

CENTRAL CASTING:

DUNGEONS

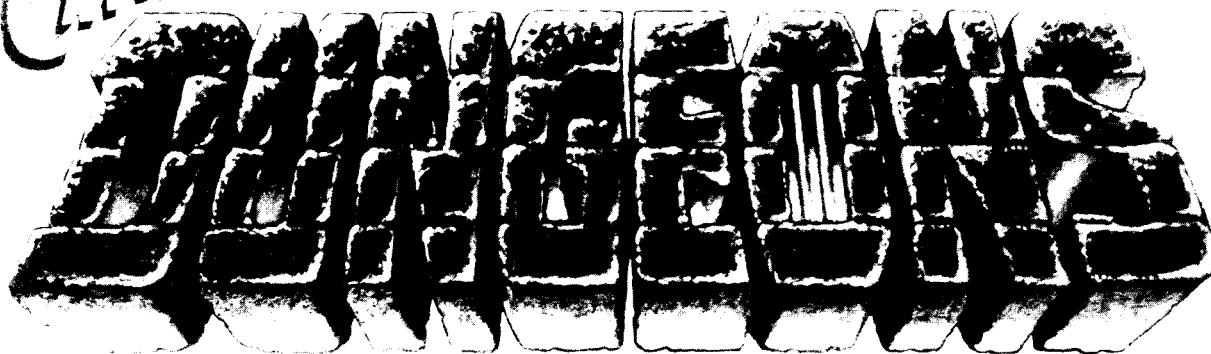


Drazier

The Ultimate Dungeon
Construction Guide
by Robert Sassone

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GAMES™

CENTRAL CASTING:



All FRP
Systems!

The Ultimate Fantasy Dungeon Construction Guide
by Robert L. Sassone

It's Great!



"Thet Central Casting: Dungeons book iz great! It's better'n great!

"Since th' High Lord Coreg told Geeg t' go git hizsef a copy o' th' Central Casting: Dungeons book an' build our dungeonz th' right way, our repyutation fer ex'lent adventure haz spread far an' wide. Why, we e'en gots 'venturerz linin' up outside, jest waitin' fer their turn to come on in an' give us a chance t' womp on their headz!"

—Brubnub, Goblin Guard, 2nd o' the Watch

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The Dreaded Scenario

You (in the dramatic, mysterious tone which has made you famous as a fantasy role-playing game master): **"The leprechaun's map has proven true. After beating the dark knight at his own game, fighting your way past the trio of young dragons and clearing debris from the back of their cavernous lair, you uncover the intricately carved double-doors of an ancient stone portal!"**

Player One (gleefully anticipating wealth and adventure): **"Hooray! We open the doors."**

You: **"Uh . . ."**

Player Two (somewhat irritated and confused): **"We open the doors!"**

You: **"Um . . . you can't do that. I'm not finished with this dungeon yet."**

Player One: **"Arrgh!"**

You (pulling Player One's fingers from around your throat): **"Ack! You can try again in a—urf!—in about a month . . ."**

An INVALUABLE Tool for Dungeon Construction

Have you ever been caught in the Dreaded Scenario? Have you ever wished longingly for something that could magically reduce the amount of time it takes to build a well-constructed dungeon for your party of adventurers to explore? Well, wish no more! This is the book you've been waiting for.

Have you ever run into a mental block while designing a dungeon? Have you ever dreamed about a wondrous tool that could boost you over that block or smash it into smithereens? Your dream has come true, and that tool now rests before you!

This is *Central Casting: Dungeons*, the latest invaluable *Central Casting* role-playing aid from the master gamemasters of Task Force Games. Now you can design elaborate, interesting dungeons in one enjoyable evening. Not only that, but unlike pre-designed modules, *Central Casting: Dungeons* works with your creativity, not against it, and *Central Casting: Dungeons* can be used over and over and over again, with each new dungeon exactly that—entirely new!

Central Casting: Dungeons enhances your fantasy role-playing experience by taking some

of the drudgery out of creating a dungeon from scratch. Inside this book you'll find over seventy different types of rooms and mapping examples, dozens of role-playing suggestions, and literally hundreds of helpful tables to step you through the basics of building a dungeon. There are even tables to determine the background of the dungeon's original builders and, if necessary, why the dungeon was abandoned. Each room provides information on possible encounters and treasures that you can easily adapt to any role-playing system and any level of player experience. Dice rolling is kept simple—percentile dice only. Best of all, *Central Casting: Dungeons* enhances the most valuable resource of any fantasy role-playing game—you! Enough information is provided about dungeon elements, and enough is left unsaid, that you can easily incorporate them into any fantasy role-playing game and almost any fantasy world, and you can easily add your own personal touch!

So buy this book, grab some paper, pull out pencil and percentiles, and use *Central Casting: Dungeons* to design your next exciting dungeon adventure!

Central Casting, game aids for any roleplay system!

From Paul Jaquays, original creator of the Central Casting series . . .

Adventure games are fun, that's why we play them. But make no doubt about it, setting up games is work. And creating consistently outstanding adventure game material can be a challenge. In fact there are days when creating even everyday, run-of-the-mill game encounters can be a truly Herculean task.

On the other hand, there are those game masters who can put together a sparkling campaign setting without a second thought, whip

up massive encounter areas on a moment's notice, and pull unique adventure characters out of thin air. They just click on their creativity while the rest of us are still fumbling around for the switch. Yeah, you know someone like that—ready to solve the world's problems BEFORE that first cup of morning coffee.

But, unless I miss my guess, you're more like me. There's no doubt that a creative faculty skulks about inside your head, thinking great ideas, but avoiding serious confrontations with game adventure design challenges. In fact it

can be a *challenge* to even start a new game project without some kind of kick in the creativity. Even though I do "creative stuff" for a living, I *still* need some serious creativity jump-starts—something to bridge the yawning gaps between my neural synapses, oil the rusty clockwork gears inside my head, and replace the floating cobwebs with something a bit more solid.

That's what generic game aids are supposed to do for game players, right? Give them that needed kick. Yet I don't know how many times I've picked up a generic game aid only to find a thinly disguised list of *stuff* designed for the author's favorite roleplay game: more spells, more magic items, more monsters . . . more *props*—little or nothing to put my imagination in gear.

For that very reason, I developed the first *Central Casting*™ generic game aids: truly *generic* game aids that could really help roleplayers of every stripe. I saw players and game masters fall back on familiar personality standbys for their characters: thick-witted monsters, ever-clever thieves, subtle wizards, and painfully noble knights. After a few encounters, everyone knew what to expect from the next one. Those players needed something to help them escape the mundane. And believe it or not, *dice tables* provided the answer.

By using dice tables arranged in an easy-to-use sequential order and filled with challenging roleplay possibilities, game players could use the *Central Casting* character history books to generate a vast array of game personalities with pasts, personalities and, of course, problems that had to be worked out through roleplay. Whether they delved into the dungeons of a fantasy realm, leapt between the start of some far-flung future, or worked to overcome challenges in a contemporary setting, there was a *Central Casting* character development book to fit the bill.

But now, I'm excited that *Central Casting: Dungeons* continues my intent for the product line. This book does for adventure settings what the first three *Central Casting* books did for the characters who explore them. Throughout its pages, you'll find an easy-to-use, logical system of dungeon development and solid information to use as a framework for developing distinctly different dungeons.

And of course, after you're done with building those dungeons, you can use the other *Central Casting* books to unflatten the cardboard characters who prowl these dimly lit corridors!

"*Central Casting*™ game aids: Raw material for the imagination."

—Paul Jaquays

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the release schedule of various products. All consumer correspondence requires a stamped, self-addressed envelope.

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"This book is great! I don't think I've ever explored a more exciting, interesting, adventurous dungeon, not during my twelve years of delving! Oh, sure, more treasure is always nice . . . but other than that, this last dungeon was nearly perfect!"

—Bertran Stoneback, *Dwarven Warrior Extraordinaire*

"Central Casting: Dungeons? Y'know, before I saw that book, I didn't think I'd ever actually pay money for anything! I bought one for all my favorite game masters . . . after removing the section on traps, of course."

—Jharsvend, *Legendary Elven Thief*

Shameless Endorsements

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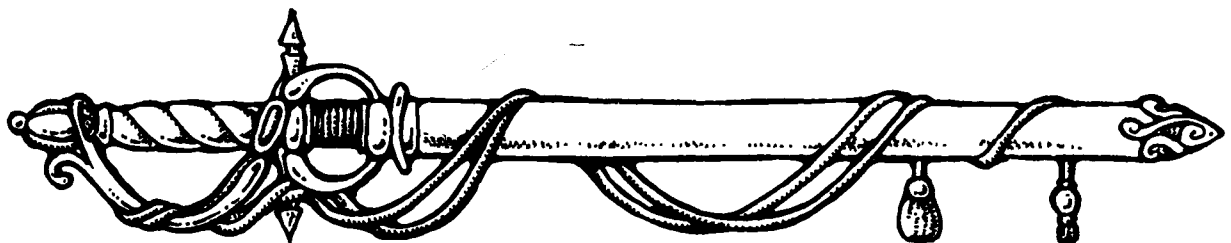
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Go to page 6 to begin your dungeon . . .

Construction Instructions

What You Will Need

In addition to this book, you will need a few supplies:

Graph paper: Any size graph paper will do, but one with 1/4" squares will match the scale used throughout most of this book (1/4" = 5'). If your dungeon grows larger than your graph paper can depict, simply tape additional pieces of graph paper on the sides.

Ruled index cards: Again, the size of the cards depends on your personal taste, but 3" x 5" is usually adequate. Your cards should have one ruled side and one blank side.

An index card file: A rubber band can also hold

cards in order, but it offers little protection from dog ears, spilled drinks, and the peering eyes of curious adventurers.

Percentile dice: Use two different-colored 10-sided dice, and designate one to represent tens and the other to represent ones. You will use these to generate random numbers from 00 to 99.

Pencil and eraser: After your dungeon is completed, you may wish to trace over it in pen, but while it is being constructed, changes will have to be made.

Bookmarks: These help, but they are not absolutely necessary.

Building Your Dungeon

You will start construction of your dungeon at the beginning, at the location your adventurers will first enter. By rolling dice and consulting Table 101 General Entrance Characteristics (page 13) and the tables that follow, you will determine whether the dungeon entrance is a cave on the side of a mountain, a pit in the ground, or a secret stairwell amid the ruins of a lost city. From the entrance, you will follow corridors, peer beyond doors, and delve into rooms one at a time. After you add a corridor, you will travel down that corridor to discover where it leads. When you place a door, you will roll percentile dice to find out what is behind it. As your dice rolling determines that a room exists, you will consult a series of tables to find out that room's characteristics.

The entrance, every room, and "specials" such as traps are "dungeon elements." You will need an index card for every element. On each index card, record a description of the dungeon element along with pertinent details such as the element's treasure and encounters, its contents, its furnishings, its overall condition or level of decay, and its decor. On the blank back of each index card, sketch a picture of the element with the locations of such things as furniture clearly displayed, or draw a picture of an important item, encounter or treasure that your players may need to see. During play, use your index cards to record actions taken by adventurers at each location. Mark down whether the adventurers defeated an encounter, took treasure or other objects, left some-

thing behind, or sprung or disabled traps.

When you add a dungeon element to your dungeon map, which you will be drawing on graph paper, give that element a number, starting with 1 for the entrance, 2 for the next element and so on. When a dungeon element has more than one room or important segment (a prison with many cells, for example), use a decimal and second number to label the smaller segments. (If a prison is number 8, the cells could be 8.1, 8.2, 8.3, etc.) Use the same number on a corresponding index card for each element. (The card for the above prison would be numbered "8.") Below or beside the number on the index card, record the type of element, "Prison," "Blacksmith's Room," "Stairway," or "Trap," for example.

You may wish to abbreviate encounter and treasure levels when recording them on your index cards. For example, an encounter of level "B" and two treasures of level "A" could be "Enc/Treas: B/AA," or simply "B/AA." Later, using Table 50 Encounter and Treasure Level Changes (page 11) and then the encounter and treasure level descriptions on pages 11-12, you will replace the encounter and treasure levels with actual encounters, treasures and their locations. "B/AA" could become "8 goblins huddled around a game of dice in the far corner / 25 pieces of copper, total, in the goblins' belt pouches; plus ornate candlesticks, worth about 12 pieces of silver, on the corner table."

On page seven are listed the steps you will take in creating your dungeon. If you ever get confused or lost, refer to this list.

15 Steps to a Better Dungeon

- 1) Get together what you will need to construct your dungeon (see page 6).
 - 2) Roll against Table 100 Spacing (page 13) and note the result.
 - 3) Roll against Table 101 General Entrance Characteristics, noting the result on an index card for element "1 Entrance."
 - 4) Roll against Tables 102, 103 and 104. Note the results on the index card for element 1. If necessary, create a new dungeon element. Draw your dungeon entrance and any additional element on your graph paper.
 - 5) Decide whether your dungeon has a standard construction or is more narrowly designated as a fortress or tomb.
 - 6) Roll against either Table 105, 106 or 107, depending on whether your dungeon is standard, fortress or tomb. Use a new index card for the element your roll creates, and consult any additional tables as indicated. Draw your first room on your graph paper.
 - 7) Roll against Table 151 Corridor Possibilities (page 19) to find out what is down each corridor that exits from your first room. Roll against Table 153 to find out what is behind each door in the first room.
- Draw corridors and elements on your graph paper as indicated by these tables.
- 8) When a door appears in a corridor, use Table 152 to find out what is behind it.
 - 9) When a table tells you to create a room, use Table 155, 156 or 157, depending on whether your dungeon is standard, fortress or tomb.
 - 10) Go to the tables or sections indicated to create rooms and other dungeon elements.
 - 11) After completing a dungeon element, find a location on your dungeon map with an incomplete corridor or an unexplored door and consult Table 151 (for a partially-explored corridor), Table 152 (for an unexplored door in a corridor), Table 153 (for an unexplored door in a room) or Table 154 (for an unexplored corridor that starts out from a room).
 - 12) Continue exploring corridors and doors until either you decide your dungeon is finished or there are neither corridors nor doors left incomplete or unexplored.
 - 13) Consult the Dungeon Background sections beginning on page 151.
 - 14) Create a story for your dungeon.
 - 15) Define your dungeon's encounters and treasures (see page 11).

Most measurements in this book are in ten foot increments. If your map scale is such that one graph paper box = 5' x 5' or 10' x 10', then corridors and rooms should be easy to place. If you use symbols to represent room contents, try to make them proportional to the objects' actual sizes, as they are throughout this book.

For directions in this book, north is towards the top of each page, west is to the left, etc.

Draw your map in pencil to begin with. You can trace over it in pen later, but during construction you will need to make changes. If you want to use your new dungeon on a continuing campaign basis, you may wish to keep it in pencil even after completion. That way, changes adventurers make or cause, like cave-ins, broken-down doors, etc., will be easy to record for later reference.

If your dungeon is one that starts on the side of a mountain or hill, draw an outline of the

mountain or hill side to make certain your dungeon does not go beyond it. Start a dungeon of this type far towards one end of your graph paper. Start a dungeon with nothing stopping its expansion in any direction roughly in the center of your paper.

Use additional pieces of graph paper to create additional dungeon levels after going up or down stairs, elevator rooms, etc. Keep stairs, etc., lined up from one paper to the next, so that if the need arises (excess digging, perhaps), you will be able to tell exactly what is above and below on different levels.

Generally, the orientation of elements on your dungeon map is entirely up to you. Feel free to rotate or shift rooms and corridors to fit your map or provide for a more logical construction. You may even change the shape or size of an element if you feel it is necessary. See "Do I Really Have To?" on page 8.

Drawing Dungeon Elements on the Map

Often, more than one option for continued construction will present itself at the same time. For example, a corridor may divide in three directions at once, or a corridor may continue past a door that appears to its side. When this happens, try to follow the guidelines

below. Of course, if you find any of these guidelines exceptionally cumbersome or inhibiting under certain circumstances, temporarily ignore them. (See "Do I Really Have To?", on page 8.)

- 1) Complete rooms first.

Which Way to Go

- 2) Find out what is behind all doors located within corridors before continuing down those corridors or checking doors in rooms.
- 3) If you have more than one corridor or door to explore at a time, try to be consistent about which direction you take first. For example, always proceed in a clockwise or coun-

terclockwise manner. This makes unexplored doors and corridors easier to spot. If your dungeon has a set number of elements, divide them equally among available starting directions and then finish one direction before beginning others.

Do I Really Have To?

While you design your dungeon, keep in mind that it is indeed *your* dungeon. If there is something that disappoints you about the dungeon's construction, whatever that something may be, you have the permission of Task Force Games and the author of this book to change it. Honest. Go right ahead. If you are so inclined, you may even send us your comments on the matter, but that is entirely up to you.

On the other hand, try to hold off on major changes until your dungeon is completed. You may find that a construction which seems disorganized and nonsensical in its earlier stages magically comes together in a refreshingly original way at the end, especially after you determine the dungeon's history and surroundings. For an example of a completed dungeon developed using this book, see pages 182-192.

Doors, Corridors and Rooms

All measurements for dungeon elements in this book were recorded under the assumption that humans or human-sized creatures built your dungeon. Further, measurements were chosen more for ease of game play than for adherence to realism, so feel free to alter them as your campaign requires. For example, you may wish to make corridors five feet wide rather than ten. You may also want to alter the standard dimensions of dungeon elements so that they conform to sentient beings who are substantially larger or smaller than the average human (giants, dwarves, etc.).

Most dungeon doors are constructed out of heavy wood bound with iron. They should be three to four feet wide, six to eight feet tall, and about three inches thick. You may decide whether the doors swing in or out of rooms. Corridors are all about ten feet wide and between eight and ten feet high. Dungeon walls are generally about one foot thick, but outer walls may be as much as ten or twenty feet thick to prevent enemies from tunneling into the dungeon unexpected. Room measurements

are almost all given in increments of ten feet. Unless a room description states otherwise, you may assume that all dungeon rooms are between eight and ten feet high.

Secret or concealed doors are hidden on both sides. Only through a concentrated search will adventurers have a chance of locating a secret door, and once they locate the doorway, they may need to conduct another detailed search to determine the means of opening it. Secret doors are sometimes made of stone and blended into the wall. Sometimes they are placed behind tapestries or bookcases. If you wish, a door may even be under a rug on the floor. The mechanism for opening a secret door can be as simple as a solid push against the right spot, or as complicated as removing a certain selection of books on a shelf in the correct order.

One-way doors can only be opened from one side. Adventurers on the other side of a one-way door may be able to see it, but if they want to go through it, they will have to break the door down.

Resolving Conflicts

On several occasions during dungeon construction, you will be faced with the dilemma of what to do when the instructions tell you to put a dungeon element or corridor where another element or corridor already

exists. When this happens, follow these instructions:

- 1) Look to see if there is a way in which the new element can fit with only a minor

"He's gone, Jhars."

"What?! Bertran, I saw the goblin dive into that room. He couldn't have just vanished into thin air. Are you sure he's not hiding in the wardrobe?"

"Well, unless he can squeeze into one of these bite-sized pieces I've chopped it into, I'm sure."

—Jharsvend the Thief and Bertran Stoneback

adjustment, perhaps moving the new element or the obstructing one by 10' or less in any direction. You may always simply dead-end, extend or turn a corridor. You may also eliminate or move a door. When you are not sure what to do, consult instructions 2 through 8, below.

2) If your problem is a corridor that runs up against another corridor, roll percentile dice and consult the following table:

Table 1: Corridor/Corridor Conflict

Roll	Result
00-19	The current corridor dead-ends at the obstructing one without entering.
20-39	The current corridor enters the obstructing one.
40-69	The current corridor ends in a door that opens into the obstructing corridor.
70-79	The current corridor ends in a one-way door that opens into the obstructing corridor but is hidden on that side (it is a secret door on that side, but even if it is found, it cannot be opened from that side).
80-99	The current corridor ends in a secret door that opens into the obstructing corridor.

3) If your problem is a door that opens into a corridor, then the door simply opens into that corridor.

4) If your problem is a door that opens into a room, then unless the room type does not have an option for additional entrances (see the room type description), the door simply opens into the room. If the room does not allow additional entrances, roll percentile dice and consult the following:

Table 2: Door/Room Conflict

Roll	Result
00-29	The door opens into the room anyway.
30-79	Eliminate the door. Replace it with a blank wall.
80-94	Replace the door with a secret door.
95-99	Replace the door with a secret one-way door. The new door only opens out from the room.

5) If your problem is a corridor that runs into a room and the room has an option for

additional entrances (see the room type description), then end the corridor with a door that opens into the room. If the room does not allow an additional entrance, then roll percentile dice and consult the following:

Table 3: Corridor/Room Conflict

Roll	Result
00-14	The corridor ends in a door that opens into the room.
15-19	The corridor opens into the room.
20-84	End the corridor in a blank wall.
85-96	End the corridor in a secret door that opens into the room.
97-99	End the corridor in a secret one-way door that only allows passage from the room into the corridor.

6) If your problem is a room that does not fit into the available space, there are three simple things you can do to resolve it.

First, you can change the size of your room to fit the available space. Remember, essentially all measurements given in this book are in multiples of ten. Many rooms will not be substantially changed by an alteration of those measurements by five feet either way. If a minor size change will not work, check the sizes on the table which gave you the room's dimensions to begin with. Is there a smaller size possible for that room? If so, use the smaller size.

Second, you can construct a corridor (just draw it, do not consult Table 151) stretching from your problem area to an area which is not quite as crowded. Place your room after a door at the end of the new corridor.

Finally, you can change your room's type to "554 Storeroom." A storeroom can be essentially any size or shape without altering its function, so simply fill the available space and use 554 Storeroom on page 150 to determine your new room's details.

7) Most construction conflicts can also be solved by adding a stairway (see 509 Stairs on page 133) and putting the problem element above or below the crowded area of your dungeon.

8) If all else fails, and nothing seems to fit adequately in your dungeon design, simply go back to the previous table and re-roll whatever caused your problem.

"I know there's treasure here, Bertran. The 'X' on the map marks it. We just have to keep digging."

"Jhars, we've been at this for two days! Let me see your map. Maybe we're looking in the wrong pl... AAARGH! Jharsvend! This 'X' is just a dead bug!"

"Really? I'll be... Who'da thought they'd mark treasure on the map with a smashed bug?"

—Jharsvend the Thief and Bertran Stoneback

Finishing Your Dungeon's Construction

You may decide to stop construction on your dungeon at any time. Simply eliminate any unexplored doors and end any incomplete corridors. If you want to have a more gradual ending, just stop putting any "additional entrances" in rooms and ignore instructions to create branching corridors. Your dungeon should end soon.

You may also decide before you begin your dungeon to end it after a certain number

of elements have been created. If this is the case, then be sure to look ahead, and when your chosen number of elements draws near, stop putting in "additional entrances," etc. Also, if you feel that the inclusion of a certain room type is crucial for your dungeon's success, then go ahead and add it rather than trust to the luck of the dice. This, of course, follows from the answer to "Do I Really Have To?" on page 8.

Once Upon a Time

Every dungeon has a story, and it is this story that makes exploring the dungeon most interesting. Just as the series of *Central Casting: Heroes* books create histories and traits to flesh out role playing characters and non-player characters, *Central Casting: Dungeons* contains tables to help establish a history and delving environment for the physical dungeon which it helps you create. Consulting these tables gives you the basics, the beginning of a story. How you develop your dungeon's past beyond the basic level is up to you and the special details of the individual campaign you design for your adventurers.

After your dungeon's physical construction is done, go to *Dungeon Background*, on page 151, and follow the directions with which you are presented. Record the dungeon's history on a series of index cards and keep it in the file with the rest of your dungeon. Continue with *Dungeon Abandonment* on page 165 or *Active Dungeons* on page 175.

Hints and suggestions about where to proceed after consulting all the tables in *Central Casting: Dungeons* appear in the *Dungeon Afterward* on page 179. There is an example of a completed dungeon in the *Dungeon Example* beginning on page 182.

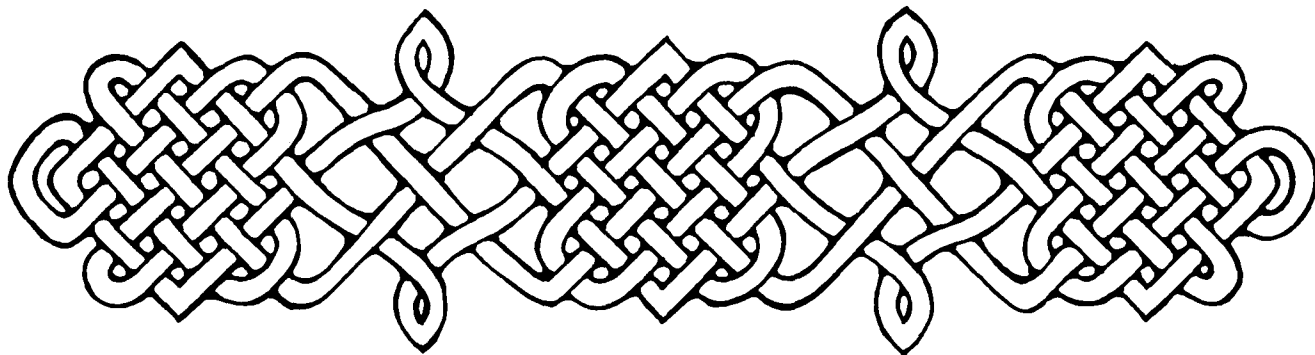
Finishing Touches

Once your dungeon's history has been defined, replace your dungeon's encounter and treasure levels with actual encounters and treasures. Start at your dungeon's beginning (element 1), and refer to *Encounters and Treasures* (beginning on page 11). Make sure the encounters and treasures fit in with your dungeon's story. If you decided to center your

dungeon around a dragon, for example, make sure that one of your encounters is a dragon.

You may also want to go over your dungeon map with a dark pen to make the lines permanent and easy to see.

That's it! You're finished! Now let in the adventurers, have fun, and good gaming!



You are almost ready to start! Do you have all your supplies ready? Check the list on page 6.

Encounters and Treasures

“Finally, after all of these weeks of exploration, you have uncovered the object of your quest, the lost treasure of the Gray Dwarves. Strewn about the floor of this thirty foot square room is more treasure than you have ever seen—cut gems, expertly crafted jewelry, countless objects fashioned from gold or silver and studded with even more precious stones—the sight is truly breathtaking.

“Before you can begin stuffing pockets and sacks full of your rich find, a rattling noise draws your attention back to the corridor from which you’ve come. At the corridor’s far end, row upon row of skeletal remains are emerging from the dungeon’s catacombs. The ceremonial weapons that were interred with them are now clasped in their skeletal fingers. . . .”

As you construct your dungeon, room descriptions will require the addition of encounter and treasure “levels.” Record the levels on the index card for that room. After you have finished mapping your dungeon, roll percentile dice for each encounter and each treasure, consulting Table 50, below. On Table 50, keep rolling for an encounter or treasure level until either you get a “no treasure” or “no encounter” result or the result “No change.” Finally, change all the encounter and treasure levels into actual encounters and treasures. See Tables 51 and 52 to understand what each level means.

All encounters determined by this book are hostile and will probably lead to a battle. Of course, though no specific provisions are made within this book for friendly encounters, you may add a few friendly ones as your campaign requires or as you feel they would be appropriate.

Note that the condition of an encounter matters when determining level. Judging your group of adventurers, you might normally consider a group of twenty goblins to be an encounter of level C. Twenty sleeping goblins, however, should probably be reduced to an encounter of level A.

Treasure levels set out in this book generally correspond to abandoned dungeons which were vacated quickly and since then have been occupied and generally abused by an assortment of monstrous inhabitants. So, fragile or easily corrupted items such as fine pottery, artwork, tapestries, clothing, etc., are not included in most treasures. If your dungeon is in especially good condition, raise the treasure level for rooms such as 312 Painter’s Room and 319 Tapestry Weaver’s Room (to level B or C) to reflect the artistic value of their treasure.

Table 50: Encounter and Treasure Level Changes

Roll	Result
00-03	Use the next lower encounter or treasure level. Level E becomes level D, level B becomes level A, and level A becomes “no encounter” or “no treasure.”
04-95	No change.
96	Add an additional treasure of level A.
97-99	Use the next higher encounter or treasure level. Level A becomes level B, level C becomes level D, but level E just remains the same.

Table 51: Encounter Levels

- A: Unless adventurers are unlucky, surprised, or stupid, they should get by this encounter with only a few scratches and minor injuries.
- B: Major injuries may result from this encounter. Minor injuries almost certainly will.
- C: Major injuries are likely. Death is a possibility. Adventurers should need to use some ingenuity and perhaps quite a bit of magic to get by this encounter.
- D: Major injuries will definitely arise from this encounter, and some deaths in the party of adventurers are not only possible, they are probable. In fact, there is a possibility that no members of the party will survive this encounter.
- E: Run away! As the party exists now, it cannot defeat this encounter. After the adventurers have explored the rest of the dungeon, increased their skills and bought better weapons, then maybe—maybe—they will have a chance of winning here.

For each treasure or encounter, roll against Table 50, then use Tables 51 and 52 to guide you in replacing level designations with actual encounters and treasures.

“Oh yeah? Maybe it’s just pretending to be a dragon.”

—Anonymous, and not particularly bright

Table 52: Treasure Levels

- A: This could be a couple pieces of gold or several pieces of silver. A peasant or minor craftsman could earn this much in a week to a month.
- B: This would represent a tradesman's earnings over two to six months. An adventurer could live quite comfortably for a week or more.
- C: This is probably more gold than a tradesman could earn in a year. It could probably be spent, however, in a month of comfortable living by one adventurer.
- D: The average peasant or towns person would never see this much wealth in his or her entire life, not even an exceptionally long life. An adventurer could live like a noble off this treasure for at least several months.
- E: The reaction of many greedy adventurers after coming face to face with a treasure like this is either to stand, slack-jawed and salivating, for several minutes without moving or to let out a wildly excited scream and dive head-long into the largest pile of gold. An adventurer could live quite happily, mimicking nobility, for a year or more on a treasure of this size and quality. Adventurers will always have to get through an extremely formidable encounter to claim a level E treasure, and once they have it, they may have to make more than one trip to carry their new riches out of the dungeon.

Random Encounters

No specific provisions are made within this book for random encounters, those that adventurers bump into at random and are not stationed in any one location. Why? Because you should try to use random encounters as an equalizer between your adventurers and the dungeon. If, after finishing your dungeon, you decide that adventurers will get too bored or consider the dungeon a push-over, make random encounters likely to appear more often. If you think the adventurers will be severely challenged already, then make random encounters less likely.

A good average rate for random encounters to appear could be a 10% chance every five to ten minutes of game time (time as the adventurers see it, not as the players see it), assuming that your random encounters are usually level A, and only very rarely level B or level C. For an increase in the number of random encounters, raise the percentage. For fewer random encounters, lower the percent-

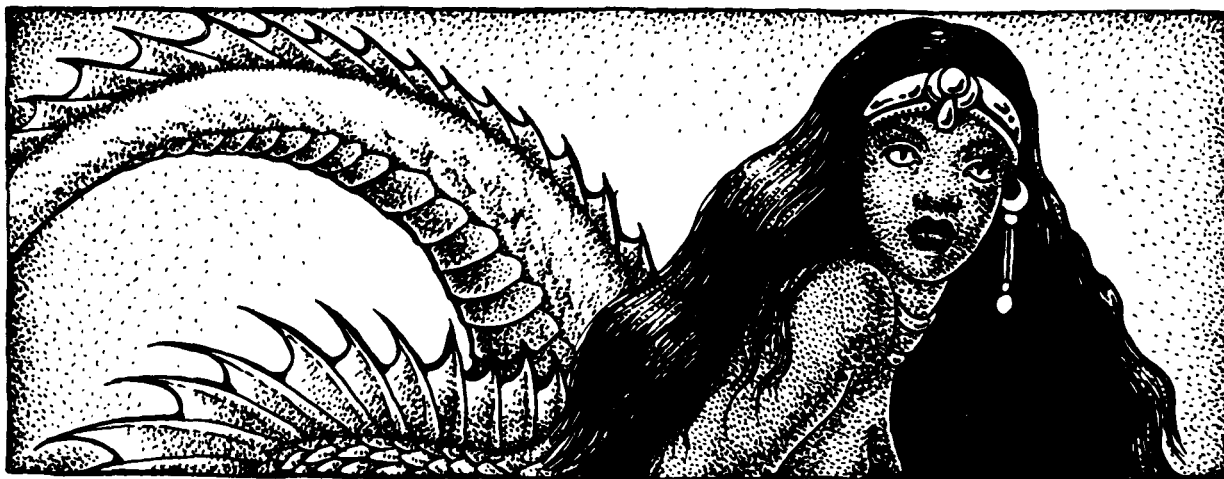
age chance or lengthen the amount of time between chances. You should also check for random encounters every time your adventurers make a very loud noise or engage in a loud or bloody battle.

If you want a table to help you determine the level of random encounters, use Table 60, below.

Table 60: Random Encounter Level

Roll	Result
00-79	One encounter of level A
80-92	Two encounters of level A
93-97	One encounter of level B
98-99	One encounter of level C

In addition to random encounters, keep in mind that set encounters may leave their rooms and investigate if they hear a strange noise, see adventurers' torch light, or smell either adventurers or blood.



Begin your dungeon on page 13 with Table 100, then 101, then 102, etc.

"Stones, dirt and rubble fall away before your prying fingers and the loosening blows of Ironfist's hammer. After an hour's work, sweat has turned dust into mud on all your limbs, but you stand before the fruit of your labor, a clear passage to the ornate double-doorway of the long lost Cypathian Labyrinth. . . ."

"The doors move with loathing, shrieking in alarm as they shudder along on hinges that have rested unused for generations. Even that chilling sound, however, cannot silence the grating noise of stone grinding against stone somewhere in the walls to your sides. Beneath you, the floor begins to tilt. . . ."

Starting Dungeon Construction

Before building your new dungeon, determine its general construction characteristics. First, roll percentile dice and consult Table 100: Spacing. Your result tells how closely packed your dungeon elements will be by determining how often you will roll percentile dice to consult Table 151 on page 19. Note your Table 100 result in a corner of your dungeon map.

Table 100: Spacing

Roll	Result
00-04	Extremely Tight
05-39	Tight
40-64	Normal
65-84	Moderately Loose
85-94	Loose
95-99	Extremely Loose

Dungeon Spacing

Start construction on your dungeon at the entrance. This is dungeon element 1, so take an index card and label it "Entrance." Roll percentile dice and consult Table 101: General Entrance Characteristics, making a note on your card about which type of entrance you have.

Table 101: General Entrance Characteristics

Roll	Result
00-44	A stairway heading down into the ground leads to the dungeon entrance. Additional levels in this dungeon will be below the first. Any stairway added later which heads up from the original level will result in another opening to the surface.
45-89	The dungeon begins on the side of a mountain or hill. Roll percentile dice. The number you roll is the length of a cave or corridor which stretches from the edge of the mountain to the dungeon's entrance (see Figure 100.1 for an example). Additional levels of the dungeon may be above or below the original level, but unless the level

under construction is below the base of the mountain, nothing in its construction may extend past the mountain's edge.

90-98 The dungeon begins at the bottom of a great pit (see Figure 100.2). Additional dungeon levels may be above or below the original, but no construction above may intersect with the pit. The dungeon's entrance was originally reached by (roll percentile dice): 00-09: A ladder; 10-69: A spiraling stairway or ramp along the pit's wall; 70-99: A pulley system that lowered visitors down by rope or chains. Roll percentile dice a second time, and this number is the depth in feet of the pit.

99 The dungeon is completely below ground, with no direct entrances or exits leading to it. The only means of entry and exit is through a teleportation room which may be located in a building of its own, in ancient ruins, in a city, in a castle, etc. (See 510 Teleportation Room on page 134.)

The Entrance

"Why are you stopping, Jhars?"

"Bertran, I've tried my falcon hook, my rat's tail, my pine root, my witch's nose. . . . I used the bent toe, the rugged splinter, the iron hair. . . . I even broke off the tip of my spider's fork. None of these lock picks will open the door."

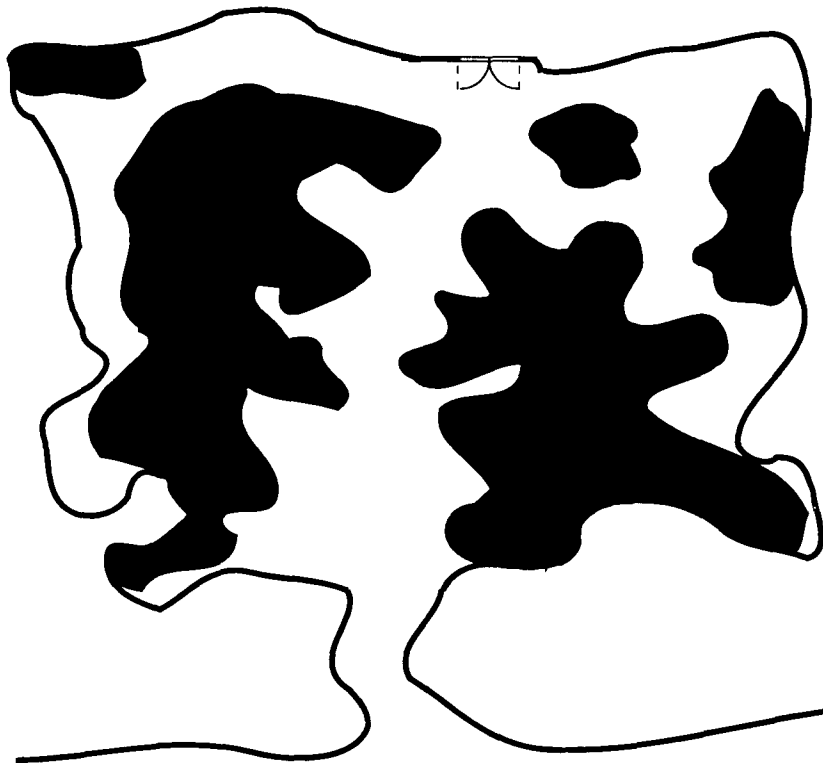
"Okay, Jhars. Stand back and let me try mine."

"Yours, Bertran? I didn't know you carried a lock pick. What's your's called?"

"It's called a battle axe."

—Bertran Stoneback and Jharsvend the Thief

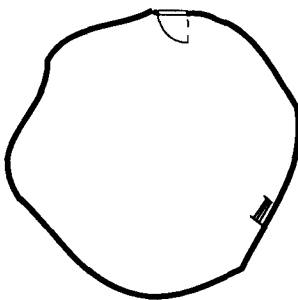
Figure 100.1



Above, Figure 100.1 demonstrates the possible entrance map for a dungeon that begins on the side of a mountain (45-89 on Table 101). The bottom of the map is the mountain's edge. Additional entrance features have been added. After a 15' long cave, there

is an approximately 60' x 90' volcano room (51-53 on Table 102). The black areas are lava pools that were constructed according to the rules under 515 Volcano Room on page 143. The entrance door, located at the top of Figure 100.1, conforms to result 00-34 on Table 103.

Figure 100.2



The figure on the left shows the entrance to a dungeon that originates in a great pit. The pit itself is about 30' in diameter, and a ladder hangs into the pit from the wall in the lower right. The dungeon door at the top of the map corresponds to result 68-79 on Table 103.

The pit itself is 57' deep. So, at least one dungeon level, possibly two, can fit underground above the original level. When starting a new level above the first, you would begin by drawing an outline of the pit. No area on the new level could intersect with the pit.

Entrance Features

Tables 102 through 104 all deal with additional features that add specifics to the general entrance determined under Table 101. Roll percentile dice and consult Table 102 Entrance Features, then do the same for Table 103 The Entrance Door, and finally Table 104 Additional

Entrance Features. Note each result on the index card for the dungeon's entrance. If Table 102 creates a new room (results 00-62), then you may want to label the new room as element number 2 and give it its own card.

"Hey, that's life . . . or not, as in your case."

—Number 107 from 1001 Answers to Adventurers

Table 102: Entrance Features

Roll	Result
00-07	The entrance door is located towards the back of a natural cavern. (See 507 Natural Caverns on page 129)
08-20	The entrance is located amid the ruins of an ancient city.
21-39	The entrance is nearly inaccessible. It may be on the side of a cliff, in a dense jungle, or some other similar place. Just reaching the dungeon could be an adventure.
40-41	The entrance door is located towards the back of a lava tube. (See 505 Lava Tube on page 125)
42-50	The entrance door is located towards the back of a mine. (See 506 Mine on page 127)
51-53	The entrance door is located towards the back of a volcano room. (See 515 Volcano Room on page 143)
54-58	The entrance door is located on the opposite side of an underground lake which itself is located in a natural cavern. (See 513 Underground Lake on page 139) There is a 35% chance that a raft or flat-bottomed ferry boat will be docked where adventurers can reach it. Otherwise, there is a 50% chance that there is a raft or flat-bottomed ferry boat where adventurers cannot use it, such as at the bottom or other side of the lake. Any boat or raft which adventurers can reach has only a 5% chance to be in good enough condition to even make one trip across the lake.
59-62	The entrance door is located on the other side of an underground river which itself is located in a natural cavern. (See 514 Underground River on page 141) Roll percentile dice and consult Table 102a:

Table 102a: Underground River Passage

Roll	Result
00-24	The river is spanned by a stone bridge.
25-49	The river is spanned by a wooden bridge which has a 90% chance of no longer being in good enough condition for adventurers to safely cross it.
50-59	The river has a ferry boat which will only be in good enough condition to use 5% of the time.
60-79	The river has no visible means for crossing.

80-99	The river has a drawbridge on the opposite side. 50% of the time the drawbridge will be in a raised position.
63-99	This table adds nothing to the entrance.

Table 103: The Entrance Door

Roll	Result
00-34	The entrance has a grand and elaborate double door surrounded by a great deal of decorative stonework. The carved stone and decorations, if they are in good condition, could reveal some information about the dungeon, its occupants, and the nearby area during the time of its construction.
35-59	The entrance door was built to protect the dungeon's inhabitants. The door will be recessed at least ten feet into the earth, perhaps after a corridor with two or more sharp turns to prevent siege weaponry and battering rams from being brought to bear against it, and it will be made of stone, metal, or thick wood bound with iron.
60-67	The entrance door is small and shows obvious signs that at one time it was well concealed.
68-79	The entrance door is very plain.
80-89	The entrance is simply an opening in the rock. Any door that may have been there at one time has long since gone.
90-94	Roll again on this table, re-rolling this result, 00-34 or 95-99. Take the next entrance you get as written, but conceal the entrance behind a magical enchantment or illusion (such as a spell to make it blend in with the surrounding rock).
95-99	The entrance door is a secret door, expertly camouflaged into its surroundings. Examples of this type of entrance could be a small waterfall covering a tunnel or perhaps a giant hollow tree on which part of the trunk swings in when pushed.

Table 104: Additional Entrance Features

Roll	Result
00-11	The entrance is partially blocked by rocks or earth.
12-23	The entrance door is rusted shut or otherwise stuck fast so that it cannot be opened. To get inside, the door must be broken down.
24-35	The entrance door is trapped. See

	512 Trap on page 137.		but the passage of time has rendered the trap inoperative. See 512 Trap on page 137.
36-47	There is a trap on the ground immediately before the entrance door. See 512 Trap on page 137.	72-85	This table adds nothing to the entrance.
48-59	There is a trap on the ground immediately after the entrance door. See 512 Trap on page 137.	86-99	Roll again, and then roll an extra time against this table, taking both results.
60-71	There is a trap on the entrance door,		

The First Room

The dungeon's "first room" is a special one which will be determined on a table specifically for that purpose. At this point, you must decide whether you want to create a normal dungeon, a fortress dungeon, or a tomb. For basic dungeons, use Table 105. If you want your dungeon to be designed specifically as a fortress, use Table 106. If you have decided that your dungeon primarily served as a tomb, use Table 107.

After your first room is done, go to Tables 151 Corridor Possibilities and 153 Door Possibilities on pages 19 and 20 to find out what is down each corridor and behind each door in the first room.

Table 105: The First Room

Roll	Room		
00-19	The first room is a guard room. See 204 Guard Room on page 33 to determine the room's characteristics, but note the following: Roll twice on Table 204a, taking the larger of the two rolls. Roll twice on Table 204b, taking the larger of the two rolls.	54-57	The first room is an arena. See 201 Arena on page 24, but on Table 201f, there must be at least four additional entrances. If there are less than four, roll again on that table.
20-39	The first room is a guard room. See 204 Guard Room on page 33 to determine the room's characteristics, but note the following: Double the size that is given on Table 204a. (A 20' x 20' room would become a 40' x 40' room.) Also, ignore Table 204b. Instead, there is automatically one entrance on each wall.	58-63	The first room is an amphitheater. See 351 Amphitheater on page 69, but on Table 351f, there must be at least four additional entrances. If there are less than four, roll again on Table 351f.
40-43	There is no first room. Instead, the dungeon begins with three expanses of corridor: one heading straight ahead, one going away to the right, and one going away to the left.	64-66	The first room is a bottomless pit. See 502 Bottomless Pit on page 120, but the result of Table 502c cannot be 00-24. Additionally, if the result is 25-49 or 50-74, the door on the other side of the pit will open to a corridor that immediately branches both left and right and continues straight ahead.
44-47	The first room is a great hall. See 402 Great Hall on page 101, but on Table 402d there must be at least four additional entrances. If there are less than four additional entrances, roll again on that table.	67-76	The first room is an empty room. See 552 Empty Room on page 148, but on Table 552c you must use result 83-94.
48-53	The first room is a market room. See 362 Market on page 91, but on Table 362d there must be at least four additional entrances. If there are less than four, roll again on that table.	77-80	The first room is an elevator room. See 504 Elevator Room on page 123. The first level the elevator room extends to will contain a corridor that immediately branches both left and right and continues straight ahead.
		81-90	The first room is a fortification. See 203 Fortification on page 30. If the fortification involves a room, then there must be a door on each wall. If the fortification is a corridor, then the corridor must branch both left and right as well as continue straight immediately after the fortification. Do not accept roll 78-99 on Table 203a; re-roll if you get that result.
		91-94	The first room is a revolving room. See 508 Revolving Room on page 132. On Table 508b you must use result 84-99.
		95-99	The first room is an exhibition room. See 401 Exhibition Room on page 99. On Table 401c, re-roll any result less than 48-59.

Table 106: Fortress First Room

Roll	Room
00-19	The first room is a fortification. See 203 Fortification on page 30. If the fortification involves a room, then there must be a door on each wall. If the fortification is a corridor, then the corridor must branch both left and right as well as continue straight immediately after the fortification. Do not accept roll 78-99 on Table 203a, re-roll if you get that result.
20-24	The first room is a bottomless pit. See 502 Bottomless Pit on page 120, but the result of Table 502c cannot be 00-24. Additionally, if the result is 25-49 or 50-74, the door on the other side of the pit will open to a corridor that immediately branches both left and right and continues straight ahead. Finally, if the result is 75-99, the first exit down the stairway opens to a corridor that immediately branches both left and right and continues straight ahead.
25-29	The first room is an elevator room. See 504 Elevator Room on page 123. The first level the elevator room extends to will contain a corridor that immediately branches both left and right and continues straight ahead.
30-39	The first room is a revolving room. See 508 Revolving Room on page 132. On Table 508b you must use result 84-99.
40-59	The first room is a guard room. See 204 Guard Room on page 33 to determine the room's characteristics, but note the following: Roll twice on Table 204a, taking the larger of the two rolls. Roll twice on Table 204b, taking the larger of the two rolls.
60-79	The first room is a guard room. See 204 Guard Room on page 33 to determine the room's characteristics, but note the following: Double the size that is given on Table 204a. (A 20' x 20' room would become a 40' x 40' room.) Ignore Table 204b. Instead, there is automatically one entrance on each wall.

80-89	The first entrance contains a trap. Roll again on this table, and add a trap to the resulting room. This trap is in addition to any trap determined on Table 104. See 512 Trap on page 137.
90-99	The first room is an arena. See 201 Arena on page 24, but on Table 201f, there must be at least four additional entrances. If there are less than four, roll again on that table.

Table 107: Tomb First Room

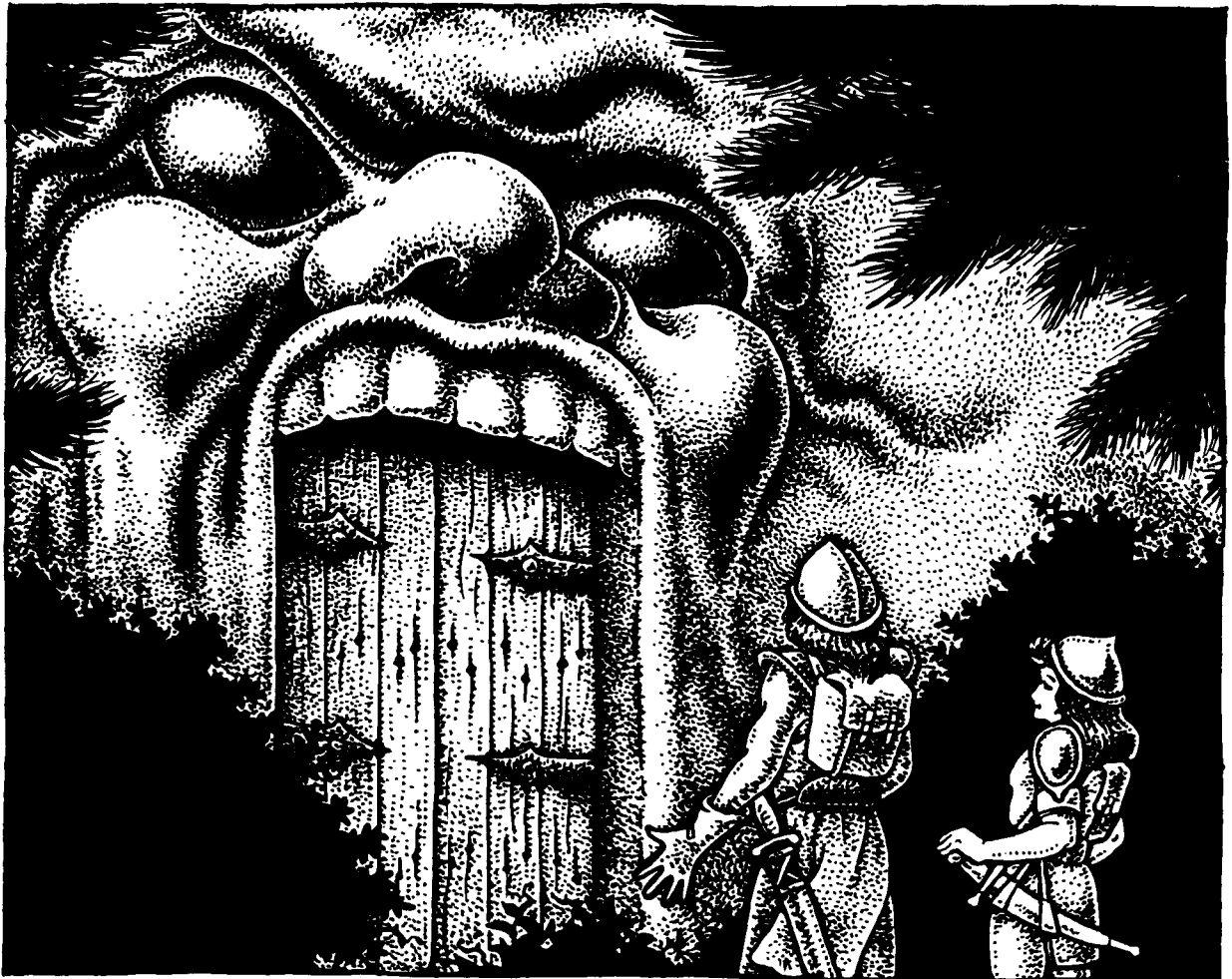
Roll	Room
00-17	The first room is a series of catacombs. See 452 Catacombs on page 115. The corridor in which the catacombs are located immediately branches left and right as well as continuing straight ahead.
18-35	The first room is a burial chamber. See 451 Burial Chamber on page 110. An exception to the normal room description is that this burial chamber will have three additional entrances. Each additional entrance has a 50% chance to be a door, otherwise it is a corridor.
36-39	The first room is a bottomless pit. See 502 Bottomless Pit on page 120, but the result of Table 502c cannot be 00-24. Additionally, if the result is 25-49 or 50-74, the door on the other side of the pit will open to a corridor that immediately branches both left and right as well as continues straight ahead. Finally, if the result is 75-99, the first exit down the stairway opens to a corridor that immediately branches both left and right as well as continues straight ahead.
40-48	The first room is a guard room. See 204 Guard Room on page 33 to determine the room's characteristics, but note the following: Roll twice on Table 204a, taking the larger of the two rolls. Roll twice on Table 204b, taking the larger of the two rolls.
49-57	The first room is a guard room. See 204 Guard Room on page 33 to determine the room's characteristics, but note the following: Double the size that is given on Table

"The duty I hates most of all, most of all, iz postin' at th' front door. Nowhere gits az much botherin' an' az little sleep. One day alone, one day, we had t' deal with three bearz thet came lookin' fer a den.

"Of course, worse of all iz th' 'venturerz. 'Venturerz iz az ornery az any bear an' twice az stupid t' boot."

—Brubnub, 2nd o' the Watch

- 204a. (A 20' x 20' room would become a 40' x 40' room.) Ignore Table 204b. Instead, there is automatically one entrance on each wall.
- 58-63 The first room is an empty room. See 552 Empty Room on page 148, but on Table 552c you must use result 83-94.
- 64-83 The first room contains a trap. Roll again on this table, and add a trap to the resulting room. This trap is in addition to any trap determined on Table 104. See 512 Trap on page 137.
- 84-95 The first room is a chapel. See 355 Chapel on page 81. On Table 355b, do not accept a roll of 00-14. Also, each additional entrance has a 50% chance to be a corridor instead of a door.
- 96-99 The first room is an elevator room. See 504 Elevator Room on page 123. The first level the elevator room extends to will contain a corridor that immediately branches both left and right and continues straight ahead. Additionally, the result of Table 504a must be 00-19.



Your dungeon is well under way! Now, consult Table 150 (page 19) and either 151, 152, 153 or 154.

"A heavy wooden door bars your way towards the rest of the dungeon. It's banded with iron in three strips spaced equally, one above another. . . .

"The door isn't locked, but it sticks when you try to open it. After throwing extra muscle into your effort, the door grudgingly gives way, opening forward and revealing a paved corridor stretching forward beyond your torch light. . . ."

Doors and Corridors

Your dungeon's spacing determines how often you will need to roll on Table 151. (You found the spacing on Table 100 on page 13.) Check the spacing for your dungeon against Table 150. When you are mapping a corridor, each result on Table 151 takes place in the length of corridor indicated under "Corridor Length." So, for an extremely tight dungeon, roll against Table 151, then map twenty feet of corridor, then roll again and so on. Place doors, branching corridors and other features anywhere you wish along the length of corridor, but place turns at the corridor's end, using ten feet of additional corridor to start in the new direction.

Table 150: Corridor Roll Frequency

Dungeon Spacing	Corridor Length
Extremely Tight	20'
Tight	20' for each even and 30' for each odd roll against Table 151
Normal	30'
Moderately Loose	30' for each even and 40' for each odd roll against Table 151
Loose	40'
Extremely Loose	40' for each even and 50' for each odd roll against Table 151

Spacing determines how often to check on Table 151.

Table 151: Corridor Possibilities

Roll	Result
00-05	Corridor ends
06-08	Corridor ends, door on the left
09-13	Corridor ends, door straight ahead
14-16	Corridor ends, door on the right
17-18	Corridor ends, doors on the left and straight ahead
19-20	Corridor ends, doors on the left and on the right
21-22	Corridor ends, doors straight ahead and on the right
23-24	Corridor ends, doors on the left, straight ahead and on the right
25-27	Corridor turns left
28-32	Corridor continues straight ahead
33-35	Corridor turns right
36-38	Corridor branches left, continues straight ahead
39-41	Corridor ends in a "T," branching left and right
42-44	Corridor branches right, continues straight ahead
45-47	Corridor branches left and right, continues straight ahead
48-49	Corridor turns left, door straight ahead
50-51	Corridor turns left, door on the right
52-53	Corridor turns left, doors straight ahead and on the right
54-57	Corridor continues straight ahead, door on the left
58-61	Corridor continues straight ahead, door on the right
62-65	Corridor continues straight ahead, door on the left and on the right
66-68	Corridor turns right, door on the left
69-71	Corridor turns right, door straight ahead
72-73	Corridor turns right, door on the left and straight ahead
74-75	Corridor turns left, continues straight ahead, door on the right
76-77	Corridor ends in a "T," branching left and right, with a door straight ahead
78-79	Corridor continues straight ahead, branches right, door on the left
80-89	Special; See Table 161 Corridor Specials on page 21
90-99	Corridor opens into a room; See Table 155, 156 or 157 on page 21

Roll on Table 151 whenever you need to find out what is in a corridor.

"Bertran, why is it that every time we turn a corner, every time we enter a new room, every time the corridor branches, you waste time drawing that ridiculous map? Can't you remember the way out?"

"Oh, sure. I can remember, but I'm going to want you to walk in front."

—Jharsvend the Thief and Bertran Stoneback

Roll on Table 152 whenever you need to find out what is behind a door that you are entering from a corridor.

Doors for normal dungeons will be shut 90% of the time, and those that are shut will be locked 35% of the time. Doors for fortress dungeons will be shut 95% of the time, and those that are shut will be locked 70% of the time. Doors for tomb dungeons will be shut 98% of the time, and those that are shut will be locked 50% of the time.

Barred doors will usually be barred from within rooms. This makes them very difficult to get through from the outside, but easily unlocked from within.

Doors with key locks will often require a key to lock or unlock them from either the inside or the outside. A key may still be in its lock (perhaps 10% or 20% of the time). If this is the case, the key will almost certainly be within a room rather than on a door's corridor face.

Table 152: Door Possibilities

Roll	Result
00-59	A room; See Table 155, 156 or 157 on page 21
60-73	A corridor; See Table 154 Corridor Layout on page 20
74-77	Special; See Table 162 Door Specials on page 22
78-90	This door is stuck and will have to be forced or broken down. Roll again on this table to find out what is behind the door.
91-99	This door has been broken down. It is off its hinges or otherwise smashed so that adventurers can merely pass through. Roll again on this table to find out what is behind the door.

Roll on Table 153 whenever you need to find out what is behind a door that you are passing through from a room.

See the information preceding Table 152, above, to determine whether doors are shut or locked.

Table 153: Door Possibilities

Roll	Result
00-14	A room; See Table 155, 156 or 157 on page 21
15-70	A corridor; See Table 154 Corridor Layout on page 20
71-75	Special; See Table 162 Door Specials on page 22
76-89	This door is stuck and will have to be forced or broken down. Roll again on this table to find out what is behind the door.
90-99	This door has been broken down. It is off its hinges or otherwise smashed so that adventurers can merely pass through. Roll again on this table to find out what is behind the door.

Roll on Table 154 whenever you need to determine the layout of a corridor which exits a room. Extend the corridor 10' in each direction indicated on the table.

Table 154: Corridor Layout

Roll	Result
00-11	The corridor runs straight ahead
12-13	The corridor runs straight ahead with a door on the left
14-15	The corridor runs straight ahead with a door on the right
16-17	The corridor runs straight ahead with a door on the left and on the right
18-26	The corridor travels to the left
27-28	The corridor travels to the left with a door on the right
29-30	The corridor travels to the left with a door straight ahead
31-32	The corridor travels to the left with a door straight ahead and on the right
33-41	The corridor travels to the right
42-43	The corridor travels to the right with a door to the left
44-45	The corridor travels to the right with a door straight ahead
46-47	The corridor travels to the right with a door straight ahead and to the left
48-63	The corridor travels left and right
64-66	The corridor travels left and right with a door straight ahead
67-76	The corridor travels to the left and straight ahead
77-78	The corridor travels to the left and straight ahead with a door on the right
79-88	The corridor travels to the right and straight ahead
89-90	The corridor travels to the right and straight ahead with a door on the left
91-99	The corridor travels to the left, to the right and straight ahead

"We drillz our strat'gy over an' over an' over, then when th' 'venturerz'd come a'callin,' we'z all ready.

"When 'venturerz'd come, we'd draw weaponz n' hide b'hind a door. Then we'd be az still az stone, az quiet az corpsez, an when th' Cap'n jumped out yellin' 'Charge!' th' rest o' us'd run away."

—Brubnub, 2nd o' the Watch

Table 155: Basic Dungeon Room Types

Roll	Result		
00-19	See 200 Military Rooms *	75-81	See 400 Rooms for the Ruler *
20-24	See 250 Prison Rooms *	82-83	See 450 Rooms for the Dead *
25-44	See 300 Craft Rooms *	84-87	See 500 Special Rooms *
45-74	See 350 Living Quarters *	88-99	See 550 Store Rooms *

* See page 23.

Roll on Table 155 to determine the details of a basic dungeon room.

Table 156: Fortress Dungeon Rooms

Roll	Result		
00-29	See 200 Military Rooms (page 23)	53	See 322 Wheelwright's Room (page 68)
30-39	See 250 Prison Rooms (page 23)	54-63	See 350 Living Quarters (page 23)
40-44	See 300 Craft Rooms (page 23)	64	See 355 Chapel (page 81)
45	See 301 Alchemist's Room (page 41)	65	See 358 Kitchen (page 85)
46-47	See 302 Blacksmith's Room (page 43)	66	See 359 Latrine (page 87)
48	See 306 Healer's Quarters (page 47)	67	See 363 Mess Hall (page 93)
49	See 309 Farrier's Room (page 52)	68-75	See 400 Rooms for the Ruler (page 23)
50	See 310 Spell Caster's Laboratory (page 53)	76-77	See 450 Rooms for the Dead (page 23)
51	See 313 Physician's Room (page 58)	78-81	See 500 Special Rooms (page 23)
52	See 321 Wainwright's Room (page 67)	82-83	See 501 Another Way Out (page 117)
		84-99	See 550 Storerooms (page 23)

If your dungeon is a fortress, use Table 156 rather than Table 155.

Table 157: Tomb Rooms

Roll	Result		
00-04	See 200 Military Rooms (page 23)	23-37	See 400 Rooms for the Ruler (page 23)
05-14	See 250 Prison Rooms (page 23)	38-76	See 450 Rooms for the Dead (page 23)
15-16	See 300 Craft Rooms (page 23)	77-84	See 500 Special Rooms (page 23)
17-18	See 350 Living Quarters (page 23)	85-89	See 512 Trap (page 137)
19-22	See 355 Chapel (page 81)	90-99	See 550 Storerooms (page 23)

If your dungeon is a tomb, use Table 157 rather than Table 155.

All corridor specials should be treated as dungeon elements. Give each of them their own index card. If necessary, after consulting this table return to Table 151 to find out what else is in this special stretch of corridor.

Table 161: Corridor Specials

Roll	Result		
00-24	There is a trap in the corridor. See 512 Trap on page 137.	43-65	There is some exceptional decor in this stretch of corridor; especially elaborate tapestries, beautiful sculptures, fanciful stonework, or something similar.
25-34	There is a cave-in in the corridor. See 503 Cave-in on page 122.	66-79	There are the remains of a battle in the corridor here, possibly including a few bodies.
35-42	Construction in this direction was never finished. Roll percentile dice. The corridor becomes an unfinished corridor that ends after travelling an amount of feet into the earth that is equal to your percentile dice roll.	80-89	There is writing on the corridor wall here, possibly in a language that the adventurers can understand. Decide what the writing says and the size and legibility of the letters.
		90-99	Roll again, and then roll an additional time on this table for yet another corridor special in this stretch of corridor.

For corridor specials, roll percentile dice and consult Table 161.

"Check that map again, Bertran. Are you sure you're reading it right?"
"Positive, Jhars. Have I ever made a mistake before? I mean, except for when I agreed to explore these caverns with you?"

—Jharsvend the Thief and Bertran Stoneback

For door specials, roll percentile dice and consult Table 162.

All door specials should be treated as dungeon elements. Give each of them their own index card. If necessary, after consulting this table return to the table that sent you here to find out what is behind the special door.

Table 162: Door Specials

Roll	Result
00-24	This door is trapped. See 512 Trap on page 137.
25-29	This is a fake door. It either will not open, or it will open to a blank wall.
30-69	This door is exceptionally well-deco-

70-84

rated. It may be carved, painted or even enameled.

There is writing on this door, possibly in a language that the adventurers can understand. If the adventurers can understand the writing, you will need to decide what the writing says as well as the size and legibility of the lettering.

85-92

This is a double door.

93-99

Roll again, and then roll an additional time on this table for yet another door special for this door.

Table 170: Standard Additional Entrances

On several occasions you will be instructed to consult Table 170 Standard Additional Entrances to determine "additional entrances" for dungeon rooms. (Additional entrances are those other than the one from which your room's construction begins, which is called the "original entrance.")

Roll percentile dice and consult Table 170. Additional entrance locations are given in terms of direction from the original entrance. For example, if the original entrance is on the western wall, then an additional entrance on the wall to the left of the original entrance is on the northern wall.

Table 170: Standard Additional Entrances

Roll	Additional Entrances
00-29	There are no additional entrances.
30-39	There is one additional entrance on

40-49

the wall to the left of the original entrance.

50-59

There is one additional entrance on the wall opposite the original entrance.

60-69

There is one additional entrance on the wall to the right of the original entrance.

70-79

There is one additional entrance on the wall to the left and one on the wall opposite the original entrance.

80-89

There is one additional entrance on the wall to the left and one on the wall to the right of the original entrance.

90-99

There is one additional entrance on the wall opposite and one to the right of the original entrance.

There is one additional entrance on the wall to the left, one opposite, and one on the wall to the right of the original entrance.

Table 171: Reduced Additional Entrances

On some occasions, you will need to consult an additional entrance table that has a slightly reduced possibility for additional entrances from that of Table 170. In those cases, consult Table 171, below.

Table 171: Reduced Additional Entrances

Roll	Additional Entrances
(-20)-49	There are no additional entrances.
50-59	There is one additional entrance on the wall to the left of the original entrance.
60-69	There is one additional entrance on the wall opposite the original entrance.
70-79	There is one additional entrance on

80-86

the wall to the right of the original entrance.

87-91

There is one additional entrance on the wall to the left and one on the wall opposite the original entrance.

92-96

There is one additional entrance on the wall to the left and one on the wall to the right of the original entrance.

97-99

There is one additional entrance on the wall opposite and one to the right of the original entrance.

There is one additional entrance on the wall to the left, one opposite, and one on the wall to the right of the original entrance.

"So. This is it. The great Dungeon of Zid. Somehow, I always imagined the entrance would be bigger."

"What? Jhars, these doors must be thirty feet high!"

"Huh? Oh! These? Wow . . . sorry, Bertran! I was looking at something else."

—Jharsvend the Thief and Bertran Stoneback

Tables 200, 250, 300, 350, 400, 450, 500 and 550 refer you to a specific room when you know the room's general type. Roll percentile dice, consult the appropriate table, and turn to the appropriate page:

Table 200: Military Rooms

Roll	Room
00-07	201 Arena (page 24)
08-32	202 Barracks (page 26)
33-42	203 Fortification (page 30)
43-87	204 Guard Room (page 33)
88-99	205 Weapons Training Room (page 34)

Table 250: Prison Rooms

Roll	Room
00-19	Execution Room (page 35)
20-54	Prison (page 37)
55-99	Torture Room (page 39)

Table 300: Craft Rooms

Roll	Room
00-05	301 Alchemist's Laboratory (page 41)
06-13	302 Blacksmith's Room (page 43)
14-19	303 Carpenter's Room (page 44)
20-24	304 Scribe's Quarters (page 45)
25-28	305 Cobbler's Room (page 46)
29-36	306 Healer's Quarters (page 47)
37-40	307 Herbalist's Quarters (page 48)
41-43	308 Jeweler's Room (page 50)
44-47	309 Farrier's Room (page 52)
48-54	310 Spell Caster's Laboratory (page 53)
55-58	311 Oracle (page 55)
59-61	312 Painter's Room (page 57)
62-66	313 Physician's Room (page 58)
67-69	314 Potter's Room (page 60)
70-74	315 Sculptor's Room (page 61)
75-78	316 Seamstress's Room (page 62)
79-82	317 Silversmith's Room (page 63)
83-86	318 Smith's Room (page 64)
87-90	319 Tapestry Weaver's Room (page 65)
91-93	320 Taxidermist's Room (page 66)
94-96	321 Wainwright's Room (page 67)
97-99	322 Wheelwright's Room (page 68)

Table 350: Living Quarters

Roll	Room
00-03	351 Amphitheater (page 69)
04-09	352 Bath (page 72)
10-24	353 Bedroom (page 73)
25-30	354 Bedroom Suite (page 74)
31-34	355 Chapel (page 81)
35-38	356 Dining Room (page 82)
39-43	357 Game Room (page 84)
44-49	358 Kitchen (page 85)

50-56	359 Latrine (page 87)
57-62	360 Lavatory (page 88)
63-70	361 Library (page 89)
71-73	362 Market (page 91)
74-79	363 Mess Hall (page 93)
80-83	364 Music Room (page 95)
84-95	365 Servants's Quarters (page 96)
96-99	366 Stable (page 98)

Table 400: Rooms for the Ruler

Roll	Room
00-19	401 Exhibition Room (page 99)
20-49	402 Great Hall (page 101)
50-59	403 Pet's Room (page 103)
60-84	404 Throne Room (page 104) *
85-94	405 Treasure Room (page 106) **
95-99	406 Zoo (page 108)

* The first time during a dungeon's construction that you roll a throne room, ignore that roll, and roll again on this table until you get a different result.

** The first time during a dungeon's construction that you roll a treasure room, ignore that roll, and roll again on this table until you get a different result.

