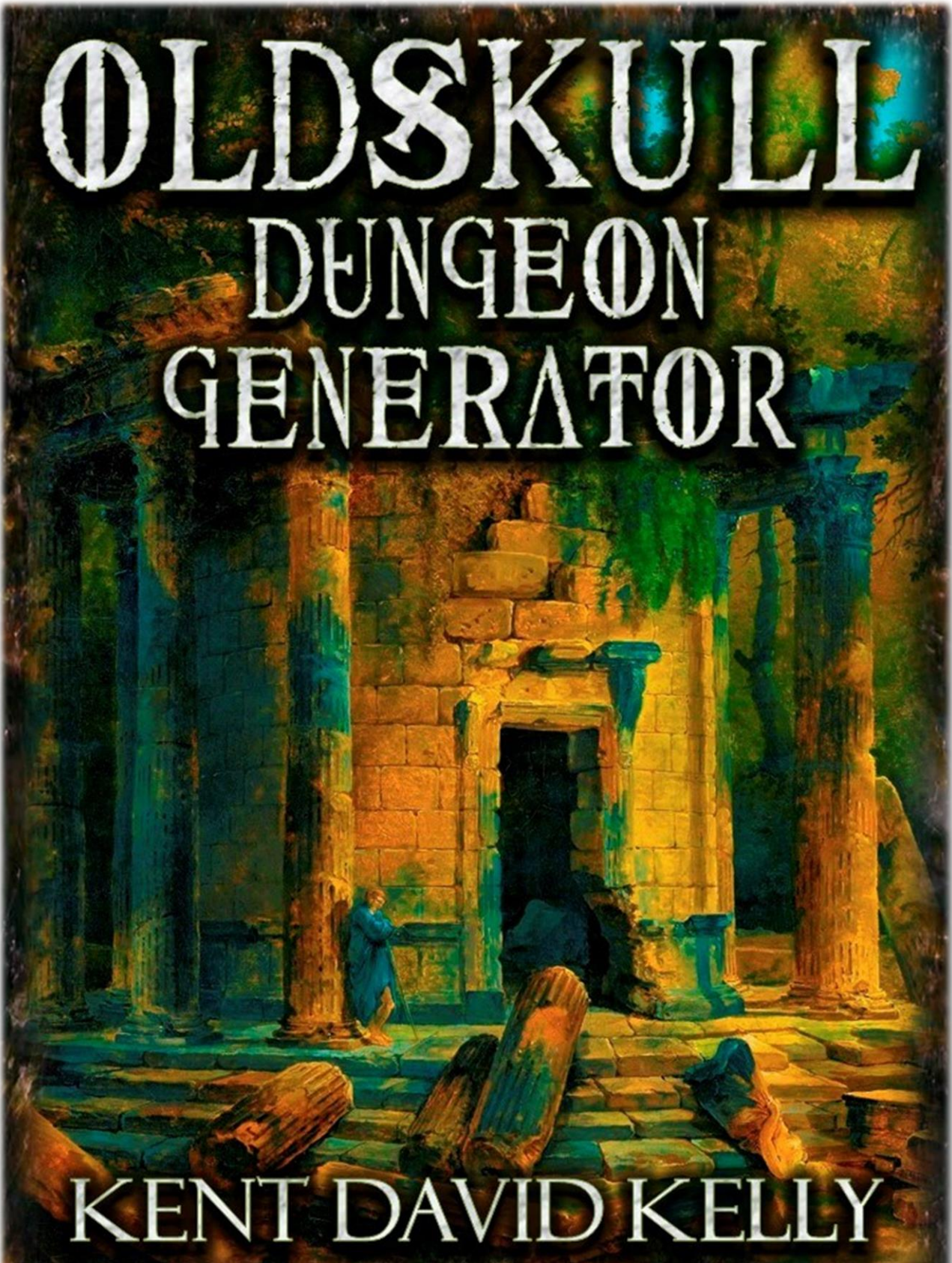




OLDSKULL DUNGEON GENERATOR

KENT DAVID KELLY



THE OLDSKULL DUNGEON GENERATOR: LEVEL ONE

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Albrecht Durer, Ludvig Sandoe Ipsen,
KDK, Et Alii**

INTRODUCTION

Hello, and welcome to GEN2: The Oldskull Dungeon Generator: Level 1, the second in a series of Castle Oldskull “table-ready play books” from Wonderland Imprints. Unlike my deluxe releases, which tend to be many hundreds of pages in length, the Generator (GEN) series of supplements are devoted to densely packed, concise topics presented in a tightly-formatted style, supported by cover-only artwork and very limited graphics.

These books feature a maximum of ideas and detail, restrained within a percentile die (D10, D100, D1000) series of tables, so that you can use these books quickly between campaign sessions, or even during play. The goal here is to give you many thousands of old school RPG options without forcing you to study for hours, or to flip between enormous chapters. I listen to my feedback and appreciate my readers, so if this is what you have been clamoring for, this series is especially devoted to you. If you’re of the persuasion where you prefer my signature massive tomes, however, do rest assured that I have plenty of future content coming out for you as well.

☺ You will find this compact book useful nevertheless, albeit deliberately limited in its ambition and its scope.

This book is dedicated solely to random dungeon map design and random dungeon stocking. The Oldskull Dungeon Generator is a vast idea toolset, designed to assist you with the development of complex random dungeon layouts which are ideally suited for the beginning of an FRPG campaign. This generation system — with its appropriately-scaled monsters, traps, tricks, and treasures — is specifically structured to assist you with either dungeon level 1 in a mega-dungeon, or any dungeon level that is intended for play by Player Characters ranging between experience levels 1 and 3 (inclusive). If there is sufficient interest, further generators will be developed to assist you with the deeper levels and their more challenging lairs and perils, too.

The Oldskull Dungeon Generator pays homage to, and vastly expands upon, ideas presented in several “old school” generators of the past. Its pedigree includes: [1] The 1975 system created by George A. Lord and further developed by E. Gary Gygax, which premiered in *The Strategic Review* #1; [2] The 1979 advanced system, featured in a DMG publication as Appendix A, further developed by Gygax; and, [3] the Dungeoneer Journal system by Charles L. Evans, as featured in issue #19, August/September 1980. I have unified ideas from all of these systems, and added huge amounts of





tested and proven new content from my Castle Oldskull supplement series, to create a new generator worthy of modern OSR, 1E, and 5E play. If you need any help with dungeon generation at all, you will find very useful tables in this book to get you started right away.

So how do you use the generator? I recommend graph paper, pencils, a ruler, three ten-sided dice, a twenty-sided die, a pad of paper (or Word) to record an encounter key, this supplement, and a good healthy helping of GM imagination, sprinkled with prudence and common sense. No random generator can prevent itself from creating paradoxes from time to time — in this case, chambers which overlap into one another due to random exits and room dimensions — but with your observation and guidance, you will find that this supplement can help you to create a veritably infinite array of randomized dungeons which are perfect for one-off, campaign, or even solitaire play.

The complexity of each random dungeon you create is entirely up to you – this book's systems are interlocking, and there are many advanced options (for extra detail) that you can use or ignore, depending on how much time you want to spend on the creation process. The system is flexible enough that most of the dungeon can be generated for you, or you can let your own imagination and creativity take over the reins at any time. Do as you like, and always be sure use this book as a guide, not as a straitjacket.

And, it's time to start creating your first dungeon now. Enjoy!

NAVIGATING THIS BOOK

To use this book properly, you will need to jump around frequently from table to table. Due to the vast number of options, I cannot guarantee that the next following page will always have the next table that you need! You'll almost always need to flip to the next appropriate section on your own. To facilitate this, I recommend that you use this book in PDF, with the menu of bookmarks open. The next table you need will be listed in ALL CAPS in this volume, so you can always refer, click, and go as appropriate. You'll also find a handy set of table hyperlinks at the very back of this book. Or if you're an old fogey (like me) and you insist on using this book in printed hardcopy, I strongly recommend that you break out the sticky notes right now! You're going to need them.

NOMENCLATURE:

Terms Used in the Dungeon Generation System

The following terms are used commonly in this book: **Archway (or Opening):** An opening into a room, where a corridor leads into a room without any intervening door being present. **Blood Dice:** The number and type of dice (e.g., 3D8+1) that you should roll to generate a random monster's Hits to





Kill (HTK). **Container:** Something that potentially holds treasure or interesting items (or a trap), such as a chest, trunk, barrel, box, etc. **Corridor:** A non-room space which is typically narrow and long. Corridors can feature wandering monsters, but they will not have room features or monster lairs. **Door:** An opaque barrier between two different spaces (such as rooms and corridors), which can be opened or closed. By default, dungeon doors are closed.

Empty Room: A room without a major feature, such as a monster lair, level connector, trap, or trick. A room can still be considered “empty” while still containing useless items (“dungeon dressing”) or minor obstacles of note. **Exit:** An archway or door leading out of a room. **Gold Piece Value (GPV):** The relative worth of a treasure object (coin, gem, piece of jewelry, etc.). **Guarded Treasure:** A treasure that is found in a monster lair. **Hits to Kill (HTK):** The total number of wound points it takes to kill a monster or character. **Intersection:** The point at which two or more corridors meet. **Lethality Level:** The relative danger presented by a monster or adversary, from 1 to 10.

Level Connector: A vertical place of ascent or descent, connecting two dungeon levels together. Stairs are the most common form of level connector. **Monster Lair:** A room where monsters dwell. **Passage:** Generally, another term for corridor. **Room:** A space which can be any shape, and which can have room features or monster lairs. Rooms connect to corridors and/or other rooms. **Side**

Passage: A corridor which branches off of another corridor (at the point of an intersection). The new corridor is a “side passage,” regardless of width or importance, from the perspective of first-time explorers who are moving down the “main passage.”

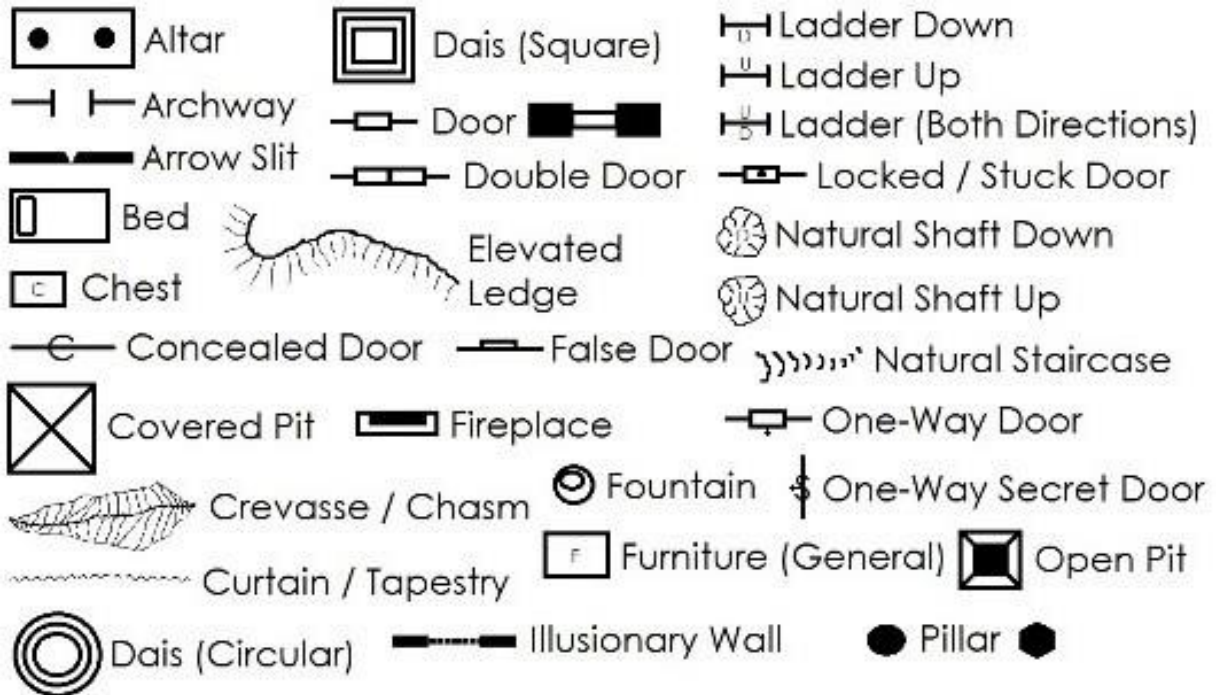
Trap: A magical or mechanical danger zone, which is likely to wound or even kill adventurers. **Treasure Trove Level:** The relative value of a discovered treasure hoard, from 1 to 10. **Trick:** An unusual (typically magical) dungeon feature, which can have unpredictable positive and/or negative effects. **Trick Trigger:** The seemingly random condition (alignment, level, race, Strength, etc.) that causes a trick to either “wake up,” or to focus on one character over another.

Unguarded Treasure: A treasure that is not found in a monster lair. This category can include trapped treasures, and treasures protected by tricks, as well as riches that have been hidden and/or left behind. **Wandering Monster:** Monsters which are encountered in a corridor, rather than a room. These might be scavengers, predators, patrolling monsters (from out of a nearby lair), creatures who are fleeing or searching for something, and so forth.

RECOMMENDED MAPPING SYMBOLS

For a sampling of the classic Moldvay-style (c. 1980) map symbols, refer to the following page.







THE DESCENT LANDING:

The Starting Area of the Dungeon

All classic random dungeons begin with stairs leading down from the surface. There are other types of descents, but those — if they appear — will be generated later on by your random rolls. We assume for now that the adventurers found these stairs leading down first, and further that this is the main entrance into the dungeon. The reason for this trope is that the starting area is specially designed to maximize randomness and freedom of exploration, and we don't want the adventurers to miss it. It is a nexus, the center of the spider's web. The entire random dungeon generation system is dependent upon a good and diverse starting area which is not too cramped, and which leads off in at least the four major cardinal directions.

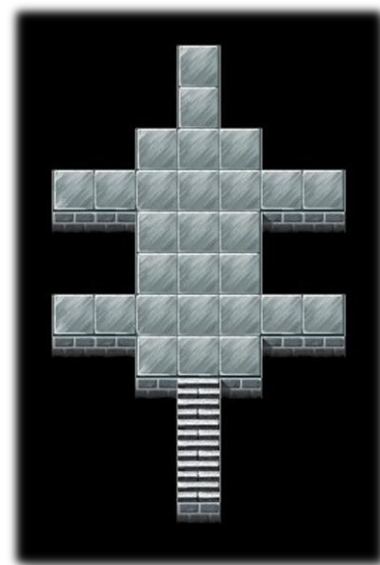
The starting area will not be a monster lair, due to the amount of traffic this area sees from various and sundry creatures who are passing through all the time. But there might be wandering monsters present after the first time the characters come through! Similarly, there might be a room feature here that is somewhat interesting (such as a fountain, pool, statue, etc.). Keep in mind, however, that the goal of the starting area is not to be a fully-developed room with a realistic theme or anything like that. The goal of the starting area is to be of passing but minor interest, and to branch off into those multiple areas of potential exploration.

If you create a starting area that has only a single exit, your dungeon will likely be small and boring rather than sprawling and labyrinthine. You can certainly create small dungeons if you like, but then you've bought the wrong book if that's what you're aiming for! This book is specifically designed to create vast, random old school mazes and mega-dungeons. And for that to happen, the starting area needs to have lots of exits. Therefore, I have prepared several starting areas for you here

TABLE I: THE STARTING AREA

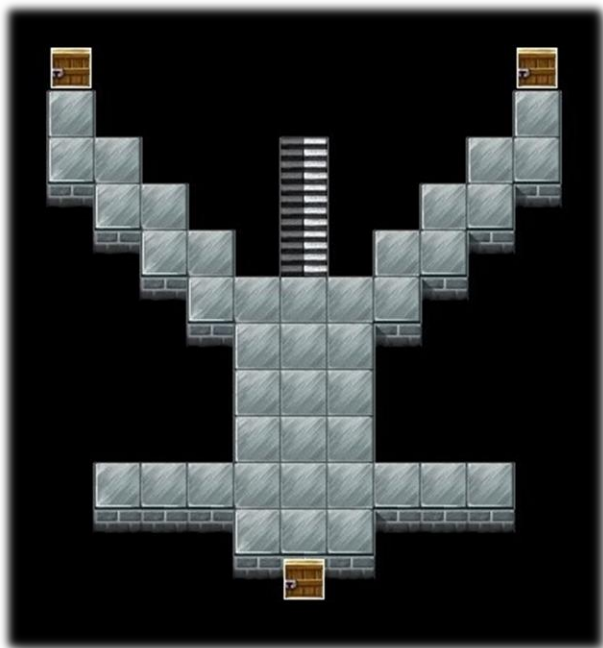
Roll 1D10 for a fully random result, or choose one of the following options:

[1,2] The Matrix. This simple starting area features stairs in the south, and then 5 corridors which lead north, east, and west. Recommended layout:

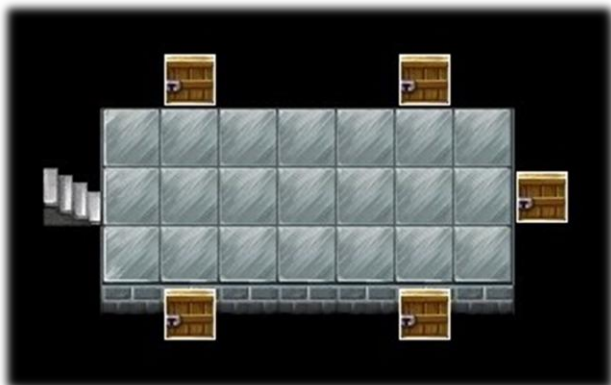




[3,4] The Hanged Man. This starting area has stairs in the north, a southern door, passages east and west, and diagonal passages to doors off to the northwest and northeast. Recommended layout:



[5,6] The Alice in Wonderland. This is a hall of doors, leading off in all directions. We could put in more than five doors, but if we do our random results will tend to frequently overlaps, which is inconvenient to the system. Recommended layout:

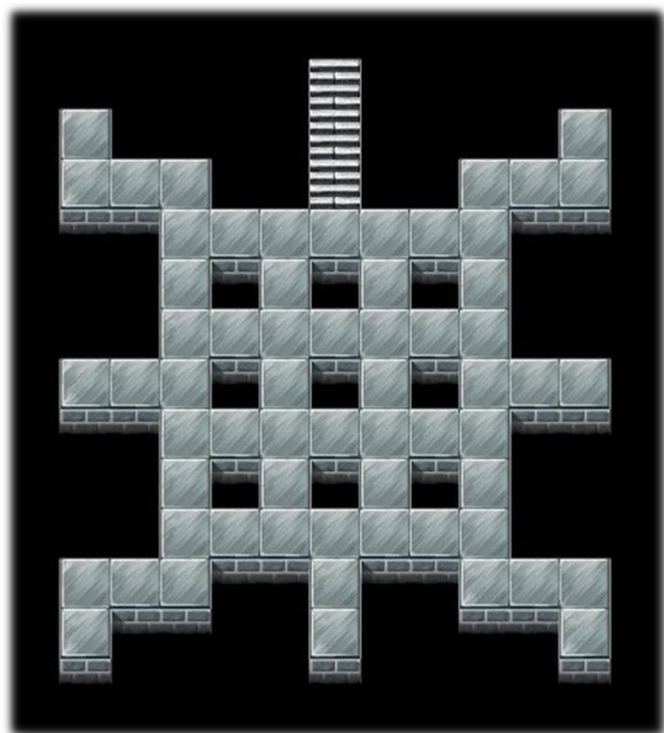


[7] The Straight and Narrow. This very basic and classic form of starting area is devoid of diagonals (which could be a bug, but many mappers would argue that it's a feature!). It has a clean, fluid setup which includes a flight of stairs to the west (length varying at your option, but 30'-40' seems to work fine in most instances), doors to the north, south, and east (beyond a four-way intersection), and narrow passages leading north and south. It is a good starting area to prevent overlap early on. Recommended layout:

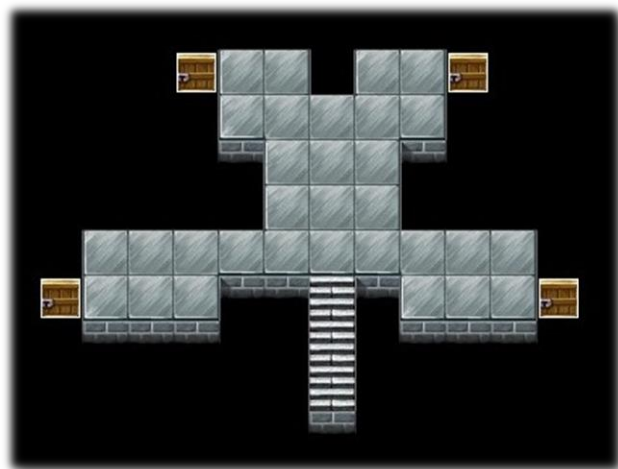


[8,9] The Spider. This cool-looking starting area is a labyrinth grid. It has passages to the northwest, northeast, east, southeast, south, southwest, and west. It is an excellent starting area for building huge mazes, and for long-running expeditions where this area will later become filled with monster-devised traps, ambushes, obstructions, and so forth. It is often my personal favorite, but it takes a little longer to map out on paper. Recommended layout:





[10] The Squashed X. This slightly asymmetrical starting area has two doors leading west, and two doors leading east. It may unfortunately lead to an early overlap, but it has the advantage of creating unusually-structured initial areas. Recommended layout:



Starting Area Tip #1: Feel free to change the orientation of your starting area if you would like some more variety. If you want to do this randomly, you can do so by rolling 1D4: 1 = keep the shown orientation, 2 = turn it 90 degrees clockwise, 3 = turn it 90 degrees counter-clockwise, 4 = turn it 180 degrees. Or if you're a bit of a masochist and you want a real mapping challenge, turn the starting area on a 45 degree diagonal!

Starting Area Tip #2: When you map the starting area onto graph paper, put it in the MIDDLE of your blank sheet of paper. Unless, of course, you like tape and using extra paper and sloppy results! If you put the starting area in a corner, you will soon find that random results will lead your new rooms and corridors straight off the sheet more often than not.

Starting Area Tip #3: If you want a feature or discarded objects or "dungeon dressing" to be found in the starting area, I recommend using the system introduced in supplement CDDG2, The Classic Dungeon Design Guide II. But do remember that there should not be monsters or treasure in the starting area, as this is a high-traffic zone.

Where Do You Go from Here?: [1] If the adventurers open a door leading out of the starting area, proceed to the BEYOND THE DOOR table (II). [2] If the adventurers journey down a corridor leading out of the starting area, proceed to the CORRIDOR CRAWL table (III).





TABLE II: BEYOND THE DOOR

Whenever a door is opened and an unexplored space lies beyond, roll 1D100 on the following table to determine what is there. Feel free to rotate your graph paper — making a new temporary “north,” as it were — if doing so helps you to understand the descriptions which follow. (That’s because the directions are written from the perspective of the adventurers inside the dungeon, who are collectively facing in a specific direction while only thinking in terms of left, right, and straight ahead).

If you don’t want to use diagonals on your maps, you can use curves (which are easy to create on paper with a protractor, coin, or curved surface) or “jaggies” (e.g., a corridor that heads northward and westward in alternating 10’x10’ “steps,” without any diagonal or curved lines whatsoever). The choice is yours, depending on the effect you want to create with your dungeon design.

Please note that this table is as varied as I can make it, while keeping a 50% chance that the door leads into a room, and not something else. Some potential old school options (such as V- and Y- intersections which are 20’ or 30’ wide) were necessarily dropped.

[01-02] Branching Corridor, 10’ Wide. The door leads into a corridor running left and right, for 60’ in each direction. For example, if the adventurers opened a door in the north wall of a room, and are now facing north, they see a wall 10’ away. The

corridor runs east and west, 60’ in each direction. When adventurers reach either 60’ point, roll on the CORRIDOR CRAWL table (III) to determine what is there.

[03] Branching Hall, 20’ Wide. As [01-03], above, but the corridor is 20’ wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[04] Branching Hall, 30’ Wide. As [01-03], above, but the corridor is 20’ wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[05] Branching Narrow, 5’ Wide. As [01-03], above, but the corridor is only 5’ wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[06] Cell. This is a tiny 10’x10’ room with nothing in it. There is another door in the opposite wall. Roll again on the BEYOND THE DOOR table (II) if that door is opened.

