

DUNGEON RANDOMIZER

This set of charts is designed to make random features and contents in a dungeon easier to randomize. When prepared results are not wanted or don't matter, this should help making underground or indoor content more simple for the GM to develop.

SURFACES					
ROLL	RESULT	DEF	BOD	CLIMB	THICK
01-05	Paper	1	--	-1	>1mm
06-12	Reinforced Masonry	6	17	+1	1-2 ft
13-21	Plastered and painted ₁	--	--	-1	>1cm
22-31	Natural Channel	5	20	+1	--
32-43	Carved Stone	5	20	--	--
44-57	Rough Stone	5	20	+2	--
59-69	Masonry	5	18	+1	1 ft
70-78	Wood	4	12	+1	4"
79-87	Tiled ₂	+1	--	-1	5mm
88-95	Iron	7		-1	1"
96-00	Magical Enhancement	+5	--	--	--

SURFACES

This deals with the general dungeon's walls, floor, and ceiling. While there will be exceptions in some areas, this indicates the average surface in the dungeon.

DEF: the defense of the substance (note: most weapons do ½ damage to inanimate objects unless specifically designed to damage them, like a pick or hammer).

BOD: the amount of BOD required to blast a 1-meter hole in the substance.

CLIMB: is the modifier to climbing roll on the surface

THICK: is how thick a typical wall of this material is.

1. Plaster covers another surface, typically stone.
2. Tiles cover another surface, typically stone or wood.

ROOM CONTENTS	
ROLL	RESULT
01-07	Treasure
08-15	Trap
16-24	Trap and Treasure
25-33	Hidden Treasure
34-43	Monster Lair*
44-59	Monster
60-71	Monster and Treasure
72-80	Monster and Hidden Treasure
81-88	Unusual Feature
89-95	Monster, Trap, and Treasure
96-00	Empty

DOORS			
ROLL	RESULT	DEF	BOD
01-10	Leather Curtain	2	3
11-20	Iron Door	6	9
21-32	Stone Door	5	10
33-46	Reinforced Wood Door	4	8
47-66	Wooden Door	3	7
67-78	Rotted Wood Door	2	5
79-90	Cloth Curtain	1	1
91-00	Unusual Door (roll on unusual features: doors table below)	--	--

TREASURE: Roll up a random, unguarded treasure and any container on the Container Chart below

TRAP: Roll on the Random Trap chart below

HIDDEN: Roll up a random method of concealment on the Concealment Chart below

MONSTER: Roll or select a monster appropriate to the area

MONSTER LAIR: Instead of a monster in a room this is the home of monsters, including food, shops, shelter, young, personal belongings, and other features that a settlement would have.

UNUSUAL FEATURE: Roll up a random unusual feature based on the type of room.

RANDOM TRAPS		
ROLL	RESULT	EFFECTS
01-04	Alarm	Triggered gong, bells, siren, nightingale floor, screaming, etc, designed to attract nearby attention or alert guards. This acts as an image versus sound of +5 hearing perception.
05-08	Arrow Trap	Arrows fire from a surface (above, below, sides, door, etc) that deal D3+2 in Damage class, either 1 shot (OCV 0) or autofire (OCV 2). Can be any small missile, add poison, fire, barbed, acid, etc as desired
09-12	Caltrops	½D6 KA Armor Piercing damage to area 18 (treat weight of target as lifting for STR to KA). These are easy to see, and usually are concealed with fog, false floors, darkness, etc. Acting as OCV 0 attack, and if they hit, a DEX roll is required to remain standing, -1 per BOD taken. Sometimes poisoned. If the target falls, an autofire attack is done from the others on the floor.
13-15	Ball Trap	Thousands of ball bearings pour out, coating the floor. Acts as ½ movement on flat surfaces for a D6 hex radius, requiring DEX roll at -1 to stand and to move. On a slant, acts as above for only 1 segment, any who fall are swept away to lowest point unless DEX roll again catches something.
16-17	Changing Trap	Causes some change in the target, such as a transform to stone, changing sex, size, race, or form (to a newt). Characteristics can be scrambled (INT to STR, etc) or even color changed. This acts as a D6+6 D6 Transformation attack, and must be dispelled to remove.
18-21	Chute	This is similar to a pit trap, usually covered and concealed (-D3 PER to see). Instead of a deadfall, it deposits the victim to another, lower place. This area is often isolate or results in a long drop, sometimes to water, or spikes or waiting creatures. The walls are usually slick and even oiled for a -D3 DEX roll to stop.
22-25	Ceiling Chart	Consult the Unusual Features Ceiling Chart
26-29	Collapsing Trap	The wall, ceiling, floor, stairs, etc collapse when stressed or a trigger is set off. This does D6+6 damage in D6, and any character caught in the collapse are knocked down (and will take falling damage where applicable). It may block off further travel in that direction or simply make a LOT of noise and dust.
30	Disenchanter	Does either a Suppress of D6+6 in D6 that lasts for 5D6 minutes, or a 2D6+6 in D6 of dispel on one item of the victim at OCV 0. The cruel GM might make this an AE hex, explosion, or even radius effect
31-33	Door Chart	Consult the Unusual Features: Doors Chart
34-37	Filling Trap	An enclosed area, such as a room, a pit, or an area that closes on either side begins to fill. This can be water, oil, sand, dust, lava, acid, steam, flesh eating bugs, etc. The Substances takes D6+6 turns to fill completely. Water can be filled with leeches, snakes, electric eels, Oil can be followed with a flame, etc.
38-41	Floor Chart	Consult the Unusual Features: Floor Chart
42-45	Illusion Trap	Limitless possibilities, including another trap concealed by illusion, illusory traps, illusions hiding monsters, illusory monsters, halls that wind forever (leaving the party zoned and open to attack), false treasure, etc. Treat this as 8+D6 in D6 of AE Mental Illusions, at ECV 3 vs their ECV of 0 if unaware.
46-47	Dwarven Wheel Trap	This is a horrible trap that Dwarves sometimes use to protect very important or rich areas. It consists of 3 or more huge stone wheels 10 feet across and 2-3 feet thick. These wheels are restrained on the sides of a corridor, and are triggered to all break free, rolling back and forth until they come to rest blocking off the corridor, resting in slots on the floor. Each stone wheel can crush a target, and when finally at rest in their grooves in the ceiling and floor block off travel and escape if between the stones. Each wheel weighs several tons, and causes 8+D6 in D6 damage to a target that it hits. The stones make a terrific racket and attack at OCV 0, so are unlikely to actually hit a character. However, choosing the wrong place to dodge to might result in being isolated, don't let players take a second choice. The Wheels have 6 DEF and 20 BOD (remember weapons not designed to attack inanimate objects do ½ damage to the wheels), and each one must be destroyed to get through.
48-51	Elevator Room	This is a room or part of the floor that lowers or raises to reach another section. It might isolate in a very deep pit or far above an area (can be just a platform that suspends, a cage, a room, etc). This can be triggered by something, have a switch, and might not even be possible to access again until a time is up. This can take D6 days or more to move again, trapping anyone inside at the given location.

