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DUNGEON DRESSING: STRANGE THINGS



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DUNGEON DRESSING: STRANGE THINGS

*Tired of your dungeons lacking in verisimilitude? Want to add cool little features of interest to your creations but don't have the time to come up with non-essential details? Want to make your dungeons feel more realistic? Then *Dungeon Dressing* is for you! Each instalment focuses on a common dungeon fixture such as stairs, pillars or pools and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.*

*This instalment of *Dungeon Dressing* presents loads of great features and details to add to the strange things in your dungeon. Designed to be used both during preparation or actual play, *Dungeon Dressing: Strange Things* is an invaluable addition to any GM's armoury!*

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STRANGE THINGS

As well as the mundane and the expected, dungeons can feature many strange or bizarre things. Adventurers delving into almost any dungeon are virtually certain to encounter and battle outlandish, alien creatures in the course of their explorations. They may also encounter any number of strange things.

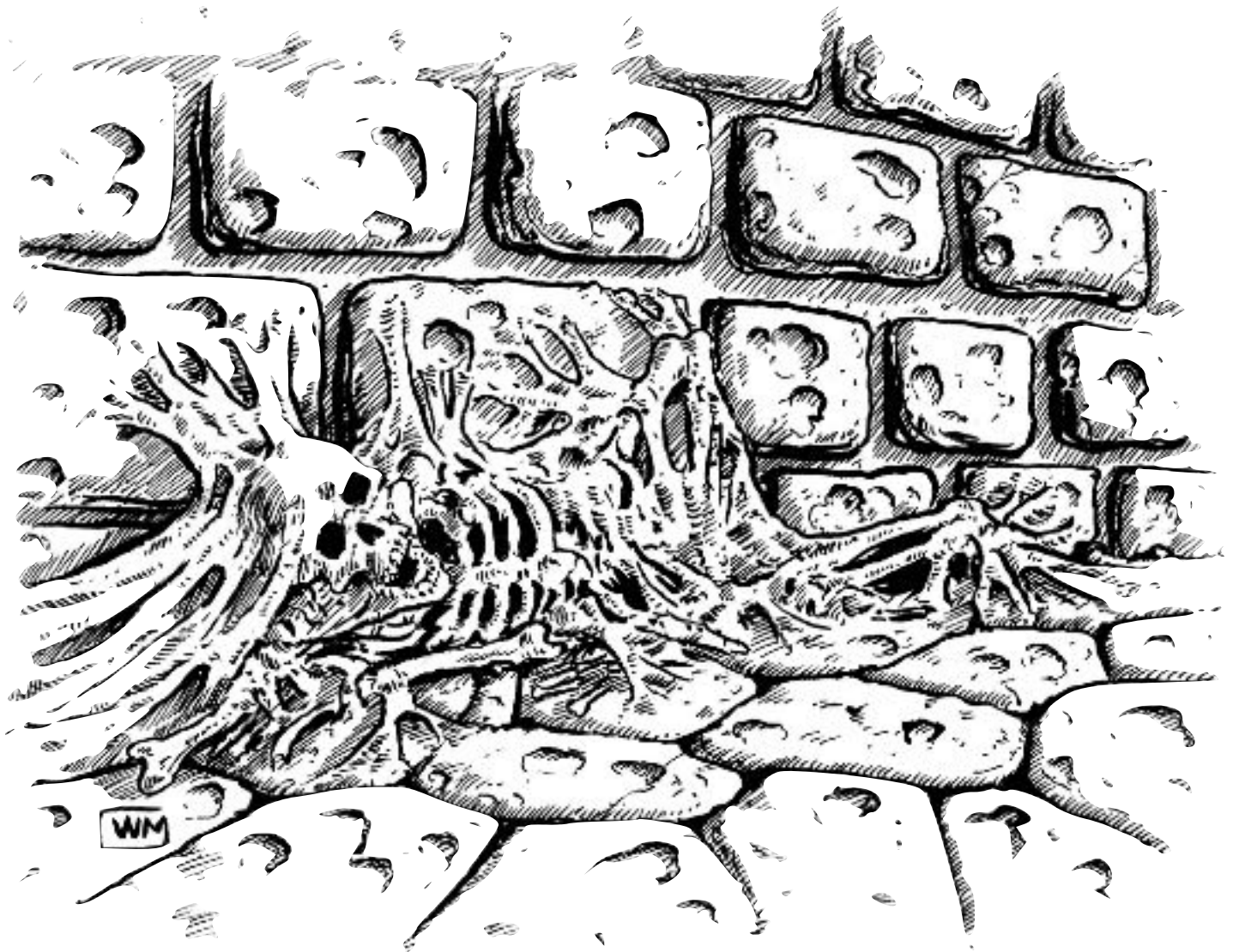
Even natural processes and phenomena can create odd, strange or outlandish dungeon features. Magic infuses the very essence of other dungeons and can warp their inhabitants and even their physical features. Dungeons located in a place where the barrier between planes is particularly thin are famed for such phenomena as are dungeons built or inhabited by mad mages.

