

OLDSKULL GAME EXPANSIONS

0GE
4

TURN TRACKER

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

KENT DAVID KELLY

CASTLE OLDSKULL □ OSR

Light Sources
Candle = 6T
Torch = 6T
Lantern = 24T

Suggested Movement Rates
Unknown = 1X
Explored = 2X
Familiar = 3X

Turn 1 (10m)
The Descent into
Dungeons Deep



Turn 2 (20m)
1st Wandering
Monster Check



Turn 3 (30m)



Turn 4 (40m)
2nd Wandering
Monster Check



Turn 5 (50m)
Waning Light
Warning



Turn 6 (1h)
Light, Rest, WMC



Turn 7 (1h10m)



Turn 8 (1h20m)
4th Wandering
Monster Check



Turn 9 (1h30m)



Turn 10 (1h40m)
5th Wandering
Monster Check



Turn 11 (1h50m)
Waning Light
Warning



Turn 12 (2h)
Light, Rest, WMC



Turn 13 (2h10m)



Turn 14 (2h20m)
7th Wandering
Monster Check



Turn 15 (2h30m)



Turn 16 (2h40m)
8th Wandering
Monster Check



Turn 17 (2h50m)
Waning Light
Warning



Turn 18 (3h)
Light, Rest, WMC



Turn 19 (3h10m)



Turn 20 (3h20m)
10th Wandering
Monster Check



Turn 21 (3h30m)



Turn 22 (3h40m)
11th Wandering
Monster Check



Turn 23 (3h50m)
Waning Light
Warning



Turn 24 (4h)
Light, Rest, WMC



Turn 25 (4h10m)



DUNGEON TURN TRACKER

Created By
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Wonderland
Imprints
2020

CASTLE OLDSKULL □ OSR

Turn 26 (4h20m)
13th Wandering
Monster Check



Turn 27 (4h30m)



Turn 28 (4h40m)
14th Wandering
Monster Check



Turn 29 (4h50m)
Waning Light
Warning



Turn 30 (5h)
Light, Rest, WMC



Turn 31 (5h10m)



Turn 32 (5h20m)
16th Wandering
Monster Check



Turn 33 (5h30m)



Turn 34 (5h40m)
17th Wandering
Monster Check



Turn 35 (5h50m)
Waning Light
Warning



Turn 36 (6h)
Light, Rest, WMC



Turn 37 (6h10m)



Turn 38 (6h20m)
19th Wandering
Monster Check



Turn 39 (6h30m)



Turn 40 (6h40m)
20th Wandering
Monster Check



Turn 41 (6h50m)
Waning Light
Warning



Turn 42 (7h)
Light, Rest, WMC



Turn 43 (7h10m)



Turn 44 (7h20m)
22nd Wandering
Monster Check



Turn 45 (7h30m)



Turn 46 (7h40m)
23rd Wandering
Monster Check



Turn 47 (7h50m)
Waning Light
Warning



Turn 48 (8h)
Light, Rest, WMC



Turn 49 (8h10m)



Turn 50 (8h20m)
25th Wandering
Monster Check



Light Sources
Candle = 6T
Torch = 6T
Lantern = 24T

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DUNGEON TURN TRACKER



Oldskull Game **Expansions:** **Book IV** **Turn Tracker**

OSR

The Old School Renaissance
New Innovations, Classic Games

A **Basic** / **Expert** / **Advanced**

Compatible Supplement

For Classic Fantasy Role-Playing Games

V1.0

Created By

Kent David Kelly

With Inspiration From

David Lance Arneson and E. Gary Gygax
&

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Only the Finest Works of Fantasy



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ESSENTIALS**

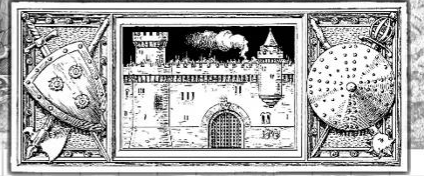




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WORKS OF FANTASY

CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



CASTLE OLDSKULL □ OSR

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Torch = 6T
Lantern = 24T

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Turn 1 (10m) The Descent into Dungeons Deep 	Turn 2 (20m) 1 st Wandering Monster Check 	Turn 3 (30m) 	Turn 4 (40m) 2 nd Wandering Monster Check 	Turn 5 (50m) Waning Light Warning 
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Turn 11 (1h50m) Waning Light Warning 	Turn 12 (2h) Light, Rest, WMC 	Turn 13 (2h10m) 	Turn 14 (2h20m) 7 th Wandering Monster Check 	Turn 15 (2h30m) 
Turn 16 (2h40m) 8 th Wandering Monster Check 	Turn 17 (2h50m) Waning Light Warning 	Turn 18 (3h) Light, Rest, WMC 	Turn 19 (3h10m) 	Turn 20 (3h20m) 10 th Wandering Monster Check 
Turn 21 (3h30m) 	Turn 22 (3h40m) 11 th Wandering Monster Check 	Turn 23 (3h50m) Waning Light Warning 	Turn 24 (4h) Light, Rest, WMC 	Turn 25 (4h10m) 

DUNGEON TURN TRACKER

CASTLE OLDSKULL

FANTASY ROLE PLAYING GAMES



CASTLE OLDSKULL - OSR

Turn 26 (4h20m)
13th Wandering
Monster Check



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Monster Check



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Monster Check



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Rates

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Explored = 2X

Familiar = 3X

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Light, Rest, WMC



Turn 37 (6h10m)



Turn 38 (6h20m)
19th Wandering
Monster Check



Turn 39 (6h30m)



Turn 40 (6h40m)
20th Wandering
Monster Check



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Waning Light
Warning



Turn 42 (7h)
Light, Rest, WMC



Turn 43 (7h10m)



Turn 44 (7h20m)
22nd Wandering
Monster Check



Turn 45 (7h30m)



Turn 46 (7h40m)
23rd Wandering
Monster Check



Turn 47 (7h50m)
Waning Light
Warning



Turn 48 (8h)
Light, Rest, WMC



Turn 49 (8h10m)



Turn 50 (8h20m)
25th Wandering
Monster Check



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[Chapter I:](#)

[Description](#)

Wonderland Imprints is proud to present the fourth volume of the Oldskull Game Expansion series, providing exciting and inspirational materials for players and Game Masters who prefer to play the Original (OSR), First Edition (1E), and Second Edition (2E) versions of the world's greatest role-playing game. If you're looking for universal and directly compatible old school materials to bridge the original game editions created by Arneson and Gygas (1974-1985), Holmes (1977), Moldvay and Cook (1981), Mentzer (1983-1986), and other luminaries of TSR (1974-1989), you've come to the right place. Players of Fifth Edition will also discover much of resourceful interest here, because these historically-informed systems are rules-light and concept-heavy, ready for quick conversion to the ruleset of your choice.

In consideration of the pandemic crisis and the increased number of intrepid tabletop players who are now coming into the old school gaming fold, Wonderland Imprints is proud to offer a valuable play aid which answers the questions of timekeeping and record tracking that most often confuse new players and Game Masters alike. The Oldskull Turn Tracker is a simple yet powerful tool, providing a clear, intuitive, and attractive way to track elapsed time, resource consumption, emergent events, and dungeon exploration with a minimum of frustration.

Due to the sudden hardship and financial challenges facing many families (including my own), the Turn Tracker is offered in two editions. For those who cannot pay for gaming materials at this time there is a free version, which includes two printable PDF sheets, which can be used to track game time and adventurer resources with glass counters or dice. And for those who wish to "tip" the author, there is a deluxe version which includes both printable sheets and an accompanying 65-page





booklet of Game Mastering and dungeon play advice. Please feel free to purchase the version that is most appropriate to your own current personal and family circumstances.

Stay safe everyone, enjoy yourself when you can, and happy gaming to you with your sequestered friends and family.

I hope you enjoy this celebration of the old school TSR tradition. Be sure to watch for future volumes in this series which will detail character classes, races, equipment, domains, spells, treasures, and more. Another fine gaming supplement from Kent David Kelly and Wonderland Imprints, *Only the Finest Works of Fantasy*. (65 pages, 16,500 words.)

(Licensed art featured in this product was created by Felipe Gaona, Rick Hershey, and Forrest Imel.)

Requires *Old-School Essentials Core Rules*.



Chapter II:

An Ever-Building Dread: Marking the Passage of Time

In subterranean dungeon exploration, an abstract time scale controls the tense and ominous times where delving adventurers find themselves between keyed location areas and preset monster encounters. Instead of frenetic rounds, time is measured in turns, each representing approximately 10 minutes of exploration. These times are ideal for atmospheric descriptions, cryptic discoveries, and strange features of uncertain meaning. More importantly however, there are three subtle tools at work during the exploration phase which secretly work in synergy to make the game more ominous, unpredictable, and intense.

These tools include:

[1] The introduction of player tension, which is caused by the gradual depletion of needed resources. Non-veteran players frequently think in terms of combat-ready resources, such as current hit points, available spells, readied weapons, and armor. Dungeon exploration however, depletes resources that are just as important and frequently underestimated. These are food, water, sources of light, energy (in the form of adventurer fatigue), and above all the most important resource, time. Players who do not plan well will find themselves deep in the dungeon with all of these resources rapidly diminishing or already compromised, and that is where the fun begins.

[2] The second Gygaxian tool is one of the most mocked and misunderstood, the iconic Wandering Monster Check (WMC). Many newer GMs do not bother rolling for encounters with wandering monsters, for several reasons. But I





will demonstrate why WMCs are one of the most important aspects of the game (a little bit further on within this volume).

[3] The last – and least considered – tool is the emergent of surprising elements which the Game Master was not prepared for. In new school play, the GM knows everything about the dungeon before the players even begin. In old school play, the GM's role is much more active, reactive, and improvisatory. This book features surprising dungeon finds and events (inspired by Wandering Monster Checks) which will keep the GM on his or her toes, right along with the players. And when the GM is nervous and waiting for a surprise, that infectious uncertainty will certainly affect all of the players as well!

The Basics of Light and Timekeeping

Before we get into the more esoteric elements of dungeon exploration events, we will cover the basics. This tool is focused upon the Original (1974) and Basic (1977-1981) Gygaxian modes of play, but is also useful for Advanced (1979-1985) and 5E (2014-present) play styles as well.

If we look at the two time tracking sheets included in this supplement, we note that each sheet is split into a separate 5x5 grid of 25 turns (each 10 minutes in length, in game time). When the players state that they are preparing light sources and entering the dungeon, the Game Master begins tracking time by placing a glass bead, a die, a miniature figure, or a similar tracking piece in the Turn 1 square. This simply means that the first turn is currently in process, regardless of the actual game world time (morning, noon, night, whenever) when the adventurers descend.

There are many different kinds of light sources available to dungeon delvers; the most powerful

are relatively infinite, in the form of spells (Continual Light), items (such as glowing magical swords), or racial advantages (infravision in particular). But virtually all groups will also rely upon more mundane sources of light, either as backups or primaries. These pieces of equipment include candles, torches, and lanterns that are fueled by flasks of oil.

I recommend that you should keep two handfuls of glass beads for each – yellow, orange, or red ones work well – for each mundane light source that is lit and equipped by the adventurers. Each light source's "fuel" is tracked by a number of beads equivalent to the number of game turns of light that the source provides. Therefore a candle gives 6 light beads (for 6 turns or 1 hour of radiance), as does a torch. A lantern gives 24 light beads (for 24 turns or 4 hours) per flask of oil consumed.

Let us say that you have six newer or younger players, and only one of them (Amy) has the wisdom to light a torch before descending the dungeon stairs. When this occurs, you put 6 light beads behind your GM screen on a sheet of paper, with the name Amy written in a circle. Then you give 6 light beads to Amy, and tell her to take a bead away every time you tell her that enough time has elapsed. When the beads are gone, the torch is about to go out and another must be lit before the party is plunged into absolute darkness.

Naturally, this special attention will cause two of Amy's companions, Bill and Caleb, to light up another torch and a lantern respectively. You then make two more circles on your light sheet below Amy's, one with the name Bill (6 beads) and one with the name Caleb (24 beads). Every time a turn elapses, you remove 1 bead from each of the three circles, and then you inform players A, B, and C to deplete their own counters. If a light goes out, you and the affected player will both notice at the same time. This process will create a methodically pulsed rate of play, and observant players will gradually learn that many of your play





mechanisms – light depletion, time tracking, the need for rest, and monster checks – occur in conjunction with these mechanics. More intelligent players will probably even realize that in a world without stopwatches and cell phones, delvers can mark the passage of time by the depletion of light. A torch lit at 2 PM will burn out at 3 PM, a spell which has a duration of 2 hours will end in “two torches’ time”, and so forth.

This mechanic serves to increase the skill level of players, to create a measured pace of play, to instill an ever-building sense of dread as resources are consumed (important!), and to give the players confidence that the GM is playing fair ... until those orcish archers ambush the party from behind, of course.



Methodical Tracking of the Passing of Time

Each time a turn ends, you should advance your hidden counter 1 square on the Oldskull Turn Tracker sheet. The tool is designed so that turns 1-25 are handled on sheet 1, and turns 26-50 are handled on sheet 2. Most short expeditions and quick forays will end on sheet 1, but if the adventurers decide to delve deeper and perhaps even sleep overnight in the

dungeon (!), you can begin again with using sheet 1. If you do so, this “roll over” should see you move the counter from turn 50 on sheet 2, into the square for turn 3 on sheet 1. The reason for this is because 50 is not evenly divisible by 6, and if you move the counter into the square for turn 1 on sheet 1, you will be giving the lit torches two “free” turns of extra light. So be sure to move from turn 50 to turn 3 for those long expeditions where dungeon exploration lasts for more than 8 in-game hours.