All traps attack at OCV 0 unless otherwise noted (and unaware PCs are DCV 0, or 1/2 DCV in combat). Traps are concealed as well, with the trigger a penalty of -D3 to sight perception or mechanics to find.

ROLL	RESULT	EFFECTS																						
52-55	Blast Trap	<p>A mechanical or magical trap that launches some energy or effect at the target. This attack does D6+2 in D6 of normal damage unless noted otherwise below. Roll on this table for the exact effect:</p> <table border="1"> <thead> <tr> <th>ROLL</th> <th>RESULT</th> </tr> </thead> <tbody> <tr> <td>01-05</td> <td>Acid (damage is ½ dice in DEF Drain, REC per minute or per decade on inanimate objects)</td> </tr> <tr> <td>06-15</td> <td>Sound (NND vs LS: pressure, hard armor, or a force field)</td> </tr> <tr> <td>16-25</td> <td>Fire Blast (explosion effect)</td> </tr> <tr> <td>26-35</td> <td>Concussion (+1 stun multiple)</td> </tr> <tr> <td>37-50</td> <td>Fire</td> </tr> <tr> <td>51-65</td> <td>Lightning</td> </tr> <tr> <td>66-75</td> <td>Cold</td> </tr> <tr> <td>76-85</td> <td>Lightning Bolt (line effect, damage halved)</td> </tr> <tr> <td>86-95</td> <td>Ice Cloud (radius effect)</td> </tr> <tr> <td>96-00</td> <td>Steam (NND (damage halved) vs temp extremes, force field, or ED 20+)</td> </tr> </tbody> </table>	ROLL	RESULT	01-05	Acid (damage is ½ dice in DEF Drain, REC per minute or per decade on inanimate objects)	06-15	Sound (NND vs LS: pressure, hard armor, or a force field)	16-25	Fire Blast (explosion effect)	26-35	Concussion (+1 stun multiple)	37-50	Fire	51-65	Lightning	66-75	Cold	76-85	Lightning Bolt (line effect, damage halved)	86-95	Ice Cloud (radius effect)	96-00	Steam (NND (damage halved) vs temp extremes, force field, or ED 20+)
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56-60	Gas Trap	<p>This is either a jet of gas (at a single target) or an area that fills with gas (area effect radius or explosion). Typically gas traps are negated by life support vs poison or self contained breathing</p> <table border="1"> <thead> <tr> <th>ROLL</th> <th>RESULT</th> </tr> </thead> <tbody> <tr> <td>01-10</td> <td>Poison! (D3 in D6 KA NND full damage)</td> </tr> <tr> <td>11-22</td> <td>Weakness! (D3 in D6 STR Drain, recover per hour)</td> </tr> <tr> <td>23-35</td> <td>Nausea! (D3 in D6 drain DEX and DC each, recover per hour)</td> </tr> <tr> <td>36-50</td> <td>Knockout! (D6+6 in D6 stun only attack)</td> </tr> <tr> <td>51-65</td> <td>Fear! (D6+6 Mind Control: Terror and run)</td> </tr> <tr> <td>66-78</td> <td>Acid! (D6 DEF drain on all inanimates, REC/decade)</td> </tr> <tr> <td>79-90</td> <td>Blinding! (D6 in D6 flash attack)</td> </tr> <tr> <td>99-10</td> <td>Slow! (D6 in D6 SPD and Movement Drain – will not take below 1" move or 1 SPD, recover per turn)</td> </tr> </tbody> </table>	ROLL	RESULT	01-10	Poison! (D3 in D6 KA NND full damage)	11-22	Weakness! (D3 in D6 STR Drain, recover per hour)	23-35	Nausea! (D3 in D6 drain DEX and DC each, recover per hour)	36-50	Knockout! (D6+6 in D6 stun only attack)	51-65	Fear! (D6+6 Mind Control: Terror and run)	66-78	Acid! (D6 DEF drain on all inanimates, REC/decade)	79-90	Blinding! (D6 in D6 flash attack)	99-10	Slow! (D6 in D6 SPD and Movement Drain – will not take below 1" move or 1 SPD, recover per turn)				
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61-62	Gravity Trap	<p>Gravity is in some way altered, either stronger or less or none at all. This acts as Telekinesis, and can be like an anti-pit (falling up into the spikes or hard ceiling. The Telekinesis can hold the party to the floor unless they manage to break free (10+2D6 STR or more), or can pull to the other side of the room, push back to where they came from. This can be combined with another, obvious trap and force people into its area.</p>																						
63-65	Hobnailer	<p>A triggered spring on a spike designed to pierce the foot. It is hidden (-D3 PER) and the trigger hits area 18 with a D6-1 Armor Piercing KA. Each point of BOD sustained slows movement by 1" until the wound can be tended to by paramedic (halves the penalty, round down) or healed.</p>																						
66-68	Jaw Trap	<p>An old-fashioned bear or wolf trap. This is usually concealed by straw, paper in a shallow pit, fog, or something similar. The trap does D3+1 in DC of KA damage, to area 17-18 and holds the victim in place. The spring has 18 STR holding it closed, and is chained down with a 6 DEF, 1 BOD chain.</p>																						