The strange things encountered by adventurers can be of many types. Some strange things are physical objects—perhaps strange arrangements of stones, fungoid growths and the like—while others are sounds, smells or even just a feeling of something wrong or out of place. Whenever possible, have these strange features make sense in your dungeon's overall scheme. In some dungeons, "it's magic" is a perfectly valid explanation for strangeness. In others, it's just lazy design.

Use the tables on the following tables to add strangeness to your dungeon. Consider combining results from several tables to create a unique dungeon. You can use the strange features as nothing more than "window dressing" or you can build their presence into the dungeon's backstory. For example:

- Why is the air in the dungeon hot and arid?
- Who is responsible for the strange carvings decorating several of the dungeon's rooms?
- Why does so much oddly-coloured, semi-mobile fungus grow in the dungeon?

Answering these questions can go a long way to building your dungeon's "personality" and to helping your players suspend their disbelief. Strange and atypical features can also cement the dungeon in your players' minds and prove memorable experiences they'll mention for years to come!



STRANGE ATMOSPHERE

Use this table, to generate a strange dungeon atmosphere. Some atmospheres listed below may be inappropriate based on your dungeon's setup—ignore or modify such entries as appropriate.

D%	STRANGE ATMOSPHERE
01-05	Explorers have a distinct feeling of being constantly watched by an unseen observer.
06-10	An inescapable feeling of tightness and claustrophobia fills the area. Everything seems to slowly close in around the party.
11-12	A terrible sense of malice and spite, as if the dungeon itself hates explorers, fills the area.
13-14	The area feels like a safe haven. Here, there is a tremendous sense of peace and tranquillity.
15-16	The air pressure is noticeably different than that of surrounding areas.
17-18	The area is breezy, although these winds are not strong enough to extinguish open flames such as torches.
19-20	The air is arid. The hot and dry conditions are almost desert-like.
21-22	The air is humid; like a steamy jungle, it is hot and wet.
23-24	The air is ancient and stale. Though poor in quality, it is safe to breath.
25-26	The air is pure and clean. An unseen source constantly keeps the fresh air circulating.
27-28	The area maintains a pleasantly warm temperature.
29-30	At all times, the area remains refreshingly cool.
31-32	The air is charged with energy causing the hairs on the backs of explorers' necks to stand on end.
33-34	The air has a strange, greasy quality, causing everything within it to feel slick.
35-36	Everything about this area projects a feeling of being worn down and tired.
37-38	All within this area suffer a terribly queasy feeling in their stomach.
39-40	Dark shadows and a gloomy air fills the area.
41-42	The air is absolutely dead calm, and sounds are strangely deadened.
43-44	The air is frigid. A cold and dry wind blows constantly.
45-46	The air is cold and damp. Wisps of fog float through the air, close to the ground.
47-48	Anyone entering the area, even for the first time, gets the strangest sensation of déjà vu.
49-50	Something about the air gives those within the awful prickling sensation of insects crawling on their skin.
51-52	A sense of despair and great tragedy presses down upon those who enter fills the area.
53-54	The area feels like a holy site and has a general sense of righteousness and good.
55-56	The area feels like an unholy site and has a general sense of depravity and evil.
57-58	The area has a general sense of order and law.
59-60	The area feels like an anarchic site and has a general sense of barely restrained bedlam and chaos.
61-62	The area feels like a neutral site and has a general sense of balance.
63-64	No matter how close this area may be to other places, it projects a powerful feeling of isolation, desolation and loneliness.
65-66	Though very faint, and only seen at a distance, the air has an unmistakable yellowish haze.
67-68	Something about this area makes it seem very familiar to anyone who enters.
69-70	Anyone within the area gradually gains the nagging sensation they have forgotten something important.
71-72	The area has a foreboding atmosphere. There is a terrible sense of dread and apprehension.
73-74	Something about this place is just not quite right, though what that is cannot be said.
75-76	A pervasive sense of unquenchable hope makes this location a joyous place.
77-78	The air in this place is full of particulates such as pollen or dust. Explorers sneeze often!
79-80	A thick layer of filth and grime coat everything in the area. Smog hangs in the area.
81-82	This location gives the impression of being spacious and large.
83-84	There is an air of authority—a regal presence that demands respect—in this place.
85-86	The air carries with it the unmistakable feeling of imminent rain.
87-88	Although it is not strong enough to cause adverse effects, all living creatures in the area have a slight feeling of vertigo.
89-90	The air is thin, just like at high altitudes but is still breathable. This thinness of air cause no ill effects.
91-92	The air is thick and heavy.
93-94	This location has a warm and inviting feeling. It seems to welcome any and all who enter.
95-99	This area offers a feeling of rest and relaxation.
100	All who enter this location have the distinct impression they are being followed by something unseen.

STRANGE GROWTHS

Dungeons rarely comprise featureless corridors swept clean of debris (unless a gelatinous cube wanders the halls). Instead, they sport a wide variety of growths, ranging from ordinary mushrooms and fungi clinging to survival in their subterranean environments to mineral deposits collecting in stalactites, stalagmites and flowstone. Stone formations tell stories about geological events forming a dungeon and can feature signs of destruction wrought by nature, dungeon inhabitants and visitors alike. Finally, as one would expect in a world touched by magic, stranger growths such as fleshy polyps or incongruous metallic spikes can occur with surprising frequency.