[07] Corridor Leading Diagonally Left, 10’ Wide. The door leads into a corridor running 45 degrees to the left for 60’. For example, if the adventurers opened a door in the north wall of a room, and are now facing north, they see the opposite wall nearby and a corridor running 60’ to the northwest. When adventurers reach the 60’ point, roll on the CORRIDOR CRAWL table (III) to determine what is there.

[08] Corridor Leading Diagonally Left, 5’ Wide. As [07], above, but the corridor is only 5’ wide. Map





this, then proceed to the CORRIDOR CRAWL table (III).

[09] Corridor (Hall) Leading Diagonally Left, 20' Wide. As [07], above, but the corridor is 20' wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[10] Corridor (Hall) Leading Diagonally Left, 30' Wide. As [07], above, but the corridor is 30' wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[11] Corridor Leading Diagonally Right, 10' Wide. The door leads into a corridor running 45 degrees to the right for 60'. For example, if the adventurers opened a door in the north wall of a room, and are now facing north, they see the opposite wall nearby and a corridor running 60' to the northeast. When adventurers reach the 60' point, roll on the CORRIDOR CRAWL table (III) to determine what is there.

[12] Corridor Leading Diagonally Right, 5' Wide. As [11], above, but the corridor is only 5' wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[13] Corridor (Hall) Leading Diagonally Right, 20' Wide. As [11], above, but the corridor is 20' wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[14] Corridor (Hall) Leading Diagonally Right, 30' Wide. As [11], above, but the corridor is 30' wide.

Map this, then proceed to the CORRIDOR CRAWL table (III).

[15-16] Corridor Leading Left, 10' Wide. The door leads into a corridor running 90 degrees to the left for 60'. For example, if the adventurers opened a door in the north wall of a room, and are now facing north, they see a wall 10' away. The corridor runs 60' to the west. When adventurers reach the 60' point, roll on the CORRIDOR CRAWL table (III) to determine what is there.

[17] Corridor Leading Left, 5' Wide. As [15-16], above, but the corridor is only 5' wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[18] Corridor (Hall) Leading Left, 20' Wide. As [15-16], above, but the corridor is 20' wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[19] Corridor (Hall) Leading Left, 30' Wide. As [15-16], above, but the corridor is 30' wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[20-21] Corridor Leading Right, 10' Wide. The door leads into a corridor running 90 degrees to the right for 60'. For example, if the adventurers opened a door in the north wall of a room, and are now facing north, they see a wall 10' away. The corridor runs 60' to the east. When adventurers reach the 60' point, roll on the CORRIDOR CRAWL table (III) to determine what is there.





[22] Corridor Leading Right, 5' Wide. As [20-21], above, but the corridor is only 5' wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[23] Corridor (Hall) Leading Right, 20' Wide. As [20-21], above, but the corridor is 20' wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[24] Corridor (Hall) Leading Right, 30' Wide. As [20-21], above, but the corridor is 30' wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[25-28] Corridor Straight Ahead, 10' Wide. The door leads into a corridor running straight for 60'. For example, if the adventurers opened a door in the north wall of a room, and are now facing north, the corridor runs 60' to the north. When adventurers reach the 60' point, roll on the CORRIDOR CRAWL table (III) to determine what is there.

[29] Door and Branching Corridor, 10' Wide. The door opens to another door 10' away. For example, if the party is facing north, the new door is in the north wall. Additionally, there are corridors running left and right, for 60' in each direction. For example, if the adventurers opened a door in the north wall of a room, and are now facing north, then corridors run east and west, 60' in each direction, in addition to the door to the north. If adventurers open the door, proceed to the BEYOND THE DOOR table (II). If they travel down a corridor and reach either 60' point, roll on the CORRIDOR CRAWL table (III) to determine what is there.

[30] Door and Branching Corridor, 5' Wide. As [29], above, but the corridor is only 5' wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[31] Door and Branching Hall, 20' Wide. As [29], above, but the corridor is 20' wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[32] Door and Branching Hall, 30' Wide. As [29], above, but the corridor is 20' wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[33] Door and Corridor Leading Diagonally Left, 10' Wide. The door opens to another door 10' away. For example, if the party is facing north, the new door is in the north wall. Additionally, a corridor runs 45 degrees to the left for 60'. For example, if the adventurers opened a door in the north wall of a room, and are now facing north, they see the door and a corridor running 60' to the northwest. If adventurers open the door, proceed to the BEYOND THE DOOR table (II). If they travel down the corridor and reach the 60' point, roll on the CORRIDOR CRAWL table (III) to determine what is there.

[34] Door and Corridor Leading Diagonally Left, 5' Wide. As [33], above, but the corridor is only 5' wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[35] Door and Hall Leading Diagonally Left, 20' Wide. As [33], above, but the corridor is 20' wide. Map this, then proceed to the CORRIDOR CRAWL table (III).





[36] Door and Hall Leading Diagonally Left, 30' Wide. As [33], above, but the corridor is 30' wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[37] Door and Corridor Leading Diagonally Right, 10' Wide. The door opens to another door 10' away. For example, if the party is facing north, the new door is in the north wall. Additionally, a corridor runs 45 degrees to the right for 60'. For example, if the adventurers opened a door in the north wall of a room, and are now facing north, they see the door and a corridor running 60' to the northeast. If adventurers open the door, proceed to the BEYOND THE DOOR table (II). If they travel down the corridor and reach the 60' point, roll on the CORRIDOR CRAWL table (III) to determine what is there.

[38] Door and Corridor Leading Diagonally Right, 5' Wide. As [37], above, but the corridor is only 5' wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[39] Door and Hall Leading Diagonally Right, 20' Wide. As [37], above, but the corridor is 20' wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[40] Door and Hall Leading Diagonally Right, 30' Wide. As [37], above, but the corridor is 30' wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[41] Door and V-Intersection, 10' Wide. The door opens to another door 10' away. For example, if the

party is facing north, the new door is in the north wall. Additionally, there is a forked corridor running 45 degrees to the left and right, for 60' in either direction. For example, if the adventurers opened a door in the north wall of a room, and are now facing north, they see, these corridors run northwest and northeast. If adventurers open the door, proceed to the BEYOND THE DOOR table (II). If they travel down either corridor and reach the 60' point, roll on the CORRIDOR CRAWL table (III) to determine what is there.

[42] Door and V-Intersection (Bisecting Hall), 20' Wide. As [41], above, but the corridors are 20' wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[43] Door and V-Intersection (Bisecting Hall), 30' Wide. As [41], above, but the corridors are 30' wide. Map this, then proceed to the CORRIDOR CRAWL table (III).

[44] False Door. The door opens onto a blank wall. There might be a secret or concealed door here. Proceed to the DEAD END table (IV).

[45] False Door, Trapped. The door opens onto a blank wall, and activates a trap. There is no secret door or other way through here. Proceed to the TRAP table (X).

[46] Level Connector. The door opens into a level connect (such as a stairway), which leads either up or down from 10' away. Proceed to the LEVEL CONNECTOR tables (V).





[47-96] Room. The corridor opens into a room. Proceed to the ROOM GENERATOR tables (VIII).

[97-98] T-Intersection, 10' Wide. The door opens onto three separate corridors, running 60' straight ahead, 60' to the left, and 60' to the right. For example, if the adventurers are facing north, these corridors run north, west, and east. When adventurers reach any 60' point, roll on the CORRIDOR CRAWL table (III) to determine what is there.

[99] V-Intersection, 10' Wide. The door leads into a forked corridor running 45 degrees to the left and right, for 60' in either direction. For example, if the adventurers opened a door in the north wall of a room, and are now facing north, they see, these corridors run northwest and northeast. When adventurers reach either 60' point, roll on the CORRIDOR CRAWL table (III) to determine what is there.

[00] Y-Intersection, 10' Wide. The door leads into a corridor running straight for 30'. For example, if the adventurers opened a door in the north wall of a room, and are now facing north, the corridor runs 30' to the north. At that 30' mark, there is a fork and the corridor splits 45 degrees to the left and right, for 40' in either direction. For example, if the initial 30' corridor runs to the north, these branching corridors run northwest and northeast. When adventurers reach either 40' point, roll on the CORRIDOR CRAWL table (III) to determine what is there.

TABLE III: THE CORRIDOR CRAWL

When your adventurers are marching down any kind of passageway (a non-room space), roll 1D100 as follows to determine what they find:

[01] Corridor Ends, Turns Left and Right, Diagonal. This is a fork, a Y-intersection. The corridor turns into two new corridors of the same (approximate) width and type, branching 45 degrees to the left, and 45 degrees to the right. These new corridors continue on for 50'. Proceed to SIDE PASSAGE table (IX) to generate the branching corridor, whichever one the adventurers choose.

[02-03] Corridor Ends, Turns Left and Right, Straight. This is a fork, a T-intersection. The corridor ends, but two new corridors of the same width and type branch 90 degrees to the left, and 90 degrees to the right. These new corridors continue on for 50'. Proceed to SIDE PASSAGE table (IX) to generate the branching corridor, whichever one the adventurers choose.

[04-06] Corridor Trap. There is a trap here, in the current square that the adventurers are standing in. Proceed to TRAP table (X).

[07] Corridor Trick, Distant. There is a trick 50' ahead. Beyond the trick, the corridor continues straight for another 20' beyond the trick. At that point, if the party gets past the trick and continues along the corridor, roll a new result on this table. Proceed to TRICK tables (XI).





[08] Corridor Trick, Near. There is a trick 20' ahead. Beyond the trick, the corridor continues straight for another 20' beyond the trick. At that point, if the party gets past the trick and continues along the corridor, roll a new result on this table. Proceed to TRICK tables (XI).

[09] Corridor Turns Left, Diagonal. This is an angular bend. The corridor continues, with the same width and type. But 20' ahead, it turns 45 degrees to the left. In the new direction, the corridor runs for another 50'. At that 50' mark, roll a new result on this table (III).

[10] Corridor Turns Left, Straight. This is a right-angle turn. The corridor continues, with the same width and type. But 20' ahead, it turns 90 degrees to the left. In the new direction, the corridor runs for another 50'. At that 50' mark, roll a new result on this table (III).

[11] Corridor Turns Right, Diagonal. This is an angular bend. The corridor continues, with the same width and type. But 20' ahead, it turns 45 degrees to the right. In the new direction, the corridor runs for another 60'. At that 50' mark, roll a new result on this table (III).

[12] Corridor Turns Right, Straight. This is a right-angle turn. The corridor continues, with the same width and type. But 20' ahead, it turns 90 degrees to the right. In the new direction, the corridor runs for another 50'. At that 50' mark, roll a new result on this table (III).

[13-18] Dead End. The corridor ends. There may or may not be a secret door here. Proceed to DEAD END table (IV).

[19-20] Door on the Left, Distant. There is a door 50' ahead, in the left-hand wall. The corridor continues on for another 20' beyond this point as well. At the 20' mark, roll a new result on this table (III). Proceed to BEYOND THE DOOR table (II) if the door is opened.

[21] Door on the Left, Fairly Near. There is a door 20' ahead, in the left-hand wall. The corridor continues on for another 30' beyond this point as well. At the 30' mark, roll a new result on this table (III). Proceed to BEYOND THE DOOR table (II) if the door is opened.

[22] Door on the Left, Near. There is a door 10' ahead, in the left-hand wall. The corridor continues on for another 50' beyond this point as well. At the 50' mark, roll a new result on this table (III). Proceed to BEYOND THE DOOR table (II) if the door is opened.

[23-24] Door on the Right, Distant. There is a door 50' ahead, in the right-hand wall. The corridor continues on for another 20' beyond this point as well. At the 20' mark, roll a new result on this table (III). Proceed to BEYOND THE DOOR table (II) if the door is opened.

[25] Door on the Right, Fairly Near. There is a door 20' ahead, in the right-hand wall. The corridor continues on for another 30' beyond this point as





well. At the 30' mark, roll a new result on this table (III). Proceed to BEYOND THE DOOR table (II) if the door is opened.

[26] Door on the Right, Near. There is a door 10' ahead, in the right-hand wall. The corridor continues on for another 50' as well. At the 50' mark, roll a new result on this table (III). Proceed to BEYOND THE DOOR table (II) if the door is opened.

[27-30] Door Straight Ahead, Distant. The corridor ends with a closed door 50' ahead. Proceed to BEYOND THE DOOR table (II) if the door is opened.

[31-32] Door Straight Ahead, Fairly Near. The corridor ends with a closed door 30' ahead. Proceed to BEYOND THE DOOR table (II) if the door is opened.

[33-34] Door Straight Ahead, Near. The corridor ends with a closed door 20' ahead. Proceed to BEYOND THE DOOR table (II) if the door is opened.

[35-36] Door Straight Ahead, Somewhat Near. The corridor ends with a closed door 40' ahead. Proceed to BEYOND THE DOOR table (II) if the door is opened.

[37-41] Level Connector. The corridor ascends or descends, turning into a level connector. Proceed to LEVEL CONNECTOR tables (V).

[42] Opening on the Left, Distant. There is an opening or archway (without a door) 50' ahead, in the left-hand wall. It leads into a room. The corridor

continues on for another 30' beyond this point as well. At the 30' mark, roll a new result on this table. Proceed to ROOM GENERATOR tables (VIII) once the adventurers reach the corridor space adjacent to the opening.

[43] Opening on the Right, Distant. There is an opening or archway (without a door) 50' ahead, in the right-hand wall. It leads into a room. The corridor continues on for another 30' beyond this point as well. At the 30' mark, roll a new result on this table. Proceed to ROOM GENERATOR tables (VIII) once the adventurers reach the corridor space adjacent to the opening.

[44-52] Room Straight Ahead, Distant. The corridor runs straight for another 50'. Then, via an opening or archway, it opens into a room without a door being present. Proceed to ROOM GENERATOR tables (VIII) once the adventurers' light source reaches the nearest square within the room.

[53-59] Room Straight Ahead, Fairly Near. The corridor runs straight for another 30'. Then, via an opening or archway, it opens into a room without a door being present. Proceed to ROOM GENERATOR tables (VIII) once the adventurers' light source reaches the nearest square within the room.

[60-66] Room Straight Ahead, Near. The corridor runs straight for another 20'. Then, via an opening or archway, it opens into a room without a door being





present. Proceed to ROOM GENERATOR tables (VIII) once the adventurers' light source reaches the nearest square within the room.

[67-73] Room Straight Ahead, Somewhat Near.

The corridor runs straight for another 40'. Then, via an opening or archway, it opens into a room without a door being present. Proceed to ROOM GENERATOR tables (VIII) once the adventurers' light source reaches the nearest square within the room.

[74-75] Side Passage on the Left, Distant. There is a branching corridor, leading to the left off of the current corridor, and the current corridor continues. The branching corridor is 50' ahead and on the left, and the current corridor continues straight beyond that point for another 20'. At that 20' mark, if the party continues along the current corridor, roll a new result on this table (III). Proceed to SIDE PASSAGE table (IX) to generate the branching corridor.

[76] Side Passage on the Left, Near. There is a branching corridor, leading to the left off of the current corridor, and the current corridor continues. The branching corridor is 10' ahead and on the left, and the current corridor continues straight beyond that point for another 20'. At that 20' mark, if the party continues along the current corridor, roll a new result on this table. Proceed to SIDE PASSAGE table (IX) to generate the branching corridor.

[77-78] Side Passage on the Right, Distant. There is a branching corridor, leading to the right off

of the current corridor, and the current corridor continues. The branching corridor is 50' ahead and on the right, and the current corridor continues straight beyond that point for another 20'. At that 20' mark, if the party continues along the current corridor, roll a new result on this table (III). Proceed to SIDE PASSAGE table (IX) to generate the branching corridor.

[79] Side Passage on the Right, Near. There is a branching corridor, leading to the right off of the current corridor, and the current corridor continues. The branching corridor is 10' ahead and on the right, and the current corridor continues straight beyond that point for another 20'. At that 20' mark, if the party continues along the current corridor, roll a new result on this table (III). Proceed to SIDE PASSAGE table (IX) to generate the branching corridor.

[80-86] Straight Corridor, Long. The corridor runs in the current fixed direction for 50'. At the 50' mark, roll a new result on this table (III).

[87-89] Straight Corridor, Short. The corridor runs in the current fixed direction for 20'. At the 20' mark, roll a new result on this table (III).

[90-91] Straight Corridor, Very Long. The corridor runs in the current fixed direction for 80'. At the 90' mark, roll a new result on this table (III).

[92-93] Two Side Passages, Distant. 50' ahead, the corridor branches left and right. These side passages are both 10' wide. The current corridor also continues for another 20' beyond the





intersection. When the adventurers reach the intersection, proceed to SIDE PASSAGE table (IX) to generate each branching passage. (These passages will likely be different from one another.) If the party proceeds along the current corridor beyond the intersection, at the 20' beyond the intersection mark, roll a new result on this table (III).

[94] Two Side Passages, Near. 20' ahead, the corridor branches left and right. These side passages are both 10' wide. The current corridor also continues for another 50' beyond the intersection. When the adventurers reach the intersection, proceed to SIDE PASSAGE table (IX) to generate each branching passage. (These passages will likely be different from one another.) If the party proceeds along the current corridor beyond the intersection, at the 50' beyond the intersection mark, roll a new result on this table (III).

[95-98] Wandering Monster Approaching from Ahead. The corridor runs in the current fixed direction for 50'. 50' away, a random wandering monster is present. Beyond the monsters, the corridor continues for another 20'. At that 20' mark, roll a new result on this table. To determine the wandering monster, roll on the MONSTER LAIR table (VII). Halve the number of monsters appearing, rounding up, and reroll any D1000 results above 715.

[99-00] Wandering Monster Approaching from Behind. The corridor runs in the current fixed

direction for 50'. However, wandering monsters have followed the party and are approaching from behind. The monsters are 1D10x10' away when the party becomes aware of them. (Restrict this as needed, depending on the circumstances; for example, if the party closed a door to get here and the door is 20' behind them, the monsters — if sentient and capable of opening doors — are opening the door, which is heard, and they are therefore only 20' behind.) To determine the wandering monster, roll on the MONSTER LAIR table (VII). Halve the number of monsters appearing, rounding up, and reroll any D1000 results above 715.

Advanced Layout Option #1: If you want to get more complicated than these options — especially if you are creating a natural cave system — you may want to get creative with a corridor's twists and turns. For example, if a corridor runs 60' northwest, you might have it curve to the left or right first before it gets to that point 60' away. A classic maze will often feature corridors that switchback multiple times before the next room is reached, and you can do that too. But a random system cannot cope with the immense number of options at your disposal, so you will need to make these judgment calls on your own.

Advanced Layout Option #2: If you like dead ends (and the hectic wandering monster rolls that can result!), you can use the following optional generation rule: whenever you are told to roll on the CORRIDOR CRAWL table (III), you can roll 1D10.





On a 1-3, go to the DEAD END table (IV) instead; and proceed to the CORRIDOR CRAWL table (III) only on a roll of 4-0.

Advanced Layout Option #3: This guide assumes that corridors are “normal” and relatively featureless. But if you want a table with odd corridor and room connector types (such as drawbridges, fissures, submerged tunnels, etc.), refer to supplement CDDG1, Section 9-3. In an advanced random dungeon setting, I recommend that 75% of corridors be “normal” and 25% be “unusual.”

Advanced Layout Option #4: If you want to include dead bodies, barricades, obstructions, random broken equipment etc. in your corridors, assume that 25% of corridors have these items of interest. I recommend using the Empty Room entries in this book as well as supplement CDDG2 for ideas, or you can make up your own. The somewhat interesting and inconvenient “thing” will not be a monster, trap, trick, or treasure.

TABLE IV: DEAD END

A dead end is simply an abrupt stop to progress, where the adventurers find walls but no obvious corridors, doors, or openings. This table can be used to determine whether or not concealed or secret doors are present in the dead end, in addition to other random features. As an old school dungeon crawl reminder, a concealed door is one that is

simply hidden behind one or more objects (a tapestry, stack of crates, pile of rubble, etc.) or very poorly disguised, while a secret door is one that looks very much like a wall or wall feature (revolving bookcase, bas relief carvings, mosaic, identical brickwork, etc.) that allows it to “hide in plain sight.”

In the case of a concealed door, you will need to decide what is covering it; the default option is to have a bricked-up area hiding the wall, where the bricks and mortar over the door are newer and therefore somewhat easy to detect.

Whether or not a concealed or secret door is actually discovered depends on many things: whether you are playing this generator solitaire, or with a group; whether the party is actively searching for secret doors, or just in the general area looking around; whether the dungeon has gusts of wind (making secret doors quite obvious, by noise and current change); and the races and number of characters who are doing any active searching. This is all mostly up to your game’s rules, but see also the Solitaire Play section in this volume.

The dead end can be determined as follows (D100):

[01-33] Vacant and Barren. There are no concealed or secret doors here.

[34-36] Vacant and Trapped Floor. No concealed or secret doors, but there is a trap where the adventurers are standing. Proceed to the TRAP (X) table.





[37-41] Vacant and Trapped Wall. No concealed or secret doors, but there is a wall trap that will be triggered (if not detected by someone with thieving skills) if anyone searches that wall for secret doors. Proceed to the TRAP (X) table as needed.

[42-46] Vacant and Trick. No concealed or secret doors, but there is a trick here at the dead end. Proceed to the TRICK tables (XI).

[47-61] Major Feature. No concealed or secret doors, but there is a major feature here (roll 1D20): [1] Alcove (10% chance of UNGUARDED TREASURE (XII) in urn(s)), [2] Alcoves (1D3), [3] Altar, [4] Cage, [5] Cave-In and Rubble, [6] Cesspit, [7] Cesspool, [8] Dead Monster (random type), [9] Dry Well (1D10x10' deep shaft, 25% chance of LEVEL CONNECTOR (V) connecting to the next lowest dungeon level), [10] Fountain, [11] Fresco (10% chance of TRICK (XI)), [12] Mad Prisoner (level 1D4-1, random class if not level 0), [13] Magic Mouth (25% chance of TRICK (XI)), [14] Mosaic (10% chance of TRICK (XI)), [15] Pit (very obvious, 1D4x10' deep), [16] Pool (10% poisonous, 50% impure, 40% pure), [17] Shrine, [18] Trash Heap (15% chance of UNGUARDED TREASURE (XII) underneath), [19] Well (1D4x10' down to water, water 1D6x10' deep), [20] Wooden Wreckage (sundered doors and/or rafters). Proceed to special table if needed, as noted.

[62-81] Minor Feature. No concealed or secret doors, but there is a minor feature here (roll 1D20):

[1] Cobwebs, [2] Corpse, [3] Dripping Water from Ceiling, [4] Dungeon Dressing (1D3 random items or features, refer to supplement CDDG2 if you need recommendations), [5] Empty Container, [6] Fungal Overgrowth, [7] Giant Spider Webs, [8] Inscription, [9] Latrine (fetid hole in floor, 1' wide), [10] Rubble, [11] Scattered Coins (few), [12] Scattered Equipment (damaged), [13] Skeleton, [14] Smokehole in Ceiling (for air currents only, 1' wide), [15] Strange Air Current and Temperature Change, [16] Strange Light Source, [17] Strange Odor, [18] Strange Sound, [19] Trickling Water from Floor, [20] Vermin. The Classic Dungeon Design Guides (CDDG1 & CDDG2) can be used for random determination of these odds and ends.

[82-83] Concealed Door. 1 concealed door, straight ahead.

[84-85] Concealed Door. 1 concealed door, to the left.

[86-87] Concealed Door. 1 concealed door, to the right.

[88-89] Secret Door. 1 secret door, straight ahead.

[90-91] Secret Door. 1 secret door, to the left.

[92-93] Secret Door. 1 secret door, to the right.

[94] Concealed Doors. 2 concealed doors, straight ahead and to the left.

[95] Concealed Doors. 2 concealed doors, straight ahead and to the right.





[96] Concealed Doors. 2 concealed doors, to the left and right.

[97] Secret Doors. 2 secret doors, straight ahead and to the left.

[98] Secret Doors. 2 secret doors, straight ahead and to the right.

[99] Secret Doors. 2 secret doors, to the left and right.