As you move the counter from square to square, you will see different types of messages in each turn’s square. The first event is a Wandering Monster Check, which we need to consider in more detail before moving on.

The Infamy and Importance of Wandering Monster Checks

Sadly Wandering Monster Checks over the last 45 years have fallen far into the realm of the cliché. Many GMs think WMCs are silly, as if there is a secret waiting room filled with monsters – perhaps they’re sitting next to Beetlejuice on a couch – and each monster is holding a number ticket. When that monster’s time is ripe, Ding! Out the monster trots to fight the adventurers and die.

Right? Not quite.

Veteran GMs who have read lots of dungeon modules written by Gary Gygax, along with his comments made in online forums, will know that WMCs actually represent four very important pieces of verisimilitude. (That’s the illusion that the game events are rational and real, the special magic that sweeps up players in excitement when you’re doing a particularly good job at Game Mastering.)

The first role of WMCs is to reinforce the idea that the dungeon environment is not safe.





Although strong and daring adventurers can kill many monsters, the dungeon is never “cleared”. Even rooms where monster lairs have been wiped out, when revisited, can be temporarily occupied by other monsters who are moving through the area ... or moving in!

The second role is to punish players who are attempting to defuse the dungeon’s danger by playing too slowly. Some cautious players will search every 10’ for traps or secret doors, tap everything with a 10’ pole, and listen at every door. That’s great for adventurer safety, but Gary made it very clear that safety is not the name of the game. Skilled players will learn to use these special techniques (searching, prodding, listening) at appropriate times, in limited fashion. Why? Because slower groups will be subjected to more Wandering Monster Checks, reminding the players that the dungeon rewards skilled and adaptive play, not “safety first”.

The third role of WMCs is to introduce a special subterranean ecosystem to players, which David Lance Arneson called the “cleaning crew”. These are scavenging monsters that tend to move through cracks, fissures, under doors, through gratings, and along unexpected surface (like pit walls and low ceilings). The most classic cleanup monsters are slimes, including black puddings, gray oozes, and ochre jellies. Other iconic options include roaming giant rats, beetles, centipedes, insect swarms, and hunting spiders (those that do not build webs).

And most importantly of all, WMCs exist to simulate the unobservable movement of lurking and lairing monsters who are moving throughout the dungeon as they live their lives.



Designing Intelligent Wandering Monster Tables

When you are building a wandering monster table for your dungeon, you should consider roles three and four as noted above. Dungeons that are “wild”, forgotten, and/or uncontrolled should have significant cleaning crews ... perhaps even as much as 50% of the possible wandering monster results. But at the other end of the scale, dungeons that are “secured” – such as populous strongholds, active temples, or airless tombs – should have fewer such creatures.

The remainder of your wandering monster table should include creatures that are intelligent and have lairs or guardrooms within the current dungeon level. Let’s say that you’ve designed a low-level dungeon, and some of the designed room encounters which you’ve written include the following: 8 orcs, 3 orcs, 2 ogres, 10 goblins, 12 kobolds, 4 kobolds, and 6 kobolds. Surely, these creatures will not just sit in a small room doing nothing, waiting for greedy adventurers to slay them! They will send out patrols, scavenging groups, search parties, skirmishers, guards, and explorers as needed.

So how do you simulate the movement of these groups? Well, looking at the above lists, we have 11 orcs, 2 ogres, 10 goblins, and 22 kobolds lairing on this dungeon level. It makes sense that intelligent monsters would not send out individuals if they could help it, because individuals are easy to kill. But they wouldn’t send out 50% of their population either, because that would leave their lair and treasure undefended. Therefore you can assume that monsters will send out between 10% and 40% of their low-level minions at a time, with a minimum of 2 individuals present if possible. Doing the math, some reasonable wandering monster table entries for this dungeon level might include “2 to 4 orcs (1D3+1)”, “2 or 3 goblins (1D2+1)”, “3 to 6 kobolds (1D4+2)”, and





maybe an uncommon chance to encounter 1 wandering ogre, who is either angry, hungry, or drunk.

Please note that the cleaning crew and the intelligent wandering monsters are quite different in their ability to replace losses. The total number of “cleaners” that can be encountered over time, while each separate group is small, is effectively infinite. (They’re like cockroaches, more keep wandering in, under, or through whatever crumbling barriers the dungeon’s denizens throw up against their intrusion.) However, when the adventurers slay intelligent wandering monsters, the number of slain creatures should be subtracted from one of the keyed encounter areas. Looking back at our list above, you can see that one room is the lair of 8 orcs (perhaps a hideout), and another room is the lair of 3 orcs (perhaps a guardroom). So if during the game the Player Encounters encounter 3 wandering orcs, kill 2 of them, and 1 gets away, those patrollers probably came from the group of 8 orcs, because the room of 3 orcs would have been left unguarded if the patrollers had originated there. So you now reduce the number of orcs in that room from 8 to 5, with a note that in 4 turns – the time required for the fleeing orc to run and alert his fellows – that number of 5 orcs will increase to 6. For the rest of that week, the orcs will be hunkered down in both locations on full alert, preventing any adventurers from surprising them.

As you can see, wandering monster encounters are not a meaningless nuisance; they are a necessary and extremely helpful game mechanism. They force the Game Master to consider the dynamics of the dungeon, the ever-shifting factions, and the gradual effects of the adventurers’ raids upon the defending monster populations.



Tracking Adventurer Resource Depletion

Now that we’ve considered the importance of wandering monsters, we can take a deeper look at the Turn Tracker worksheets and consider what each time square represents. The entries are as follows:

The Descent into the Dungeons Deep: This is turn 1, representative of each time the party begins a new expedition into the dungeon.

Wandering Monster Check: This is a turn when the Game Master rolls to determine if a wandering monster is encountered. As noted above, you will need to design a unique table of about 6 or 8 different monster types to represent your designed area’s current lairs and ecosystem. Following the Gygaxian paradigm, a Wandering Monster Check should be rolled on ever other turn using 1D6. In most dungeons, a roll of 1 indicates an encounter and rolls of 2 through 6 indicate no encounter. But if the dungeon is a stronghold or “the locals” are on edge due to recent attacks, the GM might decide that an encounter is indicated on a roll of either 1 or 2.

Note that when wandering monsters are encountered, a violent melee will only last for a rounds, never a full turn. But you can still track the event as requiring a full turn’s time, halting the adventurers’ exploration during those 10 minutes. The extra time is taken up after an encounter through resting, searching dead bodies, recovering spent ammunition, making minor equipment repairs, binding wounds, and so forth. Therefore if the party fights wandering monsters on turn 8 and the combat lasts for 5 rounds, that encounter actually consumes the entire 10-minute turn timespan. Turn 9 then begins with the





adventurers deciding to move on after that combat encounter has been completed.

Blank Turn Squares: On the Turn Tracker sheets, turns 3, 7, 9, 13, 15, and so forth feature an image of an adventurer. These are “blank turns” and “silent times”, when light source depletion occurs normally but there are no other major events.

I have designed special systems for each of these turns for the enterprising Game Master's consideration, if you would like to see some unique ideas about how to fill these featureless times with interesting random events (described in detail later).



Waning Light Warning: These turns represent the turn before a light source is likely to be

depleted. If you consider that the adventurers probably lit candles, torches, and/or lanterns on turn 1, it logically follows that some of these light sources will go out in 6 turns' or 24 turns' time. A Waning Light Warning is a reminder to the GM that if this is indeed the case, you should be warning the players that one of their light sources is about to run out next turn. If you and your players are using the light beads correctly, these events will become self-evident as beads are removed each turn.

Light, Rest, WMC: These are rules-heavy turns, which occur every game hour as described in the core rules. The first turn with this special designation is turn 6. A torch lit at the beginning of turn 1 will be burning out at the end of turn 6, and so the intelligent adventurers (right?) will be briefly stopping to light more torches or lanterns at this time. This naturally brings up a perfect time for party rest, considering that the PCs must rest one turn out of every six. Many players ignore this, and that's when the GM lets them know that fatigue is setting in, causing a penalty to their dice rolls as described in the rules. Most players tend to pay more attention to the GM's rest warnings after that.

Please note that if your players are stubborn, the rest squares on the Turn Tracker will necessarily be “off”. For example if it's time for the party to rest on turn 6, and the players ignore your warning and you give them the penalty, and then they wise up on turn 8, their rest on turn 8 will remove their fatigue status. Then they will face their next fatigue check on turn 14 (8+6), instead of turn 12 (6+6) as displayed on the sheet. This is a bit confusing to explain, but in play you will see how and when this occurs based on the players' decision to temporarily ignore a fatigue effect.

Note also that because of the ongoing game mechanic of rolling a Wandering Monster Check on every other turn, a Light, Rest, WMC turn features a monster check as well! This





makes sense, because monsters are more likely to be lured to a party that's disrupting the dungeon environment with light, or sitting still for a while.

Chapter III:

Optional Events for Quiet Game Turns

The considerable remainder of this supplement is devoted to a game system that I like to use, in which random and interesting things happen during every “blank” turn on the sheets. You might disagree with this play style, but I have found that if you use these turns to introduce unexpected minor events, you will keep your players engaged and yourself on your toes and ready for some quick-witted improvisation.

Keeping in mind that few dungeon expeditions will last for 50 full turns (most “dungeon runs” are shorter than that due to lethality), I have designed this system so that the more common random events occur in the low-numbered turns, while the rarer events occur in higher-numbered turns. This means that the adventurers will commonly experience the low-turn sequence events, while only occasionally experiencing the high-turn ones.

The special events that I recommend for each blank and silent turn are as follows:

Turn 3 Event:

A Disturbing Noise

Dungeons are not silent. As monsters move around, air flows, and dripping water trickles down, eerie sounds bounce and echo through the corridors. Savvy players will come to realize that the GM is rolling for wandering monsters on turn 2, and turn 4. However they will probably not realize that there is no random danger on turn 3! That's way turn 3 is a perfect time to introduce a random sound, instantly putting the players on edge.





(What made the sound? You tell me, you're the GM!)



Here's a D100 table that you can use to determine what the adventurers hear. Feel free as always to choose rather than roll, or to reroll circumstances that do not make sense in the current environment.

Random Dungeon Noises	
D100 Roll	Description
01	Banging or Barking
02	Beast Noises or Beating of Wings

03	Bellowing
04	Bells or Birdsong
05	Bong
06	Bubbling
07	Buzzing (Insects?)
08	Cackling
09	Chains Rattling
10	Chanting
11	Chiming
12	Chirping
13	Chittering or Chopped Wood
14	Clanging
15	Clanking
16	Clashing Metal
17	Clicking or Clockwork
18	Collapsing Rubble / Falling Stones
19	Combat (Distant)
20	Conversation (Language Dependent upon Denizens)
21	Coughing or Crackling
22	Creaking Doors or Croaking (Frogs?)
23	Crunching or Crying
24	Door Closing or Slamming
25	Dripping
26	Drums Beating
27	Earth Tremors
28	Echoes
29	Explosion (Distant) and Rumbling
30	Faint Footsteps and Whispers or Fire Crackling



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



31	-Flapping Wings or Footsteps (Random Directions)
32	Footsteps Ahead
33	Footsteps Approaching
34	Footsteps Behind
35	Footsteps Receding
36	Footsteps to One Side
37	Giggling
38	Glass Shattering
39	Gong
40	Grating
41	Grinding Stone
42	Groaning
43	Growling
44	Grunting
45	Gurgling
46	Hammering or Heavy Dragged Object
47	Hinges Squeaking
48	Hissing
49	Hooting or Hooves Clattering
50	Horn Sounding
51	Howling
52	Humming
53	Jingling
54	Knocking
55	Laughter or Leaves Rustling
56	Machinery or Marching Feet
57	Moaning or Monster Noises
58	Murmuring
59	Music or Musical Instrument
60	Nothing, Dead Silence

61	Popping (Electricity?) or Pounding
62	Purring
63	Rainfall or Rats Squeaking
64	Rattling
65	Ringling or Ripping Paper
66	Roaring
67	Rustling
68	Scrabbling
69	Scraping
70	Scratching
71	Screaming
72	Scuffling or Scuttling
73	Shouting / Yelling
74	Shrieking
75	Shuffling
76	Singing
77	Slamming Doors (Repeatedly, Distant)
78	Slithering
79	Snapping or Sneezing
80	Snoring or Snorting
81	Sobbing or Someone / Something Choking
82	Something Dropped (Once)
83	Something Dropped (Repeatedly)
84	Splashing
85	Splintering
86	Squeaking or Squealing
87	Stone Grating or Sliding
88	Tapping
89	Thud or Thumping





90	Thunder (or Similar Reverberation)
91	Ticking
92	Tinkling
93	Trickling
94	Twanging
95	Waterfall
96	Whining
97	Whispering
98	Whistling
99	Wind
00	Wood Splintering

14-16	Brimstone (Sulfurous)
17-18	Burning Flesh
19-21	Burning Torches or Firewood
22-23	Burning Wood
24-25	Chlorine
26-28	Cooking Food
29-30	Damp Fur
31-33	Dank and Moldy
34-36	Death and Decay
37-38	Decaying Flesh
39-41	Dust
42-44	Earth
45-46	Enticing and Indescribable
47-48	Fetid
49-50	Fish
51-52	Flowers or Herbs
53-54	Foetor (Lovecraftian)
55-56	Fragrant / Incense
57-58	Fresh Food
59-61	Garbage and Refuse
62-64	Manure / Dung / Offal
65-66	Metallic
67-68	Methane
69-71	Mildew
72-74	Mold
75-77	Musk / Musky Beasts
78-80	Ozone / Discharged Magic
81-82	Rotting Meat
83-84	Rotting Vegetation
85-86	Salty and Wet
87-89	Smoke

Turn 7 Event:

What's That Smell?