MUSHROOMS

Subterranean mushrooms make for some of the most common growths in a dungeon, as they require little more than moisture and rotting material to thrive. Since most caves are humid and plenty of creatures die in dungeons, particularly those frequented by monsters and adventurers, mushrooms find purchase anywhere. The typical mushroom features a stem and cap, which contains fleshy blade-like gills holding the mushroom's spores. Mushrooms grow in a variety of shapes and can appear as cups, spheres, coral-like stems or irregular shelves hanging from walls and other dungeon features. Additionally, mushrooms come in a wide array of colours, ranging from the typical pale white, through shades of green, brown or red. More exotic colours and bioluminescence also occur in mushrooms. Depending on the availability of water and nutrients a mushroom can be a couple of inches tall or a towering specimen several feet high.

Several species of mushroom are edible, and explorers with underground or nature skills can determine the edibility of mushrooms they encounter. Poisonous mushrooms typically inflict weakness or death on those consuming them, and can also cause hallucinations (as if the character had been targeted by a *confusion* spell), in someone who fails to resist their effects. The final danger presented by mushrooms comes from the many mushroom creatures and hazards, such as myconids, violet fungi, shriekers and the like. Mobile and intelligent mushroom creatures may attempt to blend in with normal mushrooms—perhaps to avoid notice or to spring their own ambush.

MOULDS

Moulds comprise the second most commonly encountered fungi in dungeons. While they have a uniform shape as they cover material they decompose or otherwise dissolve, they can form odd bulging shapes where concentrations of the moulds gather. Unlike many of their mushroom cousins, moulds provide no immediate sustenance—they can aid in the fermentation of alcoholic beverages, and the rare cultivated mould can fight disease—and oftentimes prove poisonous. Several dangerous moulds, such as yellow or brown mould, grow in dungeons.

MINERAL DEPOSITS

Most underground areas are wet enough to host minor flows of water. This water carries mineral deposits, typically comprised of calcium carbonate, that collect on existing dungeon features or form their own precipitate structures. These structures take years (and sometimes centuries) to form. While most of the structures are translucent white, metals such as iron, copper or manganese can influence their colouration.

Solidifying lava flows provide another source of deposited minerals, albeit in a much quicker fashion.

Characters can find the following structures in natural caverns, or even those excavated by magical means:

Flowstone: The weirdest formation created by mineral deposits, flowstone is composed of sheet-like deposits of calcite (or other cave minerals) formed when mineral-laden water flows down cavern walls or along its floors. These deposits can form thin sheets known as draperies, which descend from overhanging portions of a cavern wall. Some of these draperies are translucent, while others have brown or beige layers that make them look like bacon. Overhanging flowstone can also simulate a frozen waterfall of stone. Ground flowstone can form gourds that occur at the edge of underground streams and dam the water.

Ice: In a cavern located in an area experiencing seasonal changes or with continually cold climates, water seeping into the cavern forms ice stalactites.

Lava Flows: Lava flows create more exotic stalactites due to their more dynamic courses. A small dribble of lava can accrete layers from successive lava flows creating shapes that look like shark's teeth. Splash stalactites result from lava splashing up on a cavern's ceiling and slowly oozing down and hardening; these stalactites look like stretched taffy and usually differ in colour from the lava that formed the cavern. Tubular lava stalactites have a similar appearance to soda straws, but often have a twisted, worm-like shape as bits of lava crystallise and force the lava to flow in different directions.

Stalactites: Stalactites descend from a cavern's ceiling one drip at a time, typically in a cone shape for calcium carbonate deposits. In some cases, the minerals collect in rings, forming thin, hollow stalactites known as soda straws. These fragile straws often develop holes allowing water to flow around them to create the more familiar conical stalactites. Helictites, with their twig-like or spiral projections that appear to defy gravity, comprise the oddest-looking calcium carbonate stalactites and take the shape of ribbons, saws or clumps of worms. Clusters of stalactites might take on the appearance of natural chandeliers.

Stalagmites: Stalagmites have similar origins to stalactites, but rise from a cavern's floor and often have a more blunt appearance. They come in shapes resembling tall and spindly broomsticks, tall totem poles or small, wider-than-tall "fried egg" stalagmites. Because stalagmite formations require more specific conditions to form than stalactites, broken stalagmites hardly ever "heal" from damage (whereas, even calcium carbonate stalactites can return to their former shape in a handful of decades).

In caverns with particularly active mineral accretions, stalactites and stalagmites meet and form twisted columns.

Other Formations: Smaller mineral structures include:

- Cave coral (knobby clusters of calcite)
- Cave pearls (created by water dripping from high ceilings creating small crystals which form near-perfect spheres)
- Snottites (minerals containing sulphur-oxidising bacteria with the consistency of mucus).

