



100 Additions For a Dungeon

By William T. Thrasher, Clint Staples,
& the Skirmisher Game Development Group

100 ODDITIES FOR A DUNGEON



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Welcome to “100 Oddities for a Dungeon,” the sixteenth entry in Skirmisher Publishing’s popular and bestselling line of system-free sourcebooks designed to make any areas or encounters taking place in them more fun and interesting! This supplement is dedicated to dungeons in the classic sense of places used to confine and punish people, including prisons, jails, oubliettes, and torture chambers; as described in the works of authors like Edgar Allan Poe (e.g., *The Pit and the Pendulum*), Alexandre Dumas (e.g., *The Man in the Iron Mask*), and the Marquis de Sade (e.g., *Justine*); and as presented in cinematic works ranging from those of Hammer Films to the entries of the “Saw” franchise. They range from famous historic sites like the *Bastille* in Paris to the hidden cells maintained by a disproportionate number of villains.

Oddities are designed to help storytellers make places in their scenarios as memorable as those that have appeared in innumerable sources like those mentioned above and to fascinate and engage characters and prompt them to ask questions like “Why is this thing here?”, “What is that for?”, or “Who would do something like this?” They are intended to aid creativity, to turn possibly bland areas or encounters into something more, and to take your imagination in directions it might not otherwise have gone.

Without excessive prompting, for example, few characters are likely to be particularly intrigued by the presence of a waste bucket, a rat, or a spider in a prison cell. If that bucket has laying in it a stone etched with occult runes, the rat has a note tied around its neck, or the spider appears to be a master of prestidigitation and starts to rant about an escape plan, however, they are all much more likely to be seen as noteworthy.

IN MEMORIAM

In 2014, writer Clint Staples, a valued and prolific member of the Skirmisher Game Development Group, conceived of the “100 Oddities” concept and co-authored most of the entries in the series. This is the first volume that we have released since he died in February 2020 but did not want to let it go without noting that he co-authored it as well and that we are pleased to have some of his keen wit live on in it.

It also bears mentioning that the spirit of *Dungeons & Dragons* creator Gary Gygax was with us when we were developing this sourcebook and that it manifests itself most conspicuously in our multiple uses of the words “gaol” and “gaoler.” These archaic terms for “jail” and “jailer” are, of course, all but unknown to the modern public at large but are fairly well known in the gaming community at least in part because of Gary’s prolific use of them. He did not play a direct role in the development of any “Oddities” books but was a friend of our venture and involved with a number of our early titles and has been missed by us since his death in March 2008.

USING THIS BOOK

As with other “Oddities” volumes, all of the entries in this book can be used separately or in conjunction with one another to add evocative details to any sort of appropriate area or encounter and in any manner that suits the needs of a particular storyteller.

One way is simply to roll d100 to generate a single result for purposes of adding a bit of color to an area that might be lacking in detail but which you want to feel somewhat more relevant to characters (freely discarding results that do not serve your needs).

Our development group, for example, recently ran a party through an updated version of the classic D&D adventure “The Keep on the Borderlands” and — as the group included someone who had played that scenario some years back — decided to use the table in this book to punch up the torture chamber in the Hobgoblin lair. We got the following:

83: “A restrained prisoner hangs from the wall by his wrists and ankles. Instead of being bound by chains, however, he is entangled in vines and stinging nettles that have been magically enticed to grow from the rough stonework of the dungeon walls. A maddening rash slowly spreads across the prisoner’s body from each point of restraint.”

This worked pretty well for us in a number of ways, especially as the description for this area already mentioned a number of prisoners, one of which we simply coopted for use with this detail. It also not just evoked any number of questions from the players, it also prompted the storyteller to add a few Druid spells to the repertoire of an otherwise standard Hobgoblin priest that the characters would be meeting later in the adventure.

Two or three oddities can also be generated and used together, possibly transforming their basic meanings in the style of Tarot cards when considered relative to one another. This can be especially useful in cases when a storyteller is not quite as prepared as he or she might want to be, or when characters are operating in a sandbox environment or go somewhere the storyteller did not expect them to.

In another recent scenario, for example, characters



EXPLODING DICE

“100 Oddities for a Dungeon” employs a dice rolling sub-system often referred to as “Exploding Dice” that should be applied anytime a lower case “x” appears after a die notation in this book (e.g., “2d8x”). In this sub-system, a die that rolls the maximum value possible — e.g., an 8 on a d8 — is rolled again, and the new value is added to the previous total. This continues until a value other than the maximum is rolled. So, for example, you might roll a 2d8 and get an 8, then roll that die again and get another 8, and then, rolling it a third time, get a 3. You would then stop and total the results, in this case a 19 (8+8+3). This can allow for fun and unpredictably open-ended results in cases where it is applied.

searching for a missing companion stumbled across a hidden “black site” prison being run by a unit of Spartan secret police but the storyteller did not have much more than the idea of it developed. Telling everyone it was a good time for them to take a short break, he rolled d100 twice to determine some key characteristics of the place, which he thought would be more interesting than simply having the party fight a bunch of guards. He got the following:

50: “A noble wails in agony upon the rack as 1d4 guards perform different tortures upon his person and, between screams, laughs hysterically. This noble is not a prisoner, however, he is actually a tourist with very specific vices that the dungeon is well-equipped to fulfill and who has paid the warden handsomely for the experience.”

55: “A very finely-appointed chamber, although still obviously a cell in the dungeon, with velvet pillows on a large soft bed, rich tapestries covering the walls, and a side-table stocked with fine wines and sweetmeats. A mask of steel hangs from one wall like a decoration. On closer inspection, it will become apparent that the bed is fitted with very heavy chains.”