ROLL	RESULT	EFFECTS																											
69-73	Blocked Passage	<p>The passageway is blocked off, either it starts that way, or is triggered to drop a block of stone, force wall, portcullis, webbing, or just rubble that falls and fills an area. The blocking method might have a way to get past or it might have a key to open it again. Some may not have any mechanism to open them again.</p> <table border="1"> <thead> <tr> <th>TYPE</th> <th>NOTES</th> </tr> </thead> <tbody> <tr> <td>Portcullis</td> <td>6 DEF, 5 BOD to pass, might have switch, key, or trigger to open</td> </tr> <tr> <td>Stone Block</td> <td>5 DEF, 25 BOD per hex, no trigger</td> </tr> <tr> <td>Rubble Fills</td> <td>3 DEF, 15 BOD per hex, no trigger</td> </tr> <tr> <td>Webbing</td> <td>5D6 Entangle (11- sticky)</td> </tr> <tr> <td>Force Wall</td> <td>2D6+6 (8-18) DEF force wall, might have switch, key, or trigger to open</td> </tr> </tbody> </table>	TYPE	NOTES	Portcullis	6 DEF, 5 BOD to pass, might have switch, key, or trigger to open	Stone Block	5 DEF, 25 BOD per hex, no trigger	Rubble Fills	3 DEF, 15 BOD per hex, no trigger	Webbing	5D6 Entangle (11- sticky)	Force Wall	2D6+6 (8-18) DEF force wall, might have switch, key, or trigger to open															
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74-76	Pendulum Trap	A swinging blade or ball, hammer, etc that crosses the passageway. It will be triggered typically, although it might just be on a bridge over something particularly unpleasant, such as lava or a deep chasm. The pendulum has an OCV of 0, and requires a DEX roll to move past safely, failure means the D3+3 in DC attack hits the victim, and pushes them in the direction of swing (left or right, as it pendulums past) with 3 STR per DC.																											
77-83	Pit Trap	Consult the Pit Traps chart, below																											
84-87	Spear Trap	Much the same as the Arrow Trap, but instead of arrows this fires spears that are OCV 0, 3 feet off the ground, or from below or above. These can be aflame, poisoned, barbed etc.																											
88-89	Teleporter	An alcove, doorway, pad, or object teleports the person who activates the trap to a different place. This can be to a deathtrap, underwater, 100 feet in the air, another spot in the dungeon, outside, or to a hidden room. This will trigger once entered or touched.																											
90-94	Vent Trap	<p>This vents something at the targets, see below for the effects:</p> <table border="1"> <thead> <tr> <th>ROLL</th> <th>TYPE</th> <th>EFFECT</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Honey</td> <td>D3 DEX and Magic Roll Suppress (until cleaned, attracts some creatures)</td> </tr> <tr> <td>2</td> <td>Ball Bearings</td> <td>See Ball Trap, above</td> </tr> <tr> <td>3</td> <td>Acid</td> <td>D6 Drain DEF on all objects of victim, recover per decade</td> </tr> <tr> <td>4</td> <td>Compressed Air</td> <td>3D6 NND double knockback attack</td> </tr> <tr> <td>5</td> <td>Oil</td> <td>Covers the target and requires a DEX roll to stand or move at –1, -1 per 2" movement. Flammable, makes all fire attacks continuous one turn.</td> </tr> <tr> <td>6</td> <td>Glue</td> <td>Covers the target with an opaque 3D6 Entangle that hardens quickly.</td> </tr> <tr> <td>7</td> <td>Gas</td> <td>See Gas Trap, above</td> </tr> <tr> <td>8</td> <td>Flame etc</td> <td>See Blast trap above</td> </tr> </tbody> </table>	ROLL	TYPE	EFFECT	1	Honey	D3 DEX and Magic Roll Suppress (until cleaned, attracts some creatures)	2	Ball Bearings	See Ball Trap, above	3	Acid	D6 Drain DEF on all objects of victim, recover per decade	4	Compressed Air	3D6 NND double knockback attack	5	Oil	Covers the target and requires a DEX roll to stand or move at –1, -1 per 2" movement. Flammable, makes all fire attacks continuous one turn.	6	Glue	Covers the target with an opaque 3D6 Entangle that hardens quickly.	7	Gas	See Gas Trap, above	8	Flame etc	See Blast trap above
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95-98	Dart Trap	Arrow Trap type that does D3 in DC damage, Penetrating, and is always poisoned (see Gas Trap) with a tiny dart																											
99-00	Spike Trap	A spike or set of spikes juts out of a surface into the victim. This can be a bar that swings and hits or a spring loaded set of spikes like the ones in the beginning of Raiders of the Lost Ark. These do D6 in D6 DC damage KA if they hit, with reduced penetration damage																											

PIT TRAPS

Unless otherwise noted, all pits are D6" (or about 7-40 feet) deep.

ROLL	RESULT
01-04	Pit fills like a filling trap (see above)
05-08	Illusion of pit over something else (treasure, door to next level, etc)
09-12	Floor lowers like elevator to another, remote point
13-16	Locks at the top when someone falls in, -D3 to pick
17-20	Bottom is concave, opens to another pit (Randomize), DEX roll each phase or it opens like an ashtray
21-25	Walls are superheated, superchilled, electrically charged, etc for D6 in D6 damage when touched every phase.
26-30	Paralyzes when in contact with the bottom and walls for D6+3 D6 mind control (paralyze) CON based.
31-35	Pit has silence inside
36-41	Spikes at the bottom of the pit
42-47	Very Deep Pit (D6+6")
48-54	Normal Pit Trap
55-60	Deep pit D6+3" deep
61-66	Spiked, D3+3" deep
67-71	monsters live inside
72-76	TK pulls inside with D6+1 in D6 STR; this increases damage as if thrown into the pit by that much strength
77-81	All Gear turns desolidified (and thus falls off) for D6 in D6 minutes from falling in pit, when they can be retrieved from bottom
82-85	Walls move together to smash in D6+2 phases (doing D6 in D6 damage continuous for D6 segments to everything inside)
86-89	Lid has gas contained in underside that billows out in the hex the pit is in (or megahex) the when it opens
90-93	Lid becomes desolid when trap is triggered, must be carved through or made desolid again.
94-97	Walls are slick and have a penalty of D3+1 (minus 2-4) to climbing skill rolls
98-00	Pit is filled with a Sludge, water, acid, lava, webs (4D6 entangle) etc

PIT TRAP DATA

PIT in ft	PIT in "	FALL RATE	DAMAGE	PIT in ft	PIT in "	FALL RATE	DAMAGE
5	1	1"	1D6	70	10½	16"	12D6
10	1½	3"	1½D6	80	12½	17"	17D6
15	2	5"	2D6	90	14	19"	19D6
20	3	7"	3D6	100	15½	20"	20D6
25	4	9"	4D6	110	17	22"	22D6
30	5	10"	5D6	120	18½	24"	24D6
35	5½	11"	5½D6	130	20	25"	25D6
40	6	12"	6D6	140	21½	27"	27D6
50	7½	14"	7½D6	150	23	29"	29D6
60	9	15"	9D6	160	24½	30"	30D6*

The type of surface fallen on affects how the damage acts:

Flat, Hard surface (stone, tiles): normal damage

Padded Surface (moss, pillows, leaves): half normal damage

Ready for the fall (or successful breakfall roll): half damage

Rough, Hard surface (irregular stone, broken rocks): penetrating normal damage

Spikes: Killing damage (convert the Damage Classes to killing damage)

30" is terminal velocity; characters take at most 30D6 from any fall higher than this, no matter how far they fall.