STONE OUTCROPPINGS

Another source of strange growths derives from the stone forming the dungeon itself. Whether through erosion, shifting due to tectonic activity or deliberate crafting through mundane or magical means, the stone through which the dungeon runs can form remarkable shapes. Natural erosion can leave behind arches, cairns, domes and table-like structures. Running water can cut through rock to create features that look like an open maw. If currents carry the water in a circular motion, it can slowly cut rock into corkscrew shapes that jut from a cavern's floor. Tectonic shifts can thrust bedrock up into a chamber, creating a spiky mound. These shifts can collapse ceilings, which reveal much taller chambers but leave behind mounds of rubble that eventually fuse with the ground below due to accretions of mud, minerals or lava.

Thrones, tables and daises hewn from the stone by ancient peoples could remain, but erosion or other factors only leave a hint of a stone construction's purpose. Likewise, stone imported from other locations in the distant past could present an incongruous display as the foreign stone stands out against the surrounding material. Additionally, monsters that petrify other creatures could leave behind their victims, allowing natural processes to create a garden of broken stone limbs, eroded humanoid statues and the like.

WEIRDER GROWTHS

In a world suffused with magic, unnatural growths can appear frequently.

Inorganic protrusions are surprising, but not necessarily disturbing. Clumps of precious metals or gems, otherwise absent from the surrounding rock, could protrude from the walls. A dungeon chamber might hold spikes of manufactured metal embedded within any of its surfaces. Knobs of wood, either natural growths or broken pieces of manufactured objects, may also stick out incongruously from the floor or wall. Occasionally, such growths mark trapdoors or other hidden features.

Organic materials in an otherwise inorganic setting can be quite disturbing. Whether the cavern is actually part of the well-preserved remains of a large creature or somehow "grew" organic items as the result of mad experiment or divine intervention, teeth, hair and cilia can sprout from the ceiling or floor. Gigantic ribs provide support for the cavern and protrude from the cavern's walls, while a spinal column juts out from the floor. A graveyard of bones may dominate a room. Scabs and callouses may cover areas that have previously taken damage, and characters removing them might find blood or pus oozing from the freshly opened "wound." Various fleshy polyps of all sizes might hang from the ceiling or line the walls. In areas ravaged by disease or evil energies, tumours lay in wait to spread their cancers.



STRANGE GROWTHS

Use this table, to generate strange growths for your dungeon. Some growths listed below may be inappropriate based on your dungeon's setup—ignore or modify such entries as appropriate.

D%	STRANGE GROWTH
1	A group of black-stemmed, white-capped mushrooms turns toward the party and sprays them with spores.
2	A colony of bats claims the stalactites as their home; unless the party makes loud noises or carry bright lights, the bats ignore them.
3	A prominent stalagmite looks like a colossal stone club; it is composed of a different material than the surrounding stalagmites.
4-5	Stalactites form a natural chandelier; someone has wedged several unlit candles in the chandelier.
6	Fresh water pours from a stalactite; the water is clean and drinkable.
7	A large stalactite is hollow!; a fist-sized onyx worth 50 gp rests within.
8	A sheet of green flowstone appears to have a human's face peering from within it.
9-10	A metal spike thrusts downward from the ceiling; rusty water drips from the end of the spike.
11	A set of soda straws sways in a slight breeze, which creates a delicate tinkling sound.
12	A stalactite and a stalagmite almost meet to form a column; a gap with the thickness of a sheet of parchment separates the two.
13	A clump of red-capped mushrooms shudder and shift when living creatures come within 10 ft.
14-15	Large icy stalactites continually drip water; they seem precariously attached to the ceiling.
16	Thin stalactites hold a rounded chunk of mineral in place giving it an arachnid-like appearance.
17	Calcite deposits on the ground form brain-like objects measuring four inches in diameter.
18	A mushroom explodes in a seemingly harmless multi-coloured spray of material that splatters the surrounding floor and walls.
19-20	Blue-grey shelf mushrooms climb a wall, forming a zigzag staircase.
21	A rocky outcropping filled with tiny holes juts from the floor; wind passing through the outcropping creates a haunting, shrill whistle.
22	A low hum emanates from the nearest stalactite when a character enters this chamber; the sound randomly shifts from stalactite to stalactite.
23	A ball of brownish mould quivers when a character approaches it but does not otherwise move.
24-25	This complex stalagmite looks like a stony tree growing from the cavern's floor.
26	Spherical, pink mushrooms seemingly roll about the cavern of their own volition.
27	A sheet of flowstone overhanging a high stone shelf suddenly melts and dribbles down the wall.
28	A row of stalactites parallels a row of stalagmites forming a set of jagged "teeth."
29-30	This red and brown flowstone drapery gives off the faint odour of cooked bacon.
31	Bright red mushrooms stand five inches tall in an orderly nine by nine grid.
32	A pair of stalactites grows at angles that give them the appearance of crossed swords.
33	All the stalactites in this room are broken off at a uniform height, as if an object or creature passed through heedless of the obstacles.
34-35	A number of jagged rocky outcroppings look like saw teeth emerging from the floor.
36	Flickering light gives the illusion of movement to the worm-like stalactites in this chamber.
37	Cloaks and hats hang from stony knobs used as makeshift hooks along one wall.
38	Several stalactites, tipped in what appears to be dried blood, hang from the ceiling.
39-40	Four stalagmites emerge from the floor; they look like jointed fingers and match the relative finger lengths on a typical humanoid hand, even though they stand several feet high.
41	A row of stalactite-stalagmite columns bisect this chamber; Small creatures can comfortably wriggle through the gaps between columns.
42	Each mushroom in a field of rose-red cup mushrooms holds a cloudy fluid; the liquid is refreshing and a little sweet to the taste.
43	Water oozes over a flowstone gives off a faint roar as if it were an actual waterfall.
44-45	Equally spaced stalagmites of increasing height traverse the cavern from entrance to exit.
46	A pair of stalagmites look like up-thrust forearms topped by clenched fists.
47	Rows of pale green mushrooms line the floor; when a character gets within five feet of a row, the entire row lights up phosphorescently, then each subsequent row does the same.
48	A fallen stalactite impaled a giant creature years ago, judging by the skeletal remains scattered about.
49-50	Something has shaped a collection of stony outcroppings so they look like several stallions emerging from the floor; the foremost are most fully emerged, while the rearmost feature only heads.
51	A brief earthquake causes stalactites to fall from the ceiling and shatter on the floor. Several land excitingly close to the party.

