68	<i>When copper crosses iron</i>
Table 1-28: Random Acts	75	
Table 1-29: Time Cycles	76	
Table 1-30: Whose Reputation is to be Manipulated.....	80	
Table 1-31: What Reputation is Being Sought.....	80	
Table 1-32: Nature of Subversion to Evil	81	
Table 1-33: Group Being Supported	81	
Table 1-34: Nature of Assistance Being Rendered	82	
Table 1-35: Human Minions	83	
Table 2-1: Monster Categories*	88	
Table 2-2: Creature Attributes	89	
Table 2-3: Folkloric Shape-Adaptations.....	93	
Table 2-4: Method of Obtaining Food	94	
Table 2-5: Abstract Food	94	
Table 2-6: Reproductive Strategy.....	94	
Table 2-7: Type of Construct	95	
Table 2-8: Physical Danger Posed by Construct	96	
Table 2-9: Modern Analogues for Fantasy Devices.....	96	
Table 2-10: Reason for Creating Construct	97	
Table 2-11: Construct's Physical Resemblance	97	
Table 2-12: Loss of Control	97	
Table 2-13: Dragon's Unusual Physical Feature.....	98	
Table 2-14: Unusual Ability	102	
Table 2-15: Dragon's Unusual Breath Weapon.....	103	
Table 2-16: Individual Dragon's Mentalities, Motivations, and Status	104	
Table 2-17: Social Strata of Elementals	106	
Table 2-18: Elemental Body Forms	106	
Table 2-19: Elemental Plane of Origin	107	
Table 2-20: Method of Binding the Elemental Creature	108	
Table 2-21: Conditions in Elemental Region.....	108	
Table 2-22: Form of Fey Creature	109	
Table 2-23: Fey Contracts	110	
Table 2-24: Magical Abilities of Fey Creature	110	
Table 2-25: Fey Transformation of Enemies	111	
Table 2-26: Characteristic Fey Magic Items	112	
Table 2-27: Fey Methods of Immobilization (twenty examples)	112	
Table 2-28: Summoning Fey Creatures	113	
Table 2-29: Giant's Possession (or related activity).....	115	
Table 2-30: Giant's Physical Appearance	116	
Table 2-31: Giant's Magical Abilities	116	
Table 2-32: Type of Horror	117	
Table 2-33: Physical Form of the Horror	117	
Table 2-34: Descriptions for Chitin, Carapace, and Armor Plates	118	
Table 2-35: Humanoid Physical Structure.....	119	
Table 2-36: Humanoid Species Overview	120	
Table 2-37: Unusual Humanoid Leader-Types.....	121	
Table 2-38: Thematic Ideas for Mastermind Humanoid Species	122	
Table 2-39: History of Mastermind Humanoid Species	123	
Table 2-40: Profile of a Mist Creature.....	124	
Table 2-41: Ooze Form	126	
Table 2-42: Ooze Immunities and Special Attacks	126	
Table 2-43: Ooze Name/Description	127	
Table 2-44: Macro-Biote Form	129	

Trolls	Table 2-45: Ideas for Macro-Biotes	129
Ship captain	Table 2-46: Categories of Planar Creatures	130
Book for children	Table 2-47: Demonic Hints for Dark Angels	131
Concealed statue	Table 2-48: Basic Form of Demonic Creature.....	132
Trapped in the illusions	Table 2-49: Demonic Attributes	132
Wreathed in steam	Table 2-50: Normal Purpose of Summoned Monster....	133
Asilver key	Table 2-51: Physical Form of Summoned Creature.....	134
A characteristic of the shark	Table 2-52: Unusual Material Compositions for Summoned Creatures	135
Voice of shadow	Table 2-53: Problems With Summoned Creatures.....	136
Flowers in the shadows	Table 2-54: Physical Form of Planar Traveler	137
Reconnaissance	Table 2-55: Planar Trading/Commodities	139
Window ledges	Table 2-56: Mode of Planar Travel	139
Rock formation	Table 2-57: Vehicles and Bodily Organs for Planar Travel.....	140
Very vague	Table 2-58: Form and Causation of a Visitation	140
Draped with gold	Table 2-59: Basic Form of Plant Monster.....	142
Moon interactions	Table 2-60: Movement Forms for Mobile Plants.....	144
Two wizards	Table 2-61: Pull/Augment Special Attack Types for Plants	144
Copies something	Table 2-62: Physical Distance Attacks for Plants	145
Tin pots and pans	Table 2-63: Sample Unusual Reproduction Methods for Plants	147
A doll	Table 2-64: Basic Types of Undead Creatures	148
Trading in warehouse receipts	Table 2-65: Causes of Intelligent Undeath	149
A golem	Table 2-66: Preparations for Intelligent Undeath	149
Clockwork minions	Table 2-67: Breaks in the Life Cycle.....	150
A strange mark in the stones	Table 2-68: Manner of Death	153
A steep slope	Table 2-69: Basic Profile of Verminous Creature	156
A map of the stars	Table 2-70: Special Features of a Verminous Creature-Type.....	156
A riddle	Table 2-71: Vermin Movement-Systems.....	157
Requires special clothing	Table 2-72: Monster's Overall Combat Profile	158
Waxworks	Table 2-73: Head Attacks.....	162
	Table 2-74: Limb Attacks.....	162
	Table 2-75: Body Attacks	162
	Table 2-76: Tail Attacks	163
	Table 2-77: Tongue Attacks.....	163
	Table 2-78: Special Attack Delivery Method	165
	Table 2-79: Special Attack Type.....	166
	Table 2-80: Fear Effects.....	182
	Table 2-81: Transformations	183
	Table 2-82: Special Defenses and Abilities	183
	Table 2-83: Distinctive Attributes.....	186
	Table 2-84: Morphological Changes & Phases (Reproductive Cycles).....	189
	Table 2-85: Social Organization of Sapient Monsters...	190
	Table 2-86: Common Identifying Features of Highly-Intelligent Creatures	191
	Table 3-1: Types of Races Against Time.....	197
	Table 3-2: Enticements to Peril	198
	Table 3-3: Topographical and/or Tactical Challenges ..	200
	Table 3-4: Specific Tactical Situations.....	201
	Table 3-5: Challenges to the Character Sheet	204
	Table 3-6: Why an Adventure Location Became Dangerous.....	206
	Table 3-7: Item-Based Backstories.....	207
	Table 3-8: Person Based Backstories.....	210
	Table 3-9: Most Recent Use Backstories.....	212
	Table 3-10: Types of Clues	215
	Table 3-11: Coded and Deliberate Messages.....	215
	Table 3-12: Deliberate Misdirections	216
	Table 3-13: Content and Perspective of Direct Visions .	218
	Table 3-14: Evidence of Mechanism or Use.....	219
	Table 3-15: Type of Event Leaving the Clue	220
	Table 3-16: Relation of Source to Rumor	221
	Table 3-17: Information Content of Rumors	222
	Table 3-18: Nature of the Writing.....	223
	Table 3-19: Letter Contents	223
	Table 3-20: Ownership Papers	224
	Table 3-21: Generating Magical Symbols.....	226
	Table 3-22: Sample Alternate Alphabets	228
	Table 3-23: Transitions Between Dungeon Areas	231
	Table 3-24: Corridor, Basic Description of	232
	Table 3-25: Corridor, Unusual Features of	233
	Table 3-26: Bridges	233
	Table 3-27: Archway Master Table	234
	Table 3-28: Archway, Distinctive Elements.....	234
	Table 3-29: Normal Door, Basic Description of	236
	Table 3-30: Normal Door, Unusual Features of	237
	Table 3-31: Normal Door, Unusual Shapes of	238
	Table 3-32: Normal Door, Unusual Mechanisms for	238
	Table 3-33: Waterway Connections, Basic Description..	240
	Table 3-34: Waterway Connections, Nature of Liquid..	240
	Table 3-35: Teleportation, Nature of	240
	Table 3-36: Teleportation, Devices and Special Effects for	241
	Table 3-37: Dungeon Area Topography	243
	Table 3-38: Rooms or Chambers in a Dungeon Area....	243
	Table 3-39: Normal Size Rooms/Caverns	244
	Table 3-40: Rooms of Unusual Size	244
	Table 3-41: Arrangement of Rooms/Caverns Within an Area	245
	Table 3-42: Area Names Involving Water.....	247

