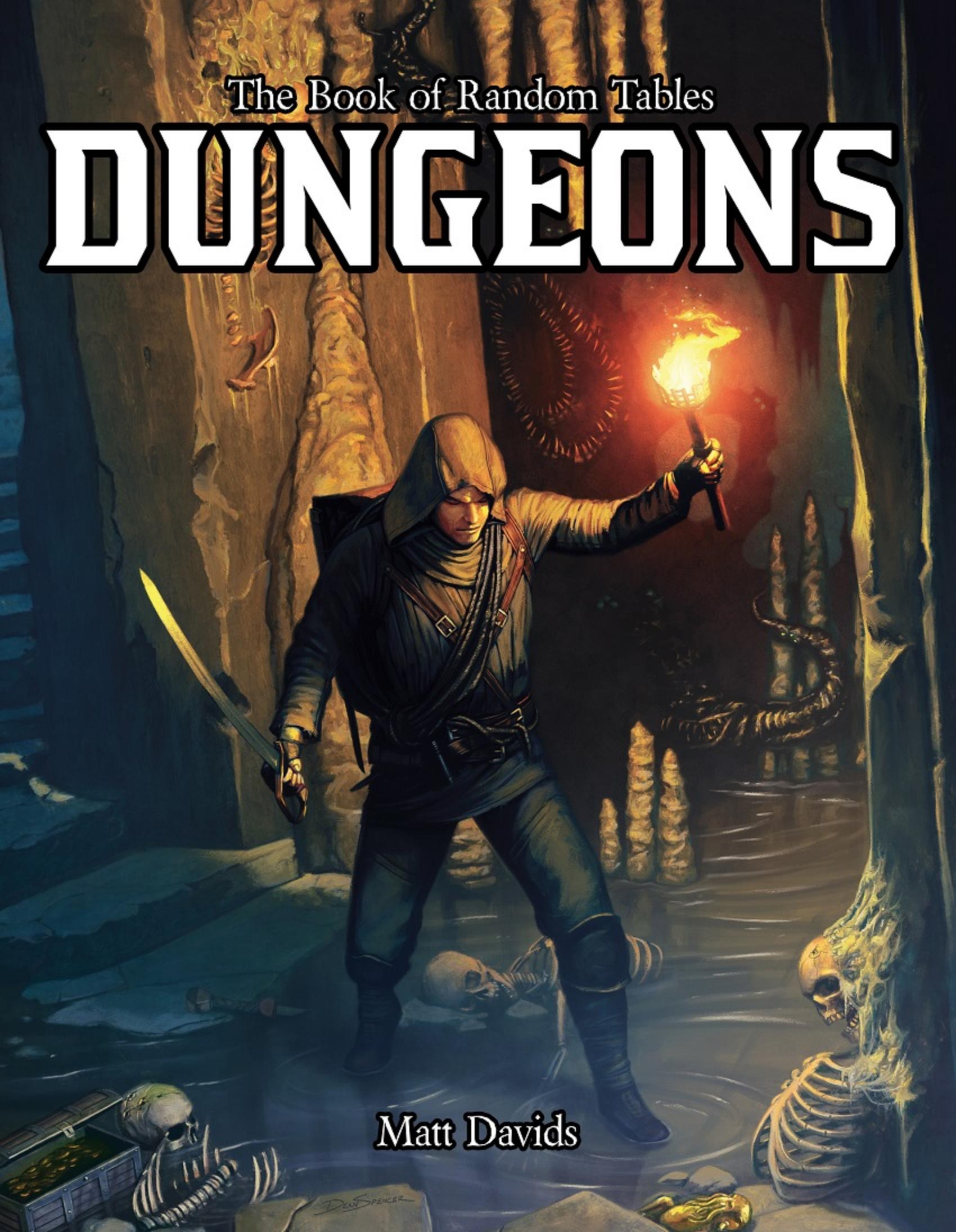


The Book of Random Tables

# DUNGEONS



Matt Davids

The Book  
of  
**Random  
Tables**

**DUNGEONS**



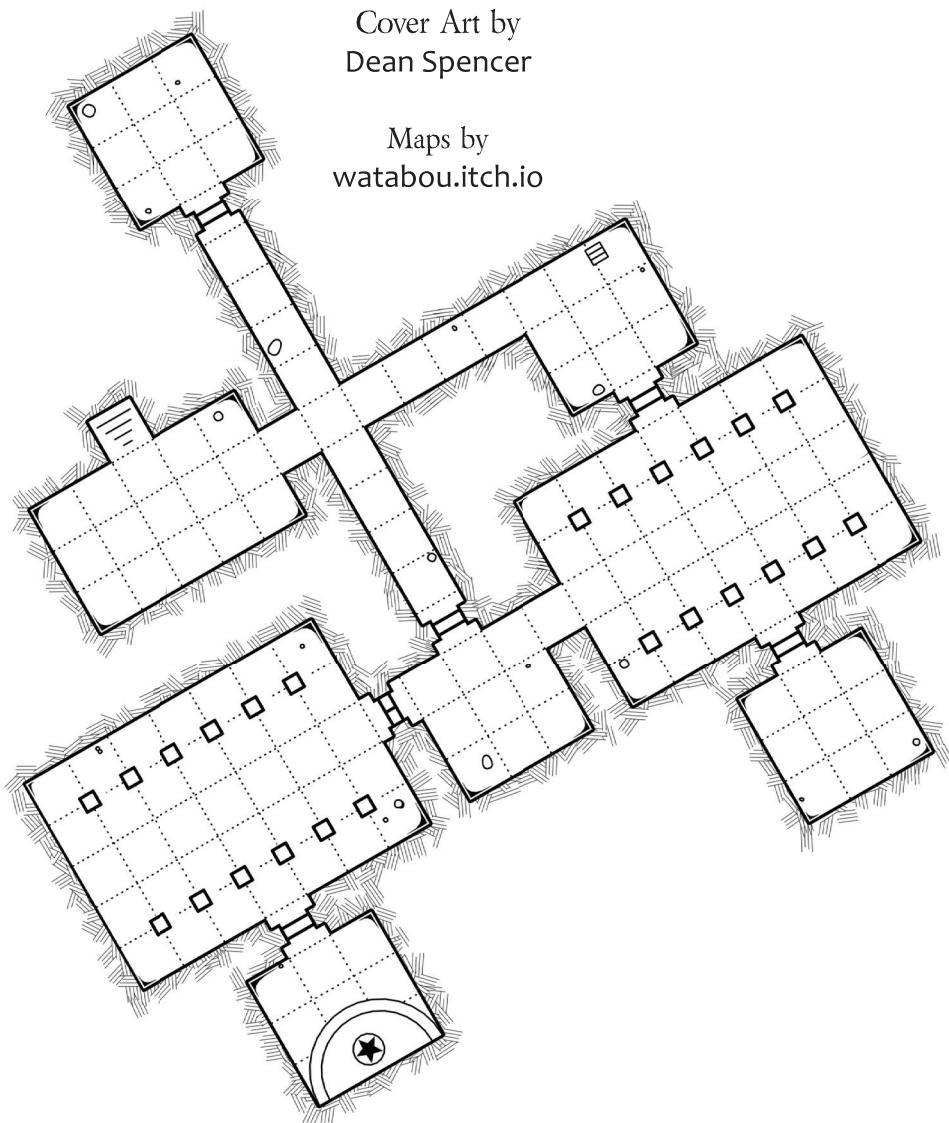
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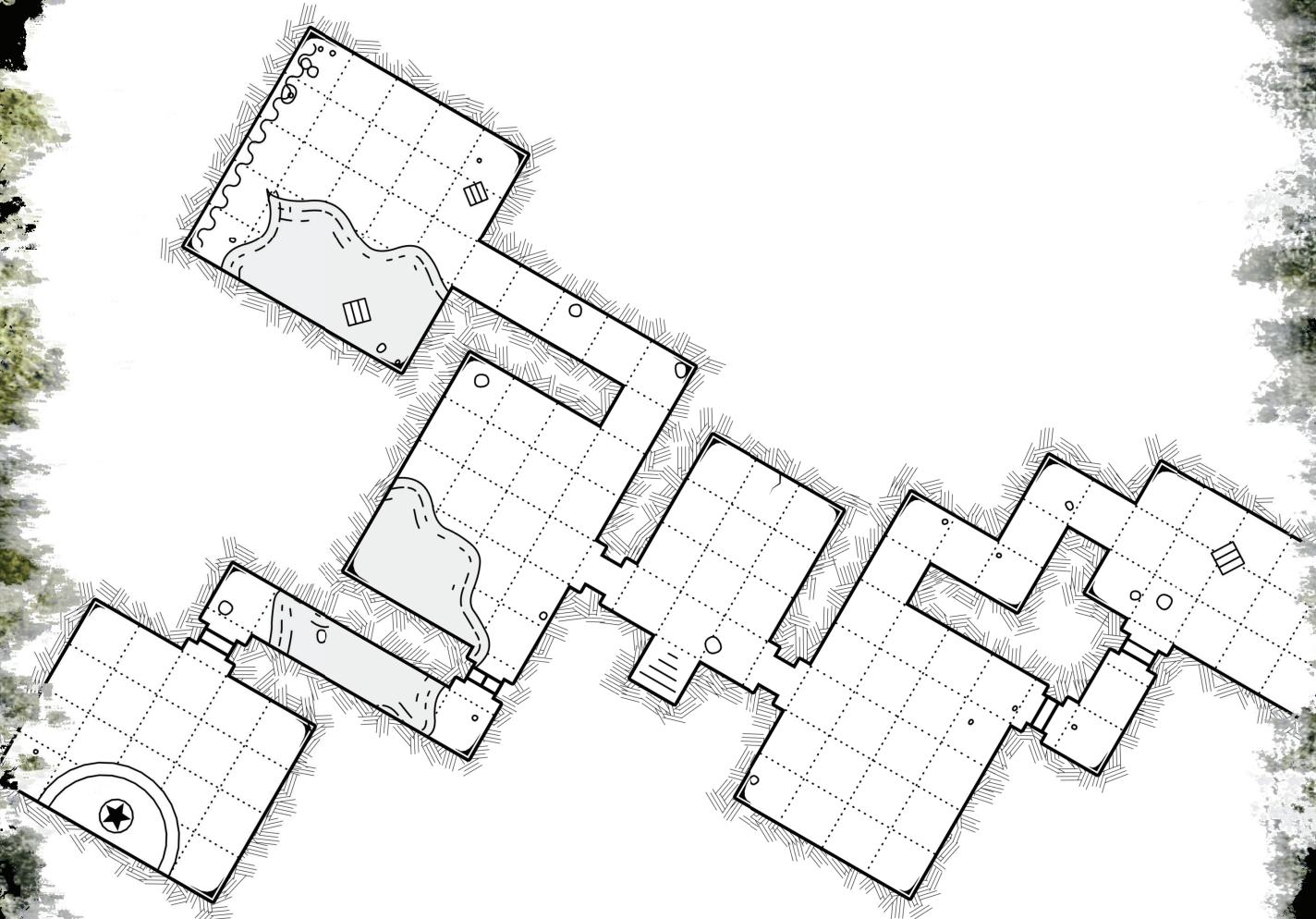
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# How to Use this Book

As with the other Books of Random Tables, this book is meant to help dungeon masters and game masters cut down their prep time and have more fun at the gaming table.

This book can be used in a variety of ways. GMs and DMs can use it before the session or during sessions to generate interesting dungeons with random tables. Dungeon masters can simply roll or have their players roll on the tables in this book.

A dungeon master could also mine this book for ideas as they are thinking about the campaign. How ever you use this book, it helps spark creativity and provides twists and turns in any dungeon.

The first section is called Build the Dungeon. It contains a wide selection of random tables ranging from the dungeon's origin, to items the party is searching for, to low-level combat encounters, to traps, to non-combat encounters, and more.

Next is the Room Items section. Here are 1,200 items player characters can find in rooms while searching the dungeon. Players want to search rooms? Let them. These items won't enrich or give the characters more power, but they will create enjoyment for the players.

In the Dungeon Details section, there is a selection of tables to help create more engagement with the session. Here is a breakdown of the tables in this section and how to use them.

The Maladies table represents illness or other conditions that could afflict characters as they travel through a dungeon. Roll once per day or every few hours of game time for a chance of infection. To see if certain characters are affected, just have the player roll Constitution or the equivalent stat in whatever RPG you are playing.

Bodies, Inscriptions, and Statues with a Secret can be used to create mystery and intrigue throughout the dungeon. Give our players interesting things, rooms, or writings to explore or decipher.

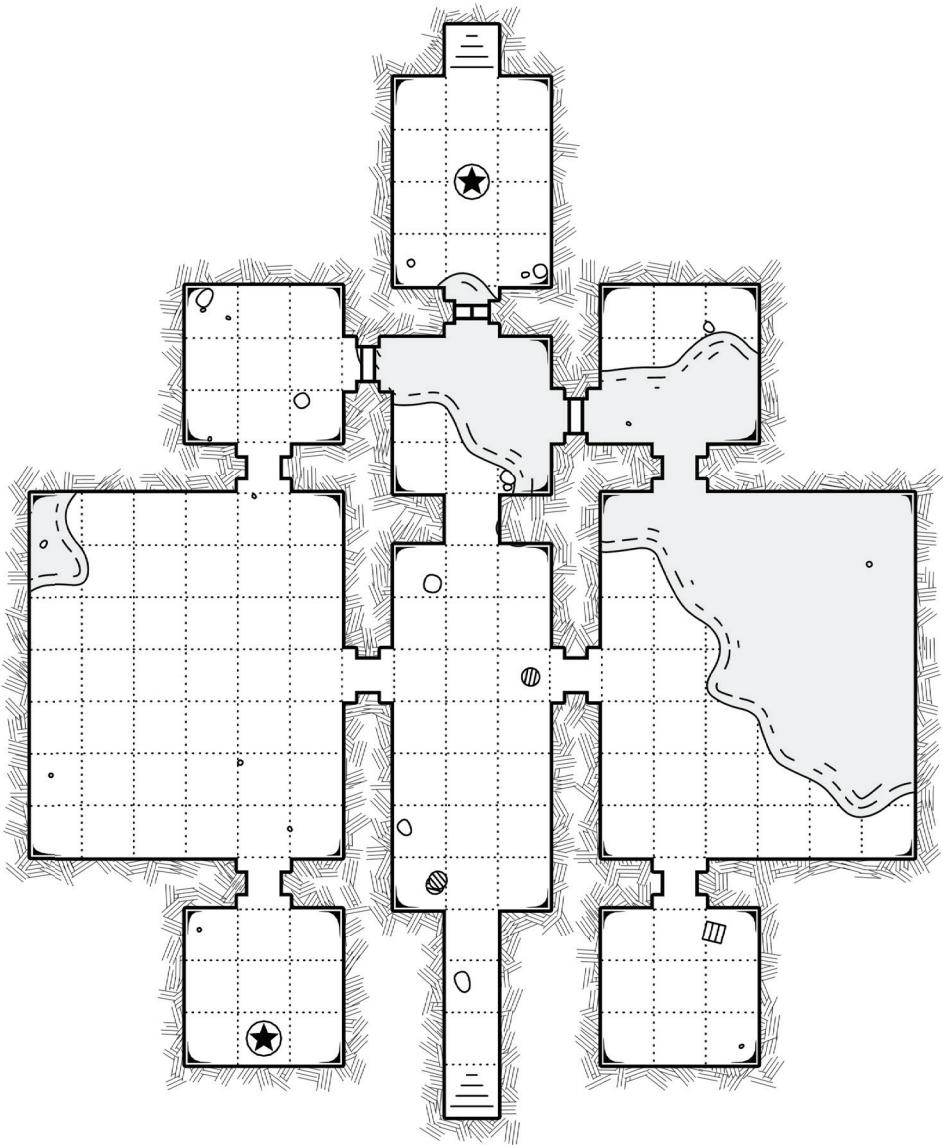
The Weird Scenarios table just gives the DM options to introduce uncommon elements and give the players a different experience. The riddles can be used as keys to open doors or simply flavor as the players are exploring.

The Dungeon Maps section gives DMs and GMs three maps they can use to craft a dungeon.

As you can see, this book is made to help dungeon masters create simple quick dungeons from scratch or to add details to existing dungeons. Happy exploring but remember. Never delve too deep. Dark things sleep within the depths.

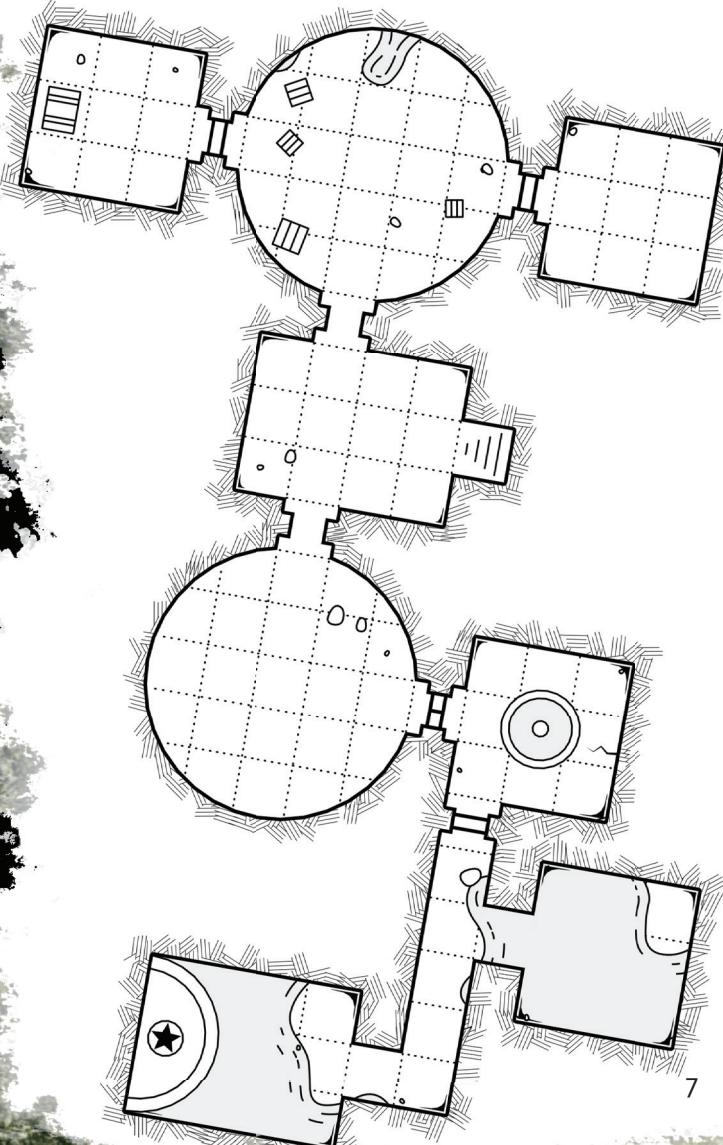
*Matt Davids  
2-10-2023*

# Build the Dungeon



# Dungeon Origin

1. A mad wizard's chambers for arcane experiments.
2. These were the slave pits of a wicked king.
3. The vast cellars and jails of an ancient castle.
4. The catacombs of a long-dead and forgotten city.
5. The elaborate tombs of a cruel queen.
6. The secret meeting place of a bloody cult.
7. The remnants of a massive coal mine.
8. The smuggling tunnels of a long disbanded gang.
9. A long-dead dwarven kingdom's underground keep.
10. The subterranean temple to some unspeakable demon.
11. A lost culture's underground dwellings are now haunted only by monsters.
12. Natural caverns used as outlaw and outcast hideouts.
13. The prison of a robber baron.
14. The remnants of a sprawling fortress.
15. The ruins of an elven city ransacked long ago by giants and ogres.
16. A flying castle that crashed.
17. Constructed as a prison for a powerful queen's mad son.
18. The burial ground of an evil empire.
19. The sewers of some unremembered city.
20. The remains of a crazed inventor's feverish dreams.

