

Øone's BLACK & WHITE

DUNGEON OF TERROR

Random Encounter Tables

How to Use This Product

This file contains 16 random encounter tables specifically designed for use with The Dungeon of Terror; feel free to change anything you want in order to suit your tastes.



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Øone's Black & White: Dungeon of Terror - Virtual Boxed Set®

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This file is part of the Dungeon of Terror Virtual Boxed Set® and can not be sold separately

Dungeon of Terror #1 Orcs' Nest

Table 1 - (Roll 1d20)

1	1d2 orcs soldiers
2	1d4 orc soldiers
3	1d6 orc soldiers
4	2d4 orc soldiers
5	1 orc sergeant and 1d4 orc soldiers
6	1 orc sergeant and 2d4 orc soldiers
7	1d6 dire wolves
8	1d6 dire wolves and 1 beastmaster
9	1 acolyte and 1d6 orc soldiers
10	2 acolytes and 1d6 orc soldiers
11	1 sergeant, 1 acolyte and 1d6 orc soldiers
12	2 beastmasters and 2d6 dire wolves
13	1 king's guard and 2d6 orc soldiers
14	1 king's guard and 1d4 sergeants
15	1 king's guard, 1 sergeant and 1d6 orc soldiers
16	1d4 king's guards
17	1d4 king's guards and 1d6 dire wolves
18	2d4 king's guards
19	1d6 king's guards and 1 acolyte
20	Roll on Table 2

Table 2 - Special Table (Roll 1d6)

1	Roll again on Table 1
2	Greatfang and 1 beastmaster
3	Greatfang and roll again on Table 1
4	Rrrrakkg and 1d6 acolytes
5	Kruedgoor and 1d6 king's guards
6	Rrrrakkg, Kruedgoor and roll again on Table 1

Note: Unless encountered before:

- King Kruedgoor is in the audience chamber or in the council chamber with 2d6 king's guards
- Greatfang is in his cage with 1 beastmaster
- Rrrrakkg is in the Temple, in the library or in his bedroom with 1d6 acolytes

Dungeon of Terror #2 Assassins' Brotherhood

Table 1 - (Roll 1d20)

1	1d2 thugs
2	1d4 thugs
3	1d6 thugs
4	2d4 thugs carrying a prisoner
5	1 assassin and 1d4 thugs
6	1 assassin and 2d4 thugs
7	1d6 thieves
8	1d6 thieves and 1 assassin
9	1 ninja and 1d6 thieves
10	2 ninjas and 1d6 thieves
11	1 assassin, 1 ninja and 1d6 thugs
12	2 ninjas and 2d6 thieves carrying a prisoner
13	1 expert assassin and 2d6 thugs
14	1 expert assassin and 1d4 thieves
15	1 expert assassin, 1 thief and 1d6 thugs
16	1d4 expert assassins
17	1d4 expert assassins and 1d6 thieves
18	2d4 expert assassins
19	1d6 expert assassins and 1 ninja
20	Roll on Table 2

Table 2 - Special Table (Roll 1d6)

1	Roll again on Table 1
2	Zandaria and 1 ninja
3	Zandaria and roll again on Table 1
4	Shine and 1d6 expert assassins
5	Shine and 1d6 ninjas
6	Shine, Zandaria and roll again on Table 1

Note: Unless encountered before:

- Shine is in the Banquet Hall or in his alcove with Zandaria
- Zandaria is in the Banquet hall, in the training hall, or in the alcove with Shine
- Ick, the garbage eater is always in his lair

Dungeon of Terror #3 Mad mage Chambers (East)

Table 1 - (Roll 1d20)

1	Mechanical trap (difficulty: easy)
2	Mechanical trap (difficulty: medium)
3	Mechanical trap (difficulty: hard)
4	Magical trap (difficulty: easy)
5	Magical trap (difficulty: medium)
6	Magical trap (difficulty: hard)
7	1d6 thugs and 1 assassin carrying a prisoner
8	1d6 orc soldiers and 1 orc sergeant carrying loot
9	1d4 runed vampires (see Lord of the Undead)
10	NPC group (level: low)
11	NPC group (level: medium)
12	NPC group (level: high)
13	1d6 drow carrying a sacrificial victim
14	1d4 sahuagin
15	1d6 sahuagin and 1 sahuagin mutant
16	1d6 sahuagin mutant
17	Riddle trap (difficulty: easy)
18	Riddle trap (difficulty: medium)
19	Riddle trap (difficulty: hard)
20	Roll on Table 2