Our storyteller quickly determined that the secret entrance the characters found would lead into the finely-appointed chamber and that this area would keep the characters occupied sufficiently long for him to pull together any materials he would need for the guards, their leaders, and the dogs he decided they should have. He then decided that the noble mentioned in the other detail was actually the commander of the secret

police force, that he stayed in the sumptuous chamber when he visited the site, and that he always wore a mask so that no one but the warden would know his true identity. So, with two minutes of effort, what might have otherwise just been a simple combat encounter was transformed into something much more interesting, and one that might have implications later on in the campaign.

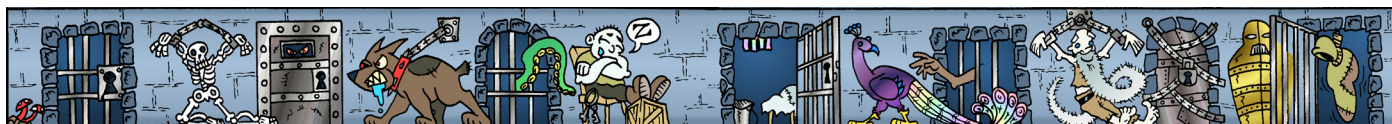
An individual storyteller might similarly decide to create on-the-fly a scenario of the sort described above using three or more entries, determine there is a 50% chance any one oddity might be present in each main area of a prison, or anything else that suits their needs. And, of course, this book can simply be read for fun or for general inspiration that goes beyond the specific methods described here.

OTHER PERTINENT SOURCEBOOKS

If this is your first experience with one of our “Oddities” universal supplements then we hope you will find it to be enjoyable and useful and be prompted to check out other volumes in the series, which include “100 Oddities for” a Creepy Old House, a Thieves’ Guild, a Wizard’s Library, a Graveyard, a Wizard’s Tower, a Wasteland, a Found Car, an Enchanted Forest, a Treasure Hoard, a Viking Encounter, a Sewer, an Egyptian Tomb, a Chaotic Mutation, and a Pilgrimage Trail (there is also one for a Hung Stocking that we only make available during the holiday season). And, if you go to our affiliated d-Infinity Online game magazine (<https://d-infinity.net/>) and search for “Oddities,” then about two-dozen more lists that we have not yet finalized for publication will pop up.

For those interested in using places of incarceration in their scenarios for various reasons, a number of locales of this sort also turn up in some of Skirmisher Publishing’s universal sourcebooks and can be easily incorporated into almost any settings. These include entries for Jails, Prisons, Slave Pens, and Workhouses in our bestselling and popular *City Builder: A Guide to Designing Communities*; entries for Kos Municipal Jail and the Tarterus Cove island prison in our detailed *Swords of Kos Fantasy Campaign Setting*; and Nafplion Rural Prison, which appears in our *In the Footsteps of Hercules*. All of the places mentioned above have one to three adventure hooks associated with them and can be used by themselves or in conjunction with “100 Oddities for a Dungeon.”

That should be everything you need to know! We sincerely hope you will enjoy and be able to make good use of “100 Oddities for a Dungeon” and that your experience with it will prompt you to check out any other volumes in the series and our library of sourcebooks overall that you might not yet already be familiar with.



01

A:

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- A cartoon illustration of a wooden spoon. The spoon has a large, expressive eye on its bowl and a small, simple mouth. The wood grain is depicted with wavy lines. In the bottom right corner, there is a signature that reads 'WTF'.