Table 450: Rooms for the Dead

Roll	Room
00-54	451 Burial Chamber (page 110)
55-89	452 Catacomb (page 115)
90-99	512 Trap (page 137)

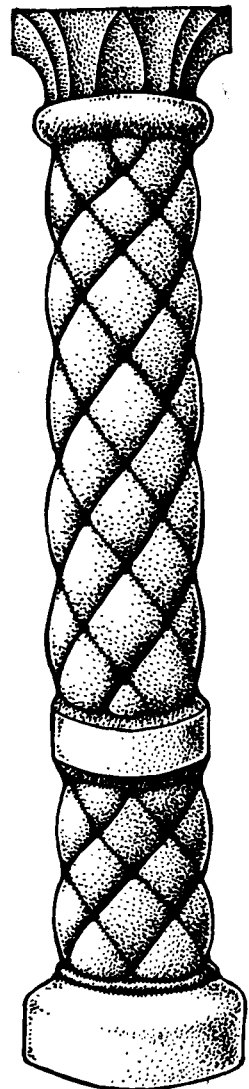
Table 500: Special Rooms

Roll	Room
00-06	501 Another Way Out (page 117)
07-10	502 Bottomless Pit (page 120)
11-16	503 Cave-in (page 122)
17-20	504 Elevator Room (page 123)
21-24	505 Lava Tube (page 125)
25-33	506 Mine (page 127)
34-39	507 Natural Caverns (page 129)
40-43	508 Revolving Room (page 132)
44-53	509 Stairs (page 133)
54-57	510 Teleportation Room (page 134)
58-61	511 Thermal Spring (page 136)
62-75	512 Trap (page 137)
76-80	513 Underground Lake (page 139)
81-84	514 Underground River (page 141)
85-88	515 Volcano Room (page 143)
89-99	516 Well Room (page 145)

Table 550: Storerooms

Roll	Room
00-19	551 Armory (page 147)
20-39	552 Empty Room (page 148)
40-59	553 Granary (page 149)
60-99	554 Storeroom (page 150)

Room Tables:
200 Military Rooms
250 Prison Rooms
300 Craft Rooms
350 Living Quarters
400 Rooms for the Ruler
450 Rooms for the Dead
500 Special Rooms
550 Storerooms



201 Arena

"This room is huge, stretching both above and away beyond the easy reach of your torch light. What you can see from the entrance is an empty floor and a wall, which supports regularly spaced tapestries and banners, stretching away into the darkness.

"There might be sounds of breathing up ahead, but that's probably your imagination."

Information and Advice for the Game Master

The dungeon arena served as a staging area for jousts, military games and mock battles of all kinds.

Because of its large size, an arena may contain several support pillars or columns in addition to a larger arched ceiling than other rooms in the dungeon. An arena may be nearly as high as it is wide, thus requiring special care both that it is placed deep enough underground to be completely buried and that no rooms are placed too close above it. If a corridor on the level above the arena (and perhaps the level above that, and the level above that) runs into the space which the arena occupies, you may wish to end the corridor overlooking the arena, including a guard rail on the opening so that arena events could be viewed from above.

As adventurers find it, an arena is usually just a large, mostly empty room, though it may

contain a series of steps or benches around its perimeter and tapestries on the walls that betray its original purpose. An arena is also likely to contain one or more canopied booths in which nobles or officers sat high above the floor and viewed the action. If the dungeon is in good condition, there may also be shields and weaponry adorning the walls at various intervals.

Role-playing Tips: Take advantage of the arena, with its high ceiling and large empty area, and stock it with large and/or flying creatures. An arena is a great place for an encounter to ambush adventurers by flying down from the ceiling.

Since the arena allows easy employment of missile weapons, if there is enough light for adventurers to see a great distance into the arena, an otherwise powerful creature placed far from the adventurers could still qualify as a low level encounter.

1 Determine the arena's shape.

To determine the arena's shape, roll percentile dice and consult Table 201a. The shapes listed here are only the most common ones. If your campaign dictates otherwise, your arena may take on an unusual shape such as a hexagon, triangle, circle, etc.

Table 201a: Arena Shape

Roll	Shape
00-49	Oval
50-79	Rectangular
80-99	Rectangular with truncated corners

2 Determine the arena's size.

To determine the width of your arena, roll percentile dice and consult Table 201b, below:

Table 201b: Arena Width

Roll	Width
00-09	30'
10-24	40'
25-44	50'
45-64	60'
65-84	70'
85-99	80'

To determine the arena's length, roll percentiles against Table 201c, then multiply the result by the width: A result of 2.25 and a width of 40' yields $40' \times 2.25 = 90'$ length.

Table 201c: Arena Length Multiplier

Roll	Multiplier
00-14	2.00
15-31	2.25
32-49	2.50
50-72	2.75
73-99	3.00

"Bertran! Quick! We need you over here!"

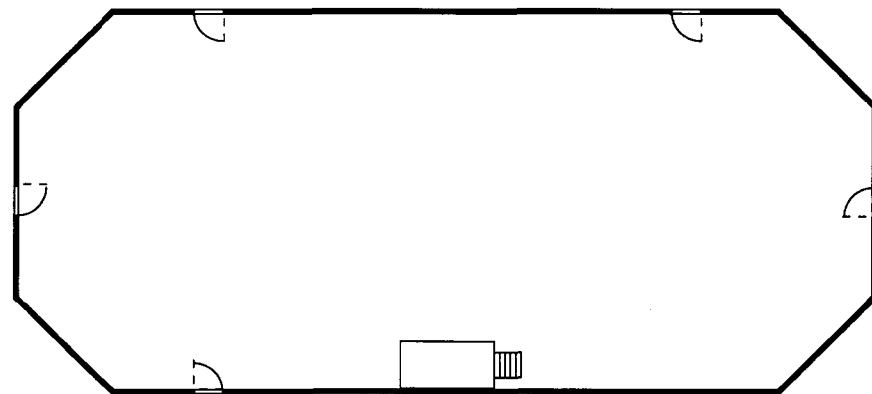
"Jhars—urph!—can't you see I'm—ack!—busy!"

"Bertran! This is an emergency!"

"Can't you see I'm—argh!—fighting a dragon?"

"You call that a dragon? C'mere an' lookit the one that just ate Ned!"

—Jharsvend the Thief and Bertran Stoneback



3 Add the arena to your map.

Figure 201.1: The figure above is an example of a rectangular arena with truncated corners. Its size is 40' x 90'. The arena contains four additional entrances, for a total of five, all of which open inwards. Steps lead up to a raised platform along the south wall.

Encounters: Roll percentile dice. For rooms under 5000 square feet, consult Table 201d. For larger rooms, consult Table 201e.

Table 201d: Small Arena Encounters

00-07	There is an encounter of level D.
08-26	There is an encounter of level C.
27-59	There is an encounter of level B.
60-94	There are two encounters of level A.
95-99	There is an encounter of level A.

Table 201e: Large Arena Encounters

00-09	There is an encounter of level D.
10-29	There is an encounter of level C.
30-64	There is an encounter of level B.
65-97	There are two encounters of level A.
98-99	There is an encounter of level A.

Treasure: There is a 60% chance for a treasure of the same level as the arena's encounter. (If there are two encounters, then there will be two treasures.) If there is no treasure of the same level, and the encounter is level B or higher, then there is a 75% chance for a treasure of one level lower (D instead of E, C instead of D, etc.). If there is still no treasure, then there is a 95% chance for a treasure of level A.

Additional Entrances: Roll percentile dice, adding 10 (maximum 120) for every 1000 square feet of area above 3000 (rounding down, so 5500 square feet would add 20) and consult Table 201f. The result is the number of additional entrances into the arena. Each additional entrance has a 30% possibility to be a door, otherwise it is a corridor.

Table 201f: Arena Additional Entrances

Roll	Result
00-02	0
03-07	1
08-24	2
25-60	3
61-63	0
64-69	1
70-89	4
90-109	5
110-117	2
118-125	6
126-129	3
130-141	7
142-143	6
144-154	3
155-164	8
165-166	0
167-169	1
170-174	3
175-189	4
190-199	5
200-202	2
203-204	6
205-219	9

Consult Table 201g for entrance locations. No wall may have more than one entrance more than any other wall. If a roll breaks this rule, throw out that result and roll again.

Table 201g: Entrance Location

Roll	Location
00-21	Same wall as the original entrance.
22-47	Left wall from the original entrance.
48-73	Wall opposite the original entrance.
74-99	Right wall from the original entrance.

4 Add treasure and encounter levels and additional entrances.

202 Barracks

"The room you are entering contains row upon row of the rotting, splintered remains of simple beds. The shadows of their ancient frames dance like skeletal figures across the walls as you bring your torches into the room. At one time this room probably served as the shared quarters of soldiers or servants. Now, not even a ghou! would call this home.

"Most ghouls, that is . . ."

Information and Advice for the Game Master

Underground labyrinths are such easily defensible and readily concealable structures, it is no wonder that most have served to house soldiers at one time or another. To accommodate those soldiers, barracks were added.

The barracks of common foot-soldiers are seldom more luxurious than the facilities afforded to the meanest servants or common prisoners, and in fact, "willingness to serve" is usually not one of a soldier's required traits. Barracks for these soldiers are usually no more than a large room with places for the soldiers to sleep. Beds are usually simple slabs of wood or webbing stretched across a frame. Often, beds are stacked two or three high.

Mercenaries, knights, soldiers that hail from noble families, and officers are usually provided with rooms that are much less austere, perhaps even luxurious. Dungeons often served as home base to a small company of quality

troops, and quality troops deserved quality barracks.

Role-playing Tips: Any adventurer who has ever served as a soldier should be able to identify the barracks of common soldiers, even after centuries of decay. Any other type of barracks should merely be described by its room size and contents. The purpose behind its construction should remain hidden, beyond its being some type of sleeping quarters.

Mercenaries, who travel extensively, may have left rare or exotic possessions in their rooms. Treasure should reflect this.

Where a barracks consists of more than one room, each one should be revealed only as the adventurers investigate them. Do not, for example, state, "You have discovered several ten foot by ten foot square rooms," if the adventurers have not opened all of the doors to see them.

1 Determine who occupied the barracks.

Roll percentile dice and consult Table 202a. Sometimes, higher quality soldiers shared lodgings with lower quality soldiers. Nobles might even have been housed in the barracks of common soldiers. This exchange did not happen in reverse. For example, common soldiers were not found in barracks that were built to

house nobility.

Table 202a: Barracks Occupants

Roll	Occupants
00-49	Common soldiers
50-84	Mercenaries
85-99	Nobles and Officers

2 Determine if a guard room precedes the barracks.

75% of barracks are preceded by a guard room. Roll percentile dice.

For nobles and officers, the guard room kept unauthorized dungeon inhabitants and visitors out. For barracks that served common soldiers, guard rooms kept the barracks's occupants in. For mercenaries, the guards room's did a little of both.

If your barracks is preceded by a guard room, then see 204 Guard Room on page 33 to find out the guard room's details, and add it to your map. When determining additional entrances, your guard room must have at least one. If there are none, add one. If there is more than one additional entrance, choose one to lead to the barracks.

3 Determine the barracks' size

If your barracks housed common soldiers, determine its size by rolling percentile dice against Table 202b (for the width) and Table 202c (for the length). Instructions to determine the size of nobility and mercenary barracks follow after Table 202c.

Table 202b: Simple Barracks Width

Roll	Width
00-49	20'
50-79	30'
80-94	40'
95-99	50'

Table 202c: Simple Barracks Length

Roll	Length
00-29	30'
30-59	40'
60-79	50'
80-91	60'
92-99	70'

For mercenary or nobility and officer barracks, roll against Table 202d to determine how many rooms there are in the barracks, then roll against Table 202e to determine the size for all of those rooms—they will all be the same size except as noted under step 4, below.

Table 202d: Mercenary/Nobility and Officer Barracks

Roll	Number of Rooms
00-06	6
07-12	7

13-20	8
21-26	9
27-34	10
35-40	11
41-47	12
48-53	13
54-60	14
61-66	15
67-73	16
74-79	17
80-86	18
87-92	19
93-99	20

Table 202e: Mercenary/Nobility and Officer Barracks Size

Roll	Size
00-59	10' x 10'
60-79	10' x 20'
80-99	20' x 20'

If your barracks were designed for common soldiers, roll on Table 202f and multiply the result by the amount of square feet in the barracks, rounding down. The soldiers slept on bunks (up to three high), single beds or the floor, depending on how crowded the barracks was and how generous their commanders were.

Table 202f: Common Soldier Barracks' Occupants

Roll	Occupants
00-08	.01
09-17	.015
18-26	.02
27-35	.025
36-44	.03
45-54	.035
55-63	.04
64-72	.045
73-81	.05
82-90	.055
91-99	.06

If your barracks was designed for mercenaries, then 10' x 10' rooms had accommodations for two soldiers. 10' x 20' rooms have a 60% chance to have held three sol-

diers; otherwise they held four. 20' x 20' rooms had accommodations for four soldiers.

If your barracks were designed for nobles and officers, then 10' x 10' rooms held one soldier. 10' x 20' rooms have a 50% chance to have held accommodations for one soldier; otherwise they had accommodations for two. 20' x 20' rooms had accommodations for two soldiers.

For both mercenary barracks and noble and officer barracks, there is a 10% chance for each room to have been more luxurious than the others. A room of this type either housed a mercenary or high ranking officer or a greater noble. This room distinguishes itself by accommodating fewer soldiers or by being larger than the other rooms in the barracks. If all rooms in the barracks each housed one soldier, then increase the size of the luxurious room to the next largest permissible size (10' x 10' becomes 10' x 20'; 10' x 20' becomes 20' x 20'). If all rooms housed more than one soldier, then divide the number of soldiers housed in the luxurious room by two, rounding down (two or three becomes one; four becomes two).

4 Determine how many soldiers the barracks housed.

When Emp'rors clash and squabble and fight,
Who carries the weight of their swords?
When kings mock each other and threaten for
spite,
Who puts hardened metal to words?

When e'er trouble brews in the borderlands far,
What manner of beast is sent o'er,

To laugh at the dragon and sup on the b'ar
While scribin' their names into lore?

The soldier no more and the soldier no less,
They bear the whole earth 'neath their feet.
If e'er ya' want heroes some wrong to redress,
No likelier sot'll ya' meet.

—From "Common Soldier's Song," Annals of the Morning War

5 Add the barracks to your map.

See Figure 202.1 for a mapping example of the barracks for common soldiers.

For mercenary barracks and noble and officer barracks, first build a corridor. You don't need to use Table 151. (In fact, you shouldn't.) Just build a corridor long enough to contain doors for all of the rooms in the barracks. You can bend or branch the corridor as you see fit; bending and branching it can keep the barracks rooms closer together. You may decide to dead-end all of the barracks corridors, or you may continue some or all of them. If you do continue a corridor, and a guard room pre-

cedes the corridor at the beginning of the barracks, then a guard room will have to be placed at the end of the barracks as well. Further, if the continued corridor never meets back with the rest of the dungeon, realize that access to dungeon rooms beyond the barracks would have been limited by any barracks guard rooms.

See Figure 202.2 for a mapping example of the barracks for mercenary soldiers.

See Figure 202.3 for a mapping example of the barracks for nobles and officers.

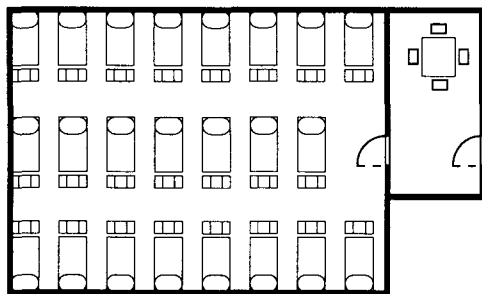


Figure 202.1: The figure on the left is a barracks for common soldiers. Its size is 30' x 40', and it is preceded by a 10' x 20' guard room which contains a table and four stools. This barracks is relatively luxurious; each soldier has a single-level bed and a chest for personal belongings. There are no additional entrances to this barracks (as determined by step 6, on the next page).

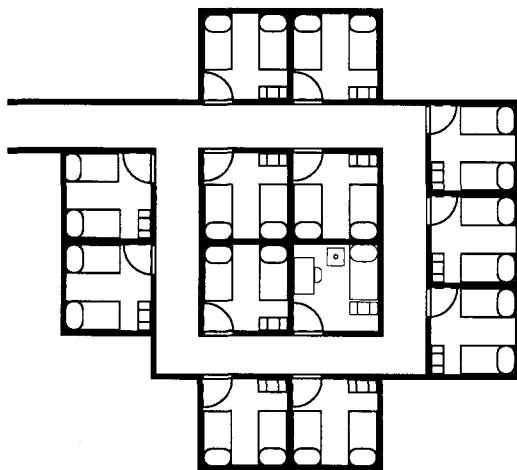


Figure 202.2: The figure on the left is a mercenary barracks comprised of 10' x 10' rooms. One room has been upgraded to house a mercenary officer. The normal rooms contain two beds and a chest for the mercenaries' personal belongings. The officer's room has a bed, chest, table, chair, and a small bedside table with a candle holder.

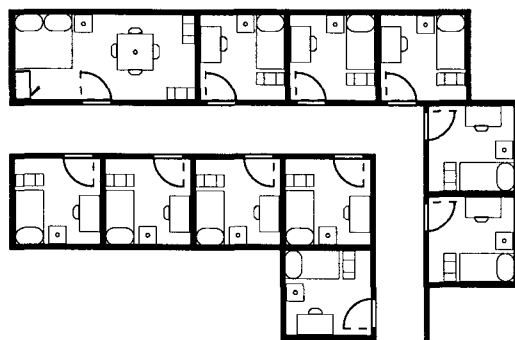


Figure 202.3: The figure on the left is a mapping example for a noble and officer barracks comprised primarily of 10' x 10' rooms. One room has been upgraded to a 10' x 20' size to accommodate a greater noble. Each normal room has a bed, chest, table, chair, and bedside table with a candle holder. The greater noble's room has a larger bed, a wardrobe, the bedside table and candle holder, plus two chests and a large table with four chairs and another candle holder. Note that the corridor continues past the barracks.

"Hishik wouldn't wash hiz stinkin' feet, ev'n when th' High Lord ordered it. Only thin' thet changed hiz mind wuz when Dag nearly ate 'em."

—Brubnub, 2nd o' the Watch

Encounters: For common soldiers' barracks over 1500 square feet, there is a 15% chance for an encounter of level B. For common soldiers' barracks less than or equal to 1500 square feet, there is an 8% chance for an encounter of level B. For any size common soldiers' barracks, if there is no encounter of level B, then there is an 85% chance for an encounter of level A.

For 10' x 10' mercenary or noble and officer barracks, each room has a 20% chance for an encounter of level A. For 10' x 20' rooms, each room has a 25% chance for an encounter of level A. For 20' x 20' rooms, each room has a 30% chance for an encounter of level A.

Treasure: For common soldiers' barracks, if there is an encounter, then there is a 70% chance for a treasure of the same level. If there is no encounter, then there is a 20% chance for a treasure of level A.

For mercenary barracks, each room has a chance for a treasure of level B. If there is no treasure of level B in a room, then that room has a chance for a treasure of level A. Consult the chart below for the percentage chances for each treasure level:

Table 202g: Mercenary Treasure

Barracks Size	Level B	Level A
10' x 10'	2%	10%
10' x 20'	3%	15%
20' x 20'	5%	20%

Determine treasure for noble and officer barracks in the same way as that for mercenary barracks, but use Table 202h. Also, each room begins with a chance for a treasure of level C, then B, then A:

Table 202h: Mercenary Treasure

Barracks Size	Level C	Level B	Level A
10' x 10'	2%	5%	20%
10' x 20'	3%	8%	30%
20' x 20'	5%	12%	40%

The treasure from Tables 202g and 202h is in addition to any treasure associated with a room's encounter. Any room with an encounter has a 40% chance for a treasure of the same level as the encounter.

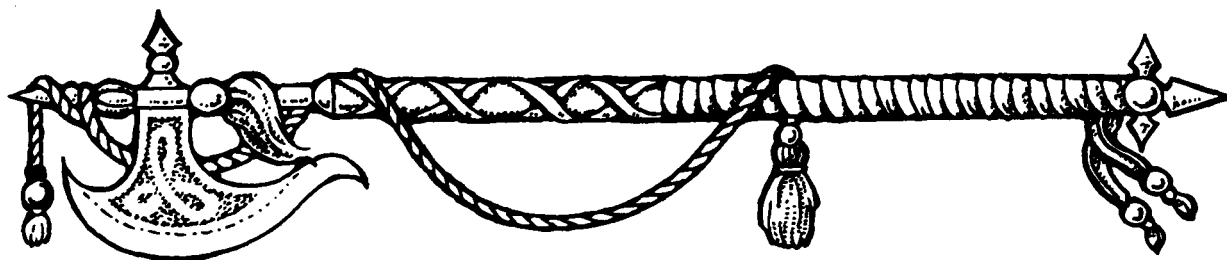
Additional Entrances: For mercenary barracks and for noble and officer barracks, determine additional entrances by your mapping of the corridors (see step 5, above). Each individual room will have only its one original entrance. For common soldiers' barracks, there is a 50% chance for an additional entrance, which must be a door. If there is an additional door in your barracks, roll on Table 202i to find out where the door is located.

Note that if there is a guard room preceding the original barracks entrance, there must be a guard room following the additional entrance as well.

Table 202i: Barracks Additional Door Location

Roll	Location
00-09	The door is located on the same wall as the original entrance.
10-39	The door is located on the wall to the left of the original entrance.
40-69	The door is located on the wall opposite the original entrance.
70-99	The door is located on the wall to the right of the original entrance.

6 Add treasure and encounter levels and additional entrances.



203 Fortification

"The corridor continues on straight ahead for sixty feet, then it reaches a wall and turns left then immediately left again. As you make the first left hand turn, you notice that there are crossbow loops, pointed your way, spaced about four or five feet apart all along the right-hand wall.

"While you stop to consider your next action, something on the other side of that right-hand wall sneezes. . . ."

Information and Advice for the Game Master

Sometimes internal defenses were necessary to protect a dungeon's occupants from an invading enemy. Fortifications allowed occupants to defend from a position of strength.

Role-playing Tips: If undead are awakened within the dungeon, and if they are aware of the presence of adventurers, the undead will

almost certainly take their weapons and attempt to hold a fortification.

Sentient creatures such as goblins and orcs may also attempt to use fortifications against adventurers. The dungeon dwellers may even attempt to lead adventurers towards a fortification in an attempt to stage an ambush.

1 Determine the type of fortification.

Roll percentile dice and consult the following table:

Table 203a: Fortification Types

Roll	Fortification	
00-08	This fortification is a twisting corridor. The corridor first goes straight for at least 50' with no doors or corridor openings on either side. It then makes a U-turn to the left and goes back the same distance, again with no doors or corridors on either side. The corridor ends with a heavy door on the right which locks on the other side. Beyond the door is a corridor going right, heading in the original corridor's direction. When this corridor reaches the end of the corridor on its right, it turns right and then left to be exactly back on line with the original corridor's direction and orientation. Arrow and/or crossbow loops are set all along the L-shaped length of wall which the corridor surrounds. This wall will be abnormally thick, and it may also contain small, angled shafts which allow caltrops, Greek fire and the like to be poured into the path of enemy soldiers. See Figure 203.1.	
09-23	This fortification is a 10' or longer stretch of corridor that is too narrow for more than one soldier to walk through it at a time. The defenders waited at the far end for the enemy to appear, at which point the enemy was outnumbered, or the defenders could have quickly and easily blocked the corridor, giving themselves ample time to escape.	
24-43	This fortification is a guard room with	
44-63	This fortification is a corridor that ends in a thick, reinforced door that locks with heavy bars on the other side. On the other side of the door is a U-shaped room that surrounds the corridor's end with arrow and/or crossbow loops. An opening in the U-shaped room allows the corridor to continue in its original direction. See Figure 203.2.	
64-77	This fortification is a corridor that ends in a stairway going up to a trap door in the ceiling. The trap door is very thick and reinforced with iron. There may also be one or more small openings in the stone above the stairway through which Greek fire, boiling oil, and more may be poured. The room above the trap door is a guard room which has one doorway in each wall. See 204 Guard Room on page 33. If there is not enough room for another dungeon level above the current one, then the corridor ends in a stairway that goes down to a short corridor which in turn ends in the stairway going up. See Figure 203.3.	
78-99	This fortification is a corridor that appears to end, but it has a secret door hidden somewhere near its far wall. The corridor begins again on the door's other side. If defenders succeeded in escaping to the other side of the secret door, it would have been very	

difficult for invaders to find out where they went, and how they got there. There is a 25% chance that there are two secret doors at the end of the corridor instead of one. If there are two, then there is a 50% chance that there are three instead of two. That way, invaders would have had an even smaller chance of finding out exactly where the defenders fled. There is also a 50% chance that there are one to four fake secret doors along the corridor, which cannot be opened or open only to reveal a blank wall.

Finally, there is an 80% chance that a fake doorway (not a secret one) is also in the corridor, at its far end. If someone attempts to open this fake doorway, they will spring a lethal trap affecting a substantial section of the

corridor (such as a ceiling collapsing, a pit opening in the floor, a ballista firing a large cutting weapon down the corridor's length ... see 512 Trap on page 137).

Most fortifications have a couple of important aspects in common. First, they all are designed to defend in one direction only. Second, if the fortification fails to hold off an enemy, then there must be a means for the defenders to escape. So, either there is a way for defenders to double back to an exit, or there is another way out that they can reach from the corridor behind the fortification.

If, after your dungeon is completed, there is no way for defenders behind a fortification to reach a dungeon exit without going through the front of the fortification, then add a way to do so.

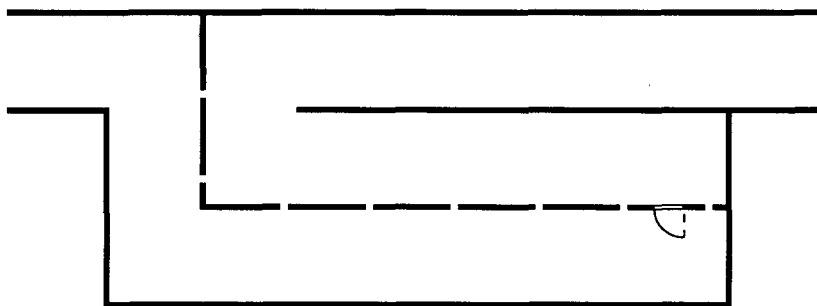
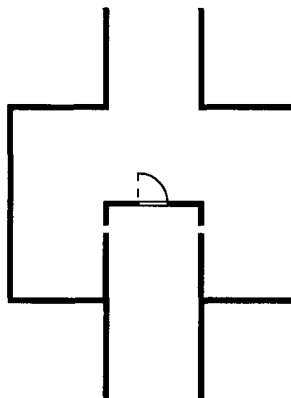


Figure 203.1: The figure above represents a fortification of the type described under 00-08 on Table 203a. The breaks in the L-shaped wall segment represent crossbow and/or arrow loops. The door is heavily reinforced. Defenders would have been positioned in the western and furthest south corridor segments, prepared to fall back to the west if necessary.

Figure 203.2: The figure on the right represents a fortification of the type described under 44-63 on Table 203a. The breaks at the end of the southern corridor represent crossbow and/or arrow loops. The door is heavily reinforced. Defenders would have been positioned in the U-shaped room, ready to fall back to the north if necessary.



2 Add the fortification to your dungeon map.

"Let's go this way." Of all the stupid suggestions. . . . Weren't you looking, Jhars? Didn't you see the arrow loops all along the walls? What'd you think they were?"

"Gee, I dunno, Bertran . . . mail slots?"

—Bertran Stoneback and Jharsvend the Thief

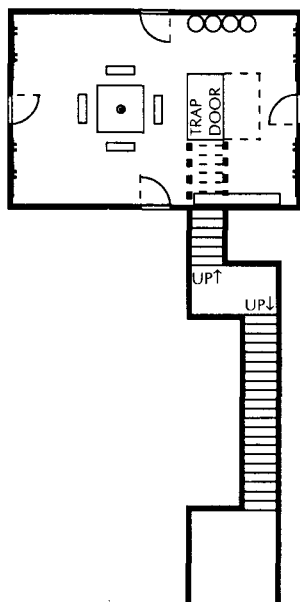


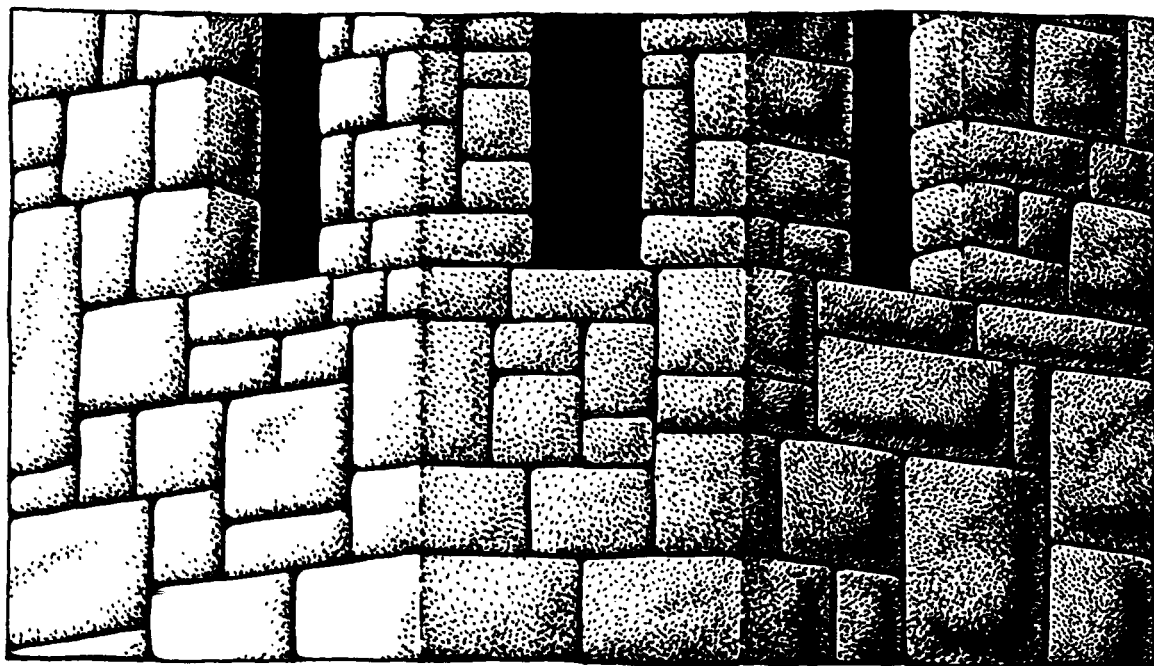
Figure 203.3: The figure on the left represents a fortification of the type described under 64-77 on Table 203a. The southern stairway descends from the level with the guard room to one floor below. The northern stairway ascends up under the reinforced trap door in the floor of the guard room so that the top step of the stairway is one step below the guard room's floor level. In the event of an attack, guards would have surrounded the invaders at the mouth of the trap door, forcing the enemy to first batter apart the heavy door and then fight them from a very disadvantaged position. This particular guard room had the ability to make things even worse for invaders, since the barrels stacked against the north wall contain oil that could have been spilled all over the stairs.

3 Add treasure and encounter levels for the fortification.

Encounters: There should be no set encounter here unless adventurers have alerted the nearby dungeon inhabitants to their presence. In that case, those inhabitants may decide to meet the adventurers at the fortification. If this happens, then take one or more encounter from a nearby room and move them to the fortification, leaving their treasure behind.

Fortifications that involve guard rooms may have encounters in the guard rooms as set out under 204 Guard Room on page 33.

Treasure: Fortifications with guard rooms may have treasure as prescribed by 204 Guard Room on page 33. Otherwise, a fortification has no treasure associated with it.



“You have come across a ten-foot by ten-foot square room that contains a table, a couple benches and little else.

“In fact, the room could be easily ignored if not for the trio of armed goblins now rising from the benches to greet your party. One of the goblins is reaching for a signal horn slung under its arm, and the others are drawing their weapons. . . .”

204 Guard Room

Guards were stationed throughout most dungeons to keep order and provide protection.

Guard rooms typically contain little more than a handful of benches and tables and perhaps some shields, weapons or tapestries hanging on the walls. Doors into guard rooms usually include a window or spy-hole that can only be

opened and closed from within the room.

Role-playing Tips: If sentient creatures such as orcs or goblins control your dungeon, they will usually place sentries in as many guard rooms as possible. Rather than using the percentage for an encounter as given under step 3, below, you may wish to use 90% or even 95%.

Information and Advice for the Game Master

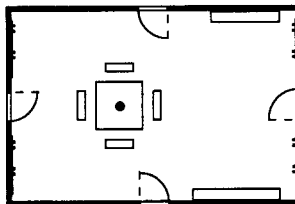
Roll percentile dice and consult Table 204a:

Table 204a: Guard Room Size

Roll	Size
00-14	10' x 10'
15-34	10' x 20'
35-64	20' x 20'
65-84	20' x 30'
85-99	30' x 30'

1 Determine the guard room's size.

Figure 204.1: The figure to the right is a mapping example for a 20' x 30' guard room. This particular guard room contains four entrances—all doors that open inwards—and normal furnishings, including a table with benches and a lamp, two additional benches, and four weapons racks fastened to the west and east walls.



2 Add the guard room to your dungeon map.

Encounters: For guard rooms less than 600 square feet in size, there is a 40% chance for an encounter of level A. For larger guard rooms, there are two 40% chances for encounters of level A (a possibility of two encounters).

Treasure: If there is an encounter, then there is a 65% chance for a same level treasure.

Additional Entrances: Roll percentile dice and consult Table 170 Standard Additional Entrances on page 22, but add 20 to your roll (so a 34 will become a 54). If your total is greater than 99, then use result 90-99. Each entrance has a 20% chance to be a corridor; otherwise it is a door.

3 Add treasure and encounter levels and additional entrances.

*“So I sez to Grog, I sez, ‘Hey, Grog, thet light don’ look friendly. Should we soun’ th’ alarm?’
“Grog sez, he sez, ‘Nah. Wake the Cap’n an’ we’re good az dead!’
“Well, hah! Grog won’ be worryin’ about th’ Cap’n anymore! Nothin’ else, neither. I guess thet showz what he knew!”*

—Brubnub, 2nd o’ the Watch

205 Weapons Training Room

"Weapons racks, decorative shields, and intricate tapestries picturing battles and feats of arms hang on the walls of this room, surrounding a level, unpaved floor. A thin layer of loose dirt on the floor covers tightly packed earth. A long bench sits in front of one wall, but otherwise there is no furniture. Torch sconces adorn the room's corners.

"Some of the weapons racks still contain weapons, but those weapons appear to be blunted or made of wood—useless for real combat, but perhaps weighted for use in practice or training. A couple of long wooden poles lean against the far left corner. In the other far corner stands a wooden imitation of a man, almost like a giant child's toy, with jointed arms and legs. The wooden figure is scored from numerous blows. . . ."

Information and Advice for the Game Master

Soldiers stationed in a dungeon were constantly training, learning the use of new weapons and becoming more proficient with the ones they already knew. Such activity not only helped to build the dungeon contingent into a more powerful fighting force, it also helped to relieve the tedium of life underground without windows

and fresh air.

A weapons training room usually has some appropriate martial decor on the walls. Other items likely to be in the room are benches, shields and weapons racks. Also, there may be blunted or wooden practice weapons, thick pads, and other tools for training soldiers.

1 Determine the room's size.

Roll percentile dice:

Table 205a: Training Room Size

Roll	Shape
00-09	20' x 30'
10-19	20' x 40'

20-39	30' x 30'
40-49	30' x 40'
50-59	30' x 50'
60-79	40' x 40'
80-89	40' x 50'
90-99	40' x 60'

2 Add the weapons training room to your dungeon map.

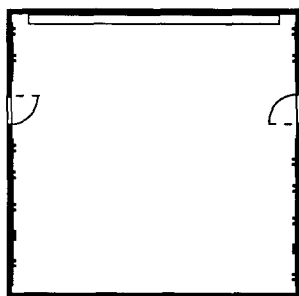


Figure 205.1: The figure to the left is an example of a mapped weapons training room. Its size is 30' x 30', and there is one additional entrance on the wall opposite the original entrance. Weapons racks line the east and west walls, and a long bench sits in front of the north wall.

3 Add treasure and encounter levels and additional entrances.

Encounters: There is a 20% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 40% chance for a treasure of the same level.

Additional Entrances: Roll percentile dice and consult Table 170 Standard Additional Entrances on page 22. Each entrance has a 25% chance to be a corridor; otherwise, it is a door.

"The door from the guard room creaks, but gives, and behind its ancient portal stands the huge metal statue of a fully armed warrior. The figure's arms are raised behind its head, menacingly brandishing a curved sword, with a blade at least five feet in length, in a manner that threatens an imminent strike. Before the statue rests a large block of wood. Deeply stained on its upper surface, the wood contains four shackles, one at each top corner, and a large cut running down its upper length.

"The metal figure's shoulders appear to be hinged, and the ceiling above the figure is higher than that elsewhere in the room. This extra height could allow those large metal arms and sword to swing all the way over the figure's head."

251 Execution Room

For many dungeon civilizations, justice did not mean recompense, it meant revenge. Punishment was usually given out to the guilty, sometimes to both sides, and sometimes, if the guilty party was rich and powerful, sometimes punishment was only given to the innocent. The ultimate punishment was execution.

An execution room contains the facilities for one or more types of executions, perhaps

for more than one prisoner at a time.

Role-playing Tips: If your dungeon involves the remains of its original inhabitants animating in the form of undead, or some more civilized sentients, then rather than kill victims outright, you may have them capture one or more adventurers and attempt to drag them to the execution room. That could lead to an interesting and enjoyable rescue attempt.

Information and Advice for the Game Master

Roll percentile dice and consult Table 251a:

Table 251a: Execution Room Size

Roll	Size
00-08	10' x 10'
09-18	10' x 20'
19-29	20' x 20'

30-42	20' x 30'
43-56	20' x 40'
57-69	30' x 30'
70-80	30' x 40'
81-90	30' x 50'
91-99	30' x 60'

1 Determine the size of the room.

Roll percentile dice and consult the following table to determine the method of execution used by those who constructed your dungeon. Methods listed are general, though some include examples in parentheses. Devise the execution specifics as necessary.

You may also choose to use a method not listed here. Dungeon cultures tended to be quite imaginative in the methods they used to put prisoners to death, reasoning that fear of the method of dying served both as a deterrent to keep others from committing the same offense and as a means of extracting revenge.

Table 251b: Execution Methods

Roll	Method
00-11	Beheading (axe, guillotine, etc.)
12-19	Piercing (sword, spear, arrows, etc.)
20-28	Hanging
29-33	Drowning or Boiling
34-44	Torture device (iron maiden, etc.)
45-52	Poison (hemlock and others)
53-57	Ritualized suicide
58-65	Beating or stoning
66-71	Starvation/Dehydration
72-76	Flaying
77-86	Burning
87-99	Roll twice, and take both results.

2 Determine what types of executions took place in the room.

"No, Bertran. This is just plain stupid. There are over a dozen guards on duty, each one attentive and armed to the teeth. A trap protects the door, which, by the way, is locked, and an untold number of defenders, not to mention the Archmage Drabnor, are actually attending the execution within the room. We don't even know if the prince is still alive, and, anyway, neither of us ever liked him."

"That's not the way to look at this, Jhars. If the prince dies, we don't get paid."

"Oh. . . . Well, then. Let's go in and get him."

—Bertran Stoneback and Jharsvend the Thief

3 Determine if a guard room precedes the execution room.

To prevent last-minute rescues, an execution room is usually preceded by a guard room. An execution room has a 75% chance of being entered from a guard room (meaning that you must place the guard room, if it exists, on your dungeon map prior to the execution room).

If there is a guard room, determine its

characteristics by consulting 204 Guard Room on page 33, except for the following: The guard room may only have one entrance (a door) other than the original one, and that door, which opens into the execution room, must be located on the wall opposite the original entrance.

4 Add the execution room to your dungeon map.

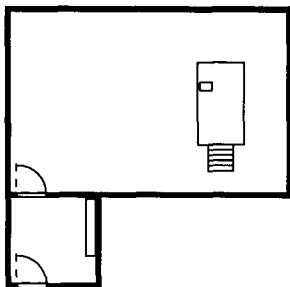


Figure 251.1: The figure on the right is a 20' x 30' execution room preceded by a 10' x 10' guard room. A bench is placed along the east wall of the guard room. A platform in the eastern portion of the execution room, accessible from a short stairway to the south, holds a block used during beheadings.

5 Add treasure and encounter levels.

Encounters: There is a 10% chance for an encounter of level B. If there is no encounter of level B, then there is a 55% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 70% chance for a treasure of the same level.



"The doors along this corridor are placed tightly together, and each one contains a small barred window. Looking in the first window on the left, you see a stone cell, approximately five feet wide by ten feet long. The walls and ceiling appear completely bare, but stretched out on the floor are a humanoid's skeletal remains. . . ."

252 Prison

Criminals and defeated foes had to be dealt with by dungeon inhabitants in a way that prevented recurrence of crime or the rebuilding of an enemy. Less humane cultures simply executed all who opposed them or their way of life, but those who were more advanced and compassionate either condemned their captors to a time of slavery or to a period of imprisonment.

Dungeon prisons were not pleasant. Individual cells might have had a small barred window on the door and perhaps a slot for food, but those were luxuries. Often, a barred window on the door had a shutter that could have been opened and closed from the outside. When the shutter was closed, the prison cell was in complete darkness. Prisoners were also fortunate if they had a raised wooden or stone slat to sleep on and a pit in place of a chamber pot. Food on a tray or plate was for the privileged; utensils were never provided.

There would have been no provisions for light inside a prison cell—no torch or candle sconces, no hooks or nails for lamps or lanterns. There might not have been any light in the corridor outside the cell either. Guards could have carried what light they needed and taken it with them when they left.

Prisoners would have valued anything that they could have gotten their hands on for scraping or tapping against walls; bits of pot-

tery, stone chips, bones from their food. The prison rooms that the adventurers uncover may also contain the skeletal remains of their captives. Fleeing dungeon inhabitants would not have taken time to release their prisoners, and prisoners usually could not have escaped on their own.

Some prisons housed prisoners together in a large common room rather than in individual cells, but this was unusual. More contact between prisoners meant a greater chance for a rebellion or escape attempt, and larger numbers of prisoners were more likely to try to overpower guards.

Of course, captive nobles usually were not condemned to stay in a prison cell. If they were taken in battle, nobles were given normal sleeping quarters or a bedroom and held until a large ransom was arranged by their family or kingdom.

Role-playing Tips: Sentient dungeon inhabitants may be holding live prisoners. Goblins are particularly infamous for throwing captives in confinement and fattening them for a while before eating them. Some of these prisoners may be able to help adventurers or pay them a reward for freedom and an escort back home. Rescuing an especially valuable prisoner from an especially well-defended prison can be the basis of a very entertaining adventure.

Information and Advice for the Game Master

Most prisons were simply a guard room followed by a corridor or series of corridors that had small cells for prisoners on either side. However, there is a 15% chance that the dungeon prison was a large empty room preceded

by a guard room. Prisons of this second type generally held prisoners for relatively short periods of time, after which they were sent elsewhere, freed, enslaved or executed.

1

Determine the prison format.

Roll percentile dice twice, add the results and divide by two, rounding up (example: $28 + 49 = 77$, $77 / 2 = 38.5$, rounded up = 39). Add this number to another dice roll and consult Table 252a to determine how many average humanoid captives this prison was normally capable of holding.

Table 252a: Dungeon Prison Capacity

Roll	Capacity
00-13	1
14-20	2
21-27	3
28-34	4
35-41	5

2

Determine the prison's capacity.

"Y'know, this place kinda' reminds me of home."

—Jharsvend the Thief

42-48	6
49-55	7
56-62	8
63-69	9
70-198	Roll again on this table, adding ten captives to your final capacity. On

this extra roll, however, divide the number you added to your previous roll by two, rounding up. So, for the example above, 39 divided by two (19.5) rounded up is 20.

3 Determine the prison's guard room's characteristics.

See 204 Guard Room on page 33 for details on guard room creation. Your guard room must have at least one additional entrance. If your guard room has more than one, then divide your prison into more than one wing. (Example: A capacity of 22 prisoners and

three additional entrances means three prison wings, perhaps 7 prisoners in each of two wings and 8 prisoners in the remaining wing.)

Add the guard room to your dungeon map.

4 Determine the prison's size.

For each prison wing:

For large holding areas, allocate 5' x 10' of area for each prisoner, rounding up to the nearest area divisible into 10' x 10' blocks. Then make your prison a rectangular area using all of the 10' x 10' blocks. So, a prison meant to hold seven prisoners requires seven 5' x 10' blocks: 35' x 10'. 35' x 10' does not divide into 10' x 10' blocks, so round up to 40' x 10'. Finally, arrange the 10' x 10' blocks so that they form into a rectangle. In this example, they form a 20' x 20' square.

If your wing is a series of cells, then first make a corridor to build the cells around. Divide the prisoner capacity for the prison wing by two, rounding down, and multiply your result by five. This is the length of the corridor in feet. Place 5' x 10' cells along the corridor,

putting one cell at the corridor's far end if necessary. Note that this corridor does not lead to anything other than the prison cells. For wings with a large capacity for prisoners (more than 40), turn the corridor or branch it left or right after 100' or so.

Most prisons were quite capable of housing more than one prisoner per prison cell and more than one prisoner for each 5' x 10' of area. In fact, they usually did. Overcrowding was not a concern. Men and women were generally kept segregated, as were certain humanoid races. ("If the goblin eats anyone else, give him his own cell!")

One final note: If you have more than one wing, give a 15% chance for each one that it is a large holding area instead of a series of cells.

5 Add the prison to your map.

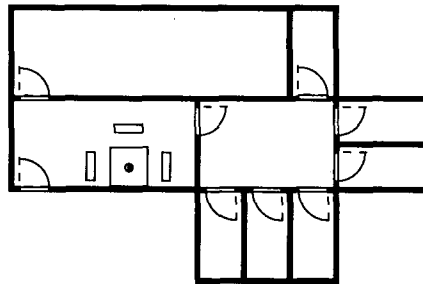


Figure 252.1: This is a prison with two wings. A guard room with a table and three benches serves as the prison's hub. North of the guard room is a bare 10' x 30' holding room. East of the guard room is a 10' x 15' corridor around which sits six bare 5' x 10' prison cells.

6 Add treasure and encounter levels.

Encounters: For the prison's guard room use 204 Guard Room on page 33.

Large prison holding areas have a 40% chance for an encounter of level A. Prison cell wings have a 5% chance per cell for an encounter of level A. (10 cells = 50%) Any percentage over 100 is a chance for an additional encounter. (22 cells = one 100% chance and one 10%

chance) Encounters may be in corridors or cells.

Treasure: For the guard room, use 204 Guard Room on page 33.

If there is an encounter in the prison, then there is a 40% chance for a treasure of the same level.

“The door to this next room has been broken from its hinges and splintered across the floor. Only a few shards still cling tenuously to the heavily rusted hinges. Beyond the threshold, the room extends ten feet left and right and thirty feet straight ahead. In the foreground several pokers rest in a fire pit full of ancient ashes, and against the room’s far wall sits a closed iron maiden. Whips of various lengths, some bearing metal barbs or weights, hang along both the east and west walls. . . .

“You turn to leave, abandoning your fruitless efforts to open the iron maiden, but as you go, a scratching noise causes you to look back. The torture device at the room’s far end has cracked open on its own. . . .”

253 Torture Chamber

Torture chambers were used by dungeon inhabitants to punish criminals, obtain confessions, extract information from soldiers or suspected spies, and carry out some executions. Torture was a common means of forcing compliance on the unwilling in just about any matter of state, and rulers generally felt that anything which concerned them concerned the state.

The chamber itself will contain one or more implements for inflicting pain and terror on unfortunate victims.

Role-playing Tips: If your dungeon contains sentients with a mind for torture, the torture chamber is an excellent place to put a potential friend in need of rescue.

Information and Advice for the Game Master

Roll percentile dice and consult Table 253a:

Table 253a: Torture Chamber Size

Roll	Size
00-13	20' x 20'
14-27	20' x 30'
28-42	30' x 30'
43-57	30' x 40'
58-71	30' x 50'
72-85	40' x 40'
86-99	40' x 50'

1 Determine the torture chamber's size.

Roll percentile dice and consult the following tables. Table 253b gives the number of different torture methods used, while Table 253c gives the types. You are also free to put in methods not listed here, and generally the more elaborate they are, the better they are. Keep in mind that some nobles may have used torture as a perverse form of entertainment.

Table 253b: Number of Torture Methods

Roll	Number
00-17	1
18-35	2
36-53	3
54-71	4
72-89	5
90-99	Roll twice on this table, adding the results.

Table 253c: Torture Chamber Methods

Roll	Method
00-07	Burning with fire (including branding)
08-13	Burning with acid
14-20	Stretching (the rack)
21-26	Crushing (including thumb screws)
27-34	Piercing (including the iron maiden)
35-40	Poison
41-47	Cutting
48-55	Whipping
56-63	Beating or stoning
64-71	Magically-induced fear
72-79	Maiming
80-87	Confinement (being shut in a small space for extended periods of time without light, food or water)
88-94	Scalding (oil or water)
95-99	Roll twice on this table, combining the results.

2 Determine the tortures that took place in the chamber.

“Look at all this, Jhars. Did you ever imagine there could be so many ways to cause pain?”
“Well . . . I have tried your rot-weed stew, Bertran.”

—Bertran Stoneback and Jharsvend the Thief

3 Determine if the chamber has a guard room.

To prevent escapes and rescue attempts, a torture chamber was usually preceded by a guard room. A torture chamber has a 75% chance of being entered from a guard room (place the guard room first on your dungeon map).

If there is a guard room, determine its

characteristics by consulting 204 Guard Room on page 33, except for the following: The guard room will only have one entrance (a door) other than the original entrance, and the additional entrance will be located on the wall opposite the original one, opening into the torture chamber.

4 Add the torture chamber to your dungeon map.

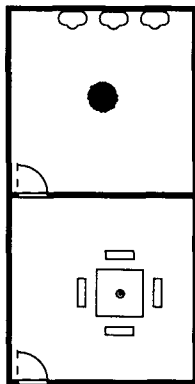
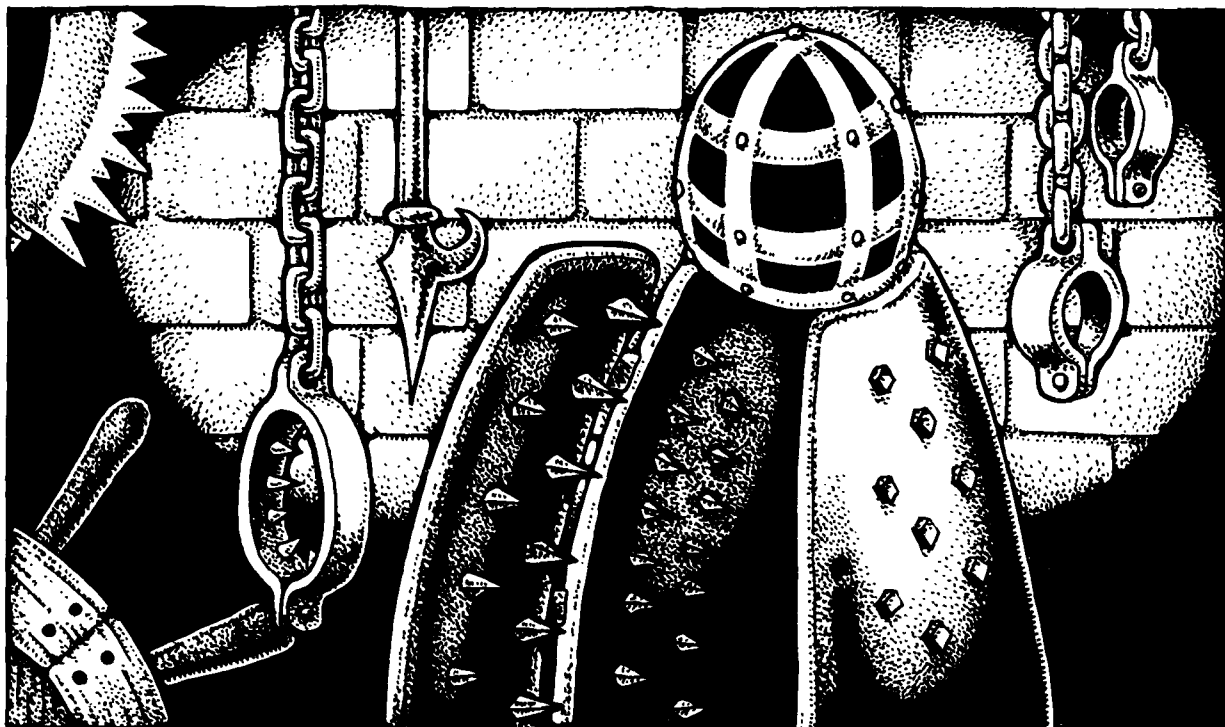


Figure 253.1: This figure represents a 20' x 20' torture chamber preceded by a 20' x 20' guard room. The guard room contains a table, lamp and four benches. At the center of the torture chamber is a small, shallow fire pit ringed with stones. Against the north wall of the torture chamber rests three iron maidens.

5 Add treasure and encounter levels.

Encounters: There is a 10% chance for an encounter of level B. If there is no encounter of level B, then there is a 75% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 70% chance for a treasure of the same level.



“You finally manage to break open the door, and the loud crash of splintering wood is answered by an even louder crash of shattering glass. The door has flown from its hinges and fallen headlong into a series of shelves lined up along the right wall. One after another, the shelves topple to the ground, sending dozens of glass vials and bottles spilling to the floor, casting their contents and decimated remains about the room. A full spectrum of colorful liquids quickly spreading across the floor’s paving stones begins to bleed together, and a multi-colored mist rises from the mix, billowing towards the corridor where you stand gaping in astonishment. . . .”

301 Alchemist’s Room

Alchemists serve many important functions in a dungeon environment, particularly by their creation of potions, salves and powerful elixirs. They also manipulate inanimate material, such as metals, changing or enhancing their properties. (Certainly everyone has heard of the classic alchemy challenge, to change lead into gold.)

The alchemist’s laboratory, almost always dedicated to the work of one gifted individual, contains a vast collection of its master’s tools, tomes and creations. There should be several pieces of glass (flasks, vials, jars, etc.) scattered about on tables or shelves and in chests. There should also be containers made of metal and pottery, and depending on the dungeon’s overall condition, there may be a number of magical potions, scrolls containing formulas, chemical components, etc., also scattered about. Other

items in the laboratory include a stone oven, a fire pit, pestles and mortars, and a small venting hole that leads to a secluded location on the surface above.

Role-playing Tips: Most dungeon explorers are familiar enough with an alchemist’s material to recognize an alchemist’s laboratory when they see one. Only another alchemist, however, or someone with training in alchemy, should be able to recognize many of an alchemist’s more obscure chemical components and concoctions.

Experimenting with an alchemist’s materials can be very dangerous. Written formulas may not be correct. Perhaps the scroll with the chemical recipe that adventurers find will turn out to be something valuable, or perhaps it will reveal itself as something that the alchemist was working on but never adequately completed.

Information and Advice for the Game Master

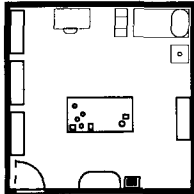
Roll percentile dice and consult Table 301a:

Table 301a: Alchemist’s Laboratory

Size	
Roll	Size
00-04	10’ x 10’
05-11	10’ x 20’
12-29	20’ x 20’
30-32	10’ x 30’
33-64	20’ x 30’
65-80	20’ x 40’
81-92	30’ x 30’
93-99	30’ x 40’

1 Determine the room’s size.

Figure 301.1: This is a 20’ x 20’ alchemist’s laboratory that also served as the alchemist’s chambers. Note the bed, bedside table and chest in the room’s northeast corner. There are shelves along the east and west walls, each of which contains books, containers and components for potions and other mixtures. A small writing table and chair sits against the north wall. The southern wall sports a stone fire place and a box for fuel, primarily coal. A large table in the center of the room holds some of the alchemist’s potions and components.



2 Add the alchemist’s laboratory to your dungeon map.

“I suppose a small drink can’t hurt. . . .”

—Anonymous, and not particularly bright

3 Was the lab also living quarters?

Eighty percent of the time, an alchemist's laboratory also served as the alchemist's living quarters. If this is the case, the laboratory contains a bed, tucked away into a corner, and personal items that belonged to the alchemist.

If the alchemist's laboratory is 600 square

feet or larger and it also serves as living quarters, then there is a 50% chance that a 10' x 10' area is sectioned off with walls and a door, and the alchemist's bed and personal items are enclosed there.

4 Add treasure and encounter levels.

Encounters: There is a 5% chance for an encounter of level C. If there is no encounter of level C, then there is a 20% chance for an encounter of level B. If there is no encounter of level B, then there is a 75% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 70% chance for treasure of the same level as the encounter.

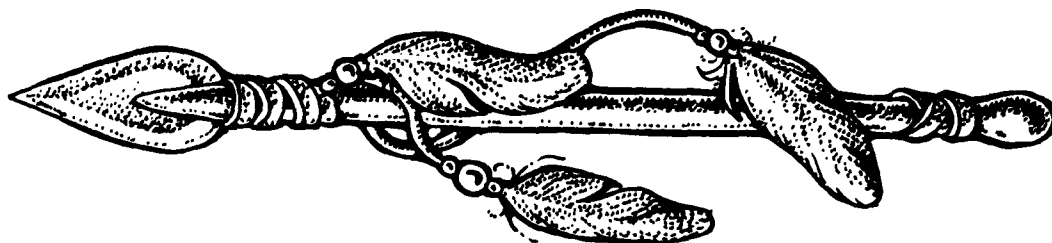
If there is no encounter, then there is a 20% chance for a treasure of level B. If this treasure of level B does not exist, then there is a 65% chance for a treasure of level A.

In addition to any other treasure, any extant alchemist's tools, formulas or materials may be quite valuable. Glass may be rare outside of an alchemist's possession (they know

how to make it), since it is difficult to obtain and easily broken. Any intact glass objects could be sold for a decent amount to the right buyer, but adventurers will have to be very careful about transporting the glass out of the dungeon. Some potions and components left behind by the alchemist may still be potent if they were properly sealed. Further, for some chemical compositions, the alchemist may have required vessels made of precious materials such as gold, platinum, silver, etc.

Formulas may still be legible, and perhaps they will be in a language that the adventurers can understand, partially or completely.

An alchemist's creations need not be magic to be valuable, and not all of an alchemist's creations will be beneficial. Some may be deadly poisonous.



"You readily recognize this room as a blacksmith's chamber. An anvil near the forge in the corner of the room appears well worn, but the forge itself is too clean to have seen much work. Other tools of the blacksmith's trade are neatly hung on the walls, stored in chests or strategically placed about the room. A vent, barely large enough to have done its job, pierces the ceiling above the forge. The vent is now so choked with cobwebs that even the smoke from your torches has nowhere to go."

302 Blacksmith's Room

The dungeon blacksmith, a skilled metalworker, was required to perform tasks ranging from the forging of weapons and armor to the making of small items such as nails and arrowheads.

A blacksmith's room contains all of the smith's tools and equipment, most of which is readily identifiable. These include various hammers and an anvil, a stone forge with a vent to the surface up above, fuel for the fire, bellows, barrels for quenching, calipers, punches,

wooden molds and sand for casting, tongs, vices, swages, a mandrel, and more. Some finished and partially complete works should be strewn about the room, and iron, the blacksmith's main metal, should be present in a raw form as well.

Role-playing Tips: Adventurers should be able to recognize this room as a blacksmith's chamber with relatively little difficulty. They should also be able to identify most of the smith's tools and their uses.

Information and Advice for the Game Master

Roll percentile dice:

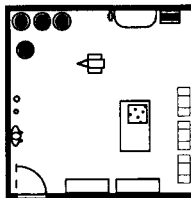
Table 302a: Blacksmith's Room Size

Roll	Size
00-05	10' x 20'
06-28	20' x 20'

29-52	20' x 30'
53-69	30' x 30'
70-82	20' x 40'
83-94	30' x 40'
95-99	30' x 50'

1 Determine the room's size.

Figure 302.1: The southeast corner of the blacksmith's room on the right contains shelves and chests for materials and tools as well as a table with a box of sand for casting. Along the west wall are a suit of armor in progress and two mandrels. The room's northern half contains barrels for quenching fluids, bellows, a forge, a box for fuel, and an anvil.



2 Add the room to your dungeon map.

Encounters: There is a 25% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 50% chance for a treasure of the same level. Otherwise, there is a 10% chance for a treasure of level A.

Adventurers may also find a couple of useful weapons or pieces of armor in the blacksmith's room. Any weapon that an adventurer finds which appears complete should be given a 30% chance of not having been fully completed. (It lacks hardening or proper tem-

pering.) Weapons of this type are brittle or soft and will break during combat or become dull quickly. Any armor that an adventurer finds which appears complete should also be given a 30% chance of not having been fully completed. Brittle armor will crack when it receives its first solid blow.

Additional Entrances: Roll percentile dice and consult Table 171 Reduced Additional Entrances on page 22. For blacksmith's rooms of less than 600 square feet, subtract twenty from your roll.

3 Add treasure and encounter levels and additional entrances.

303 Carpenter's Room

"After several hours, you have removed enough debris from the cave-in to squeeze past into a room. This room is ten feet by ten feet and contains some unfinished wooden items, a few unused wooden planks and logs, and several tools for working with wood, including hammers, nails, a worktable, chisels and a drill. There are no exits from this room other than the one you just entered.

"You step forward to examine the room's contents, but a rumble from behind stops you, causing you to instinctively wheel about. A new cave-in has buried the door, leaving you no escape. . . ."

Information and Advice for the Game Master

Most tasks involving construction with wood (furniture, doors, chests, etc.) required a carpenter. Some dungeons provided work space for one or more carpenters within their confines.

The carpenter's workshop contains all manner of tools and materials associated with

the manipulation of wood: hammers, nails, a plane, a vice, worktables, a lathe, chisels, drills, and more.

Role-playing Tips: Adventurers should be able to recognize this room as a carpenter's workshop, and they should know the purpose of most if not all of the tools.

1 Determine the room's size.

Roll percentile dice and consult the following:

Table 303a: Carpenter's Room Size

Roll	Size
00-08	10' x 10'
09-29	10' x 20'
30-54	20' x 20'
55-59	10' x 30'
60-89	20' x 30'
90-99	30' x 30'

2 Add the room to your dungeon map.

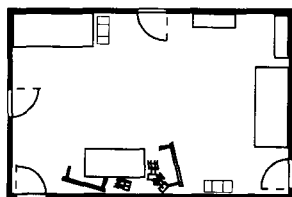


Figure 303.1: The carpenter's room on the left contains several broken pieces of wooden dungeon furniture and carpentry works-in-progress along its southern wall. There are two chests in the room and two shelves in the northeast corner that held the carpenters's tools and materials. Two tables, one against the east and one against the north wall, held the dungeon's carpenters' work at a comfortable level.

3 Add treasure and encounter levels and additional entrances.

Encounters: There is a 25% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 40% chance for a treasure of the same level. Otherwise, there is a 10% chance for a treasure of level A. Additionally, some of the carpenter's tools may still be in usable condition, though any of his wooden creations are

likely to be in very poor shape if they somehow managed to stay intact.

Additional Entrances: Roll percentile dice and consult Table 171 Reduced Additional Entrances on page 22. For carpenter's rooms of less than 600 square feet, subtract twenty from your roll.

“You manage to pick the door’s lock with little difficulty, and once inside kick up a storm of dust that temporarily clouds the room’s contents. The settling dust reveals shelf after shelf of scrolls and books and a table so cluttered with ancient parchment that at no place is the table top covered less than a hand’s breadth deep. The top-most parchment on the table reveals strange, spidery writing of an alphabet completely foreign to you, and when you reach out a hand to draw it closer, the entire scroll crumbles into dust. . . .”

304 Scribe’s Quarters

Of all the inhabitants of the dungeon, the scribe, or clerk, was perhaps the only one who could read and write. An employee or vassal to the dungeon’s creator, the scribe was responsible for creating and keeping any written records related to the dungeon’s operation as well as, perhaps, the rule of the surrounding territory.

The scribe’s quarters contains scrolls, books and bits of paper or parchment on which the scribe recorded pronouncements of the ruler, tax and payment records, valiant deeds, important prophecies and much more. There will also be ink wells, writing implements, a table, and bedroom furnishings.

Role-playing Tips: The scribe’s writing implements are not likely to be in usable condition, but the records, inscribed on parchment or paper milled from cloth rags, should be readable. These records could provide a literate adventurer who manages to decipher the scribe’s language a trove of information on the dungeon’s former inhabitants, including their amount of wealth and the existence of other dungeons, strongholds, cities, etc. Information gained may range from the dungeon’s original ruler’s name and its ancient kingdom’s name to clues to further adventuring or to the solution to a current adventure.

Information and Advice for the Game Master

Roll percentile dice and consult Table 304a:

Table 304a: Scribe’s Quarters’ Size

Roll	Size
00-24	10’ x 10’
25-57	10’ x 20’
58-82	20’ x 20’
83-86	10’ x 30’
87-99	20’ x 30’

1 Determine the room’s size.

If the scribe’s quarters is a 10’ x 10’ room, it housed only one scribe; otherwise, roll percentile dice against Table 304b. If the scribe’s quarters is 10’ x 20’, subtract 25 from your roll. If the scribe’s quarters is 20’ x 30’, add 25 to your roll.

Table 304b: Scribe’s Room Occupants

Roll	Original Occupants
(-24)-49	1
50-74	2
75-119	3
120-124	4

2 How many scribes used the room?

Figure 304.1: This scribe’s quarters contains furnishings for one scribe. (More occupants would mean more furnishings.) There is a bed, two chests, one set of shelves, and an extra large table with a chair and the remains of two large candles that once provided adequate light for both reading and writing.



3 Add the room to your map.

Encounters: There is a 50% chance for an encounter of level A.

level. Otherwise, there is a 20% chance for a treasure of level A. Also, the scribe’s quarters may serve up a wealth of information for patient adventurers who can read the language.

Treasure: If there is an encounter, then there is a 50% chance for a treasure of the same

4 Add encounter and treasure levels.

305 Cobbler's Room

"You have entered a small room, about ten feet by twenty feet in size, that resembles most of the other bedrooms you have uncovered along this corridor. There is a bed, a bedside table with a candle holder, a small wardrobe, and a few chests. This room is unique, however, in that it contains leather-working tools such as punches and thick hooked needles, a table with wooden forms shaped like feet, and a large, unhappy ogre. . . ."

Information and Advice for the Game Master

Shoes were important to dungeon inhabitants, particularly soldiers, and having a skilled cobbler on hand made dungeon living much more comfortable. The cobbler's tasks of shoe making and repair were tedious and time-consuming, but if he lived in a dungeon that harbored nobility, the cobbler worked on some shoes richly appointed with silks, fine cloth and even jewels.

A cobbler's room usually is furnished both as a living quarters and as a work room. The cobbler's tools, knives for cutting, hooked

needles for sewing, punches, measuring sticks and wooden forms, should be accompanied on a worktable with scraps of leather and material and perhaps a few shoes in the process of being completed.

Role-playing Tips: Adventurers should be able to recognize a cobbler's room for what it is, particularly if the wooden forms are in good condition. Treasure may come in the form of a couple of jewels on an unfinished shoe or perhaps a buckle made from a precious metal, particularly silver.

1 Determine the room's size.

Roll percentile dice and consult Table 305a. 10' x 10' rooms should usually serve strictly as work rooms, without bedroom furnishings. All room sizes may have been work areas for more than one cobbler.

Table 305a: Cobbler's Room Size

Roll	Size
00-35	10' x 10'
36-72	10' x 20'
73-99	20' x 20'

2 Add the room to your map.

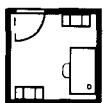


Figure 305.1: The cobbler's room mapped on the left contains little more than a worktable, chair, candle, and two chests that held the cobbler's materials and tools.

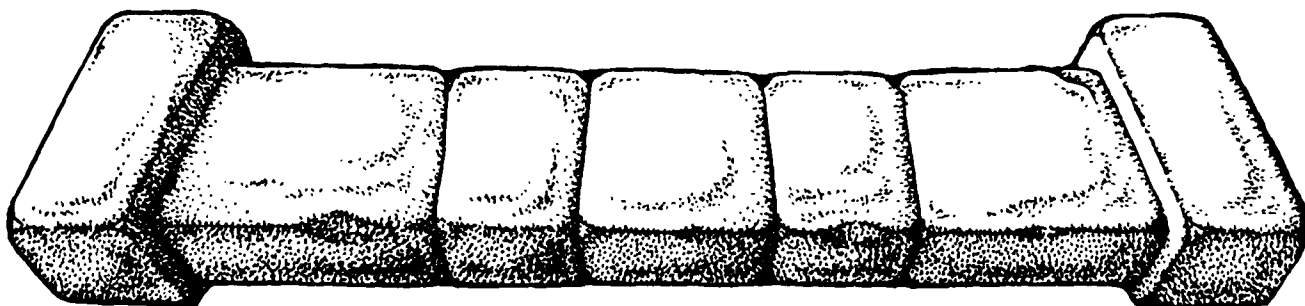
3 Add treasure and encounter levels.

Encounters: There is a 20% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 40% chance for a treasure of the same

level. Otherwise, there is a 20% chance for a treasure of level A.

Shoes in usable condition may also be worth one or two treasures of level A, depending on the skill of the cobbler.



“On the third try, you finally succeed in catching your pick on the door’s peculiar mechanism. With a loud ‘snap,’ the unwilling lock breaks under its age and your pressure. The door opens.

“Drawing inside and illuminating your find with torches, you see a small bed chamber that contains several books on shelves against the east wall and, on a shelf above the bed, a collection of curious looking potions in cloudy glass flasks. . . .”

306 Healer’s Quarters

A healer’s role in the dungeon was very specific: heal the sick and wounded. No matter what the degree of injury or illness, a healer was called upon to bring a noble or soldier back from the brink of death.