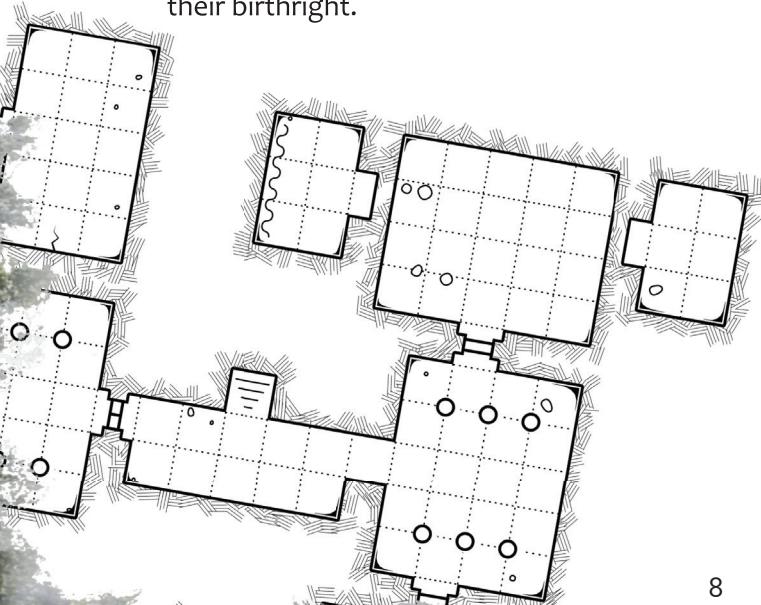


## Items to Find

1. The Miun-Ru Casrean Gem
2. The Holy Relic of Onotin
3. The Eryarus Scroll
4. Emina Valeria's Necklace
5. The Skull of Reymoira
6. Blood Beneath the Moon (book)
7. Sescarnos Vintage (bottle of wine)
8. Anno Birulbis (hostage)
9. The Haldimun Ring (magic)
10. The Lost Satchel of Ravatris
11. The Shield of Komodulus
12. Fromin's Dagger
13. The Bronze Bell of Aramil
14. The Cup of Narson
15. Sorotai's Shadow (a wizard's shadow kept in a bottle)
16. Isodar's Hand (bejeweled short sword)
17. The Eye of Varalass
18. The Wisdom of Atria (book)
19. The Cloak of Gonoga
20. The Tear of Tarth (legendary gem)

## Main Foes and Rivals

1. Goblins who want to have fun tricking the party
2. Orcs who want to rob the party
3. Kobolds who want to eat the party
4. A rival adventuring party searching for the same item as the party
5. An evil gnome who simply wishes to inflict harm on the party
6. Bandits who have been hired to interfere with the party
7. A one-armed man who is wanted for murder in a nearby town
8. A wizard who wants the party to leave, so he can finish a ritual
9. An evil druid who blames the party for a crime they didn't commit
10. A ghost who wishes to torment the party
11. A crime boss who doesn't want the party poking around the dungeon
12. A cult that does not want its bloody rituals discovered
13. An evil minotaur searching for a lair.
14. Bandits who are hiding spoils in the dungeon.
15. A duke who is imprisoning rivals in the dungeon.
16. A hermit who is searching for gold.
17. A wicked merchant who is hiding contraband in the dungeon.
18. A warrior searching for a ring.
19. An evil band of grave robbers.
20. An elf who claims the dungeon as their birthright.



## Combat Encounters

1. Goblins (1D6)
2. Kobolds (1D8)
3. Dire wolf
4. Orcs (1D4)
5. Gnoll (1D4)
6. Insane elf warrior
7. Giant spider
8. Bandits (1D6)
9. Giant rats (1D8)
10. Flying snakes (1D8)
11. Orge
12. Giant scorpion
13. Wolves (1D4)
14. Rabid bear
15. Saber-toothed tiger
16. Apes (1D4)
17. Jackals (1D8)
18. Griffon
19. Bugbear
20. Basilisk

## Combat Complications

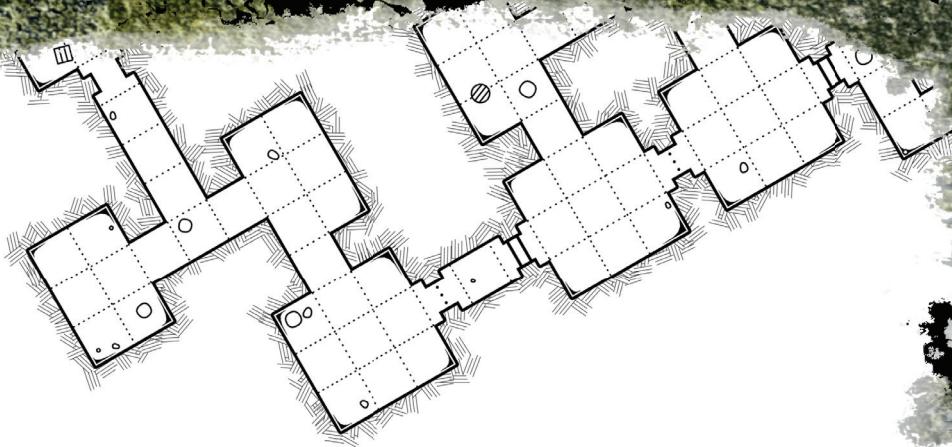
1. Crumbling, uneven floor
2. Flowing water
3. Flammable dust
4. Hallucinogenic mushroom spores
5. Tremendous heat
6. Thin air
7. Thick smoke
8. Sticky vines
9. Maddening fumes
10. Extreme cold
11. Gloppy mud
12. Swarm of insects
13. Characters' shadows rise up to fight them
14. Deep darkness
15. Bright light
16. Falling stones
17. Thorn bushes
18. Arrow trap triggers line the floor
19. Ice covers the floor
20. The floor is too hot to stand still on

## Clues to Larger Quests

1. A letter reveals a baron from a nearby town is behind a recent string of kidnapping and ransom demands plaguing noble houses.
2. A young princess appears on a scrying stone and begs the party for help to reclaim her kingdom from an evil uncle.
3. A ledger book proves a merchant has been hiring bandits to attack their rivals' shipments.
4. An ancient map marks several locations where treasure and magic items were hidden by long-forgotten people.
5. A trunk full of a noblewoman's personal effects has a label that states that if found, a reward can be collected. It included her name and where to deliver the trunk for the reward.
6. Near a skeleton, the party finds a note that begs anyone who finds him to return a ring and notebook to his family. In a moldering backpack, the party finds a gold ring and a notebook full of adventures.
7. A letter details the pirated cargo of a merchant ship and implicates the captain of the city guard as an accomplice.
8. The wax seal on the scroll was broken, and now the party can clearly see that a duke hired bandits to kill his brother so he could claim the title.
9. Etched into a crystal shard is a map that leads to a legendary castle.
10. When the party finds a valuable item and touches it, an illusion message appears. The person in the message tells them to take the item to a certain individual to receive a great reward.
11. Written on a clay tablet are the steps for becoming ruler of a certain land by finding the lost scepter and placing it on a mountain peak in the presence of guardian spirits.
12. Upon touching a valuable gem the character is spoken to by the spirit of an elven king who wishes champions to discover his murderer and free his kingdom. The champions will receive a great reward and honor.
13. A recently murdered body provides three clues: A dragon symbol branded on the left hand, the murder weapon which is a curved silver dagger, and a letter mentioning an inn in a nearby town.
14. The party overhears a couple of bandits discussing how the town's mayor has hired them to kidnap his rival's daughter.
15. The party finds a man in a cell. He claims to be extremely wealthy and if they let him out he will reward them handsomely. If the party lets him out, he disappears but the party is left with a map and a note.
16. A fairy imprisoned in a crystal asks the party to take her back to the fey realm so she can be set free.
17. The party finds a pouch of 1D100 gold pieces and a letter along with the deed to an inn. The letter states that the holder of the letter is the new owner of the inn.
18. The party finds a potion with a note saying to deliver it to the royal court of a nearby kingdom.
19. A dying adventurer gives the party a notebook full of maps and legends and asks them to finish what he started.
20. Symbols drawn in dust on the floor form a map to a distant treasure.

## Room Types

1. Pit
2. Storeroom
3. Torture room
4. Crypt
5. Wine cellar
6. Hall
7. Treasure room
8. Cell
9. Laboratory
10. Crematorium
11. Fighting pit
12. Meeting chamber
13. Guard room
14. Spring room
15. Altar room
16. Armory
17. Charnel house
18. Well house
19. Cistern
20. Embalming chamber

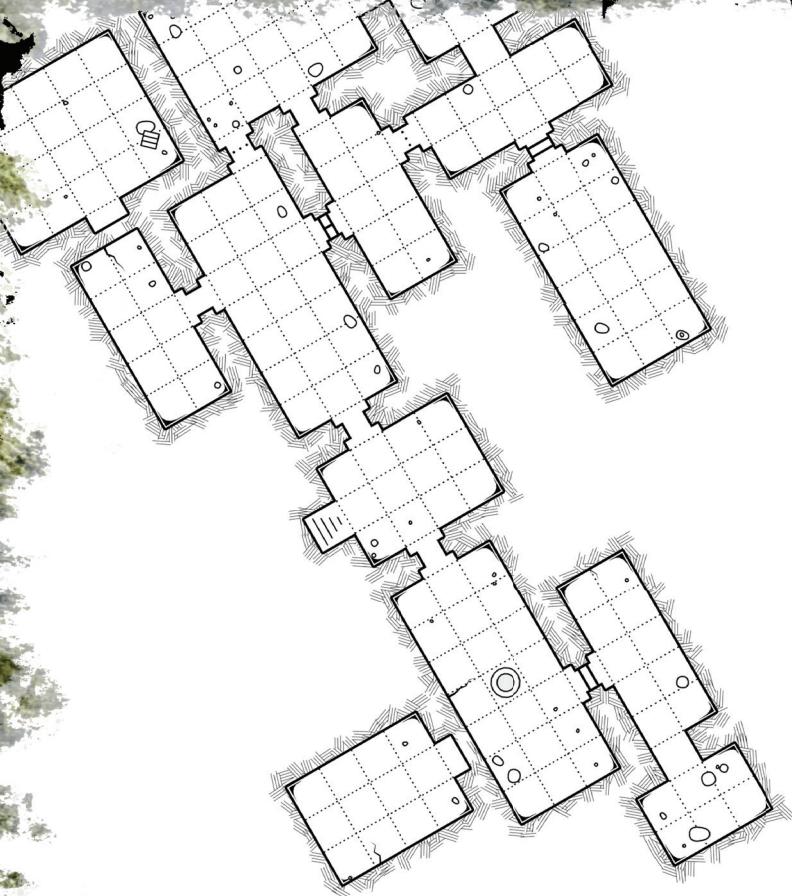


## Room Features

1. Fireplace	11. Bone piles
2. Inscription	12. Sarcophagus
3. Dirt floor	13. Crevice
4. Monument	14. Altar
5. Mural	15. Burial niches
6. Stream	16. Statue
7. Throne	17. Floating orb
8. Stone table	18. Ossuary
9. Chest	19. Collapsed wall
10. Torture device	20. Mine shaft

## Doors

1. A wooden door with iron bands and a small keyhole.
2. A stone door that can only be opened by turning a symbol on the wall.
3. An iron door with a tiny peephole.
4. The door is made entirely of bone and is opened by a lever nearby.
5. A halfling-sized red wooden door with a bronze knocker in the middle.
6. A wooden door that has been reinforced with many locks and chains as if keeping something inside.
7. Only magic can open this copper door shaped like a retractable aperture.
8. The door is a huge block of ice on hinges.
9. A nondescript wooden door with a window in it showing an idyllic field on a beautiful day (the window is actually an illusion).
10. A steel door with a human-like face on it asks to be told a joke. If it likes the joke, the door opens.
11. An iron bar door with a huge padlock.
12. A shower of sand acts as a door and only a certain phrase halts the flow long enough for someone to cross through it.
13. A stone door that slides down into the floor when opened.
14. An iron revolving door that is continuously spinning.
15. The doorway is covered with a magic forcefield and it can be disabled by flipping a switch hidden on the wall.
16. A wooden door with huge claw marks.
17. An iron door that slides to the side if someone knocks on it.
18. An iron door that only opens if a gold coin is placed in a strongbox next to it.
19. A wooden drawbridge door can be lowered over a crevasse with a nearby winch.
20. An iron portcullis blocks the way, and the chain used to raise it is rusted through.

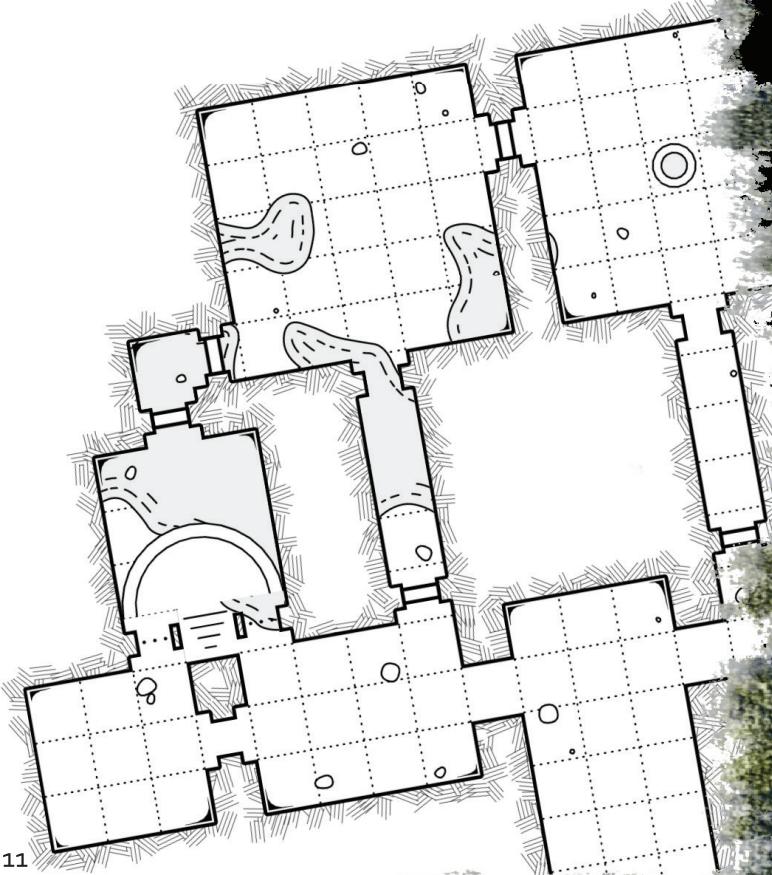


## Trap Effects

1. Arrows shoot out of the wall
2. Sand begins filling the room
3. Boiling oil pours down from the ceiling
4. Two walls begin sliding toward each other
5. Darts shoot out of the wall
6. The room begins filling with water
7. Spikes rise out of the floor
8. Casts a paralyzing spell
9. The floor collapses into a pit
10. Ceiling collapses
11. Spikes fall from the ceiling
12. A blade swings out of the wall
13. The room begins filling with gas
14. Gravity reverses in the room
15. Casts a cold spell
16. Casts a fire spell
17. Explosion
18. Casts a sleep spell
19. Foot snare
20. A cage falls from the ceiling

## Trap Triggers

1. Stepping on a pressure plate
2. Breaking a tripwire
3. Pulling a lever
4. Placing a key in a keyhole
5. Turning a doorknob
6. Looking into a mirror
7. Disturbing cobwebs
8. An inscription is read aloud
9. A certain phrase is said aloud
10. A person enters a room or corridor
11. Someone casts a spell in a room or corridor
12. Touching a statue
13. A loud noise
14. Disturbing dust
15. Breaking a beam of light
16. Opening a latch
17. Touching a pressure plate on the wall
18. Carrying a torch into a room or corridor
19. Disturbing smoke
20. Opening a lid



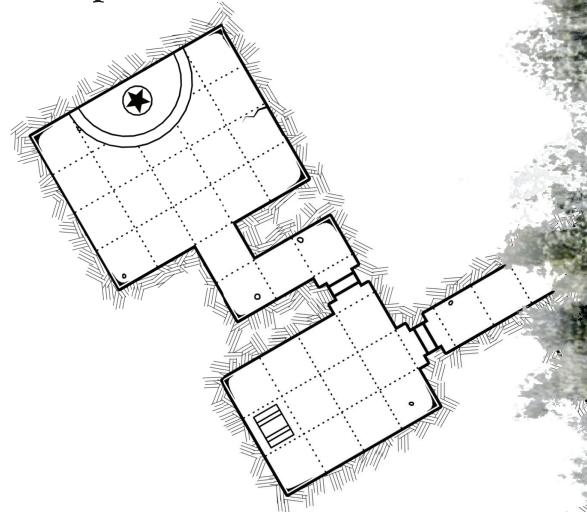
# Non-Combat Encounters and Complications



1. One character falls into a concealed pit with sticky mud at the bottom and needs to be pulled out.
2. A portcullis suddenly drops separating the party into two groups unless they find a way to lift it.
3. A semiconscious elf mumbling about a betrayal needs medical attention.
4. A fox in a cage pacing restlessly back and forth.
5. A wall collapses showering the party with small stones and dust and impeding their path.
6. A lava flow has burst through a wall and now cuts off the party's path.
7. A crevasse needs to be traversed before the party can proceed.
8. A wandering gnome offers the party a healing potion and an incorrect map of the dungeon.
9. The party stumbles upon a starving rabbit.
10. Half-burnt letters litter the floor. They tell a story of a merchant's plot to assassinate a duke.
11. A boulder blocks the passage and must be moved.
12. A friendly animated skeleton offers the party some of the stew he is making. There is no stew in the cauldron.
13. A forlorn-looking tree begins telling a story as the party approaches. He was a peasant looking for treasure so he could marry the miller's daughter, but he never made it out of the dungeon.
14. A talking mouse tells the party of a secret room. If they open the secret door they find a small chamber with the remains of a wizard and a spellbook.
15. An elf mermaid lives in a pool. If the party comes near she appears, sings, and then disappears into the depths of the pool.
16. A halfling in a cage is being lowered into a pit of bubbling liquid.
17. A spirit bound in magical chains. It pleads for help.
18. A robed figure sitting in front of a chessboard prepared for a game. In a nearly-disembodied croaking voice, it asks if anyone would like to play.
19. A wooden barricade blocks the path.
20. A floating flame lazily drifts around. If approached it puffs out of existence but the characters hear, "Look for the fire and the note," whispered in their minds.