Table 3-43A: Area Names Involving Tombs (Alternative 1)	247	<i>Hidden agenda</i>
Table 3-43B: Area Names Involving Tombs (Alternative 2)	248	<i>Exactly what you'd think</i>
Table 3-44: Area Names Involving Scholarship or Research	249	<i>Scrap of cloth</i>
Table 3-45: Area Names Involving Imprisonment	249	<i>Rumors</i>
Table 3-46: Area Names Involving Worship	250	<i>The smell of wood fires</i>
Table 3-47: Area Names Involving Bugs.....	251	<i>Altered methods</i>
Table 3-48: Area Names Involving Plants.....	252	<i>Changing effects</i>
Table 3-49: Landmarks, Big Things	253	<i>A characteristic of the penguin</i>
Table 3-50: Level Changes	256	<i>Problems underfoot</i>
Table 3-51: Basic Stairs.....	257	<i>Depends on your perspective</i>
Table 3-52: Unusual Stairs	257	<i>A strange mystery</i>
Table 3-53A: Strange Things, Alternative One	258	<i>Dishonor</i>
Table 3-53B: Strange Things, Alternative Two	261	<i>Pact with a demon</i>
Table 3-54: Contents of Special Rooms	264	<i>Dragon</i>
Table 3-55: Altars	265	<i>Barricade of Thorns</i>
Table 3-56: Religious Imagery	265	<i>Aquarium</i>
Table 3-57: Dramatic Architecture.....	266	<i>Circle of Acquaintance</i>
Table 3-58: Changing Architectural Features	266	<i>Community dance</i>
Table 3-59: Type of Container for Special Rooms	267	<i>Perceived but unseen</i>
Table 3-60: Small Containers.....	267	<i>Lilies on the water</i>
Table 3-61: Large Containers.....	268	<i>Static electricity</i>
Table 3-62: Bizarre Containers	270	<i>A genie is involved</i>
Table 3-63: Furniture, Unusual.....	270	<i>Metal is cursed</i>
Table 3-64: Liquid (Contained)	271	<i>Function depends on the instructions given</i>
Table 3-65: Descriptions of Non-Water Liquids.....	272	<i>Ferryman or ferry operator</i>
Table 3-66: Unusual Lighting.....	272	<i>Wrath of the Elements</i>
Table 3-67: Major Mechanisms and Processes	273	<i>Painful sound</i>
Table 3-68: NPC Interaction.....	274	
Table 3-69: Pillars	275	
Table 3-70: Unusual Plants	276	
Table 3-71: Sounds	278	
Table 3-72: Statue Material and Condition	279	
Table 3-73: Type of Statue.....	280	
Table 3-74: Simple Statues.....	280	
Table 3-75: Complex and Large Statues.....	281	
Table 3-76: Thrones.....	282	
Table 3-77: Water Landmarks	287	
Table 3-78: What Comes Next (Basic Ideas).....	288	
Table 3-79: What Comes Next (Using Tables).....	291	
Table 3-80: Wild Card Matrix for Tricks.....	295	
Table 3-81: Tricks by Category	296	
Table 3-82: Hints and Foreshadowings.....	296	
Table 3-83: Spoken Clues.....	297	
Table 3-84: Quick Architectural Tricks	298	
Table 3-85: Complex Architectural Tricks.....	299	
Table 3-86: Bargain and Persuasion Tricks.....	302	
Table 3-87: Master Table of Experiment Tricks.....	304	
Table 3-88: Table of First Elements (Experiment Tricks).....	304	
Table 3-89: Table of Second Elements (Experiment Tricks).....	305	
Table 3-90: Experiment Trick (machine or alchemical reaction) defined by resulting sound	307	
Table 3-91: False Appearance Tricks.....	308	
Table 3-92: Hazard Tricks	309	
Table 3-93: Magic Area Tricks Master Table	310	
Table 3-94: Correct Actions for Magic Area Tricks.....	310	
Table 3-95: Marking off Magic Area	311	
Table 3-96: Warnings	312	
Table 3-97: Central Feature of Magic Thing	313	
Table 3-98: Abstract Special Effects for Magic Thing ..	314	
Table 3-99: Triggering Actions for Magic Things.....	315	
Table 3-100: Result of Triggering Action	316	
Table 3-101: Warning Signals	317	
Table 3-102: Correct Responses to Magical Thing Tricks	318	
Table 3-103: Single-Rule Pathways	319	
Table 3-104: Mode of Forward Movement in Game Board Tricks	321	
Table 3-105: Risk and Reward for Game Board Trick "Squares."	321	
Table 3-106: Master Table for Substance Tricks	322	
Table 3-107: Form of Substance	323	
Table 3-108: Basic Game Tricks, Risk and Reward	323	
Table 3-109: Methods of Betting Games.....	325	
Table 3-110: Choice Games	326	
Table 3-111: Names for Games	328	
Table 3-112: Game "Rooms"	329	
Table 3-113: Types of Game Series	330	
Table 3-114: Writing Surfaces	331	
Table 3-115: Writing Methods	331	
Table 3-116: Beneficial Effect of Reading the Written Trick	332	
Table 3-117: Unusual Writing	332	
Table 3-118: Type of Beneficial Magical Condition or Curse	333	
Table 3-119: Magical Changes to Area	333	
Table 3-120: Beneficial Changes and Curses to Items ..	334	
Table 3-121: Beneficial Conditions and Curses to Individuals	335	
Table 3-122: Aversions	341	

<i>The bread was poisoned</i>	Table 3-123: Physician's Diagnosis of Normal Diseases.....	342
<i>Professor</i>	Table 3-124: Specific Courses of Treatment (for Normal Diseases).....	344
<i>Parchment of Pain</i>	Table 3-125: Lethal and Virulent Disease	345
<i>All but one</i>	Table 3-126: Basic Mechanical Traps.....	347
<i>Strange and similar to coral</i>	Table 3-127: Mechanical traps – Concealment, Complicated Triggers.....	349
<i>Interacting forces</i>	Table 3-128: Gases.....	351
<i>Hidden motives</i>	Table 3-129: Trap Liquids.....	354
<i>Dangerous consequences</i>	Table 3-130: Missile Traps	354
<i>Symbol and referent</i>	Table 3-131: Pits	355
<i>Ducks</i>	Table 3-132: Poison Effects (Lethal)	355
<i>Speckles of light</i>	Table 3-133: Poison Effects (Non-Lethal)	358
<i>Strange eyes</i>	Table 3-134: Basic Traps (Rigged Natural Features)....	359
<i>Time to act</i>	Table 3-135: Basic Traps (Magical)	360
<i>Silver orb</i>	Table 3-136: Magical Trap Special Effects	361
<i>It can change its form</i>	Table 3-137: Overall Profile for Complex Trap	363
<i>Heads on pikes</i>	Table 3-138: Trap Draws (Physical Draws).....	363
<i>Book manuscript</i>	Table 3-139: Trap Prisons	364
<i>Indoor garden</i>	Table 3-140: Trap Kill-Mechanisms.....	365
<i>Increments of time</i>	Table 3-141: Kill-Switches and Escape Hatches.....	366
<i>Absence of malice</i>	Table 3-142: Progressive Magically-Induced Weaknesses.....	367
<i>Magical engine</i>	Table 3-143: Measuring out Life	370
<i>A characteristic of the peacock</i>	Table 3-144: General Dungeon Dressing	371
<i>Shadow metal</i>	Table 3-145: Unusual Corpses	372
<i>Ghostly</i>	Table 3-146: Corpse Malformations.....	373
<i>Illuminated manuscript</i>	Table 3-147: Weird Dungeon Dressing.....	373
<i>Green cube</i>	Table 3-148: Condition of Item	375
<i>Exposed to the elements</i>	Table 3-149: Lighting (normal)	375
<i>Something is brewing</i>	Table 3-150: Furniture Items	375
<i>Wall hangings</i>	Table 3-151: Small Items	376
	Table 3-152: Smells.....	376
	Sounds (See Table 3-71).....	377
	Table 3-153: Book Types.....	377
	Table 3-154: Unusual Book Bindings	377
	Table 3-155: Hallucinogen Name	378
	Table 3-156: How Hallucinogen is Administered	379
	Table 3-157: Effects of Hallucinogens.....	379
	Table 3-158: Physical Signs of Hallucinogen Use.....	380
	Table 3-159: Herbs	381
	Table 3-160: Liquid Potions	382
	Table 3-161: Powdered Potions	383
	Table 3-162: Magical Workrooms (List of Furnishings). .	384
	Table 3-163: Detailed Alchemical Ingredients Master Table.....	384
	Table 3-164: Animal/Monster Part	385
	Table 3-165: Person Part	387
	Table 3-166: Plant or Plant Part	390
	Table 3-167: Small Alchemical Things.....	394
	Table 3-168: Substance	395
	Table 3-169: Magic Containers	397
	Table 3-170: Magic Clothing	398
	Table 3-171: Magical Effects, Descriptive.....	399
	Table 3-172: Attack Spells.....	402
	Table 3-173: Generalized Spell Effects	403
	Table 3-174: Command Words and Magic Words.....	406
	Table 3-175: Master Sarcophagus Table	407
	Table 3-176: Symbolic/Decorative Themes for Sarcophagi	408
	Table 3-177: External Features for Sarcophagi.....	409
	Table 3-178: Warnings or Sigils for Sarcophagi.....	409
	Table 3-179: Quick Climactic Monster Ideas	409
	Table 3-180: Jewelry	410
	Table 3-181: Gems and Precious Stones.....	411
	Table 3-182: Decorations	413
	Table 3-183: Tomb Arrangement.....	414
	Table 3-184: Profile of Monster Ambush	416
	Table 4-1: Type of Adventure	420
	Table 4-2: Aerial Adventure Locations/Objectives.....	421
	Table 4-3: Aerial Problems/Mysteries/Missions.....	421
	Table 4-4: Events in the Air	422
	Table 4-5: Things Seen from the Air	423
	Table 4-6: Types of Flying Vehicles	423
	Table 4-7: Types of Flying Structures	424
	Table 4-8: Owner of Flying Structure	425
	Table 4-9: Purpose of Flying Structure	426
	Table 4-10: Condition of Ruin	428
	Table 4-11: Type of Ruin	428
	Table 4-12: Unusual Purpose Ruins	428
	Table 4-13: Current Purpose of Ruins	429
	Table 4-14: Structures of Ruins (by Basic Type).....	429
	Table 4-15: Type of Castle.....	430
	Table 4-16: Unusual Castles and Manors.....	431
	Table 4-17: People in a Castle	431
	Table 4-18: Pride of the Town	434
	Table 4-19: Unusual Domestic Animals Used	435
	Table 4-20: Odd Customs of Dress	436
	Table 4-21: Odd Behavior	438
	Table 4-22: Unusual Cultural Center of Gravity.....	438
	Table 4-23: Interesting Streets.....	439
	Table 4-24: City Districts	439