Table 2 - Special Table (Roll 1d6)

1	Roll again on Table 1
2	Sahuagin Lord and 1d6 sahuagin mutant
3	Medusa and 1d8 goblin servants
4	Sir Maximus
5	Sir Maximus and 1d4 ghosts
6	Sea God (fiendish sahuagin) and sahuagin Lord

Note: Unless encountered before:

- Sir Maximus is in the Tomb of Sir Maximus
- The Medusa is in the Medusa lair
- The Sea God appears (if no offers are brought) in the Chamber of the Sea God

Dungeon of Terror #4 The Maze

Table 1 - (Roll 1d20)

1	Teleport trap (difficulty: easy)
2	Teleport trap (difficulty: medium)
3	Teleport trap (difficulty: hard)
4	NPC group of lost adventurers (level: low)
5	NPC group of lost adventurers (level: medium)
6	NPC group of lost adventurers (level: high)
7	1d6 members of the band of Eramil
8	1d4 zombie minotaurs
9	1d6 zombie minotaurs
10	2d4 zombie minotaurs
11	Pitfall trap (difficulty: easy), avoid if led by Eramil
12	Pitfall trap (difficulty: medium), avoid if led by Eramil
13	Pitfall trap (difficulty: hard), avoid if led by Eramil
14	1 Water Elemental
15	1d4 Spectral minotaurs
16	1d6 Spectral minotaurs
17	2d4 Spectral minotaurs
18	1d8 Spectral minotaurs and 1d4 zombie minotaurs
19	NPC group possessed by spectral minotaurs
20	Roll on Table 2

Table 2 - Special Table (Roll 1d6)

1	Roll again on Table 1
2	Eramil and 1d6 members of his band
3	Huge Water Elemental
4	Major teleport trap (difficulty: very hard)
5	Spectral minotaur lord and 1d8 spectral minotaurs
6	Zombie minotaur lord and 1d8 zombie minotaurs (carrying 1 magical horn)

Note: Unless encountered before:

- Eramil is in Eramil band room
- The spectral minotaur lord and the zombie minotaur lord are in the minotaur slaying room
- The huge water elemental is in the flooded room

Dungeon of Terror #5 Mad Mage Chambers (West)

Table 1 - (Roll 1d20)

1	1d6 orc soldiers and 1 orc sergeant carrying loot
2	1d6 thugs and 1 assassin carrying a prisoner
3	1d4 spectral minotaurs
4	NPC group (level: low)
5	NPC group (level: medium)
6	NPC group (level: high)
7	1 high level insane wizard
8	1 mid-level insane druid and 1d8 beasts
9	1d4 lesser horned devils
10	2d4 lesser horned devils
11	2d4 lesser horned devils and 1 horned devil
12	1d6 drow carrying a sacrificial victim
13	1d2 stone golems
14	1d4 stone golems
15	1d6 animated books
16	2d4 animated books
17	1d6 harpies
18	2d4 harpies
19	1 Roper
20	Roll on Table 2

Table 2 - Special Table (Roll 1d6)

1	Roll again on Table 1
2	Mikrrragh, high level orc guardian
3	Horned devil Lord and 1d6 horned devils
4	Rakaguuth, the white dragon (if chamber size allows it)
5	Gjandahya, queen of harpies and 1d10 harpies
6	Gathmarkar the Treant and Jimark Evil Druid treant-tender

Note: Unless encountered before:

- Gathmarkar the Treant Jimark Evil Druid treant-tender are in the Yellow Tree
- Mikrrragh is in the Guardpost
- Rakaguuth, the white dragon is in the room of the White Dragon
- Gjandahya, queen of harpies is in the Chamber of the Bone Organ (playing it)
- The horned devil lord is in the Arena (50% chance)