[00] Concealed and Secret Door. 1 concealed door (30% to the left, 30% to the right, 40% straight ahead) and 1 secret door (30% to the left, 30% to the right, 40% straight ahead, but not in the same wall as the concealed door).

You as dungeon designer will need to decide on the exact square where doors to the left or right can be found. Most commonly, they are all the way at the back, near to the dead end wall.

Note further that concealed and secret doors might well lead into map squares beyond existing walls, leading into areas that have already been explored! This is fine; it just means that the hidden door was “always there,” but not detected from the other side.

Where Do You Go from Here?: If, after rolling on the DEAD END table you don’t know what to generate next, look at your map. You will almost certainly find a corridor or door leading into the unknown, where you should roll on the CORRIDOR CRAWL table (III) or BEYOND THE DOOR table (II)

to continue. But if there are no unmapped options on your paper that require further exploration, your dungeon level map is now complete!

TABLE V: LEVEL CONNECTOR

(Note: This section has a maximum of detail and variation, but it requires your critical thinking. If you don’t want to go through the necessarily vague decision making process, you should just assume that every level connector is a straight 30’ stairway, descending 1 dungeon level. For many more options, please read on.)

A level connector is a vertical ascent, or a vertical descent. These areas connect dungeon levels to one another. The most common form of level connector is simply “stairs,” and the most common ascent/descent range is +/-1. For example, on dungeon level 2, most level connectors are either stairs up to level 1, or stairs down to level 3. But not all level connectors are stairs, and some connectors go very deep indeed. I recommend the following random system for level connectors discovered anywhere on dungeon level 1. (I recommend different percentages for deeper dungeon levels, because the deeper you go the less likely you are to find a new way up to the surface, but that is a topic for another day. Here we are interested primarily in dungeon level 1.)





Of course, level connectors which go “up” from dungeon level 1 always go back up to the surface, and likely back to the ruins, which are likely to lie above the dungeon.

Table V-1: Level Connector Type

To determine a (dungeon level 1) level connector’s direction and depth, roll 1D100:

[01-15] Normal Stairs, Leading Up. Takes adventurers back to the surface. You may need to modify your map of the surface ruins (you have one, don’t you?) to show this stairway, and the stairs might be secret (formally undetected) or hidden behind rubble, through which daylight can be seen.

[16-50] Normal Stairs, Leading Down. Takes adventurers deeper into the dungeon.

[51-65] Unusual Level Connector, Leading Up. Takes adventurers back to the surface, via a non-stairway conduit (such as a well or pit shaft).

[66-00] Unusual Level Connector, Leading Down. Takes adventurers deeper into the dungeon, via a non-stairway conduit (such as a chute or slide).

As a reminder, dungeon level 1 already has at least one level connector back to the surface: it’s the staircase you mapped into the starting area. Additional surface connectors beyond that one — and there might be several, just waiting to be found — are usually hidden in some way.

If you have a completed map of the ruins above, and the level connector does not look like it would fit the map, you should consider if the connector could be secret or hidden by an illusion. For example, if you have a surface ruin map and a dungeon level 1 map, and the random result indicates that stairs go up into an open courtyard, that is still possible. How? The stairs could go up to a secret trapdoor, which is very obvious from below, but secret and nearly undetectable from above (it looks like moss-covered flagstones up there). But if the level connector could not possibly work despite your creativity, you should reroll.

Level connectors which go back up to the surface, but outside of any ruins you might have mapped, by definition go into the wilderness. As one example, if the surface only has a small tower ruin and you roll a level connector that goes to the surface 500’ away from the tower, then that level connector probably opens into a hidden cave in the nearby forest or something similar. Once a secret level connector is discovered by adventurers, they can use it freely on return visits to the dungeon ... but it might be guarded or even trapped upon their return!

If the level connector goes down, you next need to find out how deep it goes. I recommend the following percentages (roll 1D100) for level connectors leading down from dungeon level 1.



**Table V-2: Level Connector Subtype**

[01-75] Simple Connector (Subtype I). The level connector goes down 1 level (to dungeon level 2).

[76-85] Simple Connector (Subtype I-II). The level connector goes down 2 levels (to dungeon levels 2 and 3). There is a landing at dungeon level 2, where adventurers can either exit onto level 2, or continue down further to level 3.

[86-91] Simple Connector (Subtype I-II-III). The level connector goes down 3 levels (to dungeon levels 2, 3, and 4). There is a landing at dungeon level 2, where adventurers can either exit onto level 2, or continue deeper. If they continue deeper, there is a second landing at dungeon level 3, where they can either exit onto level 3, or continue down further to level 4.

[92-95] Skip Connector (Subtype III). The level connector is deep and long. It skips dungeon level 2 entirely, and goes directly to level 3.

[96-98] Skip Connector (Subtype III-IV). The level connector is very deep and long. It skips dungeon level 2 entirely, and exits via landing to level 3. If the landing is ignored, stairs run even deeper down to level 4.

[99-00] Skip Connector (Subtype IV). The level connector is extremely deep and long. It skips dungeon levels 2 and 3 entirely, and goes directly to level 4.

As a general rule of thumb, I recommend that stairs run for 30' to 60' for each level of descent. For example, if you have stairs that go "down to level 2, landing, down to level 3, landing, down to level 4," then the stairs might run as follows: [a] 30' west from level 1 to a 10'x10' landing; [b] this landing exits south into level 2; [c] 30' north from level 2 to a 10'x10' landing; [d] this landing exits east into level 3; [e] 30' south into level 4 (the bottom). Look at your graph paper map, and decide which direction the stairs lead, twist, and turn. Use spiral stairs if it's a tight fit. Non-stair connectors might be very vertical (for example, a pit or spiral slide), making them very dangerous ... but also very easy for you to map!

With non-stair connectors and landings, you will need to get creative. For example, if you have a pit shaft that goes from level 1 to levels 2 and 4, I would interpret that as follows: [1] Let's say each dungeon level is 30' underground, constructed in subterranean tiers. Dungeon level 1 is 30' down, dungeon level 2 is 60' down, and so forth. [2] When you're on level 1, there is a deep pit with a frayed 50'-long rope to be found there. The rope goes down to a ledge 30' down. This exits onto level 2. The rope continues 20' further down past the ledge, and then there's a 10' drop. (People who use this descent will need magic, or to find another way back up by exploring dungeon level 2.) If you drop down off the rope — or, gods help you, you fall all 60' of the way down — you will find yourself temporarily trapped on dungeon level 3.





And if you've rolled an unusual level connector, you can decide what it is on your own ... or, roll 1D100 to determine the type (see table below). But again, creativity of interpretation and scale will be required of you no matter what!

Table V-3: Unusual Level Connector

Roll 1D100:

[01] Abyss (relatively safe ledges will lead into the lower dungeon levels, but the pit shaft will continue another 110'-200' deeper than the deepest-reached level, down to a deathtrap enclosure from which there is no escape)

[02-03] Air Shaft (roll for air type change in CDDG1 if you prefer)

[04-05] Bottomless Pit (not actually bottomless; just the bottom is obscured by mist, spider webs, etc.)

[06-07] Chain, Pulley and Corfe (Mine Basket) (maximum simultaneous occupancy 3)

[08-09] Chain, Pulley and Mine Cage (maximum simultaneous occupancy 6)

[10] Chasm (which may descend deeper)

[11-12] Chimney (25% chance of smoke, and leading directly into monsters' fire)

[13-14] Chute (uncontrolled descent)

[15-16] Cistern* (potentially the lair of an aquatic monster)

[17-18] Climbing Wall (with Handholds and Footholds) (might be slippery, crumbling, ancient and smoothed away in places, etc.)

[19-20] Climbing Wall (with Rope) (the rope could be strong, frayed, or perhaps even greased as a trap)

[21-22] Climbing Wall (with Spikes or Pitons) (this precarious descent might have been placed by dwarves, miners, explorers, hostile humanoids, etc.)

[23] Collapsed Floor (already collapsed, precarious descent is visible, may be able to discern room contents below)

[24] Collapsing Floor Trap (uncontrolled descent)

[25-26] Elevator Room, Controlled (likely mechanical, but possibly magical)

[27-28] Elevator Room, Non-Interactive (uncontrolled descent)

[29] Escape Shaft (could be narrow and created by escaping prisoners, or the guarded escape route for a humanoid chieftain, etc.)

[30] Fissure (likely to be narrow and dangerous)

[31] Floor, Cantilevered (uncontrolled descent)

[32] Hatchway (potentially locked, sealed, controlled by guards, etc.)





[33] Hole (a haphazard descent, small, perhaps created by a burrowing animal such as a giant badger)

[34] Hollowed Column (probably a secret door, unless already open)

[35-36] Ladder (wood, or iron, or rusted, etc.)

[37-38] Narrow Shaft (potentially dangerous for anyone of dwarf size or larger)

[39] Narrow Shaft with Grating (the grating will need to be lifted before descent can occur)

[40] Pipe (could be dry, or partially filled with water, mud, slime, etc.; more likely sloping than vertical)

[41-42] Pit Shaft (with no clear means of descent, besides leaping)

[43-44] Pit Shaft with Chain (shaft could be hanging from ceiling, side of pit, driven-in spike, etc.)

[45-46] Pit Shaft with Rope (rope could be strong, frayed, or perhaps even greased as a trap)

[47] Pit with Illusionary Floor (option 1, the floor has no substance and anyone stepping on it falls through; option 2, the floor seems odd but only vanishes if willfully disbelieved)

[48-49] Plunge (with Small Waterfall)* (possibly the lair of an aquatic monster)

[50-51] Ramp, Gradual (double normal length, see below)

[52] Ramp, Steep (normal length, typically 50'-80', random length (1D4+4)x10)

[53] Ramp, Very Gradual (triple normal length, see above; might not be detected as a slope)

[54] Roots (from a vast tree, probably jutting from the ceiling and descending)

[55] Salt Slide (loose, slippery salt deposits; uncontrolled descent)

[56-57] Sinkhole (very dangerous, could expand or send mud / rubble onto the heads of descending adventurers)

[58-59] Sluiceway* (could be dry, or partially filled with water, mud, slime, etc.; more likely sloping than vertical)

[60-61] Smoke Hole (25% chance of smoke, and leading directly into monsters' fire)

[62] Stair Slide Trap (uncontrolled descent)

[63-64] Staircase, Rubble-Filled (will slow descent, anyone running here is very likely to fall)

[65-66] Staircase, Spiral (compact and steep)

[67] Stairs, Collapsing (unintentional trap)

[68-69] Stairway, Straight (and 50% chance of ending at a dead end wall, with secret door)

[70-71] Stairway, with Landings (and 50% chance of ending at a dead end wall, with secret door)





[72] Steam Vent (temperate and humidity will be noted; steam bursts from below could be dangerous)

[73-74] Teleporter (uncontrolled "descent")

[75-76] Tiers (Natural Staircase) (each tier will be 1D4+1' in height)

[77-78] Trap Door to Chute (opening the trap door reveals a steep slide)

[79-80] Trap Door to Handholds (opening the trap door reveals a pit shaft)

[81-83] Trap Door to Ladder (opening the trap door reveals a rickety or iron ladder)

[84-86] Trap Door to Rope (opening the trap door reveals a pit shaft with a mounted rope or chain)

[87-88] Trap Door to Spikes and Pitons (opening the trap door reveals a shaft with spikes hammered into the wall)

[89-90] Vines (could be thick, warm, wet, withered, etc.; probably not monstrous at this difficulty level)

[91-92] Waterfall* (large, loud and dangerous, water pours from the ceiling through an opening in the floor)

[93] Waterwheel* (could be turning slowly or quickly, dry and at rest, mostly collapsed and perilous, guarded, etc.)

[94-95] Well Shaft (No Chain or Rope)* (likely the lair of an aquatic monster)

[96-97] Well with Chain* (chain could be strong, damaged, rusty, etc.)

[98-99] Well with Rope* (rope could be with a bucket as a potential foothold, waterlogged, muddy, etc.)

[00] Wind Pipe (roll for air type change in CDDG1 if you prefer)

* = Water present, which will halve the damage of any falls which might occur.

Unfortunately I cannot fully systematize these widely varied results, but the advice in this section should get you started. Do keep in mind that not all descents are optional; for example, a collapsing floor is more of a trap than a descent, and anyone who does not detect the precarious stonework across the floor is likely to fall all of the way down (and to possibly be crushed by falling rubble, as well). See also supplement BDT1, The Book of Dungeon Traps for more recommendations on dealing with such things.

TABLE VI: MONSTER-GUARDED TREASURE

Monster-Guarded Treasure troves are the same as Unguarded Treasure, from a random generation perspective ... but they tend to be more valuable.

When you are preparing to roll up a guarded treasure, you should consider the self-awareness (sentience) of the monsters who are present. The





monsters will be either non-sentient, or sentient. There are lots of shades of gray here, but I recommend making a simple binary either/or selection for treasure determination purposes.

Examples of non-sentient monsters are those of Intelligence (INT) 4 or less, including most animals, beetles, spiders, skeletons, zombies, and so forth. By default, anything of INT 5+ is typically sentient. And yes, this means that almost all humanoids and humans are considered sentient, regardless of how stupid they might be!

You can roll monster-guarded treasures using the UNGUARDED TREASURE table (XII), but don't go there just yet! We need to talk about monster treasure troves for a little bit. There is a good chance that there will be more treasure (meaning more rolls on the random table) when the treasure is being guarded by monsters, but not always. That's because in an old school Gygaxian dungeon world, [1] not all monsters possess treasure, while also [2] non-sentient monsters are less likely to have treasure than sentient monsters are. But, [3] randomness sometimes makes either or both of these statements untrue. And sometimes, the random treasure rolls will be completely unfair to the players ... but nevertheless in the long term it all averages out, with good (and bad) surprises deviating from a fairly rewarding mean. This level of randomness keeps players engaged, hungry, searching, and always on their toes. Remember well: The victors of combat deserve nothing, other

than survival! But there will be further rewards for the victorious nonetheless ... *usually*.

And too, you will want to keep the ideas of "incidental" and "hoarded" treasures in mind as you roll on the treasure table:

With non-sentient monsters, the treasure is incidental. This means that the monsters don't care about the treasure, and that it was accidentally hoarded. This might mean a treasure chest buried under rubble, an adventurer's corpse with a treasure-filled backpack, or a pile of bones and skulls interspersed with jewels and coins. In the case of some larger stupid monsters (like giant lizards), some of the treasure might even be in the monster's stomach (burp!).

With sentient monsters, the treasure is hoarded. This means that the monsters care about the treasure, and they accumulate and protect it. But other monsters (and adventurers!) want that treasure too, so if they've recently been stolen from — or forced to pay "protection money" — the sentient monsters might be penniless. All sentient monsters acquire treasure, even if they don't much care for it. For example, intelligent undead might be guarding family heirlooms, or even just gathering treasure to bribe evil monsters into doing their bidding. Everyone knows that treasure is valuable, which in turn makes it more valuable even when you don't personally care for it. But the current amount of treasure in any lair is based on luck, random fate,





stealth, skullduggery, and acts of thieving and cruelty ... which means that a few tough monsters might actually be broke (right now), while weaker monsters might occasionally be “rich” (at the moment).

So now that we’ve considered all of that, what do you do next? You need to see how many times you’re going to be rolling on the treasure table as follows:

Random Treasure in Lairs of Non-Sentient Monsters (INT 0-4): Roll 1D100. [01-50] No Treasure, [51-75] 1 Treasure Table Roll, [76-97] 2 Treasure Table Rolls, [98-99] 3 Treasure Table Rolls, [00] 4 Treasure Table Rolls.

Random Treasure in Lairs of Sentient Monsters (INT 5+): Roll 1D100. [01-25] No Treasure, [26-50] 1 Treasure Table Roll, [51-75] 2 Treasure Table Rolls, [76-97] 3 Treasure Table Rolls, [98-99] 4 Treasure Table Rolls, [00] 5 Treasure Table Rolls.

Where Do You Go from Here?: Continue on to the UNGUARDED TREASURE section (XII) to roll those treasure dice!

TABLE VII: MONSTER LAIR

A monster lair is simply the home of one or more monsters. Many monsters will defend their homes to the death.

You can use your chosen game’s random tables to generate a random monster lair of the appropriate

challenge level, if you like. Or you can see the old school approach and modify it as you see fit. Here is a sample table (1D1000) from my World of Oldskull campaign if you would like some guidance and inspiration. Please keep in mind that depending on your campaign’s PC party size and your game’s rules, these 1E figures which I provide for the random “number appearing” might be just right ... or they may be in desperate need of adjustment!

These monsters are Lethality Level I for the most part, which means that they are (relatively) weak in the world while still being deadly. The entries hereafter include the Oldskull monster name, as well as recommended Blood Dice (and Hits to Kill, or HTK) for general identification and research purposes. So once you roll up a monster lair, you know where to go digging in your game’s rules for similar results!

Roll 1D1000 and determine the lair as follows:

[001-005] Ant, Giant, Worker (Blood Dice 3D8 HTK; 1D4 appearing).

[006-009] Baboon, Cave (Blood Dice 1D8+1 HTK; 1D6+1 appearing).

[010-012] Badger (Blood Dice 1D8+2 HTK; 1D4 appearing).

[013-021] Bat (Blood Dice 1D2 HTK; 6D6 appearing).

[022-027] Bat, Huge (Blood Dice 1D8 HTK; 2D4+1 appearing).





[028-035] **Bat, Large** (Blood Dice 1D4 HTK; 2D6+4 appearing).

[036-040] **Beastman, Thrall** (Blood Dice 1D8 HTK; 1D4+4 appearing).

[041-048] **Beetle, Large, Fire** (Blood Dice 1D8+2 HTK; 1D4 appearing).

[049-055] **Centipede, Giant** (Blood Dice 1D2 HTK; 1D6 appearing).

[056-063] **Centipede, Huge** (1 HTK; 2D4 appearing).

[064-072] **Centipede, Large** (1 HTK; 4D6 appearing).

[073-076] **Changeling, Skulking, aka Pestie** (Blood Dice 1D8-1 HTK; 1D4+1 appearing).

[077-080] **Changeling, Tunnel, aka Mite** (Blood Dice 1D8-1 HTK; 3D6 appearing).

[081-085] **Cockroach, Giant** (Blood Dice 1D8+3 HTK; 1D4 appearing).

[086-090] **Cockroach, Huge** (Blood Dice 1D8-1 HTK; 1D6+1 appearing).

[091-095] **Cockroach, Large** (Blood Dice 1D4 HTK; 2D6+1 appearing).

[096-099] **Demonling, Di Manes** (Blood Dice 1D8 HTK; 1D4 appearing).

[100-103] **Devil, Nipper** (Blood Dice 1D8 HTK; 1D6+2 appearing).

[104-106] **Dinosaur, Cave Runner, aka Camptosaurus** (Blood Dice 2D8 HTK; 1D4 appearing).

[107-109] **Dinosaur, Tunnel Fang, aka Euparkeria** (Blood Dice 1D8+1 HTK; 1D4+1 appearing).

[110-116] **Dwarf, Evil, aka Duergar** (Blood Dice 1D8+2 HTK; 1D8+2 appearing).

[117-123] **Dwarf Adventurer / Miner, Good** (Blood Dice 1D8 HTK; 2D6+2 appearing).

[124-130] **Dwarf Adventurer / Miner, Neutral** (Blood Dice 1D8 HTK; 2D6+2 appearing).

[131-135] **Ear Weevil** (1 HTK; 1 appearing).

[136-141] **Elf, Evil, Exile, aka Dokkalfar** (Blood Dice 1D8 HTK; 1D3 appearing).

[142-146] **Elf Adventurer / Miner, Good** (Blood Dice 1D8+1 HTK; 1D8+3 appearing).

[147-151] **Elf Adventurer / Miner, Neutral** (Blood Dice 1D8+1 HTK; 1D8+3 appearing).

[152-155] **Fish, Fanged, Small** (Blood Dice 1D8 HTK; 1D6+1 appearing).

[156-159] **Fish, Fanged, Very Small** (Blood Dice 1D2 HTK; 2D6+2 appearing).

[160-166] **Fly, Bluebottle, Large** (Blood Dice 1D8 HTK; 1D4+1 appearing).

[167-173] **Frog, Large** (Blood Dice 1D8 HTK; 1D6+1 appearing).





[174-181] Frogmen (Blood Dice 1D8 HTK; 1D4+4 appearing).

[182-189] Fungus, Shrieking (Blood Dice 3D8 HTK; 1D2 appearing).

[190-195] Fungus Man, Sporeling (Blood Dice 1D8 HTK; 1D4+1 appearing).

[196-200] Gnome Adventurer / Miner, Good (Blood Dice 1D8 HTK; 2D6+3 appearing).

[201-205] Gnome Adventurer / Miner, Neutral (Blood Dice 1D8 HTK; 2D6+3 appearing).

[206-214] Goblin (Blood Dice 1D8-1 HTK; 1D10+5 appearing).

[215-219] Goblin, Gibbering (Blood Dice 1D8 HTK; 1D12+5 appearing).

[220-224] Goblin, Svart, aka Cave Goblin (Blood Dice 1D8-1 HTK; 1D10+5 appearing).

[225-231] Gremlin (Blood Dice 1D4 HTK; 2D8+4 appearing).

[232-235] Halfling Adventurer / Scout (Blood Dice 1D6 HTK; 1D8+8 appearing).

[236-240] Hawk, Cave (Blood Dice 1D8-1 HTK; 1D4+1 appearing).

[241-249] Hobgoblin (Blood Dice 1D8+1 HTK; 2D4 appearing).

[250-254] Hobgoblin, Tusked (Blood Dice 1D8+2 HTK; 1D6+1 appearing).

[255-257] Jellyfish, Large (Blood Dice 1D8 HTK; 1D6 appearing).

[258-267] Kobold (Blood Dice 1D4 HTK; 4D4+2 appearing).

[268-274] Kobold, Old Guard (Blood Dice 1D4+2 HTK; 1D10+4 appearing).

[275-279] Kobold, Old Guard, Veteran (Blood Dice 1D4+4 HTK; 2D6+2 appearing).

[280-284] Larva, Booklouse (1 HTK; 1 appearing).

[285-291] Larva, Flesh Grub (1 HTK; 1D3 appearing).

[292-298] Larva, Soul Maggot (Blood Dice 1D8 HTK; 1D4 appearing).

[299-304] Leech, Large (Blood Dice 1D8 HTK; 1D4 appearing).

[305-309] Living Stalactite, Large, aka Impaler (Blood Dice 2D8 HTK; 1D3 appearing).

[310-314] Living Stalactite, Small, aka Impaler (Blood Dice 1D8 HTK; 1D4 appearing).

[315-321] Lizard, Cave, Large (Blood Dice 1D8 HTK; 1D6 appearing).

[322-329] Man, Bandit (Blood Dice 1D6 HTK; 2D6+3 appearing).

[330-337] Man, Berserker (Blood Dice 1D6+1 HTK; 2D4+1 appearing).





[338-345] Man, Brigand (Blood Dice 1D6 HTK; 2D6+3 appearing).

[346-353] Man, Cultist (Blood Dice 1D6 HTK; 2D6+3 appearing).

[354-361] Man, Deep Dweller (Blood Dice 1D6+1 HTK; 2D4+2 appearing).

[362-368] Man, Man-at-Arms, Archer / Crossbowman (Blood Dice 1D6+1 HTK; 2D4 appearing).

[369-376] Man, Man-at-Arms, Heavy Footman (Blood Dice 1D6+1 HTK; 2D4+1 appearing).

[377-384] Man, Man-at-Arms, Light Footman (Blood Dice 1D6+1 HTK; 2D4+2 appearing).

[385-390] Man, Savage / Cannibal (Blood Dice 1D8 HTK; 1D4+1 appearing).

[391-398] NPC, Adventuring Party, Evil (Experience Level 1; 1D4+1 appearing).

[399-406] NPC, Adventuring Party, Good (Experience Level 1; 1D4+1 appearing).

[407-414] NPC, Adventuring Party, Neutral (Experience Level 1; 1D4+1 appearing).

[415-418] NPC, Anti-Paladin, Random Alignment (Experience Level 1; 1D4 appearing).

[419-424] NPC, Barbarian, Random Alignment (Experience Level 1; 1D4 appearing).