CONCEALMENT CHART	
All Concealment is -D6 PER to notice, this can be used to hide traps and other features if desired	
ROLL	RESULT
01-09	Illusion covers it (looks like something else)
10-18	Hidden behind rubble
19-27	Hidden by façade in wall
28-36	Hidden in ceiling
37-45	Hidden in pool
46-55	Hidden under loose floor tiles
56-64	Hidden in flames (fireproof or protected items only)
65-73	Disguised as something else
72-82	Invisible
83-91	Behind a feature that moves or swings away
92-00	Map that shows how to get to it

CONTAINERS CHART	
ROLL	RESULT
01-14	In a trapped container, roll again
15-28	In sacks
29-42	In a chest (locked on 14-, -D3 to pick)
43-58	Loose
59-72	In a box (locked on 14-, -D3 to pick)
73-86	In an old backpack
87-00	In a concealed container, roll again

UNUSUAL FEATURES TABLE	
ROLL	RESULT
01-06	Unusual setting (opposite of dungeon, such as caves in worked area or tiled, carved room in caves)
07-12	Open above to outdoors
13-18	Unusually cold (-D3 temperature levels)
19-24	Very deeply recessed
25-28	Water or dry if watery dungeon (Ponds and Pools table)
29-35	Chasm
36-43	Unusual Door Chart
44-51	Unusual Ceiling Chart
52-59	Unusual Floor Chart
60-69	Unusual Walls (use Unusual Features: Floor chart)
70-75	Unsafe air (LS air or take D6 END drain per phase)
76-82	Unusually hot (+D3 temperature levels)
88-88	Very high above passage or room
89-94	Magic Fountain
95-00	Library Room

UNUSUAL DOORS CHART

ROLL	RESULT
01	Dead things that pass through doors are animated as undead, and attack party
02-03	Door holds up the wall, collapses if the 5D6 STR needed to open it (or it is destroyed) see collapse trap.
04-05	Door doesn't exist to non-adventurers
06-07	Intelligent door, must bargain or convince it to open
08-09	Locked, Siren goes off if key not used or trap disarmed
10-11	Doorknob causes terror (10D6 Mind Control run away in screaming horror)
12-13	Doorknob breaks off, requires repair to open door (or bust it open)
14-15	Door itself contains treasure (PER roll notices rattle) must be destroyed to get
16-17	Multiple locks on the door, each one -D3 to lockpick
18-19	Window on door, 11- shows a false image, 8- one way (monsters can see out)
20-21	Door has spikes on décor, and is jammed, causes 1D6 HKA reduced pen (STR of someone slamming door is added to KA)
22-23	Contact glue on door (acts as 4D6 Entangle on any who touch it)
24-25	Very loud creak or alarms (cans and such leaning on door, etc) when opened
26-27	Magically Reinforced (+5 DEF)
28-29	Swivels instead of opening normally
30-31	Permeable door, can walk through it like clay that reseals
32-33	Slides Down instead of normal
34-35	Slides to Side instead of normal
36-37	Trapped (Randomize Trap)
38-39	Slides Up instead of normal
40-41	Mage Locked
42-43	Locked (-D6 to lockpick roll)
44-47	Locked (-D3 to lockpick roll)
48-50	Jammed (2D6 STR to break free)
51-53	Concealed by tapestry, paneling, etc
54-55	Jammed (D6 in D6 STR to break free)
56-57	Covered by an illusion
58-59	One Way (no way to open on other side)
60-61	Secret door with hidden latch
62-63	Very short door (3' or shorter)
64-65	Door is 5-10 feet above the floor
66-67	First touch with anything but key causes D6 in D6 magical damage (fire, shock, etc)
68-69	Must be ordered to open, held with 40 STR and locked at -5 roll
70-71	Invisible Door
72-73	Magnetized, has 25 STR pull on metal (-1 STR/1" away)
74-75	Must be destroyed to pass
76-77	Poison Needle Trap in doorknob (random poison) if key not used

UNUSUAL FEATURES: DOORS (Cont'd)	
ROLL	RESULT
78-79	Opens easily, but swings back to bash first one through for 3D6 of double knockback
80-81	Contact Poison on the knob (randomize)
82-83	Password (learned earlier) must be used to open door (-5 to pick, 40 STR holds, x2 DEF and BOD)
84-85	Image beyond door is false (covers trap or monster, shows a bottomless pit or huge treasure, outdoors, etc) of -8 PER
86-87	Can only be opened if missing part is replaced (-5 to pick, 40 STR holds, x2 DEF and BOD)
88-89	Resists attack (doubled defense vs fire, PD, acid, etc)
90-91	Glyph on door or door jam (11- concealed for -D6 PER)
92-93	Suppress 8D6 on magic items that pass through the door for D6 hours
94-95	Random Trap keyed to lock not being picked or key not being used
96-97	Door allows only one at a time with 15 PD Force Wall and 50 STR TK
98-99	Jammed with D6 in D6 STR, Panels filled with bladders of gas that rupture when bashed (random gas poison, see Gas Traps above if desired)
00	Turns first person through invisible to sight and sound, no fringe, for 5 minutes

UNUSUAL FEATURES: CEILINGS	
ROLL	RESULT
01-10	A tangle of roots, vines, etc that obscures what is above
11-20	Oscured by fog or mist
21-30	Transparent, can see above
31-40	Very cracked and fragile, will collapse if any AE is used, it is damaged, or with very loud noises (see Collapsing Trap above)
41-50	Is suspended liquid of some sort, will collapse if any AE is used, it is damaged, or with very loud noises releasing the liquid
51-60	Block falls from the ceiling, doing D6+4 in D6 damage to anything under it. It attacks at OCV 2 due to size.
61-70	Creature(s) living on it (spiders, piercers, etc)
71-80	Has a chute exit, something might drop through when the players are there (8-)
81-90	Lowers, taking D6 segments to reach the floor with 45 STR. It crushes everything under it for 9D6 every 3 segments for D6 phases, then raises back up. This is usually combined with a chute or 1-way door, and does 9D6 to anything under it, 3D6 KA to anything trying to stop it (like a wedge).
91-00	Lowers like above, but has stalactites or spikes that lower, doing 3D6 KA to anything under it instead of normal damage.