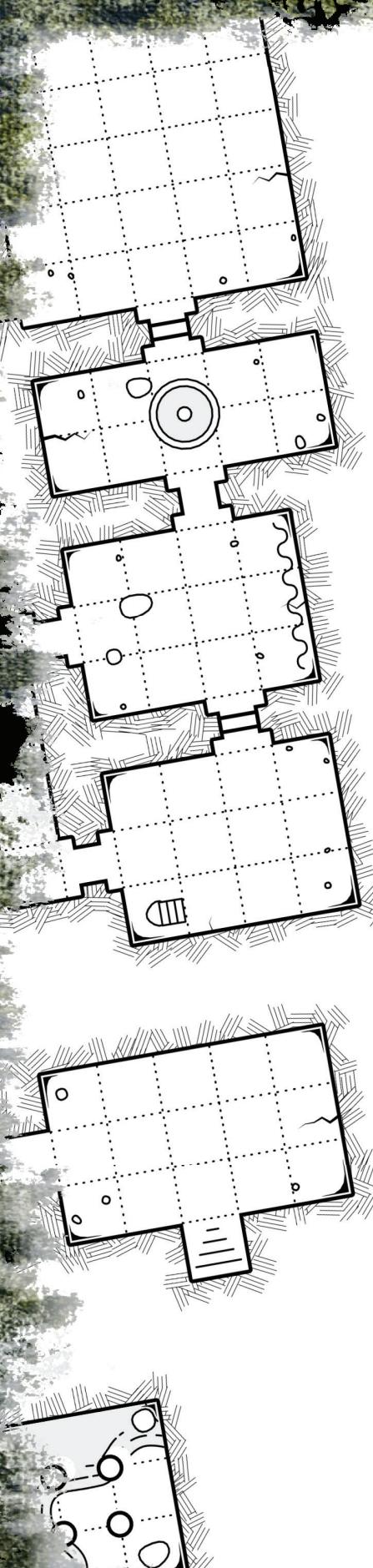
# Non-Combat Encounters and Complications

1. An animated mop and bucket eagerly clean the floor.
2. Invisible rats scurry around the party.
3. A stone idol hangs from the ceiling by ropes, it appears to be magical.
4. Small woodland creatures are making a dress out of scraps of cloth on a dressmaker's mannequin.
5. An animated disembodied hand is gathering pebbles in a corner.
6. Tiny people only a few inches tall have built an elaborate walled city out of stone debris and small pieces of wood.
7. Books fly around the room like birds.
8. The ceiling looks like the night sky full of stars but is in fact bioluminescent insects.
9. The walls are beautifully painted depicting a mountain range. Upon examination, a coded message is written within the lines and strokes.
10. An illusion of a woman appears and tells the story of an ancient kingdom and how it fell.
11. A gnome asks for help lifting a large stone off the floor. He says he's collecting insect samples.
12. A stone gargoyle tells the party riddles and warns them they may be turned to stone.
13. Shouts come from the other side of the wall. It seems like someone has been sealed into the wall.
14. A ghost of a child asks the party to read a bedtime story.
15. A pile of bones that laughs as the party passes.
16. Moss on the floor grips the party's feet and slows them.
17. A figure wanders through the dungeon muttering it's lost, but it appears not to be able to see the party.
18. One room appears to be an enchanted fairy forest complete with trees, flowers, butterflies, and more.
19. Eyes embedded in the wall watch the party as they walk along.
20. In one room a circle of statues stands, with each one holding a globe. However, one statue is missing a globe.



1. A young girl sits in the corner weeping.
2. A cat caught in an animal trap is surrounded by her mewing kittens.
3. A huge root grown through the wall blocks the way.
4. The passage is flooded with three feet of stagnant water.
5. The floor is hot to the touch.
6. Water ominously drips from the ceiling.
7. The floor is coated in oil.
8. Barely audible whispers seem to follow the party.
9. A ghost appears and seems to beckon the party into a certain room.
10. Stepping on the floor causes loud creaking and cracking sounds.
11. A thin layer of ice covers the entire floor.
12. The ceiling seems to radiate cold.
13. Vines grow down the front of the ceiling and they are so thick they need to be hacked through.
14. The room or passage is filled with a thick, dreadful fog.
15. Tremors shake the dungeon every few minutes showering the party with dust.
16. An old woman sits at a spinning wheel, and she asks the party if they have any thread.
17. A man locked in a cage begs to be set free.
18. The party stumbles upon a deserted camp yet there is a fire going and food cooking.
19. Scratching sounds seem to indicate something or someone is digging on the other side of the wall.
20. A dog whines and digs at something in the corner of the room.

## Dungeon Descriptors #1



1. Malevolent
2. Withered
3. Pestilential
4. Treacherous
5. Gory
6. Dreary
7. Psychedelic
8. Gray
9. Macabre
10. Melted
11. Perverse
12. Restless
13. Uneasy
14. Enchanted
15. Muddy
16. Scandalous
17. Ghostly
18. Disreputable
19. Draughty
20. Acrid
21. Unclean
22. Decayed
23. Squalid
24. Degrading
25. Striking
26. Disquieting
27. Cluttered
28. Repugnant
29. Mucky
30. Beastly
31. Damaged
32. Rough
33. Fiery
34. Infectious
35. Ugly
36. Unspeakable
37. Odd
38. Forlorn
39. Lurid
40. Violating
41. Disheartening
42. Awkward
43. Membranous
44. Angular
45. Irritating
46. Preternatural
47. Grievous
48. Magical
49. Supernatural
50. Spiky
51. Gruesome
52. Strange
53. Puzzling
54. Notorious
55. Maniacal
56. Dirty
57. Gloomy
58. Silent
59. Icy
60. Peculiar
61. Foul
62. Hazardous
63. Smoky
64. Frightening
65. Buried
66. Soggy
67. Torrid
68. Sacrilegious
69. Ungodly
70. Gritty
71. Dusty
72. Discouraging
73. Drab
74. Colossal
75. Gigantic
76. Dilapidated
77. Enormous
78. Profane
79. Infernal
80. Sleazy
81. Bleak
82. Slimy
83. Horrific
84. Odious
85. Revolting
86. Uncomfortable
87. Distressing
88. Scary
89. Mottled
90. Intense
91. Daunting
92. Hushed
93. Horrible
94. Scummy
95. Ichorous
96. Filthy
97. Moist
98. Terrible
99. Illusory
100. Perilous

## Dungeon Descriptors #2

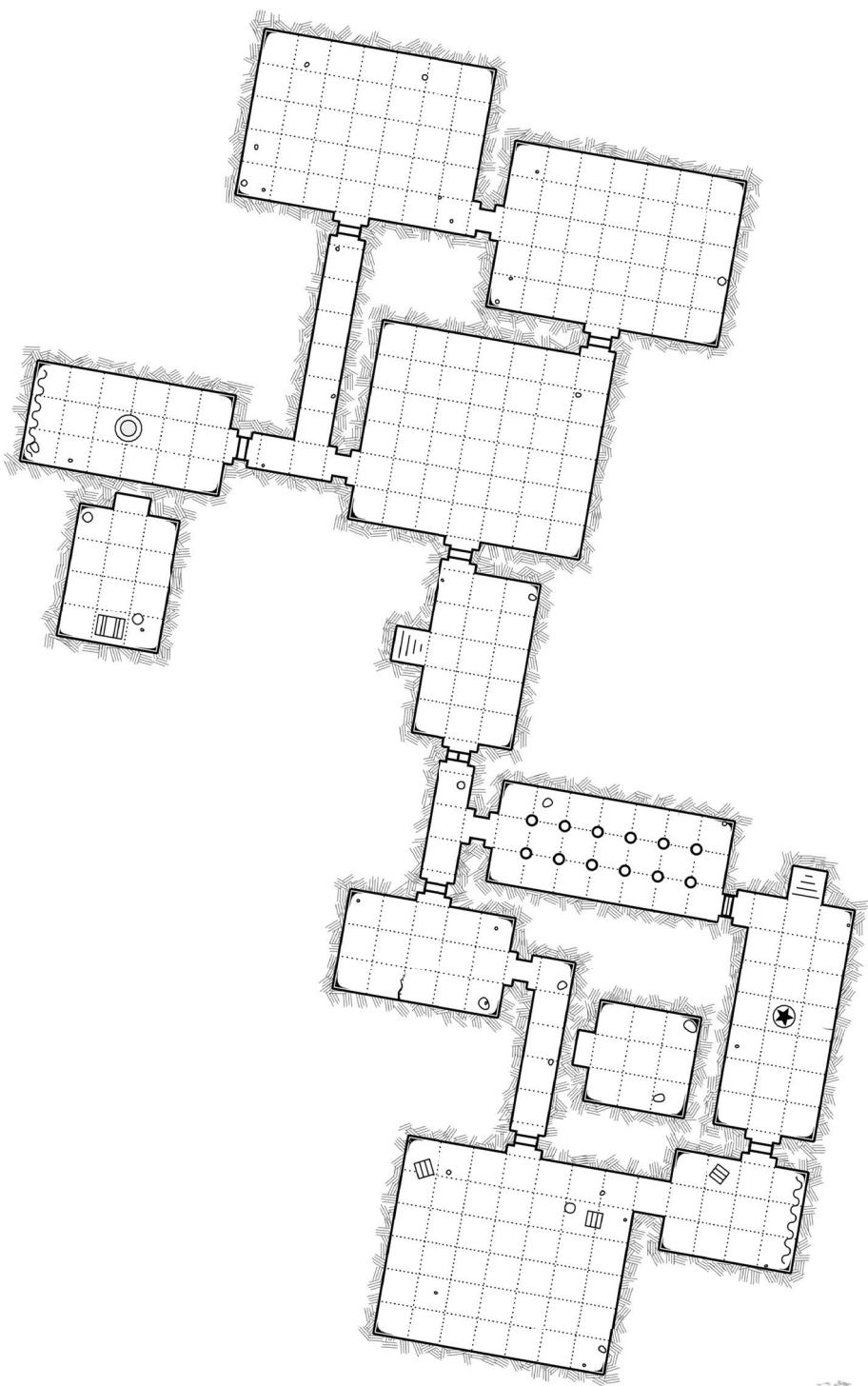
1. Moldy
2. Irreverent
3. Intimidating
4. Dull
5. Grubby
6. Trembling
7. Cramped
8. Gross
9. Startling
10. Sloppy
11. Inscrutable
12. Eerie
13. Acidic
14. Outlandish
15. Spectral
16. Quirky
17. Hazy
18. Noisome
19. Ghoulish
20. Agonizing
21. Enigmatic
22. Gargantuan
23. Alien
24. Abhorrent
25. Flooded
26. Tense
27. Threatening
28. Vampiric
29. Shameful
30. Awful
31. Grisly
32. Lopsided
33. Pitiful
34. Chilly
35. Frozen
36. Atrocious
37. Hypnotic
38. Barbaric
39. Miserable
40. Lousy
41. Unholy
42. Cold
43. Spooky
44. Cavernous
45. Oppressive
46. Reprehensible
47. Immense
48. Obscure
49. Hideous
50. Sadistic
51. Evil
52. Irksome
53. Worrisome
54. Formidable
55. Detestable
56. Anxious
57. Foreboding
58. Lonely
59. Obscene
60. Warped
61. Unwholesome
62. Grotesque
63. Colorless
64. Drowsy
65. Mammoth
66. Nasty
67. Unnatural
68. Cheap
69. Loud
70. Defiant
71. Secret
72. Dire
73. Baleful
74. Humid
75. Rotten
76. Misgiving
77. Otherworldly
78. Misty
79. Senseless
80. Villainous
81. Mildewed
82. Arched
83. Monstrous
84. Infamous
85. Agitating
86. Hot
87. Ratty
88. Smoggy
89. Grim
90. Distasteful
91. Unhealthy
92. Abandoned
93. Ghastly
94. Worthless
95. Horrid
96. Ragged
97. Dismal
98. Claustrophobic
99. Overgrown
100. Crawly

## Dungeon Descriptors #3



1. Nauseating
2. Greasy
3. Weary
4. Draconian
5. Vast
6. Smelly
7. Oily
8. Haunting
9. Deserted
10. Shocking
11. Contemptible
12. Maggoty
13. Dangerous
14. Damp
15. Noisy
16. Wicked
17. Wintry
18. Sordid
19. Mysterious
20. Menacing
21. Massive
22. Grimy
23. Dark
24. Bizarre
25. Blasphemous
26. Infested
27. Ceremonial
28. Slippery
29. Bloody
30. Horrendous
31. Demonic
32. Chaotic
33. Windy
34. Vile
35. Putrid
36. Disorganized
37. Amorphous
38. Nightmarish
39. Fetid
40. Uncanny
41. Wraithlike
42. Petrifying
43. Shadowy
44. Obnoxious
45. Squeamish
46. Dreadful
47. Godless
48. Phantasmal
49. Unearthly
50. Abusive
51. Unsettling
52. Fearsome
53. Weird
54. Wretched
55. Rugged
56. Noxious
57. Jarring
58. Pallid
59. Strained
60. Sepulchral
61. Malignant
62. Cruel
63. Legendary
64. Heinous
65. Deep
66. Sinister
67. Crystalline
68. Repulsive
69. Dank
70. Repellent
71. Webbed
72. Dim
73. Trashy
74. Wet
75. Foggy
76. Fiendish
77. Outrageous
78. Broken
79. Disturbing
80. Appalling
81. Deadly
82. Murky
83. Hellish
84. Sticky
85. Disgusting
86. Vaporous
87. Abominable
88. Clammy
89. Rank
90. Dingy
91. Creepy
92. Morbid
93. Tragic
94. Ancient
95. Hopeless
96. Metallic
97. Loathsome
98. Ominous
99. Alarming
100. Leaky

# Room Items



## Room Items #1

1. Faded painting of a little girl
2. Half a gold piece
3. Flint axe
4. Perforated baton
5. Bird Signs: A Divination Guide (book)
6. Iron crown
7. Anvil
8. Moldy apple
9. Amber beads (1D100)
10. Miner's pick
11. Whip
12. Lost Wisdom (book)
13. Sealing wax
14. Figure of a sphinx
15. Dead chicken
16. The Heart of the World (book)
17. Fire-cracked rock
18. Candles (1D8)
19. Basket
20. Half a silver piece
21. Miniature jade coffin
22. Iron sword pommel with gold foil plaques
23. Circular gilt bronze plaques (1D6)
24. Lead spindle whorl
25. Hand crossbow
26. Ivory walking stick
27. Acid (vial)
28. Pewter canister
29. Two-person tent
30. Ivory staff
31. The Book of Water (book)
32. Spear-thrower
33. Severed goblin foot
34. Trees: A Catalog Species (book)
35. Gold rings (1D6)
36. Pile of dead flies
37. Red limestone table
38. Upon the Wing (book)
39. Saddle
40. Joiner's dogs
41. Stone wrist-guard
42. Wooden pegs (1D20)
43. Ripped bloody jerkin
44. Traveler's clothes
45. Candles (1D4)
46. Book with blank pages
47. Carved seal with the depiction of an altar
48. Pan flute
49. Soap (half bar)
50. Severed orc hand
51. Fragments of war gear
52. Lacquerware pottery (1D20 items)
53. Ivory situla
54. Coarse Dealings (book)
55. Glaive
56. Silver plate
57. Paintbrush
58. Carpenter's tools
59. Glaive (+1)
60. Elf skeleton
61. Music from the Eilon Period (book)
62. Nickel rod
63. Basket of fresh fruit
64. Hemp rope (50 feet)
65. Broken harp
66. Large painting a feast scene
67. Ink (one-ounce bottle)
68. Laughing at Despair (book)
69. Small metal knives (1D6)
70. Bone gaming-piece
71. Glass pitcher filled with yellow dust
72. Priest's pack
73. Silver ingots (1D4)
74. Silver ladle with gilt chevron ornament
75. Copper chatelaine
76. Wolf tooth necklace
77. Rapier (+1)
78. Gold body-chain
79. Remnants of a burned book
80. Inscribed gold strip
81. Lead balls (1D8, 2")
82. Polished black stone
83. Jawbone of a donkey
84. Saw
85. Feline Symbols in Mythology (book)
86. The Water of Yesterday (book)
87. Wood (1D4, 5" x 10" x 4")
88. Lock of blonde hair
89. Colored pebbles (1D20)
90. On Raising Goats (book)
91. Daughters of War (book)
92. Pile of fine sand
93. Pearl
94. Dead bat
95. Handaxe (+1)
96. Mirror (1' x 4')
97. The Cats of Midnight (book)
98. Bullseye lantern
99. Mummies (1D100)
100. Flint adze

## Room Items #2

1. Sharktooth
2. Seashell
3. Goblin toenail clippings
4. Ivory plaque with a griffin etching
5. Wooden chair
6. Human tooth
7. Glass eye
8. Smith's tools
9. Spear (+1)
10. Manacles
11. Longsword (+1)
12. Elephant leg bone
13. Sack (empty)
14. Bannerstone
15. Bucket of filthy water
16. Book clasp
17. Antitoxin (vial)
18. Broken arrow
19. Oxhide ingot
20. Bronze elephant
21. Hourglass
22. Gilt-bronze discs (1D6)
23. Wargs: A Breeding Guide (book)
24. Mattress
25. Cabochon ring
26. Wax-sealed vial that appears empty
27. Deer antlers
28. Explorer's pack
29. Greatclub
30. Pike (+1)
31. Scraping tool
32. Leather pouch (empty)
33. Grinding stone
34. Dead fish
35. Letters to a queen written on bronze sheets
36. Copper coin from a legendary kingdom
37. Small brass horse statue
38. Old glove
39. Wolf pelt
40. Robes
41. The Tall Tower (book)
42. Crutch
43. Burnt human body
44. Gold button with a lion design
45. Glass vial (one drop of clear liquid)
46. Crystal shard
47. Longbow (+1)
48. Mosaic of seashells
49. Shield ornamented with a predatory bird
50. Backpack
51. Silver brooch
52. Reliquary
53. Message in a bottle
54. War pick
55. Horse collar
56. Ash Upon the Snow (book)
57. Piece of coral
58. Holy Water (flask)
59. Clay figurine of a warrior
60. Gold-coated stud from a buckle
61. The Sorrows of Swords (book)
62. Bronze candlestick
63. Warhammer (+1)
64. Agarwood wand
65. Perfume (vial)
66. Horn
67. Silver pommel
68. Polished porcellanite axes (1D6)
69. Tin finger ring
70. Chisels (1D8)
71. Rapier
72. Goblin skeleton
73. Iron arm bracelet
74. Decorative parts of weaponry (1D20)
75. Ornate beer stein
76. Glass vial (full of a red liquid)
77. Sharpened iron spoon
78. Spear
79. Folding hand fan
80. Leather-working needle
81. Climber's kit
82. Bronze drum
83. Split-twig figurine
84. Dead rat
85. Gold arm ring
86. Leather pouch with rough garnets (1D8)
87. Shortbow (+1)
88. Metal chest
89. Wooden shield
90. Mixing Elixirs (book)
91. Small brass tree
92. Amphora (1D20)
93. Iron ship rivets (1D10)
94. Silver chalice
95. Tiny shaped pieces of bone inlay
96. Oils and ointments (1D12)
97. Colored pebbles (1D10)
98. Blowgun needles (1D20)
99. Ornamented dog collar
100. Pouch of dates