Table 4-25: Open Areas	440	Table 4-66: Ship Reputations	473
Table 4-26: Businesses.....	440	Table 4-67: Ship Cargo.....	474
Table 4-27: Civic Buildings	442	Table 4-68: Unusual Pirates	475
Table 4-28: Religious Areas*	442	Table 4-69: Events on Water	475
Table 4-29: Latest News (possibly untrue)	443	Table 4-70: Unusual Islands	475
Table 4-30: Faction Wars	443	Table 4-71: Owner of the Island	476
Table 4-31: Abstract City-Encounter Generator	444	Table 4-72: Unusual Trees	477
Table 4-32: Crimes.....	445	Table 4-73: Unusual Plants	477
Table 4-33: Prisons.....	446	Table 4-74: Unusual Feature of Animal	478
Table 4-34: Inquisition Effects on Hirelings and NPCs .	448	Table 4-75: Animal Wounds.....	479
Table 4-35: Generating Minor Gods	449	Table 4-76: Weird Terrain Features.....	480
Table 4-36: Religious Processions and Ceremonies	451	Table 4-77: Contents of a Caravan	481
Table 4-37: Temple Types	452	Table 4-78: Regular Cargo.....	481
Table 4-38: Reason why Ground is Holy	453	Table 4-79: Small Cargo	484
Table 4-39: Administrative Functions of Larger Temples.....	455	Table 4-80: Magical Cargo.....	484
Table 4-40: Temple Structure.....	456	Table 4-81: Types of Deserts.....	485
Table 4-41: Nature of Relics	456	Table 4-82: Desert Map Features	486
Table 4-42A: Details of Relics A	457	Table 4-83: Desert Legends.....	487
Table 4-42B: Details of Relics B	458	Table 4-84: Build an Interesting Oasis	487
Table 4-43: Cultural Changes in City.....	458	Table 4-85: Desert Dressing	488
Table 4-44: The Bill of Fare.....	460	Table 4-86: Unusual Sands	488
Table 4-45: Battle Composition of a Tribe.....	461	Table 4-87: Desert Animals	489
Table 4-46: Appearances of Primitive Villages and/or Encampments	461	Table 4-88: Forest Mapping Features	490
Table 4-47: Things to Vary on Another Plane of Existence.....	462	Table 4-89: Forest Dressing	490
Table 4-48: Alternate Worlds or Realities.....	463	Table 4-90: Forest Legends.....	491
Table 4-49: Supernatural Planes	464	Table 4-91: Forest Animals	492
Table 4-50: Dimensional Planes	464	Table 4-92: Jungle/Rainforest Animals	492
Table 4-51: Spirit Planes	465	Table 4-93: Hill and Mountain Map Features	493
Table 4-52: Hells and Demonic Regions	466	Table 4-94: Hill or Mountain Dressing.....	493
Table 4-53: Cthonic Planes	466	Table 4-95: Hill or Mountain Legends	494
Table 4-54: Dream-Realms	466	Table 4-96: Unusual Cliffsides.....	495
Table 4-55: Rivers and Lakes in Other Planes (particularly in Cthonic areas or dream-realms)	467	Table 4-97: Fossils	495
Table 4-56: Mountains in Other Planes (particularly in Cthonic areas or dream-realms)	467	Table 4-98: Swamp Map Features	496
Table 4-57: Planar Gateways.....	468	Table 4-99: Swamp Legends	497
Table 4-58: Events Underwater.....	469	Table 4-100: Swamp Dressing	498
Table 4-59: Ocean Floor Features	469		
Table 4-60: Shipwrecks (Type, Reason for Sinking)	470		
Table 4-61: Inhabitants of Shipwrecks	470		
Table 4-62: Unusual Seaweeds	471		
Table 4-63: Underwater Vehicles	471		
Table 4-64: Chart of Common Ship Types	472		
Table 4-65: Unusual Ships	472		

*Something was cursed**Mastodon**Propane**A misspoken word**Shadow door**A symbol in the water itself**A woman wearing yellow will come to the gates**Acts of peace**Clumsy**Wooden boxes**Forbidden area**Bloodstains**Pickled onions**Condition red**It's broken somehow**A festival took place**Crocodiles**A broker of gems and jewels**Absentminded**The food reveals the way**Spotted fur**Polluted water**A well-known chef**Circle of the story**Abnormal**Requires water*

INDEX

A bargain with
demons

Let the festival
commence!