52	Spiky mineral deposits cover this cavern's floor; they act as caltrops.
53	A stalactite breaks off at the tip, and a foul-smelling, green fluid drips from the stump.
54-55	Several stalactites shaped like a large bird's feathers dangle from the ceiling.
56	A golden stalactite ² hangs from the ceiling.
57	A clump of pale green mushrooms clings to the ceiling; occasionally, a mushroom floats to the floor, its cap arresting its fall like a parachute.
58	A pair of icicles thrust up from the ground as stalagmites; water defies gravity as it climbs to the icicles' tips.
59-60	A clump of seemingly healthy roots protrudes from the ceiling; they are not attached to any plants.
61	A rhythmic drumming, like a fast heartbeat, emanates from a large, white mushroom.
62	Iron burrs cling to a wall; the burrs are polished and rust-free.
63	Stone vents allow a thin orange mist to escape through them; the mist does not obscure vision.
64-65	A stalagmite bends at an extreme, nearly horizontal angle as if it had been cultivated to grow that way.
66	A crude iron arrow tops this thin stalagmite; the arrow spins and points in a random direction when someone touches it.
67	When a character touches a stalagmite, several tiny harmless red beetles pour forth.
68	Five stalagmites stand in a roughly circular pattern; they seem like partially melted candles, with a black stony "wick" protruding from the top.
69-70	Spherical calcium carbonate deposits roll around this cavern in random directions; when one falls into a hole in the floor, a loud gong sounds.
71	Cilia lining one wall of this cavern undulate and writhe in a non-existent breeze.
72	A group of tan-and-white striped mushrooms suddenly sprouts before exploding in a spray of spores.
73	A rim stone dam creates a three-foot diameter pool, around and in which blind, pale frogs leap.
74-75	A set of five stalagmites and three stalactites move as if they were levers; nothing obvious occurs when they are pushed or pulled.
76	Blocky stone protrusions set in a wall briefly arrange themselves into letters from a subterranean language.
77	This translucent stalagmite holds motes of light that flit about the stalagmite's interior.
78	A group of rocks arranged like a table and four chairs stands in the cavern's centre.
79-80	A clean-picked bone protrudes from the floor. If a character pulls it free another takes its place; this process repeats a total of ten times.

81	Several fluid-filled nodules protrude from a wall; a character moving within 5 feet of a nodule causes it to erupt, spraying the unfortunate explorer with a fetid, viscous grey liquid.
82	If a character nears the largest stalagmite in this chamber, it scuttles away (5 ft. speed); it attempts to keep a 10-foot distance from any other being, but does not attack.
83	Stands of lank black hair hang from the ceiling at the exit; while the hair grasps at anyone passing through it, it is harmless.
84-85	A corkscrew-shaped stalagmite twists without any obvious cause at random times.
86	Five-foot tall stalagmites effectively block the way through this chamber; however they part, creating a narrow path for anyone approaching.
87	A stalactite suddenly glows with an inner light that intensifies to full daylight.
88	This delicate lattice of stalactites looks like a spider web, which has trapped a pair of gigantic insects.
89-90	A cloud of flies swarms about a bulbous, sickly green, two-foot-diameter growth protruding from the far wall.
91	Spiky stalagmites suddenly shoot up from the floor; they attack all creatures in a 10-foot square ³ .
92	The largest four stalactites in this chamber have crudely carved mouths; they quietly burble in an unknown language.
93	Gill-like membranes line opposing walls in this cavern; they open and close regularly as if the room cave is rhythmically breathing.
94-95	When a character approaches the entrance to this stalagmite- and stalactite-filled cavern, any lights they carry are momentarily extinguished.
96	A stone face slowly emerges from the ceiling; its eyes are wide, and its mouth is a frozen scream.
97	A dank breeze intermittently flows through this moist cavern from the opposing entrance; a fleshy protuberance hangs near that entrance.
98	A collection of soda straw stalactites is connected to a standing, bloodless corpse.
99-100	If someone touches the largest stalagmite in this rubble-strewn cavern, it emits a scream before dissolving into a puddle of mud.

