# DUNGEON RANDOMIZER

This set of charts is designed to make random features and contents in a dungeon easier to randomize, when prepared results do not matter or aren't wanted.

| 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 | 1cm |
| 88-95 | Iron | 7 | | -1 | 1" |
| 96-00 | Magical Enhancement | +5 | -- | -- | -- |

DEF is 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 is 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.

| 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 | -- | -- |

| 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 |

* Monster lairs have treasure, traps, and concealment as appropriate.

TREASURE: Roll up a random, unguarded treasure and any container on the Container Chart
TRAP: Roll up a random trap
HIDDEN: Roll up a random method of concealment on the Concealment Chart
MONSTER: Roll up a random monster
MONSTER LAIR: Instead of a monster in a room this is the home of monsters, including food,
  shops, shelter, young, personal belongings, and other things 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 |
| 05-08 | Arrow Trap | Arrows fire from a surface (above, below, sides, door, etc) that do 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 | 1/2 D6 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, plus any fall 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. |
| 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 |

| ROLL | RESULT | EFFECTS |
|---|---|---|
| 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 a location. |
| 52-55 | Blast Trap | A magical or mechanical trap that launches flames, lightning, cold, sound, acid, steam, concussion, etc at the target. It is an OCV 0 attack that does D6+2 in D6 damage.<br><br>{{BLAST_TABLE}} |

Blast Trap sub-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+) |

| ROLL | TRAP RESULT | EFFECTS |
|---|---|---|
| 56-60 | Gas Trap | This is either a jet of gas or an area that fills with gas.  The exact effects of the gas vary significantly (consult the table here), and attacks at 0 OCV, all are negated by Life Support vs air or poison. |

| 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) |

| ROLL | TRAP RESULT | EFFECTS |
|---|---|---|
| 61-62 | Gravity Trap | 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. |
| 63-65 | 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.  The attack is at OCV 0. |
| 66-68 | Jaw Trap | 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.  This attacks at OCV 0 and is usually concealed at –D3 perception. |
| 69-73 | Passage Blocked | 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 might have to be simply dug through. |

| 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 | D6+10 DEF force wall, might have switch, key, or trigger to open |

| ROLL | TRAP RESULT | EFFECTS |
|---|---|---|
| 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 | This vents something at the targets, at an OCV of 0 and triggers from a concealed switch or glyph. See below for the effects |

*Vent Trap effects:*

| 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 |

| ROLL | TRAP RESULT | EFFECTS |
|---|---|---|
| 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 the surface into victims at OCV 0. 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. |

| PIT TRAPS |
|---|
| Unless noted, all pits are D3+3" deep and are concealed (-D3 PER) on 11- |
| SPIKES are a D6-1 autofire KA at OCV 2. For each 100 lbs over 150, the spikes do another DC, until doubled |

| 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 | Spiked, concealed, D3+3" deep (poisoned on 8- with random poison) |
| 42-47 | Concealed (D3+3" deep) |
| 48-54 | Pit Trap |
| 55-60 | 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 |
| 77-81 | All Gear turns desolidified (and thus falls off) for D6 in D6 minutes from falling in pit |
| 82-85 | Walls move together to smash in D6+2 phases (5D6 continuous) |
| 86-89 | Lid has gas contained in underside that billows out in D6 hexes 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 unclimbable (-5 climbing) |
| 98-00 | Pit is filled with an ooze, water, acid, lava, webs (4D6 entangle) etc |

| PIT TRAP DATA | | | |
|---|---|---|---|
| FALL in ft | DEPTH | FALL RATE | DAMAGE |
| 5 | 1" | 1" | 1D6 |
| 10 | 1 ½" | 2" | 2D6 |
| 15 | 2" | 3" | 2 ½D6 |
| 20 | 3" | 3" | 3D6 |
| 25 | 4" | 4" | 4D6-1 |
| 30 | 5" | 5" | 4D6 |
| 35 | 6" | 5" | 4 ½D6 |
| 40 | 6 ½" | 6" | 6D6 |
| 50 | 7" | 6" | 7 ½D6 |
| 60 | 8" | 7" | 9D6 |
| 70 | 9" | 8" | 11 ½D6 |
| 80 | 10" | 9" | 12D6 |
| 90 | 10 ½" | 10" | 13 ½D6 |
| 100 | 11" | 10" | 15D6 |
| 110 | 12" | 11" | 16 ½D6 |
| 120 | 13" | 12" | 18D6 |
| 130 | 14" | 13" | 19 ½D6 |
| 140 | 14 ½" | 14" | 21D6 |
| 150 | 15" | 14" | 22 ½D6 |