One who judges

Aviary

Migration patterns

Solvents and acids

A bird catcher

Long hair

When a cat crosses
your path

Hawk-talonied

A distinctive belt

The portal has
opened

Doorway to the
worm

Six turns of the
gear

A scribe

Powerful animal

Mercenary
monsters

Random behavior

Ratcatcher

Rotting

Counteraction

Bribe the person

It was foretold

One of these
things is not like
the others

Trees of infinity

Knives are out

House of the Stars

A characteristic of
the giraffe

A

- Abilities: 110, 116, 121, 156, 180, 183, 184, 185, 186
 - Giant's Magical Abilities: 116
 - Magical Abilities of Fey Creature: 110
- Abstract: 94, 234, 280, 313, 314, 317, 444, 471
- City-Encounter Generator: 444
- Food: 94
- Special Effects: 314
- Adventure Design: 2, 13, 16, 196, 419
 - Basic Elements of: 196
 - Non-Dungeon: 419
 - The Cardinal Rule of: 16
- Aerial Adventures: 420
- Alchemy: 420
- Altars: 250, 264, 265, 288, 377
- Alternate Worlds: 420, 463
- Ambush
 - Profile of Monster: 416
- Angels: 130
 - Dark Angel: 130
- Animals: 31, 33, 44, 56, 77, 78, 93, 109, 110, 112, 115, 120, 121, 131, 134, 135, 138, 147, 167, 169, 180, 203, 212, 218, 219, 266, 281, 325, 340, 384, 403, 439, 440, 454, 458, 461, 464, 466, 467, 481, 484, 492, 495
 - Domestic: 435, 436
 - Forest: 435, 436
- Architecture: 264, 266, 292
 - Changing Architectural Features: 264, 266, 292
 - Dramatic: 264, 266, 292
- Archways: 234, 289
- Areas: 201, 202, 230, 231, 232, 236, 243, 247, 248, 249, 250, 251, 252, 287, 310, 311, 440, 442, 485, 490
 - Area Names Involving Bugs: 251
 - Area Names Involving Imprisonment: 249, 250
 - Area Names Involving Plants: 252
 - Area Names Involving Scholarship or Research: 249
 - Area Names Involving Tombs: 247, 248, 249
 - Area Names Involving Water: 247
 - Area Names Involving Worship: 250, 251
 - Arranging The: 231
 - Cthonic Areas: 467, 468
 - Dungeon Areas: 230
 - Dungeon Area Topography: 243, 292
 - Dungeon, Defining And Developing: 243
 - Dungeon, Transitions Between: 231, 232
 - Magic Area Tricks: 294, 310, 311
 - Open Areas: 440
 - Religious Areas: 442
- Attacks
 - Body Attacks: 162
 - Head Attacks: 162
 - Limb Attacks: 162
 - Special Attacks: 88, 116, 121, 126, 127, 129, 131, 132, 156, 158, 159, 160, 161, 164

Special Attack Delivery Method: 165

Special Attack Type: 131, 132, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182

Tail Attacks: 162

Tongue Attacks: 163, 165

Attributes: 88, 89, 90, 91, 92, 93, 106, 116, 117, 118, 132, 133, 158, 159, 160, 161, 186, 187, 188, 189

Creature Attributes: 158, 159, 160, 161, 186, 187, 188, 189

Demonic Attributes: 158, 159, 160, 161, 186, 187, 188, 189

Distinctive Attributes: 158, 159, 160, 161, 186, 187, 188, 189

Aversions: 167, 341

B

Backstory: 16, 196, 206, 293

Item-Based Backstories: 207, 208, 209

Person Based Backstories: 210, 211, 212

Underlying Truth: The Backstory: 206

Betting: 325, 326

Books: 249, 377, 484

Book Types: 377

Unusual Book Bindings: 377, 378

Breath Weapon: 103, 104

Bridges: 233, 320, 414, 439

Buildings: 439, 442, 443

Civic Buildings: 442

Religious Buildings (see Temples): 452

Businesses: 440, 441, 442

C

Carapace (see also Chitin): 117, 118, 119

Cargo: 29, 207, 474, 480, 481, 482, 483, 484, 485

Castes: 124, 187

Castles: 420, 428, 430, 431

Catastrophe: 64, 74

Evoke Catastrophic Event: 48, 64

Categories: 88, 130, 294, 298, 307

Categories of Different Results: 307

Categories of Planar Creatures: 130

Monster Categories: 88

Trick Categories: 298

Caverns: 25, 122, 244, 245, 246, 289

Challenge: 16, 17, 33, 196, 200, 204, 292

Challenges to the Character Sheet: 204

Topographical and/or Tactical Challenges: 200

Variation of Challenge: 16, 17, 196

Chambers: 243, 244, 249, 250, 251, 252

Rooms or Chambers in a Dungeon Area: 243, 244

Chitin (see also Carapace): 118, 119, 129, 436, 479

Cities and Settlements: 420, 433

Abstract City-Encounter Generator: 444

City Districts: 439, 440

City Map Generator: 439
 Civic Buildings: 442
 Cultural Changes in City: 458, 459
 Events in City: 443
 Locations in a City: 440
 Preparing for a City Adventure: 433
 Religious Influence in Cities and Communities: 449
 The Three Types of City Adventures: 433
 Cliffs: 18, 21
 Unusual Cliffsides: 495
 Clothing: 304, 313, 341, 373, 398
 Magic Clothing: 398
 Clues: 206, 214, 215, 267, 297, 298
 Spoken Clues: 297, 298
 Types of Clues: 215
 Types Of Information: 214
 Codes and Ciphers: 227
 Alternate Alphabets as Easy Codes: 228
 Combat: 87, 158, 159, 160, 161, 315, 341
 Overall Combat Profile (Monster): 158, 159, 160, 161
 Commodities: 138, 139
 Planar Trading/Commodities: 138, 139
 Concealment: 48, 49, 50, 349, 350, 351
 Mechanical traps - Concealment, Complicated Triggers: 349, 350, 351
 Condition: 108, 167, 304, 307, 333, 335, 336, 337, 338, 339, 340, 341
 Basic Stairs (condition): 257
 Beneficial Conditions and Curses to Individuals: 335, 336, 337, 338, 339, 340, 341
 Condition of Item: 375
 Condition of Ruin: 428
 Conditions in Elemental Region: 108
 Magical Conditions and Curses: 333
 Statue Material and Condition: 279
 Constructs: 94, 95, 102
 Construct's Loss of Control: 97
 Construct's Physical Resemblance: 97
 Physical Danger Posed by Construct: 95, 96
 Reason for Creating Construct: 96, 97
 Type of Construct: 95
 Containers: 264, 267, 268, 269, 270, 397
 Bizarre Containers: 270
 Large Containers: 268, 269
 Liquid (Contained): 271, 272
 Magic Containers: 397
 Small Containers: 267, 268
 Type of Container for Special Rooms: 267
 Conversion (Villianous): 48, 50, 51, 52, 53
 Corpses (Unusual): 372
 Creativity: 13
 Crimes: 445, 446
 Type of Crime or Criminal Charges: 445, 446
 Curses: 304, 307, 319, 333, 334, 335, 336, 337, 338, 339, 340, 341, 360
 Beneficial Changes and Curses to Items: 334, 335
 Beneficial Conditions and Curses to Individuals: 335, 336, 337, 338, 339, 340, 341
 Conditions and Curses: 307

Magical Conditions and Curses: 333
 Customs: 436, 437
 Odd Customs of Dress: 436, 437
 Cycles: 75, 76, 77, 78, 79, 189, 190, 253
 Morphological Changes & Phases (Reproductive Cycles): 189, 190
 Time Cycles: 75, 76, 77, 78, 79

D

Dark Angel: 130
 Demonic Hints for Dark Angels: 131, 132
 Death: 18, 22, 25, 107, 122, 153, 154, 155, 167, 170, 249, 259, 265, 266, 302, 338, 346, 367, 381, 382, 391, 393, 404, 414, 453, 461
 Manner of Death: 153, 154, 155
 Measuring out Life: 367, 370
 Defenses: 72, 88, 116, 129, 132, 156, 158, 159, 160, 161, 164, 183, 184, 185, 186
 Special Defenses and Abilities: 156, 183, 184, 185, 186
 Demonic (Demons): 19, 22, 51, 105, 130, 131, 132, 133, 135, 137, 138, 150, 250, 280, 282, 425, 445, 463, 466
 Basic Form of Demonic Creature: 132
 Demonic Attributes: 132, 133
 Demonic Creatures (Planar Creature Type): 132
 Demonic Hints for Dark Angels: 131, 132
 Hells and Demonic Regions: 463, 466
 Desecration: 48, 52, 53, 150, 445
 Desecration Methods (Event): 53
 Desecration Plots (Location): 52, 53
 Type of Ceremony Villain Plans to Desecrate (Event): 53, 54, 55
 Desert: 64, 481, 482, 483, 485, 486, 487, 488, 489
 Desert Animals: 489
 Desert Dressing: 488
 Desert Legends: 487
 Desert Map Features: 486
 Types of Deserts: 485
 Destroy: 29, 30, 48, 55, 56, 61, 63, 75
 Destroy Community: 48, 55, 63
 Destroy Good-Aligned Group(s): 61
 Reason for Destroying this Particular Community: 57
 Devices: 77, 96, 241, 242, 243
 Modern Analogues for Fantasy Devices: 96
 Teleportation, Devices and Special Effects for: 241, 242, 243
 Dimensions: 44, 116, 117, 118, 141, 171, 179, 227, 244, 364, 368, 419, 447, 463
 Disease: 40, 47, 56, 59, 77, 91, 92, 111, 121, 123, 136, 153, 168, 170, 171, 176, 178, 181, 182, 186, 197, 198, 207, 317, 323, 336, 338, 342, 343, 344, 345, 358, 367, 368, 404, 426
 Lethal and Virulent Disease: 345, 346
 Physician's Diagnosis of Normal Diseases: 342, 343, 344
 Specific Courses of Treatment (for Normal Diseases): 344, 345
 Districts (City): 439, 440

A wolf attacks

Paradox

Dream worship

Many eyes

Luminescence

The troubadour

Catapults

Festival of Water

Who wears the crown?