The healer’s quarters may contain some of the equipment of a herbalist or physician (see 307 Herbalist’s Laboratory on page 48 and 313 Physician’s Room on page 58), but most of the healer’s skills come from a mastery of magical arts. Books on shelves and in chests contain notes and information on using magic to heal.

The room also has all of the furnishings of a normal bed chamber. The healer’s quarters may even contain a few healing potions that have maintained their original potency over the passage of time.

Role-playing Tips: Do not inform adventurers that they have discovered a healer’s room unless they examine it thoroughly. After their examination, they may still not recognize the room’s original purpose if no member of their party is familiar with healing or can read the room’s texts.

Information and Advice for the Game Master

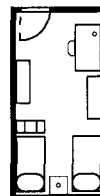
Roll percentile dice and consult Table 306a:

Table 306a: Healer’s Quarters Size

Roll	Size
00-15	10’ x 10’
16-37	10’ x 20’
38-69	20’ x 20’
70-73	10’ x 30’
74-99	20’ x 30’

1 Determine the room’s size.

Figure 306.1: On the right is a mapping example for a simple 10’ x 20’ healer’s quarters. There are two shelves for books, herbs, and other healing materials. The bed and chest in the room’s southwest corner were for the healer’s personal use, as was the table, chair and candle in the room’s northeast corner. A small table holds a candle in the center of the southern wall. The bed in the southeast corner of the room once served to hold the sick or injured while they were under the healer’s watchful eye. A larger room would have held additional “sick beds” as well as more shelves for the healer’s materials.



2 Add the room to your dungeon map.

Encounters: There is a 40% chance for an encounter of level A.

Treasure: There is a 20% chance for a treasure of level A. If there is an encounter, then there is an additional 70% chance for a treasure of the same level as the encounter.

Obviously, magical potions created by the healer may be extremely valuable to adventur-

ers, especially injured adventurers. Less obvious, but perhaps more valuable, are the healer’s books and notes, which adventurers may have to translate before they can be put to use. Components for potions may also prove to be worth a great deal, though in many cases the components may lose their effectiveness after sitting on a shelf unused for an extended length of time.

3 Add treasure and encounter levels.

307 Herbalist's Laboratory

"You successfully picked the lock, but for some reason the door will not move. It remains tightly shut. Two of you in heavy armor level your shoulders and charge against the door once, and it budes slightly. On the second charge the door opens, only a few feet, but enough to squeeze through. . . .

"Rather than enter immediately, you thrust through a torch and shed light on the reason the door sticks. Across the room's floor, ceiling, walls, and furniture lies a thick blanket of grayish-black fungus. Spores, biHowing through the air, begin to collect on your armor, clothes and skin, and the fungus in the room appears to be moving, undulating in your direction. . . ."

Information and Advice for the Game Master

A herbalist was well versed in plant lore, particularly the medicinal qualities of plants but also their uses as poisons, food, cleansers, lubricants and magical components. The dungeon herbalist was sometimes a physician, sometimes an alchemist and sometimes a farmer.

Of course, most green plants do not grow in a dungeon environment, but the presence of a herbalist's laboratory should indicate that a variety of rare and valuable plants once grew in close proximity to the dungeon's entrance. Within the laboratory may be the remains of the herbalist's fungus collection, which would have primarily consisted of toadstools and mushrooms. There may also be seeds, soil and fertilizer in tightly sealed pottery. The herbalist's gardening tools may share space with his or her mortars and pestles, cutting knives, storage jars, cooking pots, fire pit (with roof vent), and

perhaps a large cauldron.

Not much is likely to be left of the herbalist's underground plant collection by the time adventurers explore the dungeon. What is left will consist of the contents of sealed pottery, the herbalist's tools, and, if the conditions remained appropriate over the passage of years, several of the herbalist's fungi. If the dungeon corridors and floors (and walls and ceilings) allow, the fungi may have spread, showing up in several rooms and corridors, maybe even the entire dungeon.

Role-playing Tips: If adventurers poke about in the herbalist's sealed containers, you may wish to infect them with long-dormant spores that could lead to illness, blindness, dementia or other peculiar afflictions. Some spores may have short-lived beneficial effects such as increased strength or heightened senses.

1 Determine the room's size.

Roll percentile dice and consult Table 307a:

Table 307a: Herbalist's Laboratory Size

Roll	Size
00-15	10' x 10'
16-37	10' x 20'
38-69	20' x 20'
70-73	10' x 30'
74-99	20' x 30'

2 Add the room to your dungeon map.

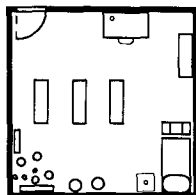


Figure 307.1: This 20' x 20' herbalist's laboratory contains four shelves that held books, seeds, fungi and spores. Several pots and boxes in the room's southwest corner also held live fungi. A table, chair and candle rest against the northern wall, and the herbalist's bed, bedside table with candle and chest are in the lab's southeast corner.

"Hey, Bertran, try this for me. Just taste a little."

"Why? Do you know what it is?"

"Of course not! If I knew what this stuff was, then I wouldn't need you to taste it for me, would I?"

—Jharsvend the Thief and Bertran Stoneback

Encounters: There is a 10% chance for an encounter of level C. If there is no encounter of level C, then there is a 50% chance for an encounter of level B. If there is no encounter of level C or B, then there is a 50% chance for an encounter of level A.

Remember that the herbalist's fungi have been left unattended for an untold number of years. Depending on the fungi's properties, particularly fungi endowed with magical qualities or poisonous spores, a dense growth of fungi

could make for an interesting "encounter."

Treasure: There is a 15% chance for a treasure of level A. If there is an encounter, then there is an additional 60% chance for a treasure of the same level as the encounter. If there is an encounter and the roll to determine treasure for it fails, roll again for a 50% chance for an additional treasure of level A.

The herbalist's seeds and fungi may also have substantial inherent value to them.

3 Add treasure and encounter levels.



308 Jeweller's Room

"Nothing has disturbed this room for centuries, and a thin layer of accumulated dust scatters before your feet as you enter. The dust covers everything, the floor, the furnishings, a small empty forge, fine smithing tools and a small locked chest fastened to the top of a table in the room's center. . . .

"Giving up on the chest's lock, you apply a battle axe to its lid, and after one mighty swing the chest and the age-weakened table beneath it split in half. Across the floor skitter the chest's former contents. Among the bits of wooden wreckage shine dozens of tiny, glittering gemstones. . . ."

Information and Advice for the Game Master

Jewellers were usually only housed in dungeons which harbored a very important and wealthy noble, perhaps the ruler of the land. There were exceptions, but not many.

The dungeon jeweller was responsible for creating and repairing jewelry as well as cutting and polishing raw gems, some of which might have been mined during the dungeon's construction.

Many of a jeweller's tools are identical to those used by a silversmith or blacksmith for detailed metalworking; forge and bellows, fine hammers, calipers, vices, swages, mandrels, punches, tongs, and, because soft precious metals have low melting points, several molds and sand for casting.

When the jeweller worked, he would have gone to great lengths to make certain that none of the precious materials he worked with were wasted. For that reason, scraps of metal and

chips from gem stones will be very difficult to find, if they exist at all. Small treasure in this room, however, may indicate the presence of chips and scraps, while more valuable treasure may reflect partially or completely finished gems or jewelry.

Role-playing Tips: Adventurers may realize that the jeweller's room belonged to some type of smith, but they may not be able to discern the room's true use. Tell the adventurers that they have discovered a smith's workshop, and describe the jeweller's relatively small and fine-tipped tools. If the dungeon is in good condition, or if one of the adventurers has had extensive smithy experience, the adventurers should be able to tell that this smith worked primarily with soft metals, which could mean he was a whitesmith (who worked with lead), a silversmith, or perhaps a goldsmith.

1 Is there a guard room?

There is a 50% chance that a guard room precedes the jeweller's room. If one does, determine its characteristics by consulting 204 Guard Room on page 33. Note that there will be only one additional entrance in the guard

room, and that entrance will open to the jeweller's room.

If a guard room precedes the jeweller's room, add it to your dungeon map now.

2 Determine the room's size.

Roll percentile dice and consult Table 308a:

Table 308a: Jeweller's Room Size

Roll	Size
00-19	10' x 10'
20-39	10' x 20'
40-59	20' x 20'
60-79	10' x 30'
80-99	20' x 30'

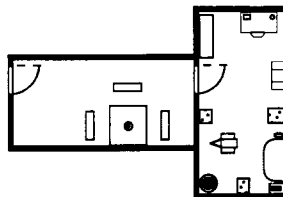
"Jhars, what was in that little chest?"

"Woof waf i' wa' wi'iw chef?"

"All right, Jhars. Open your mouth. . . . C'mon! I don't want this to take all day. . . . Ugh! Jharsvend! This is disgusting! From now on, either stop trying to hold out on me, or think up a new hiding place!"

—Bertran Stoneback and Jharsvend the Thief

Figure 308.1: The 10' x 20' jeweller's room represented on the right is preceded by a 10' x 20' guard room. A table, lamp and three benches occupy the guard's room. In the jeweller's room, there are three casting boxes filled with sand, a barrel for quenching liquid in the southwest corner, and just north of that sits an anvil. A forge, box for coal, and bellows are in the room's southeast corner. In the room's north half are a set of shelves, chest, table and chair. On the table are a candle and a small chest which is locked and attached to the tabletop to provide a safe storage area for the jeweller's more valuable materials.

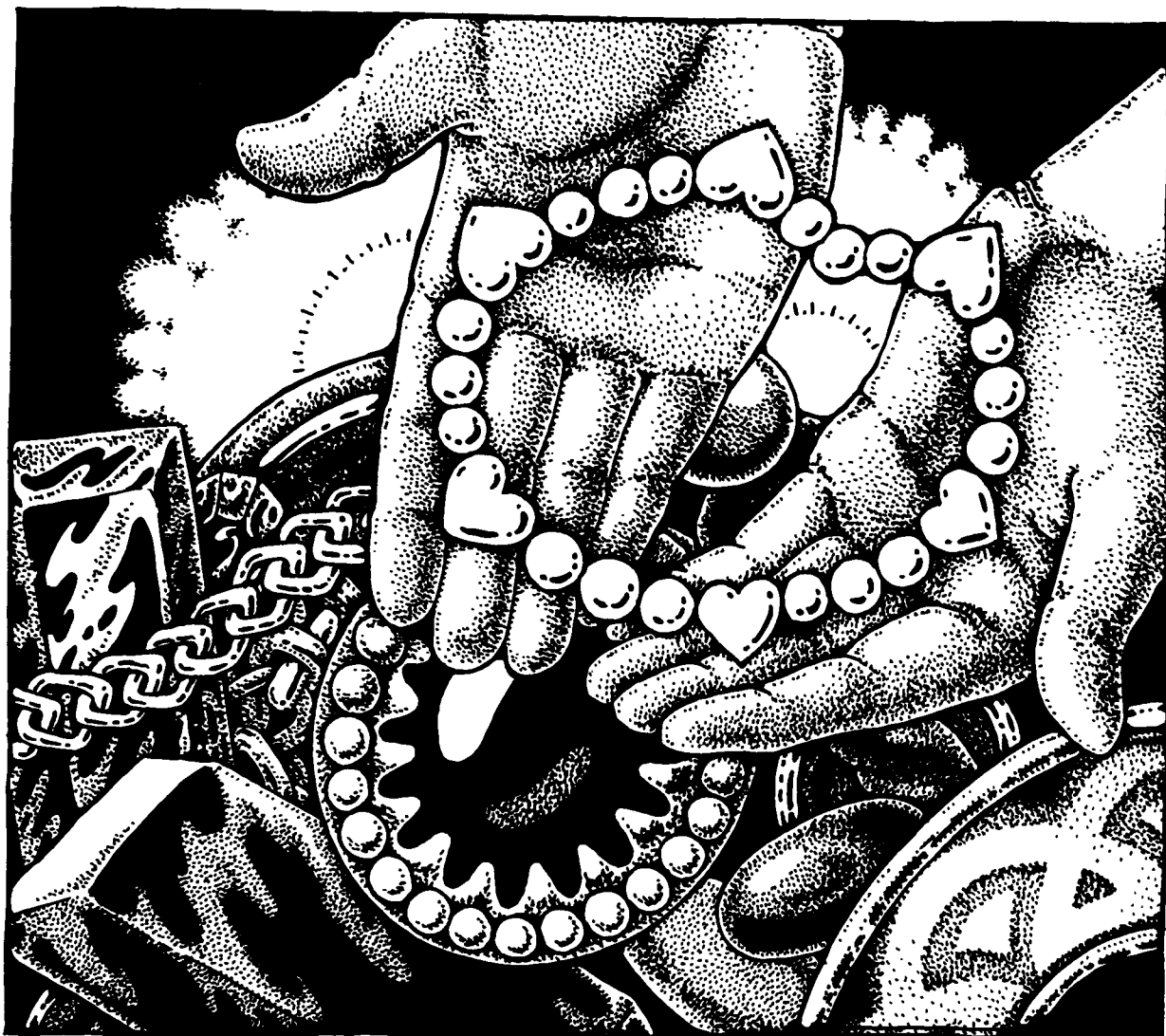


3 Add the room to your dungeon map.

Encounters: There is a 5% chance for an encounter of level B. If there is no encounter of level B, then there is a 40% chance for an encounter of level A.

Treasure: There are three 40% chances for treasures of level A. There is a 20% chance for a treasure of level B, and a 10% chance for a treasure of level C.

4 Add treasure and encounter levels.



309 Farrier's Room

"This large room, about thirty by fifty feet, is dominated by the skeletal remains of two horses chained to the west wall. A forge, bellows, and other blacksmithing tools rest against the east wall. The wall and floor around where the door used to hang is heavily blackened, as if by an intense fire. The footprints, the same trail you have followed since the dungeon's entrance, appear as light scrapes in the stone and patches of ground cleared of dust. . . ."

Information and Advice for the Game Master

Occasionally, farrier's rooms were created inside dungeons to house prized riding or war-horses or to succor ill steeds. These facilities were always placed near the dungeon's entrance. They included equipment for doing simple blacksmith work and for shoeing horses. Chests hold medicinal herbs to treat illnesses.

If your farrier's room is not near the main

entrance, then you may go back to the table that sent you here and re-roll. Leading horses down corridor after corridor and a stairway or two makes little sense. If you do not want to re-roll, you may swap the farrier's room with a room near the entrance already, placing the displaced room deep in the dungeon where the farrier's room was originally supposed to go.

1 Determine the room's size.

Roll percentile dice:

Table 309a: Farrier's Room Size

Roll	Size
00-09	20' x 30'
10-19	20' x 40'
20-29	20' x 50'

30-39	30' x 30'
40-49	30' x 40'
50-59	30' x 50'
60-69	30' x 60'
70-79	40' x 40'
80-89	40' x 50'
90-99	40' x 60'

2 Add the room to your dungeon map.

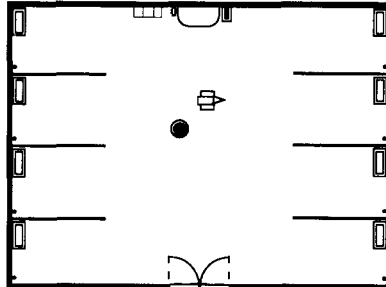


Figure 309.1: This 30' x 40' livery stable holds eight stalls for prized steeds. Each stall contains an iron loop, to insure that its resident stays put, as well as a feed box. There are also a forge, bellows, coal box, chest, anvil and quenching barrel for use in shoeing horses.

3 Add treasure and encounter levels.

Encounters: There is a 15% chance for an encounter of level B. If there is no encounter of level B, then there is a 55% chance for an encounter of level A.

Treasure: If there is an encounter, then there is an 80% chance for a treasure of the same level. Also, there will be some barding equipment, horseshoes, and a small amount of blacksmithing supplies.

"The room is filled with an eerie, glowing, translucent, light blue mist that billows and churns as you pass into it. After your first few steps inside, the mist begins to coalesce at the room's far end, constraining itself into the form of a man. The glow finally focuses in the figure's eyes.

"You fools!" A voice echoes inside your heads. The language is foreign, but somehow you understand.

"Did you think that my absence left this room unprotected? Fair game for intruders? Leave now, or suffer the consequences!"

"You turn to leave, but the door has disappeared.

"Very well. You have made your choice.' The figure raises its arms. . . ."

310 Spell Caster's Laboratory

Dedicated to the study and manipulation of magic, the dungeon spell caster spent days alone in the laboratory, experimenting and chasing after small bits of knowledge. Sometimes the master took in one or more apprentices, and sometimes the master spell caster was actually the ruler or creator of the entire dungeon.

The spell caster's laboratory is filled with books and scrolls of common and uncommon knowledge, strange talismans of ancient origin, bits and pieces of spell casting components,

tables, chairs, reading stands and focuses for the master's talent. The walls hold charts, maps and shelves for books and spell components.

Role-playing Tips: Some items in the spell caster's laboratory, particularly the more valuable ones, are likely to have magical protection. Spell books are notorious for containing magical wards that protect them from prying eyes. These wards may injure or kill the one who triggers them, or they may alter or destroy the thing that they are protecting (guaranteeing that they are not turned against the master).

Information and Advice for the Game Master

Roll percentile dice and consult Table 310a:

Table 310a: Spell Caster's Lab Size

Roll	Size
00-14	20' x 20'
15-39	20' x 30'
40-59	20' x 40'
60-84	30' x 30'
85-99	30' x 40'

1 Determine the lab's size.

Encounters: There is a 5% chance for an encounter of level D. If there is no encounter of level D, then there is a 10% chance for an encounter of level C. If there are no encounters of level D or C, then there is a 30% chance for an encounter of level B. If there are no encounters of level D, C or B, then there is an encounter of level A.

Treasure: If there is an encounter, then there is a 70% chance for treasure of the same level as the encounter.

Regardless of whether or not there is an encounter, there is a 10% chance for a treasure of level B. If this treasure is not there, then there is a 75% chance for a treasure of level A.

In addition to any other treasure, spell

caster's tools, books, scrolls and components may be quite valuable, especially if the spell caster was powerful. There may even be some enchanted items in the laboratory; magic wands, spying glasses, divination crystals, etc., all of which are very valuable.

Also, you may wish to place several simple magical items throughout the spell caster's room, things such as a torch or lamp that lights and extinguishes on command, a glass which always contains fine wine, a reading stand that turns pages on command, etc.

A spell caster's creations need not be magical to be valuable, and not all of a spell caster's enchanted items may be beneficial or have readily discernible purposes. Some may be trapped.

2 Add treasure and encounter levels.

3 Determine if there are secret doors in the laboratory and find out what is behind them.

A spell caster's laboratory may contain one or more secret doors to protect the spell caster's most treasured and/or dangerous magical items. A secret door may also hide a way out of the dungeon or hide a simple retreat where the spell caster could have retired to study.

Roll percentile dice and consult Table 310b to determine how many secret doors are concealed in the spell caster's laboratory. Add 20 to your roll if the laboratory is larger than 600 square feet.

Table 310b: Spell Caster's Laboratory Secret Doors

Roll	Doors
00-69	0
70-89	1
90-104	2
105-114	3
115-119	4

Find out the location of the laboratory's secret doors by rolling against Table 310c for each one. A wall with a secret door must have space for a room on its other side. If not, re-roll until you get a wall with space.

Table 310c: Secret Door Locations

Roll	Location
00-29	The secret door is on the wall to the left of the original entrance.
30-59	The secret door is on the wall to the right of the original entrance.
60-89	The secret door is on the wall opposite the original entrance.
90-99	The secret door is on the same wall as the original entrance.

Once you have found the locations for all the secret doors in the laboratory, determine what is behind each one. Roll percentile dice and consult Table 310d. There may be no more than one of each type of room or exit listed below. If you get a result you already have, re-roll.

Table 310d: Behind the Secret Door

Roll	Result
00-49	Behind the secret door is a small storeroom (10' x 10' or 10' x 20'; see 554 Storeroom on page 150) for the master spell caster's prized possessions and most valuable magics. Valuable non-magical items constitute a treasure of level B. 25% of the time, this treasure will be level C instead. There are also from one to six magical items of significance; choose details for these items to fit your campaign and the level of experience of your adventurers. There is an 85% chance that this secret door is trapped in some way. 50% of the time the trap will be both magical and mechanical in nature. If not, it is either magical alone (50% chance) or mechanical alone. The trap's deadliness and its difficulty to be disarmed should be proportional to the value of the treasure within.
50-69	There is an exit from the dungeon behind this secret door. See 501 Another Way Out on page 117.
70-89	This secret door hides a 20' x 20' room that the master spell caster used for intensive studying when he did not want to be disturbed. The room has a comfortable chair, a small bed, a reading stand, a few shelves with books and scrolls, and perhaps some minor magical items. This door should definitely be locked, though probably not trapped.
90-99	Behind this secret door is a 10' x 10' room which the spell caster used to spy on others. Attached to one wall is a large looking glass, tapestry, mist-shrouded panel or something similar which, when commanded, reveals an image of another location. It should be very difficult if not impossible to remove this spying object from the wall, and removing it may destroy it. The door to this room should be trapped.

4 Add the lab to your dungeon map.

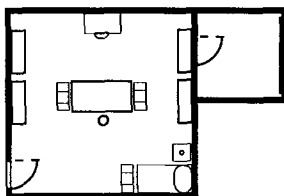


Figure 310.1: This 20' x 20' spell caster's laboratory, which contains shelves for materials and books on the east and west walls, a table and chair against the north wall, a table, stool and chests in the room's center, and a bed, small table, candle and chest in the southeast corner, also has a secret room corresponding to result 90-99 on Table 310d. The second room's secret door is located behind a set of shelves.

“A large statue with the body of a woman and the head and wings of a hawk stands in the room’s center. The statue clenches a workable scale in its beak. . . .

“You continue to place coins in the scale’s left tray, but no matter how many you place, the scale continues to tilt to the right. Curiously, a rock in the tray brings about the exact opposite reaction. The tapestries on the wall may provide a pictorial explanation. . . .”

311 Oracle Room

To dungeon inhabitants, and rulers in particular, oracles were indispensable decision-making aids. They gave advice and foretold the future in accurate, if cryptic, terms.

Often, the dungeon oracle was a living being who received questions, meditated on them, and then returned a cryptic and often misleading answer. Other oracle rooms were centered around the qualities of inanimate objects, such as a stone that answered questions by influencing the landing of a coin tossed on its surface. Such inanimate objects were usually just as misleading as live oracles. For example, the answer “Yes” to “If I go into battle tomorrow, will I die?” might have had nothing to do with the battle and might have referred to many years in the future.

The fate predicted by an oracle can sometimes be changed. Sometimes an oracle’s answer pertains to a future that does not include changed actions of the now-informed

questioner, but sometimes it does. Also, an oracle may not give an answer to every question.

The oracle’s room where prophecies were told can be lavish or Spartan, well-furnished and decorated or empty except for stone paving. The oracle itself should be placed at the far end of the room from the door through which the adventurers must enter.

Role-playing Tips: If your dungeon has an inanimate oracle, allow it to still be active when adventurers discover it. The adventurers may not recognize the oracle for what it is, and even if they do, they may not know how to activate it or ask questions properly.

Place clues to the oracle’s existence and operation in its room and elsewhere in the dungeon. Use decorative stonework, tapestries, paintings, books and other things that can communicate across the centuries.

Information and Advice for the Game Master

Roll percentile dice and consult Table 311a:

Table 311a: Oracle Room Size

Roll	Size
00-19	20' x 20'
20-39	20' x 30'
40-59	20' x 40'
60-79	30' x 30'
80-99	30' x 40'

1 Determine the room’s size.

An oracle usually had its own servants. These servants collected payments, instructed supplicants, enforced respect in the oracle’s presence and more.

There is a 75% chance that servants’ quarters are attached to the oracle’s room. To determine details of the servants’ quarters, roll percentile dice and consult Table 311b. There is a 75% chance that the doors to the quarters are concealed, and the quarters may be preceded by a short (10' to 30') corridor.

are located one on the wall to the left and one on the wall to the right of the wall with the original entrance. The quarters themselves are barracks (see 202 Barracks, page 26), but they have no additional entrances and there are no guard rooms preceding them.

20-39 The oracle’s servants lived in one wing of barracks similar to 00-19, above.

40-47 The servants lived in four bedrooms, two each entered from the walls to the left and the right of the original entrance. Each 10' x 10' bedroom (see 353 Bedroom, page 73) housed two servants.

2 Determine specifics about the oracle’s servants.

Table 311b: Oracle Servant Quarters

Roll	Result
00-19	The oracle’s servants lived in two wings. The entrances to their quarters

- 48-53 The servants lived in four bedrooms, identical to 40-47, above, but each room housed one servant.
- 54-59 The servants lived in two bedrooms, one each entered from the walls to the left and the right of the original entrance. Each 10' x 10' bedroom (see 353 Bedroom, page 73) held two servants.
- 60-79 The oracle's servants lived in two wings of servants' quarters (See 365 Servants' Quarters, page 96). The entrances to their quarters are located one on the wall to the left and one on the wall to the right of the wall with the original entrance.
- 80-99 The servants lived in one servants' quarters similar to 60-79, above.

3 Determine specifics about the oracle.

There is an 80% chance that the oracle itself was a living being. Otherwise it was an enchanted, inanimate object.

A live oracle needs living quarters. Its quarters should be located behind a hidden door which has a 70% chance of being trapped. Roll percentile dice:

Table 311c: Oracle's Quarters

- 00-39 The oracle's quarters is not attached to its prophesy room.
- 40-54 The oracle's quarters is a bedroom (see 353 Bedroom on page 73).
- 55-99 The oracle's quarters is a suite (see 354 Bedroom Suite on page 74).

Be creative in designing specifics about your oracle. The actual location where the oracle received visitors may be as simple as a space on the floor, or as elaborate as a richly adorned throne. Perhaps the oracle was neither seen nor heard, and questions and answers were exchanged in writing.

A living oracle need not have been the same species as the dungeon's creators. If not, it might have needed special quarters. Choose an appropriate intelligent creature (a dragon or a genie, for example), and decide what living quarters might have suited it (perhaps a natural cavern or a lamp).

4 Add the oracle's room to your dungeon map.

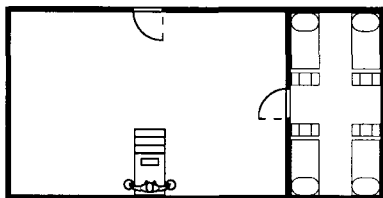


Figure 311.1: This 20' x 30' oracle room has attached living quarters for four servants. The oracle itself is a large stone statue, inseparable from the pedestal and stairs on which it is located. Supplicants placed written questions on a small table in front of the oracle and then servants used a long rod to drop water on the statue's head. The water dripped down the oracle's arms and landed in buckets on the floor below.

If the first drop fell from the left arm the answer was yes, from the right, no. If no drops fell, the question as phrased could not be resolved.

5 Add treasure and encounter levels.

Encounters: For bedrooms, barracks, etc., see their specific room descriptions.

If the oracle is still capable of answering questions, then there is a 25% chance for an encounter of level B. If there is no level B, there is an 80% chance for an encounter of level A. Additionally, exceptionally long-lived oracles may still be in their chambers.

An oracle's room which can no longer answer questions has a 55% chance for an encounter of level A.

Treasure: For bedrooms, barracks, etc., see their specific room descriptions.

If there is an encounter in the oracle's prophesy room, then there is a 60% chance for a treasure of the same level.

An oracle's room may also have lavish tapestries or other decor worth prying loose. There is a 5% chance for a treasure of level C, a 20% chance for a treasure of level B, and an 80% chance for a treasure of level A.

Active oracles may be questioned, but their answers should be cryptic and make little sense until after fulfillment. Record the oracle's remarks for later use and reference.

An inanimate oracle should not be easy to move, because it is either too large or too fragile. Otherwise, the oracle's servants would have taken it, if possible, when the dungeon was abandoned. Only 10% of inanimate oracles are small enough to be carried, and usually the smaller an oracle is, the easier it is to accidentally destroy it.

“Shards of pottery, powdered pigments, seeds and shells for crushing into components, brushes and pieces of canvas littering the floor indicate that this room once housed a painter, and by the quality of work exhibited elsewhere in the dungeon, this was a painter of substantial merit. The shelves which once held the artist’s materials lie toppled on the ground, broken in several places.

“On the wall facing you, in large, uneven orcish script, shout the painted words, ‘Painter was good, but paints taste bad.’”

312 Painter’s Room

The nobility living in a dungeon often retained the services of a master painter to create likenesses of themselves. The nobles were pictured in the manner in which they wanted others to see them, a far more exalted vision than real life. Sometimes the nobles requested representations of legendary heroes or heroines made purposefully to resemble themselves.

Extremely talented painters were sometimes allowed to choose their own subjects, but most did not have that luxury.

The painter’s room will contain fixtures of a common bedroom as well as easels, brushes, pigments (and their raw materials), sketches, canvas, writing materials, frames, and works in

progress. There may also be facilities for one or more apprentices.

Role-playing Tips: Place several of the painter’s works throughout your dungeon. Rooms with extensive decor, especially bedroom suites, dining rooms, libraries, great halls and even main corridors should contain one or two finished pieces.

Paintings are terrific places to hide clues for uncovering a dungeon’s secrets and solving its riddles. For example, a series of paintings could show the proper method of consulting an oracle (see 311 Oracle’s Room, page 55), or a painting could reveal which bedroom suite belonged to the dungeon’s true ruler and who that ruler was.

Information and Advice for the Game Master

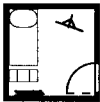
Roll percentile dice and consult Table 312a:

Table 312a: Painter’s Room Size

Roll	Size
00-19	10’ x 10’
20-39	10’ x 20’
40-59	20’ x 20’
60-79	20’ x 30’
80-99	20’ x 40’

1 Determine the room’s size.

Figure 312.1: The 10’ x 10’ painter’s room on the right contains bed, chest, easel (in the northeast corner), and extra canvasses (in the southwest corner). Paints, brushes and pigments in small pots would have been stored in the chest, stacked in the northeast corner, or placed against a wall like the spare canvasses.



2 Add the room to your map.

Encounters: There is a 20% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 50% chance for a treasure of the same level. Otherwise, there is a 30% chance for a treasure of level A. Note that painting materials will have suffered greatly from the passage of time and will be, for the most part, devoid of value. The art itself is also probably in poor

condition and should be worth very little.

If, on the other hand, your painter’s room is in good condition, and if the painter was a master, the value of any works discovered within this room and throughout the rest of the dungeon could be enormous. An avid or knowledgeable collector may even pay adventurers ahead of time to explore the dungeon and retrieve artwork.

3 Add treasure and encounter levels.

313 Physician's Room

"The room is dominated by a thick, darkly stained, wooden table that stands too high to have been used with chairs. Shelves around the room's exterior are filled with books, charts, bones and sealed pottery. Posted on the scant wall space unoccupied by shelves are crudely drawn diagrams of human bodies accompanied by extensive writing in the same unfamiliar language you have seen elsewhere in this dungeon.

"Upon closer examination, you discover that the central table's stains are dried blood. . . ."

Information and Advice for the Game Master

The dungeon physician was in charge of dispensing medicines and cures of all kinds, including those of questionable value and terrible side effects. A physician relied less on magic and herbalism and more on the latest medicinal knowledge and fads when determining the components of cures. Setting broken bones and treating wounds also were the duties of the physician as was primitive surgery.

Some of a physician's cures do what they are supposed to do, but many do not. In fact, some are likely to leave a patient in a far worse state than he or she otherwise would have been.

A physician usually has some of the medicinal skills of a herbalist and some of the chemical skills of an alchemist in addition to a knowledge of human anatomy and internal structure (but not necessarily function).

A physician's quarters is very similar to that of an alchemist, but it should have more potions "ready for consumption" as opposed to under construction. Additionally, the physician's quarters should have fewer tools dedicated to the mixing and brewing of components. A physician's quarters is not likely to have an oven or fire pit, but it may have flasks, vials, mortar and pestle, and several pottery containers. Other items in the room may include serrated blades to amputate limbs and boxes of sawdust to soak up blood. There may also be anatomy charts, skeletons, and books, perhaps about more than one sentient species.

A common theory of medicine claimed that sickness was caused by a fluid imbalance,

so cures involved reducing the level of one or more bodily fluids, usually blood. For this reason, the physician's quarters may contain a variety of materials that served as enemas, caused sweating or induced vomiting. There also may be containers for holding lamprey eels or other blood-suckers, lances and small blades for bleeding and making incisions, and a cask of strong drink for easing pain.

Because of the length of time that usually passes between a dungeon's creation and the time when adventurers delve into it, even undisturbed lampreys and other organic tools, will have long since died, decayed and turned to dust before characters examine the vessels that contained them.

Role-playing Tips: Many adventurers are likely to be completely unfamiliar with physicians and their practices. Peasants generally cannot afford to visit physicians and nobility generally trust the more certain skills of magical healers. Herbalists and alchemists perform most of a physician's useful functions; therefore, true physicians are extremely rare.

Do not betray the room as a physician's quarters unless an adventurer has special knowledge, such as training in alchemy, herbalism or healing, that makes them aware of physicians and their duties. Even then, give the players a small but substantial chance of not knowing what function the physician's quarters served. If anything, allow them to think that they have stumbled upon what appears to be an alchemist's laboratory.

1 Determine the room's size.

Roll percentile dice and consult Table 313a:

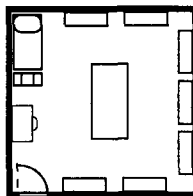
Table 313a: Physician's Room Size

Roll	Size
00-07	10' x 10'
08-29	10' x 20'
30-69	20' x 20'
70-89	10' x 30'
90-99	20' x 30'

"Give you a chance? That was your chance!"

—Number 3 from 1001 Answers to Adventurers

Figure 313.1: This physician's room is ringed with shelves for holding the physician's materials, tools, books, and specimens. Surgical work was performed on the large central table, which, as a result, is thoroughly blood-stained. The physician studied at the table and chair in the southwest corner of the room, and the room's bed and chest were for the physician's personal use.



2 Add the room to your dungeon map.

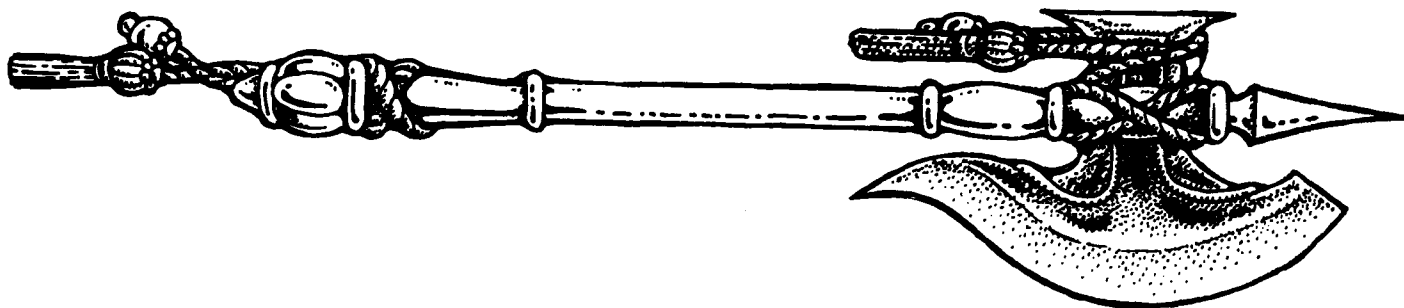
Encounters: There is a 10% chance for an encounter of level B. If there is no encounter of level B, then there is a 50% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 50% chance for treasure of the same level. If there is no encounter, then there is a

10% chance for a treasure of level A.

Unlike an alchemist's laboratory, most of the potions and mixtures in a physician's quarters are liable to be harmful if adventurers ingest them, though some may serve to heal. Additionally, physician's quarters contain few, if any, items of inherent value.

3 Add treasure and encounter levels.



314 Potter's Room

"After chasing the last of the giant bats away with a couple of well-placed crossbow bolts, you finally have time to examine the room. It is twenty feet by forty feet, and at the far end is a row of three large stone ovens. In the room's center are several filthy tables, and in the southwest corner are dozens of clay pots, bowls, cups and plates all stacked on top of one another and decorated in bright colors and strange designs. . . ."

Information and Advice for the Game Master

Pottery was used in the dungeon to hold water, wine and other drink, seeds and grain, fruits and vegetables. It was also used for curing meats and storing items that either due to their size or their liquid content were not suited to baskets or sacks. Pottery also had the advantage that it could be sealed, with animal membrane, leather and cord, to prevent spoilage or facilitate curing and fermentation.

Pottery was often decorated with paints or dyes. The decor consisted of pleasing patterns, depictions of the pottery's use, pictures of daily life, representations of a story or legend, writing or anything else that the potter fancied.

More than one person may have worked in the potter's room. Larger rooms probably served a half dozen or more skilled workers.

The potter's room contains clay (dried out long ago) several tables, stools, benches, shelves and cabinets. The room holds pottery in several forms, completed, in progress and broken. Paints

and brushes will have been used for decorating, and a fine blade would have been used for cutting soft clay. If the dungeon's creators were from a more technologically advanced culture, then there may also be a potter's wheel. A kiln and fuel, for baking and hardening the potter's creations, should be located in a corner away from the work area, and there should be a small venting hole in the ceiling above.

Role-playing Tips: A dungeon with a potter's room contains more pottery than one without. There should be a considerable amount of pottery throughout the dungeon, especially in eating areas and living quarters. Pitchers, plates, chamber pots, storage jars and many other items may have originated in this potter's room.

Designs painted on pottery may provide clues to the existence of other rooms in the dungeon and should definitely provide interesting information about the dungeon creators and their culture.

1 Determine the room's size.

Roll percentile dice and consult Table 314a:

Table 314a: Potter's Room Size

Roll	Size
00-19	20' x 20'
20-39	20' x 30'
40-59	20' x 40'
60-79	30' x 30'
80-99	30' x 40'

2 Add the room to your dungeon map.

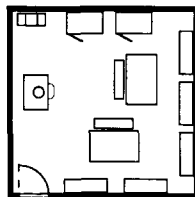


Figure 314.1: This mapping example of a potter's room contains five shelves along the south and east walls, each for holding tools and completed vessels. Against the north wall are a chest and two cabinets, also for tools, materials and finished works. Two tables and benches occupy the room's center, and near the west wall sits a table, chair and potter's wheel.

3 Add encounter and treasure levels.

Encounters: There is a 15% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 40% chance for a treasure of the same

level. Pottery usually has little worth beyond the information it may contain in the designs and pictures decorating it, though rarely it is adorned with gold leaf or other valuables.

“This room has the trappings of a common bedroom, bed, chest, wardrobe . . . but it also contains several pieces of sculpture and sculpting tools such as various sizes of chisels and different weights of hammers. A few large pieces of carved rock make walking through the room’s center difficult. . . .

“As you open the wooden chest, it seems to make an odd grating noise, until you realize the sound actually comes from a monstrous statue stretching its arms and legs, stepping from its pedestal, and beginning to walk your way. . . .”

315 Sculptor’s Room

A skilled dungeon sculptor worked to create stone ornamentation for the dungeon and its inhabitants. His or her work ranged from the fashioning of columns, doors, decorations and furnishings to the fine sculpting of busts, statues and figurines. Apprentice sculptors, working under the direction of their master, performed tasks akin to those of masons, taking the place of masons within the dungeon. Some sculptors also modeled clay.

The sculptor’s room contains blocks of stone of varying sizes and some dried out clay. A few tables, several stools and benches, shelves, cabinets and a chest or two comprise the

room’s furnishings. Work by the sculptor and the apprentices should be scattered about in several stages of completion, accompanied by many different sizes of hammers and chisels.

Role-playing Tips: A dungeon with a sculptor’s room will contain more detailed and decorative stonework than one without a sculptor’s room. Sculptures themselves may provide valuable clues to solving the dungeon’s puzzles and uncovering its past. Stone figures are often part of the mechanisms for springing, resetting and disarming traps, as well as for opening secret doors.

Information and Advice for the Game Master

Roll percentile dice and consult Table 315a:

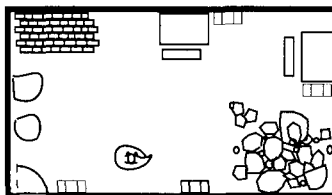
Table 315a: Sculptor’s Room Size

Roll	Size
00-19	20’ x 20’
20-39	20’ x 30’
40-59	20’ x 40’
60-79	30’ x 30’
80-99	30’ x 40’

1

**Determine
the room’s
size.**

Figure 315.1: The sculptor’s room to the right contains several cut and finished stone blocks in its northwest corner. Near the blocks and in the southeast corner are raw boulders and other large pieces of stone. A partially-finished statue near the southern wall is flanked by two chests full of tools. Two tables with benches also sit near chests full of hammers, chisels and a few blocks of dried clay.



2

**Add the
room to
your
dungeon map.**

Encounters: There is a 20% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 50% chance for a treasure of the same level.

Stone sculptures, figures and artwork should have retained their value over the course of time. Their value may even have appreciated. However, transporting stonework out of the dungeon may be extremely difficult.

3

**Add treasure
and
encounter
levels.**

316 Seamstress' Room

"You begin to sort your way through the room's dizzying collection of cloth, thread, dyes and other supplies, searching for treasure, when you come across a very peculiar, wrapped bundle of rough material. The cloth's silk wrapping is plain, but the material itself bears a striking pattern of brilliant colors and thin woven threads of copper. You can't take your eyes off of it. The pattern is complex, unfathomable. It draws you in. It somehow seeks to make you a part of its intricacies. . . .

"After a few more moments, you're not sure you could pull away, even if you wanted to. . . ."

Information and Advice for the Game Master

Mending and creating clothing for dungeon inhabitants was a never-ending task, especially if the dungeon's soldiers required uniforms. One or more skilled seamstresses or seamsters (tailors) provided that invaluable service, perhaps also serving as a weaver of cloth and a spinner of thread.

The seamstress' room contains tables, chairs, a spinning wheel, bolts of cloth, leather, hides, perhaps a loom for weaving cloth, mounds of wool and/or cotton, needles, knives, scissors, punches, forms and other tools used in making or repairing clothing.

1 Determine the room's size.

Roll percentile dice and consult Table 316a:

Table 316a: Seamstress' Room Size

Roll	Size
00-09	10' x 10'
10-24	10' x 20'
25-44	20' x 20'
45-64	20' x 30'
65-79	20' x 40'
80-99	30' x 30'

2 Add the room to your map.

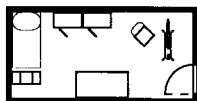


Figure 316.1: This 10' x 20' seamstress' room contains a bed and chest, two wardrobe cabinets, a work table, a chair, and a spinning wheel. Materials and tools for the seamstress' work would have been stored in the chest and wardrobes.

3 Add treasure and encounter levels.

Encounters: There is a 20% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 45% chance for a treasure of the same level. Otherwise, there is a 25% chance for a

treasure of level A which may be in the form of small gems and precious metals sewn onto the garment of a noble. Cloth and similar materials are probably worthless, ruined by the ravages of time and the actions of the dungeon's monstrous inhabitants.

“You dart into the first room after the corridor bends and slam the door behind you, spiking it shut as quickly as possible. Outside, the were-beast, snarling, begins to claw furiously at the wood separating it from you. A few centuries ago the door might have protected you, but now age has weakened it, and you have only a few moments before the monster breaks through.

“You turn from the door, vainly seeking another way out, when to your surprise your eye snaps to hope of a different nature. Among various smithing tools resting beside a forge lie two fully completed silver swords.

“You reach for the weapons as the door gives way. . . .”

317 Silversmith's Room

Silver, a soft, decorative metal, was used by dungeon inhabitants to form plates, knives (real and decorative), jewelry and other ornamentation. A silversmith handled the metal, molding it into the desired final shape.

A silversmith's room contains his or her tools and equipment, specialized for the task of shaping soft metal in fine detail. These include various hammers (especially those of smaller size), an anvil, a stone forge with a vent to the surface up above, fuel for the fire, bellows, barrels for quenching, calipers, punches, wooden molds and sand for casting, tongs, vices, swages, a mandrel, and more. Items of silver, already completed or in progress, should

be located in the silversmith's room on tables or shelves. The room may also contain some silver weapons, useful in combating certain magical or undead fiends. Raw, unshaped silver should also be present in small quantities as should broken, bent and tarnished pieces to be repaired or melted for their metal.

The silversmith may also have worked with a small amount of gold which could still be in the room.

Role-playing Tips: Adventurers should be able to recognize this room as a silversmith's chamber with little difficulty. They should also be able to identify most of the smith's tools and their uses.

Information and Advice for the Game Master

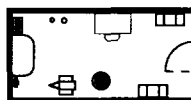
Roll percentile dice and consult Table 317a:

Table 317a: Silversmith's Room Size

Roll	Size
00-14	10' x 20'
15-39	20' x 20'
40-64	20' x 30'
65-79	20' x 40'
80-99	30' x 30'

1 Determine the room's size.

Figure 317.1: The mapping example to the right, a 10' x 20' silversmith's room, contains bellows, forge and coal box along the west wall, mandrels, table, chair and chest along the north wall, and an anvil, barrel with quenching fluid and chest along the southern wall.



2 Add the room to your map.

Encounters: There is a 35% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 50% chance for a treasure of the same level. There will also be a treasure of level A, a

60% chance for a second, a 30% chance for a third, and a 15% chance for a fourth treasure of level A. These treasures of level A should be items made of silver or the raw material with a small chance for a bit of gold or other soft precious metal.

3 Add treasure and encounter levels.

318 Smith's Room

“You examine the room’s contents, the smithing tools, the numerous molds for metals that melt easily, the tools for manipulating soft metal, and using your background as a smith’s apprentice you can easily make a guess that this room once served a gold or silversmith.

“Quickly, you rush to the nearest chest and fling it open, looking for raw material and scrap. The chest is filled with pieces of lead. . . .”

Information and Advice for the Game Master

Silver and iron were two of the more common metals in which dungeon smiths specialized, but they were not the only ones. Others included tin (tinsmith), copper (coppersmith), lead (whitesmith), gold (goldsmith), and alloys such as bronze. Aside from the metal they worked with, the rooms of smiths who specialized in such soft metals as tin, copper,

lead and gold were similar to the rooms of silversmiths. (See 317 Silversmith on page 63.)

Role-playing Tips: Adventurers should be able to recognize this room as a smith’s chamber with little difficulty. They should also be able to identify most of the smith’s tools and their uses as well as whether the smith’s metal of specialty was hard or soft.

1 Determine the room’s size.

Roll percentile dice and consult Table 318a:

Table 318a: Smith’s Room Size

Roll	Size
00-19	10’ x 20’
20-44	20’ x 20’
45-69	20’ x 30’
70-79	20’ x 40’
80-99	30’ x 30’

2 Determine the smith’s specialty metal.

Choose a metal to be the specialty of this particular smith by rolling on the following chart or choosing on your own. You may also choose a metal other than one of those listed below. When choosing a metal, keep in mind the metal’s melting point, malleability, and value to the culture of the dungeon’s inhabitants.

Table 318b: Smith’s Metal of Specialty

Roll	Metal
00-04	Bronze
05-34	Copper
35-44	Gold
45-57	Lead
58-59	Platinum
60-99	Tin

3 Add the room to your map.

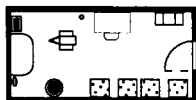


Figure 318.1: The master of the room on the left was a whitesmith. Lead’s low melting point allowed the whitesmith to easily cast a number of items in the four casting boxes along the room’s southern wall. To the west are bellows, forge and coal box as well as a quenching barrel and an anvil. One mandrel stands near a table and chair, which in turn is close by a chest full of tools and materials.

4 Add treasure and encounter levels.

Encounters: There is a 35% chance for an encounter of level A.

Treasure: For encounters, there is a 50% chance for a treasure of the same level.

Also, depending on the smith’s specialty metal, there will be the following treasure:

Extremely valuable metals (such as gold): one treasure of level A, plus a 60% chance for

a second, a 40% chance for a third, a 20% chance for a fourth, and a 10% chance for a fifth treasure of level A. There will also be a 40% chance for a treasure of level B.

Less valuable metals (such as copper): one treasure of level A and a 30% chance for a second treasure of level A.

Metal of very little value (such as tin or lead): a 20% chance for a treasure of level A.

“After opening the door you are surprised to find an old woman sitting in the center of a room filled with tapestries, thread, frames for holding material taut, work tables and bolts of fabric. The woman has silver hair, and her skin is so pale that you would be tempted to call it translucent. She is weaving a new tapestry, carefully choosing thread from a table in front of her and drawing it through fine linen with a gleaming silver needle.

“You try to enter silently, but at the first footfall within the room, the old woman and all her work vanishes, leaving a room cluttered with the ruins of smashed furniture and torn scraps of material. In the northwest corner lies the broken remains of a human skeleton. . . .”

319 Tapestry Weaver's Room

A common means of recording and honoring great or legendary events was to place them in pictorial form on tapestries. Tapestries also contained pictures of everyday life, maps of lands both real and imagined, tributes to rulers, cultural histories and illustrations of stories. Dungeon dwellers who could not read could still understand the pictures on a tapestry.

The tapestry weaver sometimes performed a duty similar to that of a bard, but while a bard recorded and retold events with song, a weaver did it with cloth and thread.

The weaver's room contains bolts of cloth, spun thread, needles, scissors, dyes, a table and

chair, perhaps a rod or frame for holding a tapestry-in-progress and maybe even some spun gold or silver for inclusion in a special work. There should also be a bed, a chest and other items typically found in a bedroom.

Role-playing Tips: You can easily hide clues on a tapestry to such questions as “Who built the dungeon,” “Why was the dungeon built,” and “Who lived in the dungeon?” You can also give clues to additional adventures, perhaps in a picture of the surrounding territory. You can even tease adventurers with an image of great wealth somewhere in the dungeon.

Information and Advice for the Game Master

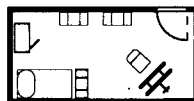
Roll percentile dice and consult Table 319a:

Table 319a: Tapestry Weaver's Room

Size	
Roll	Size
00-24	10' x 10'
25-49	10' x 20'
50-74	20' x 20'
75-99	20' x 30'

1 Determine the room's size.

Figure 319.1: This 10' x 20' tapestry weaver's room has three chests and a wardrobe full of materials and tools for the tapestry weaver's trade. The room also contains a bed, chair and a frame which held the weaver's work-in-progress.



2 Add the room to your map.

Encounters: There is a 15% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 60% chance for a treasure of the same level. Additionally, there is a 25% chance for a

treasure of level A, which may be in the form of spun precious metals. Cloth and similar materials will probably be worthless, ruined by the ravages of time and the actions of the dungeon's monstrous inhabitants.

3 Add treasure and encounter levels.

320

Taxidermist's Room

"The skins and carcasses of several animals, all of them torn to shreds, litter the floor of this room. Most of the pieces and a large quantity of sawdust form a huge nest-shaped pile in the room's southwest corner.

"Moving to the pile for a closer look, you find eight bald, quietly yelping rat pups, each of which is at least twice as long as one of your hands. The question, 'How big is their mother?' unwittingly comes to mind, and, in an incredible coincidence, the noise of giant claws rapidly scraping across the stone floor suddenly sounds from behind you. . . ."

Information and Advice for the Game Master

Dungeon nobility were generally avid hunters. To show off their "trophies," they sometimes enlisted the aid of a taxidermist who could preserve full or partial carcasses.

The taxidermist's room contains the mummified remains of corpses as well as knives, needles, thread, cloth, embalming and preserving agents and perhaps even porcelain eyes.

The furniture consists of shelves and chests for the taxidermist's materials and small projects. There may also be some wooden stands set up for works in progress.

Role-playing Tips: You may be able to catch adventurers off their guard if a stuffed monster turns out to be alive. You may also decide to hide things in a beast's stuffing.

1 Determine the room's size.

Roll percentile dice and consult Table 320a:

Table 320a: Taxidermist's Room Size

Roll	Size
00-09	10' x 10'
10-19	10' x 20'
20-35	20' x 20'
36-51	10' x 30'
52-67	20' x 30'
68-83	30' x 30'
84-99	30' x 40'

2 Add the room to your dungeon map.

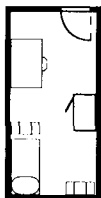


Figure 320.1: This 10' x 20' taxidermist's room contains a bed, table and chair as well as a cabinet and two chests that held the taxidermist's materials. Work-in-progress could be placed on the floor or on the table.

3 Add treasure and encounter levels.

Encounters: There is a 35% chance for an encounter of level A.

Treasure: There is a 30% chance for a treasure of level A. If there is an encounter, then there is an additional 60% chance for a treasure of the same level as the encounter.

“Apparently, the dungeon’s original inhabitants kept wagons in this room, either for storage or repair, or perhaps for both. This room is too close to the dungeon’s entrance to be well-protected from either the elements or surface-dwelling beasts, and the wagons that remain in the room are warped, rusted and broken.

“A menacing hiss arises from behind a pile of broken wagons. A giant head, nearly three feet wide, emerges, leading the way for a huge snake’s long, sinewy body. As you back towards the door, the snake coils and rears back to strike, opening its mouth to reveal scimitar-like fangs. . . .”

321 Wainwright’s Room

Wagons were an important commodity for travelling, war and commerce. The dungeon’s wainwrights were responsible for wagon construction and repair. A wainwright normally worked accompanied by several apprentices.

The wainwright’s room contains tables and benches, partial and complete wagons of

various types, and spare parts, carpentry tools, grips and vices.

This room should be near the dungeon’s entrance. If not, move it there, swapping its place with a room already near the entrance. Rather than swap, you may also decide not to build the wainwright’s room at all and go back to the table that sent you here.

Information and Advice for the Game Master

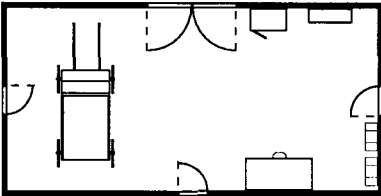
Roll percentile dice and consult Table 321a:

Table 321a: Wainwright’s Room Size

Roll	Size
00-15	20’ x 20’
16-32	20’ x 30’
33-49	20’ x 40’
50-66	30’ x 30’
67-83	30’ x 40’
84-99	30’ x 50’

1 Determine the room’s size.

Figure 321.1: This room has an extra-large double door to admit wagons. Tools and materials are in the cabinet, the chests and on the north wall’s shelves. A table and chair rests in the south, and the room has three additional entrances.



2 Add the room to your dungeon map.

Encounters: There is a 35% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 50% chance for a treasure of the same level. Otherwise, there is a 10% chance for a treasure of level A. Additionally, some of the wainwright’s tools may still be in usable condition. Any of the wainwright’s creations or projects, however, are likely to be in very poor

condition if they somehow managed to stay intact (in other words, they will be useless to adventurers). These include wagon wheels, entire wagons, etc.

Additional Entrances: Roll percentile dice and consult Table 171 Reduced Additional Entrances on page 22. For rooms smaller than 800 square feet, subtract 20 from your roll.

3 Add treasure and encounter levels and additional entrances.

322 Wheelwrights' Room

"As silently as you can, you track the strange squeaking noise to a room at the hallway's end. After signalling a plan to each other and arranging an order for entry, you kick in the door and pour through, weapons drawn.

"Inside, a gargoyle sits atop a wheel that is attached horizontally to a table top. Both the wheel and the gargoyle have been spinning round and round and round, but at the sight of your fearsome party the gargoyle immediately takes flight. Unfortunately for the little monster, dizziness has thrown off his balance, and after three powerful flaps of its wings, it crashes to the floor at your feet. . . ."

Information and Advice for the Game Master

The dungeon's wheelwright made and repaired wheels for all their many uses.

Aside from assorted tables and benches, the wheelwright's room will contain tools for

cutting wood, bending it, binding it and shaping it. Several works in progress and completed wheels will lie on tables and stand stacked against walls.

1 Determine the room's size.

Roll percentile dice and consult Table 322a:

Table 322a: Wheelwright's Room Size

Roll	Size
00-24	10' x 20'
25-74	20' x 20'
75-99	20' x 30'

2 Add the room to your dungeon map.

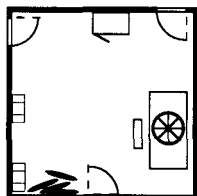


Figure 322.1: This mapping example of a wheelwright's room shows a wheel on the table in the southeast corner as well as several broken wheels stacked against the southern wall. A bench sits near the table. The cabinet against the northern wall and the chests along the west wall held tools and materials. This room also contains two additional entrances for a total of three altogether.

3 Add treasure and encounter levels and additional entrances.

Encounters: There is a 10% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 50% chance for a treasure of the same level. Otherwise, there is a 10% chance for a treasure of level A. Additionally, some of the wheelwright's tools may still be in usable condi-

tion. Wheels will be decayed to the point of uselessness.

Additional Entrances: Roll percentile dice and consult Table 171 Reduced Additional Entrances on page 22. Each additional entrance has a 50% chance to be a door; otherwise, it is a corridor.

“A series of stone steps surrounding a wooden stage fill this room and mark it as a former location for theater, music or perhaps speeches. You gravitate towards the stage as the lone spot of interest in the room, and there, along the back wall, you find a concealed door. Before you can get it open, though, a blood curdling scream turns you around to face a giant spider wight that lunges at you from a now-open trap door in the stage’s floor. . . .”

351 Amphi- theater

The dungeon amphitheater, a large room with steps or a slope that leads down to a stage or open area, would have been used by the dungeon occupants for viewing plays or minstrel shows. It also could have served as a common meeting area, especially for holding a less than formal meeting between the dungeon’s ruler and its lesser inhabitants.

Each step in the amphitheater’s seating area usually is between one and two feet high and between three and five feet wide. The amphitheater’s entrances is generally located on a level with the top step, so an adventurer will have to walk down to reach the stage area.

More than likely, the amphitheater con-

tains no furnishings. An audience would have sat directly on the steps or sloping ground leading away from the stage. An extra wide step in the front row or a raised central platform covering the first few rows could have supported chairs for nobles when they attended.

Role-playing Tips: If your amphitheater has a hidden crawl space below the stage, take advantage of it as a hiding place, even for something insignificant and worthless. If there is an encounter in the crawl space, look for an opportunity for it to take the adventurers by surprise by popping out when they least expect it, or perhaps by opening a trap door and allowing an adventurer to fall through.

Information and Advice for the Game Master

For the amphitheater’s shape, roll percentile dice and consult the Table 351a:

Table 351a: Amphitheater Shape

Roll	Shape
00-44	The amphitheater is a truncated circle (what a circle looks like when you use a straight edge to cut off one portion). The stage is a smaller, similar truncated circle, set in the center of the room’s straight wall.
45-59	The amphitheater is a circle. The stage, also circular, is in the room’s center.
60-99	The amphitheater and its stage are rectangular. In 20% of rectangular amphitheaters, the stage is located in the room’s center. Otherwise, the stage is up against a wall.

For rectangular amphitheaters, roll percentile dice and consult Tables 351c and 351d; otherwise, roll percentile dice and consult Table 351b.

Table 351c yields a rectangular amphitheater’s width. To get a rectangular amphitheater’s length, multiply its width by the result from Table 351d, rounding up to the nearest 10’. Table 351b yields a measurement of the circular (or truncated circle)

amphitheater’s diameter (the largest extent from one side of the room to the other).

Table 351b: Circular Amphitheater

Roll	Diameter
00-04	30’
05-14	40’
15-24	50’
25-39	60’
40-59	70’
60-79	80’
80-94	90’
95-99	100’

Table 351c: Rectangular Amphitheater

Roll	Width
00-24	30’
25-49	40’
50-74	50’
75-99	60’

**Table 351d: Amphitheater Length
Multiplier**

Roll	Multiplier
00-09	1.00
10-24	1.25
25-49	1.50
50-74	1.75
75-99	2.00

1 Determine the amphi- theater’s size and shape.

2 Determine additions to your amphitheater's basic design.

Step through the following list, noting any additions to your amphitheater.

- i) There is a 60% chance that the stage area is raised above the level of the first few rows of steps.
- ii) There is a 75% chance that a raised stage is made of wood rather than stone.
- iii) There is a 70% chance that a wooden stage contains at least one secret trap door (difficult to spot from anywhere but the stage) that opens up to crawl space below the stage. Roll percentile dice for the number of trap doors

00-24	1
25-49	2
50-74	3
75-99	4

 There is a 50% chance that the "crawl space" is large enough for adventurers to stand upright within it.
- iv) There is a 20% chance that a stone stage contains from one to four trap doors leading to a crawl space identical to that in (iii), above.
- v) If the stage is up against a wall, there is a 75% chance for a door behind the stage. There is a 90% chance that this door is hidden from view by most of the amphitheater, either by a low wood or stone wall set a few feet in front of it (simply walk around the wall

to reach the door) or by a hanging curtain or tapestry easily moved aside.

If there is a door behind the stage, roll percentile dice and consult the following to find out what is on the other side:

Table 351e: Backstage Rooms

Roll	Result
00-09	There is one 20' x 30' room containing theater props, costumes, masks, scenery and mechanisms.
10-29	There is one 20' x 20' room containing theater props, costumes, masks, scenery and mechanisms.
30-59	There is a series of rooms, identical to mercenary barracks (see 202 Barracks, on page 26), meant to hold resident or visiting performers. The rooms are in a "box" layout, and the central area serves as a large common room containing theater props, costumes, scenery, masks and mechanisms.
60-99	There is a series of rooms, similar to 30-59, above, except that the rooms are identical to noble barracks.
vii)	If there is a backstage room and a below stage crawl space, there is a 90% chance that they are connected in some way, usually by a tunnel and another secret trap door.

3 Add the room to your dungeon map.

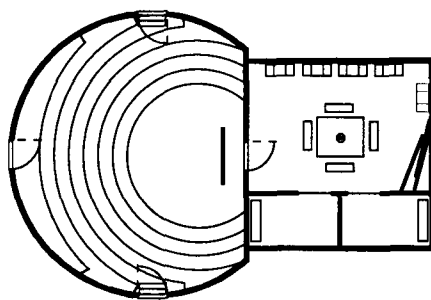


Figure 351.1: The truncated-circle amphitheater example to the left contains a series of steps that lead down to a stage. Doors to the north and south open to stairs on the third step. On the stage stands a wooden partition in front of a door that leads to a 20' x 20' backstage room. The backstage room itself holds a series of chests, a table with benches and a lamp, two changing rooms with benches and curtains over their entrances and flat painted scenery leaning against the east wall.

"Hey, Bertran, do I look different to you?"

"Jharsvend? Is that you?"

"Why? What's wrong?"

"You're a mule! What happened?"

"I drank that potion we found earlier. I couldn't help it. I really wanted to know what it did.... I hope it's not permanent."

"Nah. Jhars, I couldn't get that lucky. Well, until you change back . . . here . . . you carry all of our stuff."

—Jharsvend the Thief and Bertran Stoneback

Encounters: In the amphitheater's main room, there is a 30% chance for an encounter of level A.

If there is crawl space beneath the amphitheater stage, then there is a 10% chance for an encounter of level C there. If there is no encounter of level C, then there is a 50% chance for an encounter of level B. If there is no encounter of level C or B, then there is an encounter of level A.

If there are backstage rooms, then use the encounter information listed under 202 Barracks on page 26, except for the large common room. For that room, there is a 60% chance for an encounter of level A.

Treasure: If there was an encounter in the amphitheater's main room, then there is a 30% chance for a treasure of the same level.

If there is a crawl space encounter, then there will be a treasure of the same level. Otherwise, there is a 10% chance for a treasure of level C. If there is no treasure of level C, then there is a 40% chance for a treasure of level B. If there is no treasure of level C or B, then there is an 80% chance for a treasure of level A.

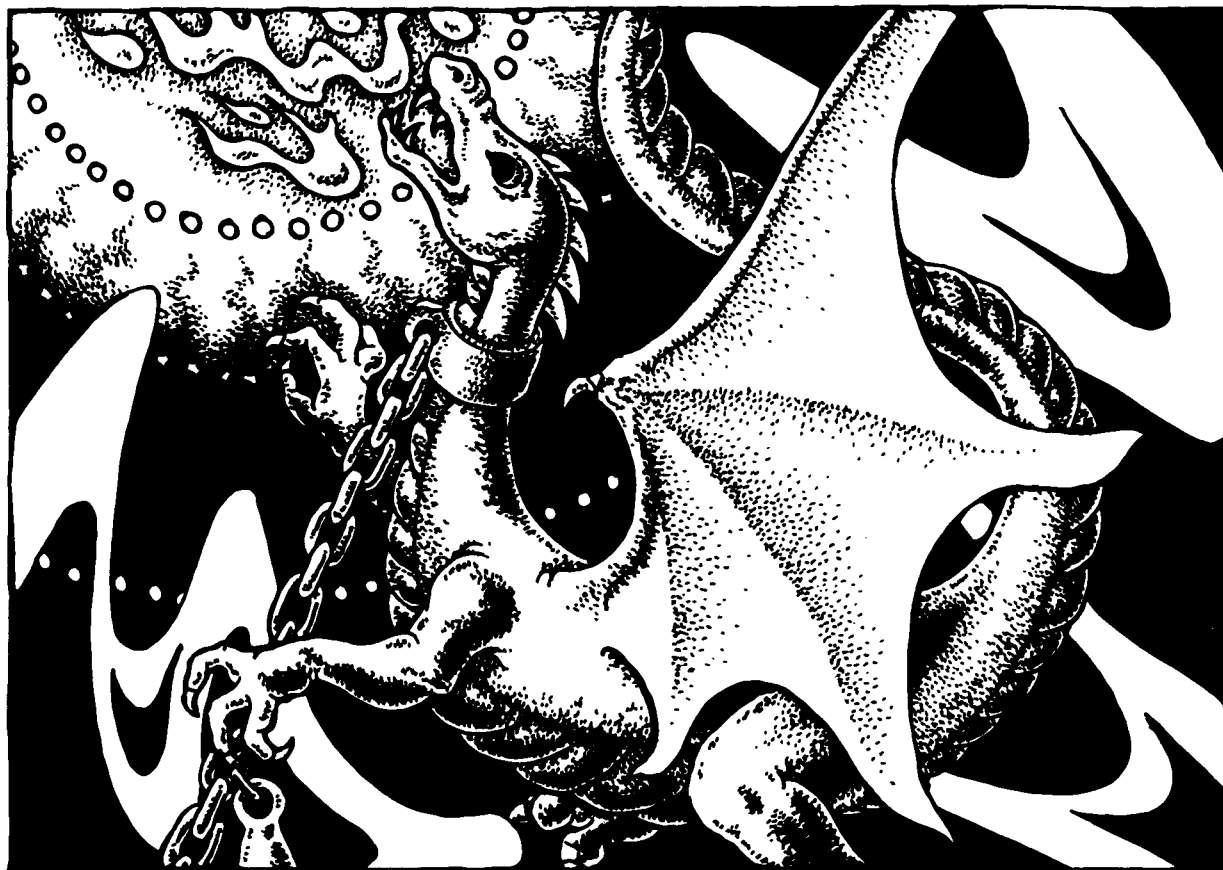
If there are backstage rooms, then use the treasure information listed under 202 Barracks on page 26, except for the large common room. For that room, if there is an encounter, then there is a treasure of the same level. If there is no encounter, then there is a 25% chance for a treasure of level A. Additionally, there may be a large selection of theatrical props, costumes, masks, scenery and mechanisms.

Additional Entrances: Roll percentile dice and consult the following table. Each entrance will be a door. Space doors equally around the amphitheater, but if the stage is against a flat wall, no entrance should be placed on that wall.

Table 351f: Additional Amphitheater Entrances

Roll	Entrances
00-09	1
10-29	2
30-49	3
50-69	4
70-89	5
90-99	6

4 Add treasure and encounter levels and additional entrances.



352 Bath Room

“Steam, accompanied by constant hissing, billows out from beneath the second door on the left.

“Opening the door reveals the source of the steam—this room contains a natural hot spring. Around the spring are a series of marble steps to allow bathers to bask in the steam, and on top of the steps are four goblins who are now hastily reaching for weapons and armor laying by their sides. . . .”

Information and Advice for the Game Master

Dungeon nobility usually bathed in their own quarters, but soldiers and servants had a bath room set aside for their use.

If there was only one bath room in the dungeon, certain days or times were set aside for its use by men, and other days and times were for women. There might also have been segregation by humanoid race.

The dungeon’s bath room usually contains several wooden or metal tubs, buckets, a fire pit for large kettles and a few benches.

Role-playing Tips: Unless the bath room contains some type of magical or natural water source—such as hot springs—it will be dry. Any other water used by the dungeon inhabitants will have long since evaporated.

1 Determine the room’s size.

Roll percentile dice and consult Table 352a:

Table 352a: Bath Room Size

Roll	Size
00-09	10' x 10'
10-29	10' x 20'
30-44	10' x 30'
45-64	20' x 20'
65-84	20' x 30'
85-99	30' x 30'

2 Determine if the bath room contains a water source.

A fortunate dungeon builder chose a site with natural hot springs, springs that could have been incorporated into a bath that even nobility would have used regularly. Since subterranean water temperatures are often near freezing, any other type of natural water source would have been too cold to directly serve as a bath.

There is a 5% chance that a bath room contains natural hot springs. This hot water usually flows into a large stone pool built into

the ground. The pool has several wide steps around it so that bathers can sit in the spring waters at their choice of depth. There may also be wooden or metal tubs, and buckets to carry water from the spring.

If there are no hot springs, then there is a 5% chance for another type of water source in the room. 50% of the time the water source is a natural cold-water fountain or spring, otherwise the water comes from a magical fountain.

3 Add the room to your map.

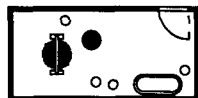


Figure 352.1: This 10' x 20' bath room, which has no water source of its own, contains one wooden tub in the southeast corner, a fire pit with a crossbar above it from which to hang the nearby pot, and four water buckets.

4 Add treasure and encounter levels.

Encounters: A bath room with no water source has a 20% chance for an encounter of level A. A bath room with water has a 30% chance for an encounter of level C. If there is no encounter of level C, then there is a 75% chance for an encounter of level B; otherwise there is an encounter of level A.