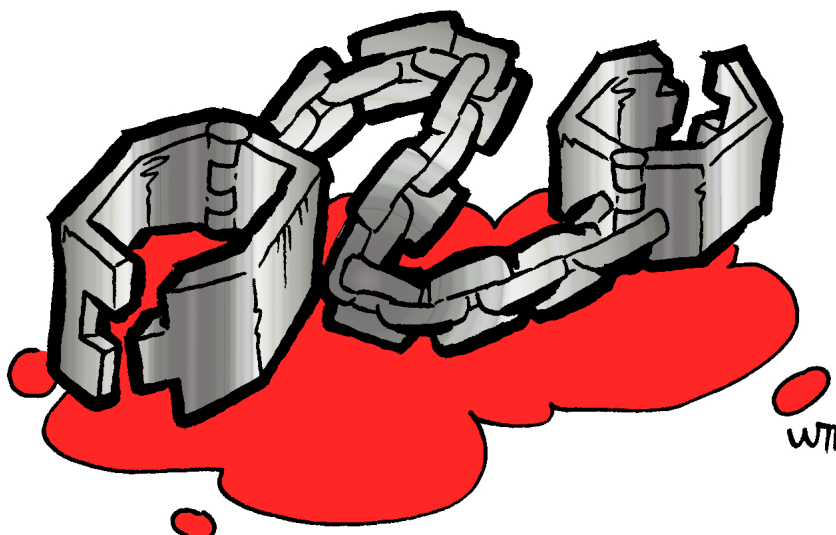
12	A scrap of bloody cloth that is folded around three relatively-fresh severed fingers, the bloody ends of which bear gnaw marks.
13	A loose brick that is actually a trigger for opening a secret door, behind which is a passageway that leads down a winding, crumbling staircase to a glowing pentacle on the floor of a small chamber that stinks of brimstone.
14	A much-worn digging tool made from the sharpened femur of a humanoid which, in a pinch, could also serve variously as a light club, short sword, or shank.
15	A live peacock that might be within a particular area or strutting through the dungeon. At the storyteller's option, this creature might variously be the cherished pet of an eccentric warden; the avatar of a goddess of mercy sent to bless worthy prisoners with freedom or an end to their sufferings; the animal companion of a mentalist employed as an interrogator; or a mundane peacock who supplies feathers for the dreaded tickle torture.
16	An iron maiden that the gaolers call Lucinda, supposedly after the spirit of the dead person who some believe now haunts this terrible torture device.
17	A terrible scream of agony occasionally resounds, coming from beyond a particular wall that everyone knows is backed by nothing but hundreds of feet of uncut stone and earth. It is 50% likely that the scream can only be heard by a select few.
18	A satin ribbon, still smelling faintly of perfume, in a color known to be favored by the spouse or love interest of a gaoler.
19	A simple copper ring that is green with corrosion. If it is thoroughly cleaned cryptic symbols will be exposed on it and, if these are subsequently deciphered, they will reveal a means of escape from the prison. It is 33% likely that this ring is actually an elaborate trap designed to secure secret sacrifices for a cult of demonologists.
20	Spots of blood appear mysteriously on the wall and floor. If they are not cleaned off then, over the course of several days, they will spell out a message apparently sent by an entity from the beyond (roll 1d6): 1) the ghost of a slain torture victim; 2) a mystic attempting to send a message to his former lover, who once inhabited this area; 3) a demon drawn by the incredible suffering of the dungeon; 4) a guard who uses the spot as a place to administer secret punishments to "deserving" prisoners; 5) the offering of a mad guard to his fiendish master; 6) a vampire who has recently been incarcerated or hired as one of the guards.
21	A regularly-occurring vision of the sacred weapon of a holy warrior tortured to death in this area.
22	Some 2+1d6x bricks scattered throughout the dungeon have imprints of footsteps embossed into their surfaces. If these are collected and laid out in the correct pattern they will lead somewhere else entirely (e.g., another plane of existence).
23	A leather thong attached to which is a token made of wolf hair and a fang bound together with the sinew of an elk. When held or worn, this token causes an intense longing to run with the pack under the moonlight, to hunt prey, and to savage it with fang and claw.
24	A waste bucket of some sort (e.g., a prisoner's latrine, a receptacle for food scraps, a container for amputated body parts), hidden inside of which is a demon's binding stone.
25	An elaborate magical circle is carved into the floor, its boundary stained with rare material components and fluids best left unmentioned. This circle is used to summon spirits of torment from the lower planes to aid in the interrogation and subjugation of prisoners. There is a 50% chance that the last fiend summoned into the circle is still present somewhere in the dungeon.
26	A tall, three-legged brazier made of brass and iron that is filled with unlit coals and, stuck within them and waiting to be heated, some 1d4 implements of torture (e.g., pokers, tongs, knives). If the coals are lit the brazier will animate and then skitter along on its iron legs, always staying within easy reach of whoever started the blaze.



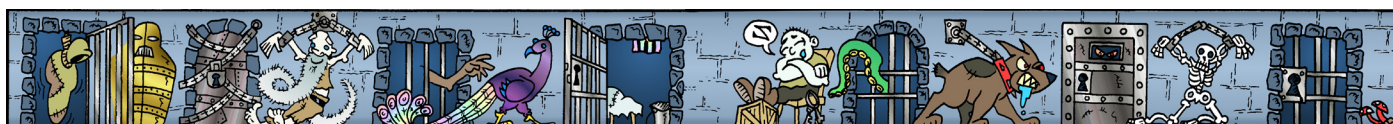


27	A medicine cabinet that contains 2d6x crystal bottles and what appears to be a brass ear trumpet. Each bottle is corked and has hanging from its neck a tag that includes a date, name, and torture. Each of these bottles contains the preserved agonized screams and confessions of particularly noteworthy prisoners and removing a cork will flood the surrounding area with cacophonous groans and the like. Adventurers, inquisitors, and rulers may find the preserved confessions to be useful but there is a 40% chance any such utterance was simply a coerced lie or some nonsense the prisoner screamed in desperation to make the torture stop. At least one of the bottles is empty and, when employed in conjunction with the listening trumpet, can be used to preserve new sounds.
28	All the bars in this section of the dungeon, be they those of a cage, cell, or window, resonate like perfectly-tuned chimes when struck. Prisoners with musical skill play tunes upon them from time to time, and some have even learned to use specific pitches and rhythms to send coded messages through the dungeon and to listeners lurking beyond its walls.
29	A crude graffiti likeness of one of the party members is sketched onto the wall of the dungeon and, throughout the complex, there are 1d4x other images of party members, each one shown being killed in a different way.
30	A cell sits empty, its only contents a moldy straw mattress, overturned bucket, locked restraints hanging from the wall, a pile of rags that were once clothes, and a mound of human skin sloughed off like that of a snake.
31	A platter of the finest food, with a mouth-watering aroma that makes it almost impossible to resist, sits on a clean linen cloth. There is a tradition in this dungeon that if a noble prisoner is to be executed he or she can have their last meal made available to their fellow inmates but that if one of them eats it they are then executed in the noble's place. Newer prisoners, of course, are unlikely to be aware of this custom ...
32	A hallway in a section of the dungeon in which the shadows of those who pass act out crimes that their owners have committed.
33	A set of leg chains, one manacle of which has a severed foot in it, and the other one of which appears to have been chewed open by something that can gnaw through iron.
34	Hiding in the straw stuffing of a dungeon bed is the mad spider familiar of a deceased mage prisoner, desperate to escape so it can resurrect its former master. It may have a cunning plan into which it could try to draw those it encounters.