[425-428] NPC, Bard, Random Alignment (Experience Level 1; 1D4+1 appearing).

[429-434] NPC, Cavalier, Random Alignment (Experience Level 1; 1D4+1 appearing).

[435-442] NPC, Cleric, Random Alignment (Experience Level 1; 1D4+1 appearing).

[443-448] NPC, Druid, Random Alignment (Experience Level 1; 1D4+1 appearing).

[449-456] NPC, Fighter, Random Alignment (Experience Level 1; 1D4+1 appearing).

[457-462] NPC, Hunter, Random Alignment (Experience Level 1; 1D4 appearing).

[463-466] NPC, Illusionist, Random Alignment (Experience Level 1; 1D4+1 appearing).

[467-470] NPC, Jester, Random Alignment (Experience Level 1; 1D4+1 appearing).

[471-478] NPC, Magic-User, Random Alignment (Experience Level 1; 1D4+1 appearing).

[479-484] NPC, Monk, Random Alignment (Experience Level 1; 1D4+1 appearing).

[485-488] NPC, Mountebank, Random Alignment (Experience Level 1; 1D4+1 appearing).

[489-492] NPC, Mystic, Random Alignment (Experience Level 1; 1D4+1 appearing).

[493-496] NPC, Paladin, Random Alignment (Experience Level 1; 1D4 appearing).

[497-500] NPC, Ranger, Random Alignment (Experience Level 1; 1D4 appearing).





[501-504] NPC, Savant, Random Alignment (Experience Level 1; 1D4+1 appearing).

[505-510] Ogre, Half-, aka OGRELING (Blood Dice 2D8 HTK; 1D4 appearing). These creatures are 50% likely to be jovial, mercenary, and potentially friendly (every adventuring party can use a battering ram!), 25% likely to be neutral, and 25% likely to be vicious and evil. Technically, these are Lethality Level 2 monsters, but their potential usefulness puts them in this table.

[511-525] Orc (Blood Dice 1D8 HTK; 1D6+6 appearing).

[526-535] Rat (1 HTK; 8D6 appearing).

[536-545] Rat, Giant (Blood Dice 1D4 HTK; 5D4 appearing).

[546-555] Rat, Huge (Blood Dice 1D3 HTK; 6D4 appearing).

[556-565] Rat, Large (Blood Dice 1D2 HTK; 7D4 appearing).

[566-573] Rat, Plague (1 HTK; 2D6 appearing).

[574-581] Rat, Plague, Large (Blood Dice 1D2; 1D8+1 appearing).

[582-587] Rat-Thing (Blood Dice 1D4 HTK; 1D6+1 appearing).

[588-593] Raven, Cave (Blood Dice 1D2; 1D8+1 appearing).

[594-600] Raven People, aka Dire Corvi (Blood Dice 2D8; 1D4+1 appearing).

[601-607] Scorpion, Whip, Large (Blood Dice 1D8 HTK; 1D4 appearing).

[608-613] Serpent, Winged, aka Iaculus (Blood Dice 1D8 HTK; 1D4 appearing).

[614-621] Skeleton (Blood Dice 1D8 HTK; 1D4 appearing).

[622-625] Skeleton, Beast (Blood Dice 1D8-1 HTK; 1D6+1 appearing).

[626-629] Skeleton, Beast, Small (Blood Dice 1D4 HTK; 2D4 appearing).

[630-633] Skeleton, Monster (Blood Dice 1D8+1 HTK; 1D3 appearing).

[634-637] Skeleton, Monster, Dragon Hatchling (Blood Dice 1D8+1 HTK; 1D2 appearing).

[638-644] Snake, Non-Poisonous (Blood Dice 1D2 HTK; 2D6 appearing).

[645-651] Snake, Non-Poisonous, Large (Blood Dice 1D4 HTK; 1D6+1 appearing).

[652-658] Swarm, Small, Flying Insect (Blood Dice 2D8 HTK; 1 appearing).

[659-665] Swarm, Small, Insect (Blood Dice 2D8 HTK; 1 appearing).

[656-670] Swarm, Small, Scarab (Blood Dice 2D8 HTK; 1 appearing).

[671-677] Swarm, Small, Spider (Blood Dice 2D8 HTK; 1 appearing).





[678-682] Termite, Giant, Worker (Blood Dice 1D8+2 HTK; 1D3 appearing).

[683-689] Toad, Large (Blood Dice 1D8-1 HTK; 1D4+1 appearing).

[690-694] Vulture, Cave (Blood Dice 1D8+1 HTK; 1D4+1 appearing).

[695-699] Vulture People, aka Feasters of Anaxagoras (Blood Dice 1D8 HTK; 1D4+1 appearing).

[700-707] Zombie (Blood Dice 2D8 HTK; 1D3 appearing).

[708-711] Zombie, Beast (Blood Dice 1D8 HTK; 1D4+1 appearing).

[712-715] Zombie, Monster (Blood Dice 1D8+1 HTK; 1D4 appearing).

[716-850] Mixed Encounter: Roll twice, divide numbers appearing by 2 and round up; mixed monsters can be justified as mounts, guards, prisoners, allies, symbiotic, tamed or captured specimens, battling, cornered, etc. as appropriate; reroll results above 715.

[861-950] Level II Monster: Includes possibilities such as Di Lemures, Gnoles, Stryxes, Troglodytes, level 2 NPCs, etc. Use appropriate tables; divide number of monsters appearing by 2, and round any fraction up (minimum number appearing = 1). Or, watch for future Castle Oldskull supplements; or reroll.

[961-000] Level III Monster: Includes possibilities such as Bugbears, Gelatinous Slimes, Ogres, Very Young Dragons, level 3 NPCs, etc. Use appropriate tables; divide number of monsters appearing by 3, and round any fraction up (minimum number appearing = 1). Or, watch for future Castle Oldskull supplements; or reroll.

Hey, Be More Specific!: Sorry, copyrights, intellectual property, big meanie corporations, and all that nasty stuff.

What is the Monster Doing Here?: That's for you to decide. This book does not deal with dungeon ecology; check out the CDDG series for information on that. Generally, if you feel the monsters need water, put in barrels, a small pool, or stream. If you feel they need food storage, put a 10'x10' cell (or alcove) within or adjacent to the lair, or a shallow pit. (Of course, "food" can mean iron rations, fresh meat, hosts, fungi, souls, or dead bodies ...) If you feel they need air, describe the grates and (impassable) wind shafts here. If you feel they need light, put the light source in and describe it. Beyond those concerns, the game is really about adventurers killing stuff, not "The lives and times of the poor little monster-nubblins who dwell in improper conditions," so I suggest you not overthink it. ☺

NPCs in the Dungeon: Random Non-Player Characters (NPCs) might be adventurers, explorers, guardians, denizens, or cultists, depending on alignment, location and circumstance. If, at a





complete stretch, you cannot fathom how people would possibly be there (for example, in a submerged 10'x20' room reached only through two secret doors and surrounded by monsters), you can just replace the encounter with Zombies (50%) or Skeletons (50%) (of the indicated former character class(es), of course!). In other words, the NPCs died here in this inhospitable place, and were reanimated.

Aquatic Monsters: Aquatic monsters will require the presence of a deep pool, fountain, stream, enchanted node of elemental water, etc.; you can enclose this area within the room if you like, or you can sketch a larger connecting area leading into a larger water source (which is beyond the scope of random dungeon generation). If you have any pools, streams, or underground rivers on your map as the result of random generation, consider adding in small streamlets to connect this diverse bodies of water. And yes, this does theoretically mean that aquatic monsters could potentially flee to unreachable places, or attack from undiscovered regions. Keep this in mind if the adventurers undertake multiple expeditions throughout the dungeon ... they might find they have some wet and scaly "friends" who want to speak to them about their too-frequent visits.

Split Encounters: Please note that if more than 7 monsters appear, and if the room has more than one exit, there is a 75% chance that half of the monsters (rounded down) are situated in the current room, and

the other half (rounded up) are situated in an adjacent room ... whichever room you generate next in this general direction. In combat or an altercation, it is likely that the other half of the monsters will arrive in 1D4+1 rounds. Use your best judgment, looking at the map, doors, nature of the monsters, etc. when determining if this can occur. The purpose of split encounters is [1] to provide rational cohesion to dungeon populations, by ensuring that similar monsters are found in adjacent spaces, and [2] to avoid randomly wiping out the adventurers because you rolled high on the random monster determination dice.

Monster Population Advanced Option: If you want to add some thematic predictability to your dungeon monster populations while still keeping the monsters random, consider using the following variant:

Every time a new monster type is encountered, there is a 50% chance that the monster type is Common on this dungeon level. Write it down on a list (in your encounter key), which will eventually include up to 6 different options (and you build up this list as you go; e.g., "[1] Kobolds, [2] Orcs, [3] Centipedes, [4] ??? (TBD), [5] ??? (TBD), [6] ??? (TBD)"). When a monster lair is encountered, there is a 25% chance that a Common monster type will be encountered, and a 75% chance that a random monster type will be encountered. If a Common monster is found, roll the appropriate die (D2 if two monsters are currently written down, D4 if four





monsters are currently written down, etc.) to determine the monster encountered. 25% of Common monster encounters will be mixed, which means you should halve the number of Common monsters appearing and then roll on the main (D1000) monster table to determine a second monster type. This might give you interesting results which you can develop a bit, such as “Kobolds and Dwarves (prisoners),” “Kobolds and Gremlins (allies),” “Kobolds and Giant Rats (pack and pack handlers),” and so forth.

Again, Common monsters should be 25% of the encounters as you continue to design the dungeon level. Whenever a Common monster type is not found (75%), you should roll normally on the 1D1000 table, which may result in a Common monster randomly regardless (for example, you might roll “Kobolds” randomly once again).

This may all sound a bit confusing, but after you practice with the advanced population option once, it will make intuitive sense thereafter. It’s just a bit hard to describe the process in succinct terms.

TABLE VIII: ROOM GENERATOR

The following tables and guidelines can be used to create any room in your dungeon. It will take you a while to generate the first room, but thereafter the procedure becomes very quick and intuitive. Here we go!

Door Position: Very generally, when a door is opened, the door should open in the center of the new room’s wall. So if the room is 30’x30’, the door would be equidistant between the two walls at the 15’ mark. If this is not possible due to other areas of the map already being explored and filled in — for example, if there is a known room to the west and an unexplored blank to the east — then the door could be in the western part of the room, and the room would expand eastward. Necessarily, door position calls for some judgment calls on your part. But if you follow the “door in the center of the wall” guideline whenever possible, you shouldn’t need to make these judgment calls too frequently until you get toward the end of a vast generation project.

Room Size and Shape: To map a room onto graph paper, you need to know the room’s size (dimensions) and shape (square, rectangular, etc.). We assume here that you are using a 1 square = 10’ (100 square feet) scale, so you will need to adjust accordingly if you are using metrics or developing battle maps or something else outside of the old school standard.

A few quick explanatory notes for the table below: A “short rectangle” means that when the door is opened, the wall directly across is usually nearer than the walls to the left and right (although this depends on door position). For example, if the room is a 20’x40’ rectangle, when the door is opened the far opposite wall is 20’ away. A “long rectangle means” that when the door is opened, the wall





directly across is far away. For example, if the room is a 20'x40' rectangle, when the door is opened the far opposite wall is 40' away.

Advanced "Mad Wizard's Labyrinth" Option: The table below is intentionally designed so that about 80% of the random rooms will be square or rectangular, and ~20% of rooms will be unusual. If you want to have a bizarre set of rooms for the cool aesthetics and the mapping challenge, you can achieve this effect by rolling 3D20+40 instead of 1D100.

Table VIII-1: Room Size and Shape

To determine the approximate size and shape of any chamber (or a cave, which will have irregular wall surfaces), roll 1D100:

Squares (45%)

[01-15] Small and Square, 20'x20' (400 sq. ft.),
1D3 exits.

[16-30] Medium-Sized and Square, 30'x30' (900 sq. ft.), 1D4 exits.

[31-35] Fairly Large and Square, 40'x40' (1,600 sq. ft.), 1D4 exits.

[36-40] Large and Square, 50'x50' (2,500 sq. ft.),
1D4+1 exits.

[41-43] Very Large and Square, 60'x60' (3,600 sq. ft.), 1D4+1 exits.

[44-45] Huge and Square, 70'x70' (4,900 sq. ft.),
1D4+2 exits.

Short Rectangles (18%)

[46-47] Very Small and Rectangular, 10'x20' (200 sq. ft.), 1D3 exits.

[48-49] Small and Rectangular, 15'x20' (300 sq. ft.), 1D3 exits.

[50-51] Fairly Small and Rectangular, 15'x30' (450 sq. ft.), 1D3 exits.

[52-53] Somewhat Small and Rectangular, 20'x30' (600 sq. ft.), 1D4 exits.

[54-55] Medium-Sized and Rectangular, 20'x40' (800 sq. ft.), 1D4 exits.

[56-57] Medium-Sized and Nearly Square, 30'x40' (1,200 sq. ft.), 1D4 exits.

[58] Fairly Large and Rectangular, 30'x50' (1,500 sq. ft.), 1D4 exits.

[59] Fairly Large and Long, 30'x60' (1,800 sq. ft.), 1D4+1 exits.

[60] Large and Rectangular, 40'x60' (2,400 sq. ft.), 1D4+1 exits.

[61] Large and Long, 40'x70' (2,800 sq. ft.),
1D4+1 exits.

[62] Huge and Rectangular, 50'x80' (4,000 sq. ft.), 1D4+2 exits.

[63] Huge and Nearly Square, 60'x80' (4,800 sq. ft.), 1D4+2 exits.





Long Rectangles (18%)

[64-65] Very Small and Rectangular, 10'x20' (200 sq. ft.), 1D3 exits.

[66-67] Small and Rectangular, 15'x20' (300 sq. ft.), 1D3 exits.

[68-69] Fairly Small and Rectangular, 15'x30' (450 sq. ft.), 1D3 exits.

[70-71] Somewhat Small and Rectangular, 20'x30' (600 sq. ft.), 1D4 exits.

[72-73] Medium-Sized and Rectangular, 20'x40' (800 sq. ft.), 1D4 exits.

[74-75] Medium-Sized and Nearly Square, 30'x40' (1,200 sq. ft.), 1D4 exits.

[76] Fairly Large and Rectangular, 30'x50' (1,500 sq. ft.), 1D4 exits.

[77] Fairly Large and Long, 30'x60' (1,800 sq. ft.), 1D4+1 exits.

[78] Large and Rectangular, 40'x60' (2,400 sq. ft.), 1D4+1 exits.

[79] Large and Long, 40'x70' (2,800 sq. ft.), 1D4+1 exits.

[80] Huge and Rectangular, 50'x80' (4,000 sq. ft.), 1D4+2 exits.

[81] Huge and Nearly Square, 60'x80' (4,800 sq. ft.), 1D4+2 exits.

Unusual Shapes (19%)

Note: Don't worry about getting these shapes and angles perfect, as these rooms are meant to be strange and perhaps haphazardly built. Just rough it out on the paper! Oddly-shaped rooms might have "jagged" walls following the graph paper lines, or they might be grottoes or caverns with very irregular wall surfaces. If you can't decide, there's a 50% chance of either option.

[82] Circular (or Oval) and Small (curving wall surface), about 30' across, 1D4 exits.

[83] Circular (or Oval) and Medium-Sized (curving wall surface), about 40' across, 1D4 exits.

[84] Circular (or Oval) and Large (curving wall surface), about 50' across, 1D4+1 exits.

[85] Diamond-Shaped (roll on the square section of this table above, using 5D10-4, rerolling a result of 46, and "rotate" the square 45 degrees), number of exits determined by square room result.

[86] Triangular and Small (three wall surfaces), longest wall 30' long, 1D4 exits.

[87] Triangular and Medium-Sized (three wall surfaces), longest wall 40' long, 1D4 exits.

[88] Triangular and Large (three wall surfaces), longest wall 50' long, 1D4+1 exits.

[89] Trapezoidal and Small (four wall surfaces), longest wall 30' long, 1D4 exits.

[90] Trapezoidal and Medium-Sized (four wall surfaces), longest wall 40' long, 1D4 exits.





[91] Trapezoidal and Large (four wall surfaces), longest wall 50' long, 1D4+1 exits.

[92] Parallelogram (four wall surfaces), longest wall 40' long, 1D4 exits.

[93] Pentagonal (five wall surfaces), longest wall about 20'-25' long, 1D4+1 exits.

[94] Hexagonal (six wall surfaces), longest wall about 20'-25' long, 1D4+1 exits.

[95] Octagonal (eight wall surfaces), longest wall 20'-25' long, 1D4+1 exits.

[96-97] Oddly-Shaped and Small (multiple wall surfaces), filling 4 to 6 (1D3+3) 10'x10' squares (400-600 sq. ft.), 1D3 exits.

[98] Oddly-Shaped and Medium-Sized (multiple wall surfaces), filling 7 to 10 (1D4+6) 10'x10' squares (700-1,000 sq. ft.), 1D4 exits.

[99] Oddly-Shaped and Large (multiple wall surfaces), filling 11 to 20 (1D10+10) 10'x10' squares (1,100-2,000 sq. ft.), 1D4 exits.

[00] Oddly-Shaped and Very Large (multiple wall surfaces), filling 21 to 40 (1D20+20) 10'x10' squares (2,100-4,000 sq. ft.), 1D4+1 exits.

Table VIII-2: Room Exits and Exit Locations

Once you have the room's general configuration in mind, you need to think about the exits. Rooms with lots of exits imply a significant amount of future

growth for your dungeon level, while rooms with few exits are perilous for adventurers (because they limit potential escape routes from surprise encounters with powerful monsters).

The potential number of exits from a room depends on the relative size of the room, and a random roll. Please note that in this system, the place where the adventurers entered the room is considered the "discovered exit," and any other ways out are "additional exits."

The prior table, Room Size and Shape, indicates how many exits a room will have. For example, a Fairly Large and Square room will have 1D3 exits, which means you should roll a three-sided die to determine how many exits there are. (If you don't have a three-sided die, you can roll 1D6, where 1-2 = 1, 3-4 = 2, and 5-6 = 3, or you can use =RANDBETWEEN(1,3) I Excel.) If the result is a 1, the room is effectively a dead end, because the adventurers are standing in the only exit.

You can always decide on the location of a doorway intuitively, using what I call the "aim for the white space" approach. Simply put the first new door in the wall that leads to the largest blank area on your current piece of graph paper; put the second new door somewhere else, leading to the next largest blank area; and so forth. This is a preventative approach, where you are aiming the random generation at "the Unknown" so that you will





have fewer instances of potential overlap or obstruction.

But if you dislike the intuitive approach and prefer to determine things in a mathematical fashion, you can determine the relative location of any room's additional exits by rolling 1D20 separately for each, as follows:

- [1] Door to the North.
- [2] Archway (or opening) to the North.
- [3] Door to the Northeast.
- [4] Archway (or opening) to the Northeast.
- [5] Door to the East.
- [6] Archway (or opening) to the East.
- [7] Door to the Southeast.
- [8] Archway (or opening) to the Southeast.
- [9] Door to the South.
- [10] Archway (or opening) to the South.
- [11] Door to the Southwest.
- [12] Archway (or opening) to the Southwest.
- [13] Door to the West.
- [14] Archway (or opening) to the West.
- [15] Door to the Northwest.
- [16] Archway (or opening) to the Northwest.
- [17-18] Door in the Directly Opposite Wall.

[19-20] Archway (or opening) in the Directly Opposite Wall.

You as the GM and dungeon designer must decide which exact 10' length of wall that each additional door is in. Your decision might well change the "facing" of the door from the implications given above, depending on the room shape and your interpretation of the result. For example, in a 70'x70' room you will have about 4 different squares that a "northeast" door could be positioned in, and the door might face north, northeast, or east in that corner region (depending on the graph paper square you choose). As a rule of thumb, I recommend that (a) the new door should be in the middle of the selected area if it leads into the unknown (blank map space), or (b) if the map is getting relatively full and crowded in this region, the door should then take into account the crowding locations of the known, adjacent areas. Build in the door to lead toward blank space. I also recommend that doors should usually lead out in cardinal directions — in this example, either north or east, not northeast on a diagonal — unless you find odd, unexpected, and diagonal spaces especially appealing.

If the random exit location result does not fit the room's dimensions (or it gets in the way of the current entering party's location), you should reroll. The safest result is "opposite wall [17-20]" which you can choose by default if you get tired of rolling. An opposite wall exit will almost always fit the dungeon design without a serious problem, unless your





random generation features strange looping switchbacks (which is possible, but rare and statistically unlikely).

Please note also that if any exit leads into an already-discovered room, then this is either an undiscovered secret door (50%), a one-way secret door that was not discovered before and is visible from this side (25%), or it is a magical one-way door which will disappear after it is used (25%). Archways and openings which lead into already-discovered rooms should be converted into one of these three special door types so that the new room “makes sense” and integrates smoothly into the existing design.

Table VIII-3: Door Types

Doors can take a long time to generate, and they can bog you down. But they do add a lot of immersion and play style choices during exploration, so there is a balance to be struck here between design time and play time. If you don’t want additional detail pertaining to door types, then every door in the dungeon is a “basic” one with no special features. But if you want more random detail, consider the following (roll 1D100 for each new door):

[01-40] Normal Door. In an advanced random setting, I recommend that 40% of dungeon doors should be “normal.” These are heavy, scarred, oaken doors without windows. They are ironbound

(a bit rusty) and loud to open or close. By default, they are closed.

[41-65] Stuck Door. 25% of dungeon doors should be “normal and stuck.” These doors are wedged a bit against the frame (a hinge is rusting out), haphazardly repaired, waterlogged, or similarly difficult to open the first time. A Strength (STR) roll will be required to open these.

[66-75] Locked Door. 10% of dungeon doors should be “normal and locked.” These doors have a crude lock, which thieves should be able to pick with a normal roll. You may be asking yourself, “Who has the key?” The answer is usually (in order of probability) (a) the sentient monster that lives in the room, (b) the sentient monster that lives nearby, (c) the strongest sentient monster on the dungeon level (it likely has an iron key ring filled with such things), (d) the key is lost somewhere on this dungeon level (under a pile of rubble near a skeleton, for instance), or (e) the key is no longer in existence. Needless to say, adventurers will almost never find such keys before needing them, unless you specifically design that circumstance into your dungeon.

[76-00] Unusual Door. For the remainder of doors in the dungeon, roll on the following table. This is where the fun begins!

Table VIII-4: Unusual Doors

Roll 1D100:





[01] Archway, Bricked Up (bricks will be very difficult to remove)

[02] Archway, Partially Bricked Up (bricks already half-removed, remainder will be easy to dislodge)

[03] Bookcase, Pivoting

[04] Bookcase, Sliding

[05] Burrow Opening (monstrous creator — amber behemoth, brood of Xoron, dhole, etc.)

[06] Cave Mouth, Blocked (piled with stones, crates, etc. that can be moved)

[07] Cave-In, Partially Cleared

[08] Cave-In, Uncleared

[09] Crawlway

[10] Door, with Alarm

[11] Door, Barred, Opposite Side

[12] Door, Barred, This Side

[13] Door, with Barred Window

[14] Door, Bifold

[15] Door, Blocked, Opposite Side (if blocked on this side, it's technically a concealed door)

[16] Door, Bronze

[17] Door, Concealed

[18] Door, Concealed, One-Way

[19] Door, Cyclopean (for Giants, Titans, etc.)

[20] Door, Double

[21] Door, Glyph-Engraved

[22] Door, Inscribed

[23] Door, Inside Furnishing (Armoire, Wardrobe, etc.)