Treasure: If there is an encounter, then there is a 70% chance for a treasure of the same level. If there is no treasure of this level, and the encounter is greater than level A, then there is a treasure of level A.

If there is no encounter, then there is a 20% chance for a treasure of level A.

“From its appearance—including bed, wardrobe, chests, and night table—you might consider this room to be an ordinary bedroom. Of course, seasoned adventurers know better than to judge by appearances. . . .”

353 Bedroom

Dungeons housed a lot of nobles, and nobles travelled with large entourages of relatives, personal guards and special retainers. Those people needed living quarters within the dungeon, and for that reason, bedrooms were set aside for their use.

Most bedrooms contain furnishings, such as a bed, wardrobe, bedside table, lamp or candle holder, and a chest for personal belongings. Some bedrooms also contain a small

place for a fire (to fight the dungeon’s subterranean cold) a small ceiling vent to the surface, and a chair with a writing table.

Role-playing Tips: A bedroom’s contents readily betrays the room’s purpose to adventurers.

There should also be hints of who occupied the room, left behind in the form of otherwise useless personal belongings and clothing.

Information and Advice for the Game Master

Roll percentile dice and consult Table 353a:

Table 353a: Bedroom Size

Roll	Size
00-14	10' x 10'
15-39	10' x 20'
40-74	20' x 20'
75-84	10' x 30'
85-99	20' x 30'

1 Determine the room’s size.

Roll percentile dice:

Table 353b: Bedroom Occupants

Roll	Occupants
00-09	If the room is larger than 200 square feet, it had four occupants, otherwise it had two.

10-24	If the room is larger than 200 square feet, it had three occupants, otherwise it had two.
25-49	If the room is larger than 200 square feet, it had two occupants, otherwise it had one.
50-99	The room had one occupant.

2 Determine the bedroom’s occupants.

Figure 353.1: The mapping example on the right represents a simple 10' x 10' bedroom. The bedroom contains a bed, bedside table, candle, chest, second table and a chair.



3 Add the room to your map.

Encounters: There is a 30% chance for an encounter of level A.

Treasure: For each 100 square feet of floor area in the bedroom, there is a 20%

chance for a treasure of level A. There is also a 50% chance for an additional treasure of level A. If there is an encounter, then there is an additional 70% chance for a treasure of the same level as the encounter.

4 Add treasure and encounter levels.

354 Bedroom Suite

"Rich tapestries adorn the room's walls and the floor is covered by a once luxurious carpet that has since been severely torn, worn and soiled. Chairs, toppled and broken, are piled in the two northern corners. At one time this may have been some type of sitting or waiting room.

"Two doors lead out of this room. One is closed tight, the other is bursting open to admit eight heavily armed goblins. . . ."

Information and Advice for the Game Master

The wealthiest and most influential residents and guests of a dungeon received a whole series of rooms for their own personal use. These rooms included their bedroom and possibly a personal library, an entrance chamber (with guards), a waiting room, a personal bath room, a personal dining room, etc. The rooms would have been richly appointed with expensive furnishings and decorative rugs, tapestries and artwork. Clothing worn by the suite's occupants would have been luxurious.

Time and the creatures who settled in the dungeon after its original inhabitants left are likely to have taken a heavy toll on the bedroom suite's riches and finery, but it is not inconceivable that some may have survived. The original

owner of the suite also probably had secret cubbyholes to stash valuables, and those may still be untouched.

Role-playing Tips: If a dungeon contains only one bedroom suite, it probably belonged to the dungeon's owner or ruler. The decor in a bedroom suite may contain one or more depictions of its original resident. This could include renderings on tapestries, sculpted busts, paintings or full sculpted figures. Try to place personal items (collectibles, etc.) in the suite that reveal a little of the personality of its original owner.

Bedroom suites located near the dungeon's entrance probably were reserved for visiting nobles and had no regular occupant.

1 Determine the number of rooms in the bedroom suite.

Roll percentile dice:

Table 354a: Number of Suite Rooms

Roll	Number of Rooms
00-03	2
04-07	3
08-13	4
14-19	5
20-27	6

28-35	7
36-43	8
44-51	9
52-59	10
60-69	11
70-79	12
80-87	13
88-93	14
94-99	15

2 Determine the types of rooms in the bedroom suite.

Before you draw any of the suite's rooms on your dungeon map, determine all the types of rooms the suite contains.

One room in the bedroom suite must be the master's bedroom. Another room must be an entry/guard room. Determine the rest of your suite's room types by rolling percentile dice and consulting Table 354b. Continue rolling until you have accounted for all rooms in the suite.

Table 354b: Bedroom Suite Rooms

Roll	Room
00-04	Private Bath Room*
05-12	Library
13-20	Retainer's Bedroom
21-41	Waiting Room*
42-53	Private Dining Room*

54-58	Wardrobe
59-63	Private Storage Room
64-68	Music Room*
69-73	Art Room*
74-81	Sitting Room
82-86	Private Chapel*
87-94	Weapons and Armor Room*
95-99	Secret Treasure Room* **

* There may only be one of this type of room. If you roll a second one, throw out that roll and roll again.

** A suite reserved for visiting nobles may not contain a room of this type. If your suite is near the entrance, and you have decided to make it a visitor's suite, then ignore this result and roll again.

The first room that adventurers will enter in the suite will be a small entry room that also would have served as a guard room. This room will probably contain no furniture, since the suite's guards would have been expected to stand and be attentive while on duty.

Table 354c: Entry/Guard Room Size

Roll	Size
00-09	10' x 10'
10-34	10' x 20'
35-59	10' x 30'
60-84	20' x 20'
85-99	20' x 30'

Entry/Guard Room

The bedroom used by the suite's owner should be dominated by a large, possibly canopied bed. The bedroom should also contain comfortable rugs and pleasing decorations. There may be a reading stand or two, a small wardrobe, maybe a table and a few chairs, a few statues, sculptures or other pieces of art, and a large area to keep a fire for warming the room. The master's bedroom is more likely to harbor secret cubbyholes in the walls and furniture than any other room in the suite.

If possible, the master's bedroom should be placed a few rooms away from the entry room. For example, the entry room could lead

to the waiting room which attaches to a sitting room or library which in turn attaches to the master's bedroom.

Table 354d: Master's Bedroom Size

Roll	Size
00-09	20' x 20'
10-34	20' x 30'
35-54	20' x 40'
55-79	30' x 30'
80-89	30' x 40'
90-99	30' x 50'

Master's Bedroom

This room contains a large fire place for heating water and keeping the room warm while the suite's owner is bathing. It should also have a kettle for heating the water, an ornate tub of fine wood, brass, glazed pottery or the like, a large water pitcher, a chair or two, and hooks to hold the master's robes.

The private bath room must be entered from the master's bedroom.

Table 354e: Private Bath Room Size

Roll	Size
00-39	10' x 10'
40-99	10' x 20'

Private Bath Room

The private library should be ringed with shelves for books and may have additional shelves throughout the room. It should also have one or more chairs and several reading stands. The library may contain a table with chairs or benches in addition to a large number of books which may or may not be in a language that adventurers can understand.

If the suite has a waiting room, then the library may be entered from there. Otherwise, the library may be entered from a sitting room,

the master's bedroom, the private dining room, or a music or art room.

Table 354f: Library Size

Roll	Size
00-09	10' x 10'
10-19	10' x 20'
20-34	10' x 30'
35-54	20' x 20'
55-74	20' x 30'
75-99	30' x 30'

Library

This is a normal bedroom. It contains standard bedroom furnishings (bed, wardrobe, chest, bedside table, etc.) and may or may not be richly decorated. It may have a small place for a fire.

The retainer's bedroom may be entered from the master's bedroom, the entry/guard

room, the waiting room, the library or the sitting room.

Table 354g: Retainer's Bedroom Size

Roll	Size
00-19	10' x 10'
20-64	10' x 20'
65-99	20' x 20'

Retainer's Bedroom

Waiting Room

This room is where guests or messengers awaited the master's attention.

The waiting room is richly decorated to give those who wait something pleasant to look at, and it also contains benches or chairs placed against the walls.

The waiting room should have an entrance from the entry/guard room. It should also serve as a hub for the remaining rooms, so that many have entrances from it.

Table 354h: Waiting Room Size

Roll	Size
00-08	10' x 20'
09-19	10' x 30'
20-31	20' x 20'
32-49	20' x 30'
50-62	20' x 40'
63-78	30' x 30'
79-89	30' x 40'
90-99	30' x 50'

Private Dining Room

This room should be dominated by a large table surrounded by chairs. One of the chairs, probably at the table's head, should be especially luxurious (that is where the master sat). In addition to the table, the room should contain extensive wall decorations. The floor may be bare, thus allowing diners to cast their scraps under the table or over their shoulders without worrying about damaging a rug.

The private dining room should be entered from the waiting room, if there is one. Other-

wise it may be attached to the entry/guard room.

Table 354i: Private Dining Room Size

Roll	Size
00-09	10' x 10'
10-39	10' x 20'
40-59	10' x 30'
60-89	20' x 20'
90-99	20' x 30'

Wardrobe

The wardrobe is a small room (10' x 10') which contains clothing for the suite's master.

The wardrobe may only be entered from the master's bedroom.

Private Storage Room

This room is like any other storage room, but it holds personal belongings of the suite's master. Adventurers may find the remains of the master's favorite foods, art, weapons and armor, clothing, and other, similar items.

The private storage room may be entered from the master's bedroom or from another

private storage room.

Table 354j: Private Storage Room Size

Roll	Size
00-39	10' x 10'
40-84	10' x 20'
85-99	20' x 20'

Music Room

In the music room the suite's master enjoyed private musical performances by resident or visiting minstrels. The master also used the music room to play on some of his or her own instruments, taking lessons when appropriate.

This room contains chairs for the master and guests, and perhaps a small raised stage with a selection of instruments.

The music room may be entered from the

waiting room, if there is one, or from a sitting room or the entry/guard room.

Table 354k: Music Room Size

Roll	Size
00-29	10' x 20'
30-64	20' x 20'
65-99	20' x 30'

Art Room

In the art room, the master dabbled in sculpting, painting, weaving and other artistic practices. Some of the master's work may still be present, though poor in quality.

The art room may be entered from the waiting room, if there is one, or from a sitting room, the library, or the entry/guard room.

Table 354m: Art Room Size

Roll	Size
00-14	10' x 10'
15-44	10' x 20'
45-74	20' x 20'
75-99	20' x 30'

The sitting room is a more or less intimate environment where the suite's master entertained guests.

This room is likely to contain a few comfortable chairs and a small table as well as a small fire place. The sitting room's decorations may follow a common theme, such as "hunting," or "the color blue."

The sitting room's entrance may be at-

tached to the waiting room, if there is one. Otherwise, the sitting room will be attached to the entry/guard room.

Sitting Room

Table 354n: Sitting Room Size

Roll	Size
00-29	10' x 10'
30-64	10' x 20'
65-99	20' x 20'

Some nobility showed extra devotion to their religion, trusting in divine guidance to help them rule justly. To facilitate worship, a chapel may have been added to their suite.

The chapel contains a small shrine or altar in addition to an area for kneeling, sitting, standing, or perhaps lying prostrate on the floor. The chapel should also be filled with religious art and decor.

The private chapel may be next to the master's bedroom, the waiting room, a sitting room, a library, or the entry/guard room.

Private Chapel

Table 354o: Private Chapel Size

Roll	Size
00-34	10' x 10'
35-69	10' x 20'
70-99	20' x 20'

In this room, the suite's master kept his or her personal armor and weapons of choice. Here the master dressed and prepared for battle.

Aside from stands for the armor and weapons, this room may have a small area for practicing swordplay.

The weapons and armor room should have its entry from the master's bedroom.

Table 354p: Weapons and Armor Room Size

Roll	Size
00-19	10' x 10'
20-39	10' x 20'
40-59	10' x 30'
60-79	20' x 20'
80-99	20' x 30'

Weapons and Armor Room

The entrance to this room should be very well concealed and extremely difficult to open. The secret treasure room is where the suite's master kept his or her personal riches, gold, gems, expensive jewelry, etc. Some of the items may have been stored here due to their great sentimental value rather than their monetary value (which could be nil).

This room may be located next to any

room except the entry/guard room or the waiting room.

Table 354q: Secret Treasure Room Size

Roll	Size
00-44	10' x 10'
45-74	10' x 20'
75-99	20' x 20'

Secret Treasure Room

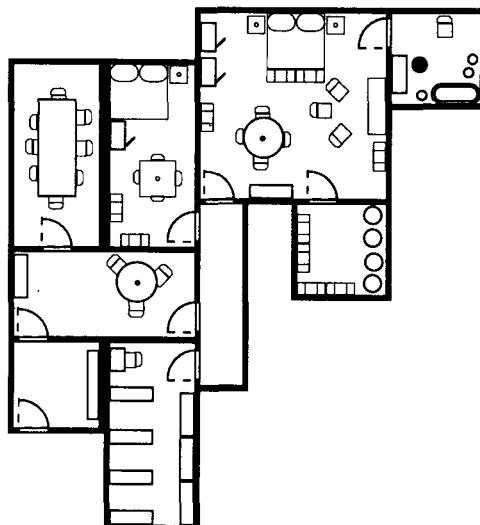
To construct the bedroom suite, follow the instructions above on where each room may be located. The first room will be the entry/guard room. If there is a waiting room, place that right next to or at the end of the entry/guard room (connecting them with a door or short corridor). Then continue to add rooms wherever you feel they best fit, so long as their placement follows the instructions for their room type. You may add a short (no more than 30') corridor or two if that makes your suite construction easier.

On your dungeon map, be sure to label each room in the suite with a decimal. For example, if the entire suite is designated as

number 22, then label the rooms in the suite 22.1, 22.2, 22.3, etc.

Figure 354.1: The eight-room suite pictured on the next page begins in the southwest with a guard room containing a bench. North of the guard room is a 10' x 20' waiting room with a set of shelves on the west wall, a table, chairs and lamp. A private dining room with table and chairs borders the waiting room to the north, and a corridor borders the waiting room to the east. Southwest from the corridor is a library containing seven sets of shelves, a reading stand and a chair. To the north, the corridor ends in a

3 Add the bedroom suite to your dungeon map.



retainer's bedroom and the master's bedroom. The retainer's bedroom contains bed, bedside table with lamp, wardrobe cabinet, two chests, second table, second lamp and four chairs. The master's bedroom contains a bed, two bedside tables with lamps, two wardrobe cabinets, four chests, a third table with chairs and a lamp and three chairs facing a hearth. The private bath contains hearth, pot, buckets, tub and a servant's chair. A private storeroom contains barrels and chests.

4 Add treasure and encounter levels.

Encounters: Roll percentile dice for each of the following charts to determine how many encounters (and what types) reside in the bedroom suite. Place the encounters in separate rooms throughout the suite, beginning with the bedrooms, library, sitting rooms, storage rooms, music and art rooms. Also, do not put encounters in any secret treasure rooms, since they should remain sealed.

All encounters in the bedroom suite should be aware of all that goes on within the suite. Though probably not all at once, they will investigate large disturbances elsewhere in the suite.

On Table 354r, add ten to your roll for each room more than two in the bedroom suite. On the remaining tables (s, t and u), first add ten to your roll for each room more than two in the bedroom suite, and then subtract twenty for each lower-level encounter already placed by previous tables.

Table 354r: Level A Suite Encounters

Roll	Encounters
00-04	0
05-14	1
15-19	2
20-24	0
25-29	1
30-39	2
40-44	1
45-49	3
50-59	0
60-69	2
70-79	1
80-84	2
85-89	3
90-94	0
95-99	1

100-114	3
115-134	4
135-139	2
140-144	4
145-154	5
155-159	0
160-164	5
165-169	2
170-174	1
175-184	6
185-189	5
190-194	1
195-204	6
205-209	5
210-214	6
215-229	7

Table 354s: Level B Suite Encounters

Roll	Encounters
(-60)-19	0
20-29	1
30-34	0
35-44	1
45-49	0
50-59	1
60-74	0
75-94	1
95-99	0
100-119	1
120-134	2
135-144	1
145-149	2
150-164	3
165-174	0
175-184	2
185-194	1
195-199	3
200-204	1
205-214	2

215-219	1
220-224	3
225-229	4

Table 354t: Level C Suite Encounters

Roll	Encounters
(-80)-29	0
30-49	1
50-59	0
60-89	1
90-99	0
100-129	1
130-144	2
145-149	1
150-154	2
155-159	0
160-164	1
165-174	3
175-179	2
180-184	1
185-194	3
195-199	0
200-204	2
205-214	1
215-224	2
225-229	3

Table 354u: Level D Suite Encounters

Roll	Encounters
(-100)-99	0
100-199	1
200-229	2

Treasure: Each different room type in the bedroom suite has its own possibility for treasure. In addition to these treasures, listed below beginning with **Master's Bedroom**, each encounter has a 50% chance for a treasure of its same level. If an encounter of greater than level A does not have a treasure, then give it a 90% chance for one of level A.

If the suite is a visitor suite, then there is an 80% chance for each treasure level, except those due to encounters, to be reduced by Table 354v. Roll once for each treasure in the suite.

Table 354v: Visitor Suite Treasure

Roll	Result
00-49	This treasure no longer exists. Eliminate it.
50-79	This treasure becomes level A.
80-99	Reduce the level of this treasure by one, so C becomes a B, B becomes an A, but A stays an A.

Master's Bedroom: The master was probably quite wealthy. Those who earned a dungeon suite all to themselves usually gathered quite a bit of riches along the way. This room has a 25% chance for a treasure of level C, a

60% chance for a treasure of level B, and two 90% chances for treasures of level A (for a grand total possibility of four separate treasures).

Entry/Guard Room: This room will not have any treasure of its own.

Private Bath Room: There is a 5% chance that the tub in the private bath room was made of or plated with a valuable metal such as copper, silver, or even a very thin layer of gold. Additional valuable metals in this room yield a 15% chance for a treasure of level A. (The tub, if extracted in its bulky, cumbersome form, could equal a treasure of level B or C, depending on your generosity).

Library: Books can harbor vast troves of valuable knowledge, and even if they do not, a collector might pay handsomely for them. Libraries are also terrific places to plant information that adventurers can use, particularly regarding the history of the dungeon's creators. Otherwise, candlestick holders and other small items give this room a 25% chance for a treasure of level A.

Retainer's Bedroom: The retainer would not have been very wealthy, though he or she might have stashed something away between the bed's mattresses or in a chest. This room has a 30% chance for a treasure of level A.

Waiting Room: If the bedroom suite is in good condition, then the waiting room's decor, and the decor in the rest of the bedroom suite for that matter, may be quite valuable. There is a 5% chance for a treasure of level C. If there is no treasure of level C, then there is a 15% chance for a treasure of level B; otherwise there is an 80% chance for a treasure of level A. Large decorations, especially large statues and large tapestries, may be difficult to remove from the dungeon. Small statues and paintings, easier to carry, are usually much less valuable and much more fragile. Tapestries and paintings may be suffering from fading, mold, and abuse from the dungeon's current residents. Any damage to art objects severely reduces their value.

Private Dining Room: If the master's plates survived, they may contain valuable metals. Candle sticks, knives, and other dining items may also retain value. This room has a 5% chance for a treasure of level B. If there is no treasure of level B, then there is a 45% chance for a treasure of level A.

Wardrobe: It is unlikely that much of the master's clothing could have survived in wearable condition. Brooches and clasps of gold and silver have an 80% chance of totalling a treasure of level A if adventurers take the time to sort through the clothes, find things of value and tear them off. If there is a treasure of level A, then there is a 20% chance that instead it is a treasure of level B.

Private Storage Room: If the adventurers are nose-y enough to take time and rifle through the master's personal effects, they have a 5% chance of coming away with a treasure of level C. If there is no treasure of level C, then there is a 30% chance for a treasure of level B. If there is neither treasure of level C nor treasure of level B, then there will be a treasure of level A.

Music Room: Any instruments are not likely to be in usable condition. Nevertheless, various pieces and effects have a 15% chance of yielding a treasure of level A.

Art Room: This room will mostly contain the master's art, and that is likely to be next to worthless. Of course, ignorant adventurers may not realize this.

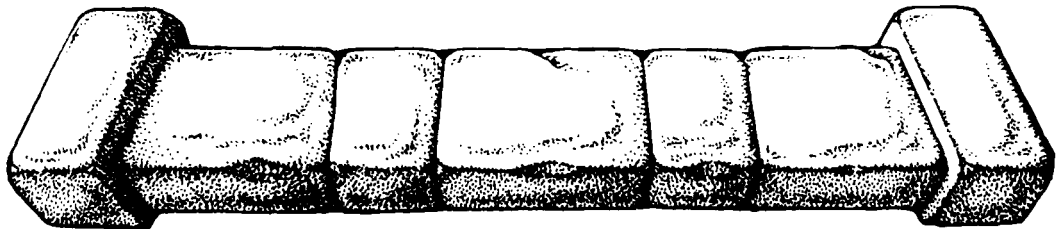
Sitting Room: A sitting room will contain various trinkets and personal items that the master enjoyed showing off to guests. Totalled together, these items could be worth a small treasure. This room has a 10% chance for a treasure of level B. If there is no treasure of level B, then there is a 40% chance for a treasure of level A.

Private Chapel: It takes a definite lack of scruples to loot a chapel. If the master was given any time, the chapel's valuable items would have been removed. In a pinch, responsibility towards spiritual assets came first. If not, there is a 20% chance for a treasure of level C. If there is no treasure of level C, then there is a 20% chance for a treasure of level B. If there is neither treasure of level B nor treasure of level C, then there will be a 90% chance for a

treasure of level A.

Weapons and Armor Room: If the master did not have time to take his or her weapons and armor when the dungeon was abandoned (this is very unlikely—give it a 5% chance), then this room will contain (barring other circumstances, such as removal by current residents, etc.) exceptionally wrought weapons and armor that were made to fit snugly to the suite's master. These will include at least one missile weapon, one hand-to-hand weapon and one pole arm. They will also include at least one complete suit of heavy armor and at least one shield and helmet with the coat of arms and crest of their original owner. The owner's standard is likely to be hanging from a wall. There is a 30% chance for the armor, a 30% chance for each of the master's primary weapons (one hand-to-hand, one long range, one pole arm) and a 5% chance for each additional weapon to be enchanted.

Secret Treasure Room: If the adventurers manage to find this (make sure that it is very cleverly hidden), they are in for a treat (unless the dungeon was abandoned slowly—see *Dungeon Abandonment* beginning on page 165). This is where the suite's master hid his or her greatest treasures. There will be five treasures of level A and two treasures of level B just for starters. Then, there are three 40% chances for more treasures of level A, two 40% chances for more treasures of level B, two 30% chances for treasures of level C, and one 15% chance for a treasure of level D.



“Surprisingly, this room with its ornate altar and extensive decor has survived through the ages largely unscathed. Four stone figures at each of the room’s corners stare at you as if imploring you to leave everything as you see it. . . .”

355 Chapel

Religious devotion was important to rulers, soldiers and peasants alike. Chapels facilitated inhabitants’ worship.

The dungeon chapel contains a small shrine or altar on the wall opposite the entryway in

addition to an area for the congregation. The chapel also contains religious art and decor.

Role-playing Tips: Decide the chapel’s details according to your own campaign and the culture of those who built the dungeon.

Information and Advice for the Game Master

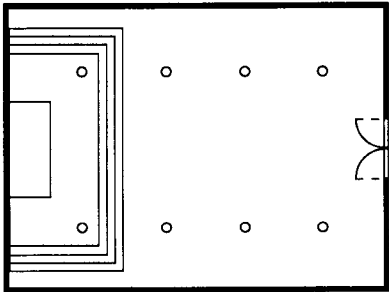
1 Determine the room’s size.

Roll percentile dice:

Table 355a: Chapel Size

Roll	Size	30-39	30’ x 40’
00-09	20’ x 30’	40-49	30’ x 50’
10-19	20’ x 40’	50-59	30’ x 60’
20-29	20’ x 50’	60-69	30’ x 70’
		70-79	40’ x 60’
		80-89	40’ x 70’
		90-99	40’ x 80’

Figure 355.1: The mapping example of the 30’ x 40’ chapel to the right contains an altar against the west wall. The altar is raised up on a series of four steps, eight pillars support a high flat ceiling, and double doors open into the chapel on the east wall.



2 Add the room to your dungeon map.

Encounters: There is a 10% chance for an encounter of level B. If there is no encounter of level B, then there is a 25% chance for an encounter of level A.

Treasure: If the dungeon occupants had any time before abandoning their home, the chapel’s valuable items would have been removed. In a pinch, responsibility towards spiritual assets came before the need to rescue other items. If not, there is a 25% chance for a treasure of level C. If there is no treasure of level C, there is a 40% chance for a treasure of level B. If there is neither of these treasures, then there is a 95% chance for a treasure of level A.

Additional Entrances: Roll on the following table and add any additional entrances to your dungeon map. Each additional entrance will be a door.

Table 355b: Additional Entrances

Roll	Entrances
00-14	There are no additional entrances.
15-29	There is one door on the same wall as the original entrance.
30-44	There is a door on the wall to the right of the original entrance.
45-59	There is a door on the wall to the left of the original entrance.
60-74	There is one door on the wall to the right and one on the wall to the left of the original entrance.
75-89	There are doors on the same wall, on the wall to the right and on the wall to the left of the original entrance.
90-99	Roll again, adding a secret door on the wall opposite the original entrance. If you roll this result again, then there are no additional entrances other than the secret door.

3 Add treasure and encounter levels and additional entrances.

356 Dining Room

"Toppled tables and chairs are proving to be formidable obstacles. Your armor slows and encumbers you, making movement around the furniture slow and over a table extremely difficult at best. So much timber was used to support the table legs that turning the tables on their backs does little good. The lightly armored night-sprites, on the other hand, are leaping over and around old furniture as if it does not exist...."

Information and Advice for the Game Master

The dungeon dining room was reserved for formal dinners, when a room such as the great hall and mess were not appropriate. The dining room did not seat as many as the great hall or mess, but, then, normal soldiers, mercenaries and servants usually were not invited.

The dining room contains solidly made tables and benches along with several elaborate chairs. It may be richly decorated with tapestries,

artwork, statues, metal plates and elaborate candlesticks. The floor should be bare, freeing it for bones and scraps tossed during meals.

Role-playing Tips: If there is an encounter in this room, the tables may have been tipped and moved aside to clear space for bedding in the room's center. If they have not been moved aside, the large, solid tables could be interesting obstacles during a battle.

1 Determine the room's size.

Roll percentile dice and consult Table 356a:

Table 356a: Dining Room Size

Roll	Size
00-06	20' x 30'
07-14	20' x 40'
15-23	30' x 30'

24-33	30' x 40'
34-43	30' x 50'
44-55	30' x 60'
56-65	40' x 40'
66-75	40' x 50'
76-84	40' x 60'
85-92	40' x 70'
93-99	40' x 80'

2 Add the room to your dungeon map.

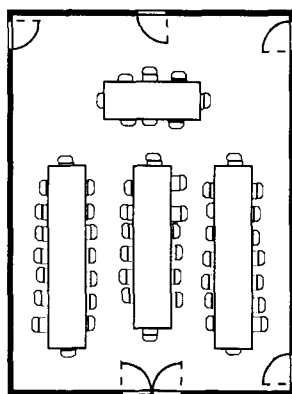


Figure 356.1: The 30' x 40' dining room on the left contains four tables surrounded by a total of fifty-four chairs. There are a total of five entrances into the room (one original plus four additional), all doors, one of which is a double door.

3 Add treasure and encounter levels and additional entrances.

Encounters: There is a 10% chance for an encounter of level B. If not, then there is a 50% chance for an encounter of level A.

Treasure: Intact plates may contain valuable metals. Candle sticks, knives, and other dining items may also be valuable. This room has a 10% chance for a treasure of level B. If there is no treasure of level B, then there is a 65% chance for a treasure of level A. If the

dining room has an encounter, there is also a 50% chance for a treasure of the same level.

Additional Entrances: Roll percentile dice and consult Table 356b to determine the number of additional entrances. Each additional entrance has a 50% chance to be a door; otherwise, it is a corridor.

Next, roll percentile dice for each additional entrance and consult Table 356c to de-

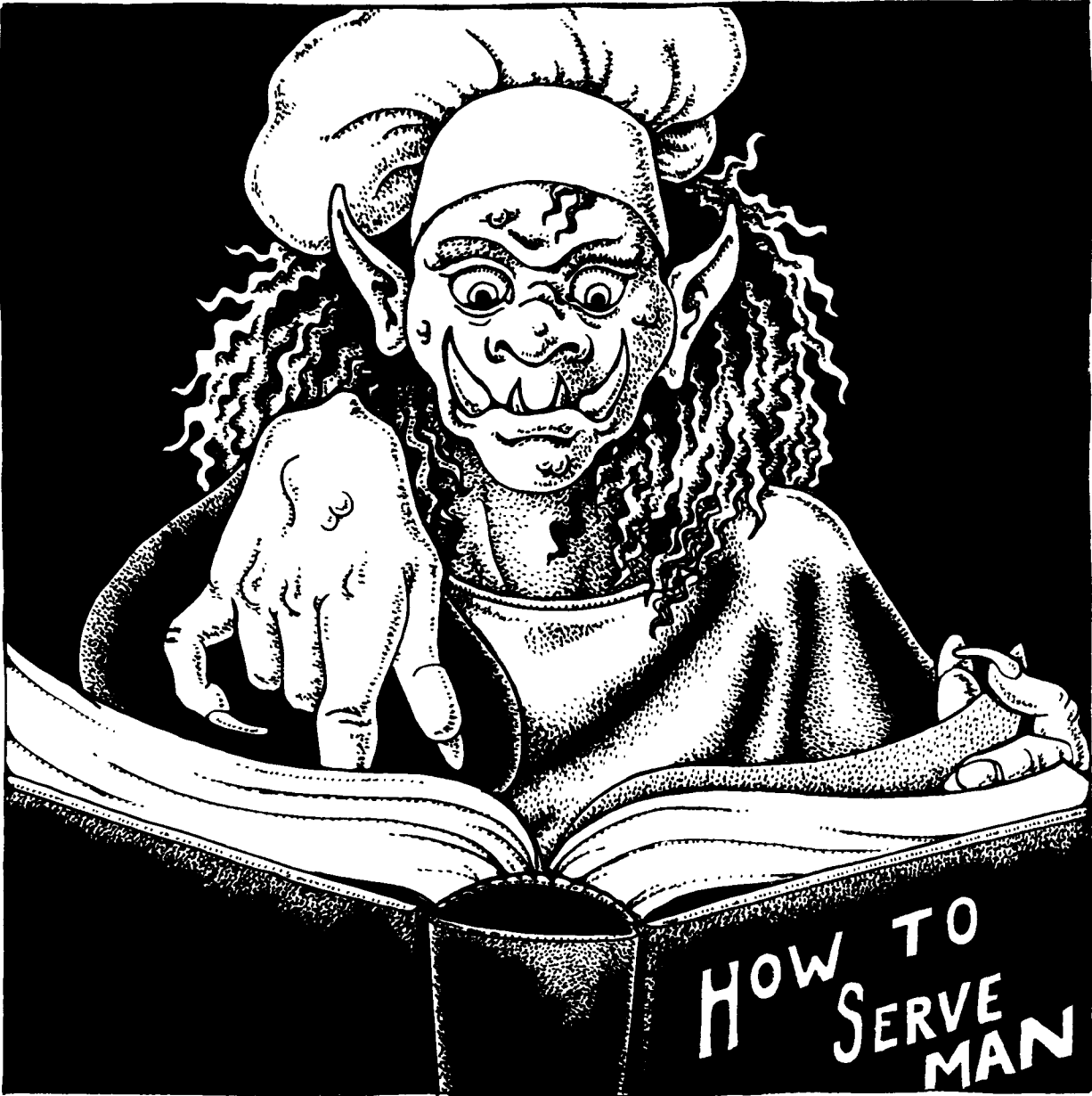
termine their locations. No wall may have more than three entrances.

Table 356b: Dining Room Additional Entrances

Roll	Additional Entrances
00-04	0
05-14	1
15-29	2
30-44	3
45-59	4
60-74	5
75-87	6
88-99	7

Table 356c: Additional Entrance Locations

Roll	Location
00-18	The additional entrance is on the same wall as the original.
19-45	The additional entrance is on the wall to the left of the original entrance.
46-72	The additional entrance is on the wall opposite the original entrance.
73-99	The additional entrance is on the wall to the right of the original entrance.



357 Game Room

"More than a dozen heavily armed reptilians are gathered around a table at which two ancient reptilians sit facing each other. Between the two old ones lies an oddly colored board on which rest several delicately fashioned silver trinkets. One wizened hand after another reaches out to carefully move the silver trinkets this way or that, occasionally interrupted by grumbling and muttering from the onlookers.

"The crowd of reptilians, teeth bared, quickly glances your way as you enter, and then their attention returns to the board. . . ."

Information and Advice for the Game Master

Nobles and peasants alike enjoyed to relax and entertain themselves with competitive games of skill or chance. Soldiers were particularly fond of this pursuit. Sometimes the constructors of a dungeon set aside a room specifically for recreation and the playing of games.

A game room typically contains tables and benches as well as barrels of liquor and, of course, games and pieces of games.

Role-playing Tips: If an intelligent encounter is found in the game room, perhaps

the adventurers could be challenged to a game or two with stakes such as, "If you win, we'll direct you to a horde of treasure, but if we win, you become our slaves," or simply, "Ten pieces of gold to the winner!" The stakes may not be what they seem. "We'll show you our treasure" could turn out to be "here, look at the coins in our pockets," while "you'll have to do something for us" could turn out to be "okay, be our dinner."

1 Determine the room's size.

Roll percentile dice and consult Table 357a:

Table 357a: Game Room Size

Roll	Size
00-19	20' x 20'
20-39	20' x 30'
40-59	30' x 30'
60-79	30' x 40'
80-99	30' x 50'

2 Add the room to your dungeon map.

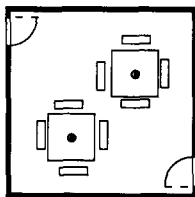


Figure 357.1: The 20' x 20' game room on the left contains two tables, each surrounded by benches and holding a lamp.

3 Add treasure levels and additional entrances.

Encounters: There is a 35% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 90% chance for a treasure of the same level.

Additional Entrances: Roll percentile dice and consult Table 170 Standard Additional Entrances on page 22. Each entrance has a 20% chance to be a corridor; otherwise it is a door.

“Large tables with countless stains and cuts lie in the center of this room, and hooks along the walls hold up several pots and sharp knives. From a small door on the west wall, which could lead to a store room, comes a deep, sonorous snore. . . .”

358 Kitchen

Dungeon dwellers consumed all manner of fish, breads, cheeses, birds and beasts, and the preparation of these items kept a team of cooks busy all day and much of the night. Each meal was served with copious quantities of beer, mead, ale and (primarily for nobility) wine, which might have been seasoned with herbs and spices. Food was sometimes dyed with blood, mint, sandalwood, charcoal, etc., and it was often forced through several different steps in preparation, perhaps being cooked more than once and more than one different way.

Dungeon nobility frowned on wasted food, particularly wasted food that had been destined for the tables of servants or soldiers. Sometimes they frowned on it enough to put out, exile, incarcerate or execute those deemed responsible. So, dungeon cooks had to be adept at preparing and disguising spoiled food.

The dungeon’s kitchen contains the knives, spits, pots, tables, fire pits and ovens necessary for daily cooking as well as buckets for carrying water and some service items like trays, pitchers, etc. The kitchen should also be bordered by one or more storage rooms for holding food, drink, spices and herbs.

Role-playing Tips: Kitchens are easily recognizable, even after centuries of disuse. You may wish to put a secret compartment somewhere in the kitchen where the head chef could have hidden special hard-to-acquire ingredients, the very best wine, or special service items like a gold tray.

If your dungeon is controlled by sentient creatures such as orcs or goblins, this may be the room, rather than a prison or torture room, to which they take their captives.

Information and Advice for the Game Master

Roll percentile dice and consult Table 358a:

Table 358a: Kitchen Size

Roll	Size
00-14	20' x 20'
15-32	20' x 30'
33-47	20' x 40'
48-65	30' x 30'
66-84	30' x 40'
85-99	30' x 50'

1 Determine the room's size.

Roll percentile dice and consult Table 358b for the number of storerooms attached to the kitchen. Place doors to all storerooms in the kitchen or immediately beside it in the corridor outside.

All of the kitchen storerooms should contain remnants of food and spices in barrels, sacks and crates, and they should contain drinks in barrels. The may also have kitchen wares and service pieces. For additional information about

the kitchen storerooms, see 554 Storeroom on page 150.

Table 358b: Kitchen Storerooms

Roll	Storerooms
00-09	0
10-34	1
35-64	2
65-89	3
90-99	4

2 Determine how many storerooms are attached to the kitchen.

*Why mash down a village when cow's fresh afield
Or chase down a horse when the knight's newly
peeled?*

Don't work when there's eatin' t' end!

*Why close yer fat eyes when the pot's bubblin' full
Or go down t' the cave after only one bull?*

Don't sleep when there's eatin' t' end!

*Why challenge a troll if your elf is half done
Or toss for the boat if there's fish by the ton?
Don't fight when there's eatin' t' end!*

*Why walk with yer brother or stay with yer mate
When some other fool might be lickin' yer plate?
No, food is an ogre's best friend!*

—From “Food Is an Ogre’s Best Friend”
Author Anonymous

3 Add the kitchen to your dungeon map.

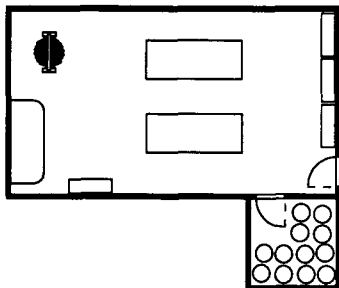


Figure 358.1: The mapping example on the left represents an approximately 20' x 30' kitchen with an attached storeroom. A large oven takes up most of the kitchen's west wall. Near that are a set of shelves and a fire pit with a crossbar. Two extra large tables take up most of the kitchen's center, and along the east wall rest three more sets of shelves for holding tools, plates, pots, and more. the storeroom, entered through a door in the south wall, contains several barrels full of food and drink. Not pictured in the kitchen are wall hooks for holding pots, pans, knives and other utensils. Kitchens also usually contain a few cabinets, some chests, and often more than one oven and fire ring.

4 Add treasure and encounter levels and additional entrances.

Encounters: There is a 35% chance for an encounter of level A.

See 554 Storeroom on page 150 for kitchen storeroom encounters.

Treasure: If there is an encounter, then there is a 70% chance for a treasure of the same level. There is also a 10% chance for a treasure of level B. If there is no treasure of level B, then there is a 55% chance for a treasure of level A.

See 554 Storeroom on page 150 for kitchen storeroom treasure.

Roll percentile dice and consult the following table. Each entrance has a 25% chance to be a corridor; otherwise it is a door.

Table 358c: Kitchen Additional Entrances

Roll	Entrances
00-14	There are no additional entrances.
15-29	There is an additional entrance on the wall to the left of the original entrance.

30-44	There is an additional entrance on the wall opposite the original entrance.
45-59	There is an additional entrance on the wall to the right of the original entrance.
60-69	There is an additional entrance on the wall to the left and one on the wall opposite the original entrance.
70-79	There is an additional entrance on the wall to the left and one on the wall to the right of the original entrance.
80-89	There is an additional entrance on the wall to the right and one on the wall opposite the original entrance.
90-99	There is an additional entrance on the wall to the left, one on the wall opposite and one on the wall to the right of the original entrance.

"This room is only ten feet wide by ten feet long and has a tall wooden partition down its center. On either side of the partition are benches, each with holes in their centers and with buckets directly underneath. . . ."

359 Latrine

A latrine in a dungeon did not differ much from those in other locations, such as castles and cities. The basic design consisted of one or more holes in one or more benches, each with a bucket underneath. Servants or soldiers

emptied the buckets several times each day, carrying them out the dungeon's mouth or to an underground river.

Nobility usually employed chamber pots to avoid sharing a latrine with commoners.

Information and Advice for the Game Master

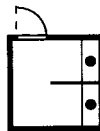
Roll percentile dice and consult Table 359a:

Table 359a: Latrine Size

Roll	Size
00-39	10' x 10'
40-69	10' x 20'
70-89	10' x 30'
90-99	20' x 20'

1 Determine the room's size.

Figure 359.1: The 10' x 10' latrine mapping example on the right contains two benches over two buckets and a wooden partition in between.



2 Add the room to your map.

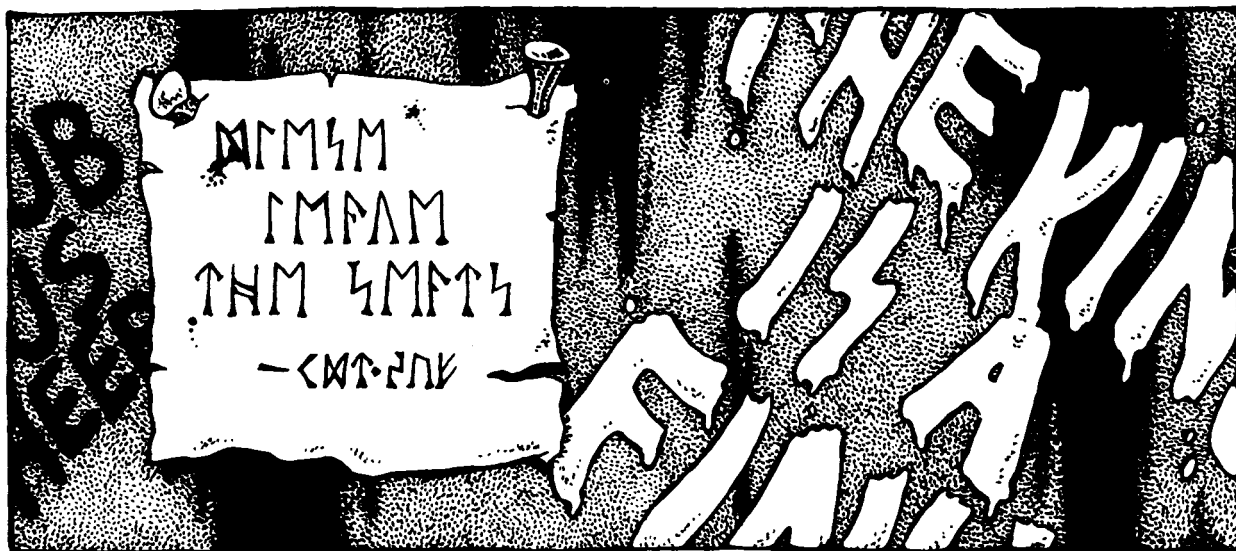
Encounters: There is a 10% chance for an encounter of level A.

Treasure: A full latrine bucket makes a good hiding place for valuables. The bucket's unsavory contents will probably have long since evaporated and turned to dust by the time adventurers find it, but treasure hidden there

will likely be intact, if tarnished.

There is a 3% chance for a treasure of level C. If there is no treasure of level C, then there is a 5% chance for a treasure of level B. If there is no treasure of level C and no treasure of level B, then there is a 5% chance for a treasure of level A.

3 Add treasure and encounter levels.



360 Lavatory

"This room is fairly small, ten feet by twenty, and a wooden trough about a foot wide runs the length of three walls. There is a bench in front of one third of the trough; otherwise the room has no furnishings. The room does, however, have a steady stream of water pouring into the trough from what appears to be nothing but thin air. . . ."

Information and Advice for the Game Master

The lavatory was a washroom, mainly for heads, hands and feet.

Within the lavatory may be a fountain, a stone basin, a long stone gutter at waist level or simply pitchers and buckets for water. There may also be benches on which to sit while cleansing feet.

Role-playing Tips: Any adventurer who has frequented a castle environment will probably have a good idea of the lavatory's role in the dungeon. By the time adventurers discover the dungeon, all water in the lavatory will probably be gone, including any in a fountain, unless the fountain was magical.

1 Determine the room's size.

Roll percentile dice and consult Table 360a:

Table 360a: Lavatory Size

Roll	Size
00-14	10' x 10'
15-34	10' x 20'
35-64	20' x 20'
65-79	20' x 30'
80-99	30' x 30'

2 Add the lavatory to your dungeon map.

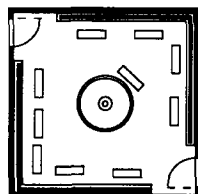


Figure 360.1: The lavatory on the left contains a running magical fountain in its center, and troughs full of water in the northeast and southwest corners. Benches are placed throughout the room. This lavatory has one additional entrance for a total of two.

3 Determine the lavatory's water source.

Roll percentile dice and consult Table 360b:

Table 360b: Lavatory Water Supply

Roll	Result
00-01	Water in the lavatory comes from a running magical fountain.
02-03	There is a magical fountain in the lavatory that requires a special command word to start running.
04	There is a natural fountain and drainage system still in operation.
05-99	Any water system for the lavatory has long since dried up.

4 Add treasure and encounter levels.

Encounters: If the lavatory still contains water, then there is a 15% chance for an encounter of level C. If there is no encounter of level C, then there is a 30% chance for an encounter of level B. If there is no encounter of level B or C, then there is a 90% chance for an encounter of level A.

If there is no water in the room, then there is a 10% chance for an encounter of level A.

Treasure: If there is an encounter, and there is an operating fountain with water in the

lavatory, then there is a 15% chance for a treasure of the same level.

If there is an encounter but no water, then there is a 30% chance for a same level treasure.

If there is no encounter at all, then there is a 5% chance for a treasure of level A.

Additional Entrances: Roll percentile dice and consult Table 170 Standard Additional Entrances on page 22. Each entrance has a 50% chance to be a door; otherwise it is a corridor.

"Books, books and more books fill this room on shelves attached to every wall and stretching from floor to ceiling. There are also books on the ground at the foot of a very large troll who, one by one, is carefully tearing out pages and eating them..."

361 Library

The dungeon's library contained books and scrolls of interest primarily to nobles, elite retainers, officers and certain skilled craftsmen (such as healers, spell casters, physicians, clerks, etc.). Very few others would have been interested in visiting the library, even if they knew how to read, which they probably did not.

A library contains several shelves, a few reading stands, tables, and some benches and/or chairs. There should also be enough wax candles (more valuable and cleaner than tallow) on the tables and attached to the walls to make the room bright and easy for reading.

Role-playing Tips: Books were usually written and copied by hand, since most dungeon-building cultures were not technologically adept or innovative enough to have created even the crudest of printing presses. Paper itself was a valuable commodity, laboriously made, and book-binding was a skilled craft. For these reasons, books were difficult for all but the wealthiest to own in any great

quantity, and their individual worth could be considerable to the right buyer.

Books and scrolls may or may not be in a language that adventurers can understand.

Adventurers are notorious for ransacking libraries in an attempt to find valuable tomes of spells and potion recipes. If you feel kind-hearted, you may let them find one, but do not make it easy on them. If you must give them an exceptionally valuable book of this nature, make its discovery a challenge. For example, the adventurers might find a book in the library that is written in two languages, on the left side of each page will be a language the adventurers do know, and on the right side will be a language that they do not know. A smart adventurer will realize that this book may be used to translate from one language into the other. In another part of the dungeon, probably a spell caster's room or healer's quarters, there could be a valuable book written in the foreign language.

Information and Advice for the Game Master

Roll percentile dice:

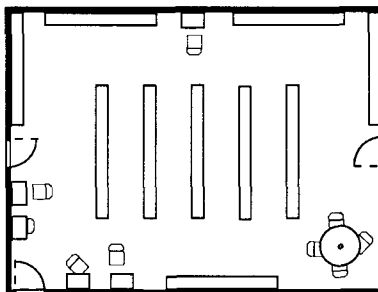
Table 361a: Library Size

Roll	Size
00-04	10' x 10'
05-14	10' x 20'
15-19	10' x 30'
20-29	20' x 20'
30-39	20' x 30'

40-45	20' x 40'
46-50	20' x 50'
51-60	30' x 30'
61-70	30' x 40'
71-76	30' x 50'
77-81	30' x 60'
82-88	40' x 40'
89-94	40' x 50'
95-99	40' x 60'

1 Determine the room's size.

Figure 361.1: This 30' x 40' library contains ten shelves full of books, five along the walls and five in the room's center. There are five chair and reading stand pairs as well as one table and lamp surrounded by four chairs. The library has two additional entrances for a total of three counting the original.



2 Add the library to your dungeon map.

"Hey Bertran! Look! This sword's glowing!"

"That's not glowing, Jharsvend, that's just a reflection from your torch."

"Really? Let me see. . . Oh. I guess you're right."

"Great, Jhars. Now that we're in total darkness, I'll let you find the tinder and relight the torch."
—Jharsvend the Thief and Bertran Stoneback

3 Add treasure and encounter levels and additional entrances.

Encounters: There is a 10% chance for an encounter of level B. If there is no encounter of level B, then there is a 35% chance for an encounter of level A.

Treasure: The books may have value of their own, at least the value of their paper, but that value may have decreased due to the ravages of time, and tragedies such as new, less literate dungeon inhabitants deciding to use the books for fuel or bedding material.

If there is an encounter, then there is a 50% chance for a treasure of the same level.

There is a 5% chance for a treasure of level C hidden somewhere in the library (perhaps in a fake, hollowed out book). Additionally, there is a 45% chance for a treasure of level A.

Additional Entrances: Roll percentile dice and consult the following table. Each entrance has a 75% chance to be a door; otherwise it is a corridor.

Table 361b: Additional Entrances

Roll	Entrances
00-04	Roll again on this table, adding to the result one secret door concealed on the wall of your choice. The door is probably hidden behind a set of book shelves.
05-29	There are no additional entrances.
30-39	There is an additional entrance on the wall to the left of the original entrance.
40-49	There is an additional entrance on the wall opposite the original entrance.
50-59	There is an additional entrance on the wall to the right of the original entrance.
60-69	There is an additional entrance on the wall to the left and one on the wall opposite the original entrance.
70-79	There is an additional entrance on the wall to the left and one on the wall to the right of the original entrance.
80-89	There is an additional entrance on the wall to the right and one on the wall opposite the original entrance.
90-99	There is an additional entrance on the wall to the left, one on the wall opposite and one on the wall to the right of the original entrance.



"This room is huge and filled with a seemingly endless quantity of shattered pottery, broken barrels, shredded cloth, crushed tin and silver wares, destroyed booths and smashed tables. Doing most of the damage in the room is a large dragon who is now flattening a few barrels while charging your way. . . ."

362 Market

The dungeon's market area served as a location for dungeon inhabitants to buy, sell and trade with travelling merchants and local craftsmen. The market was empty most of the time, but on designated market days, it was filled with merchants, craftsmen, customers and the sounds of haggling, hawking and bargaining. There were tables, sacks, open chests, and goods such as fresh food, furs, weapons, cheap jewelry, cloth (plain and exotic), tin wares, hand crafted trinkets, etc.

If the dungeon was abandoned quickly, there should be a small chance (10%) that it was done in the midst of a market day. If that is the case, then the adventurers should find the

remnants of the scene described above, with signs of hasty evacuation. The best and most valuable wares would have been taken away by the fleeing market-goers. Otherwise, as adventurers find it, the Market will probably be a large, mostly empty room, with perhaps a few scattered tables, empty chests, and trash.

Role-playing Tips: Among the several dozen small items and low-value coins scattered across the floor of the market room, you may wish to place something highly valuable yet hard to find, such as a magic ring, to reward adventurers who like wasting time searching the floors of large rooms while encounters sneak up on them.

Information and Advice for the Game Master

Roll percentile dice and consult Table 362a:

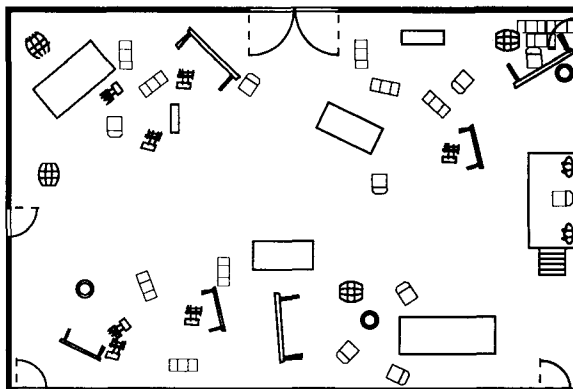
Table 362a: Market Size

Roll	Size
00-03	30' x 50'
04-07	30' x 60'
08-11	40' x 60'
12-15	40' x 70'
16-19	40' x 80'
20-24	50' x 80'
25-29	50' x 90'
30-34	50' x 100'

35-39	60' x 90'
40-44	60' x 100'
45-49	60' x 110'
50-54	60' x 120'
55-59	70' x 110'
60-64	70' x 120'
65-69	70' x 130'
70-74	70' x 140'
75-79	80' x 120'
80-84	80' x 130'
85-89	80' x 140'
90-94	80' x 150'
95-99	80' x 160'

1 Determine the room's size.

Figure 362.1: This market area is filled with scattered and broken furnishings, chests and barrels. Some are stacked against the north-east door as if to keep something out. A platform holding a chair flanked by two statues once served the dungeon's merchant master, who administered the market place.



2 Add the market to your dungeon map.

"Hmm . . . I'm not sure I can decipher this scroll. The characters are similar to Old Dwarven, but bear a grammatical resemblance to Gnomish. It begins either, 'By order of the king,' or, 'Big frog by the moon.'"

—Bertran Stoneback

3 Add treasure and encounter levels and additional entrances.

Encounters: Roll percentile dice. For rooms under 5000 square feet, consult Table 362b. For larger rooms, consult Table 362c.

Table 362b: Market Encounters

Roll	Encounters
00-09	There is an encounter of level C.
10-19	There are two encounters of level B.
20-29	There is an encounter of level B.
30-44	There are three encounters of level A.
45-75	There are two encounters of level A.
76-89	There is an encounter of level A.
90-99	There are no encounters.

Table 362c: Large Market Encounters

Roll	Encounters
00-12	There is an encounter of level C.
13-25	There are two encounters of level B.
26-38	There is an encounter of level B.
39-59	There are three encounters of level A.
60-84	There are two encounters of level A.
85-94	There is an encounter of level A.
95-99	There are no encounters.

Treasure: Each encounter has a 90% chance of having a treasure of the same level. If the market was evacuated in haste (see Dungeon Abandonment starting on page 165), there will be an additional seven treasures of level A scattered about in low-value coins and small trinkets.

Additional Entrances: Roll percentile dice and consult the following tables. Table 362d will give you the total number of addi-

tional entrances into the market, and Table 362e will, one at a time, give the location of those entrances. No wall may have more than one entrance more than any other wall. If any entrance would break that rule, re-roll it and place it elsewhere.

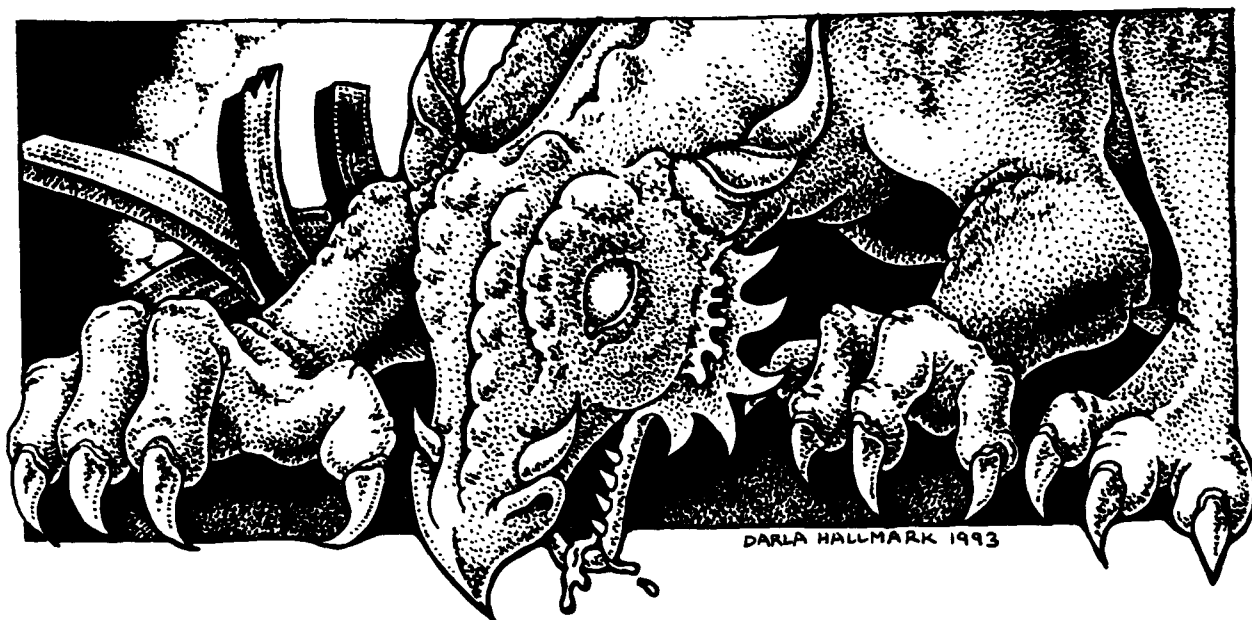
Each additional entrance has a 40% chance of being a door, otherwise it is a corridor.

Table 362d: Market Additional Entrances

Roll	Additional Entrances
00-03	0
04-15	1
16-27	2
28-39	3
40-51	4
52-63	5
64-75	6
76-87	7
88-99	8

Table 362e: Market Entrance Locations

00-27	The additional entrance is located on the wall to the left of the one with the original entrance.
28-54	The additional entrance is located on the wall opposite the one with the original entrance.
55-81	The additional entrance is located on the wall to the right of the one with the original entrance.
82-99	The additional entrance is located on the same wall as the original entrance.



“This large room, forty feet wide and twice as long, contains several overturned, broken and smashed tables and benches. On the far wall is a row of half a dozen fire pits, and above those, in the ceiling, are an equal number of vents that probably lead to the surface up above.

“There are a total of five additional entrances in this room. The two doors on the west wall have been torn off their hinges, and, radiating away from those doors like rays from the sun, there are an untold number of blood stains. . . .”

363 Mess Hall

The dungeon’s mess hall was a place for soldiers, servants and commoners to eat. It was a large room filled with tables and benches.

Those who ate in the mess usually did so with their own knife and a wooden or bread trencher, or some other type of plate.

Information and Advice for the Game Master

Roll percentile dice:

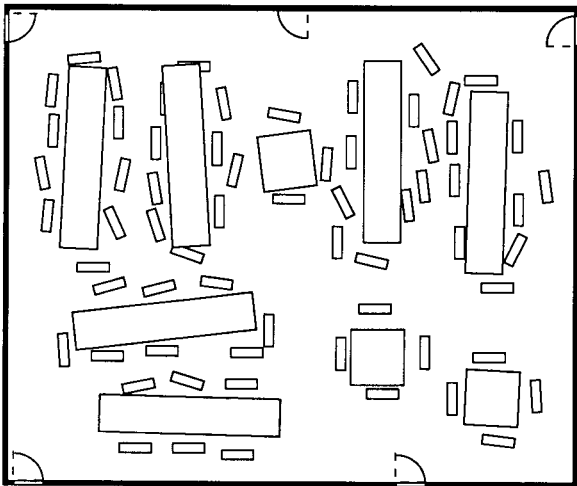
Table 363a: Mess Hall Size

Roll	Size
00-06	30' x 40'
07-13	30' x 50'
14-21	30' x 60'
22-28	40' x 40'
29-35	40' x 50'

36-43	40' x 60'
44-50	40' x 70'
51-57	40' x 80'
58-64	50' x 50'
65-71	50' x 60'
72-78	50' x 70'
79-85	50' x 80'
86-92	50' x 90'
93-99	50' x 100'

1 Determine the room’s size.

Figure 363.1: The mapping example to the right represents a 50' x 60' mess hall that, true to its name, is somewhat of a mess. The hall’s six large and three smaller tables are set up at odd angles, and the many benches that surround them are cast about haphazardly. The mess hall has four additional entrances for a total of five counting the original.



2 Add the mess hall to your dungeon map.

“Hagoyl waz new. He’d never cooked fer th’ troops here b’fore, soz I took him aside and givez him th’ rules straight n’ simple. I sez, I sez, ‘Haggy, ya’ gotta’ doez a good job here, ‘cauze it’s real important. Th’ grubz here, theyz petiklar ‘bout their food. Theyz likes it lots n’ good n’ timely.’

“‘Yeah,’ sez Hagoyl, ‘So wot?’

“‘Haggy,’ I sez, I sez, ‘Haggy, I’m tellin’ ya’ true. Cookin’ fer th’ troops is a matter o’ life n’ death.’

“‘Sez who?’ sez Haggy.

“‘Look,’ I sez. ‘We gots a rule here. It’s jus’ one, but e’ryone takes it t’ heart. When it comez t’ food, we eats wot tastes best, th’ food or th’ cook.’”

—Brubnub, 2nd o’ the Watch

3 Add treasure and encounter levels and additional entrances.

Encounters: Roll percentile dice and consult Table 363b:

Table 363b: Mess Hall Encounters

Roll	Encounters
00-09	There is an encounter of level C.
10-19	There are two encounters of level B.
20-29	There is an encounter of level B.
30-44	There are three encounters of level A.
45-75	There are two encounters of level A.
76-89	There is an encounter of level A.
90-99	There are no encounters.

Treasure: Each encounter has an 80% chance for a treasure of the same level.

Additional Entrances: Roll percentile dice and consult Table 363c to find the total number of additional entrances into the mess hall. Afterwards, roll percentile dice and consult Table 363d to find the location of each of those entrances. No wall may have more than one entrance more than any other wall. If any entrance would break that rule, re-roll it and place it elsewhere.

Each additional entrance has a 50% chance of being a door, otherwise it is a corridor.

Table 363c: Mess Hall Additional Entrances

Roll	Additional Entrances
00-03	0
04-15	1
16-27	2
28-39	3
40-51	4
52-63	5
64-75	6
76-87	7
88-99	8

Table 363d: Mess Hall Entrance Locations

Roll	Location
00-27	The additional entrance is located on the wall to the left of the one with the original entrance.
28-54	The additional entrance is located on the wall opposite the one with the original entrance.
55-81	The additional entrance is located on the wall to the right of the one with the original entrance.
82-99	The additional entrance is located on the same wall as the original entrance.

"A small stage rests against the east wall, and several benches angle to face it. One painting and several tapestries along the walls depict musicians playing various instruments including a lute, a lyre and a hunting horn. . . .

"When you step on the stage, music suddenly fills the room from some unknown source. The air has become noticeably colder. . . .

364 Music Room

The dungeon music room was a place where nobles and privileged inhabitants gathered to enjoy the music of a court musician or a travelling minstrel.

The music room has a small stage, raised or not, and several benches and/or chairs gathered around it. There may even be a musical instrument or two left in the room. Musical

instruments may include a lute, lyre, drum, bells, mandolin, recorder, pipe or something unusual. An instrument that your adventurers are unfamiliar with will often turn out to be much more interesting than one that they easily recognize, especially since any instrument adventurers find is probably not in playable condition.

Information and Advice for the Game Master

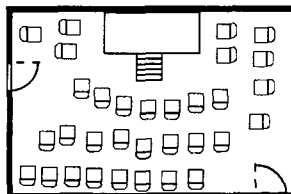
Roll percentile dice and consult Table 364a:

Table 364a: Music Room Size

Roll	Size
00-24	20' x 20'
25-49	20' x 30'
50-74	30' x 30'
75-99	30' x 40'

1 Determine the room's size.

Figure 364.1: The music room on the right consists of a stage centered against the north wall and several chairs surrounding it in a rough semi-circle. There is one additional entrance for a total of two including the original entrance.



2 Add the room to your dungeon map.

Encounters: There is a 25% chance for an encounter of level A.

for a treasure of level A.

Treasure: If there is an encounter, then there is an 80% chance for a treasure of the same level. Otherwise, there is a 20% chance

Additional Entrances: Roll percentile dice and consult Table 170 Standard Additional Entrances on page 22. Each additional entrance will be a door.

3 Add treasure and encounter levels and additional entrances.

365 Servants' Quarters

"You try the first door on the left and, finding it unlocked, quietly ease it open to peer inside. Within, you find a twenty foot by thirty foot room that contains three rows of two-level bunk beds and several small chests scattered about—some opened and overflowing with soiled clothes and other worthless items, some closed and possibly hiding valuables. Grumbling and growling noises rise from the beds, issuing from the mouths of over a dozen sleeping orcs.

"One of the creatures is now rolling over to face your way. Its eyes are opening. . . ."

Information and Advice for the Game Master

Maintaining a dungeon involved hundreds if not thousands of menial tasks. Servants were required for those tasks not assigned to soldiers. The servants needed quarters, and they received ones befitting their status as peasants lucky to get any wages at all beyond room and board. Dungeon nobility generally deemed beasts such as horses, cows and trained dogs more valuable than servants.

Most servants' quarters contain scarce furnishings if any. They may have nothing but a few personal items, a table, benches, and straw on the floor for sleeping. If the dungeon owners were more wealthy than normal, the servants may have been given bunks or single beds on which to sleep and been provided with chests for their personal effects.

You may decide to set up the servants' quarters to resemble the layout of soldiers'

barracks. (Perhaps give it a 35% chance.) If this is the case, see 202 Barracks on page 26, but keep in mind that the barracks are for servants, not soldiers, and they will not be preceded by a guard room. Officer and noble type barracks may have been occupied by the most trusted and valuable of servants, some of whose families may have served for generations, or whose own personal deeds may have brought great reward to some noble or ruler.

Role-playing Tips: As with all living quarters, place some personal effects of this room's former inhabitants inside to give it character. For servants, these effects could include an embroidered item, clothing, shoes, a hat, a small wooden figure or something similar. Objectively, all of these items are probably worthless.

1 Determine the room's size.

Roll percentile dice and consult Table 365a:

Table 365a: Servants' Quarters's Size

Roll	Size
00-13	10' x 10'
14-27	10' x 20'
28-41	20' x 20'
42-55	20' x 30'
56-69	20' x 40'
70-84	30' x 30'
85-99	30' x 40'

2 Determine how many servants shared the quarters.

If there is little or no furniture in the quarters, then roll percentile dice and consult Table 365b. (If beds—not just straw on the floor—are provided, then roll on Table 365c instead.) Multiply the resulting number by the amount of square feet in the servants' quarters and round down. For example, a 20' x 30' quarters is 600 square feet. If the roll against Table 365b was 42, that would yield a number of occupants equal to $600 \times .0175 = 10.5$, rounded down becomes 10.

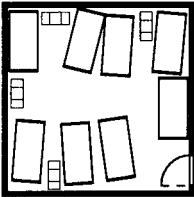
Table 365b: Servants' Quarters Occupants

Roll	Occupants
00-10	.01
11-21	.0125
22-32	.015
33-43	.0175
44-55	.02
56-66	.0225
67-77	.025
78-88	.0275
89-99	.03

Table 365c: Servants' Quarters Occupants

Roll	Occupants		
00-08	.01	45-54	.035
09-17	.015	55-63	.04
18-26	.02	64-72	.045
27-35	.025	73-81	.05
36-44	.03	82-90	.055
		91-99	.06

Figure 365.1: The servants' quarters illustrated by the mapping example to the right contain provisions for eight servants. There are eight mats on the ground for sleeping which sometimes were rolled or folded and placed against the walls. The quarters also contain four chests which the servants shared for storing their clothes and meager personal belongings.

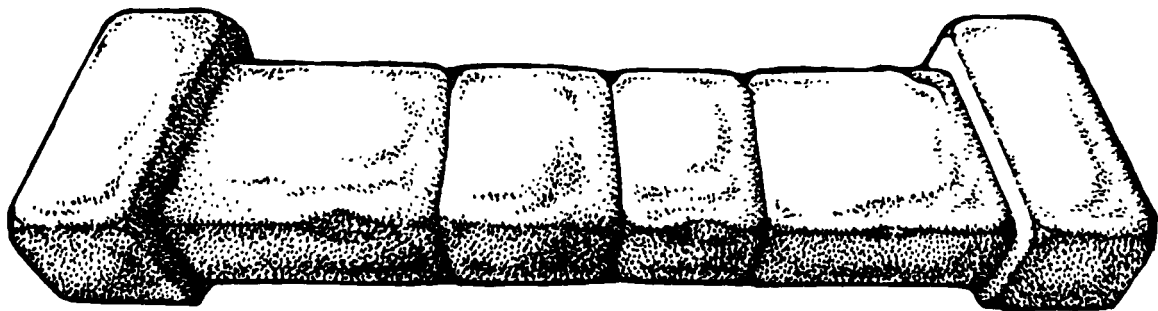


3 Add the room to your dungeon map.

Encounters: There is a 5% chance for an encounter of level B. If there is no encounter of level B, then there is a 45% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 50% chance for a treasure of the same level. Otherwise, there is a 3% chance for a treasure of level A.

4 Add treasure and encounter levels.



366 Stable

“The skeletal remains of a dozen cows, more than a score of goats and countless chickens intermingle throughout this fifty foot by seventy foot room. Each bone is blackened by fire. Whether the animals were slaughtered and burnt by fleeing dungeon inhabitants or pillaging attackers may never be known. . . .”

Information and Advice for the Game Master

Herds of livestock provided dungeon inhabitants with milk (for drinking, cooking and cheese), wool, hides and meat. Sometimes a room was set aside within the dungeon to house some of these animals, especially in case the dungeon was ever subjected to a siege.

Livestock would probably not have been taken up or down stairways. If your stable is not

on the floor with the main entrance or does not have some means for getting animals inside quickly and easily, then you may ignore the roll that told you to create a stable and go back to the table which sent you here. You may also decide to locate this room near the main dungeon entrance, perhaps switching it with a room that is already located there but does not need to be.