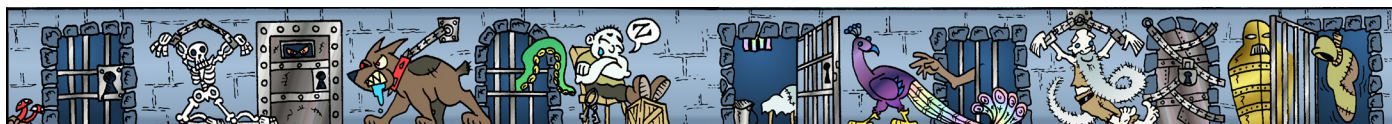
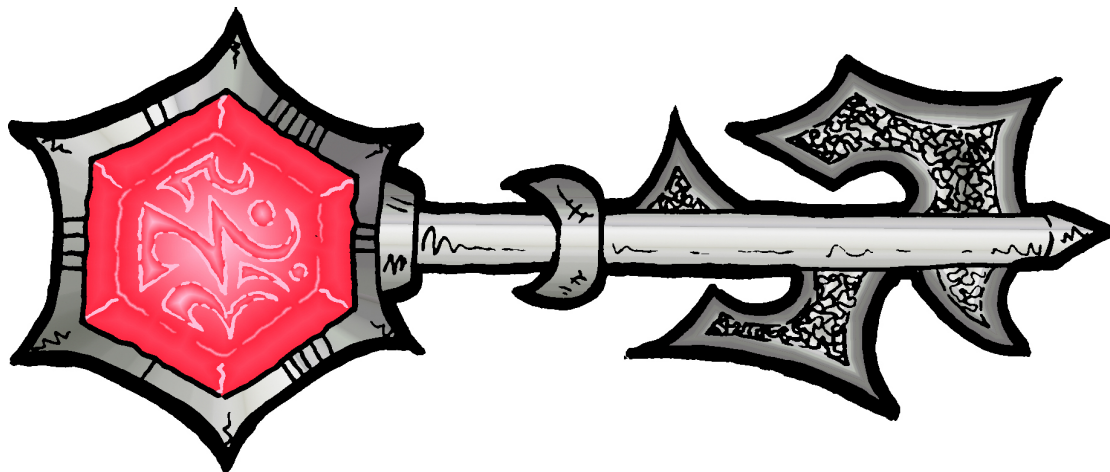


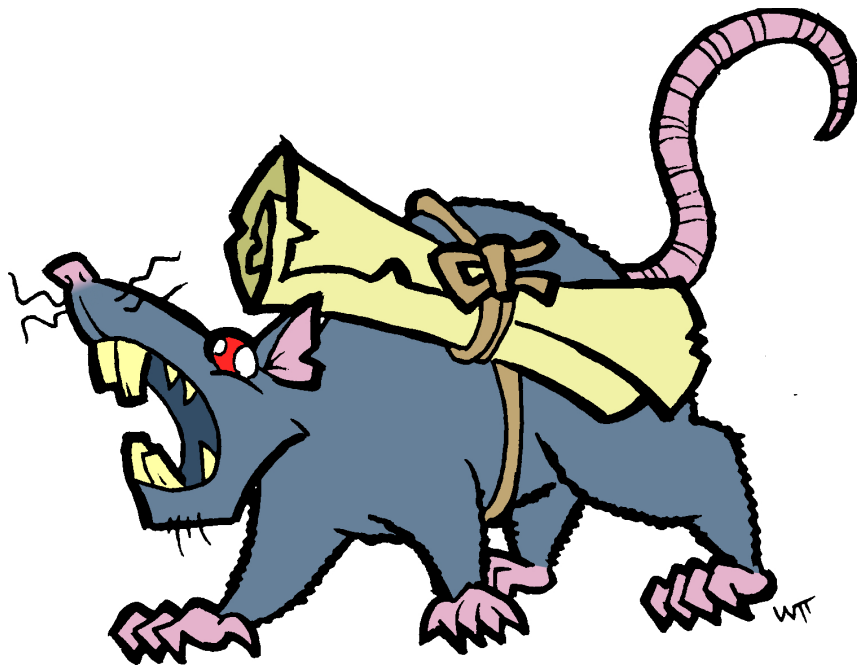


- 35 A prisoner who mumbles to himself in an untidy cell that appears typical in all ways except that it has no bars or door and, architecturally, resembles a simple living alcove that anyone can enter or exit at will. This prisoner refuses to leave the cell, however, claiming he is trapped within it. Indeed, if he attempts to leave the alcove or is forced to, his progress is halted at the threshold as if it were blocked by red-hot iron bars that burn his skin. There are equal chances that this is the result of an enchantment upon the cell, an enchantment upon the prisoner, or that both cell and prisoner are elaborate illusions meant to flummox and trap escaping prisoners.
- 36 A horse that stands alone in an empty cell, blindfolded, muzzled, and with a chain around its neck that is bolted firmly to the cell wall, but which otherwise appears to be normal in every way.
- 37 Whenever someone dies within this dungeon for any reason, all sources of light will briefly flicker and dim, then momentarily return to normal, and then go out completely, plunging the place into total darkness. Mundane light sources like lanterns, lamps, and torches must be relit, temporary magical ones will be dispelled, and permanent magical ones will return after some appropriate interval (e.g., a minute).
- 38 A holy symbol that is suggestive of those used by inquisitors in the local area but which has been perverted for the worship of the demonic entity to which they would be most opposed.
- 39 A torturer is asleep on the job, stretched out on a rack for a nap. A brazier normally used to heat implements of torture burns nearby, keeping him toasty and warm in this otherwise dank part of the dungeon.
- 40 A broken set of manacles sits in a pool of blood. No one familiar with the dungeon touches them after what happened last time ...
- 41 A wax parcel that contains 1d6x old-fashioned, hand-rolled cigarettes. Only half the cigarettes are packed with tobacco, however, and it is equally likely that the other half contains either small lock picks or are merely rolled-up scraps of paper with "IOU 1 smoke" written on each.
- 42 A prisoner has set up in an alcove easily overlooked by guards a small shrine dedicated to the deity or saint of lost causes. Sitting before this humble fane are whatever small offerings prisoners could scrape together and scraps of paper petitioning for pardons or the revelation of new evidence that will prove their innocence.
- 43 A little hole in the room is blocked by small barred door that is fastened with a miniature lock. Within the hole, a rat wearing a scrap of a prisoner's uniform nibbles a crumb of stale bread and marks the days on the wall of his cell with a sliver of chalk.