1. A successful find concealed door roll reveals.
2. A dwarf, gnome or other skilled miner discovers the stalactite comprises pyrite.
3. A successful find concealed door roll spots beforehand; THAC0 15 (1d8+6 piercing damage).

STRANGE MAGIC EFFECTS

Use this table, to generate a strange magic effects for your dungeon. Some effects may be inappropriate based on your dungeon's setup—ignore or modify such entries as appropriate.

D%	STRANGE MAGIC EFFECT
01	Every statue, bust and portrait in the area turns its head to follow the movement of explorers.
02	All the portraits and paintings in the dungeon gradually change from one subject to another.
03	Torches spontaneous light when someone comes close and extinguish themselves once the explorer moves away.
04	Harmless cobwebs fill the area. Though they do not impede movement, they regenerate quickly after being broken or burnt away.
05	Within the area, all who speak find the pitch of their voice goes up two octaves.
06	Regardless of their fuel or source, all nonmagical fires within the area burn with a bright green flame.
07	There are no echoes in this location, no matter how loud the sound or how spacious the room.
08	A harmless grey fog, only about two inches deep, covers the floor. The fog is impenetrable to normal vision, and sometimes moves in disturbing ways.
09	The ceiling is enchanted to appear as the night sky, complete with a twinkling stars.
10	At strange intervals throughout the day, magical chimes mark the time.
11	Along the floor and walls, tiny colourful mushrooms sprout randomly. They last only seconds before withering away.
12	Strange veins of soft, pulsing white light run through the walls.
13	All food and drink within this area, no matter what it is, tastes like fresh oranges.
14	The entire area appears to be a living organism. The walls pulse steadily and a steady breeze blows back and forth.
15	A light snow falls, no matter the season. Despite falling continuously, only a light dusting remains.
16	Strange, but meaningless, glowing arcane sigils decorate the floor.
17	No living creature casts a shadow, in this place.
18	Living creatures can see their breath condense in the air, no matter the temperature.
19	All shadows are mysteriously cast in the wrong direction, here; they point towards light sources instead of away.
20	Liquids flow uphill. They still fall to the ground normally, however.
21	Tiny whirlwinds of dust and small debris randomly sweep through the area, leaving trails in their wake.
22	Doors that are unlocked or unbarred open and close automatically when someone approaches.
23	The floors and walls are warm to the touch.
24	The floors and walls are cool to the touch.
25	All unattended objects animate and dance on the spot, when music is played.
26	Plant life grows in odd, unnatural colours. The characters discover blue moss and flowers with orange stems and green petals.
27	Small swarms of clearly illusory butterflies flutter about.
28	Everyone who remains in this location becomes temporarily illiterate.
29	While in the area, a person's hair and nails grow at an accelerated speed.
30	All metal objects gets harmlessly tarnished within minutes, no matter how often they are polished.
31	All plant life in the area grows and blooms in reverse.
32	A clear, harmless slime drips from the ceiling.
33	The walls spontaneously begin to bleed. This happens at random and only lasts a few minutes.
34	A blue light without obvious source fills the area.
35	Compasses and innate direction sense no longer work within the area. Directions can still be followed to avoid being lost but true north cannot be determined.
36	Anyone who enters this area finds themselves capable of reading any language fluently.
37	The walls are studded with humanoid eyes, all blinking and looking about randomly.
38	Gradually, this location cleans and repairs all minor damage done to itself.
39	Any small, unattended object randomly levitate a few inches into the air before settling again.
40	Thick vines that grow clusters of delicious, but non-nourishing berries have overrun this area. The clusters take only minutes to regrow after being plucked.
41	An abnormally large population of insects and other tiny vermin live in the area.
42	All metal objects deliver a harmless static shock when first touched.
43	Wooden objects sprout small flowers. They cause no damage to the item but grow back instantly, if picked.
44	Those sleeping in this location have the same meaningless, but recurring, dream.
45	All who enter this place find they have switched their dominant hand.
46	The murals on the walls are all animated.
47	Sparkling lights fill the air at random intervals.
48	Within the area, all coin tosses automatically land with a result of tails.

49	Strange seismic tremors shake the area at almost regular intervals, but do not cause any damage.
50	Water pours magically from the walls, creating a one-inch deep pool covering the floor.
51	Harmless bubbles, that pop immediately if touched, fill the air.
52	Schools of brightly coloured fish swim through the air, as if it were water.
53	All leather objects within the area sprout coarse hair that regrows immediately if removed.
54	Mundane light sources burn twice as fast and provide twice as much light; thus they last only half as long.
55	Reflections cast within the area move slightly out of sync and sometimes even portray a completely different action.
56	Stalactites slowly shift their positions.
57	Warm, magically created sunlight illuminates the area.
58	Everything within the area loses its colour.
59	No matter how fresh or preserved, all food and water in this place spoils within one day.
60	Within the area, objects made of ferrous metal become slightly magnetised.
61	The statues in this area drastically change their stance when no one is looking.
62	The area is devoid of small plant life, insects and other harmless vermin.
63	Mundane light sources lit in this location burn half as brightly and thus last twice as long.
64	Magical lights give off illumination of a purple hue.
65	<i>A magic mouth</i> speaks its message backwards.
66	Skeletal hands and tortured faces press outward from the walls, as if trying to escape.
67	Tiny gems constantly emerge and recede from the walls. Touching a gem causes it to shatter harmlessly.
68	Strange spectral humanoid shapes fill the air. They are insubstantial, harmless and move about on their own.
69	All music sounds atonal and off key. Except for sounding awful, this has no effect on magical musical effects such as created by a bard.
70	Animals in the area make the wrong noises: birds hiss, snakes bark and rats chirp, for example.
71	The air shimmers when looked at from a distance, despite the lack of heat.
72	All reflections show dead things as alive and alive things as dead.
73	The statues and busts in this location continuously cry real tears.
74	The walls appear to be in the process of melting. Despite this, they never collapse.
75	The area is illuminated by magic flames that produce only light and no heat.