1 Determine the room's size.

Roll percentile dice and consult Table 366a:

Table 366a: Stable Size

Roll	Size
00-08	30' x 30'
09-17	30' x 40'
18-26	30' x 50'
27-35	30' x 60'

36-44	40' x 40'
45-53	40' x 50'
54-63	40' x 60'
64-72	50' x 50'
73-81	50' x 60'
82-90	50' x 70'
91-99	50' x 80'

2 Add the stable to your dungeon map.

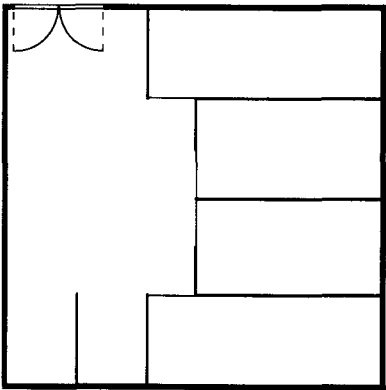


Figure 366.1: The 40' x 40' stable mapped on the left contains four separate pens for holding fowl and small livestock animals. There are also two stalls for cows or other large animals.

3 Add treasure and encounter levels.

Encounters: There is a 20% chance for an encounter of level B. If there is no encounter of level B, then there is a 50% chance for an encounter of level A.

Treasure: If there is an encounter, then there is an 80% chance for a treasure of the same level.

“Rounding the next bend, the corridor suddenly expands out to a width of thirty feet, as if you have entered a long room. On either side of this room, suits of armor stand at attention, and above each suit hangs a coat of arms over two crossed swords. As you walk past these lifeless sentries and their shields, their style becomes less decorative, more rugged, more primitive. At the same time, the armor seems to lose its age. While the first suits were tarnished by passing years, the last few practically gleam.

“Turning back as the corridor closes to ten feet width once more, you find that all the armor resembles those few suits at the end. More surprisingly, you are no longer the only life in the corridor. Two women dressed in ancient garb stand staring at you in amazement. . . .”

401 Exhibition Room

Sometimes nobles had collections that they wanted displayed, as much for showing off as for sharing with their subjects. Showing off a large collection (or a collection of large objects) required an exhibition room. Exhibition rooms were also useful for displaying large statues and other objects meant to intimidate or inspire servants, soldiers and other subjects.

Role-playing Tips: An exhibition room was often open to viewing by any resident or visitor to the dungeon. For that reason, valuable items on display probably had traps protecting them. These traps may still be active and ready to give adventurers a brutal lesson regarding the principle of “hands-off.”

Information and Advice for the Game Master

Roll percentile dice and consult Table 401a for the exhibition room’s width. Then roll percentile dice and consult Table 401a again for the exhibition room’s length.

Table 401a: Exhibition Room

Dimension	
Roll	Size
00-07	10’
08-16	20’
17-26	30’
27-37	40’
38-49	50’
50-61	60’
62-72	70’
73-82	80’
83-91	90’
92-99	100’

1 Determine the room’s size.

One book could never list all of the possibilities for display items in an exhibition room. You will have to decide what will fit in well with your campaign. Some examples: Suits of armor, weapons, statues of nobility (past or present), depictions of great battles (on tapestries, in miniature, etc.), stuffed and mounted beasts or monsters, the heads of criminals, spoils of war, artistic representations of great legends, ancient artifacts, the bones of strange or common creatures, odd machines, rocks. . . .

Collections which are stranger and more exotic will generally be more interesting to

adventures and add spice to your campaign. Most adventurers would be familiar with an assortment of painted shields, but how many could claim to have experience viewing a selection of snake skeletons, amber fossils, writing instruments or oddly shaped bee hives? You could reflect a ruler’s eccentricity in your choice of what is on display; a variety of severed left feet, statues of rats standing on their heads, etc. You could present a puzzle in the collection, or merely give the appearance of one and enjoy watching adventurers struggle to solve it. (What is the connection between all of these arrow heads and that statue of a tree?)

2 Determine what is on display in the exhibition room.

“Do you honestly think I’ll answer that question?”

—Number 355 from 1001 Answers to Adventurers

3 Add the room to your dungeon map.

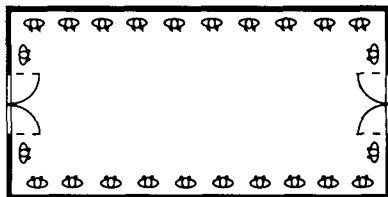


Figure 401.1: This 20' x 40' exhibition room is entered through two sets of double doors. The room is ringed by statues of the dungeon's deceased noble inhabitants.

4 Add treasure and encounter levels and additional entrances.

Encounters: There is a 40% chance for an encounter of level A. If the collection on display is particularly valuable, you should consider placing a more difficult encounter.

Treasure: If there is an encounter, then there is a 90% chance for a treasure of the same level. The collection on display in the exhibition room may also be valuable, or it may be an assortment of junk.

Additional Entrances: Roll percentile dice and consult Table 401c to find out how many additional entrances are in the room. Then roll percentile dice for each entrance and consult Table 401d to find out where it is located. No wall may have two entrances on it if another wall has none. Re-roll any roll that would result in breaking this rule. (A secret door is an exception.)

Each entrance has a 40% chance to be a door, otherwise it is a corridor.

Table 401c: Exhibition Room Additional Entrances

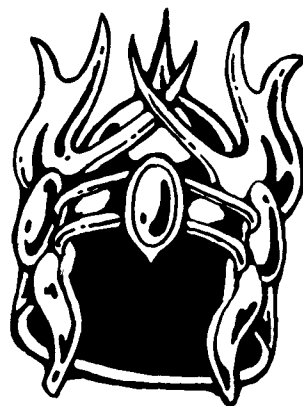
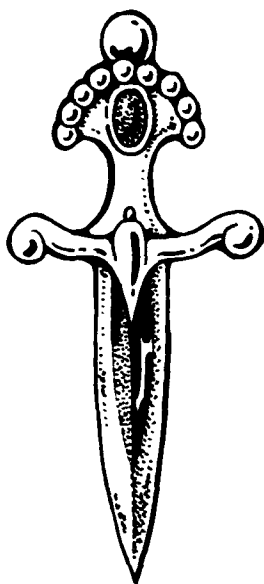
Roll	Additional Entrances
00-11	0
12-23	1
24-35	2

36-47	3
48-59	4
60-71	5
72-83	6
84-95	7
96-99	

Roll again, adding one entrance to the result. The extra entrance is a secret door, concealed so that only a highly intensive search will uncover it. This secret door does not apply to the limit on how many entrances may be placed on a wall. Behind the secret door is a storeroom (see 554 Storeroom on page 150) containing additional, perhaps more valuable, material for display.

Table 401d: Exhibit Room Entrance Locations

Roll	Locations
00-18	This entrance is on the same wall as the original entrance.
19-45	This entrance is on the wall to the left of the original entrance.
46-72	This entrance is on the wall opposite the original entrance.
73-99	This entrance is on the wall to the right of the original entrance.



“Your hobbled gnomish guide at last comes to an ornate door and motions for you to enter. As silently as he first met you, he leaves you now, and you pass through the doorway alone.

“On the other side of the door lies a huge room, eighty feet wide by one hundred and sixty feet long by thirty feet high. Pillars support the ceiling and gnomish guards line the walls. The room is lit by fiery brands ringing each pillar high above the ground. On a massive throne set against the far wall sits a pale giant who, though seated, reaches nearly half-way to the ceiling. Heavy chains imbedded into the stone wall are attached on the other end to a thick metal band around the giant’s neck. . . .”

402 Great Hall

Information and Advice for the Game Master

When a ruler met his or her subjects, presided over disputes, received nobles or foreign dignitaries, ate a grand feast or issued proclamations, he did it in the great hall. That was where the ruler’s throne was placed, perhaps alongside his or her spouse’s throne and maybe even the thrones of their children.

The great hall is usually decorated in a grand manner with giant tapestries, coats of arms, and symbols of the ruler’s reign and authority. Due to its size, the great hall normally contains several pillars to help support the ceiling. The thrones

should be placed against a wall, and there should be no door or corridor near them except as noted below. The floor should be barren, to accommodate the great amount of foot traffic in the hall as well as the great amount of scraps thrown on it during feasts.

Role-playing Tips: If your dungeon contains remains of its former inhabitants with a possibility of reanimating, give a small chance (maybe 5% to 10%) for them to reanimate if the great hall is disturbed.

Roll percentile dice and consult Table 402a:

Table 402a: Great Hall Size

Roll	Size
00-03	30' x 50'
04-07	30' x 60'
08-11	40' x 60'
12-15	40' x 70'
16-19	40' x 80'
20-24	50' x 80'
25-29	50' x 90'
30-34	50' x 100'

35-39	60' x 90'
40-44	60' x 100'
45-49	60' x 110'
50-54	60' x 120'
55-59	70' x 110'
60-64	70' x 120'
65-69	70' x 130'
70-74	70' x 140'
75-79	80' x 120'
80-84	80' x 130'
85-89	80' x 140'
90-94	80' x 150'
95-99	80' x 160'

1 Determine the great hall’s size.

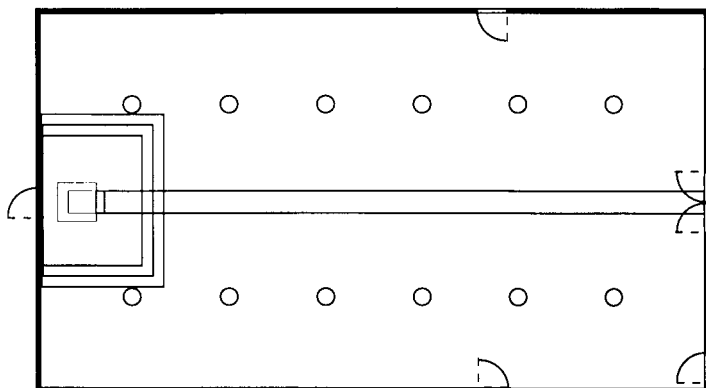


Figure 402.1:

This 40' x 70' great hall contains a throne on steps near the west wall, and behind the throne is a secret door. A royal carpet extends from the foot of the throne to the hall’s double doors. Twelve pillars stand to either side of the carpet, and there are three additional doors.

2 Add the great hall to your dungeon map.

3 Add treasure and encounter levels and additional entrances.

Encounters: Roll percentile dice. For rooms under 5000 square feet, consult Table 402b. For larger rooms, consult Table 402c.

Table 402b: Great Hall Encounters

Roll	Encounter
00-04	There is an encounter of level E.
05-11	There is an encounter of level D.
12-20	There is an encounter of level C.
21-32	There are two encounters of level B.
33-46	There is an encounter of level B.
47-61	There are three encounters of level A.
62-75	There are two encounters of level A.
76-89	There is an encounter of level A.
90-99	There are no encounters.

Table 402c: Large Great Hall Encounters

Roll	Encounter
00-08	There is an encounter of level E.
09-18	There is an encounter of level D.
19-30	There is an encounter of level C.
31-43	There are two encounters of level B.
44-57	There is an encounter of level B.
58-71	There are three encounters of level A.
72-84	There are two encounters of level A.
85-94	There is an encounter of level A.
95-99	There are no encounters.

Treasure: Each encounter has a 50% chance to have a treasure of the same level. Otherwise, there is a 50% chance for a treasure of the next lower level, or the next lower level, and so on until level A has been checked.

Additional Entrances: Roll percentile dice and consult the following tables. Table 402d will give you the total number of additional entrances into the great hall, and Table 402e will, one at a time, give the location of those entrances. No wall may have more than one entrance more than any wall other than the wall against which the throne is placed. If any entrance would break this rule, re-roll it and place it elsewhere.

Each additional entrance has a 30% chance of being a door, otherwise it is a corridor.

Table 402d: Great Hall Entrances

Roll	Additional Entrances
00-03	0*
04-15	1
16-27	2
28-39	3
40-51	4
52-63	5
64-75	6
76-87	7
88-99	8

* Roll percentile dice for 402e anyway. The only result on that table which will have an effect for zero additional entrances is 90-99, which adds a concealed entrance.

Table 402e: Great Hall Entrance Locations

Roll	Entrance Location
00-05	The additional entrance is located on the same wall as the throne, but in a corner as far from the throne as possible.
06-33	The additional entrance is located on the wall to the left of the one against which the throne is placed.
34-61	The additional entrance is located on the wall opposite the one against which the throne is placed.
62-89	The additional entrance is located on the wall to the right of the one against which the throne is placed.
90-99	Add one entrance to the number of additional entrances you determined on Table 402d. The extra entrance is a secret door concealed behind the throne, or on that wall not far from it. This door will open into a guard room (See 204 Guard Room on page 33). Further, there must be some way to escape the dungeon by going through this secret door. If, after the rest of your dungeon is completed, there is no way for a fleeing ruler to escape the dungeon through the secret door behind the throne, add a way. Continue determining the locations of the remaining entrances.

“From behind the iron bars, a small male elfen child sits in the middle of a dirt floor and pleads with you to let him out. Your conscience tugs at you, but, still, there are unanswered questions. How did the child get here by himself? Why does it appear that this door hasn’t been opened in centuries? Why are there huge reptilian footprints in the dirt floor? Most importantly, perhaps, where have you seen this boy before?”

403 Pet’s Room

Dungeon nobility commonly owned pets ranging from dogs, cats and horses to bears, lions and very small dragons. Also, nobility commonly provided more luxuries for their exotic pets than for their servants.

The pet’s room is a holding pen for a noble’s exotic pet. The room may include a barred door with a slot for food, a nest or nesting material, the bones of past meals, and, if the pet could not be taken when the dungeon was abandoned, the bones of the pet itself. A

small room preceding the pet’s room may contain tools for tending the pet, including a shovel or a scoop, feeding trays, grooming implements, and perhaps even a whip and heavy armor. The small room may also contain cages and barrels that held food for the pet.

Role-playing Tips: Sometimes a noble placed valuables in a secret compartment hidden in his or her pet’s room. The pet served as a twenty-four hour guard.

Information and Advice for the Game Master

The pet’s room is preceded by a 10’ x 10’ room that contains implements for tending the pet as well as containers and cages that once held food for the pet. A door which locks from the outside leads into the actual pet’s room.

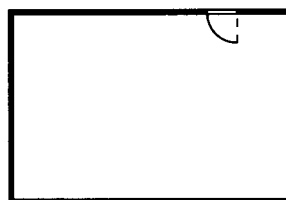
Roll percentile dice and consult Table 403a to determine the size of the room in which the pet was housed:

Table 403a: Pet’s Room Size

Roll	Size
00-15	20’ x 20’
16-32	20’ x 30’
33-49	20’ x 40’
50-66	30’ x 30’
67-83	30’ x 40’
84-99	30’ x 50’

1 Determine the pet’s room’s size.

Figure 403.1: The pet’s room on the right contains little more than straw scattered across its floor. There is a secret compartment hidden towards the western end of the south wall.



2 Add the pet’s room to your dungeon map.

Encounters: There is a 20% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 60% chance for a same level treasure. There is also a 20% chance that a treasure

is hidden in a secret compartment somewhere in the pet’s room. This compartment will be very difficult to find and open. The treasure within it has a 5% chance of being level C. If it is not level C, then it has a 30% chance to be level B; otherwise it is level A.

3 Add treasure and encounter levels.

404 Throne Room

"This room is small, but by its extensive and intricate decor, it must have been very important to the dungeon's original inhabitants. Cobwebs drape over everything, over rich tapestries, over delicately carved pillars, even over the skeletal remains of a human seated at a throne against the west wall.

"The skeleton's bones are clothed in rich though decayed finery, and a silver crown rests on its skull. . . ."

Information and Advice for the Game Master

Normally, a ruler would have had his or her throne in a great hall, and official business would have been conducted there. Sometimes, however, less formal, more intimate or more secretive work was carried out in a smaller throne room.

The throne room is decorated every bit as richly as a great hall, but it is done on a smaller scale, and perhaps with more of a personal and detailed touch. There should be tapestries, coats of arms, candelabra, rich carpeting, and a decorative throne or thrones

placed against the wall opposite the original entrance.

Role-playing Tips: If the ruler of this dungeon was particularly brutal, you might add a pit trap in front of the throne which the ruler could have activated to punish an unfortunate visitor or two.

If your dungeon contains remains of its former inhabitants which have a possibility of reanimating, you should give a small chance for them to reanimate (maybe 3% to 5%) if anything in the throne room is disturbed.

1 Determine the room's size.

Roll percentile dice and consult Table 404a:

Table 404a: Throne Room Size

Roll	Size
00-24	20' x 30'
25-49	20' x 40'
50-74	30' x 30'
75-99	30' x 40'

2 Add the room to your dungeon map.

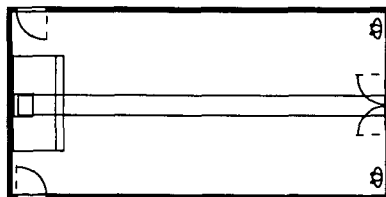


Figure 404.1: This 20' x 40' throne room contains a throne on a low pedestal against the west wall. Extending from the throne to the double doors on the east wall is a rich carpet. Empty suits of armor are propped up to either side of the double doors as decoration, and there are two additional entrances in the throne room for a total of three.

3 Add treasure and encounter levels and additional entrances.

Encounters: There is a 5% chance for an encounter of level C. If there is no encounter of level C, then there is a 20% chance for an encounter of level B. If there is neither an encounter of level C nor one of level B, then there is an 80% chance for an encounter of level A.

Treasure: If there is an encounter, there is an 85% chance for a treasure of the same level.

There are also two additional 95% chances for treasures of level A.

Additional Entrances: Roll percentile dice and consult the following tables. Table 404b will give you the total number of additional entrances into the throne room, and Table 404c will, one at a time, give the location of those entrances. No wall may have more than one additional entrance (entrances other than the original one, which should be on the

"Hey! This crown fits! What d'ya think, Bertran? Could I have been king?"
"Of fools, Jharsvend, of fools."

—Jharsvend the Thief and Bertran Stoneback

wall opposite the throne). If any entrance would break that rule, re-roll and place it elsewhere.

Each additional entrance has a 30% chance of being a door, otherwise it is a corridor.

Table 404b: Throne Room Additional Entrances

Roll	Additional Entrances
00-24	0
25-49	1
50-74	2
75-99	3

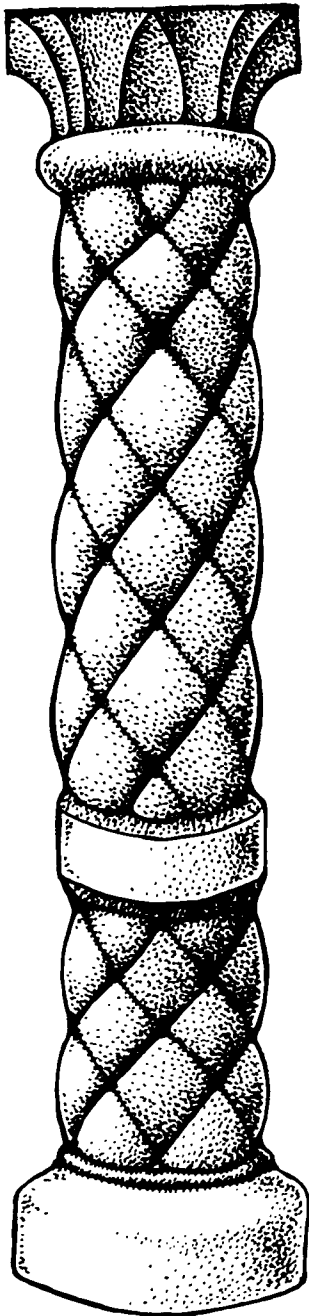
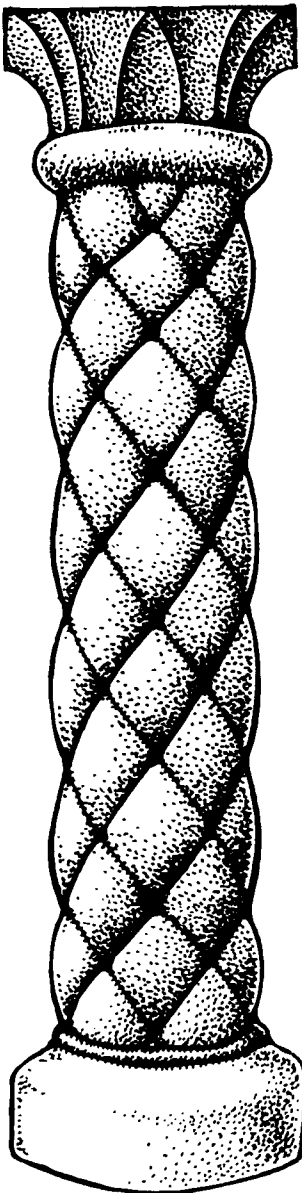


Table 404c: Entrance Locations

Roll	Entrance Location
00-29	The additional entrance is located on the wall to the left of the one against which the throne is placed.
30-59	The additional entrance is located on the wall opposite the one against which the throne is placed.
60-89	The additional entrance is located on the wall to the right of the one against which the throne is placed.
90-99	Add one entrance to the number of additional entrances you determined on Table 404b. The extra entrance is a secret door concealed behind the throne, or on that wall not far from it. Continue determining the locations of the remaining entrances.



405 Treasure Room

"After you lift the top off the first stone container along the left wall, the light from your torch flashes to life on the vessel's glittering contents. Overcoming the initial shock, you giddily open the next container, the next, and then the next, and each time you peer in upon the same brilliant contents. Every container in this room is filled with gold, silver, jewelry and precious gems.

"Only after filling several sacks with your rich find and noticing that your hands are itching horribly do you begin to consider that the treasure may have been protected by contact poison. . . ."

Information and Advice for the Game Master

Most dungeons had at least one treasure room for the wealth accumulated through such means as taxation and looting (often the same thing). This wealth consisted of fine furs, gold and other precious metals (as coins or not), precious stones, jewelry, gilt weapons, valuable art and artifacts, and nearly any other item of exceptional worth.

Though sometimes well-marked, the door to a treasure room was usually concealed. In either case, the door to the treasure room was firmly locked and strongly reinforced, even to the point of being made completely from stone. Only the dungeon's ruler or a close advisor held a treasure room key, and that key was only revealed under the guard of personal, very trustworthy retainers. The treasure room's door was normally trapped, often with deadly poison, and could automatically reset itself to counter sev-

eral lock-picking attempts. Finally, most treasure rooms were preceded by a guard room.

Role-playing Tips: If this room is rolled to appear close to the dungeon's entrance, do not put it in yet. Instead, set it aside for later. This room should be in one of the deepest parts of the dungeon, where adventurers will not uncover it until they have explored most if not all of the other dungeon elements. You may continue mapping without placing the treasure room until the dungeon is complete, then choose a suitable location for the treasure room to be added.

If your dungeon contains remains of its former inhabitants which have a possibility of reanimating, give them a substantial chance (maybe 10% to 15%) to reanimate if anything in the treasure room is disturbed. If the treasure room continues to be disturbed, continue to check for reanimation.

1 Determine if the room is preceded by a guard room.

There is an 80% chance that there is a guard room immediately prior to the treasure room. If a guard room exists, go to 204 Guard Room on page 33 to determine its characteristics. Note, however, that the guard room will have only two doors, the original and one additional, the heavily reinforced door to the treasure room itself.

Treasure rooms that were not preceded by a guard room usually had guards posted in the corridor outside.

There is a 90% chance that the door to the treasure room is hidden. If this is the case, then the door to the guard room is also concealed.

If there is a guard room, add it to your dungeon map. See figure 204.1 on page 33.

2 Determine the room's size.

Roll percentile dice:

Table 405a: Treasure Room Size

Roll	Size
00-11	10' x 10'
12-24	10' x 20'

25-36	10' x 30'
37-49	20' x 20'
50-62	20' x 30'
63-74	20' x 40'
75-86	30' x 30'
87-99	30' x 40'

3 Add the room to your map.

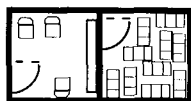


Figure 405.1: In the mapping example to the left, a secret door leads into a 10' x 10' guard room with three chairs and a large bench on the eastern wall. Another secret door is hidden behind the bench and opens into a 10' x 10' treasure room containing several chests full of treasure.

Most treasure rooms are trapped, at least on their doors, to punish anyone who tries to enter without the proper key. Roll percentile dice and consult Table 405b:

Table 405b: Treasure Room Traps

Roll	Traps
00-04	There are no traps associated with this treasure room.
05-17	There is a trap on the room's door.
18-30	There are two traps on the treasure room's door.
31-43	There is a trap on the treasure room door and one inside the treasure room.
44-56	There is a trap on the treasure room door and two inside the treasure room.
57-69	There are two traps on the treasure room door and one inside the treasure room.
70-82	There are two traps on the treasure room door and two inside the treasure room.
83-94	There are two traps on the treasure room door and three inside the treasure room.
95-99	Roll again, and add to your final result one trap within the treasure room.

Traps on the treasure room door are usually similar to poison needle traps that jab anyone trying to force the door or pick the lock. Needle poison is usually lethal, but sometime it simply renders its victim unconscious long enough for a relief shift or two of guards to have the opportunity of capturing him or her. Treasure room also commonly hold magical traps and are sometimes magically locked.

Traps within a treasure room also tend to be lethal, but unlike other lethal traps (large falling blocks, spiked pits, etc.), treasure room traps tend to be sharply focused to avoid damaging any of the treasure. Common traps of this type are poison needles or blades which spring from a chest if the chest is moved or opened, contact poison on an apparently valuable (but probably not) prominently displayed ornament or piece of jewelry, a block that seals off the treasure room if a trigger is sprung, etc. Magic often guards treasure inside the treasure room as well. This does not necessarily mean a trap; it could mean something as simple as an illusion to cause the treasure to appear useless or of little value, like common stones, wood chips or grain. Another useful magical trap could teleport unauthorized visitors directly into a locked prison cell.

4 Determine whether the treasure room is trapped.

Encounters: There is a 30% chance for an encounter of level E. If there is no encounter of level E, then there is an 80% chance for an encounter of level D. If there is no encounter of level D, then there will be an encounter of level C.

Try to place the encounter in a room immediately prior to, or not far from, the treasure room and its associated guard room. Use the treasure room encounter either as an obstacle against obtaining the treasure or an obstacle towards safely leaving with it. For example, put a dragon in a great hall that adventurers must cross before finding the short corridor that leads to the treasure room. As another example, an alarm sounded by orcs in the guard room could attract a hundred or more additional orcs within a minute or two.

Treasure: If there is an encounter, then there is a 60% chance for a treasure of the same level. Place this treasure wherever the encounter is located.

In addition, roll percentile dice and consult

Table 405c for treasure that must be in the actual treasure room. You can, of course, modify your result on 405c to fit in with your campaign and your generosity (or lack thereof).

Table 405c: Treasure Room Treasure

Roll	Result
00-49	Add up the total number of dungeon elements in your completed dungeon. Place one treasure of level A in the treasure room for each dungeon element. For example, a dungeon with 50 dungeon elements in it will have a treasure room containing 50 treasures of level A.
50-74	There are ten treasures of level A. There is also a 20% chance for a treasure of level E, a 40% chance for a treasure of level D, two 75% chances for treasures of level C, and three treasures of level B.
75-99	There are twelve treasures of level A and one treasure of level E.

5 Add treasure and encounter levels.



406 Zoo

"The animal skeletons in the first two barred rooms were unremarkable, but the skeleton in the third room is immense. Its teeth are almost half-a-hand long, and from tooth to tail its length must be nearly ten swords.

"Fortunately, fleshless skeletons seldom come back to life. . . ."

Information and Advice for the Game Master

Most dungeon nobility owned pets, and some of their pets were even exotic, but every once in a while an influential noble became so fond of exotic beasts that he or she set aside a section of dungeon for a zoo.

The zoo is a series of holding pens for exotic beasts of various types. Each pen usually has a barred door with a slot for food, a nest or nesting material, the bones of past meals (if the beast was carnivorous), and, if the animal could not be taken when the dungeon was abandoned, the bones of the beast itself. A store

room near the zoo may contain tools for tending the various beasts, including a shovel or scoop, feeding trays, straw and bedding, grooming implements, and perhaps even a whip and heavy armor. The storeroom may also contain cages and barrels that held various forms of live and dead food.

Role-playing Tips: Sometimes a noble placed valuables in a secret compartment hidden in his or her zoo. A large, carnivorous beast excelled as a guard.

1 Determine the zoo's size.

The zoo will be a series of rooms located along one or more corridors. The corridors may all continue beyond the zoo. For every ten zoo holding pens or portions thereof, include one zoo storeroom (use 554 Storeroom on page 150).

Construct the zoo corridors by using Table 151 on page 19 as normal, but every door opens to a holding pen until all holding pens called for under Table 406a have been added to the dungeon map. Re-roll any "corridor ends" result until all pens have been added.

Roll percentile dice and consult Table 406a to determine the number of pens in the zoo. Then roll against Table 406b for each pen to determine its size.

Table 406a: Number of Zoo Pens

Roll	Pens
00-08	5
09-17	6
18-26	7

27-35	8
36-44	9
45-53	10
54-62	11
63-71	12
72-80	13
81-89	14
90-99	Roll again, adding 10 pens to the final result.

Table 406b: Zoo Pen Size

Roll	Size
00-09	10' x 10'
10-19	10' x 20'
20-29	10' x 30'
30-41	20' x 20'
42-53	20' x 30'
54-63	20' x 40'
64-75	30' x 30'
76-83	30' x 40'
84-91	30' x 50'
92-99	30' x 60'

"First Brak sez t' Orbnob, he sez, 'Hey, why don't ya' put th' pigz on this side o' th' room? How comez ya' gots t' stow 'em o'er there by th' chickenz?'"

"Orbnob, he don't see no difference, he sez, 'So wot?'"

"Orbnob'z bigger 'n Brak, so Brak triez t' explain. Brak sez, he sez, 'Look, th' chickenz iz layin' eggz, see. An' they don' know th' difference b'tween their own pen n' th' pigz' pen, soz they layz their eggz in th' pigz' pen an' th' pigz iz all th' time steppin' on 'em. Then they brakes, y' know. They brakes.'"

"Orbnob, he still don't see. He sez, 'So wot?' Then he sez, 'Chickenz iz nothin' next t' pigz anywayz. Pigz iz alwayz dezervin' th' best spot.'"

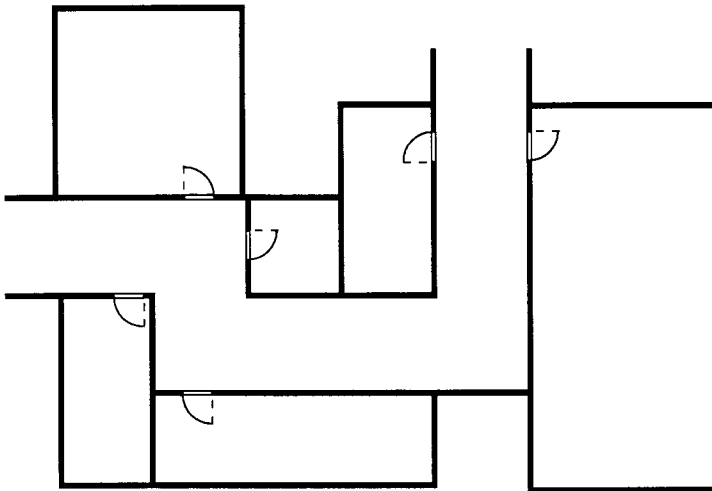
"Now Brak iz burnin' red, see, soz after he leavez, he goez about plottin'."

"Thet night at eats, Brak gits hiz plan. He goez back t' th' north wing an' gits th' whole guard of north wing t'gether an' they eats every last pig. After, he goez wit' some friendz t' tell Orbnob an sez, 'There. Now pigz iz really nothin' next t' chickenz.'"

—Brubnub, 2nd o' the Watch

Figure 406.1:

This zoo contains six pens, one 20' x 20', one 10' x 10', two 10' x 20', one 10' x 30' and one 20' x 40'. The pens are connected by a 10' wide corridor. In addition to their barred doors, each pen may have one or more barred windows looking out to the corridor to allow better viewing by passersby.



2 Add the zoo to your dungeon map.

Encounters: Each pen has a 15% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 55% chance for a treasure of the same level.

There is also a 25% chance that a treasure is hidden in a secret compartment somewhere

in the zoo. This compartment will be very difficult to find and open. The treasure within it has an 8% chance to be level C. If it is not level C, then it has a 35% chance to be level B; otherwise it is level A. The compartment may also have contents, such as letters, personal items, etc., with little but intellectual value to adventurers.

3 Add treasure and encounter levels.



451 Burial Chamber

“Entering the burial chamber of the High King Umatian, you close the door silently behind you. All about are symbols of the high king’s power. Tribute from many lands and royal families lies buried in this chamber—along with Umatian himself. There are delicate, sealed, shell-white vessels for precious oils and fragrances. Chests contain valuable ores and personal belongings. Statues, wooden carvings, tapestries, musical instruments, ornate tools and richly decorated weapons and armor lie arranged against each wall.

“The magical gem you seek must be buried beneath the stone slab covering Umatian’s corpse. Wedging swords against the slab to move it, you are interrupted by a loud pounding at the chamber door. . . .”

Information and Advice for the Game Master

The burial chamber was meant to house the dead; a once powerful ruler, the members of a royal family, guild members, town residents, etc.

The individuals interred together in a single chamber almost always have something obvious in common. Inscriptions, carvings, decorations, burial garments, coffins, and other chamber items may provide clues to what that common trait is as well as to histories of the individuals themselves.

Role-playing Tips: Within a dungeon, the burial practices should not vary much from one chamber to another, though you may allow a slight possibility for major variation. Once you have a burial chamber constructed, you should refer back to it when constructing additional ones within the same dungeon or tomb. Specifically, try to keep the information given below in (2i), (2ii), (2iii), (2iv) and (2vi) roughly the same throughout

the dungeon.

Most societies don’t want their dead to be disturbed after they are buried. A burial chamber is an ideal location for traps (See 512 Trap on page 137). Feel free to place a few. One of the “traps” you should consider using is a curse that could be placed on everyone who enters the burial chamber. A curse may not make its effects known for some time after the adventurers leave the dungeon, perhaps starting gradually, and the adventurers should be able to counter the effects in some way. Some curse possibilities include undead visitors late at night, mysterious sickness, incredible bad luck at the most inopportune times (luck so bad that there is obviously something causing it), attempts by the ghosts of the dead to take over or influence the cursed adventurers, or everyone the adventurers know suddenly forgetting who they are, etc.

1 Determine the chamber’s size.

Roll percentile dice for each of the following two tables. Table 451a determines the burial chamber’s width, and Table 451b determines the chamber’s length.

Table 451a: Burial Chamber Width	
Roll	Width
00-09	10': Subtract 50 from your roll on Table 451b.
10-19	20': Subtract 30 from your roll on Table 451b.
20-29	30': Subtract 10 from your roll on Table 451b.
30-39	40'
40-49	50'
50-59	60': Add 10 to your roll on Table 451b.
60-69	70': Add 15 to your roll on Table 451b.
70-79	80': Add 20 to your roll on Table 451b.

80-89	90': Add 25 to your roll on Table 451b.
90-99	100': Add 30 to your roll on Table 451b.

Table 451b: Burial Chamber Length	
Roll	Length
(-50)-01	10'
00-19	20'
20-34	30'
35-44	40'
45-54	50'
55-64	60'
65-73	70'
74-81	80'
82-89	90'
90-129	Roll again, adding the width to the final result for the total length. (If the width was 50 feet, add 50 feet to your result.) If you roll 90-129 again, add the width to 100 feet.

There are a number of details you will need to set down to determine the burial practices of the dungeon's creators and the physical contents of the burial chamber. Go through the following list, making a note of all the results.

- i) There is a 10% chance that the dead were cremated before they were placed in the burial chamber. Their remains are stored in urns or ornamental chests.
- ii) There is a 50% chance that the dead were buried in the earth; otherwise, they were left above ground, on the floor, on pedestals, in wall niches, etc.
- iii) There is a 50% chance that the dead were placed in stone or wooden caskets.
- iv) Roll percentile dice and consult Table 451c to find out how the dead bodies were clothed.

Table 451c: Burial Clothes

Roll	Result
00-02	The dead were stripped of all garments before they were buried.
03-19	The dead were wrapped tightly in strips of cloth.
20-33	The dead were buried in a garment made solely as clothing for the dead.
34-42	The dead were buried in the clothing appropriate for the occupation they held while living.
43-54	The dead were clothed in their best finery.
55-63	The dead were buried in the clothing that they died in.
64-79	The dead were given elaborate masks and ornamental costumes.
80-90	The dead were placed in travelling clothes.
91-99	The dead were clothed as warriors.
v)	Find out how many were buried in the chamber. Roll percentile dice and consult the following table. Subtract 25 from your first roll.

Table 451d: How Many Were Buried in This Chamber

Roll	Result
(-25)-05	1
06-20	Roll again, adding ten bodies to your final result.
21-26	2
27-32	3
33-38	4
39-44	5

45-50	6
51-56	7
57-62	8
63-68	9
69-74	10
75-99	Roll again, adding ten bodies to your final result.

- vi) Roll percentile dice and consult the following tables to determine whether things were placed in the burial chamber with the dead and what those things were. First roll and consult Table 451e to determine the number of times to roll against Table 451f. On Table 451f, re-roll any result you have already gotten, except for result 00-09, which adds nothing to the list of items buried in the chamber.

Table 451e: Rolls Against Table 451f

Roll	Result
00-13	1
14-27	2
28-41	3
42-55	4
56-69	5
70-84	6
85-99	7

Table 451f: The Dead's Possessions

Roll	Result
00-09	The dead were buried with nothing more than their clothing.
10-15	The dead were buried with sealed containers (usually pottery) full of food and seeds.
16-23	The dead were buried with weapons and armor.
24-28	Prisoners, retainers or servants were sealed in the chamber with the dead. There is a 50% chance that their bodies will be found near the entrance, perhaps leaning against the door, where they frantically tried to escape before dying. If this is the case, there is a 50% chance that the chamber door was locked from the outside. Otherwise, the chamber door is a one-way door which will not open from the inside once it is closed. Point out to adventurers that the door did not appear to be locked from the outside, but do not tell them that if they close the door while inside they will be trapped. If the prisoners were not found near the entrance, then there is an 80% chance that their bodies can be found chained to the walls or floor at places around the chamber. The keys may be

2 Determine details about the chamber and about burial practices.

- found somewhere out of their reach, probably within easy reach of the dead bodies they were meant to serve. If the prisoners did not try to escape and they were not chained to the wall, then they were either killed or disabled before they were left in the chamber, or they realized that attempting escape would be futile.
- 29-33 Prized animals were buried with the dead, either slain before interment or otherwise restrained so that they could not disturb their masters' bodies.
- 34-44 The dead were buried with personal items which may have had sentimental value.
- 45-52 The dead were buried with some of their jewelry, gems and personal wealth.
- 53-60 The dead were buried with works of art and sculptures, some of which were representations of themselves during life.
- 61-65 The dead were buried with ornate furnishings.
- 66-70 The dead were buried with means of travelling; chariots, boats, litters, etc.
- 71-76 The dead were buried with writings or engravings to remind them of their past lives.
- 77-83 The dead were buried with musical instruments, games and other means of amusing themselves.
- 84-95 The dead were buried with fragrances,

96-99 precious oils and unguents. The dead were buried with all of the things listed above.

vii) If objects were buried with the dead (see (vi) above), then there is a 70% chance that those objects were placed in an antechamber rather than the actual burial chamber. If no objects were buried with the dead, there is still a 30% chance that the burial chamber is preceded by an antechamber. If there is one antechamber, there is a 20% chance that there is a second antechamber immediately before the first.

The antechamber, true to its name, should come immediately prior to the burial chamber, connected to it by a door, or at most a 10' to 20' corridor. Roll on the following table to determine the antechamber's size.

Table 451g: Antechamber Size

Roll	Size
00-07	10' x 10'
08-16	10' x 20'
17-27	10' x 30'
28-40	20' x 20'
41-56	20' x 30'
57-70	20' x 40'
71-82	30' x 30'
83-92	30' x 40'
93-99	30' x 50'

3 Add the chamber to your dungeon map.

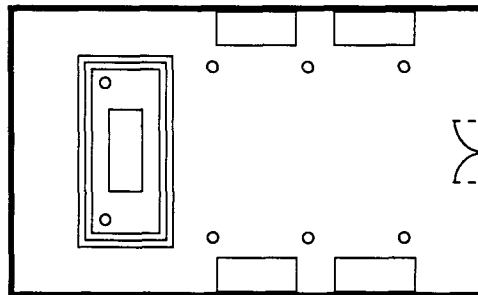


Figure 451.1: The mapping example on the left represents a 30' x 50' burial chamber. Five rectangular stone slabs cover the buried remains of four nobles and a king. The king's remains are separated from the others by three steps that raise the king's remains above the floor level. Eight stone pillars spaced around the room help support the burial chamber's high ceiling. Every surface in the room is elaborately carved and painted.

4 Add treasure and encounter levels.

Encounters: There is a 5% chance for an encounter of level D. If there is no encounter of level D, then there is a 20% chance for an encounter of level C. If there is neither an encounter of level D nor an encounter of level C, then there is a 40% chance for an encounter of level B. If there are no encounters of level B, C or D, then there is an 85% chance for an encounter of level A.

If the burial chamber has an antechamber,

then the antechamber has a 20% chance for an encounter of level B. If there is no encounter of level B in the antechamber, then it has a 50% chance for an encounter of level A.

In addition to the above encounters, there is a 10% chance after each action the adventurers take to disturb the dead (including entering the chamber) that the bodies located there will reanimate in some manner to exact revenge or drive the invaders away. Feel free to modify this

percentage up or down to fit your campaign and adventurers. Some of the actions that may cause this roll are opening a casket or urn, moving the dead's remains, rifling through, moving or looting the dead's possessions, sitting on a casket, making a gesture that could be interpreted as threatening (such as bringing a torch close to a casket) or merely staying in the burial chamber for too long (perhaps roll once every hour of game time). What form the living dead take as they rise to confront the adventurers is up to you, but make sure that it is appropriate for the setting. For instance, cremated remains could come back as ghosts, but not as animated skeletons. The fewer bodies there are in the chamber, the more powerful the living dead should be.

Treasure: If there is an encounter, then there is a 35% chance for a treasure of the same level. Additionally, there may be treasure in the items entombed with the dead.

Clothing: Most clothing itself will have decayed beyond the point where it could be worth anything of significance to adventurers. However, gems and precious metals sewn into each outfit could be valuable. Refer to the following list:

If there is only one body in the chamber, and that body was buried in clothing made solely as clothing for the dead or in his or her best finery, then there is a 5% chance that the clothing contains a treasure of level C. If it does not equal a treasure of level C, then there is a 35% chance that it constitutes a treasure of level B. If it does not equal a treasure of level B or C, then there is a 95% chance that it constitutes a treasure of level A.

If there is only one body, and it was clothed appropriately to the occupation it held while living or in the clothing it died in, then there is a 10% chance that the clothing contains a treasure of level B. If it is not a treasure of level B, then there is a 50% chance that it contains a treasure of level A.

If there is only one body, and that body was clothed in an elaborate mask and costume, then there is a 10% chance that the clothing contains a treasure of level C. If it is not a treasure of level C, then the clothing has a 50% chance of containing a treasure of level B. If the clothing holds neither a treasure of level B nor C, then the clothing contains a treasure of level A.

If there is only one body and it is dressed as a warrior, then any armor it wears will have a 5% chance of being magical. It also has a 15% chance of containing a treasure of level C. If there is no treasure of level C, then there is a 35% chance for a treasure of level B. If there is no treasure of level B or C, then there is a 60%

chance for the clothing to contain a treasure of level A.

If there are more than one but fewer than ten bodies in the chamber, and they are wearing clothing for the dead, their best finery or elaborate masks and ornamental costumes, then there is a 10% chance for each that their clothing will contain a treasure of level B. For each one, if the clothing does not constitute a treasure of level B, then there is a 40% chance that it will contain a treasure of level A.

If there are more than one but fewer than ten bodies, and they are clothed as warriors, then any armor they wear will have a 2% chance of being magical. It will also have a 5% chance of containing a treasure of level B. If it does not hold a treasure of level B, then it has a 30% chance of holding a treasure of level A.

If there are more than nine bodies in the burial chamber, and they are wearing clothing made solely for the dead, their best finery, or ornamental costumes, then each outfit has a 25% chance to contain a treasure of level A. If they are clothed as warriors, each piece of armor has a 1% chance of being magical and a 2% chance to contain a treasure of level A.

Items: Normal items made of wood, cloth or leather may have degraded to the point that they are worth little aside from their historical value. Food and plant items will be worth nothing. Items made of stone or metal should be in good or easily recoverable condition. Many items, such as chariots, furniture, etc., may be too large for easy removal by adventurers (without a large excavation), though some items may contain gems that can be pried loose or metals that can be scraped off if enough time is spent in the burial chamber. You will have to be the judge of how much adventurers can get in this manner, if they try, based on the value of other items in the tomb, the amount of time spent on recovery and the methods used.

Some items should have a preset value to them, as they will be easier to remove.

If there is only one body in the burial chamber:

Weapons and armor have a 5% chance to constitute a treasure of level D. If not, then they have a 15% chance to constitute a treasure of level C. If neither C nor D, then they have a 55% chance to constitute a treasure of level B. If neither D, C nor B, then there is a 95% chance that they constitute a treasure of level A. Note that these treasure amounts are the worth above and beyond the weapons' and armors' normal values. Roll percentile dice against Table 551b (see page 147) five times, taking the highest roll only, to determine the amount of weapons and armor in the chamber, except that there is a 25% chance for 1-3 magical weapons and a 25% chance for 1-3 pieces of

magical armor.

Personal items have a 10% chance to make up a treasure of level C. If not, they have a 30% chance to make up a treasure of level B. Otherwise, they have a 95% chance to make up a treasure of level A.

Personal wealth has a 15% chance to equal a treasure of level D, a 40% chance to equal a treasure of level C, two 60% chances for treasures of level B, and five 95% chances for treasures of level A (a total of nine possible treasures).

Art and sculptures have a 15% chance of equalling a treasure of level B and five 50% chances for treasures of level A.

Precious oils and fragrances have a 10% chance of being worth a treasure of level C. If they are not worth a treasure of level C, then there is a 45% chance they are worth a treasure of level B. Otherwise, they have a 90% chance of being worth a treasure of level A. Note that the adventurers must take care not to break the containers, or the oils and fragrances will be wasted on the floor.

If there are more than one but less than ten bodies in the chamber:

Weapons and armor have a 20% chance to constitute a treasure of level C. If not, then they have a 65% chance to constitute a treasure of level B. If they are neither a treasure of level B nor a treasure of level C, then they have a 90% chance to be worth a treasure of level A. Roll percentile dice against Table 551b (see page 147) six times, taking the highest roll only, to determine the amount of weapons and armor in the chamber, except that there is a 20% chance for 1-6 magical weapons and a 20% chance for 1-6 pieces of magical armor.

For personal items, each corpse has a 90% chance for a treasure of level A.

Personal wealth has a 10% chance to equal a treasure of level D, a 30% chance to equal a treasure of level C, seven 60% chances for treasures of level B, and eight 95% chances for treasures of level A.

Art and sculptures have a 15% chance of equalling a treasure of level B and ten 50% chances for treasures of level A.

Precious oils and fragrances have a 15% chance of being worth a treasure of level C. If they are not worth a treasure of level C, then there is a 50% chance they are worth a treasure of level B. Otherwise, they have a 90% chance of being worth a treasure of level A.

If there are more than nine bodies in the chamber:

The total of all weapons and armor has a 10% chance to constitute a treasure of level C. If not, then it has a 35% chance to constitute a treasure of level B. Otherwise, it has a 75% chance to constitute a treasure of level A. There will be approximately one complete set of armor, one missile weapon and two hand weapons for each body, and each body has a 1% chance that one of those items is magical.

Personal items have a 35% for each corpse to be worth a treasure of level A.

Personal wealth has a 70% chance for each body to equal a treasure of level A.

Art and sculptures have two 50% chances to be treasures of level A.

Precious oils and fragrances have a 10% chance of being worth a treasure of level C. If they are not worth a treasure of level C, then there is a 55% chance they are worth a treasure of level B. Otherwise, they have a 90% chance of being worth a treasure of level A. Note that the adventurers must take care not to break the containers, or the oils and fragrances will be wasted on the floor.



"The whole scene is like a vision out of your worst nightmare. The broken and dismembered skeletons in the niches along this corridor are all pulling themselves together. The scraping and snapping of bones and the crackling of dried skin fills the corridor in a crescendo of maddening sound that quickly drowns out the pounding of your boots against the floor.

"Before you can pass through the doorway at the corridor's end, the first animated corpse steps onto the floor only a few paces away. Its grinning skull angles menacingly towards you. . . ."

452 Catacombs

A catacomb is a room or tunnel which contains recessed niches in the walls as resting places for the dead.

The niches should be located every eight to twelve feet or so, sometimes spaced irregularly. Each niche should be just a little larger than necessary to hold its contents. Caskets, if

any, are not likely to be elaborate.

Role-playing Tips: As with burial chambers (see 451 Burial Chamber, page 110), catacombs throughout your dungeon should be similar in design and content. Also, you may wish to place a curse on adventurers who disturb any of the corpses.

Information and Advice for the Game Master

Roll percentile dice. If the result is 00-49, then roll percentile dice against Tables 452a and 452b; otherwise, roll against Table 452c.

Tables 452a and 452b give the width and length of the catacombs as a room. Table 452c assumes that the catacombs are in a corridor and gives the length of that corridor. Treat the catacombs as any normal corridor, rolling on Table 151 on page 19 as always, with the only difference being that these corridors are lined with cavities every eight to twelve feet, and each cavity has a possibility to contain one body's remains. If a catacomb corridor branches or has side corridors, then the new branches and side corridors also contain recesses until a total distance equal to the amount given on Table 452c has been passed.

Table 452a: Catacomb Width

Roll	Width
00-30	10'
31-68	20'
69-99	30'

Table 452b: Catacomb Length

Roll	Length
00-13	30'
14-27	40'
28-41	50'
42-55	60'
56-69	70'
70-84	80'
85-99	90'

Table 452c: Catacomb Corridor Length

Roll	Length
00-08	10'
09-17	20'
18-26	30'
27-35	40'
36-44	50'
45-53	60'
54-62	70'
63-71	80'
72-80	90'
81-89	100'
90-99	Roll again, adding 100' to your final result.

1 Determine the catacombs' size.

In some catacombs, the recesses that hold remains of the dead are placed one above the other. In other catacombs, only one recess is located in each segment of wall. Roll percentile dice and consult Table 452d to determine the construction for your catacombs.

Some catacomb recesses are empty. Roll percentile dice three times, taking the highest result. This number is the percentage chance for each recess to contain remains.

Table 452d: Catacomb Recesses Per Wall Segment

Roll	Recesses
00-19	1
20-49	2
50-79	3
80-99	4

2 Determine the recesses per wall segment.

3 Add the catacombs to your dungeon map.

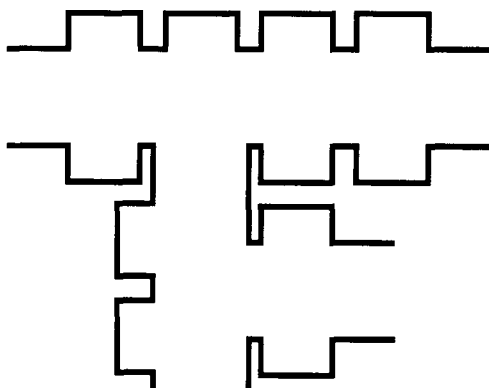


Figure 452.1: The mapping example to the left represents eleven catacomb niches occupying about seventy feet of corridor length. There are three segments of corridor, each ten feet in width.

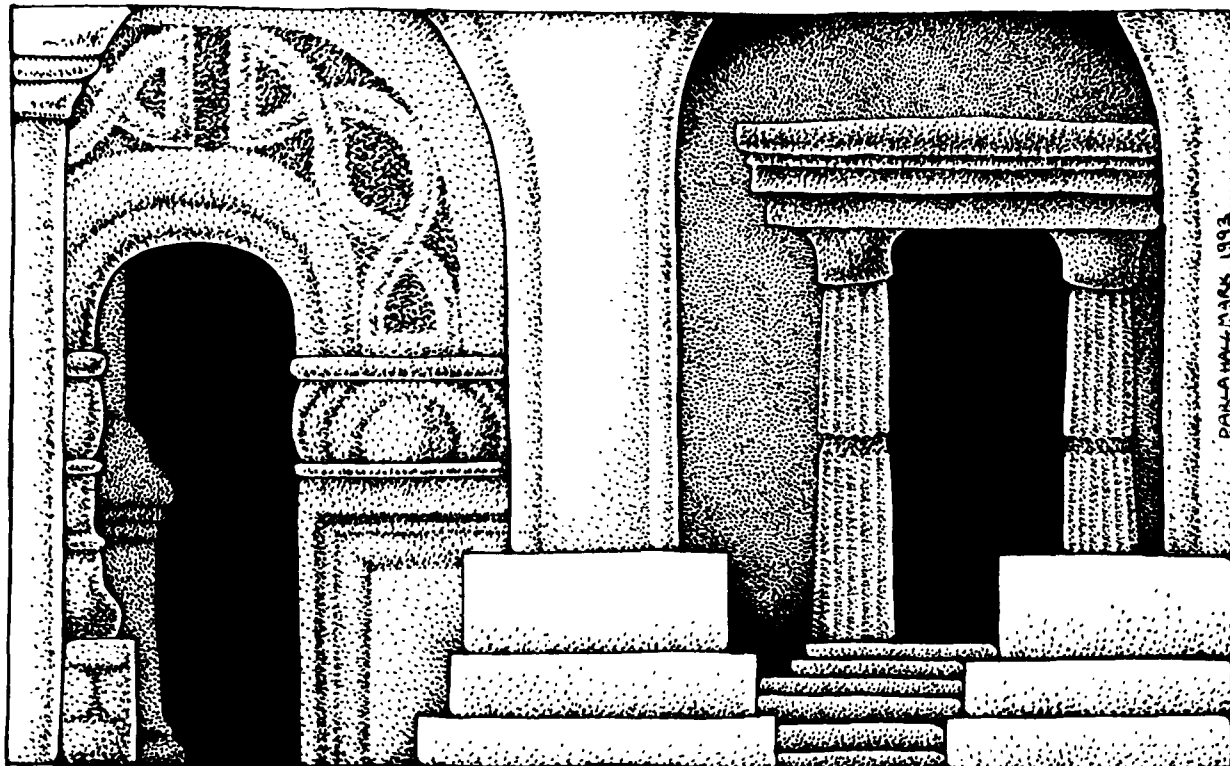
4 Add treasure and encounter levels and additional entrances.

Encounters: As with the burial chamber (see 451 Burial Chamber on page 110), you should allow a small percentage chance (maybe 5%) for each action that adventurers take to disturb the dead that their remains will reanimate to exact revenge or chase away the intruders. If one corpse animates, the rest should animate shortly thereafter.

In addition to the threat of reanimated corpses, there is a 10% chance for every 500 square feet of catacomb area, rounded up (900 square feet = 2 10% chances, possibility of 2 encounters), that there will be an encounter of level A.

Treasure: Every corpse has a 10% chance of being buried with personal items that constitute a treasure of level A. Each such treasure has only a 25% chance of being visible without moving the corpse in some way or rifling through its burial garments.

Additional Entrances: If your catacombs is located along a corridor, then the "additional entrances" are the branching corridors and doors determined by Table 151 on page 19. If your catacombs is a room, roll percentile dice and consult Table 171 Reduced Additional Entrances on page 22.



“At last your lock pick catches, and with a satisfying ‘click,’ the door swings open. Beyond, a narrow corridor makes a couple of quick turns and then stretches away into the distance, angling up as it goes. Nothing, not even torch sconces, adorn the corridor’s walls. In fact, after about thirty feet the corridor begins to take on a natural appearance, as if it was originally part of a natural cave system. . . .”

501 Another Way Out

It is not unusual for a dungeon to have more than one entrance or exit, and in most cases the additional passage to the outer world is concealed on the surface and kept secret by the dungeon’s occupants. Also, an additional way out’s passage is usually small, winding, and perhaps accessible only from the inside. In many cases it resembles the postern of a castle, the small rear gate that allows a castle’s occupants to escape a successful attack or make a surprise foray against a siege party.

A dungeon’s “rear entrance” may contain surprises for unwary adventurers, including traps that the original occupants either avoided or

activated as they abandoned the dungeon. Any traps of this nature are probably deadly, placed in the most direct line of passage, and designed to counter a large number of invaders.

Role-playing Tips: The existence of a dungeon’s additional exit, if used effectively, can lead to interesting and exciting incidents in an adventure. An additional exit allows for such events as cave-ins blocking the main entrance, an overwhelming foe that forces escape down what might originally appear to be a dead-end, and even an easy exit for adventurers who lose their way.

Information and Advice for the Game Master

The type of an additional exit is largely dependent on the dungeon’s general entrance characteristics. Roll percentile dice and consult the appropriate table below:

Table 501a: Stairway or Pit Main Entrance

Roll	Result
00	The additional exit is a 10' x 10' room which teleports those who enter it to a location far from the dungeon.
01-29	The exit is a narrow passageway that slopes gently upwards for at least several hundred feet before reaching the surface. In many ways it appears to be a natural tunnel, and from the surface it is indistinguishable from any other natural opening. The passageway’s width varies over the course of its length. Sometimes it is just large enough for one person to squeeze through, and sometimes it is easily wide enough for three. Likewise, sometimes the ceiling is high, and other times adventurers will have to duck or crawl.
30-89	The exit is a 5' wide passageway that extends several hundred feet before ending in a stairway up to the surface. The passageway contains several sharp turns to prevent siege weapons from being carried along it and missile weapons from being fired down its length.
90-99	An underground stream intersects the

dungeon at this point. The tunnel through which it travels allows enough room for a shallow raft whose passengers lie flat to float downstream. Downstream, the river passes through several natural “rooms” and caverns. There is a 10% chance that the exit from the dungeon is at the end of the stream, where it breaks the surface at a lower elevation. The remainder of the time, the exit is through one of the rooms or caverns that the stream passes. If this is the case, then anyone floating down the stream must get off at this cavern or either end up downstream in a cavern with no exit or drown at some point where the stream’s tunnel is filled with water.

Table 501b: Mountain Side Main Entrance

Roll	Result
00	The additional exit is a 10' x 10' room which teleports those who enter it to a location far from the dungeon.
01-29	A passageway leads away from the dungeon until it finally opens up outside on the side of a sheer cliff. The only escape from the cliff is (roll percentiles): 00-09: a catwalk going up; 10-19: a catwalk going down; 20-29: a series of handholds in the rock going up; 30-39: a series of handholds in the rock going

1 Determine the type of exit.

- down; 40-49: a rope or chain ladder going up; 50-99: a rope or chain ladder within the passageway that can be lowered down to the base of the cliff.
- 30-99 A narrow passageway (similar to 01-29 in Table 501a) leads away from the main entrance to the dungeon, exiting on the opposite side of the mountain.

Table 501c: Teleport Chamber Main Entrance

Roll	Result
00-09	The additional exit is a chute that appears to drop into a furnace. Instead, anything that goes half-way down the chute will teleport away, to some loca-

- tion far removed from the main entrance's teleport chamber. This exit is a one-way trip.
- 10-19 The additional exit is a pit that goes down at least fifty or sixty feet. Anything that goes a few feet below the surface of the pit will be teleported to a location far away from the original dungeon entrance. This exit is a one-way trip.
- 20-99 The additional exit is a 10' x 10' teleport chamber that leads to a chamber far away from the one that teleports to the main entrance. There is a 50% chance that this teleport chamber works in only one direction, out.

2 Check to see if the exit is trapped.

For exits which begin with passageways, there is a 75% chance every 100' for a deadly trap. Traps in these types of exits may be falling stone or concealed weapons triggered by pressure plates, or they may be spiked pits, or they may be some other common device. All traps in passageway exits share one characteristic; they all are easy to avoid by someone who knows where they are located. For example, pits have room for adventurers to walk around them or hand-holds to climb around them, and pressure plates are easy to leap over or otherwise bypass.

An exit that consists of a teleportation room has a 55% chance of being protected by the requirement of a "key" word, or some similar device. The teleportation will not take effect until the occupant of the room speaks a

location to be teleported to, or a word which sends the occupant to the teleportation room's only destination. Note that any such key word almost always must be spoken in the language and dialect of the dungeon's creators. Additionally, location names must be those given to areas by the dungeon's inhabitants and may correspond to cities or landmarks that no longer exist. Finally, note the obvious (and very unpleasant) implications of a pit or furnace teleporter that for some reason fails to activate.

Finally, give a teleport room which requires a key word a 15% chance of always teleporting a user who does not use the correct word to an uncomfortable, even dangerous location (such as thousands of feet above ground, in the ocean out of sight of land, etc.).

3 Determine whether the exit is concealed.

There is a 50% chance that the way to the exit is concealed within the dungeon. The door that leads to the exit will be a secret door, or the corridor will be protected by an illusion that makes it very difficult to find.

Additional exits are concealed on their surface ends (if possible). Determine the type of concealment by rolling on the following table:

Table 501d: Surface Concealment

Roll	Result
00-29	The surface end of the exit is in a secluded location and has trees and shrubbery growing in front of it.

- 30-34 The exit door is covered with a thin layer of dirt that allows grass and small plants to grow directly over and camouflage it.
- 35-44 A small waterfall covers and conceals the surface exit. Anyone leaving the passageway will get soaked.
- 45-79 The exit is concealed by a magical illusion to blend it into its surroundings.
- 80-89 The exit is covered by rocks which can be pushed aside from within.
- 90-99 The exit is hidden behind a secret door in an ancient city.

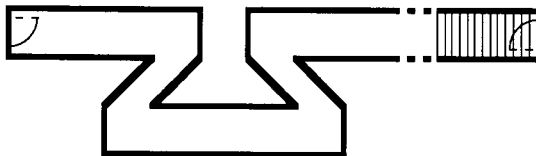
"Let's get out of here, Jhars. This place makes me uncomfortable."

"Okay, Bertran. I'm with you. . . . Hey, Bertran. . . the door's locked! Bertran! Someone locked us in! It's a curse! We're trapped! We're doomed!"

"Jhars! Jhars! Stop pulling. Relax. The door opens outward."

—Bertran Stoneback and Jharsvend the Thief

Figure 501.1: This exit is 01-29 from Table 501a. The dotted lines represent several hundred additional feet of zig-zagging corridor, ending in a stairway going up. Both doors are concealed.

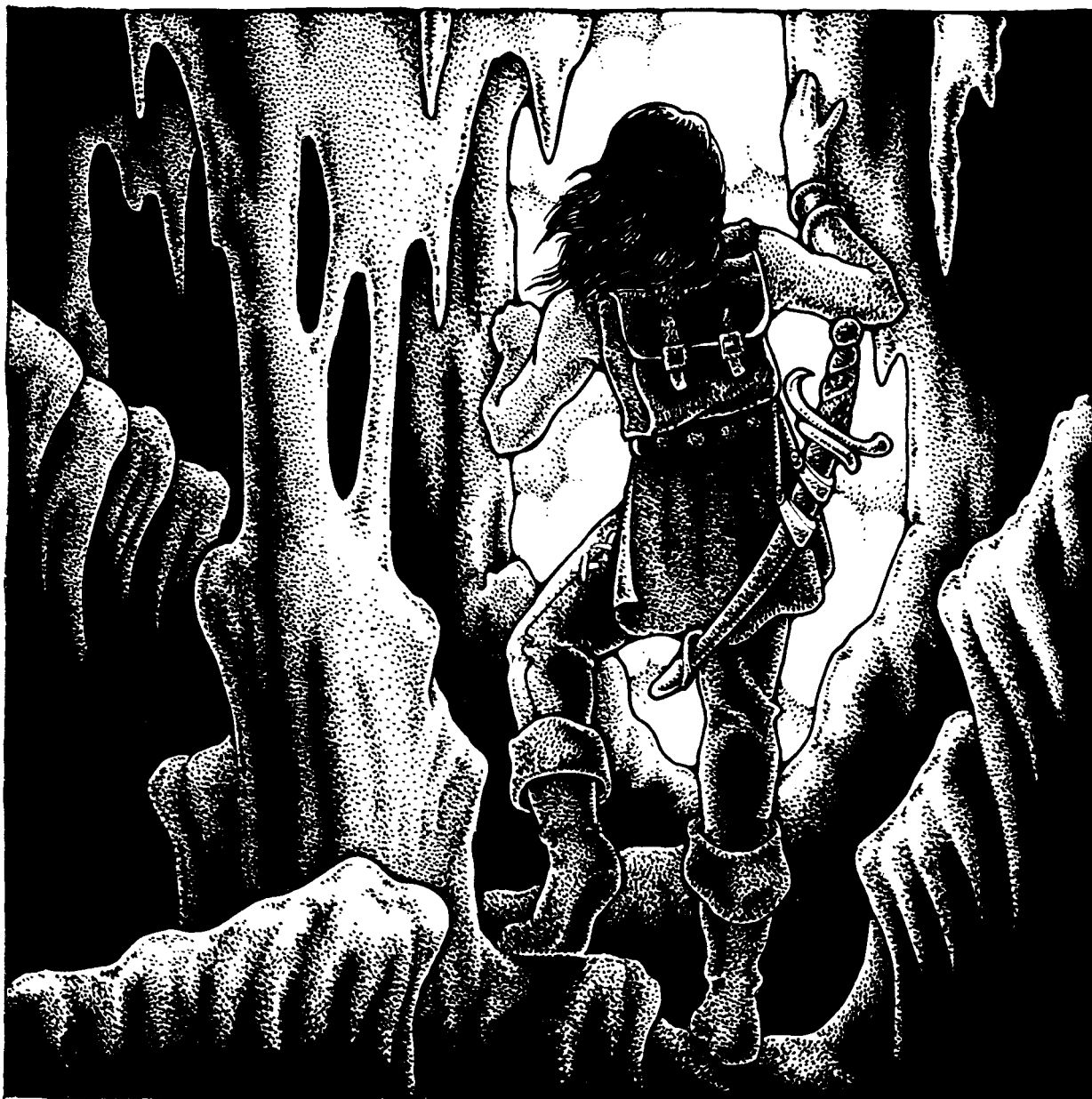


4 Add the exit to your map.

Encounters: If the exit is a corridor leading to the outside, there is a 50% chance for an encounter of level B. If there is no encounter of level B, then there is an 80% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 65% chance for a treasure of the same level as the encounter.

5 Add treasure and encounter levels.



502 Bottomless Pit

"Taking a coin from your pouch, you stretch your arm as far as possible out over the edge of the pit and let go. After a few heartbeats, you hear a faint 'clack' as the coin hits rock somewhere below. Was that the bottom or the pit's rocky side?"

"You take a lit torch, give it a gentle toss towards the pit's center and then lean over to watch it fall. After about eighty feet, the torch hits the far side of the pit, scattering a shower of sparks and fiery splinters. The torch falls further, hits again, and goes out.

"You failed to find the pit's lower end, but your efforts did not go unnoticed. A high-pitched shrieking rises from somewhere below, and soon the pit is filled with the echoing thunder of wings. . . ."

Information and Advice for the Game Master

Sometimes dungeon builders discover unforeseen obstacles to their construction. One of those obstacles is a natural opening in the earth that drops down far below the level of the dungeon. A "bottomless" pit may be incorporated into the dungeon's design, or it may mean the end of the dungeon's construction in this direction.

Role-playing Tips: No natural pit is truly bottomless, though it may seem to be when viewed from the top. From the top of a deep pit, adventurers should not be able to see the bottom unless they send down a light source and peer far out over the edge. Even then, the floor of the pit may be out of view due to curving and irregularities in the walls. Adventurers should be able to hear something thrown

over the edge as it lands down below, but it may be difficult to distinguish that sound from the sound of echoes and the object bouncing off the walls.

Most pits, formed by water, have smooth walls, so if an adventurer tries to climb down, inform him or her that the chance of falling will be great and the chance of success extremely remote.

An intrepid explorer lowered by rope to the pit's bottom should be able to find something. There may be construction tools, coins, or other small items accidentally dropped into the pit long ago, or there may be the remains of criminals or prisoners thrown into the pit as punishment.

1 Determine the pit's shape.

Roll percentile dice and consult the following table. The shape that you determine here will only be an approximation of the actual shape that the pit carves out at this level of the dungeon. Varying sides may change the pit's shape at lower and higher dungeon levels.

Table 502a: Bottomless Pit Shape

Roll	Shape
00-39	Circle
40-49	Rectangle
50-59	Triangle
60-69	Crescent
70-99	Oval

2 Determine the pit's size and depth.

For non-circular pits, roll percentile dice twice on Table 502b, once for width and once for length. For circular pits, roll once for a diameter.

Table 502b: Bottomless Pit Size

Roll	Size
00-19	10'
20-39	20'
40-59	30'
60-79	40'
80-99	50'

Roll percentile dice and consult Table 502c

to find out how far down the pit extends. Also extend the pit upwards, but do not let it reach the surface, and do not let it intersect higher levels of the dungeon.

Table 502c: Bottomless Pit Depth

Roll	Depth
00-14	50'
15-29	60'
30-44	70'
45-59	80'
60-74	90'
75-99	Roll again, adding 50' of depth every time you get this result.

Roll percentile dice and consult Table 502d:

Table 502d: Bottomless Pit and Construction

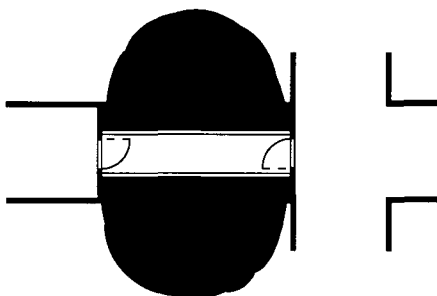
Roll	Result
00-24	The dungeon's creators abandoned construction in this direction after they found the pit. There is nothing beyond it.
25-49	The dungeon's creators carved a narrow walkway around the outside of the pit which has a 50% chance of having a low stone wall to protect travellers from falling. There is a door on the opposite side of the pit, and beyond the door is a corridor leading away from the pit. There is a 75% chance that this corridor immediately branches both to the left and the right.
50-74	The dungeon's creators built a bridge that crosses the pit. There is a 50% chance that the bridge is made of stone, otherwise it is made of wood. A stone bridge has a 5% chance of collapsing when crossed (it is old and worn), while a wooden bridge has a

50% chance of collapsing. There is a 20% chance that a wooden bridge has no guard rails on it, while there is a 70% chance that a stone one has no guard walls. The door on the other side of the bridge opens into a corridor which has a 75% chance of immediately branching both to the left and to the right.