[24] Door, Iron

[25] Door, Iron, Rusted

[26] Door, Ironbound

[27] Door, Locked, with Hagoday Knocker

[28-29] Door, Locked and Stuck

[30] Door, with Magic Mouth

[31] Door, One-Way

[32] Door, One-Way, Secret

[33] Door, One-Way, Vanishing

[34] Door, with Peephole

[35] Door, Reinforced

[36] Door, Rotted

[37] Door, Sealed (with Lead)

[38] Door, Sealed (with Silver)

[39] Door, Secret

[40] Door, Secret (Chain-Activated)

[41] Door, Secret (Lever-Activated)

[42] Door, Secret, One-Way

[43] Door, Spiked Open





[44] Door, Splintered

[45] Door, Spring

[46] Door, Stone

[47] Door, Stone, Pivoting

[48] Door, Stuck

[49] Door, Tiny (Alice in Wonderland)

[50] Door, Trapped

[51] Door, Trick (Magical)

[52] Door, with No Handle

[53] Door, with Tripwire

[54] Door, Walled-Over

[55] Door, Wizard Locked

[56] Door, Wooden (Unusual)

[57] Door Panel, Rotating

[58] Gate, Iron

[59] Gate, Magical

[60] Gate, Rusted

[61] Grate, Closed

[62] Grate, Raised

[63] Great Demonic Face

[64] Hole in Collapsed Wall

[65] Hollow Obelisk

[66] Illusionary Wall

[67] Lowering Wall

[68] Lychgate

[69] Membrane, Crystalline

[70] Membrane, Flesh

[71] Membrane, Fungal

[72] Mouth of the Colossus

[73] Opening, Behind Waterfall

[74] Opening, Hidden

[75] Opening, Ice-Covered (or Misty)

[76] Opening, Moss-Veiled

[77] Opening, Slime-Covered

[78] Opening, Triangular and Misty

[79] Opening, Vine-Covered

[80] Opening, Web-Covered

[81] Pipe Mouth, Dry

[82] Pipe Mouth, Flowing

[83] Pipe Mouth, Slimy

[84] Pipe Mouth, Sludge-Filled

[85] Portcullis, Closed

[86] Portcullis, Raised

[87] Portcullis, Rusted Open

[88] Portcullis, Rusted Shut

[89] Rising Wall

[90] Seam, Narrow (Coal)

[91] Seam, Twisting (Coal)





[92] Sliding Wall

[93] Throne, Revolving

[94] Turnstile, Iron

[95] Turnstile, One-Way

[96] Turnstile, Rusted

[97] Valve, Iron

[98] Valve, Iron, Rusted

[99] Valve, Steam-Powered

[00] Wall, Crumbling

If you've reading this sentence, you probably like the idea of atmospheric and challenging doors! So consider this as well: If you need still more detail, check out supplement CDDG2, The Classic Dungeon Design Guide II, for many more thousands of door (and lock) options.

Table VIII-5: Room Contents

This is necessarily a detailed section. Of all the improvements that I have made to old school random dungeon generation over the years, I have found this table to be the most impactful and rewarding for my game. But your mileage may certainly vary, depending on how much design time your current work and lifestyle allow you!

As the Game Master, you might not want random room contents at all. You might just be using this supplement to create a random map, and in that

case you should "stock" (detail) the rooms according to your own creative preference. But if you want random room results (or if you are using this supplement to play solitaire), you will want random room contents. And the next table is a very good one.

The following system is as complex as I can make it with a D100 system, balancing complexity and variety as best I can. Please note that these random contents are only for mega-dungeon level 1, or for a dungeon intended to be explored by PCs of experience levels 1 to 3. If there is further interest, I will create separate generators for deeper dungeon levels with the appropriate results.

To Generate Random Room Contents: Roll 1D100 on the table below. Then, you will need to roll further on sub-tables to see what is really there. For example, the general content might be "Monster Lair," but you need to roll up the lair before you can learn that the room is actually home to 7 orcs.

I recommend truly random dungeon contents (and occurrence percentages) as follows: [1] You can make up the particulars on your own, or [2] you can roll on the tables found in the Classic Dungeon Design Guide series of books, as you prefer. If you don't have the time to add atmosphere to an "Empty Room" result, then the Empty Room is precisely that. There is nothing in it at all.

You will soon find that you either love this table (it produces amazingly diverse results), or you hate





it (it takes a lot of time to get familiar with, and if you're not the author you'll be struggling to remember which information is where). Feel free to overrule me if you decide that the extra detail level is more trouble than it's worth!

[01-02] Empty Room, Air Conduit. The air clarity changes here. Optional: Refer to supplement CDDG1, Section 7-2-3 for more detail.

[03-04] Empty Room, Air Shaft. The air current changes here. Optional: Refer to supplement CDDG1, Section 7-2-4 for more detail.

[05-09] Empty Room, Barren. The room is completely barren, and the adventurers will feel as if they are being watched.

[10-11] Empty Room, Bright / Dim. This room has light sources, or a light level, that is unusual for the dungeon. Optional: Refer to supplement CDDG1, Sections 7-2-1 and 7-2-2 for more detail.

[12-13] Empty Room, with Cave Feature. There is a strange "natural" (?) cave formation here. Optional: Refer to supplement CDDG2, Section 3-1 for more detail.

[14-17] Empty Room, with Classic Dungeon Dressing. This room has 1D3 random objects in it. Optional: Refer to supplement CDDG1, Section 9-1-2 for more detail.

[18-19] Empty Room, with Container. There is an unusual container here. Optional: Refer to supplement CDDG2, Section 3-2 for more detail.

[20-21] Empty Room, with Corpse / Skeleton.

There are one or more dead bodies here. Optional: Refer to supplement CDDG2, Section 3-3 for more detail.

[22-23] Empty Room, Evocative and Random.

This room is strange and unusual. Optional: Refer to supplement CDDG1, Section 8-3 for recommendations.

[24-25] Empty Room, Evocative and Unusual.

This room is bizarre. Optional: Refer to supplement CDDG2, Section 3-15 for recommendations.

[26-27] Empty Room, Furnished. This room has some kind of furnishings. Optional: Refer to supplement CDDG1, Section 9-1-1 for more detail.

[28-29] Empty Room, Hideout. This room has recently been used as a hideout. Optional: Refer to supplement CDDG2, Section 3-8 for more detail.

[30-31] Empty Room, with Minor Life Forms. This room has a few creepy crawlies in it. Optional: Refer to supplement CDDG1, Section 7-2-5 for more detail.

[32] "Empty" Room, Room of Madness. The illusion over this room makes it appear empty until adventurers step into it, when the illusion will melt away ... and they will realize it is not empty at all. Optional: Refer to supplement CDDG3, Appendix B for ideas.

[33] Empty Room, with Shard of Chaos. This room has an eldritch magical relic of the past inside





of it. Optional: Refer to the Appendix in supplement CDDG1 for recommendations.

[34-35] Empty Room, with Strange Smell. This room smells very odd. Optional: Refer to supplement CDDG1, Section 7-2-6 for more detail.

[36-37] Empty Room, with Strange Sound. An odd sound emanates from, or can be heard while standing within, this room. Optional: Refer to supplement CDDG1, Section 7-2-7 for more detail.

[38-39] Empty Room, Torture Chamber. This room was once used, or is being used, as a torture chamber. Optional: Refer to supplement CDDG2, Section 3-14 for more detail.

[40-43] Empty Room, Unique Dungeon Dressing. This room has 1D3 strange objects in it. Optional: Refer to supplement CDDG2, Section 3-5 for more detail.

[44] Empty Room, with Unusual Door. This room has an odd door. You can use the short table in this book, or you can refer to supplement CDDG2, Section 3-4 for more detail.

[45] Empty Room, with Unusual Exit. This room has an odd corridor leading into (or out) of it. If the room has multiple exits, I recommend that this effect should apply to a "farther" exit; but if that is not possible, the effect applies to the entry the adventurers are using. Optional: Refer to supplement CDDG1, Section 9-3 for more detail.

[46-47] Level Connector, Leading Down.

Proceed to the LEVEL CONNECTOR table (V).

[48] Level Connector, Leading Up. Proceed to the LEVEL CONNECTOR table (V).

[49] Level Connector with Trap, Leading Up (50%) or Down (50%). Proceed to the LEVEL CONNECTOR table (V).

[50] Level Connector with Trick, Leading Up (50%) or Down (50%). Proceed to the LEVEL CONNECTOR table (V).

[51] Level Connector with Trick and Trap, Leading Up (50%) or Down (50%). Proceed to the LEVEL CONNECTOR table (V).

[52-71] Monster Lair. Proceed to the MONSTER LAIR table (VII).

[72] Monster Lair with Level Connector, Leading Down. Proceed to the MONSTER LAIR table (VII) and then the LEVEL CONNECTOR table (V).

[73] Monster Lair with Level Connector, Leading Up. Proceed to the MONSTER LAIR table (VII) and then the LEVEL CONNECTOR table (V).

[74] Monster Lair with Level Connector, Leading Up (50%) or Down (50%). There is also a Trap here, either on the monsters' treasure (50%) or the level connector (50%). Proceed to the MONSTER LAIR table (VII) and then the LEVEL CONNECTOR table (V), and also to the TRAP table (X) as needed.





[75] Monster Lair with Level Connector, Leading Up (50%) or Down (50%). There is also a Trick here, which does not harm the monsters. Proceed to the MONSTER LAIR table (VII) and then the LEVEL CONNECTOR table (V), and also to the TRICK table (XI) as needed.

[76-77] Monster Lair with Trap. The trap is somewhere in the room (for example, on or before a door). Proceed to the MONSTER LAIR table (VII) and then the TRAP table (X).

[78-80] Monster Lair with Trapped Treasure. This lair will have treasure 100% of the time (reroll any "No Treasure" result). Proceed to the MONSTER LAIR table (VII) and then the TRAP table (X), and also to the MONSTER-GUARDED TREASURE table (VI) as needed.

[81-85] Monster Lair with Trick. Proceed to the MONSTER LAIR table (VII) and then the TRICK table (XI).

[86] Trap, on Container. If you need help designing the container, refer to supplement CDDG2. Proceed to the TRAP table (X).

[87] Trap, on Door. The trap is on or before the door which the adventurers have entered through. Proceed to the TRAP table (X).

[88] Trap, on Door. If possible, the trap is on or before a door which the adventurers have not entered through. If there is only one entrance, of

course, the trap is in the entryway. Proceed to the TRAP table (X).

[89] Trap, on Surface. This means a wall, floor, or ceiling, as appropriate to the room and the random trap type. Proceed to the TRAP table (X).

[90] Trap and Trick. You will need to decide where things are within the room after you generate the random contents. Proceed to the TRAP table (X), and then to the TRICK table (XI).

[91-94] Trick. Proceed to the TRICK table (XI).

[95-96] Unguarded Treasure. Proceed to the UNGUARDED TREASURE table (XII).

[97] Unguarded Treasure with Dead Bodies. The bodies of the adventurers, or monsters, who recently owned the treasure are still here. Why the treasures were left undisturbed is anyone's guess (dissipated gas trap, or bodies were partially eaten by non-sentient predators, or adventurers and humanoids all killed one another, or the treasure is hidden and not discovered by the slayers, etc.). Proceed to the UNGUARDED TREASURE table (XII).

[98] Unguarded Treasure and Trap. Proceed to the UNGUARDED TREASURE table (XII) and then to the TRAP table (X).

[99] Unguarded Treasure and Trick. It is very likely that the Trick will need to be solved, or bypassed, to acquire the treasure. Proceed to the UNGUARDED TREASURE table (XII) and then to the TRICK table (XI).





[00] Unguarded Treasure, with Trick and Trap. It is very likely that the Trick will need to be solved, or bypassed, to acquire the treasure. Proceed to the UNGUARDED TREASURE table (XII), and then to the TRAP table (X), and then to the TRICK table (XI).

Quick Headache-Saving Tip: If you need to refer to multiple tables to generate a room, write down the sequence of tables you need to consult (e.g., “VII, V, X”) on scrap paper, or even in your draft encounter key.

More Detail! More Detail! If you want more detail for any and all entries (room type, room’s original purpose, furnishings, dressing, air currents, light levels, odors, noises, containers, etc.), the Classic Dungeon Design Guide supplement series will help you.

TABLE IX: SIDE PASSAGE

This table is fairly similar to the Corridor Crawl table, but it tends to give simpler results more frequently, and to give complex results more rarely. The reason for this is because a side passage, by its very nature, is branching off from another passageway and it has been a while since a room has been discovered. This separate Side Passage table is designed to ensure that corridors don’t branch all over the place without eventually leading to a room. You’ll also find some cool old school

options here that require a fair amount of space, including chasms and underground rivers.

Forcing the Issue: If you’d rather not design the Side Passage and you’re in a rush, simply declare the Side Passage to be a Dead End! Proceed to the DEAD END table (IV) if you decide this.

To generate a side passage, roll 1D100:

[01-02] Chasm Bisecting Passage. The corridor runs straight for another 60’. Then, it is bisected by a chasm that is 70’-120’ ((1D6+6)x10) wide and 150’-200’ ((1D6+14)x10) deep. (You should draw the chasm further throughout the map; this corridor represents the center of the chasm, and it runs out to its full width.) There may be a collapsed stone bridge that only reaches 15’ across (50% on this side, 50% on far side) (10%), an invisible stone bridge (10%), a pair of leaping ledges (5’-10’ leap distance) (20%), a rope bridge (20%), a stone bridge (20%), a wooden bridge (10%), or no bridge, and no easy way across (10%). The corridor runs for another 30’ beyond the stream and ends in a door. Proceed to the ROOM GENERATOR tables (VIII) once adventurers reach the door.

[03-04] Corridor Ends, Turns Left and Right, Straight. This is a fork, a T-intersection. The corridor ends, but two new corridors of the same width and type branch 90 degrees to the left, and 90 degrees to the right. These new corridors continue on for 60’. Proceed to SIDE PASSAGE table (IX)





once again to generate the branching corridor, whichever one the adventurers choose.

[05-07] Corridor Trap. There is a trap here, in the current square that the adventurers are standing in. Proceed to TRAP table (X).

[08-09] Corridor Trick, Distant. There is a trick 60' ahead. Beyond the trick, the corridor continues straight for another 30' beyond the trick. At that point, if the party gets past the trick and continues along the corridor, roll a new result on this table (IX). Proceed to TRICK table (XI).

[10] Corridor Trick, Near. There is a trick 30' ahead. Beyond the trick, the corridor continues straight for another 30' beyond the trick. At that point, if the party gets past the trick and continues along the corridor, roll a new result on this table (IX). Proceed to TRICK table (XI).

[11-12] Corridor Turns Left, Straight. This is a right-angle turn. The corridor continues, with the same width and type. But 30' ahead, it turns 90 degrees to the left. In the new direction, the corridor runs for another 60'. At that 60' mark, roll a new result on this table (IX).

[13-14] Corridor Turns Right, Straight. This is a right-angle turn. The corridor continues, with the same width and type. But 30' ahead, it turns 90 degrees to the right. In the new direction, the corridor runs for another 60'. At that 60' mark, roll a new result on this table (IX).

[15-20] Dead End. The corridor ends. There may or may not be a secret door here. Proceed to DEAD END table (IV).

[21-22] Door on the Left, Distant. There is a door 60' ahead, in the left-hand wall. The corridor continues on for another 30' beyond this point as well. At the 30' mark, roll a new result on this table (IX). Proceed to BEYOND THE DOOR table (II) if the door is opened.

[23-24] Door on the Left, Fairly Near. There is a door 30' ahead, in the left-hand wall. The corridor continues on for another 40' beyond this point as well. At the 40' mark, roll a new result on this table (IX). Proceed to BEYOND THE DOOR table (II) if the door is opened.

[25-26] Door on the Right, Distant. There is a door 60' ahead, in the right-hand wall. The corridor continues on for another 30' beyond this point as well. At the 30' mark, roll a new result on this table (IX). Proceed to BEYOND THE DOOR table (II) if the door is opened.

[27-28] Door on the Right, Fairly Near. There is a door 30' ahead, in the right-hand wall. The corridor continues on for another 40' beyond this point as well. At the 40' mark, roll a new result on this table (IX). Proceed to BEYOND THE DOOR table (II) if the door is opened.

[29-32] Door Straight Ahead, Distant. The corridor ends with a closed door 60' ahead. Proceed





to BEYOND THE DOOR table (II) if the door is opened.

[33-34] Door Straight Ahead, Fairly Near. The corridor ends with a closed door 40' ahead. Proceed to BEYOND THE DOOR table (II) if the door is opened.

[35-36] Door Straight Ahead, Somewhat Near. The corridor ends with a closed door 50' ahead. Proceed to BEYOND THE DOOR table (II) if the door is opened.

[37-38] Grand Hall, with Double Row of Columns. This passage is 50' wide and 100' long, ending in a 10' wide hallway at the opposite end. A double line of columns runs down the center of the hall; each column is 10' away from an outer wall and there are 5 (50%) or 9 (50%) pairs of columns. Proceed to the CORRIDOR CRAWL table (III) to determine what is found after the grand hall.

[39-40] Grand Hall, with Row of Columns. This passage is 50' wide and 100' long, ending in a 10' wide hallway at the opposite end. A single line of columns spaced 20' apart runs down the center of the hall. Proceed to the CORRIDOR CRAWL table (III) to determine what is found after the grand hall.

[41-42] Grand Hall, with Side Columns and Upper Galleries. This passage is 50' wide and 100' long, ending in a 10' wide hallway at the opposite end. A double line of columns runs down the center of the hall; each column is 5' away from an outer wall and there are 5 (50%) or 9 (50%) pairs of columns.

Additionally, there are two upper galleries above floor level, supported by the columns. These galleries are 10' wide and overlook the floor level. Each gallery has a corridor (50%) or door (50%) leading off of it at the 50'-60' mark. The stairs up to the galleries are near the current entrance (50%) or at the opposite end of the hall (50%). Proceed to the CORRIDOR CRAWL (III) or BEYOND THE DOOR table (II), as appropriate, when adventurers exit this area.

[43-44] Great Hall, with Double Row of Columns. This passage is 40' wide and 80' long, ending in a 10' or 20' wide hallway (50% / 50%) at the opposite end. A double line of columns runs down the center of the hall; each column is 10' away from an outer wall and there are 4 (50%) or 7 (50%) pairs of columns. Proceed to the CORRIDOR CRAWL table (III) to determine what is found after the great hall.

[45-46] Great Hall, with Row of Columns. This passage is 40' wide and 80' long, ending in a 10' or 20' wide hallway (50% / 50%) at the opposite end. A single line of columns spaced 20' apart runs down the center of the hall. Proceed to the CORRIDOR CRAWL table (III) to determine what is found after the great hall.

[47-48] Opening on the Left, Distant. There is an opening or archway (without a door) 60' ahead, in the left-hand wall. It leads into a room. The corridor continues on for another 40' beyond this point as well. At the 40' mark, roll a new result on this table





(IX). Proceed to ROOM GENERATOR tables (VIII) once the adventurers reach the corridor space adjacent to the opening.

[49-50] Opening on the Right, Distant. There is an opening or archway (without a door) 60' ahead, in the right-hand wall. It leads into a room. The corridor continues on for another 40' beyond this point as well. At the 40' mark, roll a new result on this table (IX). Proceed to ROOM GENERATOR tables (VIII) once the adventurers reach the corridor space adjacent to the opening.

[51-60] Room Straight Ahead, Distant. The corridor runs straight for another 60'. Then, via an opening or archway, it opens into a room without a door being present. Proceed to ROOM GENERATOR tables (VIII) once the adventurers' light source reaches the nearest square within the room.

[61-69] Room Straight Ahead, Fairly Near. The corridor runs straight for another 40'. Then, via an opening or archway, it opens into a room without a door being present. Proceed to ROOM GENERATOR tables (VIII) once the adventurers' light source reaches the nearest square within the room.

[70-77] Room Straight Ahead, Somewhat Near. The corridor runs straight for another 50'. Then, via an opening or archway, it opens into a room without a door being present. Proceed to ROOM GENERATOR tables (VIII) once the adventurers'

light source reaches the nearest square within the room.

[78-84] Straight Corridor, Long. The corridor runs in the current fixed direction for 60'. At the 60' mark, roll a new result on this table (IX).

[85-87] Straight Corridor, Short. The corridor runs in the current fixed direction for 30'. At the 30' mark, roll a new result on this table (IX).

[88-89] Straight Corridor, Very Long. The corridor runs in the current fixed direction for 90'. At the 90' mark, roll a new result on this table (IX).

[90-91] Straight with River Bisecting Passage. The corridor runs straight for another 60'. Then, it is bisected by a river that is 30' wide and 15' deep. (You should draw this river further throughout the map, until you reach the edge of the paper.) There may be a boat on the far side (10%), a boat on the near side (10%), a ford that is only 3' deep at the center (10%), a rope bridge (10%), the rubble remnant of a stone bridge (10%), a stone bridge (20%), a wooden bridge (10%), a destroyed wooden bridge (10%) or no bridge (10%). The corridor runs for another 30' beyond the stream and ends in a door. Proceed to the ROOM GENERATOR tables (VIII) once adventurers reach the door.

[92] Stream Bisecting Passage, Distant. The corridor runs straight for another 60'. Then, it is bisected by a stream that is 10' wide and 3' deep. (You can draw this stream further throughout the map if you like.) There may be a stone bridge (25%),





a wooden bridge (25%), a destroyed wooden bridge (25%) or no bridge (25%). The corridor runs for another 30' beyond the stream and ends in a door. Proceed to the ROOM GENERATOR tables (VIII) once adventurers reach the door.

[93] Stream Bisecting Passage, Fairly Near. The corridor runs for another 40'. Then, it is bisected by a stream that is 10' wide and 3' deep. (You can draw this stream further throughout the map if you like.) There may be a stone bridge (25%), a wooden bridge (25%), a destroyed wooden bridge (25%) or no bridge (25%). The corridor runs for another 50' beyond the stream and ends in a door. Proceed to the ROOM GENERATOR tables (VIII) once adventurers reach the door.

[94] Stream Bisecting Passage, Somewhat Near. The corridor runs for another 50'. Then, it is bisected by a stream that is 10' wide and 3' deep. (You can draw this stream further throughout the map if you like.) There may be a stone bridge (25%), a wooden bridge (25%), a destroyed wooden bridge (25%) or no bridge (25%). The corridor runs for another 40' beyond the stream and ends in a door. Proceed to the ROOM GENERATOR tables (VIII) once adventurers reach the door.

[95-98] Wandering Monster Approaching from Ahead. The corridor runs in the current fixed direction for 60'. 60' away, a random wandering monster is present. Beyond the monsters, the corridor continues for another 30'. At that 30' mark,

roll a new result on this table (IX). To determine the wandering monster, roll on the MONSTER LAIR table (VII). Halve the number of monsters appearing, rounding up, and reroll any D1000 results above 715.

[99-00] Wandering Monster Approaching from Behind. The corridor runs in the current fixed direction for 60'. However, wandering monsters have followed the party and are approaching from behind. The monsters are 1D10x10' away when the party becomes aware of them. (Restrict this as needed, depending on the circumstances; for example, if the party closed a door to get here and the door is 20' behind them, the monsters — if sentient and capable of opening doors — are opening the door, which is heard, and they are therefore only 20' behind.) To determine the wandering monster, roll on the MONSTER LAIR table (VII). Halve the number of monsters appearing, rounding up, and reroll any D1000 results above 715.

TABLE X: TRAP

Traps are designed to hinder and harm adventurers in the short term, and to make them careful (and more skilled at dungeon crawling, to be honest) in the long term.

The general effect of a random trap is that it is unpredictable, never-wracking, and unexpected





(unless detected). In the World of Oldskull campaign traps range from Lethality Level zero (scary, but nothing really harmful) all the way up to Lethality Level 10 (almost certainly fatal to anyone). On mega-dungeon level 1, or in dungeons intended for PC experience levels 1 to 3, I recommend only including traps of Lethality Level zero, 1, or 2, with 2 being more rare. The table below reflects that design mentality.

Traps can only be partially delineated in this supplement, because each game's rules for detection, damage, effect, saving throw, etc. are different. But I won't leave you completely hanging ... I can provide a general guideline of what to expect.

These results provided here are for mega-dungeon level 1, or a dungeon that is intended to be explored by PCs of experience levels 1 to 3. If you need more options than what this short guide can provide, please refer to supplement BDT1, The Book of Dungeon Traps. In that book, I provide much more guidance on this subject than I can offer in the limited space here. When in doubt, use your game's rules and your imagination!

To generate a quick trap, roll 1D100:

[01-02] Alarm, Alerts Monster(s) (Lethality Level 1) (Monsters within 120', ignoring doors, cannot be surprised. Walls however will block this effect.)