76	Lit lanterns float in the air. They remain in place just as if affixed to the wall.
77	Strange crystals that hum when touched grow from the walls and ceilings throughout the dungeon.
78	A faint rainbow-coloured aurora fills the air.
79	Face masks carved into the walls change their expression. Each one cycles through a different set of extreme emotions.
80	Every noise made within the dungeon, no matter how faint, echoes for minutes afterwards.
81	From every surface, icicles quickly grow, break and shatter in an endless cycle.
82	A strange, pervasive mould producing large bulbs that look eerily like humanoid skulls grows here.
83	All about the floor, tracks of various animals appear and disappear at random.
84	All the vermin and small animals live on the ceiling as if gravity for them was reversed.
85	All the plant life appears normal but physically recoils from being touched.
86	All who speak find their words come out in the form of a song.
87	This dungeon is home to a species of animal that is wildly inappropriate for the surrounds.
88	Perfectly formed, miniature clouds float by the ceiling.
89	Every door in this location speaks nonsensical sentences of gibberish, when open.
90	Hot air and lighter gases sink while cold air and heavier gases rise.
91	Spilled liquids form a pattern of arcane symbols.
92	Small homunculus-like creatures spontaneously form within the area. These creatures are harmless, mindless and last only a few moments before dissolving into nothingness.
93	Decorative patterns carved into floors or walls change at regular intervals.
94	All injuries and wounds sustained in the area bleed black blood.
95	The names of all who have died in the dungeon magically appear carved into the walls.
96	All water created in the area becomes fizzy.
97	This location causes scars, both old and new, to permanently fade away over a one hour.
98	All who stay within this area constantly see quick movement out of the corner of their eyes.
99	Anyone in the area constantly feels hungry and thirsty, no matter how much they consume.
100	Without warning, the area changes its cosmetic appearance. For instance, wooden walls might become natural caves, or iron gates might become stone doors. These changes are always superficial.

STRANGE SMELLS

Use this table, to generate a strange dungeon smell. Some smells may be inappropriate based on your dungeon's setup—ignore or modify such entries as appropriate.

D%	STRANGE SMELL
01-05	The metallic scent of blood hangs in the air.
06-10	The air reeks of garbage, detritus and the foetid stench of raw, untreated sewage.
11-12	The delicious smell of bread baking in an oven wafts through the air.
13-14	The faint scent of dried roses is just barely detectable in the air.
15-16	The air carries the strong, unpleasant smell of fresh tar or pitch.
17-18	This area has the strong, musky stench of livestock or other animals.
19-20	The smell of cured and seasoned meat roasting over an open fire is easily detectable.
21-22	All about the area, the peculiar and unique smell of hemp hangs in the air.
23-24	The strong, pungent odour of mould and fungi hangs in the air.
25-26	This area has a bitter and unpleasant acrid smell almost strong enough to burn the nose.
27-28	The faint scent of smoke and ash lingers in the air.
29-30	The heady scent of brewing ale; roasted grains, yeast and fermentation fills the air.
31-32	The air carries with it a faint whiff of brimstone.
33-34	The pleasant smell of freshly picked fruits and berries lingers in the air.
35-36	The air carries the smell of overripe fruit.
37-38	The distinctly unpleasant smell of old sweat and body odour fills the area.
39-40	The disgusting stench of offal, urine and other waste is so strong in this area it is almost overpowering.
41-42	The scent of salty sea air—reminiscent of a beach or the ocean—fills the area.
43-44	A barely detectable hint of cinnamon hangs in the air.
45-46	The air carries a strong aroma of wet leather.
47-48	The distinct smell of cut grass fills the air.
49-50	The powerful aroma of dark roasted coffee wafts gently through the air.
51-52	The air carries an undertone of decaying flesh.
53-54	The thick, heady scent of sandalwood infuses the air.
55-56	The air carries a strong scent of cured cedar.
57-58	The wafting air carries the faint smell of lamp oil.
59-60	The area smells strongly of peat bog and damp soil.
61-62	The pleasant scent of lavender, floating lightly through the air, fills the area.