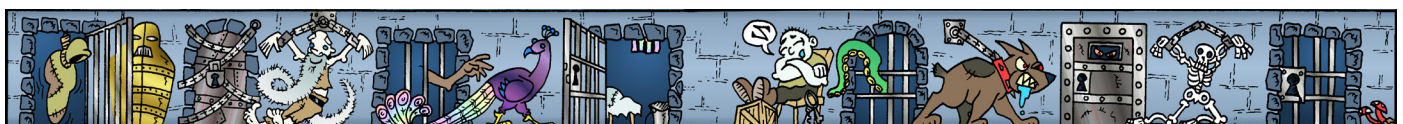


44	An iron maiden dominates the corner of a room, traces of blood staining the spikes that line its insides. Inspection will reveal intricate sigils worked into the inner surfaces of this intimidating implement of torment. If a corpse is sealed within this iron maiden at midnight then the soul of the deceased will be called back into its body, which will be reanimated so that it can be tortured in death just as it was in life. If the reanimated corpse is removed from the device its spirit will be banished, de-animating it, at the next sunrise.
45	A dented tin plate upon which is a half loaf of bread and a battered tin mug. Appearances notwithstanding, however, the bread is actually heavenly manna and the mug contains holy water.
46	A set of dice — either a set of craps dice or a full set of polyhedral gaming dice — that is carved from a potato and held together with flour and paper scraps, with numbers/pips marked out in vegetable dye. There is a 50% chance that the dice are fully loaded.
47	A barrel of water into which the heads of prisoners are dunked to simulate drowning or to revive those who have lost consciousness under torture. Those who imbibe the stale waters in the barrel will hear the sins of the last person dunked in it uttered in a waterlogged, gurgling voice.
48	A senior inquisitor instructs 1d4+1 apprentices in the art of torture. At the end of the lecture, the inquisitor will strap the least-promising student to a large wooden X and have the most-promising student demonstrate the day's lesson.
49	A prisoner in a cell brews up in a battered pot a batch of homemade “wine” made from rain water, potato skins, a single grape, hallucinogenic fungus spores, and a sock with a hole in it. It is 50% likely that this concoction will mimic the effects of a random potion due to a chaotic alchemical interaction of its disparate ingredients.
50	A noble wails in agony upon the rack as 1d4 guards perform different tortures upon his person and, between screams, laughs hysterically. This noble is not a prisoner, however, he is actually a tourist with very specific vices that the dungeon is well-equipped to fulfill and who has paid the warden handsomely for the experience.
51	A brass amulet in the shape of a spoon that hangs on a neck chain. When removed from its chain the spoon will grow to the size of a shovel.
52	An old shoe. Inspection will reveal that the heel has dried blood on it. If worn, wherever the heel touches an indelible bloody heel-print will appear.
53	Although no source of the aroma can be found, this area always smells like the following (roll 1d6): 1) cooking meat; 2) baking bread; 3) coffee; 4) perfume; 5) human waste; 6) rotting flesh.
54	A crude but effective axe blade, shaped to be held in the hand and small enough to be readily concealed, but with an extremely sharp cutting edge.





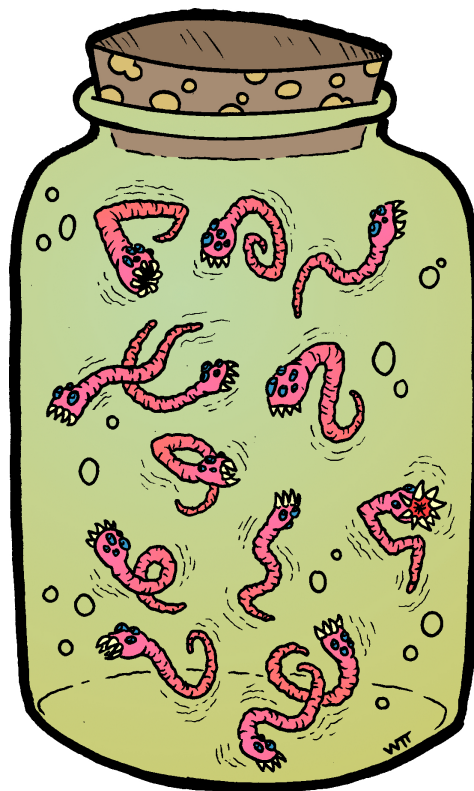
- 55 A very finely-appointed chamber, although still obviously a cell in the dungeon, with velvet pillows on a large soft bed, rich tapestries covering the walls, and a side-table stocked with fine wines and sweetmeats. A mask of steel hangs from one wall like a decoration. On closer inspection, it will become apparent that the bed is fitted with very heavy chains.
- 56 A key of elaborate design with a strange glyph inscribed on the gem that serves as its fob. This item appears at random intervals — usually remaining in a single spot for 1d6 minutes — before disappearing and appearing somewhere else, possibly miles distant. It can open a single door of the bearer's choosing but will never again respond to that person. Alas, there are nearly always at least two locked doors between the confines of the dungeon and freedom ...
- 57 A heavy, leather-bound book on the subject of torture that contains virtually everything anyone would want to know about its subject, and everything they would rather not know, upon its vellum pages. Examination may reveal that the leather binding of the tome is made from flayed human skin. Each page is specially crafted so that the reader risks a paper cut with every page turn, evidenced by many bloodstains along the page edges; the text on the handwritten pages is jagged and crabbed, causing eye strain; and the color and form of the illustrations provoke mild nausea. This book is so heavy that it cannot be easily carried, although the leather belts that otherwise keep it closed can be repositioned so that the tome can be worn like a backpack (although tiny iron spikes worked into the binding will dig into the back of anything transporting the book this way). A mummified tongue serves as a bookmark.
- 58 A rat with a small parchment note tied to its body with a simple leather thong. The rat is either a trained rat running messages between prisoners, an intelligent rat gathering paper with which to line its nest, or a messenger from the Wererat King who rules the sewers beneath the dungeon.
- 59 One of the walls in the current room is newer than the others. Behind it may variously be a tunnel dug by someone attempting to escape/rescue someone from the dungeon; a whole wing of the dungeon contaminated by negative energy and overrun with undead prisoners, guards, and inquisitors; or the d4x prisoners who were sealed alive behind the wall and who, at the storyteller's option, may or may not still be alive.