## Room Items #3

1. Greatsword (+1)
2. Gold pieces (1D10)
3. Iron box (locked, 1'x2')
4. Wooden coffin
5. Broken broom
6. Silver pieces (1D12)
7. Wand with a small mount depicting a wolf
8. Light crossbow
9. Gold rings (1D4)
10. Opal finger ring
11. Shattered glass
12. Cloth shears
13. Blood-soaked cloak
14. Enamelled metal fish
15. Hat with "Tormil" embroidered on it
16. Opening the Wrong Door (book)
17. Ivory earring
18. Fife
19. Bone club with a bronze-plated handle
20. Ornamented pectoral cross with wire chain
21. Poison (vial)
22. Amethyst beads (1D100)
23. Mace
24. Perfume box
25. Flint arrowhead
26. The Prince and the Tailor's Daughter (book)
27. Ball bearings (bag of 1,000)
28. Cylinder seal
29. Silver penannular brooches
30. Pouch
31. Alabaster bowl
32. Cobbler's tools
33. Iron arrowhead
34. Gold nuggets (1D4)
35. Puddle of blood
36. Playing card set
37. Star Sapphire tunic clasp
38. Broken longsword
39. Shattered hourglass
40. Copper wire
41. Fragment of a porpoise jawbone
42. Pouch of cinnamon
43. Astrolabe
44. Silver beaker
45. Glass jar with a green vapor inside
46. Thimble
47. Small stone with an "H" carved in it
48. Jasper gems (1D6)
49. Windchime
50. Firesteel
51. Mouse droppings
52. Pewter chess piece (bishop)
53. Pouch of pepper
54. Inscribed silver cup
55. Rope (100')
56. Frying pan
57. Eagle talon
58. Shattered Souls (book)
59. Moldy piece of cheese
60. Blowgun (+1)
61. Orc bodies (1D8)
62. The Pounding Rain (book)
63. Bent crowbar
64. Pile of small bones (1D100)
65. Map of the dungeon
66. Silver button with an anchor design
67. Gold model of a cauldron
68. Silver cup with a gold rim
69. Iron links (1D10)
70. Rags (1D8)
71. Flask of oil
72. Bulla (amulet)
73. Cow skull
74. Dagger (+1)
75. Curse tablet
76. Wooden bowl
77. Silver arm ring
78. Jewelry box
79. The Cold Forge (book)
80. A Key on a Ring (book)
81. Building Bridges (book)
82. Helmet ornamented with a dragon
83. Sling
84. Lead balls (1D12, 1")
85. Barrels of beer (1D20)
86. Glass jar with an orc ear inside
87. Red ribbon (2')
88. Silver coin from an ancient kingdom
89. Oak leaf
90. Ogre's toe
91. Small betrothal ring
92. Old belt
93. Fragments of a blue glass cup
94. Canvas (2' x 6')
95. The Master of All the Bards (book)
96. Bridle
97. Snakeskin (4')
98. Gold pieces (1D6)
99. Sickle
100. Decayed scroll

## Room Items #4

1. Pouch of cloves
2. Lunula (amulet)
3. Mace (+1)
4. Bronze mirror with an ivory handle
5. Crusie lamp
6. Crowbar
7. Blade oil (flask)
8. Cordierite bracelet
9. Iron buckles (1D12)
10. Iron lamp containing beeswax
11. Pile of kindling
12. Pillow
13. Pile of hay
14. Sledgehammer
15. Oil (flask)
16. Pouch of figs
17. Lynx pelt
18. Living Under the Rock (book)
19. Square gold coin with a torch design
20. Wooden pole (10')
21. Iron ring
22. Morningstar
23. Gold dress fastener
24. Small glass globe with a figurine inside
25. Partially burned blanket
26. Rusted shackles
27. Staff
28. Chalk (1D10 pieces)
29. Iron cauldron
30. Letter detailing a love triangle gone wrong
31. Handaxe
32. Gold finger ring
33. Silver brooch with a leaf design
34. Magnifying glass
35. Glass box full of butterfly wings (1D12)
36. Broken lyre
37. Stone basin with silver trim
38. Rusted iron spikes (1D20, 4")
39. Gold pieces (1D100)
40. Gold lunula
41. Pair of bone dice
42. Sole of a shoe
43. Iron key with a skull design
44. Polished flint knife
45. Symbol-decorated plaque
46. The Sky Fallen (book)
47. Sapphire arming
48. Letter detailing the route to a lost library
49. Longbow
50. Metalworking tools
51. Bronze-cased wooden stave tankard
52. Gold and silver cups (1D6)
53. Broken armlet
54. Silver armband
55. Musty cloak
56. Goat hide stretched over tanning rack
57. Cushion stuffed with feathers
58. Gold box
59. Brass key with a dragon head design
60. Feather pillow
61. The Rivers Boiled (book)
62. Carved seal (a man jumping over a bull)
63. Angle brackets (1D6)
64. Sling Bullets (+1, 1D20)
65. Sunstone finger ring
66. Lur
67. Vial
68. Pouch of salt
69. Mason's tools
70. Pouch of seeds
71. Chessboard
72. Ebony walking stick
73. Black glove
74. Silver-gilt brooch
75. The Blood of Grapes: Oenological Studies (book)
76. Silver pieces (2D100)
77. Alchemist's supplies
78. Miniature bronze chariot
79. Carved stone balls (1D12)
80. Lock ring (hair ornament)
81. Spinning wheel
82. Rat droppings
83. Rotten waterskin
84. Lapis lazuli elephant statue
85. Elephant tusk
86. The Sounds of the Deeps (book)
87. The Open World (book)
88. Fragments of a shield
89. Copper pieces (1D6)
90. Dead rose
91. The Ornaments of the Gods (book)
92. Gold rivets (1D6)
93. The Book of Peace (book)
94. Dead raven
95. Quill dipped in blood
96. Doll
97. Rum (full, 1D4 bottles)
98. Map to a dungeon
99. Chamber pot
100. Diamond finger ring

## Room Items #5

1. Copper armband with battle scene design
2. Voodoo doll with pins
3. Rusted chain (2')
4. Dog skeleton
5. Blanket
6. Pouch of dust
7. Quadrant
8. The Dreams of Birds (book)
9. Human skulls (1D10)
10. Keyring (1D6 keys, iron)
11. Dagger
12. Greatsword
13. Gold beads (1D100)
14. Moldy rations
15. Maul
16. Light crossbow (+1)
17. Ornate smoking pipe
18. Fishing tackle
19. Leather apron
20. Lost Languages (book)
21. Signet ring of a missing noble
22. Heavy crossbow (+1)
23. Mess kit
24. Gold bracelet
25. Human femur
26. Tiny glowing stone
27. Trident (+1)
28. Ruby necklace
29. Gold key with a shield design
30. Lyre
31. Large iron rings (1D6)
32. Disc fibula
33. Bone staff
34. Bent longsword
35. Silver armlet
36. The 8th Journey of the Lost Merchant (book)
37. Silver pieces (1D4)
38. Earthenware pot containing iron bits
39. Random sword fittings (1D20 various)
40. Wood (1D12, 1" x 6" x 7")
41. Fragments of a hatched egg (large)
42. Wax writing tablets (1D8)
43. Jug of water full of tadpoles
44. Tiny gold nugget
45. Tin hook
46. Wine bottle (half full)
47. Silver pieces (1D10)
48. Yew wand
49. The Hammer of the Wind (book)
50. Blank coins (1D4)
51. Silver-gilt cup
52. Orc fang
53. Adventurer's notebook
54. Rusted needle
55. Aquamarine anklet
56. Pilgrim badge
57. Bed
58. Copper bell
59. Hooded lantern
60. Tip of a sword blade
61. Carved seal with the depiction of a goddess
62. Badger tooth
63. Dead goblin
64. Parchment (one sheet)
65. Gold discs (1D4)
66. The Poem of the Weeping Widow (book)
67. Silver necklace
68. Silver neck rings (1D4)
69. Wine bottle (full)
70. Pool of a tar-like substance
71. Pewter cup
72. Nephrite armband
73. Cowhide
74. Bag of bones
75. Inkwell
76. Bronze axehead
77. Fading From View (book)
78. Helmet plume
79. String (84")
80. Broken hammer
81. Portable ram
82. Bronze bust a noble from a nearby town
83. Bronze anklet
84. Scholar's pack
85. Wood (1D20, 6" x 11" x 2")
86. Bellows
87. Antler macehead
88. Chime bells (1D20)
89. Lion skeleton
90. Remnants of a chest
91. Crotals (1D100)
92. Glass of wine
93. Stamped black earthenware urn
94. Halfling skull
95. Rotten clothing
96. The Age of Hunters (book)
97. Iron spearhead
98. Clay pot
99. Jade butterfly carving
100. Copper pieces (7D100)

## Room Items #6

1. Serpentine finger ring
2. Large bronze hanging bowl
3. Plastered human skull
4. Warm cup of tea
5. Drum
6. Mummified baboon
7. Hawk feather
8. Barding
9. Hessonite nugget
10. Cat skeleton
11. Wooden mask
12. Pitchfork
13. Roc feather
14. Small burr-wood cups with rim mounts (1D8)
15. Cupstone
16. Cheap pottery (1D100 items)
17. Nails (1D100)
18. Fragments of two cauldrons
19. Cook's utensils
20. Peg leg
21. Druidic focus
22. Pike
23. Jeweler's tools
24. The Fuller's Business (book)
25. Chicken-blood stone finger ring
26. Iron spikes (1D10)
27. The Singing Graves (book)
28. The Chronicles of the South (book)
29. Arcane focus
30. Iron bar (2')
31. Wooden comb
32. Mahogany butterfly carving
33. Dead pig
34. Fragmentary remains of feathers
35. Brass nose ring
36. Glass beads (1D100)
37. Tankard
38. Ogre skull
39. Goblin droppings
40. Silver fork
41. Broken short sword
42. Quarterstaff
43. Herbalism kit
44. Wig
45. Glass jar full of eyeballs
46. Rings: Uses and Powers (book)
47. Stuffed oxtail
48. Silver pieces (1D20)
49. Meter-long sword with a gold-coated hilt
50. Battleaxe (+1)
51. Pulley-block
52. Clay jugs (1D20)
53. Calligrapher's supplies
54. Lizard skeleton
55. Yoke
56. Yeast and Its Uses (book)
57. Bronze bowls (1D10)
58. Dead snake
59. The Art of Burglary (book)
60. Letter detailing a plot against a king
61. Torture tool kit
62. Rusted iron spikes (1D8, 10")
63. Necklace
64. Mosquito trapped in amber
65. Shawm
66. Broken chair
67. Marbles (1D20)
68. Ornate gold belt
69. Orc droppings
70. White-colored glass pieces
71. Chipped stone debris
72. Remains of a campfire
73. Shield decorated with cheetah skin
74. Decayed books (1D20)
75. Silver plate from an ancient empire
76. Larnax
77. Human skeleton
78. Silver bangle
79. Healing potion
80. The Singing Tree (book)
81. Gold-hilted dagger
82. Poisoner's kit
83. Diplomat's pack
84. Lance
85. Dried meat
86. Dress-fastener
87. Gold box-weave chain with sacral ivy finials
88. Severed human head
89. Dead swan
90. Candles (1D6)
91. Dead dog
92. Gold pieces (1D20)
93. Maul (+1)
94. Pouch of tea leaves
95. Animal ribs (1D12)
96. Candles (1D10)
97. Dead mule
98. Bone fishhook
99. Fragment of a royal cape
100. Vise

## Room Items #7

1. Bucket
2. Quern-stone
3. Tin mask
4. The Clever Fox (book)
5. The War of the Mind (book)
6. Moth-eaten jerkin
7. Dwarven Physiology (book)
8. Rotten gourd
9. Silver penannular brooch
10. Old rope (8')
11. Belt buckle
12. Drawing of a shooting star on parchment
13. Branch with a flowering bud
14. The Iron Crown (book)
15. Unfinished poem on vellum
16. The Soldiers of the Dead (book)
17. Animal-ornamented sheet strips
18. Silver ingots (1D20)
19. Lapis lazuli necklace
20. The Circling Gulls (book)
21. Goblin skull
22. Broken wine bottle
23. Andiron
24. Weaver's tools
25. Small ivory pyxis
26. Brewer's supplies
27. Silver earring
28. Gold hairpin
29. Bloody bandages
30. The Falling Stars (book)
31. Cloaks: A Guide of Cuts and Styles (book)
32. Small box made of yew
33. Piece of red glass
34. Chrysoprase tunic clasp
35. Healing Wounds (book)
36. Pewter bowl
37. Decorated ivory combs (1D6)
38. Sickle (+1)
39. Leather casket
40. Wheelbarrow
41. Emblem
42. Swage
43. Kidney-shaped purse-lid
44. Dagger with a bone hilt
45. Mushrooms: Sorted by Kinds and Uses (book)
46. Iron nose ring
47. Shortsword (+1)
48. Signal whistle
49. Bent tin fork
50. Bead necklace
51. Dead lizard
52. Silver spiral finger ring
53. Gold body chain with amethyst and garnets
54. Whip (+1)
55. Silver knife
56. Bronze cups (1D8)
57. Pouch of prunes
58. Bronze chalice
59. Woodcarver's tools
60. Mortar and pestle
61. Weeping Statue
62. Ceramic beaker
63. Ametrine bracelet
64. Cocoon (3'x4')
65. Caged butterfly
66. Openwork disc brooch
67. Sad Stories of the Death of Kings (book)
68. Puddle of slime
69. Orb
70. Copper bits (1D8)
71. Bronze bracelet
72. Brown ceramic fabric fragments
73. Glassblower's tools
74. The Songs of the Grave (book)
75. Warhammer
76. Totem
77. Glass bottle
78. Rhodonite gems (1D8)
79. Copper scroll
80. Alchemist's fire (flask)
81. Tiny silver chariot
82. Live fireflies (1D100)
83. Tiny iron chain (24')
84. Silver key with a star on it
85. Stone vessels (1D20)
86. Fossilized walrus tusk
87. Ostracon
88. Viol
89. Half-burned map
90. Ash in the shape of a body
91. Jade tuning pegs (1D4)
92. Pouch of rice
93. Shovel
94. Dead cockroaches (1D100)
95. Spade
96. Silver earrings (1D10)
97. Feldspar nugget
98. The Account the Kin-Slaying at Tor (book)
99. Cracked crystal orb
100. Dungeoneer's pack

## Room Items #8

1. Small bronze table
2. Wooden chest
3. Sheet disc brooch
4. Monster hunter's pack
5. Dead orc
6. Net (+1)
7. Fluted silver dish with drop handles
8. Human skulls (3D100)
9. Lance (+1)
10. Part of a bronze trumpet
11. The Ivory Dagger (book)
12. Decayed leather armor
13. Pearl bracelet
14. Iron chair
15. Chicken eggs (1D6)
16. Caltrops (1D20)
17. Animal interlace ornament
18. Pouch of coffee beans
19. Blowgun needles (+1, 1D20)
20. Frost on the Grass (book)
21. Rotten foodstuffs
22. Canopic jars (1D4)
23. The Common Honey Bee (book)
24. Ivory clasp with a whale design
25. Silver siliquae
26. Lute string
27. Piton
28. Shortbow
29. Tiny silver horse statue
30. Map case (locked)
31. Mummified cat
32. Iron ingots (1D6)
33. Candleholder
34. Spellbook
35. Goblin teeth (1D10)
36. Tiny golden scarab
37. Map of a nearby town
38. Dwarven waistcoat
39. Paper (one sheet)
40. Bent tin spoon
41. Carved seal with the depiction of a lion
42. Dice set
43. Cosmetic palette
44. Knife with a large, square blade
45. Ancient key (bone)
46. Bronze cauldron
47. Ceramic funeral urn (empty)
48. Fragments of wooden vessels
49. The Longing for Peace (book)
50. Halberd (+1)
51. Boar emblem
52. Bagpipes
53. Alabaster lamp
54. Copper pieces (1D12)
55. Glass human skull
56. Bear claw
57. Pouch of raisins
58. Magic: A Primer (book)
59. Goblin Hearts (book)
60. Alder-wood planks (1D10)
61. Golden feather
62. Silver pieces (3D100)
63. Tiny golden snowflake
64. Rubbish pile
65. Metalwork dress fittings (1D6)
66. Silver locket
67. Balms and Ointments (book)
68. Turquoise necklace
69. Pole (10-foot)
70. Leather gauntlet
71. Glass jar with a fairy inside
72. Dart
73. Sundial
74. Silk rope (50 feet)
75. Wooden platter
76. Gold armlets (1D4)
77. Bronze shoulder clasp
78. Holy symbol
79. Rations (1 day)
80. Flail (+1)
81. Silver pieces (1D6)
82. Stone statue of a dwarven warrior
83. Brass spoon
84. Ancient moth-eaten tunic
85. Recorder
86. Ivory comb
87. Sodalite fragments (1D12)
88. Healer's kit
89. Brass ox-hide-shaped pectoral
90. Amulet
91. Greataxe (+1)
92. Thin bands of bronze (1D12)
93. The Time of the Wolf (book)
94. The Strong Bow (book)
95. Ancient warrior's helmet
96. Silver thistle-headed brooch pins (1D6)
97. Ivory chess piece (queen)
98. Melted gold piece
99. Masked helmet wrapped in cloths
100. Long coat of ring-mail

## Room Items #9

1. Hollow silver collar
2. Copper pieces (1D10)
3. Drinking horns (1D8)
4. The Windows of the Souls (book)
5. Cartographer's tools
6. Orc teeth (1D8)
7. Fragments of an iron wagon wheel
8. Large carinated bronze cauldron
9. Severed orc arm
10. Severed kobold head
11. Dwarvish Rhymes (book)
12. Flesh-hook
13. Sword hilt with gold hoops
14. Gold ingot
15. Crossbow Bolts (+1, 1D20)
16. A Sharp Axe (book)
17. Goblin bodies (1D20)
18. Hatchet
19. Abacus
20. Rusted battleaxe
21. Copper pieces (1D4)
22. The Last Servant (book)
23. By Pools of Blue (book)
24. Bronze brooch
25. Piece of a cloisonné bracelet
26. Tin dragon figurine
27. Leather strips (1D6, 1" x 6")
28. Pouch of almonds
29. Handkerchief with an "D" on it
30. Bronze rings and pins (1D12)
31. Carnelian bracelet
32. Remains of fruit
33. Wooden token
34. Rusty horseshoe
35. Dustpan
36. Blowgun
37. Starving dog
38. Bronze stag figurine
39. Pair of terret rings
40. Old boot
41. Broken shovel
42. Ripped pouch
43. Wooden barrel
44. Inkwell (dry)
45. Silver pieces (4D100)
46. Silver filigree finger ring
47. Leatherworker's tools
48. Decayed remains of wooden casket
49. Dragon claw
50. When Hate Reigns (book)
51. When Blood is Drawn (book)
52. Pewter jug
53. String bracelet
54. Tiger's Eye cloak clasp
55. Iron anklet
56. The History of the Vale (book)
57. Crude clay Figurines (1D20)
58. Mallet
59. Silver tigress handle for a vessel
60. Crushed candle
61. Pin
62. When the People Fled (book)
63. The Master's Fault (book)
64. Cocoon (1' x 3')
65. Sandal
66. Copper button with a crown design
67. Teacup
68. Mummified bird
69. Green glass bottle
70. Burlap tunic
71. Moonstone finger ring
72. Dulcimer
73. Wood (1D6, 1" x 3" x 6")
74. Javelin (+1)
75. Crossbow bolts (1D20)
76. Sword harness
77. Torn leggings
78. Iron bar bracelet
79. Beaver-skin bag
80. Pouch (empty)
81. Chicken feather
82. Gargoyles: The Silent Watchers (book)
83. Bronze rhinoceros
84. Washtub
85. Silver bowl
86. Silver Permian ring
87. Iron-bound bucket
88. Lute
89. Leather shoes
90. Halfling Death Rites (book)
91. Pewter amulet
92. Agate necklace
93. Crossbow bolt case
94. Loaf of moldy bread
95. Burnt gnome body
96. Whetstone
97. Dead weasel
98. Shattered clay pot
99. Light hammer
100. Wood (1D10, 4" x 7" x 3")