In the sarcophagus

The gates have fallen

Waiting for the word

Beneath all expectations

An attribute of coral growth

The numbers show the way

Flock of sparrows

Tactics: setting fires

Pattern of runes

Depends on where you're looking

Ceremonial garments

Financial considerations

Just improvise

A characteristic of a bird

Steal something from the villain

Red hands

Eroded stonework

A traitor in their midst

Doors: 234, 236, 289

Doors and Archways: 234

Normal Doors: 236

Draconic (see also Dragons): 88, 98, 425

Dragons (see also Draconic): 88, 98, 425

Dragon's Unusual Ability: 102

Dragon's Unusual Physical Feature: 98, 99, 100, 101

Individual Dragon's Mentalities, Motivations, and

Status: 104, 105

Unusual Breath Weapon: 103, 104

E

Effects: 182, 241, 242, 243, 314, 355, 356, 357, 358, 361, 362, 367, 379, 380, 398, 399, 400, 401, 403, 404, 405, 406, 448, 449

Abstract Special Effects for Magic Thing: 314

Beneficial Effect of Reading the Written Trick: 332

Breath Weapon's Effect: 103, 104

Effects of Hallucinogens: 379, 380

Fear Effects: 182

Generalized Spell Effects: 403, 404, 405, 406

Inquisition Effects on Hirelings and NPCs: 448, 449

Magical Effects: 360, 397, 398, 399, 400, 401

Magical Trap Special Effects: 361, 362

Mechanical Trap Effect: 347, 348, 349

of Gases: 283, 343, 351, 352, 353

Poison Effects (Non-Lethal): 358

Poison Effects Table (Lethal): 355, 356, 357, 358

Special Effect: 143, 145, 146, 147, 241, 242, 243,

276, 277, 278, 313, 317, 361, 362

Teleportation, Devices and Special Effects for: 241, 242, 243

Elemental: 19, 22, 35, 88, 95, 102, 106, 107, 108, 157, 168, 172, 174, 255, 280, 360

Conditions in Elemental Region: 108

Elemental Body Forms: 106, 107

Elemental Plane of Origin: 107

Method of Binding the Elemental Creature: 108

Escape: 30, 46, 150, 363, 366

Kill-Switches and Escape Hatches: 366

Event: 28, 30, 48, 53, 54, 55, 64, 76, 77, 78, 79, 210, 211, 212, 220, 221, 280, 281, 422, 453, 454,

455, 469, 475

Desecration Methods (Event): 53

Event-Based Missions: 30

Events in City: 443

Events in the Air: 422

Events on Water: 475

Events Underwater: 469

Evoke Catastrophic Event: 48, 64

Type of Ceremony Villain Plans to Desecrate (Event): 53, 54, 55

Type of Event Leaving the Clue: 220, 221

Evidence: 29, 49, 208, 215, 219, 220, 488, 490

Evidence of Mechanism or Use: 219, 220

Evil: 49, 52, 80, 81, 82, 458

Subversion to Evil: 81

Support Evil Groups Secretly: 49, 81

Experiment: 291, 294, 296, 303, 304, 305, 307, 316

Experiment Tricks: 294, 303, 304, 305, 307, 316

Exploration: 16, 17, 30, 196, 420, 433

Exploration Adventures: 433

F

Fear: 22, 113, 173, 182, 258, 352, 353, 368, 399, 405, 449

Fear Effects: 182

Fey: 35, 88, 102, 109, 110, 111, 112, 113, 114, 119, 280

Characteristic Fey Magic Items: 112

Fey Contracts: 110

Fey Creatures: 109, 113, 114

Fey Methods of Immobilization: 112, 113

Fey Transformation of Enemies: 111, 112

Form of Fey Creature: 109

Magical Abilities of Fey Creature: 110

Summoning Fey Creatures: 113, 114

Food: 36, 48, 49, 56, 65, 68, 74, 94, 139, 210, 258, 302, 304

Abstract Food: 94

Feeding: 22, 25

Find Food: 65

Food-Related Activities: 49, 65

Method of Obtaining Food: 94

Forest: 19, 22, 30, 36, 64, 490, 491, 492

Forest Animals: 492

Forest Dressing: 490, 491

Forest Legends: 491

Forest Mapping Features: 490

Fossils: 454, 495, 496

Furniture: 264, 270, 271, 300, 375

Furniture Items: 375

Furniture, Unusual: 270, 271

G

Gain: 46, 47, 48, 66, 67, 199, 295, 338, 379, 405

Gain Favor of Another Villain: 48, 66

Gain Political Power: 67

Method of Gaining Political Power: 68, 69, 70, 71, 72, 73, 74, 75

Gambling (see also Betting): 36, 150, 210, 295, 445

Game(s): 25, 254, 262, 264, 271, 291, 294, 296, 316, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 345, 346, 448, 449

Basic Game Tricks, Risk and Reward: 323, 324, 325

Game Board Pathways: 320

Game to Play: 271

Mode of Forward Movement in Game Board Tricks: 321

Risk and Reward for Game Board Trick "Squares": 321, 322

Wager and Game Tricks: 294, 323

Gases: 283, 343, 351, 352, 353

Gems: 139, 265, 324, 341, 411, 412, 413, 484

Gems and Precious Stones: 411, 412, 413

Jewelry: 305, 376, 410, 411
 Generating: 226, 229, 307, 321, 449, 450
 Alternative (and fun) Method for Generating Experiment Tricks: 307
 Generating Magical Symbols: 226
 Generating Minor Gods: 449, 450
 Generating Riddles: 229
 Generating the “Squares.”: 321
 Giants: 114, 115, 450
 Giant’s Magical Abilities: 116
 Giant’s Physical Appearance: 115, 116
 Giant’s Possession (or related activity): 115

H

Hallucinogens: 378, 379, 380, 482
 Effects of Hallucinogens: 379, 380
 How Hallucinogen is Administered: 379
 Physical Signs of Hallucinogen Use: 380
 Hazard: 231, 232, 291, 292, 293, 294, 296, 309, 310, 313
 Hazard Tricks: 294, 309, 310
 Hells: 463, 466
 Hells and Demonic Regions: 463, 466
 Herbs: 371, 381, 382, 482
 Hills (see also Mountains): 423, 493
 Hill and Mountain Map Features: 493
 Hill or Mountain Dressing: 493, 494
 Hints: 131, 132, 294, 295, 296
 Demonic Hints for Dark Angels: 131, 132
 Hints and Foreshadowings: 294, 296
 Hooks: 46, 47
 Hooks and Motivations: 46, 47
 Horrors: 13, 116, 137
 Physical Form of the Horror: 117, 118
 Type of Horror: 117
 Humanoid: 67, 88, 119, 120, 121, 122, 123, 124, 475
 History of Mastermind Humanoid Species: 123, 124
 Humanoid Physical Structure: 119, 120
 Humanoid Species Overview: 120
 Thematic Ideas for Mastermind Humanoid Species: 122, 123
 Unusual Humanoid Leader-Types: 121, 122

I

Imagery: 265, 266, 293
 Religious Imagery: 265, 266, 293
 Intelligent: 29, 37, 78, 84, 149, 191, 210, 214, 300, 426, 468, 476, 488, 489
 Causes of Intelligent Undeath: 149
 Common Identifying Features of Highly-Intelligent Creatures: 191
 Preparations for Intelligent Undeath: 149
 Islands: 475, 476
 Unusual Islands: 475, 476
 Items: 53, 67, 112, 175, 177, 334, 335, 369, 375, 376, 397
 Beneficial Changes and Curses to Items: 334, 335

Characteristic Fey Magic Items: 112
 Furniture Items: 375
 Magic Items: 112, 397
 Small Items: 376

J

Jewelry (see also Gems): 305, 376, 410, 411
 Jungle (see also Rainforest): 20, 23, 319, 492
 Jungle/Rainforest Animals: 492