63-64	The air contains a powerful aroma of freshly crushed mint leaves.
65-66	Specific places within the area have the faint stink of sour milk about them.
67-68	The delightful scent of cherry blossoms in full bloom drifts through the air.
69-70	The distinct aroma of pipe tobacco being smoked hangs lazily in the air.
71-72	The strong smell of roughly cut pine fills the air.
73-74	Occasionally, the terrible, sickening stench of vomit overwhelms the area. The smell fades away just as quickly as it arrives.
75-76	The disgusting smell of rotten seaweed and fish permeates the area.
77-78	The beautiful scent of jasmine is noticeable only when a slight breeze disturbs the air.
79-80	The potent and unique smell of molten metal hangs heavily in the air.
81-82	A faint, but overly sweet, fragrance of mature lilac bushes fills the area.
83-84	The air is heavily spiced with a very strong mixture of frankincense and myrrh.
85-86	The odour of freshly chopped, raw onions strong enough to sting the eyes fills the air.
87-88	The area has a strange alchemical smell of formaldehyde and other bizarre preserving ingredients and reagents.
89-90	The distinct odour of sulphur and charcoal hangs in the air.
91-92	The smell of burning charcoal lingers in a few distinct spots within the area.
93-94	Numerous scents including old leather bindings, pulp and paper and glue combines to form an aroma reminiscent of old books and ancient tomes.
95-99	The foul stink of stagnant, polluted water fills the air.
100	The area has absolutely no smell, as if it were completely sterile.



STRANGE SOUNDS

Use this table, to generate a strange dungeon sound. Some sounds may be inappropriate based on your dungeon's setup—ignore or modify such entries as appropriate.

D%	STRANGE SOUND
01-05	Whispering voices that cannot be understood come from somewhere just out of sight.
06-10	Dripping liquids from somewhere ahead gently splashes into small pools.
11-12	Coming from somewhere close is the distinct, and loud, buzzing of hundreds of tiny insects.
13-14	A great multitude of large bells clang and ring in the far distance.
15-16	From not too far away comes the ethereal sound of chimes tinkling in a gentle breeze.
17-18	A grandfather clock marks the passing of the hour with its precise and methodical ringing.
19-20	The incredibly loud crash of an enormous gong rings out; its reverberating echoes last for a few moments.
21-22	The sound of someone quietly crying comes from somewhere nearby.
23-24	The hubbub of a small group of people, all laughing uproariously, comes from nearby.
25-26	A single person screaming uncontrollably, and incoherently, with fear comes from far off.
27-28	From somewhere not too far away comes the sounds of a pitched battle.
29-30	A large group of voices chant together.
31-32	The sounds of two people engaged in muffled conversation comes from nearby.
33-34	From somewhere close comes the sound of a single person leading a small group in prayer.
35-36	The voice of a lone individual singing a hauntingly beautiful tune reaches the party's ears.
37-38	From somewhere far away comes the sounds of an orchestra playing rich and complicated music.
39-40	A faint but incessant scratching noise seemingly originates from the surrounding walls.
41-42	The distinct noises of a working forge come from not too far away.
43-44	From nearby comes the sound of sawing wood and furious hammering.
45-46	The tremendous roar of a large, terrible monster echoes throughout the area.
47-48	The quiet sound of someone whimpering pitifully comes from an undetermined direction.
49-50	The sound of rapidly rushing water, such as from a river, comes from an unseen source.
51-52	Strong winds howl nearby.
53-54	From far away comes the faint sound of water tumbling into a pool.
55-56	A multitude of birdsong comprising chirps, tweets and whistles comes from all around.
57-58	Far into the distance, the low rumble of booming thunder echoes through the dungeon.
59-60	From somewhere close, a sad and mournful wailing, seemingly without end, fills the air.
61-62	The distinct grinding sound of stone moving slowly on stone comes from nearby.
63-64	Not too far away comes the chewing, gnashing and smacking sound of something large eating.
65-66	The rumbling sound of a person snoring heavily comes from somewhere close by.
67-68	From somewhere nearby, a person whistles a cheerful, but tuneless, melody over and over.
69-70	The steady sound of surf crashing on a beach comes from far away.
71-72	The snapping, cracking and hissing sounds of a roaring fire come from some distance away.
73-74	The distinct crackling and buzzing sound of electricity comes from somewhere very close.
75-76	The sound of bubbling liquids and other strange alchemical reactions fills the air.
77-78	From somewhere nearby comes the sound of old rusty hinges squeaking horribly as a door opens or closes.
79-80	Although their source is impossible to determine, the sound of quickly moving footsteps echoes through the dungeon air.
81-82	From all around, comes the loud sound of a great many rodents chittering, scratching and scrambling.
83-84	In the distance, the violent and angry sounds of a person yelling and ranting in incomprehensible rage can be heard.
85-86	From somewhere nearby comes the quiet, but disturbing, sound of bones crunching.
87-88	The faint sound of chains being rattled and dragged across the floor comes from some distant point.
89-90	From some location far away, the deep, rhythmic pounding of drums echoes through the air.
91-92	The sharp, loud sound of shattering glass from somewhere very close by fills the air.
93-94	The sound of someone's laboured breathing, though slow and quiet, comes from just around the corner.
95-99	A strange, constant yet gentle tapping sound comes from behind a nearby wall.
100	The area is too quiet; unnatural silence hangs in the air.

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