



# d30 Underground Entrances

## ENT1: ENTRANCE TYPE

### Roll Result

1	stairwell, 5' wide, 25° incline (long/shallow stairs)
2	stairwell, 5' wide, 35° incline (average stairs)
3	stairwell, 5' wide, 45° incline (short/steep stairs)
4	stairwell, 10' wide, 25° incline (long/shallow stairs)
5	stairwell, 10' wide, 35° incline (average stairs)
6	stairwell, 10' wide, 45° incline (short/steep stairs)
7	stairwell, 20' wide, 25° incline (long/shallow stairs)
8	stairwell, 20' wide, 35° incline (average stairs)
9	stairwell, 20' wide, 45° incline (short/steep stairs)
10	stairwell, circular, 5' wide, short/steep stairs
11	sloping passage, 5' wide, 25° incline (shallow)
12	sloping passage, 5' wide, 35° incline (average)
13	sloping passage, 5' wide, 45° incline (steep)
14	sloping passage, 10' wide, 25° incline (shallow)
15	sloping passage, 10' wide, 35° incline (average)
16	sloping passage, 10' wide, 45° incline (steep)
17	sloping passage, 20' wide, 25° incline (shallow)
18	sloping passage, 20' wide, 35° incline (average)
19	sloping passage, 20' wide, 45° incline (steep)
20	ladder down, wood, structurally sound
21	ladder down, wood, structurally unsound (poorly built)
22	ladder down, wood, rotting
23	ladder down, iron, pristine condition
24	ladder down, iron, rusted
25	direct opening downward (no ladder), 3'x3' opening
26	direct opening downward (no ladder), 5'x5' opening
27	direct opening downward (no ladder), 10'x10' opening
28	tube/slide
29	elevator platform
30	transdimensional portal (teleportation)

## ENT2: ACCESSED THROUGH...

### Roll Result

1	passage into ground (exposed/open entrance)
2	open area in ground ("sunken open room")
3	stone platform built up from ground
4	crypt/tomb (stone structure) w/ stone panel door
5	crypt/tomb (stone structure) w/ iron door
6	crypt/tomb (stone structure) w/ hidden/secret door
7	grave (stone sarcophagus in ground)
8	obelisk w/ standard door on side face
9	obelisk w/ hidden/secret door on side face
10	obelisk w/ hidden/secret door under tip/cap
11	statue, small (must be moved)
12	statue, medium (must be moved)
13	statue, large, w/ stone panel door in base
14	statue, large, w/ iron door in base
15	statue, large, w/ hidden/secret door in base
16	tree, large/hollow, with natural opening
17	tree, large/hollow, with wood door
18	tree, large/hollow/petrified, with iron door
19	opening directly into face of natural rock formation
20	stone panel set on face of natural rock formation
21	iron door set on face of natural rock formation
22	stone panel in ground, apparent/obvious
23	stone panel in ground, covered with brush/foilage
24	iron door in ground, apparent/obvious
25	iron door in ground, covered with brush/foilage
26	well, empty
27	well, partially-filled (entrance above waterline)
28	well, filled (entrance below waterline)
29	labyrinth (entrance inside labyrinth)
30	illusory terrain

## ENT3: PROTECTED BY...

### Roll Result

1	effect, acid
2	effect, charm
3	effect, cold
4	effect, confusion
5	effect, curse
6	effect, fear
7	effect, fire
8	effect, hold
9	effect, paralysis
10	effect, poison
11	effect, sleep
12	effect, sleep
13	effect, teleport
14	effect, turn-to-stone
15	servant demi-humans
16	servant humanoids
17	servant humans
18	servant monster(s)
19	summoned demi-humans
20	summoned humanoids
21	summoned humans
22	summoned monster(s)
23	trap, blades
24	trap, pit(s)
25	trap, snare
26	trap, spikes
27	trap, stones
28	trick, illusion
29	trick, puzzle
30	trick, riddle

## ENT4: SENSE OF...

### Roll Result

1	animus
2	anxiety
3	apprehension
4	bleakness
5	desolation
6	destiny
7	devastation
8	disaster
9	disequilibrium
10	distrust
11	doom
12	emptiness
13	enmity
14	evil
15	exhaustion
16	fatigue
17	foreboding
18	frailty
19	gloom
20	instability
21	loneliness
22	malice
23	powerlessness
24	sorrow
25	suspicion
26	unbalance
27	uncertainty
28	unease
29	vulnerability
30	weakness