K

Kill-switch: 363, 366
 Kill-Switches and Escape Hatches: 366

L

Landmarks: 252, 253, 254, 255, 256, 286, 287
 Landmarks, Big Things: 253, 254, 255, 256
 Level Changes (Landmarks): 256
 Placing Landmarks: 252
 Water Landmarks: 286, 287
 Leader: 38, 56, 68, 70, 74, 121, 122, 476
 Unusual Humanoid Leader-Types: 121, 122
 Legends: 259, 487, 491, 494, 497
 Desert Legends: 487
 Forest Legends: 491
 Hill or Mountain Legends: 494
 Swamp Legends: 497
 Life Cycle: 78, 149, 150, 151, 152
 Breaks in the Life Cycle: 149, 150, 151, 152
 Lighting: 257, 264, 270, 272, 273, 313, 314, 375
 Normal Lighting: 375
 Unusual Lighting: 272, 273
 Liquid: 96, 183, 240, 264, 271, 272, 292, 304, 305, 323, 354, 382, 383, 402, 467
 Descriptions of Non-Water Liquids: 272
 Liquid, Contained: 271
 Liquid Potions: 382, 383
 Trap Liquids: 354
 Waterway Connections, Nature of Liquid: 240
 Locations: 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 321, 421, 440
 Aerial Adventure Locations/Objectives: 421
 Locations in a City: 440
 Locations (Overview): 18, 19, 20, 21, 22, 23, 24

M

Macro-Biotes: 126, 129, 130
 Ideas for Macro-Biotes: 129, 130
 Macro-Biote Form: 129
 Magic
 Characteristic Fey Magic Items: 112
 Generating Magical Symbols: 226
 Giant’s Magical Abilities: 116
 Magical Abilities of Fey Creature: 110
 Magical Cargo: 484, 485
 Magical Changes to Area: 333, 334

Enough gnats can weigh several pounds

An ambassador (mercantile)

One who holds

Astrology

Falling

Quicksand

A primordial substance

Pattern of images

Evocation

Cult

Decorated with cloth

Circle of wire

Arrant nonsense

Defies the law

Disappears

Delivering a message

Transformed monster

Valuable because of its age

The countdown has started

Grant of mercy

Manticore

A cook

Hallucinogenic food

Glue

Expensive carpets

Pressure plate

Jurassic

Find the body

What was removed

The wrong type of fur

They left on a journey

Shadow runes

It's similar, but not exactly

A good deed

A unicorn

Barricade of Illusions

A clicking noise

Formless being

House of the Transformation

Magical speech

Attack from below

Militia duty

Secret contract

Hooded monster

Deliver dangerous goods

Attacks magic

Alchemy

Counterspells

Corrupted

Ancient writing

Festival of Insects

A mismatched assembly

Doorway to nowhere

Silver spider

A plot twist

Badly constructed

Wide mouth

Magical Conditions and Curses: 333
 Type of Beneficial Magical Condition or Curse: 333
 Magic Area Tricks: 294, 310, 311
 Magic Thing Tricks: 264, 294, 312
 Marking off Magic Area: 311, 312
 Triggering Actions for Magic Things: 314, 315
 Manner of Death: 153, 154, 155
 Manors (see Castles): 431
 Unusual Castles and Manors: 431
 Mastermind: 23, 120, 121, 122, 123, 124
 History of Mastermind Species: 123
 Thematic Ideas for Mastermind Humanoid Species:
 122, 123
 Milestones: 16, 17, 196
 Minions: 23, 48, 51, 52, 65, 83, 84
 Unusual Minions and Lieutenants: 83
 Missions: 27, 28, 29, 30, 421, 433
 Aerial Problems/Mysteries/Missions: 421
 Event-Based Missions: 30
 Individual-Based Missions: 29
 Item-Based Missions: 29
 Location-Based Missions: 30
 Types of Missions: 28
 Mist Creatures: 124
 Profile of a Mist Creature: 124, 125, 126
 Molds (see Oozes and Macro-Biotes): 102, 126, 372
 Motivation: 28, 46, 104, 105
 Hooks and Motivations: 46, 47
 Individual Dragon's Mentalities, Motivations, and
 Status: 104, 105
 Patron Motivations: 46
 The Motivational Element: "Selling" the Adventure
 to the Party: 198
 Mountains: 467, 468, 493
 Hill and Mountain Map Features: 493
 Hill or Mountain Dressing: 493, 494
 Hill or Mountain Legends: 494
 Mountains in Other Planes: 467, 468

N

Name: 113, 127, 128, 129, 140, 247, 248, 249, 250,
 251, 252, 282, 283, 284, 285, 286, 328, 329,
 345, 346, 379, 449, 450
 Area Names Involving Bugs: 251
 Area Names Involving Imprisonment: 249
 Area Names Involving Plants: 252
 Area Names Involving Scholarship or Research: 249
 Area Names Involving Tombs: 247, 248
 Area Names Involving Water: 247
 Area Names Involving Worship: 250
 Naming an Area (or level): 247
 Ooze Name/Description: 127, 128, 129
 Natural Features: 359
 Basic Traps (Rigged Natural Features: 359
 News (see also Rumors): 443
 Latest News (possibly untrue): 443
 Nomads: 23, 461, 487, 488
 Tribes and Nomads: 461

O

Oasis: 30, 486, 487, 488
 Build an Interesting Oasis: 487, 488
 Ooze: 20, 23, 118, 126, 127, 128, 129, 135, 136, 137,
 395, 409
 Ooze Immunities and Special Attacks: 126, 127
 Ooze Name/Description: 127, 128, 129
 Oozes and Macro-Biotes: 126
 Opposition: 16, 17, 196
 Organization: 50, 66, 190, 191, 481
 Gain Favor of Another Villain (or Villainous Organiza-
 tion): 66
 Social Organization of Sapient Monsters: 190, 191
 Outsiders (see Planar Creatures): 130

P

Patrons: 29, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41,
 42, 43, 44, 45
 Patron Motivations: 46
 Patrons and Targets: 31
 Pirates: 475, 476
 Unusual Pirates: 475
 Pits: 20, 24, 26, 247, 248, 250, 251, 252, 260, 355,
 364, 415
 Planar (Planes): 88, 130, 132, 133, 137, 138, 139, 140,
 178, 420, 427, 462, 463, 468, 469
 Alternate Worlds or Realities: 463, 464
 Cthonic Planes: 463, 466
 Dimensional Planes: 463, 464, 465
 Dream-Realms: 466, 467
 Hells and Demonic Regions: 463, 466
 Mode of Planar Travel: 139
 Vehicles and Bodily Organs for Planar Travel: 140
 Mountains in Other Planes: 467, 468
 Planar Adventures: 462, 463
 Types of Planar Adventures: 463
 Planar Creatures: 130
 Dark Angel (Planar Creature Type): 130
 Demonic Creatures (Planar Creature Type): 132
 Summoned Creatures (Planar Creature Type): 133
 Travelers (Planar Creature Type): 137
 Physical Form of Planar Traveler: 137, 138
 Visitations (Planar Creature Type): 140
 Planar Gateways: 468, 469
 Planar Trading/Commodities: 138, 139
 Rivers and Lakes in Other Planes (particularly in
 Cthonic areas or dream-realms): 467
 Spirit Planes: 463, 465, 467
 Supernatural Planes: 463, 464
 Things to Vary on Another Plane of Existence: 462,
 463
 Plant: 37, 88, 97, 107, 118, 130, 134, 135, 136, 137,
 142, 143, 263, 276, 277, 278, 304, 384, 390,
 391, 392, 393, 394, 410, 477, 478, 480, 496
 Area Names Involving Plants: 252
 General Plant Life, Animals, and Terrain: 477
 Unusual Plants: 276, 277, 278, 292, 293, 477, 478