Dungeon of Terror #6 Lord of the Undead

Table 1 - (Roll 1d20)

1	2d6 Zombie
2	1d6 Skeleton guardian
3	1d4 Skeleton guardian and 1d8 zombie
4	2d10 Crawling claw
5	2d4 Mummy
6	2d4 Mummy and 1 mummy lord
7	2d4 Ghoul
8	2d4 Ghoul and 1d2 ghaſt
9	1d4 Runed vampire
10	2d4 Runed vampire and 1 Varlania's guard
11	1d3 Mohrg
12	1d8 Wight
13	2d6 Wight
14	1d4 Vampire spawn
15	2d4 Vampire spawn
16	1d8 Vampire spawn and 1 runed vampire
17	1d4 Lich spawn
18	2d4 Lich spawn
19	1d8 Lich spawn and 1 lich elite
20	Roll on Table 2

Table 2 - Special Table (Roll 1d6)

1	Roll again on Table 1
2	2d4 Varlania's guard
3	2d4 Lich elite
4	Varlania the Vampiress and 2d4 Varlania's guard
5	Alseriak and 2d4 Lich elite
6	Alseriak and Varlania

Note: Unless encountered before:

- Alseriak is in the Grand Library of Necromantic Knowledge
- Varlania is in the Varlania's Crypt

Dungeon of Terror #7 Mad mage Chambers (South)

Table 1 - (Roll 1d20)

1	1d6 Zirdan's zombie
2	2d4 Zirdan's zombie
3	2d6 Crawling claw
4	1d6 drow
5	2d6 drow
6	1d8 drow and 1 priestess
7	1d6 drow carrying a sacrificial victim
8	1d4 Wikka's servant
9	2d4 Wikka's servant
10	1d6 Smugglers
11	2d6 Smugglers carrying goods
12	NPC group (level: low)
13	NPC group (level: medium)
14	NPC group (level: high)
15	Magical trap (difficulty: easy)
16	Magical trap (difficulty: medium)
17	Magical trap (difficulty: hard)
18	1d3 Helmed horror
19	1d6 Helmed horror
20	Roll on Table 2

Table 2 - Special Table (Roll 1d6)

1	Roll again on Table 1
2	Wikka and 1d6 Wikka's servant
3	Zirdan and 1d6 Zirdan's zombie
4	Ingrlai and 1d6 drow
5	Zirdan and Wikka
6	Pit Fiend

Note: Unless encountered before:

- Zirdan is in the Necromancer's Laboratory
- Wikka is in the Witch Lair
- Ingrlai is the Sacrificial Chamber (50% chance)
- The pit fiend is in the Hall of Watching Thrones (automatic if things are moved or 10% chance)
- The helmed horrors are in the Armored Knight's Last Stand rooms

Dungeon of Terror #8 Scrag's Caverns

Table 1 - (Roll 1d20)

1	1d6 Band of Fine Spirits members
2	2d4 Band of Fine Spirits members
3	2d6 Band of Fine Spirits members
4	1d6 Zirdan's zombie
5	1d6 drow
6	1d4 Wikka's servant
7	1d4 Sea Troll
8	1d6 Sea Troll
9	2d4 Sea Troll
10	1d4 Smugglers
11	2d4 Smugglers carrying goods
12	NPC group (level: low)
13	NPC group (level: medium)
14	NPC group (level: high)
15	1d4 Violet fungus
16	1d6 Violet fungus
17	1d6 Violet fungus and 1 shrieker
18	1d4 Mad cultist
19	1d6 Mad cultist
20	Roll on Table 2

Table 2 - Special Table (Roll 1d6)

1	Roll again on Table 1
2	Gniwagrix
3	Gniwagrix and 1d6 Band of Fine Spirits members
4	Greenstinger
5	Shellbreaker and 1d6 sea trolls
6	Shellbreaker and Greenstinger (fighting each other)

Note: Unless encountered before:

- Greenstinger is in his lair