And just as dungeons are not silent, they are typically not odorless either! During turn 7, when the adventurers have engaged in their first "light check" and consideration of rest, you might want to poke at their reassurance with someone else ominous that doesn't have a readily discernible source.

Roll 1D100 and consider the following table:

Random Dungeon Odors	
D100 Roll	Description
01-03	Acrid
04-05	Alcohol (Spilled)
06-07	Ammonia
08-09	Baking Bread
10-11	Blood / Boiling Blood
12-13	Brewing Potions / Chemicals





90-91	Spices
92-94	Stale and Fetid
95-97	Urine
98-00	Vinegar



Turn 9 Event:

What Are These Things Doing Here?

Over many decades and centuries, dungeon environments change a great deal due to the accruing effects of adventurers, monsters, triggered traps, cast spells, crumbling and decay, and so forth. Ornate rooms with a specific purpose become something else entirely. An exquisite ballroom in a manor house, 100 years later, might be used as a burial house. A well might dry up and become a shaft down to a monster lair, which means the well chamber becomes a guardroom. Monsters either destroy old furnishings, or repurpose them, or craft their own as needs arise.

Therefore on turn 9, I recommend a small GM planning event. You will roll a random room feature or furnishing, and take some time to consider what it might imply. Then, in later turns when the party enters an “empty” room, you will put the random furnishings there.

Note that some room features and furnishings might be inspirational, while others are wildly inappropriate (depending on the dungeon type and monster lairs). Furnishings could be untouched, or old and hacked to pieces, depending on the current dungeon setting.

Roll 1D100 and consider the following:

<u>Random Dungeon Furnishings</u>	
<u>D100 Roll</u>	<u>Description</u>
01	Alcoves
02	Altar
03	Amphoras (Wine Storage Vessels)
04	Armoire(s)
05	Armor Rack(s)
06	Armorial Banners
07	Balcony (or Raised Platform)
08	Barrel Rack
09	Barrel(s)
10	Baskets
11	Beast Hides on the Walls
12	Bed(s)
13	Bedrolls
14	Bench(es)
15	Bookcases
16	Books and Papers
17	Bookshelves
18	Bottles
19	Braziers
20	Broken Furniture
21	Cabinet(s)
22	Candles (or Candelabras)
23	Catwalk
24	Cauldron
25	Cesspit or Cesspool
26	Chains
27	Chair(s)
28	Chest(s)



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29	Crate(s)
30	Crockery
31	Cupboards
32	Curiosity Cabinet
33	Curtains
34	Dais
35	Desk(s)
36	Dishes and Platters
37	Divan(s)
38	Dome
39	Drawings and Sketches
40	Fire Pit
41	Fireplace
42	Forge (extensiveness depending on the locale)
43	Fountain
44	Furs and Skins
45	Hammocks
46	Hanging Lamps
47	Heraldic Shields
48	Holy Water Font
49	Idols and Statuettes
50	Implements of Torture
51	Jugs
52	Laboratory Equipment
53	Latrine
54	Map(s)
55	Mirrors
56	Niches
57	Nooks and Crannies
58	Ornamental Flagstones or Wall Plaques

59	Painting(s)
60	Pallets
61	Pool
62	Potion Font (or Brewing Equipment)
63	Pulleys
64	Rafters
65	Religious (or Unholy) Trappings
66	Reliquary
67	Roasting Spit (and Fireplace or Fire Pit)
68	Rugs or Wall Hangings
69	Sacks of Food
70	Sacks of Textiles
71	Sacks or Boxes of Tools
72	Scrolls and Writing Implements
73	Sculpture(s)
74	Sleeping Furs
75	Slop Bucket(s)
76	Specimen Jars
77	Statue(s)
78	Stone Blocks
79	Stool(s)
80	Straw-Stuffed Mattress(es)
81	Stream (or Artificial Water Channel)
82	Table(s)
83	Tablets and Chisels
84	Tapestries
85	Targets and Dummies
86	Taxidermy



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87	Timber(s)
88	Tool Rack(s)
89	Torches / Cressets
90	Trophies (Monster Heads, Skins, etc.)
91	Trunk(s)
92	Unholy Water Font
93	Wall Sconces
94	Wardrobe(s)
95	Washing Tub(s)
96	Water Barrel(s)
97	Weapon Rack(s)
98	Well
99	Alcoves
00	Altar



Bonus Ingenuity Opportunity: If you especially like thinking on your feet, you can even have a random furnishing appear in a corridor or dead end. A table might be overturned and used as a combat barrier; a floor and ceiling might have collapsed, allowing a ruined chamber's dishes to spill down into the cellars; or a pile of baskets might have just been dropped by scorpion-harvesting kobolds (who are now watching the party from the shadows). Be creative!



Turn 13 Event:

Did You Feel That?

One of the points of verisimilitude that is rarely considered in regards to subterranean places is airflow. Monsters and adventurers might have food, water, and shelter, but without air only golems and the undead can survive.

It must be assumed that most dungeons are filled with windshafts, smoke holes, gratings, ducts (or cracks serving as ducts), and perhaps even magical effects which draw breathable atmosphere from the Elemental Plane of Air. Lighting a smoky torch in a 10'-wide corridor, in the real world, could quickly become a death sentence.

In assuming these logical features, it stands to reason that there will be mild air flow changes experienced by explorers from time to time. This turn 13 event simulates such a change. There will be a grating (perhaps unreachably high), a feeling of pressure change, a noted flow of different-temperature air, and it will be followed by an unexpected change in the settling atmosphere surrounding the adventures.

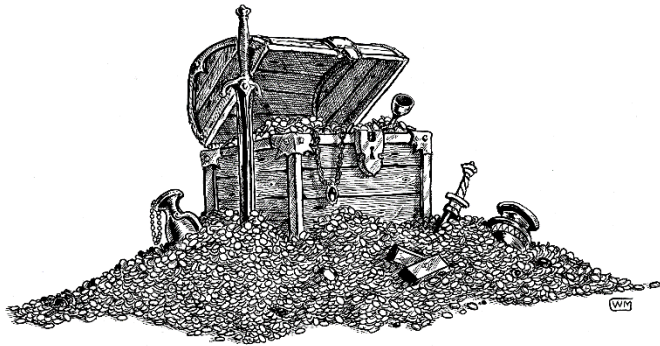
Roll 1D100 to determine an interesting lingering air effect:

Random Dungeon Atmospheres	
D100 Roll	Description
01-08	Clear
09-16	Floating Ash
17-24	Floating Cinders
25-32	Floating Dust
33-40	Floating Pollen or Spores
41-48	Fog (to the Ceiling)
49-56	Mist or Haze (Ankle-Level)





57-64	Mist or Haze (Neck-Level)
65-72	Mist or Haze (Waist-Level)
73-80	Shimmering (Moisture)
81-88	Smoke (at the Ceiling)
89-00	Smoke (Drifting Plumes)



Turn 15 Event:

Finally, Unguarded Treasure!

This is a classic bit of dungeon dressing. The adventurers come across a strange container during this turn. Much of the time (50%) it will be an iconic sturdy oak box or chest, but otherwise (50%) it's probably something very strange. The container might be recently dropped, partially destroyed, somewhat hidden, surrounded by bones, or something similar.

To create a good "container encounter" you don't need treasure, you need the power of ominous suggestion. To get your players talking, roll D100 several times as indicated below.

If you need to determine a location randomly, roll as follows:

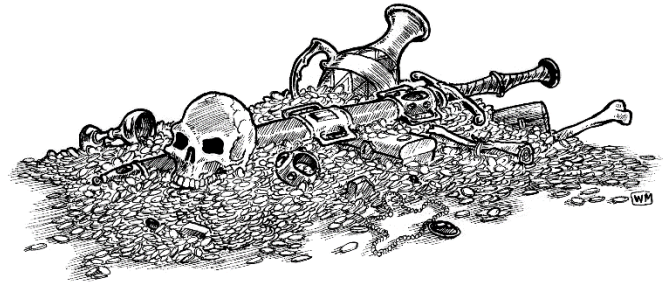
Random Container Locations	
D100 Roll	Description
01	Adjacent Corridor
02-03	Adjacent Stairway
04-05	Against a Wall
06	Alcove
07-08	Behind a Tapestry
09-10	Behind Concealed Door
11	Behind Door
12-13	Behind Furniture
14-15	Behind Grating
16	Behind Secret Door
17-18	Behind Secret Panel
19-20	Behind Tapestry
21	Buried Under Bedding or Straw
22-23	Buried (Partially) Under Floor
24-25	Cage
26	Center of Room
27-28	Chamber Pot / Under Latrine
29-30	Corner of Room
31	Dais
32-33	Dimensional Rift
34-35	Disguised as Something Else
36	Encased in Crystal
37-38	Far Corner of Room
39-40	Floor Fissure
41	Hanging Net
42-43	Hidden Above Ceiling
44-45	Hidden Behind Wall / Stone
46	Hole in Ceiling





47-48	Hole in Floor
49-50	Hole in Wall
51	In a Pit
52-53	In a Pool
54-55	Inside a Container
56	Inside a Piece of Furniture
57-58	Inside Another Container
59-60	Invisible
61	Ledge
62-63	Ledge Above Door
64-65	Magically Floating
66	Near a Door
67-68	Near Center of Room
69-70	Near Corner of Room
71	Near Firepit / Fireplace
72-73	Niche
74-75	Not Present, Indicated on Map
76	On a Pallet
77-78	On Top of a Piece of Furniture
79-80	Scattered / Upended
81	Shelf / Shelves
82-83	Small Room Above This Area
84-85	Small Room Below This Area
86	Stacked / Secured
87-88	Trash Heap
89-90	Under a Dead Body
91	Under a Piece of Furniture
92-93	Under a Skeleton
94-95	Under Rubble / Debris
96	Under Stairs
97-98	Veiled by an Illusion

99-00	Wall Fissure
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If the container is not a standard chest, you can roll 1D100 to determine something more interesting:

<u>Random Dungeon Containers</u>	
<u>D100 Roll</u>	<u>Description</u>
01	"Chest" Hewn from Floor
02	Alcove
03	Alembic or Amphora
04	Aquarium
05	Ark or Armoire
06	Backpack
07	Bag or Barrel
08	Basin or Basket
09	Beaker or Beehive
10	Belt Pouch or Bin
11	Bookcase or Bottle
12	Bowl or Box
13	Bucket or Bundle
14	Cabinet
15	Canister or Canopic Jar
16	Carafe or Cart



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17	Case or Cask
18	Casket or Cauldron
19	Cavelet Under Enormous Pillar
20	Chalice or Chamber Pot
21	Chariot
22	Chest or Clay Jar
23	Coffer or Coffin
24	Compartment in Base of Dais / Statue
25	Cookpot or Cradle
26	Crate or Crock
27	Crystal Cube (magical)
28	Cupboard or Curiosity Cabinet
29	Decanter or Dimensional Rift
30	Dish or Display Case
31	Dresser or Drinking Gourd
32	Drinking Horn
33	Egg Sac or Eggshell (giant?)
34	Ewer
35	Firkin or Flagon
36	Flask or Foot Locker
37	Fountain or Funerary Urn
38	Furniture (as appropriate)
39	Gelatinous Slime (monster)
40	Giant's Skull (with skullcap "lid")
41	Giant-Sized Chest
42	Goblet or Hamper
43	Hanging Net
44	Haversack or Hogshead (barrel)
45	Hole in Floor or Hole in Wall

46	Hollow Behind a Brick or Hollow Behind a Mirror
47	Hollow Behind a Painting or Hollow Behind a Wall Hanging
48	Hollow Gourd or Hollow Peg Leg
49	Hollow Statue or Hollow Stone
50	Hollowed-Out Book
51	Holy Water Basin
52	Hourglass or Hutch
53	Ice Chest or Iron Maiden
54	Jar or Jug
55	Kettle
56	Knapsack or Lockbox
57	Locker or Locket
58	Mi-Go Brain Canister
59	Monster's Stomach or Mug
60	Mummy Bundle or Nest
61	Niche or Nook
62	Offering Bowl or Oil Flask
63	Open Grave
64	Ossuary or Oubliette
65	Pack or Package (wrapped)
66	Pail or Phial
67	Pit
68	Pitcher or Pool
69	Portable Hole (magical)
70	Pot or Potion Bottle
71	Pouch or Puncheon (barrel)
72	Purse or Puzzle Box
73	Rack or Reliquary
74	Repository or Rucksack





75	Sac or Sack
76	Saddlebag or Safe (locked)
77	Sarcophagus
78	Satchel or Saucer
79	Sea Chest or Shadow Box
80	Slop Bucket or Snuff Box
81	Specimen Jar or Spiderweb
82	Stitched Corpse
83	Stone Slab Chest or Strongbox (locked)
84	Stuffed Beast (taxidermy)
85	Stuffed Mattress or Stuffed Monster (taxidermy)
86	Tankard
87	Terrarium or Tinder / Firewood Box
88	Tinderbox or Tool Box
89	Trench or Troll Nest
90	Trunk or Tub
91	Tube or Tun (barrel)
92	Uncapped Skull (giant?)
93	Under Loose Flagstone or Under Loose Floorboard
94	Unholy Water Basin
95	Urn or Vase
96	Vat or Vessel
97	Vial or Wagon
98	Wardrobe or Water Barrel
99	Waterskin or Well
00	Wine Bottle or Wineskin



You can include a bit of “normal” unguarded treasure if you like (per the core rules), or you can include some useful dungeoneering equipment (rope, torches, spikes, and so forth).