Plant Creatures: 142
 Basic Form of Plant Monster: 142, 143
 Movement Forms for Mobile Plants: 144
 Physical Distance Attacks for Plants: 145, 146, 147
 Pull/Augment Special Attack Types for Plants: 144, 145
 Sample Unusual Reproduction Methods for Plants: 147
 Plant or Plant Part: 390, 391, 392, 393, 394
 Unusual Plants: 276, 277, 278, 292, 293, 477, 478
 Plot: 52
 Desecration Plots (Location): 52, 53
 Master Table of Villainous Plans: 48, 49
 Poison: 56, 103, 107, 178, 240, 290, 325, 353, 355, 356, 357, 358, 377, 484, 497
 Poison Effects (Lethal): 355, 356, 357, 358
 Poison Effects (Non-Lethal): 358
 Political Power: 46, 48, 64, 67, 68, 69, 70, 71, 72, 73, 74, 75, 105, 427, 440, 459, 464
 Gain Political Power: 67
 Method of Gaining Political Power: 68, 69, 70, 71, 72, 73, 74, 75
 Scope of Political Power Sought: 67
 Potions: 139, 334, 382, 383
 Potions and Alchemy: 382
 Alchemical Ingredients: 384
 Liquid Potions: 382, 383
 Powdered Potions: 383
 Prisons: 329, 364, 365, 446, 447, 448
 Trap Prisons: 364, 365
 Processions: 451, 452
 Religious Processions and Ceremonies: 451, 452
 Puddings (see Oozes and Macro-Biotes): 126

R

Race: 16, 17, 196, 197, 198, 329
 Race Against Time: 16, 17, 196
 Types of Races Against Time: 197, 198
 Rainforest (see Jungle): 492
 Jungle/Rainforest Animals: 492
 Random Acts: 48, 75
 Relics: 52, 456, 457, 458
 Nature of Relics: 456
 Reproduction: 147
 Morphological Changes & Phases (Reproductive Cycles): 189, 190
 Reproductive Strategy: 94
 Sample Unusual Reproduction Methods for Plants: 147
 Reputation: 49, 80, 473, 474
 Ship Reputations: 473, 474
 What Reputation is Being Sought: 80
 Whose Reputation is to be Manipulated: 80
 Resource Management: 16, 17, 196
 Revenge: 42, 46, 57, 58, 59, 60, 450
 Reason for Seeking Vengeance/Revenge: 58, 59, 60
 Rooms: 27, 243, 244, 245, 246, 252, 264, 267, 292, 329, 330, 456

Arrangement of Rooms/Caverns Within the Area:

245

Game "Rooms": 329, 330
 Magical Workrooms (List of Furnishings): 384
 Normal Size Rooms/Caverns: 244
 Rooms of Unusual Size: 243, 244, 245
 Rooms or Chambers in a Dungeon Area: 243, 244
 Special Rooms: 252, 264, 267, 292
 Contents of Special Rooms: 264
 Type of Container for Special Rooms: 267
 Ruins: 30, 420, 428, 429, 430, 466
 Castles and Ruins: 420, 428
 Condition of Ruin: 428
 Current Purpose of Ruins: 429
 Structures of Ruins (by Basic Type): 429, 430
 Type of Ruin: 428
 Unusual Purpose Ruins: 428, 429
 Rumors: 47, 214, 221, 222, 274, 332, 473, 474
 Information Content of Rumors: 222
 Relation of Source to Rumor: 221

S

Sands (see Desert): 450, 487, 488, 489
 Unusual Sands: 488, 489
 Sarcophagi: 407
 External Features for Sarcophagi: 409
 Master Sarcophagus Table: 407
 Sarcophagi and their Contents: 407
 Symbolic/Decorative Themes for Sarcophagi: 408
 Warnings or Sigils for Sarcophagi: 409
 Seaweed: 23, 470, 471
 Unusual Seaweeds: 471
 Shape: 93, 106, 107, 110, 122, 126, 226, 234, 235, 238, 244, 245, 267
 Body Shape (Ooze): 126
 Elemental's Basic Shape: 106, 107
 Folkloric Shape-Adaptations: 93
 Normal Door, Unusual Shapes of: 238
 Normal Size Rooms/Caverns: 244
 Rooms of Unusual Size: 243, 244, 245
 Shipwrecks: 470, 471
 Inhabitants of Shipwrecks: 470, 471
 Shipwrecks (Type, Reason for Sinking): 470
 Signals (see also Hints and Foreshadowing): 317
 Warning Signals: 317
 Smells: 114, 131, 376, 377, 382, 383
 Liquid Potions (smells like): 382, 383
 Powdered Potions (smells like): 383
 Social: 106, 190, 191, 459
 Social Organization of Sapient Monsters: 190, 191
 Social Strata of Elementals: 106
 Sounds: 259, 264, 278, 290, 317, 377, 399
 Special: 88, 116, 120, 121, 122, 126, 127, 129, 131, 132, 143, 144, 145, 146, 147, 156, 158, 159, 160, 161, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 241, 242, 243, 252, 264, 267, 268, 269, 276, 277, 278,

Confrontation of street gangs'

A characteristic of the eel

Changing height

Attack from above

Brain in a jar

Demons. It's always demons.

Swore fealty

When the red planet is in the second house

A characteristic of the walrus

Barracks

Sorcery of Water

Fish

During all the confusion

Civil Unrest

Highly contagious

Asplendid hat

Acts of neutrality

Holy artifact

Chanting

A distant storm

Invisibility

Lightning in the sky

Just like last time but different

An artificer(lenses and glass)

Deceptively simple

Supernatural eye

Geese are burglar alarms

But it had horns

Defies gravity

Doorway to time

*A characteristic of
the wild boar*

Exiled nobility

Blue liquid

*A characteristic of
the leech*

*Abomination from
beneath the earth*

A tournament

Writing that glows

*The meat was
poisoned*

Lion-headed

*Dark, shadowed
trees*

Forgotten place

*Only one thing did
not break*

*Writing on the
wall*

*Bioluminescent
mold*

Wine of the fey

Cloth spider

*With a cloud of
magic*

Thermodynamics

A swindler

Very stealthy

*Doorway to the
planes*

*Engaged in a joint
task*

The broken spear

A refining process

Duel

291, 292, 313, 314, 317, 340, 354, 361, 362, 484
Special Attacks: 88, 116, 121, 126, 127, 129, 131, 132, 156, 158, 159, 160, 161, 164
Ooze Immunities and Special Attacks: 126, 127
Pull/Augment Special Attack Types for Plants: 144, 145
Special Attack Delivery Method: 165
Special Defenses: 88, 116, 132, 156, 158, 159, 160, 161, 164, 183, 184, 185, 186
Special Effect: 143, 145, 146, 147, 241, 242, 243, 276, 277, 278, 313, 317, 361, 362
Abstract Special Effects for Magic Thing: 314
Magical Trap Special Effects: 361, 362
Teleportation, Devices and Special Effects for: 241, 242, 243
Special Features of a Verminous Creature-Type: 156
Special Rooms: 252, 264, 267, 292
Contents of Special Rooms: 264
Type of Container for Special Rooms: 267
Spells: 67, 127, 181, 259, 334, 402, 403
Magic Spells: 402
Attack Spells: 402, 403
Spell Effects: 403, 404, 405, 406
Stairs: 255, 256, 257, 258, 260, 263, 290, 293, 341, 348, 351
Basic Stairs: 257
Unusual Stairs: 257, 258, 293
Statues: 233, 248, 259, 263, 279, 280, 281, 285, 312, 317, 409, 415, 435, 439
Statue Material and Condition: 279
Type of Statue: 280
Complex and Large Statues: 281
Simple Statues: 280, 281
Street: 439
Streets
Interesting Streets: 439
Structure: 18, 19, 20, 21, 22, 23, 24, 30, 119, 120, 295, 326, 327, 422, 424, 425, 426, 427, 453, 456
Humanoid Physical Structure: 119, 120
Owner of Flying Structure: 425, 426
Purpose of Flying Structure: 426, 427
Structures of Ruins: 429, 430
Temple Structure: 453, 456
Types of Flying Structures: 424, 425
Substance: 64, 156, 291, 294, 296, 304, 305, 322, 323, 384, 395, 396
Form of Substance: 323, 395, 396
Substance Tricks: 294, 322, 323
Subversion: 49, 50, 53, 81
Subversion to Evil: 81
Summon: 66, 113, 116, 179
Normal Purpose of Summoned Monster: 133, 134
Physical Form of Summoned Creature: 134, 135
Problems With Summoned Creatures: 136, 137
Summoned Creatures (Planar Creature Type): 133
Summoning Fey Creatures: 113, 114
Unusual Material Compositions for Summoned Creatures: 135, 136

Swamp: 27, 30, 64, 386, 428, 496, 497, 498

Swamp Dressing: 498

Swamp Legends: 497

Swamp Map Features: 496, 497

T

Teleportation: 27, 181, 232, 240, 241, 242, 243, 256, 259, 320, 363, 369, 416, 424