[03-04] Alarm, Beckons Monsters of Lethality Level 1 (Lethality Level 1) (Roll on MONSTER LAIR

table (VII); attracted monsters will arrive in 1D4+1 rounds.)

[05-06] Alarm, Beckons Nothing (Lethality Level zero) (Will frighten the PCs but nothing else occurs.)

[07-08] Already Triggered Trap (Lethality Level zero) (Examples: corpse riddled with arrows, skeleton crushed by boulder, etc.)

[09] Arrow Trap (Lethality Level 2) (Refer to supplement BDT1 for recommended damage.)

[10] Bolt Trap (Lethality Level 2) (Refer to supplement BDT1 for recommended damage.)

[11] Bridge, Illusionary, 10' Fall (Lethality Level 2) (Refer to supplement BDT1.)

[12] Cascade of Metal Spheres, Alerts Monster(s) (Lethality Level 2) (Monsters within 120', ignoring doors, cannot be surprised. Walls however will block this effect. Refer to supplement BDT1 for additional effects.)

[13] Cascade of Metal Spheres, Beckons Monster(s) (Lethality Level 2) (Roll attracted monsters on MONSTER LAIR table (VII); refer to supplement BDT1.)

[14-15] Corpse (Lethality Level zero) (Appears as if it will animate due to pose / position, but it is non-magical and harmless.)

[16-17] Corpse, Animating (Lethality Level 1) (Number appearing: 1 zombie.)





[18] Corpses, Animating (Lethality Level 2)
(Number appearing: 1D3+1 zombies.)

[19] Corpses, Diseased, Acute and Mild Affliction (Lethality Level 2) (Touching will cause disease.)

[20-21] Corpses, Parasitically Infested, Acute and Mild Affliction (Lethality Level 1) (Touching will cause infestation.)

[22] Corridor Block, Medium-Term Reset (Lethality Level 2) (Adventurers will be trapped, or forced to move forward, for a short time; refer to supplement BDT1.)

[23-24] Corridor Block, Short Reset (Lethality Level 1) (Adventurers will be trapped, or forced to move forward, for a short time; refer to supplement BDT1.)

[25-26] Dart Trap (Lethality Level 1) (Refer to supplement BDT1 for recommended damage.)

[27] Dart Trap, Double (Lethality Level 2) (Refer to supplement BDT1 for recommended damage.)

[28] Dart Trap, Triple (Lethality Level 2) (Refer to supplement BDT1 for recommended damage.)

[29-30] Deactivated Trap (Lethality Level zero)
(Example: opened pressure plate with smashed cogs and pulleys visible, etc.)

[31-32] Door, False (Lethality Level 1) (Refer to supplement BDT1.)

[33] Dweomer Bubble (Lethality Level 2)
(Number appearing: 1. Refer to supplement BDT1.)

[34] Enchanted Rune, Glyph of Warding, Blinding (Lethality Level 2) (Similar to a spell trigger; refer to supplement BDT1.)

[35] Enchanted Rune, Glyph of Warding, Frost (Lethality Level 2) (Similar to a spell trigger; refer to supplement BDT1.)

[36-37] Flesh Grub (Lethality Level 1) (Number appearing: 1.)

[38] Flesh Grubs (Lethality Level 2) (Number appearing: 1D2.)

[39-40] Fungus, Shrieking, Beckons Monster(s) of Lethality Level 1 (Lethality Level 1) (Number of fungi appearing: 1D2. Shrieking will bring monsters, roll on MONSTER LAIR table (VII); attracted monsters will arrive in 1D4+1 rounds.)

[41] Fungus, Shrieking, Beckons Monster(s) of Lethality Level 2 (Lethality Level 2) (Number of fungi appearing: 1D4. Refer above, and to supplement BDT1.)

[42-43] Fungus, Shrieking, Beckons Nothing (Lethality Level zero) (Number of fungi appearing: 1. The fungus' shrieking will not draw wandering monsters, but the players don't need to be told that!)

[44-45] Gas Cloud, Obscuring (Lethality Level zero) (The gas only reduces range of vision, but the GM is free to describe it as potentially poisonous; you can even ask for saving throws vs. poison, and then reveal there is no danger after the rolls.)





[46] Gas Cloud, Sleep (Lethality Level 2) (Refer to supplement BDT1.)

[47-48] Gas Vent, Obscuring (Lethality Level zero) (As above, but instead of hanging in the air, the gas emerges from a vent when the adventurers pass by.)

[49-50] Gust of Wind (Mundane), Entrance to Monster Lair (Lethality Level 1) (Likely to blow out torches and perhaps lanterns, and PCs will be surprised by monsters in the dark; roll on MONSTER LAIR table (VII).)

[51-52] Gust of Wind (Mundane), Entrance to Room without Monsters (Lethality Level zero) (Likely to blow out torches and perhaps lanterns, but PCs will not be ambushed while dealing with this.)

[53] Hobbling Hole (Lethality Level 2) (Refer to supplement BDT1.)

[54] Javelin Trap (Lethality Level 2) (Refer to supplement BDT1 for recommended damage.)

[55] Ledge, Tipping, 10' Fall (Lethality Level 2) (Refer to supplement BDT1.)

[56] Monster Cage, Level I Monster (Lethality Level 2) (Roll on MONSTER LAIR table (VII) for monster type, and/or refer to supplement BDT1.)

[57-58] Net, Beckons Monster(s) of Lethality Level 1 (Lethality Level 2) (Adventurers will likely be trapped until they can cut themselves out, and monsters as rolled on MONSTER LAIR table (VII) will come to investigate; refer to supplement BDT1.)

[59-60] Net, Beckons Nothing (Lethality Level 1)

(Adventurers will likely be trapped until they can cut themselves out, but no monsters will come to investigate; refer to supplement BDT1.)

[61] Net, Weighted, Beckons Nothing (Lethality Level 2) (More difficult extraction; refer to supplement BDT1.)

[62] Pit, 10' Deep, Open (Lethality Level 2) (Refer to supplement BDT1 for recommended damage.)

[63-64] Poisoned Needle, Decayed Poison (Lethality Level zero) (50% chance: Harmless. 50% chance: Inflicts 1 point of damage, but poison is no longer harmful; this is mostly a fear-inducing trap.)

[65] Portcullis, Iron, Rusted (Lethality Level 2) (Refer to supplement BDT1.)

[66-67] Scorch Mark, Acid Stain, etc. (Lethality Level zero) (The trap which caused the mark long ago is no longer present.)

[68] Scorpion, Poisonous (Lethality Level 2) (Number appearing: 1. Refer to supplement BDT1.)

[69-70] Skeleton (Lethality Level zero) (Appears as if it will animate due to pose / position, but it is non-magical and harmless.)

[71-72] Skeletons, Animating (Lethality Level 1) (Number appearing: 1D3.)

[73] Skeletons, Animating (Lethality Level 2) (Number appearing: 1D6.)





[74-75] Slide to Empty Room, Descending One Level (Lethality Level 1) (Uncontrolled descent, level connector.)

[76] Slide to Pool, Descending One Level (Lethality Level 2) (Uncontrolled descent to water, level connector.)

[77] Snake, Asp (Lethality Level 2) (Number appearing: 1.)

[78] Snare, 10' Drop (Lethality Level 2) (Refer to supplement BDT1.)

[79-80] Spell Trigger, Blight (Lethality Level 1) (Casts the appropriate spell when activated.)

[81-82] Spell Trigger, Burning Hands (Lethality Level 1) (Casts the appropriate spell when activated.)

[83-84] Spell Trigger, Cause Fear (Lethality Level 1) (Casts the appropriate spell when activated.)

[85] Spell Trigger, Cause Light Wounds (Lethality Level 2) (Casts the appropriate spell when activated.)

[86] Spell Trigger, Faerie Fire (Lethality Level 1) (Casts the appropriate spell when activated.)

[87-88] Spell Trigger, Fog Cloud (Lethality Level zero) (Casts the appropriate spell when activated.)

[89] Spell Trigger, Gust of Wind (Lethality Level 1) (Casts the appropriate spell when activated.)

[90] Spell Trigger, Hold Person (Lethality Level 2) (Casts the appropriate spell when activated.)

[91-92] Spell Trigger, Light (Lethality Level zero) (Casts the appropriate spell when activated. Nearby monsters who are not behind a closed door or wall cannot be surprised.)

[93] Spell Trigger, Monster Summoning I (Lethality Level 2) (Casts the appropriate spell when activated.)

[94] Spell Trigger, Sleep (Lethality Level 2) (Casts the appropriate spell when activated.)

[95] Spider, Poisonous (Lethality Level 2) (Number appearing: 1. Refer to supplement BDT1.)

[96] Stairs, Collapsing, 5' to 10' Collapse Distance (Lethality Level 2) (Refer to supplement BDT1.)

[97] Stair-Slide to Empty Room, Descending One Level (Lethality Level 1) (Uncontrolled descent, level connector.)

[98] Stair-Slide to Pool, Descending One Level (Lethality Level 2) (Uncontrolled descent to water, level connector.)

[99-00] Trap with Failing Trigger (Lethality Level zero) (Example: spring-loaded bow and arrow pops out, but bowstring breaks, etc. The purpose of the trap will be to frighten the adventurers, and perhaps even for the GM to call for saving throws or DEX rolls, but no harmful action will occur during the misfire.)





TABLE XI: TRICK

Complexity Warning: This is the most complex system in the book. Please note that this section is creative, ambiguous, and extensive; if you need rapid results, treat this result as a trap instead, and proceed to the TRAP table (X). If you need inspiration or intrigue, read on!

So what is the difference between a trap and a trick? Very generally, most traps are designed by dungeon denizens to hinder or kill intruders. (Less common environmental traps, such as collapsing floors and ceilings, are instead the result of “natural” dungeon deterioration.) Tricks, however, are usually the side effects of lingering chaos, magic, evil, or deity intervention within the dungeon. A quick comparative example: A magic mouth which shoots missiles out of its maw whenever it is approached by anyone is a trap. A magic mouth which asks a riddle, and rewards the correct answer while punishing the wrong ones, is a trick.

Tricks are more mysterious than logical. Their reasoning is intuitive, or “dream logic” in many instances. Anyone who demands that all tricks in a dungeon be fair should probably stop playing, in all honesty. Despite this being a game, dungeons do not exist to entertain the players! They exist to challenge the players, first and foremost; and to reward the players’ PCs conditionally, depending upon how those challenges are met. Any player enjoyment comes from successfully meeting those

challenges, regardless of randomness, difficulty, or unexpected setbacks. This is one of the basic tenets of the old school.

Almost all tricks are inherently magical, or at least have a magical component. Most tricks at this level (mega-dungeon level 1, or PC experience levels 1 to 3) either cause non-damaging effects, or conditional damage which could potentially be avoided (by answering the riddle, avoiding grabbing an illusory treasure in a pool, not chasing after the beautiful naked nymph, whatever). In my game, tricks are a test of not only PC abilities, but also a test of player psychology and skill. Divination magic will usually be helpful to adventurers who are attempting to discern the true nature of a trick. Problem solving skills, caution, knowledge and experimentation should all generally be rewarded by most tricks, but this component of trick design is very difficult to work into a random generator. Your creative gifts will be required here to supplement the random results.

Each trick should be unique, and the best ones will come out of your imagination ... but here is a healthy sampling of examples to get you started. These results again are for mega-dungeon level 1, or a dungeon that is intended to be explored by PCs of experience levels 1 to 3. If you need more options than what this short guide can provide, please refer to supplement CDDG2, The Classic Dungeon Design Guide II, for thousands of further ideas and possibilities.



**Table XI-1: Trick Feature**

The feature is the “ghost shell” — the inanimate dungeon element in which the power of the magical trick is situated. You can decide on an appropriate element, or roll 1D100 and consult the following table.

Theoretically, PCs could “kill” the trick by destroying the feature (shattering the statue, burning the tapestry, hacking the wardrobe to bits, etc.), but this would take a considerable amount of time and energy.

The air around a trick could be shimmering, “heavy” with spiritual presence, aglow, or completely innocuous. Because of the chaotic and magical nature of tricks, the feature might well be ancient, extra-dimensional, or some other kind of anomaly which doesn’t quite “fit” with the rest of the setting. Savvy players will be put on guard by your evocative description!

[01-02] Altar / Shrine (if to a specific god, refer to supplement CDDG2 for tables)

[03-04] Archway (alcove opening, corridor opening, etc.)

[05-06] Artwork (fresco, mosaic, painting, etc.)

[07-08] Book (diary, grimoire, tome, Necronomicon, etc.)

[09-10] Bridge (or catwalk, walkway, revolving staircase to nowhere, etc.)

[11-12] Cage (or aquarium, monster pit, suspended animation chamber, etc.)

[13-14] Ceiling (or ceiling feature, such a chandelier or ornamentation)

[15-16] Ceiling Dome (likely painted, sculpted, with mosaic, etc.)

[17-18] Chariot (or cart, wagon, funereal barque, etc.)

[19-20] Container (cauldron, chest, sarcophagus, urn, etc.)

[21-22] Corpse (animated and imprisoned, monster, speaking, etc.)

[23-24] Crystal (enormous, glowing, growing, hovering, etc.)

[25-26] Door (roll on door table for subtype if preferred)

[27-28] Door, Secret (roll on door table for subtype if preferred)

[29-30] Equipment (animated armor, hourglass, hovering weapon, water clock, etc.)

[31-32] Fire (ever-burning flame, perhaps sentient)

[33-34] Firepit (or fireplace, likely with Fire as above)

[35] Floor (or floor feature, grating with sentient water, mosaic, etc.)





[36-37] **Fountain** (or holy water basin, unholy water basin)

[38-39] **Fungus** (likely monstrous yet immobile, refer to supplement CDDG2)

[40-41] **Furnishing** (curiosity cabinet, round table, wardrobe, etc.)

[42-43] **Idol** (or icon, partially-constructed golem, statuette, etc.)

[44-45] **Illusion** (of a feature, roll again on this table)

[46-47] **Illusion** (of a monster, roll type randomly or choose)

[48-49] **Living Energy** (force field, sphere, etc.; alternately, Living Water)

[50-51] **Machine / Contraption** (ancient, gnomish, otherworldly, etc.)

[52-53] **Magic Mouth** (programmed, sentient and responsive, wizard's face, etc.)

[54] **Magical Gateway** (dimensional rift to another plane of existence)

[55] **Magical Gateway** (dimensional rift to another world on the Prime Material Plane)

[56] **Magical Gateway** (teleporter to a place on the surface)

[57] **Magical Gateway** (teleporter to a subterranean place far away, another dungeon)

[58] **Magical Gateway** (teleporter to another destination within the dungeon)

[59] **Mist** (or fog, glowing motes of light, ancient hologram, etc.)

[60] **Monolith** (or cairn, gravestone, obelisk, etc.)

[61-62] **Monster** (imprisoned, living brain, reanimated, in suspended animation, etc.)

[63-64] **Monster Corpse** (or imp in specimen jar, stuffed taxidermy bear, undead in anatomical theater, etc.)

[65-66] **Pedestal** (likely holding an idol, reliquary, crystal, coffer, etc.)

[67-68] **Pillar** (animated, carved, turning, etc.)

[69-70] **Pit** (likely with Living Energy or Monster inside, see those entries)

[71-72] **Pool** (likely with living sentient water, or calcified aquatic monster, etc.)

[73-74] **Reliquary** (holding saint's bones, shattered skull, cursed unholy treasure, etc.)

[75-76] **Room** (the room itself is able to slam doors, aware, breathing, etc.)

[77-78] **Runic Inscription** (changing, communicating, hovering, etc.)

[79-80] **Skeleton** (of a demi-human, human, monster, prehistoric beast, etc.)

[81-82] **Skull** (of a demi-human, dragon, human, monster, etc.)





[83-84] Spirit (or ghost, disembodied creature, imprisoned elemental, etc.)

[85-86] Stairway (or other level connector, roll type as needed)

[87-88] Statue (or bust, colossus, petrified victim, ruined statue, etc.)

[89-90] Tapestry (animated, enchanted spider silk, painted, etc.)

[91-92] Vegetation (creepers, enormous corpse blossom, roots, vines, etc.)

[93-94] Wall (or wall feature, fissure, bas relief of a demon mouth, etc.)

[95-96] Well (perhaps with living / sentient water inside it)

[97-98] Symbiotic Features (roll twice, rerolling results above 96)

[99-00] Living / Sentient Room (roll 1D4+2 times, rerolling results above 96)

Table XI-2: Trick Classification

The classification is a guideline which tells you whether a Trick is to be considered negative (harmful), positive (helpful), or both positive and negative (which can be random, conditional, based on the adventurers' actions, etc.). Due to the enormous array of possibilities we are codifying and simplifying into a tabular structure here, you may need to tweak these classifications a bit to make the

Trick theme cohesive, interesting, and reasonable. I recommend that you roll the classification, and then revisit it as a "sanity check" once you've rolled up the Trick's trigger(s) and attribute(s) (later in this section).

This randomized list of options will guide the direction of your Trick design, but it doesn't have all the answers. So please don't take this overly ambitious table as gospel ... it can't handle the pressure! ☺

Roll 1D100:

[01-04] Negative Attribute, Targets All People on Trigger. Roll one TRIGGER CONDITION and one NEGATIVE ATTRIBUTE.

[05-08] Negative Attribute, Targets Everyone upon Approach. Trigger condition not required. Roll one NEGATIVE ATTRIBUTE.

[09-12] Negative Attribute, Targets Everyone upon Investigation / Interaction. Trigger condition not required. Roll one NEGATIVE ATTRIBUTE.

[13-16] Negative Attribute, Targets Nearest Person on Trigger. Roll one TRIGGER CONDITION and one NEGATIVE ATTRIBUTE.

[17-20] Negative Attribute, Targets Nearest Person upon Approach. Trigger condition not required. Roll one NEGATIVE ATTRIBUTE.

[21-24] Negative Attribute, Targets Person upon Investigation / Interaction. Trigger condition not required. Roll one NEGATIVE ATTRIBUTE.





[25-28] Negative Attribute, Targets Random 1D3 People on Approach. Trigger condition not required. Roll one NEGATIVE ATTRIBUTE.

[29-32] Negative Attribute, Targets Random 1D3 People on Trigger. Roll one TRIGGER CONDITION and one NEGATIVE ATTRIBUTE.

[33-36] Negative Attribute, Targets Random Person on Trigger. Roll one TRIGGER CONDITION and one NEGATIVE ATTRIBUTE.

[37-39] Negative or Positive Attribute, Targets All People on Trigger. For the first set of powers, roll one TRIGGER CONDITION and one NEGATIVE ATTRIBUTE. For the second set of powers, roll one (different) TRIGGER CONDITION and one POSITIVE ATTRIBUTE.

[40-42] Negative or Positive Attribute, Targets Everyone upon Approach. Trigger condition not required; 45% chance of negative attribute activating, 45% chance of positive attribute activating, and 10% chance of both activating simultaneously. Roll one NEGATIVE ATTRIBUTE and one POSITIVE ATTRIBUTE.

[43-46] Negative or Positive Attribute, Targets Everyone upon Investigation / Interaction. Trigger condition not required; 45% chance of negative attribute activating, 45% chance of positive attribute activating, and 10% chance of both activating simultaneously. Roll one NEGATIVE ATTRIBUTE and one POSITIVE ATTRIBUTE.

[47-50] Negative or Positive Attribute, Targets Nearest Person on Trigger. For the first set of powers, roll one TRIGGER CONDITION and one NEGATIVE ATTRIBUTE. For the second set of powers, roll one (different) TRIGGER CONDITION and one POSITIVE ATTRIBUTE.

[51-54] Negative or Positive Attribute, Targets Nearest Person upon Approach. Trigger condition not required; 45% chance of negative attribute activating, 45% chance of positive attribute activating, and 10% chance of both activating simultaneously. Roll one NEGATIVE ATTRIBUTE and one POSITIVE ATTRIBUTE.

[55-58] Negative or Positive Attribute, Targets Person upon Investigation / Interaction. Trigger condition not required; 45% chance of negative attribute activating, 45% chance of positive attribute activating, and 10% chance of both activating simultaneously. Roll one NEGATIVE ATTRIBUTE and one POSITIVE ATTRIBUTE.

[59-60] Negative or Positive Attribute, Targets Random 1D3 People on Approach. Trigger condition not required; 45% chance of negative attribute activating, 45% chance of positive attribute activating, and 10% chance of both activating simultaneously. Roll one NEGATIVE ATTRIBUTE and one POSITIVE ATTRIBUTE.

[61-62] Negative or Positive Attribute, Targets Random 1D3 People on Trigger. For the first set of powers, roll one TRIGGER CONDITION and one





NEGATIVE ATTRIBUTE. For the second set of powers, roll one (different) TRIGGER CONDITION and one POSITIVE ATTRIBUTE.

[63-64] Negative or Positive Attribute, Targets Random Person on Trigger. For the first set of powers, roll one TRIGGER CONDITION and one NEGATIVE ATTRIBUTE. For the second set of powers, roll one (different) TRIGGER CONDITION and one POSITIVE ATTRIBUTE.

[65-68] Positive Attribute, Targets All People on Trigger. Roll one TRIGGER CONDITION and one POSITIVE ATTRIBUTE.

[69-72] Positive Attribute, Targets Everyone upon Approach. Trigger condition not required. Roll one POSITIVE ATTRIBUTE.

[73-76] Positive Attribute, Targets Everyone upon Investigation / Interaction. Trigger condition not required. Roll one POSITIVE ATTRIBUTE.

[77-80] Positive Attribute, Targets Nearest Person on Trigger. Roll one TRIGGER CONDITION and one POSITIVE ATTRIBUTE.

[81-84] Positive Attribute, Targets Nearest Person upon Approach. Roll one TRIGGER CONDITION and one POSITIVE ATTRIBUTE.

[85-88] Positive Attribute, Targets Person upon Investigation / Interaction. Trigger condition not required. Roll one POSITIVE ATTRIBUTE.

[89-92] Positive Attribute, Targets Random 1D3 People on Approach. Trigger condition not required. Roll one POSITIVE ATTRIBUTE.

[93-96] Positive Attribute, Targets Random 1D3 People on Trigger. Trigger condition not required. Roll one POSITIVE ATTRIBUTE.

[97-00] Positive Attribute, Targets Random Person on Trigger. Roll one TRIGGER CONDITION and one POSITIVE ATTRIBUTE.

Table XI-3: Trick Trigger Condition

Use this table when the previous table indicates that you need to determine which set condition “wakens” the Trick and “sets it off.” For example, if the Trick is triggered by Lowest Strength Score, it focuses its effect — for good or for ill — on the adventurer who has the lowest Strength. Roll randomly to break ties as needed. The trigger determines who might be affected, if the target is not already defined by the Trick Classification.

At your discretion, a Trick can intelligently select sub-optimal targets. For example, if you have a positive (helpful) Trick that is triggered by halflings, and is a magic mouth, the mouth will first want to talk to a halfling ... and if this is not possible, it will move on to somewhat similar creatures (e.g., gnomes) before settling for a boring ol’ human to converse with.

Roll 1D100 and consult the following table:





[01-02] Ability Score, Charisma, Highest
 [03-04] Ability Score, Charisma, Lowest
 [05-06] Ability Score, Constitution, Highest
 [07-08] Ability Score, Constitution, Lowest
 [09-10] Ability Score, Dexterity, Highest
 [11-12] Ability Score, Dexterity, Lowest
 [13-14] Ability Score, Intelligence, Highest
 [15-16] Ability Score, Intelligence, Lowest
 [17-18] Ability Score, Strength, Highest
 [19-20] Ability Score, Strength, Lowest
 [21-22] Ability Score, Wisdom, Highest
 [23-24] Ability Score, Wisdom, Lowest
 [25-27] Age, Eldest
 [28-30] Age, Youngest
 [31-33] Alignment, Chaotic (Any CE, CG, CN)
 [34] Alignment, Chaotic Evil
 [35] Alignment, Chaotic Good
 [36] Alignment, Chaotic Neutral
 [37-39] Alignment, Evil (Any CE, LE, NE)
 [40-42] Alignment, Good (Any CG, LG, NG)
 [43-45] Alignment, Lawful (Any LE, LG, LN)
 [46] Alignment, Lawful Evil
 [47] Alignment, Lawful Good
 [48] Alignment, Lawful Neutral

[49-51] Alignment, Neutral (Any CN, LN, TN)
 [52] Alignment, Neutral Evil
 [53] Alignment, Neutral Good
 [54] Alignment, True Neutral
 [55-57] Experience Level, Highest Present
 [58-60] Experience Level, Lowest Present
 [61-63] Race, Dwarf
 [64-66] Race, Elf or Half-Elf
 [67-69] Race, Exotic (any and all beyond dwarf, elf, gnome, half-elf, half-ogre, half-orc, halfling, or human)
 [70-72] Race, Gnome
 [73-75] Race, Halfling
 [76-78] Race, Half-Ogre or Half-Orc
 [79-86] Race, Human
 [87-88] Sex, Female
 [89-90] Sex, Male
 [91-95] Roll Twice (reroll conflicting results, or results above 90)
 [96-00] Roll Three Times (reroll conflicting results, or results above 90)

Make It Make Sense: Results which are especially ambiguous ("Why does the Trick prefer to target chaotic good elven females?") may require some creative justification on your part ("This room was once sacred to a tribe of shamanic orcs which





worshipped the one-eyed god of orcish might, and the tribe was eternally hateful toward the elven shield maidens who almost wiped it out. Evil is strong, and a glimmer of that hateful aura yet remains ...”).