But if you want to simply put something minor for the players to ponder, or some more “weird” stuff mixed in with the normal loot, roll 1D1000 as follows:

Random Container Contents	
D100 Roll	Description
01	Acid (in vials; or acid etching marks)
02	Animal Skin / Parts or Art Supplies
03	Ashes or Bandages
04	Beads / Marbles
05	Bedding or Beeswax
06	Bent Silverware
07	Blood / Dried Blood
08	Bones or Book(s)
09	Boots / Shoes
10	Bottles of Ink (valuable or magical?)



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11	Bottomless Dimensional Space
12	Brackish Water / Dampness
13	Brassware or Broken Clockwork
14	Broken Pottery or Broken Tool (random)
15	Burned Object
16	Candles / Candle Stumps
17	Cap or Ceramics
18	Chainmail Links or Chalk
19	Charcoal or Chunks of a Solid Substance
20	Cinders / Ashen Cinders
21	Clay or Cloak
22	Clothing (random) or Coal
23	Codebook or Coins (copper?)
24	Confession or Copperware
25	Cords or Crockery
26	Crystals or Curios (trinkets)
27	Damaged Weapon (random) or Dead Flesh
28	Dead Leaves or Destroyed Lace
29	Dishes or Doll(s)
30	Dried Ink or Dungeoneering Equipment (random)
31	Dust or False Bottom and Secret Compartment (treasure?)
32	False Lid and Secret Compartment (treasure?) or Feathers
33	Fibrous Material or Food / Dried Food
34	Fungus (monster?) or Fur / Hide

35	Game Pieces or Gem (random, treasure)
36	Gloves or Glue
37	Grain or Gravel / Pebbles
38	Grease / Hardened Grease or Herbs (valuable?)
39	Honeycomb or Incense (valuable?)
40	Ingot (random, treasure) or Ink / Dried Ink
41	Insect Husks or Ironware
42	Jar of Dead Insects or Jars of Dye
43	Jewelry (random, treasure) or Junk
44	Key or Kitchen Utensils
45	Leather Hood or Letter(s)
46	Linen or Lumps of Semi-Liquid Material
47	Maggots or Magic Mouth
48	Magic Ring (treasure) or Magic Wand (treasure)
49	Manacles or Map (treasure?)
50	Material Spell Components (random, treasure) or Melted Copper Coins
51	Mirror or Mold (monster?) or Monster Skin / Part
52	Mouse (dead) or Mouse (living)
53	Mud / Dried Mud
54	Nails or Needles
55	Oil / Oily Residue
56	Oil Flask(s) or Ore Samples
57	Padlock or Paint Bottles
58	Paintbrushes or Papyrus



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59	Parchment or Pebbles
60	Pewterware
61	Piece(s) of Armor
62	Pipe / Pipeweed
63	Preserved Bird's Nest
64	Preserved Eggshells
65	Pretty Stones or Quills
66	Rags
67	Rat(s) (dead) or Rat(s) (living)
68	Rats' Nest
69	Resin (unidentifiable)
70	Robe or Rocks
71	Rope or Rotted Food
72	Rotting Leather or Rotting Vellum
73	Rusted Scrap Iron
74	Sacks or Salt
75	Salted Meat
76	Sand or Scrap Leather
77	Scrap Wood or Scrimshaw (valuable?)
78	Scroll (non-magical) or Sealing Wax
79	Secret Compartment
80	Seeds or Shrouds
81	Skull or Slime (monstrous?)
82	Soap or Soil / Grave Dirt
83	Specimen Jars
84	Spices (valuable?) or Spider (monster?)
85	Spider Nest
86	Splinters or Statuette
87	Strange Encrustations

88	String
89	Tabard or Tool (random)
90	Toy(s) or Trap
91	Tree Bark or Trick (magical)
92	Tunic or Turpentine / Turpentine Stains
93	Twine
94	Unidentifiable Liquid / Stains or Unidentifiable Powder
95	Unidentifiable Viscous Material
96	Vellum or Vermin
97	Vial(s) or Voodoo Doll
98	Waterskin or Wax
99	Weapon (random) or Wire
00	Wool or Yarn





Turn 19 Event:

No, We Really Found Something!

Inevitably, the players will frequently want to search the rooms and corridors. Also inevitably, there will usually be nothing there to find. But now that some time has passed, it's a good time to include a random (valueless) item or curiosity for paranoid delvers to worry over.

Three tables have been provided herein to maximize the number of possible options. Initially, I suggest that you roll 1D12 for table selection.

- ❖ On a D12 roll of 1-5, roll on Table 1.
- ❖ On a D12 roll of 6-10, roll on Table 2.
- ❖ On a D12 roll of 11-12, roll on Table 3.

Random Items, Table 1

D100 Roll	Description
01	Air Current Change (Reroll Air Current)
02	Air Quality Change (Reroll Air Quality)
03	Animal Corpse
04	Animal Skeleton
05	Ants
06	Anvil
07	Arrowhead
08	Artificial Limb, Rotted (Hand Hook, Lead Claws, Peg Leg, etc.)
09	Backpack (Rotted)
10	Backpack (Spilled)
11	Balance and Weights
12	Ball and Chain, Rusted

13	Bandages, Soiled
14	Beetles
15	Birdcage
16	Blade (Bent)
17	Blade (Rusted)
18	Blade Hilt
19	Blobs of Once-Melted Metal
20	Bloodstain
21	Bones (Moldering)
22	Bones (Splintered)
23	Bones (Stacked)
24	Broken Arrow
25	Broken Bottle
26	Broom, Sodden
27	Bucket (Empty?)
28	Bucket of Lard
29	Buckle
30	Cairn of Skulls
31	Cane or Crutch, Splintered
32	Ceiling Damage
33	Chamber Pot
34	Chandelier (Hanging Precariously)
35	Chandelier (Shattered and Fallen)
36	Change in Lighting (Reroll Lighting)
37	Change in Smell (Reroll Odor)
38	Chimes, Swaying
39	Claw Marks
40	Clepsydra (Water Clock)
41	Cloaks on Pegs





42	Clockwork (Moving)
43	Clockwork (Rusted)
44	Clothing (Random)
45	Coal Chute (Very Narrow)
46	Cobwebs (Dusty)
47	Cobwebs (Thick)
48	Dais
49	Damaged Armor
50	Damaged Book (Random Language and Content)
51	Damaged Headwear (Ceremonial Headdress, Coif, Leather Hood, etc.)
52	Damaged Weapon
53	Dead / Stomped Vermin (Beetles, Centipedes, Maggots, Spiders, etc.)
54	Demi-Human Corpse
55	Demi-Human Skeleton
56	Dented Helmet
57	Destroyed Ritual Weapon (Bipennis Axe, Sacrificial Dagger, Scourge, etc.)
58	Discarded Food / Rations
59	Divination Object (Augury Bones, Dried Entrails, Toss-Sticks, etc.)
60	Dried Fish
61	Drinking Horn (Sealed)
62	Drinking Horn (Splintered)
63	Drinking Vessel, Damaged (Flagon, Goblet, Mug, Pitcher, Tankard, etc.)
64	Dripping Water
65	Drum

66	Dung
67	Dust (Falling from Ceiling)
68	Dust (Piled)
69	Ear Trumpet
70	Echoing Sound (Reroll Sound)
71	Eggshells
72	Empty Wasp Nest
73	Feathers
74	Fish (or Monster) Scales
75	Flagstone, Loose
76	Floor Damage
77	Footprints (in Dust, Mud, Blood, etc.)
78	Fungus (on Ceiling)
79	Fungus (on Floor)
80	Fungus (on Wall)
81	Gambling Stones (or Dice)
82	Garbage
83	Graffiti (Random Language and Content)
84	Grave, Shallow (Occupied)
85	Grave, Shallow (Unfilled)
86	Grindstone
87	Guano
88	Handkerchief, Filthy
89	Hanging Baskets
90	Hanging Cage
91	Hanging Nets
92	Hardtack Biscuit
93	Healing Herbs, Scattered
94	Hole in the Ceiling
95	Hole in the Floor



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96	Hole in the Wall
97	Horn (Animal or Monster)
98	Horn (Musical)
99	Hourglass (Intact)
00	Hourglass (Shattered)



12	Iron Bar
13	Ivory Plaques (Cards)
14	Jar Full of Eyes
15	Knucklebones
16	Ladle or Spoon, Caked / Corroded
17	Leather Scraps
18	Length of Rope
19	Lever, Functional (Cage, Door, Trap, etc.)
20	Lever, Non-Functional
21	Loom
22	Lute (Damaged)
23	Lyre (Unstrung)
24	Maggots
25	Magic Circle (Smeared/Broken)
26	Manacles (Bolted to Ceiling)
27	Manacles (Bolted to Floor)
28	Manacles (Bolted to Wall)
29	Map (Partial / Damaged)
30	Mask
31	Material Spell Component (Random)
32	Miniature Furnishing (Chest, Table, etc.)
33	Mold
34	Molted Skin
35	Monocle (Fractured)
36	Monster Corpse
37	Monster Egg(s)
38	Monster Skeleton
39	Mud
40	Mushrooms, Edible

Random Items, Table 2

D100 Roll	Description
01	Human Corpse
02	Human Skeleton
03	Humanoid Corpse
04	Humanoid Skeleton
05	Ice (or Ice Tongs if not appropriate to environment)
06	Idol
07	Implement of Torture (Gouge, Razor, Thumbscrews, Whip, etc.)
08	Incense Censer
09	Incomplete Construction
10	Inscription (Random Language and Content)
11	Insect / Monster / Spider Eggs





41	Mushrooms, Sickening
42	Nails, Bent / Rusted
43	Offering Bowl (Stained)
44	Oil Funnel, Tarnished
45	Oil Lamp
46	Pail (Empty?)
47	Pail of Murky Water
48	Pail of Turpentine
49	Paintbrush, Chewed
50	Piece(s) of Armor
51	Pile of Coal
52	Pile of Rags
53	Pillory, Shattered
54	Plants (Cultivated)
55	Plants (Dead)
56	Plants (Natural, if appropriate to environment)
57	Plants (Preserved)
58	Pottery Shards
59	Puddle(s) of Water
60	Rags (Scattered)
61	Rags (Stuffed into Wall)
62	Rat Skeletons
63	Rat Trap (with Dead Rat)
64	Rat Traps (Empty)
65	Roots
66	Rubble
67	Runes (Random Content and Language)
68	Runic Symbol, Stricken
69	Rusted Chain
70	Rusted Spike

71	Sacks of Food / Grain
72	Sacks of Rotting Grain
73	Sand, Piled
74	Sand, Trickling from Wall or Ceiling
75	Scattered Leaves and Twigs
76	Scattered Straw
77	Scrap of Parchment
78	Scroll Case (Empty)
79	Seashell, Fractured
80	Sensed Presence (Real or Imagined)
81	Sewage
82	Shadow (Moving)
83	Shadow (Strange)
84	Shed Snakeskin
85	Shelf, Broken
86	Shelf, Tilted
87	Shield, Sundered
88	Skeleton Key, Bent
89	Skull (Preserved)
90	Skull (Shattered)
91	Slime Trail
92	Slugs
93	Smoking Pipe, Snapped
94	Snails
95	Snuff Box, Damaged
96	Specimen Jar, Fungus
97	Specimen Jar, Herb
98	Specimen Jar, Monster Spoor
99	Spiders (Relatively Harmless)
00	Spinning Wheel



CASTLE OLDSKULL

FANTASY ROLE PLAYING GAMES



Random Items, Table 3

D100 Roll	Description
01	Splintered Club, Pole or Stick(s)
02	Statue
03	Statue (Damaged)
04	Statue or Idol Head
05	Statuette(s)
06	Steps (Partially Constructed)
07	Steps (Within Room)
08	Stone Calendar (Random Language)
09	Stone Disc (Fractured)
10	Stones, Piled
11	Stones, Scattered
12	Strainer, Dented
13	Sudden Sound (Nearby, Reroll Sound)
14	Tabard, Torn
15	Tablet
16	Tablet (Shattered)
17	Temperature Change (As Appropriate)
18	Thread, Unspooled

19	Tinderbox, Spilled
20	Tool (Crowbar, Hammer, Pole, etc.)
21	Tool, Damaged
22	Tool Handle, Wooden
23	Translucent Crystal (Fractured)
24	Trail of Breadcrumbs / Coins / Pebbles
25	Tub (Empty?)
26	Tub of Grease
27	Urine Stains
28	Vines / Creepers
29	Wall Damage
30	Waterskin (Partially Full)
31	Whetstone
32	Wineskin (Dregs)
33	Wineskin (Empty)
34	Yarn (Sodden and Tangled)
35-54	Roll Twice on Table 1
55-70	Roll Once on Table 1 and Once on Table 2
71-90	Roll Twice on Table 2
91-00	Unique Object (GM's Choice or Concept)





Turn 21 Event:

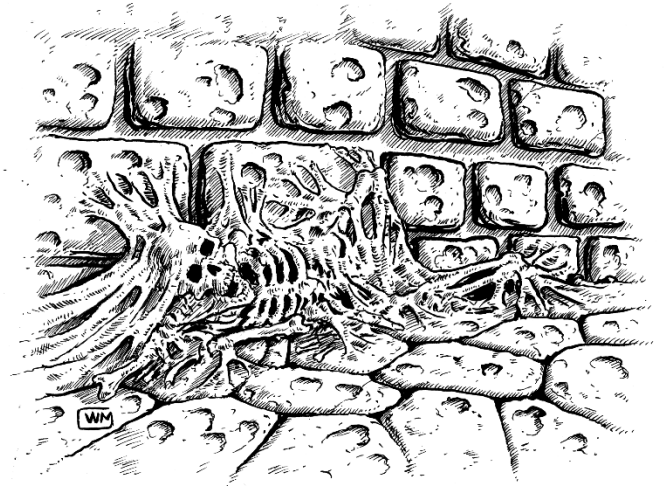
Who Lit All of These?