## Room Items #10

1. Severed human finger
2. Torch
3. Woodworking tools
4. Broken porcelain vase
5. Forgery kit
6. Twisted gold torc
7. Bronze bucket
8. Iron pot
9. Ladder (10-foot)
10. Jack o' lantern
11. Hippopotamus figurine
12. Fists and Feet (book)
13. Silver ingot
14. Wine (full, 1D100 bottles)
15. Leather helmet
16. On the Baking of Bread (book)
17. Silver spoons (1D8)
18. Quiver
19. Horse harness
20. Malachite fragments (1D10)
21. Metal clasp
22. The Mornings of Mist (book)
23. Child's rag doll
24. The Dying Bride (book)
25. Scimitar (+1)
26. Gold burial mask
27. Ceremonial helmet
28. Carvings Found in the Cities of Vii (book)
29. Copper finger ring
30. Copper pieces (5D100)
31. Mummified gazelle
32. Silver finger ring
33. Zither
34. Trowel
35. Dwarf skeleton
36. Waterskin
37. Hidden Love (book)
38. Silver spoon
39. Wax-sealed letter
40. Rusted iron finger ring
41. Bronze flesh hook
42. Carved seal with the depiction of reeds
43. Fragments of dragon shield mount
44. Pewter cup with saucer and platter
45. Phoenix feather
46. Crumbling History (book)
47. Lapis lazuli earring
48. Sword with a garnet cloisonné pommel
49. Javelin
50. Arrows (+1, 1D20)
51. Gold cup
52. Slate palette
53. Bull horns (1D6)
54. Eyes in the Dark (book)
55. Silver-gilt pepper pots (1D8)
56. Potter's tools
57. Hawk beak
58. Silver collars (1D4)
59. Preserved raven wing
60. War Pick (+1)
61. Wooden shoe
62. Topaz finger ring
63. Piece of millefiori glass
64. Poisoner's kit
65. Crumbled hat
66. Elaborate three-hooked hanging bowl
67. Broken crossbow bolt
68. Fish hook
69. Volcanos (book)
70. Papyrus scroll
71. Broken longbow
72. Bocote wood rod
73. Iron hammer-axe
74. Iron door handle
75. Gold pieces (3D100)
76. Stone scarabs (1D20)
77. Iron plow
78. Quarterstaff (+1)
79. Golden harp
80. Bloody handkerchief
81. Obsidian cutting tool
82. Scimitar
83. Disguise kit
84. Bronze finger ring
85. Flask of holy water
86. Small gear
87. Astragalomancy bones
88. Small box made of cherry wood
89. Carnelian beads (1D100)
90. Bear skull
91. Pulley
92. Caged monkey
93. Mushrooms
94. Iron shears
95. Greatclub (+1)
96. Iron torc
97. The Thieves' Dictionary (book)
98. Leather belt
99. Beryl armring
100. Strap hinges

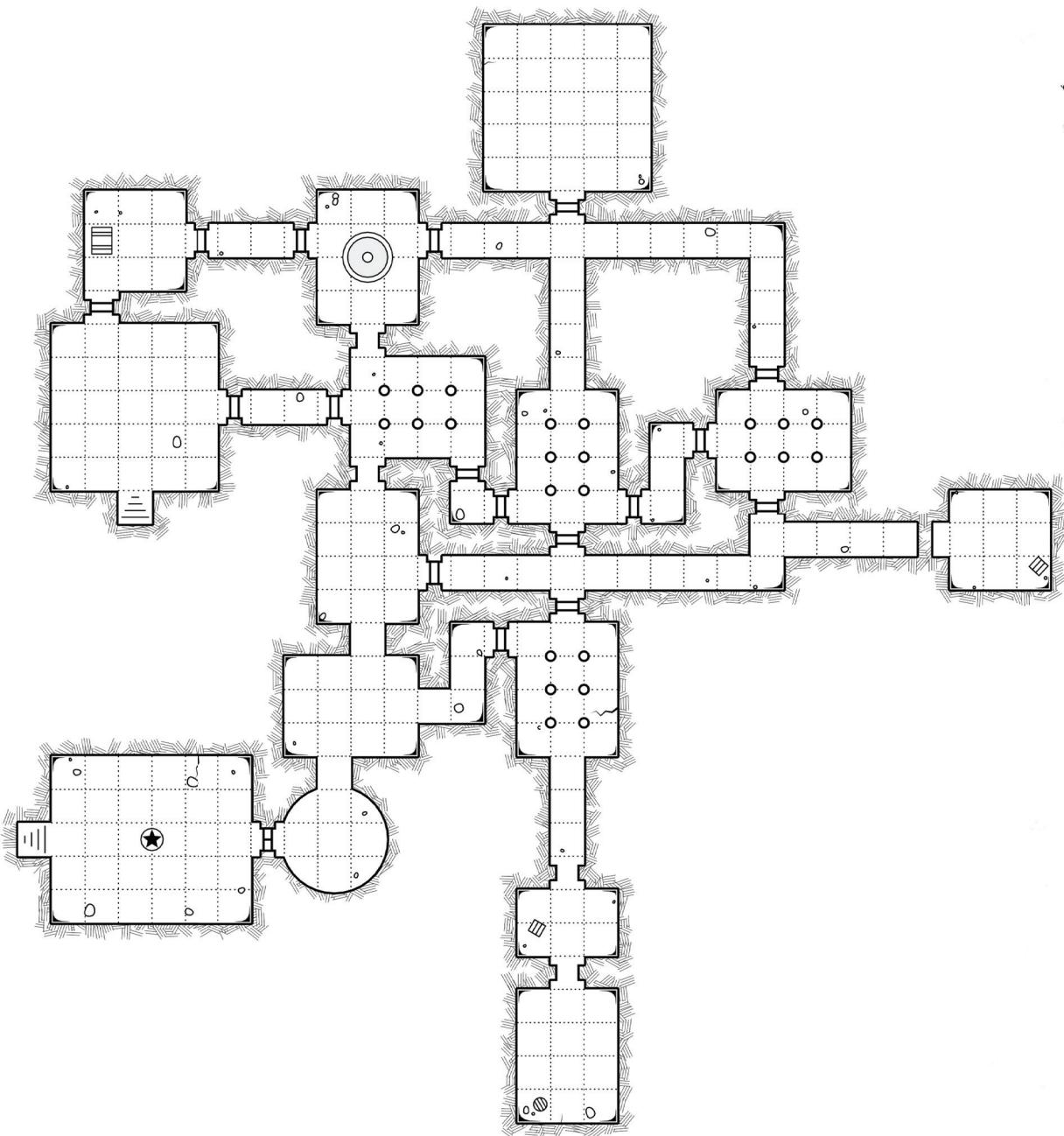
## Room Items #11

1. Rusted crossbow
2. Merchant's scale
3. Dead spider
4. Lead balls (1D4, 4")
5. Ivory bust of an ancient queen
6. Club
7. Spear (goblin make)
8. Music box
9. Fingernail clippings
10. Human scalp
11. Navigator's tools
12. Lock
13. Iron-bound tub of yew
14. Filigree and granular finger ring
15. Cat of nine tails
16. Half-burned love letter
17. The Kingfisher's Prey (book)
18. Pouch of saffron
19. Auger
20. Gold model of a ship
21. Wooden sword
22. The Painted Faces (book)
23. Quill
24. Daylight on the River (book)
25. Chrysalis (1')
26. Thieves' tools
27. Short sword (goblin make)
28. Painting of a landscape
29. Toothpicks (1D20)
30. Trident
31. Silver cup
32. Common clothes
33. Map of a bandit camp
34. Golden hat
35. Dragon scale
36. Spyglass
37. Broom
38. Bright Days and Dark Nights (book)
39. Winnowing basket
40. Corroded coins (1D20)
41. Light hammer (+1)
42. Silver arrow
43. Chain (10 feet)
44. Morningstar (+1)
45. Dart (+1)
46. Remains of nuts
47. Silver button with a "V" design
48. Scarecrow
49. Liturgical strainer
50. Heavy crossbow
51. Large iron hook
52. Clay tablets (1D100)
53. Wood (1D10, 2" x 9" x 5")
54. Dagger (goblin make)
55. Boar tusks (1D8)
56. Fragments of papyrus
57. Tinderbox
58. Slag and furnace lining remains
59. Copper pieces (1D20)
60. Hand crossbow (+1)
61. Gold pieces (2D100)
62. After the Dawn (book)
63. The Weeping Widow (book)
64. Lead nugget
65. Tinker's tools
66. Tall iron stand
67. Entertainer's pack
68. Longsword (orc make)
69. Lamp
70. Dagger sheath
71. Fine clothes
72. Clay figurine of an elven female
73. Celestite torc
74. Glass slipper
75. Colored pebbles (1D12)
76. Copper pieces (3D100)
77. Glass vial (empty)
78. Silver-gilt drinking horn-mounts
79. List of names (1D100)
80. Chrysoberyl cloak clasp
81. Glass swan
82. Ostrich fan
83. Flail
84. Carved seal with the depiction of combat
85. Copper pieces (10D100)
86. Glass leaf
87. Silver platter with chased ornament
88. Biciron
89. Wading Through the Weeds (book)
90. Greataxe
91. The Sharp Axe (book)
92. Small rock carved like an eye
93. Funerary figurines (1D100)
94. A Midnight Sea (book)
95. Chapes from a sword scabbard
96. Lead crepundia pieces (1D10)
97. Rake
98. Remnants of a burned map
99. Fragments of religious objects
100. Iron collar

## Room Items #12

1. Terracotta sculptures (1D6)
2. Wooden pole (8')
3. Dead horse
4. The Quick Hand (book)
5. Sword belt end ornament
6. Sprig of mistletoe
7. Arrows (1D20)
8. Unseen Voices in the Woods (book)
9. Battleaxe
10. Ceramic fragments
11. Silver casket hinges
12. Brass button
13. Crystal ball
14. Dead adventurer
15. Fireplace poker
16. Wooden box
17. Flint tools (1D8 various)
18. Purple glowing stone
19. Wooden bowl full of berries
20. Gold pieces (1D4)
21. Silk ribbon
22. Sling stones (1D6)
23. Pouch of oats
24. Grave orb
25. Flute
26. Blue glass bottle
27. Brass kettle fragments
28. Wooden spoon
29. Block and tackle
30. Fragment of embroidered cloth
31. Arm-rings inscribed with runes (1D4)
32. Gold necklace
33. Sling bullets (1D20)
34. Leather armor
35. Mummies (1D10)
36. Rope (20')
37. Mummified child
38. Rat's nest
39. Burglar's pack
40. Ink pen
41. Ceramic funeral urn (full of ashes)
42. Mounts human ashes
43. Broken table
44. Shortsword
45. Jade dragon statue
46. Pewter bowl with pedestal
47. Pile of dead ants
48. Ivory lizard statue
49. Piece of coal
50. Gold pieces (1D12)
51. Dead mice (1D20)
52. Pouch of sugar
53. Rusted iron spikes (1D4, 6")
54. Bedroll
55. Sling (+1)
56. Glass jar with a human eye floating in liquid
57. Shattered mirror
58. Hammer
59. Bedroll covered in mildew
60. Jar of wine
61. Fragment of a bronze rod
62. The Day Woman (book)
63. Iron mask
64. Silk scarf
65. Iron-bound chest
66. Gold pieces (1D8)
67. When the Sword Fails (book)
68. Golden vessel
69. Niello finger ring
70. Copper pieces (1D8)
71. Woolen cloth fragments
72. Longsword
73. Emerald necklace
74. Stuffed monkey doll
75. Halberd
76. Cosmological Models Past and Present (book)
77. Sandalwood block (1" x 3" x 1")
78. Rusty hooks (1D4)
79. Iron bars (1D6)
80. Clay amulet
81. Hunting trap
82. Raven feather
83. Grappling hook
84. Club (+1)
85. Shattered onyx orb
86. Torn pants
87. Boar-tusk dagger
88. Iron tongs
89. Small fossil
90. Copper alloy face mask
91. Wide and narrow iron strips (1D12)
92. Combs of antler (1D4)
93. Silver buckle
94. Painter's supplies
95. Amber with a mosquito inside
96. Silver pieces (1D8)
97. Component pouch
98. Gold mask of the bull
99. Chain choker neck ornament
100. Broken chain link

# Dungeon Details



## Maladies

1. Lightheadedness
2. Frequent urination
3. Dry cough
4. Nervousness
5. Dry skin
6. Earache
7. Confusion
8. White blisters on the tongue
9. Headache
10. Slurred speech
11. Bleeding under finger and toenails
12. Facial swelling
13. Uncontrollable desire to sing
14. Dizziness
15. Eye pain
16. Migraine
17. Heart palpitations
18. Nose bleeds
19. Upset stomach
20. Trouble breathing
21. Photophobia
22. Boils on unexposed skin
23. Athlete's foot
24. Blisters on exposed skin
25. Migraine
26. Outbursts of anger
27. Muscle tremors
28. Giddiness
29. Hyperekplexia
30. Loss of coordination
31. Severe muscle aches
32. Aggression
33. Hyperactivity
34. Coughing fits
35. Hand swelling
36. Easy bruising
37. Fainting spells
38. Bleeding gums
39. Diarrhea
40. Lice
41. Excessive sweating
42. Threadworms
43. Arthritis
44. Bloody cough
45. Alien hand syndrome
46. Random seizure
47. Stuffy nose
48. Gout
49. Burning eyes
50. Fish odor syndrome
51. Joint swelling
52. Sores on the soles of the feet
53. Foreign language syndrome
54. Uncontrollable weeping
55. Pimples
56. Sneezing
57. Dry mouth
58. Severe joint pain
59. Bad breath
60. Trouble swallowing
61. Dry eyes
62. Fatigue
63. Lethargy
64. Mood swings
65. Bunions
66. Ringing in the ears
67. Face Blindness
68. Warts
69. Laughing fits
70. Swollen eyelids
71. Stuttering
72. Eczema
73. Scleroderma
74. Hopelessness
75. Extreme thirst
76. Sores around the mouth
77. Runny nose
78. Malaise
79. Kleptomania
80. Nausea
81. Desire to weep
82. Vomiting
83. Melancholy
84. Wheezing
85. Sneezing fits
86. Obsessive Compulsive Disorder
87. Feet swelling
88. Sore throat
89. Hammer toe
90. Blurred vision
91. Lack of appetite
92. Difficulty sleeping
93. Jaw pain
94. Hallucinations
95. Hair loss
96. Tourette's
97. Productive cough
98. Narcolepsy
99. Fever
100. Bleeding from the ears

## Bodies

1. The orc chieftain's regal bearing is only enhanced by the many goblin blades in his belly.
2. A halfling's throat was slashed.
3. When the adventurer pulled the dagger from his gut things didn't go as planned.
4. A valiant warrior pierced with many orc arrows lays in the midst of his dead foes.
5. The thorough burning makes it difficult to learn anything from the body.
6. The adventurer has been scalped.
7. A great battle happened here, and the remnants are several long-decayed bodies.
8. The adventurer was trampled by some kind of creature.
9. The adventurer seems to have triggered a poisoned dart trap.
10. The dwarf is halfway swallowed by a giant crystal.
11. The remains lie in an odd position on the floor and a gem has been placed in the mouth.
12. Something in the bag the adventurer is holding seems to have scared them to death.
13. A beheaded elf lies on the floor clutching a crystal dagger.
14. The adventurer seems to have died shortly after cooking and eating a rat.
15. A sword-slain goblin conceals a scroll.
16. The dwarf was clearly killed by a blow from behind.
17. The two adventurers' throats are cut and the packs are looted.
18. An infection from the arrow in his knee was too much for this poor adventurer.
19. The three halflings appear to have been sacrificed to some wicked god.
20. The woman's withered form sits hauntingly regal on a throne.
21. The proud warrior fell on his own sword for some unknown reason.
22. The two puncture marks on the adventurer's neck are an ominous sign.
23. The arrow in the adventurer's eye was obviously shot by an expert marksman.
24. The ogre lies in a heap with entrails spilled out.
25. Encased in ice the elf maid looks as peaceful as one asleep.
26. Something must be interesting in the corner, but an adventurer got killed while investigating.
27. The four adventurers were executed in a row.
28. It appears the adventurer reached his hand and arm into a hole and that was the last thing he did.
29. The adventurer lies at the base of the wall with a crushed spine.
30. The adventurer was only recently slain by orcs.
31. The way the poor gnome is wrapped in their cloak, they must have frozen to death.
32. A warrior and an orc lay dead with their hands at each other's throats.
33. Someone leaned against a wall for a rest which became a permanent sleep.
34. Someone or something has left the remains of a half dozen goblins strewn about.
35. The adventurer seems to have died only hours ago, yet no cause of death is clear.
36. The adventurer's leg wound led to gangrene and obviously death.
37. The adventurer died while trying to scratch something into the wall.
38. The mauled human grips a tuft of fur in one hand.
39. The elegant wedding attire is incongruous with the dusty corpse wearing it.
40. An adventurer with a spear in his back lies on a bundle of parchments.
41. The remains of an adventurer rest on the floor next to a map.
42. The elf must have been a feast for the creature that killed him. Not much is left.
43. The adventurer was trapped when the wall gave way.
44. A robed gnome seems to have succumbed to extreme old age.
45. The ragged remains of a thief -a decaying satchel is resting in the clenched hands.
46. The body is badly decomposed, but the holy symbol next to it is untarnished.
47. The decaying human is still chained to the wall.
48. Judging from the wound, the lizard-like humanoid was killed with a greatsword.
49. The skeleton of an adventurer grips a golden chalice.
50. Apparently, the halfling was trying to scale the wall and the fall broke their neck.