UNUSUAL FEATURES: POOLS AND PONDS

ROLL	RESULT												
01-08	Acts like a magical fountain (roll on Fountains Table below)												
19-16	Disease-ridden water, gives disease unless CON roll made if drank (D6 BOD, CON, END, STR drain that recovers per week)												
17-24	Underwater passage or river goes underground that leads to remote, hidden and isolated area with treasure or something special												
25-32	For an offering, will answer a question (treat as KS: anything 23-), the more valuable the offering (subjective, more valuable to the person offering) the more accurate - once a day												
33-40	Cannot support boats, etc in the middle, everything, including swimmers, sinks												
41-52	Pure water spring, clean and fresh, nothing lives in it												
53-60	Treasure hidden in the muck beneath												
61-68	Acts as a potion, once per day a random potion												
69-76	Bridge over the water is too weak to support people, and collapses under the party's weight when at least half are on the bridge. Dive for cover can get to safety.												
77-84	Has unusual temperature (boiling or frozen)												
85-92	Acts as a Crystal ball (1 mile range) with a sacrifice and -3 MR to activate, with 5 END per phase. Takes lore roll to recognize.												
93-00	Some other liquid than water, roll below: <table border="1" data-bbox="399 966 1102 1129" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>ROLL</th> <th>RESULT</th> <th>EFFECT</th> </tr> </thead> <tbody> <tr> <td>01-10</td> <td>Acid</td> <td>1D6 DEF Drain continuous per turn, recover per decade</td> </tr> <tr> <td>11-25</td> <td>Dry Ice</td> <td>1d6 Penetrating KA continuous per phase vs ED</td> </tr> <tr> <td>26-00</td> <td>Contact Poison</td> <td>Randomize contact poison</td> </tr> </tbody> </table>	ROLL	RESULT	EFFECT	01-10	Acid	1D6 DEF Drain continuous per turn, recover per decade	11-25	Dry Ice	1d6 Penetrating KA continuous per phase vs ED	26-00	Contact Poison	Randomize contact poison
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01-10	Acid	1D6 DEF Drain continuous per turn, recover per decade											
11-25	Dry Ice	1d6 Penetrating KA continuous per phase vs ED											
26-00	Contact Poison	Randomize contact poison											

UNUSUAL FEATURES: FOUNTAINS

GENERAL FOUNTAIN TABLE

Fountains have D6-1 drinks per day that have magical effects. The drinks are broken up into several sub tables, some good, some bad. Magical fountains must be used at the source, the liquid in them has no magical effect if removed and stored. All fountains have a beneficial or a detrimental effect (14- beneficial, otherwise detrimental).

Effects of a drink from a magic fountain do not stack, Each character can receive but one positive effect per day. Attempting to drink again will not give a second beneficial drink, but might be detrimental; treat each consecutive drink as a cumulative chance of having a detrimental effect (8-, then 9-, etc). Detrimental effects are curse-based; that is, they take full effect regardless of later adjustment. If a drink causes the victim to have 0 PD, then even adding PD from spells, armor, etc later will not raise this above 0 until the time limit is up.

ROLL	RESULT
01-04	Courage/Cowardice (PRE adjusted by 3D6, fading 5 points per hour)
05-08	Clairaudience/Broadcast sound (100" Clairaudience with ½ DCV concentrate full time, 1 phase extra time -or- sound tripled in all actions by character for 10 minutes)
09-12	Clairvoyance/Broadcast image (100" Clairvoyance with ½ DCV concentrate full time, 1 phase extra time -or- character glows brightly and strobes for 10 minutes)
13-16	Commune/Lies (Character can ask D6 questions from the GM and they are either all truthful or total fabrications but believable, must be asked within 10 real minutes)
17-19	Detect Subtable
20-23	Telepathy/Broadcast thoughts (8D6 Telepathy with ½ DCV concentrate full time, 1 phase extra time -or- character broadcasts thoughts to all within 10" for 1 hour)
24-26	Flight/Slow (fly at run speed or move is halved for 5 hours)
27-30	Damage reduced/enhanced (50% damage reduction (roll D6: 1-3= rPD, 4-6=rED) -or- all defenses halved for 5 hours)
31-34	Haste/Slow (+1 SPD and +3 DEX -or- -1 SPD and -3 DEX for 1 day)
35-38	Health subtable
39-41	Resistance subtable
42-44	Infravision/Colorblind (lasts 1 day)
45-48	Invisible/Broadcast Image (invisible no fringe or character glows brightly and strobes for 10 minutes)
49-52	Invulnerability/Death (grants 100 BOD -or- reduces to 1 BOD for 1 hour)
53-56	Knowledge subtable
57-60	Love/Hatred (randomize a creature, permanent until dispelled Psych Lim C/S)
61-64	Paralysis/Protected (10D6 CON based Mind Control paralysis for 1 hour -or- 30 mental defense and power defense vs paralysis effects for a day)
65-66	Shapeshift subtable
67-72	Quest subtable
73-76	Sleep/Protection (10D6 STN Drain, recover per minute -or- cannot be knocked out for 1 hour and LS: Sleep 1 day)
77-80	Languages/Babel (learn a random language or forget one, Transformation 15D6 major)
81-84	Petrify/protection (10D6 transform to stone -or- 30 POW defense permanently vs petrification effects)
85-88	Health Stun subtable (stun only effects)
89-92	Teleport (either to any location desired within 500" or at random/to a set location)
93-95	True Sight/Blindness (lasts 1 hour)
96-98	Immunity subtable
99-00	Roll twice, ignoring this result

DETECT SUBTABLE	
The player is able to detect or finds the following thing totally invisible and undetectable to them for D6 hours.	
ROLL	RESULT
01-09	Random Monster (see table below)
10-18	Random PC race (see table below)
19-27	Magic
28-36	Traps
37-45	Good
46-55	Evil
46-64	Disease
65-73	Poison
74-82	Invisibility
83-91	Lies
92-00	Poison

DETECT MONSTER SUBTABLE	
ROLL	RESULT
01-07	Dragons
08-14	Lycanthrope
15-21	Undead
22-28	Amphibian
29-35	Giant
36-43	Animal
44-50	Lizard
51-57	Bird
58-64	Fish
65-71	Insect
72-79	Mammal
80-86	Yrch
87-93	Elemental
94-00	Demons

DETECT PC SUBTABLE	
ROLL	RESULT
1	Wolfen
2	Zhai
3	Wood Elf
4	Human
5	High Elf
6	Dwarf
7	Ratman
8	Deep Elf

HEALTH SUBTABLE	
This fountain either Aids or Drains/damages in the manner given below. All Aids and Drains recover/fade at 5 points per hour. Damage is NND (the defense being “not drinking fountain water.”)	
ROLL	RESULT
01-07	2D6 KA/BOD Aid
08-14	2D6 BOD
15-21	1D6 KA/BOD Aid
22-28	1D6 BOD
23-36	4D6 STN
37-45	4D6 normal/ Aid as if damage dice
46-55	5D6 normal stun only/STN Aid
56-64	5D6 normal/Aid as if damage dice
65-72	2D6 END
73-79	1D6 CON
80-86	1D6 KA, 1D6 CON Drain/Aid BOD/CON
87-93	1 ½D6 KA, 2D6 CON Drain/Aid BOD/CON
94-00	3D6 CON