The next room, or next corner in the corridor, has an unusually large cluster of light sources. This is not a particularly dramatic event, but it will probably cause the players to go immediately on guard.

Roll 1D100 to determine the sources found:

Random Light Sources	
D100 Roll	Description
01-04	Asbestinon Lamps
05-08	Braziers
09-13	Candles / Candelabras
14-18	Fire Cauldrons
19-23	Fire Pits
24-28	Fireplaces
29-33	Fires & Reflecting Mirrors
34-38	Lanterns & Hanging Lanthorns
39-43	Magical Crystals
44-50	Magical Light & Reflecting Mirrors
51-55	Magical Light (Continual Light etc.)
56-57	Natural Gas Jets (Volcanic Vents etc.)
58-65	"None", Invisible (yet still shedding light)
66-72	Oil Lamps
73-80	Phosphorescent Fungi
81-84	Phosphorescent Pools
85	Phosphorescent Spheres (Hanging from Chains)

86	Phosphorescent Vapor
87-88	Sunlight & Reflecting Mirrors
89-90	Sunlight (or Magical Light) Shafts
91-00	Torches



Turn 25 Event:

Guys, You Might Want to See This ...

A dead body or skeleton is discovered. This is common enough, but instead of just a random pile of bones there is something very unsettling about this discovery. It's either recent, or truly mysterious, or deeply disturbing, or inviting investigation. Whatever it is and whatever happened to the poor soul, your players will talking about it very soon.

First, roll 1D1000 to determine the victim's type, race, or species. Please note that if your game's core rules set is limited and you don't what some of these creatures are, you can look them up, or you can devise your own concept using the base description, or you can reroll until something more "orthodox" is revealed.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Random Body Types

D1000 Roll	Description
001-008	(Unknown, Indeterminate, GM's choice)
009-016	Ant Man
017-024	Ape, Carnivorous
025-032	Ape, White
033-040	Arcane Zombie (animated)
041-048	Arcane Zombie (formerly animated)
049-056	Baboon, Cave
057-064	Beastman
065-072	Beastman
073-080	Bugbear
081-096	Caveman
097-112	Centaur
113-144	Dark Elf
145-160	Deep One
161-176	Doppelganger
177-192	Dvergar

193-232	Dwarf
233-248	Elf
249-264	Frogman
265-280	Fungus Man
281-296	Ghoul (destroyed)
297-312	Ghoul (undead)
313-328	Gnoll
032-344	Gnome
345-360	Goblin
361-376	Gremlin
377-392	Half-Elf
393-408	Halfling
409-422	Half-Ogre
423-438	Half-Orc
439-446	Hobgoblin
447-454	Human, Alchemist
455-462	Human, Anti-Paladin
463-470	Human, Assassin
471-478	Human, Bandit
479-486	Human, Barbarian
487-494	Human, Bard
495-502	Human, Brigand
503-510	Human, Buccaneer
511-518	Human, Cannibal
519-526	Human, Cavalier
527-534	Human, Cleric
535-542	Human, Cultist
543-550	Human, Dervish
551-558	Human, Druid
559-566	Human, Fighter
567-574	Human, Hunter



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES

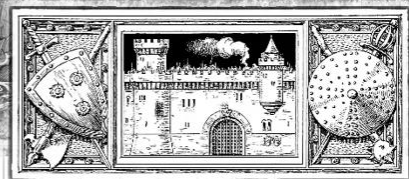


575-582	Human, Huntsman
583-590	Human, Illusionist
591-598	Human, Jester
599-606	Human, Magic-User
607-614	Human, Man-at-Arms
615-622	Human, Man-at-Arms
623-630	Human, Merchant
631-638	Human, Monk
639-646	Human, Mystic
647-654	Human, Noble
655-662	Human, Nomad
663-694	Human, Normal
695-702	Human, Paladin
703-710	Human, Peregrine / Pilgrim
711-720	Human, Pirate
721-728	Human, Ranger
729-736	Human, Sage
737-744	Human, Savage
745-752	Human, Savant
753-760	Human, Thief
761-768	Human, Vagabond
769-776	Human, Warlock / Witch
777-784	Imp
785-792	Jackal Man
793-800	Kobold
801-808	Leprechaun
809-824	Lizard Man
825-832	Medusa
833-840	Mermaid
841-848	Merman
849-856	Ogre

857-864	Ogre Mage
865-872	Rakshasa
873-880	Satyr
881-888	Sea Devil
889-896	Skeleton (animated)
897-904	Skeleton (formerly animated)
905-912	Thrall of Cthulhu
913-920	Troglodyte
921-928	Troll
929-936	Vampire (destroyed)
937-942	Vampire (undead)
943-948	Werebear
949-954	Wereboar
955-960	Wererat
961-966	Weretiger
967-972	Werewolf
973-978	Wight (animated)
979-983	Wight (formerly animated)
984-992	Zombie (animated)
993-000	Zombie (formerly animated)



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Then, once the body type is determined you can roll 1D1000 to determine what curious object the corpse or skeleton possesses. The item can probably be seen, but can only be claimed by moving the body. Here are some ideas:

Random Body Types	
D1000 Roll	Description
001-008	10' Pole
009-016	Acid Vial
017-024	Amulet / Talisman (non-magical)
025-032	Animal Claws / Teeth
033-040	Backpack
041-048	Badge
049-056	Bell
057-064	Bracers
065-072	Caltrops
073-080	Candles
081-088	Clue / Parchment
089-096	Coffer
097-104	Collapsible Rope Bridge
105-112	Collapsible Shelter
113-120	Crutch
121-128	Crystal / Pretty Stone

129-136	Curious Tool (roll on Dungeoneering Equipment Table)
137-144	Cursed Object / Idol
145-152	Damaged Gem (random)
153-160	Damaged Jewelry (random)
161-168	Dark Elven Brooch / Talisman (non-magical)
169-176	Delving Journal
177-224	Disturbed Earth Underneath (buried container, roll on Container Table)
225-232	Doll / Puppet
233-240	Drinking Horn
241-248	Ear Trumpet
249-256	Eyepatch
257-264	Fire-Starting Bow
265-272	Fishhook & Line
273-280	Flint and Steel
281-288	Fur / Hide
289-296	Gambling Chips / Tokens
297-304	Gauntlets
305-312	Gemstone (random)
313-320	Great Helm
321-328	Hat
329-336	Healing Herbs
337-344	Healing Salve / Potion
345-352	Helm
353-360	Holy Symbol
361-368	Holy Water Vial
369-376	Horrible Infestation (or fungus)
377-384	Incense





385-392	Iron Spike(s)
393-400	Keepsake / Heirloom (random)
401-408	Kerchief
409-415	Key
416-422	Knife
423-430	Knucklebones
431-438	Lantern
439-446	Leather Gloves
447-454	Letter
455-462	Letter of Marque / Deed
463-470	Locket
471-478	Lodestone
479-486	Lucky Coin
487-494	Magnifying Lens
495-502	Mallet and Stake
503-510	Map
511-518	Mask
519-526	Material Spell Component (random)
527-534	Medal / Medallion
535-542	Mirror
543-550	Monocle
551-558	Monster Claws / Teeth
559-566	Mousetrap
567-574	Musical Instrument (random)
575-582	Net
583-590	Noble's Decree
591-606	Oddity (roll on Container Contents Table)
607-622	Oil Flask
623-638	Padlock

639-654	Papyrus
655-670	Parchment
671-686	Pass / Token
687-702	Peg Leg
703-720	Piece of Jewelry (random)
721-736	Pomander
737-752	Pouch of Coins
753-768	Pouch of Gems
769-784	Rags
785-800	Rattle / Sistrum
801-808	Rod, Staff, or Wand (drained)
809-816	Sack
817-824	Scroll / Encrypted Message
825-832	Sharpened Coin
833-840	Shears
841-848	Silver Weapon
849-856	Skullcap
857-864	Snakeskin
865-872	Spice Satchel
873-880	Spyglass
881-888	Steel Gauntlets
889-896	Sunstone
897-904	Tattoo / Skin Map
905-912	Tent (or remnants)
913-920	Tinderbox
921-928	Tool (random)
929-936	Torch(es)
937-942	Toss-Stone
943-948	Trinket (magical?)
949-954	Uncut Gem (random)
955-960	Unholy Symbol



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961-966	Unholy Water Vial
967-972	Vellum
973-978	Walking Stick
979-983	Waterskin
984-988	Weapon (random)
989-992	Whetstone
993-996	Wineskin
997-000	Worry Stone



And lastly, in your description you should add a cause of death or other ominous detail (roll 1D1000 once again):

Random Body Types	
D1000 Roll	Description
001-008	Acid / Corrosion
009-016	All Bones Broken

017-024	All Flesh and Objects Gray / Devoid of Color
025-032	Ancient / Old Age
033-040	Anointed
041-048	Barely Alive
049-056	Bloated
057-064	Blood Drained
065-072	Blowgun Dart
073-080	Branded
081-088	Buried Alive
089-096	Buried and Dug Up Again
097-104	Buried Up the Neck
105-112	Burn Shadow on Wall (no body)
113-120	Burned
121-128	Caged / Trapped
129-136	Caught in Machinery
137-144	Claws / Talons
145-152	Covered in Centipedes
153-160	Covered in Flies
161-168	Covered in Honey
169-176	Covered in Resin (Hardened)
177-184	Covered in Spider Webs
185-192	Crushed
193-200	Death by Allergy (Asphyxiated, Bee Stings etc.)
201-208	Death from Dancing Madness
209-216	Decapitated (body only, no head)
217-224	Decapitated (head only, no body)
225-232	Dehydrated



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233-240	Detonation / Explosion
241-248	Diseased
249-256	Dragged / Slammed into Something
257-264	Dragged Through the Mud
265-272	Drenched in Honey
273-280	Drowned
281-288	Drowned in Quicksand
289-296	Electrocution / Lightning Magic
297-304	Encased in Ice
305-312	Energy Drained
313-320	Eviscerated
321-328	Eyeless / Blinded
329-336	Eyes Sewn Shut
337-344	Fangs
345-352	Fatal Curse
353-360	Feasted Upon by Scavengers (cave jackals, rats, slugs, etc.)
361-368	Fell from a Great Height
369-376	Flayed Skin (No Bones)
377-384	Flesh Twisting / Moving Inside
385-392	Foot Stuck in Bear Trap
393-400	Freezing / Ice Magic
401-408	Hanged
409-415	Hanging in Cage
416-422	Hanging in Gibbet
423-430	Hanging in Chains
431-438	Head on Stake
439-446	Headless Mummy

447-454	Identical Copy / Clone of an Adventurer
455-462	Immaculate / No Sign of Decay
463-470	Impaled
471-478	Infested
479-486	Insect Bites / Stings
487-494	Left on Embalming Table
495-502	Levitating / Floating
503-510	Look of Absolute Terror
511-518	Maggoty
519-526	Magical Aging
527-534	Magical Illumination Present
535-542	Magical Trap
543-550	Masked
551-558	Mechanical Trap
559-566	Missing One Arm
567-574	Missing One Foot
575-582	Missing One Hand
583-590	Missing One Leg
591-598	Monster Hatched from Body
599-606	Mouth Sewn Shut
607-614	Mummified
615-622	Mummified Hand Only
623-630	Mummified Head Only
631-638	Mummified Limbs Only
639-646	Mutilated Beyond Recognition
647-654	No Feet
655-662	No Hands
663-670	Paralyzed and Contorted, Starved
671-678	Partially Buried (by animal)



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



679-686	Partially Buried (by demi-human, human, or humanoid)
687-694	Partially Buried (by monster)
695-702	Partially Eaten
703-710	Petrified
711-720	Poisoned
721-728	Premature Burial
729-736	Reanimating
737-744	Remains (arm and hand only)
745-752	Remains (armless torso)
753-760	Remains (arms only)
761-768	Remains (leg and foot only)
769-776	Remains (legless torso)
777-784	Remains (legs only)
785-792	Remains (torso only)
793-800	Riddled with Arrows
801-808	Scalped
809-816	Seizure / Stroke
817-824	Semi-Animated / Whispering
825-832	Semi-Undead / Telepathic
833-840	Shrouded
841-848	Shrunken Head (no body)
849-856	Slashed
857-864	Slaughtered / Butchered
865-872	Slime-Devoured / Liquefied
873-880	Someone You Knew (acquaintance)
881-888	Someone You Knew (enemy)
889-896	Someone You Knew (friend)
897-904	Stabbed Repeatedly
905-912	Staked and Decapitated Vampire

913-920	Starved
921-928	StonedDeath
929-936	Stored in Canopic Jars
937-942	Strangled
943-948	Stuck / Imprisoned
949-954	Stuffed into Barrel
955-960	Suffered Heart Attack
961-966	Suicide
967-972	Target Dummy / Mannequin
973-978	Throat Slit
979-983	Tortured
984-988	Two Corpses, Violent Deaths (enemies killed one another)
989-992	Voodoo / Telekinetic Torture
993-996	Warm Body (very recent death)
997-000	Was Undead, Destroyed





Turn 27 Event:

Whoever Dropped This, Didn't Mean To

At the edge of darkness, an unusual and valuable piece of dungeoneering equipment is discovered on this turn. If you like, you can use the previously-described random container or random dead body systems to accompany this treasured find. And if you're feeling particularly generous, there might be 1D4+1 items ... a treasure trove!