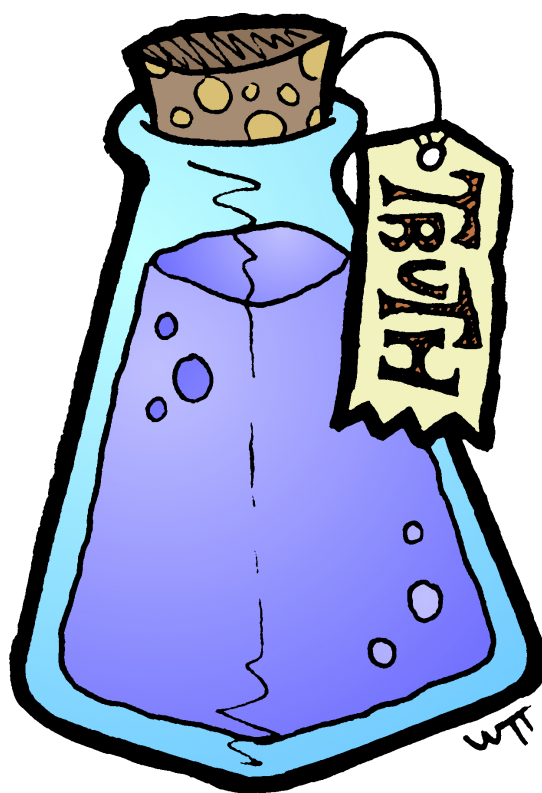


60	A table with a wobbly leg that, at the moment, does not wobble because of the piece of parchment that has been folded up several times and wedged under the offending support. This parchment might variously be a secret communication between prisoners, transcribed confessions, or a letter of pardon for a prisoner still confined somewhere in the dungeon.
61	A guard in a stained, ill-fitting uniform wanders bewilderedly through the dungeon. This individual could be an escaping prisoner wearing a stolen uniform, a real guard at his first day on the job, or a guard who died in a tussle with a prisoner and was reanimated as a simpleminded undead being due to residual negative energy.
62	A cabinet containing comprehensive files on everyone who has ever been imprisoned in the dungeon. A special sheaf of papers among the files details false charges and planted evidence that can be used to arrest several prominent innocent persons, and there is a 30% chance that this includes a member of the character party.
63	Some filthy bedding that bears the outline of a humanoid body in black mold and which has rust spots within its outline that are reminiscent of bloodstains in locations corresponding to the locations of eyes, throat, and heart. Few choose to sleep on this pallet and those who do have particular sorts of experiences (roll 1d6): 1) dream of the man murdered in the bed; 2) are possessed by the spirit of the murdered man, who uses his new body to take revenge on the guard who did him in; 3) wake up in Darkside, a realm that exists in pallid reflection of our own and which is ruled by a demon who has a job for his latest acquisition; 4) cannot be awakened, potentially for years or even centuries, but does not age or wither away; 5) rests deeply and comfortably but, upon awakening, has a new, blood-stained shadow; 6) sleeps dreamlessly and awakens refreshed but is obsessed with returning to sleep there each night as more of their dreams are siphoned away.
64	A torturer's Iron Hand, a gauntlet that encompasses and torments the hand of a victim. This iron hand was modified from the magical gauntlet of a former prisoner whose soul will offer power and freedom to the one it torments in exchange for aid in exacting its vengeance.
65	A drain in the floor that smells of the sewer. Anyone looking through the grate has a 50% chance of seeing a set of glowing eyes peering back from the deep darkness below.
66	A small phial inside of which churns a thick, violet liquid. This liquid is a potion brewed by a prisoner in an improvised alchemical still using whatever he could scrape together and is intended to make one insensitive to pain, although its effectiveness is as slapdash as its origins. Roll d100 to determine the percentage of pain that the potion suppresses. There is also a 50% chance the potion has an unintended side effect. Effects of the potion will last for 1d4x minutes but, if the die explodes, increase the time increment with each reroll (e.g., to hours, days, weeks, months).
67	A locked cabinet that is subdivided into many compartments, each of which contains a small poppet fashioned in the image of a specific prisoner. Crafted by a magically adept interrogator, these poppets can be used to manipulate prisoners, inflicting tortures physical, psychological, and supernatural, even after the prisoners have been released. A secret compartment within the cabinet contains similar poppets in the images of guards, wardens, and judges that the interrogator is manipulating to improve his position and gain greater sway over the servants of law and order.
68	A tarnished and battered spoon. Close examination will reveal that the spoon is made of silver, and it was in fact once part of grand set of exquisitely-crafted silverware. This utensil is enchanted so that anything eaten with it tastes like whatever gourmet food the eater desires.
69	An idol of the god of gaolers stands in a niche in the wall, a chain trailing down from its carved fist. At the idol's feet, bound in the same chain, are small idols to the gods of thieves, gamblers, and revolutionaries.
70	Behind a loose brick in a wall is a small stash of contraband drugs, possibly mushrooms, long forgotten but still potent.