75-99 Into the outer wall of the pit the dungeon's creators carved a stairway that spirals down one level of the dungeon. Choose which direction the doorway exiting the stairway leads. There is a 50% chance that the stairway continues down to a second level. For that level, there is another 50% chance of the stairway continuing, and so on until the stairway ends or reaches the bottom of the pit. (Each level will be lower by approximately twenty feet.) When the stairway exits the pit, which will be through a door, it opens into a corridor leading straight away.

3 Determine how the pit fits in with construction.

Figure 502.1: The 20' x 30' oval bottomless pit on the right is bridged from west to east, with a corridor that immediately branches left and right as well as continues straight ahead.



4 Add the pit to your dungeon map.

Encounters: There is a 20% chance for an encounter of level C. If there is no encounter of level C, then there is a 40% chance for an encounter of level B. If there is neither an encounter of level C nor an encounter of level B, then there is a 60% chance for an encounter of level A.

Any encounter in the pit must be some creature(s) well suited to living there. The creature should be capable of flying or of climbing the pit's smooth walls. If there is a path or stairway around the pit or if there is a bridge

that crosses it, then the encounter will probably observe intruding adventurers to see whether they are going to try to make a crossing. If they do, then it will attempt to gain an advantage by attacking when they are only halfway across.

Treasure: If there is an encounter living at the bottom of the pit, then there will be a treasure of the same level at the bottom with it. Whether there is an encounter or not, there is a 70% chance for a treasure of level A scattered across the pit's floor.

5 Add treasure and encounter levels.

503 Cave-in

“According to your map, the D’ellen Emperor’s treasure should be another seventy feet down this corridor and then left for thirty feet on an adjoining corridor. Unfortunately, all you see before you is an impenetrable wall of rock and dirt. . . .”

Information and Advice for the Game Master

Every once in a while, earth movements or elemental action can cause a cave-in in even the most sturdily constructed dungeon.

Role-playing Tips: Even a few tons of dirt and rock blocking a corridor or room can be a formidable obstacle, and most cave-ins will involve much more than that.

Attempting to clear a cave-in without mining or tunneling experience can be disastrous, possibly triggering a new and more widespread collapse. Adventurers with mining experience may be able to clear a cave-in safely, but they will have to concern themselves with bracing the roof as they slowly proceed.

1 Determine what the cave-in is blocking.

Go back to the table on which you rolled the cave-in and roll again. The new result is the room or corridor that the cave-in is blocking. If you feel that the adventurers may get past the cave-in by clearing it, tunneling through or over it, getting around it, etc., then construct the remainder of the dungeon in this direction as if the cave-in did not exist.

If you do continue to map the dungeon beyond the cave-in, give careful consideration to the fate of encounters in the trapped area of

the dungeon. If the cave-in blocked the only way out of the dungeon, then the encounters may have perished due to lack of water, food and fuel, or they may have cannibalized each other to the point of extinction, or perhaps they dug a new way out (which you will have to add to your dungeon). You may decide that the cave-in occurred long ago, before any of the current occupants moved in. If that is the case, then the only encounters in this section should be undead members of the original inhabitants.

2 Determine the size of the cave-in.

Roll percentile dice and consult Table 503a twice, once for length and once for width. The area given is the amount of ground covered by the cave-in’s debris.

Table 503a: Cave-in Dimension

Roll	Width
00-19	10’
20-39	20’
40-59	30’
60-79	40’
80-99	50’

3 Add the cave-in to your dungeon map.

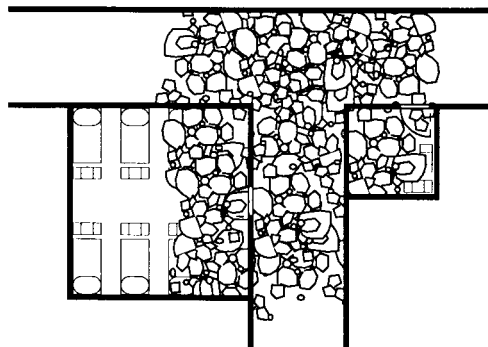


Figure 503.1: The cave-in represented by the mapping example on the left covers a 30’ x 30’ area. Most of the buried dungeon is corridor space, but a 10’ x 10’ storeroom is completely filled, as is half of a 20’ x 20’ barracks. The remaining 10’ x 10’ cave-in area (the southeast corner of the cave-in’s 30’ x 30’ area) had no dungeon construction in it to begin with, so the cave-in had no effect there.

“Gingerly, you move the switch to a down position, and with a horrible grating sound the entire room lurches into motion. You feel a slight sensation of falling. Looking out the open door, you discover that the entire room is indeed moving downward, though more slowly than you had feared. A corridor comes into view and you quickly throw the switch back to center, nearly losing your footing as the room stops moving.

“Pushing the switch up causes the room to lurch upwards, exactly as you expected. Once more to center, though, and the room plunges rapidly downward at an ever-accelerating rate of speed. . . .”

504 Elevator Room

Stairways were not the only means of going up and down between levels in a dungeon. An elevator room, whether magically or mechanically powered, made short work of moving large quantities of goods or heavy objects.

The typical elevator room is 10' x 10', with perhaps an additional 10' x 10' area reserved for weights that counterbalance the elevator. The door to the elevator room is usually not attached to the elevator room and usually opens out. Loud bells on every dungeon level, each with a unique pitch, once may have alerted a servant to an elevator call.

Be careful not to let other rooms or corridors interfere with the shaft in which the elevator room or its weights travel. Instead, place an identical elevator room in the same location on

the other levels of your dungeon, and begin mapping the levels from that location. If there is interference already, you may simply decide that the elevator room stops before that level.

Role-playing Tips: If the elevator is mechanically operated, there is a high possibility that it no longer works. Chains and pulleys may have rusted or broken, and levers may have frozen. If you are feeling malicious, leave the elevator room on the verge of breaking so that adventurers have a chance of doing the honors when they attempt to use it. A break can simply mean that the elevator freezes in place, or, more likely, it will plummet down to its bottom level with a loud crash, forcing the adventurers to find another way up and out of the dungeon—if they survive the fall.

Information and Advice for the Game Master

Roll percentile dice and consult Table 504a. For results 20-99, you may replace the need to periodically reset weights or use muscle power if your dungeon contains an underground river—if the race that built the dungeon was technologically advanced enough. A water wheel and gear system can do the work of several beasts of burden more efficiently and less expensively.

Table 504a: Elevator Room Operation

Roll	Result
00-19	The elevator room operates magically. Someone inside the elevator room merely needs to say to what level of the dungeon they wish to go, in the language of the original inhabitants, and the room will rise or sink to that level. The outer door will not open unless the room is stationary.
20-39	The room has two levers inside it. One lever releases a weight to allow the room to go up, and another lever releases a weight to allow the room to go down. If both levers are thrown, the room will go down very fast. Some

40-74

elevator rooms protect against that from happening by allowing only one lever to be in the “on” position at any time. The weights need to be reset periodically, raising them with a series of ropes (or chains) and pulleys.

The room is raised and lowered by ropes (or chains) on a pulley and weight system in the corridor outside or in an adjacent 10' x 10' room. This requires that someone outside the elevator room operates it, tying the ropes on pegs when the elevator is stopped, and raising or lowering them hand over hand when it is in motion. The ropes which raise and lower the room may be marked so that an operator knows exactly when to stop for a given level, or perhaps they are not, and the room's users merely rely on the operator's experience and skill. The weights periodically need to be reset.

75-99

The elevator room is raised and lowered by a large hand-turned crank that

1 Determine how the elevator room operated.

requires the muscle power of a few large beasts or several strong servants. The room with the crank is 20' x 20' in size, next door to the elevator

room and on the lowest or highest level of the dungeon that the elevator room reaches.

2 Add the room to your dungeon map.

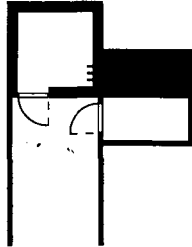


Figure 504.1: In the mapping example on the left, a corridor ends in the two sections of an elevator room. The actual moving room is to the north. It contains three levers, one for up, one for down, and one for stop. An opening in the room's inner wall allows passage through the lone door. The black area in the eastern "weight room" is an open shaft that allows the elevator room's counter-weights to travel up and down. These weights must occasionally be lifted through the use of gears and muscle-power to the top level of the elevator shaft.

3 Add treasure and encounter levels.

Encounters: There is a 5% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 15% chance for a treasure of the same level.

4 Determine how many levels the elevator room travels to.

First, check the maps of dungeon levels above and below the elevator room. If there are rooms or corridors in the way of the elevator shaft in only one direction, then the elevator shaft only extends the other way. If there are things blocking the shaft in both directions, then move the elevator room to a location where there is space to go in one direction or another, preferably to a place where the room on another level can open onto a corridor that already exists.

If there are no dungeon levels in a direction, or if there is nothing blocking the elevator room in that direction, then roll on Table 504b, below, to determine how many levels the elevator room extends in that direction (in addition to the current level). On each level, there should be an identical elevator room and layout, with all necessary space for weights, ropes, pulleys, etc. If the extent of a shaft would mean

the elevator room rises all the way to the surface, then there is an 80% chance that the elevator shaft stops one level below the surface instead. If the elevator does go all the way to the surface, then it rises into a concealed stone building.

Table 504b: Elevator Shaft Extent

Roll	Dungeon Levels
00-19	1
20-39	2
40-59	3
60-79	4
80-99	5

If the dungeon eventually extends beyond the reach of the elevator room, you may decide to lengthen the elevator room's shaft to include the new levels.

"You feel yourself growing faint from the noxious gases being belched from the pools of lava in this underground chamber, but you cannot turn back now, not with shriekers clawing at the wedged door behind you and ripping out chunks of the aged timber.

"Your only hope lies above, a ten foot wide, nearly circular tube that seems too bright not to have an exit to the surface at the other end. Unfortunately, the bottom of the tube is nearly twenty feet up on a rocky wall footed by a pool of molten rock. . . ."

505 Lava Tube

Sometimes when dungeons were being constructed, the builders came across evidence of previous volcanic activity in their vicinity, often in the form of a lava tube, a long tunnel left behind by flowing lava.

A lava tube is like most other natural

tunnels, except the lava tube is filled with sharp lava rock rather than rocks smoothed by the action of water, and it is more cylindrical. If the lava tube opens up to the surface, water, plants, animal carcasses and similar items will have collected inside of it.

Information and Advice for the Game Master

Roll percentile dice and consult Table 505a, then roll a second time and consult Table 505b. A lava tube is roughly as high as it is wide. The tube's length usually follows a fairly straight path.

Table 505a: Lava Tube Width

Roll	Width
00-24	10'
25-49	20'
50-74	30'
75-99	40'

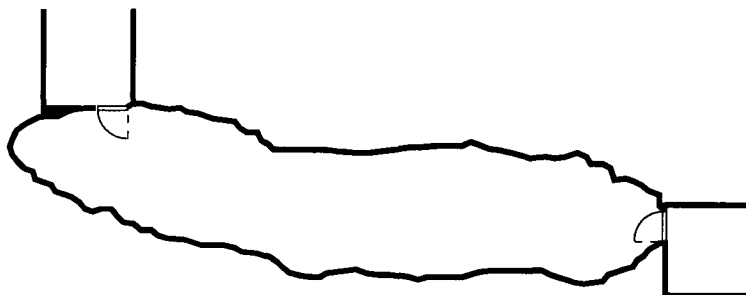
Table 505b: Lava Tube Length

Roll	Length
00-08	50'
09-17	60'
18-26	70'
27-35	80'
36-44	90'
45-53	100'
54-62	110'
63-71	120'
72-80	130'
81-89	140'
90-99	Roll again, adding 100' to the final result.

1 Determine the lava tube's size.

Figure 505.1:

This mapping example of a lava tube represents an approximately 10' x 70' tube incorporated into a dungeon's construction (result 85-94 on Table 505c, page 126).



2 Add the lava tube to your dungeon map.

"Hmm . . . the markings on this vessel are peculiar. . . . Look at its sides! They're so thin they're nearly transparent, as if the vessel was made from polished egg shells. The workmanship is incredible! Look at how smooth the finish is, and how it's gloss gives the vessel a caste of crystal. So beautiful. . . . This will fetch a high price from the right buyer!"

"Really? Let me see. . . ."

"No, Jhars! You'll just—"

"Oops!"

"Arrgh!"

"Oo, wow. . . . Sorry about that, Bertran."

—Bertran Stoneback and Jharsvend the Thief

3 Determine what is at the lava tube's other end.

Roll percentile dice and consult Table 505c:

Table 505c: The Lava Tube's Other End

Roll	Result
00-59	There is nothing but rock at the other end. The lava tube comes to a dead end.
60-64	The lava tube branches in two. Roll two new lava tubes at the end of this one, both of which should be smaller in width than the original.
65-69	The lava tube branches in three. Roll three new lava tubes at the end of this

one, all three of which should be smaller in width than the original.

The lava tube opens into a volcano room. Use 515 Volcano Room on page 143.

The lava tube ends in a door that opens up to more of the dungeon.

The lava tube goes upward and opens on the surface. The entrance from the lava tube to the dungeon is concealed from the lava tube side. It cannot be found unless someone knows where to look.

4 Add treasure and encounter levels.

Encounters: There is a 20% chance for an encounter of level C. If there is no encounter of level C, then there is a 35% chance for an encounter of level B. If there is neither an encounter of level B nor one of level C, then

there is an encounter of level A.

Treasure: There is an 80% chance for a treasure of the same level as any lava tube's encounter.



"The room's walls are rough and unfinished. The wooden supports for the ceiling are rotten and weak. This entire area is not only uncomfortable, but it is probably dangerous. Still, after finding that large gem stone in the bucket you accidentally toppled, you cannot help yourself but to sift through every available bucket, even if there are over a hundred. . . ."

506 Mine

Every once in a while, dungeon diggers found valuable stones or minerals in their tunnels. When this happened, they mined the area rather than set it aside for a specific room.

A mine has raw, unfinished walls, ceilings and floors that bear the scars of repeated digging and probing. The mine may be a large, cleared out area with some ceiling supports, or it may be a series of tunnels that reach out into the area around where the initial find was made. The mine should contain several digging implements (picks, shovels, etc.) scattered about along with piles and buckets of dirt and rock.

Role-playing Tips: Since the mine was

never finished, its ceiling may not be well supported. If adventurers continue the mining operation, move ceiling supports, or create a large disturbance in the mine, you should give a small chance (5% to 15%, depending on the size of the disturbance) that there is a major cave-in within the mines and a larger chance (25% to 35%) for a minor cave-in (covering less than a 10' x 10' area). See 503 Cave-In on page 122.

Unless one of them is an experienced miner, adventurers may not be able to tell that this was a mine rather than a normal area under construction.

Information and Advice for the Game Master

Roll percentile dice twice, consulting Table 506a once for the mine's width, once for its length.

Table 506a: Mine Dimension

Roll	Width
00-09	10'
10-19	20'

20-29	30'
30-39	40'
40-49	50'
50-59	60'
60-69	70'
70-79	80'
80-89	90'
90-99	100'

1 Determine the mine's size.

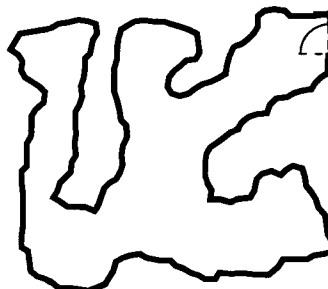
There is a 50% chance that the mine is a series of tunnels extending out from the entrance and roughly covering the area determined above. If the mine is not a series of tunnels, then it is a large, cleared out room with earthen or wooden supports for the ceiling, also covering an area roughly equal to that determined on Table 506a. The walls should not be straight, and the room need not be even ap-

proximately rectangular.

If the mine is a series of tunnels, begin with one main tunnel at the entryway, and branch out with subsidiary tunnels heading in random directions. Tunnels should turn at random intervals and occasionally crisscross. Tunnel size may vary, sometimes allowing room for several men to walk abreast, and sometimes allowing nothing but crawl space.

2 Determine if the mine was a large cleared out area or tunnels.

Figure 506.1: This 30' x 30' mine is a series of tunnels as described under step 2, above.



3 Add the mine to your dungeon map.

4 Add treasure and encounter levels.

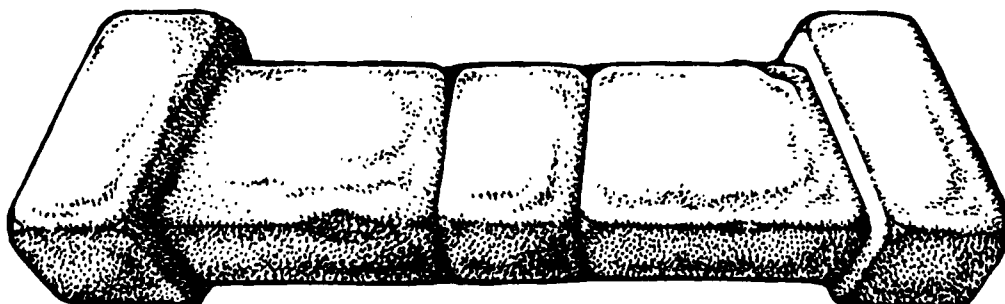
Encounters: If the mine is simply a large, cleared out area, then there is a 5% chance for an encounter of level C. If there is no encounter of level C, then there is a 25% chance for an encounter of level B. If there is neither an encounter of level C nor one of level B, then there is an 85% chance for an encounter of level A.

If the mine is a series of tunnels, then there is a 15% chance for an encounter of level C. If there is no encounter of level C, then there is a 50% chance for an encounter of level B. If there is neither an encounter of level C nor one of level B, then there is an encounter of level A.

Treasure: If there is an encounter, then there is a 50% chance for a treasure of the same level.

Regardless of whether there is an encounter or not, there is an 8% chance to find a treasure of level A for each 10' x 10' section of mine. This treasure will be in the form of raw stones or minerals hidden among the piles and buckets of dirt and rock. Only a lengthy and thorough search will uncover these treasures.

Finally, there is a 50% chance that the mine itself can yield a substantial amount of treasure if a concerted effort is made to continue mining operations in it. Note again, though, that without experience, mining can be a hazardous activity, possibly leading to cave-ins. Roll percentile dice and divide the result by ten, rounding up. This number is the percentage chance that one normal human digger has to uncover enough material to constitute a treasure of level A after one full day of digging. An experienced or highly skilled miner has twice the percentage chance of a normal digger to find a treasure of level A. After determining the percentage chance to find a treasure of level A in this mine, roll percentile dice a second time. When a total number of treasures of level A equal to this second roll are removed from the mine, lower the percentage chance to find a treasure of level A by one. Start counting over again, and when the total is reached again, again reduce the percentage chance to find treasure by one. Continue repeating this process until the percentage chance to find a treasure of level A after a day of digging drops to zero. At that point, the mine can no longer yield treasure.



“That stalagmite is unmistakable. There could never be two quite like it, and yet, according to your map, it should be located somewhere else entirely.

“Of course, your map could be wrong. So now you need to decide: are you going to follow your map, or are you going to just pick a direction and hope?”

507 Natural Caverns

Dungeon builders sometimes used natural caverns as a starting point for the creation of their underground complexes, and sometimes they encountered natural caverns after construction began.

The caverns themselves were normally formed by the action of water on soluble rock to form an underground lake or river. Millennia later, after the river's course was diverted or the water level lowered, all that was left was the empty space the water once occupied.

Cavern walls, ceilings and floors are usually smoother than other natural constructs of rock. Also, the cavern is not necessarily any more prone to cave-ins than the “finished” portion of the dungeon, though there may be signs of cave-ins from ages long past, during the caverns' original formation. Natural caverns may also contain stalactites, stalagmites, reflecting pools, bottomless pits (see 502 Bottomless Pit on page 120), and other fascinating natural features.

The cavern floor should not be completely level. It should have some overall slope to it, perhaps causing it to extend to more than one level of the dungeon.

You may wish to place a second or third level of natural caverns below the first, connected to it by bottomless pits or sloping ground.

Role-playing Tips: Extensive natural caverns may be very difficult to map, but if the adventurers do not map them or mark their progress in some clear manner, those adventurers will probably become lost, perhaps forever. As a warning, tell adventurers before they enter that the caverns appear to be very, very difficult if not impossible to accurately map.

Remember that the adventurers' field of vision is limited to the area which their torches or lamps can illuminate.

Mapping a cavern is much more difficult than mapping a regular, constructed room because there are no definite angles and there is

no logic behind any formations. The floors of the caverns are not level, not even within the same chamber or tunnel, and they may tilt so much that footing becomes treacherous. Rock formations look completely different, perhaps even disappear entirely, when they are viewed from different angles. Distances may also be deceiving.

Handling these mapping problems will take some creativity on your part. Try giving only vague directions and distances to where things are located. (“There's a rock formation that looks like a giant fist about fifteen to twenty-five feet away, a little behind you and off to the left.” “The tunnel you are in is snaking back and forth, but it generally appears to be turning left. After forty feet, it has turned somewhere between forty-five and one hundred and thirty-five degrees. It is impossible to be certain.”) When the map adventurers are trying to make begins to diverge from the map of the actual caverns—it almost always will—let it. Don't try to correct adventurers when they make mistakes. If they complain that it would be easier for their characters than you are making it for them, assure them that it would not. In fact, they are almost certainly having an easier time than their characters would.

When adventurers want to leave the caverns, do not allow them to simply point to their map and say, “We're going out this way.” Instead, describe to them what they see, making slightly different approximations and descriptions than the ones they heard before, and allow them to tell you which directions they are going and which formations they are going to go around. Rock formations should not appear the same unless they are viewed again from the same angle and roughly the same distance.

Finally, note that stalagmites and other features of natural caverns are terrific places for encounters to hide behind.

Information and Advice for the Game Master

“Bertran, the cavern's okay, but that pit. . . I dunno.”

“What? Jhars, I've got the rope all set up—”

“I know, Bertran. I'd just rather not explore the pit. What if I fell?”

“Jhars. You hardly even blinked about crawling about on the outer walls of the Emperor's tallest towers. What's wrong with the pit?”

“Well, with the towers I knew I could only fall a couple hundred feet at most. . . .”

—Jharsvend the Thief and Bertran Stoneback

1 Determine the size of the natural caverns.

Roll percentile dice twice, adding 25 to each roll and consulting Table 507a each time. Your first roll gives you the natural cavern's width, and the second gives you its length. If your caverns are too large to fit the space on your map, put them a level or two above or below the current one, and slope the floor up or down to the caverns' entrance.

Table 507a: Natural Caverns Dimension

Roll	Width
00-04	10'
05-09	20'
10-14	30'
15-19	40'
20-24	50'
25-29	60'
30-34	70'
35-39	80'
40-44	90'
45-49	100'
50-99	Roll again, adding 100' to your final result.

2 Decide on an overall form for the natural caverns.

Construct your caverns in such a way that they appear natural, but also construct them so that they will be interesting and challenging to adventurers. In general, the more complex they are, the better.

You should not feel compelled to fill up the entire space allocated to caverns as determined by Tables 507. Instead, use that result as a guide. Try giving the caverns an overall shape that is not rectangular. For example, your caverns could fill a roughly "L-shaped" area, a somewhat triangular area, or an oval or hour glass shape.

On a more detailed level, try dividing your caverns into a series of natural chambers con-

nected by narrow fissures or tunnels. Some distances between chambers may be long, others short. Some tunnels may loop back on themselves, leading nowhere, while others may continue on for hundreds of feet before ending.

Each room should be littered with strange rock formations, stalactites, stalagmites, still pools of water so laden with minerals that they are undrinkable, deep pits (perhaps leading to another level of caverns) and crevasses. Some parts of the floor may be too thin to support much weight, and when adventurers step on them, they will break through, opening up to a pit or lower cavern level.

3 Add the caverns to your dungeon map.

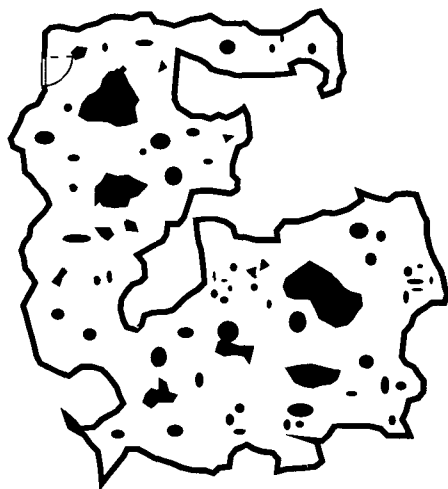


Figure 507.1: This 40' x 50' example of a natural cavern contains numerous natural rock formations—round and oval features represent stalactites and stalagmites while irregular features are other rock formations—but overall the floor is mostly level. For fun, the northeastern tunnel, which currently dead-ends, could be extended down to connect up with the southeast chamber, and the rest of the caverns could gradually slope downwards until the southwest chamber is perhaps thirty or forty feet below the northeast tunnel. This gives the opportunity for adventurers to attempt to scale a hazardous cliff where the northeast tunnel and southeast chamber meet, and they can later find that their climb was completely unnecessary. Another possibility: Simply place the southeast chamber at the bottom of a thirty foot drop and not give adventurers a way down except by climbing. Finally,

bottomless pits are tremendous assets to natural caverns. Add a pit right in the middle of your natural caverns, and perhaps put another natural cavern, or some other interesting feature, down below.

"Of course you may question my decisions. Not that questioning them will do you any good...."

—Number 611 from 1001 Answers to Adventurers

Encounters: For each 5000 square feet, rounded up, of natural caverns that are not submerged in water or filled with lava (see 513 Underground Lake on page 139 and 515 Volcano Room on page 143) roll once on Table 507b (maximum of 5 rolls), spreading the total encounters across the extent of the caverns.

Table 507b: Natural Cavern Encounters

Roll	Encounter
00-02	There is one encounter of level E.
03-05	There is one encounter of level D.
06-10	There is one encounter of level C.
11-24	There is one encounter of level B.
25-49	There is one encounter of level A.
50-99	There is no encounter.

Treasure: If there is an encounter, then there is a 70% chance for a treasure of the same level. Of course, the treasure may be very difficult to find in the darkness and stark shadows of the natural caverns. Adventurers should

have to make a concerted search for each treasure, and they may not find it even then. Place each treasure on your map near the encounter, and keep track of where adventurers search. They must bring their light close to the treasure to find it.

Above and beyond any treasure due to encounters, for each 5000 square feet of natural caverns not submerged in lava or water, rounded up, roll once on Table 507c (maximum of 5 rolls). Treasure from this table will primarily be from hidden caches placed in the natural caverns by the dungeon's former occupants.

Table 507c: Natural Cavern Treasure

Roll	Treasure
00-01	There is one treasure of level D.
02-04	There is one treasure of level C.
05-07	There is one treasure of level B.
08-14	There is one treasure of level A.
15-99	There is no treasure.

4 Add treasure and encounter levels.



508 Revolving Room

"This room is circular, with a diameter of approximately twenty feet and one additional entrance straight ahead. In the room's center is a large wheel set parallel with the floor, waist high. Smoothed spokes extend beyond the wheel's edge at regular intervals. . . .

"As you turn the wheel, the entire room begins to spin very slowly about its center. The corridor through which you entered disappears behind the wall, and a new one soon emerges. Down the new corridor, rounding a bend and heading your way, are three ravenous looking dracocores. . . ."

Information and Advice for the Game Master

A revolving room was a defensive ploy used by dungeon inhabitants to thwart and confuse invaders.

The revolving room is circular and furnished like a guard room. The room also holds a mechanism for turning, typically a large wheel at its center. Through a series of gears in an identically-sized room below, turning the wheel spins the entire revolving room, floor, walls, ceiling and contents, about its center. Access to

the gear room is through a trap door.

A dungeon that contains an underground river may use a water wheel and gear system to turn the revolving room by the movement of a lever. A water wheel powered room usually turns in only one direction.

Role-playing Tips: A revolving room could be magically treated so that adventurers inside the room can not tell it has moved. Let them try to figure it out for themselves.

1 Determine the room's size.

Roll percentile dice and consult Table 508a. Since the revolving room is circular; the result of Table 508a is the room's diameter.

Table 508a: Revolving Room Size

Roll	Diameter
00-59	10'
60-99	20'

2 Add the room to your map.



Figure 508.1: This revolving room contains four outer openings and five inner doors. Normally, the doors would be positioned so that four fit into the four outer openings. The remaining door would face a wall. In emergencies, the room would be set as pictured, with only the fifth door facing an opening (the escape route), and the remaining doors blocked. (See result 84-99 on Table 508b, below.)

3 Add treasure and encounter levels and additional entrances.

Encounters: There is a 15% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 35% chance for a treasure of the same level.

Additional Entrances: First, roll percentile dice and consult Table 508b to determine the location of additional doors in the revolving room. Next, roll percentile dice and consult Table 170 Standard Additional Entrances on page 22 to determine the number and location of corridors leading away from the revolving room. Except for result 84-99 on Table 508b, your revolving room must have as many or more corridors leading away as doors. If it does not, re-roll the result of Table 170.

Table 508b: Additional Door Locations

Roll	Entrances
00-13	90° to the left of the original entrance.
14-27	Directly opposite the original entrance.
28-41	90° to the right of the original entrance.
42-55	90° to the left and directly opposite the original entrance (3 total).
56-69	90° to the left and 90° to the right of the original entrance (3 total).
70-83	90° to the right and directly opposite the original entrance (3 total).
84-99	90° to the left, directly opposite, and 90° to the right of the original entrance. A fifth door is 45° away from one of the others. When this extra door is lined up against a corridor, every other entrance is blocked.

“At long last, you’ve found the stairs up to the top level of the dungeon. Your route to freedom is now just beyond the party of heavily armed goblins descending towards you. . . .”

509 Stairs

Most dungeons had two or more levels of rooms and corridors, stacked on top of each other beneath the earth. The easiest and most common way to provide access between the

levels was to put in a stairway.
“Stairs” need not actually be a series of steps. You may decide to use a ladder, a ramp, or something similar.

Information and Advice for the Game Master

Some stairs head directly up or down from behind a door or through an opening in a corridor. Others are located in a room.

There is a 60% chance that the stairs are located in a room. If so, roll percentile dice and consult Table 509a. Add the room indicated to your map.

Table 509a: Stairway Room

Roll	Room
00-49	204 Guard Room, see page 33
50-69	402 Great Hall, see page 101
70-79	201 Arena, see page 24
80-89	363 Mess Hall, see page 93
90-99	552 Empty Room, see page 148

1 Determine if the stairs are in a room.

Check the dungeon levels above and below the stairs. If there are dungeon elements in the way of the stairway in only one direction, then the stairs extend the other way (unless a room in the way is one of those listed on Table 509a). If there are things blocking the stairs in both directions, then move the stairs to a different location, preferably one where the stairs can open into a corridor on another level (or one of the rooms on Table 509a).

If there are no elements blocking the stairs in a direction, then roll on Table 509b to determine how many levels the stairs extend in that direction (not including the current level). If there are neither blockages above nor below, roll on Table 509b twice, once for each direction.

Add a stair room to each level that the

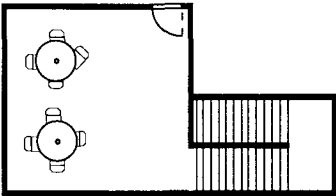
stairs reach. When going through the steps under 509 Stairs again, though, skip this step, since the stairway’s extent will already have been determined. If your stairs extend all the way to the surface, then there is an 85% chance that they stop one level below the surface instead. If the stairs do go all the way to the surface, then end them in a hidden location; in a cave, behind a waterfall, in a concealed building, etc.

Table 509b: Stairway Extent

Roll	Dungeon Levels
00-49	1
50-69	2
70-84	3
85-94	4
95-99	5

2 Determine the extent of the stairs.

Figure 509.1: Decide the specific shape of your stairway (spiraling, straight, etc.) and whether the stairs are broken into a series of flights (traveling first to one or more landings before reaching the next level). The mapping example on the right shows a 20’ x 20’ guard room (result 00-49 on Table 509a) and a two-flight stairway heading down, first to a middle landing, and then to a lower dungeon level.



3 Add the stairs to your dungeon map.

Encounters: For stairs located in a room, use the encounter levels for that room. Otherwise there is a 5% chance for an encounter of level A.

Treasure: For stairs located in a room, use the treasure levels for that room. Otherwise, if there is an encounter, then there is a 10% chance for a treasure of the same level.

4 Add encounter and treasure levels.

510 Telepor- tation Room

“Looking back into the room, nothing has changed. You see the same ten foot square room, bare except for the oddly carved stone wheel on the north wall. Outside, though, everything is different. The corridor that used to stretch straight ahead is gone. In its place stands the overgrown ruins of an ancient city—above ground.

“Shutting the door to the room and turning the wheel back to its original position may take you back to the dungeon, if you remember the original position. . . .”

Information and Advice for the Game Master

Magic provided the quickest means for dungeon dwellers to travel from one place to another. Special rooms teleported everything within them to a different location. Sometimes the destination was another teleportation room within the dungeon, sometimes it was a place located outside the dungeon. Some teleportation rooms sent their occupants to different locations depending on either the use of a key word (in the language of the dungeon’s creators, naturally), the movement of something within the room or on its walls, or the casting of a spell.

Role-playing Tips: A teleportation room is one of the easiest, quickest and most direct ways to start adventurers on a new campaign. Even if adventurers know that a room will teleport them somewhere, very few can deny the temptation of entering to find out where.

If your teleportation room activates by simply closing the door, try having an encounter chase your adventurers towards the room. When the adventurers close the door as a defensive measure, *zap!*, they are on their way.

1 Determine the room’s size.

Roll percentile dice and consult Table 510a:

Table 510a: Teleportation Room Size

Roll	Size
00-34	10’ x 10’
35-64	10’ x 20’
65-99	20’ x 20’

2 Determine how the room operates.

First roll percentile dice and consult Table 510b to determine how the teleportation room is activated:

Table 510b: Teleportation Activation

Roll	Result
00-19	The teleportation room is activated mechanically, by moving something, such as a lever, located either in or out of the room.
20-64	The teleportation room activates as soon as someone enters and shuts all the doors.
65-84	A key word uttered in the language of the dungeon’s original creators activates the teleportation room.

85-99 The casting of a minor magical spell activates the teleportation room. Choose an appropriate spell or spell type.

Since there are no real limits to where a magical teleportation room may take adventurers, decide the room’s destination on your own. Think of all the places you would love to send adventurers, where they would not or could not go on their own, and consider the possibilities for new adventure.

Give adventurers a way to get back from wherever they happen to be sent, but, of course, you do not need to make that way back easy to find or obtain.

3 Add the room to your map.



Figure 510.1: The teleportation room on the left, save for the fact that it teleports, is nothing more than a 10’ x 20’ room with one additional entrance, for a total of two. This particular room teleports its contents the instant that both doors are shut.

Encounters: There is a 5% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 10% chance for a treasure of the same level.

Additional Entrances: Roll percentile dice and consult Table 171 Reduced Additional Entrances on page 22. Every additional entrance is a door.

4 Add treasure and encounter levels and additional entrances.



511 Thermal Springs

"As you force open the door, its rusted hinges break loose and hot vapors carrying a sharp mineral odor roll over you, drawing sweat from your pores in a matter of moments.

"The room inside is a library. Tables, benches, chairs, and reading stands front row upon row of shelves, and the shelves bear books numbering well into the thousands. Unfortunately, the wealth of information recorded in these tomes is lost. Each book is heavy with mold, fostered by the hot springs rising from the floor near the room's far end."

Information and Advice for the Game Master

Thermal springs are less a definite room type than they are a room feature. They may exist in a natural setting (507 Natural Caverns on page 129) or an artificial one (352 Bath on page 72 or 360 Lavatory on page 88). Either way, their pools of water are extremely hot, even scalding to the touch, and often heavily

laden with dirt and minerals. The atmosphere of a room that contains thermal springs is thick with steam.

Role-playing Tips: If there is an encounter in a room with thermal springs, consider making that encounter a creature that can hide in the springs's hot waters.

1 Determine the type of room that contains the thermal springs.

Roll percentile dice:

Table 511a: Thermal Springs Room

Roll	Room	
00-09	Go to Table 155, 156 or 157 on page 21 (depending on which you are using to construct this dungeon) and roll a room type. That is the room that contains the thermal springs. The springs were not in the room when it was originally constructed, and they were not yet in it when the dungeon was abandoned. They have broken into the room since then and have pooled across the floor and possibly into adjoining rooms or corridors.	
10-64	Use 352 Bath on page 72. The springs themselves may not have provided the actual bath water. If they did not, then they would have been used to heat the bath water, and, in either case, steam from the springs would have kept the bath room warm.	
65-69	Use 360 Lavatory on page 88. The spring water flowed into troughs that were used for washing.	
70-99	Use 507 Natural Caverns on page 129. The springs were discovered in a natural cavern below ground and not yet incorporated into the dungeon's design when it was lost or abandoned.	

2 Add the springs to your map.

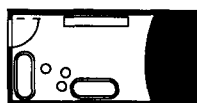


Figure 511.1: The mapping example on the left depicts a bath room, complete with two wooden tubs, three water buckets and a bench, with a thermal spring welling up from the east wall.

3 Add treasure and encounter levels.

Encounters: There is a 25% chance for an encounter of level C. If there is no encounter of level C, then there is a 70% chance for an encounter of level B. If there is no encounter of level B, then there is a 95% chance for an encounter of level A.

If the room which contains the thermal springs calls for encounters that would be

lower in level than those listed above, then only use those listed above. If the room calls for encounters that would be greater in level than those listed above, then use both sets of encounters.

Treasure: Use the treasure listed for the room in which the thermal springs are located.

“Your foot steps down on the floor with a dull ‘click,’ and you dive to the left as a crossbow bolt pierces the space where you once stood. Your dive is halted by the wall, which gives slightly. Leaping forward in a blind panic, you narrowly escape the fall of a large block from the ceiling overhead. Are your worries over? Not remotely. The floor beneath your feet gives way. . . .”

512 Trap

Traps were usually placed in dungeons to confuse or thwart invaders and unwelcome strangers. Dungeon occupants were familiar enough with their home to avoid them.

A trap is usually not an actual room. Instead, it is an added feature to your dungeon which occurs at the point where you rolled it.

The dungeon usually continues as if the trap does not exist.

Role-playing Tips: Make some of your traps unusual. If a trap is interesting enough or amusing, adventurers may not mind getting caught in it. At least, they may not mind as much.

Information and Advice for the Game Master

There are two basic categories of traps in the dungeon; traps that were placed in locations that were frequented by the dungeon's occupants, and traps that were placed in dead-ends that dungeon dwellers would know to avoid. If you do not know what type of trap yours should be (a trap on the entrance to the dungeon, for example, would be of the first type), then roll percentile dice and consult Table 512a.

Table 512a: Trap Type

Roll	Result
00-49	Continue mapping the dungeon, going back to the table that sent you here (or the table that sent you to 500 Special Rooms if you came here from Table 500), but place a trap at this location. This trap is more likely to be non-lethal than lethal, since dungeon dwellers had a relatively high possibility of accidentally triggering it at some time. The more deadly the trap is, the more likely it is that the trap is not set when adventurers encounter it. The dungeon's original occupants would have set a deadly trap only when they knew invaders had breached the dungeon's outer defenses.

50-99	The trap is placed in a dead end where dungeon dwellers would not have traveled. This type of trap is much more likely to be at least potentially deadly than not (spiked pits, spears thrusting from walls, stone blocks falling from the ceiling, etc.). The dead ends where a trap of this type is placed should be disguised with fake doors, rooms which were never occupied, etc. Extend a corridor leading away for fifty to seventy feet, but any doors you roll are fake (either they do not open or they open to a blank wall) and any rooms you roll must be small, simple (use 204 Guard Room on page 33) and never actually used.
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1 Determine the type of trap.

Roll percentile dice and consult Table 512b, to the right. If your trap is of the first, less deadly type as determined in step one, above, subtract 10 from your percentile roll. If your trap is of the second, more deadly type, add 10. You may, of course, modify your result to fit your campaign and the tastes of your adventurers.

Table 512b: Trap Deadliness

Roll	Deadliness
(-10)-11	This trap is not lethal at all and will do no damage to adventurers who spring it. It is designed to capture, detain or delay invaders. A net that springs out and captures its victims is an example of this type of trap.

2 Determine how deadly the trap is.

- 12-26 This trap is not designed to harm its victims, but there is a chance for it to do minor damage anyway. For example, the trap may slide victims into a holding cage, potentially harming them as they tumble down the slide.
- 27-41 This trap is not designed to harm its victims, but there is a possibility that it will do major damage or even kill them. An example of this type of trap is a heavy iron cage that drops and locks into place around where the victims should be. If someone stands directly beneath the falling bars, they may be seriously injured or worse.
- 42-57 This trap is designed to catch intruders without much thought given to their safety. The possibility of victims being wounded is high. An example is a trap that drops victims into a relatively deep pit with sheer sides.
- 58-72 This trap is designed specifically to harm its victims, perhaps even kill them. An example is a trap that launches an arrow or crossbow bolt where the victim should be standing, perhaps through a door that the victim opens.
- 73-87 This trap attempts to kill its victims in a slow manner that can be easily thwarted by someone outside the trap area (as a precaution for dungeon occupants). An example of this is a trap that drops huge stone blocks, sealing off a section of corridor, and then begins to fill the space with water. Levers to shut the trap off and lift the blocks are in the corridor outside the trap's area of effect.
- 88-109 This trap attempts to kill its victim or victims in a quick and unpreventable manner. Examples of this type of trap are ones that drop a huge stone block where the victim should be standing, drop the victim into a deep spiked pit, or even do both.

3 Determine details about the trap.

Determining the details of a trap involves deciding how the trap is sprung, how it operates, what, if any, are the ways to stop the trap, how the trap may be avoided, etc. Of the broad trap types determined in step 1, page 137, the second type can involve much larger and more elaborate traps.

It is not possible to provide a broad selection of trap details within the scope of this book, but there are several excellent role-playing supplements on the market that are designed to do specifically that. You may refer to them or

design a trap on your own.

One very important aspect to consider when designing a trap is whether or not the trap has the capability of resetting itself after it has sprung. If your dungeon is populated by unintelligent monsters, one of them will almost certainly have sprung the trap at least several times long before adventurers have that opportunity. If the trap does not reset on its own, consider allowing adventurers to find it in an already sprung state; they will be grateful, and it will give the dungeon an extra "lived-in" feel.

4 Add the trap to your dungeon map.

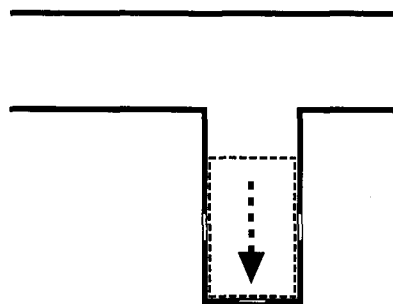


Figure 512.1: In this trap, a 20' dead-end corridor extends south from a through corridor. There are three fake doors to lure passers-by onto the final 15' of the dead-end corridor, which is a trap. If more than a few human-sized creatures step on the trap, or if even one human-sized creature walks more than ten feet down the corridor, or if an even smaller creature goes all the way to the corridor's end, the entire floor section will drop forward, spilling its contents into a 20' deep spiked pit. Springs then reset the trap. Attempting to open any of the fake doors also springs the trap.

“In the room are two tables surrounded by benches, none of which seem to be in usable condition. A large trap door covers a section of floor between the tables. . . .

“Opening the trap door is surprisingly easy. Rust has completely eaten away the hinges, and the entire wooden slab lifts up in your hands. Below, a stairway heads down into the crystal surface of deathly still water that floods the dungeon’s lower levels. . . .”

513 Under-ground Lake

An underground lake is a room feature, not an actual room. It may exist in a natural setting (see 507 Natural Caverns, page 129) or it may overlap the dungeon’s built up areas. Flooding by an underground lake which broke into the dungeon may have been what forced the dungeon’s original inhabitants to leave. The

water in an underground lake is extremely cold unless it is in close proximity to volcanic activity.

Role-playing Tips: A lake that is deep enough can be an interesting setting for an underwater adventure, provided that the adventurers can stand freezing temperatures without breathing.

Information and Advice for the Game Master

There is a 5% chance that the underground lake is flooding a portion of the constructed dungeon. If this is the case, ignore the remainder of this section. Instead, when your dungeon is finished, flood all levels below this one with water, and select a large portion of this level to submerge by a half foot or more.

If the lake is not flooding the dungeon, then it is in a natural cavern (see 507 Natural Caverns on page 129 for additional room description, sizing, etc.). The lake may take up much if not all of the cavern’s floor area and may extend further beneath the cavern walls.

1 Determine the lake’s location.

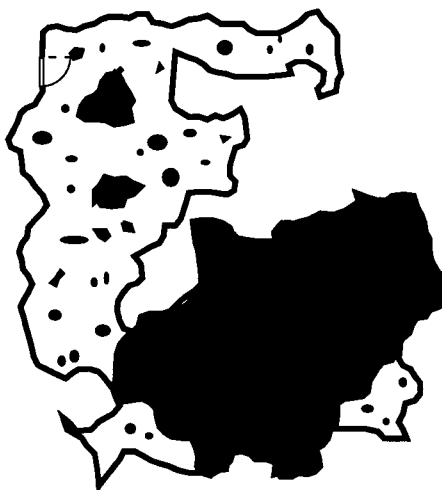
Roll percentile dice. If you roll 00, roll again, adding 99 to the final number. Divide your final result by 2. The total is the greatest depth, in feet, of the underground lake. So, a roll of 45 yields a depth of 22.5 feet.

The mirror-like stillness of the underground

lake and the darkness of the natural cavern make it impossible for adventurers to judge the depth of the water more than a few feet away. The lake may be no more than six inches deep at any point, but adventurers will not know that unless they venture into it.

2 Determine the lake’s depth.

Figure 513.1: The underground lake in this mapping example is the large blackened area in the southeast. This room is a natural cavern identical to the example on page 130, except, of course, for the lake.



3 Add the underground lake to your dungeon map.

*“Ravenous eyes, slavering maw, skeletal body— Draw weapons, Jhars! That thing’s a ghoul!”
“But, Bertran, what if it’s a friendly ghoul?”*

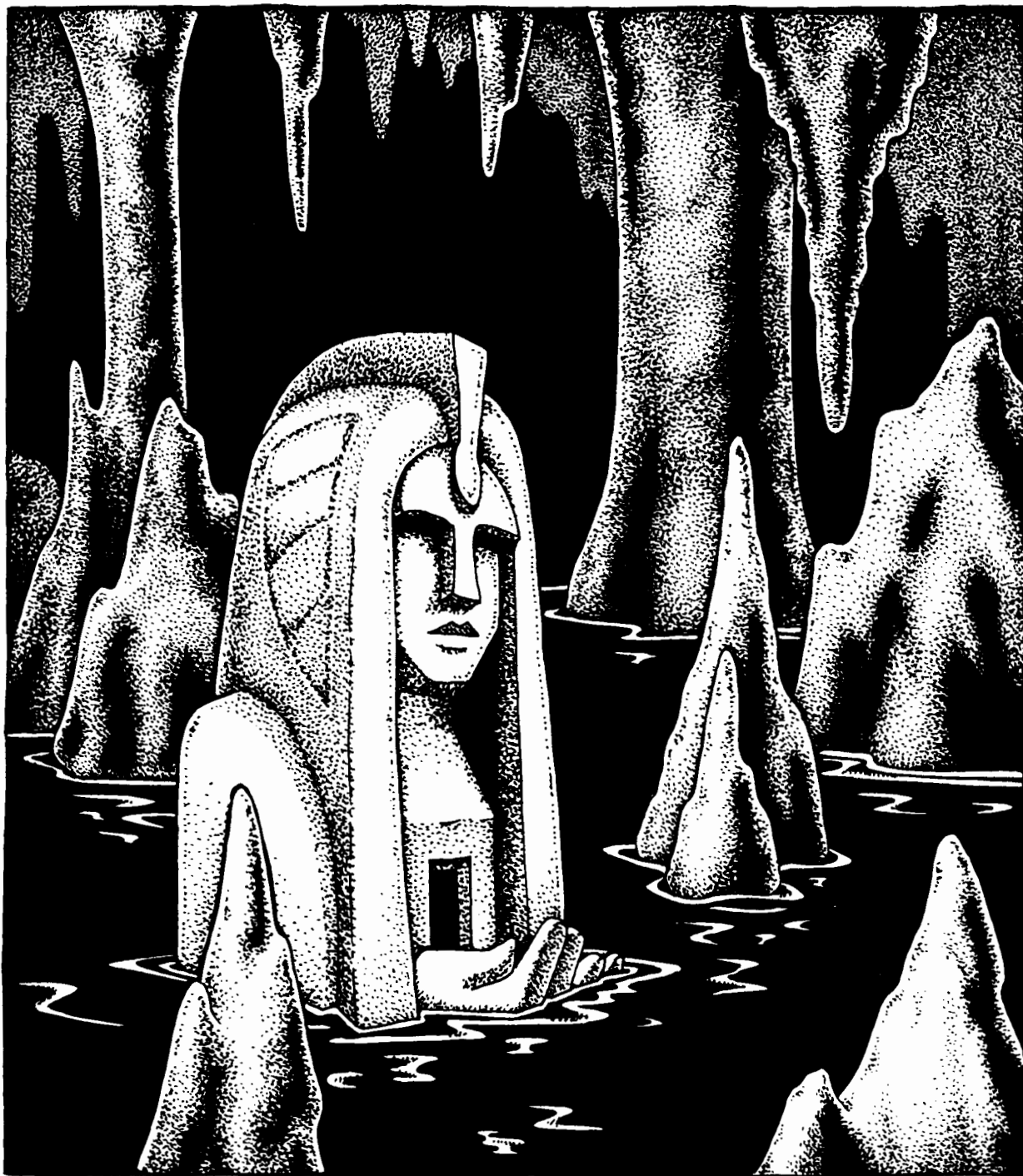
—Bertran Stoneback and Jharsvend the Thief

4 Add treasure and encounter levels.

Encounters: In addition to the normal encounters found in a natural cavern or in a flooded dungeon section, there will be an encounter located in the water: There is a 50% chance for an encounter of level C. If there is no encounter of level C, then there is a 90% chance for an encounter of level B. If there is no encounter of level B, then there is a 95% chance for an encounter of level A. If the lake

is larger than 5000 square feet, then there are also four 50% chances for additional water encounters of level A.

Treasure: If there is an encounter, then there is a 40% chance for a treasure of the same level. Additionally, there will be the normal treasure for natural caverns or for the flooded dungeon section.



“A constant roaring rises from the floor further down this corridor. Nothing else appears to be out of the ordinary.

“As you walk down the corridor, the roaring grows louder, and it definitely emanates from somewhere below the floor. You step gingerly, but all your caution does not prevent the stones under your feet from giving way, crumbling, casting themselves and you into a roaring torrent of icy water rushing away into the darkness. . . .”

514 Under-ground River

An underground river is less a definite room type than it is a room feature. It may exist in a natural setting (see 507 Natural Caverns on page 129), or it may overlap the dungeon's built up areas. If there is an underground lake in the dungeon, you should arrange for the river to meet with it at some point. The water in an underground river is extremely cold unless it is in close proximity to volcanic activity.

Role-playing Tips: In rooms where the river is not visible because it passes beneath the floor or over the ceiling, adventurers may still be able to hear it. You may also allow a very small chance for a floor over the river to give way when adventurers try to cross it.

Make sure that lower levels of your dungeon either do not intersect the river or are built low enough to pass beneath it.

Information and Advice for the Game Master

If your dungeon contains a granary with a grinding stone, a revolving room or an elevator room, then your dungeon dwellers may have used a water wheel and gear system to turn the stone, revolve the room or raise the elevator room (see 553 Granary on page 149, 504 Elevator Room on page 123, and 508 Revolving Room on page 132). Otherwise, there is a 30% chance that the underground river only intersects the dungeon in a natural cavern. If this is the case, see 507 Natural Caverns on page 129 for the room description.

If the river does not only pass through a natural cavern, then it crosses through artificially constructed portions of the dungeon (perhaps in addition to passing through natural caverns). Where the river intersects portions of the constructed dungeon, it is bridged or covered over. Corridors normally contain bridges, rooms normally cover the river over completely, except rooms such as 352 Bath, 358 Kitchen, 359 Latrine, 360 Lavatory and 516 Well Room,

where a readily available, constant supply of water is beneficial.

Determine the path of the river and where it intersects the dungeon on your own (try to have the river intersect any of the five room types listed above), or choose a direction, roll percentile dice and consult Table 514a every ten feet as a guide. When you reach the edge of your graph paper or a location well beyond the dungeon, return to your starting point and head in the opposite direction, determining the river's path that way as well. Pick a direction of flow for the river yourself or flip a coin.

Table 514a: River Path Direction

Roll	Path
00-24	The river continues for ten feet straight ahead and then turns right.
25-74	The river continues for ten feet straight ahead.
75-99	The river continues for ten feet straight ahead and then turns left.

Roll percentile dice and consult Table 514b for your river's width. Then roll percentile dice and consult Table 514c for its depth. Finally, roll percentile dice and consult Table 514d for its depth.

Table 514b: River Width

Roll	Width
00-15	The river is five feet wide or less.
16-32	The river is between five and ten feet wide.
33-49	The river is between ten and fifteen feet wide.
50-66	The river is between fifteen and twenty feet wide.
67-83	The river is between twenty and twenty-five feet wide.
84-99	The river is between twenty-five and thirty feet wide.

1 Determine how the river intersects the dungeon.

2 Determine the river's width, depth and speed.

Table 514c: River Depth

Roll	Depth
00-15	The river is no more than two or three feet deep.
16-32	The river is about four or five feet deep.
33-49	The river is about six or seven feet deep.
50-66	The river is between eight and ten feet deep.
67-83	The river is between eleven and thirteen feet deep.
84-99	The river is between fourteen and sixteen feet deep.

Table 514d: River Speed

Roll	Speed
00-09	The river is very sluggish. It flows about the pace of a slow walk.
10-24	The river flows about the pace of a normal walk.
25-49	The river flows about jogging pace.
50-74	The river flows at an easy run for the average human.
75-89	The river flows at a fast run for the average human.
90-99	The river is very swift. It flows faster than the average human can run.

3 Add the river to your dungeon map.



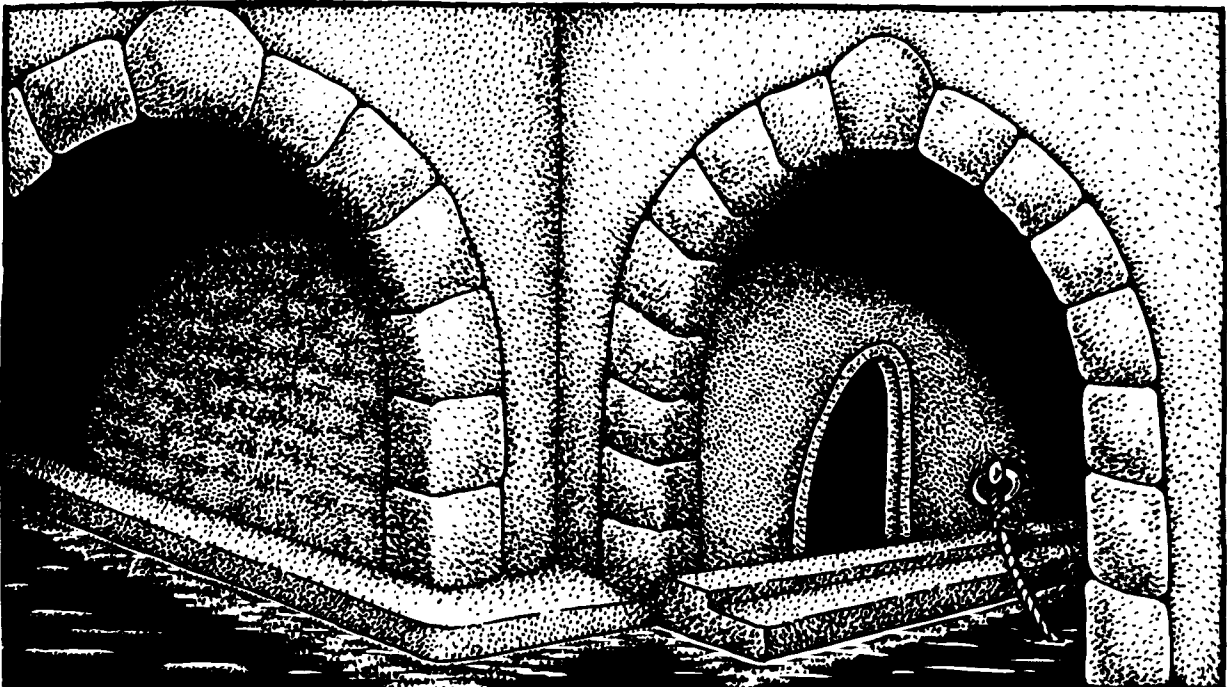
Figure 514.1: In this figure, corridors open into an empty 20' x 20' room in which an underground river is bridged.

4 Add treasure and encounter levels.

Encounters: Wherever the river passes through a room, double the encounters. If there would normally be a 25% chance for an encounter, the river changes it to two 25% chances for encounters. In rooms where this leads to more encounters than normally possible (for example, a room which normally has

only one encounter has two), give the river a 70% chance to be exposed, having broken through any paving that covered over it.

Treasure: Use the normal treasure for the room in which the river is located.



“Pools of glowing lava light up this giant natural cavern, reflecting off jagged rock formations with an undulating pattern of orange light. Sulfurous fumes make the air almost unbreathable. Heat rushes in waves through the cavern’s mouth, and rising from the shadows near the cavern’s far reaches, a huge reptilian head and snake-like neck are twisting your way. . . .”

515 Volcano Room

The volcano room is identical to a natural cavern (see 507 Natural Caverns on page 129), but there is one very important difference: the volcano room has several pools of red hot bubbling lava connected to an active volcano near the dungeon. There may also be at least one large vent leading to the surface or to the volcano’s main crater.

Volcano rooms can be extremely dangerous to enter or even view, especially in an underground setting without adequate ventilation. The volcano produces several different corrosive and poisonous gasses, and these may severely limit visibility as well as harm adventurers directly. The room, particularly near the exposed lava, is extremely hot. Simply walking across the floor of the room may be treacherous, with parts of the floor nothing more than a thin crust over lava.

See 507 Natural Caverns on page 129 for more details about underground caverns. If obscuring gas does not fill the room, though, the presence of glowing lava may make a volcano room easier to map than normal natural caverns. Adventurers should be able to map it without too much difficulty, and they are

more likely to become overcome by poison gas and collapse than to become lost.

Another difference between most natural caverns and volcano rooms is that volcano rooms are made of volcanic rock, which tends to be sharp, porous and brittle. Natural caverns of different origin were often formed by water, which would have left most rocks smooth and hard.

Role-playing Tips: For extra excitement, or if you want to impose an artificial limit on the length of time adventurers can explore this dungeon, give the volcano a small, cumulative chance each hour or so to erupt, destroying everything in the dungeon. The eruption should be preceded by loud rumblings, earth movements, rising lava levels, and finally, if adventurers still have not figured out that they are in danger, clouds of billowing, poisonous gas. You might want to increase the levels of every treasure in the dungeon as well. This will give adventurers a difficult choice: leave, and be satisfied with what they have, or stay, and for the few minutes before molten rock annihilates everything, be wealthy beyond their wildest imaginations.

Information and Advice for the Game Master

Roll percentile dice twice, consulting Table 515a each time, once for the volcano room’s width and once for its length.

Table 515a: Volcano Room Dimension

Roll	Measurement		
00-04	10'	15-19	40'
05-09	20'	20-24	50'
10-14	30'	25-29	60'
		30-34	70'
		35-39	80'
		40-44	90'
		45-49	100'
		50-124	Roll again, adding 100' to the final result.

Construct your room in such a way that it appears natural, but also construct it so that it will be interesting and challenging to adventurers. In general, the more complex it is, the better.

Do not feel compelled to fill up the entire space allotted to the volcano room. Instead, use the result of Table 515a as a guide, and give the volcano room an irregular overall shape. For example, your volcano room may fill a

roughly “L-shaped” area, a somewhat triangular area, or an oval or hour glass shape.

On a more detailed level, consider dividing your volcano room into a series of smaller chambers connected by narrow fissures or tunnels. Some distances between chambers may be long, others short. Some tunnels may loop back on themselves, leading nowhere, while others may continue on for hundreds of feet before ending.

1 Determine the volcano room’s size.

2 Add the volcano room to your dungeon map.

Each room should be littered with strange rock formations, pits and crevasses. Some parts of the floor may be too thin to support much

weight, and when adventurers step on them, they will break through, opening up to a pit or pool of lava. Pools of lava which have crusted over in this manner will still give out substantial amounts of heat, and this can give them away if adventurers are smart and observant. The edges of a lava pool may also be fragile in this manner, and the heat detected there will not be much different than the heat of a solid edge. To place pools of lava, see step 3, below.

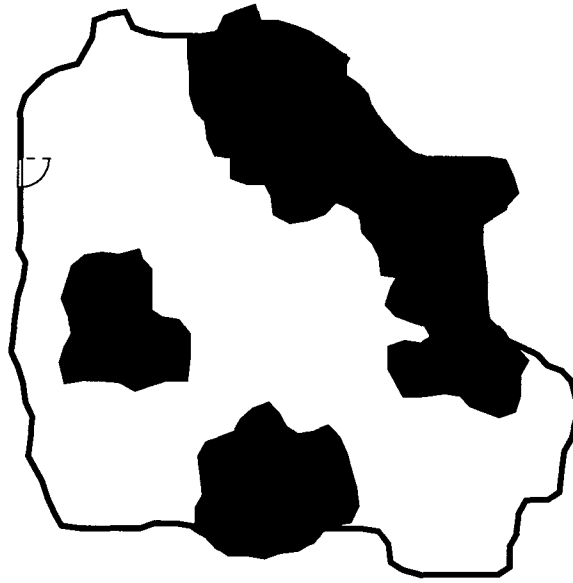


Figure 515.1: The irregular room on the left represents a 60' x 60' volcano room. The black areas are pools of lava. Lava pools should be placed as described under step 3, below.

3 Place lava pools in the room.

Roll percentile dice, re-rolling if the number you get is greater than 79 or less than 10. Take the result, and for each 10' x 10' (or 20' x 20', or even 30' x 30' if your room is very large) square of area in the volcano room, roll percentile dice again. If the number you roll for a square is less than your original percentile roll, then that square contains lava. Label it. After

every square has been tested, connect pools in adjacent squares to form larger pools.

Of course, you may also simply forgo rolling dice and place lava pools at your own discretion. You may also decide to begin by covering a large section of room with lava and then applying the above dice method to the remaining uncovered area.

4 Add treasure and encounter levels.

Encounters: For each 5000 square feet of volcano room (to a maximum of five per chamber), roll once on Table 515b, spreading the total encounters across the extent of the room. Use encounters such as fire-breathing dragons that enjoy hot environments and noxious fumes.

Table 515b: Volcano Room Encounters

Roll	Encounter
00-04	There is one encounter of level E.
05-10	There is one encounter of level D.
11-20	There is one encounter of level C.
21-34	There is one encounter of level B.
35-59	There is one encounter of level A.
60-99	There is no encounter.

Treasure: If there is an encounter, then there is a 50% chance for a treasure of the same level.

Above and beyond any treasure due to encounters, for each 5000 square feet of volcano room (to a maximum of five), roll once on Table 515c. Treasure from this table will primarily be from hidden caches placed in the volcano room by the dungeon's original occupants.

Table 515c: Volcano Room Treasure

Roll	Treasure
00-04	There is one treasure of level C.
05-07	There is one treasure of level B.
08-14	There is one treasure of level A.
15-99	There is no treasure.

“Tying one end of your rope to the crossbar above the well and the other end to a bucket’s handle, you lower it, hand over hand, until the bucket reaches water. Suddenly, the rope jerks from your hands and tumbles into the well, pulling taut against the crossbar. From the sounds echoing through the darkness, something has grabbed the rope and is now lifting itself up from the water. . . .”

516 Well Room

The dungeon’s well room provided an internal water supply for dungeon residents. It usually included a well dug deep into the ground to reach water (it should extend below the lowest dungeon level, or those levels should be below water), but sometimes it consisted of a fountain that took in water from a source on the surface or worked magically.

By the time adventurers reach it, a dungeon well or fountain, unless magical, has probably run dry. Any fountain that took in water from the surface may have had a way of being turned off. If, when the dungeon was abandoned, the water was not turned off, it either ran out or stopped up,

possibly after overflowing and flooding the local dungeon area. In any event, the pipes that carried water for the fountain are almost certainly clogged.

A well should have one or more buckets at hand to lower into the water by rope or chain. There may also be a winch.

Role-playing Tips: If the dungeon fell to a siege, the attacking force may have poisoned the water supply. Adventurers who start a fountain that had been stopped up during a siege should let it run for several minutes before taking any water, or they may fall victim to poisonous residue in the pipes.

Information and Advice for the Game Master

Roll percentile dice:

Table 516a: Well Room Size

Roll	Size
00-13	10' x 10'
14-27	10' x 20'

28-42	20' x 20'
43-56	20' x 30'
57-71	30' x 30'
72-85	30' x 40'
86-99	40' x 40'

1 Determine the room’s size.

Roll percentile dice:

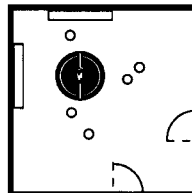
Table 516b: Well Room Water Supply

Roll	Water Supply
00-04	The water came from a magical fountain which still operates.
05-06	The water came from a magical fountain which no longer operates or requires a key word to turn on.

07	The water came from a normal fountain which still operates.
08-31	The water came from a normal fountain which no longer operates.
32-74	The water came from a well which is now completely dry.
75-99	The water came from a well which still contains water, though it is now brackish and unhealthy.

2 Determine the well room’s water supply.

Figure 516.1: The well room on the right contains two benches, five buckets, and a well. The well itself is 20’ deep, has a short (3’) stone wall around its mouth and a crossbar wound with rope. There is one additional entrance in the well room for a total of two.



3 Add the well room to your dungeon map.

“Yes, the scaly creature rising from the depths of the boiling pool does look hungry. Yes, it has seen you, and it does appear to be heading in your direction. Yes, it probably does have an appetite for human flesh. Yes, it does appear that you are in a lot of trouble, and no, crying won’t help even a little.”

—Number 842 from 1001 Answers to Adventurers

4 Add treasure and encounter levels and additional entrances.

Encounters: If the well room still contains water, then there is a 10% chance for an encounter of level C. If there is no encounter of level C, then there is a 20% chance for an encounter of level B. If there is neither level B nor C, then there is a 70% chance for an encounter of level A.

A dry well room has a 10% chance for an encounter of level A.

Treasure: If there is water and an encounter in the well room, then there is a 10%

chance for a treasure of the same level.

If there is an encounter but no water, then there is a 40% chance for a treasure of the same level.

If there is no encounter at all, then there is a 5% chance for a treasure of level A.

Additional Entrances: Roll percentile dice and consult Table 170 Standard Additional Entrances on page 22. Each entrance has an 80% chance to be a corridor; otherwise it is a door.



"Armor and weapons of all types fill the room almost to the point of bursting. There are shields, spears, quills, crossbows and more, but your eyes are immediately drawn to the far corner, where, in a solid crystal case, an ornate broadsword glows brightly. . . ."

551 Armory

A dungeon's soldiers stored their weapons and armor in an armory.

An armory is little more than a storeroom with racks, shelves and wall fixtures for weapons and armor. Armories usually hold a variety of weapons and armor with little rhyme or reason to the assortment beyond, perhaps, that they belonged to soldiers in the same part of the dungeon. Most equipment may be in poor shape, with metal armor and its tightly-fitting parts and

numerous joints having suffered the most and simple weapons still possibly in serviceable condition.

Role-playing Tips: Most magical armor and weapons belonged to nobles or officers, and they kept their weapons in their chambers. So, magical weapons and armor were only stored in an armory under the most rare circumstances, and they were the first items removed during an emergency.

Information and Advice for the Game Master

Roll percentile dice and consult Table 551a:

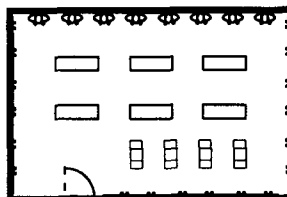
Table 551a: Armory Size

Roll	Size
00-07	10' x 10'
08-19	10' x 20'

20-39	20' x 20'
40-64	20' x 30'
65-84	20' x 40'
85-94	30' x 30'
95-99	30' x 40'

1 Determine the room's size.

Figure 551.1: The 20' x 30' armory represented by the mapping example on the right is well-stocked. There are suits of armor on the north wall and weapons racks for swords, axes, crushing weapons and pole arms hanging on every other wall. The four chests and six shelves hold arrows, quarrels, and other small weapons and supplies.



2 Add the armory to your dungeon map.

Encounters: There is a 20% chance for an encounter of level A.

Treasure: If there is an encounter, there is a 50% chance for a treasure of the same level.

For all armories, roll percentile dice and consult Table 551b to determine the extent of the armory's stores:

Table 551b: Armory Contents

Roll	Result
00-04	The armory is completely empty.
05-24	The armory is almost entirely empty. There may be one or two broken weapons or pieces of armor and a few arrows, bolts and sling stones.
25-55	The armory is mostly empty. It contains a few weapons, maybe a shield or helm, perhaps some armor (but not a full suit), and a couple score arrows, bolts and sling stones.

56-89 The armory is partially stocked. It has a small assortment of weapons, one or two complete suits of armor, some shields and bucklers, a few helms, and many arrows, bolts and stones.