Note that some of these rolls indicate room or corridor features that frequently accompany an expert's tools (a nearby escape tunnel, clockwork contraption, etc.), which might indicate a minor trap. And if you really want to cause the players to be on edge, you can leave a halted interaction scene for them to interpret ... for example, a locked treasure chest, a hammer and chisel, and a dead body lying in a pool of blood.

Roll 1D1000 to get some ideas:

Random Body Types	
D1000 Roll	Description
001-008	10' Pole (collapsible)
009-016	3' Pole (flexible)
017-025	5' Pole (hinged)
026-033	Acid Vial(s)
034-041	Air Bladder / Water Breathing Skin
042-050	Alarum (magical, in room)
051-058	Alarum (mechanical, in room)
059-066	Ankle Sheath
067-075	Back / Shoulder Blade Sheath

076-083	Black Clothing
084-091	Blackened Leather Armor
092-100	Blackened Padded Armor
101-108	Blackjack / Cudgel
109-116	Blackmail Material (written)
117-125	Bladed Pole
126-133	Blinding Powder
134-141	Blowgun and Needles
142-150	Boot Blade
151-158	Caltrops
159-166	Camouflaged Cloak
167-175	Camouflaged Robe / Mantle
176-183	Chisels
184-191	Climbing Claws
192-200	Climbing Harness
201-208	Clockwork / Machine (in room)
209-216	Code Book
217-225	Concealed Door (in room)
226-233	Counterfeit Coin
234-241	Counterfeiter's Equipment
242-250	Crampons / Climbing Boots
251-258	Crowbar / Prybar
259-266	Disguise Kit
267-275	Disguised Dagger (belt buckle, spring-loaded, etc.)
276-283	Disguised Knife (belt buckle, spring-loaded, etc.)
284-291	Drugged Piece of Meat
292-300	Ear Trumpet / Listening Cone
301-308	Escape Tunnel (in room)
309-316	Felt-Bottomed Boots



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317-325	Felt-Bottomed Shoes
326-333	Files and Saws (small)
334-341	Flask of Sneezing Powder
342-350	Forged Document / Credentials
351-358	Forged Letter
359-366	Forgery Kit
367-375	Glass "Gem"
376-383	Glass Cutter
384-391	Glass Eye
392-400	Guardian Beast / Familiar (in room)
401-408	Gutter Fishing Pole
409-416	Hacksaw
417-425	Hammer
426-433	Hand Crossbow and Bolts
434-441	Hand Mirror
442-450	Hollow Reed / Breathing Tube
451-458	Hooked Pole
459-466	Improvised Lockpick
467-475	Improvised Safety Goggles (lamp glass, glue, and leather)
476-483	Iron Spikes
484-491	Keymaking Set
492-500	Lampblack / Soot
501-508	Loaded Knucklebones (dice)
509-516	Lockpicks
517-525	Lodestone / Magnet
526-533	Magnifying Crystal
534-541	Mallet
542-550	Manacles

551-558	Map / Nautical Chart
559-566	Marbles
567-575	Marked Cards
576-583	Marked Target Dummy
584-591	Masks
592-600	Mirror in Glove
601-608	Oil Flask(s)
609-616	Peephole (in door)
617-625	Pepper Grenade
626-633	Plumbatas / Throwing Darts
634-641	Poison Pill (experimental, dangerous)
642-650	Poison Ring
651-658	Poison Vial(s)
659-666	Portcullis in Narrow Room Section (triggered by pressure plate)
667-675	Practice Lock
676-683	Razor
684-691	Razor in Glove
692-700	Ring of Keys
701-708	Rope and Grappling Hook
709-716	Scroll (magical, with decryption notes)
717-725	Secret Door (in room)
726-733	Sharpened Coin
734-741	Shuttered / Bullseye Lantern
742-750	Silver Dagger
751-758	Silver Knife
759-766	Skeleton Key
767-775	Sling and Stones
776-783	Small Toolkit
784-791	Smelling Salts





792-800	Smoke Grenade
801-808	Spool of Twine
809-816	Spool of Wire
817-825	Spyglass
826-833	Staff Sling (collapsible)
834-841	Stilts
842-850	Strange Acoustics / Listening Angles (in room)
851-858	Strangle Wire / Garrote
859-866	Sword Cane
867-875	Thief's Tools
876-883	Throwing Knives
884-891	Tinderbox
892-900	Tiny Hourglass
901-908	Trap (in room, deactivated)
909-916	Trap (in room, set)
917-925	Trap (practice, on work table)
926-933	Trap Door (in room's ceiling)
934-941	Trap Door (in room's floor)
942-950	Treasure Coffers (small)
951-958	Treasure Coffers (small, with secret compartment)
959-965	Utility Belt / Bandolier
966-970	Vial of Glue
971-975	Vial of Golden Mold Spores
976-980	Vial of Solvent
981-984	Water-Walking Baskets
985-988	Wax Pad and Stylus
989-992	Wig
993-996	Wire Cutters
997-000	Wrist Sheath



Turn 31 Event:

Send in the Halfling, I'll Guard the Rear!

The next door that the delvers encounter, either during or after this turn, has some unusual qualities. It's not just a standard dungeon door. You should add a bit of description, and – if you're feeling evil – you can say that the character with the highest Wisdom scores senses that there's something indescribably wrong here. Leave it at that, handwave and say "It's just a sixth sense tingle, and now it's gone, there's no explanation."

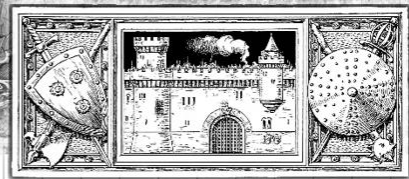
Roll 1D100 to determine the door type. If the door is inappropriate to the current setting, you can either reroll, or decide that it's a false door (opens to a hastily bricked-up wall), an illusion, or a trap.

Random Door Types	
<u>D100 Roll</u>	<u>Description</u>
01	Archway
02	Archway, Covered (by Curtain or Tapestry)
03	Bookcase, Pivoting



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04	Bookcase, Sliding
05	Burrow Opening
06	Cave Mouth
07	Cave-In, Cleared
08	Cave-In, Partially Cleared
09	Cave-In, Uncleared
10	Crawlway
11	Door, with Alarm
12	Door, Barred
13	Door, with Barred Window
14	Door, Bifold
15	Door, Blocked
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
28	Door, Locked, with Hagoday Knocker
29	Door, with Magic Mouth
30	Door, One-Way
31	Door, One-Way, Secret
32	Door, One-Way, Vanishing

33	Door, with Peephole
34	Door, Reinforced
35	Door, Rotted
36	Door, Sealed (with Lead)
37	Door, Sealed (with Silver)
38	Door, Secret
39	Door, Secret (Chain-Activated)
40	Door, Secret (Lever-Activated)
41	Door, Secret, One-Way
42	Door, Spiked Open
43	Door, Splintered
44	Door, Spring
45	Door, Stone
46	Door, Stone, Pivoting
47	Door, Stuck
48	Door, Tiny (Alice in Wonderland)
49	Door, Trapped
50	Door, Trick (Magical)
51	Door, with No Handle
52	Door, with Tripwire
53	Door, Walled-Over
54	Door, Wizard Locked
55	Door, Wooden (Unusual)
56	Door Panel, Rotating
57	Gate, Iron
58	Gate, Magical
59	Gate, Rusted
60	Grate, Closed
61	Grate, Raised
62	Great Demonic Face
63	Hole in Collapsed Wall



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64	Hollow Obelisk
65	Illusionary Wall
66	Lowering Wall
67	Lychgate
68	Membrane, Crystalline
69	Membrane, Flesh
70	Membrane, Fungal
71	Mouth of the Colossus
72	Opening, Behind Waterfall
73	Opening, Hidden
74	Opening, Ice-Covered (or Misty)
75	Opening, Moss-Veiled
76	Opening, Slime-Covered
77	Opening, Triangular
78	Opening, Vine-Covered
79	Opening, Web-Covered
80	Pipe Mouth, Dry
81	Pipe Mouth, Flowing
82	Pipe Mouth, Slimy
83	Pipe Mouth, Sludge-Filled
84	Portcullis, Closed
85	Portcullis, Raised
86	Portcullis, Rusty Open
87	Portcullis, Rusty Shut
88	Rising Wall
89	Seam, Narrow (Coal)
90	Seam, Twisting (Coal)
91	Sliding Wall
92	Throne, Revolving
93	Turnstile, Iron
94	Turnstile, One-Way

95	Turnstile, Rusty
96	Valve, Iron
97	Valve, Iron, Rusty
98	Valve, Steam-Powered
99	Wall, Crumbling
00	Archway



Turn 33 Event:

There's Somebody in There!

This is a very minor event, but it tends to make players nervous. The next door opened will lead into a room with a very different light level. And if your group is very "well lit" (with glowing magic weapons, infravision, a Continual Light spell, and so forth), be sure to put a magical Darkness 10' Radius effect immediately outside the door. After that effect triggers, and sudden consideration that monsters might well be near, they can decide if they want to open the door after all ...





Roll 1D100 and refer to the following. Reroll if the effect is currently in place due to the current dungeon surroundings. You must decide if the strange shift in light is caused by a monster, a spell, a trick, a heavy mist, or something else entirely.

Random Light Levels	
D100 Roll	Description
01-05	Blindingly Bright (30' sight range unless wearing some form of eye protection, such as a visored great helm)
06-10	Bright (technically limitless sight range underground)
11-20	Well-Lit (180' sight range)
21-40	Dim / Shadows (60' sight range)
41-70	Near Dark (30' sight range, unless using a light source or magic)
71-90	Darkness (10' sight range, unless using a light source or magic)
91-00	Utter Darkness (0' sight range, unless using a light source or magic)

similar to an atmosphere change (discussed previously), but it's a dramatic and now ongoing change. The players will probably ask where the air current change is coming from; I recommend that you describe a high-ceiling room with a dark set of hollows – air shafts – set 30' or 40' above the adventurers' heads.

Roll 1D100 to determine the specific type of air current:

Random Air Currents	
D100 Roll	Description
01-07	Breeze, Intermittent
08-14	Breeze, Slight
15-21	Breeze, Slight and Damp
22-28	Cold Current
29-35	Downdraft, Slight
36-42	Downdraft, Strong
43-60	Still Air
61-65	Still Air, Cold(er)
66-70	Still Air, Cool(er)
71-75	Still Air, Hot(ter)
76-80	Still Air, Warm(er)
81-85	Updraft, Slight
86-90	Updraft, Strong
91-95	Wind, Strong and Constant
96-98	Wind, Strong and Gusting
99-00	Wind, Strong and Moaning

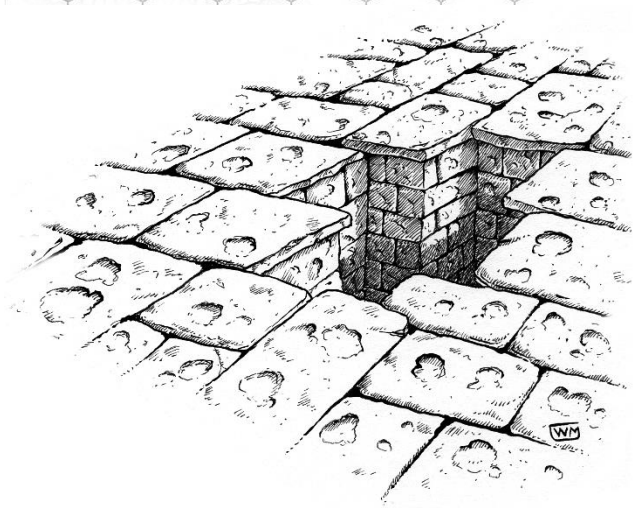
Turn 37 Event:

The GM Makes a Noise, Terror Ensues

The next door encountered by the delvers, is stuck. It feels like there's someone pulling it shut on the other side. (There's not, it's just a pressure difference and a very good seal around the door's edges.) When finally opened, the door causes an immediate air differential. This is



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Turn 39 Event:

Those Poor Bastards ...

There are a few bones and skulls here, that appear to have been damaged by crushing, slashing, or impalement. In the immediate area, a minor trap is present. If the trap has already been triggered, its presence will be obvious. If it is untriggered as of yet, a merciful GM will allow the PCs a passive discovery chance ... perhaps 1% x the number of characters. An active search is fairly likely to detect the trap without triggering it, as per the normal rules.

To see what the trap area entails, roll 1D100 and consider the following:

Random Minor Traps	
D100 Roll	Description
01-03	Alarm, Alerts Nearby Monster(s)
04-06	Alarm, Beckons Nothing
07-09	Already Triggered Trap (Examples: Corpse riddled with arrows, skeleton crushed by boulder, etc.)