- 76 A snow-white horse, a ceremonial animal stabled at the dungeon upon which the pardoned ride out on the day of their release, has become enraged and rampages through the dungeon. There are equal chances that the horse will attack gaolers, prisoners, or anyone who crosses its path. Due to prevailing superstition, the master of the dungeon will allow no pardons if there is not a white horse for the riding-out ritual, so further problems may be created if it is killed.
- 77 An overturned glass with a common beetle confined under it sits on a nearby table or bench. Roll 1d6: 1-2) the beetle has been trapped and is being saved for food by a particularly troubled, and/or violent guard or prisoner; 3) the beetle is a violent guard or inmate that has been transformed into its current shape; 4) the creature really is a beetle but can speak; 5) the beetle has been trained to somehow be a crucial part of a daring escape plan; 6) the beetle is the familiar of a sorcerer inmate.
- 78 The wall in a corner alcove constantly drips a particular substance (roll 1d6): 1-2) water; 3) alcohol; 4) slime; 5) ectoplasm; 6) blood.
- 79 A freshly-killed body that shows signs of violence and torture. This corpse is recognizable as (roll 1d4): 1) a guard with whom the discoverer recently quarreled; 2) someone identical to the discoverer; 3) the toughest prisoner in the dungeon; 4) an influential noble.
- 80 A sealed jar of briny fluid in which 3d6 pallid worms lazily swim. Commonly known as "nerve enders," these worms feed on nerve tissue. When one is placed on the skin of a victim it will find the nearest nerve ending and then slowly eat its way up through the nervous system until it reaches the brain, where it will spawn 3d6 new worms, killing the host. A single nerve ender causes unspeakable agony, although most high inquisitors prefer to place one on each fingertip. Having a skilled surgeon on hand to remove the worms before they travel far can prolong the torture for weeks, leaving parts of the victim's body paralyzed and insensate. Handling such malignant little creatures is, suffice it to say, incredibly risky.





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| 81 | A ring of keys hangs from a hook tantalizingly close to a cell or chained prisoner. These keys do not open any door or unlock any shackle, however, and exist only to offer false hope of escape. |
| 82 | A guard dog gnaws a bone in the corner of the room. There are equal chances that this is a beef bone, a humanoid femur, or an enchanted flute carved from human bone. |
| 83 | A restrained prisoner hangs from the wall by his wrists and ankles. Instead of being bound by chains, however, he is entangled in vines and stinging nettles that have been magically enticed to grow from the rough stonework of the dungeon walls. A maddening rash slowly spreads across the prisoner's body from each point of restraint. |
| 84 | Randomly select a member of the party. From this point forward, shackles and chains that are not currently in use will swing in the direction of a randomly-selected character. The longer this persists, the more the restraints will reach toward the party member like grappling arms. |
| 85 | A locked rosewood box that contains 2d6x bottles. Within each bottle is a random hallucinogen, truth serum, or soothing unguent. There is a 10% chance any given bottle is mislabeled. |
| 86 | A dagger with a blade shined to a mirror polish hangs on a rack of torture implements. The hilt of this dagger is needlessly ornate while the blade is blunted, suggesting that it is just for show, but anyone peering at the surface of the blade will see tortures that might await them reflected back. |
| 87 | A seemingly bottomless 10-foot-wide pit dominates the center of the room. A complex array of pulleys, winches, and chains allow gibbets to be suspended above the pit and no light can pierce its depths. This pit might variously be a deep but otherwise mundane hole, a repurposed well that ultimately connects to a subterranean river, a portal to a particularly nasty hell, or only a foot deep and imbued by an enchantment with the illusion of limitless depth. |



