

D20		D6	
1	Pit filled with	1	acid
		2	nothing
		3	sludge
		4	spikes
		5	venomous creatures
		6	water
2	Pressure plate releases	1	a rolling boulder
		2	blades
		3	crushing walls
		4	darts
		5	flames
		6	poison gas
3	The floor	1	collapses
		2	is a creature
		3	is frictionless
		4	is invisible, but can be walked on
		5	is spring-loaded
		6	tilts into another room
4	A shelf	1	contains a clue or key
		2	holds a cursed book
		3	holds a full potion bottle
		4	holds a spell scroll
		5	holds poisoned food
		6	is a secret passage
5	Suddenly	1	a gust of wind blows out the torches
		2	the doors all close and lock
		3	the room begins filling with sand
		4	the statue here animates and attacks
		5	you all become very sleepy
		6	you sink into the ground like quicksand
6	A locked chest	1	can't be unlocked but has gold inside
		2	contains cursed treasure
		3	holds a potion bottle
		4	holds a spell scroll
		5	is actually a mimic
		6	unlocks with difficulty but is empty
7	A tripwire	1	made of a vine triggers strangling vines
		2	releases the trapped monster
		3	drops a cage over you
		4	slams the doors shut and locks them
		5	triggers a decrepit and ineffective trap
		6	sounds an alarm alerting the denizens
8	A one-way portal to	1	a random room (splits the party unless holding hands)
		2	a treasure trove
		3	death
		4	the beginning of the dungeon
		5	the stomach of a monster
		6	underwater
9	A door	1	leads to this same room, no way out
		2	that opens to a solid wall
		3	that requires a password
		4	trapped with explosives
		5	with a large keyhole in the center
		6	with a riddle in order to open
10	A peculiar room where	1	gravity is reversed
		2	it is utterly dark and all lights are ineffective
		3	the walls imprison living monsters
		4	time outside does not pass while inside it
		5	you all have strange prophetic visions
		6	you must walk backwards to go forward

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11	In this cavern	1	grow crystals of various sizes and colors
		2	grow phosphorescent mushrooms
		3	is a clutch of large eggs
		4	is a disused mine with an overturned cart
		5	lives a monster who is thankfully not home
		6	runs a magical or cursed spring of water
12	A treasure	1	guarded by a sleeping monster
		2	inside an ooze or gelatinous cube
		3	that animates and attacks if touched
		4	that is illusory and conceals a pit
		5	that there is surprisingly nothing sinister about
		6	with a curse that is not immediately apparent
13	A lever that if pulled	1	causes monsters to fall from the ceiling
		2	causes the room to begin filling with water
		3	changes something elsewhere in the dungeon
		4	opens a pit beneath the lever
		5	opens a secret door
		6	starts a countdown, which resets if pulled again
14	On a pedestal sits a	1	candelabra that if lit reanimates the skeletons on the floor
		2	crystal ball that views other parts of the dungeon
		3	fountain with magical or cursed water
		4	mirror that sees through clothing, closed boxes, etc.
		5	summoning altar that makes monsters until destroyed
		6	valuable diamond with razor-sharp facets
15	This room is the	1	great hall
		2	kitchen and pantry
		3	laboratory
		4	living quarters
		5	storehouse
		6	temple of evil
16	A tricky monster that	1	gets worse if attacked (splits into more, gets tougher, etc.)
		2	has a weakness removed or an unexpected extra ability
		3	is a doppelganger of a PC or familiar NPC
		4	is verbally controlled by enemy, but will listen to party as well
		5	looks like a tough monster, but is a disguised easy one
		6	looks like an easy monster, but is a disguised tough one
17	Someone is here:	1	A lost explorer who has survived by his ability to turn invisible
		2	An aged immortal knight who challenges you to a battle of wits
		3	Asking for help, but is a decoy and not actually in distress
		4	Kidnapped peasants, victims for experimentation or sacrifice
		5	The corpses of less fortunate adventurers who came before
		6	The designer of the dungeon, imprisoned by his master
18	Temptation:	1	First time is a benefit, all subsequent times are injurious
		2	Glass pillar of coins, if broken, party is buried alive in coins
		3	Hand in the dark opening is the only way to open the door
		4	Rope for swinging across chasm, the rope is sliced to break
		5	Tiny door, shrinking potion nearby, shrinking doesn't wear off
		6	Whoever labeled the box "Do Not Open" wasn't kidding
19	Combat Complications:	1	Chased back through an area of traps already traversed
		2	Fog
		3	Marbles on the floor, flying enemies
		4	One of the PCs is mind controlled to fight the others
		5	Portcullis closes and splits the party
		6	Sneezing powder
20	Miscellaneous:	1	Elevator/Staircase
		2	Giant spiderwebs
		3	Glue on wall/door/item
		4	Logic puzzle
		5	Trap affects all except the person triggering it
		6	You hear a click, but nothing happens