90-97 The armory contains an assortment of weapons, a few complete suits of armor, several shields and many score arrows, bolts and stones. There is a 1% chance for a magical weapon and a 1% chance for a piece of magical armor.

98-99 The armory is completely stocked, including some complete suits of armor, several shields of varying sizes, a wide assortment of weapons, and many score arrows, bolts and stones. There is a 2% chance for 1-3 magical weapons and a 2% chance for 1-3 pieces of magical armor.

3 Add treasure and encounter levels.

552 Empty Room

"After a second careful search, you are unable to turn up any details to overturn your original conclusion that this room is entirely empty and uninteresting. In fact, this room would be completely unnotable if not for the far door, which is currently swinging open to admit a stream of heavily armed orcs. . . ."

Information and Advice for the Game Master

Not every dungeon room was completed by the time the dungeon's owners abandoned it. Additionally, some rooms were cleaned out for one reason or another. These are the dungeon's empty rooms, and there is nothing in them.

Role-playing Tips: Rather than telling

adventurers, "You have come across an empty room," try saying "you have come across an apparently empty room." Then you can sit back and enjoy watching as the adventurers pound their heads against the walls, searching every nook and cranny to make certain that it is indeed empty.

1 Determine the room's size.

Roll percentile dice twice, consulting Table 552a each time, once for the room's width, and once for its length.

Table 552a: Empty Room Dimension

Roll	Dimension
00-19	10'
20-39	20'
40-59	30'
60-79	40'
80-99	50'

2 Add the room to your dungeon map.

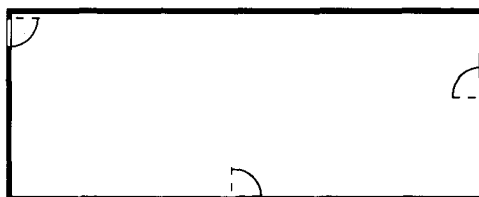


Figure 552.1: Except for its three entrances, the room on the left is completely empty.

3 Add treasure and encounter levels and additional entrances.

Encounters: There is a 10% chance for an encounter of level A.

Treasure: If there is an encounter, then there is a 50% chance for a treasure of the same level.

Additional Entrances: Roll percentile dice and consult Table 552b. Each additional entrance (except a secret door) has a 50% chance to be a corridor; otherwise it is a door.

Table 552b: Additional Entrances

Roll	Entrances
00-19	There are no additional entrances.
20-32	There is an entrance on the wall to the left of the original entrance.
33-45	There is an entrance on the wall opposite the original entrance.

46-58	There is an entrance on the wall to the right of the original entrance.
59-66	There is an entrance on the wall to the left and one on the wall opposite the original entrance.
67-74	There is an entrance on the wall opposite and one on the wall to the right of the original entrance.
75-82	There is an entrance on the wall to the left and one on the wall to the right of the original entrance.
83-94	There is an entrance on each wall of the room. (Total = 4)
95-99	Roll again on this table, ignoring this result if you roll it again. Any entrances you roll are secret entrances, expertly hidden so that only a very concentrated search has a chance of finding them.

“This room contains the smashed and scattered remains of several barrels, but that is all. The contents of the barrels have vanished, probably taken away by the room’s destroyer. Not even tiny remnants remain. . . .”

553 Granary

The dungeon’s granary was a special store-room set aside for keeping grain stored in sacks for the short term and sealed barrels for the long term. The granary often contained a small millstone as well, which was turned by servants, a small beast, or, if the dungeon contained an underground river, a water wheel and gear system.

If your dungeon has monstrous inhabitants, then most if not all of the granary’s supplies should have been eaten.

Role-playing Tips: If adventurers are foolish enough to try to eat or drink anything that has been stored in a dungeon for generations or even centuries, give them a nasty illness to teach them a lesson.

Information and Advice for the Game Master

Roll percentile dice and consult Table 553a:

Table 553a: Granary Size

Roll	Size
00-09	10' x 10'
10-29	10' x 20'
30-49	20' x 20'
50-69	20' x 30'
70-89	30' x 30'
90-99	30' x 40'

1 Determine the room’s size.

Figure 553.1: The 10' x 10' granary on the right contains several barrels, tightly sealed for long-term storage.



2 Add the granary to your map.

Encounters: There is a 10% chance for an encounter of level C. If there is no encounter of level C, then there is a 20% chance for an encounter of level B. If there is no encounter of level B or C, then there is a 95% chance for an

encounter of level A.

Treasure: If there is an encounter, then there is a 75% chance for a treasure of the same level.

3 Add treasure and encounter levels.

554 Storeroom

"Fortunately, you make it to the end of the corridor and through the door, slamming it behind you, just before the giant troll gets close enough to grab you. You wedge the door shut and look for another way out. There is none.

"The troll is rapidly turning the wooden door into splinters, so you quickly scan the room for help. It's full of siege supplies, and, sure enough, in the corner rests a ballista. . ."

Information and Advice for the Game Master

A dungeon had many supplies that needed to be stored for future use. This was done in storerooms.

Storeroom contents are often held in barrels, chests or sacks, and the contents may not be uniform. Feel free to mix together two or more types of storeroom contents.

1 Determine the room's size.

Roll percentile dice:

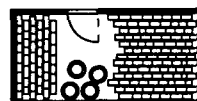
Table 554a: Storeroom Size

Roll	Size
00-07	10' x 10'
08-19	10' x 20'

20-39	20' x 20'
40-64	20' x 30'
65-84	20' x 40'
85-94	30' x 30'
95-99	30' x 40'

2 Add the room to your map.

Figure 554.1: The mapping example on the right depicts a 10' x 20' storeroom containing building supplies. Most of the supplies are stone blocks, but the four barrels contain sand.



3 Determine the storeroom's contents.

Some of the more common storeroom supplies are listed on the following table. You may roll percentile dice and consult Table 554b or simply choose contents for the storeroom on your own.

Table 554b: Storeroom Contents

Roll	Contents
00-07	Weapons and Armor (see 551 Armory on page 147)

08-11	Nothing (see 552 Empty Room on page 148)
12-19	Grain (see 553 Granary on page 149)
20-44	Food (Other than or including grain)
45-64	Siege Supplies
65-89	Building Supplies
90-99	Miscellaneous Items (furs, skins, coal, wool, cotton, cloth, tools, furniture, art objects, candles, torches, oil, clothing, tinder, wood, etc.)

4 Add treasure and encounter levels.

Encounters: There is a 10% chance for an encounter of level A.

Treasure: If there is an encounter, there is a 50% chance for a treasure of the same level. Regardless, roll percentile dice and consult Table 554c to determine how depleted the storeroom's supplies are.

Table 554c: Storeroom Depletion

Roll	Result
00-04	The storeroom is completely empty.

05-24	The storeroom is almost entirely empty. There is enough left to see what the storeroom originally held, but little more.
25-55	The storeroom is mostly empty, about 1/4 to 1/3 full.
56-89	The storeroom is about half stocked.
90-97	The storeroom is mostly stocked, about 2/3 full.
98-99	The storeroom is completely or almost completely stocked.

Dungeon Background

Why Was This Dungeon Built?, beginning on page 152, will help you to determine your dungeon's original mission and construction purpose.

Surrounding Countryside, starting on page 157, will give you the broad geographical characteristics of your dungeon's location.

Civilization Traits, starting on page 160, provides such information as how militant and aggressive your dungeon builders were, how wealthy they were as a nation, how artistic they were and how devoted they were to their religion.

Dungeon Abandonment, beginning with page 165, works under the assumption that your dungeon was primed for adventure by being abandoned by its original inhabitants and later taken over by such unsavory residents as trolls, goblins, orcs and dragons. Dungeon Abandonment sets forth the scenario that caused your dungeon's original inhabitants to move out of or flee their home.

If you decide that your dungeon was never abandoned, especially if your dungeon was built only recently, modify your dungeon as described under **Active Dungeons**, starting on page 175.

Consult the five sections that follow to determine background information for your dungeon.



Why Was This Dungeon Built?

"The dungeon's cornerstone rests before you, and on it is an inscription in the strange language you've seen elsewhere in books and on tapestries. . . .

"Your magic changes the inscription before your eyes, slowly transforming the strange characters into legible script. It reads,

**'Lord Tainaw, Eminent, Feared,
yet Beloved by His People,
Commissions the Keepers of This Fortress
with the Eternal Guardianship
of Southwind Province.
So Sealed
on the Third Day,
His Seventh Dragon Moon.'"**

Standard, Fortress or Tomb

There are three Tables, 701, 702 and 703, that give answers to the question of why your dungeon was built. These three tables correspond to the three types of dungeon possibilities: standard, fortress and tomb. For standard dungeons, consult Table 701. For fortress dungeons, consult Table 702. For tomb dungeons, consult Table 703.

Before consulting your table, however, read the list of modifiers that precede it. Dungeons designed to serve specific roles tend to contain certain rooms; therefore, if your dungeon contains certain rooms, it is more or less likely to fulfill specific roles. A dungeon economic center, for example, usually contains one or more market room.

701 Standard Dungeon Purpose

Dungeons which contain 200 or more rooms: If there is more than one 362 Market for each one hundred rooms, use result 10-19 on Table 701. Otherwise, if there is more than one 402 Great Hall for each one hundred rooms, use result 65-89 on Table 701. For all other dungeons which contain 200 or more rooms, use result 90-109 on Table 701. If any of these dungeons have fewer than ten 202 Barracks, add enough barracks to bring them up to ten.

Dungeons which contain more than 149, but fewer than 200 rooms: Consult the following list of modifiers. Add together all of the modifiers that apply to your dungeon, and then add +15. Finally, add the resulting total modifier to a percentile die roll, and consult Table 701.

- Add a modifier of +20 for each of the following which your dungeon contains: 6 or more 201 Arena; 12 or more 202 Barracks; 5 or more 251 Execution Room; 5 or more 252 Prison.
- Add a modifier of +10 for each of the following which your dungeon contains: 4 or 5 201 Arena; 10 or 11 202 Barracks; 5 or more 205 Weapons Training Room; 4 251 Execution Room; 3 or 4 252 Prison; 6 or more 253 Torture Chamber; 5 or more 302 Blacksmith's Room; 6 or more total

307 Herbalist's Quarters plus 313 Physician's Room; 2 or more 362 Market; 3 or more 402 Great Hall; 7 or more 551 Armory.

- Add a modifier of -10 for each of the following which your dungeon contains: 1 201 Arena; 4 202 Barracks; 1 203 Fortification; 0 205 Weapons Training Room; 0 251 Execution Room; 0 or 1 252 Prison; 0 or 1 253 Torture Chamber; 1 302 Blacksmith's Room; 2 or fewer total 307 Herbalist's Quarters plus 313 Physician's Room; 0 362 Market; 1 402 Great Hall; 2 551 Armory.
- Add a modifier of -20 for each of the following which your dungeon contains: 0 201 Arena; 3 or fewer 202 Barracks; 0 203 Fortification; 0 302 Blacksmith's Room; 0 402 Great Hall; 0 or 1 551 Armory.

Dungeons with more than 99 but fewer than 150 rooms: Consult the following list of modifiers. Add together all of the modifiers that apply to your dungeon. Finally, add the resulting total modifier to a percentile die roll, and consult Table 701.

- Add a modifier of +20 for each of the following which your dungeon contains: 5 or more 201 Arena; 10 or more 202 Barracks; 4 or more 251 Execution Room; 4 or more 252 Prison.

- Add a modifier of +10 for each of the following which your dungeon contains: 3 or 4 201 Arena; 9 202 Barracks; 4 or more 205 Weapons Training Room; 3 251 Execution Room; 3 252 Prison; 5 or more 253 Torture Chamber; 4 or more 302 Blacksmith's Room; 5 or more total 307 Herbalist's Quarters plus 313 Physician's Room; 1 or more 362 Market; 2 or more 402 Great Hall; 6 or more 551 Armory.
- Add a modifier of -10 for each of the following which your dungeon contains: 0 201 Arena; 3 202 Barracks; 0 203 Fortification; 0 205 Weapons Training Room; 0 or 1 302 Blacksmith's Room; 2 or fewer total 307 Herbalist's Quarters plus 313 Physician's Room; 0 402 Great Hall; 1 551 Armory.
- Add a modifier of -20 for each of the following which your dungeon contains: 2 or fewer 202 Barracks; 0 551 Armory.

Dungeons with more than 49 but fewer than 100 rooms: Consult the following list of modifiers. Add together all of the modifiers that apply to your dungeon, and then add -15. Finally, add the resulting total modifier to a percentile die roll and consult Table 701.

- Add a modifier of +20 for each of the following which your dungeon contains: 4 or more 201 Arena; 8 or more 202 Barracks; 4 or more 251 Execution Room; 4 or more 252 Prison.
- Add a modifier of +10 for each of the following which your dungeon contains: 2 or 3 201 Arena; 6 or 7 202 Barracks; 3 or more 205 Weapons Training Room; 3 251 Execution Room; 3 252 Prison; 4 or more 253 Torture Chamber; 3 or more 302 Blacksmith's Room; 4 or more total 307 Herbalist's Quarters plus 313 Physician's Room; 1 or more 362 Market; 2 or more 402 Great Hall; 5 or more 551 Armory.
- Add a modifier of -10 for each of the following which your dungeon contains: 0 201 Arena; 2 202 Barracks; 0 203 Fortification; 0 205 Weapons Training Room; 0 302 Blacksmith's Room; 0 or 1 total 307 Herbalist's Quarters plus 313 Physician's Room; 0 402 Great Hall; 1 551 Armory.
- Add a modifier of -20 for each of the following which your dungeon contains: 0 or 1 202 Barracks; 0 551 Armory.

Dungeons with fewer than 50 rooms: Consult the following list of modifiers. Add together all of the modifiers that apply to your dungeon, and then add -30. Finally, add the resulting total modifier to a percentile die roll and consult Table 701.

- Add a modifier of +20 if your dungeon

contains 4 or more 202 Barracks.

- Add a modifier of +10 for each of the following which your dungeon contains: 1 or more 201 Arena; 3 202 Barracks; 2 or more 205 Weapons Training Room; 3 or more 251 Execution Room; 2 or more 252 Prison; 3 or more 253 Torture Chamber; 2 or more 302 Blacksmith's Room; 3 or more total 307 Herbalist's Quarters plus 313 Physician's Room; 1 or more 362 Market; 1 or more 402 Great Hall; 3 or more 551 Armory.
- Add a modifier of -10 for each of the following which your dungeon contains: 1 202 Barracks; 0 205 Weapons Training Room; 0 302 Blacksmith's Room; 0 total 307 Herbalist's Quarters plus 313 Physician's Room; 0 402 Great Hall; 1 551 Armory.
- Add a modifier of -20 for each of the following which your dungeon contains: 0 202 Barracks; 0 551 Armory.

Table 701: Standard Dungeon Purpose

Roll	Purpose
< 10	To serve as a protected home for nobility. Dungeons that housed nobility in a protected environment (maybe even one important noble) were generally smaller than other types, with an emphasis on living quarters. Dungeons made it tough for assassins to do their business and fostered respect for a noble in much the same way as a castle. Some nobles even built a castle on top of their dungeon, or a dungeon under their castle. A dungeon of this type must have at least one bedroom suite and at least one servants' quarters.
10-19	To serve as an economic center. This dungeon was subservient to a surface town or city. When the guild members controlling the city or town decided they had become rich enough to make a tempting target for attacking or looting, they built a dungeon as a defensive measure and as a status symbol. Cities with dungeons to aid in defending their prominent citizens and visitors attracted more trade from abroad and prospered more readily than cities without dungeons. These economic centers may have an underground market area. They also should have more bedrooms and barracks areas than craft rooms, which would have remained in the surface city. These types of dungeons also should have more additional exits, and less of an emphasis on store-

- rooms. Cities and towns rarely had any hope for relief during battle, since they had no additional forces to call on. Running away made much more sense than trying to out-last a siege.
- 20-29 To defend against an enemy. Of course, the military control option (result 90-109, below) also performs this function, but a mainly defensive dungeon is usually smaller. Its soldiers are usually a blocking force designed to slow down a major advance, harass enemy soldiers, and perhaps attack them from the flank, cutting off supply lines and paths of retreat. The defensive dungeon usually does not have a large enough force to perform many effective offensive functions.
- 30-34 To serve as an economic center. See 10-19, above.
- 35-54 To house soldiers. A dungeon designed simply to house soldiers often has barracks, training areas and little else.
- 55-59 To defend against an enemy. See 20-29, above.
- 60-64 To serve as an economic center. See 10-19, above.
- 65-89 To serve as a political center. The political center has it all, a large military contingent, housing for nobles and even the national ruler, extensive quarters for servants and visitors, facilities for a very long siege, rooms for craftsmen, wizards, healers, and even prisoners. This dungeon probably had a large town or city above it.
- 90-109 To militarily control the surrounding country-side, much like an underground castle. This is the most common purpose for a large dungeon. The soldiers remain not only protected, but hidden and shielded from long-range magic. Because magic gives attackers increased opportunities to send missiles and attacks over defenses as well as through them, the covered nature of a dungeon is critical in keeping it safe from invaders. In the event of a siege, the front entrance is easy to defend. If the entrance is breached, creating a localized cave-in is relatively simple and gives dungeon inhabitants the time they need to escape through another way out, usually a hidden way. If necessary, soldiers trained for dungeon living can even dig a new additional way out in relatively little time.
- 110-119 To serve as a political center. See 65-89, above.
- 120+ To militarily control the surrounding countryside. See 90-109, above.

702 Fortress Dungeon Purpose

Dungeons which contain 200 or more rooms: Use result 60+ on Table 702.

Dungeons with more than 149 but fewer than 200 rooms: Consult the following list of modifiers. Add together all of the modifiers that apply to your dungeon, and then add +15. Finally, add the resulting total modifier to a percentile die roll, and consult Table 702.

- Add a modifier of +20 for each of the following which your dungeon contains: 18 or more 202 Barracks; 2 or more 402 Great Hall.
- Add a modifier of +10 for each of the following which your dungeon contains: 15, 16 or 17 202 Barracks; 7 or more 252 Prison; 3 or more 301 Alchemist's Laboratory; 8 or more 302 Blacksmith's Room; 3 or more 310 Spell Caster's Laboratory; 1 402 Great Hall; 7 or more 551 Armory.
- Add a modifier of -10 if your dungeon contains 7 202 Barracks.

- Add a modifier of -20 if your dungeon contains 6 or fewer 202 Barracks.

Dungeons with more than 99 but fewer than 150 rooms: Consult the following list of modifiers. Add together all of the modifiers that apply to your dungeon. Finally, add the resulting total modifier to a percentile die roll, and consult Table 702.

- Add a modifier of +20 for each of the following which your dungeon contains: 14 or more 202 Barracks; 2 or more 402 Great Hall.
- Add a modifier of +10 for each of the following which your dungeon contains: 12 or 13 202 Barracks; 6 or more 252 Prison; 3 or more 301 Alchemist's Laboratory; 6 or more 302 Blacksmith's Room; 3 or more 310 Spell Caster's Laboratory; 1 402 Great Hall; 6 or more 551 Armory.
- Add a modifier of -10 if your dungeon contains 5 or 6 202 Barracks.
- Add a modifier of -20 if your dungeon

"Isn't it obvious? This is all part of some sinister plot."

—Number 79 from 1001 Answers to Adventurers

contains 4 or fewer 202 Barracks.

Dungeons with more than 49 but fewer than 100 rooms: Consult the following list of modifiers. Add together all of the modifiers that apply to your dungeon, and then add -15. Finally, add the resulting total modifier to a percentile die roll, and consult Table 702.

- Add a modifier of +20 if your dungeon contains 10 or more 202 Barracks.
- Add a modifier of +10 for each of the following which your dungeon contains: 9 202 Barracks; 6 or more 252 Prison; 2 or more 301 Alchemist's Laboratory; 4 or more 302 Blacksmith's Room; 2 or more 310 Spell Caster's Laboratory; 1 or more 402 Great Hall; 5 or more 551 Armory.
- Add a modifier of -10 if your dungeon contains 4 202 Barracks.
- Add a modifier of -20 if your dungeon contains 3 or fewer 202 Barracks.

Dungeons with fewer than 50 rooms: Consult the following list of modifiers. Add together all of the modifiers that apply to your dungeon, and then add -30. Finally, add the resulting total modifier to a percentile die roll, and consult Table 702.

- Add a modifier of +20 if your dungeon contains 6 or more 202 Barracks.
- Add a modifier of +10 for each of the following which your dungeon contains: 5 202 Barracks; 3 or more 252 Prison; 1 or more 301 Alchemist's Laboratory; 2 or more 302 Blacksmith's Room; 1 or more 310 Spell Caster's Laboratory; 1 or more 402 Great Hall; 3 or more 551 Armory.
- Add a modifier of -10 if your dungeon contains 2 202 Barracks.
- Add a modifier of -20 if your dungeon contains 0 or 1 202 Barracks.

Dungeons which contain 200 or more rooms: Use result 80+ on Table 703.

Dungeons with more than 149 but fewer than 200 rooms: Consult the following list of modifiers. Add together all of the modifiers that apply to your dungeon, and then add +15. Finally, add the resulting total modifier to a percentile die roll, and consult Table 703.

- Add a modifier of +20 for each of the following which your dungeon contains: 39 or more 451 Burial Chamber; 27 or more 452 Catacomb.
- Add a modifier of +10 for each of the following which your dungeon contains:

Table 702: Fortress Dungeon Purpose

Roll	Purpose
< 30	To house soldiers. A dungeon designed simply to house soldiers often has barracks, training areas and little else.
30-59	To defend against an enemy. Of course, the military control option (result 60+, below) also performs this function, but a mainly defensive dungeon is usually smaller. Its soldiers are usually a blocking force designed to slow down a major advance, harass enemy soldiers, and perhaps attack them from the flank, cutting off supply lines and paths of retreat. The defensive dungeon usually does not have a large enough force to perform many effective offensive functions.
60+	To militarily control the surrounding country-side, much like an underground castle. This is the most common purpose for a large dungeon. The soldiers remain not only protected, but hidden and shielded from long-range magic. Because magic gives attackers increased opportunities to send missiles and attacks over defenses as well as through them, the covered nature of a dungeon is critical in keeping it safe from invaders. In the event of a siege, the front entrance is easy to defend. If the entrance is breached, creating a localized cave-in is relatively simple and gives dungeon inhabitants the time they need to escape through another way out, usually a hidden way. If necessary, soldiers trained for dungeon living can even dig a new additional way out in relatively little time.

37 or 38 451 Burial Chamber; 25 or 26 452 Catacomb.

- Add a modifier of -10 if your dungeon contains 9 451 Burial Chamber.
- Add a modifier of -20 for each of the following which your dungeon contains: 1 402 Great Hall; 1 405 Treasure Room; 8 or fewer 451 Burial Chamber.

Dungeons with more than 99 but fewer than 150 rooms: Consult the following list of modifiers. Add together all of the modifiers that apply to your dungeon. Finally, add the resulting total modifier to a percentile die roll, and consult Table 703.

- Add a modifier of +20 for each of the

703 Tomb Dungeon Purpose

- following which your dungeon contains:
32 or more 451 Burial Chamber; 20 or more 452 Catacomb.
- Add a modifier of +10 for each of the following which your dungeon contains: 30 or 31 451 Burial Chamber; 18 or 19 452 Catacomb.
 - Add a modifier of -10 if your dungeon contains 8, 9 or 10 451 Burial Chamber.
 - Add a modifier of -20 for each of the following which your dungeon contains: 1 402 Great Hall; 1 405 Treasure Room; 7 or fewer 451 Burial Chamber.
- 452 Catacomb.
- Add a modifier of +10 for each of the following which your dungeon contains: 10, 11 or 12 202 Barracks; 7 or 8 452 Catacomb; 3 or more 252 Prison; 0 402 Great Hall.
 - Add a modifier of -10 if your dungeon contains 4, 5 or 6 451 Burial Chamber.
 - Add a modifier of -20 for each of the following which your dungeon contains: 1 402 Great Hall; 1 405 Treasure Room; 3 or fewer 451 Burial Chamber.

Dungeons with more than 49 but fewer than 100 rooms: Consult the following list of modifiers. Add together all of the modifiers that apply to your dungeon, and then add -15. Finally, add the resulting total modifier to a percentile die roll, and consult Table 703.

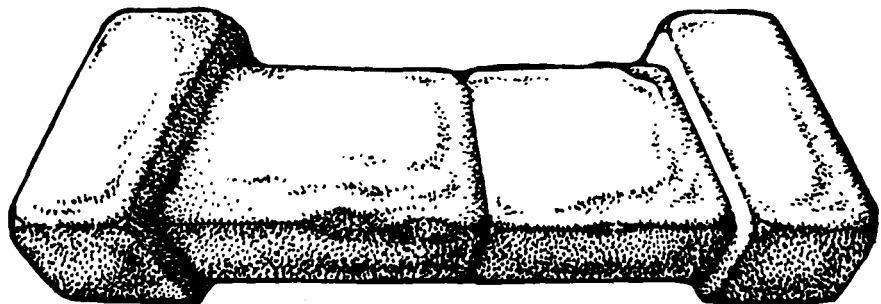
- Add a modifier of +20 for each of the following which your dungeon contains: 22 or more 451 Burial Chamber; 14 or more 452 Catacomb.
- Add a modifier of +10 for each of the following which your dungeon contains: 20 or 21 202 Barracks; 12 or 13 452 Catacomb.
- Add a modifier of -10 if your dungeon contains 5, 6 or 7 451 Burial Chamber.
- Add a modifier of -20 for each of the following which your dungeon contains: 1 402 Great Hall; 1 405 Treasure Room; 4 or fewer 451 Burial Chamber.

Dungeons with fewer than 50 rooms: Consult the following list of modifiers. Add together all of the modifiers that apply to your dungeon, and then add -30. Finally, add the resulting total modifier to a percentile die roll, and consult Table 703.

- Add a modifier of +20 for each of the following which your dungeon contains: 13 or more 451 Burial Chamber; 9 or more

Table 703: Tomb Dungeon Purpose

Roll	Purpose
< 20	To bury an important leader. One of this dungeons burial chambers should be large, central, and protected by several traps. There may also be a great hall, throne room or other seat to carry on the dead leader's authority.
20-39	To bury several important leaders. A tomb for several leaders is a more extensive version of the type for one important leader, described above. This dungeon has several burial chambers, or one for several leaders. It often contains several different throne rooms, storerooms, and other facilities for the dead leaders.
40-79	To serve as a burial place for a town or city. A burial place for a town or city usually is built near the city it serves, even directly beneath it. Most of its corpses are in catacombs, and additional rooms are kept to a minimum.
80+	To serve as a burial place for the nation's nobility. This tomb dungeon is the most extensive type, with the most additional, non-burial rooms. A burial site for nobility is usually filled with the most lavish decor and the most extensive riches.



Now see pages 157 through 159 to determine the characteristics of your dungeon's surrounding countryside.

“After three weeks on horseback, the entrance to the Lost Halls of Urtaggan is finally in view, but your ordeal may be just beginning. An immense chasm, thousands of feet long, over a thousand feet deep, and over a hundred feet wide, separates you from the cliff face that holds the entrance. The entrance itself lies towards the center of the cliff face, hundreds of feet below you and several hundred feet above the ground.”

Surrounding Countryside

Roll percentile dice four times, consulting in turn Tables 710, 711, 712 and 713. These four results will define the characteristics of the

overall geographic territory surrounding your dungeon.

Particularly on flat lands, you may decide that though the broad territory in which your dungeon is located is as described under Table 710, the dungeon itself is in uniquely different terrain. For example, though the result of Table 710 is “Flat,” the dungeon may be in a small canyon created by a passing river. Perhaps an earthquake and erosion worked together to make the dungeon’s specific location contain a wide fault or sheer cliff. Maybe the civilization that built the dungeon also piled up a small mountain of earth to house its entrance.

Also, if your result on Table 101 General Entrance Characteristics was 45-89 (the dungeon entrance is on the side of a mountain or hill), then you do not need to accept a result of “flat” or “rolling” on Table 710. If you get one of those results, you may either re-roll or decide that the mountain or hill in which your dungeon is located is the only mountain or hill in an otherwise flat or rolling terrain. The dungeon could be on a volcano, on the side of a giant meteor crater, or near some similar feature that is not necessarily associated with a broad geological change in the region.

Table 710: How Mountainous?

Roll	Result
00-24	Flat. This is level territory, though its elevation may be quite high or low.
25-49	Rolling. This land is covered with low, rolling hills. From the top of any given hill, the surrounding view is largely unobstructed. Variations in height from hill to valley are typically less than one hundred feet.
50-79	Hilly. Hilly land makes for very slow but unobstructed travel. The elevation change from hill to valley is generally less than one thousand feet.
80-93	Mountainous. This land is difficult and possibly dangerous to traverse due to the dramatic elevation changes and extreme heights. Many of the mountains are less than 5000 feet high.
94-99	Extremely mountainous. This land is extremely hazardous and difficult to traverse. The mountains are extremely tall and the passes are narrow and prone to avalanches, rock slides and dangerous winds.

Plains, Hills, or Mountains?

On Table 711, like Table 710, the result you get applies to the large territory surrounding the dungeon, but may not necessarily reflect the immediate location of the dungeon. For example, the territory holding the dungeon may be desert, but the dungeon’s entrance may be located in the middle of an oasis. Also, though the dungeon may be under water (result 98-99), its entrance may be in a natural air pocket underneath a rock shelf or in a magical under water cave.

Table 711: How Watery?

Roll	Result
00-11	Desert. Lots of sand, dirt and dry, cracked earth. Water is a rare, valu-

able commodity here, and vegetation and animal life are sparse.

12-25	Arid. There is water in this territory, but it is very hard to find and may require some digging. Vegetation in arid land is mostly low bushes, scraggly trees, cactus and scrubby brush.
26-44	Mostly dry. This land can support a variety of hearty vegetation, and water can be found fairly regularly, though not often. Mostly dry territory may have a yearly dry season during which much of the vegetation turns brown, dry and brittle, leading to the possibility of extensive, dangerous fires.
45-69	Normal. A great variety of vegetation

Desert or Ocean?

	lives in this territory. Water is fairly easy to find, though not overly abundant. Aside from leaves falling during the autumn and winter, normal territory is capable of green vegetation all year round.		
70-87	Wet. In wet territory, water is abundant and possibly obstructing. Rivers, streams, lakes and ponds are easy to find. Vegetation is thick and plentiful.	98-99	Submerged. An underwater dungeon probably did not start out that way, but subsidence of the land, a diverted river or a changing water table submerged it over time. The body of water covering the dungeon is usually a lake, though it can be a river, sea, ocean or marsh. Roll percentile dice. If the result is 00-04, then your dungeon was built under water by a race that lived there (perhaps merpeople or intelligent amphibians). Otherwise, the dungeon was flooded after its construction. See 827 Flood on page 174.
88-97	Very wet. Very wet territory is by some huge water source such as an ocean, sea, huge lake or giant river. Very wet land is often marshy, swampy or subject to flooding. The dungeon itself should have at least one underground lake (add if needed), and its		

Low or High?

On Table 712, note that high elevation flat, rolling or hilly land is on a raised plateau, perhaps in the center of a continent or in the midst of a mountain range. Also, rather than using Table 712, you may wish to simply choose a location that corresponds to Tables 710 and 711 on the world in which your adventurers live.

Table 712: What Elevation?

Roll	Result		
00-09	The ground above the dungeon is at the lowest possible elevation for this region. If the area is mountainous or hilly, then the dungeon is located in a valley. Flat or rolling land may be below sea level.	60-74	The dungeon is located at a moderate elevation. In mountainous land, the dungeon may be around the middle of a mountain's total height. Flat, rolling or hilly land may be at an elevation of up to 2000 feet.
10-29	The dungeon is located at a very low elevation for this region. It may be at the foot of a mountain or hill. Flat or rolling land is at about sea level.	75-89	The dungeon is located at a high elevation, in the upper half of a mountain or on land that is at an otherwise high elevation. Flat, rolling or hilly land may be at an elevation of 3000 to 5000 feet.
30-59	The dungeon is located at a low elevation. It may be up a mountain	90-99	The dungeon is located at an extremely high elevation. If the area is mountainous, the dungeon is at the top of a mountain. Otherwise, the land around the dungeon may be at an elevation of up to 10,000 feet.

Hot or Cold?

When determining the climate for the country surrounding your dungeon, remember that characters wearing armor on hot days in the warmer regions (rolls 67 through 99) during daylight hours can die from the heat's effects, unless they take precautions.

Modify the climate result for your dungeon based on your dungeon's elevation. Higher elevations have greater daily temperature variations; temperatures may be very hot during the day and then well below freezing at night.

Rather than using Table 713, you may wish to choose a location on your adventurers's world that corresponds to the results of Tables 710-712 and use that area's climate.

Table 713: What Climate?

Roll	Result
00-02	The dungeon's surroundings are subject to arctic weather conditions year-round.
03-07	The dungeon's surroundings tend to be bitterly cold most of the year with a moderate thaw during the cool summer months.
08-17	The dungeon's surroundings receive weather cold enough for snowfall up to six months out of the year. Summers are pleasantly warm.
18-42	The dungeon's surroundings typically have very cold weather only during

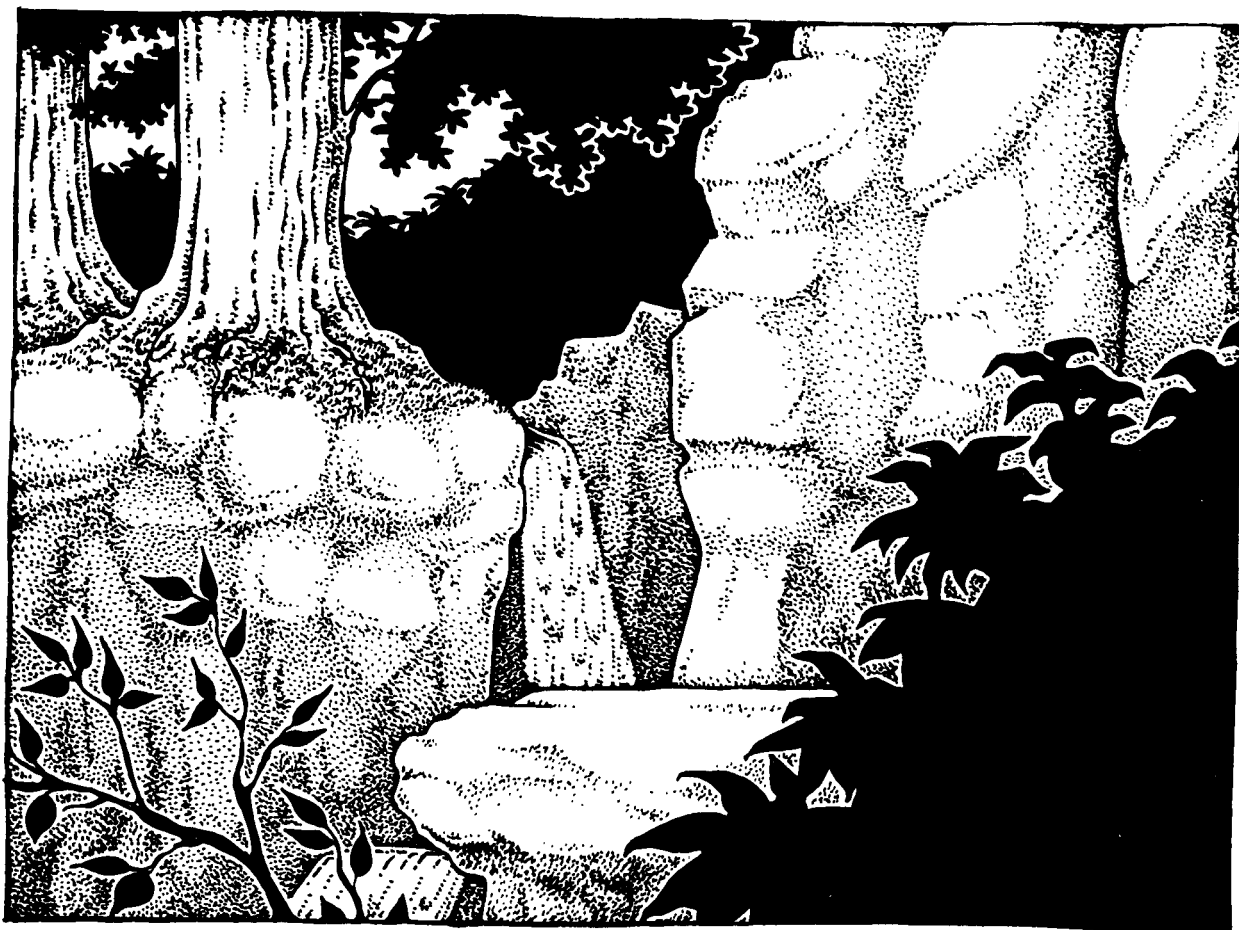
the winter months, and the summers can become uncomfortably warm, even hot.

43-66 The dungeon's surroundings receive weather cold enough for snowfall only a few days each year. The uncomfortably hot days of summer typically last a full three months.

67-81 The dungeon's surroundings essentially never receive snowfall. The temperature never becomes cold enough. Some days during the summer may be extremely hot, and any day during the year can be uncomfortably warm.

82-92 The dungeon's surroundings never receive snowfall. Hot days can occur any time of the year. Summer temperatures are often unbearable.

93-99 The temperature around the dungeon can be unbearably hot any day of the year.



Check civilization traits on pages 160 through 164.

Civilization Traits

“If your interpretation of the tapestries adorning the walls of this great hall is correct, every resident of the dungeon served the army during times of war, and the army was always at war. In this room, pillaged goods and captured enemies were presented to the local overlord as a form of tribute. Even enemy civilians, old and young alike, were treated as soldiers. . . .”

Consult each of the following tables, beginning with 720 Military Culture and ending at 729 Trade, to determine civilization traits of the beings who built your dungeon.

Civil or Martial?

For standard or tomb dungeons, add one to your roll for each arena, barracks, guard room or weapons training room in the dungeon. Also, add three for each fortification in the dungeon.

For fortress dungeons, add five to your roll plus an additional one for each room in the dungeon.

Table 720: Military Culture

Roll	Result	
00-04	No military. The civilization that built this dungeon had no military whatsoever, not even irregular troops from among the civilian populace that could have been called up on a moment's notice. The dungeon's sole military use was as a hiding place. This civilization probably did not even have hired mercenaries on hand. Any barracks in this dungeon would have been used as servants' quarters. The dungeon still would have had guards, and the guards may have been well-trained, but not for large-scale actions or defense against an invading army.	40-89
05-39	Some military. The civilization's primary military force was a troop of irregulars or reserves among the citizenry who could be called to action quickly. Regular, full-time soldiers were generally mercenary forces from other lands.	90-129
		130+

Pacifist or Militant?

For all dungeons, if the result of your roll on Table 720 was "No Military," subtract 60 from your roll on Table 721. If the result of your roll on Table 720 was "Some military," subtract 25 from your roll on Table 721. If your result was "Extensive military presence," add 10 to your roll on Table 721. If your result was "Everything geared towards the military," add 25 to your roll on Table 721.

Table 721: Military Demeanor

Roll	Result	
< (-25)	Pacifist. This nation would not fight against anyone else, ever, for any reason.	(-25)-09
		10-39
		40-74

	territory. This nation will almost certainly have a major war every generation or so.	Extremely aggressive nations usually grow beyond an easily manageable size and then stop their advance while they struggle to manage their own land, or they get put down quickly by their neighbors and fade away.
75+	Extremely aggressive. This nation's history is just one war after another, usually with this nation as the attacker.	

	For standard dungeons, add one to your roll for each library, silversmith's room (or any other smith's room specializing in a precious metal) or treasure room in the dungeon. Add two for each jeweller's room, music room, painter's room, sculptor's room or tapestry weaver's room.	
	For fortress or tomb dungeons, roll twice, using the same modifiers listed under "standard dungeons," above, and take the higher result.	
		50-94
		95+

Table 722: Art

Roll	Result	
00-14	Little or no formal art. No civilization is completely devoid of art, though it might be frowned on or not treated as art. Singing, story-telling, dancing and pottery or weaving are almost always practiced, though their Spartan, utilitarian usage may not be recognized as art by other civilizations.	
15-49	Normal. Art should be extensively,	but not obsessively, evident around the dungeon. Servant and soldier quarters should still be largely barren, as should smithies, prisons, torture chambers, and the like.
		Fairly extensive art. Servant and soldier quarters may even have a tapestry or some other form of art. Art is a major portion of life in this civilization.
		Very artistic society. This civilization was obsessed with art. All the nobles practiced one form or another. Even the servants and common soldiers had some artistic training. The entire dungeon would have been decorated with some form of art, perhaps statues or carved stonework, maybe frescos or paintings on the walls, perhaps tapestries or framed paintings. Even locations where art might seem inappropriate, such as prison cells, were decorated artistically.

Artistry

	For standard dungeons, add one for every alchemist's laboratory, chapel, healer's quarters, herbalist's laboratory, spell caster's laboratory, market, music room or physician's room in your dungeon. Add three for every library. Subtract two for every scribe's room.	
	For fortress or tomb dungeons, roll twice, using the same modifiers listed under "standard dungeons," above, and take the higher result.	
		25-59
		60-89
		90-109

Table 723: Literacy

Roll	Result	
< 25	Illiterate. The ability to read was extremely rare in this civilization. Even the land's ruler and nobles might have needed scribes to do all their reading	
		110+

	and writing for them.
	Somewhat literate. This civilization had some small pockets of learning where literacy existed. Some possible locations: religious institutions, the upper echelons of government, wise sages and magic users.
	Literate. Most nobility and highly skilled craftsmen knew how to read.
	Very literate. Most skilled craftsmen and most town or dungeon dwellers knew how to read, as did all nobility and highly skilled craftsmen.
	Fully literate. Almost everyone in this civilization, even many peasants, knew how to read.

Reading and Writing

	For standard, fortress or tomb dungeons, add three to your roll for every alchemist's laboratory, healer's quarters, or spell caster's laboratory in your dungeon. Add five for every teleportation room, and subtract five for every physician's room.	
		< 04

Table 724: Magic

	No magic. Magic in this civilization was the stuff of legends, and many in the country did not believe it actually existed. Practicing magic might even have been a crime. There should be
--	--

Mundane or Magical

	sanction. Some might even have outlawed religion, but outlawing religion was an admission of its importance and influence.		ciples of a religion, though some may have done so merely to fit in or win the admiration of those who truly believed.
10-39	Religious. Most members of the society attended to religious duties.	85+	Devout. Almost all members of the society had an authentic, firmly held belief in religion.
40-84	Very religious. Almost all members of the society tried to follow the prin-		

Tolerance was a trait that allowed diverse people to live together peacefully. With tolerance, dwarves and elves could have cooperated; without tolerance, even different types of humans would have been at each others' throats. The measure of tolerance in Table 727 is a measure of societal tolerance, not necessarily that exhibited on a personal level by the society's individuals, which may have been radically different from that of the society.

Table 727: Tolerance

Roll	Result		
00-19	Not tolerant. Other races were probably excluded from society. Petty differences might have been the causes of wars.	70-89	Very tolerant. Differences were tolerated, though in some circumstances—particularly marriage—they would have been frowned on or even treated with scorn.
20-49	Somewhat tolerant. Those who differed from the societal norm may have been excluded from positions of power, perhaps taxed more heavily than others, and generally would have	90-99	Extremely tolerant. There were no significant sanctions based on inherent differences from the society's norm.

For standard dungeons, subtract one for each guard room or barracks in the dungeon. Subtract three for each execution room, prison or torture chamber. Add one for each great hall more than one, and add one for each craft room. Also, subtract fifteen if the nation had everything geared towards its military (Table 720). If the nation had an extensive military presence, subtract five. If the nation had only some military, add five. If the nation had no military, add fifteen.

For fortress dungeons, subtract one for each guard room or barracks in the dungeon. Subtract three for each execution room, prison or torture chamber. Add one for each great hall more than one. Add three for each craft room. Also, subtract fifteen if the nation had everything geared towards its military (Table 720). If the nation had an extensive military presence, subtract five. If the nation had only some military, add five.

For tomb dungeons which were made to bury one important leader (Table 703) or several important leaders, subtract twenty-five from your roll. For tomb dungeons built to serve a

town or city, add fifteen to your roll. For dungeons built to hold the nation's nobility, roll twice, add the rolls, divide by two and round down.

Table 728: Government

Roll	Result
< 25	Strong dictatorship. A weak noble class, weak towns and guilds, and strong monarch generally meant the nation which built the dungeon was a strong dictatorship, under the absolute rule of one powerful person or perhaps a very few powerful people.
25-49	Moderated dictatorship. A strong nobility and weak towns or guilds coupled with a moderately powerful monarch resulted in a moderated dictatorship. One person ruled the nation, but that monarch's power was limited by the nobility, who could depose him or her if they were all banded together under a common cause, such as money.
50-74	Weak dictatorship. A strong noble

Exclusive or Receptive?

Dictatorship or Democracy?

	class together with powerful towns or guilds and a weak monarch led to an extremely weak dictatorship. The nobility needed the monarch to check the power of the towns, and the towns needed the monarch to check the power of the nobility, but neither of the two powerful entities allowed the king to gain enough power to get out from under their sway.	95+	arch resulted in rule by the masses or by elected or chosen representatives. In this society, power was diffused, and the town or city governments essentially served as city-states within the larger nation.
75-94	Centrally controlled democracy. Powerful towns and guilds, weak or no nobility, and a weak or absent mon-		Anarchy. With no central control at all, the nation dissolved into anarchy. The dungeon was probably built under local leadership in a pocket of stability, and it was almost certainly designed to withstand repeated attacks by roving, armed bandits.

Isolated or Mercantile?

	For standard, fortress or tomb dungeons, add ten for each market. Add one for each treasure room more than one. Subtract ten if the government (Table 728) is a strong dictatorship. Add ten if the government is a weak dictatorship or a centrally controlled democracy. Also, add twenty if the nation which built the dungeon is extremely wealthy (Table 725). Add ten if the nation was wealthy. Add five if the nation had above average wealth. Subtract five if the nation was somewhat poor. Subtract ten if the nation was poor, and subtract twenty if the nation was extremely poor.	50-74	ported goods were have been somewhat of a luxury, but one that was obtained without much difficulty.
		75+	Active trade. A merchant class developed to transport goods into and out of the nation. Imported items were common, if expensive. Ready jobs for many members of the lower classes existed in trade, either on board ships or as escorts for caravans.
			Extremely active trade. Small towns worked hard to take extra goods to market, where caravans bought them and took them to neighboring lands. Imported goods and domestic goods were set side by side at market and were readily available to all, though the imported goods were somewhat more expensive. Even poorer villages contained some imported items as luxuries. The nation's merchant class was very wealthy and actively recruited for ship-workers and caravan escorts among all the lower classes, using coercion and force if necessary (especially for ship-workers).

Table 729: Trade

Roll	Result
< 10	Isolationist. The nation which built this dungeon may even have forbade its members from travelling abroad.
10-24	Some trade. Trade was not actively encouraged, but it also was not forbidden.
25-49	Average. The nation's citizens freely traded with outsiders, but usually as a matter of convenience and not as the active pursuit of an entire class. Im-

“Entering the dungeon’s second room, again you find evidence of the enchantment that apparently doomed every original inhabitant. The twenty foot by thirty foot room holds four tables and benches. Tattered tapestries cover much of the walls, and where the tapestries are absent, weapons racks hold long-bladed pole arms. On the benches, and in some cases standing around the room, are stone figures, similar to those at the dungeon’s entrance and in the first room. The figures are perfect representations of armed guards, and their facial expressions are ones of surprise, bewilderment and, in some cases, terror. . . .”

Dungeon Abandonment

Dungeon exploration is often conducted under the assumption that the dungeon’s original owners abandoned it or were forced out some time long ago—at least a few generations, but possibly centuries or millennia ago. Since the abandonment, unsavory tenants—goblins, dragons, ghouls, etc.—have moved in uninvited, and these later residents provide the hostile encounters that adventurers spend much of their exploration time dealing with. A dungeon occupied by its original inhabitants is much more difficult for adventurers to explore, even more difficult than one taken over by an intelligent race such as orcs or goblins. Original inhabitants have a much more effective and diligent system of defense, and such a dungeon is probably attached to a large

external kingdom, complete with reinforcements, if needed, and a host of defenders headed by leaders at least as capable as the best adventurers.

Central Casting: *Dungeons* generally works under the assumption that the dungeon you are building was abandoned at least several generations (one generation = twenty years) before the adventurers stumble across it. Decide on a number of generations since your dungeon’s original inhabitants left. Alternatively, you may decide to roll percentile dice twice, taking the lower roll, and use that as the number of generations.

What should you do if you want your dungeon to be inhabited by its original creators? See *Active Dungeons* on page 175.

Why was this dungeon abandoned?

For traditional exploration dungeons, vacated by their original creators, Table 800 provides several possible reasons why your dungeon may have been abandoned. This table also directs you to another 800-series table for more information. Roll percentile dice:

Table 800: The Dungeon Was Abandoned Because . . .

Roll	Result
00-06	The dungeon’s inhabitants were killed off by a plague. See 824 Plagues and Poisons on page 171 to determine the type of plague and then go to 816 Unseen Danger on page 168.
07-19	A long siege finally succeeded in overcoming the dungeon’s defenses. See 821 Siege on page 168.
20-27	A magic enchantment was placed on the dungeon. See 822 Enchantment on page 169 and then go to 816 Unseen Danger on page 168 to see if the enchantment can still affect adventurers.
28-37	A monstrous enemy ransacked the dungeon, killing or driving out its inhabitants. See 823 Monsters on page

	170 and then go to 812 Quick Abandonment on page 167.
38-44	Poisons seeped into the dungeon's water or air, killing everyone who could not flee. See 824 Plagues and Poisons on page 171 and then go to 816 Unseen Danger on page 168 to find out if the poison can still pose a danger to adventurers.
45-52	The dungeon's inhabitants were called out to do battle elsewhere. When the army never returned, the dungeon was abandoned. Go to 811 Slow Abandonment on page 166.
53-61	The dungeon was successfully attacked and captured by an enemy army which later looted and abandoned it. Go to 815 Looted on page 167.
62-70	The kingdom which built the dungeon was in decline. When the kingdom could no longer support it, the dungeon was abandoned. Go to 811 Slow Abandonment on page 166.
71-74	The dungeon inhabitants were forced to abandon their home due to nearby volcanic activity. Go to 825 Volcanic

800 The Dungeon Was Abandoned Because . . .

	Activity on page 172 and then go to 812 Quick Abandonment on page 167.	89-99	There is no way of knowing what caused the dungeon to be abandoned. Apparently, all of the dungeon's inhabitants just disappeared one day many, many years ago, leaving all of their possessions behind as if they were planning on returning in just a few minutes. Go to 812 Quick Abandonment on page 167.
75-79	An earthquake forced the abandonment of the dungeon. Go to 826 Earthquake on page 173, and then go to 812 Quick Abandonment on page 167.		
80-88	The dungeon was flooded, forcing its evacuation. Go to 827 Flood on page 174 and then go to 812 Quick Aban-		

811 Slow Abandonment

Roll percentile dice:

Table 811: Slow Abandonment

Roll	Result	
00-13	For any treasure that is not in the dungeon because of an encounter, there is a 95% chance that the treasure was taken along with its owner's other possessions. Roll percentile dice for each treasure to see if they are no longer there. Most furnishings and non-treasure items were also taken. Each way into the dungeon from the outside world has a 95% chance to be blocked and concealed.*	
14-27	Any treasure not associated with an encounter has a 90% chance of having been taken by its owner when the dungeon was abandoned. Most furnishings and non-treasure items are also gone. Each way into the dungeon from the outside world has a 90% chance to be blocked and concealed.*	71-84
28-42	Any treasure not associated with an encounter has an 85% chance of having been taken by its owner when the dungeon was abandoned. Most furnishings and non-treasure items are also gone. Each way into the dungeon from the outside world has an 85% chance to be blocked and concealed.*	85-99
43-56	First, eliminate any level A non-encounter treasure. Then reduce any non-encounter treasure above level A to level A. Most furnishings and non-treasure items are also gone. Each way into the dungeon from the outside world has an 85% chance to be blocked and concealed.*	
57-70	Reduce each non-encounter treasure to 5% of its current amount. For example, reduce twenty bags of silver	

to one bag of silver. A necklace worth 100 pieces of gold becomes a necklace worth 5 pieces of gold. Remove most furnishings and non-treasure items as well.

Each way into the dungeon from the outside world has a 95% chance to be blocked and concealed.*

Reduce each non-encounter treasure to 10% of its current amount. For example, reduce twenty bags of silver to two bags of silver. A necklace worth 100 pieces of gold becomes a necklace worth 10 pieces of gold. Remove many of the dungeon's furnishings and non-treasure items as well.

Each way into the dungeon from the outside world has a 90% chance to be blocked and concealed.*

Reduce each non-encounter treasure to 20% of its current amount. For example, reduce twenty bags of silver to four bags of silver. A necklace worth 100 pieces of gold becomes a necklace worth 20 pieces of gold. Remove many of the dungeon's furnishings and non-treasure items as well.

Each way into the dungeon from the outside world has an 80% chance to be blocked and concealed.*

* If all the dungeon's entrances were sealed by its inhabitants when they left, adventurers (and encounters that they meet within the dungeon) must either enter the dungeon through an opening caused by movements of the earth or erosion or through an entrance they dig themselves. Any 501 Another Way Out is also sealed; to use one of these extra exits, adventurers will have to do some digging, possibly through a solid stone wall (anyone familiar with stonework will realize that any such blockage was not part of the original dungeon construction).

The information in this book under Tables 200-554 generally assumes that the dungeon was abandoned quickly. Roll percentile dice and consult Table 812 to see if there are any small adjustments due to an extremely quick abandonment.

Table 812: Quick Abandonment

Roll	Result
00-04	Add 20% to the value of every non-encounter treasure. So, 20 pieces of

05-09	gold becomes 24 pieces of gold. Add 15% to the value of every non-encounter treasure. So, 20 pieces of gold becomes 23 pieces of gold.
10-14	Add 10% to the value of every non-encounter treasure. So, 20 pieces of gold becomes 22 pieces of gold.
15-19	Add 5% to the value of every non-encounter treasure. So, 20 pieces of gold becomes 21 pieces of gold.
20-99	Change nothing.

812 Quick Abandonment

A looted dungeon was ransacked in search of valuables. The looters might have acted out of vengeance and probably inflicted severe damage on non-valuable items that they did not carry away. Many flammable objects might have been at least partially burned. Many breakable objects that were not taken might have been cracked or smashed. Tiles and patches of stone might have been torn from the walls, floors and ceilings of the dungeon. Thrones might have been toppled, doors might have been left open, damaged and possibly torn from their hinges, and any symbols representing the rule of the dungeon's original inhabitants were probably especially mutilated or destroyed.

An extraordinarily brutal looting might have resulted in the torture of any captured dungeon inhabitants for clues to the whereabouts of secret treasure (there should be remains in any torture chambers, execution rooms or prisons). There might also have been curses and symbols of the conquerors painted on the walls, perhaps in the blood of victims.

Roll percentile dice and consult Table 815 to find out additional effects of the looting:

Table 815: Looted

Roll	Result
00-08	Every non-encounter treasure has a 90% chance of having been taken by the looters.
09-17	Every non-encounter treasure has an 85% chance of having been taken by the looters.
18-26	Every non-encounter treasure other than hidden treasure (in secret locations such as those in 507 Natural Caverns or 403 Pet's Room) has a 90% chance of having been taken by the looters. Hidden treasure has a

27-35	35% chance of having been taken. Every non-encounter treasure other than hidden treasure has a 90% chance of having been taken by the looters. Hidden treasure has a 30% chance of having been taken.
36-44	Every non-encounter treasure other than hidden treasure has a 90% chance of having been taken by the looters. Hidden treasure has a 25% chance of having been taken.
45-53	Every non-encounter treasure other than hidden treasure has an 85% chance of having been taken by the looters. Hidden treasure has a 20% chance of having been taken.
54-62	Every non-encounter treasure other than hidden treasure has an 85% chance of having been taken by the looters. Hidden treasure has a 15% chance of having been taken.
63-71	Every non-encounter treasure other than hidden treasure has an 80% chance of having been taken by the looters. Hidden treasure has a 10% chance of having been taken.
72-80	Every non-encounter treasure other than hidden treasure has an 80% chance of having been taken by the looters. Hidden treasure has a 5% chance of having been taken.
81-89	Every non-encounter treasure other than hidden treasure has an 80% chance of having been taken by the looters. Hidden treasure will not have been taken.
90-99	Every non-encounter treasure other than hidden treasure has a 75% chance of having been taken by the looters. Hidden treasure will not have been taken.

815 Looted

"Good loot, huh Bertran? Tell ya' what, you take the sword and crossbow, and I'll take the magical plate armor."

"But, Jhars, that's dwarven armor. I fit it, not you."

"Well . . . I'll have it altered or something."

—Jharsvend the Thief and Bertran Stoneback

816 Unseen Danger

Unseen dangers—plagues, enchantments, poisons—can possibly do more harm to adventurers than a dungeon's other deadly denizens.

What constitutes an "exposure" for rolls 00-54 on Table 816 varies depending on the threat to adventurers. Exposure rolls for an airborne plague should occur once every hour, once for each new room that adventurers enter, once for each corpse that adventurers handle and once for every 100 feet of corridor the adventurers travel down. Exposure to a plague spread by contact should occur with every contact made between adventurer and diseased remains such as corpses or personal possessions of those who died from the plague. Exposure can even result from contact between adventurers and undead. Exposure to plagues spread by ingestion may occur if adventurers drink water in the dungeon, or if they fail to cleanse themselves before eating and drinking their own provisions.

For all plagues, add five to your roll for each generation that has passed since the dungeon was abandoned.

Treat enchantments as airborne plagues, but ignore the "add five per generation" rule. Also, even if an adventurer does not breathe, the enchantment still takes effect.

Table 816: Unseen Danger

Roll	Result
00-02	The danger is still fully active. Each adventurer has a 95% chance per exposure to fall victim to the danger.
03-08	The danger is slightly lessened. Each adventurer has a 75% chance per exposure to fall victim to the danger.
09-18	The danger is diminished. Each adventurer has a 30% chance per exposure to fall victim to the danger.
19-34	The danger is greatly diminished. Each adventurer has a 10% chance per exposure to fall victim to the danger.
35-54	The danger is nearly gone. Each adventurer has a 3% chance per exposure to fall victim to the danger.
55-84	The danger is gone, but it can return. An action by an adventurer (entering a long-sealed room, disturbing a corpse, taking a treasure—decide what types of actions before the adventurers enter the dungeon) may trigger the return of the danger to the dungeon. For each such action, roll again on this table, re-rolling a result of 85+.
85+	The danger is gone and will not return.

821 Siege

Sometimes sieges were successful in defeating a dungeon's defenses. This often led to a bitter, hard-fought battle with tremendous casualties on both sides. Roll percentile dice and consult the following table.

Table 821: Siege

Roll	Result
00-24	The siege was long and difficult for both sides. Much of the furniture within the dungeon was broken to form barricades or fuel fires (especially furniture belonging to soldiers, servants and mercenaries). When the sieging army finally broke through the dungeon's outer defenses, a bloody battle erupted within, fought inch by inch through nearly every corridor in the dungeon. The winning force took no prisoners. The dungeon floors are littered with the bodies of the dead. Furniture, personal belongings, tapestries, statues, paintings, etc. are broken, smashed, slashed, burned, and shredded. All dungeon storerooms are depleted, particularly those containing food. Each door has a 50% chance of being smashed and thrown from its hinges, possibly with the remnants of a makeshift barricade on the other side. Evidence of a great battle is everywhere, but especially near fortifications and important locations such as stairways and anything near a dungeon exit. See Table 815 Looted on page 167 to determine the siege's effect on non-encounter treasure.
25-49	The siege was a long one which finally ended in the surrender of the dungeon by its inhabitants. There are some battle scars evident near the dungeon's entrance, but little obvious damage within. All storerooms are almost completely depleted, especially those containing food. See Table 815 Looted on page 167 to

"Sorry, Jharsvend, but this door won't budge. It must be barricaded. We'd better turn around and go back the way we came."

"I don't know if that's a good idea, Bertran, and from their looks, I'd say that charging troll and his giant scimitar have doubts as well."

—Bertran Stoneback and Jharsvend the Thief

determine the siege's effect on non-encounter treasure.

50-74 The siege ended in a tremendous battle within the dungeon, a battle in which the dungeon's inhabitants emerged triumphant. They feared another attack, however, and knew that they could not stand again, so they fled that very night. There is substantial battle damage throughout the dungeon, including smashed, torn and battered furnishings and personal belongings. Damage is heaviest near the dungeon's entrance and any fortifications. See Table 812 Quick Abandonment on page 167 to determine the siege's

75-99 effect on non-encounter treasure, rolling percentiles twice instead of once and taking the higher of the two rolls. The siege never succeeded in breaching the dungeon's outer defenses, but the dungeon's inhabitants later decided to abandon it anyway. Their kingdom was under attack elsewhere, and they knew that eventually they would be forced out if they did not leave on their own. There is substantial battle damage around the main entrance to the dungeon, but little damage elsewhere. See Table 811 Slow Abandonment on page 166.

One of the most effective means of forcing a dungeon's abandonment is to subject it to a hostile magical spell. Spells are often used in conjunction with a siege, to avoid a final bloody battle or to attempt victory when the sieging party is not large enough to hope for success by more conventional means. Other times, enchantments are placed on a dungeon to avoid having to carry out a siege.

You may decide that certain beings are not affected by the enchantment on the dungeon. For example, if this was a human dungeon that had been attacked by goblins, then the enchantment could have been designed to have no effect on goblins (if the goblins cast it) or to have no effect on humans (if the humans cast it).

Table 822: Enchantment

Roll	Result
00-10	The enchantment acts like a plague, but it cannot be healed like a plague. Instead, it must be dispelled like any other type of unwanted magic. See 824 Plagues and Poisons on page 171 for details of the enchantment's effects.*
11-19	The enchantment results in extremely bad luck for its victims. See 811 Slow Abandonment on page 166.*
20-25	The enchantment causes its victims to become extremely forgetful. See 811 Slow Abandonment on page 166.*
26-38	The enchantment causes its victims to slowly transform into something else, usually a beast or a stone statue. The enchantment's victims may still inhabit the dungeon as hideous monsters or extremely life-like statues. Consult 824 Plagues and Poisons on page 171 to find out how quickly this transformation will take place. When

39-48	the table refers to symptoms, they are symptoms that the transformation is taking place. When the table refers to death, it is the final transformation.* The enchantment causes its victims to immediately transform into something else. See 26-38, above, but do not consult 824 Plagues and Poisons, since you already know that the transformation was immediate. Also, see 812 Quick Abandonment on page 167.*
49-55	Victims of the enchantment rapidly go mad. This takes place over less than a day; it may even be immediate. Each victim may suffer from different mental afflictions, or they may all be the same. A common madness resulting from enchantment is a berserk rage in which victims set about attacking each other, convinced that everyone is their mortal enemy or simply driven by a wild need to release tension through combat. Other types of enchanted madness may be uncontrollable fear or paranoia, wild hallucination, extreme despair and depression, or simply babbling lunacy and complete loss of mental faculties. See 812 Quick Abandonment on page 167. A dungeon under this enchantment may show extensive damage throughout its interior, the result of lunatic ravings.*
56-65	Victims of the enchantment slowly go mad. This result is identical to 49-55, above, except the madness sets in over a period ranging from one week to one month. See 811 Slow Abandonment on page 166.*
66-80	The enchantment puts its victims asleep, either for a set period of time

822 Enchantment

or until a specific action has occurred—perhaps until the enchanter releases the spell, which may be never. Roll percentile dice. If the roll is 00-49, the dungeon's inhabitants were killed in their sleep by invaders; see 815 Looted on page 167. If the roll is 50-59, invaders simply forced the dungeon's inhabitants to surrender; see 811 Slow Abandonment on page 166. If the roll is 60-69, many of the dungeon's inhabitants resisted the spell and fled; see 812 Quick Abandonment on page 167. If the roll is 70-99, the dungeon's inhabitants are still inside the dungeon magically preserved in a state of suspended animation; see 812 Quick Abandonment on page 167.

81-89 The enchantment causes its victims to suffer some type of sensory deprivation, usually blindness, or blindness plus deafness. Roll percentile dice. If

the roll is 00-49, the dungeon's inhabitants were killed by invaders; see 815 Looted on page 167. If the roll is 50-64, invaders simply forced the dungeon's inhabitants to surrender; see 811 Slow Abandonment on page 166. If the roll is 65-99, many of the dungeon's inhabitants resisted the spell and fled; see 812 Quick Abandonment on page 167.

90-99 The enchantment causes everything eaten or drunk within the dungeon to turn to poison in the victim's stomach. Roll percentile dice. If your roll is 00-49, see 815 Looted on page 167. Also, see 824 Plagues and Poisons on page 171.

* Roll percentile dice. If your roll is 00-49, then, in addition to any other effects of the enchantment, the dungeon was looted. See 815 Looted on page 167.

823 Monsters

A successful monster attack against a well-fortified dungeon is extremely rare. Usually, a victorious monster benefited from some other weakness in the dungeon. Perhaps the dungeon's garrison of soldiers was away, or maybe the dungeon had just survived a long siege (the monster may have been drawn by the strong scent of blood from a battle with the invading army).

If the monster that attacked the dungeon is especially long-lived, a dragon for example, it may still be in the dungeon when adventurers begin their exploration. More likely, the monster's offspring are in the dungeon, and the original invader died long ago. Try not to make any still-living creature too powerful for adventurers ever to hope to defeat, but if the monster is too powerful, arrange so that it will leave the dungeon on a fairly predictable schedule. This way, adventurers can attempt to bypass the beast rather than defeat it.

Any successful monster attack against a dungeon generally requires an intelligent creature, or one driven by an intelligence of some sort.

Table 823: Monsters

Roll	Result
00-44	The monster that attacked the dungeon was a huge creature, usually a dragon, that had to dig its way through the dungeon's narrow openings and make its home in one of the largest

rooms. Decide on the actual size of the monster (perhaps twelve to fifteen feet wide), and expand corridors and tear out doors to allow the creature's passage from the dungeon's main entrance to the nearest arena, amphitheater, great hall, natural caverns or other large open area. Also tunnel a little ways into a few branching corridors.

45-64 The dungeon was attacked by more than one huge creature. Follow the instructions in 00-44, above, but tunnel into several branching corridors and, if there is more than one large room in the dungeon, extend a tunnel to at least one large room in addition to the first.

65-74 The monster that attacked the dungeon was small enough to fit through the dungeon's narrow openings, but powerful enough to chase away the inhabitants single-handedly. This could include a powerful spell-caster or a snake-like dragon (as opposed to a lizard-like dragon).

75-89 The dungeon was attacked by several smaller creatures, such as goblins or orcs. See 815 Looted on page 167.

90-99 Undead attacked the dungeon. They should still be present, or at least have the potential to return.

824 Plagues and Poisons

Every plague or poison on this table causes symptoms to show well before the victim succumbs to its effects. Why? Well, the object of most role-playing games is not to see how effectively the game master can kill off all of the players. The object is usually to maximize the amount of fun had by all. By giving players some symptoms, foreshadowing their impending doom, you give them some time to try to avoid their fate. If they manage to avoid their fate by finding a talented enough healer, or a skilled alchemist, they will be forever grateful. If the adventurers die, you can at least say you gave them a chance.

A plague or poison should have more than one type of symptom, and for fast-acting plagues or poisons the symptoms should become extremely severe after about 75% of the time before the victim dies has passed. So, a victim who would die after two days (48 hours) should exhibit the most severe and incapacitating symptoms after about 36 hours. This will make certain that adventurers are given every opportunity to take the threat of disease or poison seriously. For longer-acting plagues or poisons, the symptoms should become extremely severe at least a few days to two weeks before death.

Some possible symptoms: fever, vomiting, paralysis, weakness, aches and pains of all types, loss of muscular control, delirium, blotches or marks on the skin, dizziness, dehydration, blindness or other sensory deprivation including numbness, madness, hair loss, weight loss or wasting, brittleness of the bones. Be creative. Combine symptoms. Yes, these symptoms are not pleasant, but that is what plagues and poisons are all about.

Do not make it too difficult to obtain a cure or antidote. Also, remember that some races may be immune to a plague's effects, and some may be able to ignore the effects of a poison. If a plague attacks every living creature, is easily spread (you may decide that this is the case), and is still active, then you should only use undead encounters in your dungeon.

With both plagues and poisons, the remains of victims should be prominently cast around the dungeon, littering both corridors and rooms. There also may be very little in the way of potions or herbs in a dungeon of this type, since victims of the plague or poison would have tried anything to ward away their fate, even imbibing things that had little or no chance of helping them.

After rolling percentile dice and using Table 824a: Rate of Effect to determine how fast the plague or poison affects its victim, consult Table 824b or 824c to find out how the adventurers may come in contact with it. Note that all the results on Table 824a lead to the victim's death.

You may change this ultimate result from death, if you wish, to something like madness, paralysis, blindness, complete loss of muscular control, or some other severe debilitating effect which becomes irreversible once the plague or poison has run its full course.

Table 824a: Rate of Effect

Roll	Result
00-05	The plague or poison is extremely fast-acting. Anyone it affects begins to show symptoms within an hour and may be dead within a day or two, perhaps even within hours. See Table 812 Quick Abandonment on page 167.
06-12	The plague or poison is fast-acting. Anyone it affects shows symptoms within a day and is dead within three or four days. See Table 812 Quick Abandonment on page 167.
13-19	The plague or poison is fast-acting. Anyone it affects shows symptoms within two days and is dead within three or four days. See Table 812 Quick Abandonment on page 167.
20-29	The plague or poison acts in about a week, killing its victims in six to eight days. Symptoms begin to show after one or two days. See Table 812 Quick Abandonment on page 167.
30-39	The plague or poison acts in about a week, killing its victims in six to eight days. Symptoms begin to show after three or four days. See Table 812 Quick Abandonment on page 167.
40-49	The plague or poison is relatively slow, killing within two to three weeks. Symptoms begin to show after one or two days. See Table 812 Quick Abandonment on page 167.
50-59	The plague or poison is relatively slow, killing within two to three weeks. Symptoms begin to show after about a week. See Table 812 Quick Abandonment on page 167.
60-65	The plague or poison is slow, killing within a month or so. Symptoms begin to show after one or two days. See Table 811 Slow Abandonment on page 166.
66-72	The plague or poison is slow, killing within a month or so. Symptoms begin to show after six or seven days. See Table 811 Slow Abandonment on page 166.
73-79	The plague or poison is slow, killing within a month or so. Symptoms begin to show after two or three weeks. See Table 812 Quick Abandonment on page 167.