## Bodies

51. The position of the body and the rope around the neck says the adventurer was dragged here.
52. The person's hands and feet are bound and their dress says they were a noble.
53. Somehow half of the adventurer's body is melted into the wall.
54. The adventurer was swarmed by rats and there is still a ring on their finger.
55. The adventurer's skull was crushed by a mace.
56. The bodies were intentionally burned mostly after they were relieved of valuables.
57. Crumbled remains of the adventurer lie in the corner with a faithful hound guarding its master.
58. The blood that runs out of the sword wound on this adventurer is not cold.
59. The mummified remains of the bull-headed creature have not been disturbed for a thousand years.
60. Something smashed this grave robber's legs before leaving them to die.
61. The adventurer seems to have choked on something.
62. The dwarf was sliced in half.
63. The shattered potion bottle next to the decaying adventurer tells a cautionary tale.
64. The adventurer obviously ran afoul of someone wielding a maul.
65. The halfling was hiding behind the door when it was flung open with such force that he was crushed.
66. A makeshift bedroom is now the tomb of a gnome wizard who died while reading a book in bed.
67. The adventurer was wrapped in a web or a cocoon.
68. Telltale signs say the adventurer was killed by dogs or wolves.
69. Beetles are eating the adventurer's body.
70. The arrow through this adventurer's neck was made by a master.
71. A dwarf has been placed in a corner with his hammer laid upon his chest.
72. The grave robber's remains sag on the spikes that seem to have sprung from the wall.
73. The pile of rotting goblins almost reaches the ceiling.
74. The emaciated corpse seems to have been an adventurer who ran out of rations.
75. Judging by the look on the adventure's face, he died in a fit of madness.
76. The adventurer was stabbed in the back and looted.
77. The dusty bones lie next to a journal.
78. A dwarf lying in a bedroll next to the remains of a campfire.
79. An elf frozen in a scream holds a book to their chest.
80. The adventurer tried to remove a gem from the statue but the statue fell on him.
81. The adventurer was trying to string a bow when the dagger slipped into their back.
82. The four chained figures must have died thousands of years ago.
83. The blast mark on the adventurer's back says the supernatural was involved in their death.
84. The adventurer died standing and shielding their face and in that pose, they remained.
85. Apparently, a peasant went looking for her goat. Neither made it out.
86. The giant has been dead for a long time, yet there is a pouch under the body.
87. This adventurer seems to have only died days ago, but where did his arms go?
88. The small dragon-like creature appears to have been beaten to death.
89. It seems every bone had been broken by the look of the remains.
90. A knight in full plate with a dagger blade with the hilt broken in their belly.
91. Lockjaw claimed the life of this small-time grave robber.
92. An unidentifiable mutilated body bearing marks of a goblin attack.
93. A spear the size of a weaver's rod pinned the adventurer to the wall.
94. This unfortunate adventurer got their foot stuck in a crack in the floor and couldn't get free.
95. The rock embedded in the adventurer's chest would appear to be the cause of death.
96. A bladed trap in the floor spelled doom for a young elf.
97. An adventurer crushed underneath a stone fallen from the ceiling.
98. Most of the flesh is gone from this human revealing a gold tooth.
99. The dwarf was clearly strangled.
100. The woman's body, with no sign of violence, lies on a bed of rose petals long withered.

# Inscriptions

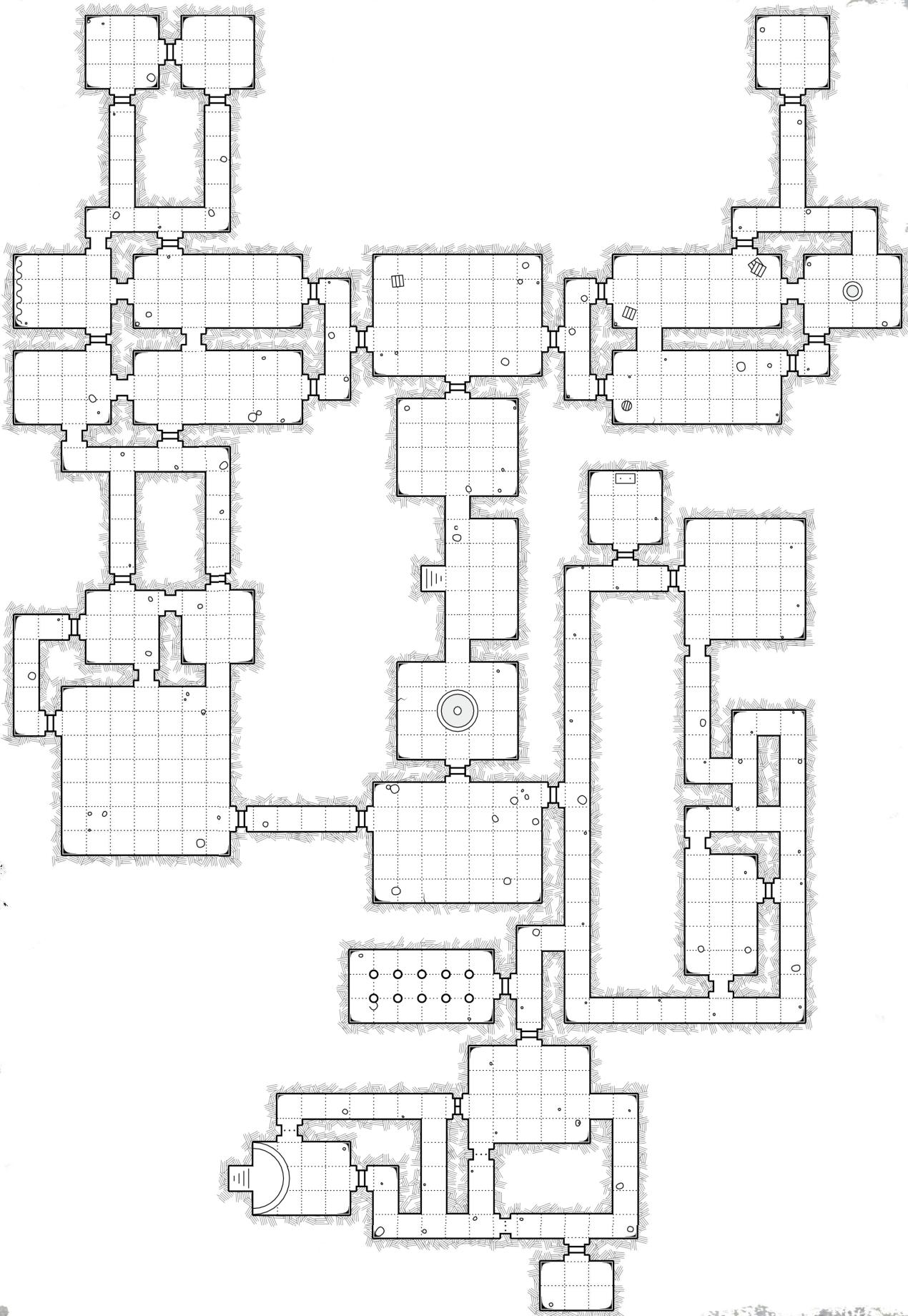
1. "Be ye the avengers of noble blood?" | Language: Gnomish | Location: wall | Medium: scratched
2. "Where am I?" | Language: Gnomish | Location: wall | Medium: scratched
3. "The die is cast" | Language: Dwarven | Location: ceiling | Medium: arranged objects
4. "The apple of my eye, gone forever!" | Language: Common | Location: floor | Medium: chiseled
5. "Bring more wine" | Language: Gnomish | Location: ceiling | Medium: ink
6. "We will kill you" | Language: Gnomish | Location: wall | Medium: burned
7. "All the trees are gone" | Language: Common | Location: floor | Medium: scratched
8. "All the flowers are gone" | Language: Elvish | Location: ceiling | Medium: mud
9. "A tale is but half told when only one person tells it" | Language: Elvish | Location: wall | Medium: arranged objects
10. "I shall welcome death when it comes" | Language: Elvish | Location: floor | Medium: dye
11. "All the world will burn in fire" | Language: Elvish | Location: ceiling | Medium: scratched
12. "I lost my map" | Language: Common | Location: floor | Medium: scratched
13. "Your bodies may leave this place, but your souls will not" | Language: Common | Location: ceiling | Medium: arranged rocks
14. "Demons surround you" | Language: Draconic | Location: floor | Medium: chiseled
15. "Brave souls died here" | Language: Common | Location: floor | Medium: dye
16. "Fear what lies ahead" | Language: Gnomish | Location: wall | Medium: paint
17. "Lonely is the road that leads into the abyss" | Language: Goblin | Location: ceiling | Medium: blood
18. "LOPAET" | Language: Draconic | Location: wall | Medium: slime
19. "Home sweet home" | Language: Common | Location: wall | Medium: scratched
20. "Where shadows lie" | Language: Common | Location: wall | Medium: chiseled
21. "Step lightly and be carefree" | Language: Common | Location: floor | Medium: scratched
22. "Jorn and Keapa camped here" | Language: Common | Location: wall | Medium: scratched
23. "Help, I'm buried" | Language: Common | Location: wall | Medium: ink
24. "Before all else, be armed" | Language: Common | Location: wall | Medium: slime
25. "Here lies the king of all, tremble you mortals" | Language: Orc | Location: ceiling | Medium: offal
26. "The spirit flows through these halls" | Language: Dwarven | Location: floor | Medium: chiseled
27. "I saw a horse running toward the river" | Language: Draconic | Location: floor | Medium: mud
28. "Bleed slowly or bleed fast, death comes either way" | Language: Common | Location: ceiling | Medium: scratched
29. "Will the bloodshed ever end?" | Language: Common | Location: floor | Medium: ink
30. "Life is a pretty little bird that smells bad" | Language: Gnomish | Location: floor | Medium: ink
31. "The wise man does at once what the fool does finally." | Language: Common | Location: floor | Medium: burned
32. "Why?" | Language: Common | Location: ceiling | Medium: chiseled
33. "Where did the world go?" | Language: Elvish | Location: ceiling | Medium: paint
34. "Keep walking and look up" | Language: Common | Location: wall | Medium: chiseled
35. "The gates of hell will not prevail" | Language: Elvish | Location: floor | Medium: paint
36. "Only the flame will save you now" | Language: Common | Location: floor | Medium: scratched
37. "Sweet dreams" | Language: Common | Location: wall | Medium: chiseled
38. "I want to see mountains" | Language: Common | Location: floor | Medium: scratched
39. "The wizard never sleeps" | Language: Elvish | Location: wall | Medium: chiseled
40. "I miss the sun" | Language: Common | Location: ceiling | Medium: slime
41. "By hook or by crook" | Language: Dwarven | Location: floor | Medium: blood
42. "A parcel of fools" | Language: Elvish | Location: ceiling | Medium: chiseled

## Inscriptions

43. "The troubles of death should not grieve us" | Language: Common | Location: wall | Medium: paint
44. "Vipers! Vipers! Vipers! Vipers!" | Language: Common | Location: wall | Medium: blood
45. "X" | Language: Common | Location: wall | Medium: scratched
46. "Don't blink" | Language: Gnomish | Location: wall | Medium: mud
47. "Turn back or be consumed" | Language: Common | Location: ceiling | Medium: scratched
48. "Speak to the wishing well" | Language: Common | Location: floor | Medium: dust
49. "There is no surer sign of decay in a country than to see the rites of religion held in contempt" | Language: Orc | Location: wall | Medium: paint
50. "They are coming" | Language: Common | Location: ceiling | Medium: burned
51. "Don't choke on your own blood" | Language: Orc | Location: ceiling | Medium: arranged pebbles
52. "Abandon all hope" | Language: Dwarven | Location: floor | Medium: scratched
53. "We've been here before" | Language: Draconic | Location: floor | Medium: chiseled
54. "How many days or weeks has it been?" | Language: Goblin | Location: floor | Medium: paint
55. "This place is now my tomb" | Language: Common | Location: wall | Medium: paint
56. "Flee! Flee!" | Language: Common | Location: ceiling | Medium: dye
57. "Death awaits you" | Language: Goblin | Location: floor | Medium: slime
58. "Goblins rule all" | Language: Common | Location: wall | Medium: scratched
59. "It is double pleasure to deceive the deceiver." | Language: Gnomish | Location: ceiling | Medium: scratched
60. "The seeds of war are planted" | Language: Common | Location: floor | Medium: mud
61. "What do liars do after death?" | Language: Draconic | Location: ceiling | Medium: dye
62. "The monster lies within" | Language: Common | Location: floor | Medium: blood
63. "Do not disturb my sleep" | Language: Elvish | Location: floor | Medium: blood
64. "The treasure lies in th--" | Language: Elvish | Location: wall | Medium: burned
65. "Darkness is the only light" | Language: Dwarven | Location: floor | Medium: mud
66. "Reach for the stone before it's too late" | Language: Draconic | Location: ceiling | Medium: paint
67. "Why did I come to this awful place?" | Language: Common | Location: wall | Medium: chiseled
68. "You will never be lovelier than you are now" | Language: Common | Location: floor | Medium: mud
69. "None survived" | Language: Common | Location: ceiling | Medium: mud
70. "An orc band passed here" | Language: Elvish | Location: floor | Medium: burned
71. "Whoever treads here is doomed" | Language: Orc | Location: ceiling | Medium: scratched
72. "Present at the creation" | Language: Draconic | Location: floor | Medium: scratched
73. "T" | Language: Dwarven | Location: ceiling | Medium: paint
74. "You'll rue the day you crossed me" | Language: Common | Location: wall | Medium: scratched
75. "When is love deformed?" | Language: Elvish | Location: wall | Medium: mud
76. "Straighten the horns and kill the bull" | Language: Orc | Location: floor | Medium: arranged objects
77. "Beware the gold fever!" | Language: Goblin | Location: wall | Medium: chiseled
78. "Insanity lurks in every corner" | Language: Gnomish | Location: floor | Medium: offal
79. "BDN" | Language: Orc | Location: ceiling | Medium: offal
80. "Torg loves Bronwyn" | Language: Elvish | Location: ceiling | Medium: slime
81. "MDGK" | Language: Common | Location: floor | Medium: mud
82. "Be thou favored by fortune?" | Language: Orc | Location: wall | Medium: scratched
83. "A prince never lacks legitimate reasons to break his promise" | Language: Common | Location: wall | Medium: scratched
84. "The grass will never grow again" | Language: Common | Location: wall | Medium: scratched
85. "No kill I" | Language: Elvish | Location: wall | Medium: paint

## Inscriptions

86. "I buried him in the small room" | Language: Dwarven | Location: wall | Medium: dye
87. "Hatred is gained as much by good works as by evil" | Language: Draconic | Location: ceiling | Medium: mud
88. "Blood was drunk and flesh was eaten" | Language: Common | Location: ceiling | Medium: ink
89. "Innocence is a fleeting thing" | Language: Dwarven | Location: floor | Medium: blood
90. "The shadows live and the stone listens" | Language: Common | Location: ceiling | Medium: dye
91. "Who are you?" | Language: Orc | Location: ceiling | Medium: dust
92. "The eyes cannot see and the ears cannot hear" | Language: Common | Location: floor | Medium: scratched
93. "A work well begun is half ended" | Language: Common | Location: wall | Medium: scratched
94. "Truly I seem to be living among the gods" | Language: Common | Location: ceiling | Medium: blood
95. "Never was anything great achieved without danger" | Language: Dwarven | Location: wall | Medium: scratched
96. "Walled in, shut off, I go mad" | Language: Goblin | Location: wall | Medium: slime
97. "The way forward is frozen" | Language: Common | Location: floor | Medium: slime
98. "Fourteen of us entered, now only I am left" | Language: Common | Location: ceiling | Medium: scratched
99. "Death is listening" | Language: Common | Location: floor | Medium: scratched
100. "Everything is more beautiful because we're doomed" | Language: Goblin | Location: wall | Medium: scratched



## Statues with a Secret

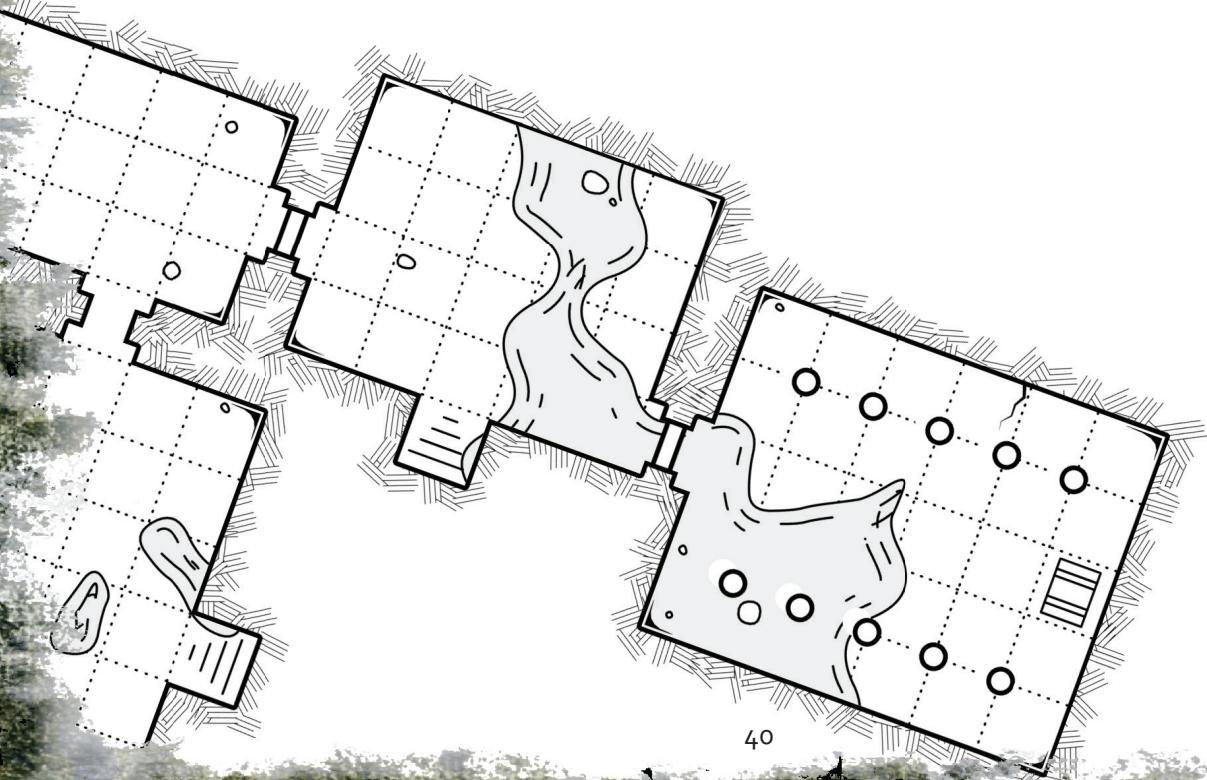
1. A gnome with a walking stick | Location: Behind | A tunnel leads to a wizard's tomb
2. A young girl holding a bowl over her head | Location: Behind | A niche contains 1D8 books and a potion
3. An elf explorer looking to the heavens | Location: Under | A ladder leads down to a cavern with a river
4. A horrid tentacled figure | Location: Under | A mass grave with dozens of human skeletons
5. A dwarf miner swinging a pick | Location: Behind | A tunnel to a mine shaft
6. A ranger in a tree | Location: Under | A pit with spikes at the bottom
7. A sword stuck into a tree stump | Location: Inside | Jewels and gold pieces
8. A cart filled with market goods | Location: Behind | A winding tunnel down to an ice cave
9. A dwarf admiring a gem | Location: Behind | A cache of 1D10 gems
10. A human warrior with a fox head | Location: Behind | A cache of 1D20 longswords
11. A bull's head | Location: Behind | A safe with 1D4 maps and a copper dagger
12. A human warrior holding a sword above his head | Location: Under | A shaft to a seemly bottomless pit
13. A roaring bear | Location: Under | A mummified bear with a golden arrow in its breast
14. A beautiful queen | Location: Behind | A passage to an ornate tomb
15. A grotesque boarlike humanoid figure holding a wicked sword | Location: Behind | An alcove with a sword that the statue is holding sealed in a block of ice
16. A human warrior with a raven head | Location: Under | A small compartment with a longbow decorated with raven feathers
17. A goddess wielding a spear | Location: Under | A tunnel leading to an abandoned altar
18. A large hound sniffing the ground | Location: Behind | A passage to a natural cavern with a lake
19. Three trolls fighting over a greatsword | Location: Behind | A troll's lair
20. A knight in full-plate armor | Location: Behind | A passageway to a small room with a writing desk and 1D10 books
21. A wispy tree | Location: Inside | Odd seeds 1D100
22. A weeping halfling | Location: Behind | A hole stuffed with rations
23. A hooded woman holding two daggers | Location: Under | A hiding place for two daggers, yet only one is there
24. A man walking hand in hand with a child | Location: Inside | Vials of a strange substance 1D20
25. A woman standing on the prow of a ship | Location: Inside | Gold pieces and a map
26. A bristling wolf | Location: Inside | The ashes of a religious leader
27. An elf screaming | Location: Under | A decayed body in the fetal position
28. A humanoid demon figure pointing straight ahead | Location: Inside | The spirit of a dead explorer
29. A spirit departing a slain woman | Location: Inside | A bundle of love letters
30. A trotting fox | Location: Behind | A small space where someone has stashed a backpack
31. A dragon holding a crystal | Location: Inside | A large crystal vaguely egg-shaped
32. A large ape in mid-roar | Location: Under | A tunnel to a prison cell
33. A wizard standing on the back of an elephant | Location: Inside | A spellbook
34. A priest with his back pierced with many arrows | Location: Behind | A passage leading to a vestment room
35. A goblin performing a stabbing motion with a dagger | Location: Inside | A human baby alive but in magical hibernation
36. A god offering a warrior a sword | Location: Inside | A longsword
37. A large fish | Location: Behind | A tunnel to a goblin den
38. A grim reaper-like figure looming with large shoulders | Location: Inside | A clay pot filled with grain
39. A knight on horseback | Location: Under | A shaft leading to a lava flow