The damage given is normal damage but can be converted to damage classes for the proper results.  The type of surface fallen on affects how the damage acts:
Padded Surface (moss, pillows, leaves): half normal damage
Flat, Hard surface (stone, tiles): normal damage
Rough, Hard surface (irregular stone, broken rocks): killing damage
Ready for the fall: half damage

| 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 CHART | |
|---|---|
| **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 |
| 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 |
| 88-88 | Very high above passage or room |
| 89-94 | Magic Fountain |
| 95-00 | Library Room |

| UNUSUAL FEATURES: DOORS | |
|---|---|
| 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 |
| 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) |

| ROLL | RESULT |
|---|---|
| 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 (acid, lava, boiling water, liquid oxygen, etc) |
| 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: FLOORS | |
|---|---|
| ROLL | RESULT |
| 01-08 | A pool of molten lead, lava, iron, etc 1-3 feet deep. Does D3 in D6 KA continuous to anything in it (based on heat and type of material) |
| 09-16 | A net or web that is suspended D6 in D6 inches above the floor or water, beneath the door. This will support only a given amount of weight, treat it as an entangle of D6+1 D6 in strength. |
| 17-24 | Thick, tangled vegetation and roots covering it and obscuring |
| 24-32 | Fog or mist obscures the floor at an unknown depth |
| 33-40 | Partially gone, revealing a deep pit (D6 in D6" deep) with a thin bridge, rotting ropes, stepping stones etc to cross |
| 41-48 | Frictionless and slick, requires DEX roll to stand up, DEX roll at –1/1" movement to move anywhere. |
| 49-57 | Glue covers the floor, each step acts as a 2D6 entangle |
| 58-65 | Latticework over water, lava, acid, etc, DEX roll or step through into the substance |
| 66-74 | Invisible caltrops on the floor scattered around (see Caltrop Trap above) |
| 75-82 | Lowers like an elevator D6+3 in D6" for 5D6 hours |
| 83-92 | Raises, 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). |
| 93-00 | Raises 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 | Filled with acid, dry ice, contact poison, etc. |

| 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 |

# UNUSUAL FEATURES: FOUNTAINS
## GENERAL FOUNTAIN TABLE

Fountains have D6-1 drinks per day that they will grant 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, 1 drink per day has effect. 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 work regardless of later adjustment. If a drink causes the victim to have 0 PD, then even adding 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 |

If the Master table above calls for a subtable, roll on the appropriate one below.

| 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 |

| MONSTER SUBTABLE | | | PC SUBTABLE | |
|---|---|---|---|---|
| ROLL | RESULT | | ROLL | RESULT |
| 01-07 | Dragons | | 1 | Wolfen |
| 08-14 | Lycanthrope | | 2 | Feline |
| 15-21 | Undead | | 3 | Wood Elf |
| 22-28 | Amphibian | | 4 | Human |
| 29-35 | Giant | | 5 | High Elf |
| 36-43 | Animal | | 6 | Dwarf |
| 44-50 | Lizard | | 7 | Ursid |
| 51-57 | Bird | | 8 | Ratman |
| 58-64 | Fish | | | |
| 65-71 | Insect | | | |
| 72-79 | Mammal | | | |
| 80-86 | Yrch | | | |
| 87-93 | Elemental | | | |
| 94-00 | Demons | | | |

## HEALTH SUBTABLE

This fountain either Aids or Drains/damages in the manner given below.  All Drains and Aids recover/fade at 5 points per hour.  Damage is NND vs 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 Transformation attack that has to be dispelled to remove (50 active points).