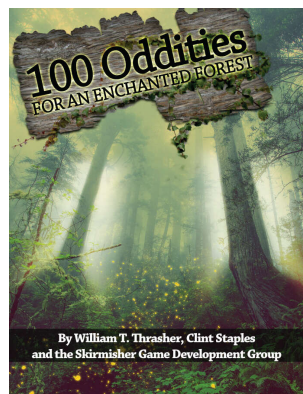
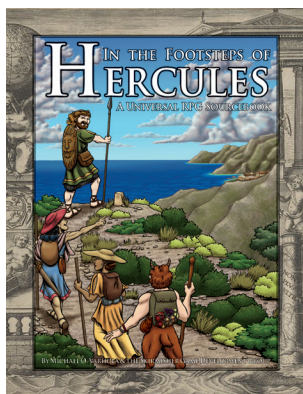
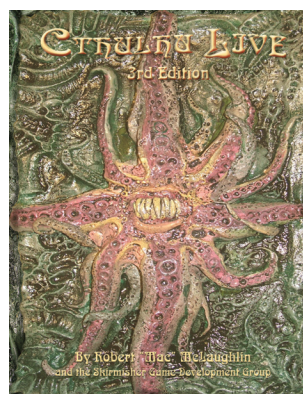
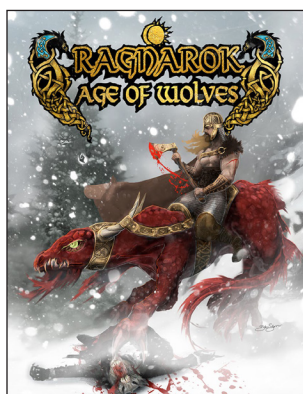
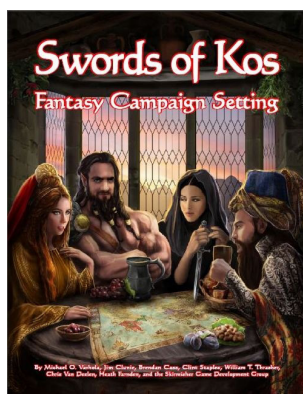
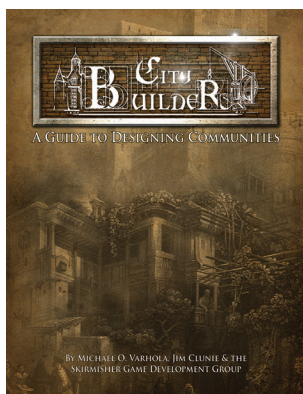


Random Prisoner Generator

What is a dungeon without prisoners? Empty, that's what! You can use the chart below to populate your dungeon and inspire unique prisoner NPCs. Just roll a d20 on every column to determine the prisoner's race, occupation (at least before they were incarcerated), crime, nickname, and hookup (that special something the prisoner knows how to acquire from behind bars).

d20	Race	Class	Crime	Nickname	Hookup
1	Catfolk	Apothecary	Counterfeiting: Roll 1d4; 1. Coins, 2. Official Documents, 3. Royal Seals, 4. Letters of Credit	Apples	Animal Companions
2	Dark Elf	Assassin	Debt: Roll 1d4 to determine lender; 1. Bank, 2. Noble, 3. Knightly Order, 4. Loan Shark.	Bird Man	Books
3	Dhampir	Bard	Espionage: Roll 1d4 to determine who the prisoner spied for; 1. Thieves Guild, 2. Hostile Foreign Power, 3. Allied Foreign Power, 4. Current Ruler's Political Rival	Chug	Booze
4	Dragonborn	Beggar	Gambling: Roll 1d4 to what prisoner was betting on; 1. Cockfighting, 2. Bear Fights, 3. Horse Races, 4. Gladiatorial Games	Cutter	Candy
5	Dwarf	Carpenter	Grave Robbing: Roll 1d4 to determine who's grave was robbed; 1. Pauper, 2. Noble, 3. Priest, 4. Saint	Fakes	Cards
6	Elf	Gambler	Impersonating an Official: Roll 1d4 to determine the type of official impersonated: 1. Constable, 2. Magistrate, 3. Priest, 4. Guild Leader	Gouger	Components (Spell)
7	Gnome	Knight	Jailbreaking: There is a 50% chance the prisoner was breaking someone out of this prison.	Hooch	Dice
8	Goblin	Mason	Kidnapping: Roll 1d4 to determine who was kidnapped: 1. Prince/Princess, 2. Dignitary, 3. Merchant, 4. Guild Artisan	Ice Pick	Drugs
9	Half-Elf	Merchant	Libel: Roll 1d4 to determine who was being defamed in print: 1. Aristocracy, 2. Priesthood, 3. Reigning Monarch, 4. Rival Publisher	Juicer	Dry Socks
10	Half-Orc	Noble	Murder: There is a 50% chance the prisoner was falsely accused.	Knives	Holy Symbols
11	Halfling	Physician	Narcotics Trade: Roll 1d4 to determine what narcotic the prisoner was selling: 1. Pipe Weed, 2. Pixie Dust, 3. Powdered Unicorn Horn, 4. Black Lotus	McStabs	Pipeweed
12	Human	Priest	Poaching: Roll 1d4 to determine what the prisoner was poaching: 1. Waterfowl, 2. The King's Deer, 3. Sacred Hart, 4. Man!	Pigeon	Letters
13	Insectoid	Printer	Political Agitation: There is a 50% chance the prisoner is undercover attempting to root out clandestine threats to the powers that be.	Ripper	Other Hookups
14	Kobold	Ranger	Practicing a Forbidden Religion: Roll 1d4 to determine nature of religion: 1. Messianic Cult, 2. Death Cult, 3. Cannibal Cult, 4. Cult of the Great Old Ones	Scoops	Porn
15	Lizardfolk	Rat Catcher	Slander: Roll 1d4 to determine the target of the prisoner's falsehoods: 1. Aristocracy, 2. Priesthood, 3. Reigning Monarch, 4. Wealthy Merchant	Short Rope	Poison
16	Orc	Scholar	Tax Evasion: Roll 1d100x to determine how many gp in taxes the prisoner owes.	Slides	Potions
17	Ratfolk	Smith	Theft: There is an equal chance the prisoner committed petty theft or grand theft.	Snake	Soap
18	Satyr	Thief	Treason: There is a 50% chance the prisoner will be executed at dawn in 1d4 days.	Two-Way	Toilet Paper
19	Shape-Shifters	Warrior	Unknown: No one knows why the prisoner is incarcerated, including the prisoner.	Viper	Tools
20	Tiefling	Wizard	Witchcraft: There is a 50% chance the prisoner is not a witch or a spellcaster of any type.	Zero	Weapons





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