KNOWLEDGE SUBTABLE	
These act as a 10D6 Minor Transformation attack that has to be dispelled to remove (50 active points). Thus, they can be effectively permanent.	
ROLL	RESULT
01-11	Gain/lose random skill at base level
12-23	Gain/lose weapon proficiency
24-36	Find/Lose way to surface or quest
37-50	Gain/lose +1 OCV with weapon held
51-64	Gain knowledge of nearest treasure/forget one treasure information (command word, what it does, etc)
65-77	Gain/Lose KS at random
78-89	Gain/Lose 1 INT
90-00	Clairvoyance/Broadcast image (100” Clairvoyance with ½ DCV concentrate full time, 1 phase extra time -or- character glows brightly and strobes for 10 minutes resulting in +4 sight PER to see them)

RESISTANCE SUBTABLE	
The drinker gains or loses the following resistances or protection as an aid/drain that fades/recovers at 5 points per D6 hours. Remember all defense drains are halved in effect. Vulnerabilities and other effects are Transformation attacks and fade at the same rate as the drains.	
ROLL	RESULT
01-02	Vulnerable to PD x2/Damage Reduction rPD 75%
03-05	Vulnerable to PD x1.5/Damage Reduction rPD 50%
06-10	3D6 rPD
11-15	3D6 PD
16-20	Vulnerable to disease x1.5/LS: Disease
21-25	3D6 rPD vs edged weapons only
26-30	3D6 rPD vs unarmed attacks only
31-40	2D6 PD vs blunt weapons only
41-55	2D6 rPD/rED
56-65	3D6 rED vs cold only
66-70	3D6 rED vs fire only
71-75	3D6 rED vs electricity only
76-80	Vulnerable to poison x1.5/LS: poison
81-85	3D6 ED
86-90	3D6 rED
91-95	3D6 rED/rPD
96-98	Vulnerable to ED x1.5/Damage Reduction rED 50%
99-00	Vulnerable to ED x2/Damage Reduction rED 75%

SHAPESHIFT SUBTABLE	
The drinker is able to assume or is forced into this shape for D6 hours. This is treated as either a Multiform or a Transform 10D6 major (75 pts) to dispel. The mind, memories, and skills of the character are retained (as is their DEX and Speed for convenience sake, unless the GM wants to figure out the change in the order of combat).	
Note: this can be very powerful even as a detriment, re-roll if the result is any creature too large to fit in the area.	
ROLL	RESULT
01-02	Vulnerable to PD x2/Damage Reduction rPD 75%
03-05	Vulnerable to PD x1.5/Damage Reduction rPD 50%
06-10	3D6 rPD
11-15	3D6 PD
16-20	Vulnerable to disease x1.5/LS: Disease
21-25	3D6 rPD vs edged weapons only
26-30	3D6 rPD vs unarmed attacks only
31-40	2D6 PD vs blunt weapons only
41-55	2D6 rPD/rED
56-65	3D6 rED vs cold only
66-70	3D6 rED vs fire only
71-75	3D6 rED vs electricity only
76-80	Vulnerable to poison x1.5/LS: poison
81-85	3D6 ED
86-90	3D6 rED
91-95	3D6 rED/rPD
96-98	Vulnerable to ED x1.5/Damage Reduction rED 50%
99-00	Vulnerable to ED x2/Damage Reduction rED 75%

IMMUNITY SUBTABLE

This acts very similar to the Resistance subtable above, granting either great protection or vulnerability to a given substance. In this case, it is usually 100% resistant damage reduction or x2 vulnerability (or 2D6/phase susceptibility.) The effect lasts for D6 hours then fades.

ROLL	RESULT
01-06	Energy Attacks
07-12	Normal Energy Attacks
13-18	Weapons
19-25	Good
26-32	Undead
33-39	Drains
40-46	Disease
47-54	Transforms
55-61	Mental
62-68	Poison
69-75	Animals
76-82	Evil
83-88	Natural Attacks
89-94	Normal Physical Attacks
95-00	Physical Attacks

UNUSUAL FEATURES: LIBRARIES

GENERAL LIBRARY TABLE

Libraries are special repositories of books, scrolls, loose pages, charts, and tomes. In a fantasy world, such a collection of knowledge is incredibly powerful and rare. Few people can even read, let alone have the resources to actually gather or create such a treasurehouse of information.

A library will have D6 shelves of D6 in D6 items on each shelf. Larger or smaller libraries are possible, of course. The composition of materials is found from this main chart, and the sub charts give the details of a given type of material.

Libraries can hold value as much as any vault and typically are guarded, trapped, concealed, or all three.

ROLL	RESULT
01-35	Pages (3D6 in D6 pages)
36-70	Scrolls (D6 in D6 scrolls)
71-85	Books (D6 books)
86-95	Map/Chart
96-00	Tome

PAGES SUBTABLE

Pages are single sheets of Vellum, skin, or parchment. They are bound in a folder on an 8- and otherwise are either rolled up or stacked up. The given value is to an appropriate collector or tradesman.

ROLL	RESULT
01-05	Passwords/control words for items that might be nearby
03-12	Technical paper (gauntlet making, boiling level of various liquids, carving castle wall stones, dagger making, etc) acts as +2 for the appropriate skill, very narrow limited information. Worth 2D6 sp
13-19	Diary page worth 2D6 copper
20-26	Love letter worth 2D6 copper
27-33	Poetry (11- in a language other than local, like elven) worth D6 sp
34-41	Informative letter worth 2D6 copper
42-50	Prayer worth 2D6 copper
51-59	Scripture worth 2D6 copper
60-67	Accounting records (rows of numbers) worth D6 copper
68-74	Historical account worth 3D6 copper
75-81	Lists (names, items, places) worth nothing (but might be for quest or hint for something)
82-88	Blank page
89-95	Spell page (learn a spell)
96-00	Magical Scroll (randomize a magic scroll)

SCROLLS SUBTABLE

Scrolls are long, continuous writings, rolled up. Most are rolled onto a central rod of wood or metal (or sometimes marble or other valuable stone). On an 11- chance a given scroll is in a protective tube of leather, bone, wood, or metal. This is trapped on an 8- chance; roll on the Book Traps chart below.