10-12	Corpse, Trap Victim (Appears as if it will animate due to pose / position, but it is non-magical and harmless)
13-15	Corpse, Trap Victim, Animating (Number appearing: 1 Zombie.)
16-18	Corpses, Vermin Trap Victims, Parasitically Infested, Acute and Mild Affliction
19-21	Corridor Block, Short Reset
22-24	Dart Trap
25-27	Deactivated Trap (Example: Opened pressure plate with smashed cogs and pulleys visible, etc.)
28-30	Door, False (Might open to collapsing heap of rubble, pouring out to inflict 1D2 damage on the door opener.)
31-33	Flesh Grub (Number appearing: 1.)
34-36	Fungus, Shrieking, Alerts Nearby Monster(s) (Number appearing: 1D2.)
37-39	Fungus, Shrieking, Beckons Nothing (Number of fungi appearing: 1.)
40-42	Gas Cloud, Obscuring (Severely limited sight range and the terror of being poisoned, but the very old poisonous gas has been rendered inert and harmless.)
43-45	Gas Vent, Obscuring (Alarming hissing sound, burst of mist or powder, but no effect other than temporarily reduced visibility.)



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46-48	Gust of Wind (Mundane), Entrance to Monster Lair (Light sources extinguished.)
49-52	Gust of Wind (Mundane), Entrance to Room without Monsters (Light sources extinguished.)
53-55	Net, Beckons Nothing (The monsters that set this trap are currently not present nearby, and will not investigate while the adventurers free themselves.)
56-58	Pit, Covered, 5' Deep (Just deep enough to cause 1D2 damage to all who fail a DEX roll, and a bit of wounded pride. It looks like the pit was originally 10' deep or deeper, but beyond 5' the "floor" is a pile of rubble and masonry.)
59-61	Poisoned Needle, Decayed Poison (50% chance: Harmless. 50% chance: Inflicts 1 point of damage, but poison is no longer harmful; this is mostly a fear-inducing trap.)
62-64	Scorch Mark, Acid Stain, etc. (The trap which caused the mark long ago is no longer present.)
65-67	Skeleton, Trap Victim (Appears as if it will animate due to pose / position, but it is non-magical and harmless.)
68-70	Skeletons, Trap Victims, Animated (Number appearing: 1D3.)
71-73	Slide to Empty Room, Descending One Level
74-76	Spell Trigger, Blight
77-79	Spell Trigger, Burning Hands

80-82	Spell Trigger, Cause Fear
83-85	Spell Trigger, Faerie Fire
86-88	Spell Trigger, Fog Cloud
89-91	Spell Trigger, Gust of Wind
92-94	Spell Trigger, Light (Temporary blindness per the spell)
95-97	Stair-Slide to Empty Room, Descending One Level
98-00	Trap with Failing Trigger (Example: Spring-loaded bow and arrow pops out, but bowstring breaks, etc.)





Concerning Spell Triggers: If your rules set is too limited to feature some of these named spells, you might want to check the SRD file or a similar online source of common FRPG information.

Additional Note: There are many other types of stronger traps (see for example The Book of Dungeon Traps, available from Wonderland Imprints). However, I do not recommend randomly placement of truly lethal traps; such things should be designed and placed by the GM during the more intensive pre-adventure dungeon design process only.



Turn 43 Event:

But There's No Sunlight Here!

This event is very minor, but rare in subterranean locations. The immediate area that the adventurers are passing through this turn is covered with some minor form of life, which is surprising for the environment. The

lifeforms are likely magically sustained, or perhaps even the side effect of a recently cast spell.

Roll 1D100 and consider the following:

<u>Random Minor Lifeforms</u>	
<u>D100 Roll</u>	<u>Description</u>
01-10	Algae
11-20	Fungus
21-30	Lichen
31-40	Mold
41-50	Moss
51-60	Odd Liquid Forms (Nether Faerie Magic)
61-65	Plants (Netherworld or Magical)
66-70	Slime
71-80	Thorns / Thorny Growths
81-90	Tree Roots
91-00	Vines / Creepers / Tangles

Turn 45 Event:

Suddenly, a Hand Reaches Out!

In this turn, the adventurers are immediately accosted by a crazed and normal human, covered in filth, with tattered clothing and no equipment. The person might be an escaped prisoner, the sole survivor of a troop of men-at-arms, or a madman. Violence is unlikely, but the resulting encounter will probably set off the players' nerves.

To create a memorable minor NPC of this nature, first roll 1D100 and consider the following random (and secret) motivational options. These motivations are in addition to the person's currently agitated state.



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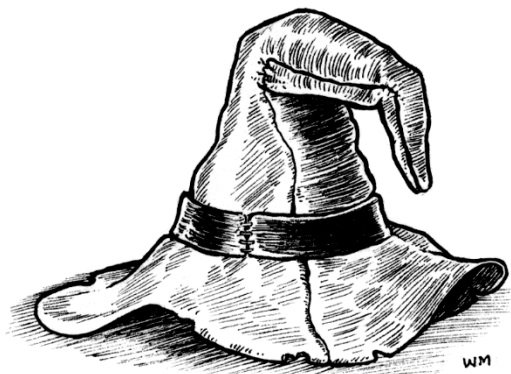


Random Escapee Motivations

D100 Roll	Description
01-02	Addict in Withdrawal
03	Avoiding Duty
04-05	Berserker Rage
06-07	Catatonic, Can Be Led
08-09	Chaotic and Evil
10-11	Chaotic and Good
12-13	Chaotic and Neutral
14-15	Cursed
16-17	Desire for Another Prisoner
18-19	Desperate
20-21	Devout
22-23	Envy of Another Prisoner
24-25	Explorer
26-27	Faith / Destiny
28-29	Family
30-31	Fugitive
32-33	Glory
34	Grateful
35-36	Greedy
37-38	Hated Enemy in Adjacent Cell (or Area)
39	Hateful
40-41	Helping Another Prisoner
42-43	Helpless
44-45	Honor / Oath
46	Immobile / Needs to be Carried
47-48	Last of His / Her Kind / Tribe
49-50	Lawful and Evil
51-52	Lawful and Good

53-54	Lawful and Neutral
55-56	Loved One / Family Member in Adjacent Cell
57	Mi-Go in Disguise
58-59	Mind-Controlled
60-61	Mindless
62-63	Murderous
64-65	Neutral and Evil
66-67	Neutral and Good
68-69	Oath / Promise / Penitence
70-71	Panicked
72-73	Pregnant
74-75	Pride
76-77	Promise
78-79	Psychic Compulsion
80-81	Quest / Geas
82	Recovery of Lost Item
83	Return to Home World / Dimension
84	Solving a Mystery
85-86	Spy Mission / Infiltration
87-88	Survival
89-90	Terrified
91-92	Thirst
93-94	Time Traveller
95-96	Treasure / Wealth
97-98	True Neutral
99-00	Vengeful





If you don't want to come up with a backstory for the hapless person, try rolling 1D100 in consideration of the following:

Random Escapee Qualities or Backstories	
D100 Roll	Description
01	Alters Reality / Ultra-Powerful
02	Amnesia
03	Attacks
04	Attempts to Imprison Rescuers
05	Begging / Pleading
06	Begs Forgiveness / Clings, Won't Stand
07	Bitten by Werewolf
08	Blind
09	Branded / Covered in Runes
10	Carrying / Hiding Improvised Weapon
11	Carrying / Hiding Key
12	Carrying / Hiding Secret Treasure
13	Chained to Ceiling
14	Chained to Floor

15	Chained to Wall
16	Child
17	Clutching Doll / Puppet, Won't Let Go
18	Conversing with Invisible Ally (imagined)
19	Conversing with Invisible Ally (real)
20	Covered in Someone Else's Blood
21	Covered in Spiders
22	Curled Up, Won't Move
23-24	Dead (Almost) / Dying
25-26	Deadly Secret
27-28	Deaf
29-30	Denounces God / Goddess
31-32	Dimensional Traveler
33-34	Diseased
35-36	Elderly
37-38	Filthy
39-40	Gibbering
41-42	Hallucinating
43-44	Hanging from Ceiling
45-46	Hanging in Gibbet
47-48	Hiding Under Bed / Pallet
49-50	Hiding Under Trash Heap
51-52	Illusion
53-54	In Alcove
55-56	In Cage / Pen
57-58	In Oubliette
59	In Pit
60	In Torture Device
61	Infested

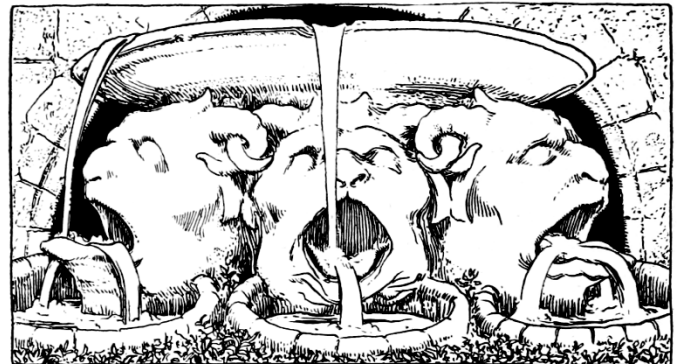


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62	Insists on Leading Adventurers to Crucial Location
63	Invisible
64	Long Beard, Covered in Hair
65	Man in the Iron Mask
66	Mute
67	One-Armed
68	One-Legged
69	Paranoid Delusions
70	Prays Endlessly
71	Psychic
72	Raving
73	Reckless / Daredevil
74	Relative / Heir of Dungeon Arch-Villain
75	Sacrificed Everything and Failed
76	Scarred Beyond Recognition
77	Schizophrenic
78	Screaming
79	Secret Agenda / Misleading
80	Sees Invisible Monsters (imagined)
81	Sees Invisible Monsters (real)
82	Shackled to Another Prisoner
83	Shackled to Dead Body
84	Shape Shifter
85	Siamese Twins / Parasitic Twin
86	Stockholm Syndrome
87	Strangely Casual / Jovial
88	Strangles
89	Suicidal

90	Tortured
91	Translucent / Fading
92	Triggered by Key Word / Mesmerized
93	Turning into Slime
94	Under Moldy Mattress
95	Vampirism
96	Vanishes when Rescued
97	Violent
98	Wanted for Terrible Crimes
99	Winged / Clipped Wings
00	Won't Stop Drawing Figures on Wall



Turn 49 Event:

Drip ... Plip ... Bloop ...

And the rarest iconic random event I recommend involves water. The adventurers hear a source of freshwater, quite nearby; it might even be within 20' of the party's current location. This will be a natural pool, an ornate pool, or a fountain, depending on the type of dungeon being explored.





To determine what is unusual about the area, first roll 1D100 and consider the following potential features, present creatures, or carved statue motifs:

Random Pool and Fountain Features

D100 Roll	Description
01	None
02	None, but Spectral Presence (roll again to determine shape)
03	(Scene, roll three times)
04	(Scene, roll twice)
05	Angel Statue
06-07	Animating Statue, Beautiful
08-09	Animating Statue, Dangerous
10-11	Animating Statue, Intelligent
12-13	Beast Statue
14-15	Beasts Present, Drinking
16-17	Brine Hag Statue
18-19	Centaur Statue
20-21	Clams
22-23	Crabs
24-25	Crystal Coffin Underwater
26-27	Dead Body Underwater
28-29	Dead Fish
30	Demi-Human Statue (GM's choice)
31-32	Demon Statue
33-34	Devil Statue
35-36	Dragon's Head Statue
37-38	Eels
39-40	Filled with Bones, Human
41	Filled with Bones, Monster

42	Filled with Rubble
43	Fish
44	Fish Statue
45	Frogs
46-47	Gargoyle Statue
48-49	Gargoyle Wall Spouts Cascade Water into Fountain
50	Gemstone(s) in Water
51	Giant's Head Statue
52	God of Water Statue
53	Goddess of Water Statue
54	Grotesque Statue (wingless gargoyle)
55	Grotto Underneath
56	Hero Statue
57	Hippocampus Statue
58	Horse Statue
59	Human Statue (GM's choice of figure type)
60	Humanoid Statue (GM's choice)
61	Humanoids Present, Drinking
62	Hydra Statue
63	Inscription
64	Leeches
65	Lion Statue
66	Madman Defends Pool with His Life
67	Magic Mouth
68	Magical Gate Underwater
69	Mermaid Statue
70	Minotaur Statue
71	Monster Statue (GM's choice)



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71	Monsters Present, Drinking
72	Naga Statue
73	NPCs Present, Drinking
74	Nymph / Nereid Statue
75	Octopus Statue
76	Petrified Victim "Statue"
77	Runes
78	Saint Statue
79	Sea Monster Statue
80	Seiren Statue
81	Serpentine Statue(s)
82	Sleeping / Imprisoned Vampire Floats on Surface
83	Sleeping Adventurers Encamped Here
84	Snails
85	Stairs Underwater
86	Surrounded by Edible Mushrooms
87	Surrounded by Poisonous Mushrooms
88	Surrounded by Skeletons
89	Surrounded by Wall of Crystal
90	Surrounded by Wall of Force
91	Transparent Crystals in Water (cannot be seen, can be found)
92	Treasure Chest Underwater
93	Tree Growing in Water (magical)
94	Triton Statue
95-96	Very Deep
97	Very Deep, Underground River Below

98	Very Deep, Underwater Cavern Below
99-00	Waterfall Cascades into Fountain



And then roll 1D100 to determine the water's color, consistency, or quality. Roll 1D4 times, if you like, for a wide range of random options. Conflicting results (such as purple and yellow) might actually indicate that there are different layers to the water, or different fountain spouts with different-colored types of water merging in a larger basin. If the water is magical, different





types of water in the same fountain might well possess entirely different powers.