Table XI-4: Negative Attributes for Tricks

Roll 1D100 to determine the attribute:

[01] Absorbs / Envelops Victim (not fatal at this difficulty level, releases character after 2D6 rounds)

[02-03] Activates Alarm / Casts Alarm Spell (very likely to summon monster)

[04-05] Activates Anti-Magic Field (spells and items do not operate in this room)

[06-07] Activates Trap (roll as needed)

[08] Ages (1D4 years if human, proportional +1D6% for demi-human)

[09] Animates Person's Weapons (which attack the party for 1D4 rounds)

[10] Animates Room Objects (which attack, each having approximately 1D8 HTK at this difficulty level)

[11-12] Appearing and Disappearing (trick has a 50% chance to be present each time the room is entered; trick feature vanishes entirely, not just turning invisible)

[13-14] Bestows Vision (causes temporary insanity, duration 2D6 rounds at this difficulty level)

[15] Casts Suggestion Spell (likely non-violent, to leave room, use a certain door, leave treasure, etc.)

[16] Causes Berserker Rage (affected characters are +2 to hit and -2 armor class, lasts 1D4 hours)

[17] Causes Disease (non-fatal)

[18-19] Causes Fear (duration 2D6 rounds)

[20] Causes Parasitic Infection (non-fatal)

[21] Causes Suspended Animation (duration 1D6 hours)

[22] Changes Air (poisonous gas, hallucinatory, fear gas, obscuring vapor, removes all air, etc.; not fatal at this difficulty level, but likely to paralyze, knock unconscious, etc.)

[23-24] Changes Alignment (involuntary, temporary at this difficulty level, duration 1 hour)

[25] Changes Appearance (eye color, hair color, skin color, etc.; effects last 1D6 months)

[26] Changes Class (temporary at this difficulty level, duration 1 hour, expect lots of bookkeeping and experimentation!)

[27-28] Changes Minds Between Bodies (temporary at this difficulty level, duration 1 hour; the nearby PC who fails a save vs. spells by the largest amount is the mind's new "host"; physical attributes such as STR, DEX, CON, HTK do not change)





[29] Changes Person's Native Language (common to dwarvish, etc.; duration 1D6 days)

[30] Changes Sex (duration 1D4 weeks)

[31] Changes Victim's Body (height, weight; duration 1D6 days)

[32-33] Closes Door / Portcullis (that is already in room; if trapped in room, trapped for 1D4 hours)

[34] Collapses / Disintegrates / Shatters (trick is destroyed, 10% chance to reveal secret level connector leading down)

[35] Communicates and Answers, Demands Sacrifice (may ask for treasure and grant healing, or nothing, etc.)

[36] Communicates and Answers, Mimics Monster / Entity (likely to cause fear, implies demonic presence, etc.)

[37] Communicates and Answers, Shared Information with Monsters (PCs will on the next expedition into this dungeon be faced with monster-crafted traps, ambushes, etc.)

[38-39] Communicates and Answers, Threatens (likely empty threats, but not always!)

[40-41] Creates Endless Corridor (corridor PCs entered through becomes 12 miles long, effect duration 1D6 hours, then reverts to normal with PCs just outside this room)

[42-43] Creates Illusionary Monster (of Lethality Level 1)

[44-45] Creates Illusionary Trick or Trap (floor vanishes, surrounded by forest, etc.)

[46] Curses Victim (minor curse, -1 to hit, -1 to saving throws, -2 to hit point maximum, etc.; duration 1 day)

[47] Decreases Ability Score, -1 Charisma, Temporary (duration at this difficulty level 1D6 hours)

[48] Decreases Ability Score, -1 Constitution, Temporary (duration at this difficulty level 1D6 hours)

[49] Decreases Ability Score, -1 Dexterity, Temporary (duration at this difficulty level 1D6 hours)

[50] Decreases Ability Score, -1 Intelligence, Temporary (duration at this difficulty level 1D6 hours)

[51] Decreases Ability Score, -1 Strength, Temporary (duration at this difficulty level 1D6 hours)

[52] Decreases Ability Score, -1 Wisdom, Temporary (duration at this difficulty level 1D6 hours)

[53] Decreases Ability Score, -2 Charisma, Temporary (duration at this difficulty level 1D20+30 rounds)





[54] Decreases Ability Score, -2 Constitution, Temporary (duration at this difficulty level 1D20+30 rounds)

[55] Decreases Ability Score, -2 Dexterity, Temporary (duration at this difficulty level 1D20+30 rounds)

[56] Decreases Ability Score, -2 Intelligence, Temporary (duration at this difficulty level 1D20+30 rounds)

[57] Decreases Ability Score, -2 Strength, Temporary (duration at this difficulty level 1D20+30 rounds)

[58] Decreases Ability Score, -2 Wisdom, Temporary (duration at this difficulty level 1D20+30 rounds)

[59] Decreases Gravity (afflicted targets will be floating 5' off the ground, -5 DEX and likely quite helpless, duration 1D20+20 rounds even beyond the room's confines)

[60] Destroys Items (destroys armor or weapon or important random non-magical item carried by victim, permanent)

[61] Distorts Self / Changes Size (trick feature shrinks up to 95% or grows up to 300%, duration 1D6 hours)

[62] Drains Experience Level (temporary at this difficulty level, duration 1 day; PCs reduced to level 0 will be unconscious for 24 hours)

[63] Drains Experience Points (curse, hopelessness, prophetic vision of death; recommended permanent loss at this difficulty level = 250-400 XP)

[64] Drains Magic Item (rod of cancellation effect; temporary at this difficulty level, affected item loses power for 24 hours)

[65] Drops Cage / Net (imprisons character or even party, may need STR checks to escape)

[66] Erases Spells in Memory (victim at this difficulty level loses 2 level 1 spells, or 1 level 2 spell; spell can be rememorized, but is lost as if cast)

[67] Floods Room / Submerges / Drags into Pool (potentially dangerous, but slow, maximum duration 1D6 hours with very limited possibility of drowning)

[68] Geas (to slay a monster, visit a shrine, acquire and return a treasure, etc., difficulty dependent upon GM fiat), Grants Limited Wish upon Return

[69] Increases Gravity (victim's movement rate reduced to 10' round, -4 STR, effect centered upon trick feature's room only)

[70] Inscription Reveals History / Effects (Misleading) (GM should provide interesting but false partial history of trick's origin, technology, creators, etc.)

[71] Invisible (trick not discovered until effect is activated, or it is run into by someone)





[72] Lightning Shock, Magical (recommended damage 1D10+1)

[73] Lightning Shock, Non-Magical (recommended damage 1D4 if in no armor, up to 1D10+1 if in plate armor)

[74] Paralyzes (recommended duration 1D6 hours on failed saving throw)

[75] Petrifies (temporary at this difficulty level, duration 1D4 hours and 1D4 damage on failed saving throw)

[76] Poisonous (recommended damage 1D10+1 on failed saving throw, save at +2)

[77] Polymorphs Other (turns victim into a beetle, bird, etc.; duration 1D6 rounds, system shock survival roll required to avoid falling unconscious for 24 hours upon effect negation)

[78] Quest (as per Geas in most circumstances)

[79] Questions, Punishes (roll again on negative effects table to determine what trick does to those who answer it dishonestly or incorrectly)

[80] Repels / Creates Force Field (trick might surround itself, or prevent a door's access, or even make a "hamster ball" around a character for 1D4 hours)

[81] Reveals Treasure, Counterfeit (treasure appears to be valuable)

[82] Reverses Gravity (victims will suffer 10' fall from height, 1D6 damage)

[83] Shrinks Person (-10 STR, +3 DEX, duration at this difficulty level 1D12+6 rounds)

[84] Summons Cultists / Worshipers (likely normal humans, might well be hostile, Lethality Level 1)

[85] Summons Monster (of Lethality Level 1)

[86] Summons NPCs, Adversaries (1D4+1 adversaries of experience level 1, 1D3 of experience level 2, or 1D2 of experience level 3)

[87] Teleports (at this difficulty level, trick likely teleports victim to a random previously-explored room on this dungeon level, will need to explore to reunite with party)

[88] Transmutation, Detrimental (gold into lead, platinum into copper, etc.; works once on target victim(s) only)

[89] Transmutation, Odd (water into vinegar, iron rations into frogs, etc.)

[90] Turns Person to Gaseous Form, Temporary (recommended duration 3D6 rounds)

[91-95] Powerful, Roll Twice (both effects are conferred simultaneously), reroll duplicates or results above 90

[96-00] Unpredictable, Roll Three Times (one of the three effects is conferred randomly), reroll duplicates or results above 90





Table XI-5: Positive Attributes for Tricks

Positive tricks are rarely used by many Game Masters, but I feel they are important. Otherwise, if every trick is negative, your players will soon learn not to experiment with strange and unusual dungeon features at all ... and what is the fun in that? Be sure to reward intrepid players (and PCs) from time to time.

Note on Trick Communication: If the trick communicates, how much it knows is up to the GM and your ability to role play an inanimate object. Consider the communicative trick to be centuries old, with an approximate INT and WIS of 13, but also immobile and without personal concern.

Note on Trick Rewards: Revealed treasures and secret passageways, and other things related to tricks at the GM's discretion, are only revealed once. Players will want to keep coming back to a positive trick; my recommended rule of thumb is that a trick should only affect any given PC once per dungeon expedition. And after 1D20 boons, the trick should vanish — or at least become non-functional — the next time the adventurers exit the dungeon. Don't let your players become too obsessed with a positive trick! These things are meant to be temporary, and they lose their charm when they become predictable.

Roll 1D100 to determine the attribute:

[01] Allows Entrance into the Dreamlands (optional, leading into a "safe" city)

[02-03] Awards Experience Points (vision, insight, inspiration; suggested award 250-500 XP)

[04] Beneficial Spell, Arcane / Magic-User, Singular, Level 1 (e.g., Identify or Protection from Evil). As chosen by GM, duration instantaneous or 1D6 hours, as appropriate.

[05] Beneficial Spell, Arcane / Magic-User, Random, Level 1 (e.g., Identify or Protection from Evil). Rolled at random each time, duration instantaneous or 1D6 hours, as appropriate.

[06] Beneficial Spell, Clerical, Singular, Level 1 (e.g., Bless or Cure Light Wounds). As chosen by GM, duration instantaneous or 1D6 hours, as appropriate.

[07] Beneficial Spell, Clerical, Random, Level 1 (e.g., Bless or Cure Light Wounds). Rolled at random each time, duration instantaneous or 1D6 hours, as appropriate.

[08] Beneficial Spell, Druidic, Singular, Level 1 (e.g., Shillelagh or Speak with Animals). As chosen by GM, duration instantaneous or 1D6 hours, as appropriate.

[09] Beneficial Spell, Druidic, Random, Level 1 (e.g., Shillelagh or Speak with Animals). Rolled at random each time, duration instantaneous or 1D6 hours, as appropriate.





[10] Beneficial Spell, Illusionist, Singular, Level 1 (e.g. Change Self or Detect Illusion). As chosen by GM, duration instantaneous or 1D6 hours, as appropriate.

[11] Beneficial Spell, Illusionist, Random, Level 1 (e.g. Change Self or Detect Illusion). Rolled at random each time, duration instantaneous or 1D6 hours, as appropriate.

[12] Bestows Spell, Level 1, Random (spell caster regains a spell as if meditating, or the ability to cast a memorized spell one extra time; non-spell caster gains the ability to cast one random spell once (and will be made aware of its intended effects), if INT or WIS are 13+)

[13] Bestows Vision (grants an important clue, omen, prophecy)

[14] Casts Continual Light Spell on Weapons (upon request)

[15] Charges Magic Items (one magic item, upon request, gains 1D4 lost charges)

[16] Communicates and Answers, Challenges / Gambles

[17] Communicates and Answers, Chanting / Singing

[18] Communicates and Answers, Intelligent and Emotionless

[19] Communicates and Answers, Intelligent and Evil

[20] Communicates and Answers, Intelligent and Good

[21] Communicates and Answers, Madness / Nonsense

[22] Communicates and Answers, Prophecy / Riddles

[23] Communicates and Answers, Roaring / Screaming

[24] Communicates and Answers, Telepathic / Empathic

[25] Communicates and Answers, Whispering / Hissing

[26] Confers Resistance to Attack Form, Acid (half damage on failed save, quarter damage on successful save; or +4 to saving throw, as appropriate), duration 1D4 hours.

[27] Confers Resistance to Attack Form, Cold (half damage on failed save, quarter damage on successful save; or +4 to saving throw, as appropriate), duration 1D4 hours.

[28] Confers Resistance to Attack Form, Crushing Weapons (half damage on failed save, quarter damage on successful save; or +4 to saving throw, as appropriate), duration 1D4 hours.

[29] Confers Resistance to Attack Form, Fire (half damage on failed save, quarter damage on successful save; or +4 to saving throw, as appropriate), duration 1D4 hours.





[30] Confers Resistance to Attack Form, Impaling Weapons (half damage on failed save, quarter damage on successful save; or +4 to saving throw, as appropriate), duration 1D4 hours.

[31] Confers Resistance to Attack Form, Lightning (half damage on failed save, quarter damage on successful save; or +4 to saving throw, as appropriate), duration 1D4 hours.

[32] Confers Resistance to Attack Form, Poison (half damage on failed save, quarter damage on successful save; or +4 to saving throw, as appropriate), duration 1D4 hours.

[33] Confers Resistance to Attack Form, Psychic (half damage on failed save, quarter damage on successful save; or +4 to saving throw, as appropriate), duration 1D4 hours.

[34] Confers Resistance to Attack Form, Slashing Weapons (half damage on failed save, quarter damage on successful save; or +4 to saving throw, as appropriate), duration 1D4 hours.

[35] Cures Disease (once a week)

[36] Emits Holy Water (one vial's worth, there might not be a container, emits in 1D4 rounds, once a day)

[37] Enlarges Person to Giant Size (STR increased to 18/00, size increased to L)

[38] Grants Knowledge of a New Language (telepathically)

[39] Heals (once a month; recommended amount 2D8)

[40] Increases Ability Score, Charisma (+1, temporary, duration 1D6 hours)

[41] Increases Ability Score, Charisma (+2, temporary, duration 3D20 minutes)

[42] Increases Ability Score, Constitution (+1, temporary, duration 1D6 hours)

[43] Increases Ability Score, Constitution (+2, temporary, duration 3D20 minutes)

[44] Increases Ability Score, Dexterity (+1, temporary, duration 1D6 hours)

[45] Increases Ability Score, Dexterity (+2, temporary, duration 3D20 minutes)

[46] Increases Ability Score, Intelligence (+1, temporary, duration 1D6 hours)

[47] Increases Ability Score, Intelligence (+2, temporary, duration 3D20 minutes)

[48] Increases Ability Score, Strength (+1, temporary, duration 1D6 hours)

[49] Increases Ability Score, Strength (+2, temporary, duration 3D20 minutes)

[50] Increases Ability Score, Wisdom (+1, temporary, duration 1D6 hours)

[51] Increases Ability Score, Wisdom (+2, temporary, duration 3D20 minutes)





[52] Inscription Reveals History / Effects
(explains lore of the trick, may hint at quests for purification, repair, destruction, etc.)

[53] Instills Courage (perfect morale for NPCs, magical fear resistance for PCs), duration 1 day

[54] Moves, Reveals Level Connector Down

[55] Moves, Reveals Level Connector Up

[56] Moves, Reveals Secret Passageway

[57] Opens Door / Portcullis (which was already visible, but magically locked)

[58] Paints Revelatory Picture / Weaves Revelatory Tapestry (map, vision, etc.)

[59] Pivots (one advantageous door, one dangerous door; specifics up to the GM, but treasure and monster recommended)

[60] Questions, Rewards (roll again for reward)

[61] Reincarnates (upon request of fallen person's ally, once a month)

[62] Removes Curses (once a week)

[63] Restores Lost Experience Level (once a month)

[64] Resurrects (upon request of fallen person's ally, once a year)

[65-66] Reveals Dungeon Secret (password, revelation, warning, etc.)

[67-68] Reveals Item of Interest (adventurer's journal, key, map, etc.)

[69-70] Reveals Secret Door

[71-72] Reveals Treasure, Artwork / Object
(Trove Level 1, item type fixed, specifics random)

[73-74] Reveals Treasure, Coins (Trove Level 1, item type fixed, specifics random)

[75-76] Reveals Treasure, Gems (Trove Level 1, item type fixed, specifics random)

[77-78] Reveals Treasure, Jewelry (Trove Level 1, item type fixed, specifics random)

[79] Reveals Treasure, Magic Item (Trove Level 1, item type fixed, specifics random)

[80] Reveals Treasure, Mixed (Trove Level 1, completely random)

[81] Summons Monster, Beneficial (random, or dependent upon person's alignment; minor creature such as brownie, centaur, dracunculus, etc.)

[82] Summons NPC, Ally (random, or dependent upon person's alignment; recommended experience level equal to average PC level, will serve for 24 hours)

[83-84] Teleports to Surface (upon request, optional)

[85-86] Teleports to Treasure Vault (upon request, on same or deeper dungeon level)

[87] Transmutation, Beneficial (lead into gold, copper into platinum, etc.)





[88] Turns Person Invisible (duration 1D6 hours, canceled if person attacks)

[89-90] Wish Fulfillment (sacrificial only; for example, will resurrect an ally but reduce wisher to 1 HTK for 7 days regardless of magical healing)

[91-95] Powerful, Roll Twice (both effects are conferred simultaneously), reroll duplicates or results above 90

[96-00] Unpredictable, Roll Three Times (one of the three effects is conferred randomly), reroll duplicates or results above 90

Example of Random Trick Interpretation

In this section, I will provide you with a quick example of my personal interpretation of random trick parameters. First, we roll 1D100 to determine the Trick Feature type. My roll of 94 indicates that the trick is a wall, or part of a wall. Then I roll the Trick Classification, which is "Negative Attribute, Targets Random Person on Trigger." This means that the trick is potentially dangerous, and it could affect anyone in the room if someone gets too close.

So what activates the trick? To answer that, we need to roll up the Trick Trigger Condition. My roll of 41 indicates "Alignment, Good (Any CG, LG, NG)." This means that if any adventurer of good alignment comes too close to the trick wall, the trick's evil effect will activate.

So what does it do? Let's find out. I skip the Positive Attributes table, because it does not apply in this instance. I roll on the Negative Attributes table, and my 93 indicates that the trick is powerful and that I should roll twice. My sub-rolls are 13, "Bestows Vision (causes temporary insanity, duration 2D6 rounds at this difficulty level)" and 80 "Repels / Creates Force Field (trick might surround itself, or prevent a door's access, or even make a "hamster ball" around a character for 1D4 hours)."

So what do I do with all of this? Let's say that I'm creating a dungeon with a Lovecraftian theme to it. I decide that this trick is a mostly-destroyed altar to Dagon, lord of the Deep Ones. Horrified (good) crusaders hammered the altar that was here into bits several centuries ago, but their efforts revealed a creepy fissure in the wall which they could not destroy. So the remaining trick is a shimmering tear in reality, which reeks of seaweed. Occasional bubbles of blackish-green goo rise out of it and hover toward the ceiling. If anyone evil prays at this shrine remnant, there is a fair chance that Dagon will hear (and paw through, and eat) the worshippers where they stand.

But that's just creepy color, and maybe some inspiration for a cultist scene I will include later. For now, we need to know what it does when PCs first discover it. If the PCs are neutral, nothing happens ... unless they're stupid enough to put their hand into the goo. I rule (off the top of my head) that no one





can fit through the fissure, but that touching the goo with flesh would cause 1D4 damage.

If anyone of good alignment comes within 30' of the fissure, the shrine remnant protects itself. It puts a force field around the fissure (takes 100 points of magical damage to destroy), and simultaneously gives a vision to a random person. It shows them Dagon's dreams and how he is plotting beneath the seas to waken the Great Cthulhu, and at the end of the vision the victim is psychically seen by Dagon and goes temporarily insane.

So what happens next? Do the PCs flee, try to wipe out the force field, come back later with reinforcements, or even try to widen the breach? The answers to those questions are all beyond the scope of this book, but it's really up to you as the Game Master. The trick might have no further substance; or, it might be a gateway to a deadly dungeon beneath the ocean; or, there could be 3D6 Deep Ones protecting this chamber (and warring with monsters throughout the dungeon level) the next time the PCs come through. Who knows? If you don't want to develop the idea, then "It does what it says on the package" and nothing else. But if your players want to keep poking at the thing, you can keep adding dread and detail until your campaign changes direction to deal with it ... or until the players lose interest.

Again, this is just an example ... but you can always turn random results into something coherent

and interesting with a little imagination. And, some encouragement: Don't ever be afraid to use out-of-universe, pulp fiction, or science fantasy trappings to justify your trick designs ... the original "old schoolers" such as Arneson, Bledsaw, Blume, Gygas, and Kuntz did this all the time! These dungeon tricks are often glimmers of the distant past (and your FRPG world is almost certainly post-apocalyptic), or other worlds. Let your imagination turn these cryptic results into intriguing hints at the true nature of the world beneath, and let your players marvel over the unpredictable results!

Table XI-6: Advanced Trick Types

Advanced Trick Option: If you own supplements CDDG1 and CDDG2, you might want to use some of those greatly expanded tables for random dungeon "Trick" entries as well. I recommend the following percentages: 75% of Tricks should be "normal" (as detailed above), while 25% should be "unusual." For unusual tricks, roll 1D100 as follows:

[01-10] Altar or Shrine (see supplement CDDG2, Section 3-13).

[11-53] Evocative Random Room (see supplement CDDG1, Section 8-3).

[54-58] Fountain (see supplement CDDG2, Section 3-6).

[59-63] Immobile Abomination (see supplement CDDG2, Section 3-7).





[64-73] Laboratory or Magical Room (see supplement CDDG2, Section 3-9).

[74-78] Magical Gateway (see supplement CDDG2, Section 3-10).

[79-83] Pool (see supplement CDDG2, Section 3-6).

[84-85] Shard of Chaos (see supplement CDDG1, Appendix).

[86-00] Unusual Evocative Room (see supplement CDDG2, Section 3-15).

The feature will still be a Trick; for example, if you roll a pool using CDDG2, you can further assume that it is magical and use the Trick tables here to sort things out. Mix and match! You can always feel free to use the other tables in this section in conjunction with CDDG1 and CDDG2 to hash out the particular powers, triggers, and so forth as needed.

TABLE XII: UNGUARDED TREASURE

(**Note:** You can also get to this table when you are generating Monster-Guarded Treasures. The table appears here once to keep this book short and sweet, even though the table is used for all treasure generation in your random dungeon.)

This section will help you to determine fair and desirable treasure amounts for your dungeon level. The amounts, values, and items in this section are

based on Gygaxian precepts, with a bit of Holmes and Moldvay thrown in for spice. I find that these values work well, but I know that every campaign is different ... so if the treasures seem too rich or too poor for your campaign, just adjust all treasure rolls accordingly (typically by adding one roll to every result to make it richer, or subtracting one roll from every result to make it poorer).