Teleportation, Devices and Special Effects for: 241, 242, 243

Teleportation, Nature of: 240, 241

Temples: 452, 455

Administrative Functions of Larger Temples: 455

Temple Structure: 453, 456

Temple Types: 452

Thrones: 282, 283, 284, 285, 286, 288

Time: 16, 17, 27, 64, 75, 76, 77, 78, 79, 114, 121, 124, 139, 186, 196, 197, 198, 254, 260, 319, 342, 343, 344, 406, 464, 465

Racing Against Time: 197

Time Cycles: 75, 76, 77, 78, 79

Tomb: 13, 27, 248, 249, 255, 292, 414, 415

Area Names Involving Tombs: 247, 248

Tomb Arrangement: 414, 415

Topography: 243, 292

Dungeon Area Topography: 243

Town: 44, 64, 67, 423, 428, 429, 430, 434, 435, 442

Pride of the Town: 434, 435

Transformation: 110, 111, 112, 182, 319, 346, 353, 364, 369

Fey Transformation of Enemies: 111, 112

Trap(s): 69, 233, 234, 237, 264, 291, 292, 293, 309, 329, 347, 348, 349, 350, 351, 354, 360, 361, 362, 363, 364, 365, 366, 377, 378, 402, 414

Basic Traps: 347, 359, 360

Basic Mechanical Traps: 291, 292, 347, 348, 349

Basic Traps (Magical): 360

Basic Traps (Rigged Natural Features): 359

Mechanical traps, Concealment, Complicated Triggers: 349, 350, 351

Missile Traps: 354

Trap Liquids: 354

Travel: 139, 140, 260, 469

Mode of Planar Travel: 139

Vehicles and Bodily Organs for Planar Travel: 140

Travelers (Planar Creature Type): 137

Trees: 27, 290, 423, 477, 487, 491, 493, 494

Unusual Trees: 477

Tribes: 461

Battle Composition of a Tribe: 461

Tribes and Nomads: 461

Tricks: 241, 242, 264, 294, 295, 296, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 316, 318, 321, 322, 323, 324, 325, 331, 377

Mode of Forward Movement in Game Board Tricks: 321

Tricks By Category: 296
 Architectural Tricks: 241, 242, 264, 294, 298, 299, 300, 301, 311
 Bargain and Persuasion Tricks: 294, 302, 303
 Experiment Tricks: 294, 303, 304, 305, 307, 316
 Alternative (and fun) Method for Generating Experiment Tricks: 307
 False Appearance Tricks: 294, 308, 309
 Hazard Tricks: 294, 309, 310
 Magic Area Tricks: 294, 310, 311
 Correct Responses to Magical Thing Tricks: 318
 Run-the-Gauntlet and Find-the-Path Tricks: 318
 Substance Tricks: 294, 322, 323
 Wager and Game Tricks: 294, 323
 Written Tricks: 294, 331, 377
 Beneficial Effect of Reading the Written Trick: 332
 Wild Card Matrix for Tricks: 295
 Trigger: 76, 77, 78, 79, 243, 349, 350, 351, 360
 Mechanical traps – Concealment, Complicated Triggers: 349, 350, 351
 Result of Triggering Action: 315, 316
 Triggering Actions for Magic Things: 314, 315

U

Undead: 21, 24, 45, 88, 148, 179, 247, 281, 341, 365, 470, 472, 475, 479, 485
 Basic Types of Undead Creatures: 148
 Causes of Intelligent Undeath: 149
 Manner of Death: 153, 154, 155
 Preparations for Intelligent Undeath: 149

V

Vehicle: 30, 140, 209, 270, 314, 374, 422, 423, 424, 471, 472
 Types of Flying Vehicles: 423, 424
 Underwater Vehicles: 471, 472
 Vehicles and Bodily Organs for Planar Travel: 140
 Vengeance: 58, 59, 60, 123, 260, 491
 Reason for Seeking Vengeance/Revenge: 58, 59, 60
 Vermin: 103, 118, 157, 167, 251
 Vermin Movement-Systems: 157
 Verminous Creatures: 156
 Village: 30, 64, 67, 423, 425, 428, 429, 430, 497
 Appearances of Primitive Villages and/or Encampments: 461
 Villain: 28, 48, 49, 52, 53, 54, 55, 57, 59, 60, 63, 66, 67, 68, 69, 70, 71, 72, 74, 75, 83, 84
 The Villain's Plan: 48
 Concealment: 48, 49, 50, 349, 350, 351
 Conversion: 48, 50, 51, 52, 53
 Desecration: 48, 52, 53, 150, 445
 Destroy Community: 48, 55, 63
 Destroy Good-Aligned Group(s): 61
 Evoke Catastrophic Event: 48, 64
 Find Food: 65
 Gain Favor of Another Villain: 48, 66
 Gain Political Power: 67

Increase Personal Capability: 48, 67
 Master Table of Villainous Plans: 48, 49
 Random Acts: 48, 75
 Reputation: 49, 80, 473, 474
 Subversion to Evil: 81
 Support Evil Groups Secretly: 49, 81
 Villainous Quest for Economic Power: 63
 Unusual Minions and Lieutenants: 83
 Vision: 27, 465, 494
 Nature and Information Content of Direct Visions and Memories: 218
 Visitations (Planar Creature Type): 140
 Form and Causation of a Visitation: 140, 141

W

Warnings: 261, 312, 313, 401, 407, 409
 Warning Signals: 317
 Warnings or Sigils for Sarcophagi: 409
 Water: 24, 106, 107, 123, 129, 240, 247, 250, 251, 252, 272, 273, 286, 287, 288, 291, 292, 293, 306, 326, 329, 331, 341, 351, 354, 406, 409, 450, 471, 474, 475, 476, 480, 483, 488, 497
 Area Names Involving Water: 247
 Underwater Adventures: 469
 Events Underwater: 469
 Underwater Vehicles: 471, 472
 Waterborne Adventures: 472
 Water Landmarks: 286, 287
 Waterways: 240
 Waterway Connections, Basic Description: 240
 Waterway Connections, Nature of Liquid: 240
 Weakness: 182, 186, 342, 346, 367, 368, 369
 Progressive Magically-Induced Weaknesses: 367, 368, 369
 Words: 406, 407, 408
 Command Words and Magic Words: 406, 407, 408
 World: 463, 464
 Alternate Worlds or Realities: 463, 464
 Writing: 2, 85, 223, 312, 331, 332, 333
 Letter Contents: 223, 224
 Nature of the Writing: 223
 Unusual Writing: 331, 332, 333
 Writing Methods: 331, 332
 Writing Surfaces: 331
 Written Information: 222

Hidden lever

An improvised weapon

Acts as a filter

Rear legs of a lion

Hide and seek

Cinnamon

Mysterious person

Hidden trigger

As soon as it begins to repeat

Sacks of rice

Steam engine

The fortune-teller knew

A deadly tide

Attacks stone

Doorway into stone

Air supply

Courageous

The wrong markings

Cup of a beverage

Altered walls

An unknown cure

A tree of stone

Spatial expander

Steam vent

Old password

The larder

Magical lenses

House of Cards

A mixture of conditions

Like a cat



HOME OF
ADVENTURE
DESIGN

Tome of Adventure Design is a comprehensive, start-to-finish resource for designing fantasy adventures for your favorite tabletop role-playing game. It is system neutral, and can be used with virtually any fantasy game. This book includes random generation tables for almost every step of the design process: locations, villainous plots, designing new monsters, and bizarre environments in strange, unknown planes of existence. Thousands of micro-prompts in the margins add additional brainstorming power to the process, and the book is filled with design advice from award-winning author Matt Finch.

“If you want a comprehensive tome for helping you design campaigns and dungeons and adventures in general, this is pretty much unsurpassed. It is THE book to get on that subject. I strongly recommend it.”

---Questing Beast, Sept. 5, 2018

“It’s over 300 pages of randomly selected jolts to the brain. In the introduction, Finch states that the point of incorporating randomness into your adventure writing is “to deliver cryptic results designed to shock the reader’s creativity into filling in the gaps” ... Let me emphasize his use of the word “shock” in that passage. It’s perfect. The moment when two, three, or more nonsensical, fragmentary, contradictory notions gel into a coherent and fresh idea is shocking. It’s revelatory. It’s magical. And it’s inspiring...”

---Steve Winter, Designer & Contributor, Dungeons & Dragons for TSR and Wizards of the Coast, April 23, 2021

MYTHMERE
GAMES™