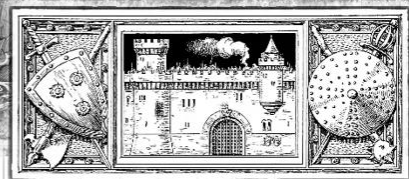
Consider the following options:

Random Water Qualities	
D100 Roll	Description
01	Acid
02	Alcohol
03	Astral / Starry
04	Bitter
05	Black
06-07	Blood(y)
08-09	Blue
10-11	Boiling
12-13	Brackish / Salty
14-15	Brown
16-17	Bubbling
18-19	Cascading
20-21	Clear
22-23	Cloudy
24-25	Cold
26-27	Cool
28-29	Covered by Algae
30	Covered by Lily Pads
31-32	Deep
33-34	Draining
35-36	Drying Up / Silted
37-38	Effervescent
39-40	Ethereal / Intangible
41	Fizzy / Mineralized
42	Flammable Oil on Surface (trap)

43	Foaming
44	Frozen / Icy
45	Fuming (poisonous?)
46-47	Glowing / Phosphorescent
48-49	Golden
50	Gold-Flecked
51	Gray
52	Greasy
53	Green
54	Gushing
55	Herbal / Spiced
56	Honeyed
57	Hot
58	Iced Over / Icy
59	Illusory
60	Ink(y)
61	Invisible
62	Layered / Silted
63	Layered Liquids (e.g., oil and water)
64	Leaking
65	Metallic / Liquid Metal
66	Misty / Vaporous
67	Moss-Covered
68	Muddy
69	Murky
70	Oily
71	Opalescent
71	Orange / Rusty
72	Overflowing
73	Phosphorescent
74	Pure



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75	Purple
76	Rainbowed / Layered Colors
77	Rainbowed / Multi-Colored Mineral Deposits
78	Red
79	Reflecting Pool (crystal ball properties)
80	Reflectionless (magical)
81	Salt-Encrusted
82	Sewage
83	Shadow-Filled
84	Shallow
85	Silvery
86	Slimy
87	Sweet / Sugary
88	Swirling
89	Syrupy
90	Thick
91	Translucent
92	Trickling
93	Vinegar
94	Viscous
95-96	Warm
97	White
98	Wine
99	Yellow
00	(Roll Twice)

If you decide that the water is pure, it has no effect other than to sate thirst and cause nervousness. But if you decide that the water is magical – I don't encourage a random roll, you should choose this – you can roll 1D100 to determine the effect:

Random Magical Fountain Effects	
D100 Roll	Description
01	(None)
02	Acidic / Corrosive
03	Alchemical (partial random potion effects)
04	Alcohol / Intoxicating
05	Aura of Silence
06	Bestows Dark Sight
07	Bestows Night Vision
08	Blessing
09	Calcification (Petrification)
10	Causes Blindness
11	Causes Disease
12	Causes Parasitic Infection
13	Clairaudience
14	Clairvoyance
15	Confusion
16	Cures Disease
17	Cures Parasitic Infection
18	Cures Petrification
19	Cures Poison
20	Curse / Ill Omen
21	Decreases Charisma
22	Decreases Constitution
23	Decreases Dexterity
24	Decreases Intelligence
25	Decreases Strength
26	Decreases Wisdom
27	Drains Magic Items
28	Drains Spells



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29	Enflaming (begins to boil when touched)
30	Enhances Value of Gemstones
31	Fear
32	Geas / Quest
33	Grants Limited Wish
34	Grants Wish
35	Hallucinations / Illusion Summoning
36	Haste
37	Healing
38	Holy Water
39	Identifies Magic Items
40	Increases Charisma
41	Increases Constitution
42	Increases Dexterity
43	Increases Intelligence
44	Increases Strength
45	Increases Wisdom
46	Intelligent / Psionic, Chaotic Evil
47	Intelligent / Psionic, Chaotic Evil
48	Intelligent / Psionic, Chaotic Good
49	Intelligent / Psionic, Chaotic Good
50	Intelligent / Psionic, Chaotic Neutral
51	Intelligent / Psionic, Chaotic Neutral
52	Intelligent / Psionic, Lawful Evil
53	Intelligent / Psionic, Lawful Evil

54	Intelligent / Psionic, Lawful Good
55	Intelligent / Psionic, Lawful Good
56	Intelligent / Psionic, Lawful Neutral
57	Intelligent / Psionic, Lawful Neutral
58	Intelligent / Psionic, Neutral Evil
59	Intelligent / Psionic, Neutral Evil
60	Intelligent / Psionic, Neutral Good
61	Intelligent / Psionic, Neutral Good
62	Intelligent / Psionic, True Neutral
63	Intelligent / Psionic, True Neutral
64-65	Journey to the Dreamlands
66-67	Madness
68	Meditation / Communication with Deity or Power
69	Oracular / Reflecting Pool
70	Paralysis
71	Planar Summoning
72	Planar Travel
73	Poison
74	Pool is an Imprisoned Liquid Monster (elemental?)
75	Potion Effect, Major (roll or choose)
76	Potion Effect, Minor (roll or choose)
77	Recharges Magic Items





78	Reflection of Opposition
79	Refreshing
80	Restores Spells
81	Sleep
82	Slowing
83	Summons Allies
84	Summons Beasts
85	Summons Monsters
86	Teleportation
87	Transmutes Base Metals to Precious Metals
88	Transmutes Gold to Lead
89	Transmutes Gold to Platinum
90	Transmutes Lead to Gold
91	Transmutes Precious Metals to Base Metals
92	Unholy Water
93	Vision, Ancestral
94	Vision, Clairvoyant
95	Vision, Clue
96	Vision, Nightmarish
97	Vision, Past
98	Vision, Prophetic / Future
99	Vision, Riddling / Mysterious
00	Vomiting

Farewell

And there you have it, a universal tool to make dungeon exploration, “empty” rooms, passageways, labyrinths, and corridors far more interesting. I hope that you have enjoyed this Turn Tracker supplement and that it will enhance your play of the game.

By the way, all of these selections and more found in my Platinum Medal bestselling Classic Dungeon Design Guide series, which you might find interesting if you find yourself need more Game Mastering advice.

Have fun storming the castle ...



A Special Note Concerning the Essential Essence of Magical Waters: If the pool has a beneficial magical effect, it will only “function” once every 24 hours. This means that only the character who dared to drink first will benefit from the act. No one character can benefit from the water’s power more than once, regardless of time elapsed. After 1D4+1 repeated visits, the water will vanish entirely.





About the Author



Beginning play as a chaotic neutral normal human with one measly hit point to his name, KENT DAVID KELLY eventually became apprenticed to a magic-user of ill repute ... a foul man who dwelt in the steamy deeps of the Ivory Cloud Mountain. After this mentor carelessly misplaced an intelligent soul-sucking sword and then died under suspicious circumstances, his former henchman Mr. Kelly escaped to the deeper underground and there began playing Satanic role-playing games. This, the legends tell us, occurred in the year 1981.

Hoary wizard-priests who inspired Mr. Kelly in his netherworldly machinations included the peerless Mr. E. Gary Gygax, Carr, Arneson, Cook, Hammack, Jaquays, Bledsaw, Moldvay, Kuntz, Schick and Ward. Sadly, a misguided made-for-the-basements movie entitled *Mazes and Monsters* gave Mr. Kelly's parents conniptions in 1982. As a result of that blasphemous Tom Hanks debacle (and other more personal lapses in judgment), Mr. Kelly was eventually forbidden from playing his favorite game for a considerable length of time.

Nonplussed but not defeated, he used this enforced exile to escape to a friend's alehouse, and there indulged himself in now-classic

computer RPGs such as Zork, Telengard, Temple of Apshai, Ultima, Tunnels of Doom, The Bard's Tale, Phantasie, Pool of Radiance, Wizard's Crown and Wasteland. He then went on to write computer versions of his own FRPGs, which led to his obsession with coupling creative design elements with random dungeons and unpredictable adventure generation.

Mr. Kelly wrote and submitted his first adventure for Dungeon Magazine #1 in 1986. Unfortunately, one Mr. Moore decided that his submission was far too "Lovecraftian, horrific and unfair" to ever serve that worthy periodical as a publishable adventure. Mr. Kelly, it must be said, took this rejection as a very good sign of things to come.

In the late 80s and 90s, Mr. Kelly wrote short stories, poems and essays ... some of which have been published under the Wonderland Imprints banner. He wrote several dark fantasy and horror novels as well. Concurrently, he ran Dark Angel Collectibles, selling classic FRPG materials as Darkseraphim, and assisted the Acaeum with the creation of the Valuation Board and other minor research projects.

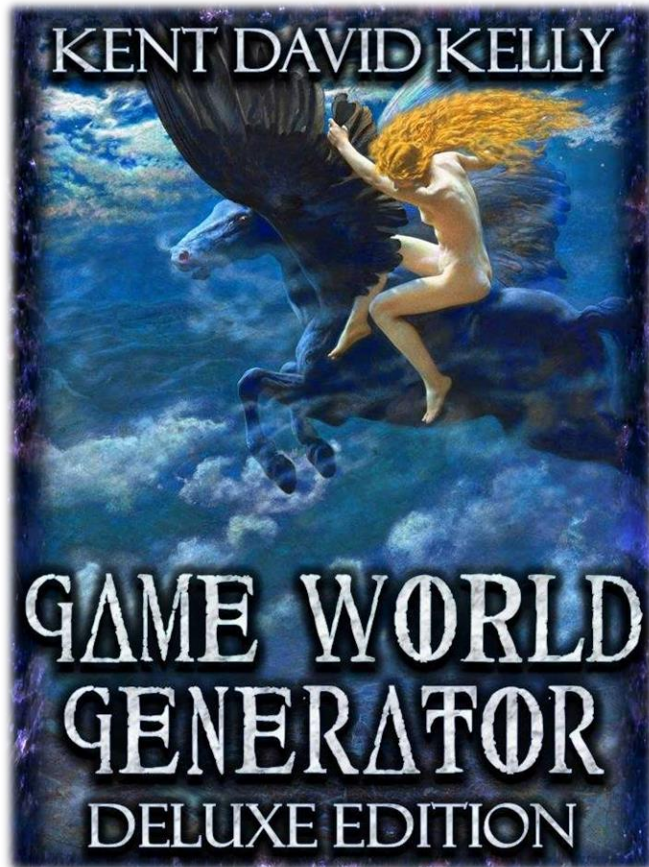
At this time, Mr. Kelly and his entourage of evil gnomes are rumored to dwell in the dread and deathly under-halls of the Acaeum, Dragonsfoot, ENWorld, Grogardnia, Knights & Knaves, ODD, and even more nefarious levels deep down in the mega-dungeon of the Web.

There he remains in vigil, his vampiric sword yet shivering in his hand. When not being sought outright for answers to halfling riddles or other more sundry sage advice, he is to be avoided by sane individuals *at all costs*.





Other Helpful Play Aids in the Castle Oldskull Supplement Series

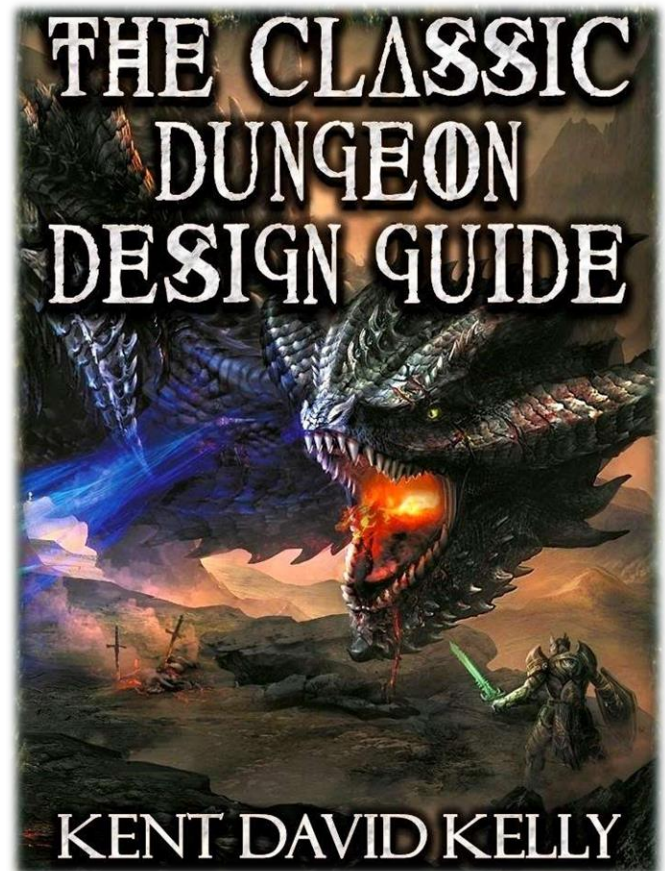


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and print titles have been sold through Amazon, CreateSpace, the popular and occasionally best-selling Gold and Platinum Medal offerings available on DriveThruRPG (2017-present), as well as the esteemed charity-supporting Bundle of Holding. (In 2019 I was honored to raise thousands of dollars for cancer charity in my mother's name, entirely through the fans' enthusiastic support of the Castle Oldskull gaming line. Over 30,000 e-books were sold in March 2019.)

If you would like to browse my other titles, or to leave a review, please feel free to look here:

<https://www.drivethrurpg.com/browse/pub/7178/Kent-David-Kelly>





Thank you as always for helping my family with your purchases and devotion. I hope to be able to write for you in the near future once again!

~K

As a sincere Thank You to my readers, the vast majority of my creative game design work is made available for your own fair use through the Open Game License.

Long live the indefatigable Plague Doctors and the OSR!



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