80-84	The plague or poison is very slow, killing within several months to a year. Symptoms begin to show after one or two days. See Table 811 Slow Abandonment on page 166.
85-89	The plague or poison is very slow, killing within several months to a year. Symptoms begin to show after a month or so. See Table 811 Slow Abandonment on page 166.
90-94	The plague or poison is very slow, killing within several months to a year. Symptoms begin to show after a few months. See Table 811 Slow Abandonment on page 166.
95-99	The plague or poison is very slow, killing within several months to a year. Symptoms begin to show within a month or so of the victim's death. See Table 811 Slow Abandonment on page 166.

Table 824b: Plague Was Spread By . . .

Roll	Result
00-34	Air. The plague entered through the lungs.

35-69	Contact. The plague entered through the skin, eyes, an open wound or other areas subject to touch.
70-99	Ingestion. The plague entered through the digestive system. It was carried in food or drink—possibly the dungeon water supply.

Table 824c: The Poison Attacked Its Victims Through . . .

Roll	Result
00-59	Air. The poison entered through the lungs.
60-69	Air or Contact. The poison was air-borne, but it could attack its victims through the skin as well.
70-99	Ingestion. The poison entered through the digestive system. It was carried in food or drink—possibly the dungeon water supply.

Poison that was carried through the air has a 50% chance of having entered the dungeon as a result of obvious volcanic activity. If so, and if your dungeon does not have a volcano room, add one.

825 Volcanic Activity

The evidence of volcanic activity that your adventurers discover should be relatively small, since any large scale activity would have completely destroyed the dungeon.

Your dungeon's original inhabitants were most likely driven from their home by indirect effects of the volcano, especially earthquakes and poisonous gases leaking into the dungeon's air. Sometimes lava flowed into the finished portion of a dungeon, but usually that signalled the dungeon's total destruction.

Roll percentile dice. If your dungeon has a volcano room, then consult Table 825a. Otherwise, consult Table 825b.

Table 825a: Volcanic Activity

Roll	Result
00-19	Poisonous gas and rising lava levels in the volcano room forced the dungeon dwellers to flee for their lives. Consult 824 Plagues and Poisons on page 171 and then 816 Unseen Danger on page 168.
20-39	Earthquakes caused by volcanic activity led to the dungeon's evacuation. See 826 Earthquake on page 173.
40-64	Earthquakes and poisonous gases forced out the dungeon dwellers. Consult 824 Plagues and Poisons on page 171, 816 Unseen Danger on page 168 and 826 Earthquake on page 173, but ignore any result instructing

you to consult 811 Slow Abandonment. Instead, consult 812 Quick Abandonment on page 167.

65-99 A nearby volcano erupted, burying the entrance and additional exits to the dungeon in ash and/or lava. Roll percentile dice. If your roll is 00-49, then the dungeon dwellers foresaw the destruction of their home and fled in time to save their lives—roll percentiles again: 00-29 consult 811 Slow Abandonment on page 166, 30-99 consult 812 Quick Abandonment on page 167. If your previous roll was 50-99, the dungeon dwellers were caught in the dungeon and perished. The dungeon should reflect the panic of their final moments and contain their remains. Whatever the result, the dungeon's entrance may be found by adventurers after an earthquake reveals it, after they dig in a location prescribed by an ancient map, or after they are magically teleported inside (give them a way out as well). See 812 Quick Abandonment on page 167.

Table 825b: Volcanic Activity

Roll	Result
00-14	An earthquake caused the dungeon's walls, floors and ceilings to crack, and through the cracks poured poisonous

gas. See 824 Plagues and Poisons on page 171, 816 Unseen Danger on page 168 and 826 Earthquake, below, but ignore any result instructing you to consult 811 Slow Abandonment. Instead, consult 812 Quick Abandonment on page 167.

15-64 A nearby volcano erupted, burying the entrance and additional exits to the dungeon in ash and/or lava. Roll percentile dice.

If your roll is 00-49, then the dungeon dwellers foresaw the destruction of their home and fled in time to save their lives—roll percentiles again: 00-29 consult 811 Slow Abandonment on page 166, 30-99 consult 812 Quick Abandonment on page 167.

If your roll is 50-99, the dungeon dwellers were caught in the dungeon and perished. The dungeon should reflect the panic of their final moments and

contain their remains. Whatever the result, the dungeon's entrance may be found by adventurers after an earthquake reveals it, after they dig in a location prescribed by an ancient map, or after they are magically teleported inside (give them a way out as well). See 812 Quick Abandonment on page 167. Earthquakes caused by volcanic activity led to the dungeon's evacuation. See 826 Earthquake, below.

65-84

85-99

Growing evidence of volcanic activity in the area caused the dungeon dwellers to pack up their belongings and leave. Add from one to four volcano rooms (515 Volcano Room on page 143) to your dungeon, but rather than placing the pools of lava in natural caverns, place them in normal, finished dungeon rooms which are already in your dungeon. Consult 811 Slow Abandonment on page 166.

Earthquakes can devastate dungeons, or at least make them too dangerous to live in. An earthquake severe enough to force the abandonment of a dungeon probably killed many of its residents and caused extensive structural damage. Even if the dungeon residents managed to escape, aftershocks might have led to additional cave-ins or landslides that sealed the dungeon away for centuries, or until the next large quake. (Perhaps precede your adventurers' discovery of the dungeon with a quake.)

Place signs in the dungeon that it suffered from an earthquake. Cover the floors with rubble from the ceiling and walls. Knock things off shelves and shatter fragile items, especially glass. Leave corpses underneath large chunks of fallen ceiling, and trap others behind cave-ins. Run cracks through the walls, floors and ceilings.

Also, add earthquake-related cave-ins to your dungeon. Roll percentile dice and consult Table 826a to determine how many cave-ins to add. Increase your percentile die roll by one for each room in your dungeon (so, add fifty for a dungeon with fifty rooms). Choose the locations for the cave-ins, and consult 503 Cave-in on page 122 for details. Consider adding one cave-in near the entrance of your dungeon, allowing a space near the top of the rubble for adventurers to crawl through.

Table 826a: Earthquake Cave-ins

Roll	Result
00-49	1
50-64	2
65-79	3
80-94	4

95-109	5
110-124	6
125-139	7
140-154	8
155-169	9
170-184	10
185-199	11
200+	12

A dungeon that was seriously damaged by an earthquake is also prone to additional cave-ins. If adventurers disturb the walls or supports in the dungeon, by digging or a sudden, jarring impact, then there is a chance for another cave-in. Roll percentile dice and consult Table 826b. The resulting percentage chance is the possibility that a cave-in will result from any major disturbance in the dungeon.

Table 826b: Cave-in Possibility

Roll	Result
00-01	95%
02-04	90%
05-08	85%
09-13	80%
14-19	75%
20-26	70%
27-34	65%
35-43	60%
44-53	55%
54-64	50%
65-73	45%
74-81	40%
82-88	35%
89-94	30%
95-99	25%

826 Earthquake

827 Flood

Sometimes dungeons are flooded by natural forces, perhaps even as the result of an earthquake. Usually, though, a dungeon becomes flooded by a besieging force that cannot otherwise break down the dungeon's defenses. If the dungeon's location (top of a mountain, etc.) makes it unlikely that a river or lake could have broken into it and caused the flooding, then consider that water may have been brought to the dungeon magically by a hostile wizard.

A flooded dungeon will show extensive water damage. Wood may be swollen, warped and cracked, perhaps resulting in swollen doors that can no longer be opened. Books and papers will be ruined. Everything within rooms should be in disarray, especially items that float. All of the furnishings in rooms that contain stairways or other openings to lower levels may have washed down into the lower levels. The remains of dungeon inhabitants who could not escape the flooding should be all over the dungeon, especially in closed rooms and lower dungeon levels.

If the dungeon was flooded during a siege, roll percentile dice. If your percentile roll is 00-49, the siege was long. Storerooms in the dungeon are depleted, and furniture may have been used for firewood. If the percentile roll is 50-99, then the siege was over quickly, with little affect on the dungeon's stores.

Consider making encounters in a flooded dungeon less deadly than they otherwise should be, to compensate for the inherent difficulties of exploring under water.

Table 827: Flood

Roll	Result
00-19	The dungeon's flooding was the result of an earthquake that changed the course of a river. The river has

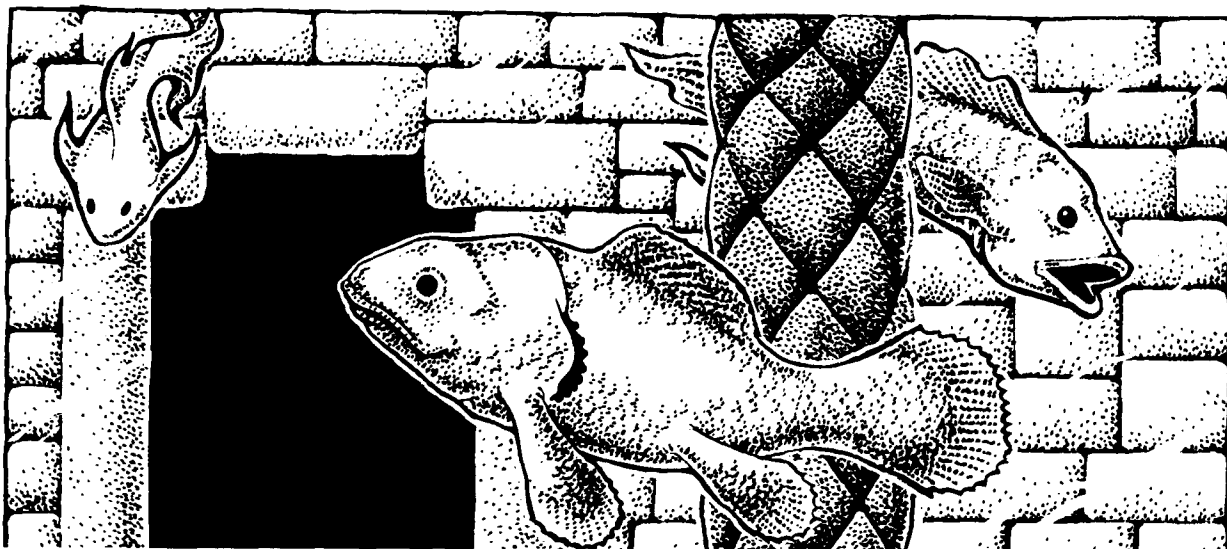
since changed back to its original course. See 826 Earthquake on page 173.

20-34 The dungeon's flooding came during a siege, and the flood waters receded quickly into the earthen floor and walls. The top floor of this dungeon was looted after the waters receded far enough for the attacking forces to enter. See 815 Looted on page 167 for the top floor only. If the dungeon had more than one level, the lower levels were not looted.

35-74 The dungeon was flooded as a result of a siege, but it was not looted.

75-87 The dungeon was flooded as a result of a siege. At least one and possibly more lower levels of the dungeon are still under water. Starting at the next to the lowest level of your dungeon, roll percentile dice. If your result is 50-99, that dungeon level is completely full of water, so move to the next level up and roll again. Continue checking dungeon levels, moving up one level at a time, until you roll less than 50 or you reach the dungeon's top level. A roll of less than 50 gives the percentage full of water for the current level of the dungeon (a roll of 23 means the level is 23% full of water, perhaps a little over two feet deep). For the top dungeon level, re-roll any result greater than 49.

88-99 The dungeon was flooded because of an earthquake, and one or more lower levels of the dungeon are still under water. See 75-87, above, to determine which levels are under water, then see 826 Earthquake on page 173.



Now determine your dungeon's story. Use the hints on pages 179 and 180.

“A small break in the dense forest opens up before you and presents you with your first view of the Chardat Dungeon where Prince Ellignin is imprisoned. Giant stone doors mark the dungeon’s entrance, and before the doors stands a large party of heavily armed, attentive guards. They outnumber you at least twelve to one.

“Perhaps a frontal assault against the dungeon is not the best plan after all. . . .”

Active Dungeons

Almost all inactive, abandoned dungeons were occupied by their original inhabitants at one time, and you may decide that your dungeon is still active. Since *Central Casting: Dungeons* works under the assumption that the original inhabitants left long ago, you’ll

have to alter your dungeon to make it active. (Understand, however, that all tomb dungeons are considered inactive. Almost by definition, the original inhabitants of a tomb are dead.)

First, do away with any major signs of decay. This includes eliminating any 503 Caves and unflooding dungeon sections that were flooded by 513 Underground Lake. Make all storerooms, including 551 Armory and 553 Granary, nearly full, and do not make stored food spoiled—at least very much. Include good water in any 516 Well Room or 360 Lavatory. Place fresh ashes, glowing ambers or even blazing fires in all fire pits, fire places and forges.

In long-dead dungeons, writings in books and on inscriptions may be in a dead, unfamiliar language. In active dungeons, not only will the language be current and possibly common, it may even be a native tongue for the adventurers.

Connect your active dungeon to a powerful nation, ruler, group or individual in your adventuring world. Dungeon inhabitants usually have access to reinforcements from outside

their community, and if adventurers steal from the dungeon or cause damage, put a price on their head and send bounty hunters and armed patrols looking for them. Treat adventurers who loot a dungeon the same way you would treat adventurers who loot a town or city. They will be outlaws at best.

Most active dungeons have a city, town or village at or near their entrance. This above-ground settlement lends military support to the dungeon’s defense and vice-versa. The above-ground settlement may also provide services and personnel to the dungeon in return for a guarantee of safe haven within the dungeon in the event of an enemy attack. Above-ground settlements are especially important to dungeons that lack adequate living facilities within their walls. You will have to determine the specific characteristics of a dungeon’s related above-ground settlement.

Changes and Connections

Rather than being filled with monsters like goblins, orcs, ghouls and such (unless the monsters are the dungeon’s original inhabitants), an active dungeon will be populated with nobility, craftsmen, soldiers and servants. Some of the dungeon’s “inhabitants,” especially craftsmen and servants, may actually live above ground, but spend their days in the dungeon. Some nobility and craftsmen may be present in the dungeon only part of the year. Nobility may travel among several residencies and posts, while craftsmen may visit the dungeon only as they are needed.

406 Zoo rooms and 403 Pet’s Rooms will all contain live, healthy beasts.

Guards: Perhaps the most important active dungeon inhabitants, as far as adventurers are concerned, are the guards (including all

dungeon soldiers). To find out how many guards a dungeon has, count its guard posts (which are not always occupied):

There should be at least two to four guard posts for every guard room. Large guard rooms, and special guard rooms such as those connected with treasure rooms and stairs, should have even more posts.

Assign at least a dozen posts to the main entrance.

Assign at least one post to each 501 Another Way Out.

Assign two to four posts to each 401 Exhibition Room.

Assign one or two posts to each 551 Armory.

Assign one or two posts to each 202 Barracks that is not preceded by a guard room.

Active Dungeon Inhabitants

Assign one to four posts to each 452 Catacomb.

Assign one post to each level that a 504 Elevator Room reaches.

Assign at least four posts to each 252 Prison.

Also post guards as random encounters, wandering the dungeon's halls and occasionally inspecting rooms or curious sounds. The number of guards assigned to this duty depends on your dungeon's military culture (from Table 720 Military Culture on page 160). For a culture with "No Military," assign one post for every fifty dungeon elements (rounded up). For "Some Military," assign three posts for every fifty dungeon elements. For "Normal," assign six posts for every fifty dungeon elements. For "Extensive Military Presence," assign eight posts. For "Everything Geared Towards the Military," assign ten posts for every fifty dungeon elements.

Place a guard at each post in your dungeon. Most posts occasionally have more or less guards than originally assigned to them. Perhaps give a 40% chance for more guards, and a 20% chance for less, depending on the dungeon's cultural militancy and factors such as an ongoing war or the dungeon's location in or near an unfriendly territory.

In addition to guards at posts, there must be a number of off duty relief guards equal to at least one third, and more likely one half, of the posted guards. These additional guards may be housed within the dungeon, or perhaps immediately outside, but they should be in easy calling range

in the event of an invasion or intruder alert. Count the dungeon's available barracks space (its capacity for sleeping soldiers).

If there are more than two times the number of guard posts as there are barracks beds (or three times the number for militant dungeon cultures that would not shirk from driving their soldiers excessively), then the dungeon relied on soldiers from outside its confines. The number of guards available outside the dungeon may be quite large, with soldiers only being called to serve in the dungeon once or a few times each week. The rest of their time may be spent guarding above-ground facilities, scouting, etc. A large above-ground contingent is especially necessary since above-ground fortresses are usually more difficult to defend. In this situation, all dungeon barracks will be full of off-duty guards (probably sleeping) nearly all the time.

If there are less than two (or three) times the number of guard posts as there are barracks beds, but not more than half again as many beds as guard posts, then guards used the barracks in shifts, each guard using the same barracks as one or more guards currently on duty. Like the situation above, all shared dungeon barracks will be full of guards (probably sleeping) nearly all the time.

If barracks beds total 50% or more of the total guard posts, then each guard may have his or her own bed, and some of the barracks rooms may be vacant at any given time. Some dungeons, particularly those which were built with military functions as their primary purpose, may still require all guards to share barracks in shifts.

Keep Track of Dungeon Inhabitants

After you have determined the number of guards in the dungeon and stationed guards at each post, determine whether each craftsman is lodged inside or outside the dungeon. Assign living quarters to those who reside within the dungeon. If a craftsman is awake, he or she is probably in his or her trade room, i.e. the blacksmith is in the blacksmith's room. If a craftsman is not in his or her craft room, he or she is probably in his or her living quarters.

The time of day that adventurers visit a dungeon makes a big difference on the location of dungeon residents. Bedrooms and bedroom suites are almost always occupied during the night, while mess halls and dining rooms are full around meal times. A great hall is likely to be packed during the evening if a banquet is being held, and most craft rooms are empty during

meal times and nights. Determine the time of day and keep track of its passing so that you can be aware of the changing position of dungeon personnel.

Also, keep records of the status of dungeon personnel. If adventurers invade a dungeon to rescue a friend from the executioner's block, and in so doing they fight and defeat twelve guards at the dungeon's entrance, then those guards are no longer available as encounters.

If your dungeon is large, keeping track of all of its inhabitants is a very tedious and time-consuming task. For this reason, you may wish to keep all active dungeons small—50 elements or less. Otherwise, you may decide to just "wing it," deciding whether rooms are occupied or not as adventurers approach them.

"The poor saps who live in this room! Look, Jharsvend. Their clothing is torn and tattered, their beds are nothing but the straw on the rocky ground, their possessions are small and few. They live like . . . like . . ."

"Like us, Bertran?"

—Bertran Stoneback and Jharsvend the Thief

Many dungeons receive strange visitors almost daily. These visitors are intercepted by the guards at the dungeon's entrance, interrogated as to their purpose in visiting the dungeon, checked for weapons (which are removed), and then, if admitted, possibly required to pay a toll and then most likely assigned a guard as an escort inside the dungeon's corridors. Another guard may be sent ahead to announce the visitors' arrival to concerned parties within.

If adventurers get past the entrance guards without raising an alarm, and if they hide their weapons and travel in small groups, and if they are good at coming up with quick, plausible explanations for their presence and intentions, and if the dungeon is fairly large so the residents are used to seeing strangers about, (admittedly, this is a lot of "if's") then they may be able to spend quite some time in the dungeon without attracting much attention. If adventurers are disguised as guards or, better yet, servants, then their chances of exploring the dungeon without getting into serious trouble should rise markedly.

A primary function of guards, especially those at the dungeon's entrance, is to warn the dungeon's inhabitants about possible danger. Any guard who becomes aware of a potential threat to his or her well-being or the well-being of any other dungeon inhabitant will yell, call out, blow on a horn, or otherwise attempt to get help and sound an alarm. One alarm will at least summon nearby guards and perhaps a few curious onlookers. Several alarms, or one really urgent alarm, will awaken any sleeping inhabitants, summon any available reserves, and alert some guardsmen to take positions at any 203 Fortification. If things go badly for dungeon inhabitants, and enemies make substantial headway into the dungeon, a retreat signal will instruct dungeon inhabitants to fall back towards any 501 Another Way Out. Any invasion may also cause dungeon inhabitants to arm all 512 Traps that are normally disarmed. Dungeon occupants may also set up ambushes at corridor intersections, 203 Fortifications, or other readily defensible positions, especially where a corridor enters a room.

If you keep track of your dungeon's inhabitants and the time of day, you should have a

fairly accurate picture of where adventurers will run into inhabitants and who those inhabitants will be, at least in rooms. At shift changes, almost every guard in the dungeon will be going from one place to another in the dungeon's corridors. First relief guards will go to posts, and then relieved guards will go to locations for such things as meals, sleep or recreation. Guards on patrol (those posted as random encounters), will always be wandering the corridors and peeking into rooms. All other dungeon inhabitants will be in corridors briefly several times during the day to go to and from meals, to and from living quarters, or to run errands. Depending on how crowded your dungeon is, you may give adventurers a 25% to 50% chance every five or ten minutes of game time to meet someone in the corridors. This chance should go way up if any guard has sounded an alarm to rouse the dungeon and call in reserves.

What level are encounters? Most individuals should probably be level A. Exceptions are spell casters (who could be level C, D, or even E!), mercenaries and officers (possibly B, rarely C), guards (occasionally B), nobles (occasionally B or C, unless they have talents beyond armed conflict to bring to bear, or if they have magical weapons and armor), and those who may have special tools for defense at their disposal, such as blacksmiths (probably B) and alchemists (possibly B, C or higher depending on proficiency and luck). Groups of dungeon inhabitants rapidly become more difficult encounters than level A. For example, if adventurers suddenly find themselves trapped in the great hall with every guard in the dungeon surrounding them, you would almost be forced into calling that a level E encounter. Parties of approximately four to six guards which patrol dungeons are usually encounters of level B or C, depending on the number of adventurers and the guards' proficiencies.

You may want to throw in an occasional surprise encounter as well. For example, a blacksmith can turn out to be a werewolf, or the guards may have trained dogs, giant rats or worse to aid them in rooting out intruders. Perhaps royalty is visiting the dungeon, accompanied by elite soldiers.

Encounters

In all rooms, ignore all treasures that are linked to the existence of encounters ("If there is an encounter then . . .").

Military rooms and prison rooms should have no treasure apart from that carried by guards (see below).

In all craft rooms and all living quarters (except 351 Amphitheater, 352 Bath Room and

359 Latrine) give two chances for each treasure to exist (except, of course, those that would have been linked to encounters). So, roll for a 10% chance of treasure A twice, and if either or both results indicate a treasure, there is one treasure of level A. This rule does not increase the possible number of treasures in a room, just the likelihood of treasure existing.

Treasure

Any 351 Amphitheater or 359 Latrine has no treasure.

Treasure in any 352 Bath Room, all rooms for the ruler, all rooms for the dead, all special rooms and all storerooms remains the same as in inactive dungeons. However, for storerooms, roll three times for the contents of each room (Tables 551b and 554c), taking the highest roll.

For all active dungeon rooms, unlike abandoned dungeons, fragile and perishable items are in good condition. Items such as porcelain, fine cloth, silk, paintings, delicate sculptures, etc., all retain their full inherent value. For this reason, living quarters, craft rooms, and rooms for the ruler especially may contain additional treasures of level A, B, C or even D in the form of corruptible riches. Using the number you rolled for your dungeon against Table 725 Wealth on page 162, "aa" = two times your roll against Table 725, "bb" = one third of your roll, "cc" = one tenth of your roll, "dd" = one thirtieth of your roll. Round down all of these figures, with results of less than one meaning that the corresponding treasure (see below) cannot be added. Using these figures, roll percentile dice and consult Table 851 for each room with the potential for perishable treasure. Roll twice for rooms for the ruler, taking both rolls. (For example, a roll of 24 against Table 725 yields aa = 48, bb = 8, cc = 2, and dd < 1, so Table 851

would allow no treasure of level D, 00-02 would yield a treasure of level C, 03-08 would yield a treasure of level B, and 09-48 would yield a treasure of level A. 49 and above would yield no additional treasure.)

Table 851: Perishable Treasure Items

Roll	Additional Treasure
00-dd	Add a treasure of level D.
(dd+1)-cc	Add a treasure of level C.
(cc+1)-bb	Add a treasure of level B.
(bb+1)-aa	Add a treasure of level A.
(aa+1)+	Add no additional treasure.

For dungeon inhabitants (in their personal possession): Servants have nothing. Give each guard a 25% to 50% chance for a treasure of level A; otherwise, military rooms and prison rooms have no treasure. Give each craftsman a 10% to 50% chance for a treasure of level A, depending on the value of their crafts. Nobles should at least carry a treasure of level A and should have a 10% to 50% chance for a treasure of level B or C, depending on their wealth and their political and social standing.

Like with the encounters, experiment with a few surprises for adventurers. Maybe a merchant caravan, laden with riches, has stopped for the night in the dungeon (along with its own, highly-trained guards).



Now determine your dungeon's story. Use the hints on pages 179 and 180.

Afterward—The Story

You have just finished creating your dungeon, including the basic historical and background elements. You have mapped an untold number of rooms. You have nearly all the things you need to open the dungeon doors to adventurers. The only thing left before defining encounters and treasures is to add a unifying story, a focus.

If you have played an adventurer in a fantasy role-playing game as well as a game master (if you haven't, you should), think back to all of the dungeon adventures that you enjoyed the most. These engaging, exciting, memorable adventures almost always have a theme which drives them, providing a focal point for adventurers to aim at and a central storyline for adventurers to follow, discovering the pieces as they get closer and closer to the finish. Look at the important pieces of your dungeon and imagine a story to revolve around and connect them all. Among other things, examine:

Your Dungeon's Location: Is your dungeon in an unusual location? Is it under water, at the top of a mountain, in a waterless wasteland? Anything unusual should be explainable in the context of your dungeon's story.

Your Dungeon's Size: The larger a dungeon is, the more important it probably was to the nation or city where it existed. Also, larger dungeons probably contained more important and influential residents. The owner of a large dungeon should have been a particularly powerful individual, and powerful individuals generally signify powerful or valuable possessions. This may indicate that the object of your dungeon could be to recover some extraordinary weapon or magical item. Learning the story of the dungeon owner's life could be the key to recovering the item.

The Distribution of Room Types in Your Dungeon: Is there a large number of Rooms for the Ruler in your dungeon? This could signify that your dungeon housed the ruler of a large nation or powerful city-state. Are there several of a specific type of room, such as several market rooms? A dungeon with several market rooms would have been a mercantile center which would have had huge sums of money changing hands within its walls; adventures

could be driven by a rumor that a huge hoard or shipment of valuables was left in the dungeon when it was abandoned.

The Presence of Certain Rooms: Some rooms may have a story to tell. For example, a spell caster's laboratory could signify the presence of a powerful magical item or spell. A prison, torture chamber or execution room could mean that adventurers need to rescue someone—or escape, if you can arrange for them to be captured. Adventurers may have to find out some valuable piece of information from an oracle, or maybe they need to search a healer's room to find the long lost cure for a deadly plague. If the dungeon has a teleportation room, then perhaps you can teleport the adventurers into the dungeon and then force them to find another way out.

The Placement of Rooms within Your Dungeon: Try to center the main goal for adventurers far away from where they will first enter the dungeon. For example, an oracle room right at the beginning of the dungeon may be interesting, but it should not be the focus of the dungeon. An oracle room at the far end of the dungeon's fifth and final level, though, would be an excellent choice to construct the dungeon's story around.

Your Dungeon's Encounters: If your dungeon has a powerful encounter, like a large dragon, adventurers could be drawn by knowledge that the encounter lives in the dungeon. Encounters, like dragons, which normally own large treasures are particularly effective as lures.

Your Dungeon's Purpose: Why was your dungeon built and how did that purpose lead to the dungeon's ultimate demise? For example, was your dungeon built to defend against an enemy? If so, what sort of conflicts against that enemy involved the dungeon's inhabitants and what were their outcomes? Who was the enemy? What happened to the enemy's civilization after the dungeon fell?

The Militancy, Magic Ability and Other Cultural Factors of the Dungeon's Creators: Could a highly militant, nationalistic race be driven even beyond the grave, resulting in undead protectors for the dungeon? A highly militant race might also have tended to use more deadly traps to protect their home. Magic use is always a wild card, one that could cause anything to hap-

Connect Your Dungeon Elements with a Story

pen. Don't hold back. Be wildly creative. A very artistic society could mean that the adventurers' ultimate aim is to recover some precious artwork for a collector who found rumors of the dungeon's existence. A dungeon built by a poor civilization, or a dungeon with little treasure, indicates that the object of the adventurers' exploration should probably not be the recovery of treasure alone. Perhaps adventurers need to recover a religious artifact.

Your Dungeon's Age: If your dungeon is relatively young (only a few generations since its original owners left), then perhaps some

descendants can send the adventurers in to recover something. Maybe a ruler can send the adventurers in to eliminate whatever danger caused the dungeon to be abandoned in the first place. Dungeons are expensive and take many years to build; a ruler may be happy to allow adventurers to keep any treasure they find as long as the dungeon becomes operable again.

If you would like an example of a completed dungeon and its story, see the Dungeon Example beginning on page 182. "The Gambling Pit" was created using *Central Casting: Dungeons*.



That's it! Define encounter and treasure levels (see pages 11 and 12) and then bring on the adventurers!



Dungeon Example

Jeff needs a great dungeon, fast. Naturally, he turns to *Central Casting: Dungeons*.

Jeff has friends coming over for a fantasy role-playing session tomorrow, and he needs a dungeon that will allow him to exercise his skills as a top notch game master. He wants a dungeon that is large enough that his adventurers will not finish it in one night, but he wants it to be small enough that they will not have to take more than a few sessions to complete it. Considering this, Jeff decides to limit his dun-

geon to fifty dungeon elements. He also decides that the dungeon will be the basic—or standard—type, as opposed to a fortress or a tomb.

After getting together some index cards, graph paper, pencil and percentile dice, Jeff opens up his *Central Casting: Dungeons* book and begins. (See pages 186 to 192 for Jeff's dungeon description and map.)

Beginning

Jeff begins his dungeon with Table 100: Spacing on page 13. Rolling percentile dice and getting a 23, Jeff notes that his dungeon's spacing will be "Tight."

Next, Jeff consults Table 101 with a roll of 40. His entrance is a stairway heading down into the ground. Jeff chooses a location near the center of his graph paper and draws a stairway. A roll of 02 on Table 102 tells Jeff that the entrance door is grand and elaborate. A 42 on Table 103 means that Jeff will have to place his entrance door at the back of a mine, and Table 104, for which Jeff rolls a 33, tells him that the entrance door is trapped.

Jeff turns to page 127 and consults 506 Mine. He rolls against Tables 506a and 506b, finding out that the mine is 20' x 90'. Jeff then discovers that the mine is one large room rather than a series of tunnels. Jeff draws the mine, orienting it so that the stairway that begins the dungeon opens into the center of one of the 90' walls. He labels the mine and entrance door "1," since they are the first dungeon element, and then he writes on an index card, titling it "1 Entrance." On the card Jeff further writes, "The entrance to the dungeon is grand and elaborate, with a great deal of decorative stonework. The entrance door, a double doorway, is located at the back of a mine." (See element 1 of the map on page 188.) To complete element 1, Jeff checks for encounters and treasure. He discovers that there is one encounter of level A and five treasures of level A, four of which are

hidden amongst the rubble and very difficult to find. The mine itself can yield treasure to additional mining activity at the rate of 10% chance for each day spent mining, continuing at this level until 27 treasures of level A are extracted. (See 506 Mine on page 127, and see page 185 for the index card example for element 1.)

Jeff labels the entrance door's trap element 2 and turns to 512 Trap on page 137. Since Jeff knows that the entrance door trap is in an area that must have been frequently traveled by dungeon inhabitants, Jeff skips Table 512a and immediately goes to Table 512b, subtracting 10 from his roll of 60 to get a 50 and a trap designed to catch intruders without much regard to their safety. He decides that the trap is a 10 foot square trap door above a twenty foot deep pit with sheer sides. To work, the trap door must be activated, which guards did before abandoning the dungeon, but once activated the trap uses springs to reset itself automatically after each victim falls through. The trigger for the trap is the trap door itself. It is hinged along the ten foot stretch of floor furthest from the entrance door. The trap door will open if a human-sized creature steps on it anywhere within five feet from the entrance door. For heavier-than-human creatures (or more than one human-sized creature), the trap will spring earlier, and for lighter-than-human creatures it will spring later. There are remains of unlucky victims at the bottom of the trap.

The First Room

Now that Jeff has completed the entrance, he rolls percentile dice and consults Table 105: First Room on page 16. His roll is an 81, so the room is a fortification. Jeff turns to 203 Fortifi-

cation on page 30 and labels an index card "3 Fortification."

On Table 203a, Jeff rolls a 02, so he follows the example of Figure 203.1 and creates a

twisting corridor fortification on his map, labeling it "3." Because this fortification is the dungeon's "first room," Jeff follows it with a corridor branching left and right which also

continues straight ahead. (See element 3 of the dungeon map on page 188, but note that Jeff later eliminated the corridor's left branch—it is blocked by room 7.1.)

Jeff decides to follow the right branch of the corridor first. He rolls percentile dice, getting a 76, and consults Table 151 Corridor Possibilities. He sees that the corridor ends at a door but branches left and right. The even roll, 76, means that this roll against Table 151 covers twenty feet, so Jeff places the end of the corridor twenty feet after it starts. (See the "T" intersection next to element 4 of The Gambling Pit map.)

Jeff rolls against Table 152 Door Possibilities to determine what is behind the door he just

discovered, and a 34 sends him to Table 155 Basic Dungeon Room Types. For that table, Jeff rolls a 46 and turns to page 23 for 350 Living Quarters. There, Jeff rolls a 69. The room behind the door is a library. The library turns out to be 10' x 10' with one encounter and one treasure, each of level A.

Jeff continues rolling, continues mapping, and continues making out new index cards until he has completed the dungeon mapped out on page 183. Once done, he goes over the pencil lines with pen.

During construction, Jeff ran into a few conflicts and decided them on his own and with the aid of the Resolving Conflicts section on pages 8 and 9. Some of Jeff's conflicts were:

At location A on the dungeon map (page 188), the corridor which loops around past 7.1, 7.2, etc., and then doubles back towards 7.3, according to Table 151, should have turned right (south) when it reached 7.3 again. Jeff made it turn left (north), since there was not much room to the right. Additionally, a door at location A was supposed to open into room 7.3. Jeff eliminated that door.

At location B, Jeff extended the corridor 20' straight ahead (east) so that it could turn right (south) without interfering with room 7.2.

Because of the strange shape of room 15, Jeff rejected a result stating that a second corridor should exit from the south wall. See location C.

At location D, after consulting Table 2 Door/Room Conflict on page 9, Jeff eliminated a door that would have opened into room 1.

At location E, Jeff closed a corridor opening to the south so that room 26.6 would fit the available space.

At location F, Jeff opened the corridor east to room 30 rather than south, since there was not enough free space to the south. Also in room 30, at location G, Jeff rolled a 12 against Table 1 Corridor/Corridor Conflicts on page 9

and eliminated a corridor opening to the west.

At location H, Jeff eliminated a corridor because he decided that his dungeon had gone far enough in that direction. After all, the dungeon was only going to be fifty elements, and Jeff was already on element 34.

Jeff shrunk room 40 to fit the available space. He also decided not to put any additional entrances in the room, since there were only ten elements left for the dungeon and he wanted them at the dungeon's southern end.

At location J, Jeff threw out a "door stuck" result from Table 152 because his previous roll had determined that the door was broken from its hinges.

At location K, Jeff added the 10' x 10' alcove prior to room 47 so that room 47 would not overlap room 43.

At location L, Jeff added another 10' x 10' alcove so that room 48 would fit easily. Also, room 48 was supposed to contain a stairway. Since Jeff was nearly finished with his dungeon (there were only two elements left), he decided the stairway should appear after a secret door behind the throne, and it should serve as an escape route. At this point, Jeff decided that the dungeon's only bedroom suite and only great hall must have been built for the same person. So, to prevent that person from having to travel a long distance to go from one to the other, Jeff added a secret corridor.

The Rest of Jeff's Dungeon

Conflicts and Resolutions

After Jeff finishes mapping his dungeon and has index cards for every dungeon element, he begins to work on the dungeon's history, setting, and story. Consulting Why Was This Dungeon Built? on pages 152 to 164, Jeff discovers that the dungeon was built to serve as

a protected home for nobility. The dungeon is located in a flatland which Jeff determines is at about 500' elevation—not terribly high. Water in the area is present in normal amounts, and summers for the dungeon are hot while winters bring snow only on very rare occasions.

Dungeon Background

The dungeon's creators had an extensive military and were extremely aggressive in its use. They had a normal amount of art, were somewhat literate, and had some magic though its use was still extremely rare. The society had average wealth, was very religious, somewhat tolerant, isolationist, and lived under a moderated dictatorship.

800 Why Was This Dungeon Abandoned? reveals to Jeff that the original inhabitants were killed or chased away when an extremely fast acting poison somehow seeped into the dungeon's air supply. The poison has since disappeared, but it could come back. The

dungeon's quick abandonment means that any non-encounter treasure will be increased by 5%. Jeff keeps this in mind and will slightly increase the value of treasures when he translates them from levels into actual gold, silver and valuable objects. (To help himself in this task, Jeff has made his own tables of treasure levels that correspond to his playing group's favorite fantasy role playing game. The table for level A lists such things as "5 pieces of gold," "a silver ring with one small gem worth a total of 10 pieces of silver," etc. You may want to do something similar for your group's favorite fantasy role playing game as well.)

The Story

Now Jeff sits down and looks at what is unique about his dungeon. He immediately notices the three arenas, three game rooms and four weapons training rooms. "Wow," Jeff thinks. "These people sure liked competition." Jeff also notices the dungeon's two torture chambers, oracle room, catacombs, exhibition room, zoo, great hall, and single bedroom suite. While he was designing the dungeon, Jeff thought that some of these rooms seemed out of place, but now he sees that they may fit very well together.

One idea that Jeff considers is a dungeon dedicated to holding trials and resolving disagreements between parties. The arenas could have staged trials by combat, while the great hall could have been used either to set the terms of the combat or to resolve difficulties without any conflict at all. The oracle would have fit into this dungeon as a supernatural source of truth. The torture chambers could have punished guilty parties in any argument, and game rooms could have resolved difficulties between parties without bloodshed when there was no clear indication of guilt or innocence. The catacombs could have held the remains of past judges, and the current judge could have lived in the bedroom suite. The servants in room 27 could have served the judge. The dungeon's generic purpose from Table 701 on page 152, to serve as a protected home, could have meant that it was built to protect the judge and judicial proceedings.

Jeff likes his "Justice Dungeon" idea, but at last he rejects it. He decides that a Justice Dungeon really should have had a larger prison capacity and at least a few bedrooms for visitors or attendants. Also, if a judge was needed to preside over trials, why were there three different arenas? The judge could only have been in one place at a time, unless the other two went through set-up, warm-up, etc., until the judge arrived. Also, the oracle's purpose in the Justice Dungeon should have been more to guide the judge than to assist the parties in a complaint,

but its location seems to indicate it was placed for everyone's use.

Jeff turns to his second idea. Rather than a lawful place, Jeff decides that his dungeon was built as a hideout for criminal gambling activities. The arenas held jousts and combats on which bets were placed. The fighters for these combats were trained in the four weapons training rooms. The game rooms were also locations for heavy wagering and contests of different kinds. The bedroom suite housed the owner of the Gambling Pit (which Jeff decides is his dungeon's name), the servants from location 27 served the owner, and the soldiers in the two barracks protected the dungeon as well as ran the various games and contests. The catacombs held the remains of former champion fighters from the arenas. The zoo and exhibition room served as outlets for the Pit's owner's quirky nature. The great hall was where the owner received wealthy visitors and held banquets in their honor. The torture chambers extracted money from those who were reluctant to pay.

There were no bedrooms for visitors because that way visitors were never humiliated by being evicted after they lost all their money. Instead, visitors stayed above ground in their traveling tents or at the inns of local villages. Broke visitors simply were not permitted inside wagering areas the next day. Besides, room underground was at a premium, and the Gambling Pit would have had to have been huge to provide rooms for all of its visitors.

The oracle room was a gimmick. A human in the room pretended to have precognitive powers, but the cryptic answers he gave to visitors were vague enough to cover almost any possibility. He charged fees that were weighted according to the question and the wealth of the petitioner.

The entrance door was not always elaborate and decorative. Originally, it was disguised to blend in with the rest of the mine walls. That

it now stands out and indicates wealth beyond its door indicates that the presence of the Gambling Pit was widely recognized and accepted by the surrounding communities.

The zoo, library, music room and exhibition room provided diversions for gamblers who needed a break, were running low on funds, or had run out of funds and wanted to wait for a messenger from home to bring them more. Those who owed money waited in the prison. One of the jeweler's duties was to estimate (in favor of the Pit's owner) the value of gems and jewelry that were put up for bets. The blacksmiths provided estimates on the value of weapons, metals, armor, etc. The owner of the Pit used his secret treasure room to store some treasures from his earnings, but

most were snuck away from the dungeon and hidden in another location (an additional campaign for the adventurers!) to prevent angered, impoverished guests from attacking the Pit in an attempt to retrieve lost winnings.

Jeff identifies three possible focal areas for his dungeon: the secret treasure room, the catacombs, and the combination of the exhibition room and the great hall. Of these three choices, the secret treasure room appeals to Jeff the most, and he is certain it will also appeal the most to his adventurers. So, he decides that the adventurers' main goal in investigating the dungeon will be to uncover lost treasure.

Jeff's dungeon follows on pages 186 to 192. Feel free to adapt it for your own campaign.

1 Entrance A stairway, leading down into the ground ends in a dark, damp, 20'x90' mine. The entrance to The Gambling Pit is located at the back of this mine. The double doors are grand and elaborate and surrounded by a great deal of decorative stonework. There is a trap guarding the doors (see element 2). Enc/Treas: Three giant vampire bats/Silver plated door handles (worth about 10 silver coins each if removed cleanly). There is also about 75 silvers worth of raw silver ore hidden among the mine's rubble, dirt and piles of rock. Additionally, the mine itself can still be worked for treasure. A full day of digging gives a 10% chance for a treasure of 10-29 silvers. The 10% goes down by one for each 27 treasures removed from the mine.
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Index Card Example

The index card pictured above represents element 1 of Jeff's dungeon. Note how Jeff has translated the encounter and treasure levels into a game-specific encounter and treasures. This side of the index card, obviously, is the

ruled side. Jeff used the other side, the blank side, to draw an illustration of The Gambling Pit's double-door entrance, an illustration that he planned to show to his party of adventurers.

When building your own dungeon, remember to consult the 15 Steps to a Better Dungeon on page 7.

The Gambling Pit

"The light rain falling on the surface above has trickled down into the descending stairway, making each step slick and dangerous. You proceed cautiously, intent more on your footing than on peering into the darkness below. . . ."

"Finally at the bottom of the stairs, you remove the torches from the wrappings that have kept them dry and fumble about with the tinder for a few moments before sparks catch and ignite. You light one torch, then another, then a third, and at last turn to examine your subterranean surroundings. . . ."

Encounter and treasure levels in this dungeon are left as encounter and treasure levels. If you want to use this dungeon for an adventure campaign, replace the levels with specific encounters and treasures that correspond to

the fantasy role-playing game you are using and the ability of your adventurers to overcome their enemies.

See Encounters and Treasures on page 11 for more information.

Introductory and Background Information

Hundreds of years ago, a warlike civilization grew up on extensive, landlocked flatlands. The culture of this civilization developed largely along military lines, and the kings and nobility who served as military commanders gained a great deal of power and wealth. Competition, especially competition in feats of arms, was very important to these people, and though gambling was officially forbidden, the members of the noble class wagered on contests between their champions and soldiers with only a token effort to conceal their actions.

One of the more popular gathering places for the nobility to hold their competitions was an underground complex called the Gambling Pit. The Gambling Pit began operating during an era when gambling on armed outcomes was not only illegal but vigorously prosecuted. Actions in the Gambling Pit were underground and kept free from prying eyes. Later, when wagering became more accepted, the Gambling Pit grew, and its owner became incredibly wealthy.

One night, a terrible curse befell the Gambling Pit, claiming the lives of nearly every inhabitant, including its master. The few soldiers who were on guard and managed to escape claimed that their companions merely fell asleep and then could not be reawakened. When they, too, began to experience difficulty staying awake, they activated the dungeon's defenses and fled.

Those who frequented the Gambling Pit knew that a new extension had just begun construction. Perhaps the diggers disturbed an ancient burial sight or uncovered something evil and deadly? Nobody ever found out. Within a few years, the kingdom surrounding the Gambling Pit collapsed, and the dungeon's existence faded into legend. The civilization that spawned the Gambling Pit was a secretive one. Very few references to the Gambling Pit existed in any writings other than those of the Gambling Pit's civilization, and when the kingdom collapsed, most of the writings and knowledge of the language went with it.

Additional Information for the Game Master

Adventurers can learn of the Gambling Pit's existence and rumors about its demise by scouring ancient records or by listening to legendary tales handed down mouth to mouth. Any information adventurers do find will almost certainly be from at least a third or fourth hand source. Most of what they discover should be very unreliable. One rumor they should learn about is that, though treasure was routinely taken from the Gambling Pit and stored elsewhere, a substantial amount of loot that had been scheduled for shipment the day after tragedy struck never reached the surface and apparently remains hidden somewhere below ground.

Poison in the air killed most of the Gambling Pit's inhabitants, and their remains still lie throughout the dungeon. The poison entered the dungeon through a crack in the ground opened up during the night by workers who were extending a new corridor just south of dungeon element 45. Most dungeon inhabitants who were awake when the poison entered the dungeon managed to escape with their lives, but nearly all those who were sleeping perished. Whether the poison existed in the ground naturally or was magically placed there by an angry visitor to the Gambling Pit cannot be known, but there is a

possibility that additional poison remains in the walls of the unfinished corridor where it originally emanated. For every day spent digging at that location by one human-sized adventurer, roll percentile dice. A result of 00-04 means that the adventurer has discovered another pocket of the same poison that killed the Gambling Pit's inhabitants. The poison has a very faint sweet smell, and its release will be accompanied by a soft hissing sound that will

last for several hours. After a few hours of exposure, the poison will first render unconscious and then kill anyone who breathes it. The poison is heavier than air, so leaving the dungeon will save anyone threatened by it. This also means, however, that a long time will have to pass before the poison dissipates naturally and the dungeon is safe to explore again.

Element 1: The entrance to the dungeon, which is located after a stairway down into the ground and a 20' x 90' mine, is grand and elaborate, with a great deal of decorative stonework. The entrance door, a double doorway, is located at the back of a mine, and it is trapped (see element 2). Enc/Treas: A/A. There are also four treasures of level A in the form of raw ore hidden among the mine's rubble, dirt and mined rock. Additionally, working the mine can still produce treasure. A full day of digging provides a 10% chance to yield a treasure of level A. This percentage chance is reduced by one for each 27 treasures of level A removed from the mine.

Element 2: The entrance doorway is trapped. A hidden trap door covers a 10' x 10' square area in front of the entrance door. The trap door opens to a twenty foot deep pit with sheer sides. When the dungeon was in use, this trap door was not activated except during emergencies. When the dungeon was abandoned, however, fleeing guards activated the trap by throwing a lever located on the wall a little inside the entrance doorway. The trap door is hinged along the floor 10' away from the entry door. It can hold a small amount of weight without opening, but anything man-sized that walks to the center of the trap door will definitely set it off. For heavier-than-human creatures (or more than one human-sized creature), the trap will spring earlier, and for lighter-than-human creatures it will spring later. Once sprung, the trap door automatically resets itself. The remains of unlucky victims rest at the bottom of the trap's pit.

Element 3: The twisting corridor after the dungeon's entrance is a fortification. The "L"-shaped wall with a door on it has crossbow loops all along its length, and the door itself is very thick and heavily reinforced with iron.

Element 4: This room is a small library. Each of the three walls that has no door is covered with shelves full of books. In the room's center is a small table and one small bench. On the table are two candles. The books are mostly in the language of the dungeon's original inhabitants, a language that is long dead and forgotten. A lengthy period of study in the library could allow a bright adventurer to gain a minimal knowledge of the lost language. Many of the books deal with the rules for jousts, competitions,

games, gambling and the like. Enc/Treas: A/A.

Element 5: This is a trap. The door at the end of this corridor is a fake. Any attempt to open it or break it down will cause a 10' x 10' trap door in the floor in front of the door to open up, dropping anyone on it down into a 10' pit that has spikes covering the floor. The trap then resets. There are remains from previous victims stuck in the spikes.

Element 6: This is a trap. The door at the end of this corridor is trapped. Any attempt to use its handle or to break it down will cause a 10' x 10' net to fall from the ceiling, making a loud noise as it is released and covering the end of the corridor. The trap will not reset, and the door will only open, bypassing the trap, if it is pulled from the middle hinge on the left.

Element 7: Dungeon element seven is a zoo comprised of seven holding pens (7.1, 7.2, 7.3, 7.4, 7.5, 7.6, and 7.7). The pens are basically empty. Past their barred and locked doors are visible the skeletal remains of the pens' former inhabitants. At the back of room 7.4 there is a secret compartment hidden in the wall where the master of the Gambling Pit used to hide some valuables and personal effects. There are some personal items still in the compartment—mostly scrolls with business records, but there are enough other trinkets to comprise a treasure of level A.

Element 8: This room, which contains a small raised wooden stage surrounded by benches and chairs, is a music room. Here performers used to provide musical entertainment for visitors to the gambling pit while they waited to enter the main arena (room 10). Enc/Treas: A/A

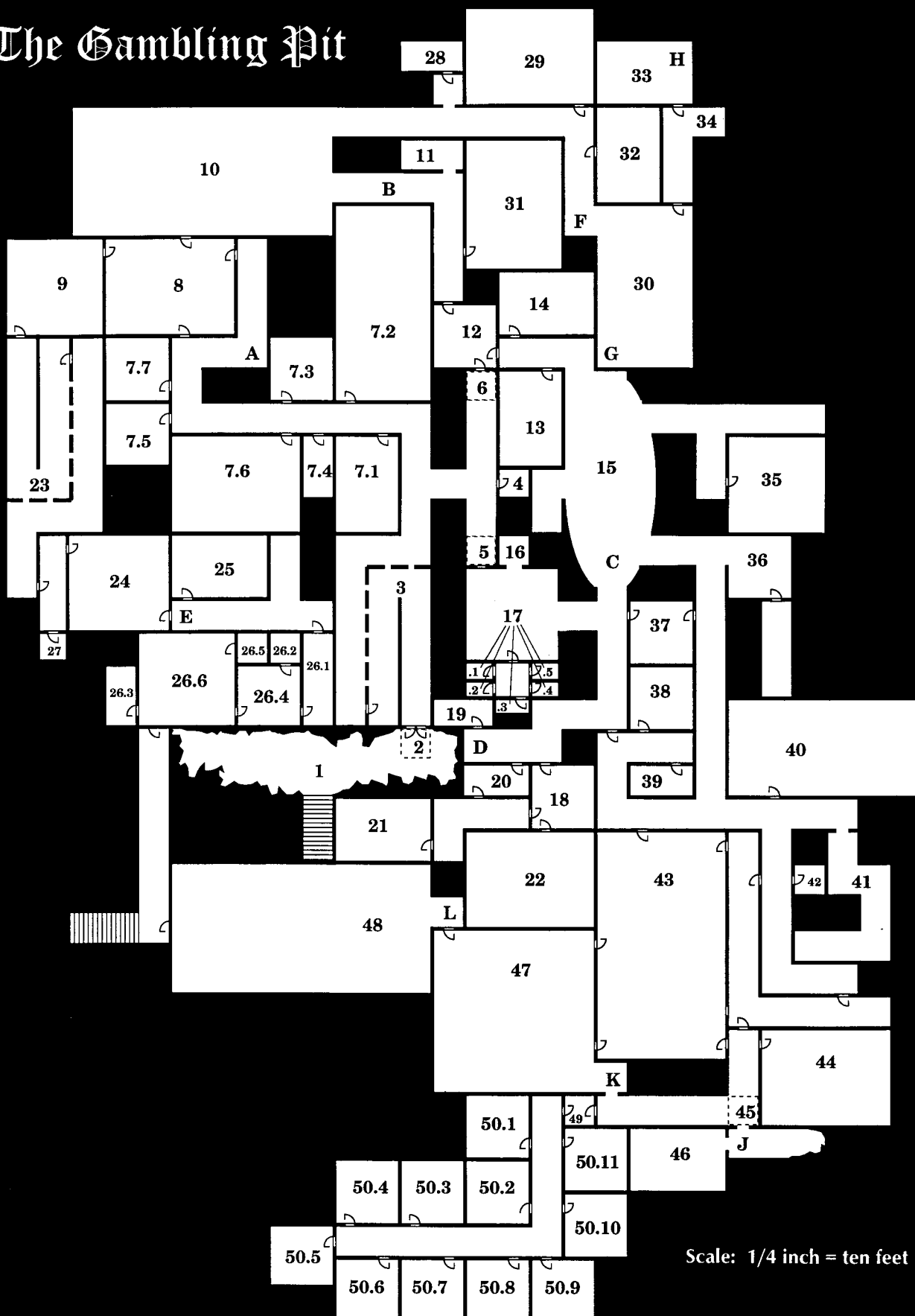
Element 9: Next to the music room is a guard room. Guards in here permitted only personal guests of the Gambling Pit's master to pass through and into the master's personal training room (24), game room (25) and bedroom suite (26). This guard room contains tables, benches and weapons racks.

Element 10: This room is a large, open arena. Tapestries depicting battles and wagering hang on all the walls. Enc/Treas: AA/AA.

Element 11: The door to room 11 is broken from its hinges and lies on the floor at the room's entrance. The room originally housed a tapestry weaver and his work. Inside there is a bed, table, bench, some cloth and thread, a few

Dungeon Elements

The Gambling Pit



thick needles, two chests containing some personal items and additional cloth, and a frame for holding a tapestry-in-progress. Most of the many tapestries hanging throughout this dungeon were made in this room. Enc/Treas: -/A.

Element 12: This is a game room in which dungeon visitors wagered on games of chance. Inside there are a couple of tables and several benches. There is writing on the eastern door that reads, in the long lost language of the dungeon's former inhabitants, "Fairness, fairness. All games must be played fairly." If an adventurer spends three days doing research in the library (element 4), then he or she should be able to get a rough idea of what the writing says.

Element 13: Dungeon element 13 is a weapons training room. The floor is bare. The walls hold tapestries depicting great martial exploits, and between the tapestries hang weapons racks that hold blunted, padded weapons. Enc/Treas: A/A.

Element 14: This is a jeweller's room. The dungeon jeweller spent most of his time estimating the value of gems and jewelry that were placed as wagers on many of the arena competitions and games of chance. He spent his spare time crafting jewelry for the dungeon's master. In this room there is a small forge, bellows, fine hammers, calipers, vices, molds and other tools for fine metalworking. There are also a couple tables and benches. Fastened to the top of the tables there are small, locked chests in which the jeweller kept his scraps of material and works in progress. This room's small amount of treasure is all locked in those two small chests. Enc/Treas: B/AA.

Element 15: This room is an oval-shaped arena. Like the walls of room 10, another arena, this room's walls bear tapestries depicting wealth, wagering and battle. Enc/Treas: C/C.

Element 16: This small alcove (about 5' high and 5' wide) is covered by a large tapestry. In the alcove rests a ballista which is aimed at the door directly south of it. If the door on the south wall of 17 is disturbed, the tapestry will quickly lift up and the ballista will fire, sending a four foot wide blade hurtling across the room and slamming into the southern door about three and one-half feet above the ground. Anyone standing in the way of the flying blade will have a very unpleasant experience. Lifting the tapestry also triggers the ballista, which can reload for a total of five shots. After each shot the tapestry will lower to its original position. The trap can spring about once every fifteen seconds. This trap was activated when the original inhabitants of the dungeon fled.

Element 17: Dungeon element 17 is a guard room and a small prison. The guard room (17.1) has one table and several benches. In the center of the north wall is a large tapestry depicting a thief being led to the gallows (see 16 for what is behind the tapestry). The tapestry hangs

from a narrow opening in the ceiling and extends all the way to the floor. Near the southern door to this room lies the skeletal remains of some bipedal creature. The skeleton has been cut in two, probably by the large curved blade attached to a metal bar like the top of a "T"—it looks like the projectile from a ballista—which lies on the ground not far from the skeleton. The southern door itself has a wide cut in it about three and one-half feet above the ground (see 16). The five prison cells (17.2, 17.3, 17.4, 17.5, 17.6) are all empty except for scratchings and meaningless messages left on their walls by long ago prisoners. The doors to the cells and the southern door of room 17 are all locked.

Element 18: The south door to this game room is stuck and must be broken down to be passed through. There are a couple of tables in this room, a few benches, and some tapestries on the walls that depict game-play.

Element 19: This room is a torture chamber in which those who could not make good on lost bets were punished. There is a coffin-shaped box in which a victim could have been confined until he or she agreed to pay. There are some vials of acid on a shelf hanging from the west wall that were also used for persuasion. Enc/Treas: A/A.

Element 20: This small guard room contains a couple of benches and one small table. Guards from this room often assisted at the torture room. There is one corpse in this room, beside the table. Enc/Treas: A/A.

Element 21: Dungeon element 21 is a potter's room. Pots from this room were used to hold wagers. Gold, jewelry, silver or anything else put up for a special wager between two parties was put into a pot which was then sealed for safe keeping. Of course, some of the wager was kept aside in a separate, smaller pot as a share for the Gambling Pit's master. The winner of the wager took the larger pot and its contents. In this room is a kiln, brushes, dried paints and dried clay as well as a few tables and benches.

Element 22: This room appears to be completely empty. In reality, it is completely empty.

Element 23: Dungeon element 23 is a fortification similar to dungeon element 3.

Element 24: This room, a special training room for the Gambling Pit's master and his few hand-picked champions, is completely bare except for a few weapons racks which contain blunted and padded weapons.

Element 25: This game room is elaborately decorated with rich wall tapestries and a large, ornate table in the room's center. Small tables along the walls hold pitchers for wine and trays for food. The large table is surrounded by ornately carved chairs. This was the gaming room of the Gambling Pit's master. He held special contests in this room for close friends and the most wealthy or powerful visitors. Enc/Treas: A/A.

Element 26: This is the master's bedroom suite. Anyone who takes anything from this suite will be cursed with incredible bad luck and haunted by the long deceased master of the Gambling Pit. The only way to break this curse and end the haunting is to take the master's remains from the bed in 26.6 and place them in the empty niche in the Pit's catacombs (dungeon element 41).

Room 26.1 is a small entry/guard room that contains one table and a few benches. Enc/Treas: A/-.

26.2 is a small private dining room with an ornate table, a few chairs, and a couple of wall decorations. Enc/Treas: -/A.

26.3 is a private bath room which has a wooden tub, a kettle above a fire pit, and a few buckets for carrying water. Enc/Treas: -/-.

The sitting room, 26.4, has a large picture of the dungeon's master hanging from the west wall. If the picture is true, he was a strong man with very dark features, black hair, a black moustache, and deep, penetrating eyes. He is dressed in deep red and royal purple. There are also several comfortable chairs in this room resting on a rug that at one time must have been luxurious but now looks worn, torn and filthy. Enc/Treas: AA/A.

The door from 26.6 to 26.5 is actually the entire 10' x 10' section of stone wall, which swings out only if five stones on its surface are pressed in the right order: 3, 2, 1, 4, 5. The fact that this wall segment moves at all, or that a room exists behind it, is cleverly concealed. Inside room 26.5, which served as the master's secret treasure room, there are fourteen sealed pots, each of which contains the master's shares from wagers made in the dungeon. Six of the pots are each worth a treasure of level A. Five of the pots are each worth a treasure of level B. Two of the pots are each worth a treasure of level C. One of the pots contains a treasure of level D.

The door to the master's bedroom (26.6) is firmly locked. The master's bedroom contains an ornate bed on which sleeps the skeletal remains of the dungeon's master, resting peacefully in oblivion. There is also a wardrobe containing rich clothing, a table with a few chairs, a chest, a thick woven rug, and a stand on which hangs the master's chain armor, shield, great helm, sword, two daggers, crossbow and quiver full of crossbow bolts. The door on the southern wall of the master's bedroom is concealed in the back of the wardrobe. If the clothing is removed from the wardrobe, the door will be relatively easy to find. It is locked and must be broken down if adventurers want passage. Enc/Treas: -/AABC.

Element 27: This small servants' quarters contains two beds and two chests for the dungeon's master's personal servants.

Element 28: Dungeon element 28 is a torture chamber in which victims were either put

on a rack for stretching or cut with knives. Sometimes they were put on a rack and cut with knives. There is a 10' x 10' guard room preceding the torture chamber. The door from the corridor to the guard room has been broken down and splintered across the guard room's floor, as has the two benches that once sat against the guard room's walls. For the torture chamber, Enc/Treas: B/B.

Element 29: This is the oracle's room. The room is ornately decorated with tapestries and carved stonework. A stone chair where the oracle used to preside sits in the center of the far wall. The room also contains some stone statues of legendary figures of wisdom, one of which strongly resembles the oracle. The oracle himself was a fake who only pretended to be able to see the future. He took money from visitors (splitting his take with the Gambling Pit's master) and gave the petitioners cryptic messages that he could later twist to account for almost anything that happened. If adventurers examine this room's tapestries and decorations closely, they should be able to discover that the room had something to do with divining the future, and that the stone chair was the focal point.

Element 30: This room was a weapons training room. There are weapons racks on the walls containing blunted and padded weapons. Also hanging from the walls are some heavily padded pieces of armor. On the south wall are some archery targets, and propped against the east wall are two wooden dummies scored with numerous cuts and punctures. The door on the north wall of this room is stuck and must be broken down if adventurers wish to pass through it.

Element 31: This is a blacksmith's room, complete with all the usual equipment: forge, bellows, hammers, vices, barrels which once held quenching liquids, etc. There are also two suits of human-sized chain armor and a few weapons. One of the suits of armor has several weak links in it and will fall apart if used under combat conditions. Enc/Treas: -/A.

Element 32: Dungeon element 32 is a granary which contains a small millstone and some shattered pieces of barrels and pots that once held grain. Enc/Treas: B/B.

Element 33: Room 33 is a weapons training room. The floor is bare. There is one wooden dummy, scored and splintered, resting in the northeast corner of the room, and there are tapestries and weapons racks on the walls. The weapons racks hold a couple of blunted, padded weapons.

Element 34: This 10' x 10' alcove contains two benches where guards were once stationed.

Element 35: This once served as a blacksmith's room. The room contains an assortment of blacksmith's equipment and tools including a forge, bellows, hammers, barrels for quenching and some piles of raw metals. There are also

two swords in the room, one of which is still brittle and will shatter if struck hard.

Element 36: This is a wheelwright's room. Some of the surface roads leading to the Gambling Pit were treacherous, and visitors' cart wheels sometimes needed repairs or replacing. Enc/Treas: -/A.

Element 37: This room is a guard room. It contains an empty weapons rack, a table, and a few benches.

Element 38: Room 38 is a seamstress' room. Inside are a couple of tables, some benches, and lots of cloth, thread, needles, pins, etc. There are also two spinning wheels and some raw wool as well as some dried dyes and a few buckets. Enc/Treas: -/A.

Element 39: Room 39 is a latrine. It contains several benches with holes in them and more wooden buckets than benches.

Element 40: This room is an arena. Benches ring the arena's perimeter, and the walls hold several decorative tapestries which depict martial scenes. Enc/Treas: B/B.

Element 41: The door to this room is smashed and splintered all over the corridor leading towards it. Dungeon element 41 is the dungeon's catacombs. Every ten feet there are three wall recesses, each of which contains one corpse. Only one catacomb niche, the middle one on the last wall segment, is empty. The bodily remains are dressed in traditional burial garments, and some personal effects are placed with each one. Each recess has a 10% chance for a treasure of level A, but each treasure will only be visible without moving the corpse 25% of the time. There is a 3% cumulative chance each time anything is taken from the catacombs that all 44 corpses will rise and try to take the items back. They have done this once before—that is why the door is splintered and strewn about outside the catacombs. There is a separate 1% cumulative chance each time any corpse is disturbed that all the corpses will reanimate to seek revenge. If the corpses reanimate, they will chase their victims until they catch them or they drive them from the dungeon, then the corpses will return to their resting places.

Element 42: Room 42 is a small guard room which contains one table, two benches, and two corpses on the benches slumped over the table. Enc/Treas: A/A.

Element 43: This room is the dungeon's mess hall. Inside there are many tables and benches. In the center of the room is a large fire pit, while on the southern wall there are two stone ovens. Near the ovens lie the skeletal remains of three former dungeon inhabitants. The middle door on the eastern wall is a fake, placed there for decoration. It was apparently won in a wager and then put on display in the mess hall. Enc/Treas: C/C.

Element 44: This barracks room is filled with two-level bunk beds and chests that be-

longed to the Gambling Pit's common soldiers. There are accommodations for forty-two. About half of the beds hold corpses, while a few skeletal remains are on the floor. The chests contain old, worthless clothing and some almost worthless personal possessions. Enc/Treas: A/A.

Element 45: The trap at location 45 was set before the dungeon's original inhabitants abandoned their home. It was designed to kill its victims slowly, perhaps enabling them to be saved by someone the trap failed to capture. The trap is currently disabled, because the door that triggered it has been removed and destroyed. When the trap operated, it was a twenty foot deep pit that opened, closed, and then held its victims until they died of thirst. There are remains at the bottom of the pit, which, covered, now looks like any other section of floor. There are also the remains of three former dungeon inhabitants, each with digging tools, in the unfinished corridor just south of this location.

Element 46: The door to this storeroom, like that for the trap at 45, has been torn from its hinges and destroyed. This storeroom once contained food, but now there are only the broken remains of barrels, torn scraps of sacks and broken shards of pottery.

Element 47: The door to this room has been broken from its hinges and leans against a nearby wall. Dungeon element 47 is the exhibition room of the Gambling Pit's master's winnings. Inside, he placed strange objects that he won in wagers with visitors to the Gambling Pit. The objects on display are items that were associated with the honor or identity of the visitors who lost them. None of the objects has any other intrinsic value. If they had, they would have been sold for money or transferred to a more secure location. Among the objects in the exhibition room: a few locks of hair, a couple of braids, a few full beards, the crests off of a few helmets, some brass signet rings, several decorative shields—not made for combat but emblazoned like the arms of those who lost them, three pairs of shoes, a collection of several shirts and other pieces of clothing, a glass eye, some horse shoes, a whip, five swords which bear decorations on their blades but are otherwise unremarkable, a couple of brightly feathered arrows, etc. There is a corpse on the ground near the entrance to this room.

Element 48: Dungeon element 48 is a great hall. A decorative throne sits a little bit removed from the middle of the west wall, and the walls are full of large tapestries, decorative stonework, and shields—all of which bear the same heraldry, an open hand encircled by a dragon and resting on a crimson field. Under each shield is a life-like statue of one of the Gambling Pit's great champions, each of which is now entombed in the catacombs (41). There are a total of sixteen statues, one on either side of the throne and seven equally spaced on each of the

north and south walls. The floor of the great hall is mostly bare, but impressions on the ground show where tables and chairs were once set up for special banquets. Behind the throne is a concealed door made out of stone which can only be located by a thorough search. Currently, the door is locked. If a small stone about four feet from the ground is removed from the wall the door's keyhole will be revealed. Behind the concealed door is a passageway to the master's bedroom (26.6) which emerges in his wardrobe. Also behind the concealed door is a stairway that leads to a hidden door on the surface up above. A great deal of foliage has grown up around and over the doorway to the surface, and the hinges have rusted shut, so that door will be extremely difficult if not impossible to open. It will almost certainly have to be broken down, and that will take a substantial effort. Enc/Treas: BB/BB.

Element 49: This 10' x 10' room is a small guard room that precedes the barracks for the Gambling Pit's large mercenary force. One table and two benches are in this room. There is a corpse on the ground near the table.

Element 50: These eleven rooms once housed the mercenaries who were paid to help protect the Gambling Pit and make sure that peace was kept among all visitors. Each room has a single bed and a chest for each of its inhabitants.

Room 50.1 has accommodations for four, and two of its beds contain the remains of former

inhabitants. Enc/Treas: -/A.

Room 50.2 has accommodations for four, but only one bed contains remains. Enc/Treas: A/-.

Room 50.3 has accommodations for two. It has a table with chairs as well, and there are no remains. Enc/Treas: -/-.

Room 50.4 has accommodations for four. Three beds hold the remains of former inhabitants, and one corpse is sprawled out on the ground. Enc/Treas: -/B.

Room 50.5 has accommodations for four and two of the beds contain corpses. Enc/Treas: A/A.

Room 50.6 contains accommodations for only two. It has a table and a few chairs, and one corpse lies on the ground near a bed. Enc/Treas: -/-.

Room 50.7 has accommodations for four. Enc/Treas: -/-.

Room 50.8 has accommodations for four. Enc/Treas: -/-.

Room 50.9 has accommodations for four, and one bed holds a corpse. Enc/Treas: A/A.

Room 50.10 has accommodations for four and all four beds contain corpses. Enc/Treas: A/AA.

Room 50.11 has accommodations for two. It has a table with a few chairs, and both beds contain corpses. Enc/Treas: A/A.

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