## Statues with a Secret

40. A regal king | Location: Behind | An alcove with a silver crown
41. A vulture picking at a deer carcass | Location: Behind | A stairway down into an abandoned wine cellar
42. A melting humanoid figure whose begging for mercy | Location: Under | A ladder leads down into an old cistern
43. A warrior struggling against hands raising out of the ground | Location: Inside | A spell scroll
44. Two bull-headed warriors with pikes | Location: Behind | A small golden bull idol
45. A robed figure reaching out with a bony hand | Location: Inside | Bones that appear to be magical
46. A giant serpent coiled around a warrior | Location: Under | A shaft looking down into a gladiatorial pit
47. An elf queen holding a scepter | Location: Under | A decaying head
48. A rearing horse | Location: Inside | Jewels and gold pieces
49. A skeleton staring at an orb | Location: Under | In a dugout, compartment rests a large barrel of wine
50. An anthropomorphic badger holding a lantern | Location: Behind | A tunnel network dug by some type of creature
51. A large acorn | Location: Behind | A tunnel leading to an overlook of a ritual site
52. Two halflings shaking hands | Location: Under | A bag of gold and silver
53. A large spider | Location: Inside | A magic ring
54. A warrior riding a rhinoceros | Location: Under | A tunnel to an alchemist's lab
55. An archer pulling back a bow | Location: Under | A tunnel to a cavern with a funeral boat
56. A dwarf riding a bear | Location: Behind | A passage to a dwarven tomb
57. An elf wizard glaring at a book | Location: Under | A passage to a hidden library
58. A begging kobold | Location: Inside | A large gem
59. A dying warrior | Location: Behind | A passage to a sacred grove where sunlight shines down through a shaft
60. A weary traveler leaning against a tree | Location: Under | A cache of adventuring gear
61. A bull goring an elf princess | Location: Behind | A tunnel that leads to an amphitheater
62. A woman leaping over a bull | Location: Behind | A pile of clay tablets covered in ancient writing
63. A proud lion | Location: Inside | A magic robe with lion fur trimming the hood
64. A human priestess with the head of a hawk | Location: Under | A metal chest
65. A wizard brandishing a staff | Location: Behind | A crawlway to a room with a teleportation circle
66. A series of devilish faces stacked atop one another | Location: Inside | A demon face totem
67. A gnome pointing toward the heavens | Location: Inside | An explorer's notebook
68. A woman holding a shining star | Location: Behind | Buried in the dirt is a large diamond
69. A religious figure with arms wide open | Location: Under | An opening into a vast storage room
70. A horse's head | Location: Inside | A magical braid of horse hair
71. A dragon curled up on a hoard of gold | Location: Inside | Jewels and gold pieces
72. A crouching orc | Location: Under | A tunnel to an orc king's tomb
73. A sabertooth tiger ready to pounce | Location: Under | A sealed metal coffin
74. A humanoid figure melded with a spider | Location: Inside | A mummified monkey holding a bronze key
75. A gnome looking at a scroll | Location: Inside | A locked golden box
76. A dancing halfling | Location: Behind | A niche with a lute and a green cloak
77. A giant eye | Location: Under | An opening that drops into a vat of acid

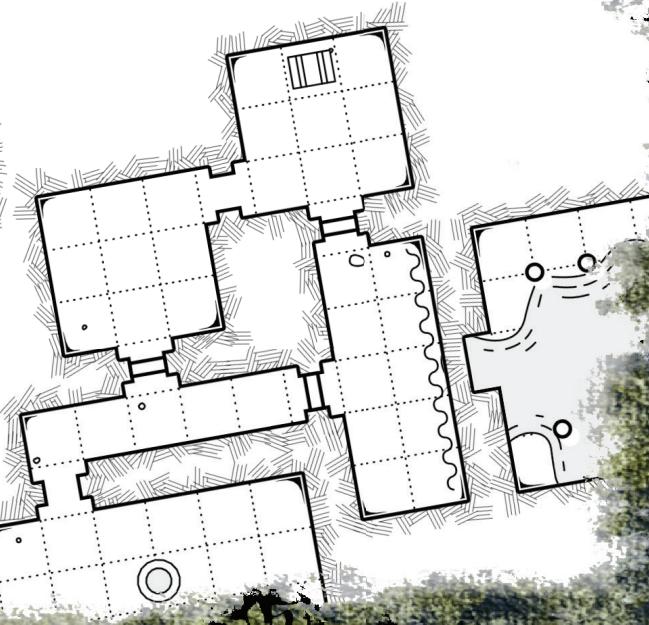
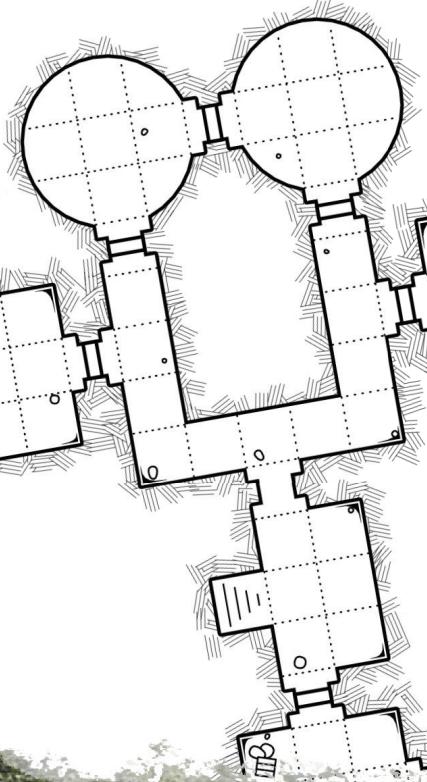
## Statues with a Secret

78. A woman weeping at a grave | Location: Behind | a tunnel to a room with a dirt floor and 1D4 shallow graves
79. An angelic figure blowing a trumpet | Location: Under | A magic trumpet
80. A demon-like dog growling | Location: Inside | A magic wand
81. A powerful smirking ogre | Location: Under | A passage down to what appears to be a network of smuggling tunnels
82. A weeping woman with a key in her outstretched hands | Location: Under | A map case with 1D10 magic locks
83. A warrior fighting a large serpent | Location: Under | The skeleton of a snake and a leather pouch
84. A healer attending a wounded warrior | Location: Under | Healing potions 1D4
85. A dwarf swinging a large hammer | Location: Behind | A passageway to an abandoned forge
86. A warrior pierced through the heart by a spear | Location: Behind | A tunnel leading to the tomb of a warrior
87. A warrior with a wolf head | Location: Under | A cache of various weapons
88. A halfling, playing the harp | Location: Under | A golden harp
89. A woman holding a dagger standing over an injured man | Location: Inside | Dwarf skulls 1D10
90. A god granting a mortal a gift | Location: Inside | A magic item
91. An eagle plucking a fish out of water | Location: Behind | An alcove with a magic battleaxe
92. A human warrior with the head of a rat | Location: Inside | A warhammer
93. A gnome standing with arms akimbo | Location: Under | A tunnel leading to a room filled with bones
94. A woman holding a baby | Location: Inside | A wooden chest
95. A farmer carrying a sack | Location: Behind | A door that leads to a cultic meeting place
96. A proud dragon | Location: Inside | Jewels and gold pieces
97. A god-like figure with a circular void in its abdomen | Location: Behind | A scepter
98. A large hand, palm out in the halt motion | Location: Inside | A crystal ball
99. A man reaching into a bag | Location: Inside | A large cocoon
100. A human priest holding a holy symbol | Location: Under | A holy symbol



## Weird Scenarios

1. A mural on the dungeon wall depicts a battle. One character thinks they see the figures in the mural move. Just then the entire party is pulled into the mural. The game master can give the players a pre-generated character (possibly from a different RPG) and the players have their new characters fight in the battle. Once all the new characters die, the old ones reappear in the dungeon room.
2. A group of Kobolds asks the party for help. They need tall people to help them reach something that's high up. They lead the party to a natural cavern where a young woman is trapped high up on a ledge that the Kobolds are trying to capture. There are now so many Kobolds that fighting all of them may be hopeless, what do the characters do?
3. In one room the party stumbles upon a mad wizard mixing volatile chemicals. He has his henchmen attack the party. If any fire spells are cast, there is a 50% chance the room will explode. Roll a d6. 1-3 explosion, 4-6 no explosion. Also, sparks from any sword attack start a fire that will cause the room to explode in d4 rounds.
4. As the party enters a room they are teleported to the court of some ancient king. The king's son is threatening to run away if he can't marry his sweetheart. The character can either help the son or help the king who disapproves of the marriage. Also, the characters have no equipment, and no magic works. If the players help the son they are returned to the dungeon room each with a magic item. If they help the king, they are returned to the dungeon room with gold and jewels. If they do not help either or they kill someone, they are returned to the dungeon with no reward. (GMs do not make this last longer than 10 minutes in real-time unless your players are having a great time.)
5. As the party enters the old lab of some mad scientist they are shrunk down to about a fourth of an inch in height. They must traverse the room to find the magic item that can return them to normal size. The item is located on a table.
6. The party finds a jewel floating in midair in one room. When one of the characters touches it, the entire party is transported to modern-day New York. They retain all of their equipment and abilities. A lost child asks them for help. If they help the child find their parents they are returned to the dungeon room with the large gem as a prize. If they don't help the child after a bit of time they are returned to the dungeon, but the jewel is gone. (GMs do not make this last longer than 10 minutes in real-time unless your players are having a great time.)



## Riddles

'Tis true I have both face and hands,  
And move before your eyes,  
Yet when I go, my body stands,  
And when I stand, I lie.

Solution: A Clock.

My clothing's fine as velvet rare,  
Though under earth my dwellings are;  
And when above it I appear,  
My enemies put me oft in fear.  
The gard'ner does at me repine,  
I spoil his works as he does mine.

Solution: A Mole.

Emblem of youth and innocence  
With walls enclosed for my defence,  
And with no care oppress,  
I boldly spread my charms around,  
'Till some rude lover breaks the mound,  
And takes me to his breast.  
Here soon I sicken and decay:  
My beauty lost, I'm turned away,  
And thrown into the street;  
Where I despised, neglected lie,  
See no Samaritans pass by,  
But numerous insults meet.

Solution: A Rose.

Two twins we are, and, let it not surprise,  
Alike in every feature, shape, and size:  
We're square, or round, of brass or iron made,  
Sometimes of wood, yet useful found in trade;  
But, to conclude, for all our daily pains,  
We by the neck are often hung in chains.

Solution: A Pair of Scales.

It foams without anger,  
It flies without wings,  
It cuts without edge,  
And without tongue it sings.

Solution: A Bottle of Ale.

What force and strength cannot get through  
I with a gentle touch can do;  
And many in the streets would stand,  
Were I not, as friend, at hand.

Solution: A Key.

What is that which has been tomorrow, and  
will be yesterday?

Solution: Today.

My habitation's in a wood,  
And I'm at any one's command;  
I often do more hurt than good,  
If I once get the upper hand:  
I never fear the champion's frown,  
Stout things I oftentimes have done;  
Brave soldiers I have oft laid down,  
I never fear their sword and gun.

Solution: A Barrel of Beer.



## Riddles

My nose is long, my back is broad and round,  
And in cold weather of great use I'm found;  
No load I carry, yet I puff and blow,  
As much as heavy loaded porters do.

Solution: A Pair of Bellows.

I never offend thee,  
Yet thou dost me whip,  
Which doth not amend me,  
Though I dance and skip;  
When I'm upright thou dost like me best,  
And severely dost whip me when I want to rest.

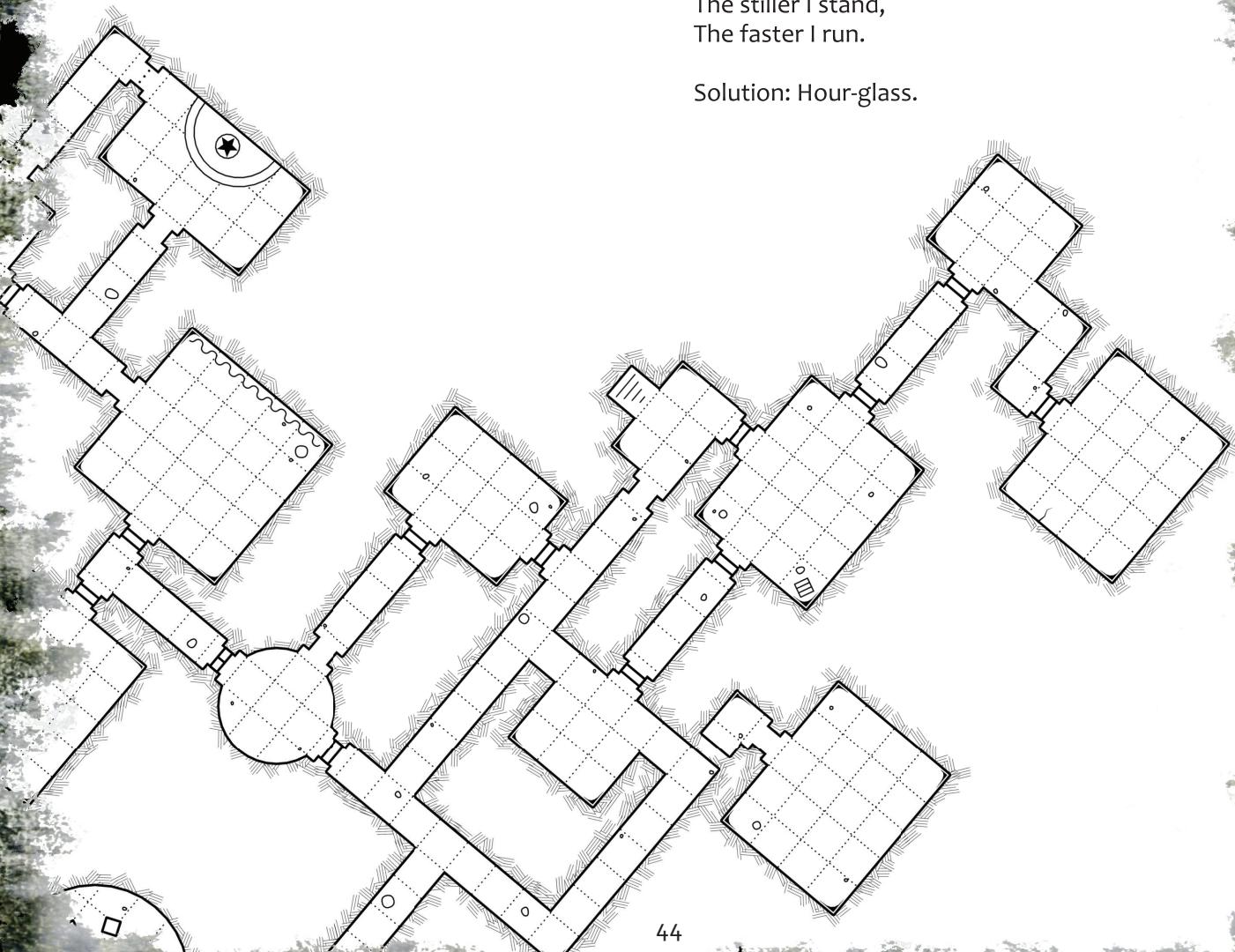
Solution: A Top.

My body is light, my head is white,  
With a cord I am laced around,  
I am beaten with sticks, yet not for bad tricks,  
But to animate my sound.  
The unthinking youth, who heed not the truth  
Which would save them from every alarm,  
To fight, kill, and die, and cause much misery  
To those who have done them no harm.

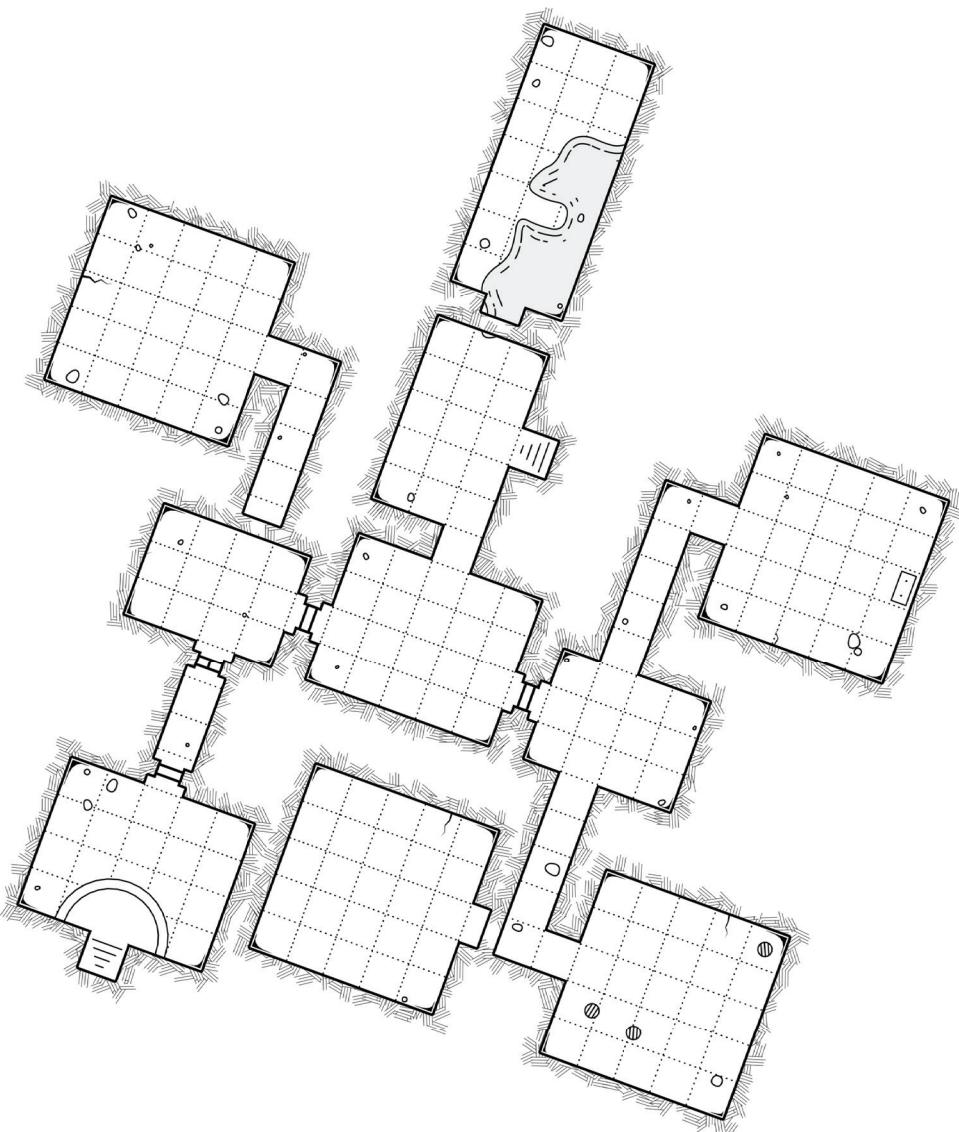
Solution: A Drum.