| 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) |

## 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 in the same speed, taking 5D6 hours to vanish.

| 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 |

| ROLL | RESULT |
| --- | --- |
| 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.  Note: this can be very powerful even as a detriment, any creature too large for the room is teleported outside.  PCs keep their mind. | |
| ROLL | RESULT |
| 01-14 | Random Rare Monster |
| 15-28 | Random Common Monster |
| 29-42 | Random Animal |
| 43-58 | Random PC race that they aren't |
| 59-72 | Random Humanoid |
| 73-86 | Random Uncommon Monster |
| 87-00 | Random Inanimate Object/can turn into anything inanimate |

| QUEST SUBTABLE | |
| --- | --- |
| Quests have no detrimental/beneficial effect; they are all a single effect, a 30D6 Mind Control to go do a single act.  This doesn't force them single mindedly, but it will not let them avoid it either.  When the quest is complete the spell ends, it also fades over time as normal. | |
| ROLL | RESULT |
| 01-10 | Kill most powerful creature in the dungeon |
| 11-20 | Find an item in the dungeon and return it to a city |
| 21-30 | Find an item on the same level and return it to a city |
| 31-40 | Kill a random monster in the dungeon |
| 41-50 | Find and return a person trapped in the dungeon to their city |
| 51-60 | Fight a stronger NPC in solo combat |
| 61-70 | Find a location (pilgrimage) in the dungeon |
| 71-80 | Find a location (pilgrimage) D6 in D6 miles away |
| 81-90 | Find a location (pilgrimage) D100 miles away |
| 91-00 | Take an item the PCs possess and place it at a location in the dungeon, leaving it there |

## 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 // 2D6/phase succeptibility.  This 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 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 | |
|---|---|
| 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. | |
| 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 |

| ROLL | RESULT |
|---|---|
| 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 |
|---|
| 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.  Books are worth 2D6 in D6 silver each, unless otherwise noted. |

| ROLL | RESULT |
|---|---|
| 01-05 | Alchemist's Notebook, roll below for the contents (valued at 1D6 silver each step down the table below).<br><br>| ROLL | RESULT |<br>|---|---|<br>| 01-33 | Handwriting smudged or illegible to any but the writer (and probably him) |<br>| 34-58 | Incomplete but has recipes and information for D6 things |<br>| 59-78 | Recipes for 2D6 things, but marked failure (8- they work) |<br>| 79-88 | In code that must be broken, has D6 recipes |<br>| 89-95 | In code that must be broken, has D6 in D6 recipes |<br>| 96-99 | D6 recipes and other information that gives +1 to Alchemy skill |<br>| 00 | D6 in D6 recipes, has information that gives +1 to alchemy skill | |
| 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 | |
|---|---|
| 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.  All charts are 11- accurate unless stated otherwise.  Maps are worth 2D6 in D6 silver each | |
| **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 items of very great power and cost, worth many gold each.  All tomes are magical and store great power.  A tome is almost always (14-) locked and often (11-) protected with spells of summoning and traps. | |
| **ROLL** | **RESULT** |
| 01-07 | Codex of Magic (One for each 'college' of spells, holding each spell, must learn the spells from the book (cannot be cast from it) roll below)<br><br>| ROLL | CODEX RESULT |<br>\|---\|---\|<br>\| 01-07 \| Air \|<br>\| 08-13 \| Castle \|<br>\| 14-19 \| Commerce \|<br>\| 20-25 \| Dark \|<br>\| 26-31 \| Demonology \|<br>\| 32-38 \| Earth \|<br>\| 39-44 \| Faerie \|<br>\| 45-51 \| Fire \|<br>\| 52-57 \| Ice \|<br>\| 58-63 \| Illusion \|<br>\| 64-69 \| Nature \|<br>\| 70-75 \| Shaman \|<br>\| 76-81 \| Summoner \|<br>\| 82-87 \| Thaumaturgy \|<br>\| 88-93 \| War \|<br>\| 94-00 \| Water \| |
| 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) |

The Codex subtable (embedded within roll 01-07):

| ROLL | CODEX RESULT |
|---|---|
| 01-07 | Air |
| 08-13 | Castle |
| 14-19 | Commerce |
| 20-25 | Dark |
| 26-31 | Demonology |
| 32-38 | Earth |
| 39-44 | Faerie |
| 45-51 | Fire |
| 52-57 | Ice |
| 58-63 | Illusion |
| 64-69 | Nature |
| 70-75 | Shaman |
| 76-81 | Summoner |
| 82-87 | Thaumaturgy |
| 88-93 | War |
| 94-00 | Water |

| ROLL | RESULT |
|-------|--------|
| 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 (Holds all rituals for a given Temple, must learn each ritual separately, cannot cast from the book, roll below for the temple:) |

| ROLL | RESULT |
|-------|----------|
| 01-20 | Creation |
| 21-40 | Justice |
| 41-60 | Light |
| 61-80 | Purity |
| 81-00 | War |