For Unguarded Treasure: Roll on the treasure table as follows (D100): [01-75] 1 Treasure Table Roll, [76-97] 2 Treasure Table Rolls, [98-99] 3 Treasure Table Rolls, [00] 4 Treasure Table Rolls.

For Monster-Guarded Treasure: You already rolled up how many times you are going to roll on the table below, back in section VII (didn't you?).

A Note on Coinage: Recommended coin values are from the World of Oldskull campaign; you can adjust these values and amounts as needed to suit your game world. In my campaign, copper pieces are equivalent to pennies, silver pieces are equivalent to dimes, electrum pieces are "fifty-cent pieces," gold pieces are "dollars," and platinum pieces are "five dollar bills." You'll find some other interesting extra (nearly worthless!) coin types listed below, too.

A Note on Treasure Duplication: Be sure to keep identical results; for example, if you roll "Coins, Gold Pieces" twice, that simply means that you will double the number of gold pieces present.





Table XII: Treasure Table, Trove Level 1

Roll 1D1000 and consult the following:

Coinage (45%)

[001-030] Coins, Minor, (3D6) x 1,000 Iron Pieces (3,000 to 18,000), value 0.00125 each, total value 3.75 to 22.5 GP).

[031-040] Coins, Ancient, Iron Pieces: As above, but value per coin is doubled if sold to a dwarf, gnome, historian, noble, or collector.

[041-070] Coins, Minor, (2D4+1) x 1,000 Brass Pieces (3,000 to 9,000), value 0.0025 GP each, total value 7.5 to 22.5 GP).

[071-080] Coins, Ancient, Brass Pieces: As above, but value per coin is doubled if sold to a dwarf, gnome, historian, noble, or collector.

[081-110] Coins, Minor, (1D4+1) x 1,000 Bronze Pieces (2,000 to 5,000, value 0.005 GP each, total value 10 to 25 GP).

[111-120] Coins, Ancient, Bronze Pieces: As above, but value per coin is doubled if sold to a dwarf, gnome, historian, noble, or collector.

[121-170] Coins, Common, (3D10+10) x 100 Copper Pieces (1,300 to 4,000, value 0.01 GP each, total value 13 to 40 GP).

[171-190] Coins, Ancient, Copper Pieces: As above, but value per coin is doubled if sold to a dwarf, gnome, historian, noble, or collector.

[191-260] Coins, Common, (1D20+1) x 100

Silver Pieces (200 to 2,100, value 0.1 GP each, total value 20 to 210 GP).

[261-280] Coins, Ancient, Silver Pieces: As above, but value per coin is doubled if sold to a dwarf, gnome, historian, noble, or collector.

[281-310] Coins, Common, (5D10) x 5 Electrum Pieces (25 to 250, value 0.5 GP each, total value 12.5 to 112.5 GP).

[311-320] Coins, Ancient, Electrum Pieces: As above, but value per coin is doubled if sold to a dwarf, gnome, historian, noble, or collector.

[321-390] Coins, Valuable, (4D10) x 5 Gold Pieces (20 to 200, value 1 GP each, total value 20 to 200 GP).

[391-400] Coins, Ancient, Gold Pieces: As above, but value per coin is doubled if sold to a dwarf, gnome, historian, noble, or collector.

[401-440] Coins, Valuable, 2D20+5 Platinum Pieces (7 to 45, value 5 GP each, total value 35 to 225 GP).

[441-450] Coins, Ancient, Platinum Pieces: As above, but value per coin is doubled if sold to a dwarf, gnome, historian, noble, or collector.

Gems (10%)

[451-460] Gems, 1D100 Crystals: These pretty stones (typically rock crystals or roughly-polished quartz) are worth 1 Gold Piece each.





[461-465] Gems, 1D100 Touchstones: These small shards of precious stones (typically the fragments left over from failed and/or successful attempts at gem cutting) are worth 1 Gold Piece each.

[466-470] Gems, 5D4 Flawed Ornamental Stones: These damaged stones (agates, azurite, malachite, obsidian, etc.) are worth 5 Gold Pieces each.

[471-480] Gems, 5D4 Uncut Ornamental Stones: These minor stones (agates, azurite, malachite, obsidian, etc.) are worth 5 Gold Pieces each. They can be cut by a skilled gem cutter to potentially improve their value.

[481-490] Gems, 1D10 Ornamental Stones: These minor stones (agates, azurite, malachite, obsidian, etc.) are worth 10 Gold Pieces each.

[491-495] Gems, 1D4+1 Large Ornamental Stones: These fine minor stones (agates, azurite, malachite, obsidian, etc.) are worth 20 Gold Pieces each.

[496-500] Gems, 1D4 Flawed Semi-Precious Stones: These lesser gems (bloodstone, moonstone, onyx, zircon, etc.) are worth 25 Gold Pieces each.

[501-510] Gems, 1D4 Uncut Semi-Precious Stones: These lesser gems (bloodstone, moonstone, onyx, zircon, etc.) are worth 25 Gold

Pieces each. They can be cut by a skilled gem cutter to potentially improve their value.

[511-520] Gems, 1D2 Semi-Precious Stones: These lesser gems (bloodstone, moonstone, onyx, zircon, etc.) are worth 50 Gold Pieces each.

[521-525] Gems, 1D2 Flawed Fancy Stones: These lesser gems (amber, amethyst, garnet, jade, etc.) are worth 100 Gold Pieces each.

[526-535] Gems, 1D2 Uncut Fancy Stones: These lesser gems (amber, amethyst, garnet, jade, etc.) are worth 100 Gold Pieces each. They can be cut by a skilled gem cutter to potentially improve their value.

[536-540] Gem, 1 Flawed Precious Stone: This gem (aquamarine, black pearl, peridot, topaz, etc.) is worth 250 Gold Pieces.

[541-550] Gem, 1 Uncut Precious Stone: This gem (aquamarine, black pearl, peridot, topaz, etc.) is worth 250 Gold Pieces. It can be cut by a skilled gem cutter to potentially improve its value.

Jewelry (10%)

[551-570] Jewelry, Small, Ivory, 1D2: These items (brooches, earrings, rings, etc.) are worth 100 Gold Pieces each.

[571-600] Jewelry, Small, Wrought Silver, 1D2: These items (brooches, earrings, rings, etc.) are worth 100 Gold Pieces each.





[601-615] Jewelry, Ivory, 1: This item (bracelet, cameo, necklace, etc.) is worth 300 Gold Pieces.

[616-630] Jewelry, Wrought Silver, 1: This item (bracelet, cameo, necklace, etc.) is worth 300 Gold Pieces.

[631-640] Jewelry, Small, Wrought Silver and Gold, 1: This item (brooch, earring, ring, etc.) is worth 300 Gold Pieces.

[641-650] Jewelry, Small, Wrought Gold: This item (brooch, earring, ring, etc.) is worth 300 Gold Pieces.

Magic Items (15%)

Note: If any randomly rolled magic item in your game's system seems too powerful for this difficulty level, replace the random result with 1D2 random potions of value 750 Gold Pieces or less.

[651-659] Magic Items, Consumable, Missiles: This might be 1D4+1 arrows +1, 1D4+1 crossbow quarrels +1, 1D3 darts +1, 1 javelin +1, 1D4+1 sling bullets +1, etc.

[660-665] Magic Item, Consumable, Clerical
Scroll: A scroll with 1 random level 1 or 2 cleric spell.

[666-671] Magic Item, Consumable, Clerical
Scroll: A scroll with 2 random level 1 cleric spells.

[672-674] Magic Item, Consumable, Druidic
Scroll: A scroll with 1 random level 1 or 2 druid spell.

[675-676] Magic Item, Consumable, Druidic
Scroll: A scroll with 2 random level 1 druid spells.

[677-679] Magic Item, Consumable, Illusionist
Scroll: A scroll with 1 random level 1 or 2 druid spell.

[680-681] Magic Item, Consumable, Illusionist
Scroll: A scroll with 2 random level 1 illusionist spells.

[682-689] Magic Item, Consumable, Magic-User
Scroll: A scroll with 1 random level 1 or 2 magic-user spell.

[690-697] Magic Item, Consumable, Magic-User
Scroll: A scroll with 2 random level 1 magic-user scrolls.

[698-707] Magic Item, Consumable, Potion of Healing: A single potion of healing.

[708-715] Magic Item, Consumable, Minor
Potion: A random potion of value 400 Gold Pieces or less.

[716-723] Magic Item, Consumable, Minor
Potions: 1D2 random potions, each of value 400 Gold Pieces or less.

[724-731] Magic Item, Consumable, Lesser
Potion: A random potion of value 750 Gold Pieces or less.

[732-735] Magic Item, Consumable, Poison: A corrupted potion which has turned to poison. At this difficulty level, I recommend that the poison be non-lethal, inflicting 1D4 damage on a successful save, or 2D4+1 damage with a failed one. This amount of damage could still kill a badly-wounded or fragile adventurer!





[736-748] Magic Item, Armor: A random piece of armor of +1 dweomer, relatively weak (leather armor, ring mail, shield, etc.).

[749-758] Magic Item, Minor Weapon: A relatively weak random weapon of +1 dweomer (club, dagger, knife, etc.).

[759-762] Magic Item, Cursed: A miscellaneous item or weapon that isn't good for you (-1, contrariness, delusion, etc.).

[763-787] Magic Item, Miscellaneous: A nice item of relatively low power (crystal ball with no special abilities, elven boots, elven cloak, owl figurine, +1 ring of protection, etc.).

[788-800] Magic Item, Weapon: A random weapon of +1 dweomer (hand axe, short sword, spear, etc.).

Valuable Commodities (20%)

[801-810] Alcohol: A cask of fine drink (ale, brandy, mead, wine, etc.) worth 5D6x5 Gold Pieces.

[811-825] Artwork: A fine art object (idol, painting, statuette, etc.) worth 5D6x5 Gold Pieces.

[826-835] Clothing: One or more valuable pieces of clothing (ceremonial vestment, fur-trimmed cloak, silk doublet, wooden ritual mask, etc.) worth 5D6x5 Gold Pieces.

[836-845] Curiosity: Something unusual (an antique, fossil, piece of petrified wood, rare seashell, etc.) worth 5D6x5 Gold Pieces.

[846-850] Fine Armor: A quality piece of armor (bronze plate mail, heraldic shield, partial plate mail, etc.), possibly damaged, currently worth 5D6x5 Gold Pieces.

[851-860] Fine Weapon: A quality weapon (ceremonial axe, dark elven dagger, long bow, silver dagger, etc.), non-magical, worth 5D6x5 Gold Pieces.

[861-870] Ingots: Slabs of precious metal (typically silver, gold, or platinum) worth 5D6x5 Gold Pieces. The number of ingots, and their weight, depends on their value and their metal type, as extrapolated from your game's coin values (see also the Coinage section of this table).

[871-880] Lore Works: Valuable non-magical books, scrolls, or tablets (of art, charts, history, maps, etc.), which as a collection are worth 5D6x5 Gold Pieces.

[881-890] Luxuries: Fine, typically lightweight but fragile items (incense, perfume, silk, unguents, etc.), worth 5D6x5 Gold Pieces.

[891-900] Metalwork: Fine items of pewter, ceramic, iron, etc. (chalices, plates, silverware, urn, etc.) that include elements of precious metal (silver, gold, platinum, etc.), worth 5D6x5 Gold Pieces.

[901-910] Reagents or Material Spell Components: Strange arcane items (bottled demon ichor, runic dragon's claws, powdered gemstones, etc.) used to cast spells, worth 5D6x5 Gold Pieces.





[911-920] Relics: Sacred non-magical items (holy symbols, holy water, runic divination sticks, temple service, totems, etc.) worth 5D6x5 Gold Pieces.

[921-930] Spices: Satchels of valuable savory spices (cinnamon, healing herbs, pepper, saffron, etc.) worth 5D6x5 Gold Pieces.

[931-940] Textiles: One or more finely-crafted miscellaneous items (carpets, cloth of gold, rugs, tapestries, etc.), typically bulky, worth 5D6x5 Gold Pieces.

[941-950] Tools or Instruments: One or more well-crafted objects of use (electrum-shod staff, ivory walking stick, musical instrument, fine ceramic cups, etc.), tough enough to be used normally, worth 5D6x5 Gold Pieces.

[951-960] Trade Goods: Miscellaneous heavy bulky goods (cured leather, bundles of dried herbal roots, marble blocks, vellum, etc.) worth 5D6x5 Gold Pieces to a knowledgeable artisan or craftsman.

[961-970] Treasure Map: Leads to a trove worth 1D6+4 treasure rolls, hidden on this dungeon level, or the one below (50% / 50%). The treasure might well be guarded.

[971-980] Treasure Map, False: As above, but the treasure is either not real (if the map is deliberately false) or the treasure has already been plundered (if the map is out of date). The true

circumstance won't be known until the indicated treasure location is searched.

[991-990] Trophies: Valuable Beast- or Monster-Derived Items (furs, ivory tusks, pelts, teeth, etc.) worth 5D6x5 Gold Pieces.

[991-000] Something Bizarre: Use your imagination, or mine (Cthulhu dream drippings, a still-moving Eye of Azathoth eyeball in a specimen jar, a disembodied brain that is somehow still alive, a clockwork puppet that moves on its own, etc.) for this strange and rather disturbing thing, which is worth 5D6x5 Gold Pieces to the right (eccentric) buyer.

Additional Treasure Details?: Sorry, that's part of your game's rules, and far beyond the scope of this already-sizeable volume ... and I'm sticking to my guns for those readers who have asked for smaller books. If you need to know a treasure's location, container, etc. I recommend supplement CDDG2 for starters. (If there is sufficient interest, I will develop a more elaborate Castle Oldskull treasure system derived from my campaign, but these diverse options should get you started.) You might also be interested in my old supplement MDMT1, Mega-Dungeon Monsters & Treasures, Book 1; which is useful, but I will warn you that it's out of date and only available on the Amazon Kindle. Don't worry, I pulled most of the useful treasure info from MDMT1 into this book already! ☺





APPENDIX:

THE LAWS OF CHAOS:

Problem Solving Rules and Guidelines

The following helpful notes and bits of advice can help you to make this supplement easier to use, and to solve the occasional problems which random generation can cause to arise. When in doubt, use your best judgment.

Cutting it Short

If you're not interested in generating a sprawling mega-dungeon (which will almost always be created by these rules), you can dictate a predetermined dungeon level size (in rooms) as you are keying the random results on graph paper. For example, you can cut off the dungeon at 20 rooms if you want it to be small, 30 rooms if you want it to be medium, or 40 rooms if you want it to be fairly large.

If you do this, the following things occur when the last room you want is generated:

[1] All remaining doors that have not been opened are false doors, or piles of rubble (as you deem appropriate).

[2] All remaining archways and openings are alcove areas, of mere 10'x10' size.

[3] All remaining corridors that have not been explored are dead ends without any secret doors.

[4] If you wanted a level connector down and one has not been randomly generated yet, place one in the last room discovered and keyed.

Speeding It Up

If you just want to use this supplement to determine architectural features, and not to fill out the room contents, you can greatly speed things up by just rolling up corridor directions, room sizes, and so forth. Then, you can skip the details such as door types, monster lairs, treasure types, etc. and just fill in whatever you think should go in each room. In other words, you can use this book as a map generator, and not as a random dungeon generator.

Leaving the Graph Paper

When a random result would force your design to go over the edge of your paper, I recommend that you allow it to do so. Simply tape or clip another blank sheet to the edge, and keep going.

But if you are not interested in a sprawling super-dungeon that never ends (I love that!), you can force the newly-generated space to be clipped off at the edge of the paper. For example, if the random results call for a 60' long corridor and you only have 3 squares remaining in that direction, then the corridor runs for 30' and then abruptly ends with no secret doors or other way to turn.





Overlapping Rooms

If a newly-generated room would take up space that is already filled by previously-created areas, you should instead fill up all of the available open space, without overlapping previous spaces. This example shows you how to cram an irregularly-shaped room into a space when the system calls for the generation of a new 50'x50' room:

This might result in a strangely-shaped room, or it might result in a very cramped space (such as 10'x20').

I advise that when you are forced to problem solve in this way, the newly-created room should have no exits. In other words, it should be a dead end. You can feel to disagree, but if you do, be ready to revisit this section in short order because the system does not deal well with repeated "hacks" that force you to cram unexpected irregular rooms into small areas.

Going Deeper

If you like, you can continue to use this supplement for dungeon level 2, 3, etc. and more challenging environs. But to do so, you will need to come up with your own more lethal monsters, traps, and tricks. You will also need to come up with proportionally more valuable treasures, too. I will create further books in this series if you like, but keep in mind that this book is written specifically to design mega-dungeon level 1. If you want to go deeper, you

will need to come up with a lot of your own content to keep it challenging!

(More books in this series will appear if there is interest.)

Playing Solitaire

This option is largely beyond the scope of this supplement (Hmm, I say that a lot when I'm made to keep things short!), and beyond my ability to predict which game system you are using ... but I can provide some guidance. Here's a very basic framework that you can build on. You will need to design your own "house rules" as you go, and as you come up with strange situations that force you to kludge together an unexpected sub-system of personal rulings and judgment calls.

A friendly tip before we get started: Always generate an encounter key for the dungeon as you go. If your random dungeon is entertaining in solitaire play, it will probably be fun for your future players, too. Then, you're just test driving your scenario design before you play it more seriously with a group of players.

Basically, solitaire play involves you rolling up level 1 characters (say, 5 to 9 of them, however many you think you can handle, and it's good practice) and then rolling up a random dungeon for them to explore. You will be beginning play with the starting area on a blank piece of paper, and rolling up the passages, rooms, and lairs as your party





explores the Unknown. This can be a fun way to waste a few hours, or to measure the complexity and challenge level inherent in this system.

You will need to track time, light sources, consumable use, fatigue, encumbrance, wounds, spell use, men-at-arms, and so on according to your system's rules.

You will need to assume that all monster encounters are hostile, or alignment-based, or you can use your game's reaction roll system to determine what happens when the adventurers try to parley. Non-sentient monsters will almost always attack, or at least intimidate and frighten intruders away. Some monsters might be temporarily charmed, tamed, subdued, turned into allies, etc. according to various circumstances which you will decide.

Secret doors should be searched for wherever they exist, but only once. Similarly, you can try to detect a trap when you generate it, but each relevant character (dwarf or thief, perhaps?) only gets one roll to search and possibly detect it before the activation. If anyone finds the door or trap, that's great; but unfound secret doors can only be mapped, not used, and undiscovered traps will "attack" the party as they go off.

Discovered treasures should be randomly determined; don't just cherry pick magic items that are useful to your favorite character. Hidden treasures must be searched for and discovered in a

logical manner. (But most hidden treasures should be found, assuming that adventurers are typically intelligent and greedy!) You should be sure to include unusable and valuable items if they are rolled up; the adventurers can sell these items on the surface, or barter them away to resurrect fallen brothers (and sisters) in arms.

Fallen characters who cannot be resurrected can be replaced by newly-rolled level 1 allies "from the tavern."

When tricks are discovered, always assume that the adventurers are curious enough to tinker and trigger the thing, even if you personally already know it's bad news.

When monster lairs are discovered, you can assume that your best listener (character) attempts to hear noises once. If the monsters are heard, then the party cannot be surprised. But in my games, if the party's size is 9 or more individuals, then the monsters cannot be surprised either!

Roll initiative normally, and for surprise if need be. And it's fine if you decide that your characters use random divination magics or whatever "just because" as you're rolling up a monster lair, and before the room is entered; we can assume that there are signs (footprints in the dust, bloody paw marks, half-eaten food, whatever) that indicate to the adventurers that adversaries might well be near. And yes, the adventurers can choose not to open a door, after you roll up the monsters, and before they





know what the monsters (and their numbers) are. Assume that the adventurers are a bit reckless, yes, but they're not stupid.

But I recommend not rolling up treasure until after the monsters are defeated. Why? Because otherwise, you'll be tempted to cherry pick the rich monsters and to avoid the poor ones, and that simply is not how the game is to be played. Your characters do not possess that level of knowledge.

Whenever combat occurs, don't cheat! Play both sides fairly based on intelligence, make all of the needed rolls, and abide by the will of the dice. If one or more PCs are slain, you can decide if surrender occurs, or paying tribute, or escape, or whatever else might happen. You can certainly lose the game when all of the characters die, and this is likely to happen until you learn the ins and outs of your newly-created mega-dungeon! You will decide when the adventurers return to the surface, if they can ... and then they will heal, gain experience, cash in some of their goods, and possibly return for more delving (in this dungeon, or an entirely new and different one). Who knows? Maybe even some of the survivors will reach experience level 2.

What happens next is up to you ...

(Feel free to post your best solo stories in the DriveThru discussion threads on the sub-page for this supplement!)

CONCLUSION

That's all I have for now! I hope you find this system as rewarding and enjoyable as I have. It took a lot of time to design, and it has gone through many iterations over the years. But I'm very confident that you'll find it extremely useful if you have a little patience with the learning curve.

If I have any last words of advice, I would offer you this: Don't complain if the system feels too complex, or too simple ... do something about it! This book is peppered with dozens of recommended shortcuts to make it simpler, and many advanced options if you want it to get more involved, detailed, and "guided." The turning of that preferential dial is entirely up to you. So experiment, dabble, try the options, find your comfort zone, push a bit beyond it, expand your imagination, and above all have lots of fun!

Oh, and don't forget: The quick hyperlink menu is at the back of this book. It makes things faster once you get used to it.

So until next time, happy dungeon crawling to you and yours. Thank you for reading. *(31,000 words.)*





CASTLE OLDSKULL (AND OTHER FRPG PRODUCTS) AVAILABLE FROM WONDERLAND IMPRINTS

ACR1: Advanced OSR Character Record,
Fighter Class.

BDT1: The Book of Dungeon Traps.

CDDG1: Classic Dungeon Design Guide I.

CDDG2: Classic Dungeon Design Guide II.

CDDG3: Classic Dungeon Design Guide III.

CSE1: City State Encounters.

DC2: Random Dungeon Room Generator (DM's
Guild offering). **DC2-S:** 1,000 Rooms of Madness
(DM's Guild offering).

DDE1: Dungeon Delver Enhancer.

DR1: Old School Dragons – Molting Wyrmlings
(DM's Guild offering).

ELD2: City State Creator I (DM's Guild offering).

ELD3: City State Creator II (DM's Guild offering).

GEN1: Oldskull D100 NPC Generator.

GEN2: Oldskull Dungeon Generator, Level 1.

GG1: Guy de Gaxian's Dungeon Monsters,
Level 1 (DM's guild offering).

GWG1: Game World Generator.

GWG2: Oldskull Adventure Generator.

HM: Hawk & Moor (The Unofficial History of
Dungeons & Dragons), Books I-V.

LOV1: The Oldskull Necronomicon I.

ORG1: Oldskull Rogues Gallery I (DM's Guild
offering).

ORG2: Oldskull Rogues Gallery II (DM's Guild
offering).

PM1: The Pegana Mythos.

RTT1: Random Treasure Trove Generator (DM's
Guild offering).

SP1: Spawning Pool of the Elder Things (DM's
Guild offering).

TT1: Treasure Trove 1 – Challenge 1 Treasures
(DM's Guild offering).

TT2: Treasure Trove 2 – Challenge 2 Treasures
(DM's Guild offering).

TT3: Treasure Trove 3 – Challenge 3 Treasures
(DM's Guild offering).

Please see:

<http://www.drivethrurpg.com/browse.php?keywords=kent+dauid+kelly&x=0&y=0&author=&artist=&pfrom=&pto>

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<http://www.dmsguild.com/browse.php?keywords=kent+dauid+kelly&x=0&y=0&author=&artist=&pfrom=&pto>





QUICK-ACCESS TABLE MENU

Come here to the back of the e-book, whenever you need a quick hyperlink shortcut to a table:

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Table XI-4: Negative Attributes for Tricks

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Table XI-6: Advanced Trick Types

TABLE XII: UNGUARDED TREASURE

Table XII: Treasure Table, Trove Level 1

And remember, whenever you're severely pressed for time, keep the game moving ... abandon these systems and use your imagination, intelligence and judgment to deliver a rapid response! As you gain knowledge and confidence in this book, the development of a random dungeon will eventually become second nature to you.