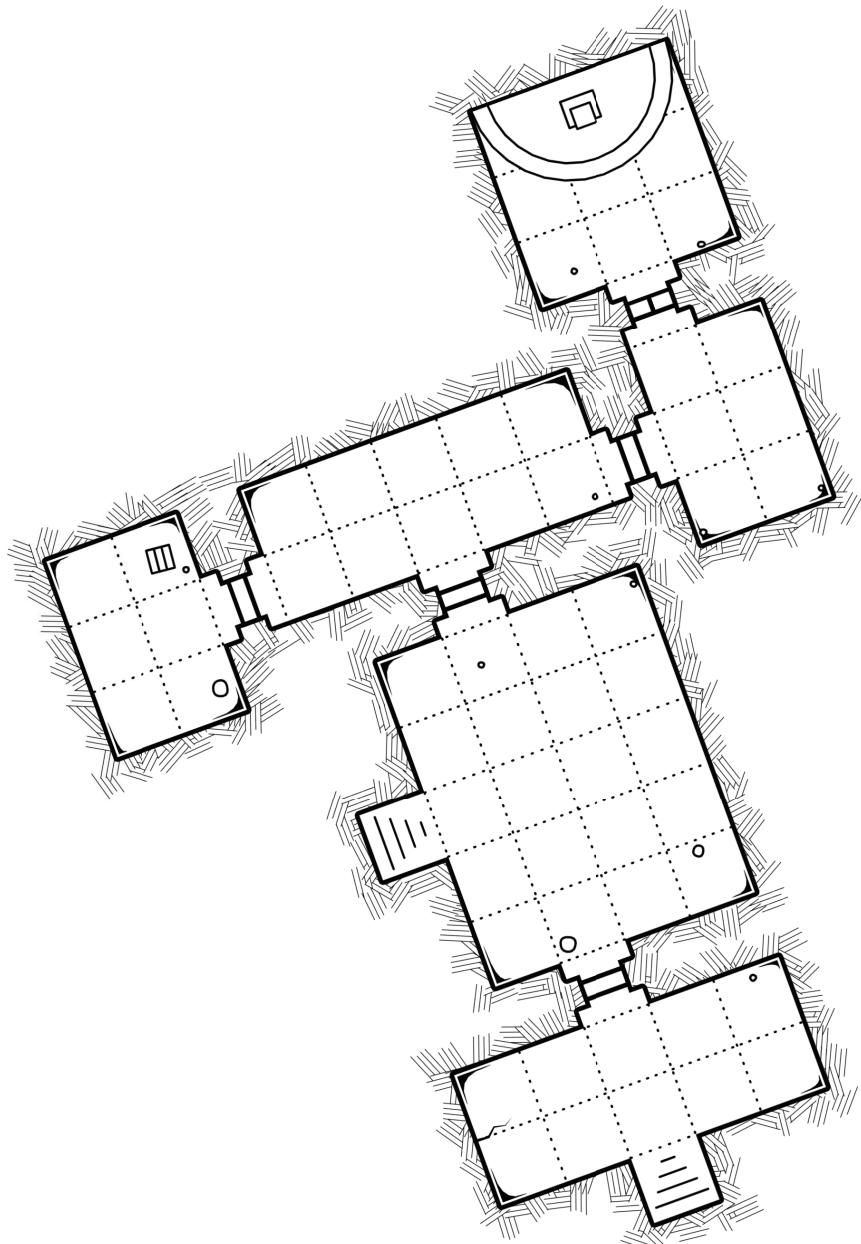
Two bodies have I,  
Though both joined in one  
The stiller I stand,  
The faster I run.

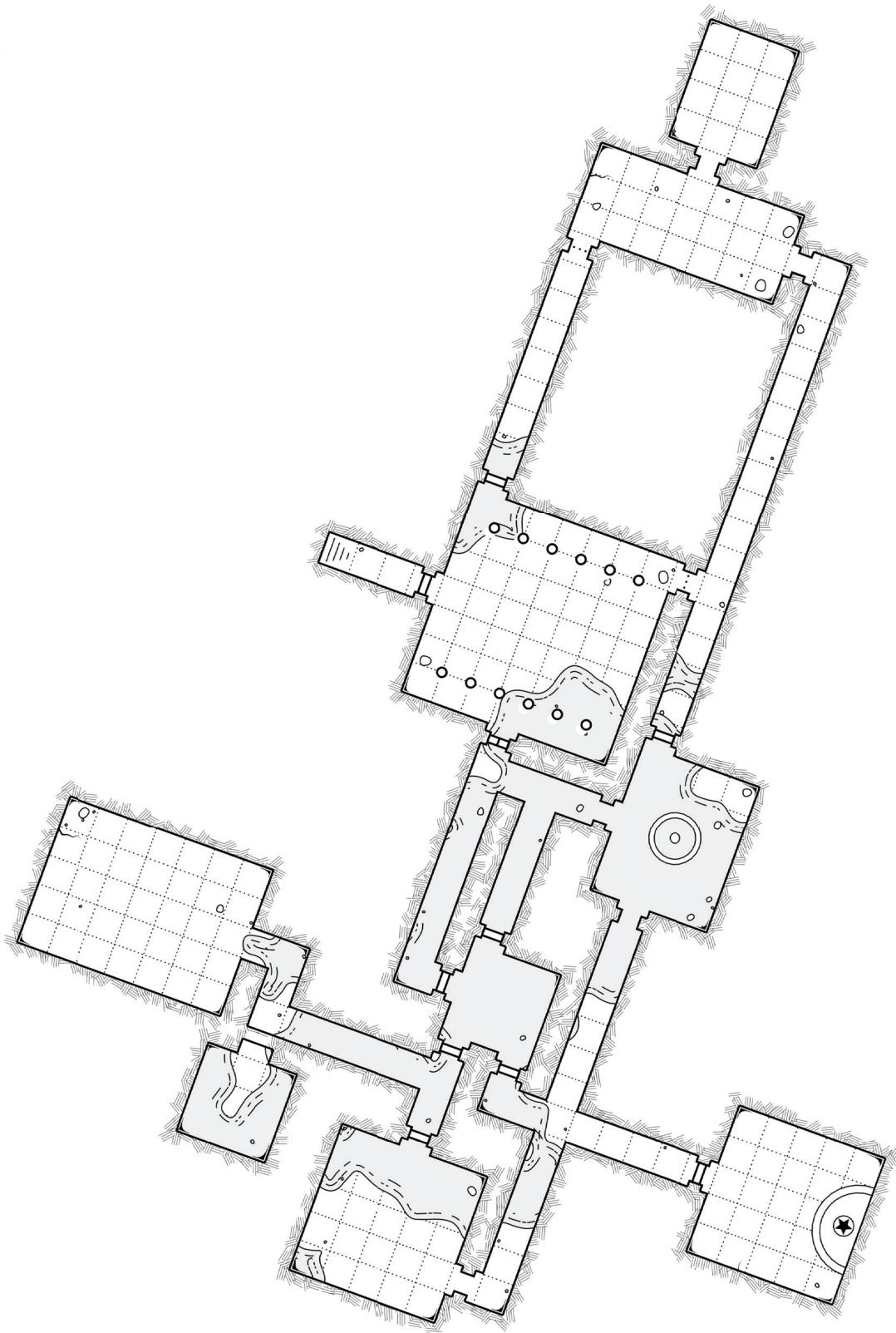
Solution: Hour-glass.

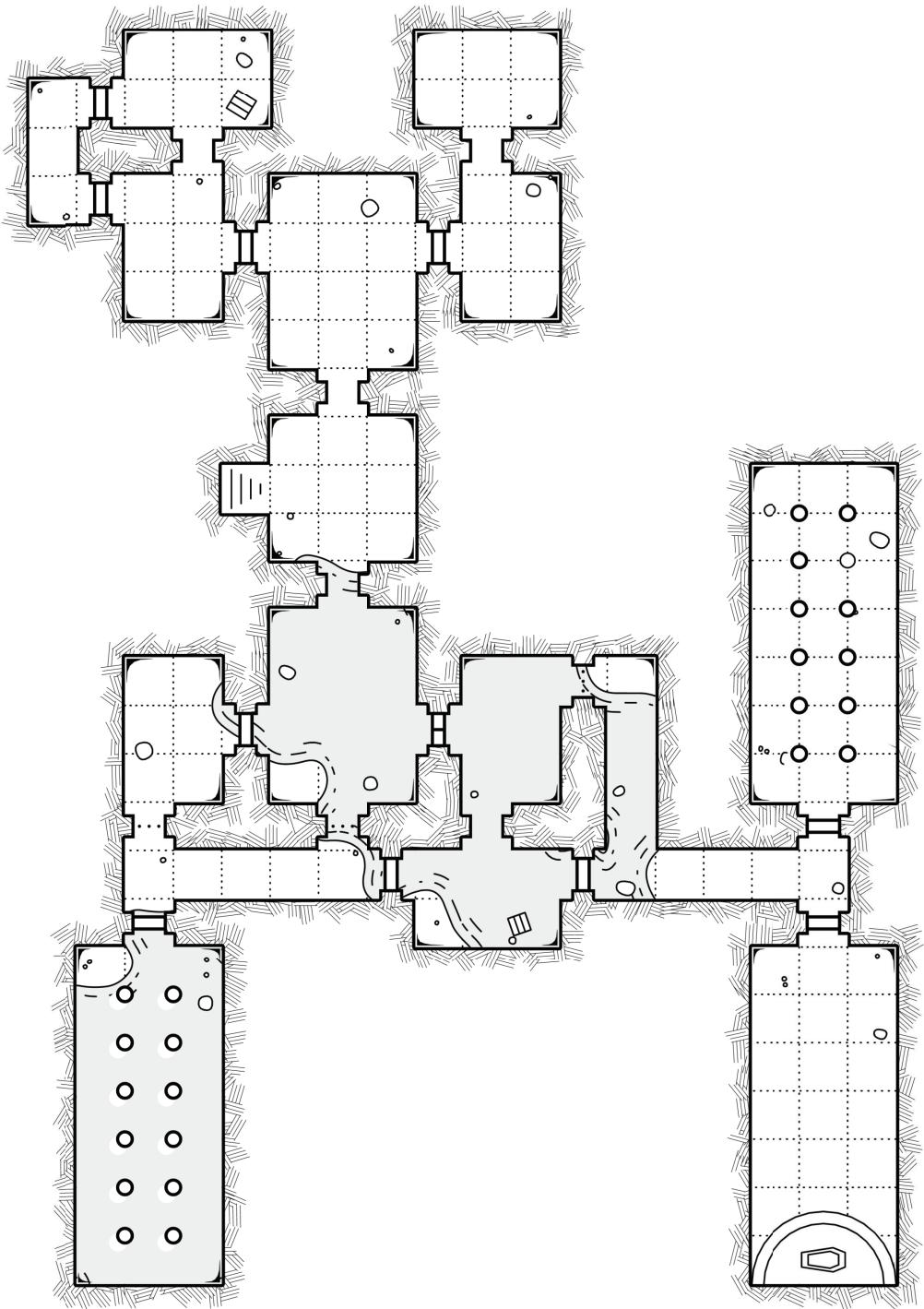


# Dungeon Maps

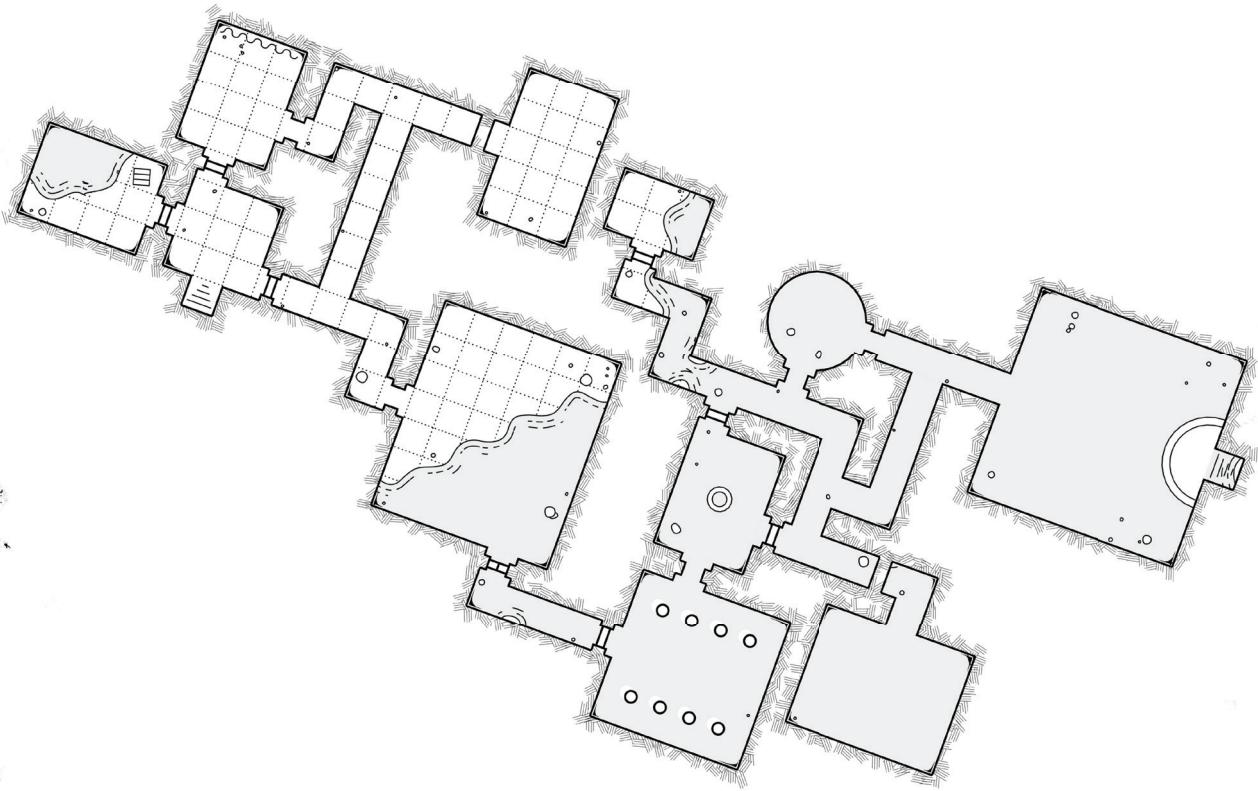


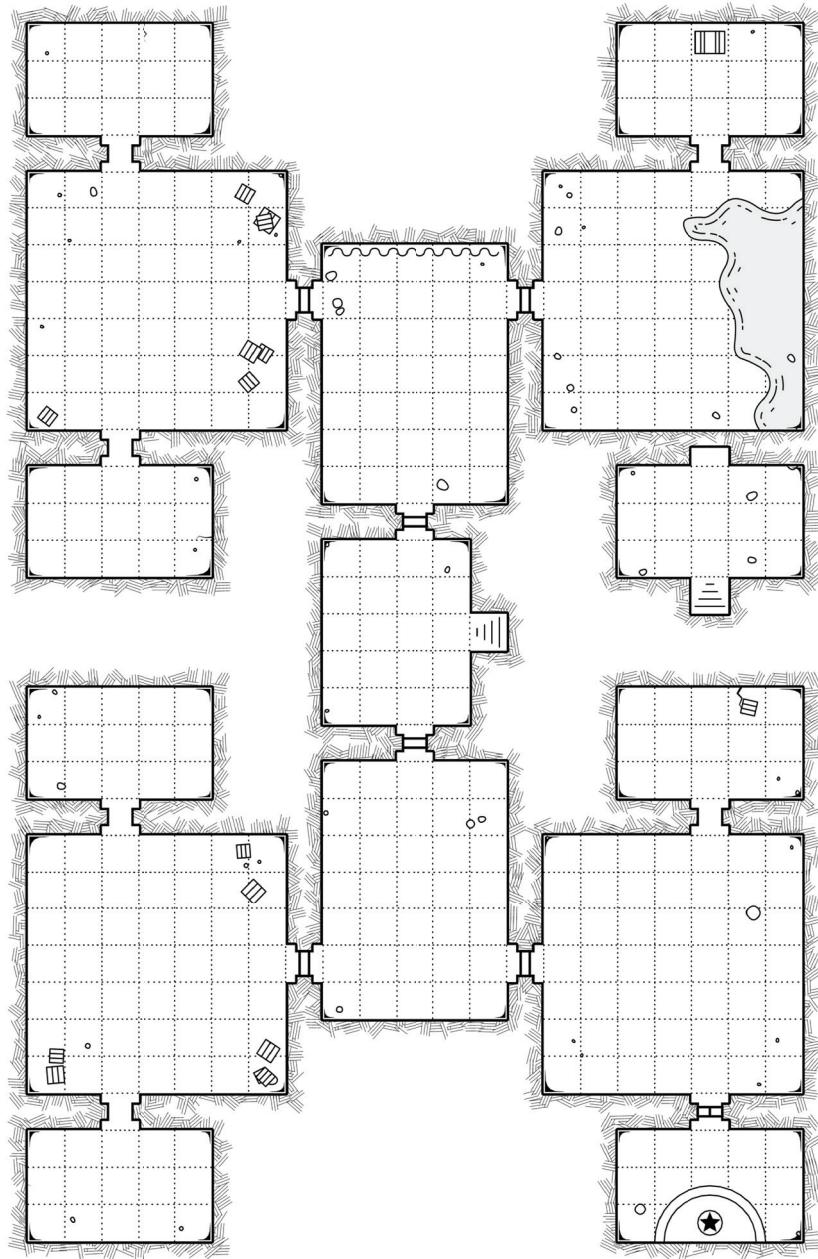






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