ROLL	RESULT
01-05	Poetry (11- in a language other than local, like elven) worth D6 sp
03-12	Technical paper (armor making, alchemical techniques, castle designs, siege engineering, weapon making, etc) acts as +2 for the appropriate skill. Worth 2D6 sp
13-19	Diary worth 5D6 copper
20-26	Play or story worth 5D6 copper
27-33	Informative treatise worth 2D6 copper
34-41	Prayers worth 4D6 copper
42-50	Scriptures worth 5D6 copper
51-59	Accounting records (rows of numbers) worth 2D6 copper
60-67	Historical account worth 6D6 copper
68-74	Lists (names, items, places) worth nothing (but might be for quest or hint for something)
75-81	Blank scroll
82-88	Spells (learn D6 spells)
89-95	Passwords/control words for items that might be nearby
96-00	Magical Scroll (randomize a magic scroll)

BOOKS SUBTABLE

Bound books are rare and valuable, much more than single pages or scrolls. Each book, unless otherwise noted, is worth 2D6 in D6 silver each. On an 8- the book in question is trapped, roll on the Book Traps chart below.

ROLL	RESULT																								
01-05	Alchemist's Notebook, roll below for contents and value: <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>ROLL</th> <th>RESULT</th> <th>SP VALUE</th> </tr> </thead> <tbody> <tr> <td>01-33</td> <td>Handwriting smudged or illegible to any but the writer (and probably him)</td> <td>1D6</td> </tr> <tr> <td>34-58</td> <td>Incomplete but has recipes and information for D6 things</td> <td>2D6</td> </tr> <tr> <td>59-78</td> <td>Recipes for 2D6 things, but marked failure (8- they work)</td> <td>3D6</td> </tr> <tr> <td>79-88</td> <td>In code that must be broken, has D6 recipes</td> <td>4D6</td> </tr> <tr> <td>89-95</td> <td>In code that must be broken, has D6 in D6 recipes</td> <td>5D6</td> </tr> <tr> <td>96-99</td> <td>D6 recipes and other information that gives +1 to Alchemy skill</td> <td>6D6</td> </tr> <tr> <td>00</td> <td>D6 in D6 recipes, has information that gives +1 to alchemy skill</td> <td>7D6</td> </tr> </tbody> </table>	ROLL	RESULT	SP VALUE	01-33	Handwriting smudged or illegible to any but the writer (and probably him)	1D6	34-58	Incomplete but has recipes and information for D6 things	2D6	59-78	Recipes for 2D6 things, but marked failure (8- they work)	3D6	79-88	In code that must be broken, has D6 recipes	4D6	89-95	In code that must be broken, has D6 in D6 recipes	5D6	96-99	D6 recipes and other information that gives +1 to Alchemy skill	6D6	00	D6 in D6 recipes, has information that gives +1 to alchemy skill	7D6
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06-10	Listing of local creatures and their properties (+2 KS: creatures) 11- accurate																								
11-15	Histories																								
16-20	Songbook																								
21-25	Scriptures																								
26-30	Collection of plays																								
31-36	Collection of stories																								
37-42	Collection of poetry																								
43-48	Prayer Book																								
49-54	Diary																								
55-60	Drawings																								
61-65	False, hollow book that stores something (random treasure)																								
66-70	Listing of local plants and their properties (+2 herbalism and KS: Flora); 11- accurate																								
71-75	Bestiary with details on monsters and fantastic beasts, 11- accurate																								
76-80	Technical Book (+2 with a given random skill)																								
81-85	Spell book (Book with D4 in D4 spells from a random college, can cast from the book as if in a pool or can learn – spells not erased by casting)																								
86-90	Book of Spells (D8 in D6 spells of a given school) worth D3 silver per spell +1 silver per real point																								
91-95	Atlas of maps, roll on Map/Chart subtable D6 in D6 times worth D6 gold, D6 in D6 silver																								
96-00	Tome, roll on the Tome subtable																								

MAP/CHART SUBTABLE

Maps are of varied worth. Some are false, some are true, but too old to be of any use, some are simply inventions, some are real but for areas remote or unknown and of little worth. Maps tend to be well protected, and will be concealed on an 11- and trapped on a 10- chance. Roll on the Book Traps chart below. A map is worth 3D6 in D6 silver regardless of its validity or location to a scribe, ship captain, or other interested buyer.

ROLL	RESULT
01-07	Dungeon Map, contents not listed
08-14	Sea Chart for all oceans
15-21	General area, 14- accurate
22-28	National Chart, dated 3D6 years ago
29-35	Sea Chart, dated 3D6 decades ago
36-42	General area, physical features only
43-50	Local Area, dated 3D6 years ago
51-58	Local area, dated 3D6 decades ago
59-65	Local area, physical features only
66-72	General Area dated 3D6 years ago
73-79	Sea Chart, dated 3D6 years ago
80-86	National Chart, dated 3D6 decades ago
87-93	Local map, 14- accurate
94-00	Magical map, updates as things change only of the area shown on map (usually local to where map found)

TOME SUBTABLE

Tomes are books of great power and worth. A tome contains not simply mundane writings, but is a magical item with spells or even enchantments in it. Any tome is worth D6 gold at least. Tomes are very protected, they will be concealed on a 14- chance, trapped on an 11-, and even locked (D3+1 (minus 2 to 4) for penalty for lockpicking roll) on an 11- chance.

ROLL	RESULT																																										
01-07	Codex of Magic (one for each type of magic) with each spell scribed in them. The spells cannot be cast from the book, but can be learned from them with a +3 to magic research and half the usual time involved. Roll below for what type: <table border="1" style="margin: 10px auto; border-collapse: collapse; text-align: center;"> <thead> <tr> <th>ROLL</th> <th>RESULT</th> <th>ROLL</th> <th>RESULT</th> <th>ROLL</th> <th>RESULT</th> </tr> </thead> <tbody> <tr> <td>01-07</td> <td>Air</td> <td>39-44</td> <td>Faerie</td> <td>70-75</td> <td>Nature</td> </tr> <tr> <td>08-13</td> <td>Castle</td> <td>45-51</td> <td>Fire</td> <td>76-81</td> <td>Shaman</td> </tr> <tr> <td>14-19</td> <td>Commerce</td> <td>52-57</td> <td>Ice</td> <td>82-87</td> <td>Summoner</td> </tr> <tr> <td>20-25</td> <td>Dark</td> <td>58-63</td> <td>Illusion</td> <td>88-93</td> <td>War</td> </tr> <tr> <td>26-31</td> <td>Demonology</td> <td>64-69</td> <td>Mysticism</td> <td>94-00</td> <td>Water</td> </tr> <tr> <td>32-38</td> <td>Earth</td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	ROLL	RESULT	ROLL	RESULT	ROLL	RESULT	01-07	Air	39-44	Faerie	70-75	Nature	08-13	Castle	45-51	Fire	76-81	Shaman	14-19	Commerce	52-57	Ice	82-87	Summoner	20-25	Dark	58-63	Illusion	88-93	War	26-31	Demonology	64-69	Mysticism	94-00	Water	32-38	Earth				
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08-14	Book of Wisdom (Postcognition on an area or object, with 5 minutes study at 1/2 DCV, has 12 chapters (charges) and keeps the information found written with illustrations in the book.)																																										
15-22	Libram of Health (Gives +3 CON (subject to maxima) with a month of study and exercises)																																										
23-30	Libram of Might (Gives +3 STR (subject to maxima) with a month of study and exercises)																																										
31-38	Libram of Learning (Gives +3 INT (subject to maxima) with a month of study and exercises)																																										
39-46	Libram of War (Gives +1 OCV overall with a month of study and exercises)																																										
47-54	Libram of Magery (Gives +2 Magic Roll with a month of study)																																										
55-62	Book of Learning (Gives Cramming with five minutes of reading for any subject)																																										
63-70	Libram of Will (Gives +3 EGO (subject to maxima) with a month of study and exercises)																																										
71-78	Libram of Agility (Gives +3 DEX (subject to maxima) with a month of study and exercises)																																										
79-86	Libram of Charisma (Gives +3 PRE (subject to maxima) with a month of study and exercises)																																										
87-93	Codex of the ArchMage (Has all spells in it, but requires a magic roll at -1 per Real Point cost to access that spell. Casting the spell erases it.)																																										
94-00	Holy Tome; this book holds all the common rituals for a given Temple. The spells cannot be cast from the book, but can be learned from them with a +3 to magic research and half the usual time involved. Roll below for what type: <table border="1" style="margin: 10px auto; border-collapse: collapse; text-align: center;"> <thead> <tr> <th>ROLL</th> <th>RESULT</th> <th>ROLL</th> <th>RESULT</th> </tr> </thead> <tbody> <tr> <td>01-20</td> <td>Creation</td> <td>61-80</td> <td>Purity</td> </tr> <tr> <td>21-40</td> <td>Justice</td> <td>81-00</td> <td>War</td> </tr> <tr> <td>41-60</td> <td>Light</td> <td></td> <td></td> </tr> </tbody> </table>	ROLL	RESULT	ROLL	RESULT	01-20	Creation	61-80	Purity	21-40	Justice	81-00	War	41-60	Light																												
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BOOK TRAPS SUBTABLE

Books that are trapped will have a different set of traps than rooms primarily because they have to be of a kind that will not damage the written material they are protecting. These traps are usually quite visible, such as a glowing rune or an aura around the book because they are designed to keep people out rather than catch them by surprise. These traps are almost always magical and cannot be mechanically disarmed. The traps are triggered by touching or opening the book, and as a result cannot miss; the target is activating a damage shield, as it were. Such traps should work D6 times at least before being expended, and might not ever go away.

There will be a way to open and use the writing in question safely, usually a word or pattern traced on the book. It also might be locked with a key, in which case the key will open the book safely. If the proper manner to open the book is used, it will disarm the trap until the book is closed and the proper method used again which will re-activate the trap.

ROLL	RESULT																
01-07	Teleport: teleports the offending character (sans book) to a designated location on the map, or outside the structure. This will be at least 50 active points to disarm, or more depending on the distance teleported.																
08-14	Blind: the character suffers a sight flash attack of D6+3 (4-9) D6 or more.																
15-21	Entangle: the character is afflicted by an entangle of at least D3+2 (3-5) D6 and DEF.																
22-28	Throw: the character is flung back D6" or more and suffers damage from falling or slamming into any objects. This will not push the character into any valuable objects.																
29-34	Cold Blast: An icy blast of D3+5 (6-8) D6 normal energy damage on the character.																
35-42	Pit trap: A pit opens at the feet of the person touching the book. This is best used for any writing as soon as it is touched rather than when opened because the owner will not want their book to fall in the pit as well. Roll on the pit trap table on page 6 for the resulting trap.																
43-49	Shield: The book is englobed in an energy field that is built with Entangle of D6+2 (3-8) D6 and DEF. The book cannot be opened or moved until this is broken down.																
50-58	Alarm: a triggered gong, bells, siren, nightingale floor, screaming, etc, designed to attract nearby attention or																
59-65	Hobnailer: A triggered spring on a spike designed to pierce the foot. It is hidden (-D3 PER) and the trigger hits area 18 with a D6-1 Armor Piercing KA. Each point of BOD sustained slows movement by 1" until the wound can be tended to by paramedic (halves the penalty, round down) or healed.																
66-72	Gas: Roll on the gas trap table below for the exact vapors: <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th style="text-align: center;">ROLL</th> <th style="text-align: center;">RESULT</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">01-14</td> <td>Poison! (D3 in D6 KA NND full damage)</td> </tr> <tr> <td style="text-align: center;">15-28</td> <td>Paralysis (Drain D3+3D6 STR, recover per minute)</td> </tr> <tr> <td style="text-align: center;">29-42</td> <td>Nausea! (D3 in D6 drain DEX and DC each, recover per hour)</td> </tr> <tr> <td style="text-align: center;">43-58</td> <td>Knockout! (D6+6 in D6 stun only attack)</td> </tr> <tr> <td style="text-align: center;">59-73</td> <td>Fear! (D6+6 Mind Control: Terror and run)</td> </tr> <tr> <td style="text-align: center;">74-87</td> <td>Blinding! (D6 in D6 flash attack)</td> </tr> <tr> <td style="text-align: center;">88-00</td> <td>Slow! (D6 in D6 SPD and Movement Drain – will not take below 1" move or 1 SPD, recover per turn)</td> </tr> </tbody> </table>	ROLL	RESULT	01-14	Poison! (D3 in D6 KA NND full damage)	15-28	Paralysis (Drain D3+3D6 STR, recover per minute)	29-42	Nausea! (D3 in D6 drain DEX and DC each, recover per hour)	43-58	Knockout! (D6+6 in D6 stun only attack)	59-73	Fear! (D6+6 Mind Control: Terror and run)	74-87	Blinding! (D6 in D6 flash attack)	88-00	Slow! (D6 in D6 SPD and Movement Drain – will not take below 1" move or 1 SPD, recover per turn)
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73-79	Sleep: Drain STN by D3+6 (7-9) D6, recover per minute																
80-86	Paralysis: Entangle D3 (1-3) D6 and DEF, versus Constitution; Strength cannot be used to escape, and external attacks do not damage the entangle.																
87-93	Summon: Summons a creature that attacks the character. This is not a summon power, it is a teleport on others to the location. The GM should work up a creature that is an appropriate challenge to the PC or PCs, but that will not destroy the place (and especially the writing) in the process.																
94-00	Fear: Mind Control of D6+6 (7-12D6) D6 to force the character to run away in terror.																